User Guide

WHAT IS SOUNDSWITCH?

At its core, SoundSwitch is a DMX lighting control software.

SoundSwitch differs from all other DMX lighting control because of its direct connection with leading DJ software and hardware.

SoundSwitch not only allows you to create and edit lighting displays but also syncs your lighting creations with DJ software, in time with your DJ performance so that you can focus on DJing.

SoundSwitch supports:

Serato DJ

Virtual DJ

Engine Prime Hardware

Ableton LINK

WHAT TO EXPECT

What SoundSwitch can do?

SoundSwitch allows you to edit presets and create your own custom Autoloop lighting scenes as well as create Scripted Light shows for individual audio tracks.

SoundSwitch can also analyze your music library and create basic light shows for you, however, as with any creative pursuit, the more work you put in the better the result. SoundSwitch gives you a great base to start from which you can customize to your liking, if you choose to do so.

Once you have created and/or customized Autoloops and Scripted Tracks, SoundSwitch will automatically load and sync these lighting displays while you focus on DJing.

What SoundSwitch Can't Do?

Because of the way DMX works, SoundSwitch cannot discover and patch your lighting fixtures automatically.

This means there is some setup required, but don't worry, setting up fixtures is easy and this only needs to be done once.

The following Setup Guide steps you through exactly how to connect your lights and make sure they are working correctly.

HOW DOES SOUNDSWITCH WORK?

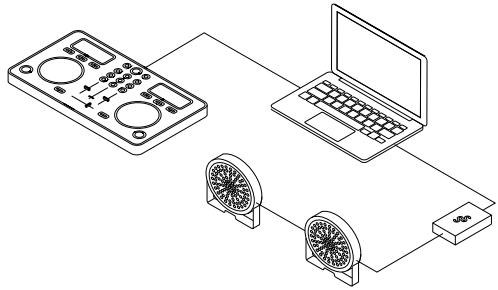
SoundSwitch works in two “Modes”
Edit Mode and ***Performance Mode.***

Using ***Edit Mode***, you can setup fixtures, and edit fixtures and lighting displays then, when it comes time to perform, switch into ***Performance Mode*** and SoundSwitch connects with your DJ software and loads and syncs your light shows in real time.

In ***Performance Mode***, SoundSwitch knows what song you are playing, at what tempo and follows along as you mix.

SoundSwitch uses Track Tags, Play-head, Beat-grid and Fader Position data to sync the lighting displays created for each song and load *Autoloops* for songs that do not have a custom light show.

Think of *Autoloops* as a backup system so that you ***DO NOT*** need to create custom Scripts for every song.



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More Info

For more information check out our Tutorial Videos at
soundswitch.com/tutorial-videos

Or chat with us on :

Facebook.com/soundswitchdj
Instagram/soundswitch_dj

And for technical support email us at
support@soundswitch.com

DMX Explained

DMX is the most confusing thing about lighting control. We will try and explain it as simply as possible here, however, its best to do some research and try to understand how DMX works. This will help when it comes to troubleshooting errors but here goes:

What is DMX?

DMX is a protocol for controlling DMX Fixtures. A DMX Fixture is anything that can be controlled via DMX. For example, a fixture might be a smoke machine or a simple RGB LED light.

DMX Fixtures are controlled using "Channels". Each channel controls a different feature of a light. Simple lights have less DMX control channels then more complex fixtures. SoundSwitch allows control of 512 DMX channels for each DMX interface connected to your computer.

Each set of 512 DMX channels is called a DMX Universe and SoundSwitch allows for control of up to two universes.

Every DMX fixture has one or more DMX Modes with each mode having a different number of DMX channels.

When "Patching" or setting up a fixture, you must also set a DMX Address, which tells SoundSwitch where a fixture is in the DMX Universe.

This is the most confusing part and its important to know the differences between DMX Modes and DMX Channels and DMX addresses.

DMX Modes

Every DMX Fixture has one or more DMX Modes.
For example a simple RGB Wash light, typically has two DMX Modes however some fixtures can have 10 or more DMX modes.

Let's use a simple RGB Wash Light as an example. Below are two different modes, each with a different amount of DMX Channels, the more advanced mode, the more channels and features can be controlled.

Mode One = Simple (3 Chn Mode)

Channel 1 = Red
Channel 2 = Green
Channel 3 = Blue

Mode Two = Advanced (6 Chn Mode)

Channel 1 = Red	*Channel 4 = Dimmer*
Channel 2 = Green	*Channel 5 = Strobe*
Channel 3 = Blue	*Channel 6 = Build in Effects*

For more Information on DMX Modes, check the user manual for your specific fixtures

DMX Addressing

SoundSwitch allows control of two 512 channel DMX Universes.

