

dMix Shows — User Manual

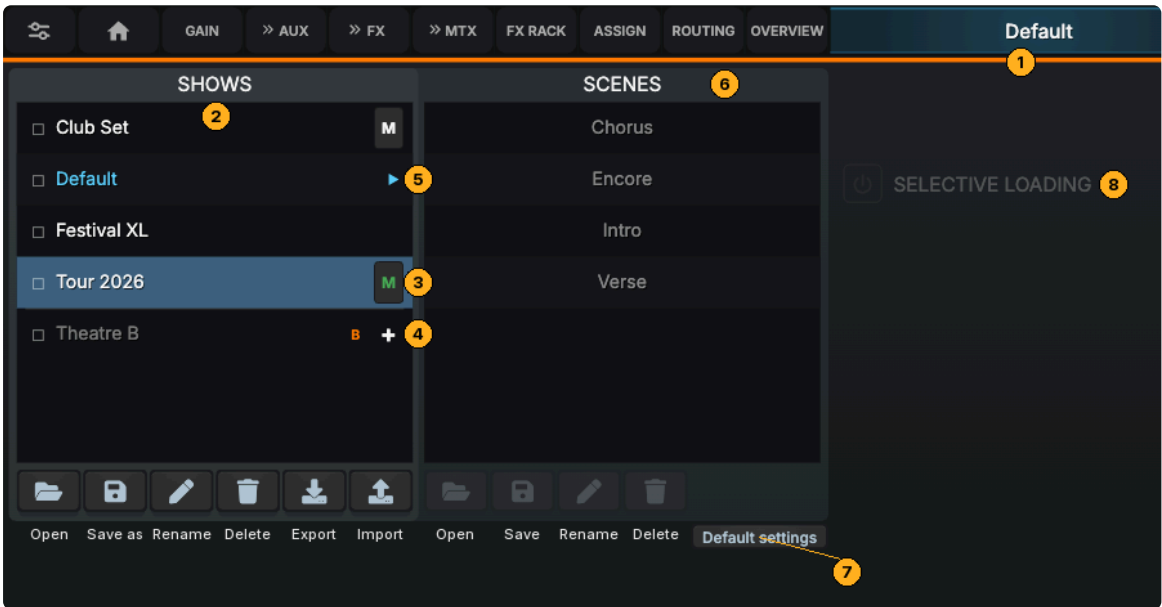
Shows, scenes, import and export, the + and M columns, and split consoles

Draft v1 · firmware 2.0 · 2026-09-27

1. Introduction and the Shows screen

A **show** holds everything that belongs to one production on a dMix console: the mix, the patch, the scenes and the remote devices and streams it relies on. This manual explains how shows are stored, moved between consoles and shared between the instances of a split console.

To open the Shows screen, tap the show and scene indicator in the centre of the top bar. Tap it again to go back to the mixer.



The Shows screen on an unsplit console. The numbers are explained in the table below.

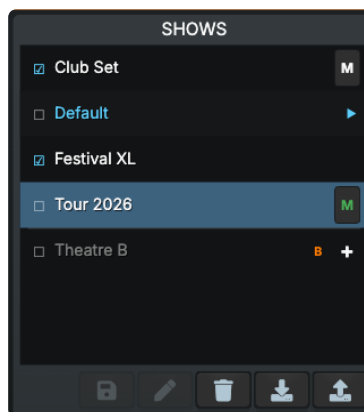
#	Area	What it does
1	Show and scene indicator	Shows the active show. Tap it to open or close the Shows screen.
2	SHOWS list	This console's shows at the top, then shows owned by others below a separator (section 4).
3	M button	Match status of the show's remotes (section 4.3).
4	+ marker	Brings a show from another owner to this console or instance (section 4.2).
5	►	The active show. On a split console the ► and the letter are in the instance's colour.
6	SCENES list	Scenes of the selected show. Only the scenes of the active show can be recalled or saved.
7	Default settings	Creates or overwrites a show with factory settings for this console or instance. It asks twice, because unsaved changes are lost.
8	Selective loading	Loads only chosen parameters or channels. It is covered in the mixing manual.

1.1 Show buttons

The six buttons under the SHOWS list have icons only. Each one is enabled only when it makes sense for the current selection.

Button	Action	Available when
Open	Loads the show on this console or instance	Exactly one show of your own is selected. It is greyed out without the ROUTING permission
Save as	Saves the live mix as a new show, or over an existing one	Zero or one show is selected
Rename	Renames a show	One show is selected, and no instance has it open
Delete	Deletes shows	Every selected show is closed on all instances
Export	Writes the selected shows to a ZIP file (section 5)	One or more shows are selected
Import	Reads shows from a ZIP file (section 6)	Always

Tick the checkboxes to select several shows at once. With several shows ticked, only Delete, Export and Import stay available. Double-tapping a show is the same as pressing Open.

