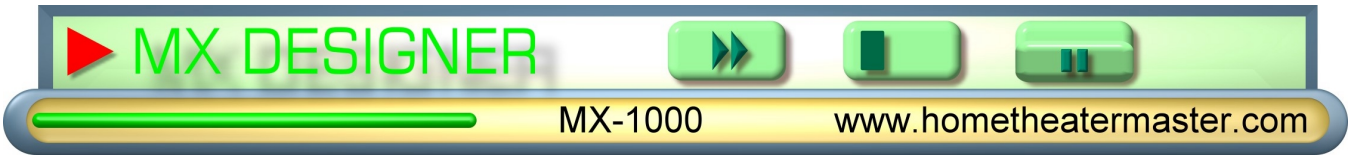

MX DESIGNER

SOFTWARE FOR THE
HOME THEATER MASTER

MX-1000

USER GUIDE

CONTACT INFORMATION

Home Theater Master and Universal Remote Control, Inc., are dedicated to putting customer requirements first. With the introduction of the HTM MX-1000 , the MX Operating Program software, and the MX Designer software, our entire team has worked diligently to provide one of the most sophisticated home entertainment accessories available.

We will continue to improve and upgrade the MX Designer software. With that in mind, we'd like you to know that we look forward to your comments and questions. You can contact us via the following:

Universal Remote Control, Inc.
500 Mamaroneck Avenue,
Harrison, NY. 10528

Website: www.hometheatermaster.com

Customer service e-mail: service@urcmx.com

Customer service hours are 9:00 a.m. to 6 p.m. EST, Monday-Friday.

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Software v 2.25. April 2001.
Document v 2.25.2

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CHAPTER 1

INTRODUCTION

MX Designer is a powerful addition to the MX-1000 preprogrammed/learning universal remote control from Home Theater Master. It allows you to quickly and easily refine the capabilities of your remote by customizing Device screens, or pages. Using a PC and a serial cable connected to your remote, you can download new button and page designs to your remote and upload previously-created page definitions for storage and manipulation. You can even import command sets from earlier versions of the MX Operating Program.

NOTE: A tiny MX-1000 in the margin is used throughout this guide to indicate important information.

QUICK START: USING DESIGNER RIGHT AWAY

A companion to this Guide is the *Quick Start* booklet. Refer to it now if you want to cut to the basics of file transfer and button design.

MX DESIGNER OVERVIEW

- Change existing buttons, Draw new buttons: see page 20.
- Redesign Device Page layouts: see page 19.
- Drag old and new buttons onto Device Pages: see page 19.
- Import Files from previous versions: see page 10.
- Save buttons for future use: see page 17.
- Archive multiple Workspaces for different requirements: see page 14.
- Upload and Download new Device button designs to the MX-1000: see page 7.

Covered in this chapter:

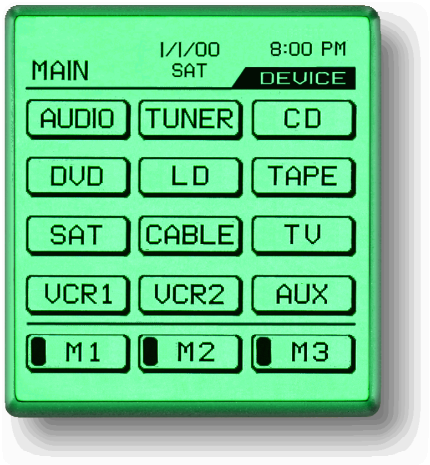
- Why software?
- What MX Designer can do

WHY SOFTWARE?

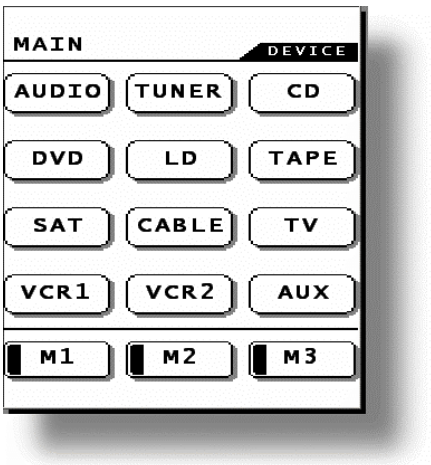
Why would you want to use software to program your remote, when you already know that the MX-1000 itself is quite capable of creating and assigning buttons for all your Devices? Simple: the software can do much more, and it does it faster.

On the other hand, if you don't feel inclined to create master works of art for your buttons, or you're not comfortable with PC software, you can bypass Designer altogether and still enjoy a rich, complete experience setting up the MX-1000 directly from the remote. The choice is yours: however, may we suggest that the possibilities for creativity using MX Designer can provide some pretty interesting results… .

Take a look at the figure below, which compares an actual MX-1000 screen with the MX Designer display screen. You can see that the software duplicates the remote's main display area. This is one of the design details that makes using the MXOP so simple.



MX-1000 Main Screen



MX Designer Main Screen

NOTE: You can see a difference in the typeface shown on the remote's screen compared to the MX Designer 's screen. When designing or editing buttons, careful centering of text on buttons will ensure proper placement of labels following downloading to the remote.

MX DESIGNER FEATURES

Of course, you still need the remote for some programming functions. Here's a basic list of what you can expect the software to do for you.

WHAT MX DESIGNER CAN DO:

- Change, delete, add, and copy buttons, to a total of 50 designs (each of which can be used many times on different page displays).
- Add new buttons from the preset library; drag buttons from the library to Device pages.
- Drag 'n' drop buttons to new positions.
- Change button labels, using two sizes of text at once, if desired.
- Design new buttons with built-in drawing tools.
- Zoom in to individual-pixel level for exact drawing.
- Position buttons precisely with grid control.
- Create and store extra buttons for future use.
- Upload settings from the MX-1000, which can then be changed.
- Maintain macros and punch throughs during the data transfer process.
- Save uploaded page formats to disk.
- Download new and revised page and button designs to the MX-1000.
- Import command sets from the MXOP software.
- Import page and button designs (command sets) from files created by other users.
- Provide speedy operation through extensive use of mouse right-click.

