



ProVisionaire Touch V3.5

Setup Guide

Thank you for downloading Yamaha ProVisionaire Touch.

ProVisionaire Touch is an application for remotely controlling a system (a system consisting of devices that can be controlled by this application, such as MusicCast devices or Disklavier units and an MTX/MRX system) from a tablet (iPad) via a Wi-Fi network.

You can design a control panel by freely arranging widgets, allowing you to create custom panels that suit the needs of your system.

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Who should read this document

This is a guidebook intended for those who design, produce, and set up custom control panels using this application. It is not a guidebook for general users.

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What you can do using ProVisionaire Touch

- Using ProVisionaire Touch, you can use your tablet device to intuitively place widgets such as sliders, buttons, and photos on the page (screen) to create an original touch control panel that fits the requirements of your installation and your needs, all without requiring any special programming.
- Since you can create multiple design pages, a separate control panel could be created for each area and user, or you can create design pages for specific presets or parameter states.
You can restrict access to control panels and design pages, ensuring secure and convenient operation of the controller.
- Data for a completed control panel can be exported as a file, allowing you to use the same controller for multiple units, or you can save the data as a template and use or share it with other systems. This lets you create controllers efficiently and conveniently.
- Since connection with the target system occurs via Wi-Fi, the tablet device does not have to be mounted on the wall; it can be operated while held in the hand, and used as a convenient remote controller.
- You can create a settings file for ProVisionaire Touch Kiosk, which is optimized for remote control (subsequently referred to as Kiosk).

When reading this document

The term “preset” appearing in explanations of the screens and functions of this application is used in two different senses: “images and materials provided for you to use in a color palette” and “preset data managed by the processors of the MTX/MRX system.” For clarity, the word “preset” is used to denote the first sense (provided materials), and **[Preset]** denotes the second (preset data of the MTX/MRX system). Keep this in mind as you read.

Operating requirements of the software

• Tablet device

- Hardware: Apple iPad (except for first-generation)
- OS: iOS 9.0 or later

* For the latest information about devices and OS versions that are known to work, refer to the following website.
<http://www.yamaha.com/proaudio/>

* This software does not work on iOS devices other than the iPad.

• Remotely controlling a system*

- * Refer to the following site for details on products that are compatible with ProVisionaire Touch and ProVisionaire Touch Kiosk.
<http://www.yamaha.com/proaudio/>

• Wi-Fi access point (802.11n/5 GHz is recommended)

• Cat5e cable (for connection between the target system and the Wi-Fi access point)

● Systems that can be controlled

- For one MTX/MRX system device, up to eight controllers can be connected, including Wireless DCP or AMX/Crestron units.

● Settings

- Three access control levels can be specified: Power User, Administrator, and Screen Lock.
- The Monitor Device function can be used to monitor the target system.
- An iPad can be set up as a dedicated terminal for this application (controller).

Tablet device (iPad) with ProVisionaire Touch or ProVisionaire Touch Kiosk installed



Wireless LAN connection

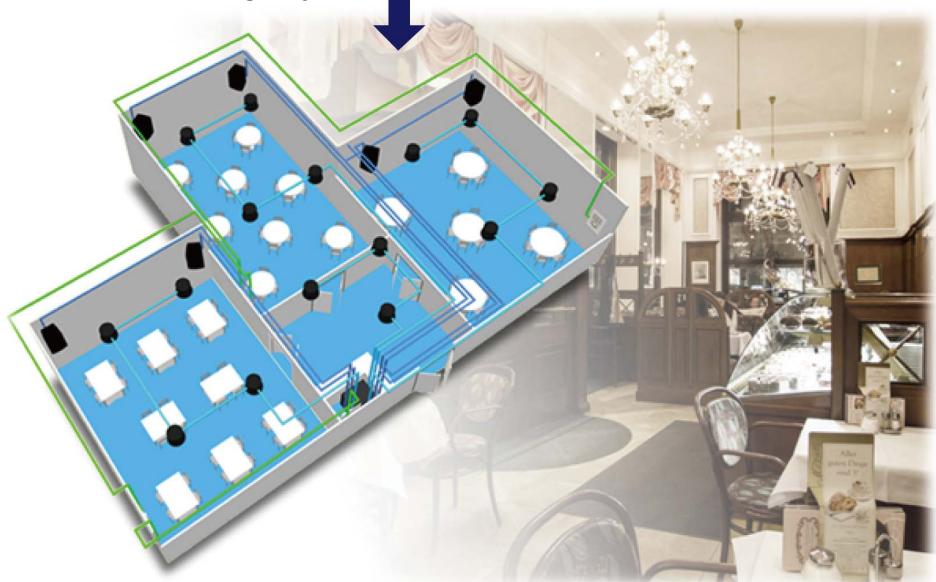


Wi-Fi access point



CAT5e cable

Target system



Terms and concepts to understand

Roles

ProVisionaire Touch uses the following roles.

- **Administrator**

The person who designs and edits the control panel (mainly the installation contractor.)

This is the person reading this setup guide.

A four-digit Administrator Code is used to lift restrictions on functions.

- **Power User**

Someone such as a manager of the facility.

This person uses a four-digit Power User Code to access a restricted page or to edit a settings file.

- **Staff**

A person who operates the parameters.

This person uses a four-digit Unlock Code to unlock the screen lock.

- **Guest**

A person who has no operating privileges.

Each role can perform the following actions.

	Adminis-trator	Power User	Staff	Guest
Unlock the screen lock	—	—	✓	—
Operate parameters	✓	✓	✓	—
Edit settings files	✓	✓	—	—
Edit design pages	✓	—	—	—

Pages

In ProVisionaire Touch, a screen consisting of multiple widgets (such as buttons and sliders) is called a “page.”

Using this application, you can design up to 50 pages of different screens that are suitable for the installed location or the users who use the system. There are also the following pages for special purposes.

- **Home Page**

This page is shown when a monitor device has not been specified, or when offline.

If the [\[Auto-load this file on next launch\] switch](#) is turned on when you load the file, this page appears when you start ProVisionaire Touch.

- **Fallback Page**

Specifies the page (fallback page) that is shown when authentication fails when [\[Preset\]](#) recall causes an automatic page change.

Although it is not a page, you can also specify the screen that is shown in the screen-locked state.

Files

ProVisionaire Touch uses the following files.

- **Settings file (extension .ypvt)**

This file contains all the settings of ProVisionaire Touch. It contains data and images for multiple pages, and information on the devices being controlled (including the contents of the Remote Control Setup List). Settings files can be sent to another iPad via AirDrop or email, or shared via iTunes on a computer.

- **Settings files for ProVisionaire Touch Kiosk (extension .ypvk)**

This is a settings file only for loading into ProVisionaire Touch Kiosk. Settings files can be sent to another iPad via AirDrop or email, or shared via iTunes on a computer.

- **Remote Control Setup List (extension .rcsl)**

This file can be exported from MRX Designer's "Remote Control Setup List" dialog.

It allows ProVisionaire Touch to load MRX parameter assignments. When this file is placed in the Documents folder of P.V. Touch, it can be read by ProVisionaire Touch.

Modes

ProVisionaire Touch has the following modes.

- **Design Mode**

In this mode you can create and edit pages. You must have Administrator privileges to use this mode. In this mode, ProVisionaire Touch is not online with the target system.

- **Control Mode**

In this mode you can load settings files, and go online with the target system. You must have Administrator or Power User privileges to use this mode. This mode is also used to verify operation while designing a page.

- **Initial Mode**

This is the mode in which no settings file has been loaded. From this mode, loading a settings file takes you to Design Mode or Control Mode.

Other

This setup guide also uses the following terms.

- **Widget**

Parts such as sliders, buttons, images, and rectangles used in the graphical user interface (GUI). You can assign parameters of the devices to these parts, and synchronize them to the faders or on/off parameters.

- **AirDrop**

Wireless file transfer technology provided on iOS7 or later devices. Devices that support AirDrop can share data directly between iPad units without going through an access point (P2P).

- **Kiosk**

This is used as an abbreviation for ProVisionaire Touch Kiosk.

Installation procedure

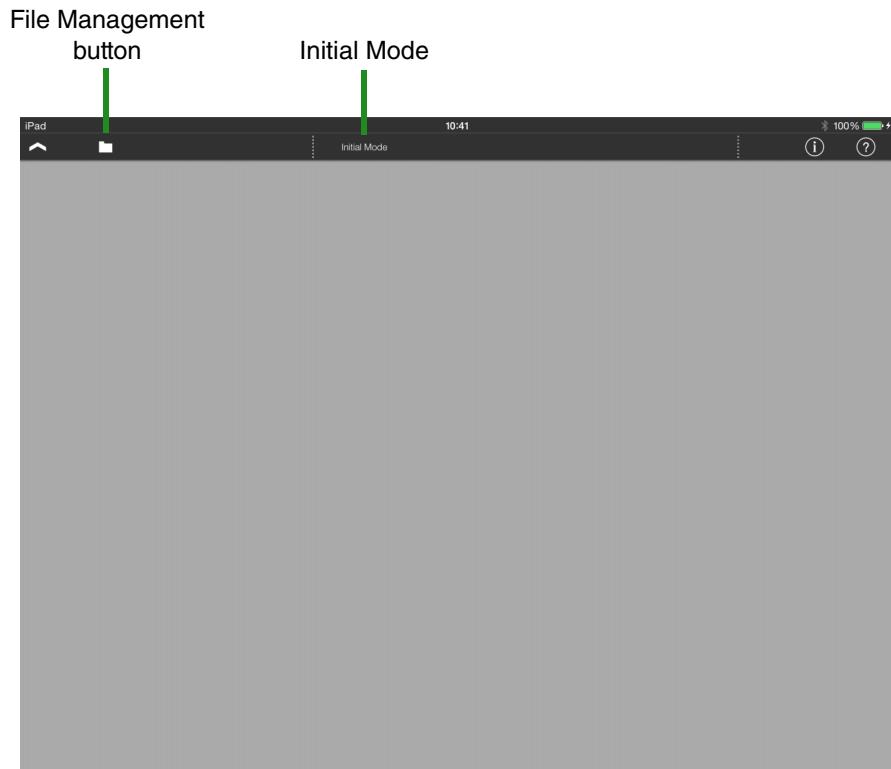
Download “ProVisionaire Touch” from the App Store.
You will find a link on the MTX/MRX product page of the Yamaha
Pro Audio website.

<http://www.yamaha.com/proaudio/>



Startup

- 1. Tap the “ProVisionaire Touch” icon.**
- 2. The app starts in [Initial Mode].**



- 3. On the menu bar, tap the File Management button .**

- If there is no settings file, the following screen appears.



Tap "+" on top left corner to create a file.

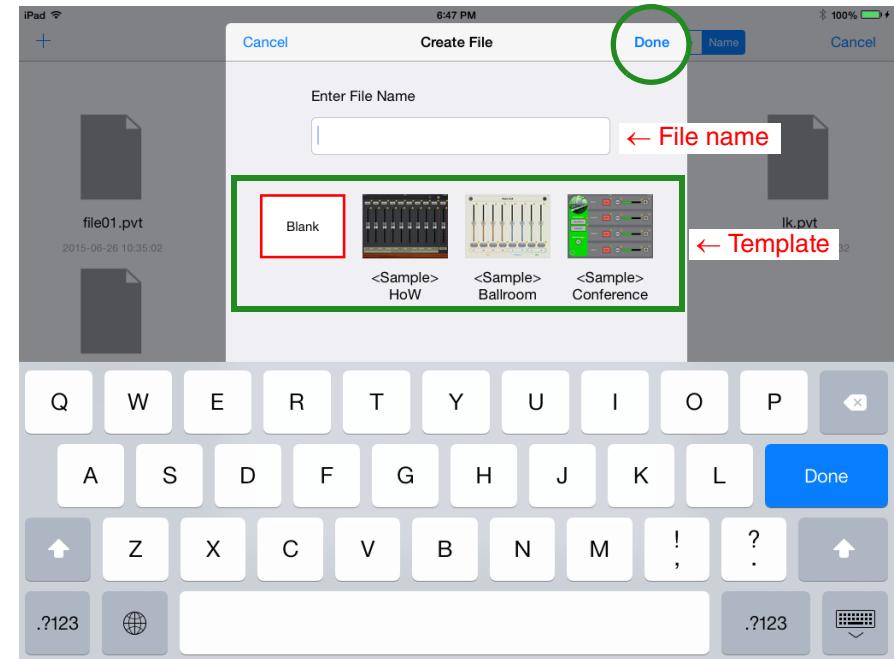
- If there are already some settings files, a list of those files appears.

- * If you want to edit an existing settings file, select the file and then [Load] it.



4. To create a new file, tap the [+] button in the upper left corner of the screen.

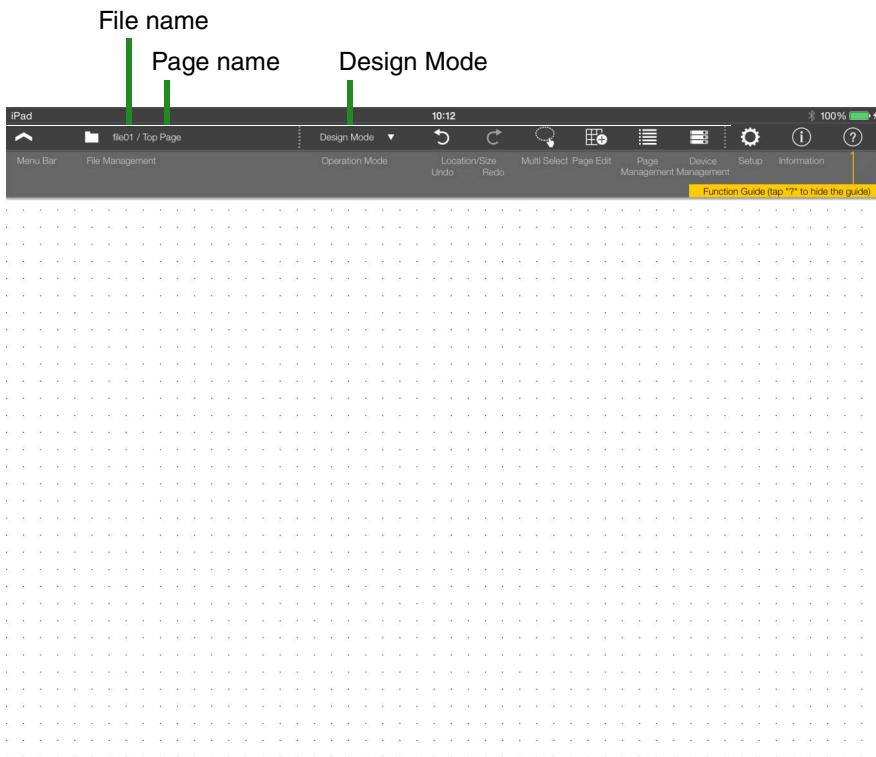
The following dialog appears.



5. Enter the file name, select the “Blank” template, and tap [Done].

- * You can enter a file name of up to 32 characters, excluding the extension name.
- * Several <Sample> files are provided as templates. You can edit and save these, so use them to get ideas for your own setup.
- * If you tap the [+] button while in Control mode, the confirmation message “Creating a new file will replace the current file. Are you sure?” appears.

6. In [Design Mode], which is the mode where you design a custom control panel, the page (named Page 1) is shown.



* If you don't want the Function Guide (yellow popup hint) to appear on the screen, tap the Function Guide button .

This completes preparations for creating a control panel. You can create a custom control panel for the target system by placing widgets such as sliders and buttons in this screen and assigning parameters to them.

In the next step we use a simple example to explain the process of creating a control panel, making settings, connecting to the network, and delivering the completed system.

What if the screen goes blank?

In some cases, the page you've prepared in step 6 will disappear from view if no further steps are performed for several seconds, and will become inoperable. This is a function called Screen Lock, which prevents an unauthorized person from performing operations. Tap the screen to make the screen unlock code input screen appear. By default, the code is "0000." When you input the code, the previous page reappears. To disable this function, refer to [Screen Lock](#).

How do I stop or resume file editing?

If you stopped editing a file and then want to resume editing it, but you don't want to repeat the process of selecting a file, loading it, and entering the access code, you can use the "[Auto Load](#)" setting. When the app is started, the specified file will open in the state in which it was last closed.

Basic process

Using the creation of a simple control panel as an example, this section explains the process of creating a panel and using it to control the system.

Saving data

In this app, the changes you make to the page are automatically saved in the settings file.

1. Place buttons

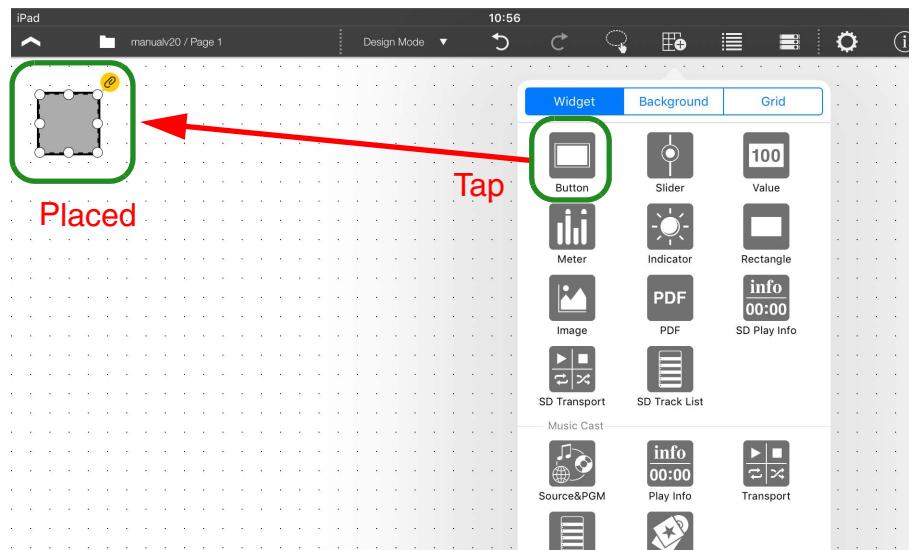
First place the buttons that you want to use as on/off switches.

1. In the menu bar, tap the Page Edit button .

2. In the widget menu, tap the button icon.

The button is placed on the panel.

* To close the widget menu, tap the panel background.



3. Move the button where you want it.

A dotted line and white circles appear around the button that you placed. You can move the button by dragging a portion of it that's not a white circle. You can change the size by dragging a white circle.

- * If the dotted line and white circles are not shown, long-press the button to make them appear.
- * You can specify "Grid" for convenience when changing the size or location.
- * If you specify "Fixed Size," the size will be fixed and cannot be changed.

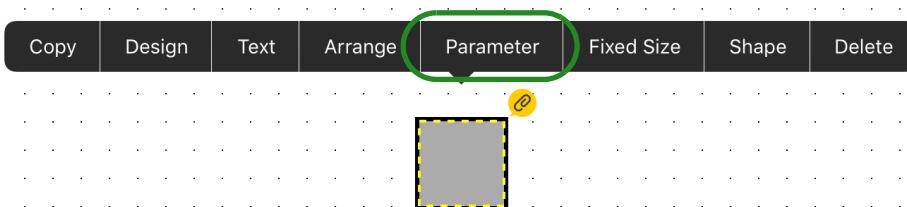
2. Specify devices and parameters

Now let's specify a device and a parameter that will be controlled by this button.

1. In the [Devices] screen that appears when you tap the Device Management button  in the menu bar, specify the device that will be controlled. → [Registering a device](#)

For this example, set [Model] to "MTX3," and [Unit ID] to "01." Assign a [Name] as you please. If there is a specific device that you want to specify, read "[Registering a device](#)" and also specify the appropriate monitor device.

2. Tap the button to access the following context menu.



3. Tap [Parameter].

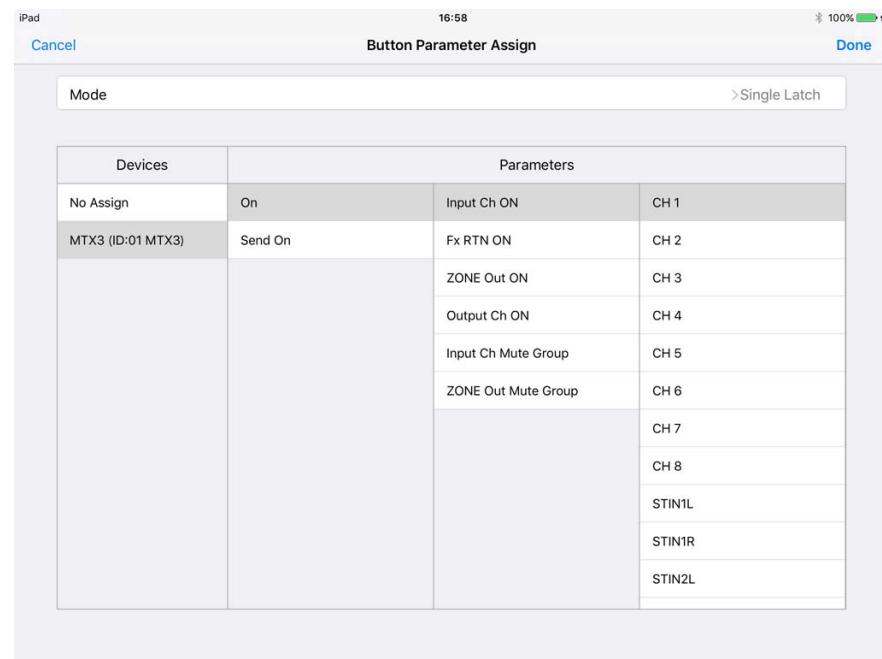
The [Button Parameter Assign] screen appears.

4. To assign one parameter to the button, tap the function name of the button at the right edge of the [Mode] field, and choose [Single Latch] from the menu that appears.

The function name for an on/off switch will be [Single Latch].

5. In the [Devices] list, tap "the device that you specified in step 1."

A list of the assignable parameters appears. Select the parameter that you want this button to turn on/off. For example if you want the button to turn the channel 1 input on/off, make the setting shown in the screen below.



* The setting screen differs depending on the selected button Mode.

* For details, refer to "[Assigning parameters](#)."

6. Tap [Done] to complete the assignment.

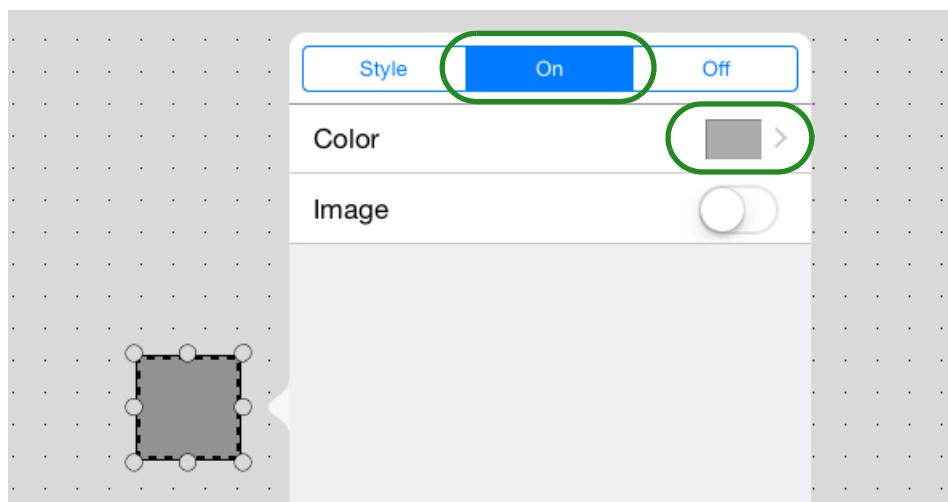
* The icon  which indicates that parameter assignment is incomplete disappears when the parameter has been assigned.

