

GUIDE 05 · SHOW CONTROL

Publish a show, pair a rig

The whole path, end to end: publish the show in netmap, set a control PIN, mint a pairing code, then pair and arm the rig. Ten minutes, and the crew can fire cues from their phones with nothing installed.

BEFORE YOU START

- A saved show in netmap. Publishing takes a snapshot of the last saved copy.
- A handle claimed on your netmap.show account page — the handle becomes your publish URL prefix.
- The rig running Uplink Cockpit with DMX Scene Playback. Installing it is **Guide 04**.
- Somewhere to write down a 6-digit number. It is never shown back to you.

INSIDE

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FOR BEGINNERS

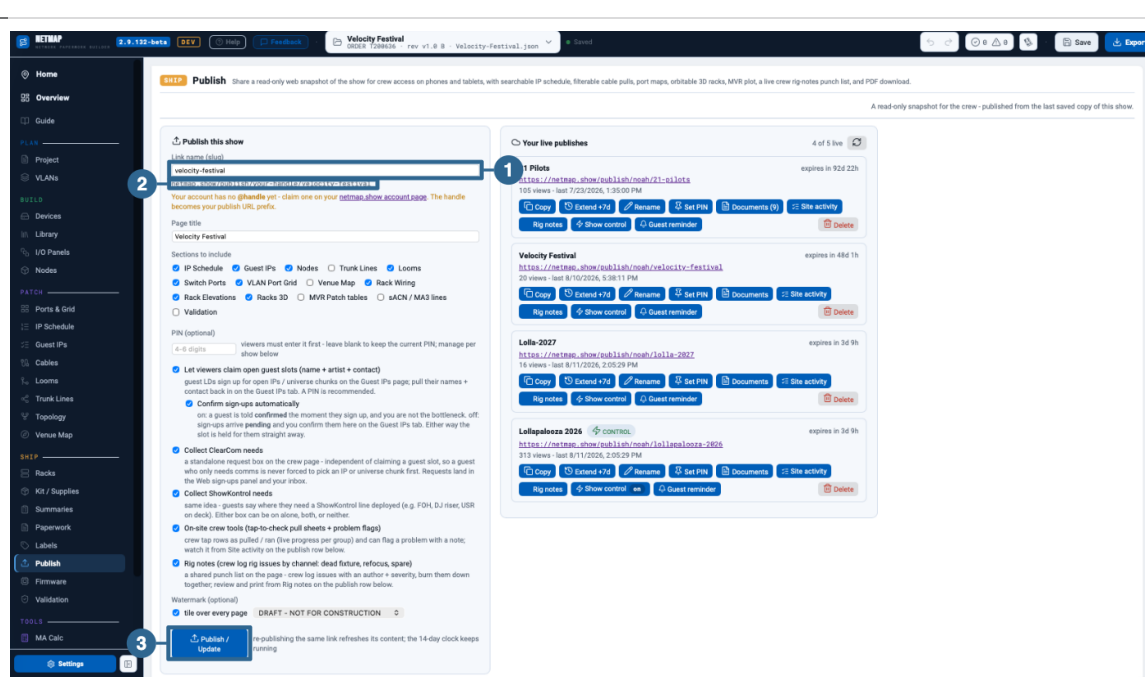
Nothing to install.

The crew need no show network.

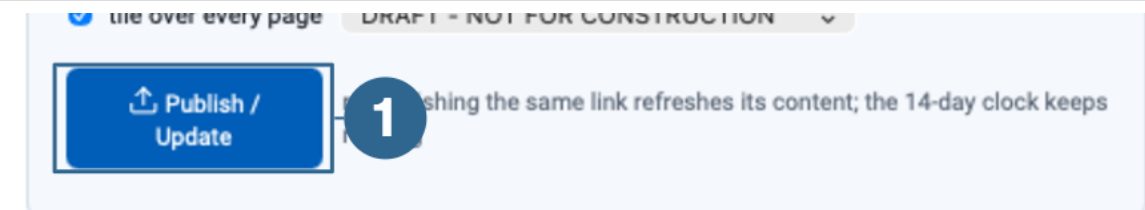
Publish the show

Open **SHIP > Publish**. A publish is a read-only web snapshot of the show for phones and tablets: IP schedule, cable pulls, port maps, racks, rig notes, PDF download. Remote cue triggering rides on top of it, so the publish comes first.