WHAT MX DESIGNER CANNOT DO (YET)

- Add preprogrammed commands to buttons.
- Delete blank or unused pages.

CHAPTER 2

HOOKING UP THE HARDWARE

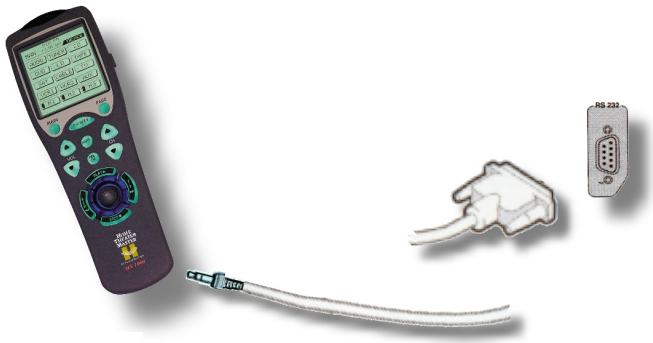
The MX Designer program can transfer Device data to and from the MX-1000 remote control.

Covered in this chapter:

- Connecting the serial cable
- Serial Port Settings

Transferring data is accomplished with the special cable provided with the MX-1000.

CONNECTING THE SERIAL CABLE



Remote to PC Connector Cable

One end of the cable is a mini-jack that plugs into your MX-1000; the other end is an RS-232 serial connector that goes to a PC serial port.

To connect your MX-1000 to your PC:

1. Ensure that you have a spare, active serial port on your PC. You may have to change a setting in your BIOS.
2. Plug the female serial connector to a serial port on your PC.
3. Plug the mini-jack into the MX-1000's base.

NOTE: Prior to downloading any new settings to your remote, it is a good idea to upload your current settings and save them. This way, you will always have a backup in case an operation fails, especially if you have already spent some time programming your remote.

To upload and download data, refer to Chapter 2, *Transferring Data*.

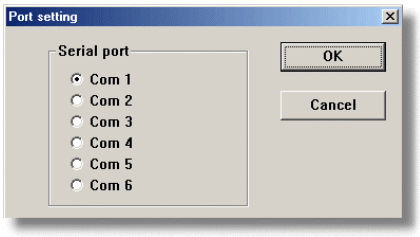
Buttons you design are easily transferred to your MX-1000 remote control. Storing layouts that you've created and taught on your MX-1000 can be uploaded to your PC for storage and manipulation. See Chapter 2 for simple instructions on hooking up your remote to your PC.

SERIAL PORT SETTINGS

Data transfer via serial ports can sometimes be tricky. To set up the software for a port on your PC:

1. Click T**ools > Settings**.
2. Click to select a serial port that you know is available. Com 1 is recommended.

If a particular port is not is in use or not activated, you will have to do some troubleshooting, either to set up your BIOS or remove Com port conflicts.



3. Check to ensure that your PC's port settings conform to the following:

PARAMETER	SETTING
Bits per second:	115200
Data bits:	8
Parity:	None
Stop bits:	1
Flow control:	Xon / Xoff

Before you can transfer data between the Designer software and the MX-1000 remote control, you must connect the serial cable between your PC and the remote.

You can also import and use command sets created with the MX Operating Program (*see Importing Command Sets from MXOP* on page 10) as well as use other Designer files (see ***Error! Reference source not found.*** on page **Error! Bookmark not defined.**).

CHAPTER 3

TRANSFERRING FILES AND DATA

Operating data and button information stored in your MX-1000 remote control can be saved to disk using the MX Designer software. New files created using MX Designer can be transferred to the remote as well. And, you can use .mx Workspace files and data created by others.

Older data files created using the MX Operating Program can be converted for use in MX Designer; refer to Chapter 4 for details.

Covered in this chapter:

- Workspace files and data types
- Transferring Files:
  - Uploading Files from MX-1000 remote to MX Designer
  - Downloading Files from MX Designer to MX-1000 remote

WORKSPACE FILE AND DATA TYPES

All button design and edit work is done within the Designer Workspace. (Learn more about the Workspace in Chapter 7). The key resource tool for the Workspace is a single **.MX** file format.

The program and command-code content held in the MX-1000 can be sent to Designer, and saved as a Workspace file. This action creates a transferable .mx master file. This file is highly portable: anyone with Designer can use it to reprogram their own MX-1000. And, for peace of mind, your own designs and programming can be backed up or archived for later retrieval.

Workspace files include the following information:

- button images
- button placement on all Device pages
- command codes associated with each button
- macros created on the MX-1000
- punch through information created on the MX-1000

TRANSFERRING DATA

Buttons you design are easily transferred to your MX-1000 remote control. Layouts that you've created and taught on your MX-1000 can be uploaded to your PC for storage and manipulation. (See Chapter 2 for simple instructions on hooking up your remote to your PC.)

UPLOADING

Begin by uploading your current MX-1000 settings to the program. This will allow you to save a backup of your remote's commands, which you can always reinstall if you make a mistake or change your mind.

The MX Designer Workspace is comprised of two types of data:

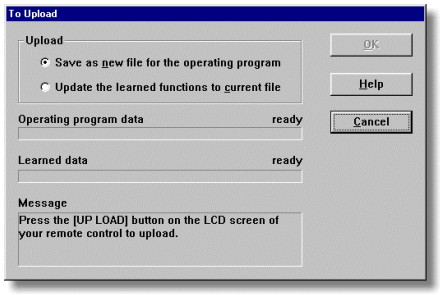
- **Operating Program data**: includes description, design, labels, macros, punch throughs, and placement of buttons.
- **Learned Program data:** includes Device codes and learned commands for individual buttons.

To upload Workspace data from your MX-1000:

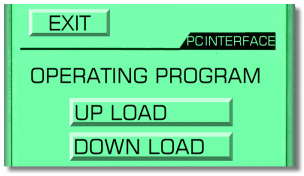
4. Ensure that you have correctly connected your PC and remote using the supplied cable; see *Chapter 2*.

On your MX-1000, select **Program Loading** from **the System Setting** screen. *The PC Interface* screen displays.

