Venue Commander

User Manual

Contents

Legal and contact information of R&D company:

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Company: Zhigu Yitong Technology Co., Ltd

Official contact number: 4001090959

Email: zget@playeah.com

Official website: playeah.cn

1. Product Introduction

1.1 Introduction to Venue Commander

Venue Commander is a stage sound and light integrated meta-control center specially designed and developed for banquet halls, celebration halls, school activity centers and multi-function halls equipped with small performance stages.

Venue Commander uses Playeah's original "IMFA" intelligent music analysis technology and "RTBC" real-time rhythm control technology , and uses deep AI algorithms to schedule lighting, video, machinery and dynamics to coordinate with the scene of the venue. All the facilities that can realize the performance of the venue can be integrated with the music in an all-round way, fully displaying the excitement and enthusiasm of the program, and making the audience at the banquet and celebration venue more deeply immersed in the atmosphere of the venue.

Venue Commander ST/Pro is a stage sound and light integrated meta-control center specially designed and developed for banquet halls, celebration halls, school activity centers and multi-function halls equipped with small performance stages.

Venue Commander cooperates with Playeah's Visual Force image server and Lighting Magic light controller, and will set a new benchmark of “**Playeah Venue**” with unique sound and light integration charm!

1.2 Product Diagram

1.3 Precautions for use

- The Venue Commander has been installed and debugged and is ready for normal use.
- The Venue Commander must be connected to the internet.
- Before use, carefully read this manual and strictly follow all operating requirements.

2. Power-On, Login & Account Management

2.1 Account and Password

After Venue Commander is installed, the installer will activate the device and create an account. Before using the device, please request the activated account and password for this unit from the installer.

This account is linked to all functional permissions enabled on this device, as well as permissions for the Yeetone Music Cloud. It is also the key credential for future renewals, upgrades, and service. It represents the core value of Venue Commander. Please keep this account information safe and secure. It is recommended to change the password immediately after the first login.

Each login to Venue Commander requires online verification. Ensure the device remains connected to the internet during operation. If you log in while offline, the system will indicate that it is working in offline mode.

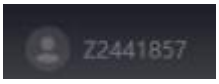
2.2 Power-On and Login

"Venue Commander" must be installed and configured by an authorized dealer, who will confirm that all functions are properly set before delivery to the user. Therefore, the user only needs to turn on the power to start using the device.

Press the power button on the front panel. After the device starts up, it will automatically log in and enter the main system interface in approximately 15–30 seconds. If you log out, the system login screen will be displayed, as shown below:

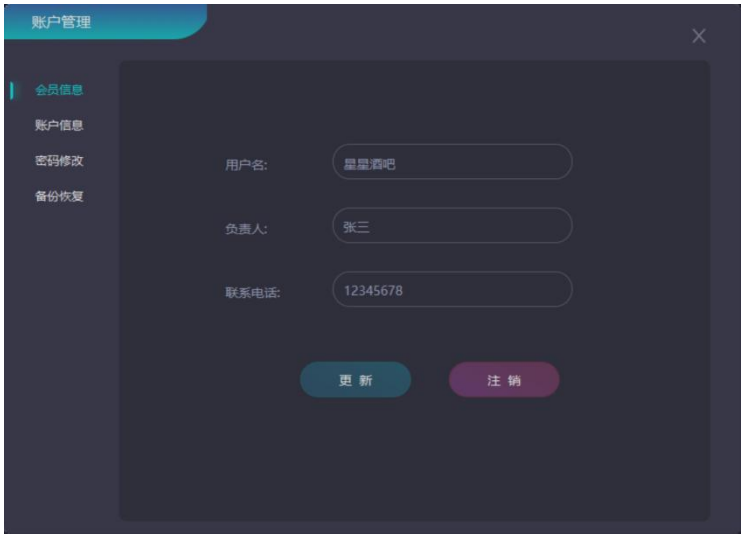
Enter the account and password to access the system and continue use. If “Auto-login” is checked, the system saves the last entered credentials and logs in automatically after power-on.

2.3 Account Management

After entering the workspace, click the user icon 

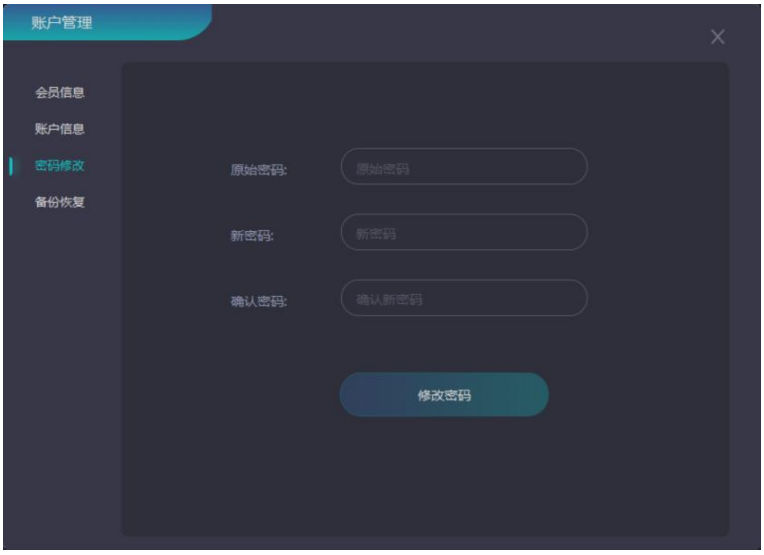
in the top-right corner to manage your account. This account can be managed.

Account management includes: member info, account info, password change, and backup/restore functions, as shown below.

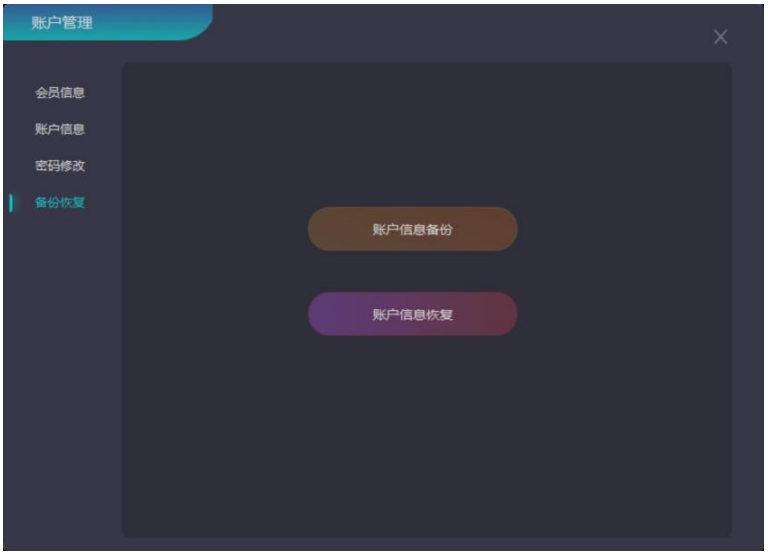


This is the member information page, where you can modify and update the user name, contact name, and contact phone number.

This is the account information page, where you can view your account permissions, including the number of downloadable songs and selectable music categories. You can also view and update your account validity period, account balance, as well as recharge and consumption records.



This is the password change page, where you can change your account password. It is recommended that new users change the password immediately after the first power-on.



This is the backup/restore page. You can upload your account's playlists and downloaded music files to the server for backup. You can also restore backup data from the server to the local device.

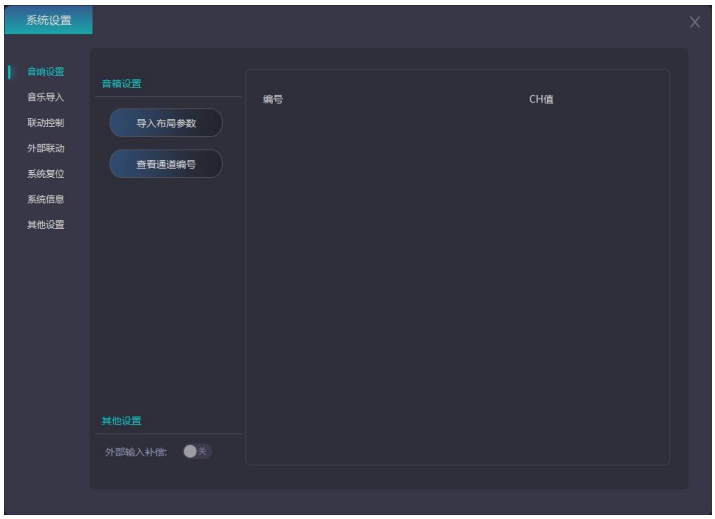
3. System settings

After entering the workspace, click the “System Settings” tab 

in the top-right corner to access system settings.

System settings include: Audio Settings, Music Import, Linkage Control, Mode Settings, System Reset, System Information, and Other Settings.

3.1 Audio Settings



This page is Audio Settings page, including two parts: Speaker Settings and Mode Settings.

1) Speaker Settings: Click “Import Layout Parameters” to import the speaker layout parameter table. This allows Venue Commander to automatically adapt internal parameters based on the speaker layout for optimal performance. This step is performed during system installation and debugging. Under normal circumstances, user operation is not required. Click the “View Channel Numbers” button to display the channel numbers of all speakers, making it easy for users to check the wiring later.

2) External Input Compensation: Changes the direction of the sound field. When External Input Compensation is “Off”, the main sound field of the input signal is positioned to the front and right, with rear fill for sound diffraction and spatial reverberation. When External Input Compensation is “On”, the input signal has no directional preference; all directions have equal loudness, providing a uniform sound field throughout the venue.

3.2 Music Import

This is the Music Import page. You can import local files into Venue Commander (supports MP3, WAV formats) by uploading music files from external storage such as a USB drive. Insert the USB drive into the USB port of Venue Commander, then click “Browse Files” to select the music file you wish to upload, and click “Upload Song”. The upload is complete when “Upload Successful” is displayed. (Note: If the music file is in .zg format, first check the 【☑ .zg Music Format File】 option before browsing. Only then will “zg” format files in that directory be displayed.)

