

# FlexMixer

## v1.2 — User Manual

Windows 10 / 11 • flexmixer.app

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## 1. Introduction

FlexMixer is a professional audio playback application for Windows, designed for radio, theatre, live events and DJ environments. Its defining quality: **reacting instantly to the unexpected.**

## 2. Installation and startup

- **Requirements:** Windows 10 or higher
- **Starting:** double-click `flexmixer.exe`
- **First launch:** an empty set is created automatically
- **Audio device:** select via *Settings* → *Audio*

■ **Important:** always verify the correct audio device before going on air.

## 3. Interface overview

■ The FlexMixer user interface is in **English** only. All menu and button names in this manual match the English interface.

The main interface consists of five zones, from top to bottom:

Zone	Description
1. Menu bar	File, settings, view
2. Page bar	Buttons for fast switching between pages
3. Grid	The main panel containing all objects — audio (Intro, Audio, Outro, Drop), but also Text, MIDI and WebSocket objects. All object types can be placed on the grid.
4. Soundboard	Optional panel for standalone buttons — shown or hidden via the soundboard button in the toolbar. Always available regardless of the active page.
5. Toolbar	Left: mode buttons (Play, Grid, Properties, Delete, Lock). Right: add object (+), show/hide soundboard (toggle), volume controls (master / desk / drops) and a stop button.

### Interaction modes

Mode	Description
Play	Normal operation — buttons start audio. In Lock mode the only visible and active mode.
Grid	Move or duplicate objects (hold <code>Ctrl</code> while dragging). Also between grid and soundboard.
Properties	Edit the properties of an object by clicking it.
Delete	Remove objects from the grid or soundboard.
Lock	Secures Play mode — all other modes hidden and cannot be activated.

■ Use **Lock mode** during a live broadcast for maximum security.

## 4. Pages and navigation

Pages are the primary way to organise audio. Each page has its own grid of buttons.

### Creating

*Menu → Page → New Page.*

### Switching

Click a page button in the page bar. If audio plays on a different page, that button pulses.

### Renaming

*Menu → Page → Rename Page.*

### Deleting

*Menu → Page → Delete Page (cannot be undone).*

## 5. Grid objects

Type	Description
Intro	Plays once, then hands off to the loop
Audio	Flexible audio object with chain system
Outro	Closes an item cleanly
Drop	One-shot effect or stab — plays alongside the chain
Text	Visual text label on the grid
MIDI	Sends MIDI commands to external equipment
WebSocket	Sends commands to external systems

### Adding an object

Click **+** in the toolbar.

### Editing an object

Switch to **Properties mode** and click an object.

### Moving or duplicating

Switch to **Grid mode** and drag. Hold **Ctrl** to duplicate. Also works between grid and soundboard.

## 6. Audio object — in depth

### Configuration

- **File:** select a WAV or AIF audio file
- **Label:** name on the button (auto-filled from filename)
- **Type:** Intro, Audio or Outro

- **Volume:** adjustable per object

### Chain system

1. The **Intro** plays once
2. The **Audio / Loop** repeats automatically
3. The **Outro** closes the item

The presenter presses once — the chain runs by itself.

## 7. Cue Editor

Complete control over the playback behaviour of an audio file.

### Opening

In the audio properties dialog: click **Edit Cues**.

### Markers

Marker	Description
Intro Start	Start point of the introduction
Intro End	End point of the introduction
Loop Start	Start point of the repeating section
Loop End	End point of the repeating section
Lock Start/End	Protected zone — commands deferred until after lock

### Bounce preview

Drag Intro End: last 2 seconds of intro loop. Drag Loop Start: first 2 seconds play. Hear immediately whether the transition is seamless.

## 8. Soundboard

Always available regardless of the active page. Show or hide it via the soundboard button in the toolbar.

- Click a button to trigger the sound instantly
- Stops the current chain and plays immediately
- Save as `.soundboard-fmx` and import in another session

## 9. MIDI integration

*Settings* → *MIDI* — select your MIDI device.

Command	Description
Note	Sends a MIDI note message

CC	Sends a Control Change message
Program Change	Switches a preset on an external device

## 10. WebSocket integration

Sends a JSON message to an external system when the button is pressed.

Setting	Description
Host	IP address or hostname
Port	Port number
Message	Freely configurable JSON payload

## 11. Settings

- **Application Font:** typeface and size
- **Grid Settings:** rows, columns, cell size
- **Background:** colour or image with transparency
- **Default object colours:** per type
- **Audio output:** select your sound card

## 12. Loading and saving sets

A **set** is a complete project: all pages, objects and settings.

- **Save:** *File* → *Save* (Ctrl+S)
  - **Load:** *File* → *Open*
- Always save a backup of your set before going on air.

## 13. Export and import

- Export page as `.page-fmx` — import during live session
- Soundboard: save as `.soundboard-fmx`
- Ideal for shift handovers and reusable playlists

## 14. Tips for live use

### Preparation

- Test all audio in advance
- Check cue points
- Save the set

### Recommended page layout

- Page 1: news / current items
  - Page 2: music and jingles
  - Page 3: recurring elements
  - Soundboard: stabs, emergency buttons
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## 15. Frequently asked questions

### Which audio formats?

WAV and AIF/AIFF. WAV recommended for lowest latency.

### Multiple sounds at once?

Main grid: one chain at a time. Soundboard plays independently.

### Loop continuously?

Enable Loop, disable Intro in the Cue Editor.

### Audio does not start?

Check audio device in *Settings* → *Audio* and verify the file path.

### Which page is playing?

The page bar button of the playing page pulses when you are on a different page.

### Soundboard while chain plays?

The chain stops and the soundboard item plays immediately.