

Remote Control From Your Phone

Qr Pairing + Mobile App

This guide puts DjMirror Pulse in your pocket: pair the Android-based DjMirror mobile remote with a QR code, control styles, layers, artists, playlists, schedules, cues and DMX scenes from the phone, manage the HTTP API key, and unpair lost devices. Same network, two minutes,...

DjMirror Pulse User Manual Series

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Related guides: the pairing routes for developers are in the [HTTP & WebSocket API](#) guide, and the number of phones you can pair depends on your tier — see [License & Activation](#).

Chapter 1: Requirements (30 Seconds)

The mobile remote runs on Android and connects to a supported Windows or macOS desktop installation. It is a companion controller, not a standalone DjMirror Pulse visual-output app or a multi-screen client.

Need	Detail
License	Any active license, including the trial (pairing needs one; phone limits per tier below)
HTTP server	ON (it is on by default; <code>"server": true</code> or <code>--server</code>) — pairing refuses without it
Network	Phone and PC on the same network (no address = no pairing)
Phone limits	Trial 1 · Standard 1 · Professional 2 · Enterprise 5 (over-limit → <code>403 MOBILE_LIMIT_REACHED</code>)

Chapter 2: Concepts In Two Minutes

- **One-use QR.** Each code (`djmirror://pair?...`) is 128-bit, single-use, expires in **180 s**, one active session. No camera? Type the shown code on the phone. Five wrong short-code tries lock it.
- **Approval.** With *Ask on this computer before a phone is paired* ON, the desktop shows **Pair '...'?** → **Allow** / **Reject**. Closing the panel cancels the pending code.
- **Devices, not sessions.** Paired phones are remembered with their name, platform and when they last connected. **Unpair** revokes a phone and closes its connection. Pairing the same phone again does not count twice.
- **API key modes** (same panel, *API security*): the status chip at the top right shows the current state (for example `API open (no API key)`). With no key the HTTP API is open to the network (a pairing code is still required to pair a phone); with a key, other clients must send it, while paired phones keep working with their own token. If the environment variable `DJMIRROR_API_TOKEN` is set, the key field is locked because the key is managed outside the app. Keys are saved to `config.json` immediately.
- **What the phone drives.** A live mirror of the show: styles, layers, artist, favorites, schedules, timecode cues, and DMX (blackout, movement, dimmer, scenes, live control).

Chapter 3: Step By Step

Step 1 – Pair (2 min)

