Learning DigiShow

2

Installation and Basic Usage

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DigiShow Installation

Download DigiShow

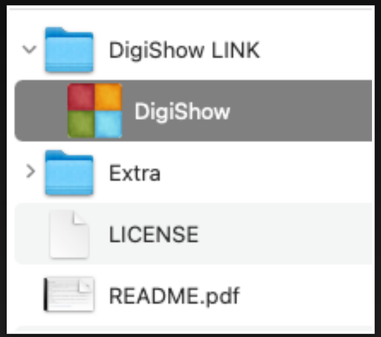
- Go to the digishow official website on github to download the software installation package https://github.com/robinz-labs/digishow/releases/latest

- Find the version you want to download in the Assets list:

  For Windows users, download the file digishow_win_x.x.x_x64.zip
  For Mac with M series chips users, download the file digishow_mac_x.x.x_arm64.zip
  For Mac with Intel chips users, download the file digishow_mac_x.x.x_x64.zip

Install DigiShow to a Mac

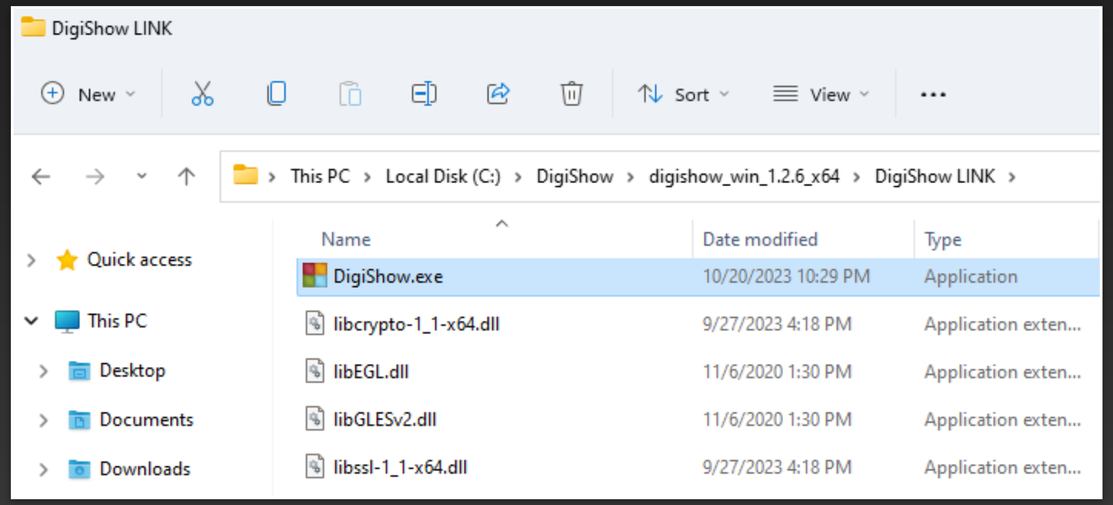
- Unzip the installation package file to get a folder and open it
- Find the DigiShow app icon in the DigiShow LINK folder



- Drag the DigiShow icon into the system's Applications folder
- Enter the command line in Terminal:
  `xattr -cr /Applications/DigiShow.app`
- Double-click the DigiShow icon in the Applications folder to start the software

Install DigiShow to a Windows PC

- Unzip the installation package file to get a folder and open it
- Copy the entire DigiShow LINK folder to your computer hard drive
- Double-click the DigiShow.exe file icon in the DigiShow LINK folder to start it

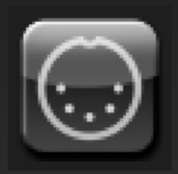


NOTE: If you encounter missing file errors when running Digishow.exe, please read the next page.

Install DigiShow to a Windows PC

After extracting the installation package, open the 'Extra' folder. You will also need to install some additional software:

- Run vc_redist.x64.exe
  to install some necessary system components required for DigiShow working properly if you encounter missing file errors when running Digishow.exe.



- Run loopMIDISetup.exe
  to install the loopMIDI driver, which enables MIDI communication between DigiShow and other software.

- Run K-Lite_Codec_Pack_Basic.exe
  to install the K-Lite video codec pack, required for DigiShow playing video files such as MP4, MOV, and other supported formats.

DigiShow User Interface

4

Add Signal Bar

Click the + button to add a signal bar in the signal link table on the left side of the DigiShow window. Each signal bar corresponds to a fader that controls a specific output signal and can be bound to a specific input signal to complete a signal mapping.