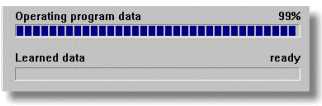
5. From the software menu, click **Tools > Upload** or the **Upload** icon on the button bar.
6. Click **Save as new file for the operating system** in the dialog box.



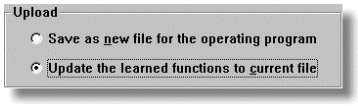
7. Press the **Up Load** button under **Operating Program** on the remote's *PC Interface* screen. The software takes control and transfers the data from your remote to the PC; a progress bar displays, indicating that the transfer is active.



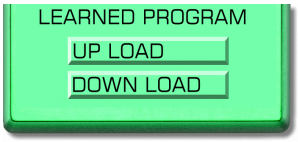
The progress bar text reports **Done** upon successful completion. Click **OK** to save the Workspace file; you can give it a new name or save it as an existing `.mx` file.



8. To upload Learned Data, repeat Step 5, but click **Update the learned functions to current file**.



9. Press the **Up Load** button under **Learned Program** on the remote's *PC Interface* screen. The software takes control and transfers the data from your remote to the PC; a progress bar displays, indicating that the transfer is active.



10. The progress bar text reports **Done** upon successful completion. Click **OK**.

NOTE: The uploaded data is automatically integrated with the open Workspace file.

11. Begin designing your new Workspace. See *Drawing buttons* on page 20 for details.

DOWNLOADING

Once you have created a new command set for your MX-1000 using MX Designer (or if you simply want to reinstall an earlier setup), you can easily transfer Workspace data to your remote. The procedure is basically the opposite of Uploading.

Both types of Workspace data can be transferred to the remote:

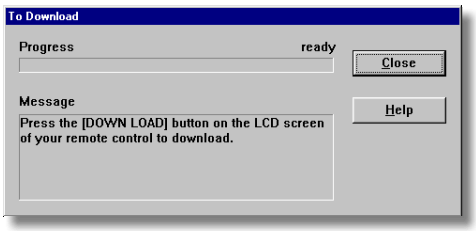
- **Operating Program data**: includes description, design, labels, macros, punch throughs, and placement of buttons.
    - **Learned Program data:** includes Device codes and learned commands for individual buttons.

To download the Operating Program to your MX-1000:

12. Ensure that you have correctly connected your PC and remote using the supplied cable; see Chapter 2.

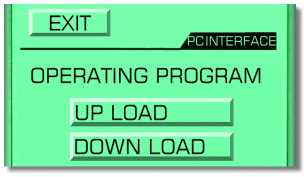
On your MX-1000, select **Program Loading** from the remote's *System Setting* screen. *The PC Interface* screen displays.

13. From the software menu, click **Tools > Download.** A dialog box opens, confirming your request with instructions on proceeding.

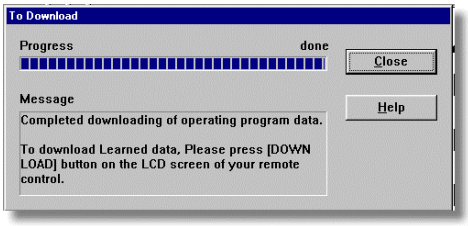


14. Click **Operating Program** > **Download** on the remote's *Program Loading* menu screen. Do not click **Download** under the **Learned Program** heading on the MX-1000.

The software takes control and transfers the data from your PC to the remote; a progress bar displays, indicating that the transfer is active.



The remote emits a beep when the process is complete. The dialog changes to a **message indicating completion**; the remote displays a test screen, indicating all systems are good.



15. Click **Close** when the process is complete.

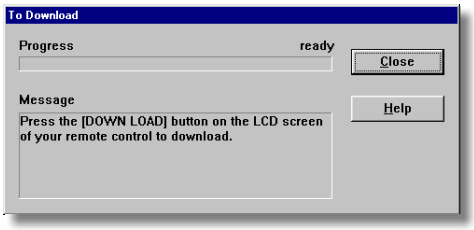
To download the Learned Program data to your MX-1000:

16. Ensure that you have correctly connected your PC and remote using the supplied cable; see Chapter 2.

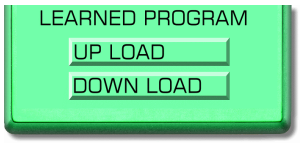
On your MX-1000, select *Program Loading* from the *System Setting* screen. *The PC Interface* screen displays.

17. From the software menu, click **Tools > Download**.

    A message window opens, confirming your request with instructions on proceeding.



18. Click **Learned Program > Download** on *the PC Interface* Screen of the MX-1000. Do not click **Download** under the **Operating Program** heading on the MX-1000.

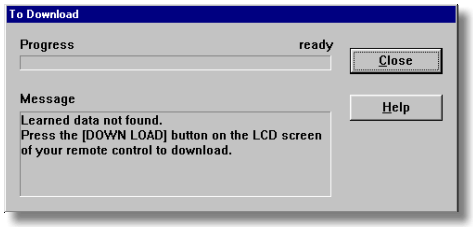


19. Click **Download** in the message window shown in Step **4**. The software takes control and transfers the data from your PC to the remote; a progress bar displays, indicating that the transfer is active.

The remote plays a beep when the process is complete; the remote displays a test screen, indicating all systems are good.

Click **Close** when the process is complete.

NOTE: There is no Learned Data in the default Workspace; you must upload your own data first. Otherwise, you will get an error message.



CHAPTER 5

IMPORTING COMMAND SETS FROM MXOP

There is already a strong user-base of MX-1000 owners. With the special design capability of MX Designer, there are sure to be some interesting screens created. You can share your own creations with other users by transferring Workspace data. You can also import files created in the previous version of MXOP.

Covered in this chapter:

- Importing Command Sets from MXOP

IMPORTING COMMAND SETS

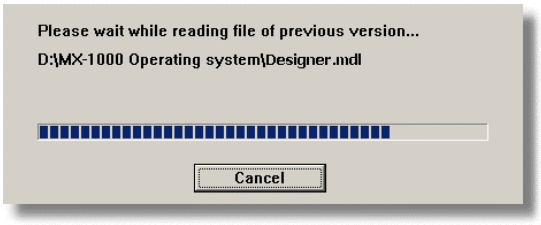
To import command sets created in the MX Operating Program:

Ensure that you have all file types associated with the command set you want to import: `.mdl`, `.ldt`, `.pdt and button.ini`.