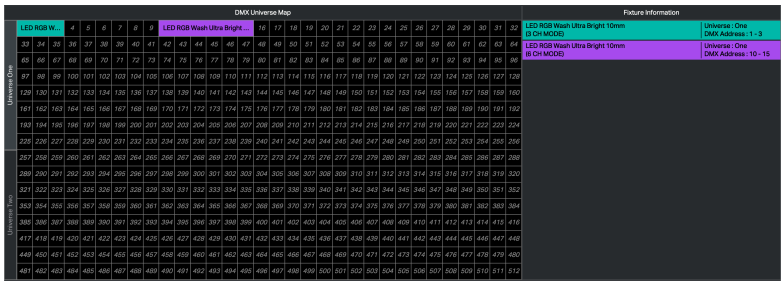
The DMX Address is where in the DMX Universe the fixture is patched. For example, if you have a RGB LED Wash running in 3 Chn Mode, SoundSwitch needs to know where it is patched.

You can set the DMX Address to any number between 1 and 512.

If you set the DMX Address on the fixture to 1, and the fixture is in 3 Chn Mode, then the fixture will use channels 1,2 and 3, however, you only need to set the start address.
So the Address for this fixture is 1.

If you set the DMX Address on the fixture to 10 and the fixture is set to 6 Chn Mode, the fixture will use channels 10,11,12,13,14 and 15. Again, the DMX Address is 10

Below is an image of the SoundSwitch DMX Universe Map. As you can see, there are two fixtures "Patched" in the DMX Universe and you can see how many channels each fixture is using and what the DMX Address is.



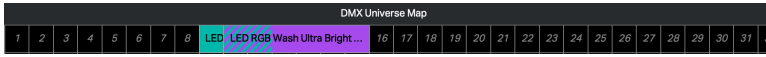
DMX Addressing cont..

The main thing to avoid when setting up your fixtures is "Cross Patching". You must also make sure the settings on the fixture match the settings in the software.

Cross Patching is when you have two fixtures with overlapping channels.

For example you might have one fixture on DMX Address 9 and another on DMX Address 10. This would cause the light on DMX Address 10 to function incorrectly as it will be receiving information meant for the fixture on DMX Address 9.

SoundSwitch will indicate cross patched fixtures in the DMX Map as shown below:



Cross patching is the main cause of setup issues, however, making sure the settings on your fixtures match the settings in the software is also super important.

Basically, however the fixture is setup in the real world must match how the fixture is patched in the software or the lights won't function properly.

The example below is of a correct setup:

Fixture Settings = DMX Mode 1, DMX Address 10
Software Settings = DMX Mode 1, DMX Address 10

What Type of Fixtures are Supported?

There are loads of different DMX Fixtures and SoundSwitch can control them all, however, some fixtures work differently to others.

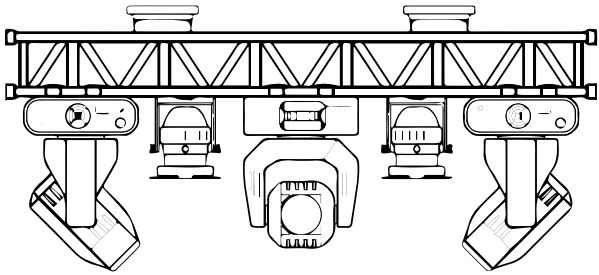
SoundSwitch works best with RGBWAUV LED fixtures, however, Moving Heads with Color and Gobo wheels work great as do Lasers and Smoke machines however, these fixtures require a few extra steps to setup when compared with simple LED wash lights.

All-in-one combination FX lights, while fully supported, are sometimes a little more complex to control.

However, as combination FX lights provide a lot of functionality in a single unit you can create some really cool effects but it often takes a little more work.

We will dive into controller fixtures later in the User Guide.

If you cannot find your fixture listed in the Fixture Library, please send the user manual to support@soundswitch.com and we will add them for you.



Quick Start Guide:

Now that you're up to speed with the concept, lets get started.

The following is a step by step guide to getting started with SoundSwitch. We will cover installing and setting up the software, connecting your hardware, setting up and controlling fixtures and finally switch over to Performance Mode and start mixing!

