

The Touch Control View

Your Daily Driver

This guide covers the touch-first Control view you operate during shows: its bottom action bar, the side-menu sections (Styles, Layers, Playlists, Artists, Scenes, FX Rules, Indicators), their management dialogs, the layer-order editor, and the window controls. If the...

DjMirror Pulse User Manual Series

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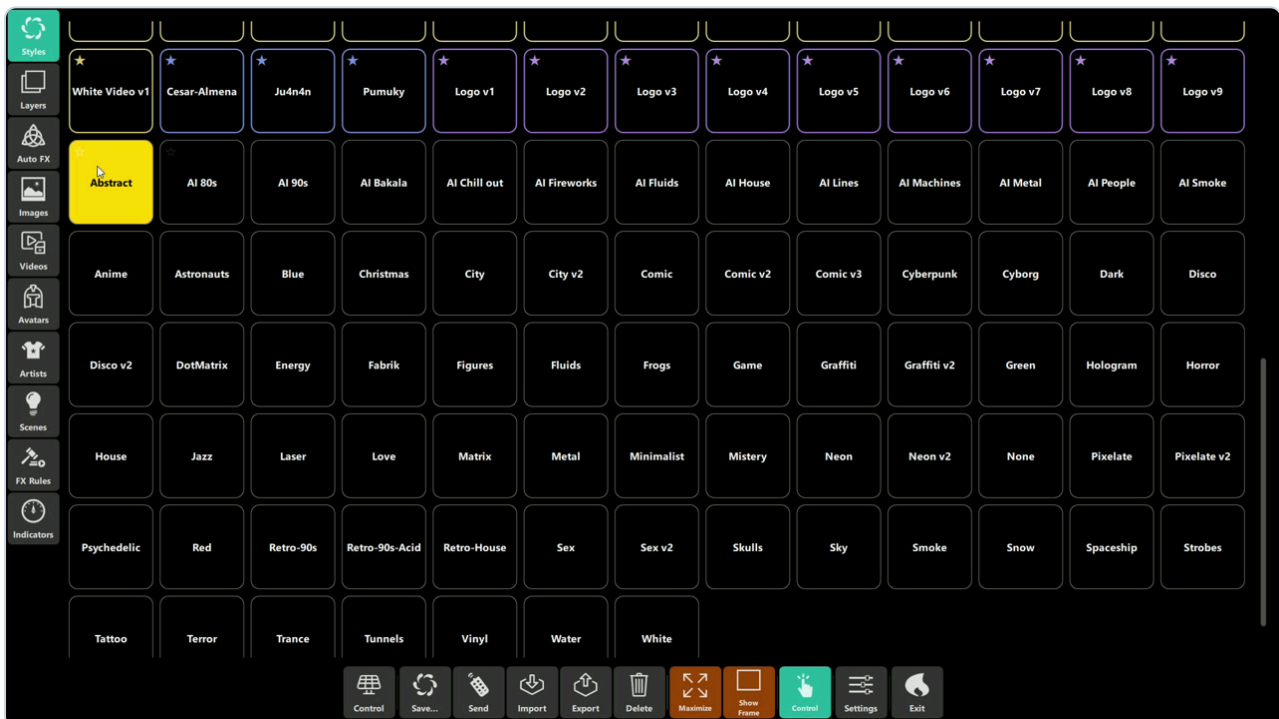
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Related guides: playlist content and searching are in [Media Search & AI](#) and [Content Management](#); what each layer does is in [Layers, Shaders & FX](#); every keyboard shortcut is in the [Keyboard Shortcuts Reference](#).

Chapter 1: The Bottom Bar In One Picture

Button	Effect
Control	Back to the Control grid view
Add / Edit / Delete (contextual)	Artists: add, edit by id, delete. Styles: Save..., Send, Import, Export, Delete (never <code>" "</code> / <code>"default"</code>)
Maximize / Restore	Main window fullscreen ↔ windowed + centered
Hide Frame / Show Frame	Main window frame on/off (windowed mode)
Maximize Control / Control	Separate (second-screen) window fullscreen ↔ 80 % windowed
Settings	Jump to the Settings tree
Exit	Quit — with a Confirm exit dialog (unlike <code>Ctrl+Q</code>)



