

PKSOUND™
.dynamics
MOVE
System Control App



Table of Contents

1	Getting Started	4
1.1	Overview	4
1.2	System Requirements	5
1.3	Installation	5
1.4	Compatibility with .dynamics Desktop	5
2	Network Requirements	6
2.1	Prerequisites	6
2.2	Network Topology	6
2.3	Firewall Notes	6
2.4	Connection Quality Indicator	6
3	First Launch & Connection	8
3.1	Splash Screen	8
3.2	Initial Setup — Device Name	8
3.3	Startup Screen	9
3.4	Connecting via QR Code	10
3.4.1	Phone Icon in the Desktop Toolbar	10
3.4.2	Mobile App Connection Dialog	11
3.4.3	Starting the Server and QR Code	13
3.4.4	Scanning the QR Code	14
3.4.5	Show Mode	15
3.5	Reconnecting to the Last Server	16
3.6	Connection Errors	17
4	Navigation Overview	19
4.1	Top App Bar	19
4.2	Bottom Navigation	20
4.3	Common Controls	20
4.4	Show Mode	21
4.5	LED Color Picker	22
5	System Tab	23
5.1	Workspace	23
5.2	Online	24
5.2.1	Discovery	24
5.2.2	Source Rows	24
5.2.3	Actions	25
5.2.4	Force Match	25
5.2.5	Network Source Detail Page	29
5.3	Network Card	30
5.4	Source Detail Page	30

6 Robotics Tab	31
6.1 Robotics Source Page	32
6.2 Movement Page	34
6.2.1 Automatic Retrial	35
6.2.2 Zero Tab	36
6.3 Movement Completion	36
6.4 Safety Preconditions	37
7 Tune Tab	38
7.1 Groups	38
7.1.1 DSP Group Page	39
7.1.2 EQ Editor	39
7.2 Sources	40
8 Live Tab	41
8.1 Live Source Page	42
8.1.1 Meters	42
8.1.2 Badges	42
8.1.3 Controls	43
9 Status Tab	44
9.1 Status Source Page	44
9.2 Service Notes	44
9.3 Service Required	45
9.4 Reboot	45
9.5 Alarms	45
10 Snapshots	46
11 Settings	48
11.1 General	48
11.1.1 Device Settings	48
11.1.2 Units	48
11.1.3 About	49
11.1.4 Logs	49
11.1.5 Alarms	49
11.2 Connection	49
12 Troubleshooting	50
12.1 Cannot Find the Desktop Server	50
12.2 QR Code Will Not Scan	50
12.3 Connection Drops	50
12.4 Authentication Expired	50
12.5 Controls Disabled (Show Mode)	50
12.6 Live Meters Show No Signal	50

12.7 Robotic Source Reports Unsafe	51
12.8 Exporting Logs	51
13 Appendix	52
13.1 Gesture Reference	52
13.2 Status Indicator Reference	52
13.3 Glossary	53
13.4 Support	54

1 Getting Started

1.1 Overview

.dynamics MOVE is a companion mobile application that extends certain functions of the .dynamics desktop application to supported mobile devices. MOVE provides access to key system information and controls while working away from the front-of-house computer — during system deployment, venue walk-throughs, tuning, and live operation.

MOVE does not connect directly to loudspeaker modules; all data flows through the desktop application.



Figure 1: .dynamics MOVE

1.2 System Requirements

Platform	Minimum Version
iOS	iOS 13.0 or later
iPadOS	iPadOS 13.0 or later
Android	Android 13.0 or later
Desktop App	.dynamics v1.14.0 or later
Network	Network connection that can reach the .dynamics desktop PC
Hardware	Rear-facing camera (required for QR code connection)

1.3 Installation

iOS / iPadOS: Open the App Store, search for **.dynamics MOVE**, tap **Get**, and grant **Camera** access on first launch.

Android: Open the Google Play Store, search for **.dynamics MOVE**, tap **Install**, and grant **Camera** access on first launch.

If Camera access is denied, manual connection via IP address, port, and token remains available from Settings → Connection.

1.4 Compatibility with .dynamics Desktop

- Minimum supported desktop version: **v1.14.0**
- MOVE will refuse to connect to earlier desktop versions.
- When updating the desktop application, also ensure that MOVE on the connected mobile device is up to date.

2 Network Requirements

2.1 Prerequisites

All system data is relayed through the .dynamics desktop application. Refer to the desktop user manual, Section 2, for the loudspeaker network topology. For MOVE, the following is required:

- The .dynamics desktop application running, with the MOVE server started. See Section 3.4.
- A network path between the mobile device and the desktop computer.

2.2 Network Topology

The most common deployment uses a single network for both the loudspeaker modules and the mobile device. However, the desktop computer may also be connected to two separate networks:

- **Loudspeaker network** — a wired connection to the PK SW1 switch and the loudspeaker modules (typically a dedicated 172.x.x.x range).
- **MOVE network** — a separate wireless access point used by the mobile device to reach the desktop computer.

Note: Guest Wi-Fi, captive portals, and VPNs on the mobile device may prevent it from reaching the desktop. Disable any VPN if connection fails.

2.3 Firewall Notes

No manual port configuration is required. If a host-based firewall is enabled on the desktop computer, .dynamics must be permitted to accept incoming connections:

- **Windows:** Allow .dynamics through Windows Defender Firewall for Private networks.
- **macOS:** Set .dynamics to **Allow incoming connections** in System Settings → Network → Firewall → Options.

If permitting .dynamics does not resolve the issue, try temporarily disabling the firewall to confirm whether it is the cause.

2.4 Connection Quality Indicator

A colored dot on the Settings icon indicates connection quality:

Dot Color	Response Time	Meaning
Green	< 100 ms	Responsive.
Orange	100–500 ms	Usable but delayed.
Red	> 500 ms / none	Controls may fail. Movement is blocked.
Grey	—	Not connected.

The current response time in milliseconds is shown next to the icon.

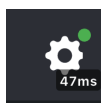


Figure 2: Connection Quality states

3 First Launch & Connection

3.1 Splash Screen

A splash screen is displayed while the application initializes.

3.2 Initial Setup — Device Name

On first launch, MOVE prompts for a device name (3–30 characters). This name identifies the device in the .dynamics desktop application and is used for analytics to help improve the MOVE experience. Tapping **Continue** accepts the end-user license agreement.

The device name can be changed later in Settings. See Section 11.1.1.

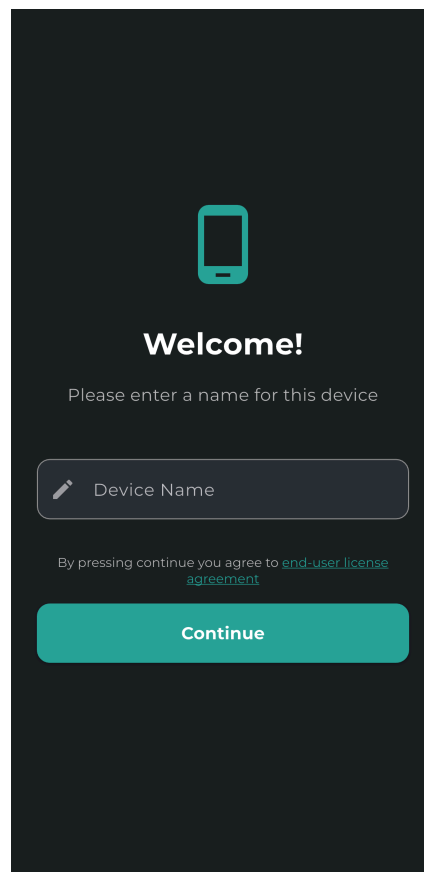


Figure 3: Initial Setup Screen

3.3 Startup Screen

The Startup screen is shown whenever MOVE is not connected. On every launch, MOVE automatically attempts to reconnect using saved credentials. See Section 3.5.

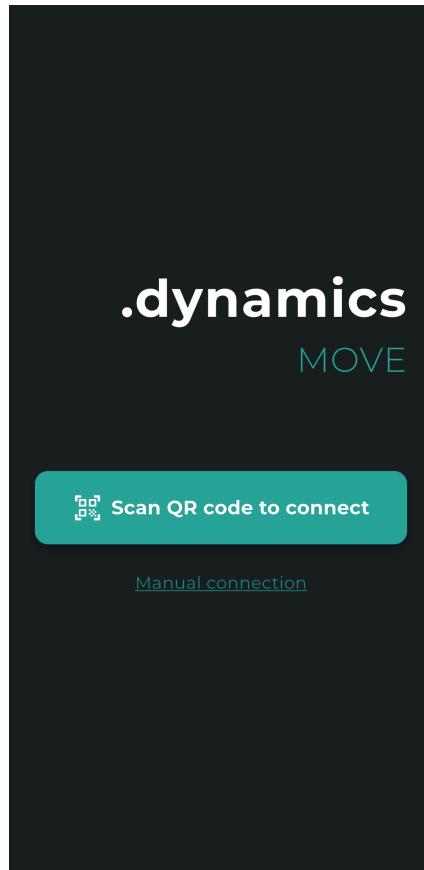


Figure 4: Startup screen

3.4 Connecting via QR Code

3.4.1 Phone Icon in the Desktop Toolbar

In the .dynamics desktop application, click the **phone icon** in the top-right toolbar to open the Mobile App Connection dialog.