Here is an overview of steps covered in the Quick Start Guide:

Installing Software

Connecting Hardware

Setting up DMX Fixtures

Testing Fixtures

Customizing an Autoloop

- *Controlling Color*
- *Controlling Movement*
- *Controlling Strobe*

Switching to Performance Mode

Installing Software

Step 1: Download the Latest Version of SoundSwitch

To get started, head over to www.soundswitch.com to setup your SoundSwitch account and download the latest version of the software.

Step 2: Update your Operating System, close all other applications and reboot.

Once downloaded, make sure your operating system is up to date with all the updates installed. Its also a good idea to close all other applications and reboot your computer just for good measure.

Step 3: Run the SoundSwitch Installer

Be patient and make sure not to close any windows during the installation process as the may cause some elements such as drivers not to be installed.

Step 4: Activate SoundSwitch

Once the installation is finished, sign in using the login details provided when setting up your account on our website.

Done!

Connecting Hardware:

Step 1: Connect your SoundSwitch or Third Party Interface.

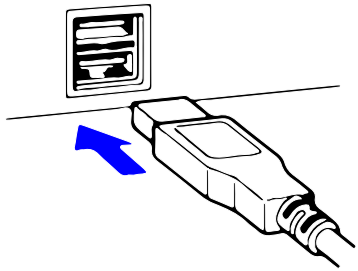
Connect your DMX interface to a spare USB port or Powered Hub. If SoundSwitch does not recognize your hardware right away, leave the hardware connected and restart SoundSwitch.

Step 2: Check the Hardware Settings.

Open the Preferences but clicking on the Preferences icon *and select the "Hardware Tab". Check that your hardware is listed and make sure the correct universe is assigned.*

In most cases you will want to select assign Universe One to your hardware.

Done!



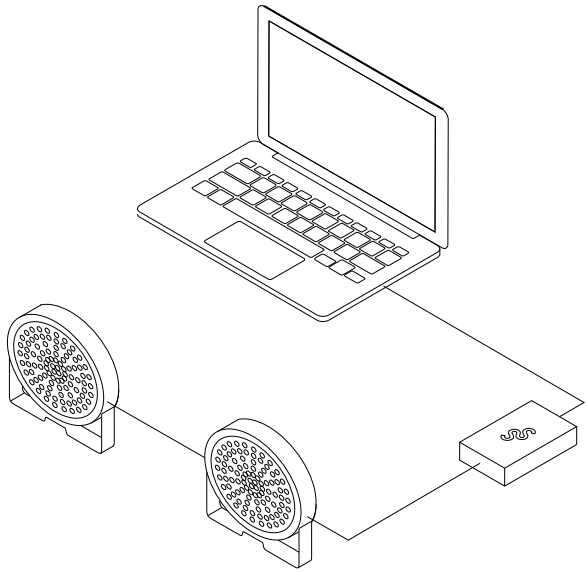
Connecting Hardware:

Step 1 : Connect your fixtures to power and power them on.

Step 2 : Connect a DMX cable from the DMX interface to the first fixture and continue to connect the cables from each light to the next. This is called "Daisy Chaining".

Step 3 : Set the fixtures into DMX Mode and Select a DMX Mode and Set the DMX Address.

Now that your fixtures are powered on and Daisy Chained set the DMX Mode and DMX Address on the fixtures and patch the fixtures in SoundSwitch



Setting Up DMX Fixture

Step 1: Open SoundSwitch and select Edit Mode

Step 2 : Create a new Venue tab and name it and press Enter/Return

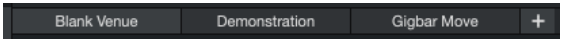
In SoundSwitch, "Venues" are used to setup and organize lighting rigs allowing you to design and create effects specifically for that lighting rig.

SoundSwitch allows seven Venues to be setup in the software.

If you are a Club DJ you might setup multiple Venues each specific to the different clubs that you play at. Mobile DJs on the other hand might setup different Venues for each lighting package they offer to clients. For example you might have Venues for Small, Medium and Large Lighting Rigs Rigs.

SoundSwitch shares information between Venues. For example, if you create a light show for a song in one Venue, you can easily play this back in another venue, even if the fixtures are completely different. This makes adding, updating and changing your fixtures easy, without having to go through and rebuild your shows and allows you to jump between Venues without having to re-script.

To create a new Venue, press the (plus) icon at the top of the workspace, name the Venue and press Enter.