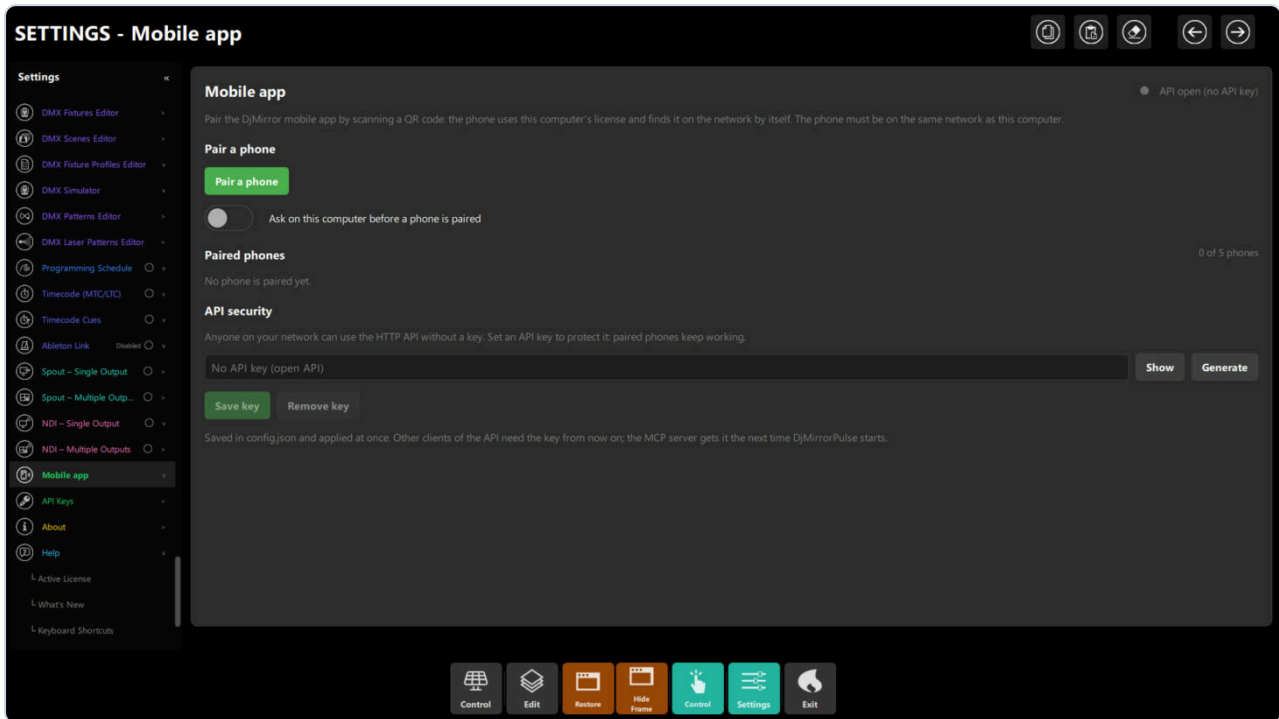


Figure 1: Settings → Mobile app with nothing paired — **Pair a phone**, the approval switch, the **Paired phones** list with its counter (**0 of 5 phones** on an Enterprise license), and **API security**.

1. **Settings** → **Mobile app** → **Pair a phone**. If a requirement is missing, the panel names the fix (activate a license / start the server / join a network).
2. **Show QR** → **On the phone, open DjMirror and scan this code.** Area shows **Computer: <name> (<ip>, port <p>)**
 - **Expires in ...**. **New code** / **Cancel** rotate or kill the session.
3. Approve **Allow** on the desktop popup → **'...' is paired.** Phone appears under **Paired phones** (**N of M**).