3

Configure Device Interface

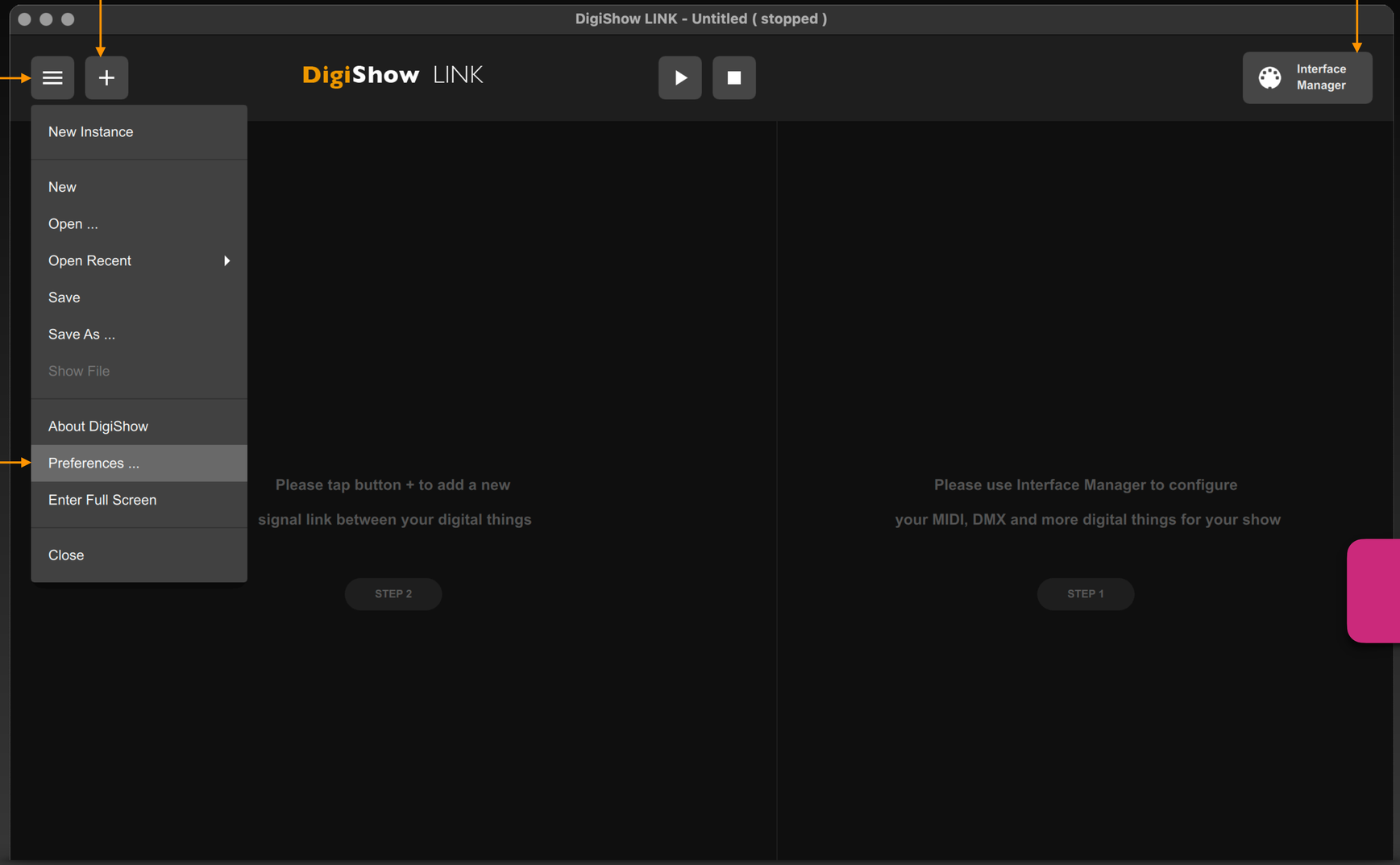
Click the Interface Manager button to configure interfaces for MIDI, DMX, OSC, ArtNet, Modbus, Arduino, Hue, Audio Input, Screen, Virtual Pipes, etc. in the pop-up dialog window, preparing DigiShow to connect with other hardware devices and software.

1

Click the first button in the upper left corner of the window to pop up a menu.

2

Select the Preferences menu item to configure software interface language and other options in the dialog box.

