

▶ QUICK START



MX DESIGNER

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# MX DESIGNER

FOR THE

HOME THEATER MASTER

## MX-1000

# QUICK START

## GUIDE



## MX DESIGNER

Designer is the software design program for the Home Theater Master MX-1000 universal learning remote control. It is simple and interesting to use. The “drag ‘n’ drop” is a key concept of the program, allowing you to easily position buttons on device Pages. Drawing tools are provided to help you create your own buttons.

This Quick Start Guide is provided to allow you to get right into using the Designer software. For more detail, refer to the *MX Designer User Guide*.

### **Quick Start outlines the following:**

- Navigation tips
- File transfers
- Upload program files from the MX-1000 remote to the software
- Download program files from the software to the MX-1000 remote
- Change and replace buttons
- Edit buttons and text
- Import command sets from earlier versions of MXOP

## NAVIGATION TIPS

HTM Designer features an interesting navigation capability among its many other benefits. We call it the “Double-click ‘n’ Go” trick. It applies both to the Main Device Page screen, and to individual device Pages.

1. Open the Main Device page. Double-click on any **Device** button to jump to the first page of the Device.
2. Open any Device page. Double-click the **Last Page** icon to cycle through the Pages in that Device.

## PREPARING THE SOFTWARE

To install the software, double-click on the `mx-1000.exe` file and follow the instructions. Once installed, connect your MX-1000 remote, using the provided cable, to a free serial port on your PC. Serial 1 seems to work best, with the bit rate of the port set to 115,200.

Run the software from the Start > Programs menu to load the default `.mx` operating program.

## FILE TRANSFERS

### SAVE YOUR PROGRAM FILES FIRST

Before beginning the process, you should always save the programming you have already performed on the MX-1000. You can then easily retrieve the settings if you need them. This section describes how to do just that.

### UPLOAD PROGRAM FILES FROM THE MX-1000 REMOTE

1. On the remote, go to **System Settings > Program Loading** to prepare.
2. With the MX-1000 serial cable plugged in, click the **Upload** button on the software Buttonbar.
3. In the software, select **Save as new file for the operating program**.
4. On the remote screen, press the **UpLoad** button under the heading **Operating Program**. The software shows a progress bar, and displays an "Upload program completed" message when done.
5. Click **OK**, and type in a filename in the **Save As** dialog box.



### UPLOAD LEARNED FUNCTIONS FROM THE MX-1000 REMOTE

1. On the remote, go to **System Settings > Program Loading** to prepare.
2. With the MX-1000 serial cable plugged in, click the **Upload** button on the software Buttonbar.
3. In the software, select **Update the learned functions to current file**.
4. On the remote screen, press the **UpLoad** button under the heading **Learned Program**. The software shows a progress bar, and displays an "Upload program completed" message when done.
5. Click **OK** to proceed with other work; the file is saved automatically to the \*.mx file you have open. Alternately, you could select the **Save as new file for the operating program** option and upload the program files.
6. Select **Save as new file for the operating system**, and type in a filename in the **Save As** dialog box.



### DOWNLOAD PROGRAM FILES AND LEARNED FUNCTIONS TO THE MX-1000 REMOTE

1. On the remote, go to **System Settings > Program Loading** to prepare.
2. With the MX-1000 serial cable plugged in, click the **Download** button on the software Buttonbar.
3. Press the **DownLoad** button on the remote screen. The software asks if you would like to:
  - Download Program Data, or
  - Download Learned Data.



4. Press the **DownLoad** button under the heading **Operating Program** on the remote. The software shows a progress bar, and displays a "Completed downloading of operating program data" message when done.
5. In the same dialog box, you are then given the opportunity to download **Learned Data**. To download Learned Data, follow the same steps but press **DownLoad** under **Learned Program** on the MX-1000.

## THE WORKSPACE

Designer refers to the operating program files as the *Workspace*. You do all your button edits, drawing, and program manipulating within a *Workspace* that you then save with an extension of `.mx`.

To open a *Workspace*: Click **File > Open Workspace**, and select your `*.mx` file.

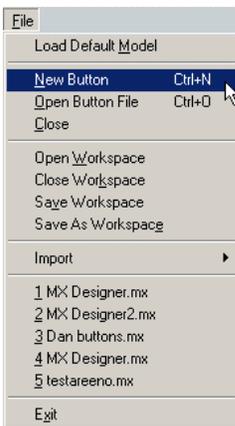
To close a *Workspace*: Click **File > Close Workspace**. If you have made changes to the file, a **Save** dialog box opens. The **Close Workspace** function clears the program of your current work without closing Designer.

