

LearningDigiShow

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 <u>https://github.com/robinz-labs/digishow/releases/latest</u>

Find the version you want in the Assets list to download:
 Mac with Intel chips, please download the file digishow_mac_x.x.x_x64.zip
 Mac with M series chips, please download the file digishow_mac_x.x.x_arm64.zip
 Windows, please download the file digishow_win_x.x.x_x64.zip

Install DigiShow to a Mac

- Unzip the installation package file to get a folder and open it ullet
- 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: 0 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 the software

DigiShow LINK	
🕀 New ~ 🔏 🔲	□ □ ↓ Sor
$\leftarrow \rightarrow \checkmark \uparrow$	This PC > Local Disk (C:) > DigiShow > digish
> 👷 Quick access	Name ^
🗸 🛄 This PC	libcrypto-1_1-x64.dll
> 🛅 Desktop	libEGL.dll
> 🛅 Documents	libGLESv2.dll
> 🛅 Downloads	libssl-1_1-x64.dll

ort ~ 🔳 View ~			
now_win_1.2.6_x64 > DigiShow LINK >			
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10/20/2023 10:29 PM	Application		
9/27/2023 4:18 PM	Application exten		
11/6/2020 1:30 PM	Application exten		
11/6/2020 1:30 PM	Application exten		
9/27/2023 4:18 PM	Application exten		

If an error message appears when running Digishow.exe, please read the next page.

Install DigiShow to a Windows PC

Please find the Extra folder in the files extracted from the installation package and open it. There are also some auxiliary software that need to be installed in the Windows system:







- system components.

• If an error message appears when running Digishow.exe indicating that some files are missing, please run vc_redist.x64.exe to install some necessary

• Run loopMIDISetup.exe to install the loopMIDI driver, which will be used for virtual MIDI pipe communication between DigiShow and other software.

• Run K-Lite_Codec_Pack_Basic.exe to install the K-Lite video decoder, which will be used in the DigiShow program to play MP4, MOV and other video content.

DigiShow User Interface

Add Signal Bar Click the + button to add a signal bar to 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 you can bind it to a specific input signal to complete the signal mapping.

DigiShow

LINK

to add a new

ur digital things

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

2

1

Click the Preferences menu item to set options such as the software interface language in the dialog box.

-= +	DigiShov
New Instance	
New Open	
Open Recent Save	
Save As Show File	
About DigiShow	
 Preferences Enter Full Screen 	Please tap button · signal link between v
Close	
	STEP 2

4

v LINK - Untitled (st	opped)		
		Interface Manager	
	Please use Interface Manager to configure		
	your MIDI, DMX and more digital things for your show		
	STEP 1		

Configure Device Interface

3

Click the Interface Manager button to complete the interface configuration of MIDI, DMX, OSC, ArtNet, Modbus, Arduino, Hue, audio input, screen, virtual pipe, etc. in the pop-up dialog window, preparing DigiShow to connect to other hardware devices and software.

Main Window

After launching the software for the first time, you are greeted by a blank DigiShow main window.









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.

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



1



Choose a software interface language you prefer, usually English, Spanish,

The Auto Start option is usually not checked.

With this option turned on, the DigiShow project file will automatically start once it is loaded, and the user does not need to manually click the "Play" button in the software.

Usually, turn this option on when deploying a DigiShow project to an application scenario that needs to start automatically when the computer is turned on.

Preferences



MIDI Interfaces

MIDI interface is typically for connecting your digital musical instruments, controllers, sequencers, as well as Ableton Live or other digital audio workstation apps running on your computer.

Set the specific configuration parameters for the new interface connection.

3

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

MIDI 1		MIDI 2
Mode		Mode
Input	\$	Output
MIDI Port		MIDI Port
Launchpad Mini	¢	IAC DAW_OUT

ш MIDI





ArtNet



In the Interface Manager window, first click the tab bar below to select a type of interface configuration page.



2

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

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.



Arduino



Ŷ Audio

Screen





Interface Manager



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

Each row in the list is a signal bar, and each signal bar can be used to bind a pair of input and output signals.

In the eyes of the user, these signal bars constitute a console interface that can be operated immediately.

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

൝ OUT **Untitled Link 1** \mathcal{M} Untitled Link 2 OUT Untitled Link 3 **Input Signal Output Signal** on the left side of on the right side of 6 the signal bar the signal bar

Click the + button to add a new signal

bar to the signal link table

2

 \equiv

When the LINK button is highlighted, when the input signal volume changes, the output signal volume will be automatically triggered to change according to the set signal mapping parameters.

When the HOLD button is highlighted, you can manually change the signal output by moving the fader.

8

Clicking the TAP button can also perform jog output.

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 for input and output signals, thereby achieving automatic triggering and conversion between signals.

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.



Click 🗢 to set additional options such as initialization value for the signal in the pop-up box

Click the Apply button after completing the settings.













4 Click the LINK button in the top bar to quickly turn the LINK status of all signal bars on or off together. ≡ LINK 0 [**~•** +Digital Ir MIDI Note 0% 1 : DI2 LINK Ch1 : G3 HOLD TAP -nr ாா OUT IN 1 MIDI Note Digital In 0% off 1 : DI3 LINK HOLD TAP ாஸ ഹിവ OUT IN Double-click the 5 fader is disconnected from the output signal. label below the Digital I off 0% signal bar to modify LINK Ch1 : D4 1:DI4 TAP HOLD ாஸ OUT the name of the 2 signal bar. Digital I off 1 : DI2 TAP HOLD LINK ாஸ OUT IN Note Light G Digital In off 0% 1 : DI3 TAP HOLD LINK ாஸ OUT IN Note Light B There is a LINK status button in the middle of each signal bar. The default on state (highlighted) indicates 3 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.



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

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.







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.

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.



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

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

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

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

Н	ow do you wai	nt to open th	is file?
	Look for an a	pp in the Store	
→ M	ore apps \downarrow		
	Always use this a	pp to open .dgs	files
		OK	r 1

open and modify its content.



dmx_512.dgs

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

ode File	Edit Selection View Go Run Terminal Window Help	
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1063	"launches": {	
1064	"launch1": {	
1065	"assigned": true,	
1066	"color": "#00a652",	
1067	"title": "ALL ON"	
1068	},	
1069	"launch2": {	
1070	"assigned": true,	
1071	"color": "#ee364e",	
1072	"title": "ALL OFF"	
1073	}	
1074	},	
1075	"metronome": {	
1076	"bpm": 120,	
1077	"link": false,	
1078	"quantum": 4,	
1079	"run": false,	
1080	"sound": false	
1081	},	
1082	"slots": [
1083	<pre>{ "destination": "dmx1/dimmer1", "launchDetails": { "launch1": { "outputValue": 255 },</pre>	
1084	<pre>{ "destination": "dmx1/dimmer2", "launchDetails": { "launch1": { "outputValue": 255 },</pre>	
1085	<pre>{ "destination": "dmx1/dimmer3", "launchDetails": { "launch1": { "outputValue": 255 },</pre>	
1086	<pre>{ "destination": "dmx1/dimmer4", "launchDetails": { "launch1": { "outputValue": 255 },</pre>	
1087	<pre>{ "destination": "dmx1/dimmer5", "launchDetails": { "launch1": { "outputValue": 255 },</pre>	
1088	<pre>{ "destination": "dmx1/dimmer6", "launchDetails": { "launch1": { "outputValue": 255 },</pre>	
1089	<pre>{ "destination": "dmx1/dimmer7", "launchDetails": { "launch1": { "outputValue": 255 },</pre>	
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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