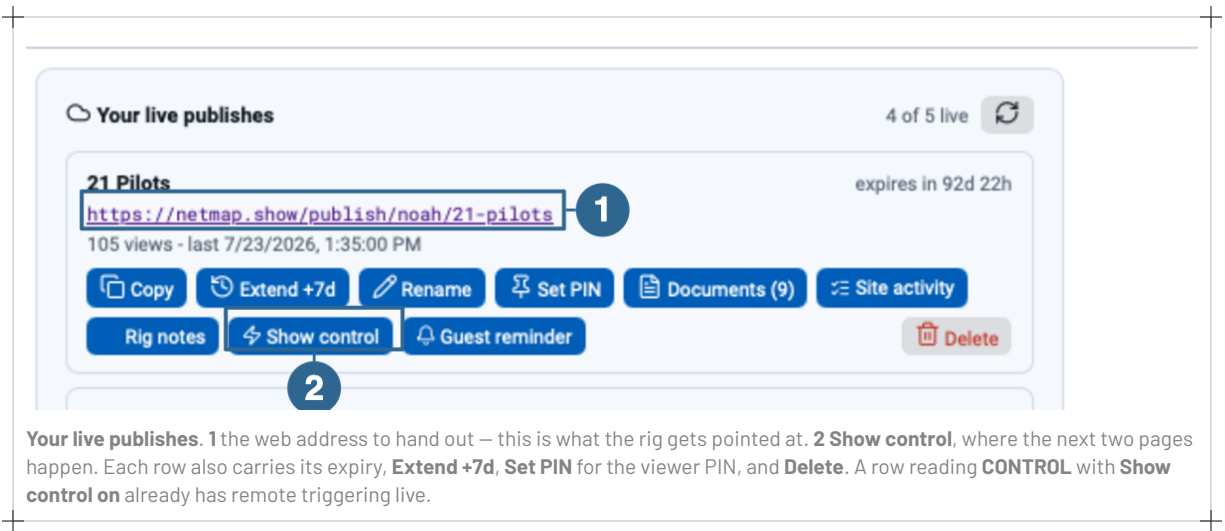
- **Link name (slug)** is the last part of the web address. Keep it short and recognisable — the rig has to be pointed at it later.
- **Sections to include** is what the crew will see. Tick only what they need.
- **PIN (optional)** is the viewer PIN: 4–6 digits that gate the page. Leave it blank to keep the current one.
- **Publish / Update** pushes it. Re-publishing the same link refreshes its content and the 14-day clock keeps running — it does not restart.



The whole page, so you can see where you are: **SHIP > Publish**, with **Publish this show** on the left and **Your live publishes** on the right. **1** the **Link name (slug)**. **2** the grey line under it — the web address this publish will live at. **3** **Publish / Update**, at the bottom of the form. The orange note is the one thing to do first: claim a handle, or your prefix stays *your-handle*.



1 Publish / Update, at the bottom of the form. The note beside it is the rule worth remembering: re-publishing refreshes content, and the 14-day clock keeps running.



Your live publishes. 1 the web address to hand out — this is what the rig gets pointed at. 2 **Show control**, where the next two pages happen. Each row also carries its expiry, **Extend +7d**, **Set PIN** for the viewer PIN, and **Delete**. A row reading **CONTROL** with **Show control on** already has remote triggering live.