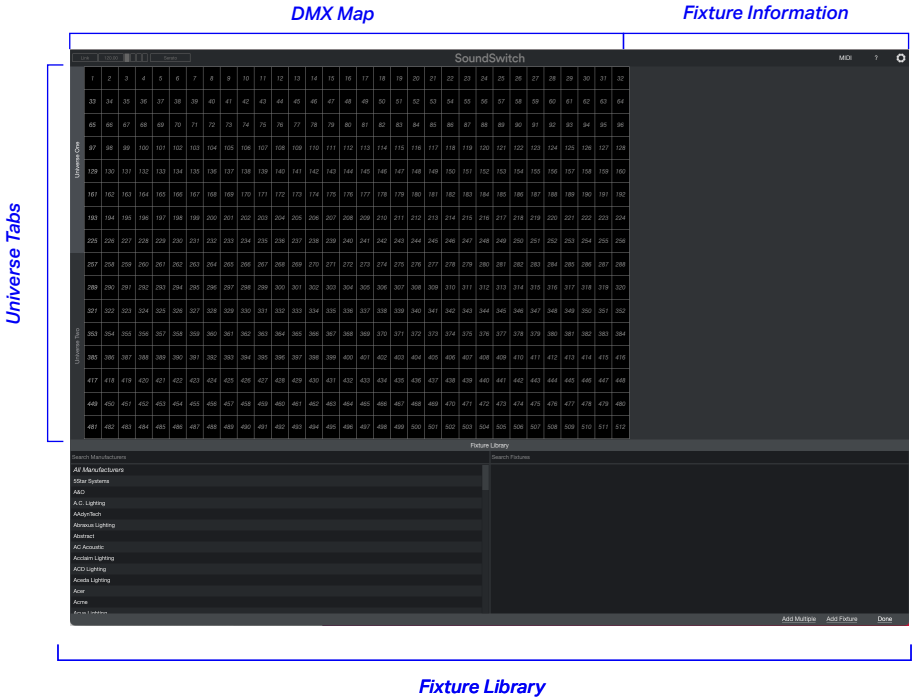


Setting Up DMX Fixture

Step 3: Patching Fixtures

This is the most important step to get right. If you do not patch your fixtures correctly, SoundSwitch will not be able to communicate with the fixtures.

Start by opening the DMX Map by select the **DMX** *Icon from the tool bar. The DMX Map will look like this:*



Search for the fixtures you are using.

Setting Up DMX Fixture

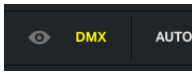
Step 3: Patching Fixtures

Once you have found the fixture, select the mapping which matches the DMX Mode you set on your fixture.

Then drag and drop the mapping onto the DMX Universe Map and position the mapping on the same DMX Address you have set on your fixture.

For example, if you have set the fixture to DMX address 1 , drag the mapping and place it on 1 in the DMX Map

If your Fixture is set on a different DMX Address, make sure to place your mapping on the correct address.



Remember to make sure fixtures are not ***crosspatched.*** *SoundSwitch will indicate if you have* ***crosspatched*** *a fixture by turning the DMX icon yellow and in the DMX map as shown below:*

Continue to add fixtures until all of the fixtures in your rig have been patched.

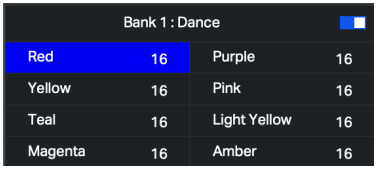
Testing

Now its time to test to see if everything is setup correctly.
To do so, open an Autoloop and see if this plays back correctly.

Step 1 : Open an Autoloop

To open an Autoloop, select the

*icon in the bottom right hand corner of the screen to display the Autoloop Banks and open the first Autoloop called "**Red**" in "**Bank 1 : Dance**"*



If all is working and setup correctly, all of your lights will be displaying Red and if you have moving heads, these will be pointing straight up.

Step 2 : Customize the Autoloop

Selecting & Changing Colors:

Make a selection in the Master Track, Right Click then select "Change Color". Choose a new color and Press Apply.

Now set the play-head at the beginning of the Autoloop by double clicking on the Master Track or waveform and press Space-bar to start playing the Autoloop.

The lights should start pulsing and will change color in time with changes in the color track. Don't worry If your moving heads are not moving, that's fine, we will work on Movement next.

Setting Up Philips HUE Lighting

SoundSwitch 2.3 adds support for Philips Hue lights. This allows basic lighting effects from the Main Track to be displayed on all Philips HUE lights.