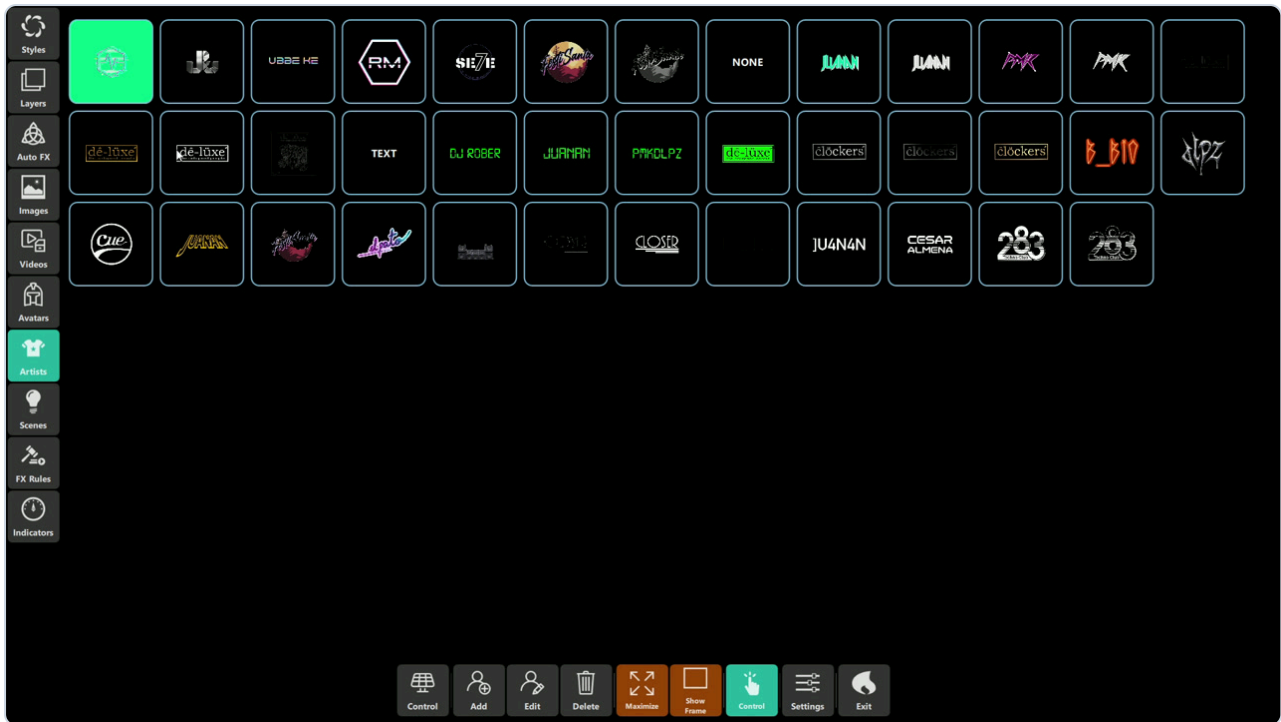
The bottom actions depend on the selected section. In Styles, the bar includes Save, Send, Import, Export, and Delete.

Notes: clicking the bar background hides/shows the bar (kiosk mode). The three window buttons are hidden on macOS. **Send** pushes the full live config to connected HTTP clients.