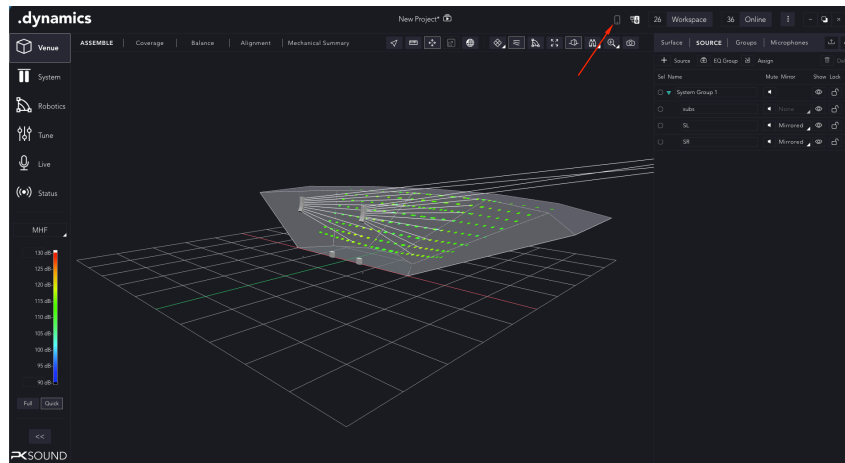


Figure 5: .dynamics MOVE button in .dynamics desktop app

The phone icon changes appearance based on the connection state:

Icon	Meaning
Phone (dimmed)	No mobile client connected.
Phone (full)	Mobile client connected, full control.
Phone with lock	Mobile client connected, Show Mode enabled.

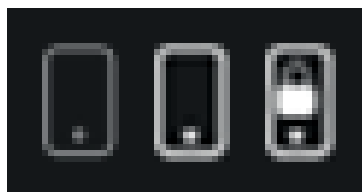


Figure 6: .dynamics MOVE icon states (left to right): Not connected -> Connected -> Show Mode

3.4.2 Mobile App Connection Dialog

The dialog provides the following controls:

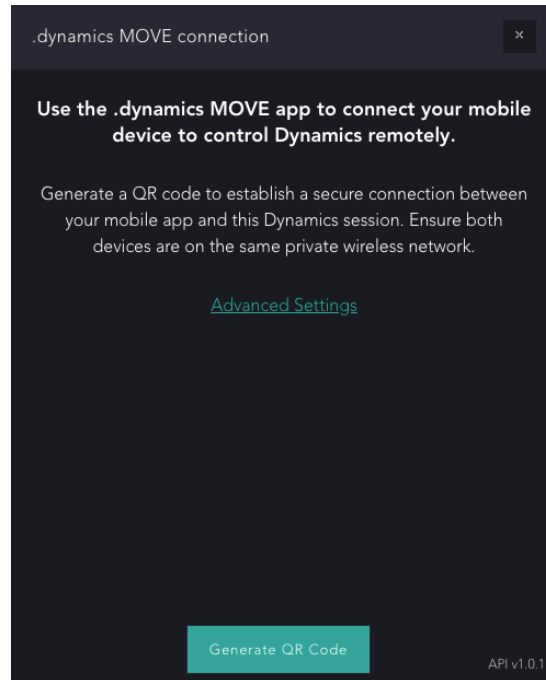


Figure 7: .dynamics MOVE connection dialog

Session Duration (under Advanced Settings) — controls how long the mobile session remains valid. Adjustable from 5 minutes to 8 hours (default: 1 hour). After this time the session expires and re-pairing is required. Set a longer duration for full-day deployments.

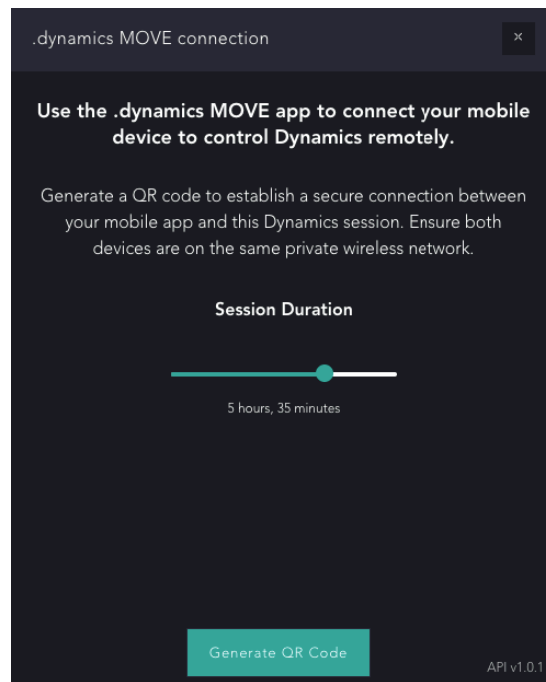


Figure 8: .dynamics MOVE connection dialog with Advanced Settings expanded

3.4.3 Starting the Server and QR Code

Click **Start Server**. A QR code is displayed.

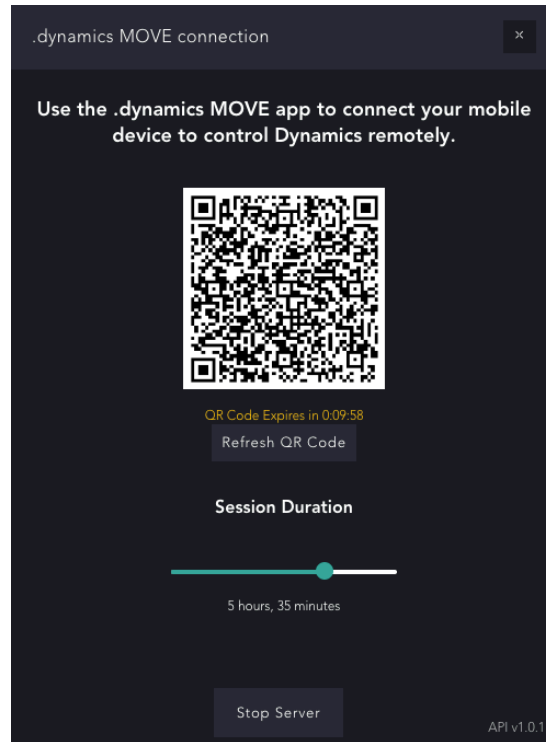


Figure 9: .dynamics MOVE connection dialog with QR code generated

- **QR Code Expires In** — a countdown timer (HH:MM:SS) shows how long the QR code remains valid. Once expired, the QR code is removed and must be refreshed.
- **Refresh QR Code** — generates a new QR code with a fresh expiration.

3.4.4 Scanning the QR Code

On the mobile device, tap **Scan QR code to connect** and point the camera at the QR code. The code is detected automatically and MOVE connects.

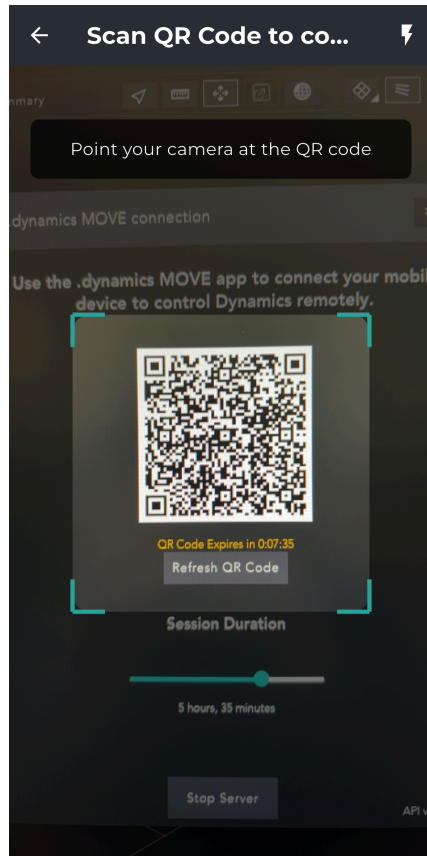


Figure 10: QR code scanner screen

3.4.5 Show Mode

Once a mobile client is connected, **Show Mode** controls (On / Off) become available in the dialog. When Show Mode is enabled, the connected mobile device can view all system data but cannot modify any settings except for Service Notes (see Section 9.2).

This is useful during live performances to prevent accidental changes. See Section 4.4.