To get started, make sure your Philips HUE Bridge is connected to power, and using an ethernet cable connect the bridge to your network router. Also make sure you have setup an Entertainment Area in the Philips HUE app & your lights are assigned to an Entertainment Area.

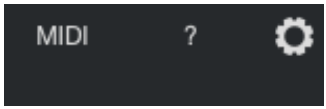
Connect your computer to the same wired or WIFI network used to connect your Philips HUE Bridge.

Download and install the Philips HUE app on your smartphone.

Proceed through the Philips HUE setup guide and be sure to set up an Entertainment Area inside the Philips HUE app.

Open SoundSwitch and enter Edit Mode.

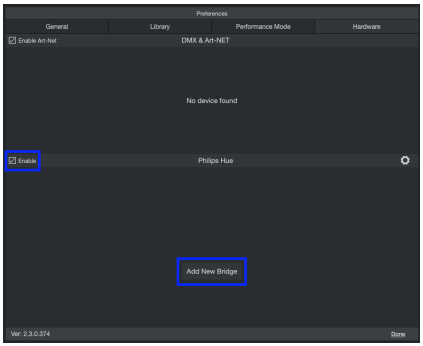
Select Preferences Icon in the top right-hand corner of the screen:



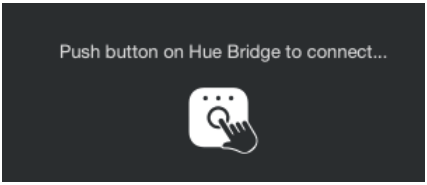
Then select the Hardware tab

Setting Up Philips HUE Lighting

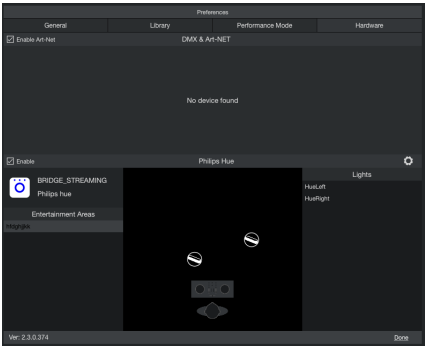
Select "Enable" & "Add New Bridge"



Then when prompted, press the button on the Philips Hue Bridge.



SoundSwitch will then discover and connect to all of your Philips HUE lights



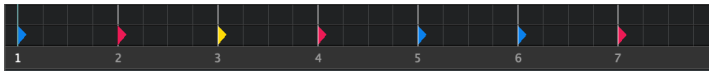
**SoundSwitch requires an Entertainment Area to be setup in the Philips HUE before connection is possible*

Testing

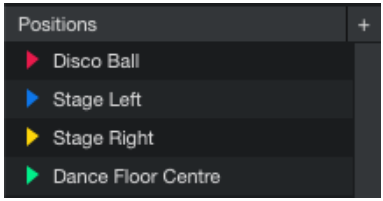
Step 3 : Controlling Moving Fixtures

If you have moving fixtures in your rig, it's time to learn how to control the Pan and Tilt.

In the Master Track you can see that there are small Cues, these are called Position Cues.

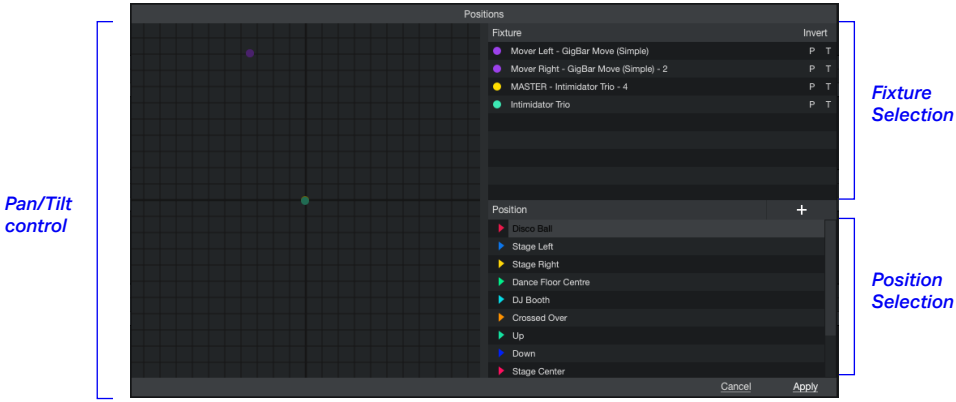


You can name and adjust Position Cues and Position Cue Folders using the Positions Menu on the left hand side as shown below.



