



FlexMixer v1.3

User Manual

1. Introduction

FlexMixer is professional cartwall and audio playback software for Windows, designed for radio, podcasters, theatre, live events and DJ environments. Core principle: the presenter never has to think about the software.

With FlexMixer, one button press is enough to

Start an intro and have the loop take over automatically

Switch to another item without interrupting the currently playing audio

Fire a jingle from the soundboard while music continues

Use the CUE button to arm a button and fire it at exactly the right moment

Control RadioDJ on a separate PC via MIDI and rtpMIDI

Operate a D&R; Airlite MK2 mixer via WebSocket

2. Installation and startup

Requirements	Windows 10 or higher
Starting	Double-click flexmixer.exe
First launch	An empty set is created automatically
Audio device	Settings > Audio

Note: Always verify the correct audio device before going on air.

3. Interface overview

Zone	Description
Menu bar	File, page, soundboard, settings, view
Page bar	Buttons for fast switching between pages
Grid	Main panel with all audio objects



Soundboard	Always-available panel for stabs and drops
Toolbar	Modes, add objects, volumes, stop, CUE group
Mode	Function
Play (■)	Normal use — buttons start audio
Grid (■)	Move and resize objects
Properties (↵)	Edit object properties
Delete (X)	Remove objects
Lock (■)	Everything locked — no changes possible

Tip: Always use Play mode during a live broadcast. Use Lock mode to prevent accidental changes.

4. Pages and navigation

- Create: Menu > Page > New page or the + button
- Switch: click a page button at the top
- Rename: Menu > Page > Rename page
- Delete: Menu > Page > Delete page
- Colour: Menu > Page > Settings

When audio is playing on another page the page button pulses.

4.1 Export and import

- Export: Menu > Page > Export (.page-fmx)
- Import: Menu > Page > Import — works during a live session without restart

5. Grid objects

Object type	Function
Audio	Plays audio file via chain system (Intro > Loop > Outro)
Drop	Plays once over the running chain
Text	Display label without audio
MIDI	Sends MIDI command (Note, CC, Program Change)
WebSocket	Sends JSON message to external system

Each object has a configurable foreground and background colour.



6. Audio object and chain system

Phase	Description
Intro	Plays once. Automatically transitions to Loop
Loop	Repeats continuously until another object is activated
Outro	Plays once when the chain ends
Drop	Plays over the chain without interrupting it

7. Cue Editor

The Cue Editor gives full control over playback behaviour. Open via double-click on an Audio object (Properties mode) > Edit Cues.

7.1 Markers

Marker	Function
Intro Start (S)	Start of the intro
Intro End (E)	End of the intro — transition to loop begins here
Loop Start (LS)	Start of the repeating section
Loop End (LE)	End of the loop — jumps back to Loop Start
Lock Start/End	Protected zone — new commands are deferred until after Lock End

7.2 Bounce preview in Play mode

When dragging a marker in Play mode, FlexMixer automatically loops a 2-second fragment so you hear exactly where the transition will occur.

7.3 Lock zone

The lock zone is a protected section in the audio. While audio plays within the lock zone, new button commands are deferred until the zone ends. Use Play Lock in the Cue Editor to audition only the lock zone.

7.4 Setting fade-in and fade-out

Fade-in and fade-out are configurable per cue (intro and loop). Two methods:

- **Via the input field:** enter the desired time in milliseconds and enable the fade with the ON/OFF switch next to the field.
- **Via right-click in the waveform:** first select a marker by clicking it (the marker highlights with a glow ring). Then right-click on the position in the waveform where the fade should end (fade-in) or begin (fade-out). FlexMixer automatically calculates the fade duration in ms and enables the fade.

Selected marker	Right-click sets
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Intro Start (S)	Intro fade-in — click to the right of the marker
Intro End (E)	Intro fade-out — click to the left of the marker
Loop Start (LS)	Loop fade-in — click to the right of the marker
Loop End (LE)	Loop fade-out — click to the left of the marker

Tip: If you drag a marker after setting a fade, FlexMixer automatically recalculates the fade duration. If you drag the marker past the fade position, the fade is automatically disabled.

7.5 Cue switches (ON/OFF)

- Only Loop ON: loop plays continuously without intro
- Only Intro ON: item plays once
- Both ON: intro once, then loop continuously — default
- Switching a cue ON in Play mode: starts immediately from that cue

8. CUE system

The CUE system lets you arm a button and fire it at exactly the right moment — ideal for live radio and theatre. The CUE buttons are always in the toolbar, regardless of the lock state.

8.1 CUE toolbar buttons

Button	Function
■ CUE	Enable CUE mode. Clicking a grid or soundboard button arms it instead of playing it
■ Fire	Activate the armed button at the desired moment
■ CUE Lock	Freeze the arm — other buttons play normally, the armed button stays fixed
■ Auto-disarm	ON: arm clears after firing (single-shot). OFF: arm stays for repeated firing

Tip: The Fire button also works via a MIDI note — configure this in Settings > MIDI.