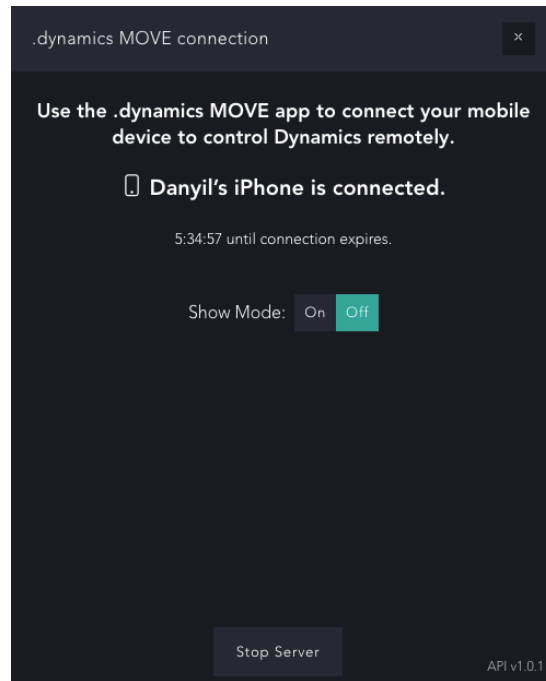


Figure 11: .dynamics MOVE connection dialog with Show Mode toggle

3.5 Reconnecting to the Last Server

MOVE saves connection details after a successful session. On subsequent launches, it automatically attempts to reconnect, showing “Reconnecting (1/N)…” during the process.

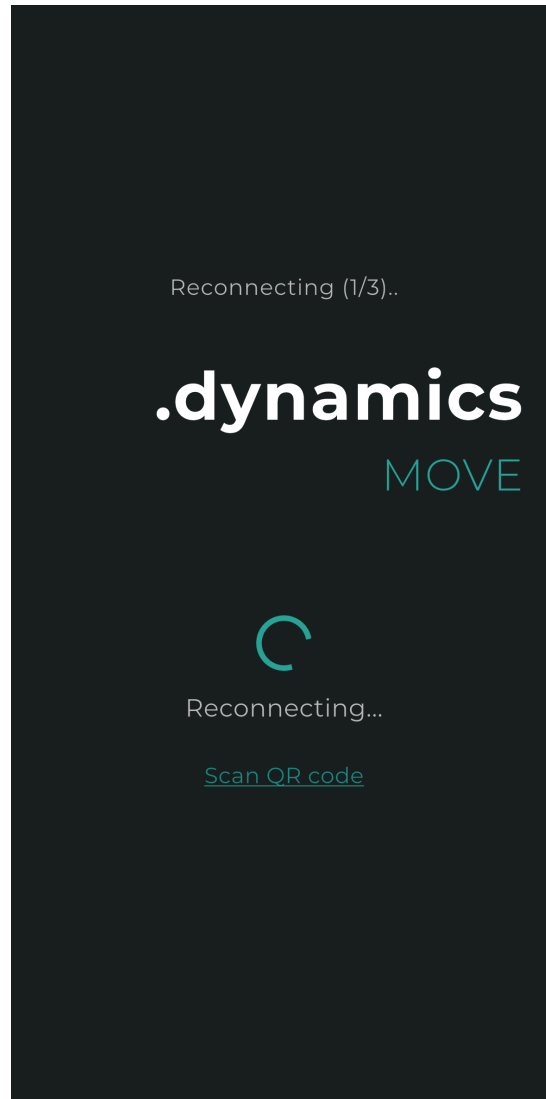


Figure 12: Automatic Reconnection Screen

If auto-reconnect fails, tap **Scan QR code** to start a fresh connection, or tap **Retry last connection** to try again.

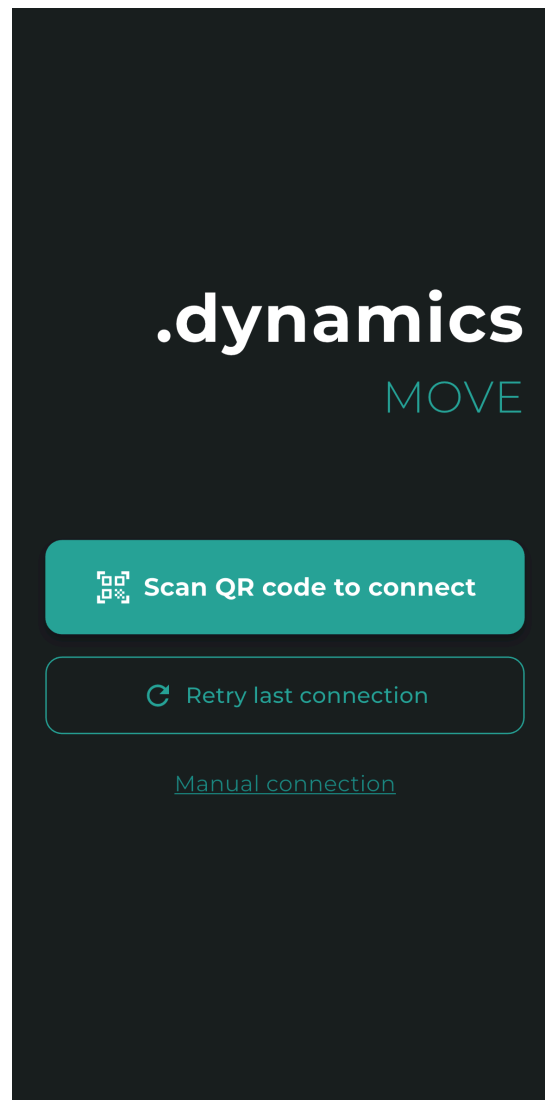


Figure 13: Unsuccessful Automatic Reconnection Screen

3.6 Connection Errors

Message	Resolution
<i>Connection failed</i>	Verify the desktop app is running and the mobile server is started.
<i>Incompatible version. Update app or ensure .dynamics PC is v1.14.0+</i>	Update the desktop application or MOVE.
<i>Version incompatibility</i>	Same as above. The saved connection has been cleared; re-pair with a new QR code.

If the problem persists, export logs (see Section 11.1.4) and contact PK Sound Support.

4 Navigation Overview

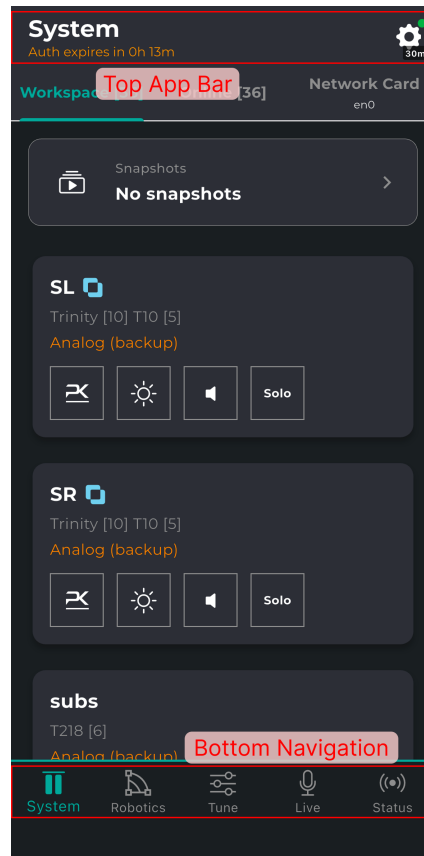


Figure 14: Main Screen Layout

4.1 Top App Bar

The app bar shows the current tab name on the left. Below the tab name, status indicators may appear:

- **Auth countdown** — in orange when less than 15 minutes remain; red when expired.
- **Show Mode indicator** — in green when Show Mode is active.

On the right side of the app bar:

- **Alarms icon** — appears when active alarms exist, colored by the highest severity (red = critical, amber = warning, blue = info). Tap to open the Alarms screen. See Section 9.5.
- **Settings gear** — opens Settings. A colored dot shows connection quality (see Section 2.4).

4.2 Bottom Navigation

Five tabs: **System** (Section 5), **Robotics** (Section 6), **Tune** (Section 7), **Live** (Section 8), **Status** (Section 9).

4.3 Common Controls

These buttons appear across multiple tabs:

- **Flash** — blinks the cabinet's LED logo to visually identify it.



Figure 15: Flash button

- **LED** — toggles the cabinet's LED logo. A **tap** turns the LED on with the default **Glacial Blue** color (or off if already on). A **long press** opens the LED color picker to set one of eight fixed colors. See Section 4.5.



Figure 16: LED button

- **Mute** — toggles mute. Red = muted, orange = partially muted.



Figure 17: Mute button

- **Solo** — solo mode. Yellow = all soloing, orange = partial.



Figure 18: Solo button

- **Reboot** — power-cycles the cabinet after a confirmation dialog.



Figure 19: Reboot button

All controls are disabled in Show Mode and when the connection is lost.