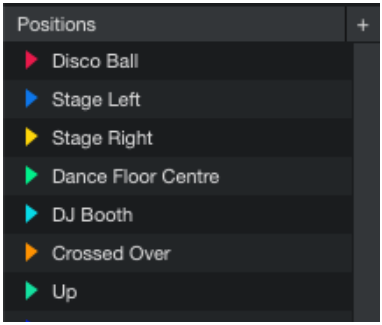
To add Pan and Tilt settings to a Position Cue, double click on a Position Cue in the Positions Menu to bring up the Position Cues Window.

Now you can use the X/Y Control to point the Movers in any direction you like.



Testing

Step 3 : Controlling Moving Fixtures



The idea behind Position Cues is that you can name a Position Cue; for example "DJ Booth", then point the movers toward the appropriate direction, IE the DJ Booth.

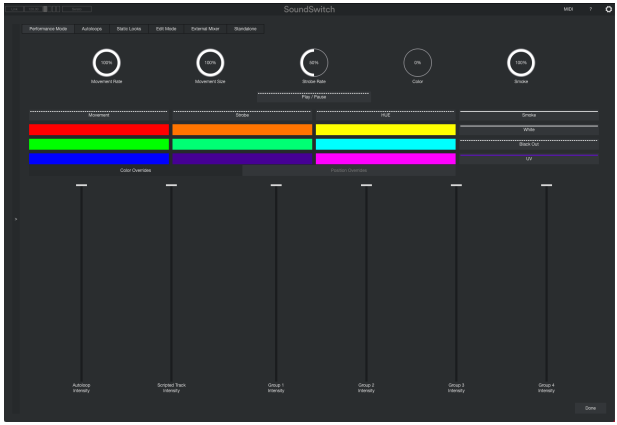
If you are a mobile DJ and change between venues, you can redirect the Movers as the venue and position of the DJ Booth changes.

SoundSwitch will then automatically update all of the Position Cues that have been placed in Autoloops or Scripted Tracks saving you from having to rebuild every light show.

Testing

Step 4 : Controlling Strobe:

Now that you have your lights patched and have set your Position Cues we will show you how to Strobe your lights using Hot Keys, On Screen Buttons or a MIDI Controller.
To use the On Screen Buttons or to MIDI map a secondary controller, select the MIDI Icon in the top right hand corner of the screen to open the MIDI Menu. MIDI



Here you can press the on-screen button to control any of the effects, or Right Click to arm the button and map it to any MIDI controller connected to your computer.

To clear a mapping, simple right click the button again and press Return/Enter

Testing

Step 5 : *Switching to Performance Mode*

Now that everything is setup and ready to go in Edit Mode its time to connect SoundSwitch to your DJ Software/Hardware.

The process is much the same for all supported DJ Software/Hardware below are the steps for each.

Serato DJ

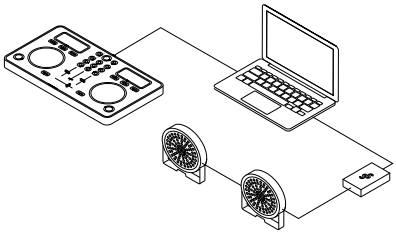
Connect a Serato DJ Controller or Mixer to your computer via USB and Open Serato DJ

In SoundSwitch navigate to the File Menu and Select "Switch Modes" and select "Performance Mode" and select the Venue used to setup your lights

Switch to Serato DJ, load a song on each Deck and start mixing.

If the connection is successful you will see a Blue Connection Status Indicator showing next to the Serato Icon in the top left hand corner of the screen.

If the Connection Status Indicator is not showing, something is blocking the connection between the software. Try turning off your firewall or contact support@soundswitch.com for help.



Testing

Step 5 : *Switching to Performance Mode*

Virtual DJ

Connect a DJ Controller or Mixer to your computer via USB and open Virtual DJ.

Open the Preferences in SoundSwitch and select Virtual DJ, then select ether "Auto Connect" or "On this Computer"

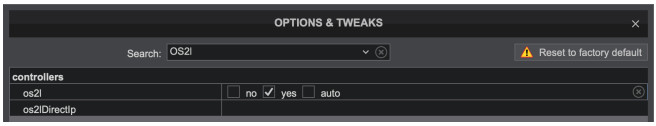
In SoundSwitch navigate to the File Menu and Select "Switch Modes" and select "Performance Mode" and select the Venue used to set your lights

Switch to Virtual DJ, load a song on each Deck and start mixing.