20. Click **File > Import > MDL File**.
21. Choose the `.mdl` file you want to import using the File browser; immediately, another dialog box opens asking you to find and select your `button.ini` file.
22. Find the `button.ini` file associated with the `.mdl` file you selected, and click it to finish the import procedure.

NOTE: There were some instances of file corruption with older buttons; Designer automatically repairs any problems it discovers during the import process.

A progress bar displays during import; upon completion, the program returns to the Workspace screen.



23. Click **File > Import > PDT File**. Designer asks if you want to save your newly imported information first.
24. Enter a name for a new Workspace file and click **Save**.
25. Import the `.pdt` file associated with the `.mdl` file imported in Step 2.
26. Click **File > Import > LDT File**.
27. Import the `.ldt` file associated with the .mdl file imported in step 2.
28. Make any changes you like to the buttons and page layout.
29. Save the file using **File > Save Workspace**, or **File > Save As Workspace**.
30. Download the data to your MX-1000; see the section titled *Downloading* on page 8.

NOTE: There is no provision in MX Designer for exporting data back to previous versions of MXOP.

CHAPTER 6

BUTTONS AND COMMAND CODES

When it comes to designing Pages for the MX-1000 remote control, it's all about *the buttons*. But before you begin designing your own screens, it's a good idea to learn how command codes are associated with buttons, and how you can ensure that you maintain these links during the upload and download process.

Covered in this chapter:

- Learned Data/Command Codes
- How are codes linked to buttons?

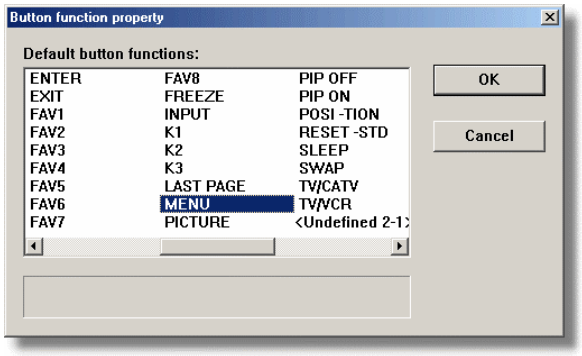
LEARNED DATA/COMMAND CODES

Here are a few key things to remember about Learned Data, or Command Codes, when customizing your Pages and buttons:

31. Commands can not be added using the software.
32. When you upload *Learned Data* to Designer, your command codes, macros, and punch throughs stick with the buttons.
33. When you download *Learned Data* to your MX-1000 remote, codes, macros, and punch throughs stick as well… unless you've moved the buttons.

HOW ARE CODES LINKED TO BUTTONS?

During the transfer process, the preprogrammed codes are uploaded and stored as a *Button Function Property*. You can see the property associated with any button by right-clicking on a button, and clicking **Function Property**.



If you click on any other function in the property sheet, a message will tell you which button the function is assigned to, and which Device Page the button is on. It will also inform you that any new buttons you have drawn are currently *undefined*.

BUTTON LIMITS

Even though the design interface allows buttons to be placed anywhere on the screen, there is a design limit built in to the software. You will get an error message if you try to place more than 14 buttons on a screen.

Also:

- A total of 56 buttons per device can be deployed: 14 per screen.
- While it may appear that buttons can be added anywhere on a Page, note the position of the *default button* command set carefully. With the exception of adding two buttons to the bottom row of each Page, beside the *Last Page* button, the software actually really only remembers the location of the existing 12 buttons. Placing buttons off this "matrix" may lead to unusual results. Not that it cannot be done: just watch for anything out of the ordinary when you download the command set to the MX-1000.
- MX Designer can maintain a maximum number of 50 distinct and individual buttons per Workspace. This is true whether the buttons are tiny or large, and is due to the memory structure of the MX-1000. If you try to add more than 50 buttons you will get an error message. More than 50 can be saved in the Workspace by adding them to the More buttons template.
- Of the 50 buttons that can be deployed, eight are reserved for use by the software; this means that you can create up to 48 additional buttons per Workspace. The eight reserved buttons are displayed on the Buttons template in angled brackets when you first open the default Workspace, e.g.: **<BW1>.**

CHAPTER 7

SOFTWARE DESCRIPTION

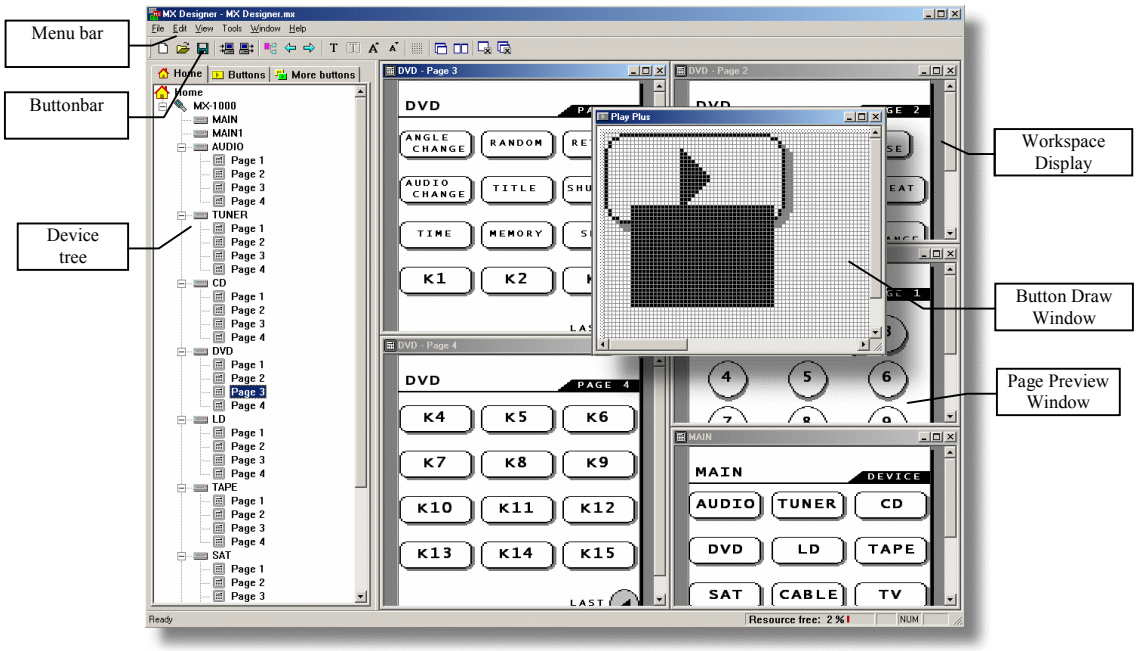
This chapter describes the MX Designer software in detail.