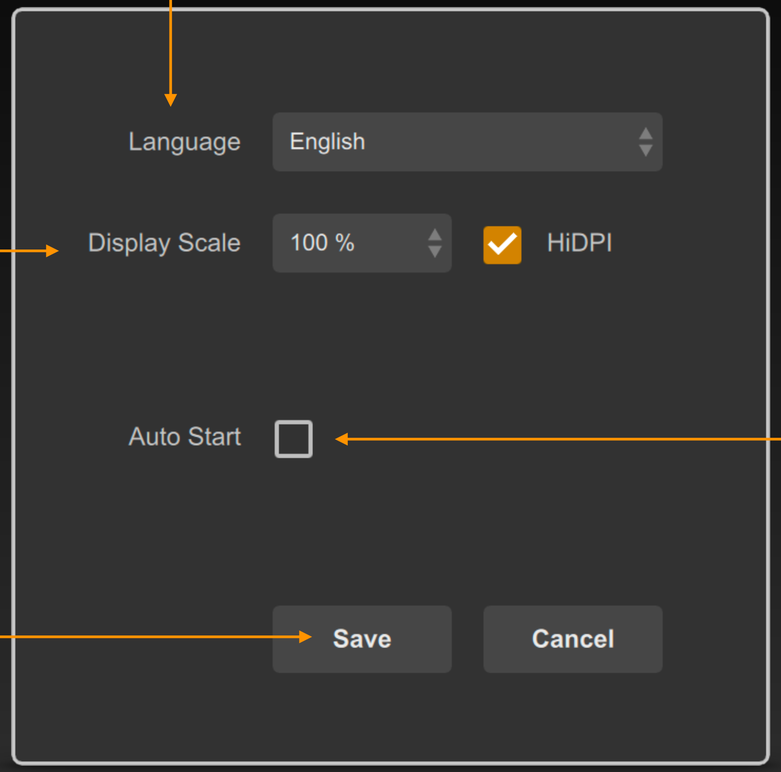


Main Window

Upon launching the software for the first time, you'll see an empty DigiShow main window.

1

Choose a software interface language you prefer, usually English, Spanish, Japanese or Chinese.



2

If you feel that the text in the software is too small or too large, you can try to modify the Display Scale