3. Specify the button on/off indication

Let's make the button change color to indicate its on/off state.

1. Tap the button to access the context menu, and tap [Design].
2. In the upper part of the screen, tap the [On] tab.

The following screen appears.



3. Tap the [Color] field to access the color setting screen. Switch the [Color] tab and [Preset] tab, and specify the color of the button in the On state. For details on color settings, refer to "[Specifying a color](#)."

4. Tap [<>] to return to the previous screen.
5. In the same way, use the [Off] tab to specify the color of the button in the Off state.

Now let's verify that the button changes color between On and Off.

6. Tap the operation mode button  to switch to "Control Mode."
7. Tap the button, and verify that the button changes color as you specified.
8. Tap the operation mode button  to switch to "Design Mode."

In addition to the button's color, you can change things such as the rounding of its corners and the design, thickness, and color of its border. For details, refer to "[Widget design](#)."

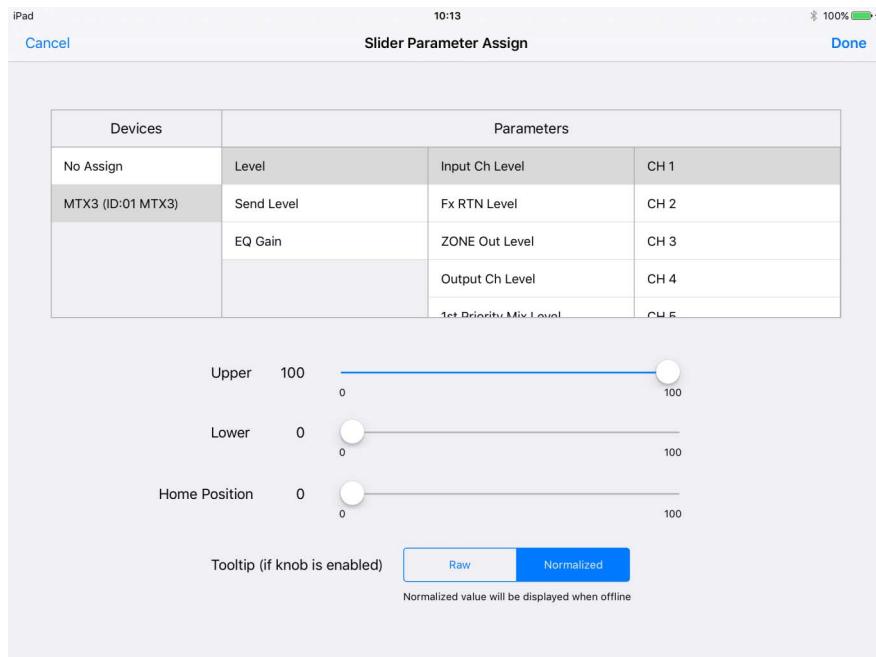
4. Place a slider

Let's place a slider that controls the volume.

1. In the menu bar, tap the Page Edit button .
2. In the widget menu, tap the slider icon and then move it where you like.
3. The device that will be controlled is the same as the one you specified for the button, so there's no need to specify it again.
Of course you are also free to specify a different device.
4. Tap the slider, and tap [Parameter] in the context menu.

The [Slider Parameter Assign] screen appears.

5. In the [Devices] list, tap the “device” that you specified in **step 1** of “2. Specify devices and parameters.”
A list of the assignable parameters appears.
Select the volume parameter that you want to control using this slider.
For example if you want the slider to adjust the channel 1 input level, make the setting shown in the screen below.



* For more about [Upper], [Lower], [Home Position], and [Tooltip], refer to “[Assigning parameters](#).”

6. Tap [Done] to complete the assignment.

Move to control mode, and operate the slider to check it.
You can also change the design of the slider as you did for the button. For details, refer to “[Widget design](#).”

5. Place a text panel

Let's place a rectangle, and add text such as an operation guide, caution, or button or slider name.

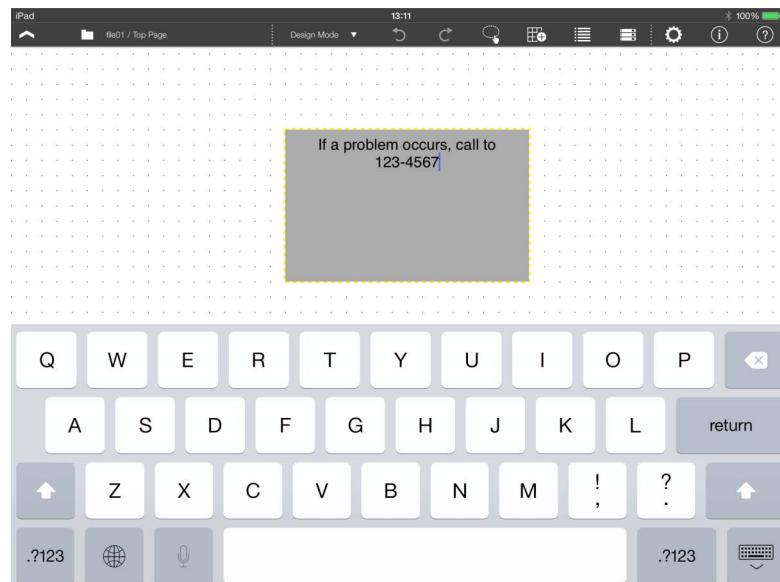
* A rectangle does not have a device setting or parameter assignment.

1. In the menu bar, tap the Page Edit button .
2. In the widget menu, tap the rectangle icon, and then change its location and size.

3. Double-tap the rectangle.

Enter text using the on-screen keyboard, and then tap somewhere other than the rectangle to complete the entry.

* You can also enter Japanese.

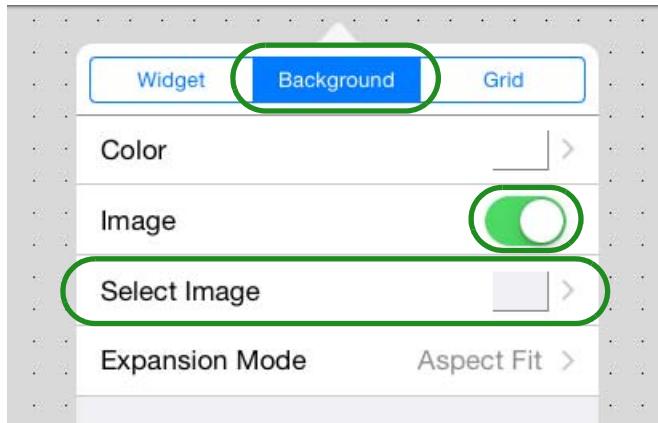


* If you want to change the font type or size, tap the rectangle, and then tap [Text] in the context menu.

6. Set the background

Let's place an image as the panel background. In advance, place the image that you want to use in the "Photos" app of the iPad.

1. In the menu bar, tap the Page Edit button .
2. Tap [Background], and turn the [Image] screen On ().



3. Tap the [Select Image] field, and in the screen that appears, tap the [Photos] tab.

The image data in the "Photos" app of the iPad is shown.

If you want to use image data from the "Images" folder inside the Documents folder of PV Touch, tap the [Imported] tab.

4. When you select the background image, it is immediately placed as the background.

Use [Expansion Mode] to specify how the image fits the background.

→ [Specifying an image.](#)

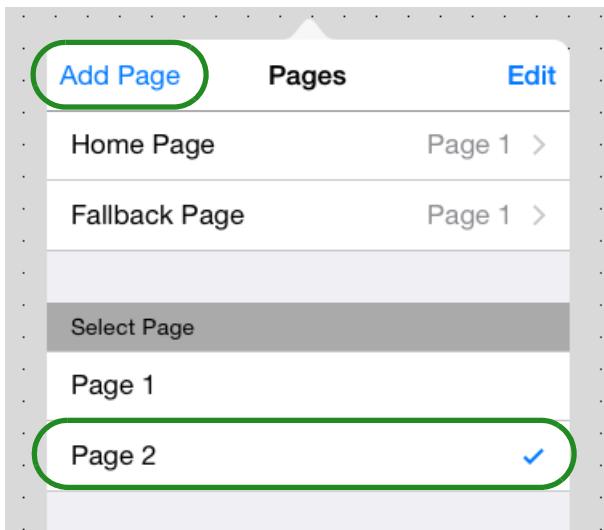
This completes one page of a control panel.

When controlling a target system, you will often want to have multiple control panels for different uses or setups of the building. To explain how to handle multiple pages, let's create one more page.

7. Create one more page

1. On the menu bar, tap the Page Management button .
2. Tap [Add Page]; the new page name input screen appears. Enter the page name and tap [Done]; the new page is created, and you can place widgets on it to create the page.

* You can also [Duplicate](#) the existing Page 1 and edit it.



In Control mode, you can tap the Page Selection icon in the menu bar to switch the page that is displayed.

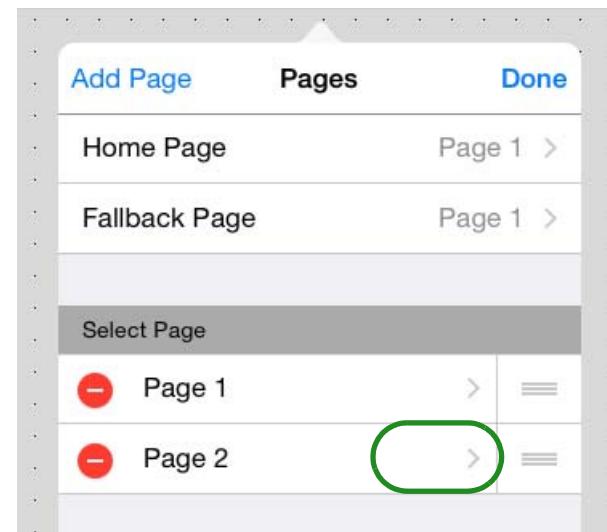
* For more about the Home Page and Fallback Page, refer to ["Managing pages."](#)

8. Specify an access code for the page

Let's specify access so that no authentication is required for Page 1 and authentication with a power user is required for Page 2.

1. On the menu bar, tap the Page Management button , and then tap [Edit].

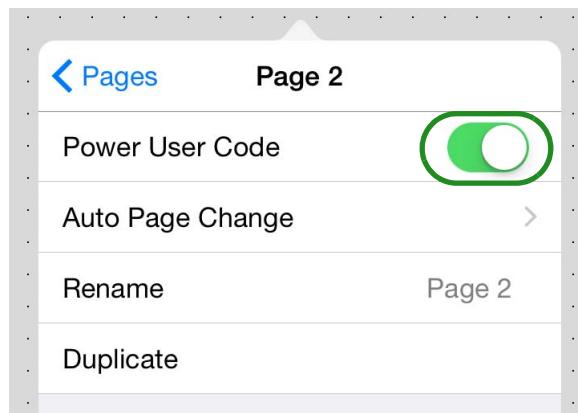
The page management screen appears.



2. In [Select Page], in the [Page 2] field, tap [>].

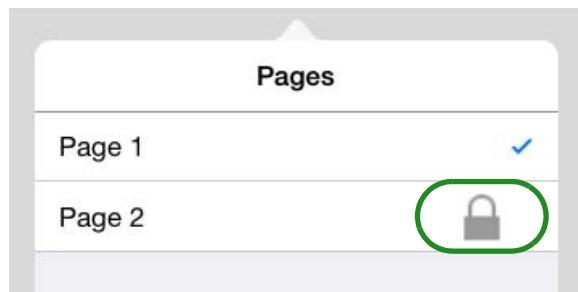
The Page 2 settings screen appears.

3. Turn the [Power User Code] switch On ().



4. Move to Control mode, and tap the Page Selection button .

Verify that an icon  is shown to indicate that authentication is specified for Page 2.



* For a newly created file, the power user code is unset (blank). Make this setting in "[Edit Power User Code](#)."

9. Specify screen lock settings

Screen lock is a function that prevents operation by people with no operating privileges after a specified time has elapsed since the last operation.

* Screen lock settings can be made from either Design mode or Control mode.

1. On the menu bar, tap the Setup button , and then tap [Screen Lock].



2. Turn [Enable] On (), and set [Unlock Code] and [Time] as necessary. You can also use [Select Image] and [Expansion Mode] to specify an image that is displayed when the screen is locked.

* For details, refer to "[Screen Lock](#)."

10. Complete the settings file

This completes settings for the control panel.

To finish the procedure, specify or check the following items.

- Administrator code
- Enter information about the project
- Image files you used

1. Specify the administrator code. This will be unset (blank) for a newly created file, but be sure to specify an administrator code before you deliver the project. For details on how to specify this, refer to “[Edit Administrator Code](#).”

2. Enter the project history for the settings file in the [Information] field. Enter information such as the date the project was created, the hardware and software environment, and a contact in the event that there is a problem. For details on entering this information, refer to “[Control panel information](#).”

3. As necessary, export the settings as a Kiosk settings file.

11. Send the settings file to another iPad

Send the settings file to the iPad that will take delivery of the project.

- * In advance, install this app or Kiosk to the destination iPad.

1. On the menu bar, tap the File Management button .

2. Tap the settings file that you want to deliver; when the context menu appears, tap [Send].

The Mail, AirDrop, Copy to P.V.Touch-K, and File Transfer icon appears. Pass the settings file to the recipient iPad via email attachment, via AirDrop, or via direct communication between iPad units (P2P). The file is saved in the Documents folder of the destination iPad. For details, refer to “[Send](#).”

12. Dedicating an iPad as a control panel

Here we explain how you can use an iPad as a dedicated controller for a target system. Make these settings as necessary.

- * If you specify Guided Access, this app will be the only app that can be used on the iPad; it will not be possible to select other applications by pressing the home button.

- 1. Start this app or Kiosk, and specify the auto load setting.
→ “Load”**
- 2. In the home screen of the iPad, tap the [Settings] icon; in the settings menu, tap [General].**
- 3. In the General menu, choose [Accessibility] → [Guided Access], and turn the guided access switch On ().**
- 4. After this app or Kiosk has started, click the home button three times.**

The Homepage of this app (control panel) appears. If there is a region for which you want to disable screen touch, use your finger to outline that area. You can also disable the hardware button or specify a time limit.

- 5. In the upper right corner of the screen, tap [Start]; a passcode setting screen appears. Enter a passcode of iPad; guided access is enabled.**

If Guided Access is enabled, pressing the home button does not close this app (control panel).

To close the app, click the home button three times and enter the passcode to end Guided Access.

This ends the explanation of the basic workflow.

Start the iPad, and verify that you can control the target system from the control panel that you created.

- * When you start ProVisionaire Touch or Kiosk, the app automatically searches for a Wi-Fi access point and the target system, and connects to them.

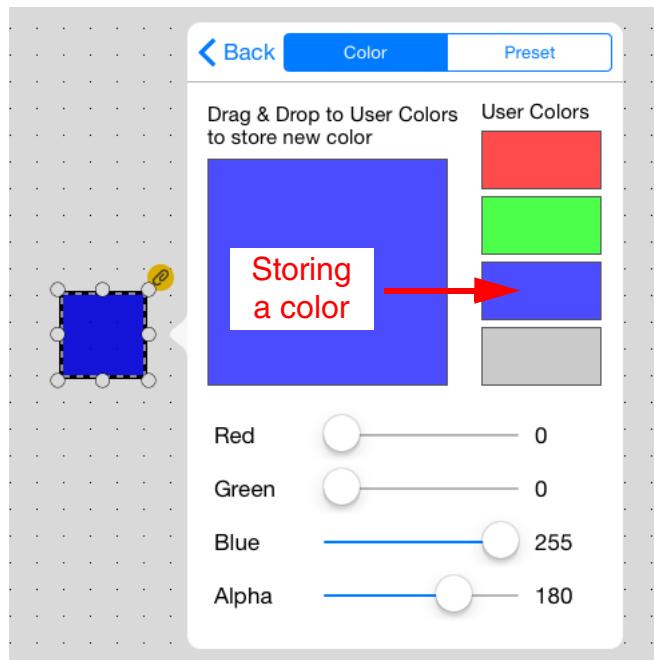
For details on making connections, refer to “[Preparations before you make connections](#).”

Operations for common settings

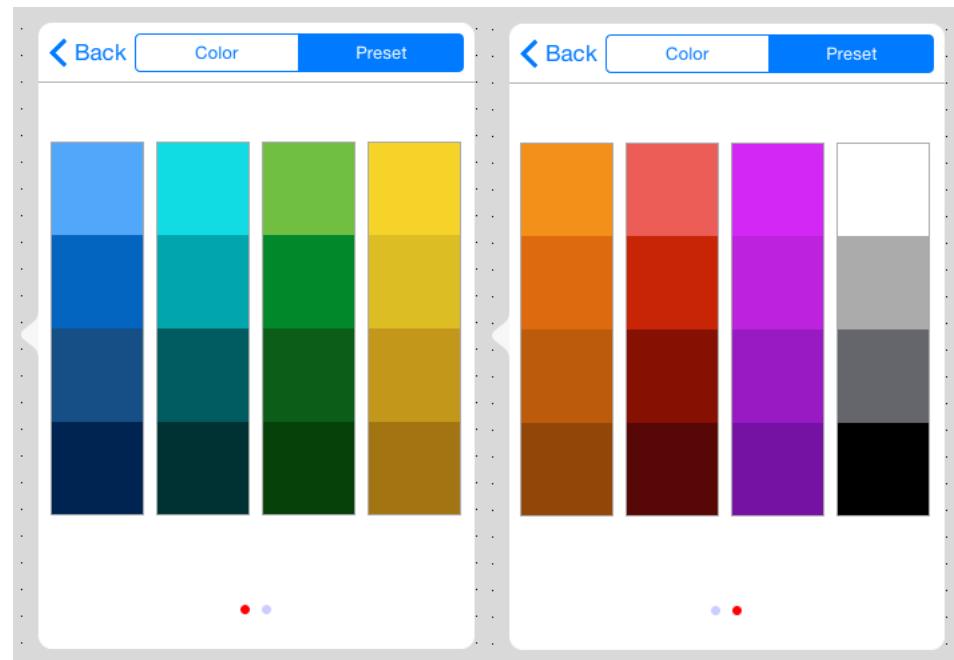
Here we explain settings and operations that you will frequently encounter while using this app. Even if the contents of the display are slightly different, the basic operations are the same.

■ Specifying a color

In the **[Color] tab** you can specify a desired color by adjusting the sliders in the lower part of the screen. After creating a color, you can drag it to one of the four palettes at the right to store it as a user color.



In the **[Preset] tab**, you can choose a desired color from 32 colors (8 colors × 4 hues).

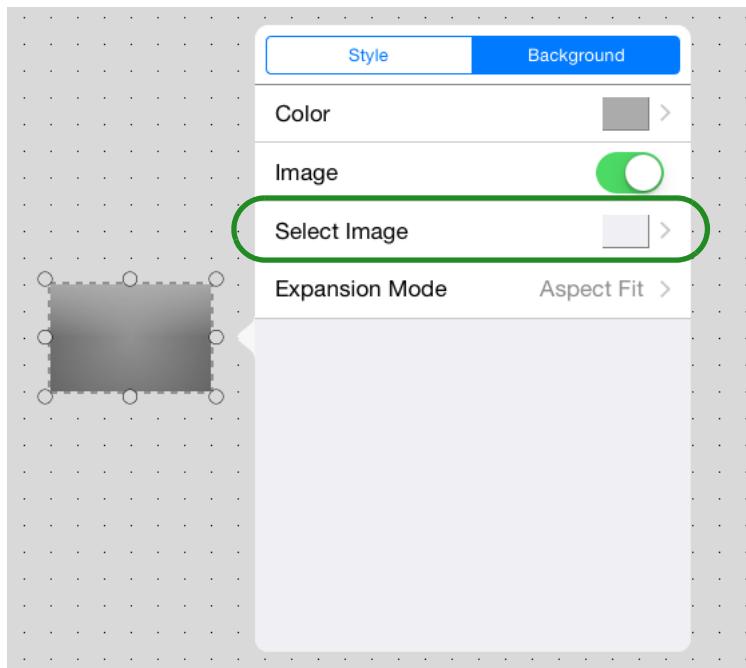


■ Specifying an image

When placing an image on a widget or background, the following setting screen appears.

* Widget → Image directly accesses the screen shown at right.

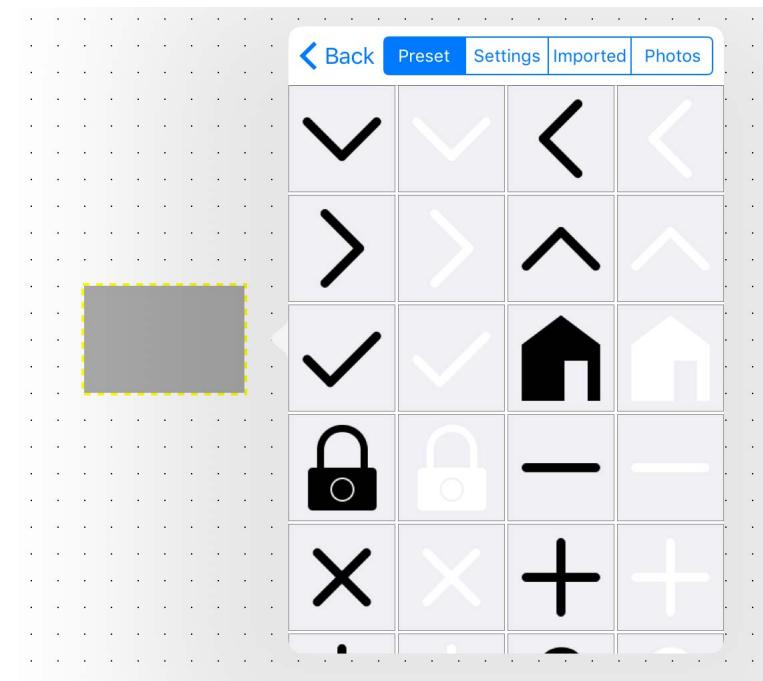
Tap the [Select Image] field, and from the source image groups that appear, select the desired image.



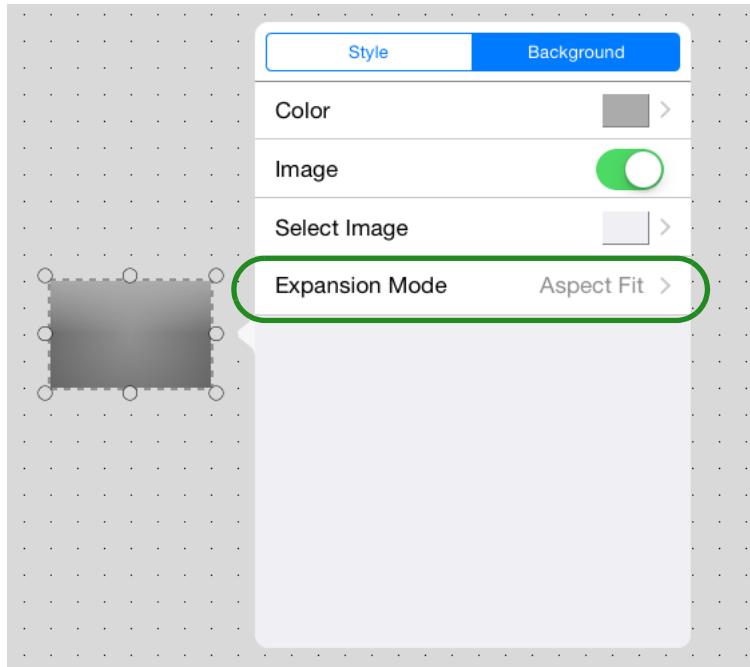
The following four source image groups are shown.