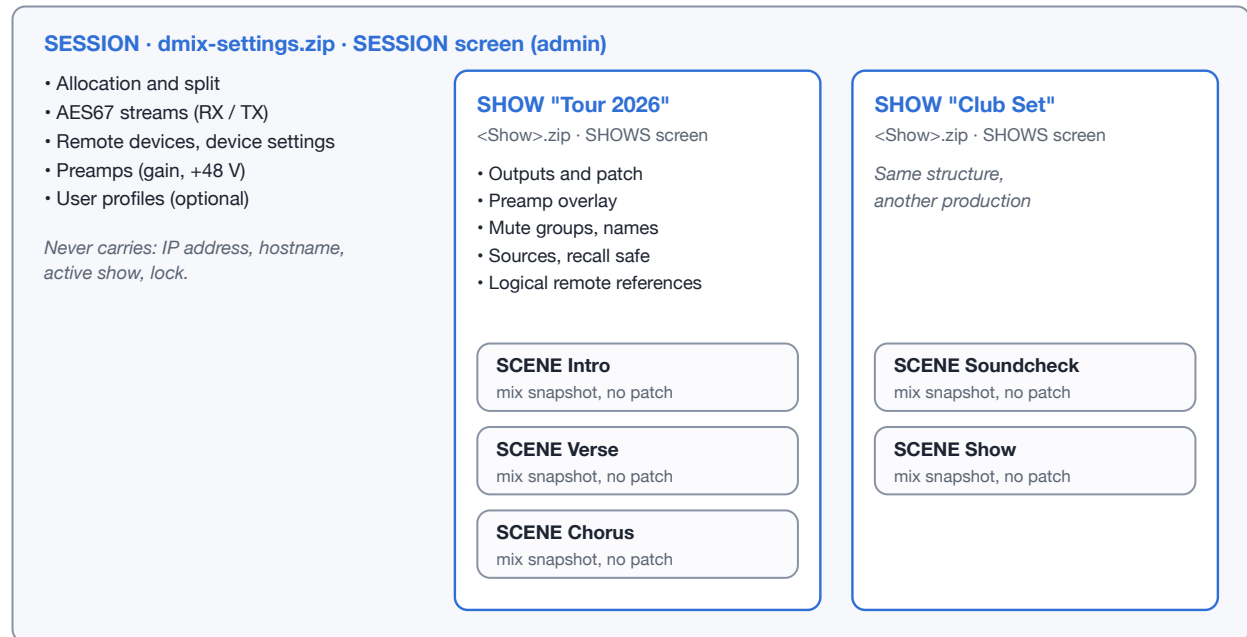


Two shows ticked: only Delete, Export and Import remain enabled.

2. Sessions, shows and scenes

A **session** describes the console and its system. A **show** describes one production on that system. A **scene** is a snapshot of the mix, stored inside a show.

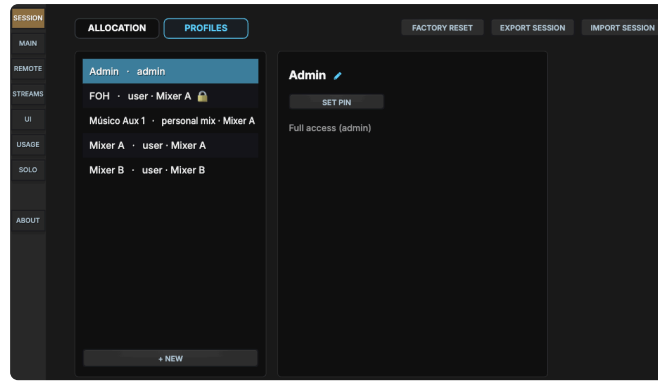
A session holds the system; a show holds a production; scenes live inside a show



What each layer holds, and which file carries it.

	Session	Show	Scene
Holds	Allocation and split, AES67 streams, remote devices, device settings, preamps, and optionally user profiles	Outputs and patch, preamp overlay, mute groups, sources, recall safe, references to remotes, and all its scenes	A snapshot of the mix (levels, processing, names)
Screen	SESSION (Setup)	SHOWS	SCENES
File	dmix-settings.zip	<Show>.zip	Travels inside its show
Who exports it	Admin only	Any profile; Full export is admin only	—
Importing it	Overwrites the parts the admin chooses in the session wizard	Adds new shows and never overwrites anything	—

- **What a session never carries:** the console's network identity (IP address and hostname), the active show and the lock. Importing a session from another console therefore does not change how this one is reached on the network.
- **What a scene never carries:** patch, preamps and remote references. Recalling a scene changes only what differs from the live mix, and it skips everything marked recall safe for that instance.
- **Full backup:** dmix-backup.zip holds both a session and shows. Restore the shows on the SHOWS screen and the session on the SESSION screen.

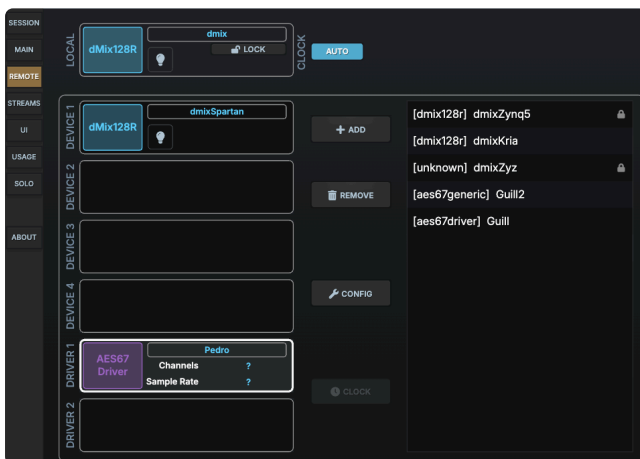


The SESSION screen, where sessions are exported and imported.

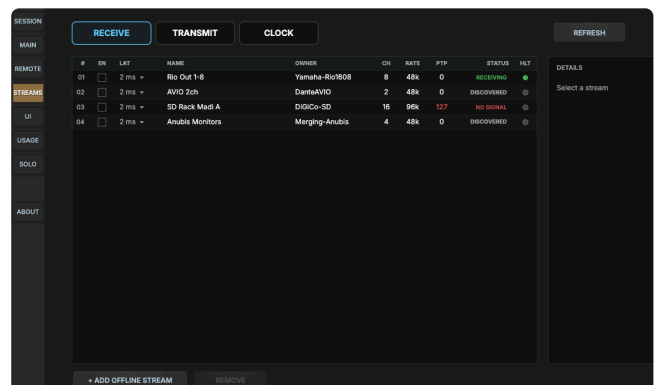
3. Remotes: what a show connects to

A **remote** is any audio source or destination outside the console that a show uses. There are two kinds:

- **dNet devices**, listed on the **REMOTE** screen: dMix stageboxes and other units in Device slots 1–4, and AES67 driver slots in Driver 1–2. A device can be offline, as a placeholder.
- **AES67 streams**, listed on the **STREAMS** screen: **RX** streams bring audio in from the network, and **TX** streams send audio out.



