SHOWKONTROL

OPERATING INSTRUCTIONS R22.02.03

SHOWKONTROL

OPERATING MANUAL

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INTRODUCTION

ABOUT SHOWKONTROL
ShowKontrol is Designed to support and automate live shows, generally performed by DJ's.
With ShowKontrol you get an cockpit view of a connected DJ setup, allowing you to see and participate in all information available. By using this real-time information, you can anticipate what a DJ's is going to do next and sync external equipment via Time Code. ShowKontrol allows you to automate show elements, making shows flawless and spot on.

HOW DOES IT WORK?
DJ Setups, used by preforming DJ's are connected together via a LAN (Local Access Network). By plugging in a computer running ShowKontrol in the same network, the software is capable of reading all information of the equipment (Pioneer DJ CDJ's and Pioneer DJ DJM's) in this network. ShowKontrol then visualizes this information and lets a user interact with it.

For example: When a computer running ShowKontrol is connected to a lighting desk or video server, the user is able to select a specific Pioneer DJ CD, and use its real time information to create and send Time Code, send via methods like LTC Audio, Midi MTC or Network Time Code to this lighting desk or video server.

Since almost all manufacturers of show equipment are supporting this signals, ShowKontrol is able to talk to virtually any professional lighting console, video server, laser, pyro and motions controller currently on the market.

TIP: Check the connection diagram on page 7 to see how a typical connection is made.

INTRODUCTION

GETTING STARTED
As hard as it looks, ShowKontrol is actually very easy to start with.
Before you get started please make sure you have the following ready:

- **Apple Mac** running **OS 10.9.5** or up (Min specs: **Intel Core i5, 4gb Ram**)
- Latest version of ShowKontrol
- A **Pioneer DJ Setup** with minimum **NXS2 Series** and up players/ mixer. (**Make sure you installed latest FW!**)
- Correct network setup that has connected all equipment including Mac running ShowKontrol to a switch.

When performing a clean install, always make sure you downloaded the latest version available at:
http://www.showkontrol.com/downloads.
After installing successfully, please follow next steps to install license and startup your copy of ShowKontrol.

LICENSING
If your computer is not connected to the internet, please connect to internet first before continuing, this is needed to contact the LiveKey licensing server.

When you start ShowKontrol for the very first time, it will direct you to the "Licensing" page. On this page you can login with your user credentials, provided by us.
After a successful login, your licenses are shown below the "Current License" pane. In order to activate a license, click the license (in case of Demo license this is: "ShowKontrol DEMO") and press the "Register Computer" button in the bottom right corner. After registering, your license will show in the "Current License" pane, colored green. Also, you will see the type of license and expiration date of the license.

A license can only be used on one computer at the same time. If you need to switch from computer, you can follow the steps above, but instead of pressing "Register Computer", press "Unregister Computer".

IMPORTANT: In order to keep your license active, you need to renew your license at least once a month by simply starting ShowKontrol while connected to the internet.

INTRODUCTION

LICENSING

On the image below you see the license pane, showing licenses active on the active account:

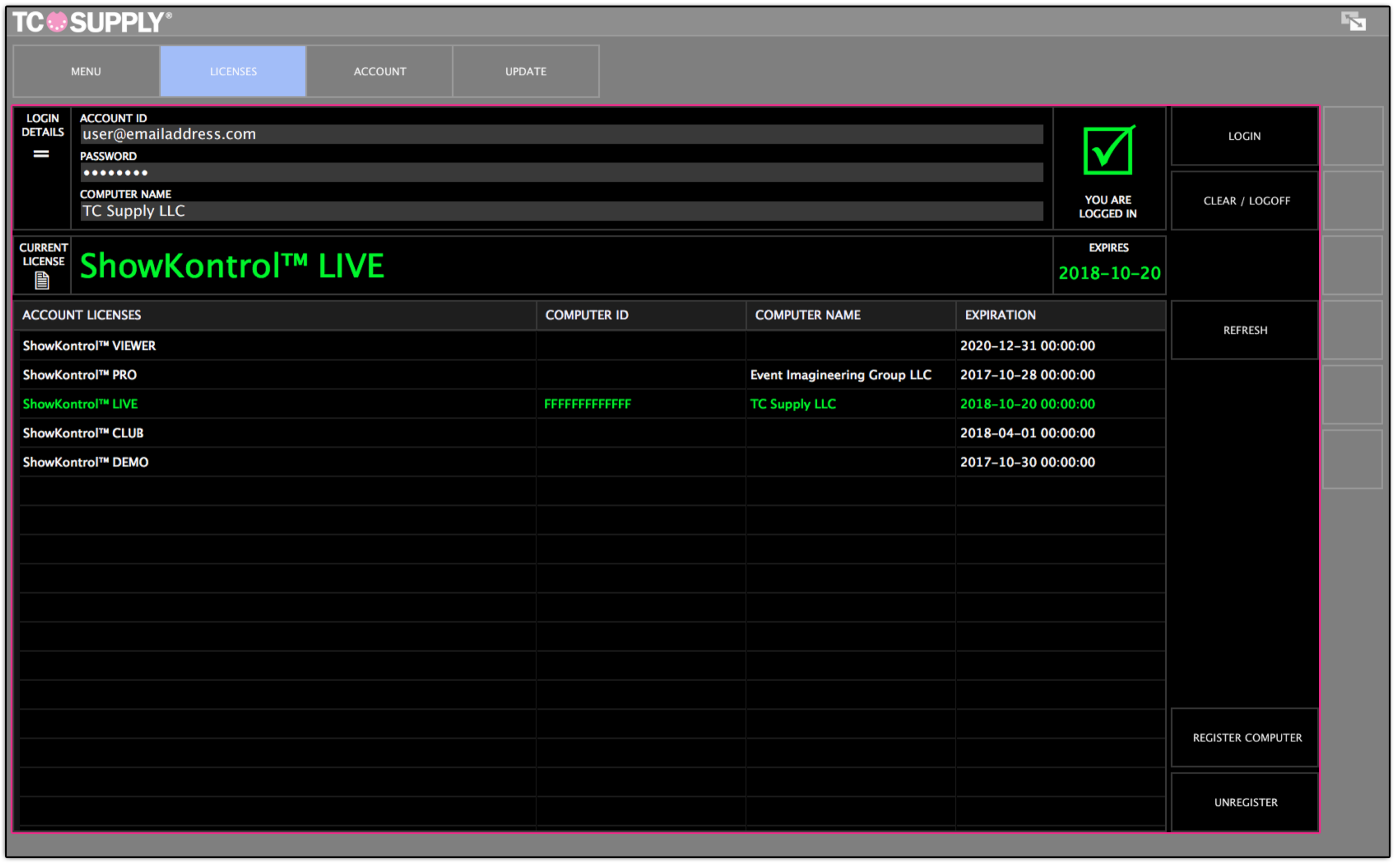


Figure: Licenses Overview

ACCOUNT

Your LiveKey account is where you keep track of your licenses and manage payments or software updates.
In order to keep your account active, please make sure all information is accurate and filled in.
You can access your account directly online via: **http://www.showkontrol.com/login**

BASICS

CONNECTION DIAGRAM

In order to understand the workflow, it's important to know how to connect ShowKontrol to your equipment.
The diagram below illustrates a typical Pioneer PRO DJ Link setup and the connections made from your ShowKontrol system.

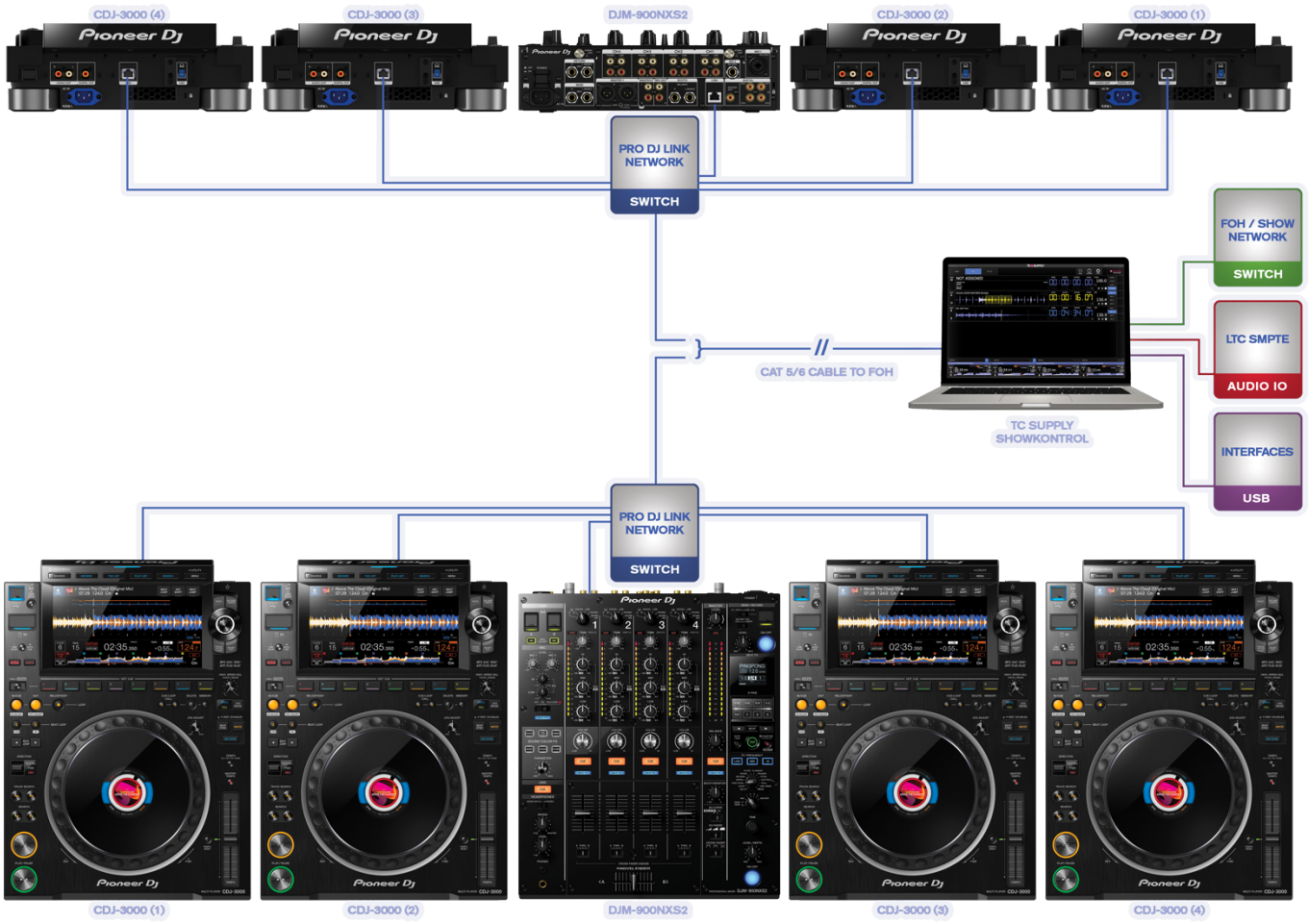


Figure: PRO DJ LINK Connection Diagram

As you can see in the diagram above, all equipment is connected via LAN to a switch. One of the LAN ports of the computer is connected to the same switch to participate in the PRO DJ Link network setup. A second LAN port is connected to the FOH switch that is connected to LAN enabled devices that run protocols like TCNet and ArtNet. The Audio IO is a typical sound output or external sound card that is used to transport the LTC Time Code signals from ShowKontrol to a LTC Time Code enabled device. The interfaces are external outputs such as DMX and RS232 dongles, which communicate in their respective protocols to external devices.