Covered in this chapter:

- MX DESIGNER Workspace
- Menu bar
- Toolbar
- Device Tree & Button Template Tabs
- Workspace Display and Navigation

MAIN MX DESIGNER WORKSPACE

The MX Designer Worskpace display is made up of several parts, as detailed in the following section.



MENU BAR

The Menu bar is pretty straightforward, and comprises the following items:

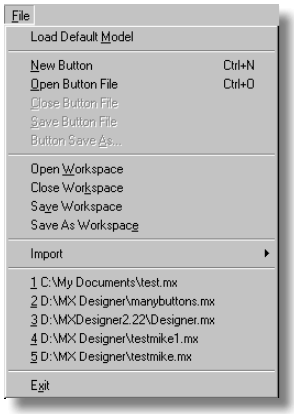


Figure 3

File

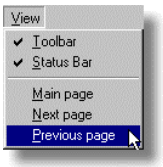
- **Load Default Model**: Loads a default, blank workspace.
- **New Button:** Opens a blank Draw window for new buttons.
- **Open Button File**: Loads a saved button `*.btn` file.
- **Close Button File**: Saves and Closes any new or edited buttons.
- **Save Button File**: Accessible when working with a `*.btn` file.
- **Button Save As**: Saves a *.btn file under a different name.
- **Open Workspace**: Loads a saved *.mx Workspace file.
- **Close Workspace**: Closes workspace and offers to save the file.
- **Save Workspace**: Saves your current work as a .mx Workspace file.
- **Save As Workspace**: Allows you to save the Workspace under a different name.
- **Import**: Opens and converts MDL, PDT, and LDT filetypes from older versions of MXOP.
- **Recent files area**: Lists the last few files opened.
- **Exit**: Quits the program, offering to save the Workspace if you haven't already done so.

Edit

Undo (Ctrl Z): Cancels up to eight of your most recent actions, when drawing or moving buttons.

View

Toolbar: Toggles Toolbar view.
Status Bar: Toggles lower Status Bar view, indicating program resources available.
Main Page: Brings Main Page display to top.
Next page: Opens next page of Device you are currently viewing.
Previous page: Cycles through open pages.



Tools

Upload: Sets up the process of transferring data from your MX-1000 to the PC.
Download: Sets up the transfer of new or saved Workspace data to the remote.
Settings: Establishes which Serial port your transfer cable is connected to.

Window

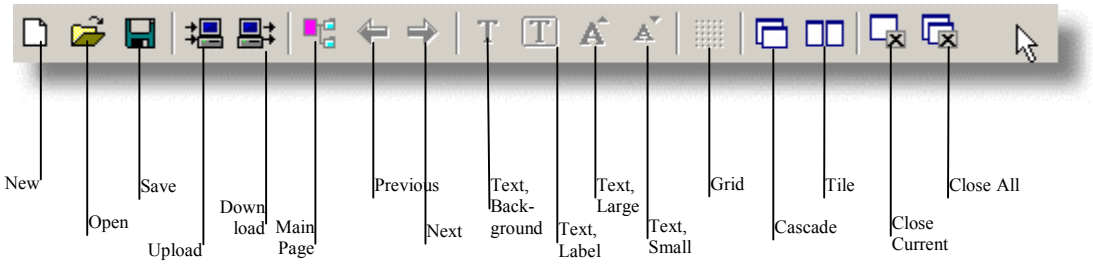
Cascade: Neatly stacks all open Page display windows.
Tile: Opens all Page display windows to the same size, showing all.
Close all: Closes any windows open in the Workspace display area.

Help

Typical **Help** menu items are listed here, including **About inforamtion.**

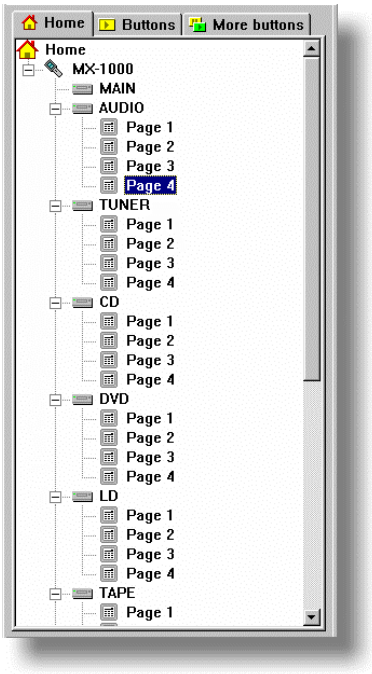
TOOLBAR

The Workspace Toolbar offers quick access to some Menu functions, as well as some draw-specific tools for designing buttons.



Let's look at functions that are found on the Toolbar, and not available from menus:

- **Text**, **background**: Adds text to the background display of any Page.
- **Text**, **label**: Adds text for button labels.
- **Text**, **large**: Selects the larger of two text sizes.
- **Text**, **small**: Selects the smaller of two text sizes.
- **Grid**: Superimposes a grid against the Page display, for help when positioning buttons. The grid has an auto snap-to function which is active whether it is visible or not.