4.4 Show Mode

When the desktop operator enables **Show Mode**, all control actions in MOVE are disabled (greyed out), except for Service Notes (see Section 9.2). A “*Show Mode*” indicator appears below the tab name, and a snackbar confirms the mode change.

Show Mode is controlled from the desktop application’s Mobile App Connection dialog (see Section 3.4). MOVE cannot change it. The desktop toolbar icon changes to a **phone with a lock** when Show Mode is active.



Figure 20: .dynamics MOVE with Show Mode icon

4.5 LED Color Picker

The LED logo on each cabinet can be lit in one of eight fixed colors. The same behavior applies everywhere an **LED** button appears — on source cards, on per-cabinet buttons in an expanded source, and on the Live and Status tabs.

- **Tap** the LED button to toggle the LED on or off. Turning it on uses the default **Glacial Blue** color.
- **Long press** the LED button to open the **Select LED Colour** picker. Tap a swatch to light the LED in that color; tap **Cancel** to dismiss without changing the color.

The eight colors are Glacial Blue (default), Blue, Pink, Red, Orange, Yellow, Green, and White. A long press on a source-level LED button applies the chosen color to every cabinet in the source; a long press on a per-cabinet button colors that cabinet alone, so individual cabinets can be given their own color.

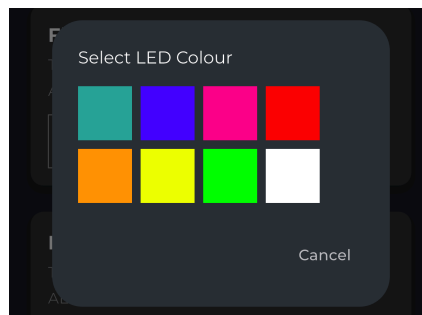


Figure 21: Select LED Colour picker

5 System Tab

The System tab has three sub-tabs: **Workspace**, **Online**, and **Network Card**. Cabinet counts are shown next to each label.

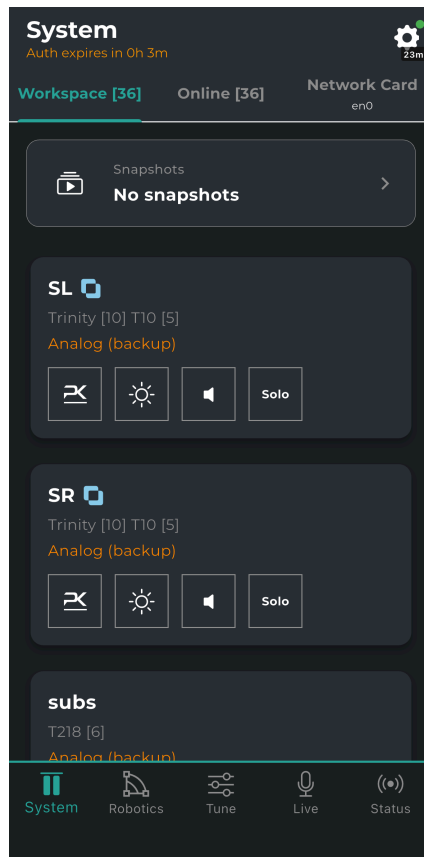


Figure 22: System tab

5.1 Workspace

Lists all configured sources. A snapshot summary block at the top shows the active snapshot name and count; tap it to open the Snapshots screen (Section 10).

Each source card shows the source name, cabinet count by model, and input selection (orange if in failover). Source cards are faded when the workspace source is not matched to a network source.

If a source is mirrored with another source, a color-coded **mirror icon** is displayed next to the source name. Both sources in a mirror pair share the same color, making it easy to identify paired sources at a glance.

Tap a card to open its detail page (Section 5.4).

5.2 Online

The Online sub-tab discovers physical modules on the network and matches them to workspace sources. See the desktop manual Section 6.2 for the underlying discovery model.

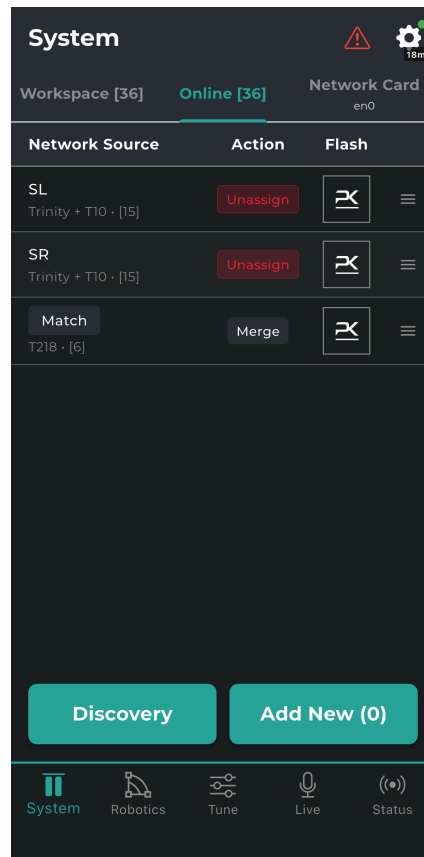


Figure 23: Online sub-tab

5.2.1 Discovery

Tap **Discovery** for a full scan or **Add New** for a partial scan (looks only for modules not yet known). A progress bar is shown during the scan; tap **Cancel** to abort.

5.2.2 Source Rows

Each row shows: the matched workspace source name (or a **Match** button if unmatched), model types and cabinet count, and any error messages (red = critical, blue = informational). Sources with critical errors cannot be matched until resolved on the desktop.

5.2.3 Actions

- **Flash** — flash all modules in the source.
- **Drag handle** — reorder sources by dragging. Display order only.
- **Match** (unmatched sources) — opens a dialog to select a workspace source. If the match will cause modules to reboot, a warning is shown. When some of the source's modules are missing from the network, a **Force Match** option is also offered here (see Section 5.2.4).
- **Unassign** (matched sources) — removes the link after a confirmation dialog.
- **Merge** (unmatched sources) — combines with an adjacent source. Tap to see **Merge with above** / **Merge with below** options.
- **Tap the row** — opens the Network Source Detail page.

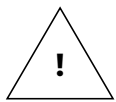
5.2.4 Force Match

Force Match lets a discovered source be matched to a workspace source even when some of its physical modules are missing from the network. The missing modules are represented as **virtual modules** so the rest of the source can still be controlled and tuned from MOVE.

Force Match is only available when at least one module of the source is online and the number of missing modules does not exceed the limit for the source configuration:

- **Subwoofer arrays** — up to **3** virtual modules.
- **Line arrays and all other source types** — up to **2** virtual modules.

If more modules than this are missing, the workspace source is not offered as a Force Match target.



WARNING: Safety and rigging calculations for an array that contains virtual modules may not reflect the real mechanical state of the source. Move robotics at your own risk and closely monitor the array as it moves.

5.2.4.1 Starting a Force Match Tap **Match** on an unmatched source row to open the **Match Network Source** dialog. When the source has missing modules, the dialog shows a **Show Force Match options** link below the source list (the exact matches, if any, are listed above it; “No exact matches available” is shown when there are none).

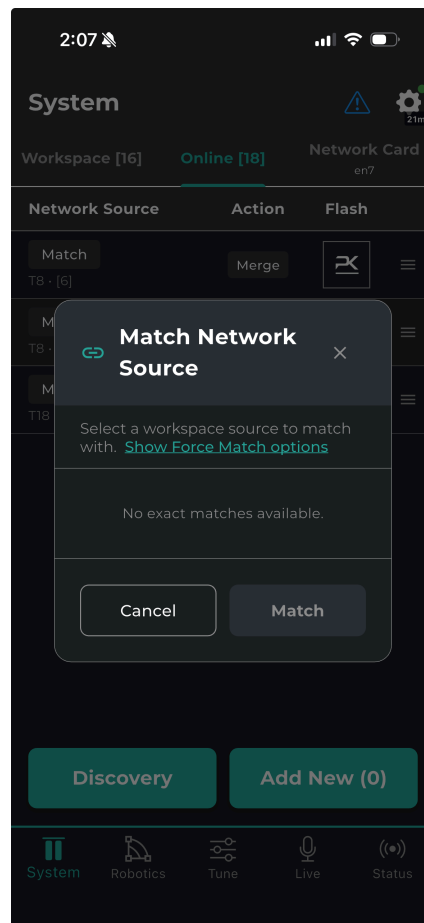


Figure 24: Match dialog with the Show Force Match options link

Tap **Show Force Match options** to reveal the workspace sources that are eligible for a Force Match. Each is listed with a radio button and an orange **Force Match** badge. Select one and tap **Match** to open the Force Match page. Tap **Hide Force Match options** to collapse the list again.