- **Preset:** Preset images of this app
- **Settings:** Images saved in a settings file that was sent via AirDrop or email.
 - * You can delete an image by choosing [Delete] → select the image → trash can icon.
- **Imported:** Images saved by iTunes etc. in the “Images” folder
- **Photos:** Image files of the iOS “Photos” app

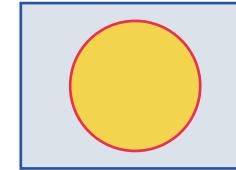
Use the tabs to switch groups, select the desired image, and use [Back] to return to the screen shown at left.



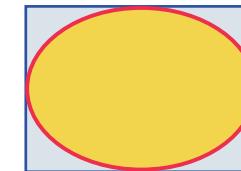
Tap the **[Expansion Mode]** field, and in the menu that appears, specify how the image is shown in the display area.



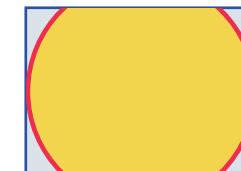
- **None:** The image is placed in the center of the area without any change in size



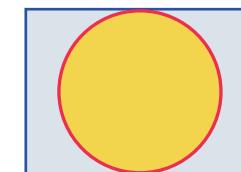
- **Full:** The image is resized to fill the entire area vertically and horizontally.



- **Aspect Fill:** The image is resized so that the shorter dimension (height or width) fits the full area.



- **Aspect Fit:** The image is resized so that the longer dimension (height or width) fits the full area.



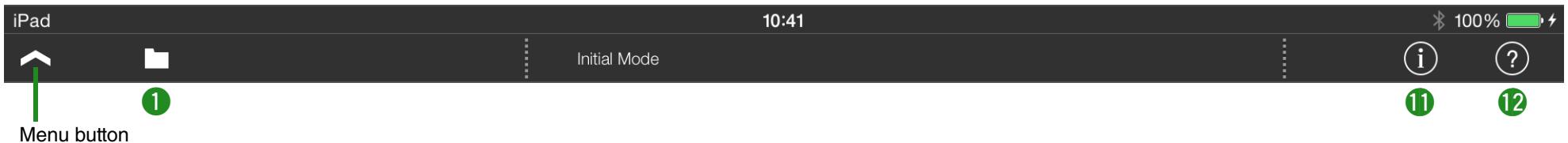
About the menu bar

In any mode, there is a menu button ( or ) in the upper left corner of the screen.

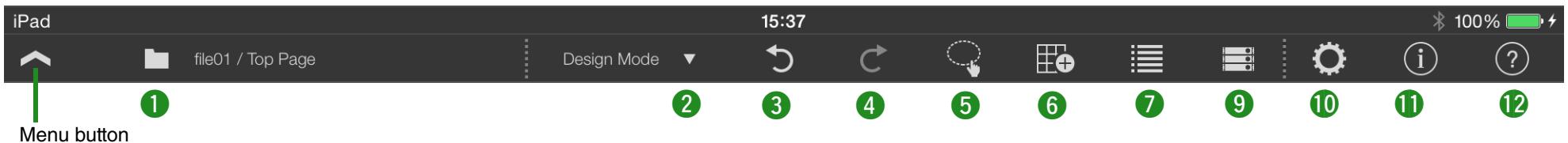
Tap this menu button to show or hide the menu bar.

- * In Control mode, you'll need to authenticate with [an administrator code](#) or [power user code](#) in order to view the menu bar.
- * In Control mode, you can make the menu bar hidden when a certain time has elapsed after the menu button was last operated. To specify the time after which the menu bar is hidden, use ["Time until menu closes."](#)
- * You can also hide the menu button. ([Transparent Menu Button](#))

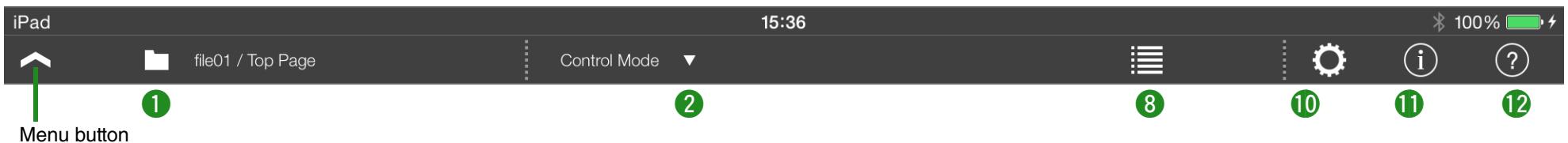
• Initial mode



• Design mode



• Control mode



1 File Management button

Displays a list of the files. You can switch the display order by [Name/ Date]. To create a new file, use the [+] at the top of this list screen.

→ [Settings file management](#)

2 Operation Mode button

Switches between Control mode and Design mode. This button is shown when you're creating a new file and when you've authenticated the file with an administrator code.

* This button is not shown if you've authenticated with a power user code and entered Control mode.

3 Undo button [shown only in Design mode]

Cancels the previously executed operation, returning to the state prior to that operation. Up to 20 operations are remembered.

This applies to the following operations.

Newly adding, moving, resizing, deleting, pasting, or specifying the overlap arrange order of a widget.

4 Redo button [shown only in Design mode]

Executes the operation that was canceled by the Undo button, returning to the state that preceded that cancellation.

5 Multi Select button [shown only in Design mode]

Switches between selecting a single widget or multiple widgets when selecting widgets. → [Selecting multiple widgets](#)

6 Page Edit button [shown only in Design mode]

When designing a panel, this button displays a menu that lets you select widgets, specify the background, and specify the grid.

→ [Creating a custom panel](#)

7 Page Management button [shown only in Design mode]

Allows you to add a new page, assign a home page, assign a fallback page, change the page display order, or delete a page.

→ [Managing pages](#)

8 Page Selection button [shown only in Control mode]

Switches the displayed page. → [Switching pages](#)

9 Device Management button [shown only in Design mode]

Registers a device in the target system controlled by this app. The monitor device is also specified here. → [Registering devices to control](#)

10 Setup button

Allows you to change the authentication code, make screen lock settings, specify the menu bar display time, or show/hide the menu button. → [Control panel settings](#)

11 Information button

Shows the version of this app, and information about the currently selected file. You can also enter information for the settings file. → [Control panel information](#)

12 Function Guide button

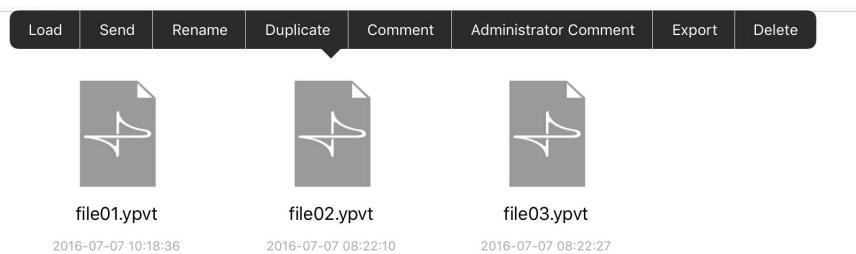
Shows/hides the function guide.

Settings file management — the File Management button

On the menu bar, touch the File Management button  to access a list of the settings files in this app.

* The currently opened settings file is indicated by a check mark.

Tap a file icon to see a context menu for the file. You can use the context menu to load, send, rename, or delete the settings file.



● Load

Loads the selected settings file (extension .ypvt).

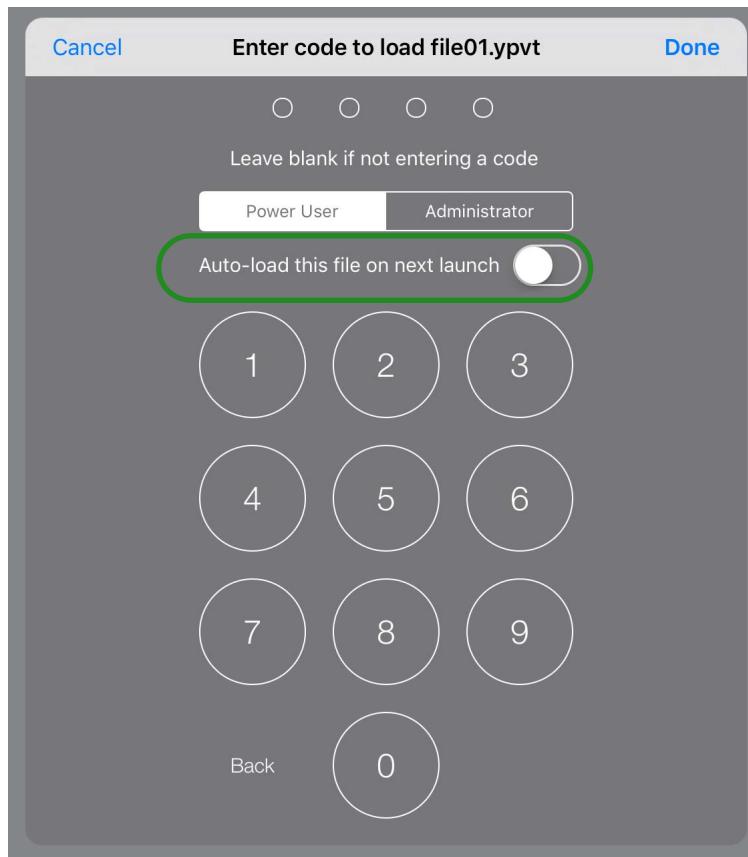
When loading, an authentication screen appears, requiring either a Power User code or an Administrator code.

If you turn on the [Auto-load this file on next launch] switch, this settings file is automatically loaded the next time the app is started.

If only one file will be used, enabling this switch means that the user will not need to select a file.

* If the currently opened file is loaded, the original screen is shown without performing authentication.

* If a file is already open, you will be asked whether it is OK to close that file.



* For a newly created file, the [power user code](#) and [administrator code](#) will be unset (blank). In the authentication screen, simply select Power User or Administrator without entering a code, and tap [Done].

● Send

Sends the selected settings file to another computer or tablet.

Mail: When you tap the [Mail] icon, the mail app starts, and a new email with the selected file attached is created. Send the email to the desired recipient.

If the email recipient has installed this app, they can tap the received file and specify this app as the app that opens. The received file is saved in the Documents folder.

AirDrop: When you tap the [AirDrop] icon, the iOS AirDrop function shows a list of recipients. Select the desired recipient and transmit the file.

On the receiving device, specify this app as the app that will open. The received file is saved in the Documents folder.

* iOS devices that do not support AirDrop are not shown in the list of recipients.

File Transfer: When you tap the [File Transfer] icon, a list of recipients connected to the same network appears. Select the desired recipient and transmit the file.

Copy to P.V. Touch-K: Select a Kiosk settings file (extension .ypvk); if Kiosk is installed on the same terminal, the selected file is copied to the Documents folder of Kiosk.

● Rename

Renames the selected settings file. Edit the file name shown in the input field, and tap [Done].

* The currently loaded file can also be renamed.

● Duplicate

Duplicates a settings file. When you tap [Duplicate], a duplicate file is created with an “_1” appended to the end of its name.

* If an identically named file already exists, the number is automatically incremented as “_2” or “_3” etc.

● Comment

Displays a comment for the selected settings file.

* To enter or edit the comment, load the file, [press the information button](#), and [use the \[About File\] menu item \[Comment\]](#).

● Administrator Comment

Displays an administrator comment for the selected settings file.

* To enter or edit the comment, load the file, [press the information button](#), and [use the \[About File\] menu item \[Administrator Comment\]](#).

● Export

Creates a Kiosk settings file. A Kiosk settings file cannot be loaded or edited in this application. If you want to edit it, edit the settings file and then export it again.

If [Enable File Operations for Power User.] is left off, you will be asked for the Administrator Code when you open a file.

● Delete

Deletes the selected settings file.

* The currently loaded file can also be deleted. In this case, the system moves to initial mode after deletion.

Selecting multiple widgets — Multi Select button

By tapping the Multi Select button  on the menu bar, you can switch between single-select mode (select a single widget) and multi-select mode (select multiple widgets).

The color of the Multi Select button indicates whether you are in single-select mode or multi-select mode.

Multi Select button	Mode
 (White)	Single-select mode
 (Green)	Multi-select mode

In the multi-select state, you can select multiple widgets by performing the following operations.

- In a location where there is no widget, stroke the screen to enclose multiple widgets.
 - The widgets included in the area you enclosed are selected.
- Tap a widget.
 - The widget you tapped is selected.

* If multiple widgets are selected, design or parameter changes you make or text you enter will apply to each instance of the same type of widgets.

If you perform the following operations while in the multi-select state, the selection is canceled.

- Tap a selected widget.
 - The widget you tap is un-selected.
- Tap where there is no widget.
 - All widgets are un-selected.

Creating a custom panel — the Page Edit button

In the menu bar, tap the Page Edit button  (shown in Design mode) to see the [Widget/Background/Grid](#) menu used for a custom panel. You'll use these to design a custom panel.

Widget

Tap a part in the custom panel to place it.

- **Button**

Widgets used as switches. Switching parameters such as On/Off, Inc/Dec, or [\[Preset\]](#) recall can be assigned to these widgets. Page switching can also be assigned.

- **Slider**

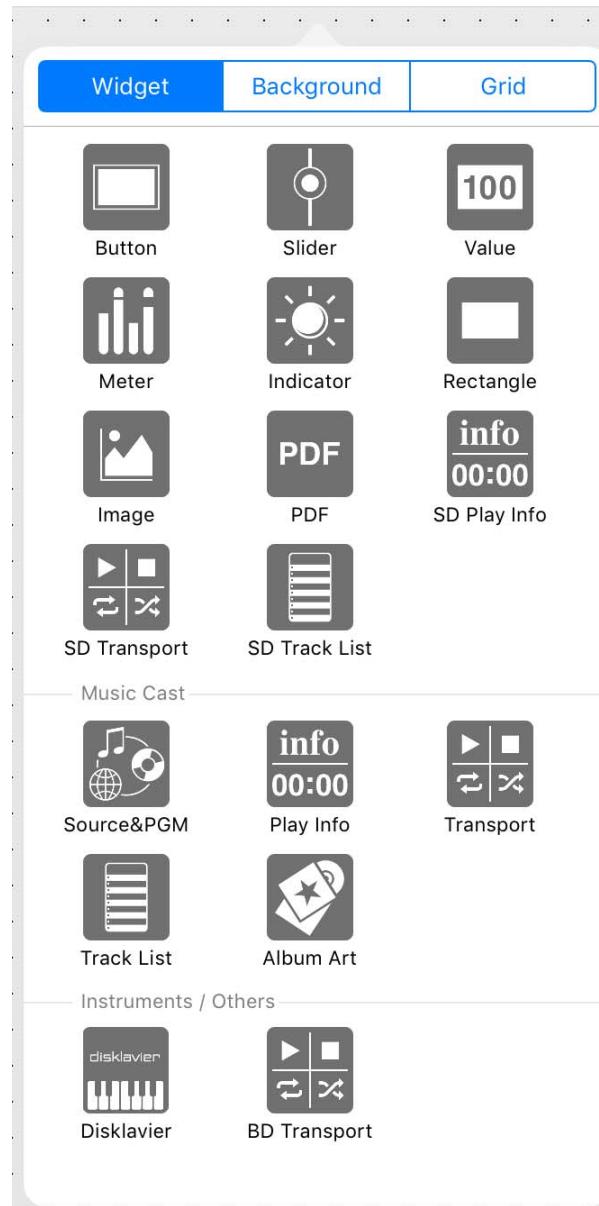
Widgets used as faders. These can control a continuously variable numeric value.

- **Value**

Widgets used to display the numeric value of a slider. This lets you check the current numeric value without having to tap the slider widget.

- **Meter**

Widgets used to display indices. These can visualize a continuous numerical change.



• **Indicator**

Widgets used to display indices. They light when the value exceeds the threshold, and go dark when the value goes below the threshold.

• **Rectangle**

These are rectangular parts that are convenient for placing a button or slider name, title, or comment. In addition to text, you can also assign a logo or other image.

* Parameters cannot be assigned.

• **Image**

Use these to place images such as icons or patterns.

You can place images from the iOS “Photos” app library.

* Parameters cannot be assigned.

• **PDF**

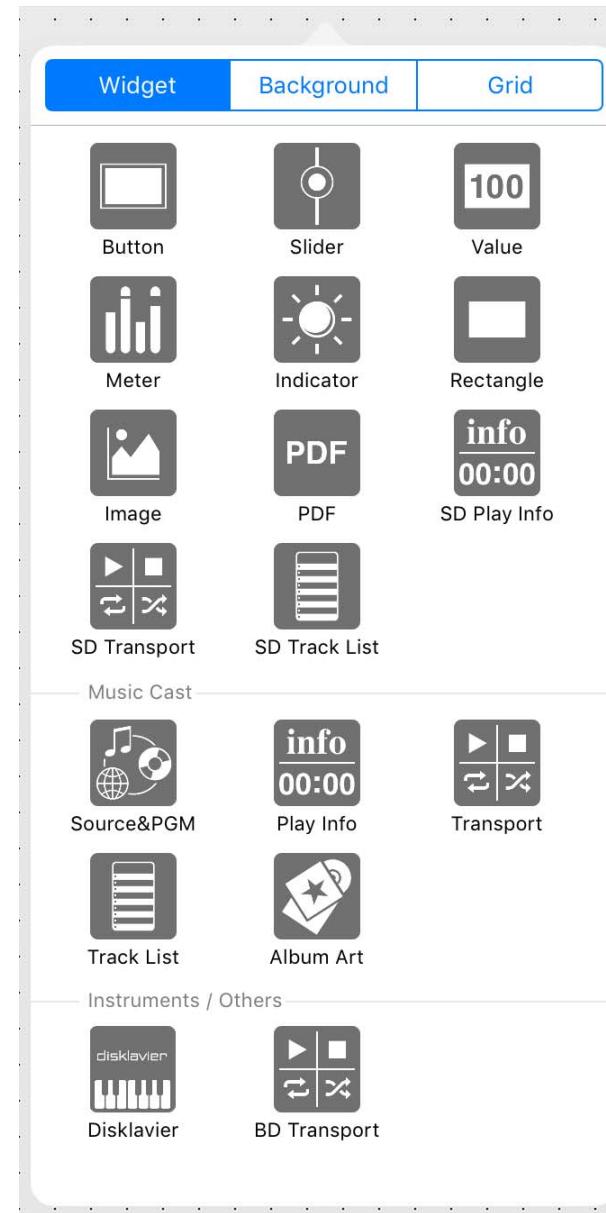
Widgets used to display a PDF file. You can use this to display a manual that will not fit in a rectangle. Select the PDF file that is displayed when this widget is placed. The file can be changed in Design mode.

• **SD Play Info/Play Info**

Widgets used to display information about the selected content.

• **SD Transport/BD Transport/Transport**

Widgets used to control the selected content. BD Transport appears as a remote control recall button at the right side when the system is online with a Blu-ray player.



• SD Track List/Track List

Widgets used to select the content that plays back. A list pops up when you tap.

A list is shown if the device is online.

• Source&PGM

Widgets used to select the input source or sound program of a MusicCast device. A list pops up when you tap.

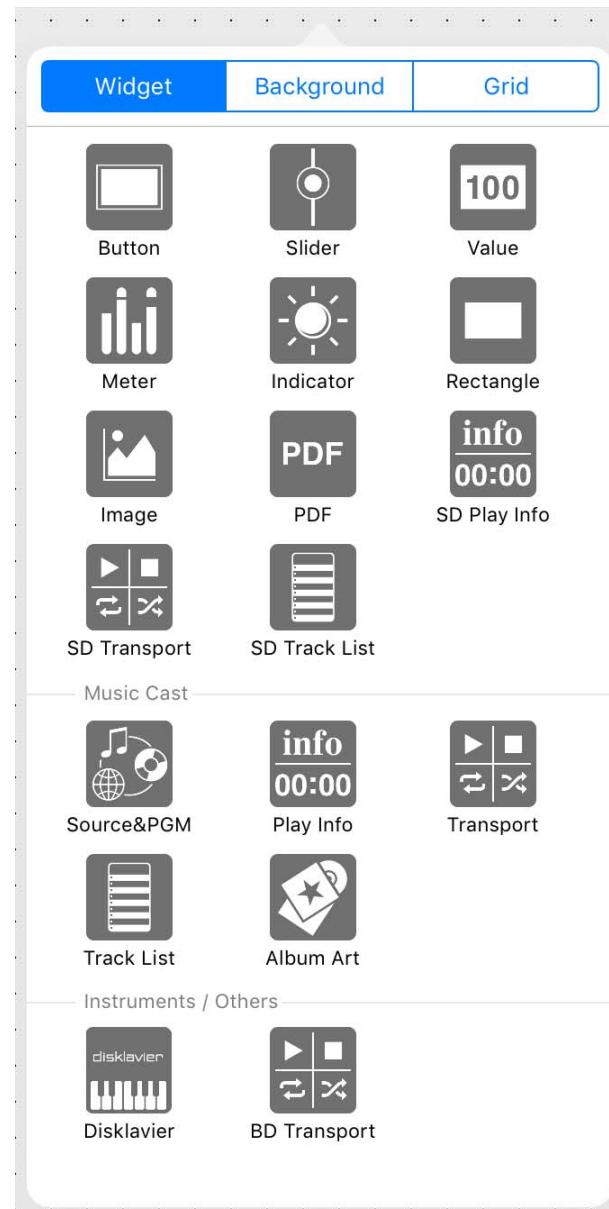
• Album Art

Widgets used to display an image for the song being played by the MusicCast device.

• Disklavier

Widgets for a Disklavier ENSPIRE. This controls the playback of an automatic performance.

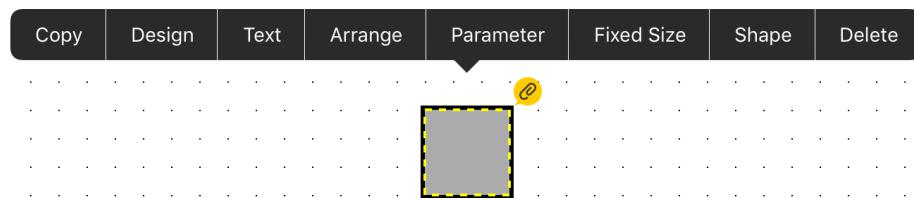
Controls are shown if the Disklavier ENSPIRE is online.



■ Editing a widget

When you press a widget, a context menu appears. Use the context menu to change the design of the widget or to assign a parameter to it.

* Depending on the widget, some items might not be shown.



● Copy

Tap [Copy], and then tap the location at which you want to paste it; the [Paste] context menu appears.

● Design

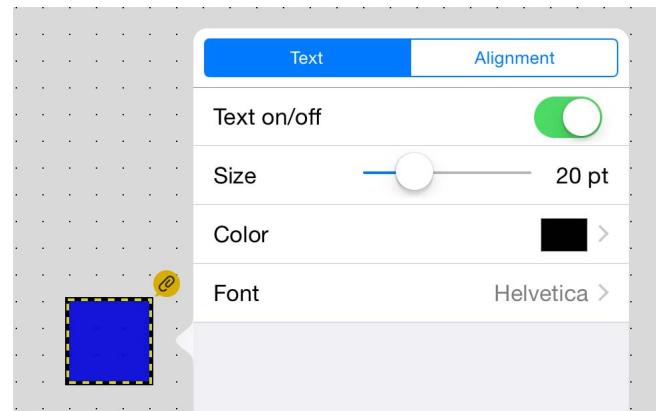
Changes the design of the widget.

The dialog that appears depends on the type of widget. For details, refer to “[Widget design](#).”

● Text

Places text on the widget.

* This is not shown in the context menu of a slider.



[Text] tab

Text on/off: Shows/hides the text.

Size: Specifies the text size.

Color: Specifies the text color. → [Specifying a color](#)

Font: Specifies the text font. A list of the fonts provided by the OS is displayed.

* To enter text, double-tap the widget.

[Alignment] tab

Specifies where the text is placed.