and HiDPI options to make the software display more suitable for your computer screen.

3

The Auto Start option is generally not checked.

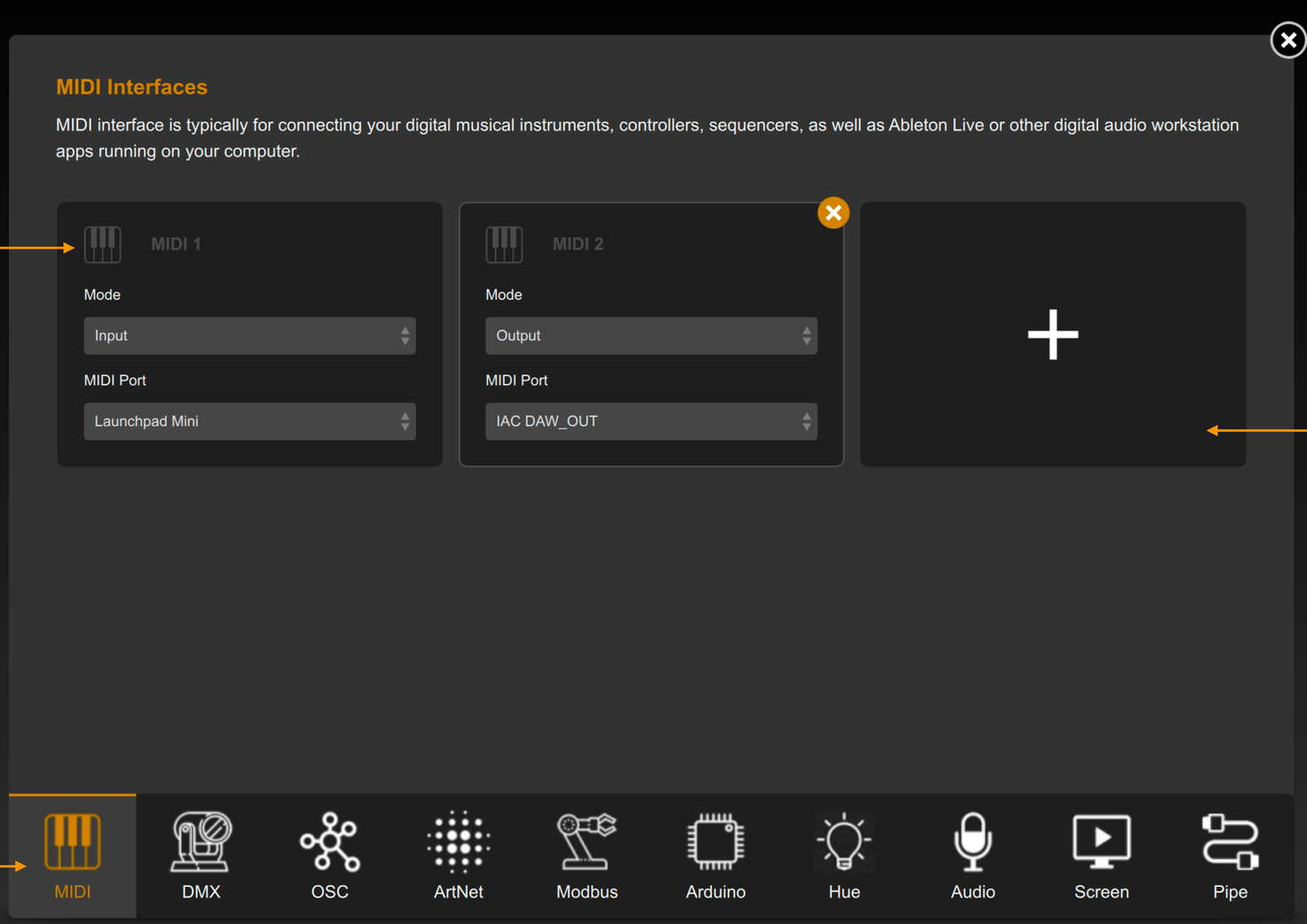
When this option is enabled, the DigiShow project file will be automatically started once loaded, eliminating the need for users to manually click the "Play" button in the software.