REMOTE screen: two remotes in slots, and the devices found on the network on the right.



STREAMS screen: RX streams received from the network, with their owner, channel count and state.

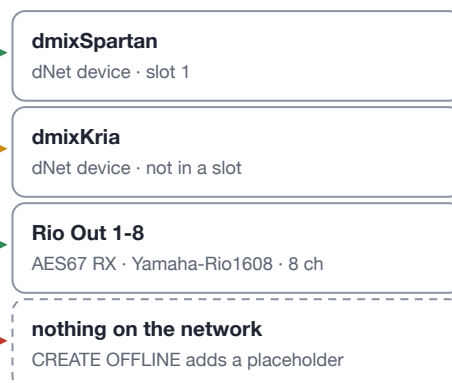
A show does not store hardware addresses. For each remote it stores a **logical reference**: a name, a model and a channel count. Each console keeps its own **binding** from those references to its real devices and streams. That binding is local, so it is never exported.

A show names its remotes; each console binds those names to its own hardware

IN SHOW FILE (logical references)



IN THIS CONSOLE (REMOTES and Streams screens)



All green: green M. Any orange or red line: white M — the wizard asks the operator.

Binding a show's remotes to the console's hardware.

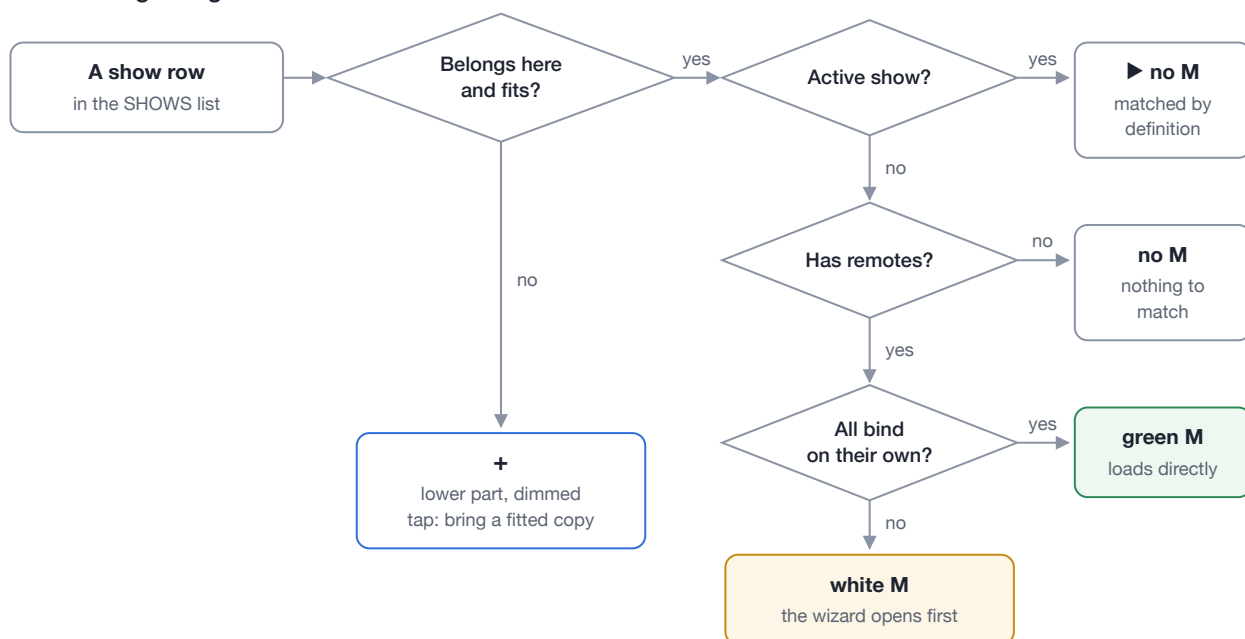
Matching is the step that makes those bindings. It is needed whenever a show arrives from another console, or comes back after the system changed.

- **Automatic binding.** When there is exactly one clear candidate, the console binds it without asking.
 - Devices match by the same serial number, then by the same device identity, then by exact name and a compatible model.
 - RX streams match by the same stream id, or by the same owner and name.
 - TX streams match by an identical description.
- **Operator decision.** Anything else, such as a weak match, several candidates or no candidate at all, is left to the operator in the match wizard (section 4.4).

4. The Shows screen: the + and M columns

The right edge of each show row tells you what the console can do with that show.

What the right edge of a show row shows

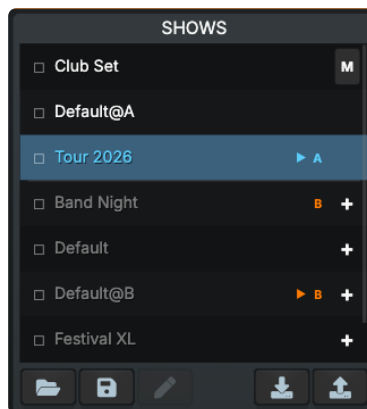


How the console decides what a show row shows.

