17 Remote Control

17.1 Remote Control

With the addition of an external Wireless Access Point, the console can be remote controlled using **WiFi** from an Android or iOS mobile device such as a smartphone or tablet. This can be invaluable when rigging, testing and focusing. Also from the remote, you can run and store palettes, plus run playbacks.

The remote function operates using the Avolites Remote app on the mobile device. This can be downloaded from the Google Play Store or Apple App Store.

> Make sure you install the correct version of the app to match the console software version, **there are different apps for each version**.


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You can connect multiple remotes to the console and the console itself remains functional while the remote is connected. Each remote has a **separate programmer** so an operator can continue to work on the console while another user programs or updates palettes on the remote.

17.2 Setting up the Remote

All you need to do is make sure that the console is on the same network as your mobile device. The app will automatically detect all the consoles on the network.

> Ensure that WiFi security is enabled on the network you are using, as anyone who can connect to the WiFi and has the app will be able to control the console. You don't want someone in the audience taking over the show.

You may experience problems with the remote if you have an internet router on the network, as this may route show traffic to the internet rather than between the remote and the console. If the remote does not work properly, disconnect your router from the network.

17.2.1 Using an Existing Network

If you are connecting to an existing network, DHCP will probably be enabled which will automatically set suitable IP addresses on the console and mobile device. All you should need to do is to plug the console's Ethernet connection into the network.

If the console is set to have a fixed IP address you will need to manually set a suitable IP address for the network - *consult the person who manages the network*, or read more about Networking the Console (Section 21.1).

17.2.2 Network Setup using a Dedicated Access Point

This is a basic setup assuming that the console is connected directly to an access point. For information on setting up your Wireless Access Point please refer to the documentation provided with it.

> We advise using a dedicated wireless access point rather than a wireless router (ADSL router). Although routers are cheaper, the WiFi connection through to the Ethernet can be flaky. Some routers can be switched to an *"access point"* mode to avoid this problem.

You need to set up the network settings on the Wireless Access Point, the mobile device and the console so that they can communicate with each other. In this example we use an Android smartphone but other devices are similar.

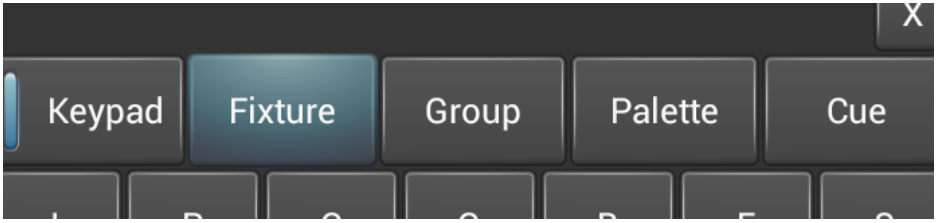
1. In the access point's admin screen, give the access point an IP address such as `10.0.0.1`, make sure wireless is switched on and enable the DHCP server. Take note of the name of the wireless network (SSID).
2. Connect an Ethernet cable from the back of the console to the access point.
3. Set the IP address of the console: from the **System** menu (<Avo> + <Disk>), select [Network Settings], press [Local Area Connection], then press [Set IP 10.*.*.*].
4. On the mobile device, go to WiFi settings or Network Settings and ensure WiFi is set to on.
5. Select the wireless network from the list, the name you took note of earlier. The mobile device should automatically get an IP address from the access point.
6. Run the Titan Remote app. You should see the console listed.

If you are using the remote at show time, on the Access Point you should select the option to hide the SSID. If you do not do this, every smartphone in the audience will find your WiFi and try to connect to your Access Point which will make the remote operation very sluggish.

17.3 Operating the Remote

To connect to the console, open the Titan Remote app and a list of available consoles will be shown - hopefully if you have done the network setup (Section 17.2) correctly, you will see your console listed.

