

X32-Edit Update

Version 4.3 - (29 April 2021)

The X32-Edit 4.3 update offers some functional improvements and new features. Besides new preferences for Auto Sync and Auto Connect this update introduces the ability to be launched via command line. For Mac Users this update also solves issues with App Nap introduced with MacOS BigSur.

The X32-Edit is a remote application enabling control of the X32-Series of digital mixing consoles via ethernet. It is available for Mac OS, Windows and Linux.

This new X32 Firmware version contains:

New Features

- Matrix, M/C, and LR channels can be assigned to DCA and mute groups
- New preferences for Auto Connect and Auto Synchronize
- New preferences for Time and Data Mixer Sync 'OnConnect'
- Parameter Safe for control surface state
- Option to launch application with additional parameters via terminal

Command	Action
-n, --name <mixername>	connect to mixer with given name
-i, --ipaddress <x.x.x.x>	connect to mixer with given ip address
-x, --sync_mixer2pc	connect and synchronize from mixer to pc
-p, --sync_pc2mixer	connect and synchronize from pc to mixer
-c, --console <sceneindex>	connect and load console scene with index 0...99
-s, --snapshot <index>	connect and load edit(pc) scene with index 0...99
-f, --file <scenefile>	connect and load external scene file
-d, --default	start app with default size
-l, --full	start app on full screen
-t, --standard	set standard size
-m, --medium	set medium size
-g, --high	set high size
-u, --ultra	set ultra size
-z, --size <factor>	set size to factor between 0.5 and 3.0
-h, --help	print help and exit

Improvements

- Snippets can now contain the Stereo Bus LR switch parameter
- Preventing sleep on MAC (no App Nap)
- Improved touch interface for all platforms
- 'Sync Direction' is saved as preference

Bugfixes

- Fix for Library AES50 crash when odd/even outs assigned to L/M or R/M

Note: X32-Edit 4.3 requires X32 console firmware V4.06 or higher.