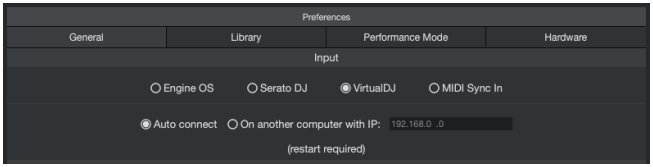
If the connection is successful you will see a Blue Connection Status Indicator showing next to the Virtual DJ in the top left hand corner of the screen.

If the Connection Status Icon doesn't show, check the settings in both Virtual DJ and SoundSwitch.

To access the settings in Virtual DJ, open the Preferences and search for OS2L and make sure the option for "Auto" is checked.



In SoundSwitch, open the Preferences and Select Virtual DJ, then select ether "Auto Connect" or "On This Computer"

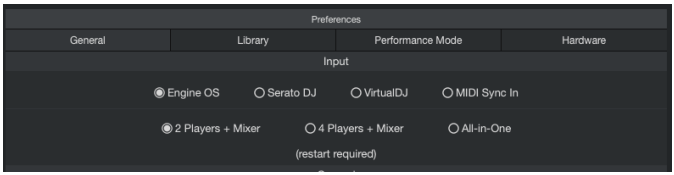


Testing

Step 5 : *Switching to Performance Mode*

Engine Prime Hardware

Connect the Prime 4, 2 or GO or X1850 to your computer using an Ethernet Cable If you are using the Media Players, also connect these to the X1850 using Ethernet Cables.



Open the Preferences in SoundSwitch and select Engine OS, then select ether of the Player + Mixer options or the All-in-One depending on which hardware you own.

In SoundSwitch, navigate to the File Menu and Select "Switch Modes" and select "Performance Mode" and select the Venue used to set your lights.

Switch to using your Engine OS Hardware, load a song on each Deck and start mixing.

If the connection is successful you will see a Blue Connection Status Indicator showing next to the Engine OS in the top left hand corner of the screen.

** Depending on setup individual setups, you may need to disconnected your computer from WIFI in order to secure a connection with the Engine OS Hardware*

Testing

Step 5 : *Switching to Performance Mode*

Fader Settings:

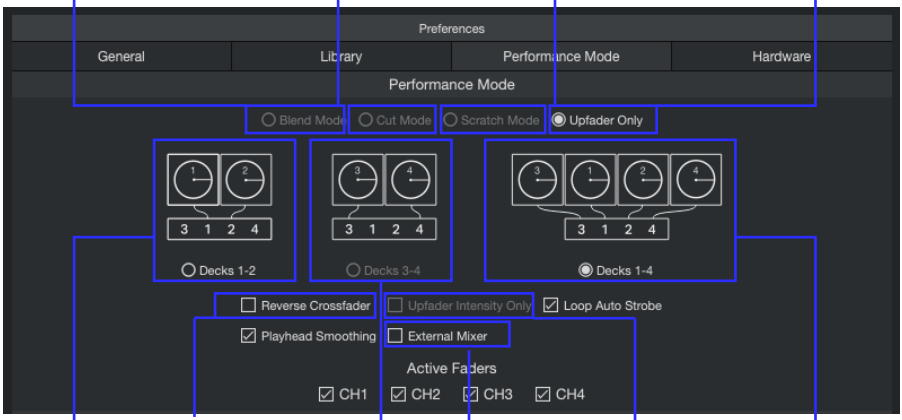
In SoundSwitch you need to select the Fader Setting that matches how you mix. The Fader Settings are explained below.

Blends light shows smoothly using the X-Fader

Switches light shows when the X-Fader passes halfway

Switches light shows when the X-Fader passes 90%

Uses the Upfader Position to mix light shows



Reverse Crossfader

Use this option if your crossfader is Reversed on your mixer on controller

External Mixer

Only for use with interfaces such as Rane SL1, 3 & 4

Upfader Intensity Only

Use this option if you want to the Upfaders to only control the intenisty of your lights and nothing else

Decks 1-2

Use this option if you are mixing only Decks 1-2

Decks 3-4

Use this option if you are using only Decks 3-4

Decks 1-4

Use this option when you are mixing with all four Decks

General FAQ's

What fixtures can be controlled by SoundSwitch?

SoundSwitch can control any fixture that uses DMX, while RGB LED fixtures work best, Lasers, Effect Lights and even Smoke Machines can be controlled using SoundSwitch.