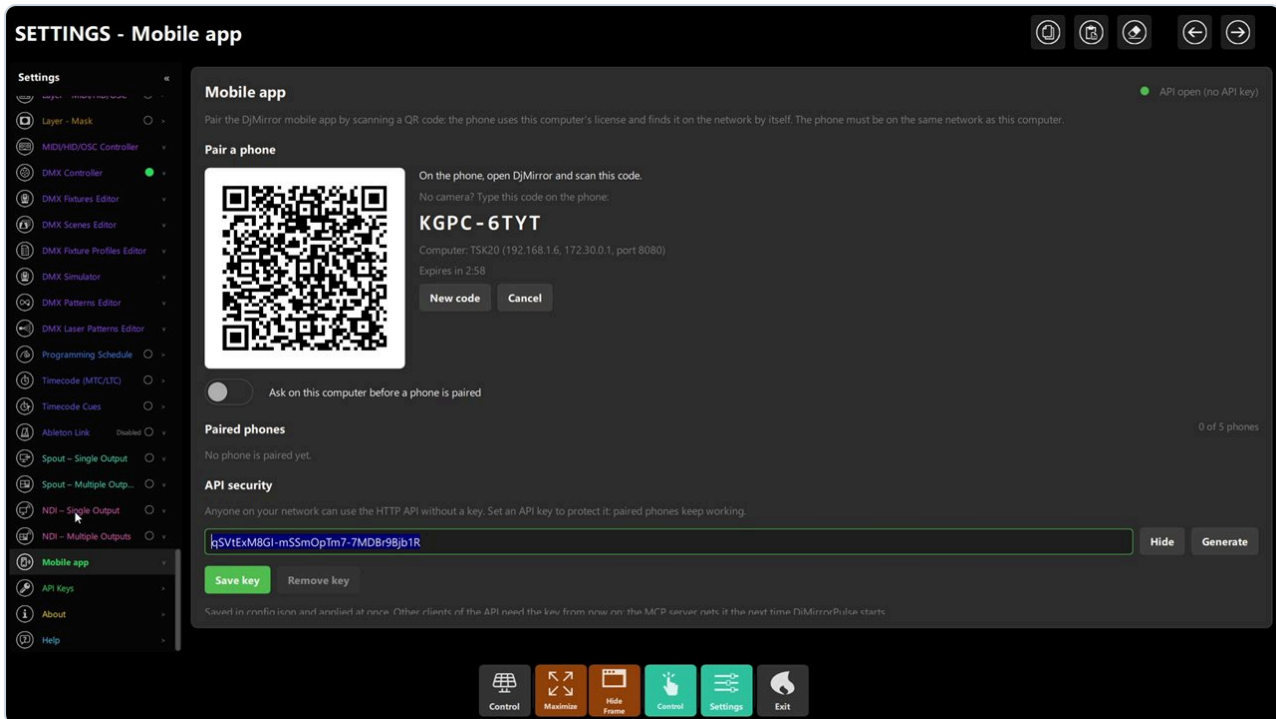


Figure 2: the QR code, the typed fallback, the expiry, the approval switch and the counter.

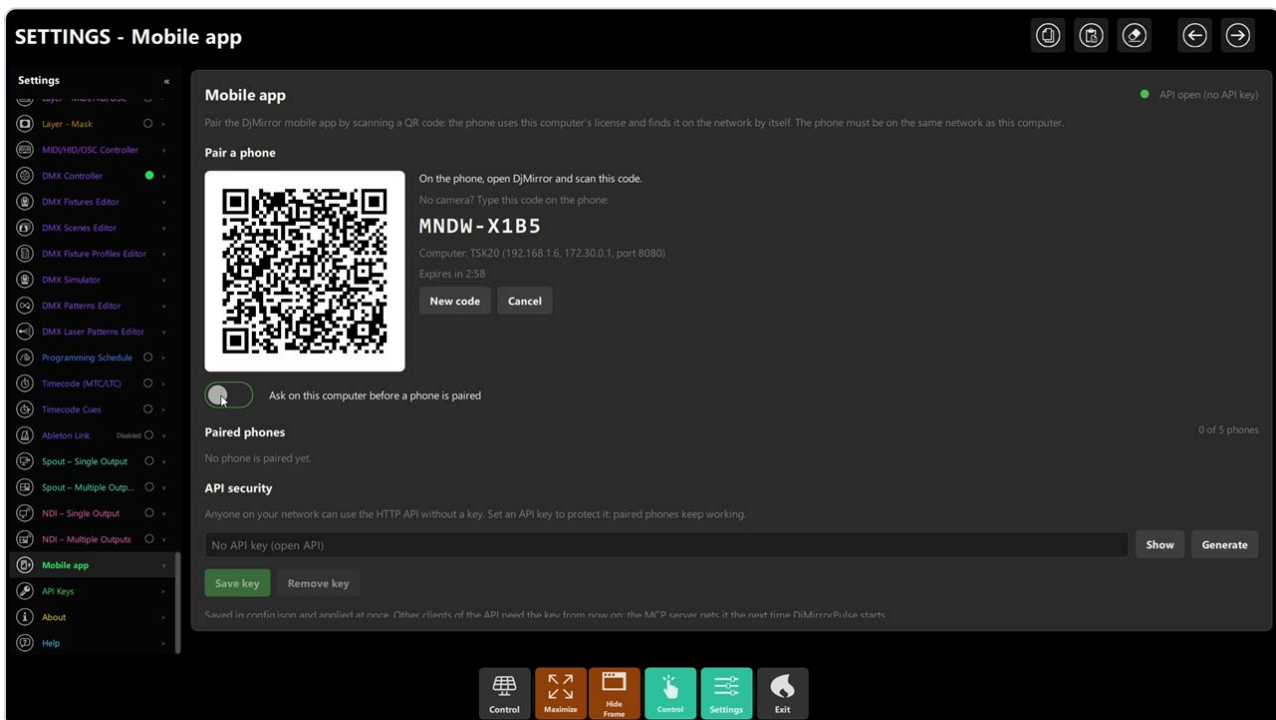


Figure 3: approval on — every phone needs your Allow on the desktop popup.

Step 2 – Drive the show (soundcheck)

From the phone: flip two styles, step the video playlist, recall one DMX scene, toggle the marquee. Latency should feel instant on local Wi-Fi; if sluggish, prefer 5 GHz / wired PC over crowded 2.4 GHz.