BASICS

MENU'S
To fully understand how ShowKontrol works, we start with explaining the different menus, so we can refer to them in this manual. ShowKontrol has 2 types of menu's, next to the main menu:

TOP MENU
These are the menu buttons in top of application. Top menus allow you to switch between views and settings.

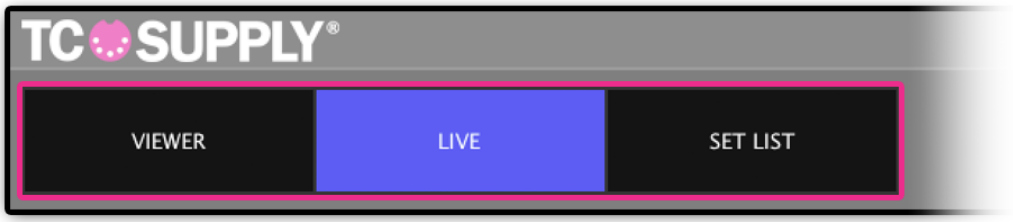


Figure: Top Menu Buttons

UTILITY MENU
These are the menu buttons in top of application. Utility menus allow you to switch between screens and settings.
In most screens, the utility menu consists of "MENU" (Gets you back in main menu), "NETWORK" (Network settings) and "UTILITY" (Utility / General Settings)

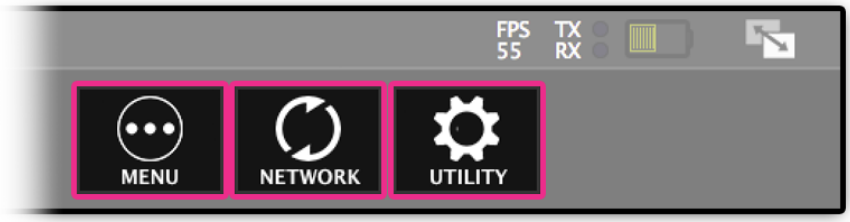


Figure: Utility Menu Buttons

BASICS

FUNCTION BUTTONS
ShowKontrol is controlled via Function Buttons that allow you to perform actions or control the application.

DECK SELECT BUTTONS
When pressed, the selected deck/layer becomes selected to perform specific actions. Actions vary on active view.

Figure: Deck Select Buttons

FUNCTION MENU
This are the side function buttons that are dynamic and let you perform simple actions like add / delete / copy or control Pioneer CDJ's directly.

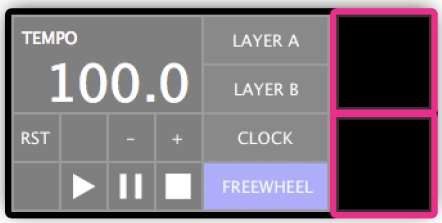


Figure: Function Menu Buttons

VIEWS

HISTORY

The “HISTORY” view gives you a history of all played tracks. When a tack is played AND audible to public, ShowKontrol will register the track and total on-air time automatically. Exports can be found in your TC Supply/History folder.

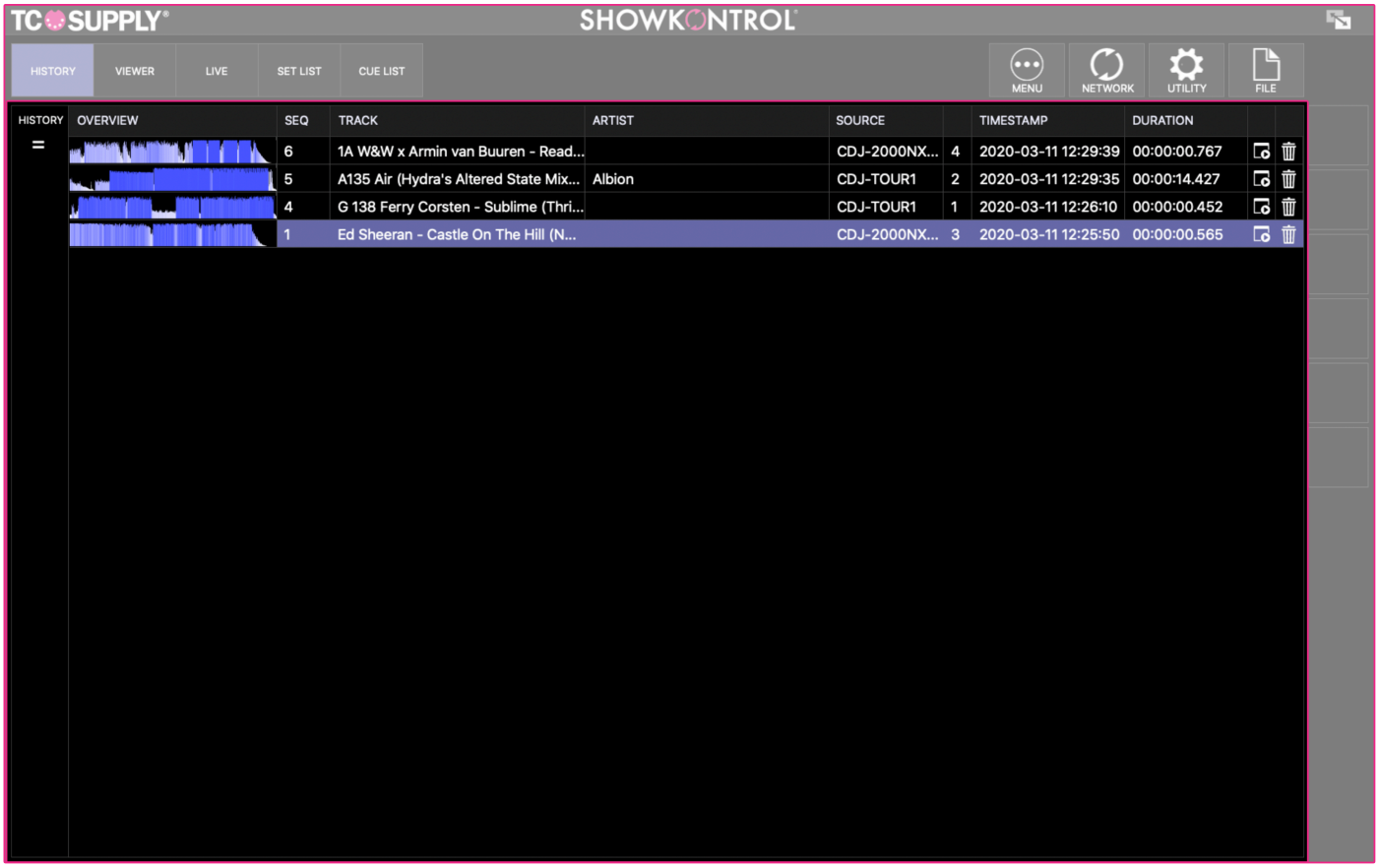


Figure: HISTORY

TIP: You can open existing history filed in the HISTORY filemenu. This makes it easy to merge an older list. It is also possible To add tracks from history to your SETLIST for programming.

VIEWS

VIEWER

The “VIEWER” view gives you an ultimate cockpit view of your connected Pioneer PRO DJ Link gear.
Metadata such as artist and track title, BPM, tempo, actual time, artwork, waveforms, loop data and beat grid info can be monitored realtime.
You can click on “TIME” to switch to “REMAIN” mode (Remaing time of track). If a title is too long, it will scroll once.
Need to see the track name again, just click on it and it will start scolling again!