Please enable this option when deploying DigiShow projects in scenarios that require automatic startup upon system boot.

4

Click the Save button and all modified options will take effect after restarting the software.

Preferences



4

After completing all interface connection settings, click the X button in the upper right corner of the window to close the Interface Manager.

3

Set the specific configuration parameters for the newly created connection.

As shown in the example, the interface created will be connected to a Launchpad Mini device that can input MIDI signals to DigiShow.

2

In the interface configuration page of the selected type, click the + button to create a new interface connection of this type in the current DigiShow project.

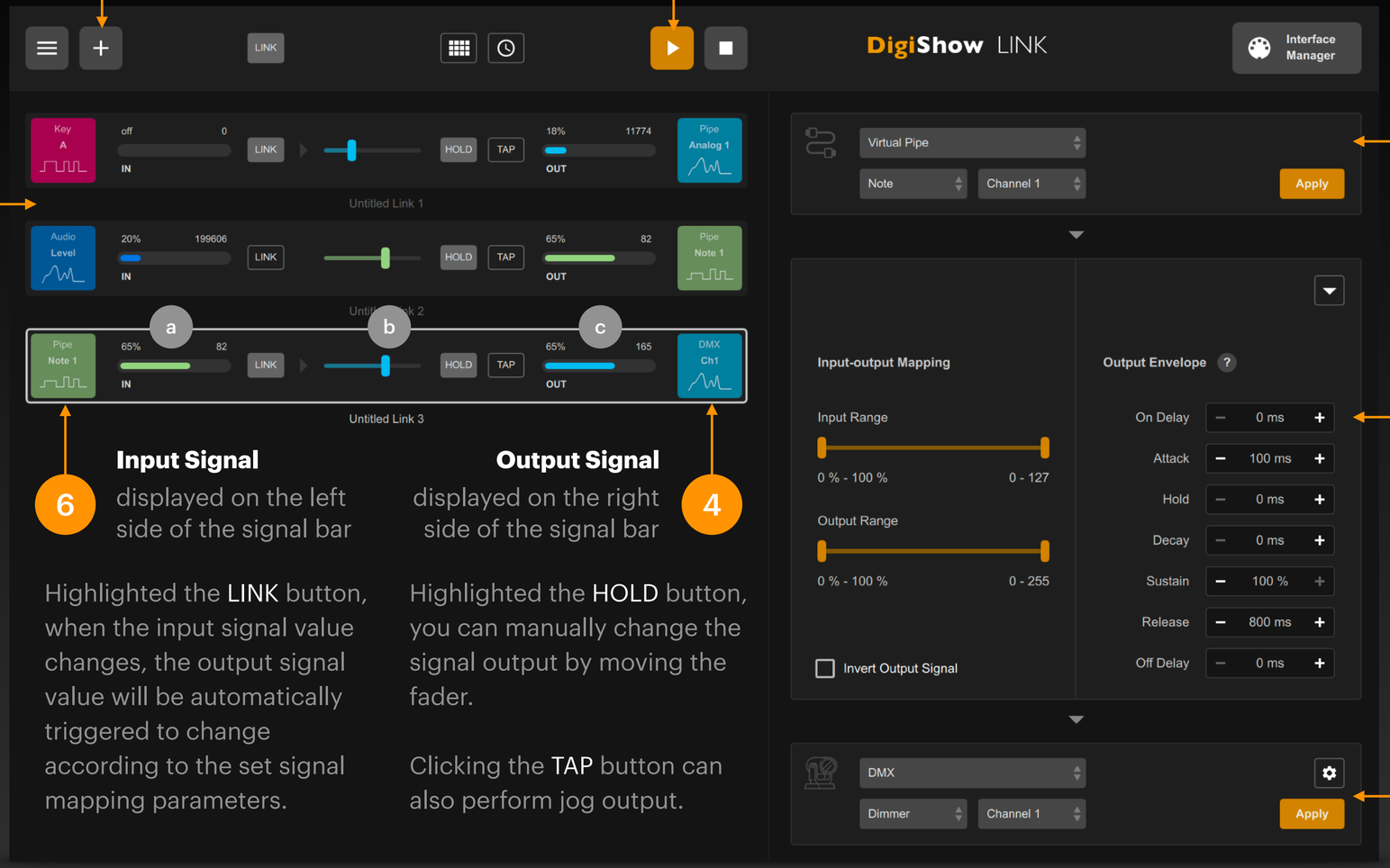
1

In the Interface Manager window, first click on the tabs at the bottom to select and enter a type of interface configuration page.

Interface Manager

Signal Link Table

The signal link table is the key to the DigiShow software interface. It is a console that allows users to instantly adjust output signals and monitor input signals. It is also a link table that establishes mapping relationships between input and output signals, thereby achieving automatic triggering and conversion between signals.



Signal Link Table
The signal link table is displayed in the left area of the window

Signal Bars
Each row in the table is a signal bar that can be used to bind a pair of input and output signals.

In the user's view, these signal bars form a real-time operating console, contains:
a. Input signal indicators
b. Output signal faders
c. Output signal indicators
more .....

And, click on the signal bar to select it, its parameter setting panel will be displayed in the right area of the window.

Add Signal Bar
Click the + button to add a new signal bar to the signal link table

Start Signal Mapping
Click the Play button to enter the online state and activate all signal mappings in the signal link table. Click the Stop button to return to the offline state.

Input Signal
displayed on the left side of the signal bar

Highlighted the LINK button, when the input signal value changes, the output signal value will be automatically triggered to change according to the set signal mapping parameters.

Output Signal
displayed on the right side of the signal bar

Highlighted the HOLD button, you can manually change the signal output by moving the fader.

Clicking the TAP button can also perform jog output.

Select Input Signal
In the upper right panel, set the input signal interface, channel type, channel number and other parameters for the selected signal bar