8.2 How to use CUE

- Enable CUE mode via the ■ button
- Click the button you want to arm — it shows an orange pulsing border
- Press ■ Fire at the right moment to activate the button
- Use ■ CUE Lock to freeze the arm while other buttons play normally

9. Soundboard

- Audio buttons play once



- Drop buttons play over all running audio
- Own volume controls
- Export: Menu > Soundboard > Export (.soundboard-fmx)
- Import: Menu > Soundboard > Import

10. MIDI output (MIDI object)

MIDI type	Parameters
Note On/Off	Channel (1-16), Note (0-127), Velocity (0-127)
Control Change (CC)	Channel, CC number (0-127), Value (0-127)
Program Change	Channel, Program number (0-127)

Each MIDI object can have its own output port (or "Default"). The Stop All option sends a stop command before or after the MIDI message.

10.1 MIDI over network via rtpMIDI

- Download rtpMIDI: tobias-erichsen.de/software/rtpmidi.html
- Install on both PCs, create a session on the FlexMixer PC
- Connect the RadioDJ PC to this session

Note: Make sure port 5004 UDP is open in the Windows Firewall on both PCs.

11. MIDI input

FlexMixer can be controlled by a MIDI controller or Launchpad. Configure via Settings > MIDI > MIDI Input.

11.1 Program control via MIDI notes

Function	Description
Lock UI (■)	Toggle interface lock on/off
Stop All	Stop all running audio
Grid numbering (#)	Show/hide numbers on grid objects
CUE Fire (■)	Activate the armed CUE button

11.2 Volume control via MIDI notes (press-and-hold)

Function	
Master Volume Up/Down	Hold the note to gradually raise/lower master volume
Deck Volume Up/Down	Same for deck volume



Drops Volume Up/Down

Same for drops volume

11.3 Volume via physical fader/knob (CC)

For controllers with a physical fader or knob (e.g. SMC-Mixer), configure a CC number for Master, Deck or Drops volume.

11.4 Grid and soundboard buttons via CC

Grid and soundboard buttons can be triggered via CC addressing — the CC value selects which button is activated.

11.5 MIDI Learn

Click the Learn button next to a setting, then press the desired note or move the fader on your controller. FlexMixer learns the number automatically. An activity indicator (LED) shows whether MIDI data is arriving.

12. WebSocket integration

Object	Example JSON	Effect
Microphone 1 on	<code>{"action":"mic_on","channel":1}</code>	D&R; Airlite MK2: Mic 1 active
CUE-AIR on	<code>{"action":"cue_air","state":true}</code>	CUE-AIR activated
All CUEs off	<code>{"action":"all_cues_off"}</code>	All CUEs muted

Note: FlexMixer only supports ws:// (unencrypted). WSS is not supported.

13. Touchscreen use

Recommendation	Details
Screen size	10 inch or larger
Resolution	Minimum 1024x768, recommended 1920x1080
Object size	Use larger objects for easier touch operation

Tip: The CUE Fire button (■) in the toolbar also works on touchscreen — ideal for live radio without a mouse.

14. Settings

Setting	Description
Audio	Select output device
MIDI	Output port, MIDI input, MIDI Learn, fader mapping



Background	Background image and transparency
Object colours	Default colours per object type
Font	Application font
Page settings	Active/inactive page button colours

15. Sets, export and import

Action	Menu	File type
Save set	File > Save (Ctrl+S)	*.fmx
Export page	Page > Export	.page-fmx
Import page	Page > Import	.page-fmx
Export soundboard	Soundboard > Export	.soundboard-fmx
Import soundboard	Soundboard > Import	.soundboard-fmx

16. Tips for live use

Preparation

- Test all audio in advance
- Check cue points in the Cue Editor
- Save the set before going on air
- Configure CUE Fire for critical moments

During the broadcast

- Work in Play mode
- Use CUE mode for controlled firing at the right moment
- Hold ■ CUE Lock when the arm must stay fixed
- Soundboard for quick interventions

Emergency situations

- Item needs to stop > press another audio object or Stop
- Soundboard stab needed > soundboard plays independently of grid

17. Frequently asked questions

Question	Answer
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Which audio formats?	WAV and AIF/AIFF. WAV recommended.
Multiple sounds simultaneously?	Grid plays one chain. Soundboard plays independently.
Loop without intro?	Loop ON, Intro OFF in Cue Editor.
What does the CUE button do?	CUE mode: click a button to arm it, then press Fire to start it at the right moment.
What is CUE Lock?	Freezes the arm so other buttons play normally without re-arming.
MIDI input not working?	Check port settings in Settings > MIDI and verify the controller is connected.
rtpMIDI not connecting?	Check that port 5004 UDP is open in the firewall.
Touchscreen not working?	Check the touch driver in Windows Device Manager.

Online manual: flexmixer.app/handleiding.php?lang=en