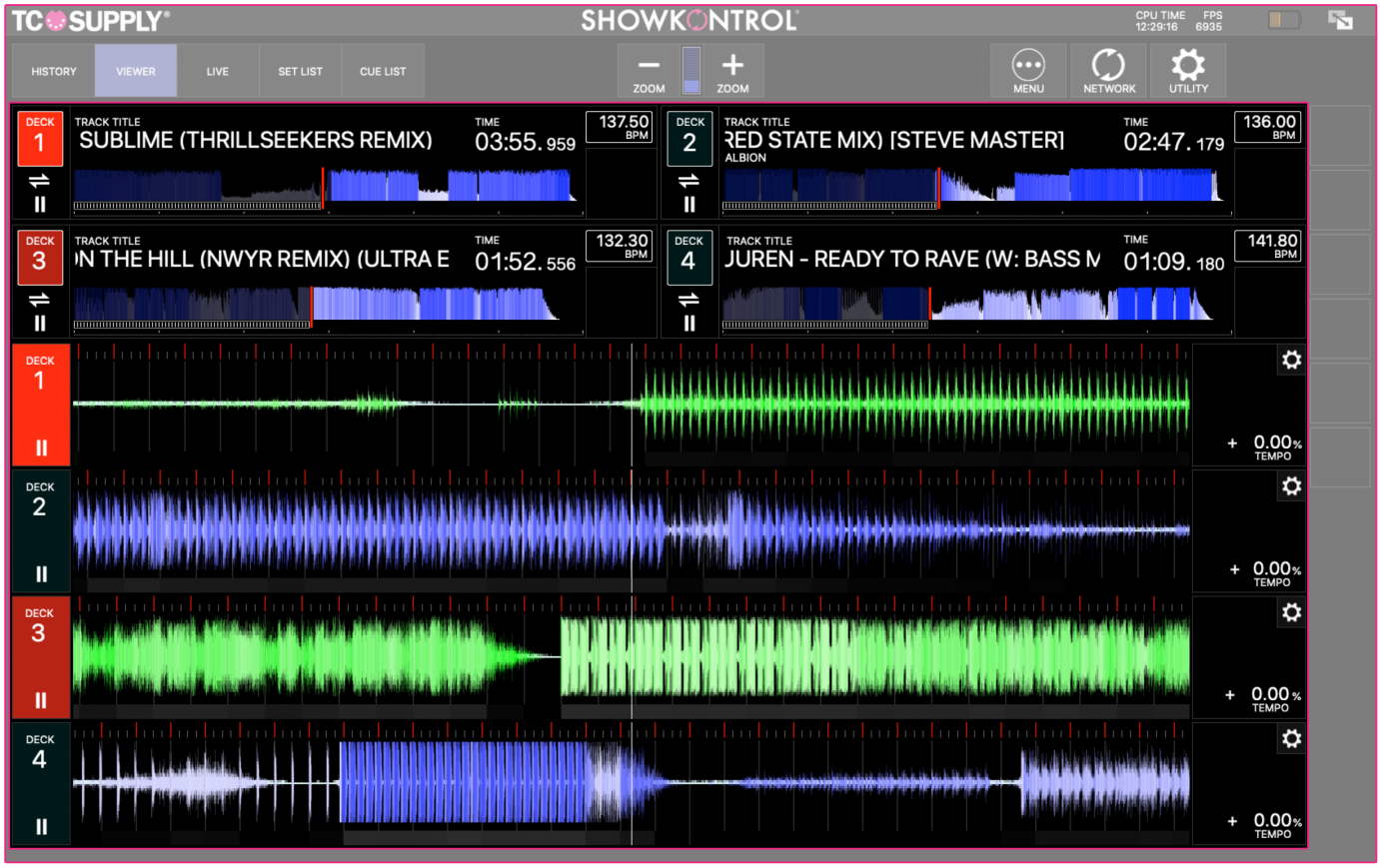


Figure: VIEW – Viewer

TIP: You can run “VIEWER” modus on unlicensed computers, when there is at least one licensed ShowKontrol computer the same ProDJ Link / TCNet network.

VIEWS

LIVE
The "LIVE" view gives you realtime control over all available information and lets your route information between all input and output layers.

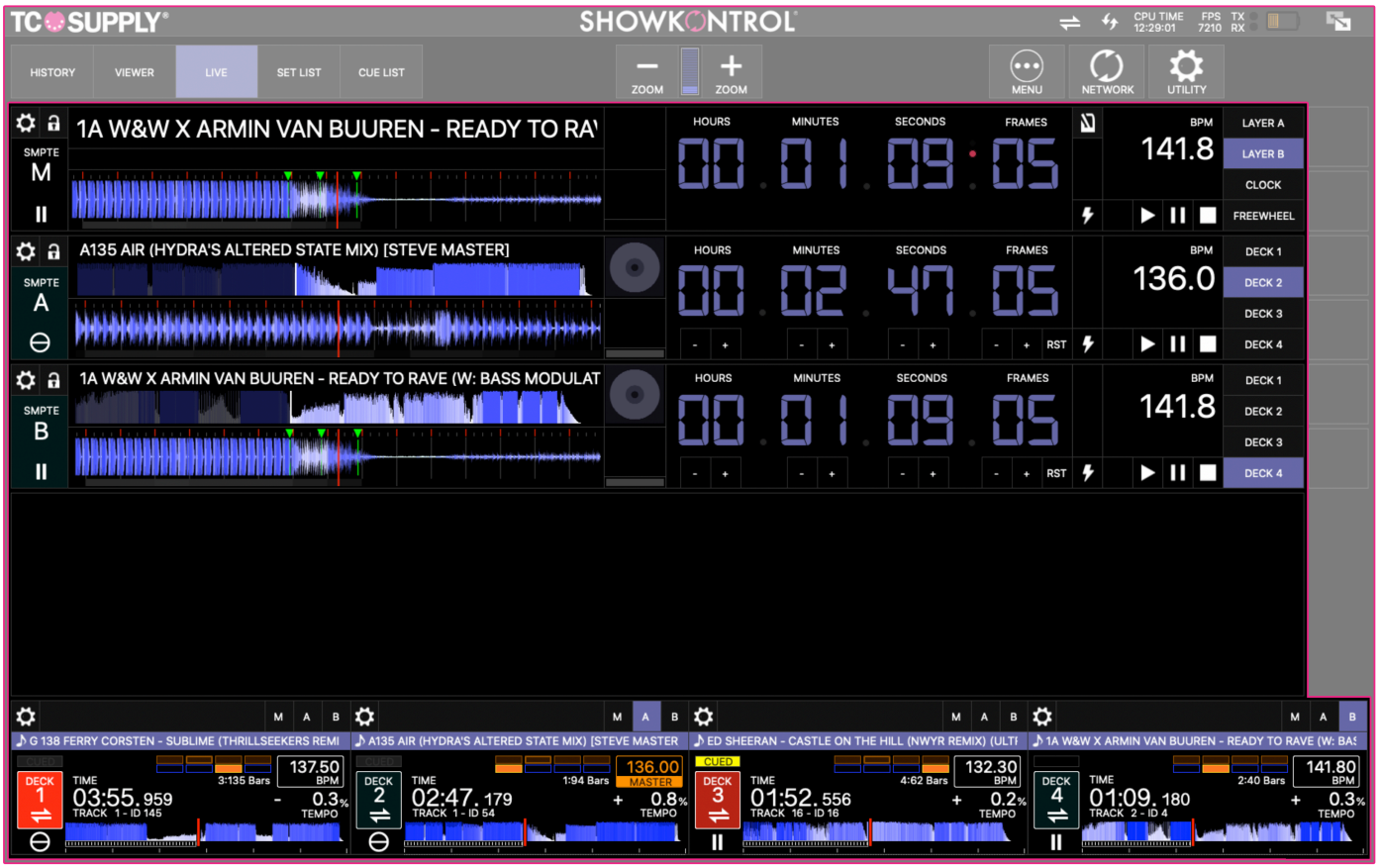


Figure: WORKFLOW – LIVE

NOTE: The "LIVE" view is your basis for running live shows.

VIEWS

SET LIST

The set list feature allows you to store tracks and assign offsets that are automatically loaded when a specific track is loaded. To enter the setlist view, press "SET LIST" in the top menu.

Adding a track to the set list is simple: select the layer you want to add a track from and press "ADD" in function menu.

Figure: WORKFLOW – Setlist

TIP: When creating a show, start with creating a setlist, adding offsets that you use for programming your show.

ADDING TRACK TO SETLIST

Adding a track to the setlist is easy. After you select a deck by using the "Deck Select button" while in "SET LIST" view, press "ADD" in function button menu on the right side of the screen. Do not forget to unselect deck if you aren't planning to perform any actions on it.

VIEWS

CUE LIST

The cue list feature allows you to store cues for a specific track that is loaded on the Master layer.
To enter the setlist view, press “CUE LIST” in the top menu.
Adding a cue to the cue list is simple: Play or pause the track and press NEW CUE on the time position you want a new CUE.

THE BASICS

In the CUE column, you can enter a title for your cue, in the EVENT column you can specify what kind of event is happening,
In the CMD section you can store executors that will be fired the moment the cue is ran.
In the CC section you can tell ShowKontrol to speak out the actual CUE.
In the GP section you van specify what group this cue belongs to. (See SHOW section)

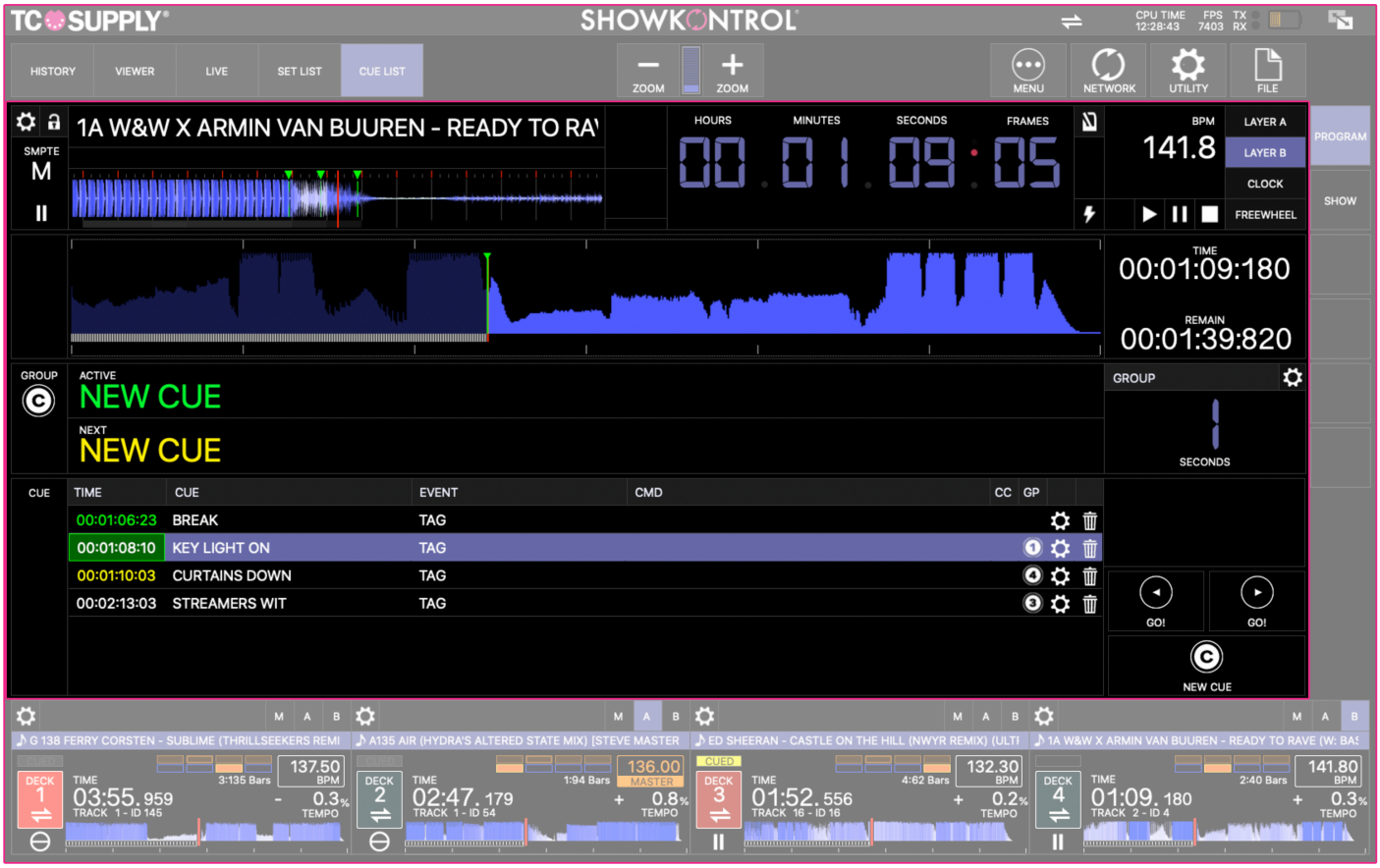


Figure: WORKFLOW – CUE LIST

TIP: When creating a cue list, make sure you added the track to the setlist first!