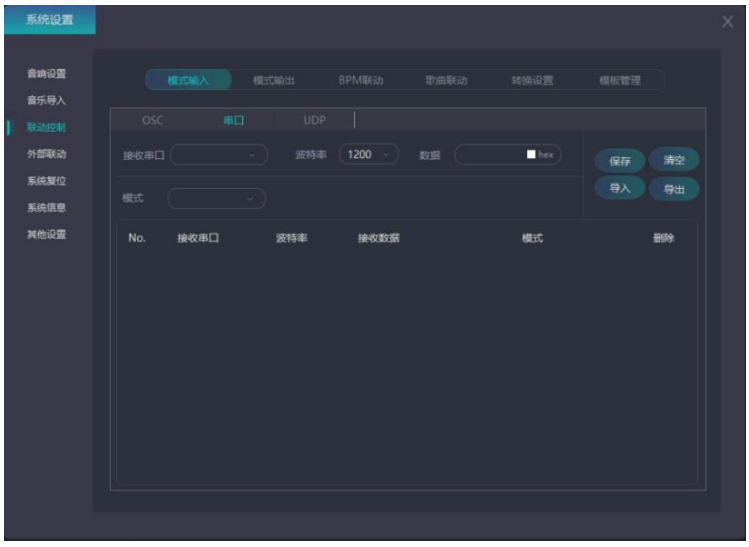
3.3 Linkage Control

This is the Linkage Control page. Using control protocols such as OSC/UDP/RS485/RS232, it can communicate with and control external devices such as video and lighting, allowing video playback or lighting effects to change with the music. You can click [Save], [Import], [Export], or [Clear] to perform operations.

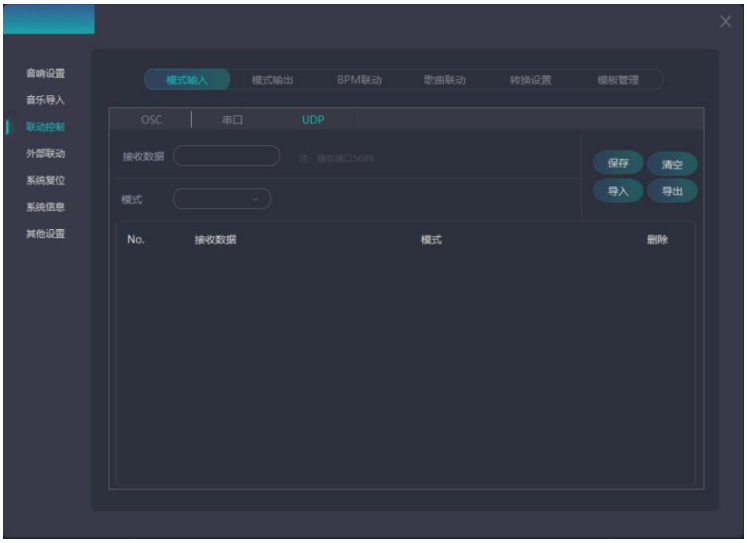
3.3.1 Input linkage

This is the Mode Input Linkage page:

OSC Input Linkage provides multiple linkage operation functions corresponding to different OSC protocol input addresses. The data sent is the OSC protocol linkage data. Output linkage requires linkage with input data.



Serial Input Linkage uses RS485/RS232 serial protocols. Based on the set serial port and baud rate, it links the selected mode by receiving corresponding data (hexadecimal code can be checked ☑hex).

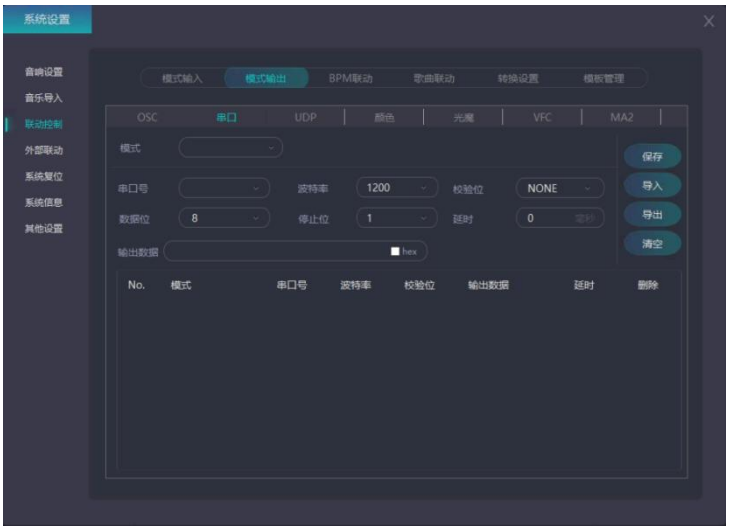


UDP input linkage is to receive data in the form of UDP protocol to linkage the selected mode.

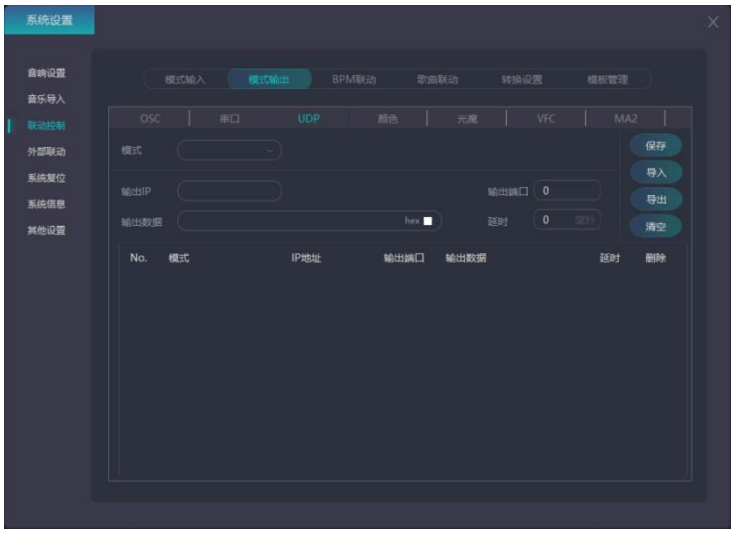
3.3.2 Output linkage

This is the Mode Output Linkage page:

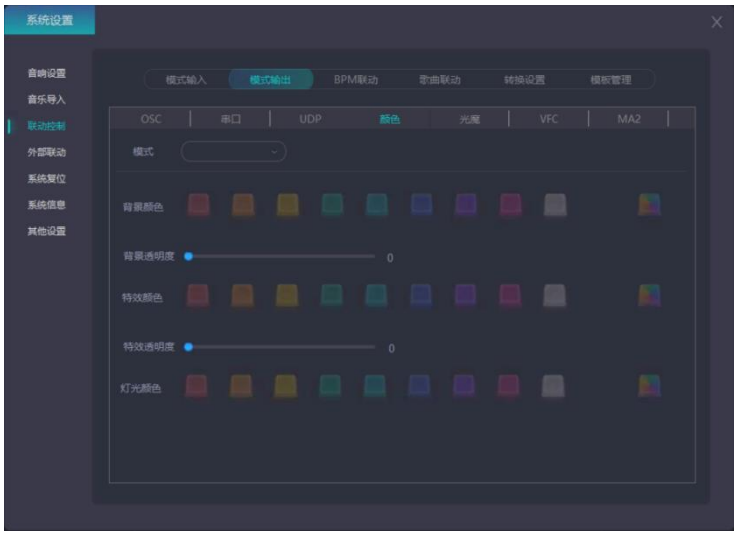
OSC Output Linkage outputs linkage via OSC protocol when the selected mode is triggered, based on parameters such as Output IP, Output Port, Output Address, and Output Data.



Serial Output Linkage outputs linkage via RS485/RS232 serial protocol when the selected mode is triggered, by sending corresponding data (hexadecimal code can be checked ☑hex), based on parameters such as Serial Port, Baud Rate, Parity, Data Bits, Stop Bits, and Output Data.



UDP Output Linkage outputs linkage via UDP protocol when the selected mode is triggered, by sending corresponding data (hexadecimal code can be checked ☑hex), based on parameters such as Output IP, Output Port, and Output Data.



【Color】 When the selected mode is triggered, it calls the background color (with transparency), effect color (with transparency), and lighting color set for that mode. If Visual Force (Video Server) and Lighting Magic (Lighting Processor) are connected, the display effect can be seen more intuitively..

Lighting Magic linkage is when the selected mode is triggered, it calls the corresponding lighting mode already set for that mode.

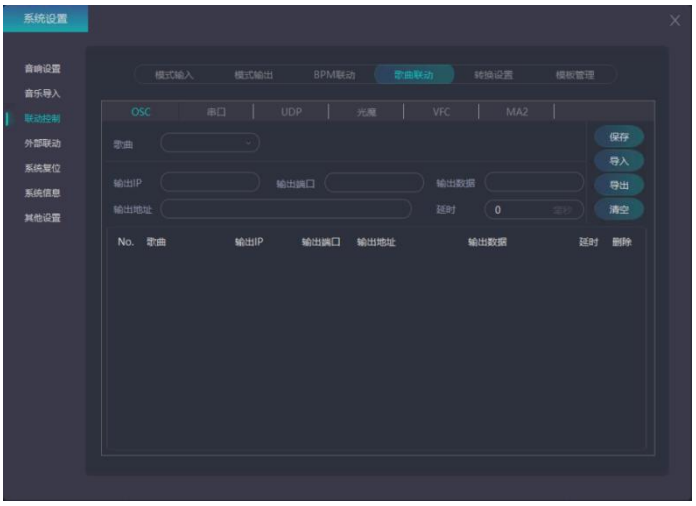
VFC linkage is when the selected mode is triggered, it calls the corresponding scene group set for that mode.

MA2 linkage is when the selected mode is triggered, it calls the custom fader (☑ Console Auto-run / ☑ Beat) under the corresponding lighting mode set for that mode.

3.3.3 BPM Linkage & Song Linkage

This is the BPM Linkage page. The BPM value of a song is linked to lighting and video, allowing lighting and video to be triggered in sync with the song's rhythm. Supports OSC, UDP, and RS485/RS232 serial protocols. When connecting to an external BPM device, click the top-right corner of the page to link; the value will sync with the external device, and label 

.

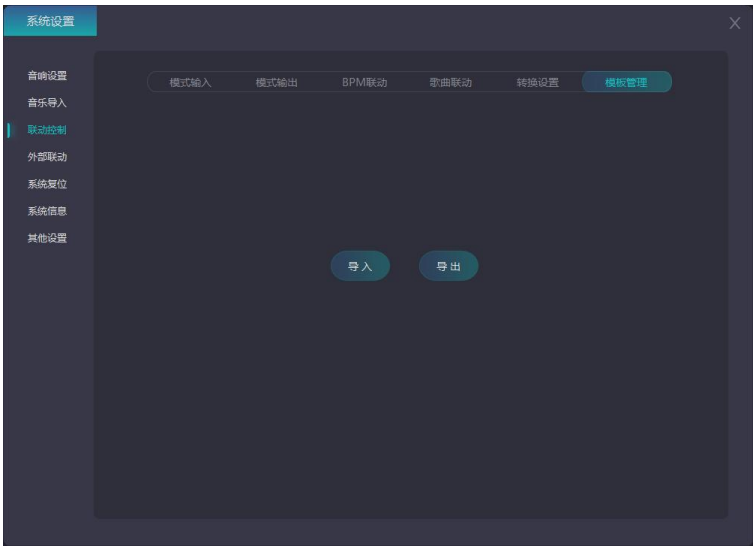


This is the Song Linkage page. Supports OSC, UDP, and RS485/RS232 serial protocols. When a specified song is played, it sends data in the configured protocol format and triggers the lighting mode, scene group, etc., set for that song.