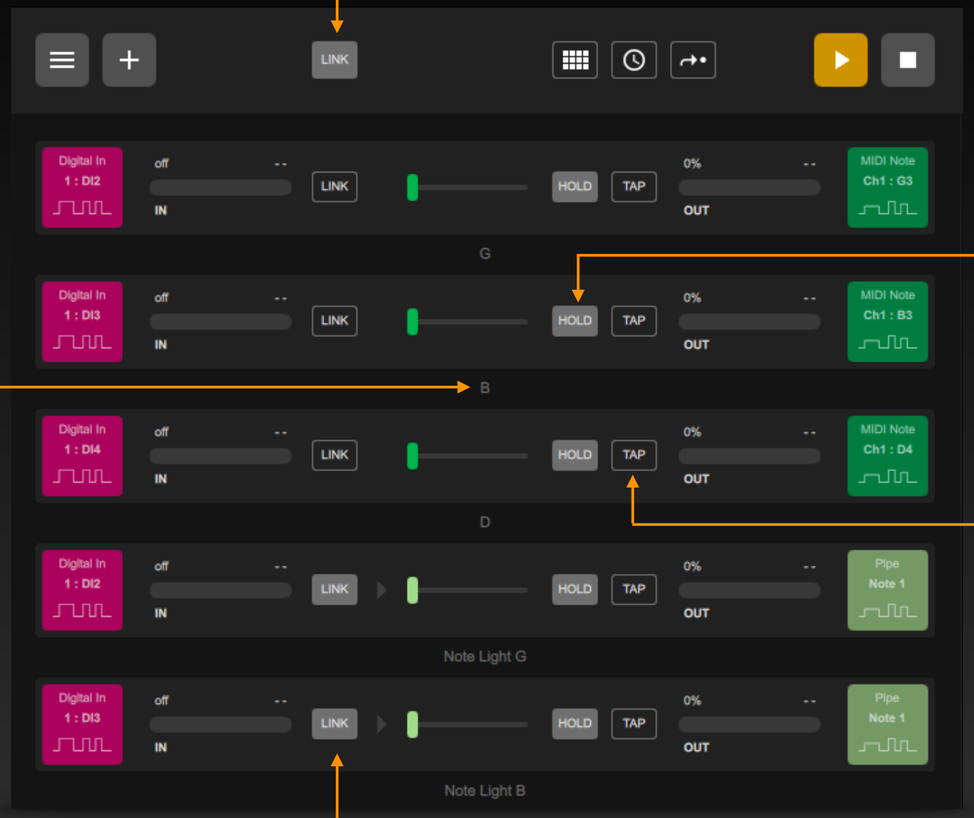
Click the Apply button after completing the settings

Set Signal Mapping Parameters
In the middle right panel, set the mapping parameters between input and output signals for the selected signal bar.

Select Output Signal
In the lower right panel, you can set the output signal interface, channel type, channel number and other parameters for the selected signal bar.

Click ⚙ gear button to set initial values and other additional options for the signal end in the pop-up box.

Click the Apply button after completing the settings.



4

LINK ALL Status Button

Click the LINK button in the top bar to quickly turn the LINK status of all signal bars on or off together.

HOLD Status Button

Each signal bar has a HOLD status button at the output end. The default is on (highlighted), indicating that the fader on its left is connected to the output signal. You can directly change the output value by moving the fader. Press the HOLD button again to turn it off, which means the fader is disconnected from the output signal.

1

Single Bar Name Label

Double-click the label below the signal bar to modify the name of the signal bar.