Step 3 – Secure it (1 min)

API security says it plainly: anyone on your network can use the HTTP API without a key. **Generate** a key (no spaces) → **Save key**. It is saved in `config.json` and applied at once; other API clients need the key from now on, and the MCP server gets it the next time DjMirror Pulse starts. Paired phones keep working. **Remove key** opens the API again. **Show** and **Hide** reveal the key so you can copy it into scripts — do not share it in chats or screenshots.

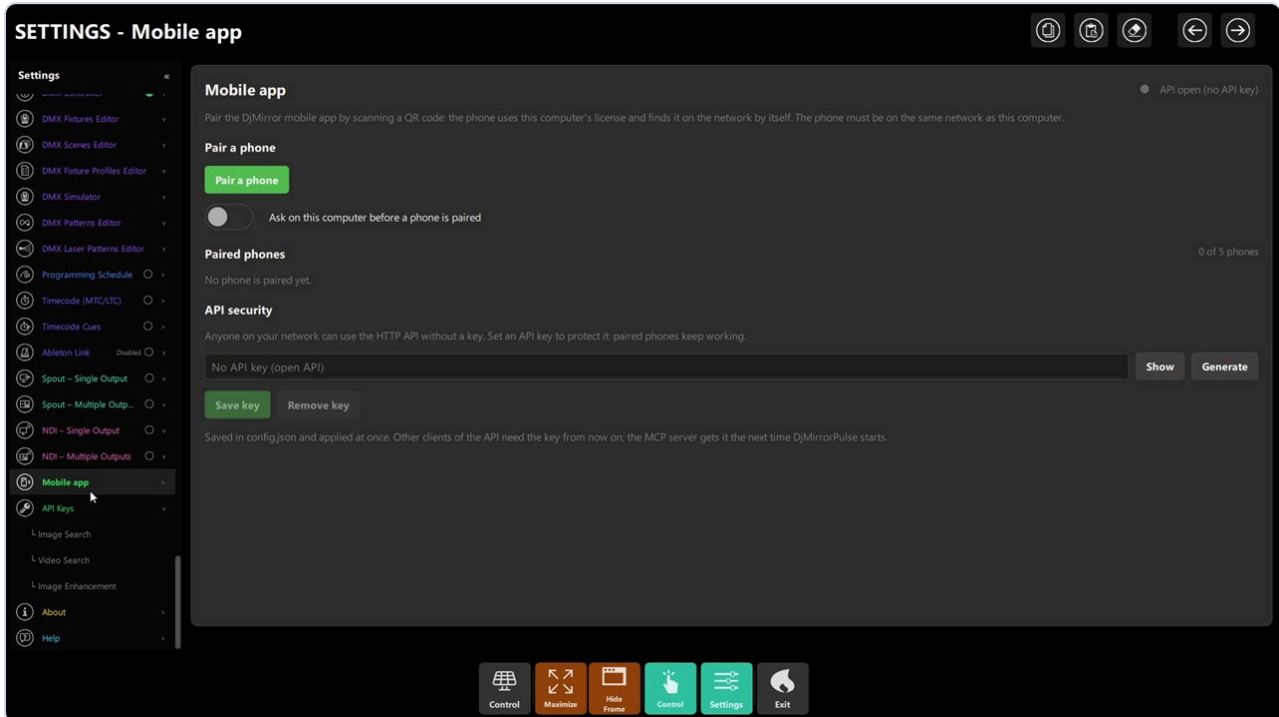


Figure 4: the key field with Show, Generate, Save key and Remove key — same panel as pairing.