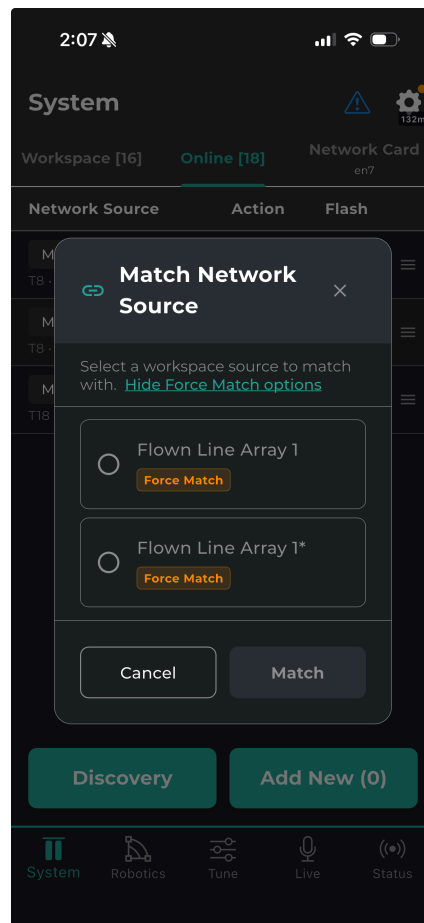


Figure 25: Eligible sources tagged with Force Match badges

5.2.4.2 Force Match Page The Force Match page header names the workspace source and its total quantity, for example “*Force Match: Flown Line Array 1 (8)*”. A summary row shows **Qty**, **Online**, and **Virtual** counts. The array is drawn as a vertical column of module slots; virtual (missing) modules are shown with an **X overlay**.

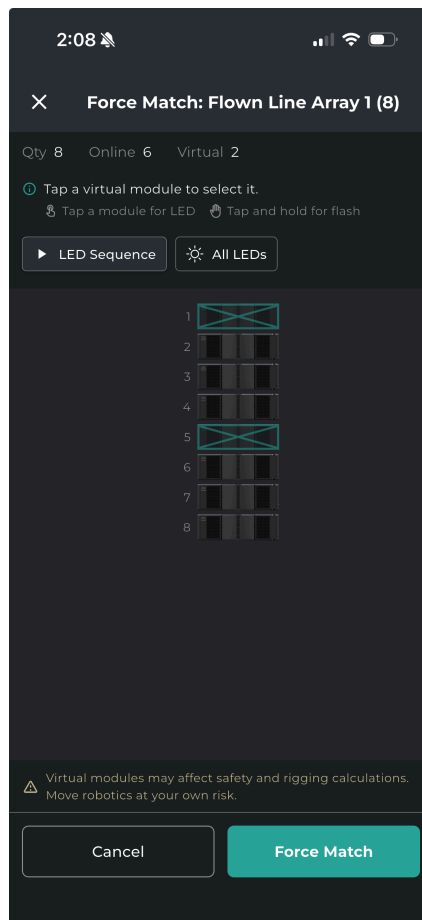


Figure 26: Force Match page

Identifying modules Before placing virtual modules, confirm which physical module sits where:

- **Tap a module** to toggle its LED on or off.
- **Tap and hold a module** to flash it.
- **LED Sequence** — lights each module in turn, in virtual-position order, to confirm the physical and virtual modules are in the same order.
- **All LEDs** — lights every online module in the source at once.

Placing virtual modules Tap a **virtual module** (the slots marked with an X) to select it, then tap the **module position** where it belongs. Tap the selected virtual module again, or tap the background, to cancel the selection. Virtual modules can only be swapped with online modules of the same model group.

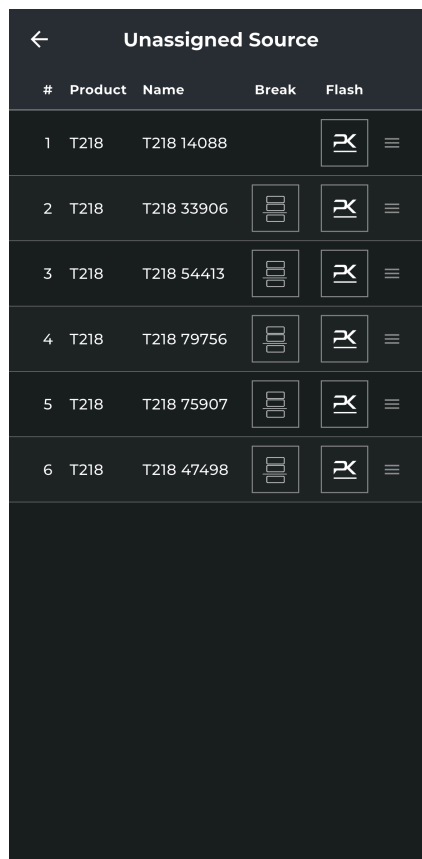
Applying the match Once the virtual modules are in their correct positions, tap **Force Match** to apply. The discovered source is matched to the workspace source, and the missing modules remain as virtual modules. Tap **Cancel** to discard.

After a Force Match, the source behaves like any other matched source. Virtual modules

stay inactive — they cannot be muted, soloed, tuned, or controlled individually, and they do not report LED, inclinometer, or other live data. The online modules continue to behave normally.

5.2.5 Network Source Detail Page

Lists every cabinet in a network source with columns for position, product model, name, **Break**, **Flash**, and a drag handle.



#	Product	Name	Break	Flash
1	T218	T218 14088		 
2	T218	T218 33906		 
3	T218	T218 54413		 
4	T218	T218 79756		 
5	T218	T218 75907		 
6	T218	T218 47498		 

Figure 27: Network Source Detail page

- **Reorder cabinets** — drag to change the physical array order. Disabled while the source is matched; unassign first.
- **Flash** — flash an individual cabinet.
- **Break** — splits the source into two. The cabinet where **Break** is tapped and all cabinets below it become a new source. A confirmation dialog shows the resulting cabinet counts. Disabled while the source is matched.

5.3 Network Card

Lists the desktop computer's network interfaces. The tab header shows the name of the currently active card (orange if its IP is outside the standard 172.x.x.x range). The active interface is highlighted in blue. Tap another row to switch.

Pull down to refresh. Changing the active card affects the desktop application as well.

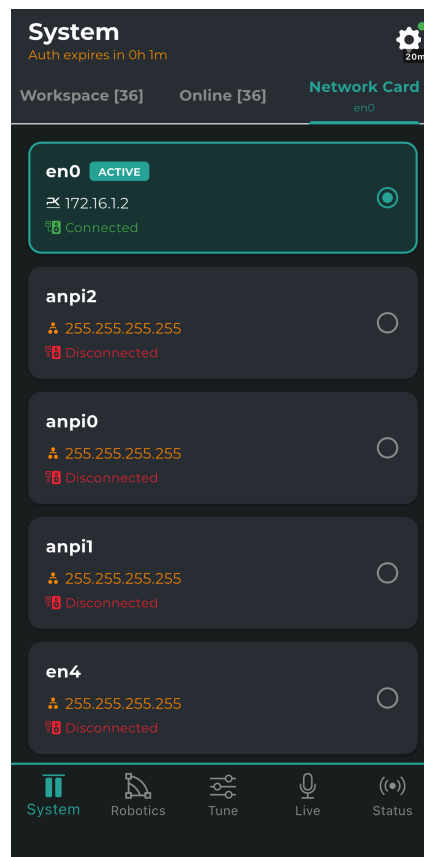


Figure 28: Network Card sub-tab

5.4 Source Detail Page

Tapping a source card opens a detail page with tab-specific content: system configuration, robotics controls, tuning, live metering, or status — depending on which main tab is active.

Each cabinet card shows position, name, model, input selection, and **Flash / LED / Mute / Solo** buttons.

6 Robotics Tab

The Robotics tab controls cabinet angles on robotic loudspeaker modules. Sources without robotic cabinets show a message indicating that robotic movement is not supported.

Source cards on this tab additionally show:

- **Z-bottom** — the height of the lowest cabinet in the array.
- **Vertical** and **Horizontal** robotic status indicators on the right side of the card. Each indicator shows the most critical status across all cabinets in the source for that axis.

The status icons and colors are:

Icon / Color	Status	Meaning
Green checkmark	Synchronized	All cabinets at target angles.
Blue arrows	Moving	Movement in progress.
Yellow cloud-slash	Disconnected	Robotic controller not reachable.
Yellow repeat-slash	Unsynchronized	Cabinets not at target angles.
Orange info circle	Recalibration warning	Recalibration recommended.
Red diamond	Error	Hardware, temperature, power, or other error.