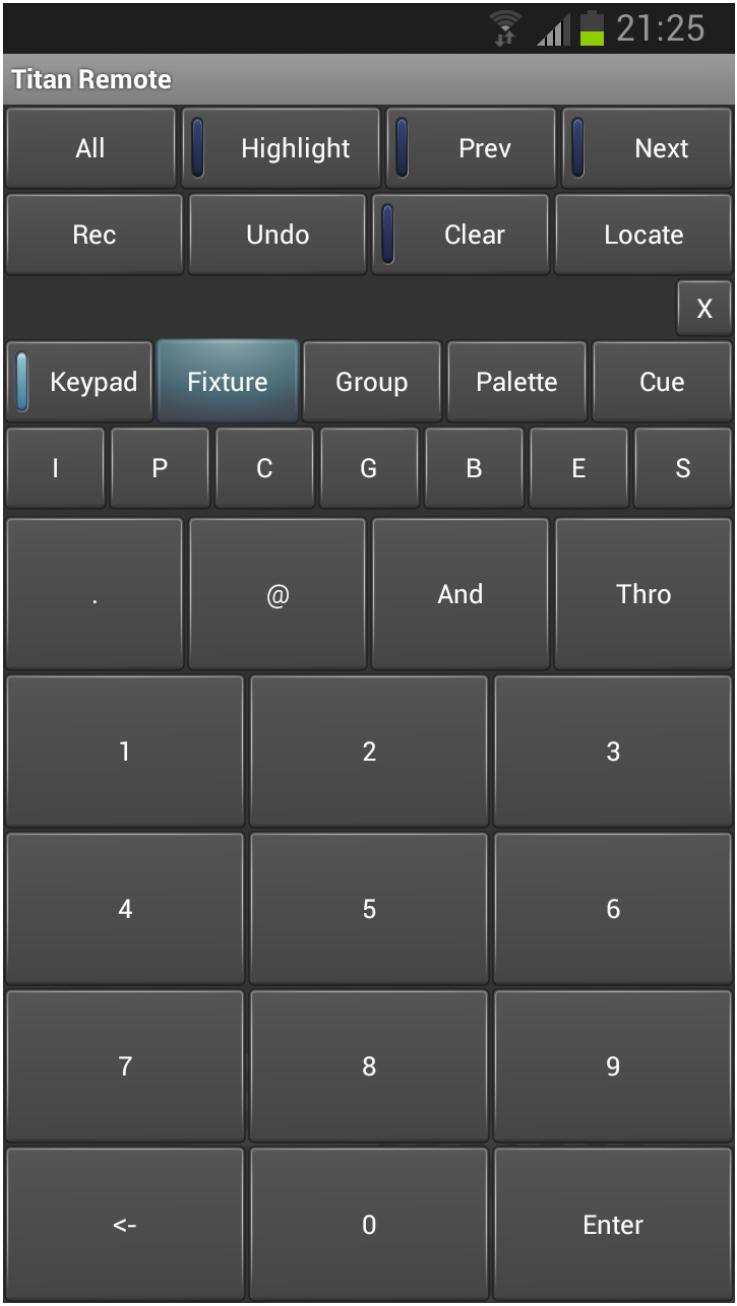
There is also a local emulator which can be used to test or demonstrate the remote when no real console is connected.



Choose what you want to control using the row of buttons across the middle of the app. The Keypad button enables or disables the numeric pad (the keypad overlays all the other screens, so you will need to turn it off to see the others).

17.3.1 Keypad

The keypad screen lets you do most common tasks in the way a programmer's remote normally works. You can turn on/Locate fixtures and dimmers either individually or together.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The User Number of the fixture or dimmer is used for control. For example to turn on dimmer 3 at 50% you would press:

`3 @ 5`

To turn on dimmers 1-10 at 80% you would press:

`1 Thro 10 @ 8`

For 100% you just press @ twice, for example:

`1 Thro 10 @ @`

> To locate one or more fixtures, press Locate instead of the @ button.

You can select multiple ranges of dimmers or fixtures using the And button, for example:

`1 Thro 10 And 20 Thro 30 @ 6`.

17.3.2 Controlling Fixtures

The fixture screen allows you to select fixtures exactly as you would on the console.