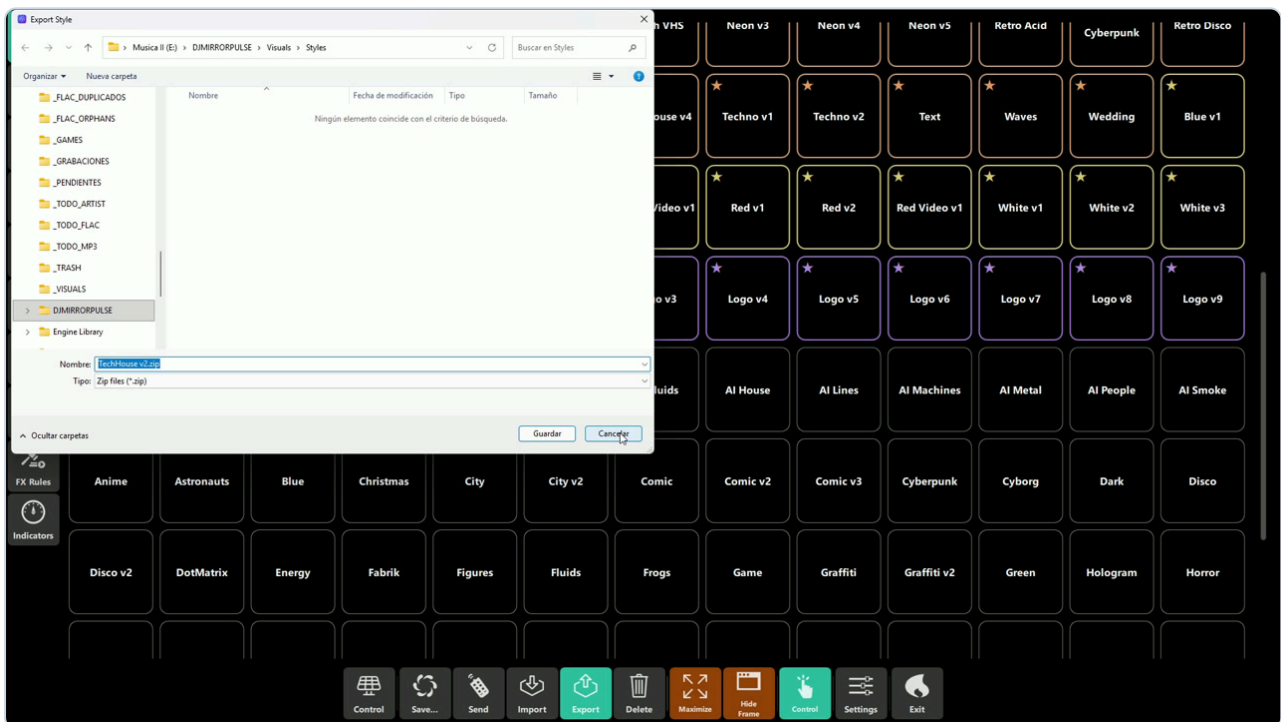
Chapter 2: Side-Menu Sections

Styles · Layers · Auto FX · Images · Videos · Avatars · Artists · Scenes · FX Rules · Indicators — each opens its Control grid. What matters per section:

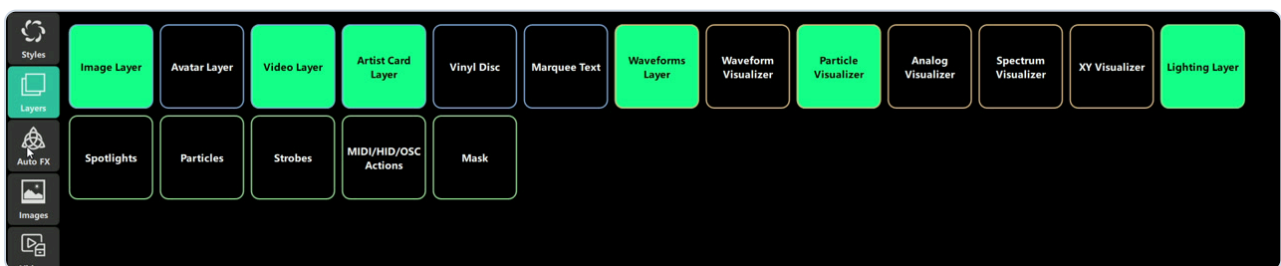
- **Styles:** **Save...** opens Override/Save-new with Style name, Author, Version, Description, Download URL, Is Installed (renaming creates a NEW style — warning shown). Delete asks Confirm Delete. Import/Export work on ***.zip** files (export defaults to **<currentStyle>.zip**).
- **Artists:** Add / Edit / Delete dialogs by artist id; selection syncs the live artist.
- **Images / Videos / Avatars:** ***.txt** playlist combo, New/Delete/Save-selection file buttons, add-from-disk, local+web search, download-all; choose the playlist tile in the relevant section, tick items, reorder with ± 1 moves, then save. A playlist file stores its items as newline-separated entries.
- **Layers** (18 tiles): Image Layer, Avatar Layer, Video Layer, Artist Card Layer, Vinyl Disc, Marquee Text, Waveforms Layer, the five visualizers (Waveform, Particle, Analog, Spectrum and XY Visualizer), Lighting Layer, Spotlights, Particles, Strobes, MIDI/HID/OSC Actions and Mask. Tap a layer tile in the **Layers** grid to turn that layer on or off; turning on a visualizer does not show anything unless the **Waveforms Layer** tile is on too. Reorder with **▲/▼** in Layer Management (saved on exit); the ordering editor does not enable layers.
- **Auto FX:** tap an effect tile to turn that automatic effect on or off. The tile grid is a quick way to choose which audio-reactive effects are available; use **FX Rules** to adjust their thresholds and limits.
- **Scenes:** choose a scene mode (**Per scene**, **Auto**, **Manual**, or **Mix**; the screenshot label is **Mixto**) and use the scene tiles. Some tiles are direct actions; others run timed scenes. When DMX fixtures are configured, their controls appear below the scene grid. Choose the laser pattern and dimmer there when available. **Blackout** sends a blackout command to all DMX universes; use **Clear Blackout** to release it.
- **FX Rules:** inspect and adjust the thresholds and effect limits used by audio-triggered rules. The cards group related controls; their current numbers are configuration examples, not recommended values.
- **Indicators** (**DEBUG PANEL**): MAIN METRICS (Energy, Silence vs threshold), CHARACTERISTICS (BPM, Danceability, Rhythm, Vibe, Harmony...), SILENCE DETAIL (state, frames, energy, smoothed value), the 9 screen zones **zone0-8Color**, and live performance status. Your live truth during soundcheck (see [Audio guide](#)).