Top Left	Top Center	Top Right
Center Left	Center Center	Center Right
Bottom Left	Bottom Center	Bottom Right

● Arrange

Specifies the order in which widgets overlap.

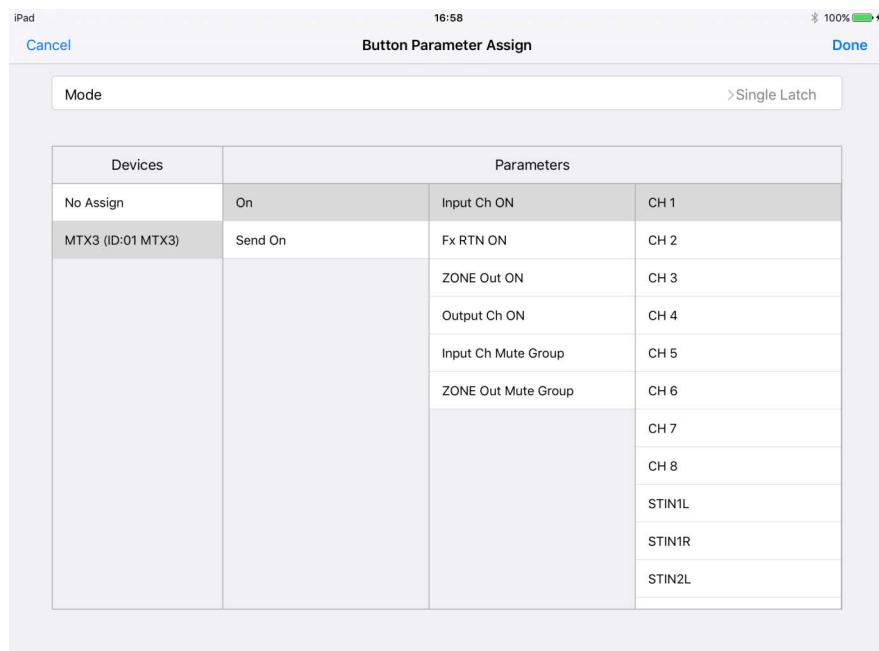
The currently selected widget can be moved to the foreground (Bring to Front), moved forward one place (Bring Forward), moved backward one place (Send Backward), or moved to the rear (Send to Back).

● Parameter

Assigns the parameter that will be controlled when this widget is operated.

* This is not shown in the context menu of a rectangle, an image, or a PDF.

For details on assigning a parameter, refer to “[Assigning parameters](#).”



● Alignment (Shown only when multiple widgets selected)

Specifies where the selected widgets are placed.

Left: Aligns the left edges of the widgets.

Right: Aligns the right edges of the widgets.

Horizontal centering: Horizontally aligns the midpoints of the widgets.

Horizontal equal: Spaces the widgets horizontally at equal intervals.

Top: Aligns the top edges of the widgets.

Bottom: Aligns the bottom edges of the widgets.

Vertical centering: Vertically aligns the midpoints of the widgets.

Vertical equal: Spaces the widgets vertically at equal intervals.

● Fixed Size

Specifies whether the widget’s size is fixed (True) or not fixed (False). This setting lets you avoid unintentionally resizing a widget when you only intended to move it.

● Shape

Specifies the shape of the widget.

Rectangle

Ellipse

Polygon

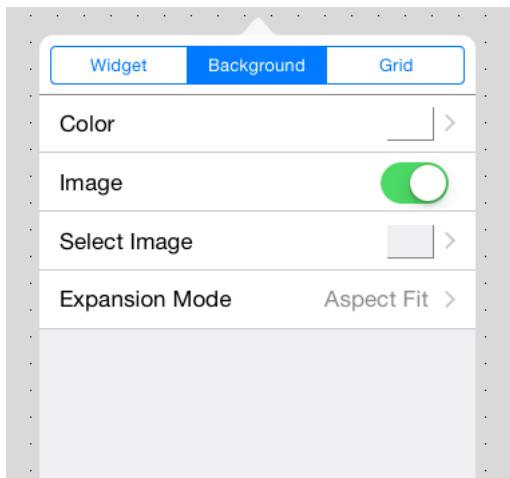
If you select Polygon, you can then choose to move a point (Move Point), add a point (Add Point), or remove a point (Remove Point). While Add Point or Remove Point is selected, tap the widget to add or remove a point where you tap.

● Delete

Deletes the widget.

Background

These settings specify the background of the page.



● Color

Tap the [Color] field, and in the screen that appears, specify the color of the background. → [Specifying a color](#)

● Image

If this switch is On, the Select Image and Expansion Mode items are shown, allowing you to place an image on the background. → [Specifying an image](#)

Grid

Shows a grid on the background of the page.
If Grid is On, widgets that you place are neatly aligned to the grid.

● Snap To Grid

If this switch is On, the grid is enabled, and the widget's upper left point is aligned to the grid.

When you change the size of a widget, the point that you tap to expand or contract the widget will align to the grid.

● Dot Color

Changes the color of the dots in the grid.

● Cell Width

Specifies the spacing of the dots in the grid.



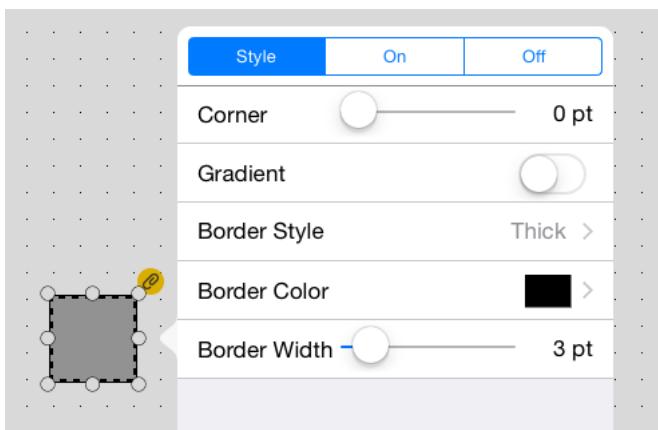
Widget design

Here we explain how you can change the design of a widget that's placed on the panel.

Tap the widget whose design you want to change; a context menu appears. In the menu, tap [Design]; a dialog for changing the design of that widget appears.



■ For a Button



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradient to the button surface.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border. → [Specifying a color](#)

Border Width: Specifies the thickness of the border.

[On] tab

Color: Specifies the color of the button when the button is On.

→ [Specifying a color](#)

Image: Places an image such as an icon or pattern on the surface of the button. If this switch is On, the Select Image and Expansion Mode items are shown.

Select Image: Selects an image.

Expansion Mode: Specifies how the image is expanded relative to the surface of the widget.

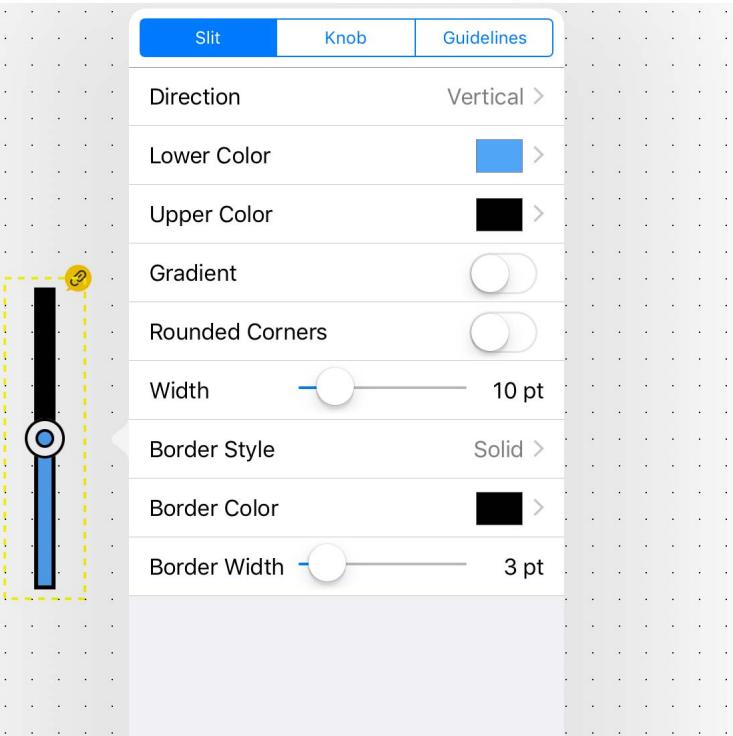
* For details on how to select an image, refer to "[Specifying an image](#)."

[Off] tab

Specifies the surface of the button when the button is Off.

The setting items are the same as for the [On] tab.

■ For a Slider



[Slit] tab

Direction: Specifies the slider's direction (Vertical/Horizontal 1/Horizontal 2).

Lower Color: Specifies the color inside the slit below the current value. → [Specifying a color](#)

Upper Color: Specifies the color inside the slit above the current value. → [Specifying a color](#)

Gradient: Adds a gradient to the slit surface.

Round Corners: Selects whether the corners of the slit are rounded.

Width: Specifies the width of the slit.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border. → [Specifying a color](#)

Border Width: Specifies the thickness of the border.

[Knob] tab

Style: Specifies the style of knob (None/Circle/Ring/Fader A/Fader B/Fader C/Fader D).

* If you specify None (no knob), the fader cannot be operated (meter display only).

Tooltip: Shows/hides the parameter value when the knob is operated.

* The value indication can be switched between Raw or Normalized.
→ [Assigning parameters](#)

Width: Specifies the knob size.

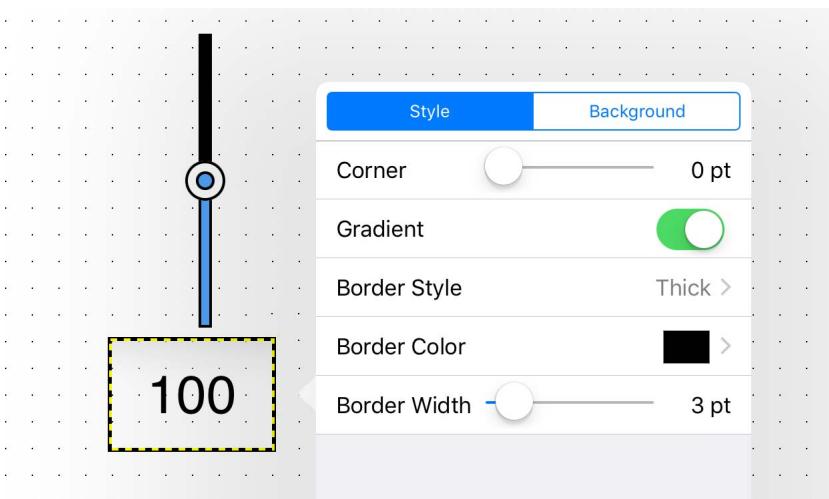
[Guidelines] tab

Type: Specifies the style of guidelines: None, Normalized, 0 dB, or 10 dB.

Position: Specifies the location in which the guidelines are displayed (Left/Right/Full).

Color: Specifies the color of the guidelines. → [Specifying a color](#)

■ For a Value



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradation effect to the value's surface.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border.

→ [Specifying a color](#)

Border Width: Specifies the thickness of the border.

[Background] tab

Color: Specifies the color of the value's surface.

→ [Specifying a color](#)

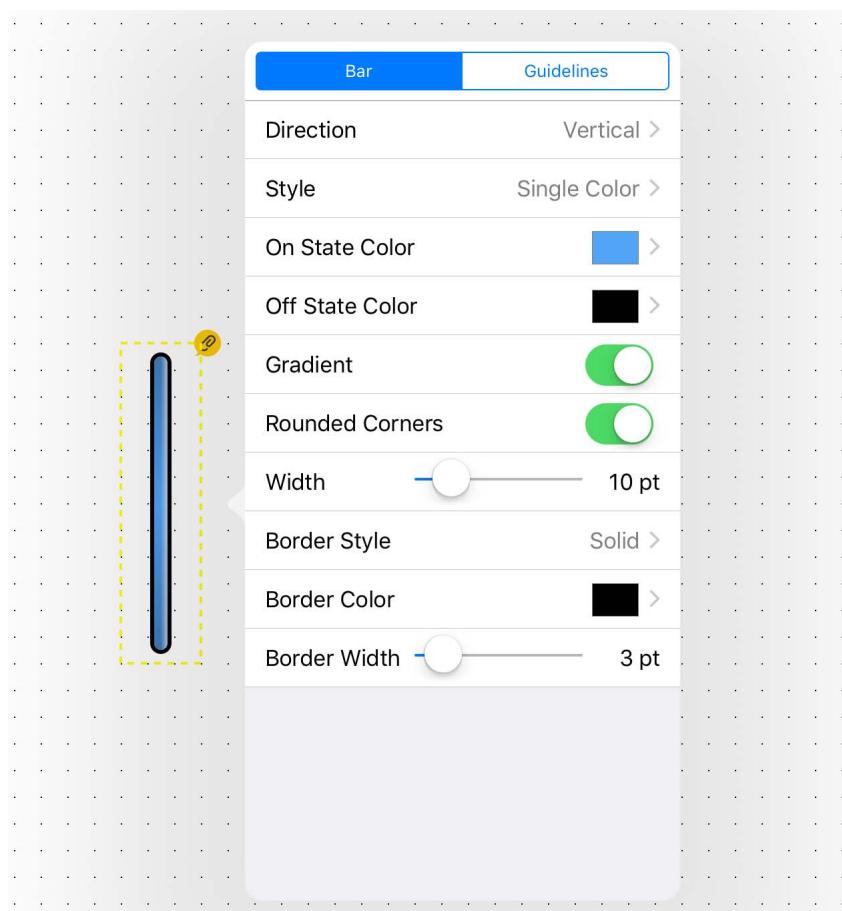
Image: Places an image such as an icon or pattern on the surface of the value. If this switch is On, the Select Image and Expansion Mode items are shown.

Select Image: Selects an image.

Expansion Mode: Specifies how the image is expanded relative to the surface of the widget.

* For details on how to select an image, refer to "[Specifying an image](#)."

■ For a Meter



[Bar] tab

Direction: Specifies the meter's direction (Vertical/Horizontal 1/Horizontal 2).

Style: Selects the meter's display method.

On State Color: Specifies the color inside the meter below the current value. → [Specifying a color](#)

Off State Color: Specifies the color inside the meter above the current value. → [Specifying a color](#)

Gradient: Selects the type of gradation within the meter.

Round Corners: Selects whether the corners of the meter are rounded.

Width: Specifies the width of the meter.

Border Style: Selects whether the meter has a border.

Border Color: Specifies the color of the meter's border. → [Specifying a color](#)

Border Width: Specifies the width of the meter's border.

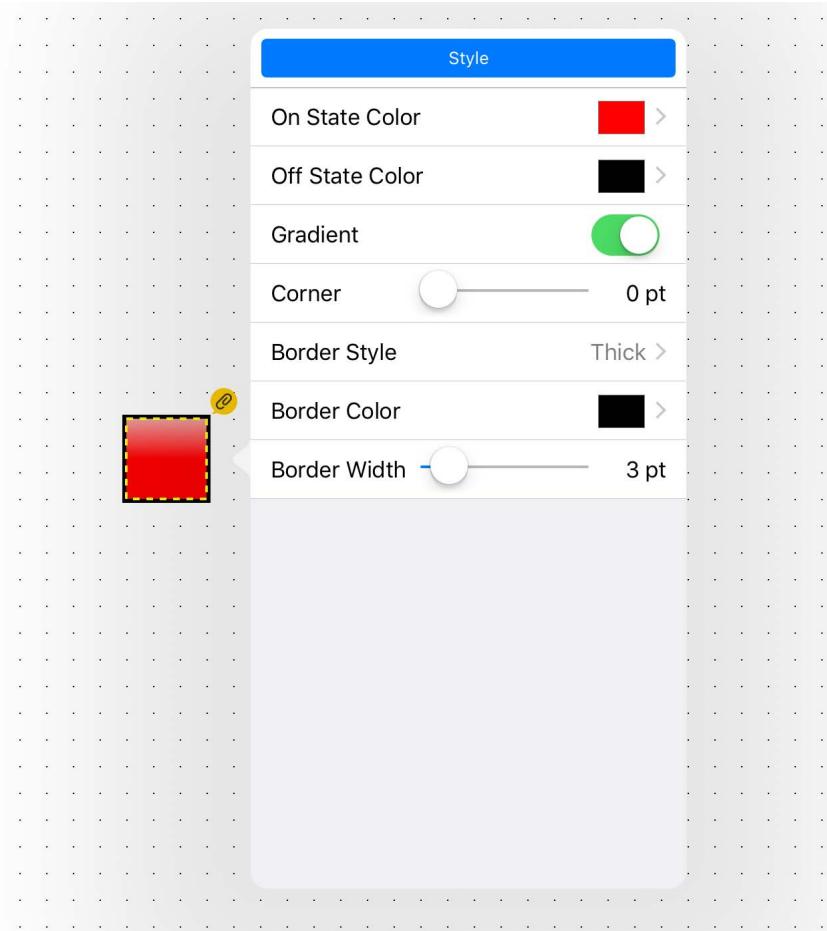
[Guidelines] tab

Type: Specifies the style of guidelines: None, Normalized, 0 dB, or 10 dB.

Position: Specifies the location in which the guidelines are displayed (Left/Right/Full).

Color: Specifies the color of the guidelines. → [Specifying a color](#)

■ For an Indicator



[Style] tab

On State Color: Specifies the color within the indicator when the value exceeds the threshold specified by “Parameter.” [→ Specifying a color](#)

Off State Color: Specifies the color within the indicator when the value falls below the threshold specified by “Parameter.” [→ Specifying a color](#)

Gradient: Adds a gradation effect to the indicator’s surface.

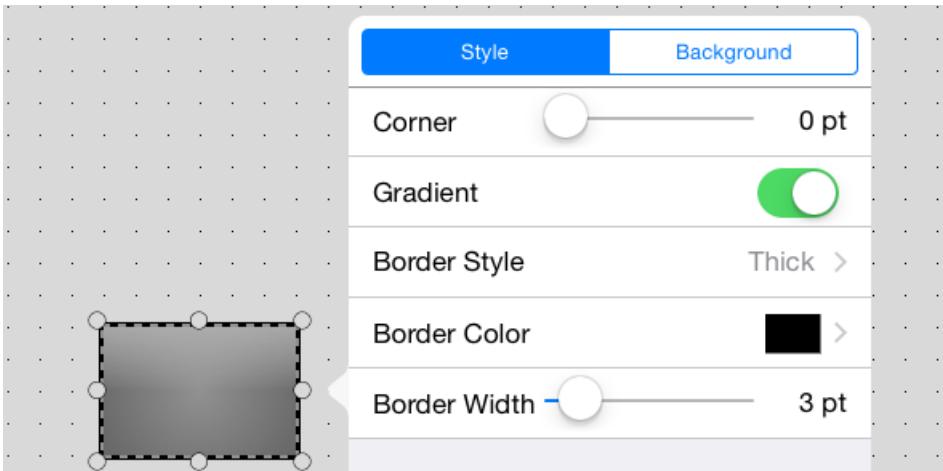
Corner: Specifies the rounding of the corners.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border. [→ Specifying a color](#)

Border Width: Specifies the thickness of the border.

■ For a Rectangle



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradation effect to the rectangle's surface.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border.

→ [Specifying a color](#)

Border Width: Specifies the thickness of the border.

[Background] tab

Color: Specifies the color of the rectangle's surface.

→ [Specifying a color](#)

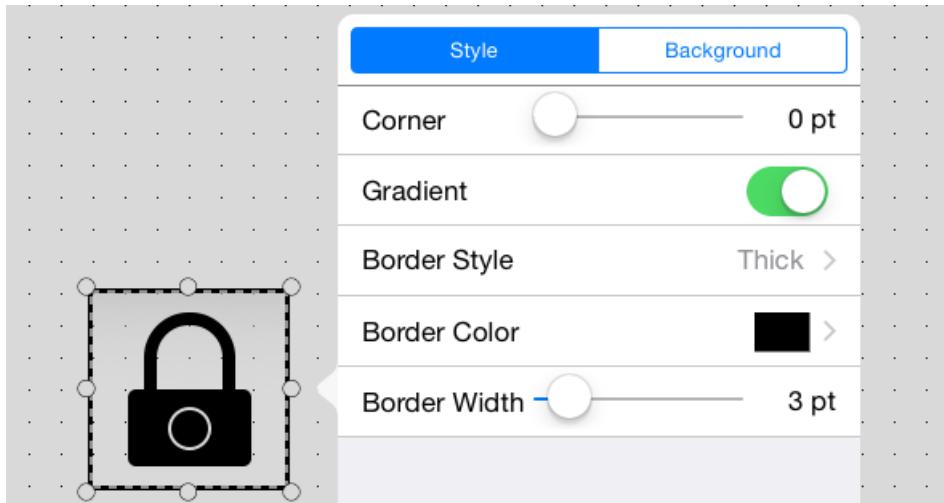
Image: Places an image such as an icon or pattern on the surface of the rectangle. If this switch is On, the Select Image and Expansion Mode items are shown.

Select Image: Selects an image.

Expansion Mode: Specifies how the image is expanded relative to the surface of the widget.

* For details on how to select an image, refer to "[Specifying an image](#)."

■ For an Image



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradation effect to the image's background.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border.

→ [Specifying a color](#)

Border Width: Specifies the thickness of the border.

[Background] tab

Color: Specifies the color of the image's surface.

→ [Specifying a color](#)

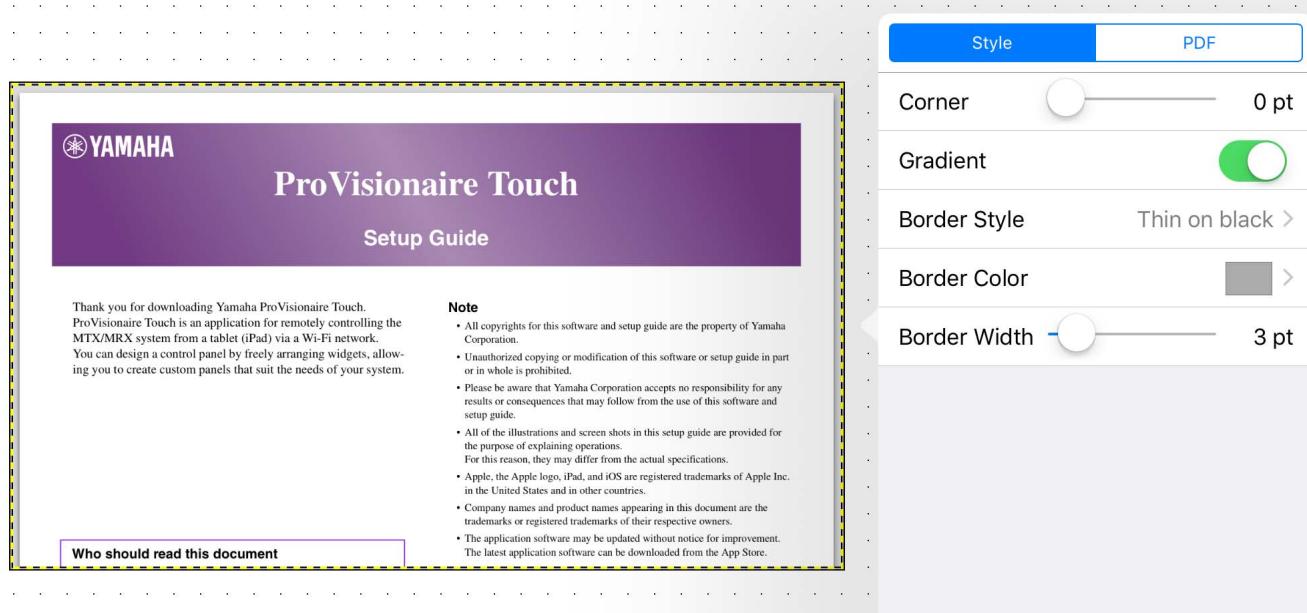
Image: Places an image such as an icon or pattern on the surface of the image. If this switch is On, the Select Image and Expansion Mode items are shown.