3.3.4 Conversion Settings

This is the Conversion Settings page. You can select [Serial to OSC] or [OSC to Serial] to determine which protocol sends and which receives for linkage with external devices. (Note: Linkage with external devices only takes effect when a mode is selected.)

3.3.5 Template Management



If you need to package all commands in Linkage Control, click “Template Management” to export directly. The exported file can be imported and used on another device/account.

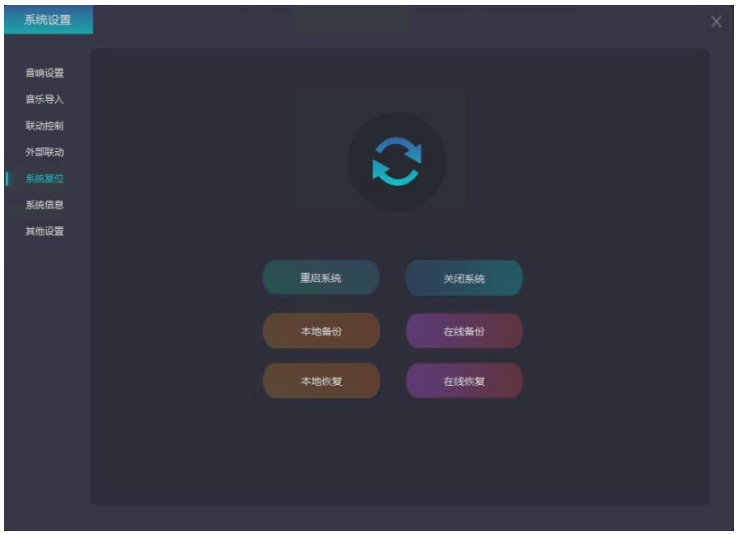
3.4 External linkage

External Linkage settings are for connection testing with devices such as Visual Force and Lighting Magic, as well as for setting up the video capture window of Visual Force.

The linkage effect setting is to set the background color (transparency), the special effect color (transparency), and the light color (HeavyM brightness) for the BPM section that needs linkage triggering.

Users can assign a control port to a playlist in the playlist information. An external device can then control that port to trigger the corresponding playlist in real time.

3.5 System Reset

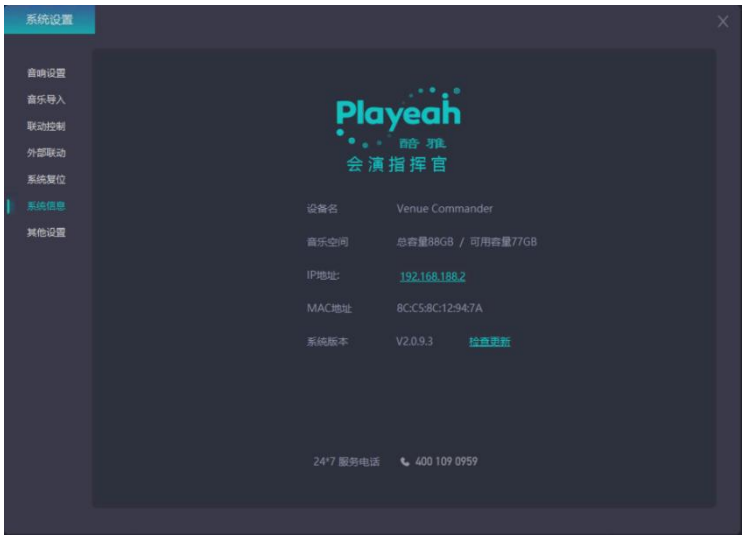


This is the System Reset page. Here you can restart or shut down the system. If Venue Commander malfunctions, you can restore the system from this page. Restoration includes:

1) Local Recovery – Restores the system to the last working state.
2) Online recovery - This is a recovery process performed after updating a device in case of hardware failure.

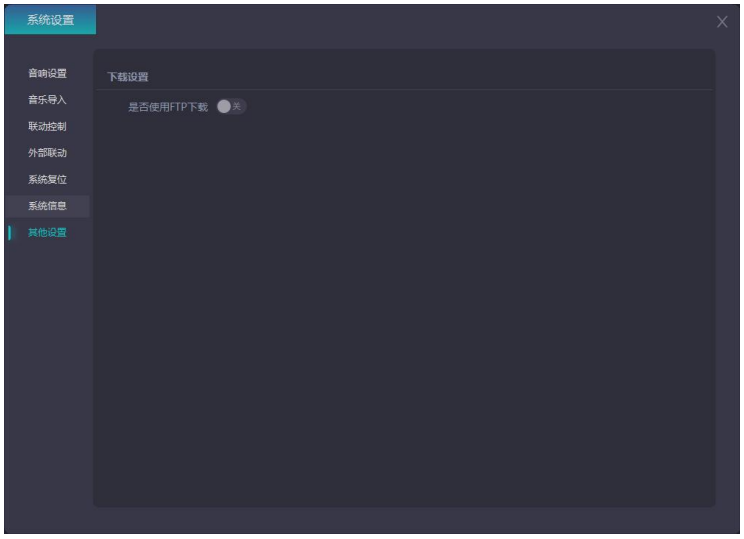
When system debugging is complete and archiving is needed, you can perform a local backup.

3.6 System Information



This is the System Information page. Here you can view the device's basic information and parameters. Click "Check for Updates" to perform an online system version update. Click System IP to set DHCP or a static IP.

3.7 Other Settings

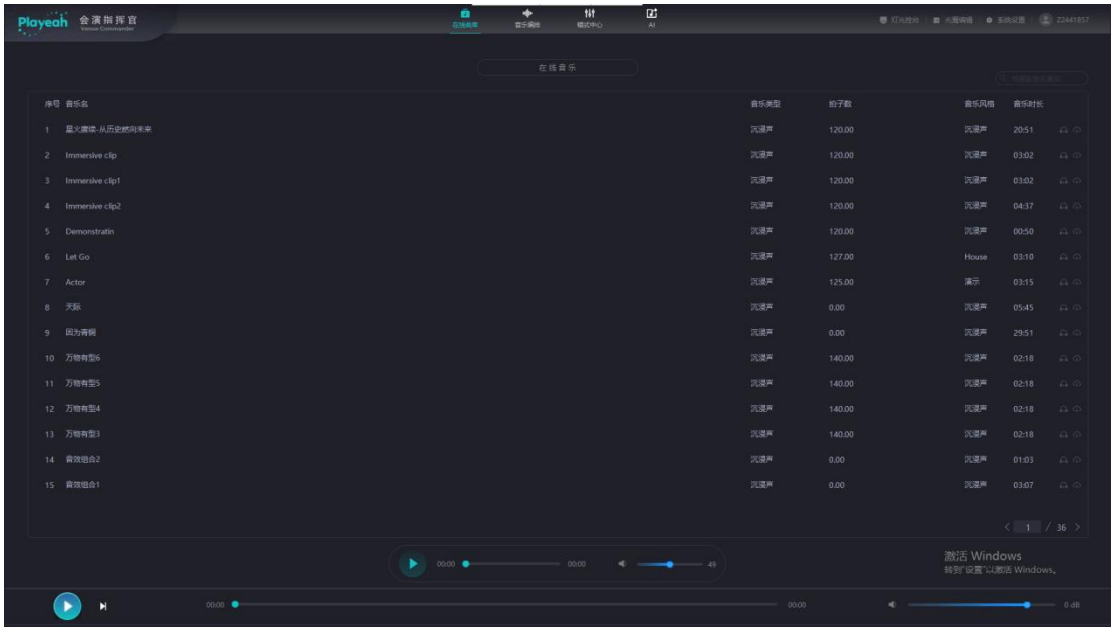


This is the Other Settings page. FTP is a standard protocol for file transfer over a network. When downloading songs, if a download fails, you can also use the FTP protocol to download songs.

4. Online music library

To address the issue of users having no matching content to play after installing a spatial audio system, Venue Commander has partnered with Yeetone Music Cloud to embed its spatial audio music library into Venue Commander. As long as users log in with a valid account and password, they can instantly browse the Yeetone Music Cloud library online, select their favorite music, and download it to the local device for daily playback.

The image below shows the “Online Music Library” interface in Venue Commander..



This page is online music, which needs to be successfully connected to the Internet before it can run normally. Users can search for music by genre using the search box in the top-right corner of the page. 

Label.

1) The tag  is Trial Listening Mode – Trial listening is available for all tracks (headphones only). You can experience immersive music even with headphones. This feature also allows you to listen before downloading during song selection

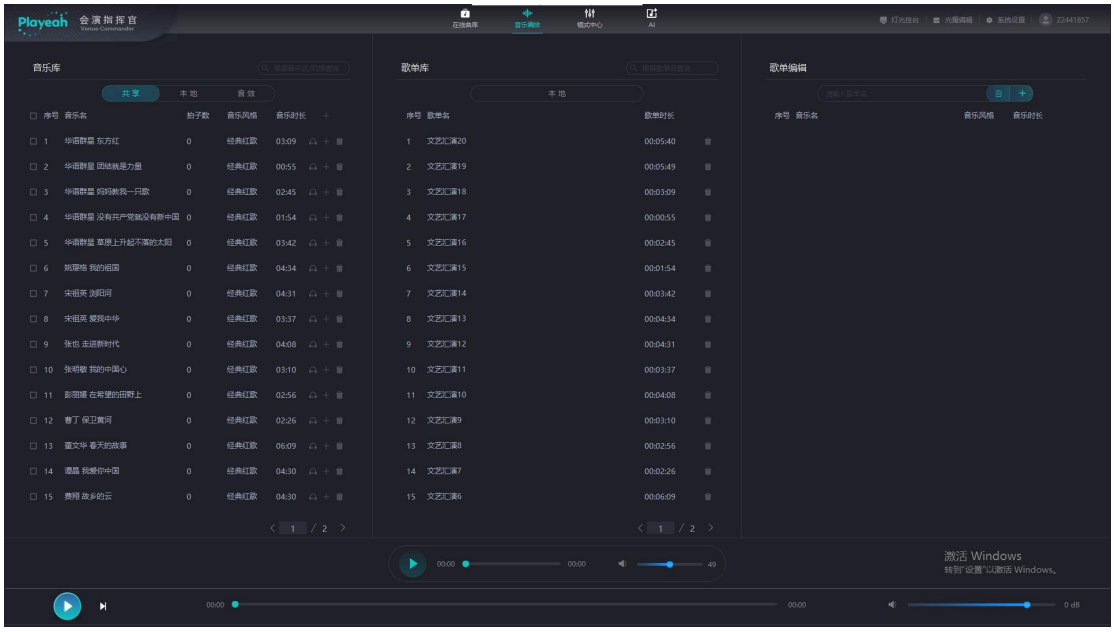
2) The tag  is "Song Download". Downloaded songs are automatically sent to the online playlist in Music Arrangement

5. Music arrangement

Music Arrangement is the master library of downloaded and imported tracks. Tracks in the shared music library are strictly categorized by genre, and each song includes a beat count for easy BPM linkage setup.