4.1 Two parts of the list

The SHOWS list is split into two parts:

- **Top part: your shows.** On an unsplit console, these are shows that belong to the whole console. On a split instance, they are shows owned by this instance whose channel counts match its current slice (inputs, aux, subgroups and FX).
- **Lower part: everything else, dimmed.** These are shows owned by another instance or by the whole console. They also include shows whose counts no longer match after a reallocation, and shows whose owner is unknown.

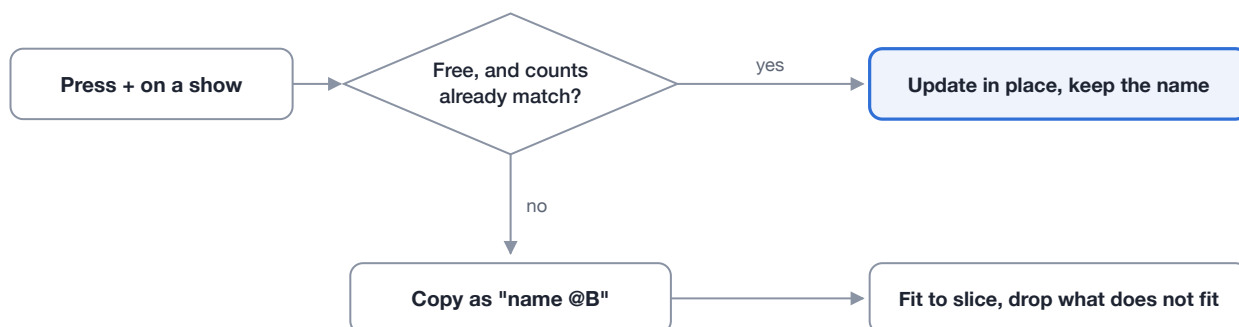


Mixer A on a split console. A's shows are at the top (Tour 2026 is active, marked ► A). B's shows and whole-console shows are dimmed below, each with a +.

4.2 The + marker: bring a show here

Tapping + fits a show from the lower part to this console or instance. **+ never loads the show**: it only makes a show of your own, which you then open as usual. Double-tapping a show in the lower part does the same as +.

The + button copies a show unless it is free and already fits

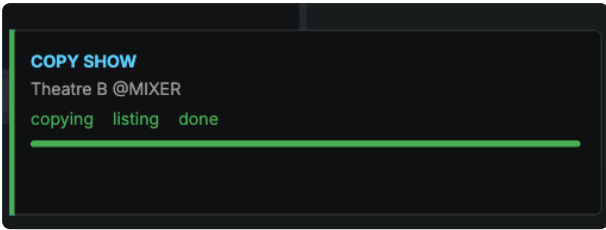


Never steal: a show owned by or open on another instance is always copied. + never loads the show.

The + rule.

- **In place or as a copy.**
 - A *free* show updates in place and keeps its name. Free means it is not owned by, open on or leased to another instance, and its counts already match.
 - In every other case, + makes a copy named `<name> @B` (on instance B) or `<name> @MIXER` (on the whole console). If that name is taken, the console tries `<name> 2 @B`, `<name> 3 @B`, and so on.
 - Suffixes never stack: bringing `Tour @A` to B gives `Tour @B`.
- **What is fitted.**
 - Channels, buses and mute groups beyond this slice are dropped, and the panel reports “N dropped”.
 - Patch, headamp settings, remote references, recall safe and all scenes travel unchanged.

- **What is reset.** The copy starts fresh: no lease, no bindings, no cached data. Its M is white until the console reviews it.
- **Refused cases.** The active show cannot be brought with +.

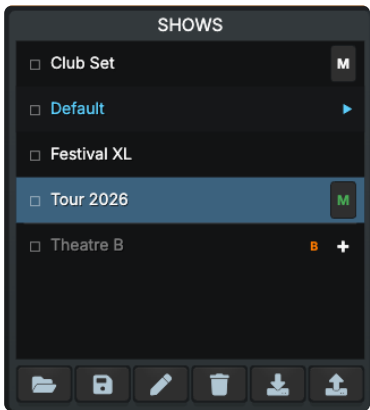


The COPY SHOW panel after pressing + on “Theatre B” on the whole console.

4.3 The M button: match status

The M appears only on your own shows that have at least one remote.

M	Meaning	Open does
Green M	Every remote (device, RX stream, TX stream) binds to the live system automatically.	Loads directly.
White M	At least one remote needs a decision, or the show has not been reviewed yet. For example, every show is white for one review cycle after a firmware upgrade.	Opens the match wizard first, then loads.
No M	The show has no remotes, is the active show, or belongs to someone else (it shows + instead).	Loads directly. For another owner’s show, Open is hidden and a double-tap runs +.



Unsplit console: a white M (Club Set), no M (Festival XL, no remotes), a green M (Tour 2026, selected), the active show (Default, ►) and a show from instance B with +.

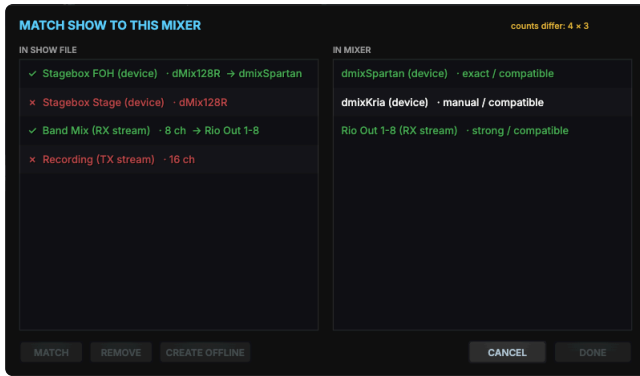
Tap M at any time to review the show’s bindings, even when it is green. You can also move a binding to a different device this way.