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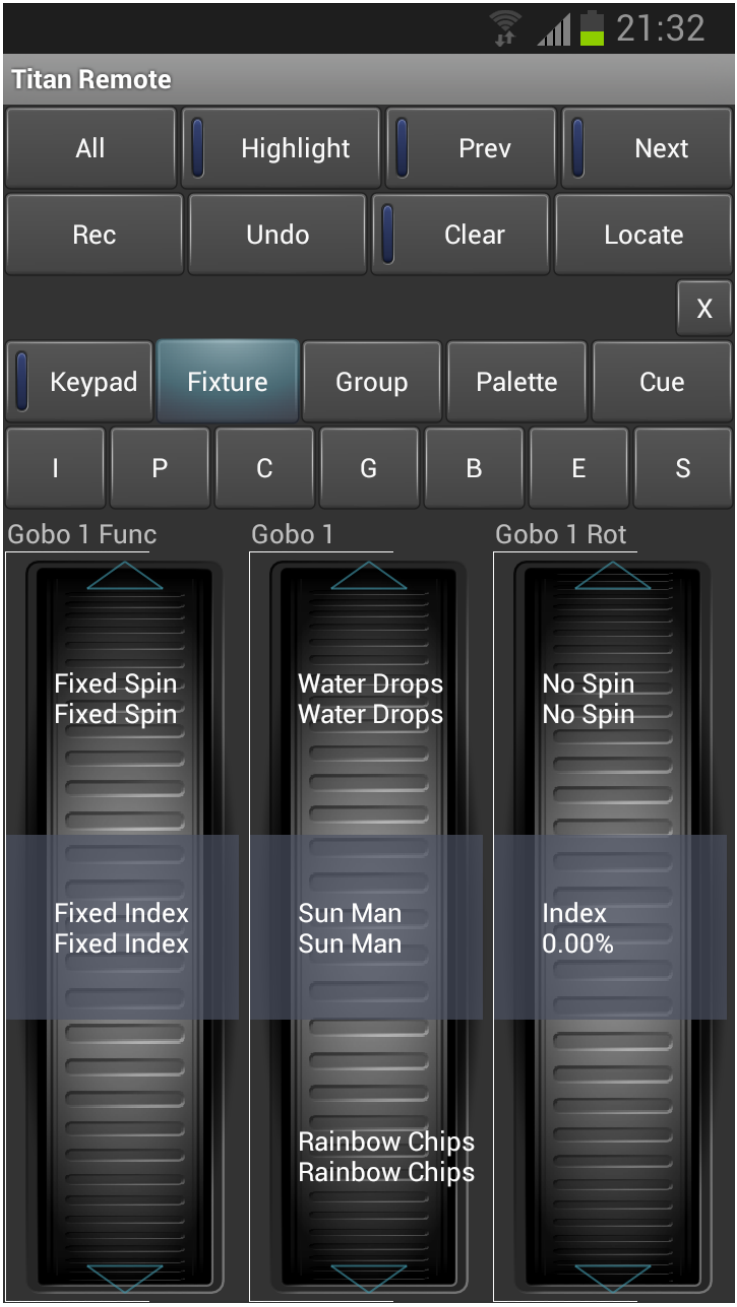
You can then use the **Palette** screens to control the fixtures, or press the **IPCGBES** buttons to directly control functions of the fixtures using wheels.

You can scroll the fixture screen up and down by dragging the window. To view the fixture pages, drag the Pages bar to the right.

Use the **Highlight**, **Prev** and **Next** buttons to step through a set of selected fixtures one at a time. Press the **All** button to reselect all fixtures in the set. Hold down the **All** button to step through various selection patterns (odd, even etc).


21:32
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Fixed Spin
Water Drops
Water Drops
No Spin
No Spin
Fixed Index
Fixed Index
Sun Man
Sun Man
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0.00%
Rainbow Chips
Rainbow Chips

The wheels show function values (such as colours or gobo names). To go to the next function, just touch the arrows at the top or bottom of the wheel. To manually scroll the value, spin the wheel with your fingers. If there are more than three functions, touch the **IPCGBES** button again to change to the other functions.

Press the **Clear** button to clear the selection and all changes in the remote programmer. Hold down the **Clear** button to clear all programmers (for example if someone has been doing something on the console at the same time, this will clear the console's programmer too).

From the remote's **Cue** screen you can play back cues from the touch buttons in the Playbacks workspace window. Hold down a playback button to kill or release an active playback.

- You can't play back cues from playback faders or executor buttons from the remote, if you want to do this, make a copy of the cue in the Playbacks window.

17.3.3 Recording Palettes

You can record palettes using the **Rec** button on the remote, then click a workspace button as normal. You can also hold down an empty button to quick record a palette.

If you hold down a used palette button, the current programmer will be quick merged into the existing palette.

You cannot record cues or groups using the remote.