Music Arrangement allows normal music playback and playlist editing even when offline.

The Music Arrangement interface supports trial listening (headphones only) for all tracks. During playlist editing and sorting, you can use the trial listening feature to categorize and sort tracks as needed.



This is the Music Arrangement page. In the **Music Library** section:

1) Share: Click the Share icon  to switch. Displays tracks downloaded from Online Music

2) Local: Click the Local icon  to switch. Displays locally uploaded music

3) Sound Effects: Click the Sound Effects icon  to switch. Displays tracks downloaded from Online Sound Effects.

i. **New Playlist:** The first step is to click Add icon  and sort the tracks that need to be added in the music table (drag with mouse). The second step is to enter the name of the playlist in the editing box. The third step is to click the tag to save the playlist and complete the editing. ((Note: New playlists are limited to 15 tracks.).

ii. **Edit Playlist**: Select the playlist to modify in the playlist table, then edit. (After modification, the playlist must be reselected in Mode Customization to take effect.)

iii. **Delete Playlist**: Click the Delete icon in the playlist table.

iv. **Clear Playlist Edit List**: Click the Clear icon to clear the edit table. If not saved, clearing does not modify the playlist.

6. Mode Center

To enrich the atmosphere of party rooms, Venue Commander offers customizable playback modes. Users can customize lighting, video, and audio ambience according to their needs.

This is the Mode Center page. Each mode box on this page is a custom mode, which users can define as needed.

Its main functions include: accessing Music Arrangement to set 3D music playlists and adding them to custom modes (multiple selections allowed); supporting external device connections such as DJ controllers, karaoke players, etc.; Use OSC protocol, 482/232 serial port linkage video, lighting; After the DJ player is connected to this system, it triggers the synchronization of video, light and music through BPM.

6.1 Mode - Input

This is the Input Mode page. Each mode on this interface has an independent input window, allowing customization of input volume, playlist selection, etc.

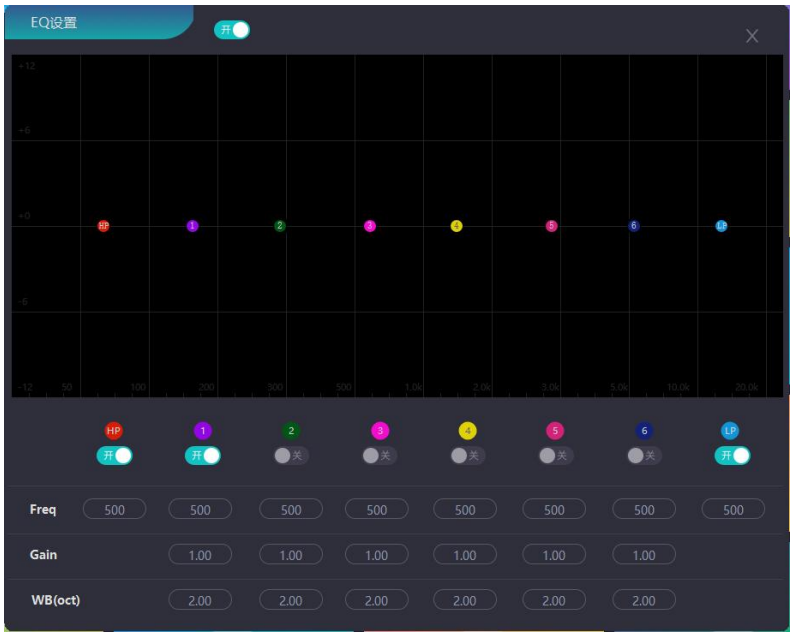
The Stereo controls on this interface are for adjusting the input volume of connected external devices. There are four stereo channels, two microphone channels (mono), and one 3D audio channel (the input volume for the system's internal 3D music).

This icon 

is the BPM Output Linkage switch.

This icon 

is an 8-band EQ switch. Click to open the EQ adjustment interface.



6.2 Mode-Output

This is the output interface of Mode Center.

1) Subwoofer: Independently controls low-frequency volume. Adjust based on the venue or song style.
2) Stereo: Controls the main stereo speaker volume. This icon  is “Delay Compensation”. When on: better surround effect but slightly increased latency. It is recommended to turn off “Delay Compensation” during vocal performances and turn it on when playing immersive music.
3) 3D Surround: Controls the surround speaker volume.
4) Stereo Sub-channel: Volume control for additional stereo channels besides the main stereo channel (e.g., the main indoor stereo channel and a separate outdoor channel for independent control

Input/Output Level Meters: Unit: decibels (dB),

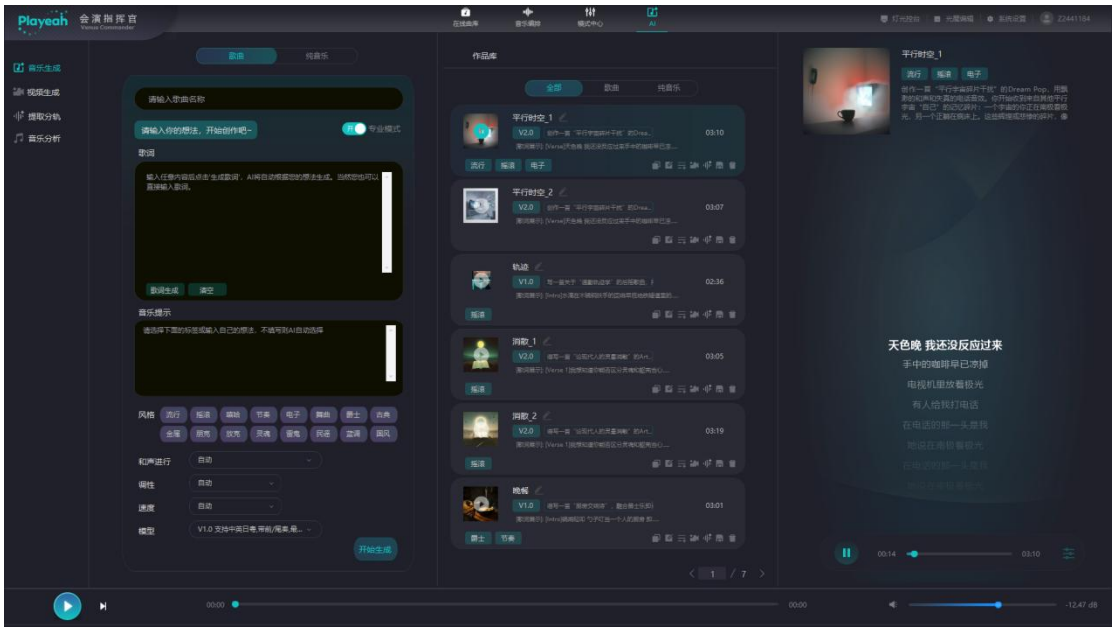
This label is a Stereo level meter. 

This label is a Mono or multi-channel level meter.

7. AI

AI functions include: Music Generation, Video Generation, Stem Extraction, and Music Analysis.

7.1 Music Generation



Music generation: divided into two types: songs and pure music. The song has non professional mode and professional mode (there are also two types of model algorithms generated by the two modes: V1.0 and V2.0). On the right are the Works Library and Player.

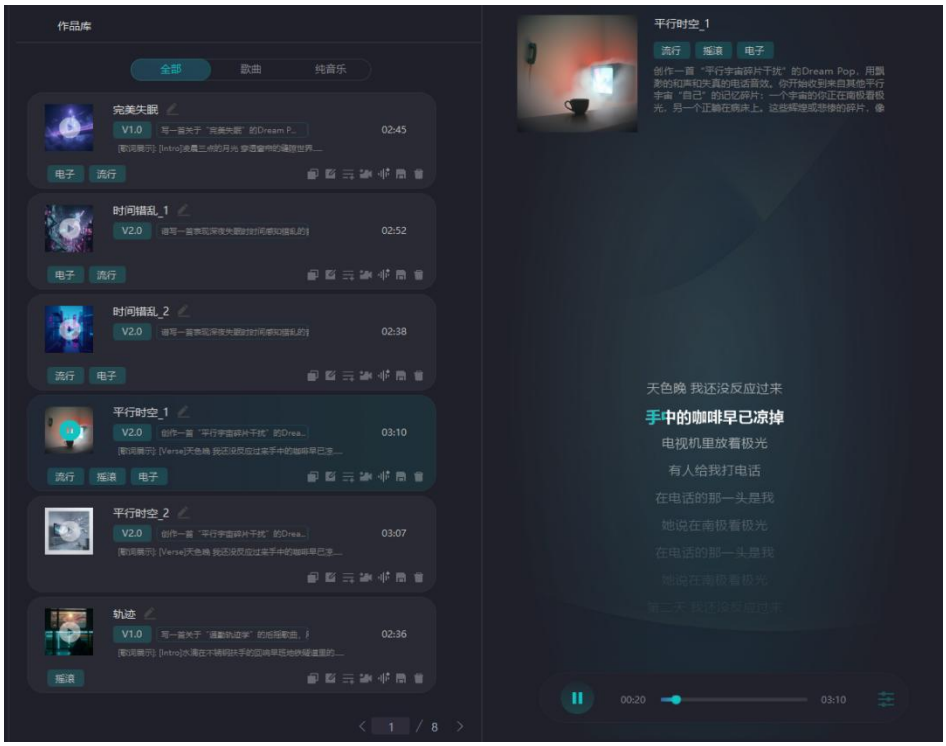
Song – Non-Professional Mode: Enter the song name, input your creative idea, select V1.0 or V2.0 model, click [Generate], and wait for the Works Library list to complete generation.

Song – Professional Mode: Turn on the Professional Mode button 

. In Professional Mode, you can generate lyrics based on your idea or enter lyrics directly. Then enter the song name, select the song style, chord progression, key, tempo, and V1.0 or V2.0 model. Click [Generate] and wait for the Works Library list to complete generation

Pure Music: Fill in the music name, enter the music creation idea, click [Start Generation], and wait for the work library list to be generated.