Before the wizard opens, the console checks the profile’s permissions:

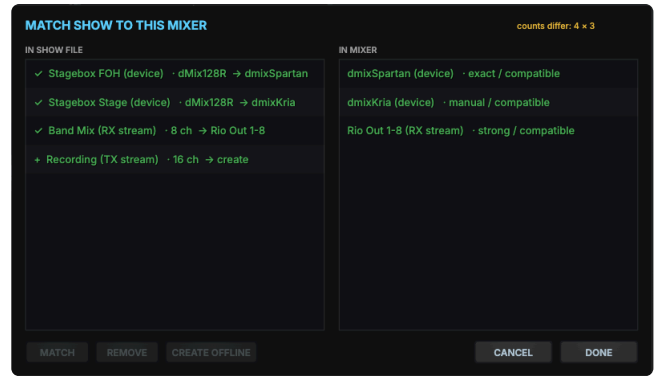
- A profile without **ROUTING** cannot open shows.
- A profile without **GAIN CONTROL** cannot open a show that changes analog gain or +48 V.

4.4 The match wizard

The wizard lists the show’s remotes on the left (**IN SHOW FILE**) and the console’s candidates on the right (**IN MIXER**). Each show entry needs a decision before **DONE** is enabled.



The match wizard. Two remotes bound automatically (✓); Stagebox Stage and Recording need a decision (⚠).



All entries decided: Stagebox Stage matched to dmixKria, and Recording will be created offline. DONE is now enabled.

Mark	Meaning
✓ green	Bound, automatically or by the operator. The arrow names the console's remote.
✗ red	Not bound yet.
? yellow	A suggestion to confirm.
+	Will be created as an offline placeholder.
×	Will be removed from the show.

The right-hand list shows how good each candidate is: exact, strong, weak or manual, followed by compatible or requires-prune. Offline placeholders are marked OFFLINE.

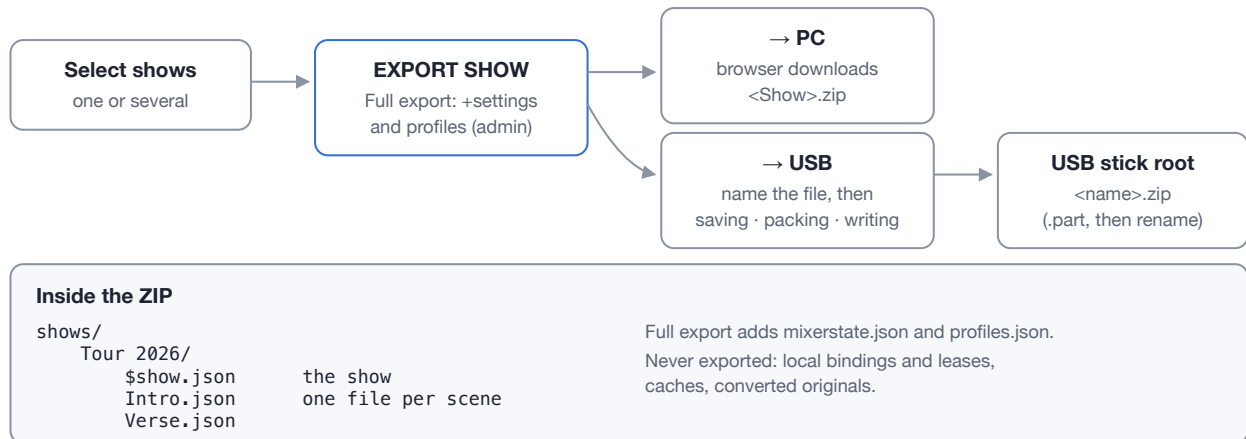
Action	What it does
MATCH	Binds the selected show entry to the selected console remote. Taking a remote from another entry releases that entry, so two bindings can be swapped.
REMOVE	Marks the remote for removal from the show file only . The console's device or stream is not touched.
CREATE OFFLINE	Creates an offline placeholder with the show's name for it, so the show can load now and be matched later. It is disabled when the name is already used on the console, when no slot is free, or when the profile may not manage remotes or streams.
DONE	Applies all decisions. It asks once, and only if something leaves the show, listing the removed items and any RX channels that will be lost.

After DONE, the console creates the placeholders, saves the bindings **locally** and loads the show. The show file itself does not change, so exporting it gives the same file as before.

5. Exporting shows to USB or PC

Export always writes a ZIP file. The same dialog sends it to the computer running the browser, or to a USB stick in the console.

Export writes one ZIP, to the browser or to the USB stick



Export flow and the contents of the ZIP.

1. Select one or more shows and press **Export**.
2. Optionally tick **Full export** to add the mixer settings and user profiles. Full export is **admin only**, because it contains this console's identity.
3. Press → **PC** to download the ZIP in the browser, or → **USB** to write it to the stick.



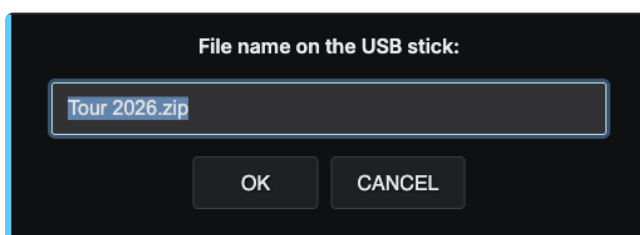
EXPORT SHOW dialog with a USB stick present.