VIEWS

SHOW CALL
The show call feature allows you to view cues per group (as set in CUE LIST)

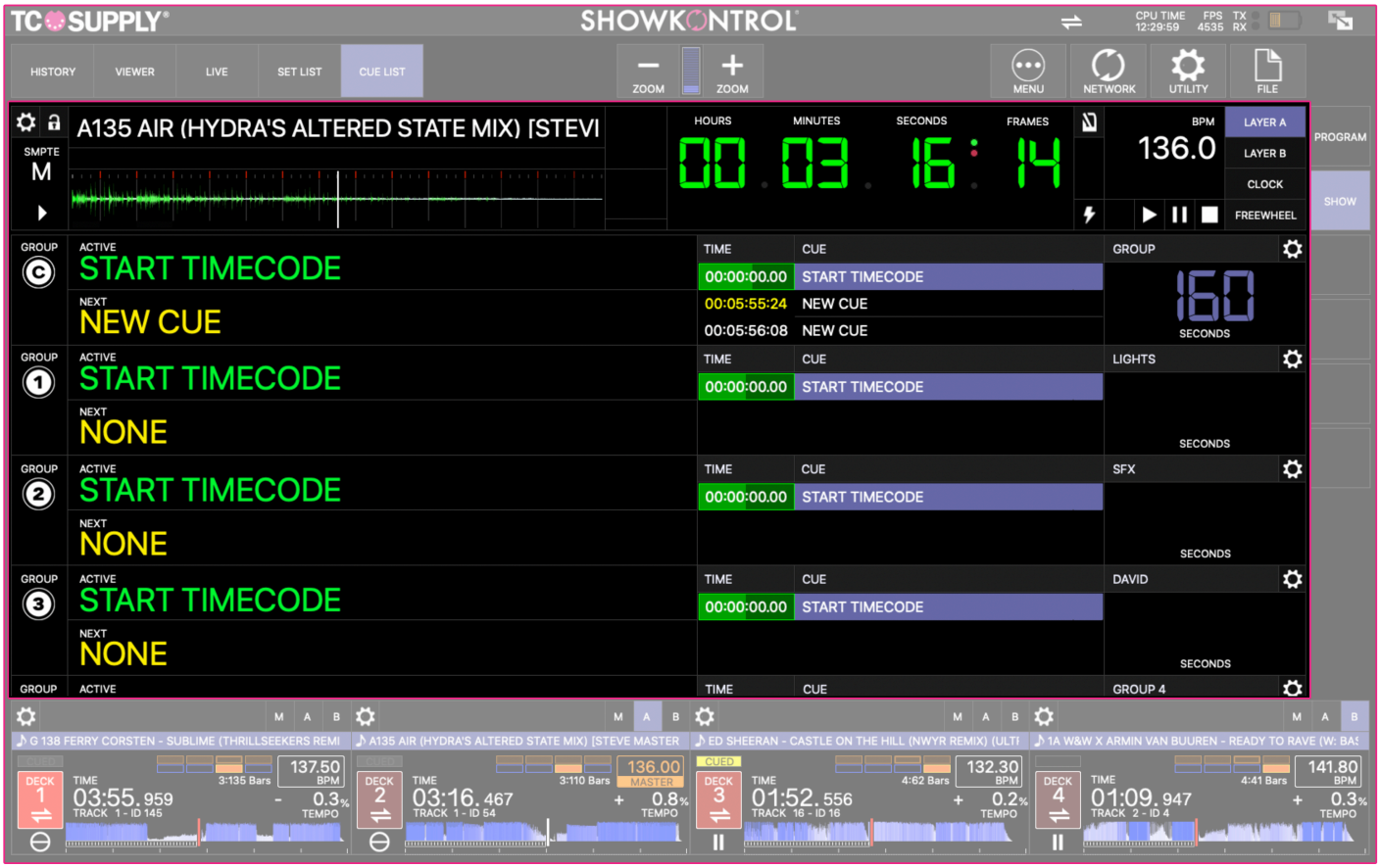


Figure: WORKFLOW – CUE LIST

TIP: You can name groups by clicking on the settings wheel for each group!

WORKFLOW

BASIC WORKFLOW
The basic workflow of ShowKontol is pretty straight forward: You connect some Pioneer DJ NXS2 Players/Mixer and get instantly a cockpit view of your connected gear. But how do you use this information to actually sync or automate your show? This chapter explains the basic work flow and how you can put it to use in your shows.

INPUT LAYERS
ShowKontrol is built in a intuitive way. The operation is quite simple once you understand the way it works.
The easiest way to understand how it works, is when you see the 4 decks on the bottom of screen as layers.
We call them **Input Layers**:

- **Input Layer 1** (eg. PIONEER DJ CDJ3000 1)
- **Input Layer 2** (eg. PIONEER DJ CDJ3000 2)
- **Input Layer 3** (eg. PIONEER DJ CDJ3000 3)
- **Input Layer 4** (eg. PIONEER DJ CDJ3000 4)

Each layer contains information like Artist and Track data, Actual playhead position in song, Speed, BPM, BeatMarker and graphical information like Artwork and Waveforms.
When you only use ShowKontrol to view this information, your workflow ends here. But if you want to start syncing, things get a little more complicated, but not so much. As you learned, the Pioneer DJ decks are connected to 4 Layers.

OUTPUT LAYERS
In ShowKontrol Live there are 3 more Layers, called **Output Layers**:

- **Output Layer A** (Sub Master)
- **Ouptut Layer B** (Sub Master)
- **Output Layer M** (Master)

These 3 Output Layers are standalone layers, and act as routing layers to your outputs. By connecting one of the 4 Input Layers to one of these 3 Layers, the information and and data of these Input Layers (1-4) is then connected and duplicated into the connected Output Layer. Output Layer M can also use external Time Code, System Clock as source or run in "FREEWHEEL" mode (Backup/Manually).

EXAMPLE: Connecting Layer 1 to Layer B results in Layer B syncing all data from Layer 1.

Output Layers can be connected to external equipment via LCT or Midi Timecode, TCNet, ArtNet and other interfaces.
All information that an Output Layer contains, is streamed real-time via these connections.
See figure below for buttons to use for connecting Layers:

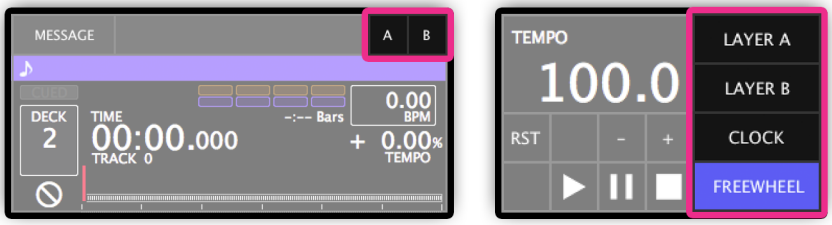


Figure: Layer Routing Buttons

WORKFLOW

OUTPUT LAYER CONTROL
The Output Layers have controls that allows the user to manipulate certain information within these Layers.
The available controls are:

- **Play / Pause/ Stop** (Start / Stops layer's clock)
- **Tempo** (Alters layer's clock speed)
- **Offset** (Alters Clock Offset in layer linked mode)

OUTPUT LAYER PLAY/PAUSE/STOP
Use these controls to start, pause or stop the layer's clock.
NOTE: These functions do not work when linked to a input layer.

Figure: WORKFLOW – Play / Pause / Stop Buttons

OUTPUT LAYER TEMPO
Use these controls to alters layers clock speed.
NOTE: These functions do not work when linked to a input layer.

Figure: WORKFLOW – Tempo Buttons

WORKFLOW

OUTPUT LAYER OFFSETS
Use these controls to set offsets to a layer's clock.

EXAMPLE: When running in sync with a input layer, the time of the output layer can be offset with the offset controls. This is very useful when there are delays in sound, visual or specific situations where time code needs to be offset.

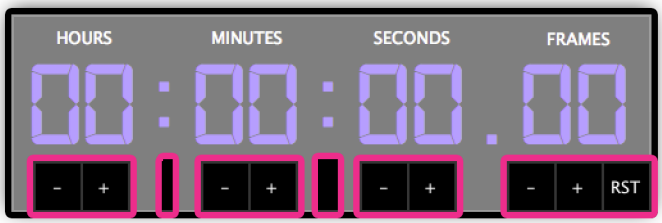


Figure: Layer Offset Buttons

UTILITY MENU

AUDIO OUTPUTS
The "AUDIO" tab in Utility menu lets you select audio output channels for the Output Layers.

CAUTION: When you are running ShowKontrol on a computer without external soundcard, you might want to disable the channels you don't use, as outputting multiple LTC Time Code streams on one audio channel will cause the LTC signal to be distorted.

TIP: Install an audio router app like "Soundflower" to route your audio internally when using ShowKontrol on the same computer as your VJ or Lighting application. This way you can route the LTC Audio signal directly within your computer.