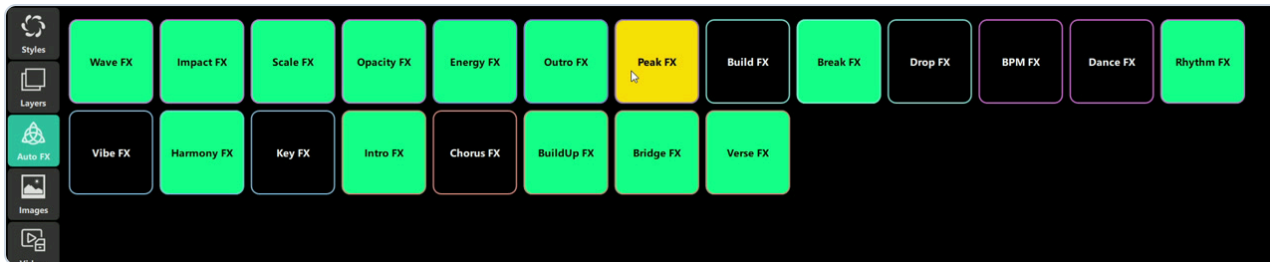
Select an artist tile to make that artist active. Use the contextual Add, Edit, or Delete buttons for artist management.



Export opens the system file dialog. Choose a destination and ZIP filename, then save the style archive.



Tap a layer tile to toggle it. The bright tiles in this captured screen are on; dark tiles are off.



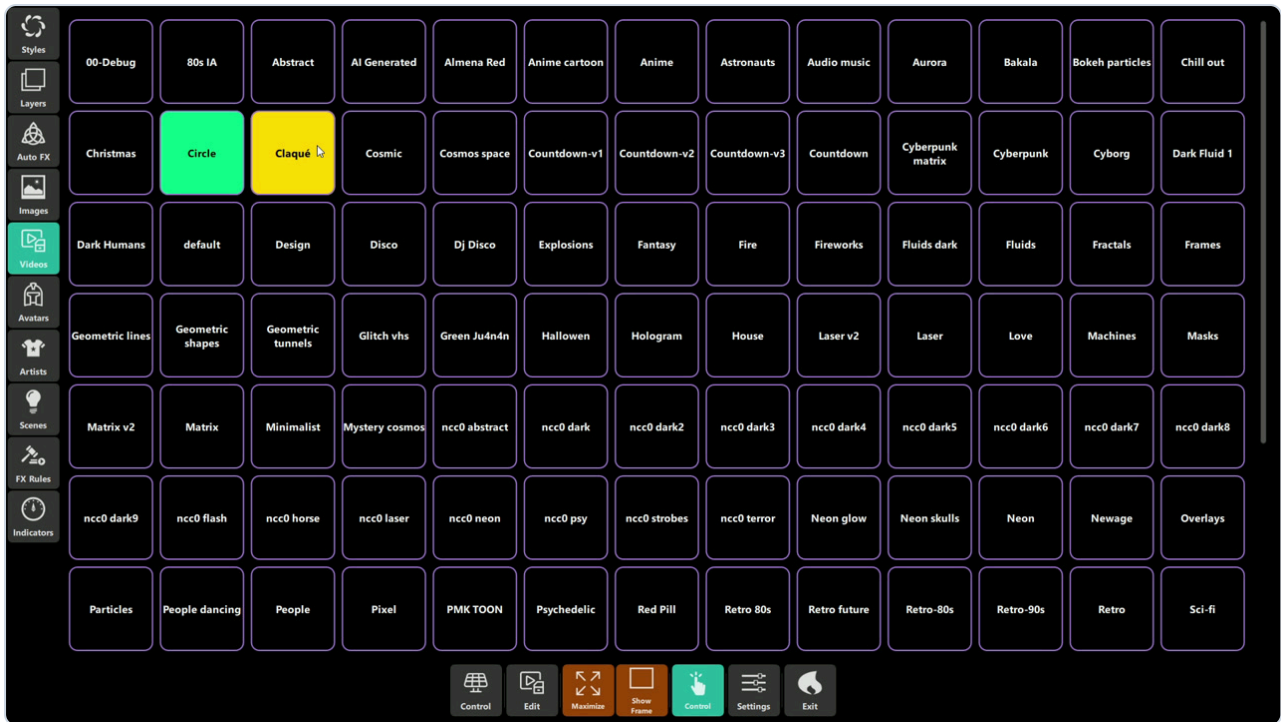
Tap an effect tile to toggle that automatic effect. This is separate from changing its threshold in FX Rules.