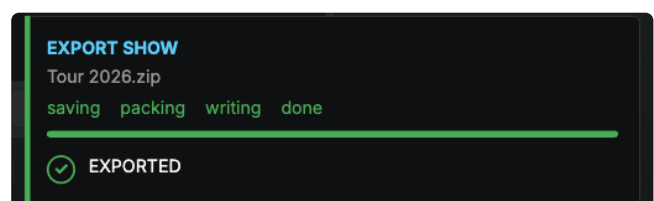
With Full export ticked, the dialog warns that it is admin only.

• To USB.

- The console asks for the file name. The default is `<Show>.zip`.
- The file is written to the root of the stick. If a file with that name exists, the console asks before overwriting it.
- The file is written safely: first as a temporary `.part` file, then renamed. A stick pulled out mid-write leaves no broken ZIP behind.
- **Several shows** go into a single `dmix-shows-N.zip`.
- **Never exported:** local bindings, leases and cached data. A ZIP can therefore move freely between consoles.
- **USB stick requirements.** Use the **USB-A** port; USB-C does not mount sticks. The stick must be exFAT, FAT32 or NTFS, and the console uses the first readable partition. Without a stick, → USB is greyed out and the dialog says “No USB Drive found”.



File name prompt for → USB.



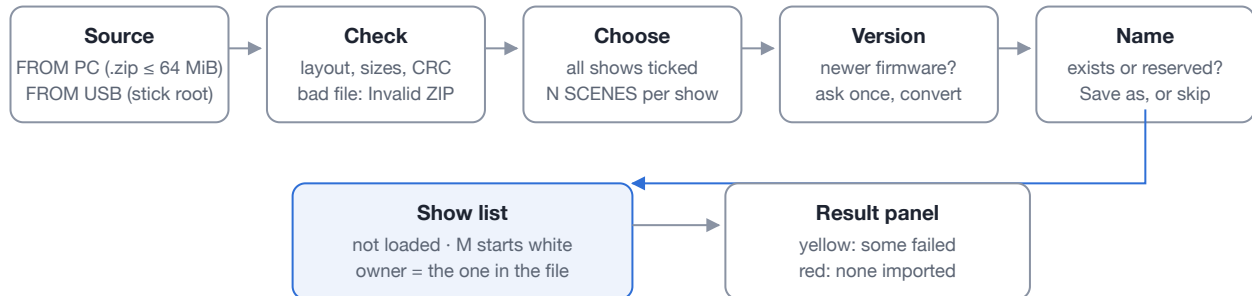
The EXPORT SHOW panel when the export has finished.

Possible errors: “Could not write to the USB drive: there is no space left.” and “Could not export: the file was not written.”

6. Importing shows from USB or PC

Import reads a ZIP, lets you choose which shows to bring in, and **adds** them to the list. It never loads a show and never overwrites one.

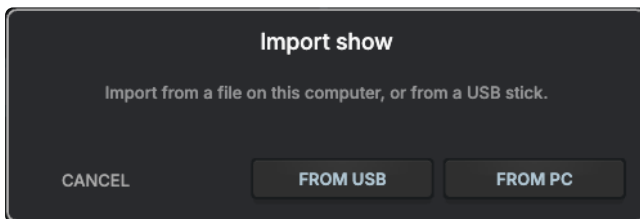
Import adds shows to the list; it never loads or overwrites one



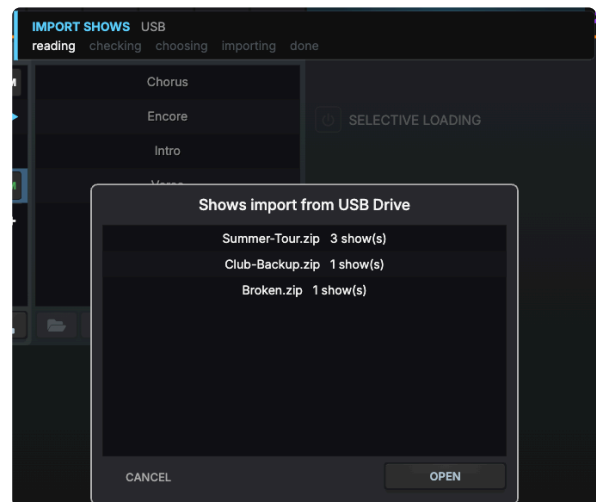
A show exported from instance B lands as B's show: on other instances it shows a +.

Import flow.

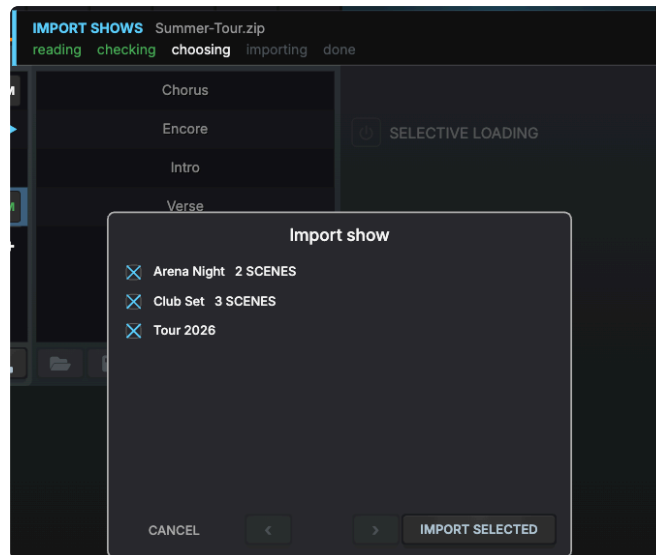
1. Press **Import**, then choose **FROM USB** or **FROM PC**.
 - FROM PC opens the browser's file picker. It accepts `.zip` files up to 64 MiB.
 - FROM USB lists the ZIP files in the root of the stick, with the number of shows in each one.
2. Choose the shows. All of them are ticked by default, and each row shows its scene count.
3. Press **IMPORT SELECTED** and answer any name prompts.