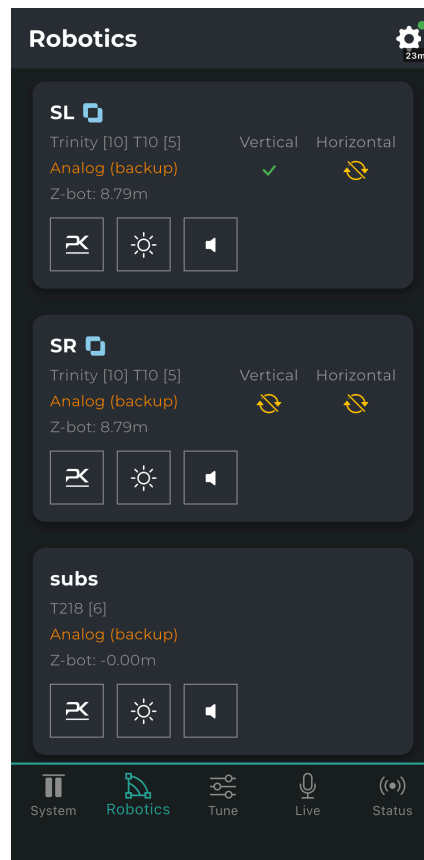


Figure 29: Robotics tab

6.1 Robotics Source Page

Tap a source card to open its robotics controls. A **Flash** button is available in the top-right of the app bar to help identify the currently selected source.

- **2D side view** — live visualization of the array geometry.
- **X Rotation (simulation)** — read-only, set from the desktop.
- **Inclination (measured)** — live inclinometer reading. Tap the eye icon to activate the stream (auto-deactivates after 60 seconds). An orange warning appears if the measured angle does not match the simulation.
- **Z-bottom** — height of the lowest cabinet.
- **Safety State** — *Safe* (green), *Unsafe* (red), or *Recalculating* (orange). Movement is blocked unless the state is *Safe*.
- **Angle controls** — per-cabinet selectors for **Vertical Splay**, **Horizontal Left**, and **Horizontal Right**. An **All** row applies the same value to every cabinet. Only valid angles are offered.
- **Move button** — opens the Movement page. Disabled when unsafe, in cooldown, in Show Mode, or when connection quality is weak.



Figure 30: Robotics Source page

6.2 Movement Page

Three tabs: **Vertical**, **Horizontal**, **Zero**.

We recommend **disabling auto-rotation** on the mobile device before using the Movement page. If the phone rotates while the hold-to-move button is held, the button shifts position and the movement is aborted.

The center of the page contains a large **hold-to-move** button. Movement runs only while the button is held — releasing stops it immediately.



Figure 31: Movement page

6.2.1 Automatic Retrial

When a movement finishes, MOVE checks whether all cabinets have reached their target angles. If any have not, the movement is automatically retried (up to 2 additional attempts) as long as the button is still held. Three orange bouncing dots are shown below the button during the retrial check.

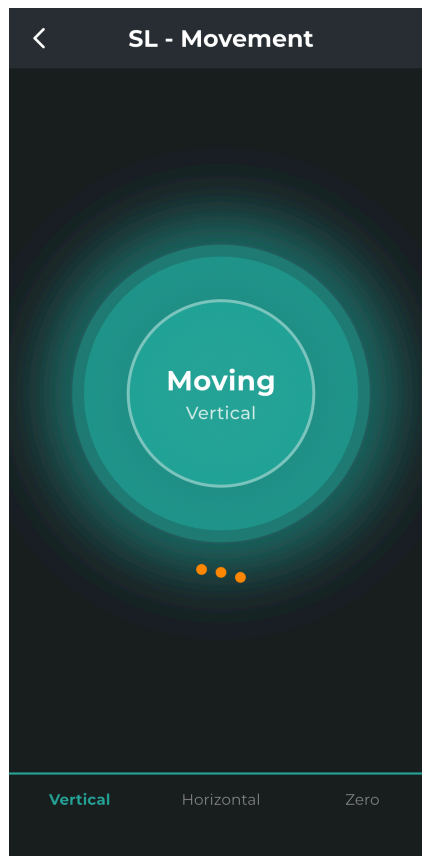


Figure 32: Movement page - Automatic Retrial

6.2.2 Zero Tab

A segmented control selects **Vertical** or **Horizontal** zeroing. After a successful vertical zero, horizontal is selected automatically.

If the simulation angle is not safe for zeroing, an orange warning appears with a **Continue at your own risk** option.

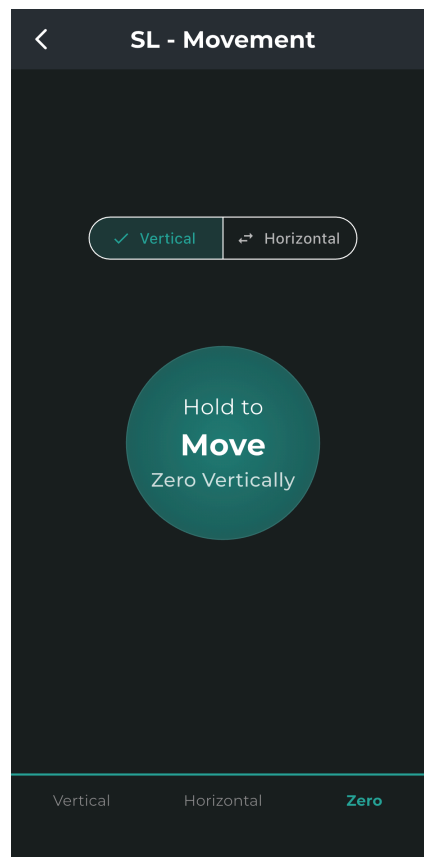


Figure 33: Movement page - Zero tab

6.3 Movement Completion

- **Success** — a green snackbar confirms completion.
- **Errors** — a dialog lists the affected cabinets and specific errors (invalid angle, temperature, hardware, etc.).
- **Canceled** — the dialog reports cancellation instead.

6.4 Safety Preconditions

Movement is blocked unless: Show Mode is off, the safety state is *Safe*, actuators are not in cooldown, and connection quality is not *Weak*.

7 Tune Tab

Two sub-tabs: **Groups** and **Sources**.

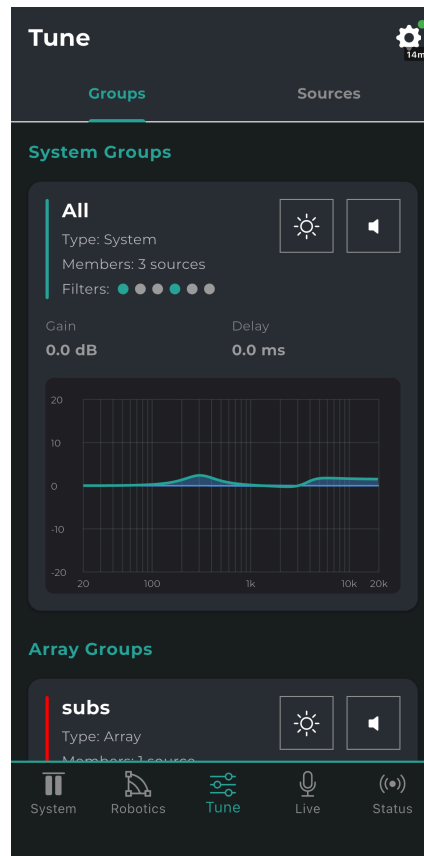


Figure 34: Tune tab overview

7.1 Groups

Lists DSP groups organized by type: **System Groups**, **Array Groups**, and **Module Groups**. Each card shows the group color (indicated as the colored side strip), name, type, member count, filter indicators (blue = enabled, grey = disabled), gain, delay, an EQ curve preview, and **LED / Mute** buttons.

Tap a card to open the DSP Group page.

7.1.1 DSP Group Page

Tap **Gain** or **Delay** fields to adjust the value either by entering it with the keyboard or by using the sliding selector. **Delay** is not available for Module groups. Tap the colored square to change the group color from the LED palette.

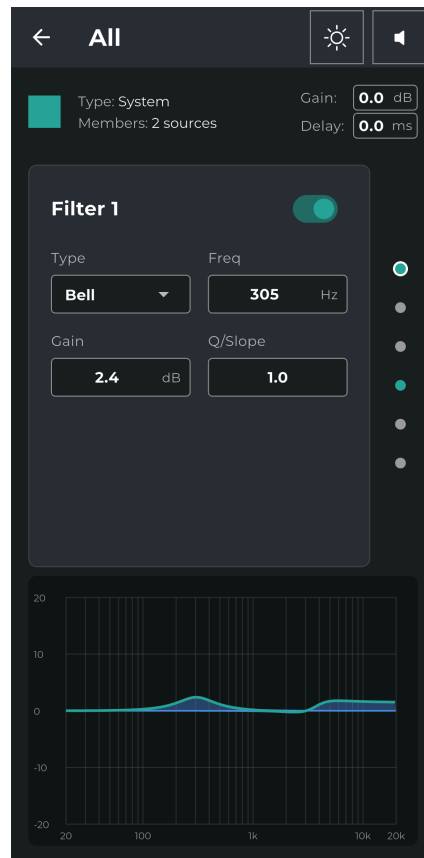


Figure 35: DSP Group page

7.1.2 EQ Editor

Filters are shown one at a time in a vertically paginated view. Swipe or tap the pagination dots on the right to navigate. A blue dot indicates an active (enabled) filter; a grey dot indicates a deactivated filter.