Can I Connect SoundSwitch to a USB Hub and if so what Hub?

Yes, SoundSwitch hardware can be connected to a USB Hub or Adapter. Its best to use Powered hubs and be sure to thoroughly test any connecting using a Hub or adapter. We suggest connecting SoundSwitch hardware directly to your computer whenever possible.

How many machines can I run SoundSwitch on?

SoundSwitch licenses can be activated on up to three different computers.

Do I require an iLok dongle?

No. Your SoundSwitch iLok license can be stored on your computer or on an iLok dongle if you like.

Whats the difference between Autoloop and Autoscript?

Autoloops are lighting scenes that sync with songs that have not been scripted this means you do not need to create a custom lighting script every song.

Auto Scripting is when SoundSwitch analysis the Audio and creates a light show for you.

Both features have their benefits and draw backs but when used together these features combine to create a great live show for your audience.

General FAQ's

Can I use SoundSwitch without DJ Software?

Yes, SoundSwitch can be run in Standalone Mode allowing you to manually enter and set the tempo and launch lighting scenes in time as a DJ plays on stage.

Does SoundSwitch support Smoke/Hazers?

Absolutely. The Attributes Cues feature in SoundSwitch allows you to control any DMX fixture including atmospheric effects like Smoke and Hazers.

How do I deactivate a SoundSwitch license?

Simple login to your account on the SoundSwitch website, select the Orders Tab and turn off the Auto Renew option. This will stop your Subscription and put your license on hold.

If you wish to fully deactivate or cancel your account, contact support@soundswitch.com.

How can I reset SoundSwitch to its Default state?

To reset SoundSwitch back to its default state, locate and delete your SoundSwitch directory then restart SoundSwitch.
This can be found in ether:

users/username/Music/SoundSwitch
or
users/username/SoundSwitch

The Difference between the V1 Interface and the Micro Interface?

Both interfaces output DMX data from SoundSwitch to your lighting fixtures. The Micro Interface is the latest hardware and replaces the original V1 unit. Besides form factor, size and weight, there is little difference between the two.

General FAQ's

Should I create my Beat-grids before starting SoundSwitch?

SoundSwitch relies on accurate beat-grids to sync Autoloops and create light shows using the Automation Feature so its important to have these setup correctly before playing or Auto Scripting these files.

Fixtures only Display Color but No Gobo?

In order to control Gobos, you need to edit or create some Attribute Cues. The same goes for Prism, Built in Effects and more. The Attribute Cues control all other functions of a fixture besides Color, Intensity, Strobe and Pan/Tilt.

Autoscript not triggering Gobo or Lasers etc?

SoundSwitch controls some fixtures differently. Lasers, Gobos, Built in Effects and other non standard lighting effects are controlled using the Attribute Cues feature. To learn more about how to control these types of lights and effects check out:

soundswitch.com/tutorial-videos

search for ***Attribute Controls***

When adding a fixture, sometimes a Group Track containing more than one track is added. Why?

If a fixture has more then one light or LED pixel, SoundSwitch will add a Group Track with multiple Fixture Tracks. Each Fixture Track in the group corresponds to each Light, Pixel or Cell.

For example the Chauvet DJ Core 3x3 has 9 Pixels (or Cells as we call them) In order to control each Cell, SoundSwitch needs to create a Fixture Track for each one. So, when patching this fixture in SoundSwitch, a Group Track containing nine Fixture Tracks will be added.

General FAQ's

How do I Script tracks on my Prime 4's Hard-drive

The SSD in your Prime 4 behaves like a normal External Hard-drive. To access the drive, you need to set the Prime 4 into Controller/USB Mode. To do so follow the steps below.

Step 1 : Connect a USB cable to the USB B port on the PRIME 4 and the other end to your computer.

Step 2 : On PRIME 4, hold the VIEW button for 2 seconds to show the Menu.

Step 4 : Tap the SOURCE icon.

Step 5 : Tap the computer icon to put the device into controller/USB mode.

Step 6 : Once in controller/USB mode, the drive will be mounted to your computer.

Note: The PRIME 4 may continue "searching for the computer" but this is normal.

Step 7 : Once mounted, you will now see the hard drive as an available media device in Engine Prime and SoundSwitch

Where can I learn more about SoundSwitch?

Web Support
support.soundswitch.com
soundswitch.com/gettingstarted
Social Media
facebook.com/soundswitchdj
instgram.com/soundswitch_dj

Email Customer Support:
support@soundswitch.com