Select Image: Selects an image.

Expansion Mode: Specifies how the image is expanded relative to the surface of the widget.

* For details on how to select an image, refer to "[Specifying an image](#)."

■ For a PDF



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradation effect to the PDF's background.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border.

[→ Specifying a color](#)

Border Width: Specifies the thickness of the border.

[PDF] tab

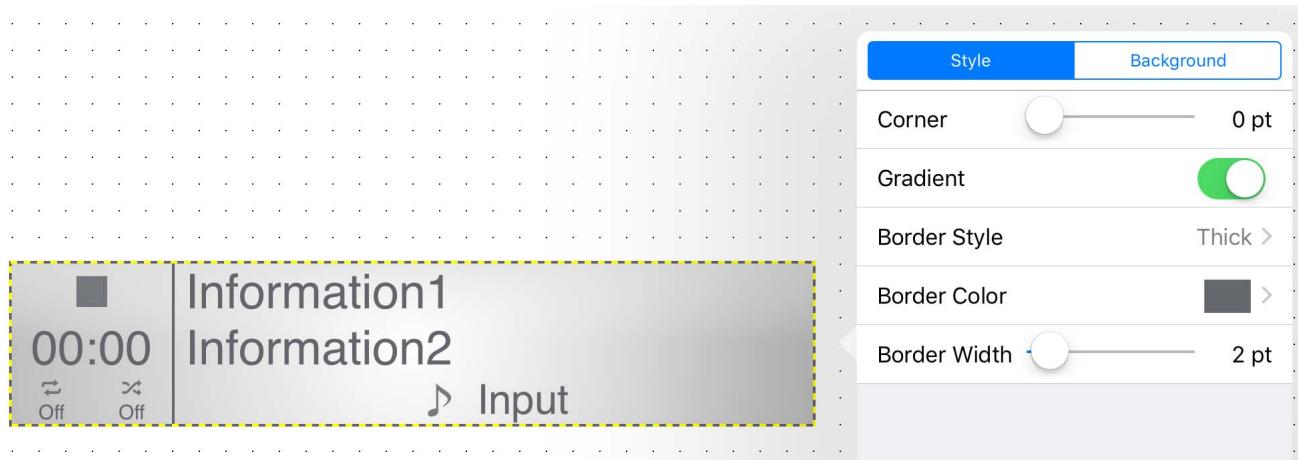
Select PDF: Specifies a PDF file inside the PDFs folder in Documents of P.V. Touch, or that was sent via email or AirDrop.

Background Color: Specifies the color when a PDF is not shown.

[→ Specifying a color](#)

Pinch to Zoom: If this switch is on, pinch operations can be performed on the PDF.

■ For SD Play Info/Play Info



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradation effect to the play info's surface.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border.

→ [Specifying a color](#)

Border Width: Specifies the thickness of the border.

[Background] tab

Color: Specifies the color of the play info's surface.

→ [Specifying a color](#)

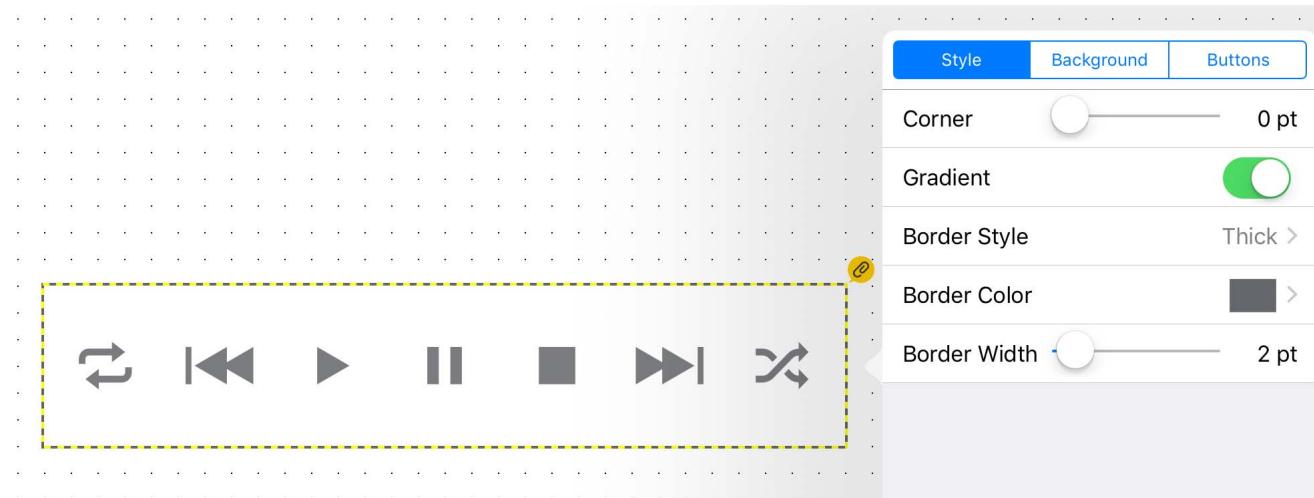
Image: Places an image such as an icon or pattern on the surface of the play info. If this switch is On, the Select Image and Expansion Mode items are shown.

Select Image: Selects an image.

Expansion Mode: Specifies how the image is expanded relative to the surface of the widget.

* For details on how to select an image, refer to "[Specifying an image](#)."

■ For SD Transport/BD Transport/Transport



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradation effect to the transport's surface.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border.

→ [Specifying a color](#)

Border Width: Specifies the thickness of the border.

[Background] tab

Color: Specifies the color of the transport's surface.

→ [Specifying a color](#)

Image: Places an image such as an icon or pattern on the surface of the transport. If this switch is On, the Select Image and Expansion Mode items are shown.

Select Image: Selects an image.

Expansion Mode: Specifies how the image is expanded relative to the surface of the widget.

[Buttons] tab

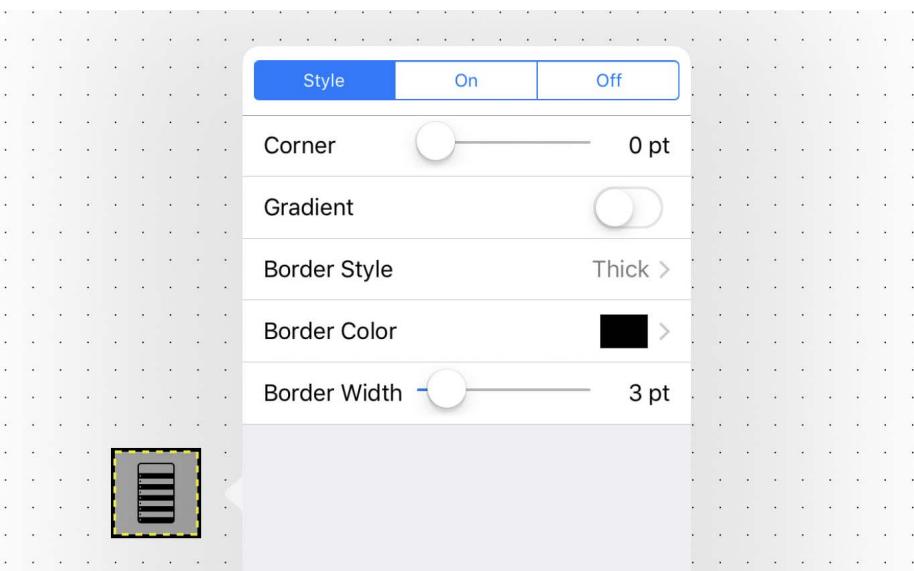
Color: Specifies the color of the buttons of transport.

→ [Specifying a color](#)

* For details on how to select an image, refer to "[Specifying an image](#)."

* For details on how to select an image, refer to "[Specifying an image](#)."

■ For SD Track List/Track List



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradation effect to the track list's surface.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border.

→ [Specifying a color](#)

Border Width: Specifies the thickness of the border.

[On] tab

Specifies the setting when the widget is touched.

Color: Specifies the color of the track list surface when the source is On.

→ [Specifying a color](#)

Image: Places an image such as an icon or pattern on the surface of the track list. If this switch is On, the Select Image and Expansion Mode items are shown.

Select Image: Selects an image.

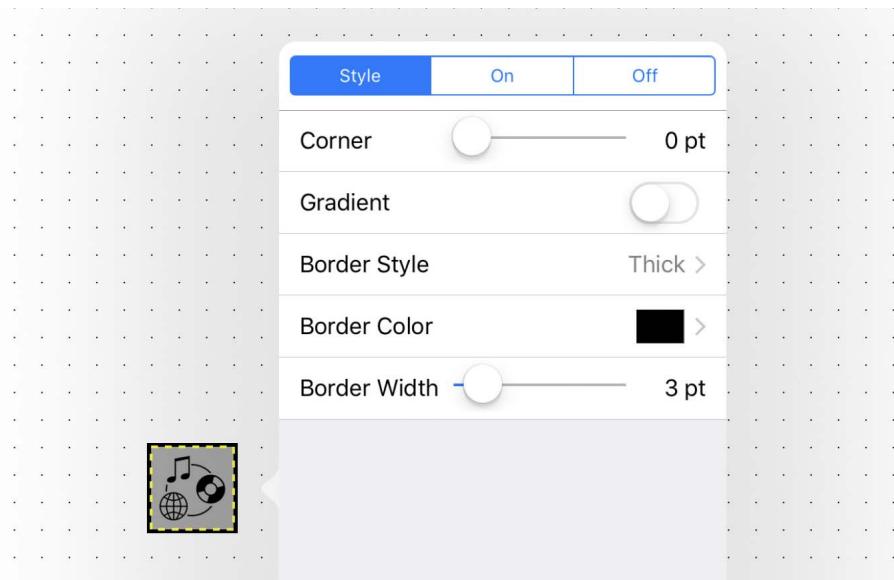
Expansion Mode: Specifies how the image is expanded relative to the surface of the widget.

* For details on how to select an image, refer to "[Specifying an image](#)."

[Off] tab

Specifies settings for when the widget is not being touched. The setting items are the same as for the [On] tab.

■ For a Source&PGM



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradation effect to the source&PGM's surface.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border.

→ [Specifying a color](#)

Border Width: Specifies the thickness of the border.

[On] tab

Specifies the setting when the widget is touched.

Color: Specifies the color of the source surface when the source is On.

→ [Specifying a color](#)

Image: Places an image such as an icon or pattern on the surface of the source&PGM. If this switch is On, the Select Image and Expansion Mode items are shown.

Select Image: Selects an image.

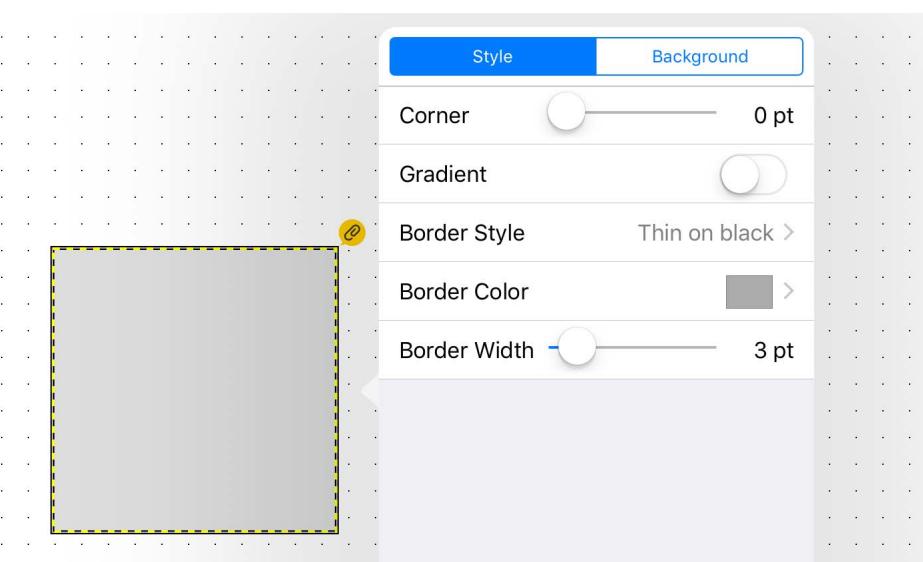
Expansion Mode: Specifies how the image is expanded relative to the surface of the widget.

* For details on how to select an image, refer to "[Specifying an image](#)."

[Off] tab

Specifies settings for when the widget is not being touched. The setting items are the same as for the [On] tab.

■ For an Album Art



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradation effect to the album art's surface.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border.

→ [Specifying a color](#)

Border Width: Specifies the thickness of the border.

[Background] tab

Color: Specifies the color of the album art's surface.

→ [Specifying a color](#)

Image: Places an image such as an icon or pattern on the surface of the album art. If this switch is On, the Select Image and Expansion Mode items are shown.

Select Image: Selects an image.

Expansion Mode: Specifies how the image is expanded relative to the surface of the widget.

* For details on how to select an image, refer to "[Specifying an image](#)."

■ For a Disklavier



[Style] tab

Corner: Specifies the rounding of the corners.

Gradient: Adds a gradation effect to the disklavier's surface.

Border Style: Specifies the style of the border.

Border Color: Specifies the color of the border.

[→ Specifying a color](#)

Border Width: Specifies the thickness of the border.

[Background] tab

Color: Specifies the color when the Disklavier is not connected.

[→ Specifying a color](#)

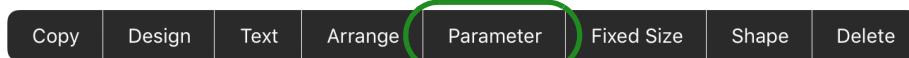
Assigning parameters

Here we explain how to assign the parameters that will be controlled when you operate a widget.

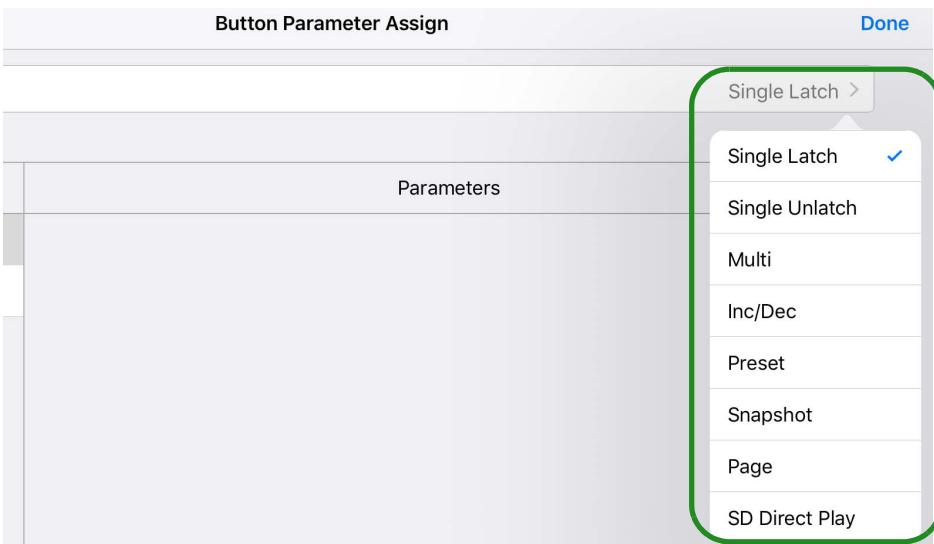
* If no parameter is assigned to a widget,  is shown.

Assigning parameters to a button

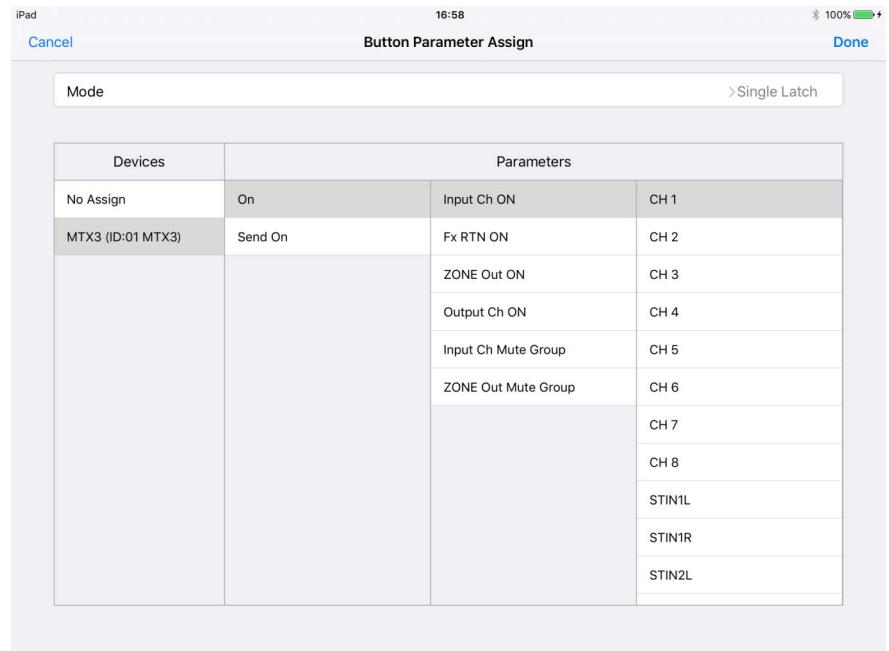
1. Tap the button that you want to assign; in the context menu that appears, tap [Parameter].



2. The [Button Parameter Assign] screen appears. In the far right of the [Mode] field, tap the button function name; a menu appears, allowing you to select the button's function.

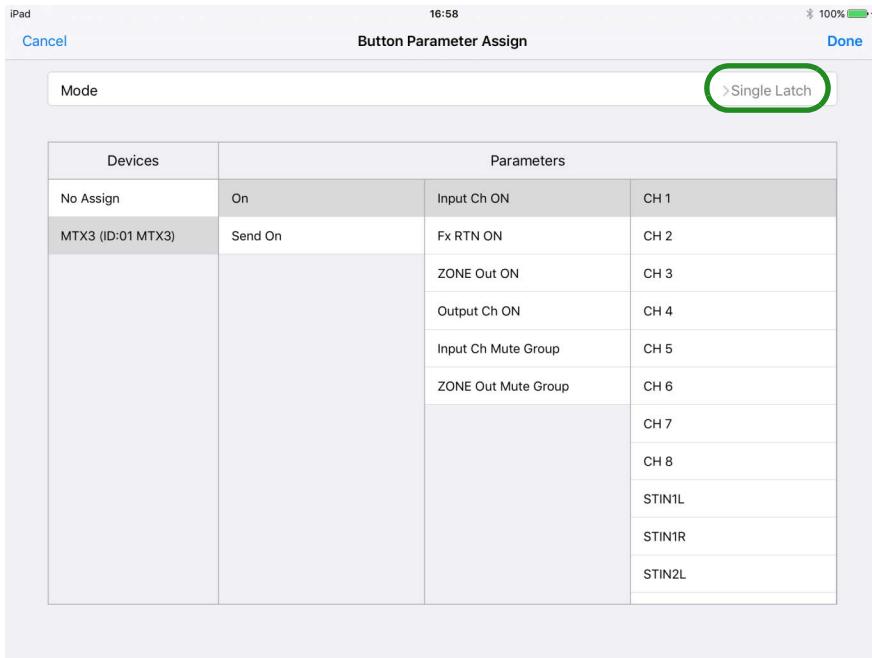


3. A setting screen for the selected button function appears. In [Devices] and [Parameters], select the parameter that you want to assign, and tap [Done].

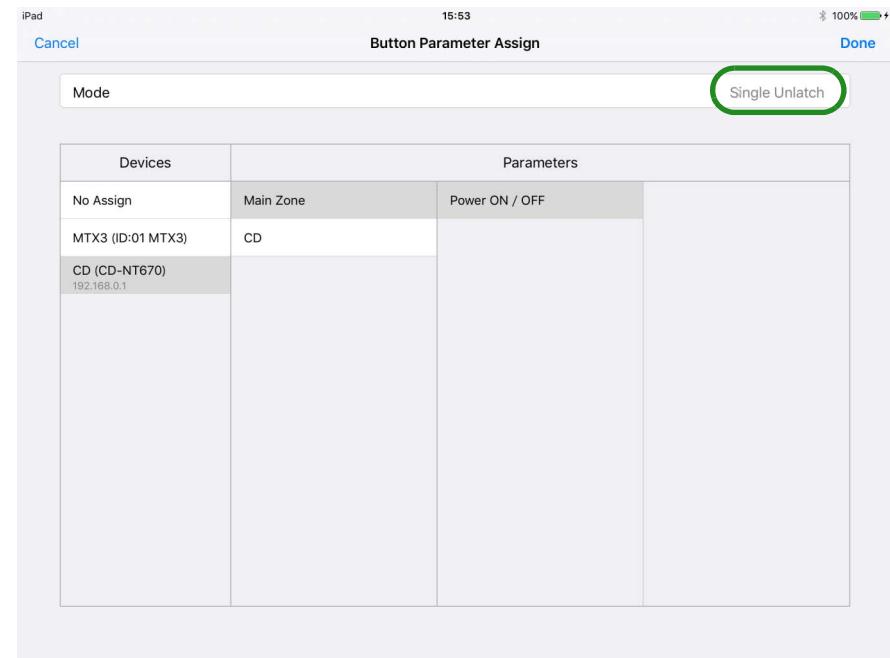


■ Button functions (Mode) and their setting screens

Single Latch: Assign an on/off-type parameter. The parameter is switched On or Off.



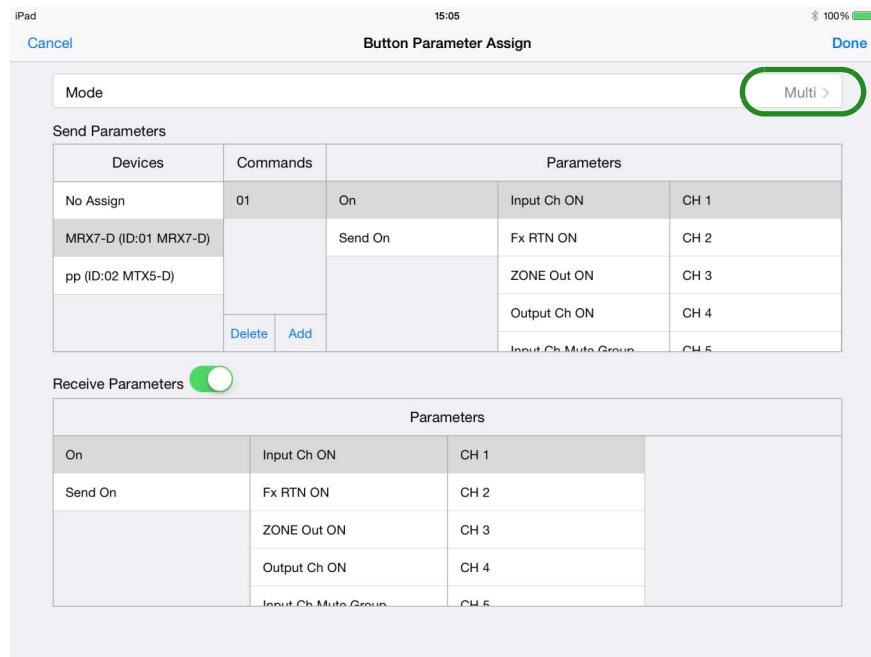
Single Unlatch: Assigns a parameter such as Tray Open that takes effect only while tapped.



Multi: Multiple parameters can be individually switched on/off; for example, multiple sources (input channels) can be switched on/off simultaneously.

In the [Send Parameters] list, choose [Devices]; in the [Commands] field, use [Add] to add commands and then assign a parameter to each command. You can specify up to 16 commands; in other words, up to 16 parameters can be controlled.

