

programming software for Showmaster controllers



- **Drag & drop programming**
- **Multitasking**
- **Real-time programming for fast testing**

Showmaster Editor is the free software used to program and configure shows on Medialon Showmaster hardware. Thanks to its easy graphical programming environment, programmers can create show control applications in much less time than with any other conventional control system. There is no need to learn how to code or compile.

Its native synchronization capabilities and easy to use Timeline with drag-and-drop programming make it an excellent choice for show control applications. And when you need it, creating complex logical tasks and automation is just as easy using the same drag and drop tools.

## Device drivers

The Medialon website includes a section to download device drivers for Medialon Manager and Showmaster, including MxMs, MRCs, Low Level Communicator Drivers, and Medialon Script drivers.

## Product Specifications

## Medialon Showmaster Editor

<b>Sync</b>	Task programming through Timeline Tasks.
<b>Accuracy</b>	One hundredth of a second time-based task synchronization accuracy with position tracking of controlled devices.
<b>Timecode</b>	Timeline tasks use a native synchronization rate of 100 frames per second, but this can be changed to 24, 25, 30, or 30 (drop frame) frame rates. Timelines can synchronize to time from any time variable in the system, including MIDI Timecode, time of day, or timecode returned from connected devices.
<b>Cue Recording</b>	Incoming DMX, Serial, MIDI, and network data streams can be recorded in real time and played back in Timeline tasks. This is particularly useful for lighting chases, animatronic figure motion profiles, or anything where the source data comes from analog devices like sliders.
<b>User Interfaces</b>	Custom user interfaces are designed in Showmaster Editor and published by the Showmaster hardware as web pages called WebPanels, accessible from any network connected device with a web browser. WebPanel user interfaces can include buttons, sliders, text displays, LED indicators, editable text fields, gauges, pictures, and static text.

Technical specifications are subject to change without prior notice. Please check [www.medialon.com](http://www.medialon.com) for the latest information.

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