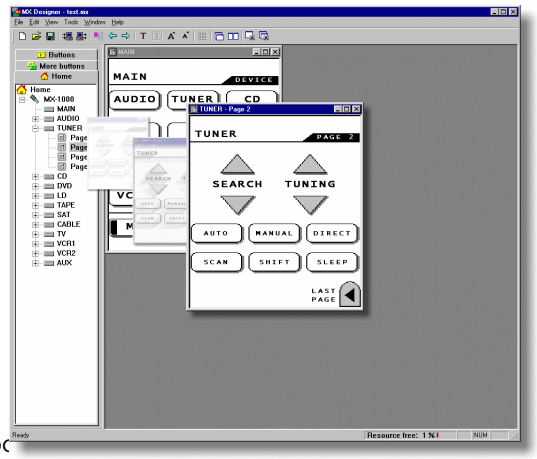
DEVICE TREE AND BUTTON TEMPLATE TABS

When you start MX Designer the first time, the Device Tree loads a `default.mx` Workspace file. After that, the program remembers which Workspace was loaded last time, and displays that information in the Device Tree.

The left-most pane in the MX Operating Program window, referred to as the **Device Tree**, displays an explorer-like tree of all the Devices available to the MX-1000.

Visible along the top of the Tree window are three tabs: **Home**, **Buttons**, and **More Buttons**.

DEVICE TREE



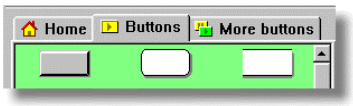
Using the tree is simple:

- Double-click on any Device name; double-click on a page number to display that page of the Device system in the Page Preview window.

TIP: Double-clicking a Device button when the Main Device Page is up opens Page 1 of the Device.

- The Device Tree display can be widened for iewing by click-dragging the mouse on the frame bc

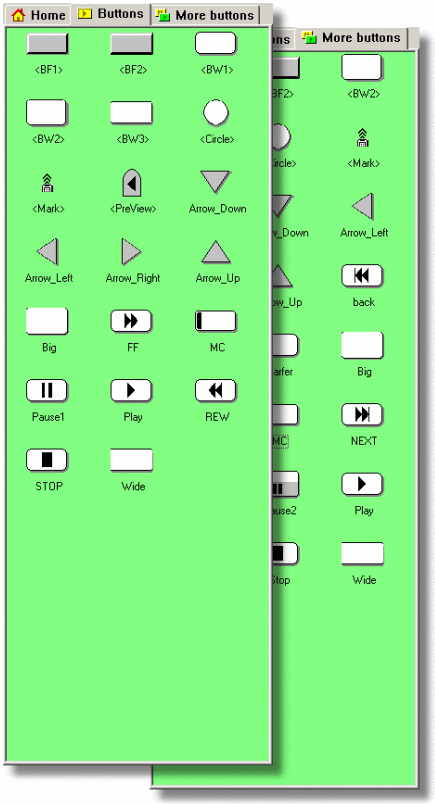
BUTTON TEMPLATES



Selecting either **Button** Tab opens the Button Template display.

- **Buttons**: This template displays all buttons registered for use with Designer. Using this template, you can save new buttons, open them into the Draw window for designing, or **Move** buttons to the **More buttons** template.
- **More buttons**: Displays buttons not actively in use with the Designer program. This template is a storage area. You can save buttons here for later use. You may, for example, have designed a few buttons that you don't want to employ in the program just yet, but you don't want to lose them, either. When you do want to use a button stored here, you simply **Copy** them to the **Buttons** template.

Detailed steps for utilizing the **Buttons** tabs are described below.



BUTTON TAB AND MORE BUTTONS TAB TEMPLATES

The Buttons tab template displays all buttons used in the open Workspace. These buttons are active for designing Page screens for your MX-1000 remote.

The More buttons tab template displays buttons not actively used in the open Workspace, but available for use. This is where you store extra buttons you have designed, or buttons you've imported from previous iterations of the software, for later use.

Some important functionality can be found on these templates through right-clicking. More importantly, you can drag buttons out of the templates and place them right on any open Device Page.

To add a button to a device:

34. Open any Device Page from the Device tree.
35. Click the **Buttons** tab or **More buttons** tab to display the Buttons template.
36. Click and drag a button into position on the Device Page.

NOTE: Buttons cannot be added to the Main Device Page in this manner.

BUTTON TEMPLATE MENUS

The Button Template Menu is accessed by *right-clicking* on any button. This section describes the functions available from this menu.

Edit

Clicking the **Edit** menu opens the button to a Button Draw window, where you can edit it using the **Draw** tools menu on the side of the display. You can also open a **Draw** window simply by double-clicking on any button. For details on using Draw tools, refer to Chapter 8.

Import

Any *.btn file can be added to the Button template; up to 50 buttons in all can be used at one time. If you need to import or create more than 50 buttons, add them to the **More** buttons template instead.

To import a button:

37. Right-click anywhere on the **Buttons** template.
38. Click **Import button file (*.btn)**.
39. In the Open dialog box, click the *.btn file you want; the button is added to the template.

NOTE: The same button can be opened to the template more than once.

Export

Any *.btn file can be exported, or saved to disk.

To export a button:

40. Click the **Buttons** tab to display the Buttons template.
41. Right-click the button to export.
42. Click **Export as button file (*.btn).**
43. Save the button.

Send to "More buttons"

Send to More buttons moves the selected button to the "More buttons" template.

Delete

Clicking **Delete** deletes the button selected, after verifying that this is what you want to do.

Rename

Click Rename to access the button label and change the name. Also, you can click on the button title displayed in the template; after a short pause, it becomes available for edit.

Properties

Clicking Properties allows you to rename a button's visible label and its internal program label.

WORKSPACE DISPLAY

The Workspace display area of MX Designer is the basic holding area for working with Device Pages and using the Draw tools to edit buttons.