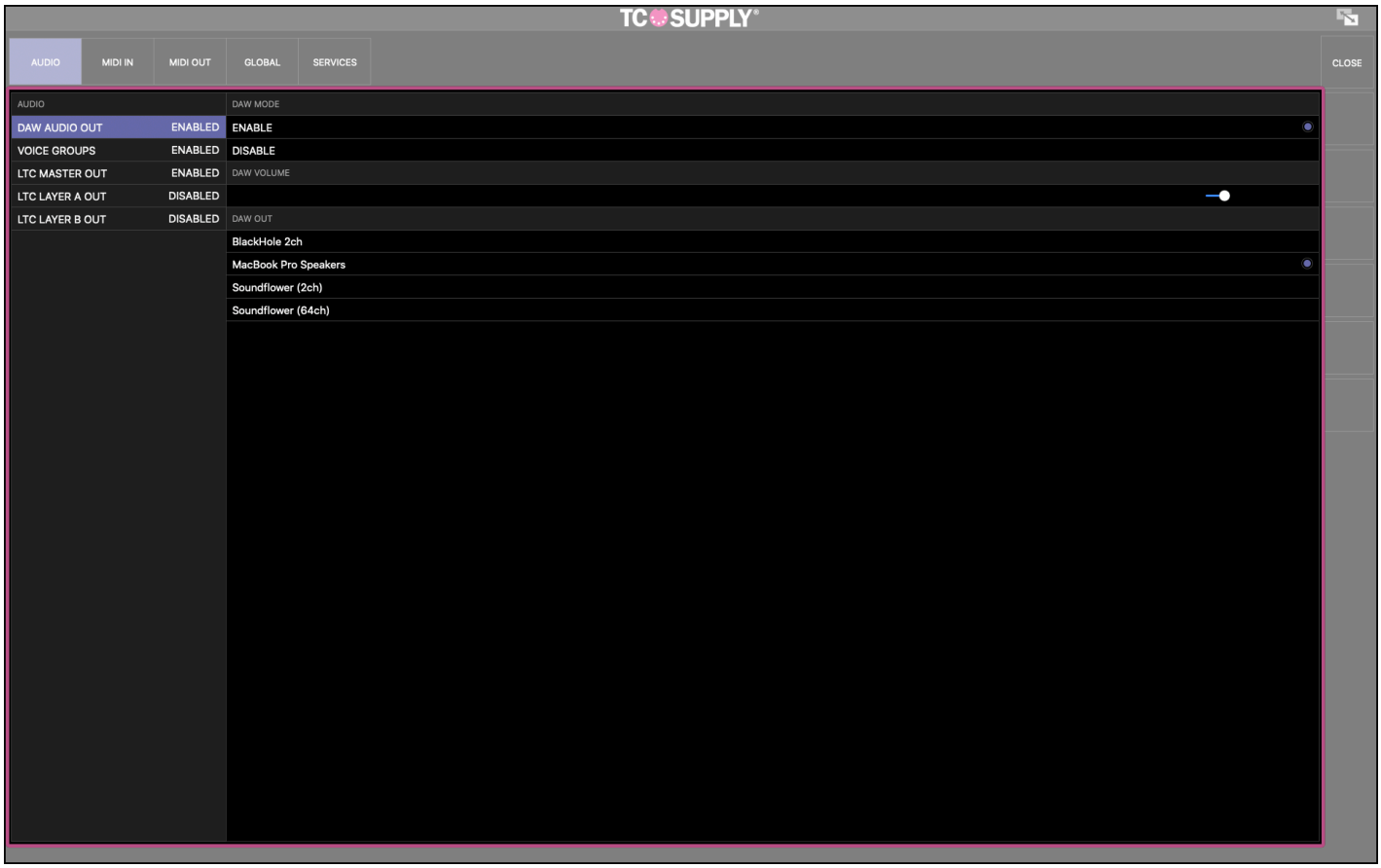


Figure: Utility Menu – Audio Outputs

UTILITY MENU

MIDI SETUP
The “MIDI” tab in Utility menu lets you change your midi setup.

TIP: OSX Is offering a built-in IAC driver to route Midi internally within all installed apps.

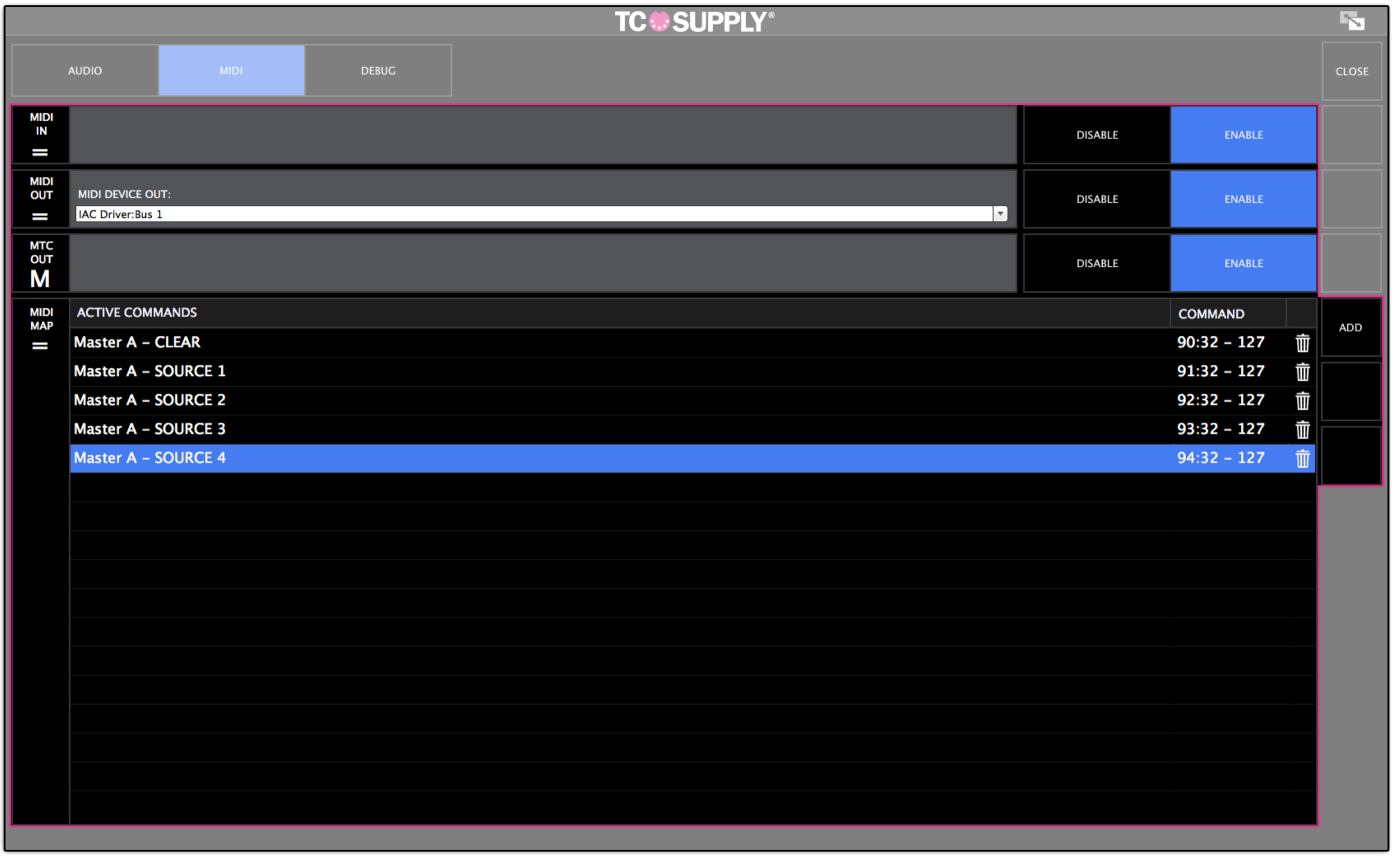


Figure: Utility Menu – Midi Setup

UTILITY MENU

MIDI INPUT MAP SETUP

The “MIDI” tab in Utility provides a Midi Input Mapper that allows you to map Midi Controllers to specific functions of ShowKontrol. Using the Midi Mapper is easy: Add a function by press “ADD” in the function menu.
A list with commands shows up. Select a command by pressing the “+” next to it. To add more functions, repeat this step.
You can also add an cudtom Executor Command.

To learn a midi command, click on the command in the “ACTIVE COMMANDS” list and press a key/button/fader on your midi controller. The command is learned and added to the selected function. To delete a function, press the “TRASHCAN” icon.