If [Receive Parameters] switch is On (), one parameter can be monitored, and its state (whether On or Off) will be reflected on the button.



The screenshot shows the 'Button Parameter Assign' app interface on an iPad. The top bar displays 'iPad', the time '15:05', battery level '100%', and signal strength. The main screen is titled 'Button Parameter Assign' with 'Cancel' and 'Done' buttons. A 'Mode' section has a 'Multi >' button circled in green. The 'Send Parameters' section has a table:

Devices	Commands	Parameters	
No Assign	01	On	Input Ch ON CH 1
MRX7-D (ID:01 MRX7-D)		Send On	Fx RTN ON CH 2
pp (ID:02 MTX5-D)			ZONE Out ON CH 3
			Output Ch ON CH 4
			Input Ch Mute Group CH 5

Below the table are 'Delete' and 'Add' buttons. The 'Receive Parameters' section has a switch that is turned On (green). It shows a table:

Parameters		
On	Input Ch ON	CH 1
Send On	Fx RTN ON	CH 2
	ZONE Out ON	CH 3
	Output Ch ON	CH 4
	Input Ch Mute Group	CH 5

Example settings when Mode = Multi Switching background music sources

Operation: Use buttons to switch combinations of ST IN on/off

STIN (source)	Button 1	Button 2	Button 3
1 (CD player)	ON	OFF	OFF
2 (computer)	OFF	ON	OFF
3 (SD card)	OFF	OFF	ON

• Settings for button 1 (play from CD player)

Send Parameters

Commands	Parameters			
01	On	Input Ch ON	STIN1L/R	ON
02	On	Input Ch ON	STIN2L/R	OFF
03	On	Input Ch ON	STIN3L/R	OFF

Receive Parameters

On	Input Ch ON	STIN1L/R
----	-------------	----------

• Settings for button 2 (play from computer)

Send Parameters

Commands	Parameters			
01	On	Input Ch ON	STIN1L/R	OFF
02	On	Input Ch ON	STIN2L/R	ON
03	On	Input Ch ON	STIN3L/R	OFF

Receive Parameters

On	Input Ch ON	STIN2L/R
----	-------------	----------

• Settings for button 3 (play from SD card)

Send Parameters

Commands	Parameters			
01	On	Input Ch ON	STIN1L/R	OFF
02	On	Input Ch ON	STIN2L/R	OFF
03	On	Input Ch ON	STIN3L/R	ON

Receive Parameters

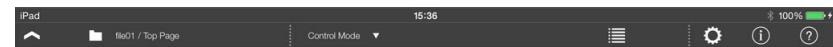
On	Input Ch ON	STIN3L/R
----	-------------	----------

● Example of Commands=01 settings for button 1

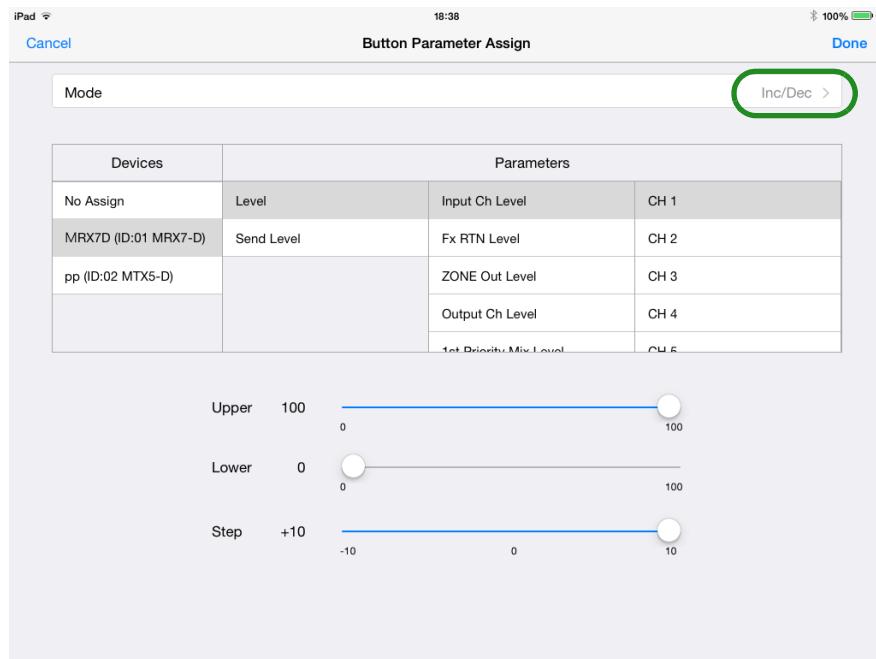
Devices	Commands	Parameters
No Assign	01	Input Ch ON CH 15 ON
MTX5-D (ID:01 MTX5-D)	02	Fx RTN ON CH 16 OFF
CL5 (ID:01 CL5)	03	ZONE Out ON STIN1L STIN1R
WXA-50 (WXA-50) 192.168.0.1		Output Ch ON STIN2L

Receive Parameters: On, Input Ch ON

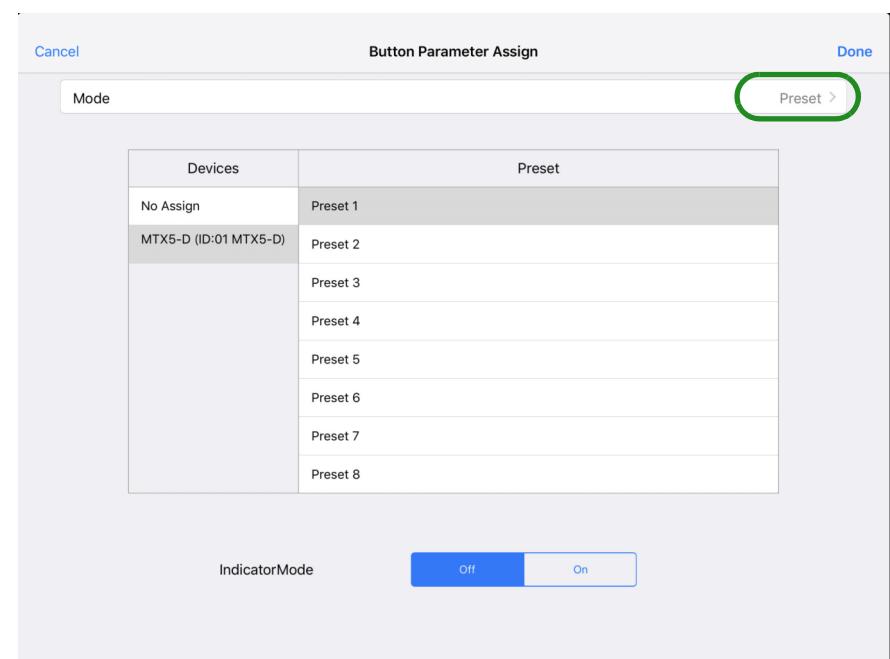
● Example of control panel design



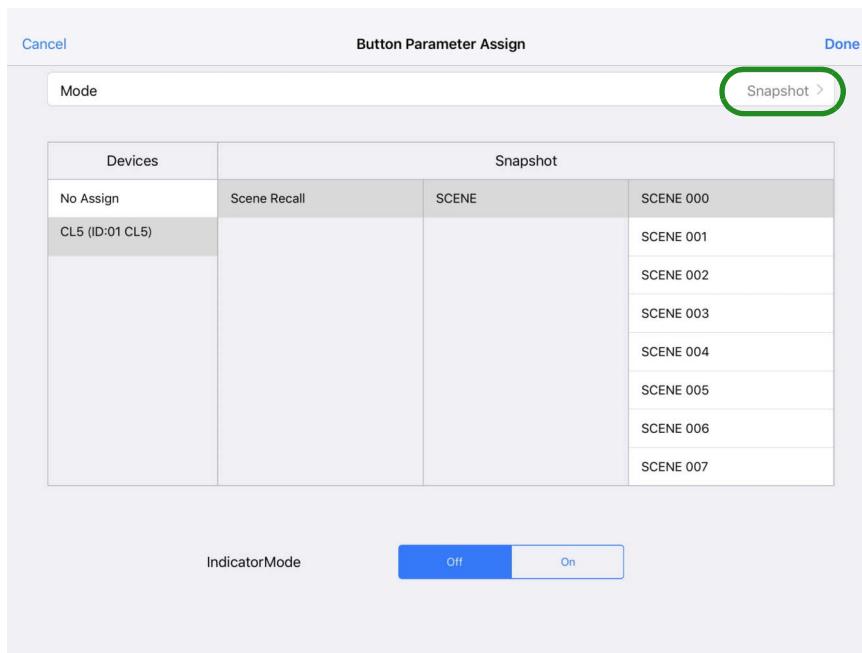
Inc/Dec: Send volume up/down commands to the device. Use [Upper] and [Lower] to specify the direction and range of increase or decrease, and use [Step] to specify the number of steps in that range. Each time you tap the button, a command is sent to increase (or decrease) the parameter by the amount specified in [Step].



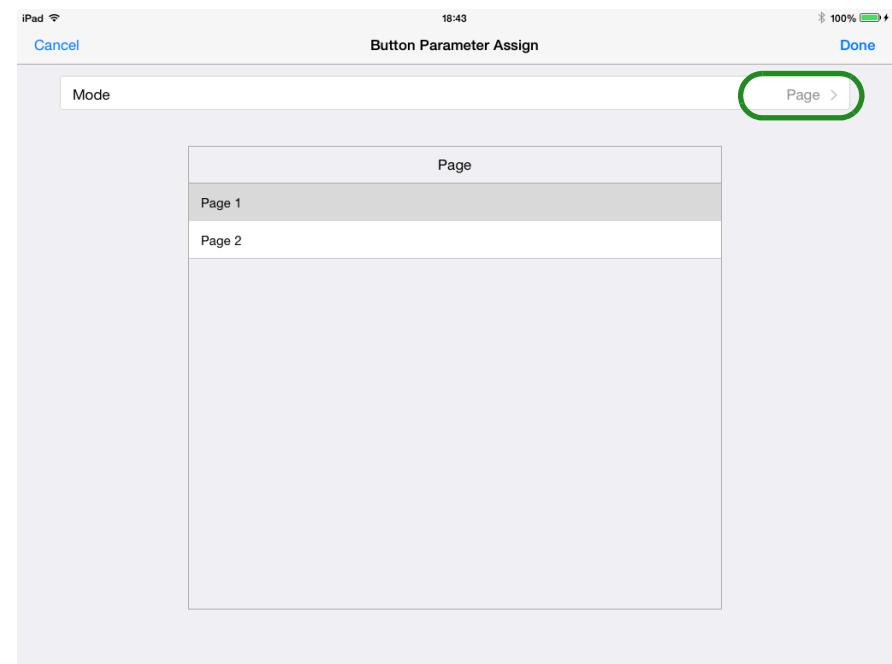
Preset: Send [Preset] recall commands to the device. When you tap the button, the [Preset] of the assigned preset number is recalled on the specified device. If [Indicator Mode] is [On], the currently recalled preset is shown in the screen.



Snapshot: Sends a command to the device for recalling a snapshot or scene. When you tap the button, the snapshot or scene of the snapshot number or scene number assigned in the specified device is recalled. If [Indicator Mode] is [On], the currently recalled snapshot or scene is shown in the screen.

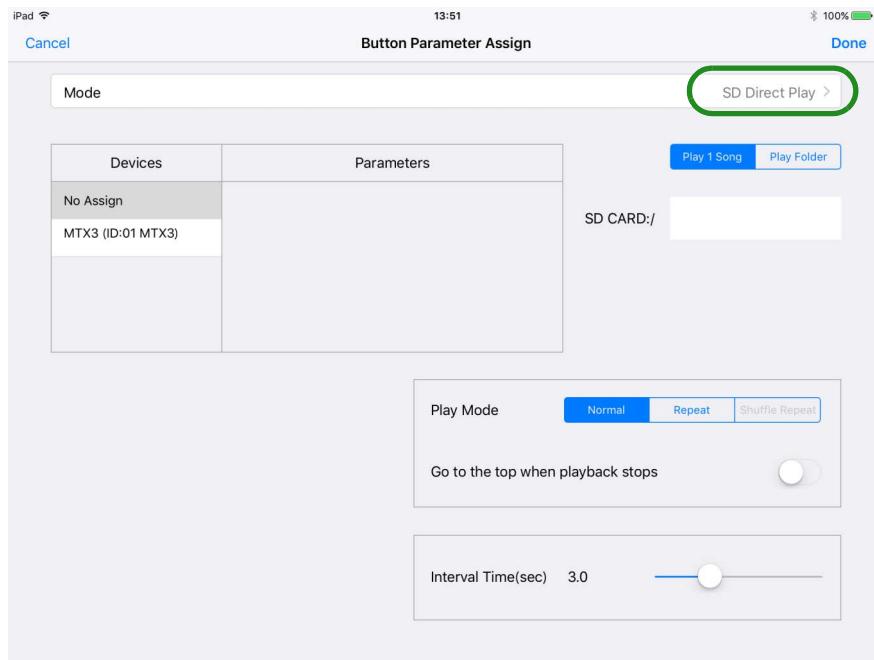


Page: This command switches to a different page of this control panel. You can choose from all the created pages that are listed in the [Page] field.



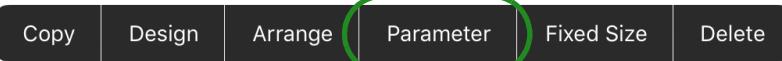
* If power user authentication has been specified for the page to be selected, an authentication dialog appears when you operate the button.

SD Direct Play: This command plays/stops a specified audio file on the SD card or the audio files in the specified folder. For [Devices], you can select only an MTX or MRX unit that can be equipped with an SD card. For details on the settings, refer to the MTX-MRX Editor user guide section "List of settings in "Settings" dialog boxes," and consult "If [FUNCTION] is [SD Play]."



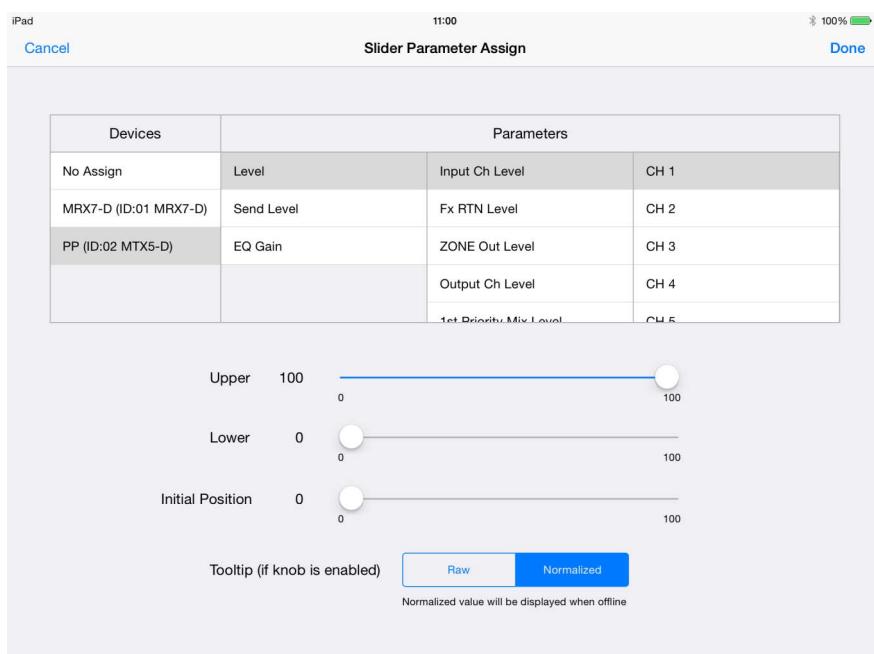
Assigning parameters to a slider

1. Tap the slider that you want to assign; in the context menu that appears, tap [Parameter].



2. The [Slider Parameter Assign] screen appears.

You can assign continuously variable parameters such as volume. In [Upper] and [Lower], specify the range of change. In [Home Position], specify an offset for the home position of the slider. Use this when assigning a parameter (such as EQ Gain) that has a default value mid-way through its range of change. In [Tooltip], select whether the parameter value shown when the knob is operated will be Raw or Normalized.



- **Assigning a parameter of the MRX7-D**

If the MRX7-D is the device being controlled, the index that can be specified depends on the type of widget.

Remote Control Setup List		Widget				Slider/Value	
Parameter	Type	Button					
		Single Latch	Multi	Inc/Dec	Snapshot		
	On/Off type	✓	✓				
	Level type			✓		✓	
	Variable other than level type					✓	
Level Meter							
Link Group	On/Off type	✓	✓				
	Level type			✓		✓	
	Variable other than level type					✓	
Snapshot							
Snapshot Group							

* ✓: Can be set

* If the index has changed to something that cannot be specified for the widget, for example because the Remote Control Setup List was reloaded, the connection between the two is canceled.

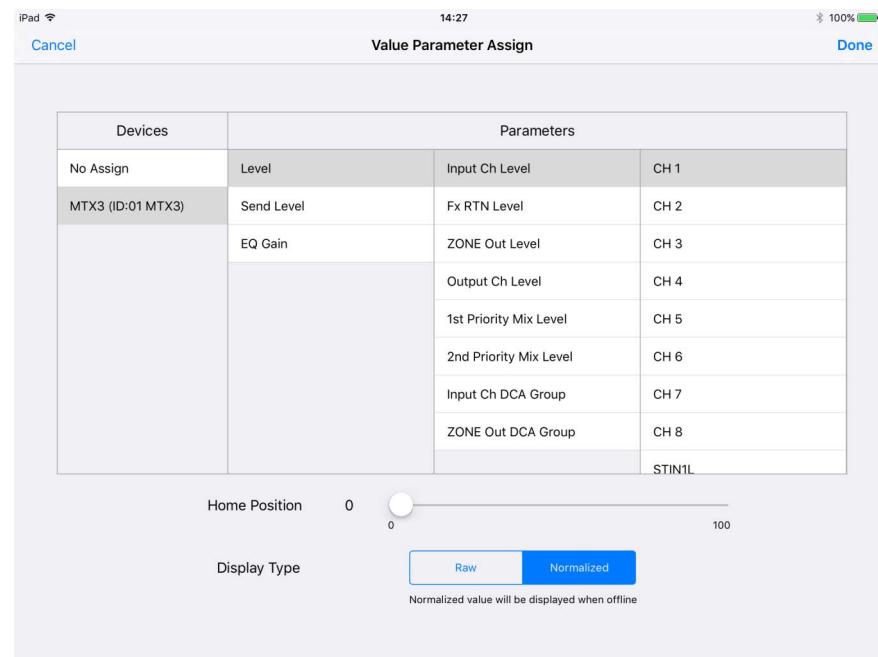
Assigning parameters to a value

1. Tap the value that you want to assign; in the context menu that appears, tap [Parameter].



2. The [Value Parameter Assign] screen appears.

You can assign continuously variable parameters such as volume. If the same parameter as a slider is assigned, you can check the current value without having to tap the slider.



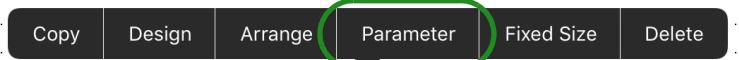
3. In [Home Position], specify an offset for the home position of the label.

Use this when assigning a parameter (such as EQ Gain) that has a default value mid-way through its range of change.

In Display Type, choose Raw (actual value) or Normalized (normalized value).

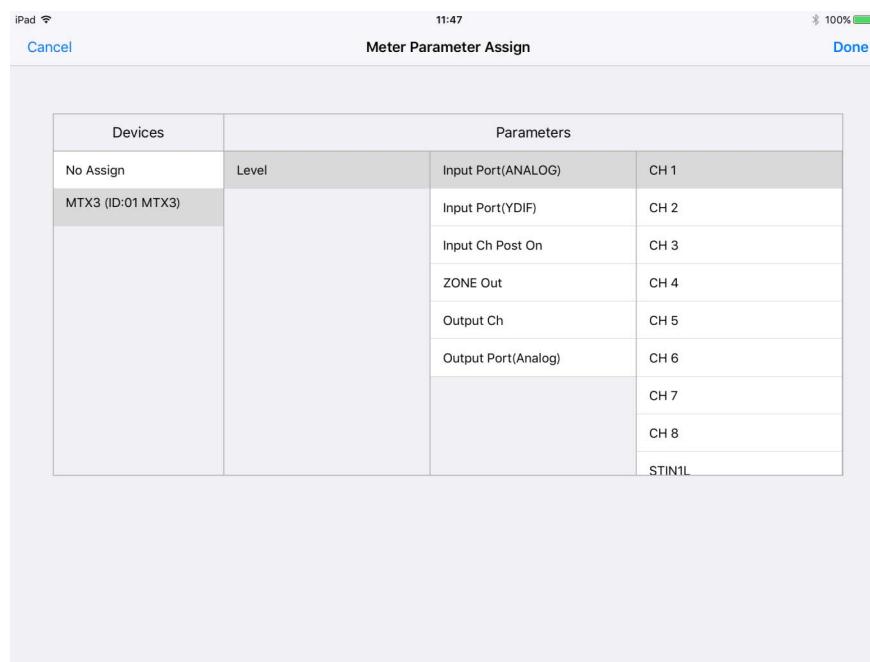
Assigning parameters to a meter

1. Tap the meter that you want to assign; in the context menu that appears, tap [Parameter].



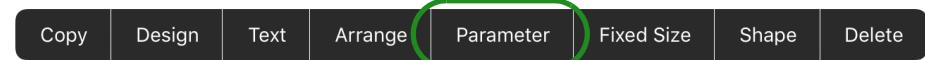
2. The [Meter Parameter Assign] screen appears.

You can assign continuously variable parameters such as volume.



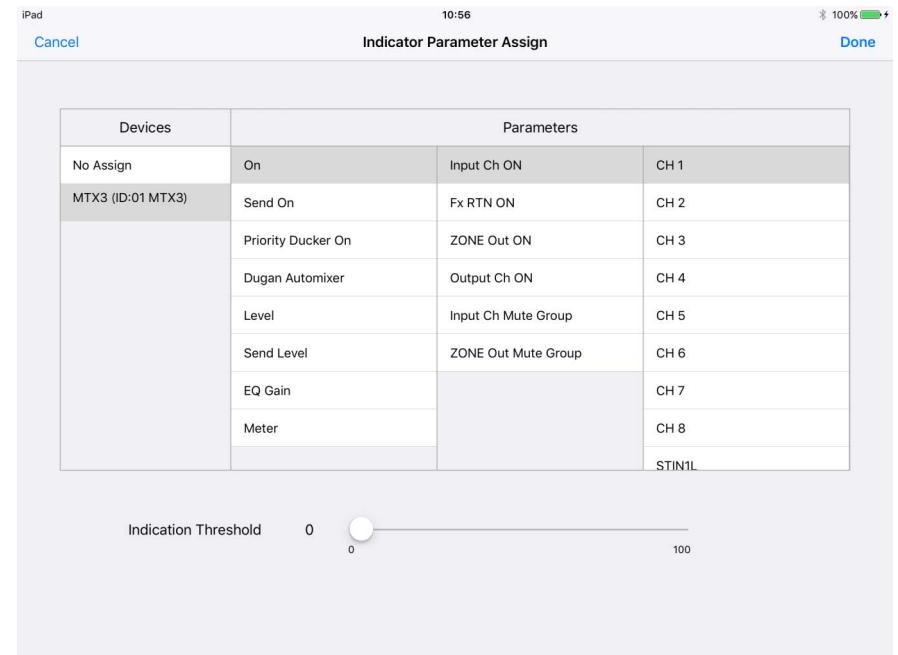
Assigning parameters to an indicator

1. Tap the indicator that you want to assign; in the context menu that appears, tap [Parameter].



2. The [Indicator Parameter Assign] screen appears.

You can assign parameters such as indicator, button, or meter. If the meter is assigned, you set the threshold by “Indication Threshold.”