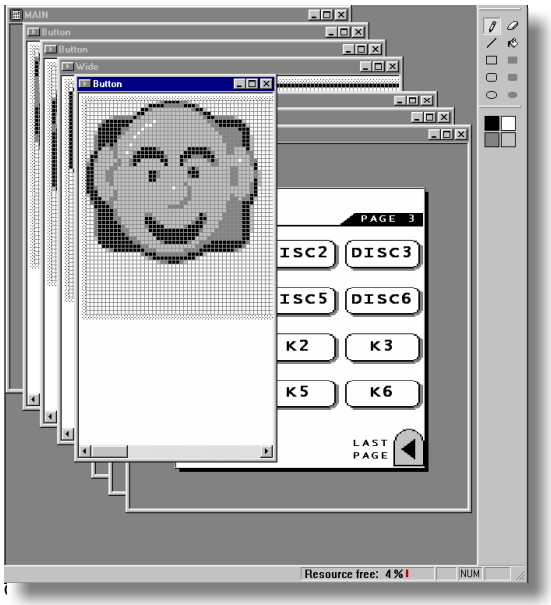
WORKSPACE NAVIGATION

Double-clicking on any Device Page in the Device tree opens the Page in the Workspace, or brings that Device Page to the top of the stack.

When multiple Pages are open, use the Cascade or Tile buttons in the Window menu, or the buttons on the Toolbar, to help sort the display windows.

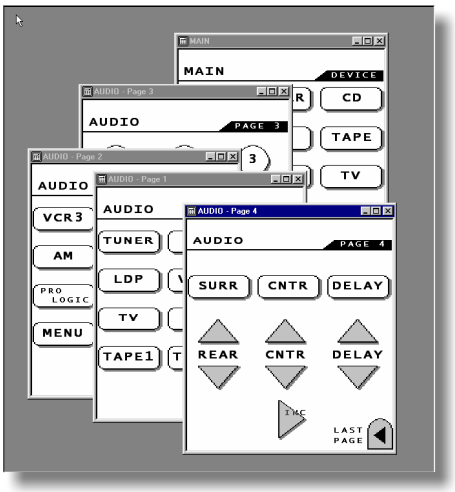
Double-clicking on the Main Device Page opens that Device's *Page 1* and brings it to the top of the stack.

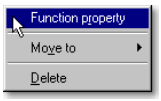
Use the Arrow buttons to cycle through pages in an individual device; if they are not open, this will open them.



BUTTON MANIPULATION

The Page Preview area of the Workspace displays the [illegible] from actually designing buttons, this is where most of the activity takes place. Here, you can change buttons, change labels, and copy and move buttons around to suit your own requirements. This is the key feature of MX Designer, and what makes it so desirable for owners of the MX-1000 universal remote. Here's what you can do in the Page Preview window:





- Drag a button from either **Button** template to add it to any open Device Page.
- Right-click any button on any Page, and instantly move it to another Page in the same device, or Delete it altogether (when you delete a button, the label is deleted as well).
- Right-click on any button on any Page, and discover what command is assigned to it.

- Turn on the **Grid** for guidance when positioning buttons. The grid snap-to is always on even when it is not displayed; hold down the **Alt** key to drag buttons without the snap.
- **Nudge** and **Fine Nudge**: Use the cursor keys to nudge the buttons in small increments. Hold down the Ctrl key at the same time to invoke Fine Nudge, which moves a button ½ the distance of regular Nudge.

- Double-click on the **Last Page** icon to cycle through the Pages open for that Device; if they are not open, this will open them.

Once you have made all your changes, you can download the new Workspace to your MX-1000 remote; see page 8 for details.

CHAPTER 8

DRAWING BUTTONS

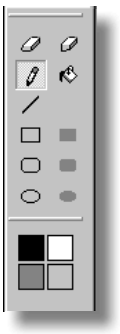
We've saved the best part of MX Designer for last: drawing buttons. Designer includes a basic set of drawing and erasing tools for you to create your own series of buttons, which you can then download for use on your personalized MX-1000 remote control. Buttons can be thematic in nature, or randomly designed: it's up to you. Buttons can be shared with other users individually as `.btn` files, or in groups, using the Workspace `.mx` format.

Covered in this chapter:

- The Drawing Toolbar
- How to Draw Buttons
- How to Edit Buttons
- How to Replace **Buttons**

DRAWING TOOLBAR

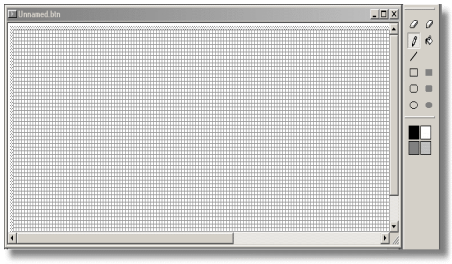
The tools used to draw and edit buttons are available from a special Draw Toolbar. When you open a button window as **New** or as **Edit**, the **Draw Toolbar** is available on the right side of the screen. Its functionality is self-explanatory, with a couple of notes:



- Two eraser buttons at the top of the toolbar are different "strengths": the large-nibbed eraser removes nine pixels at once; the pointy-nibbed eraser erases one pixel per click.
- Right-clicking on a pixel acts as a "quick-erase", with the eraser assuming the shape of the tool in use.
- Change the color applied by a tool by clicking one of the four color wells at the bottom end of the toolbar.

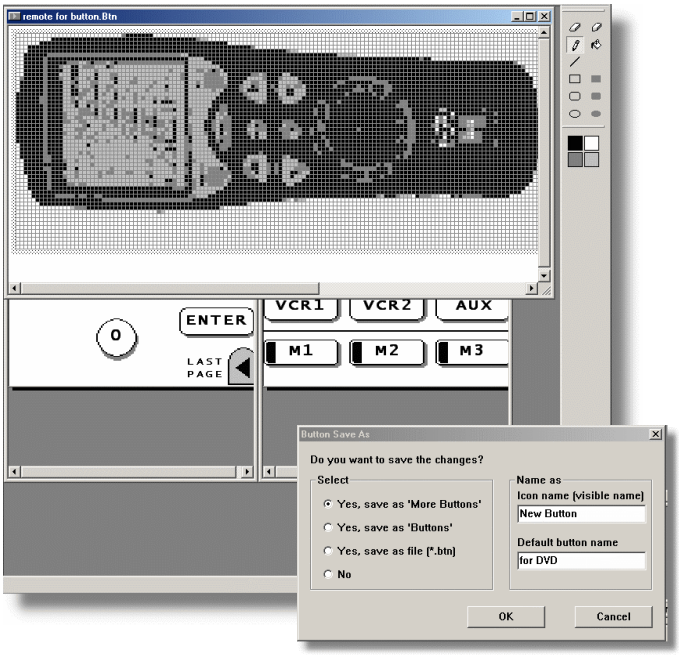
DRAW BUTTONS

Drawing new buttons from scratch is a simple process in terms of using the software… the rest is up to your own creative talents. To draw a new button:



44. Click **File > New Button**. A blank **Button Draw** window opens.
45. Click any of the tools in the **Draw Toolbar** to the right of the Draw window, and create a new design.
46. When finished, click **File > Close Button File** to invoke the **Button Save As** dialog box.
47. You are offered the following choices:

- **Yes, save as "More buttons":** saves your work to the More buttons template for "storage".
- **Yes, save as "Buttons":** saves your work to the Buttons template for immediate use in the program.
- **Yes, save as file (*.btn)**: saves your work to disk as a discrete button file for later use.
- **Name as**—Icon name (visible name): enter a name that will identify the button on the templates.
- **Name as**—Default button name: enter the same name or a different name to identify the button when you drag it into position on a Display Page.



NOTE: The same **Button Save As** dialog box opens if you click **File > Close Button File**.

EDIT BUTTONS

Use the same tools when editing existing buttons, or making changes to new buttons, as you use when creating new buttons (above). But instead of opening a new Button Draw window, simply *double-click on any button* (on either Buttons template).

REPLACE BUTTONS

Replacing a button on a Device Page with another button from the Button templates is a "snap":

48. Open a page in the Device Tree.
49. Click the **Buttons** or **More buttons** tab.
50. Click and drag any button on top of an existing button. When it is properly positioned, by matching the upper-left corners of the two buttons, the ∅ symbol disappears and a blue highlight box indicates that you can correctly drop the button.

CHAPTER 9

TIPS

This chapter includes a number of time-saving tips that you can apply to make programming the software a little easier.

MISCELLANEOUS

- Most mouse functions can be accomplished with either right- or left-clicks.

DISPLAY TIPS

- Program window can be resized by dragging a corner or double-clicking the title bar.
- Both the Device tree display and the Workspace area can be widened by click-dragging the pane borders.
- Mouse can be right- or left-clicked on most objects in the display.
- Be wary of placing buttons on the screen in locations different than the original ones, as they might lose the programming.

SERIAL PORT

- Com 1 seems to work best for the transfer of data. Ensure there are no conflicts; reread the chapter on *Hooking Up the Hardware* on page 4.

BUTTONS

- For now, there is no way to add codes or functions from within the software, unless preprogrammed codes have been uploaded. It is expected that this will be possible in a future release.
- Moving buttons between pages retains the preprogrammed functionality of commands.

CHAPTER 10

TROUBLESHOOTING

This chapter covers some of the problems you may encounter with the software, and how to deal with them. For issues not covered here, please refer to our website at www.hometheatermaster.com.

CRASHES

Program crashes might be caused by the following:

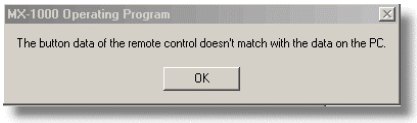
- Some owners of Dell laptops have reported problems transferring data.
- Buttons missing from the internal file system; this might happen if you deleted a button manually from the Button directory.

SERIAL PORT INFO

- Com 1 seems to work best for the transfer of data. Ensure there are no conflicts; reread the chapter on *Hooking Up the Hardware* on page 4.

BUTTONS

- You cannot add more than the maximum allowable number of buttons (50).
- If you get the following error message when uploading a *Learned Program* file:



… it is probably because you have made changes to the command set layout or codes using the remote itself. It is recommended that, once you have created an .mx file using the software, further changes to the button layout should only be made using the software.

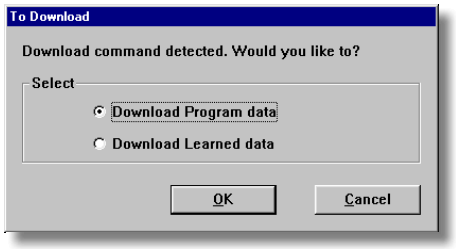
You can, however, upload the *Learned Functions* from the remote back into the command set with no problems. So, make any code changes you like using the remote, and upload them to the software to save them with the command set.

Download Issues

Occasionally, if a Data download fails, the MX-1000 remote will appear to lose its functionality. The System Test screen will display, indicating a Program "Fail". You will not be able to use the remote. This usually happens as the result of an interrupted download.

It is easy to correct the situation:

51. Start the Download process using Designer.
52. The program tells you to press download on the remote. Hold down the **Power** key and **Stop** key simultaneously on the remote.
53. **The Program Down Load** screen displays on the MX-1000 remote.
54. A special Download dialog box displays in the Designer software.



55. Click **OK** to download the Data from Designer. The Default Workspace data will do just fine, if you have not stored your own Program data.

Downloading proceeds normally. Once complete, your remote is back to normal.

NOTE: You can also adjust the MX 1000's screen Contrast from this screen, using the **CH** keys.

Resetting the MX-1000 / Garbled Screens

Sometimes the remote control displays, accessed from the remote's Setup Menu, appear garbled or missing text. This situation can generally be resolved by doing a full reset of the remote.

NOTE: A full reset of the remote will delete any information you have taught to the remote. Buttons you have designed will be replaced with the standard system buttons.

To completely reset the MX-1000:

56. Push the Reset button completely in (the button is visible at the top of the battery compartment, on the left side of the exposed plate).
57. Remove the batteries.
58. Again, push the Reset button completely in.
59. Replace the batteries.

60. You may need to push the Reset button once more.
    The remote audibly registers the reset, and you will see a checksum display on the screen.
61. Check that your menu functions are accessible again. If they are not, repeat the process.
62. Should this reset procedure fail, you may have a defective remote control; contact HTM technical support.