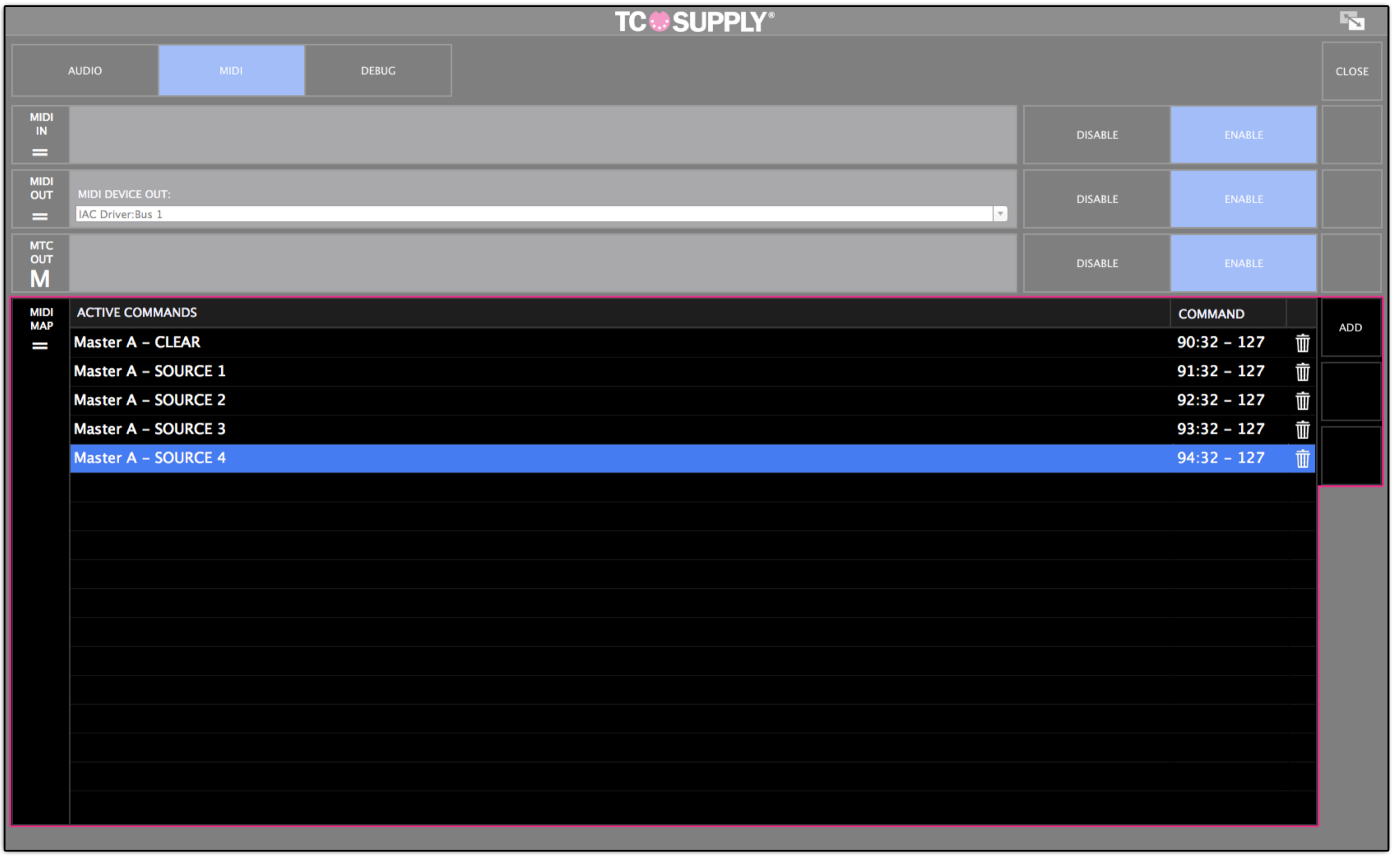


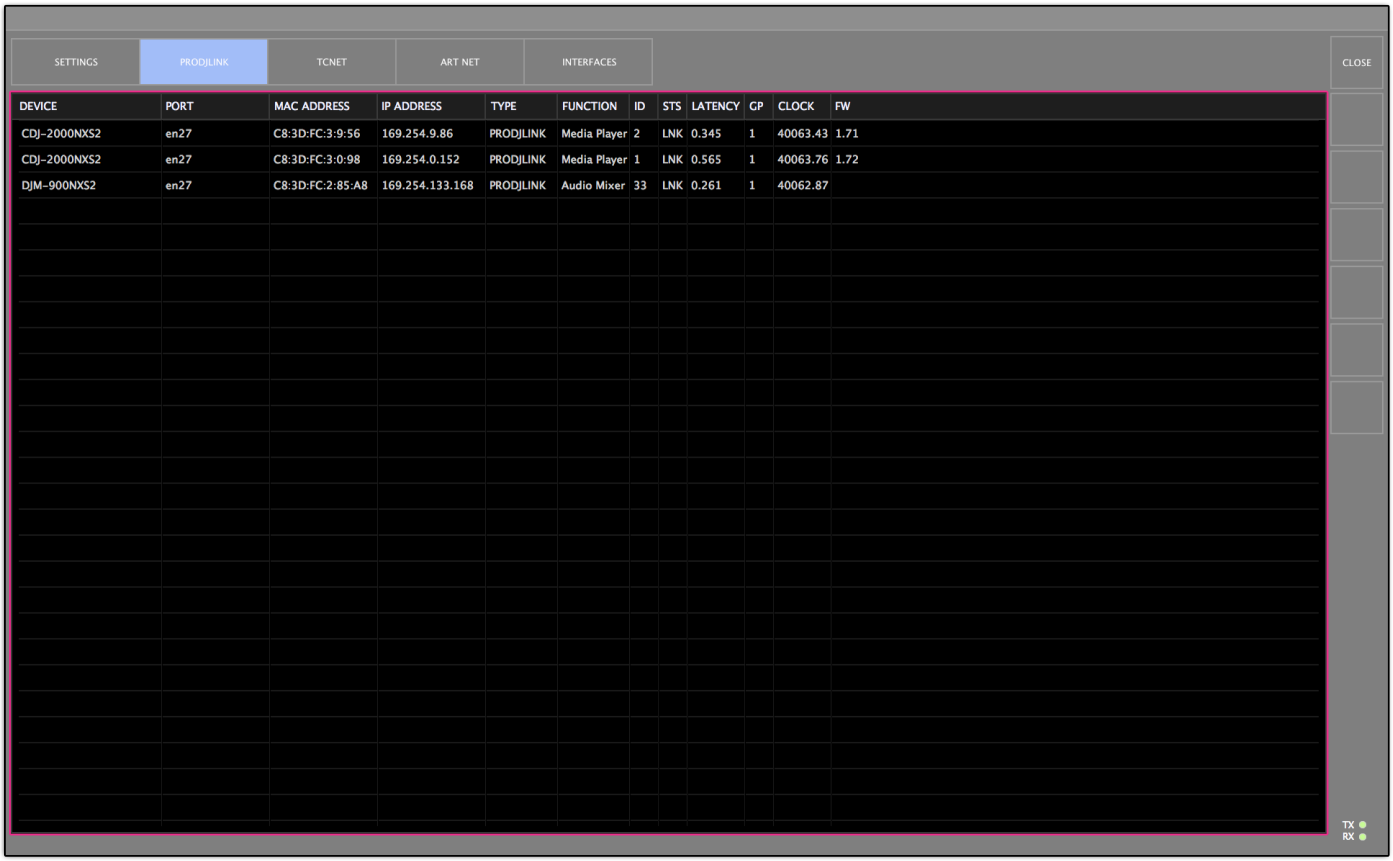
Figure: Utility Menu – Midi Input Map Setup

DID YOU KNOW? Config files that contain info like the Midi Mapping, can be found in your Mac's documents, in folder “TC Supply”. You can copy / delete or backup this files if needed.

NETWORK MENU

PIONEER DJ PRO DJ LINK

The “PRODJLINK” tab in Network Settings lets you view your Pioneer DJ PRO DJ Link network devices.



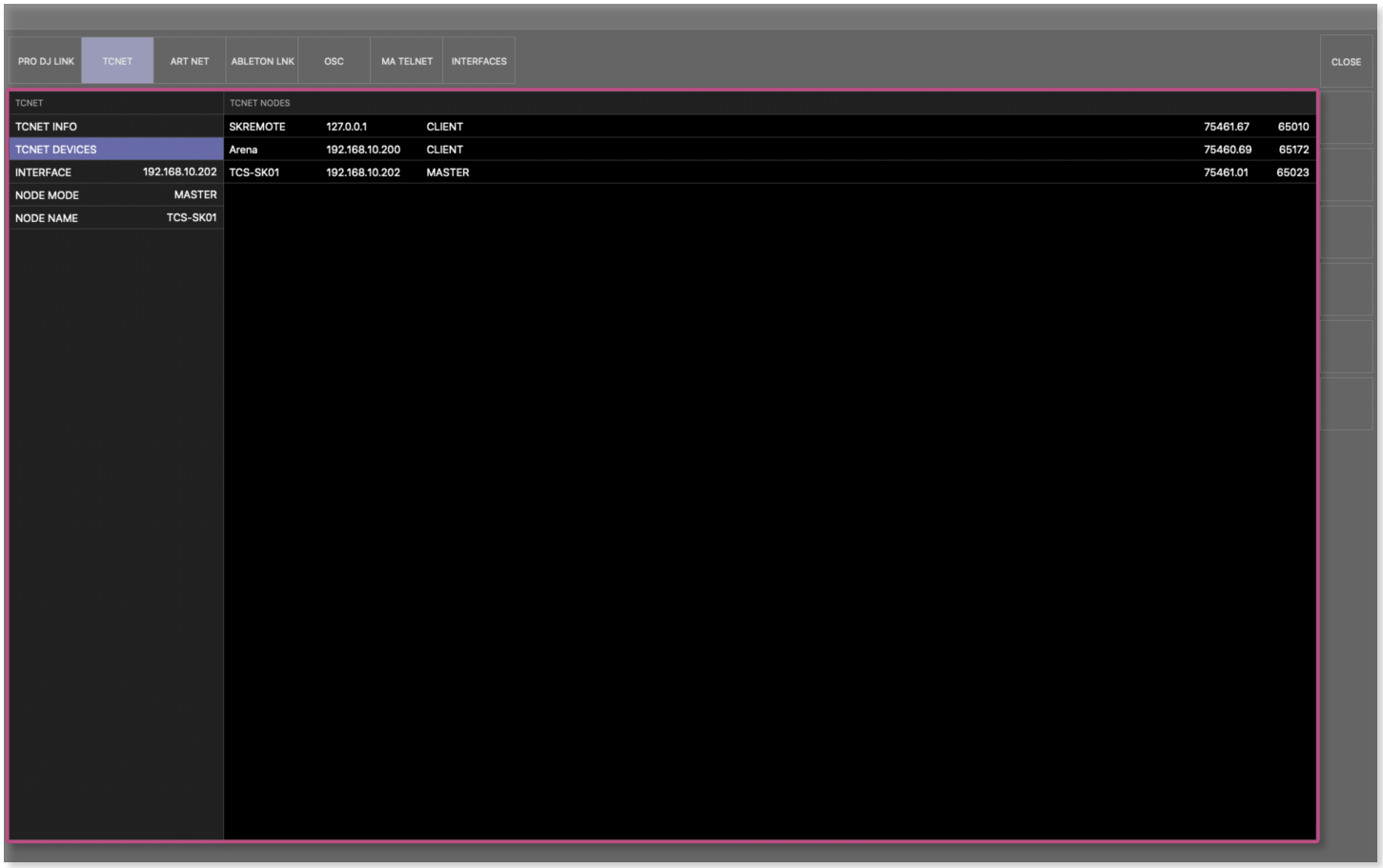
DEVICE	PORT	MAC ADDRESS	IP ADDRESS	TYPE	FUNCTION	ID	STS	LATENCY	GP	CLOCK	FW
CDJ-2000NXS2	en27	C8:3D:FC:3:9:56	169.254.9.86	PRODJLINK	Media Player	2	LNK	0.345	1	40063.43	1.71
CDJ-2000NXS2	en27	C8:3D:FC:3:0:98	169.254.0.152	PRODJLINK	Media Player	1	LNK	0.565	1	40063.76	1.72
DJM-900NXS2	en27	C8:3D:FC:2:85:A8	169.254.133.168	PRODJLINK	Audio Mixer	33	LNK	0.261	1	40062.87	

Figure: Network Settings – Pioneer DJ PRO DJ Link

NETWORK MENU

TCNet Setup

The “TCNET” tab in Network Settings lets you setup TCNet and view connected TCNet nodes.