Choosing the source.

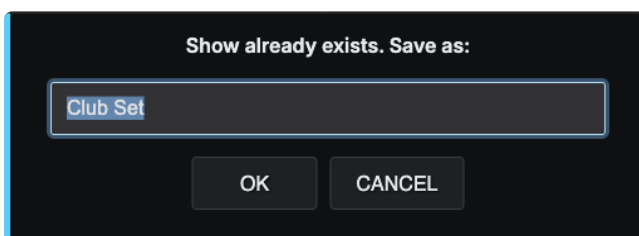


ZIP files found on the USB stick.

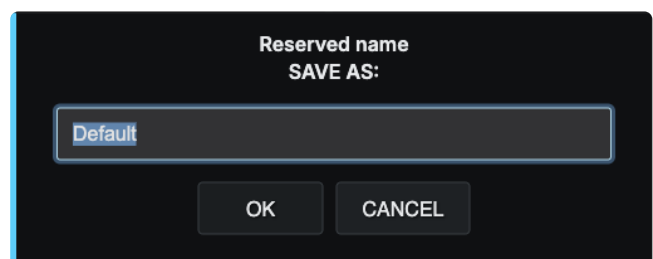


Choosing which shows to import.

- **Name already in use.** The console asks “Show already exists. Save as:” with the name filled in. Type a new name, or leave it empty to skip that show.
- **Reserved names.** `Default` and `Default@A` to `Default@P` (in any case) are reserved and are refused with “Reserved name”. Names such as `Default Copy` are fine.
- **Newer firmware.** A show made on newer firmware is marked **NEWER** in the list. The console asks once per ZIP before importing it. Settings this firmware does not know are dropped from the imported show, and the original file is kept on the console.
- **Safety checks.** The ZIP must use the expected folder layout and stay within size limits, and its checksums must be valid. A rejected file shows “Invalid ZIP.” and leaves nothing behind.
- **Result.** If only some shows were imported, the panel turns yellow and lists what failed. If none were imported, it turns red.



Name already in use.



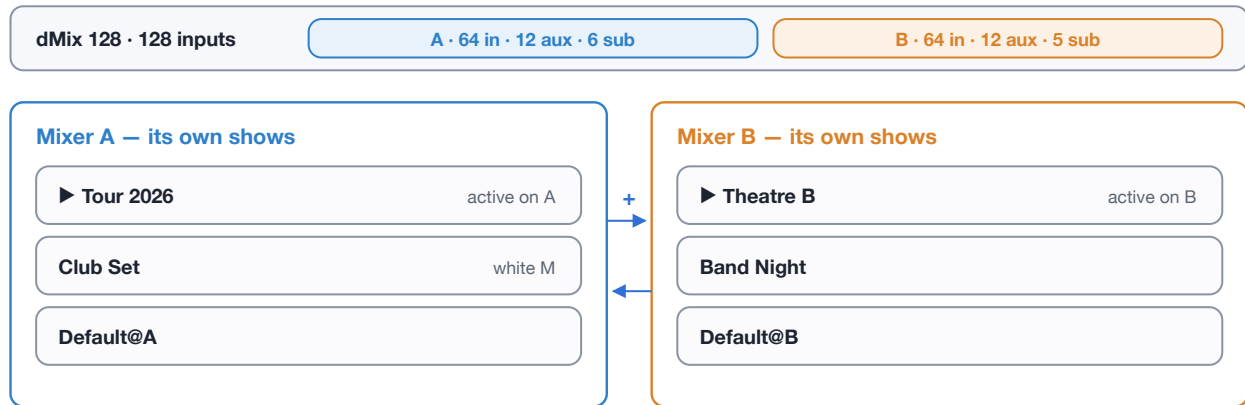
Reserved name.

Where an imported show lands. An imported show keeps the owner recorded in the file. A show exported from instance B is B’s show. On any other instance, and on the whole console, it therefore appears in the lower part with a +. Its local data starts empty, so its M is white until the console reviews its remotes.

7. Copying shows between instances

On a split console, each instance owns its own shows. A show moves to another instance only as a fitted copy, and it is **never taken** from the instance using it.

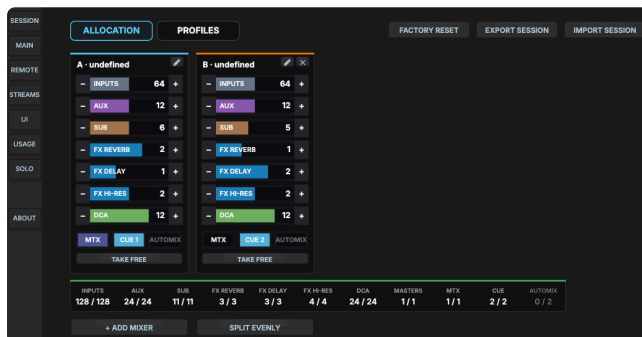
On a split console each instance owns its slice and its shows



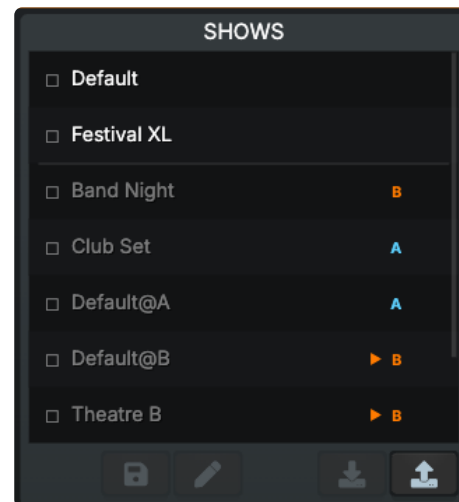
Band Night seen from A: dimmed, with B and a +. Opening it on A always makes "Band Night @A".