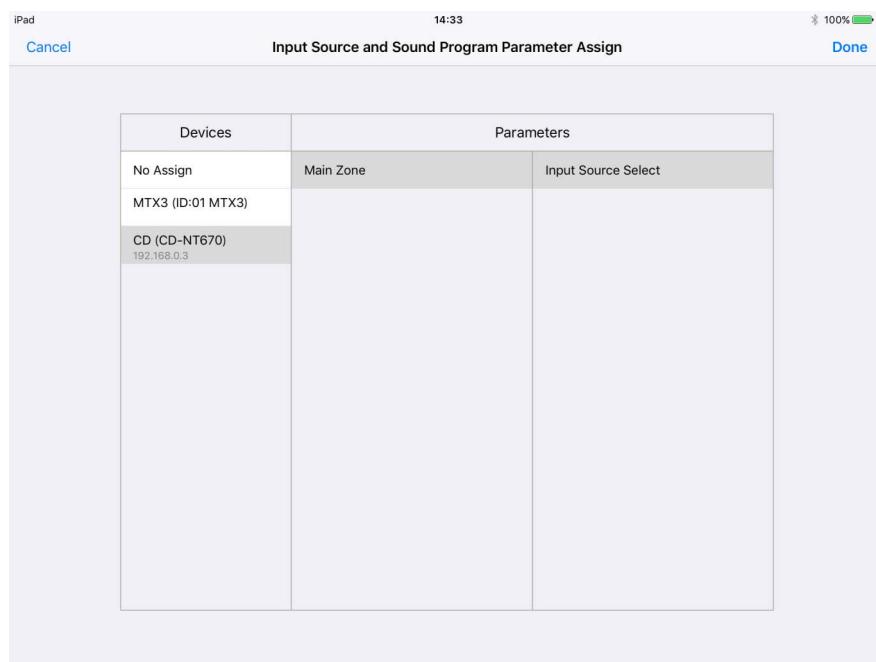
Assigning to source&PGM, play info, transport, track list, or album art

1. Tap the widget that you want to assign; in the context menu that appears, tap [Parameter].



2. A screen for assigning the parameter appears.

You can assign the information to be obtained or the device to be controlled.



Assigning to a Disklavier

1. Tap the Disklavier that you want to assign; in the context menu that appears, tap [Parameter].



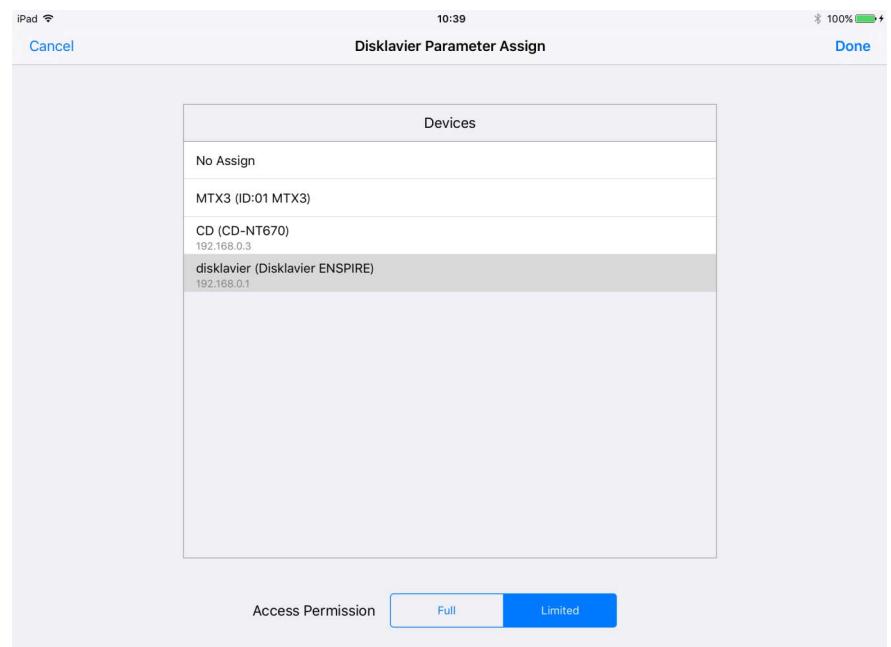
2. The [Disklavier Parameter Assign] screen appears.

Specify the parameter type for the Disklavier.

If you specify [Full], a screen with nearly all the functions of ENSPIRE Controller is shown.

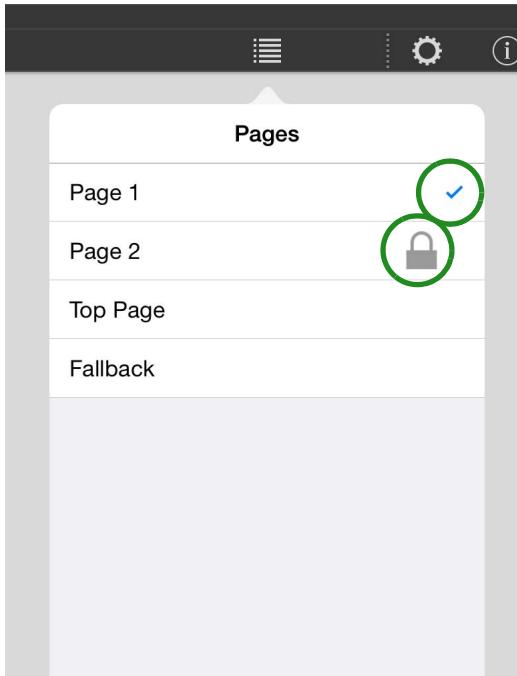
If you specify [Limited], a screen with only the ENSPIRE Controller functions for power, recording, and playback is shown.

For an explanation of the functions, refer to “ENSPiRE Controller Operation Manual.”



Switching pages — the Page Selection button (Control mode)

In Control mode, tapping the menu bar's Page Selection button  shows the following page selection screen.



Of the pages included in the currently selected settings file, the pages specified in the device's **[Preset]** are shown.

The currently displayed page is indicated by a  mark.

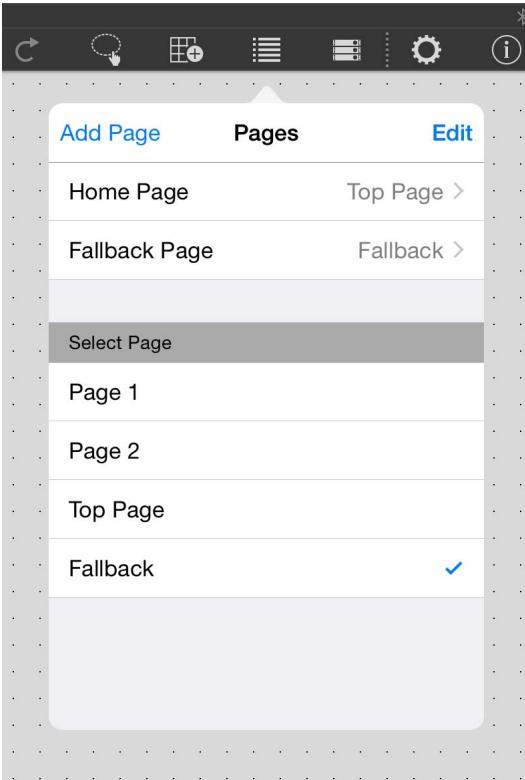
Pages for which power user code authentication is specified are indicated by a  icon.

To open a page, tap the field of the page that you want to open. If authentication is specified for a page, it opens after power user authentication.

If you move from a page that requires power user authentication to a page that requires power user authentication, authentication is determined to have already occurred, and power user authentication is not requested.

Managing pages — the Page Management button (Design mode)

In Design mode, tapping the menu bar's Page Management button  shows the following page management screen.



Add Page: Adds a new page. Tap [Add Page], and in the dialog that appears, enter a name for the page. Tap [Done], and a blank page appears.

- * The previously opened page before you used Add Page is saved automatically.
- * Up to 50 pages can be created in one settings file.

Edit: Lets you delete or reorder pages. You can also make additional settings in the sub-screen of each page.

Home Page: Specifies the page that is shown when offline or when a monitor device is not specified. Tap the Home Page field, and choose from the list that appears.

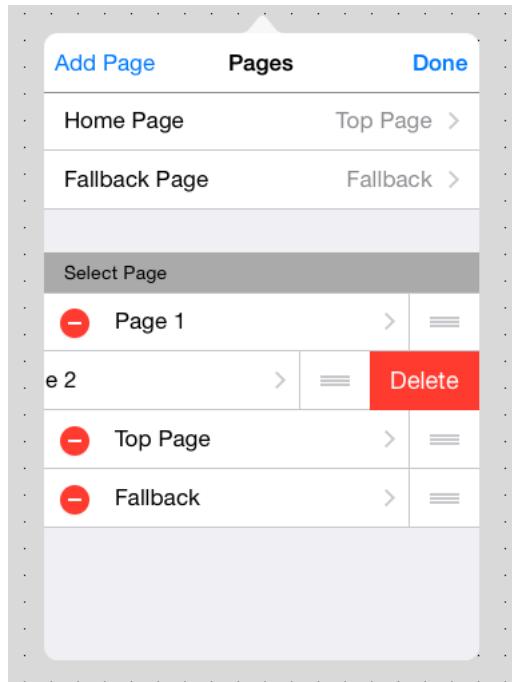
Fallback Page: Specifies the page ([fallback page](#)) that is shown when authentication fails when [\[Preset\]](#) recall causes an automatic page change. Tap the Fallback Page field, and choose from the list that appears.

Select Page: Shows all pages you created. The currently displayed page is indicated by a  mark. To open a page, tap the field of the page that you want to open.

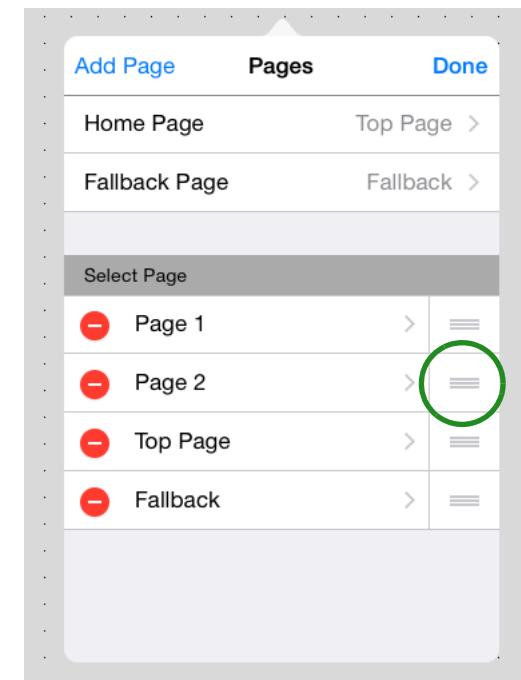
- * Even if power user authentication is specified for a page, it opens without authentication.

When you tap [Edit], a  icon appears at the left of the page name. If you tap this icon and then tap [Delete] that appears at the right edge of the field, that page is deleted.

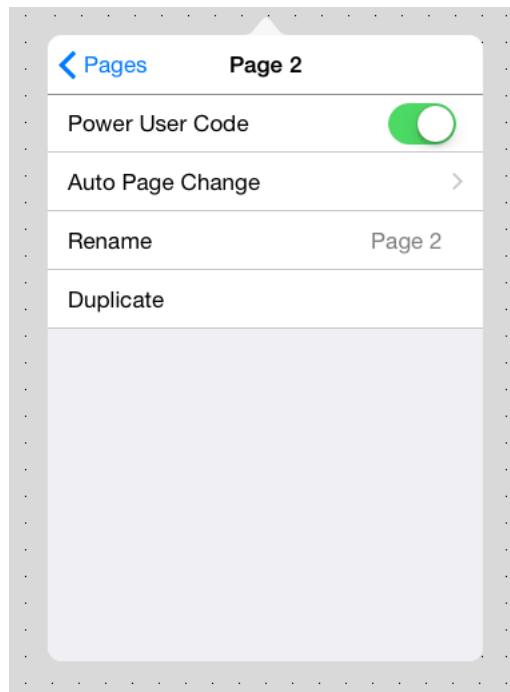
- * The currently-loaded page cannot be deleted.
- * A page that is specified as the Home Page or Fallback Page cannot be deleted.



After tapping [Edit] so that the  icon appears at the left of the page name, you can move the position of a page by holding down the  icon at the right edge of the page field and dragging and dropping it in the desired position.



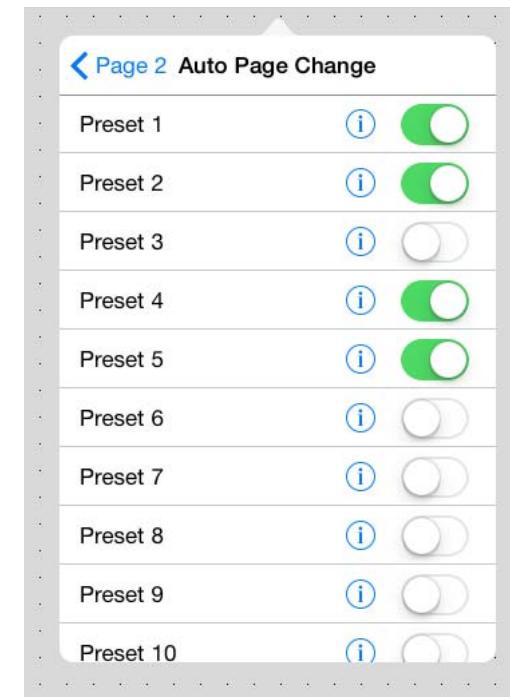
After tapping [Edit] so that the [>] icon appears at the left of the page name, tap the page name to access a sub-screen where you can edit settings for that page.



Power User Code: Specifies authentication by power user code for the selected screen ( enables). When opening the specified page in Control mode, authentication by power user code is required.

Auto Page Change: Specifies the association between a [Preset] of a monitor device (a processor of the MTX/MRX system being controlled) and the selected page. This function lets you automatically switch the page that is displayed for each [Preset].

Tap the Auto Page Change field to display a [Preset] list for the monitor device. Turn On () each [Preset] switch for which the selected page will be included in the page list.



When you tap  , a list of the pages associated with that [Preset] is displayed.

- * If a monitor device is not specified, the page of this app does not change even if you switch the [Preset] on the device. To associate a device with a [Preset], make settings in [Monitor Device](#).



The initially displayed page is indicated by a mark. You can tap to change the initially displayed page.

- * You can specify a different initially displayed page for each [Preset] (see the box at right).

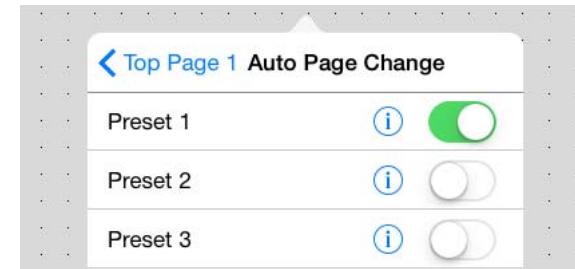
Rename: Renames the selected page. Edit the page name shown in the input field, and tap [Done].

Duplicate: Duplicates the selected page. When you tap [Duplicate], a duplicate page is created with an “_1” appended to the end of the selected page name. The attributes of the page (such as the authentication code setting and Auto Page Change setting) are also duplicated.

- * If an identically named page already exists, the number is automatically incremented as “_2” or “_3” etc.

Example) Setting a different initially displayed page for [Preset 1], [Preset 2], and [Preset 3]

1. In advance, prepare three pages for use as the initially displayed pages.
2. Choose → [Edit] → page for initial display with Preset 1 → [Auto Page Change] to access the following screen, and then turn the Preset 1 switch On (.



3. Tap Preset 1’s ; in the screen that appears, tap the indication of the initially displayed screen for Preset 1 (in this example, Top Page 1).



With these settings when [Preset 1] is selected, the initially displayed screen is set to “Top Page 1.”
In the same way, assign the initially displayed screen for Preset 2 and Preset 3.

Registering devices to control — the Device Management button

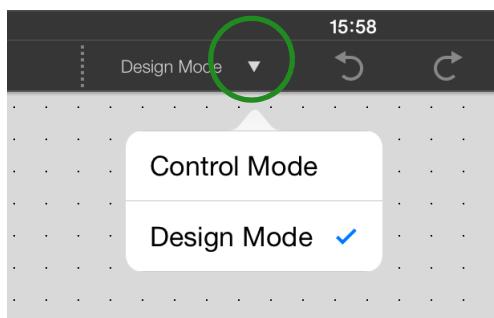
Here's how to register a device of the target system that will be controlled from the custom panel you created.

The device/parameter that's controlled by a widget in the custom panel is determined by the Model and Unit ID or IP address that you register here.

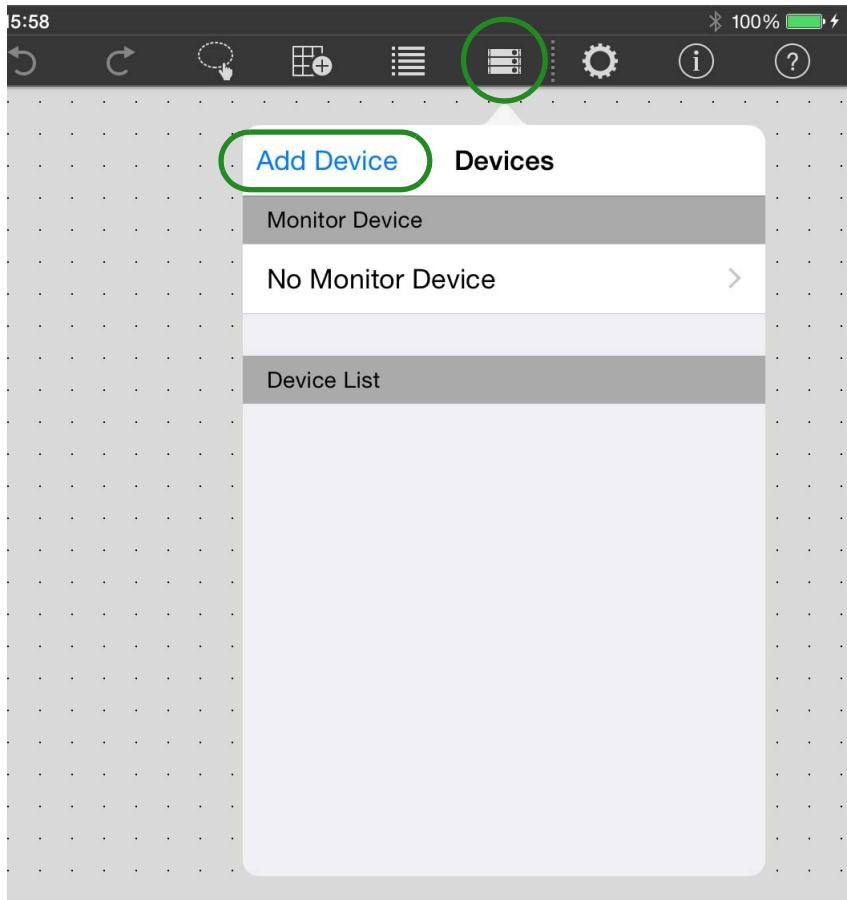
Registering a device

1. You'll use Design mode to register a device. If you're in Control mode, use the Operation Mode button ▾ to switch to Design mode.

- * If the menu bar is hidden, unhide it in either of the following ways.
 - Touch the upper left of the screen, and authenticate using an administrator code.
 - Close ProVisionaire Touch and then re-open it; then authenticate the applicable file with an administrator code and reload it.



2. Tap the Device Management button .



3. Tap [Add Device].

4. Enter each item, and tap [Done].

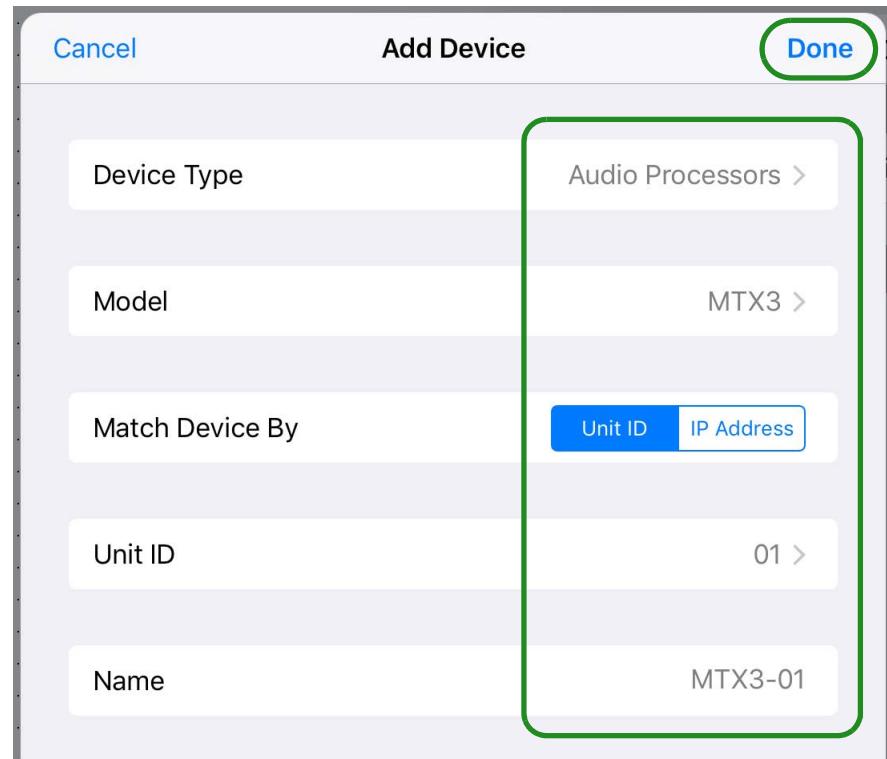
- **Device Type:** Tap [Select], and in the list that appears, select the type of device that you want to register.
- **Model:** Tap [Select], and in the list that appears, select the model name of the device that you want to register. The content of the list differs depending on the type selected in Type.
- **Match Device By:** Choose whether to identify devices by UNIT ID (in the case of the MRX, by RCSL) or by IP address. If you specify a device whose UNIT ID cannot be set, this is not shown, since only IP address is available. If you want to control a device on a different subnet, select [IP Address].
- **Unit ID:** Tap [Select], and in the list that appears, select the appropriate ID.
- **IP Address:** Enter the IP address that is assigned to the device.
- **Name:** Tap [Enter device name], and enter a name (friendly name) so you can identify the device.

• If you choose “MRX7-D” as the Model

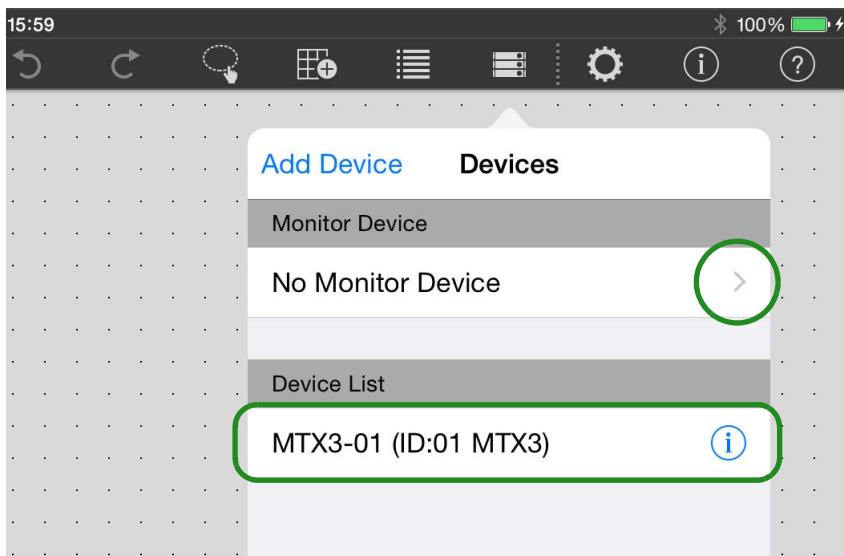
The “Match Device By” field will be a choice of either RCSL or IP Address. RCSL stands for “Remote Control Setup List”; if you choose RCSL, the UNIT ID within the file is used to identify the device.