Choosing a media playlist

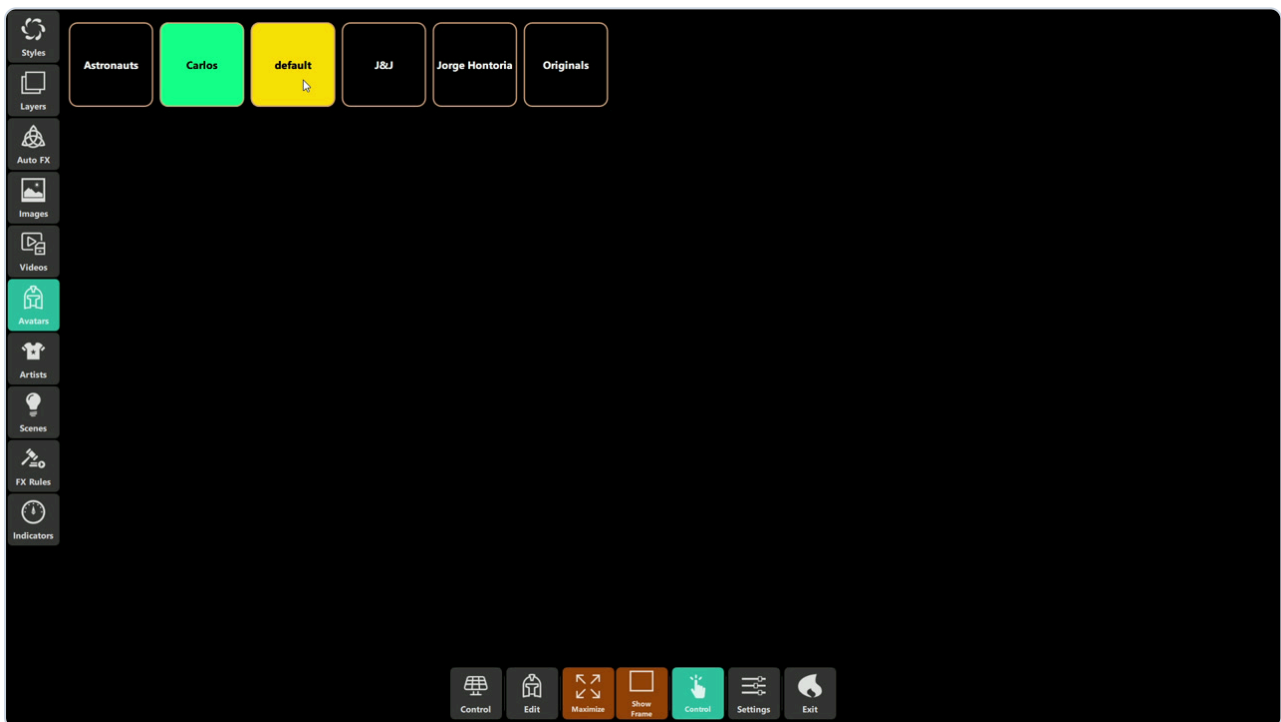
Open **Images**, **Videos**, or **Avatars** in the left menu, then choose the playlist tile you want to work with. These screenshots show the playlist grids; the highlighted tile reflects the captured cursor/selection state and is not a recommended default.



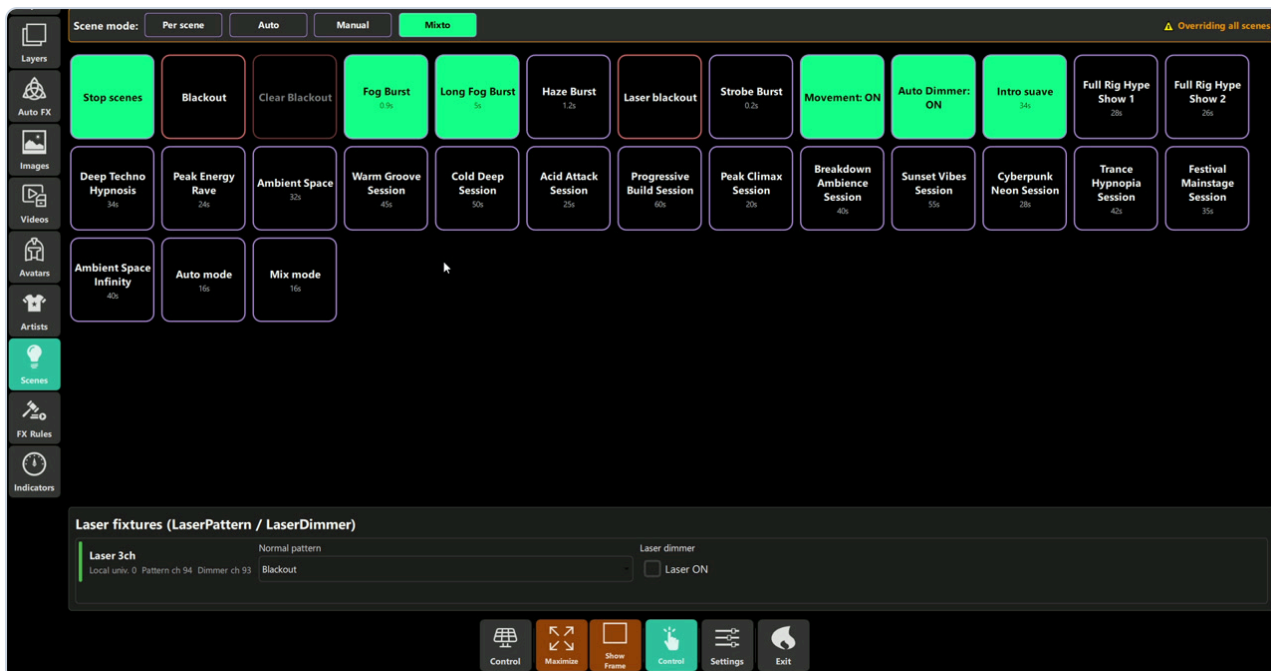
Choose an image playlist from this grid. The highlighted tile is the selection shown in the screenshot, not a recommended default.