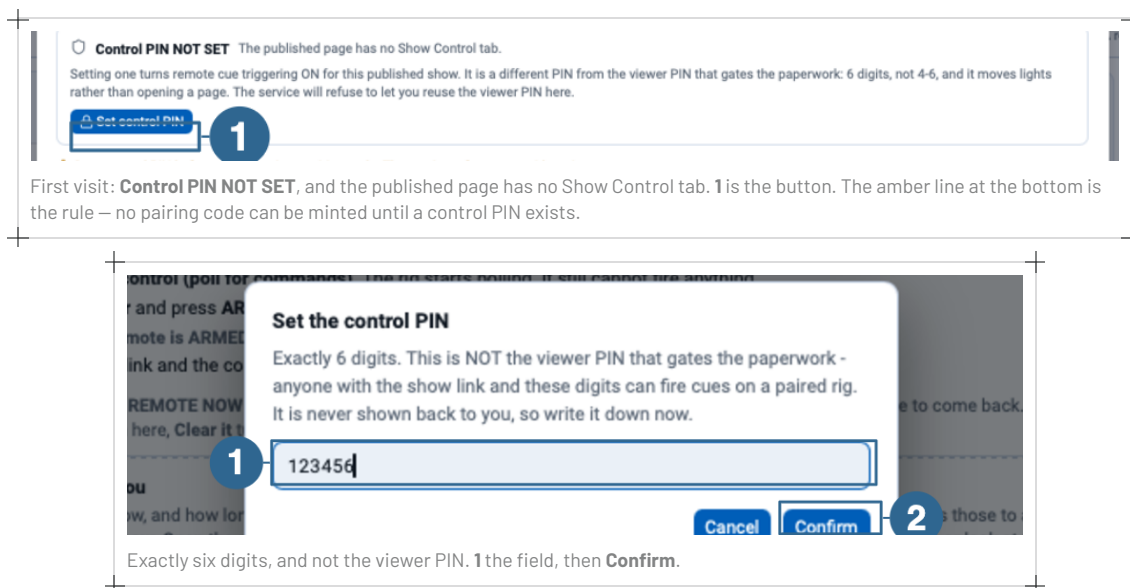
Two PINs, two jobs

This is the one thing people get wrong. A published show can have two different PINs and they do different work. The service will refuse to let you reuse the viewer PIN as the control PIN.

	VIEWER PIN	CONTROL PIN
Length	4–6 digits	Exactly 6 digits
What it does	Opens the paperwork page	Fires cues on a paired rig
Where you set it	The publish form, or Set PIN on the row	Show control on the row
Can you read it back?	No, but you can overwrite it with Set PIN on the row	No. Stored as a one-way verifier with no plaintext copy

Turn on Show Control

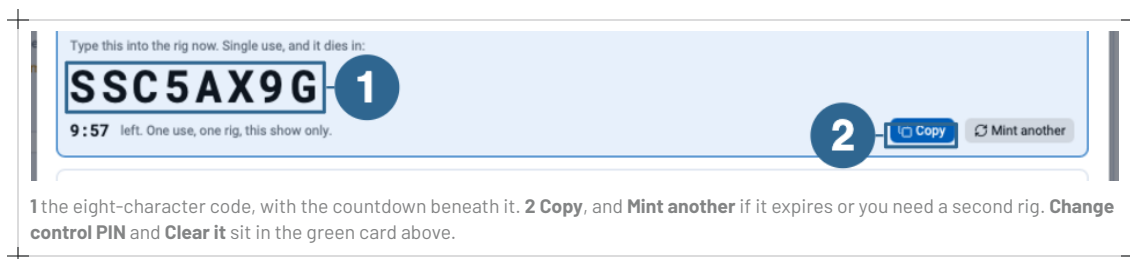
Press **Show control** on the publish row. Remote cue triggering is off until you switch it on, and the switch is the control PIN: set one and the published page grows a **Show Control** tab.



Write it down now. There is no way to read the control PIN back, here or anywhere – it is stored as a one-way verifier with no plaintext copy. If you forget it, the only route is **Change control PIN** and a new one. Anyone holding the show link and those six digits can fire cues on a paired rig, so treat them like a key.