A filter must be activated (using the enable toggle) before its parameters can be edited. Each filter has:

- **Enable toggle** — activates or deactivates the filter. Deactivated filters are preserved but not applied to the audio path.
- **Type** — Bell, High-Shelving, or Low-Shelving.
- **Gain** (dB), **Frequency** (Hz), **Q / Slope** (Bell: 0.1–30; Shelving: 0.25–1.25).

Tap any numeric field to adjust the value either by entering it with the keyboard or by using the sliding selector.

An **EQ Graph** below shows the combined response in real time. Changes are sent automatically — no save button needed. A spinner on the graph confirms the update; a red X and revert indicate a failure.

7.2 Sources

Per-source **Gain** (dB) and **Delay** (ms) controls, with **Flash / Mute / Solo** buttons. Unmatched sources are greyed out.

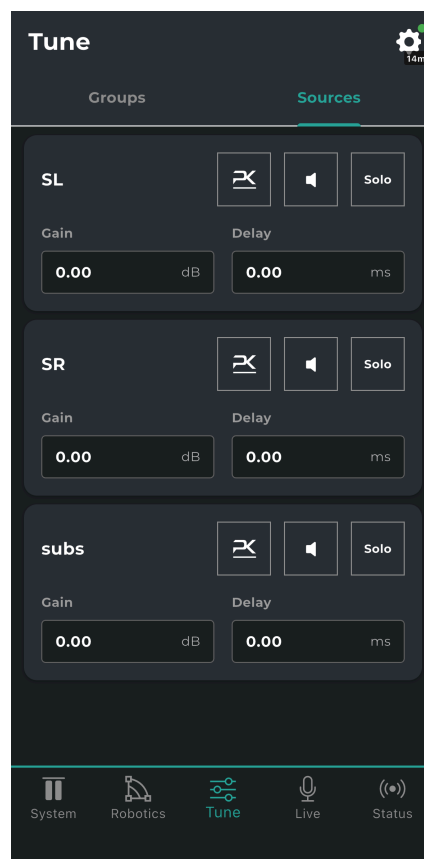


Figure 36: Sources sub-tab

8 Live Tab

Real-time monitoring during a show. Source cards show **Protect**, **Temp Warning**, and **Temp Critical** badges, plus a compact source-level meter (orange gradient when in failover). Tap a source card to open the Live Source Page.

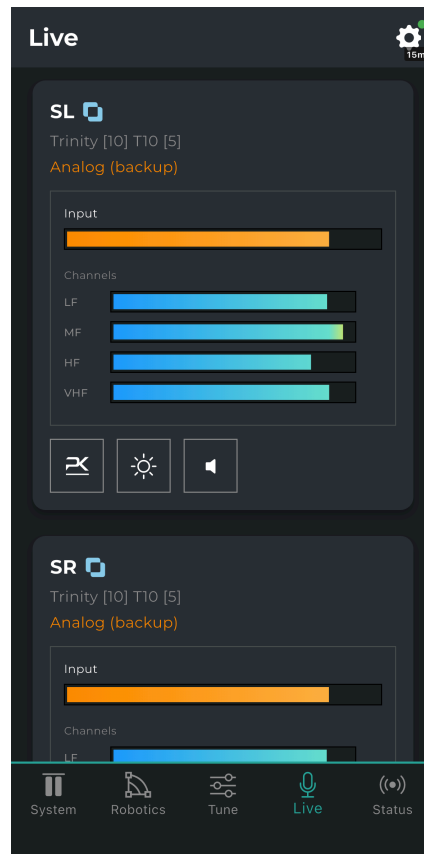


Figure 37: Live tab

8.1 Live Source Page

Lists every cabinet with collapsible meters. The first cabinet is expanded automatically. Only one cabinet can be expanded at a time.



Figure 38: Live Source page

8.1.1 Meters

- **Input meter** — horizontal bar (blue-to-teal gradient; orange in failover).
- **Aux meter** — shown when the source plays a digital input (AES3 / Milan) and no DSP4 hardware is present. Monitors the alternate signal.
- **Channel meters** — per-channel output levels. Read-only.

8.1.2 Badges

Badge	Color	Meaning
Protect	Red	Amplifier in protect mode; no output.
Temp Warning	Yellow	Temperature at or above the warning threshold.
Temp Critical	Red	Temperature at or above the critical threshold.

8.1.3 Controls

Only **LED** and **Mute** are available on the Live tab to avoid accidental changes during a performance. The **LED** button uses the same tap / long-press behavior as elsewhere — long press to pick a color (see Section 4.5).

9 Status Tab

Review cabinet service state, leave notes, flag service-required, and reboot modules. Tap a source card to open the Status Source Page.

9.1 Status Source Page

Each cabinet card has a **Service Notes** text box on the left and a 2x2 button grid on the right: **Flash**, **Mute**, **Service Required**, and **Reboot**.

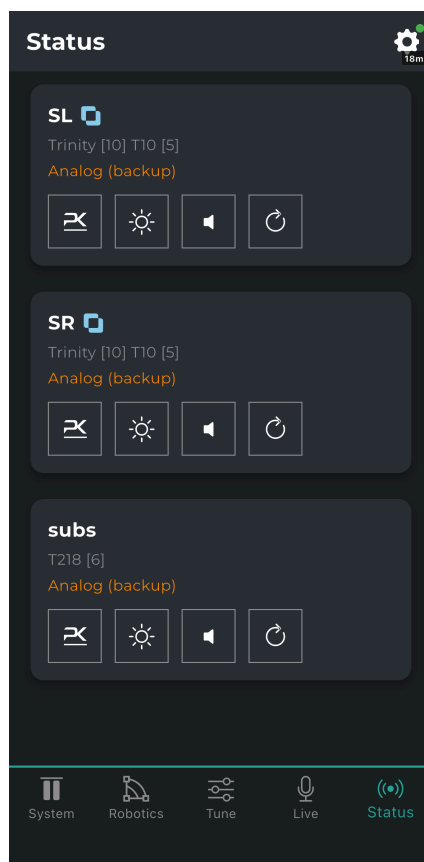


Figure 39: Status Source page

9.2 Service Notes

Tap the text box to open a dialog and enter or edit a free-form note.

9.3 Service Required

Toggles a persistent flag stored in the speaker firmware. The icon is outlined when off and filled red when on.

9.4 Reboot

Power-cycles the cabinet after a confirmation dialog. A spinner is shown until the cabinet reconnects (up to 35 seconds). Do not power off the cabinet during the reboot.

9.5 Alarms

Accessed from the warning-triangle icon in the app bar. Alarms are sorted by severity: Critical (red), Warning (yellow), Info (blue).

Swipe an alarm left to silence it. Tap **Show all** in the app bar to restore all silenced alarms.

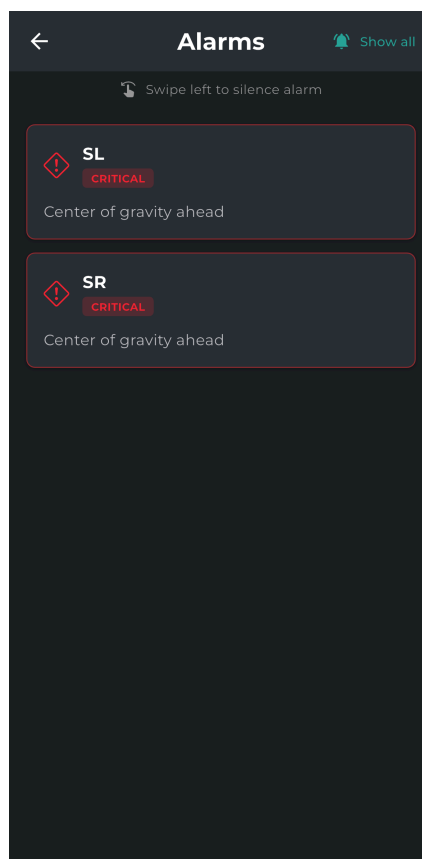


Figure 40: Alarms screen

10 Snapshots

Snapshots save the complete workspace state and can be restored later. Access the Snapshots screen from the snapshot block at the top of the Workspace sub-tab.