5

TAP Button

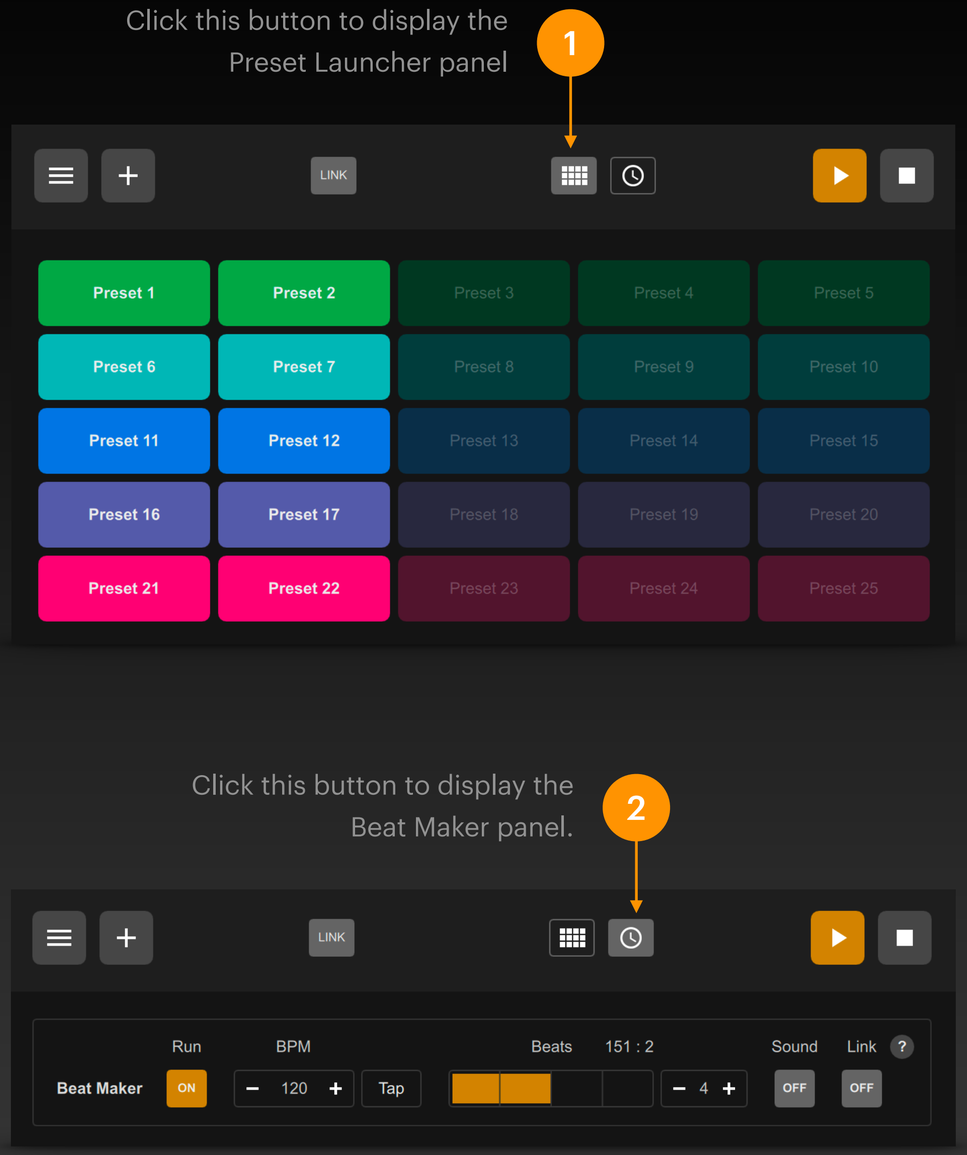
Each signal bar has a TAP jog button at the output end. Pressing the TAP will immediately change the output signal to a high value. Releasing the TAP will directly return the output signal to zero. You can set the high value of the output signal by moving the fader on its left.

2

3

LINK Status Button

There is a LINK status button in the middle of each signal bar. The default on state (highlighted) indicates that the input signal on the left is connected to the output signal on the right, and the set signal mapping is effective. Press the LINK button again to turn it off, that is, the input signal on the left is disconnected from the output signal on the right, and the set signal mapping is no longer effective.



In addition to the signal link table, DigiShow software also provides two extra control interfaces:

Preset Launcher

The user can memorize the signal output values and LINK status of each signal bar into the selected Preset. Each Preset corresponds to a button in the Preset Launcher. When the button is clicked, the signal output values and LINK status memorized in the Preset will be restored immediately.

When designing different scenes, each preset can also include a bound cue player to store various output signals that need to change over time in the form of curves. When the preset is activated, the cue player will simultaneously output a set of dynamically varying signals.

Beat Maker

Beat Maker can be used to generate time-based beat signals in DigiShow software. Beats can be used as signal input to trigger various dynamic signal outputs.

DigiShow Project File

DigiShow Project File

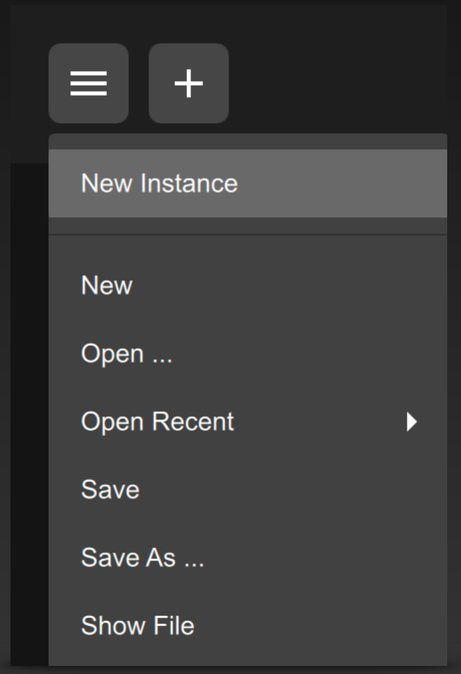
Now you can save the signal link table and other contents you created in the software into a DigiShow project file.

Click the menu button in the upper left corner of the window, and select "Save As..." in the pop-up menu. All contents in the window will be saved in a file with the extension .dgs.