Mint a pairing code

With the PIN set, the card turns green and a pairing code appears. It is deliberately short-lived: **single use, one rig, this show only**, with about ten minutes on the clock. Mint it when you are ready to walk to the rig, not before.



The order to do it in

Steps 1, 2 and 7 are in netmap, and you have just done them. Steps 3 to 6 are on the rig — the next section walks them with pictures.

1. **Set the control PIN.** Six digits, not the viewer PIN. It took when the published page grows a **Show Control** tab.
2. **Mint a pairing code**, then go to the rig. You have about ten minutes.
3. On the rig, in Uplink Cockpit, open **DMX Scene Playback**, then **Triggers → Remote** (click the header to expand it).
4. Paste the published URL into **Published show address** — the whole thing, like **https://netmap.show/publish/noah/21-pilots**, because the path is what names the show — type the code into **Pairing code from the show page**, and press **Pair**. It took when that row is replaced by **Paired to** the show with an **Unpair** button.
5. Tick **Enable remote cue control**. The rig starts polling. It still cannot fire anything.
6. Pick a duration in **Arm for** and press **ARM REMOTE**. Shortest arm that covers what you are doing. It took when the amber **Remote is ARMED** strip appears.
7. **Hand the crew the show link and the control PIN.** Nothing to install, and they do not have to be on the show network.

On the rig — pair and arm

Everything up to here happened in netmap. The rest is on the rig, in Uplink Cockpit — the one part of this that cannot be done in a hurry, and the only part that needs the show page open in front of you. Do it at load-in, on a network that works.

What remote can and cannot do. It can **fire a cue** (by number or by name), **STOP**, and **NEXT**. That is the whole list. It cannot record, delete or rename a cue, cannot change output settings, and cannot reach the **Emergency Override** — that tool has no relay of any kind, so there is nothing to configure and nothing to get wrong.

Nothing connects in. The rig makes outbound requests only: it asks the relay “anything for me?”, does what came back, and reports what happened. No port is opened, no tunnel, no NAT rule — which is why it works on a show LAN with its own internet.

03

Open the Remote panel

In Uplink Cockpit, open **DMX Scene Playback**, then **Triggers**, then click the **Remote** header to expand it. Unpaired, it reads **remote control is off until the rig is paired again**.

04

Paste the web address and the code

Paste the show URL into **Published show address** — the whole thing, copied from the publish row: **https://netmap.show/publish/noah/21-pilots** is the shape. It has to name the **show**, not just the host, because the path is what scopes this rig's pairing to one show. Then type the **pairing code** and press **Pair**. The header changes from **not paired** to paired.

REMOTE ? not paired

Techs on cellular open the published show, enter the control PIN and fire cues here. This rig only ever polls **outward** — nothing can connect in. Remote can do exactly three things: **fire a cue**, **STOP**, **NEXT**. It can never reach the Emergency Override. **First-time setup**

PUBLISHED SHOW ADDRESS

1

2 **Pair**

The code is single-use and expires in minutes. It buys a token scoped to this rig and this show only.

☐ Enable remote cue control (poll for commands)

Arm for **ARM REMOTE**

Pressing ARM opens the rig for 30 min — until today 15:57.

Disarmed — remote commands are refused.

unpaired — remote control is off until the rig is paired again

ARMING SCHEDULE + Add window

Set a PIN to use this. A stored schedule hands this rig to the show link at a fixed time with nobody in the room — on an unlocked rig, anyone who can reach it could write one. Existing windows are kept but will not arm.

No windows. The rig arms only when someone presses ARM

Before pairing: 1 the show web address. The greyed example in the field is not the live shape — paste the address copied from the publish row, which reads **https://netmap.show/publish/<handle>/<show>** — and 2 the pairing code with its **Pair** button. The status line reads **unpaired — remote control is off until the rig is paired again**.

05

Enable remote cue control

Tick **Enable remote cue control (poll for commands)**. This is the switch that lets the rig ask the relay for instructions at all. Pairing without it does nothing.