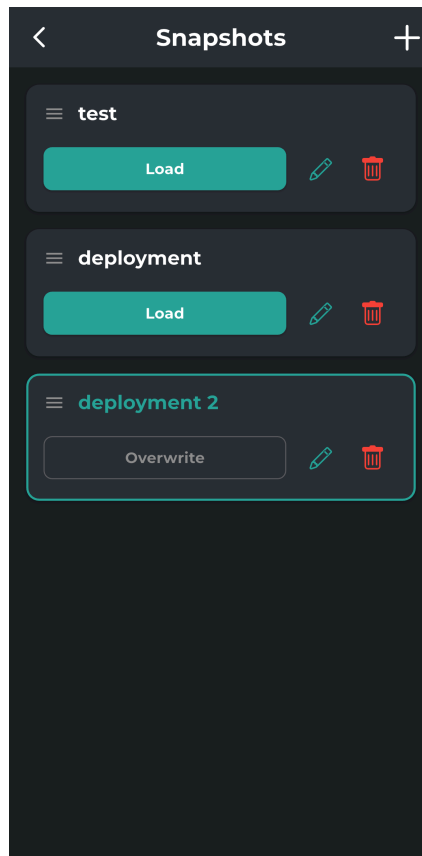


Figure 41: Snapshots screen

Each snapshot card shows the name (blue if active), an optional description, and action buttons. Active snapshots show “- Modified” in orange when the workspace has changed since loading. Drag the handle to reorder.

Actions:

- **Load** (inactive snapshots) — applies the snapshot. Disabled if it cannot be applied (reason shown in grey).
- **Overwrite** (active snapshot only) — saves the current state over the snapshot. Available only when modified. Requires confirmation.
- **Edit** — rename or change the description.
- **Delete** — permanently removes the snapshot. Requires confirmation.
- **Create** (plus icon in the app bar) — captures the current workspace state as a new snapshot.

Drag the handle on the left side of a snapshot card to **reorder** snapshots in the list.

11 Settings

Accessed from the gear icon. Two sub-screens: **General** and **Connection**.

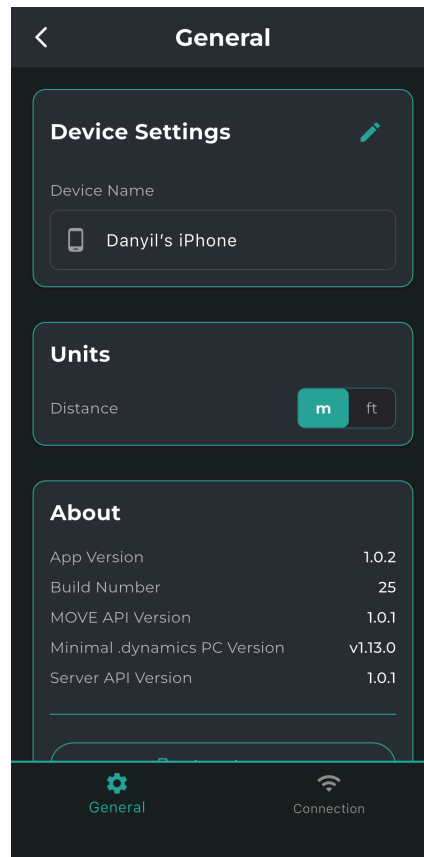


Figure 42: Settings screen

11.1 General

11.1.1 Device Settings

View or edit the device name. Tap the pencil icon to edit, then **Save** or **Cancel**. Same 3–30 character rule as initial setup.

11.1.2 Units

Toggle distance unit: **m** (meters) or **ft** (feet). Takes effect immediately.

11.1.3 About

Displays App Version, Build Number, MOVE API Version, Minimal .dynamics PC Version, Server API Version, and a **View Licenses** button.

11.1.4 Logs

- **Export & Share Logs** — prepares a log archive and opens the system share sheet.
- **Clear All Logs** — permanently deletes all log entries after confirmation.

11.1.5 Alarms

When silenced alarms exist, a **Show All Alarms** button appears to restore them.

11.2 Connection

Shows connection status (Connected / Connecting / Error / Disconnected) with color-coded indicators.

- **Disconnect** (when connected) — terminates the session, clears saved credentials, and returns to the Startup screen.
- **Scan Server QR Code** (when disconnected) — opens the QR scanner.
- **Manual Connection** (expandable) — Server IP Address, Server Port, and Enter Token fields.

12 Troubleshooting

12.1 Cannot Find the Desktop Server

1. Confirm the desktop app is running and the mobile server is started.
2. Confirm the mobile device can reach the desktop over the network. If on separate networks, verify routing is in place. Disable VPN.
3. Check the desktop firewall. See Section 2.3.
4. Regenerate the QR code and scan again.

12.2 QR Code Will Not Scan

1. Verify Camera access is granted in device settings.
2. Use the flashlight toggle if needed.
3. Hold the camera 15–30 cm from the code, steady and centered.
4. Clean the camera lens.

12.3 Connection Drops

1. Confirm the device still has network connectivity.
2. Check the connection-quality dot. Red = weak.
3. Open Settings → Connection; MOVE may reconnect automatically.
4. If not, scan a fresh QR code.

12.4 Authentication Expired

Regenerate the QR code on the desktop and scan it again from Settings → Connection.

12.5 Controls Disabled (Show Mode)

Ask the desktop operator to turn off Show Mode. MOVE cannot change this setting.

12.6 Live Meters Show No Signal

1. Verify the source is receiving audio.
2. Confirm the cabinet is online (no red cloud-slash icon).
3. Check for unexpected failover on the System tab.
4. Collapse and re-expand the cabinet to refresh the meter subscription.

12.7 Robotic Source Reports Unsafe

1. Reduce angles that are at the extremes of their range.
2. Verify the inclinometer reading matches the simulated rotation.
3. Wait for the state to change from *Recalculating* to *Safe*.

12.8 Exporting Logs

Open **Settings → General → Logs → Export & Share Logs**. Include a description of the problem, the approximate time, and the version info from the About card when contacting PK Sound Support.

Logs contain only diagnostic data — no show content, audio, or personal information beyond the device name.

13 Appendix

13.1 Gesture Reference

Gesture	Where	Effect
Tap	Buttons, rows, icons	Primary action.
Tap	LED button	Toggle LED (Glacial Blue).
Long press	LED button	Open the LED color picker.
Tap	Module (Force Match page)	Toggle that module's LED.
Long press	Module (Force Match page)	Flash that module.
Hold	Move button (Robotics)	Executes movement while held.
Hold + drag	Drag handles	Reorder items.
Swipe left	Alarm cards	Silence alarm.
Vertical swipe	EQ filter panel	Navigate between filters.
Pull down	Network Card list	Refresh.

13.2 Status Indicator Reference

Element	Color / Icon	Meaning
Connection dot	Green	Stable (< 100 ms).
Connection dot	Orange	Average (100–500 ms).
Connection dot	Red	Weak (> 500 ms) or error.
Connection dot	Grey	Not connected.
Safety State	Green — <i>Safe</i>	Angles within safe limits.
Safety State	Orange — <i>Recalculating</i>	Safety being recomputed.
Safety State	Red — <i>Unsafe</i>	Angles outside safe limits; movement blocked.
Badge — Protect	Red	Amplifier in protect mode.
Badge — Temp Warning	Yellow	Temperature above warning threshold.
Badge — Temp Critical	Red	Temperature above critical threshold.

Element	Color / Icon	Meaning
Alarm — Critical	Red diamond	Critical alarm.
Alarm — Warning	Orange triangle	Warning alarm.
Alarm — Info	Blue circle	Informational alarm.
Offline indicator	Red cloud-slash	Cabinet disconnected.
Input selection	Orange text	Source playing backup/failover input.
Input meter	Blue → Teal → Yellow	Normal metering.
Input meter	Orange → Yellow	Failover metering.
Show Mode	Green — <i>Show Mode</i>	Server in Show Mode; controls disabled.
Auth expiration	Orange	< 15 minutes remaining.
Auth expiration	Red — <i>Auth Expired</i>	Token expired.

13.3 Glossary

Array — A group of loudspeaker cabinets arranged as a line-source.

Cabinet — A single loudspeaker module.

DSP Group — A set of cabinets or sources sharing DSP parameters (gain, delay, EQ). Types: Module, Array, System.

Failover — A cabinet playing its backup input because the primary digital input is unavailable.

Force Match — Matching a discovered source to a workspace source when some of its physical modules are missing; the missing modules become virtual modules.

Inclinometer — Sensor built into a module measuring its physical tilt.

Network Source — A group of discovered modules on the network, matchable to a Workspace Source.

Show Mode — Server-wide state blocking all changes from MOVE (except Service Notes).

Safety State — Whether configured angles are within the manufacturer's safety envelope. Values: Safe, Unsafe, Recalculating.

Snapshot — A saved capture of the complete workspace state.

Source — A configured sound source, typically one array playing one input signal.

Virtual Module — A placeholder for a physical module that is missing from the network, created by a Force Match. Virtual modules are inactive and report no live data.

Workspace — The current .dynamics project (sources, cabinets, DSP groups, snapshots).

Z-bottom — Height of the lowest cabinet in a flown array.

13.4 Support

Consult this manual and the desktop user manual first. If the issue persists, export logs (Section 12.8) and contact PK Sound Support.