Instrumental: Enter the music name, input your creative idea, click [Generate], and wait for the Works Library list to complete generation.



Player: Play songs and pure music of the Works Library, click  the button to set the input and output volume of the player, input push the internal music channel volume, and output push the stereo sub-channel volume.

Works Library: AI-generated songs and instrumentals are listed in the Works Library. Click to play for trial listening.

Music Additional Features:  These include Reuse Prompt, Continue Writing, Add, Generate Video, Stem Extraction, Save, Delete.

 Reuse Prompt: Copy the generation prompt and lyrics of the song for reuse.

 Continue Writing: Enter a song name, continuation start time, and additional lyrics to generate an extended AI version of the song.

 Add: Add the song to Music Arrangement - Music Library - Local List.

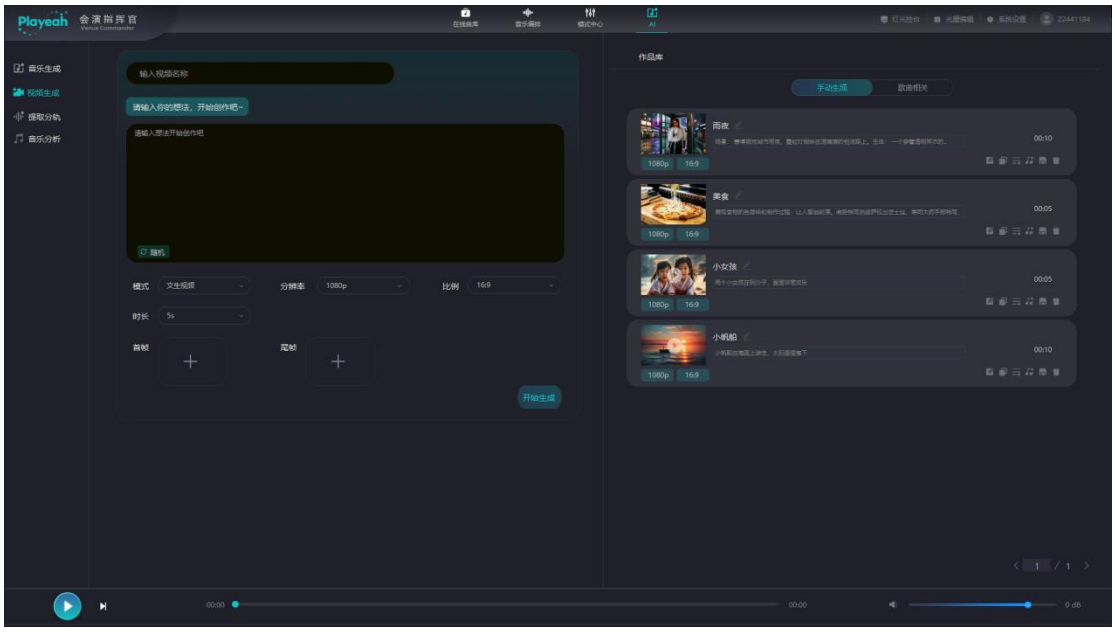
 Generate Video: Generate an AI video based on this music. Generation methods: Auto and Custom. Auto requires only entering the number of videos per segment, then confirm. Custom requires entering the number of videos per segment, first extracting segment information, then generating video first frames based on that information for selection, then generating the videos. Videos generated by both methods are stored in the Song Related list under Video Generation.

 Stem Extraction: Extract stems from this song; stems are stored in the Stem Library..

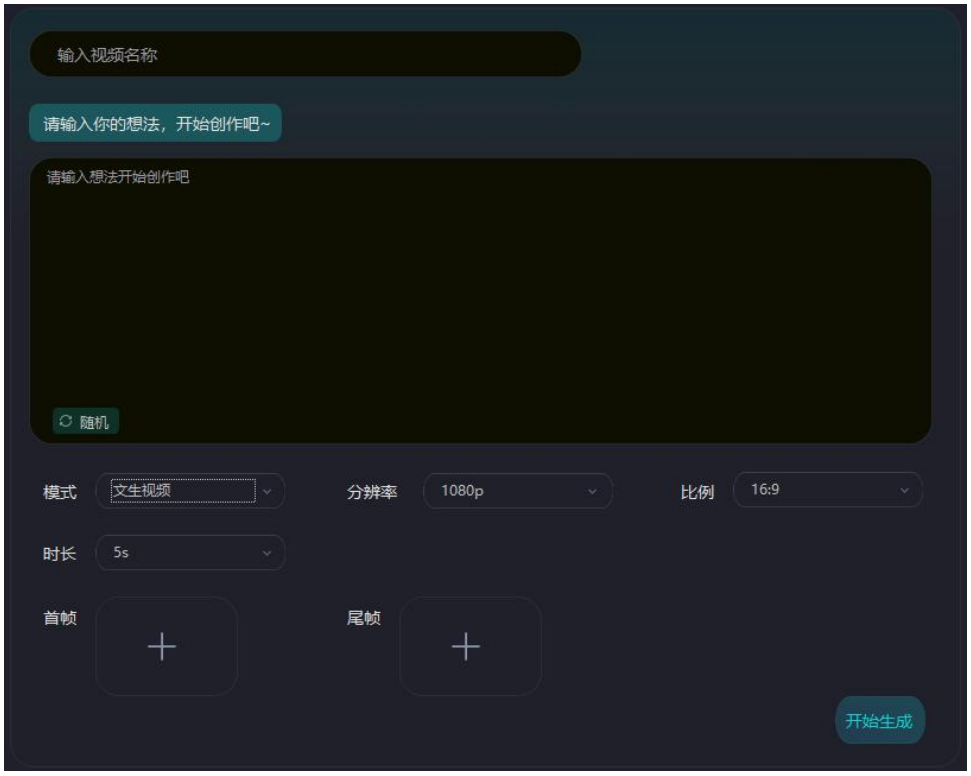
Save: Save the song to internal storage for download via LAN control file transfer.

Delete: Delete the song from the Works Library.

7.2 Video Generation



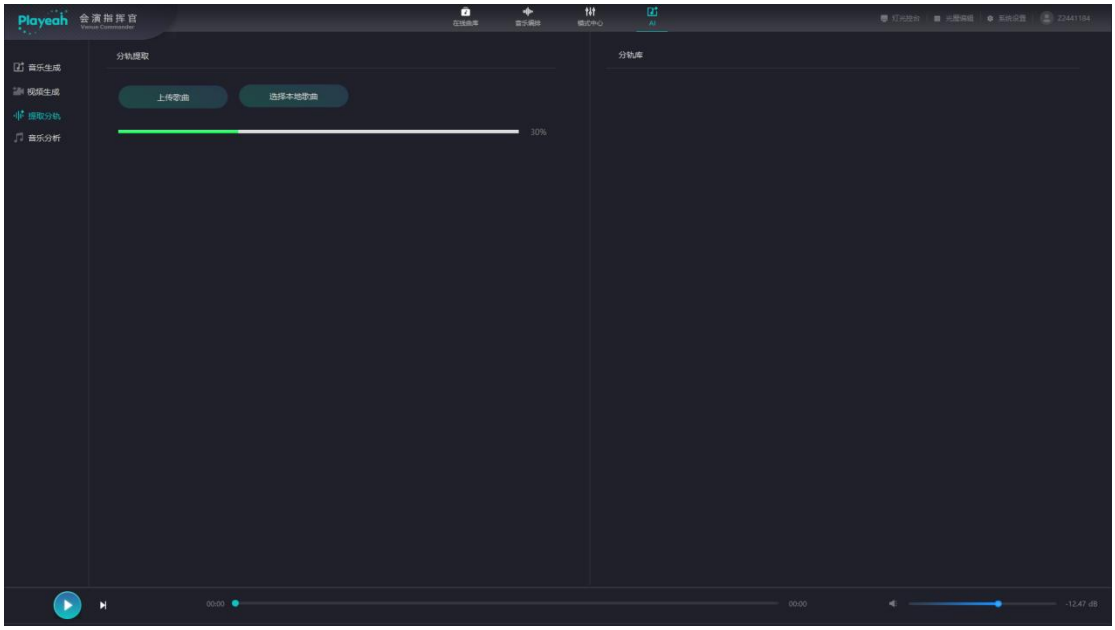
Video generation: It is divided into two modes: Text-to-Video and First/Tail Frame Generation.



Text-to-Video: Enter a video name, input your creative idea, select mode “Text-to-Video”, choose resolution (720p or 1080p), aspect ratio as needed (e.g., 16:9), duration (5s or 10s), click [Generate], and wait for the Works Library Manual Generation list to complete.

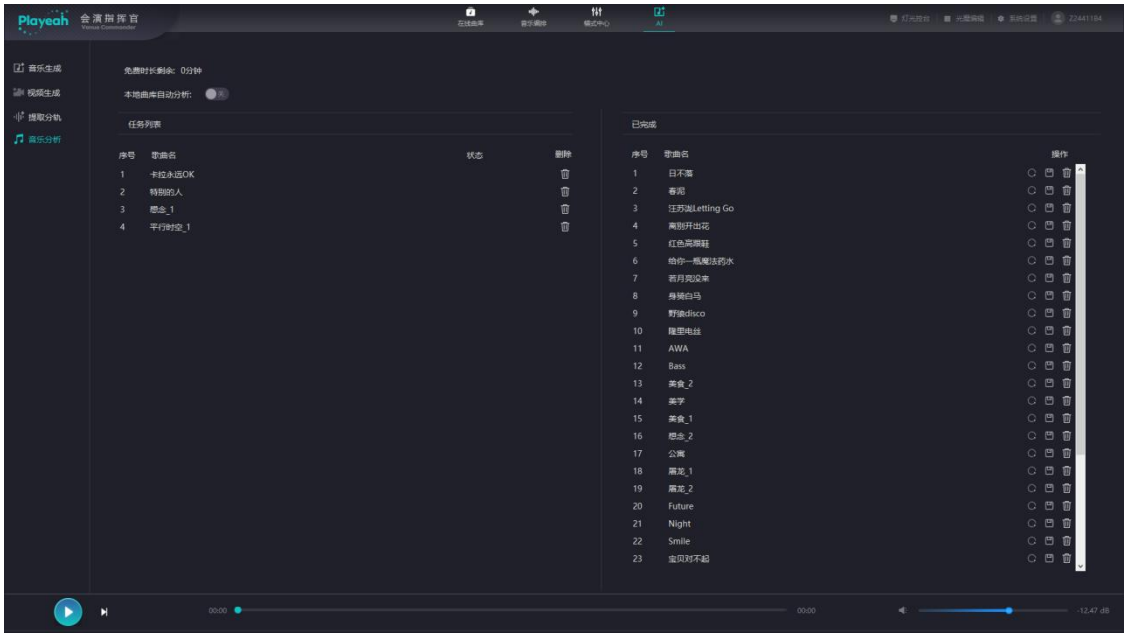
First/Tail Frame Generation: Enter a video name, input your creative idea, select mode “First/Last Frame Generation”, choose resolution (720p or 1080p), aspect ratio as needed (e.g., 16:9), duration (5s or 10s), add first frame and last frame images (format: .png), click [Generate], and wait for the Works Library Manual Generation list to complete.