The [Import from Remote Control Setup List] button appears. Tapping the button displays the Remote Control Setup List in the Documents folder.

From this list, select the file that you want to associate. Use MRX Designer to create the Remote Control Setup List. For details on creating the list, refer to the MRX Designer User Guide.



5. The registered device is added to the [Device List].



6. Using the same procedure, register all of the target system's devices that you want to control.

* A maximum of 20 devices can be registered.

Monitor device settings

The monitor device is also specified in this screen. Tap the [Monitor Device] field's [>] to see a list of the registered devices.

From this list, select one monitor device to specify it.

* If a monitor device is not specified (No Monitor Device), the page of this app does not change even if you switch the [Preset] on the device.

- **Editing information for a registered device**

If you tap the  icon shown at the right of a registered device name in the [Device List], you can edit the Unit ID or IP address and friendly name of that device, or delete its registration.

When you do so, devices whose parameters are already assigned to widgets will change as follows.

- Change Unit ID or IP address → Automatically changed to the new Unit ID or the new IP address.
- Delete registration → Parameter data is cleared.

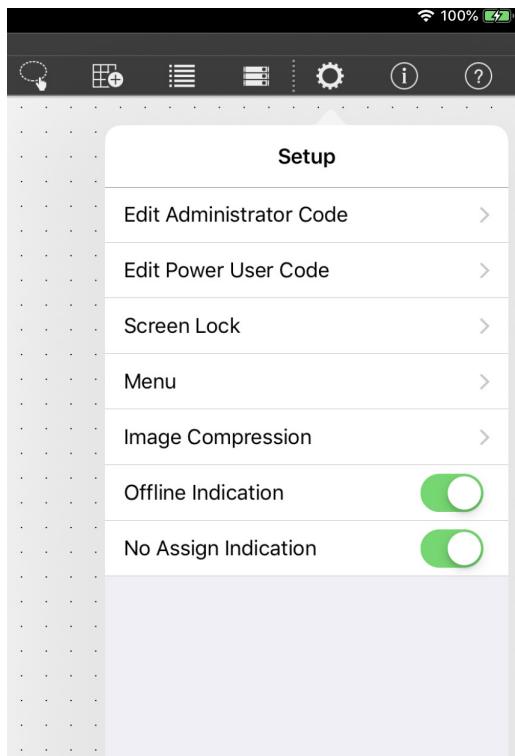
For the MRX7-D, the [UNIT ID] field shows the Remote Control Setup List(RCSL), allowing you to change it. When you do so, the index is carried over without change, but if the newly loaded index attribute cannot be used by the widget, or if it is [No Assign], the association is canceled.

If you choose RCSL, the UNIT ID within the file is used to identify the device.

Control panel settings — the Setup button

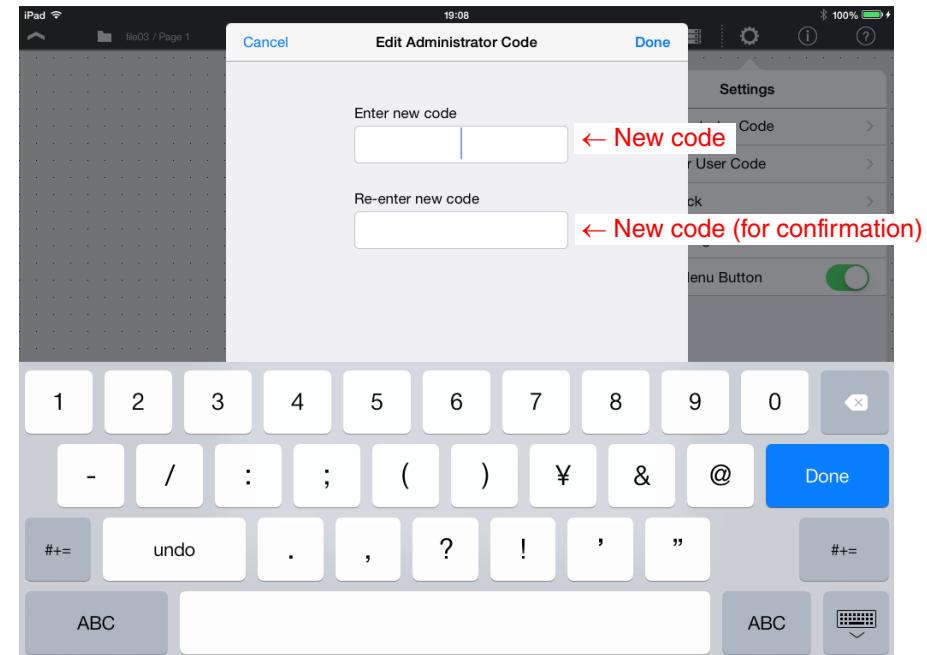
Here you can make settings for the app, such as changing the access code or specifying the screen lock setting.

In Design mode or Control mode, tap the Setup button  in the menu bar to access the following setup screen.



Edit Administrator Code: Sets or changes the administrator code. The administrator code is specified only as a four-digit number.

- * For a newly created file, the administrator code is unset (blank).
- * If you are editing the administrator code that you specified, the screen shows a field for entering the current administrator code.



* If you use power user authentication to enter Control mode, [Edit Administrator Code] is not shown.

Edit Power User Code: Specify or edit the power user code. The power user code is specified only as a four-digit number, using the same type of setting screen as for the administrator code.

* For a newly created file, the power user code is unset (blank).

Screen Lock: Lets you lock the screen and disable further operations when no operation has been performed for a specified period of time in Control mode. Tap the [Screen Lock] field to access the screen lock setting screen.

Enable: Turns the screen lock function on/off. If this is On (), the settings items are shown.

Unlock Code: Specifies the unlock code (a four-digit number) for screen lock. Overwrite the default value of “0000” to set this.

Select Image: Lets you specify the screen that is shown when the screen is locked. Specifies the style. → [Specifying an image](#)

Time: Specifies the time until screen lock occurs.

Menu: When the menu button has not been operated for a certain length of time in Control mode, the menu can be automatically hidden (menu auto close).

Transparent Menu Button: This function makes the closed state of the menu button () invisible in Control mode.

* Invisible: The menu button exists in its usual position, but cannot be seen (is not shown). Tapping on that position opens the menu.

* The menu button is invisible only in Control mode; it is always visible in Design mode and Initial mode regardless of this setting.

Enable Auto-Close: Turns the menu auto close function on/off. If this is On (), the [Time Until Menu Closes] field appears.

Time Until Menu Closes: Specifies the time until auto-close occurs.

Image Compression: Specifies the compression when loading an icon or pattern.

Compression: Turns image compression on/off. If this is On (), the [Ratio] field is shown.

Ratio: Specifies the image compression ratio (1–100%) for the Compression setting above.

* This can be edited only if the Compression setting is On.

Offline Indication: Specifies whether, when the device is offline, an indicator is shown at the upper right of the widget to which the device’s parameter is assigned.

If this is On (), an indicator () is shown when the device is offline.

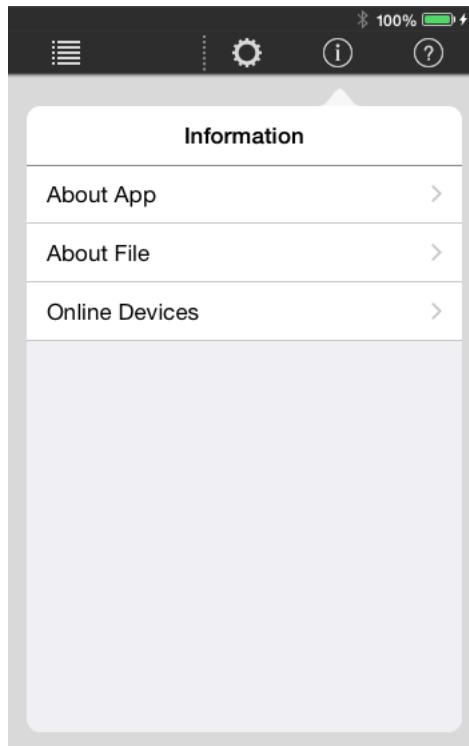
No Assign Indication: Specifies whether a clip is shown in the upper right of a widget to which a device’s parameter is not assigned.

If this is On (), a clip () is shown.

Control panel information — the Information button

This lets you view various settings.

On the menu bar, tap the Information button  to see the following information screen.



* In Initial mode, items other than [About App] are not shown.

* In Design mode, [Online Devices] is not shown.

About App: Shows the information of this app.

Version: Shows the version of this application, and copyright information.

Privacy: Shows an explanation of Google Analytics, and turns the function on/off.

Privacy Policy: Shows the privacy policy.

License: Shows license information, such as open-source notices.

About File: Shows information on the currently loaded settings file.

Version: The version of file format when the settings file was created.

Comment: Allows you to enter/edit a comment for the settings file.

Administrator Comment: A comment can be entered/edited only if you authenticated with an administrator code.

* The Administrator Comment can be viewed in the file browser.

Online Devices (shown only in Control mode): Shows information for devices for which a parameter is assigned to a widget, and that are online. The displayed contents are the model name, UNIT ID (only for an MTX/MRX system device), friendly name, and IP address.

About This Page (shown only in Design mode): Shows the total number of widgets included in the currently displayed page. A maximum of 150 widgets can be used on one page.

Preparations before you make connections

Wi-Fi access point settings

Specify the Wi-Fi access point as described in the owner's manual of each device.

Although there is no need to make special settings, we recommend that you use security such as WPA in order to prevent unauthorized access to the network from outside.

Guidelines for settings are provided below.

- 1. Specify the name of the Wi-Fi network.**
- 2. Specify the security mode (e.g., WPA2) and password.**
- 3. Select the wireless mode. (such as 802.11n or 802.11g)**
- 4. If possible, enable “Auto Channel Selection.”**

The wireless channel with the least interference will be selected. For the fastest communication between the iPad and the Wi-Fi access point, we recommend that you select an 802.11n network. If you use multiple external antennas, it will be easier to connect to the Wi-Fi access point.

In addition, we recommend that you make stealth mode and MAC address filter settings to increase security.

Connecting to the target system

Use CAT5e cables to connect the target system with the Wi-Fi access point.

Include an Ethernet switch in the system if necessary.

To convey audio signals, connect the ST IN of the MTX or MRX to the AUX OUT or ANALOG OUT of the MusicCast device or to the OMNI OUT of the Disklavier.

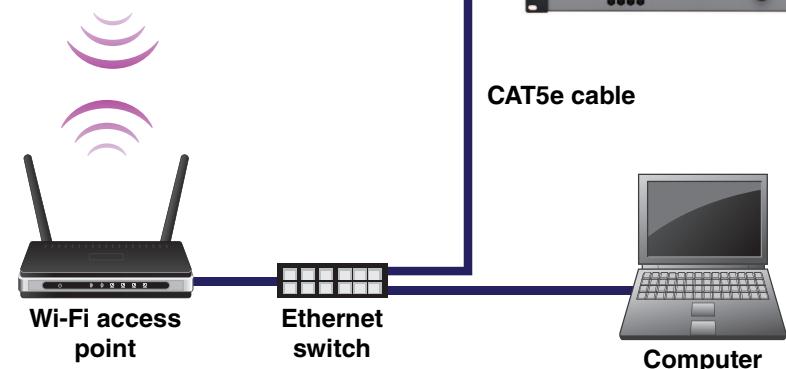
iPad with ProVisionaire Touch or ProVisionaire Touch Kiosk installed



Target system



CAT5e cable



● Example network settings for other than the iPad

1. Check the IP address setting (IP SETTING) of the devices in the target system.

On the rear panel of the unit, make sure that DIP switch 6 is set to UNIT ID (upward position).

The IP address will be specified by the UNIT ID, and will be “192.168.0.(UNIT ID).”

2. On the computer that's using MTX-MRX Editor, make settings so that the IP address will be obtained automatically (DHCP).

3. Change the IP address of the Wi-Fi access point.

Set the Wi-Fi access point to the same network (subnet) as the target system. We recommend that you use “192.168.0.254” as the IP address of the Wi-Fi access point. Connect the computer to the Wi-Fi access point, and change it from the computer's web browser. For details on how to make this change, refer to the manual of the Wi-Fi access point.

4. Set the router to automatically assign IP addresses (DHCP).

Make sure that the IP addresses do not conflict with the devices of the MTX/MRX system. The recommended range is “192.168.0.150” – “192.168.0.200.” For details on how to make this change, refer to the manual of the router built into the Wi-Fi access point.

5. Connect devices other than the MTX/MRX system to the network.

6. Specify the IP addresses of devices other than the MTX/MRX system.

When making settings in Windows, use the following method.

Make sure that the IP addresses do not conflict with the IP addresses of other devices. The recommended range is “192.168.0.100” – “192.168.0.149.”

For a Blu-ray disc player, connect it to a television etc., and in the “SETUP” screen's [Network] section, set [IP Address] to [Manual] and specify the IP address and subnet mask.

1 Hold down the <Windows> key and press the <E> key.

The Explorer opens.

2 In the left side of the Explorer, click “Network.”

The devices connected to the network are shown.

3 Double-click the icon of a device that is shown in the “Media Devices” or “Other Devices” area.

The browser starts, letting you make settings for the device.

4 Specify the IP address.

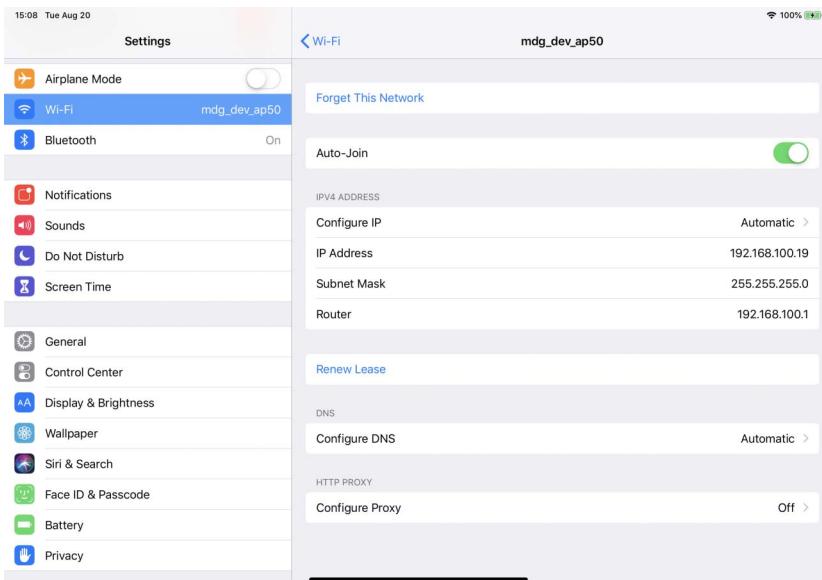
- **For a MusicCast device:** In the network settings screen, select “Wired” or “Wired LAN,” turn [DHCP] off, and specify the IP address and subnet mask.
- **For a Disklavier:** Go to [Settings] → [Network] → [Wired Network] → [Use DHCP] to specify manual settings, specify the IP address and subnet mask, and click [Send]. [Send] might not be visible unless you scroll.
- **For a CL/QL/TF/R series(AD/DA):** Make settings on the unit itself.

● Example network settings for the iPad

1. In the home screen of the iPad, tap [Settings] → [Wi-Fi].
2. Turn the [Wi-Fi] switch On (), and from the access point list that appears, select the access point of the target system.
3. Enter the password of the Wi-Fi access point.
4. Make network settings.

● If obtaining the IP address automatically

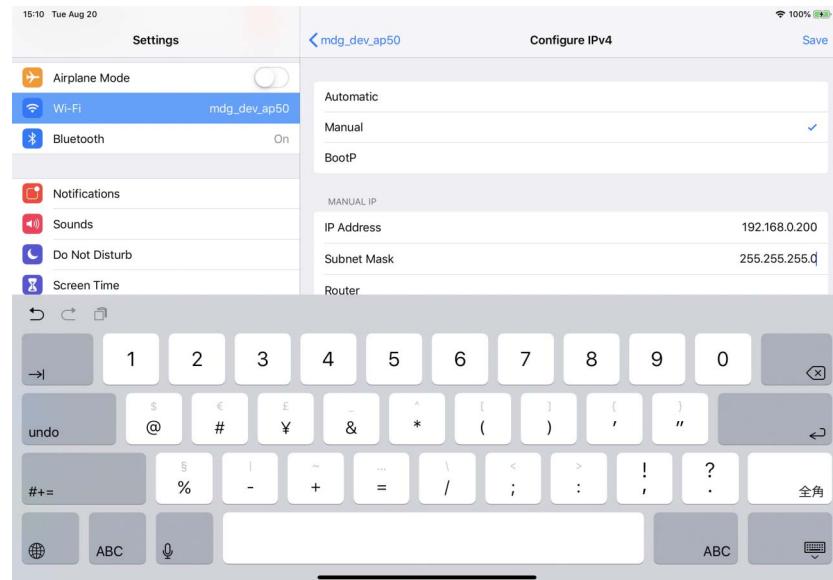
1. Tap (i), and set [Configure IP] to [Automatic].



2. Verify that "IP Address," "Subnet Mask," "Router," and "DNS" are set.
3. Click the home button to complete the settings.

● If specifying the IP address manually (when it cannot be obtained automatically)

1. Tap (i), and set [Configure IP] to [Manual].



2. In "IP Address," enter the IP address of the target system, changing only the fourth octet (in the illustration above, "200").
3. In "Subnet Mask," enter "255.255.255.0."
4. In "Router," enter the IP address of the router or the IP address of the Wi-Fi access point.
5. In "DNS," enter the IP address of the DNS or the IP address of the Wi-Fi access point.
6. Click the home button to complete the settings.

● Tips for network settings

1. The IP addresses of the devices you're connecting must be set to the same subnetwork.

	Example of a correct combination of settings	Example of an incorrect combination of settings
The Wi-Fi access point device's internal router and DNS *1	192.168.0.254	192.168.11.1
Target system	192.168.0.1	192.168.0.1
iPad	192.168.0.200	192.168.11.50
Computer	192.168.0.253	192.168.11.253

*1 If the Wi-Fi access point does not have router functionality, specify the IP address for accessing the Wi-Fi access point device.

2. Connect the target system to a LAN port of the Wi-Fi access point.

If you connect it to the Ethernet port (WAN port), it will be impossible to communicate correctly between the smart device and the target system.

3. Start ProVisionaire Touch.

ProVisionaire Touch detects the target system and connects automatically.

Troubleshooting

Problem	Cause	Action
Can't communicate with the target system.	Wi-Fi settings are incorrect.	Make settings that are appropriate for the access point that's connected to the target system.
Can't disable the settings file auto-load setting.	There is only one settings file, and the setting cannot be disabled by switching files.	In the iOS "Settings" window, choose "P.V. Touch"; then in "P.V. Touch Settings" that appears at the right, disable the "Auto-load this file on next launch" switch.
The message "Can't connect to the Internet" appears on the iPad screen, and ProVisionaire Touch can't connect to the target system.	This is because iOS6 and later may attempt to connect to the Internet when you select a Wi-Fi network.	You will need to make the appropriate setting on the Wi-Fi device (access point/router) so that this message does not appear. One method of changing the setting of the Wi-Fi device is to disable the "redirect function"; contact the manufacturer of the device for details.
Can't operate more than four widgets simultaneously.	Multitask gestures are turned on.	When using ProVisionaire Touch, we recommend that you turn multi-tasking gestures off. <ol style="list-style-type: none">1. On the iPad, tap [Settings].2. Choose [General]>[Multitasking Gestures]>[Off].
Can't operate more than three widgets simultaneously.	In the accessibility functions, the zoom function is turned on.	When using ProVisionaire Touch, we recommend that you turn the zoom function off. <ol style="list-style-type: none">1. On the iPad, tap [Settings].2. Choose [General]>[Accessibility]>[Zoom Function]>[Off].
A dialog says that there is insufficient memory.	The memory within the app has been overwhelmed by a PDF, photo, or other image.	To reduce the amount of memory occupied, delete an image that you're using. If you ignore this message and add a photo etc., the app may crash.

Problem	Cause	Action
Can't connect eight iPad units to one XMV/EXi8/EXo8.	Of the eight sessions simultaneously connected to the XMV/EXi8/EXo8, one session is used for communication between the MTX/MRX and the XMV/EXi8/EXo8. For this reason, a maximum of seven external control devices can be connected.	Use a maximum of seven iPad units to control the XMV/EXi8/EXo8.
Can't connect three or more iPad units to one R-series (AD/DA) unit.	Since two sessions can connect simultaneously to an R-series (AD/DA) unit, a maximum of two external control devices can connect.	Limit the computer applications controlling the TF series, and the R-series (AD/DA) unit to two. Also, if an R-series (AD/DA) unit is included in an MTX/MRX system, keep to a limit of one controlling computer application and the TF series.
Can't connect three or more iPad units to one Tio1608-D unit.	Since only two sessions can connect simultaneously to the Tio1608-D, it can connect with a maximum of two external control devices.	Limit the number of computer applications or digital mixers controlling the Tio1608-D to two units. If the Tio1608-D is part of an MTX/MRX system, limit the number of computer applications or digital mixers controlling it to one.
A file won't open.	You're attempting to load a Kiosk file into ProVisionaire Touch.	Specify a settings file with the correct .ypvt extension.
Nothing is shown for Disklavier or track list.	The assigned device is not connected to the network.	Connect the assigned device to the network.

Problem	Cause	Action
Can't delete an unneeded RCSL file, etc.	Using the iPad itself, it is not possible to delete files in "shared files."	<p>Use iTunes to delete the file.</p> <ol style="list-style-type: none"> 1. Connect the iPad to your computer. 2. Click the iPad button that appears in iTunes, and then click [App] or [File Sharing]. 3. In "File Sharing," in the list shown at right, select the file that you want to delete. 4. Press the <Delete> key and then click [Delete].
Can't use iTunes to upload a PDF file or image file to the PDFs folder or Images folder.	Subfolders will not open in iTunes.	Use your computer to create a PDFs folder or Images folder, place the PDF file or image file in that folder, and use "Share files" to overwrite the entire folder. The same applies when replacing a file.
Don't know how to specify the device's IP address.	—	Refer to the owner's manual of the device or the application that controls it via the network.
When you open a file in Kiosk, you are asked for an Administrator Code.	In the case of ProVisionaire Touch, [Enable File Operations for User.] is turned off at the time of export. In the case of ProVisionaire Control, the controller's Properties setting [Enable File Operations for User.] is set to [No].	Execute the export with this setting turned on or set to [Yes].

About the software license

The following devices use open source software code.

Details regarding the content of the license can be obtained from the owner's manual of the device or by using the methods listed below.

- **CL/QL**

Refer to the following website.

<http://www.yamaha.com/proaudio/>

- **TF**

Refer to “ABOUT” screen of TF.

- **MusicCast device**

Refer to the following website.

<https://download.yamaha.com/sourcecodes/musiccast/>

- **Blu-ray disc player**

Connect the unit to a television etc., and in the “SETUP” screen’s [System] section, refer to [Software License].

- **Disklavier ENSPIRE**

Refer to [Information] in the “Information screen” of the ENSPIRE Controller app.