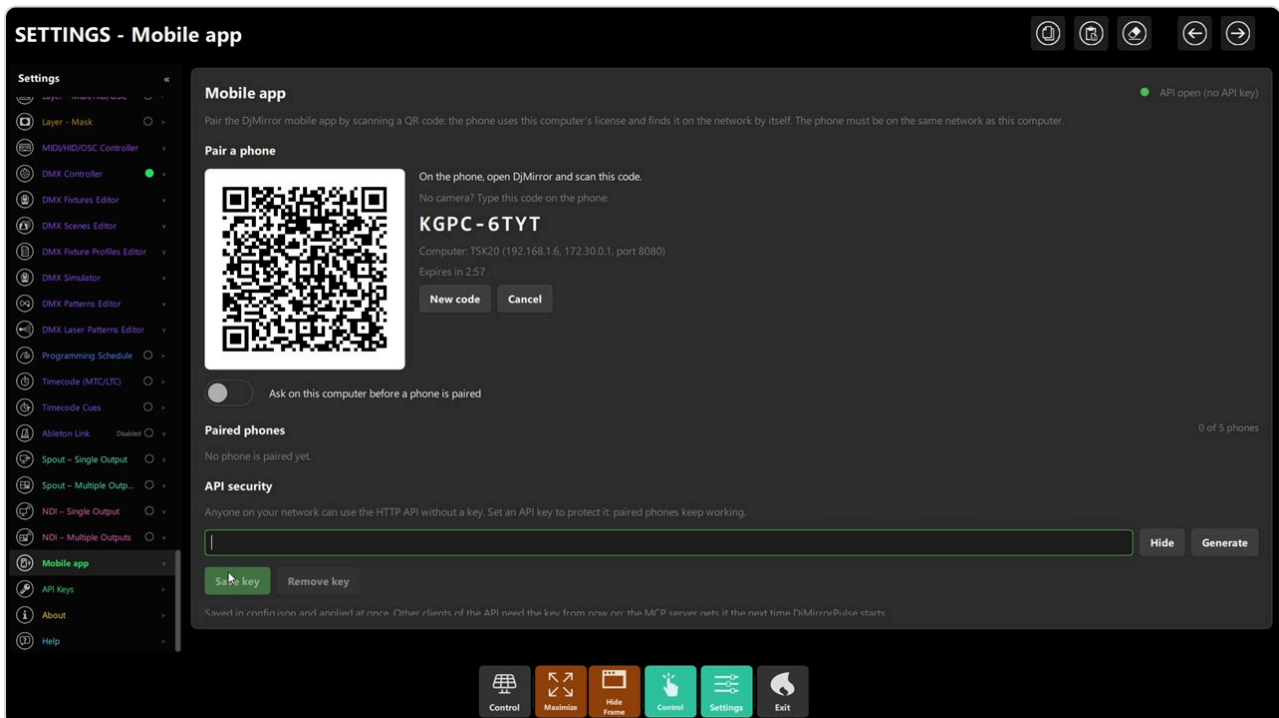


Figure 5: New code rotates the QR; the focused field is ready for Save key.

Step 4 – Retire (30 s)

Lost phone / crew change: row → **Unpair** (shows **Never connected** for stale ones). Over-limit adds need a free slot or a higher tier.

Chapter 4: Pre-Show Checklist

1. Server ON, same network as the operator phone, and the panel shows **N of M** with the right phone.
2. Approval switch as you want it (on for public venues).
3. API key set if the venue network is shared, and scripts updated with the key.
4. Phone rehearsed: style + playlist + DMX scene + marquee from the floor position (Wi-Fi dead spots found now).

Chapter 5: Troubleshooting

Symptom	Likely cause	Fix
Pair button errors	No license, server off, or no network address	The message names it: activate a license, start the server (<code>--server</code>), join the LAN
QR won't scan	Glare / tiny screen / expired (180 s)	New code , brightness up, scan fast
No approval popup	Approval off (auto) or panel closed (cancelled)	Check switch; re-open panel + new code
<code>403</code> <code>MOBILE_LIMIT_REACHED</code>	Tier phone cap hit	Unpair stale phones or upgrade tier
Phone sluggish	Crowded 2.4 GHz / weak signal	5 GHz SSID, AP near booth, wired PC
Key field locked	<code>DJMIRROR_API_TOKEN</code> set	Change it in the environment, not the panel
Scripts broke after setting a key	The scripts do not send it	Add the <code>X-API-Key</code> header (or Bearer); paired phones keep working
Phone shows <code>Never connected</code>	A stale pairing	Unpair it to free a slot

Chapter 6: Quick Recipe Card

- Server ON + same LAN + license → Pair a phone → scan (180 s) → Allow → **N of M**.
- Phone drives: styles/layers/artist/playlists/schedules/cues/sources + DMX scenes/live.
- Key: Generate → Save (instant); empty = open; env var locks the field.
- Retire: Unpair per row. Caps: 1 / 1 / 2 / 5 by tier.