7.3 Stem Extraction



Stem Extraction: You can upload a song or select a local song, then perform stem extraction. Successful stems are stored in the Stem Library.

7.4 Music Analysis



Music Analysis: Automatically analyzes musical elements of songs in the local library, such as sections, dynamics, tempo, beat, etc.

Steps::

Turn on local library auto-analysis 

, then go to Local Library, select a song, click 

, and click again 

. The song will be added to the Music Analysis task list and analyzed automatically. The analyzed song will be stored in the completed list (it can be 
re-analyzed, 
saved to the internal storage of the system, and 
deleted); Songs that have been analyzed will automatically light up 

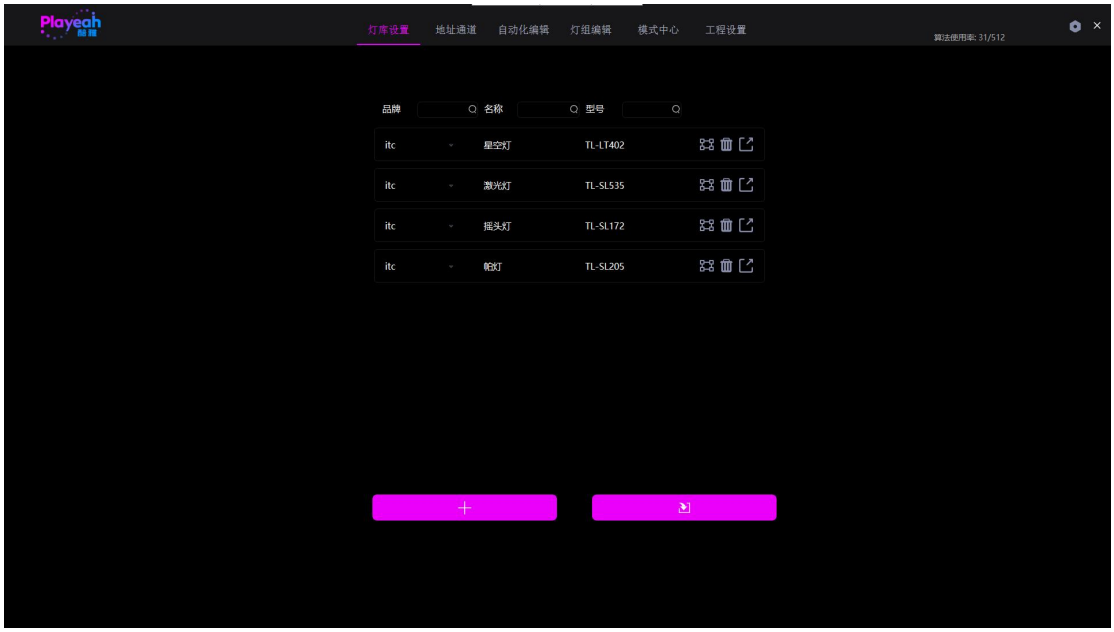
the icon in the local library, unanalyzed songs will show the icon dimmed 

.

8. Lighting Magic Editor

To make live presentations richer and more complete, Venue Commander includes an editing interface for professional lighting linkage control, used with the Lighting Magic processor for output. (Note: For detailed operations, refer to the Lighting Magic user manual or video tutorials.)

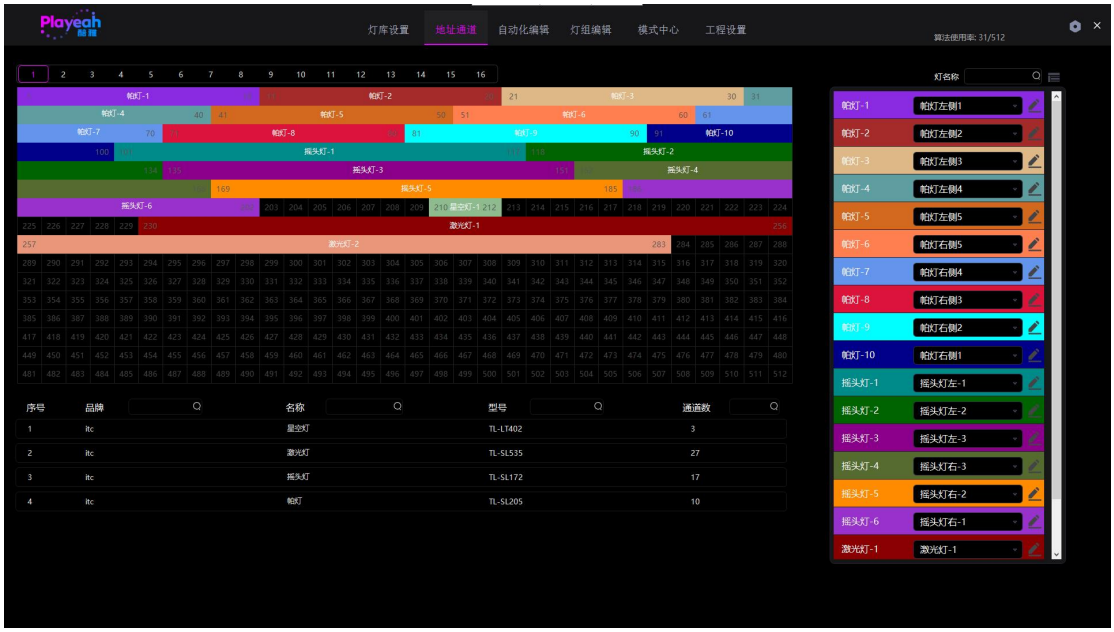
8.1 Fixture Library Settings



On this page, you can customize and add different models of lamps. Click to

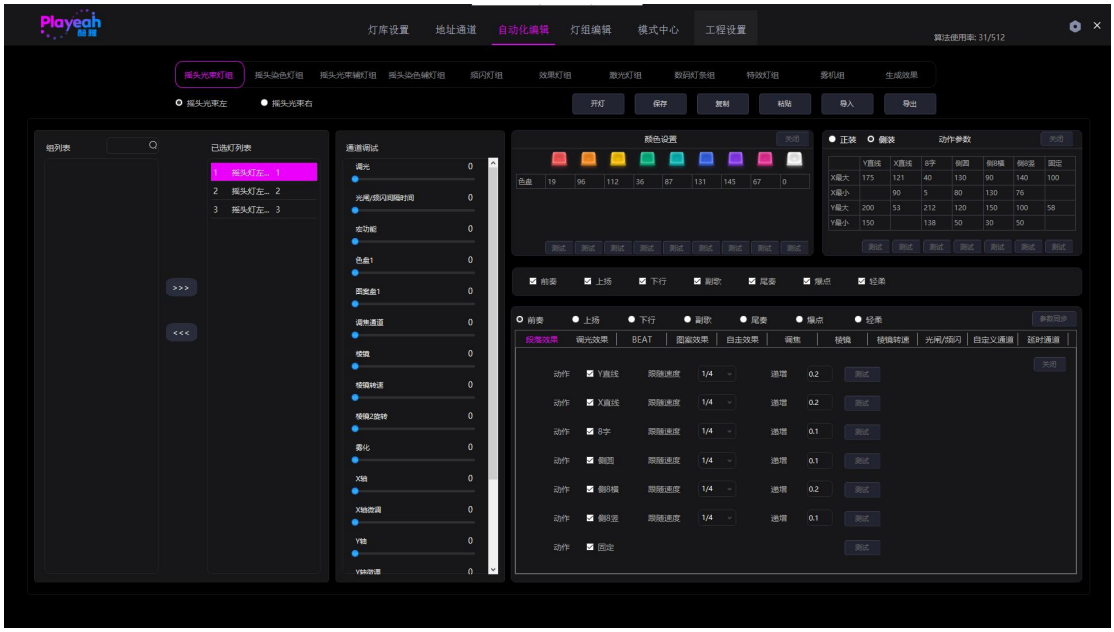
add/modify the number of channels of this lamp and define each channel. Save it after setting it.

8.2 Address Channel



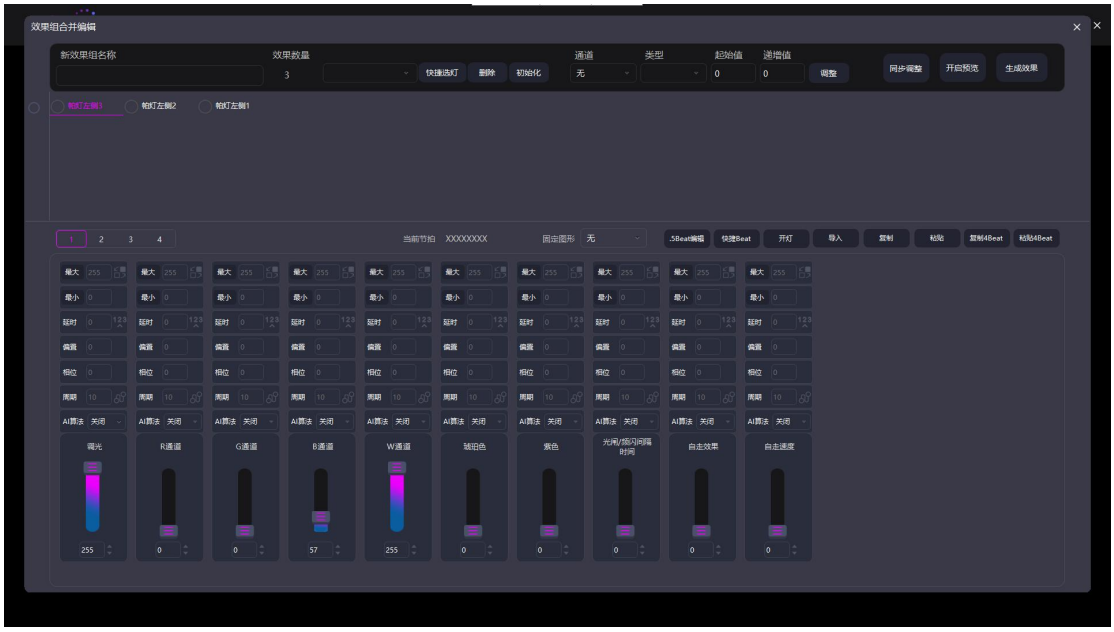
On this page you can add fixtures to the channel table for subsequent editing. The system provides 16 links. Address and channel are arranged into groups based on the fixture's address code and the signal line domain.