To save a *Workspace*: Click **File > Save Workspace** or **Save As Workspace** when you have a file open in Designer.

## MX DESIGNER INTERFACE

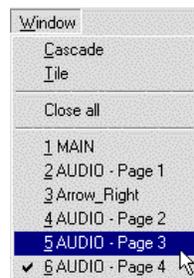
### MENU BAR

Designer's Menu bar is pretty straightforward, but there are a couple of items of special interest:



- **New Button**: Opens a blank button Draw window
- **Open Button File**: Opens a `*.btn` file previously saved
- **Workspace** items: Open, Close, and Save the entire *Workspace* operating program for your MX-1000, including buttons and commands
- **Import**: Convert older MXOP files to the MX Designer format

• Using the **Window** menu, you can **Cascade** or **Tile** all open Page displays. Moreover, you can also cycle through all open windows (unlike the arrow icons, which cycle through a single device only).



## BUTTON BAR

There are a few buttons that are unique to Designer.



- The Upload and Download icons are self-explanatory.



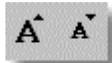
- The Tree icon brings the Main Page back to the top of the pile when a number of windows are open.



- The Left and Right arrow icons allow you to cycle through the open Pages of a single Device.



- There are two Text icons: the boxed **T** edits text labels; the open **T** edits text on the background. You do not have to select these icons, usually: clicking on the area you want to edit will activate the appropriate mode.



- The Text Size icons switch between small- and large-sized letters.



- The Grid icon overlays a positioning grid on Device Pages, to help you precisely locate any buttons you choose to move.



- Cascade and Tile icons are a method of organizing Display Page windows.



- The Close icons allow you to close the currently-active window, or close all windows in the Workspace at once.

## WORKING WITH BUTTONS

Using MX Designer, you can add, delete, edit and create command buttons. You can also edit button labels and add text directly to the background of any Page screen.

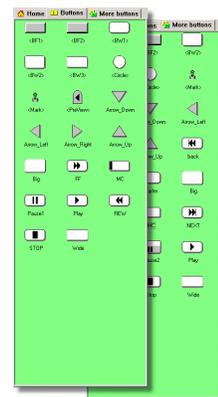


**NOTE:** All changes take place when you **Exit** the program and are asked to **Save** the \*.mx file.

### USING THE BUTTON TEMPLATES

Most button changes to Device Pages are saved automatically. The MX-1000 can hold about 50 button designs in active memory. If you create more buttons than you can use, Designer allows you to store them for later retrieval on the **More buttons** template.

1. Edit or create your buttons using the procedures described below.
2. Save the button by clicking the **Draw** window close-button; the **Icon modified** dialog box allows you to save directly to either the **Buttons**



or **More buttons** template, or as a \*.btn file for future use or for sharing.



**NOTES:** Only the buttons saved on the **Button** template tab are recognized by Designer when downloading. Buttons stored in the **More Buttons** template are not used.

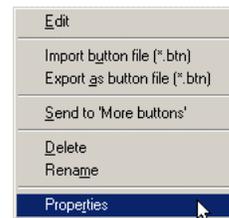
## OPENING BUTTON FILES

You can open or save a button as an individual file by using the **File > Open Button File** menu item, or by right clicking anywhere on one of the Button templates. If you click on a button located on one of the button templates, you can also do a couple of other things, like **Delete** and **Rename**.

## BUTTON PROPERTIES

By selecting the **Properties** item from the menu pop-out:

- you can rename the Icon Properties used to display button names on the templates:
  - **Icon name (visible name):** This naming option is obvious.
  - **Default Button Name:** The name you enter here automatically becomes the button *label* next time you drag the button into position on a Display Page.



## TO ADD A BUTTON TO A DEVICE

1. Open a page in the Device Tree.
2. Click the **Button** or **More buttons** tab.
3. Click and drag any button to the Device Page window.
4. Click **OK** in the **Button Function Property** sheet that opens.

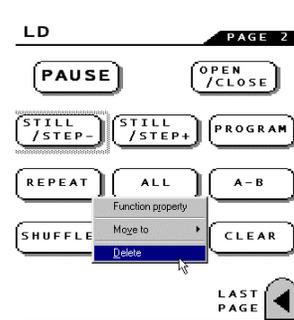


**NOTE:** Learned data commands are only available in the Button Function property sheet if you have previously uploaded Learned Functions.

