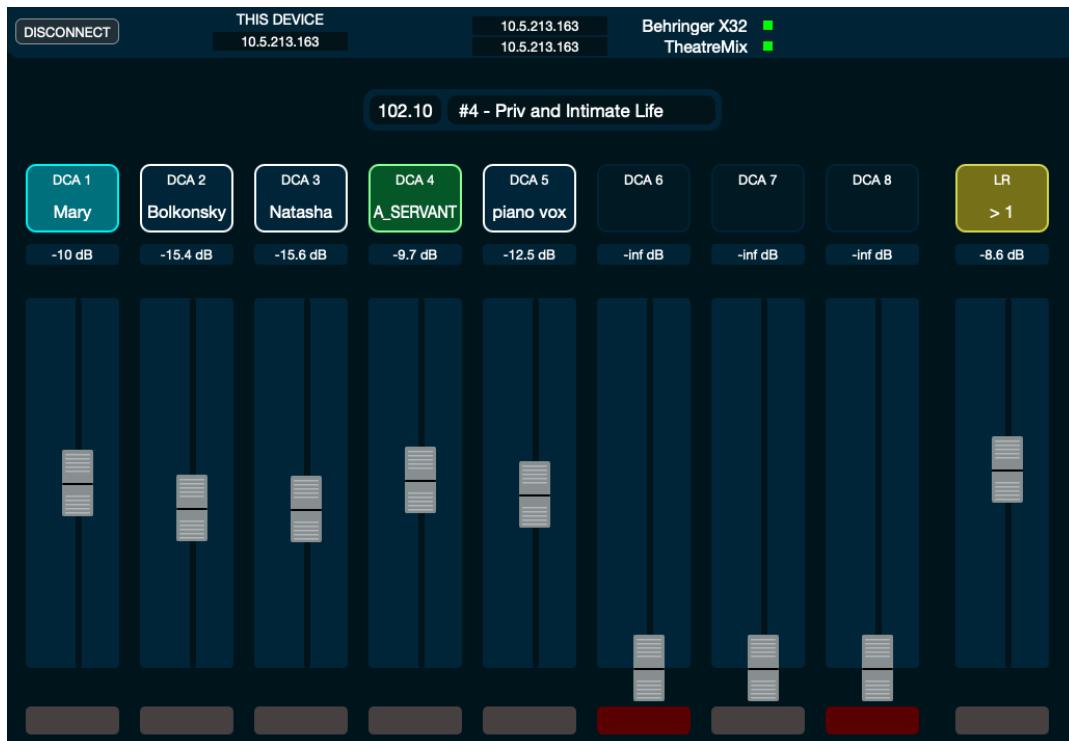


Welcome to MixView

Meet MixView: The mix tool for aspiring A1's that won't wreck your show. With direct connection to the X32/M32 console series and built in connectivity with TheatreMix, it's designed for the modern small-budget theatre, where all the good learning is happening. MixView is designed to provide a stable real-time visual snapshot of everything the active A1 would be seeing; DCAs, a LR fader as controlled by TheatreMix, and an active TheatreMix cue view. Let's dive in!

The Assumed Workflow

MixView was built to fill my own workflow, which may or may not align closely with your own. In my workflow for an X32, I always use TheatreMix for DCA programming, with its LR fader ganging turned on. MixView currently tracks the LR fader for its orchestra visualization. If you are not overriding this fader with TheatreMix, it will reflect the standard Master Fader on the console. MixView will reflect console changes without connecting to TheatreMix, so if that doesn't fit into your workflow, there are no problems there! (The inverse doesn't hold—MixView cannot connect to TheatreMix without being connected to the console. Then again, TheatreMix doesn't work without being connected to the console, so it's not like you'd be missing much!)



Getting Connected

Getting connected is super simple. First, make sure your device is in the same network as the console and to TheatreMix. Just enter the IP address of the device running MixView, the console, and TheatreMix, and press the big old CONNECT button at the top-left of the window. That's it! You'll know it worked when you get happy green indicators next to the device names, like so. Note that you'll have to run a TheatreMix cue change once before the display populates correctly.



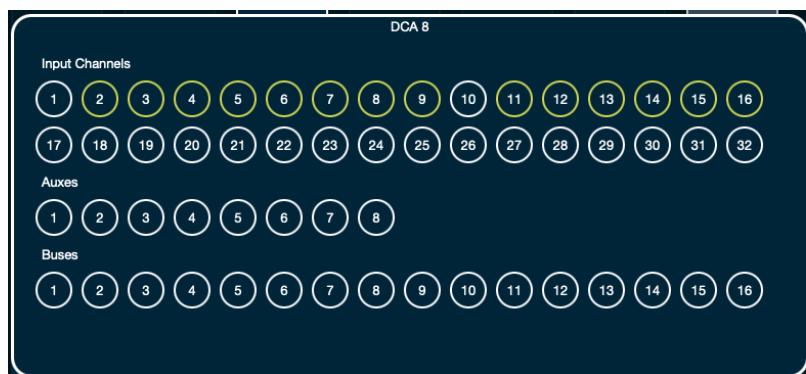
If you need to change any of these IP addresses, note that you'll have to disconnect, enter the new address, and then reconnect. It isn't possible to change a connection without losing your connection—hopefully that's intuitive.

DCA Spill

Hopefully whoever's watching with MixView is pretty interested in the actual mix process, but if you give anyone a screen, they'll want something to do with it. So, MixView has a DCA Spill view, which can be accessed by clicking on any of the name icons:



This will bring up the popup DCA Spill view, showing what channels are currently set to be controlled by that DCA. To exit the DCA Spill view, just click anywhere outside the popup window.



Connection Limit

Please be aware that the MusicTribe X32/M32 console series supports connections with up to 5 OSC devices at any given time. In the assumed workflow, TheatreMix and MixView will each consume one of those slots. Be aware of any additional necessary OSC connections (QLab, Mixing Station, etc.) and be mindful of this limit. You likely will not notice any immediate issues, but OSC does not have any sort of packet validation, so data loss is very likely with more than 5 connected devices.