8.3 Automation Editing



This is the Automation Editing interface. Preset parameters such as channel values, song sections, corresponding lighting effects, and motion trajectories for the fixtures controlled by each group. Each group can then generate automation effects

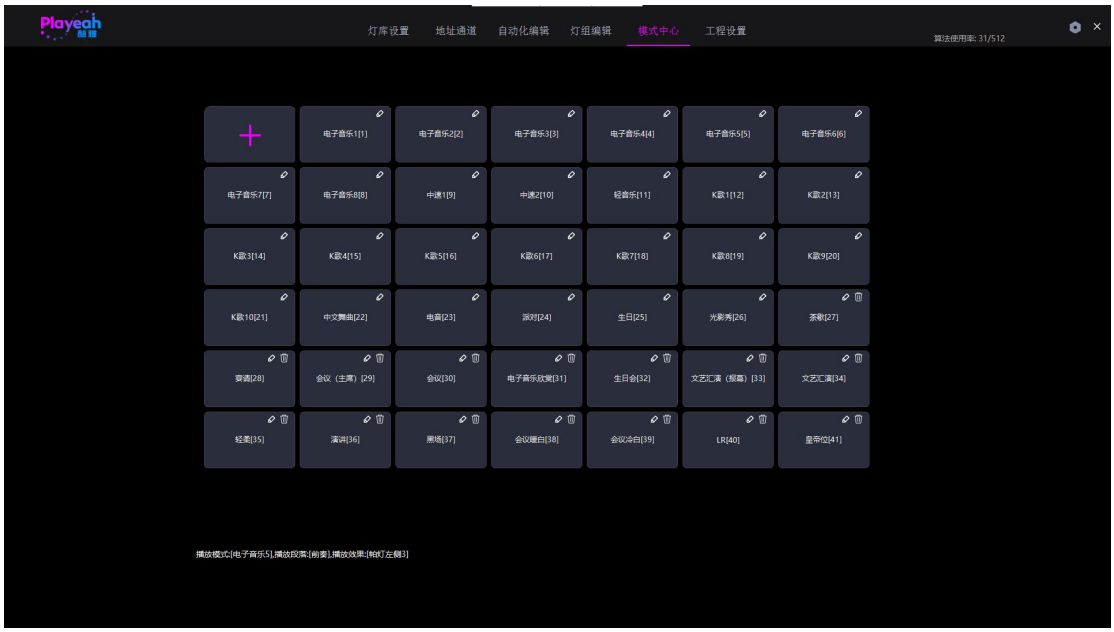
8.4 Fixture Group Editing



On this page you can select multiple fixtures and click [Merge Edit] to group the selected fixtures and set lighting effects..

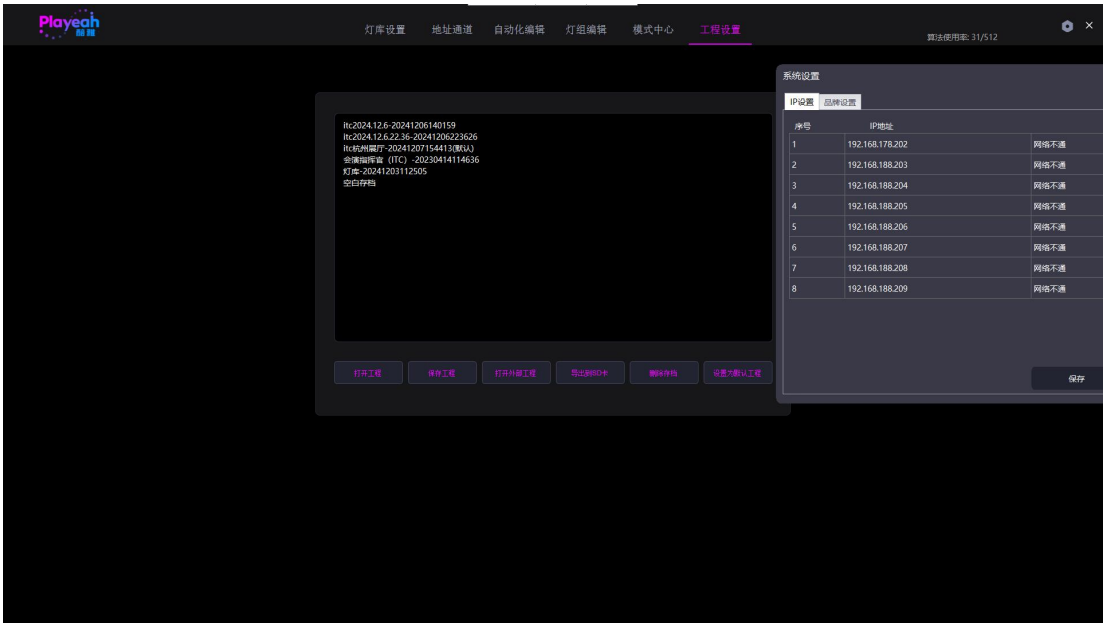
After setting effects, click [Merge Effect Groups] to combine multiple effect groups into a smoother lighting sequence.

8.5 Mode Center



On this page you can customize lighting modes, placing generated lighting effects into specific song sections: Intro, Rise, Drop, Chorus, Vocal Chorus, Bridge, Outro, Beat A, Beat B, and Auto Move mode. When a song plays, it recalls a mode in real time and triggers random lighting effects within that mode according to the current song section.

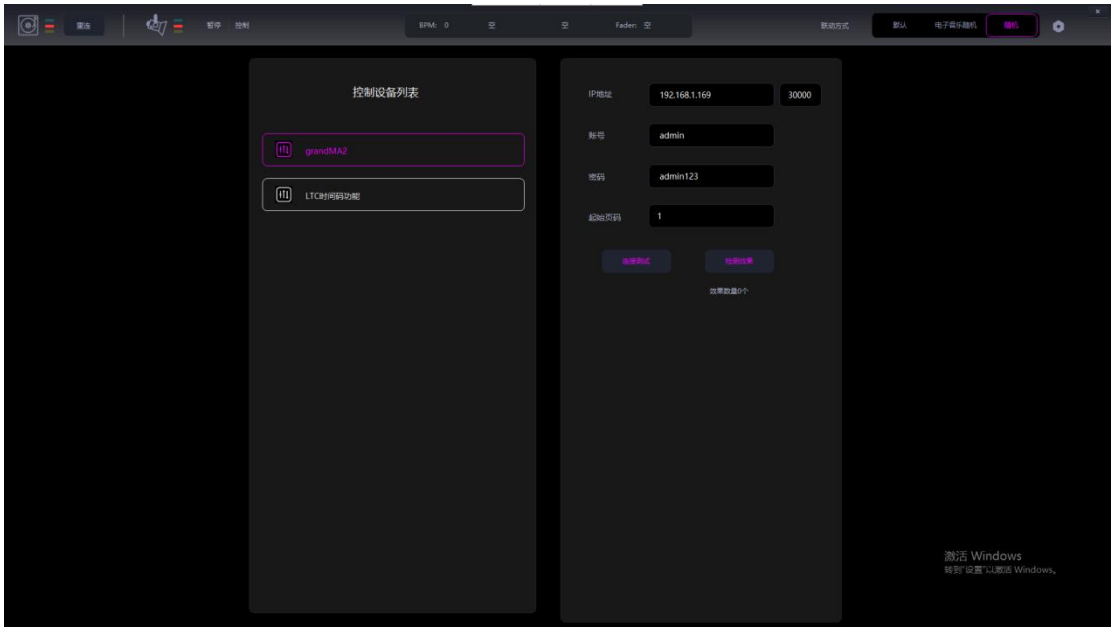
8.6 Project Settings



This is the Project Settings management interface. You can save/delete, import/export project files, as well as open a project and set it as default so the default project opens automatically on power-up. Click the top-right icon  to modify the IP address to match Chroma Light Magic and check whether the network connection is successful

9. Lighting Console

This page is the Lighting Console interface. Here you can achieve linkage control with MA consoles/DJ controllers.



9.1 grandMA2 Settings

DJ Controller

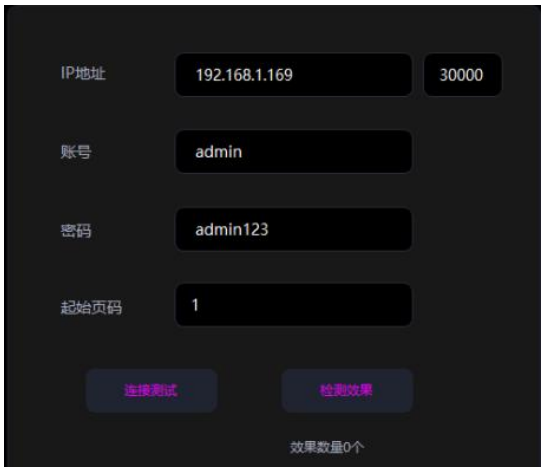
- Yellow indicator light: The DJ Controller communication is normal, but no data.
- Red indicator light: DJ Controller offline.
- Green indicator light: The communication and data of the DJ Controller are normal.
  [Reconnect] button: Used to restart the DJ Controller connection.

Lighting

- Yellow indicator light: Manual pause, pause sending light data.
- Red indicator light: The light control panel is offline.
- Green indicator light: Communication and data on the light control panel are normal.
  [Pause] button, manually pause, pause sending light data, requires the lighting engineer to manually control the light.
  [Control] button, DJ Aide takes over the control of the lights.