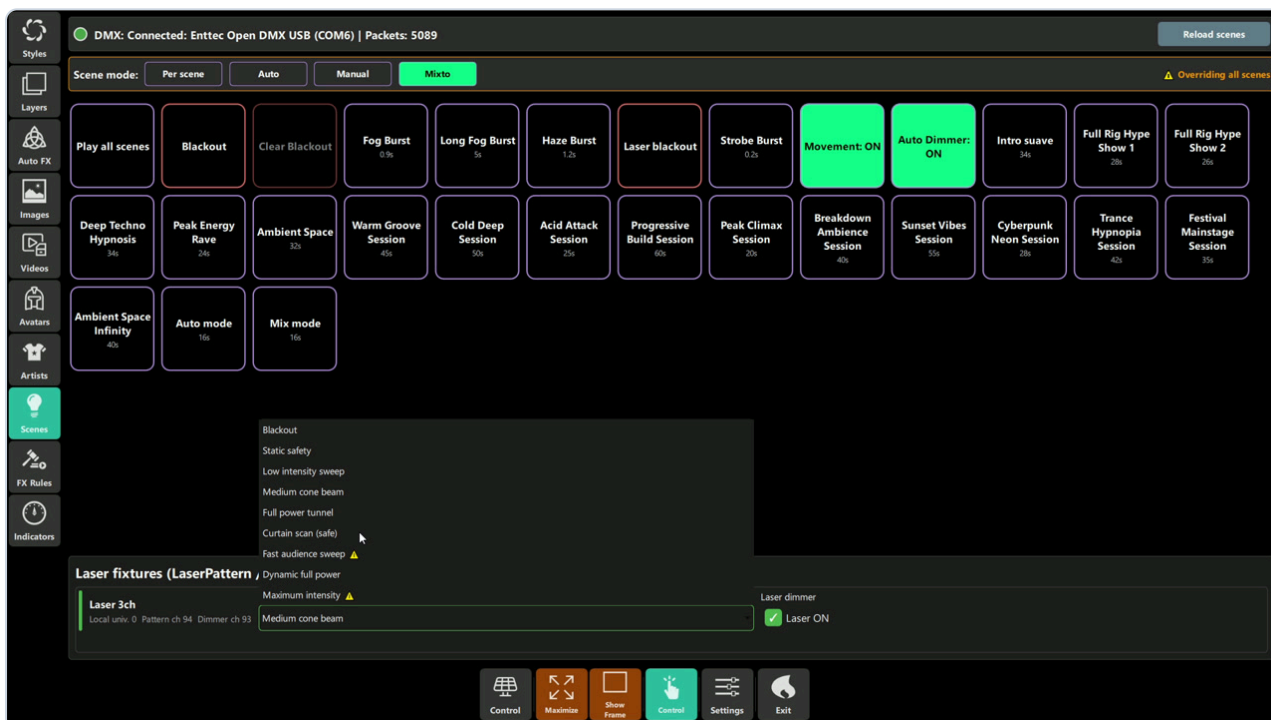
Choose a video playlist from this grid. The highlighted tile is the selection shown in the screenshot, not a recommended default.