NETWORK MENU

ArtNET Setup
The "ARTNET" tab in Network Settings lets you setup ArtNET and view connected ArtNET nodes.

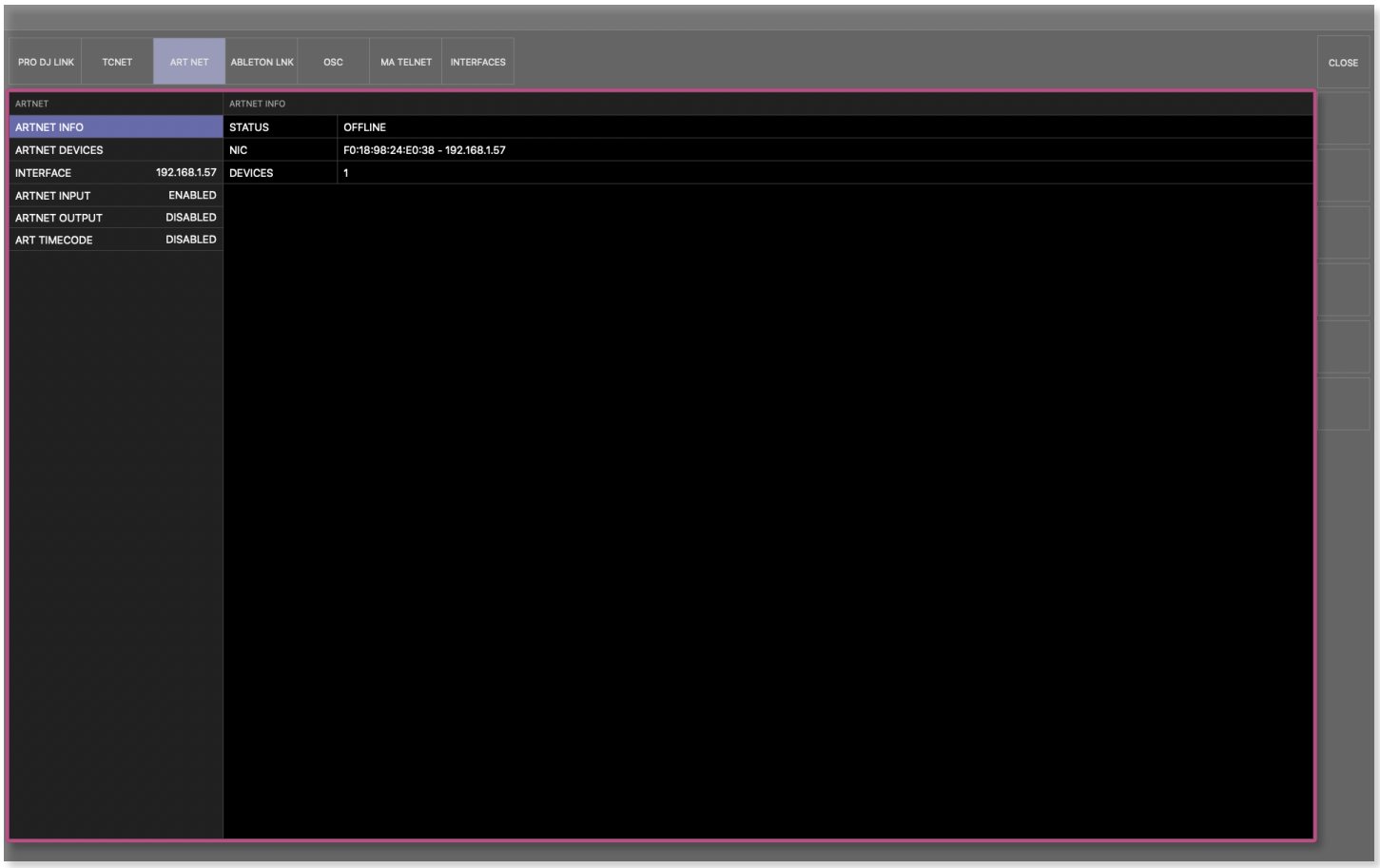


Figure: Network Settings – ArtNet Setup

SENDING ARTNET
ShowKontrol is capable of sending ARTNET out. Refer to Command/Executor section for more information.

RECEIVING ARTNET
ARTNET IN allows you to remotely switch between decks by using Artnet.
To use this functionality, enable ARTNET IN in the Network / Artnet menu settings. Here you can also set the universe and channel offset (start address) you want to use.

See next page for ARTNET values.

ADVANCED FUNCTIONS

ARTNET CONTROL VALUES
Channel definition: Channel X = Channel Offset + Channel 1 to 3

LAYER A CONTROL
Channel 1 = Value 0-50 (0-20%) > LAYER A = NO DECK SELECTED
Channel 1 = Value 51-101 (21-40%) > LAYER A = DECK 1
Channel 1 = Value 102-152 (41-60%) > LAYER A = DECK 2
Channel 1 = Value 153-203 (61-80%) > LAYER A = DECK 3
Channel 1 = Value 204-255 (81-190%) > LAYER A = DECK 4

LAYER B CONTROL
Channel 2 = Value 0-50 (0-20%) > LAYER B = NO DECK SELECTED
Channel 2 = Value 51-101 (21-40%) > LAYER B = DECK 1
Channel 2 = Value 102-152 (41-60%) > LAYER B = DECK 2
Channel 2 = Value 153-203 (61-80%) > LAYER B = DECK 3
Channel 2 = Value 204-255 (81-190%) > LAYER B = DECK 4

LAYER M CONTROL
Channel 3 = Value 0-50 (0-20%) > LAYER M = NO DECK SELECTED
Channel 3 = Value 51-101 (21-40%) > LAYER M = DECK 1
Channel 3 = Value 102-152 (41-60%) > LAYER M = DECK 2
Channel 3 = Value 153-203 (61-80%) > LAYER M = DECK 3
Channel 3 = Value 204-255 (81-190%) > LAYER M = DECK 4

REMOTE CONTROL PIONEER DJ PRO DJ LINK DEVICE
ShowKontrol allows remote control of any capable Pioneer DJ PRO DJ Link enabled device. When you select a deck using the “Deck Select Buttons” while in “LIVE” view, you can use the “CUE” or “PLAY” buttons on “Function Menu Buttons” at the right side of your screen.

DID YOU KNOW? When using a CDJ3000 you can now control more features like Hotcue’s and Beatjump.

ADVANCED FUNCTIONS

COMMANDLINE / EXECUTOR COMMANDS

Commandline / Excecutors can be used to execute specific commands in setlist automation or cue list.
BETA: Please update this manual frequently to make sure you have access to latest added commands!

GENERAL RULES FOR EXECUTER/COMANND LINE COMMANDS

- Multiple commands can be used in one execution, by splitting them via a ; symbol.
  Make sure you end every command with a ; symbol and a space before next command.
- Commands are always ended with a ; symbol
- Commands are performed in order of which they are written down (left to right)

TEXT TO SPEACH

Function: Speaks a defined text
Command: SPEAK: Text to speak;
Sample: SPEAK: Hello World!;

TEXT TO SPEECH - GROUP

Function: Speaks a defined text in a Showcall GROUP
Command: SPEAK1-4: Text to speak;
Sample: SPEAK1: Hello World!; (Speaks “Hello World” to group 1)

MIDI OUT

Function: Sends a Midi message. To set the correct Midi interface, use Midi Out option in utility menu.
Midi Notes are static output.
For more info about midi messages, refer to: https://www.midi.org/specifications
Amount of bytes in this sample is 3, but can be more or less depending on your type of message!
Values need to be written in HEX as defined in Midi Specifications!
Command: MIDI OUT: Byte1:Byte2:Byte3;
Sample: MIDI OUT: 90:00:127;

OSC OUT

Function: Sends an OSC message. In order to use OSC, please set correct target IP and PORT in Network Settings Menu. An OSC Message consists of 3 parts:

ADDRESSPATTERN: The parameters Adddress
TYPE TAG: The value type. This can be i=INTEGER, f=FLOA, s=STRING, b=BLOB

Command: OSC OUT: ADDRESSPATTERN TYPETAG VALUE
Sample: OSC OUT: /testaddress/myparameter i 0.3;

DMX / ARTNET OUT

Function: Broadcasts an DMX / ArtNet Message. All values are static. To release a value of an address simply send command again with 0 value for that address.
Command: DMX OUT: Universe# Addres=Value,Addres=Value,Addres=Value etc;
Sample: DMX OUT: 124 1=255,2=255,3=128, 4=200, 5=100;

ADVANCED FUNCTIONS

ABLETON SYNC RESYNC
Function: Resync of Ableton Link
Command ABLETONLINK: RESYNC;
Sample: ABLETONLINK: RESYNC;

ARTNET CLEAR
Function: Clears an ArtNet Universe
Command DMX OUT: Universe# CLEAR;
Sample: DMX OUT: 124 CLEAR;

TELNET OUT
Function: Sends an Telnet message
Command TELNET OUT: TelnetMessage;
Sample: TELNET OUT: PAUSE TIMECODE X TIME %HOUR%H%MIN%M%SEC%S%FRAMES%F;

DATA CONTROL - COLOR
Function: Sets current mood color of master layer
Command: DATA: COLOR=Value;
Sample: DATA: COLOR=11; (=Yellow)

DELAY
Function: Adds a delay to execution of executors after DELAY(); statement.
Command: DELAY(TimeInMS); ---- HERE GOES EXECUTOR TO BE DELAYED
Sample: DELAY(1000); MSGBOX: THIS IS A DELAYED MESSAGE;