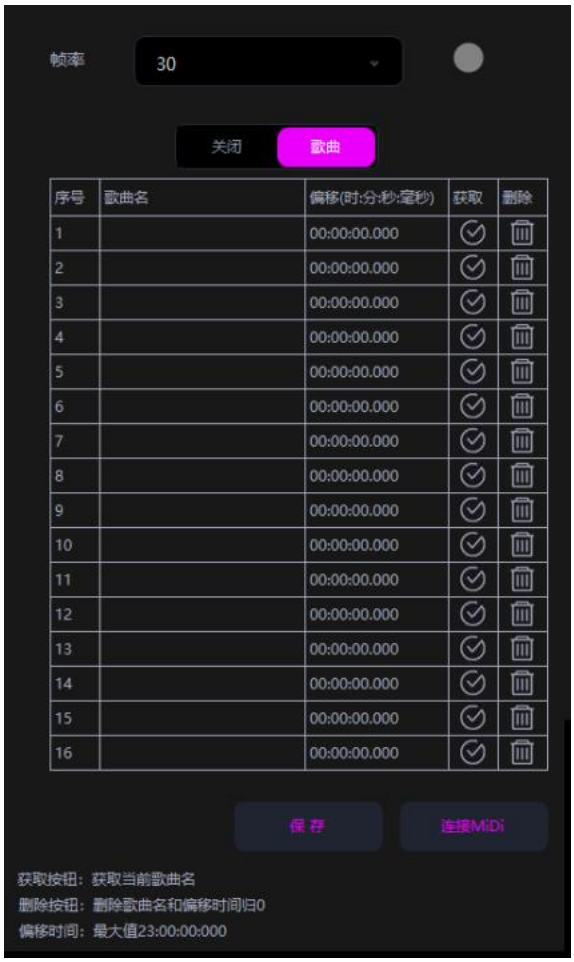
When linked with an MA console/DJ controller, the top of the Lighting Console interface displays the current BPM, lighting mode, analyzed section, and fader status.

[Default] button to play light programs in groups by song BPM speed.
[Electronic Music Random] button, electronic music 1-8 groups randomly play the lighting program; Medium and light music still plays light programs in groups at BPM speed.
[Random] button, electronic music 1-8, medium speed and light music groups all randomly play the lighting program.



IP Address field: Enter the MA2 lighting console IP address.
Port field: Default 30000, not recommended to change.
Username field: Enter the MA2 lighting console username. Default: admin.
Password field: Enter the MA2 lighting console password. Default: admin123.
[Connection Test] button: Used to check whether the network, IP address, username, and password are normal.
[Effect Detection] button: Used to detect the number of lighting programs in the MA2 lighting console. After editing or changing lighting programs, click [Effect Detection] to update the count.

9.2 LTC Timecode Function Settings



Frame Rate selection box: Choose the appropriate frame rate according to the console's frame rate. Typically 30 fps.

[Off] and [Song] buttons: Respectively turn off LTC or trigger LTC by a specified song.

 When LTC connects successfully and mode is set to [Song], the LED flashes green when playing a song that has been added to the list.

 [Get]/[Delete]: Get the current song / delete a song from the list. For acquired songs, you can set a delay for lighting trigger in the list, then click [Save] to save the current settings.

[Connect MIDI]: Checks whether the MIDI cable connection is successful.

9.3 BPM Range Settings

On this page, switch BPM modes by clicking the settings button  in the top-right corner. Mode 1 provides 5 BPM ranges, while Mode 2 provides 10 ranges. Mode 1 is suitable for simpler lighting program applications requiring fewer programs to edit. Mode 2 is suitable for rich lighting program applications requiring more programs to edit

10. Specifications and Parameters

Processing core:	Intel 64bit 4core CPU	**Memory & Storage:**	8GB RAM， 128GB SSD
Control Protocol:	OSC， RS485， RS232， UDP	**Number of control channels:**	4 X RS485， 4 x RS232
Frequency response:	20Hz-20kHz	**Harmonic distortion:**	0.003%@ 1kHz
Clock accuracy:	±0.1ppm	**Signal to noise ratio:**	102bB
Sampling frequency:	48kHz	**Processing accuracy:**	floating point 64bit
Dynamic range:	96dB	**Quantitative accuracy:**	24bit.
Music format:	WAV、MP3	**Analog line**	4xXLR-F

		input:	
Analog Line Outputs:	4xXLR-M	**Network audio input:**	PRO: 10ch@Dante | ST: Och
Network audio output:	PRO: 16ch@Dante |ST: Och	**Network interface:**	1 x WAN, 6 x LAN
USB port:	2 x USB2.0	**Video interface:**	1xHDMI
Power supply:	DC12V-8A	**Weight:**	4Kg
Size: 482mm x 325mm x 45mm **Supports SMPTE Time Code Function (LTC. MTC):** PRO			

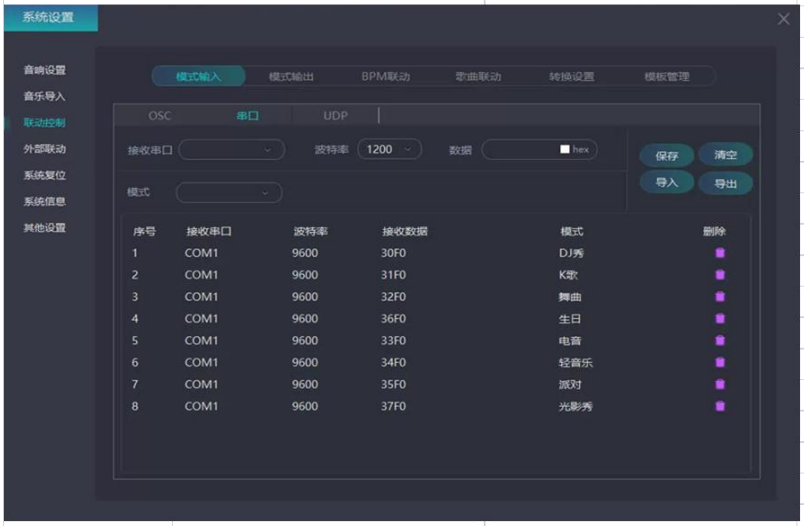
11. Control Protocol

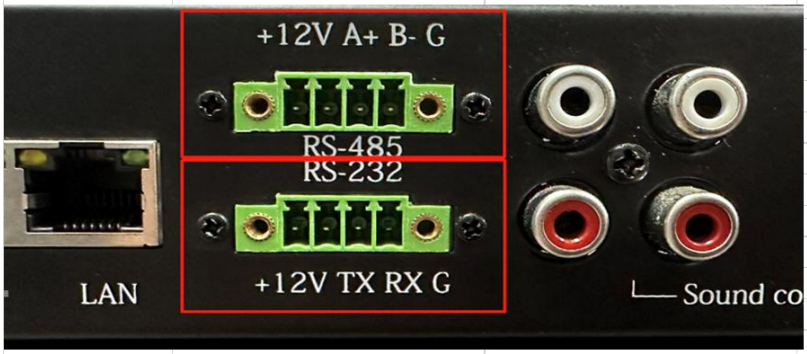
Control Protocol for Party Genie / Venue Commander (OSC)				
Transport Protocol: OSC				
Network IP: Check System Settings - System Information - IP Address				
Network Port: 16500				
Version: V1.2.9.0 or above				
Function		OSC Address	OSC Data	Format
Inputswitch	Microphone 1	/mic1	0: Off, 1: On	int32/float
	Microphone 2	/mic2	0: Off, 1: On	
	Stereo 1	/stereo1	0: Off, 1: On	
	Stereo 2	/stereo2	0: Off, 1: On	
	Stereo 3	/stereo3	0: Off, 1: On	
	Stereo 4	/stereo4	0: Off, 1: On	
Input Volume	Microphone 1	/input/mic1	-150 ~12	
	Microphone 2	/input/mic2	-150 ~12	
	Stereo 1	/input/stereo1	-150 ~12	
	Stereo 2	/input/stereo2	-150 ~12	
	Stereo 3	/input/stereo3	-150 ~12	
	Stereo 4	/input/stereo4	-150 ~12	
	3D Music	/input/3d	-150 ~12	
Output Volume	Subwoofer	/output/lfe	-150 ~12	
	Stereo	/output/stereo	-150 ~12	
	3D Surround	/output/3d	-150 ~12	
	Stereo Sub-channel	/output/stereosub	-150 ~12	
	AI	/output/ai	-150 ~12	
	Volume Up	/volumeup	1~10	int32/float
	Volume Down	/volumelow	1~10	
	Play	/play	1	
	Pause	/pause	1	
	Next	/nextsong	1	
	Switch Mode	/mode	1	
Linkage Control – Mode Input – OSC, "π Touch IP Address" (default: 192.168.188.210 and 192.168.188.211)				
Function: When switching modes or manually adjusting volume and on/off states, OSC data is sent to π Touch port 16500 for UI feedback.				
OSC Protocol for Controlling Lighting Magic Auto-run Mode				
Transport Protocol: OSC				
Network IP: Check System Settings - System Information - IP Address				
Network Port: 6788				
Version: V1.2.9.0 or above				
Function		OSC Address	OSC Data	Format
Switch Scene	Scene 1	/playmodeauto	1	float
	Scene 2	/playmodeauto	2	float
	Scene 3	/playmodeauto	3	float
	Scene 4	/playmodeauto	4	float
	Scene ...	/playmodeauto	...	float

Control Protocol for Party Genie / Venue Commander (RS232/RS485)

Transport Protocol: RS232/RS485

Version: V1.2.9.0 or above





The upper serial port uses the RS485 protocol. The system identifies it as "COM1". Enter custom data to control mode switching.

The lower window uses the RS232 protocol. The system identifies it as "COM2". Enter custom data to control mode switching.

Note: Only one baud rate can be used per serial port.

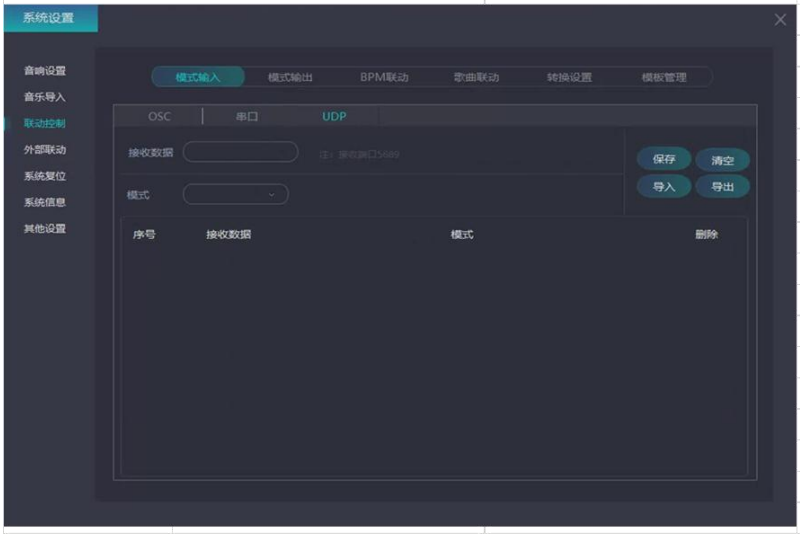
Control Protocol for Party Genie / Venue Commander (UDP)

Transport Protocol: UDP

Network IP: Check System Settings - System Information - IP Address

Network Port: 5689

Version: V1.2.9.0 or above



UDP can use third-party custom protocols. Enter custom data to control mode switching.