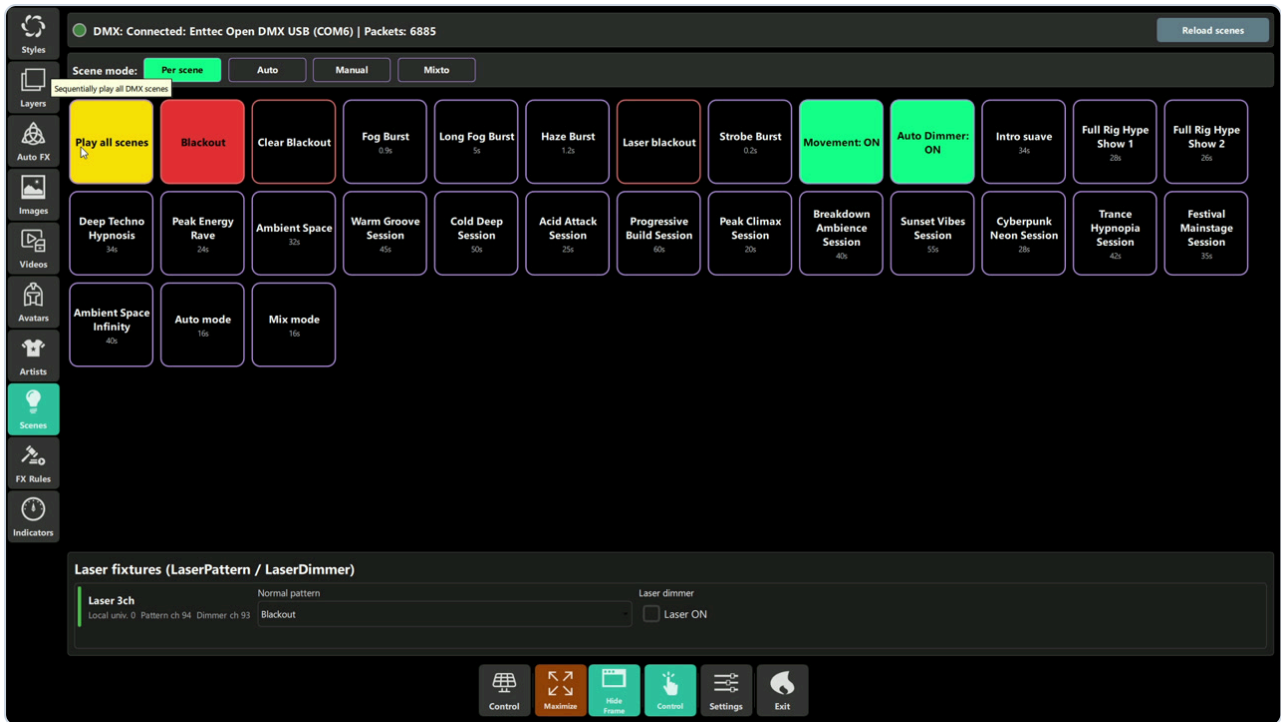
Choose an avatar playlist from this grid. The highlighted tile is the selection shown in the screenshot, not a recommended default.



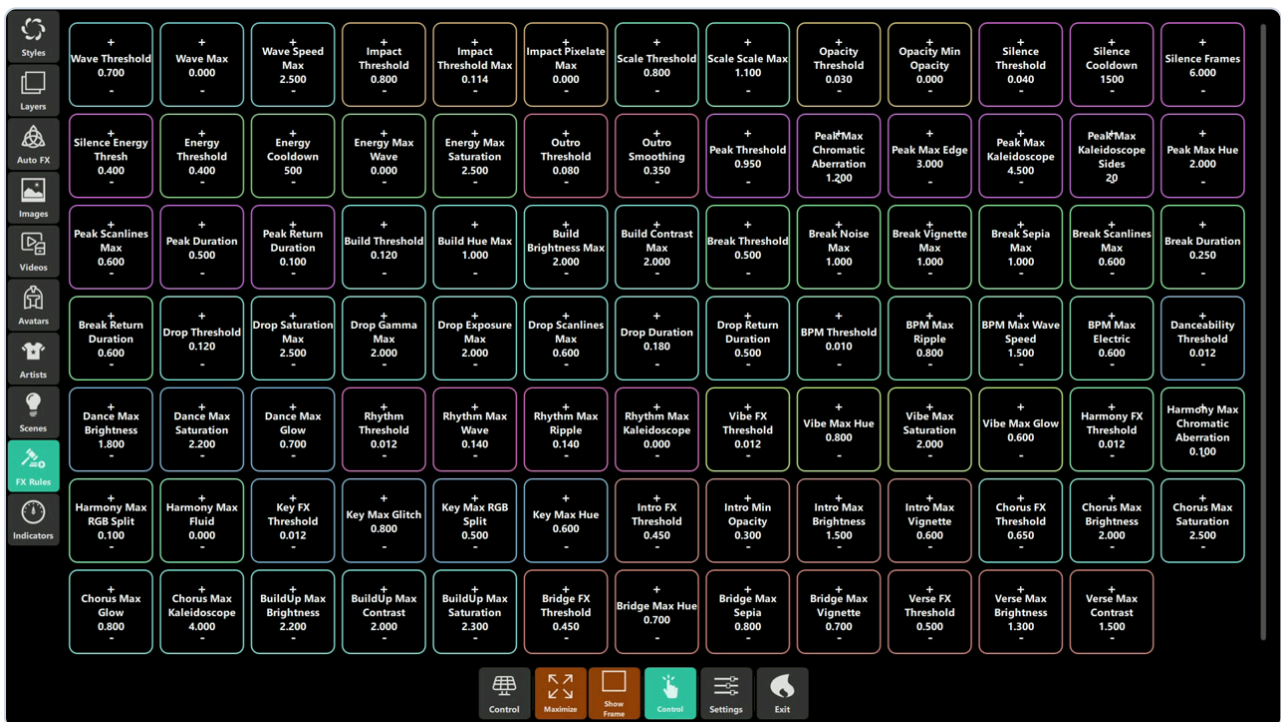
The selected scene mode is highlighted. The tile colors and durations shown are the captured live setup, not a preset recommendation.