ADD CUE
Function: Adds a predefined cue to the current cuelist at a specific time
Command: ADD CUE: TimeInMS, NameOfCue, CountDownValue (0=Off, 1=In sec, 2=On beat), ShowCallGroupID, ExecutorCommand;
Sample: ADD CUE: 10000,My Cue Name,2,4,OSC OUT: /MyOSCString S;

PRODJ LINK CONTROL – CUE
Function: Sends CUE command to given PRODJ LINK Deck
Command: PRODJ LINK: CUE 1 - 8
Sample: PRODJ LINK: CUE 1; (Cues Deck 1)

PRODJ LINK CONTROL – PLAY
Function: Sends PLAY command to given PRODJ LINK Deck
Command: PRODJ LINK: PLAY 1 - 8
Sample: PRODJ LINK: PLAY 1; (Plays Deck 1)

PRODJ LINK CONTROL – HOTCUE
Function: Sends HOTCUE command to given PRODJ LINK Deck (Check if you device supports this feature)
Command: PRODJ LINK: HOTCUE A-B 1-8
Sample: PRODJ LINK: HOTCUE A 1; (Triggers Hotcue A on Deck 1)

ADVANCED FUNCTIONS

SHOW
Function: Shows a screen
Note: Allows user to switch/show screens via executors
Command: SHOW: SCREEN NAME
Sample: SHOW: VIEWER; SHOW: LIVE; SHOW: SET LIST; SHOW: CUE LIST; SHOW: SHOWCALL; SHOW: MENU; SHOW: NETWORK; SHOW: UTILITY; SHOW: HISTORY;

SYSTEM CONTROL – BEEP
Function: Plays an error BEEP sound
Note: Uses OSX default audio device. If your LTC OUTPUT is set to same audio device, this could interrupt your LTC signal.
Command: SYSTEM: BEEP
Sample: SYSTEM: BEEP;

SYSTEM CONTROL – CLOSE ALL MESSAGE BOXES AND WARNINGS
Function: Closes all open Message Boxes and Warnings
Command: SYSTEM: CLOSEMESSAGE
Sample: SYSTEM: CLOSEMESSAGE;

SYSTEM CONTROL – CUE
Function: Sends CUE command to given Layer
Command: SYSTEM: CUE 1 - 8
Sample: SYSTEM: CUE 1; (Cues Layer 1)

SYSTEM CONTROL - METRONOME
Function: Sets current state of metronome
Command: SYSTEM: METRONOME=Value; (0=Disable 1=Software Default, 2=Enable)
Sample: SYSTEM: METRONOME=2;

SYSTEM CONTROL – PDJ MODE
Function: Enables or Disables Pioneer DJ Connectivity
Command: SYSTEM: PDJMODE=ON / OFF
Sample: SYSTEM: PDJMODE=ON;

SYSTEM CONTROL – PLAY
Function: Sends PLAY command to given Layer
Command: SYSTEM: PLAY 1 - 8
Sample: SYSTEM: PLAY 1; (Plays Layer 1)

SYSTEM CONTROL – SOURCE A
Function: Sets current source of Layer A
Command: SYSTEM: SOURCE A=Value;
(1=Layer 1, 2=Layer 2, 3=Layer 3, 4=Layer 4)
Sample: SYSTEM: SOURCE A=2; (Sets the source of Layer A to Layer 2);

ADVANCED FUNCTIONS

SYSTEM CONTROL – SOURCE B
Function: Sets current source of Layer B
Command: SYSTEM: SOURCE B=Value;
(1=Layer 1, 2=Layer 2, 3=Layer 3, 4=Layer 4)
Sample: SYSTEM: SOURCE B=2; (Sets the source of Layer B to Layer 2);

SYSTEM CONTROL – SOURCE M
Function: Sets current source of Layer M
Command: SYSTEM: SOURCE M=Value;
(1=Layer 1, 2=Layer 2, 3=Layer 3, 4=Layer 4, A=Layer A, B=Layer B, C=Clock, F=Freewheel)
Sample: SYSTEM: SOURCE M=2; (Sets the source of Layer M to Layer 2);

SYSTEM CONTROL – SOURCE 1-4
Function: Sets current source of Layer 1-4
Command: SYSTEM: SOURCE 1-4=Value;
(0=Disabled, 1=PRODJ LINK, 2=TCNet, 3=INTERNAL PLAYER)
Sample: SYSTEM: SOURCE 1=2; (Sets Layer 1 to TCNet);

SYSTEM CONTROL – REBOOT
Function: Restarts ShowKontrol
Command: SYSTEM: REBOOT
Sample: SYSTEM: REBOOT;

SYSTEM CONTROL – PRODJ LINK IP
Function: Sets the current link IP to listen/communicate to. (Can be used to switch between risers.)
Command: SYSTEM: PRODJLINK IP=x.x.x.x; (Ip address of network adapter to be used)
Sample: SYSTEM: PRODJLINK IP=192.168.1.1;

SYSTEM CONTROL – PRODJ LINK MAC ADDRESS
Function: Sets the current adapter to listen/communicate to. (Can be used to switch between risers.)
Command: SYSTEM: PRODJLINK MAC=XX:XX:XX:XX:XX:XX; (Mac address of network adapter to be used)
Sample: SYSTEM: PRODJLINK MAC=AA:BB:CC:DD:EE:FF;

ADVANCED FUNCTIONS

COMMAND VARIABLES

Function: When using a command, you can use real time variables that are stored in ShowKontrol. When you place an %????% variable in your command, the %????% is replaced by actual variable. The sample below would replace %TIME% for the actual system time.

Sample: SPEAK: The current time is %TIME%

Variables		
	%**32BEATTIME**%	Is replaced by 32 beats in MS
	%**64BEATTIME**%	Is replaced by 64 beats in MS
	%**128BEATTIME**%	Is replaced by 128 beats in MS
	%**ARTIST**%	Is replaced by current Track Artist Name
	%**BEAT**%	Is replaced by source Beatnumber
	%**BEATNO**%	Is replaced by source Beatnumber
	%**BEATMARKER**%	Is replaced by source Beatmarker
	%**BPMVAL**%	Is replaced by source BPM Value
	%**BPMDECIMAL**%	Is replaced by source BPM Decimal
	%**BPMROUNDDECIMAL**%	Is replaced by source BPM Rounded Decimal
	%**COLOR**%	Is replaced by current Color Value
	%**DATE**%	Is replaced by current System Date
	%**DECK**%	Is replaced by source Deck
	%**DECKSTATE**%	Is replaced by source Deck State
	%**FADERPOS**%	Is replaced by Fader Value (Range 0 = OFF to 1 - 255 = ON)
	%**FLOATBPM**%	Is replaced by BPM in Float Value (Range 20 BPM = 0 – 500 BPM = 1)
	%**FLOATPOS**%	Is replaced by Playhead POS in Float Value (Range 0 – 1 = Totaltime)
	%**FLOATSPEED**%	Is replaced by SPEED in Float Value (Range 0 – 10 = 200%)
	%**FRAME**%	Is replaced by Frame in Value (Range Depending on FPS 0 – 24/29)
	%**HOUR**%	Is replaced by Hour in Value (Range 0 – 23)
	%**LAYER**%	Is replaced by source Layer
	%**MIN**%	Is replaced by Minute in Value (Range 0 – 59)
	%**MUSICID**%	Is replaced by source Music ID in Value
	%**POS**%	Is replaced by source Playhead POS in Value
	%**SAFEARTIST**%	Is replaced by current Track Artist Name without special characters *
	%**SAFETITLE**%	Is replaced by current Track Title without special characters *
	%**SCCDVALUE%**	Is replaced by groups countdown value in Showcall window
	%**SCGID%**	Is replaced by group ID value in Showcall Window
	%**SCGNAME%**	Is replaced by group Name in Showcall Window
	%**SEC**%	Is replaced by Sec in Value (Range 0 – 59)
	%**SPEED**%	Is replaced by source Speed
	%**TCA**%	Is replaced by current Timecode Time of Layer A
	%**TCB**%	Is replaced by current Timecode Time of Layer B
	%**TCM**%	Is replaced by current Timecode Time of Layer M
	%**TIME**%	Is replaced by current System Time
	%**TIMERHOUR**%	Is replaced by Timer Hour Value
	%**TIMERMIN**%	Is replaced by Timer Min Value
	%**TIMERSEC**%	Is replaced by Timer Sec Value
	%**TITLE**%	Is replaced by current Track Title
	%**TRACKID**%	Is replaced by source Track ID

* Special Characters include ~!$^&;[]\{}|;",? and nonprintable characters

ADVANCED FUNCTIONS

REMOTE WEB SERVER

ShowKontrol allows remote view via any web browser enabled device. To use this functionality connect your ShowKontrol computer to a network and connect from an external device to:

http://IP_ADDRESS_OF SHOWKONTROL_COMPUTER:8080

EXAMPLE: http://192.168.1.10:8080 where 192.168.1.10 is the ip address of the ShowKontrol computer.

Figure: Remote viewer on mobile

TIP: The internal webserver binds to all IP Addresses used by your computer. If you want to know what addresses are used you find these in the NETWORK / INTERFACES menu.

CHANGE LOG

Document Change Log

22.02.03	Added ARTNET IN Control values
22.01.08	Added %TIMERHOUR%, %TIMERMIN%, %TIMERSEC% to Command variables
21.12.28	Added Hotcue and Delay functionality to Executors
21.06.01	Added PRODJLink Setting by IP and MAC to Executors
20.04.10	Added %32BEATTIME%, %64BEATTIME%, %128BEATTIME% to Command variables
	Added 'ADD CUE' Executor Command
	Added 'TELNET OUT' Executor Command
20.03.10	Added %BPMROUNDDECIMAL% to Command variables, Updated views
19.11.26	Added 'Show' Executor Command
19.11.20	Added Safe Characters for Title and Artist Executor variables
19.10.09	Added 64Bit Support (OSX Catalina)
19.09.18	Added PRODJ Link Control and Executor Command support for Midi IN
19.08.20	Added OSC Support and New Command Variables
19.07.28	Added New Command Variables
19.04.18	Added Command Variables
18.01.16	Added Advanced Functions
18.05.29	Added Remote Webserver Functionality
17.11.14	Added Midi Input Map
17.10.01	Document Creation