You can load the project by selecting the menu item "Open..." or directly dragging the file into the DigiShow window when you use DigiShow again.

My Show.dgs

There are also some menu items related to project files:



Click the New Instance menu item to start a blank DigiShow window and start another new project

Click the New menu item to clear the contents of the current DigiShow window and start a new project

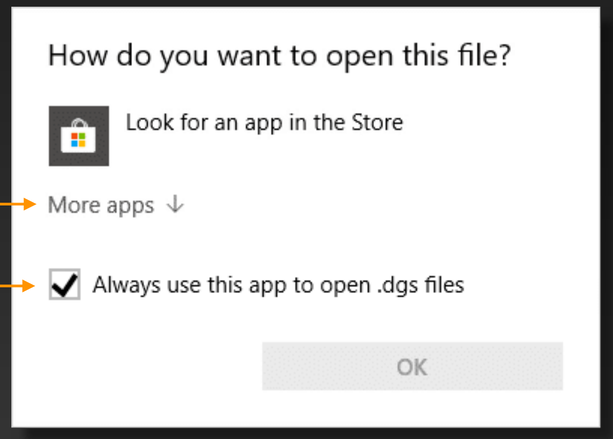
Click the Show File menu item to display the current project file in the operating system's file manager window

DigiShow Project File

On Windows, double-clicking the .dgs file you saved will bring up a dialog box asking you to open the file. Click "More app" and specify the DigiShow.exe program you just installed to open the file.

Click here to
specify the DigiShow.exe program in the file directory

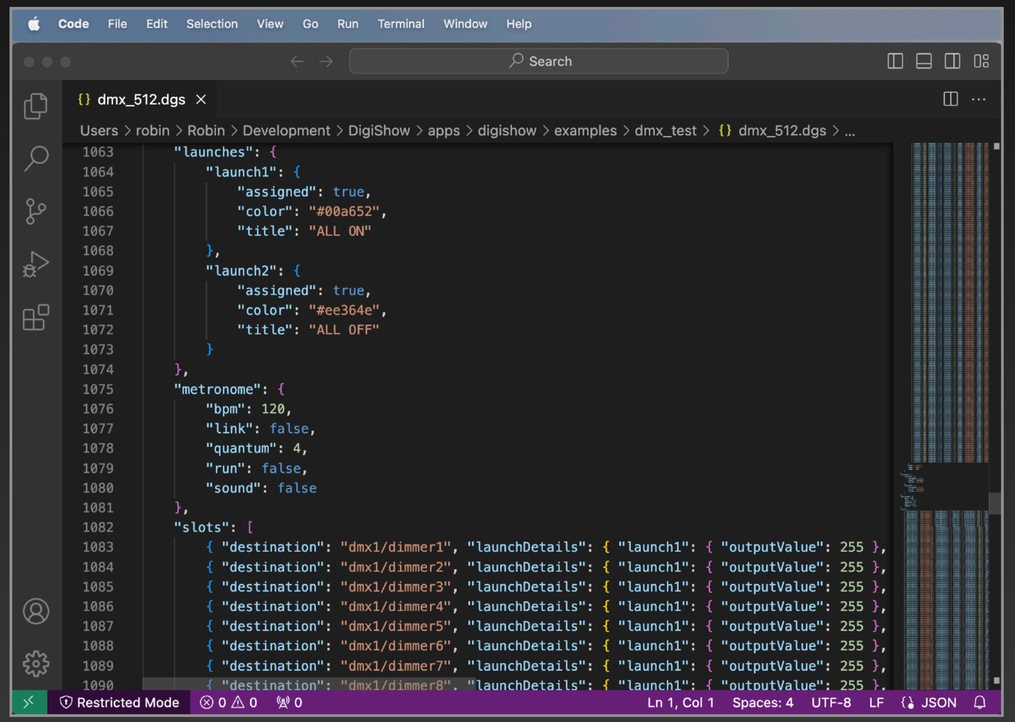
This option must be checked



DigiShow Project File

The .dgs project files created by DigiShow are all text files that conform to the JSON specification. If you want to explore further, you can also use a code editor to directly open and modify its content.

dmx_512.dgs



Summary

- Complete DigiShow installation on your own computer
- First look at the basic UI of DigiShow
- Learn to configure device interfaces in the Interface Manager
- Learn to add signal bars in the signal link table
- Learn to save and open DigiShow project files