5. Drag the button into position. Changes are saved automatically.

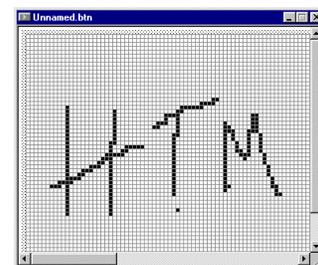
## TO DELETE A BUTTON

1. Select a button on any Device Page in the Page Preview windows.
2. Right-click and select **Delete**. Changes are saved automatically.



## TO EDIT A BUTTON

1. Open a page in the Device Tree.
2. Click the **Button** or **More buttons** tab.
3. Double-click any button; a **Button Draw** window opens, and the drawing tools display on the right side.



4. Drag the edge of the Button Draw window to provide a floating workspace.

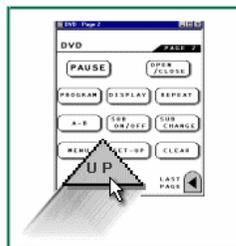
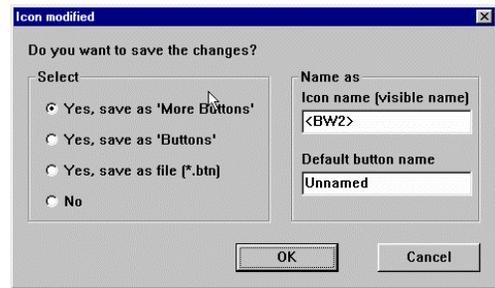


**NOTE:** Use the **Window** menu **Cascade** and **Tile** commands or buttons when working with several Page preview windows to see all windows that have been opened.

5. Use any of the drawing tools, color selectors, and eraser to alter your selected button.
6. When satisfied with the changes, click **File > Save Button File**, or **File > Save Button As...**
7. Provide a name for the button; click **OK**.

### TO CREATE A NEW BUTTON

1. Click **File > New Button File**.
2. Use any of the drawing tools, color selectors, and two sizes of eraser to create a new button.
3. When satisfied with the changes, click **File > Save Button File** or **Button Save As...**
4. Click one of the **Save** options:
  - **Yes, save as "More Buttons"**: saves to the More buttons template
  - **Yes, save as "Buttons"**: saves to the Buttons template
  - **Yes, save as file (\*.btn)**: saves as a button file, if you prefer to access it later
5. Type an **Icon name**; this will identify the button in the button template display.
6. Type a **Default button name**; this provides a label for the button when you drag it onto a Device Page.
7. Click **OK**.



## IMPORTING FILES FROM VERSION 1 OF MXOP

You can still use the command sets and program files you may have created in earlier versions of the software. MX Designer is a completely revamped design tool for the MX-1000 remote. Version 1.x files from the MX Operating Program are not compatible with MX Designer. They can, however, be converted into Designer format. MXOP file types that can be converted are: MDL, PDT, BTN, and LDT.

### To Import MDL Files from MXOP

1. Click **File > Import > MDL (button layout file)**.
2. If you had previously imported any files, the program asks if you want to save your work. Click **YES** and save the changes as a new .mx file.



**NOTE:** The saved .mx file is not compatible with the MXOP.

3. A **Button.ini** browser window opens; click the .ini file associated with the buttons in your chosen .mdl file. A progress bar indicates success of the import procedure.
4. Make any button design or programming changes.
5. **Exit** the program, and save the new .mx file when prompted.

### To Import PDT Files from MXOP

1. Click **File > Import > PDT (preprogrammed Device command codes file)**.
2. If you had previously imported any files, the program asks if you want to save your work. Click **YES** and save the changes as a new .mx file.



**NOTE:** The saved .mx file is not compatible with the MXOP.

3. Choose a PDT file in the file browser window and click **Open**.
4. Make any button design or programming changes.
5. **Exit** the program, and save the new .mx file when prompted.

### To Import LDT Files from MXOP

1. Click **File > Import > LDT (command codes you have taught to your remote)**.
2. If you had previously imported any files, the program asks if you want to save your work. Click **YES** and save the changes as a new .mx file.



**NOTE:** The saved .mx file is not compatible with the MXOP.

3. Choose an LDT file in the file browser window and click **Open**.
4. Make any button design or programming changes.
5. **Exit** the program, and save the new .mx file when prompted.