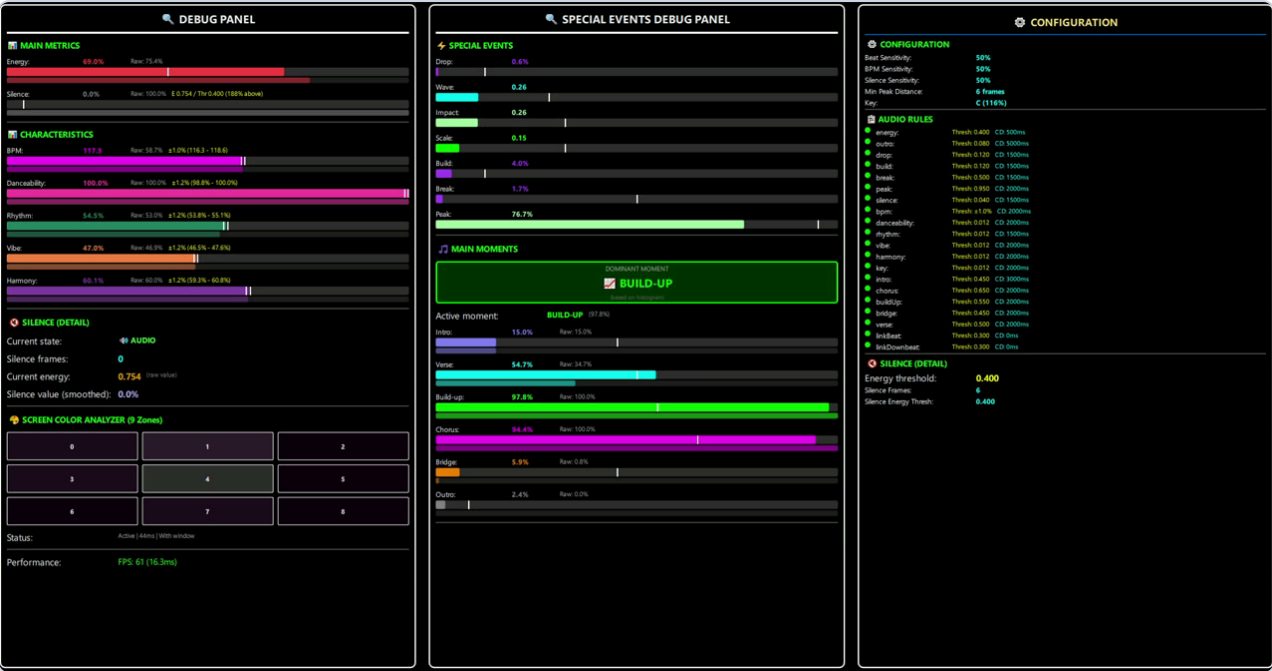
When a supported fixture is connected, choose its laser pattern and dimmer in this panel. The selected pattern and checked Laser ON box are only the captured state; use appropriate safe settings for your venue.



Blackout turns off output across DMX universes; select Clear Blackout to restore output. Check the lighting rig before releasing blackout.



Each card shows a rule parameter and its configured value. Use the controls in the app to change values for your setup; the numbers in this capture are examples.



The dashboard brings audio metrics, detected events, silence details, screen zones, and rule configuration together. Live readings change with the input signal and are not fixed targets.

Chapter 3: Pre-Show Checklist (Control View)

1. Styles: tonight's look saved (or imported `.zip`), Delete-protected defaults untouched.
2. Images, Videos, and Avatars: choose the intended playlist in each section and verify its item order.
3. Layers and Auto FX: enable only the tiles needed for the show.
4. Playlists: `.txt` files saved, order verified with ± 1 moves.
5. Scenes and FX Rules: confirm the right scene mode and intended audio-rule values.
6. Indicators: detectors alive, silence state correct, zones lit.
7. Bar hidden (background click) for a clean booth screen; Exit needs confirmation — safe.

Chapter 4: Troubleshooting

Symptom	Likely cause	Fix
Save created a duplicate style	Renamed in the dialog	Renaming always creates new — intended; delete the spare
Can't delete a style	It's "" / "default"	Protected — pick another current style first
Reorder lost after exit	Exited oddly	Order saves on clean exit; use Exit/Settings flow
Window buttons missing	macOS	Hidden on macOS by design — use Ctrl+W / Ctrl+S
Bar disappeared	Background click hides it	Click background again

Chapter 5: Quick Recipe Card

- Bar: Control · contextual Add/Edit/Delete/Save/Send/Import/Export · Maximize/Hide-Frame/Control-windows · Settings · Exit (confirmed).
- Styles in `.zip`; artists by id; media playlists as `.txt` with ± 1 reorder; layer and Auto FX tiles toggle their functions on or off.
- Scenes provide selectable modes and tiles; FX Rules expose audio thresholds; Indicators show live metrics, silence detail, and 9 zones.