Whole-console shows (Default, Festival XL) also need + on an instance, and instance shows need + on the console.

A console split into Mixer A and Mixer B.



SESSION → ALLOCATION: the split that defines each instance's slice.



The admin on a split console: only Import is enabled, and there are no + markers.

- **Instances.** Instances are named A to P, and each one has its own active show and active scene. The unsplit console is its own owner, shown as MIXER.
- **A show open on another instance** cannot be opened here. The console asks “‘Theatre B’ is open on Mixer B. Open a copy on this mixer?” and offers **OPEN A COPY**, which creates Theatre B @A.
- **While any instance has a show open:**
 - Save As onto it is refused (“in use by Mixer B”).
 - Rename and Delete are disabled.
- **Channel counts.**
 - An instance show must match its instance's slice exactly.
 - After a reallocation, shows that no longer fit move to the lower part. Bring them back with +, which fits them to the new slice.
 - On the unsplit console, opening a whole-console show with different counts shows a **SHOW RE-FIT** prompt, for example “inputs 128 → 64 (64 dropped)”. The show then loads as a copy named <name> @<inputs>x<aux>.
- **Crossing sides.** A whole-console show never opens directly on an instance, and an instance show never opens directly on the whole console. Both always come across with +.
- **The master bus.** An instance show stores its own master. On instances after the first, that master maps onto a physical subgroup.

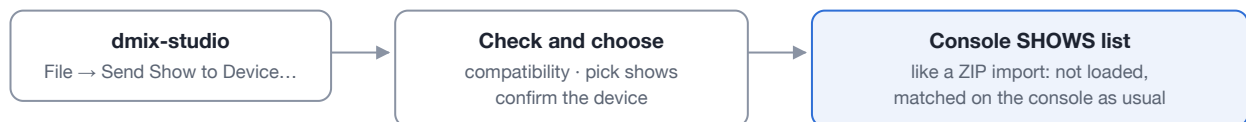
- **Legacy 1.x shows.** Shows made before firmware 2.0 belong to the whole console.
 - They convert automatically when opened on the whole console or on MIXER 1 (instance A).
 - On other instances, they must be brought across with +. Opening one directly gives “legacy show: open on MIXER 1 first”.
- **Admin on a split console.** The admin can only import and export shows here, and no + is drawn. Any other action shows “Admin cannot open or save shows on a split console. Only import and export.” Sign in with the instance’s own profile to work with its shows.
- **Default settings** always act on your own slice. On a split instance the default name is `Default@<letter>`.

Action on a show	Your own, closed	Your own, open here	Your own, open on another instance	Another owner's show
Open	Yes	Already open	Offers a copy @you	Hidden; a double-tap runs +
Save as over it	Yes	Yes	Refused	—
Rename / Delete	Yes	No	No	Only if closed everywhere
+	—	—	—	Copies; updates in place only if free and it fits
Export	Yes	Yes	Yes	Yes

8. Sending shows from dmix-studio

dmix-studio is the offline editor for Windows and macOS. Shows prepared there can be sent straight to a console on the network.

dmix-studio sends shows through the same import the console uses



A name that already exists on the console makes the send fail: rename the show in dmix-studio first.

Sending a show from dmix-studio.

- In dmix-studio, choose **File** → **Send Show to Device...** and pick a console that is online.
- dmix-studio checks compatibility, lets you pick the shows, and asks you to confirm the target console.
- The shows arrive in the console’s SHOWS list exactly like a ZIP import: they are not loaded or bound to hardware yet. Open and match them on the console as usual.
- If a show with the same name already exists on the console, the send fails. Rename the show in dmix-studio first.

9. Troubleshooting

Message	Meaning	What to do
Invalid ZIP.	The file is not a show ZIP, is damaged, or contains only settings.	Export it again. Settings-only ZIPs are imported on the SESSION screen.
No USB Drive found	No readable stick in the USB-A port.	Use the USB-A port and an exFAT, FAT32 or NTFS stick.

Message	Meaning	What to do
No ZIP files on the USB drive.	The stick root has no <code>.zip</code> files.	Put the ZIP in the root folder, not a subfolder.
This file is too large to be sent to the mixer.	The ZIP is over 64 MiB.	Export fewer shows per ZIP.
Show already exists. Save as:	The name is taken on this console.	Type a new name, or leave it empty to skip.
Reserved name	<code>Default</code> or <code>Default@X</code> was used.	Choose another name.
Show '...' was made on a newer firmware...	The show uses settings this firmware does not know.	Continue to import a converted copy, or update the console.
'...' is open on Mixer X. Open a copy on this mixer?	Another instance has the show open.	OPEN A COPY, or close it there first.
Admin cannot open or save shows on a split console.	Admin is limited to import and export on a split console.	Sign in with the instance's profile.
legacy show: open on MIXER 1 first	A 1.x show was opened on instance B or later.	Open it on MIXER 1, or bring it with +.
This profile cannot open shows: it has no ROUTING permission.	Profile permission.	Ask the admin to grant ROUTING.
This show changes analog gain and +48V, and this profile has no GAIN CONTROL permission.	Profile permission.	Ask the admin to grant GAIN CONTROL.
Could not write to the USB drive: there is no space left.	The stick is full.	Free space on the stick, or export to PC.