06

Arm it, for a window

Choose a length under **Arm for** and press **ARM REMOTE**. The line underneath tells you exactly when the window closes. Disarmed, remote commands are **refused** — and that is the normal resting state between shows.

PUBLISHED SHOW ADDRESS

1

Pairing code from the show page

The code is single-use and expires in minutes. It buys a token scoped to this rig and this show only.

2 ☒ Enable remote cue control (poll for commands)

Arm 3

Pressing ARM opens the rig for 30 min — until today 15:57.

Steps 04–06 in order: 1 the web address pasted — the real one looks like **https://netmap.show/publish/noah/21-pilots** — yours is the show's own, **netmap.show/publish/<handle>/<show>**, 2 **Enable remote cue control**, 3 **Arm for** and **ARM REMOTE**.

Arming schedule. Under the arm control is a schedule that can hand the rig to the show link at a fixed time with nobody in the room. It needs a PIN before it will run — on an unlocked rig, anyone who could reach it could write one. Existing windows are kept but will not arm until you set that PIN.

DMX SCENE PLAYBACK — OPERATOR HELP Filter — type what you see on screen WORKS OFFLINE Close

§1 First 60 seconds
§2 Making cues
§3 Triggers
§4 SMS reference
§4b Remote control
§5 Universe Viewer
§5b Patch & console
§6 Troubleshooting
§7 Reference card
— Still stuck

A tech on their phone, on cellular, before show wif exists, firing test patterns from the published show page. Two switches have to be on, and one of them expires by itself.

A. What remote can and cannot do

Remote can **fire a cue** (by number or by name), **STOP**, and **NEXT**. That is the whole list. It cannot record, cannot delete or rename a cue, cannot change output settings, and **cannot reach the Emergency Override** — that tool has no relay of any kind, so there is nothing to configure and nothing to get wrong.

B. Nothing connects IN

This rig makes **outbound** requests only: it asks the relay “anything for me?”, does what came back, and reports what happened. No port is opened, no tunnel, no NAT rule. That is why it works on a show LAN with its own internet.

C. First time, end to end — from a published show to a phone firing cues

Six steps, in order, across two machines. Do all of it at load-in, on a network that works: **pairing is the only part of remote control that cannot be done in a hurry, and it is the only part that needs the show page in front of you.** Every step names the thing you will actually see, and the signal that tells you it took.

Steps 1–3 are on the SHOW PAGE — whoever published the show, on their phone or laptop. Steps 4–6 are here, on the rig.

1. Publish the show on netmap. Remote control hangs off a **published** show page — a draft has no page, no PIN and

All of this is in the tool: **Help** in the sidebar opens **Operator Help**, and **§4b Remote control** is the same six steps, with the signal to look for after each one. It works offline.

What the panel cannot tell you

The netmap panel cannot see whether a rig is paired right now, or how long its arm has left. The publish service only answers that to a browser holding a control-PIN session. Two places do know: the published page's **Show Control** tab, which lists every paired rig and its arm, and the rig itself, where the Remote panel reads **Paired to** the show and, when armed, **Armed until** a time. You can revoke from either end.

What this panel cannot tell you

Whether a rig is paired right now, and how long its arm has left, are not on any call this app can make: the publish service only answers those to a browser holding a control-PIN session. Two places do know. Open the published page, enter the control PIN, and **Show Control** lists every paired rig and its arm; or look at the rig itself, where the Remote panel reads **Paired to** <show> and, when armed, **Armed until** Revoke from either end.

The panel says so itself, at the bottom of the dialog.

Stopping it

TO DO THIS	USE
Stop cues now, keep the pairing	On the rig: DISARM REMOTE NOW
Break the pairing entirely	On the rig: Unpair . It needs a fresh code to come back
Kick one rig off	From the published page: Show Control can revoke a rig
Turn remote triggering off for the whole show	In this panel: Clear it

When it does not work

WHAT YOU SEE	WHAT IT USUALLY IS
No pairing code, and it refuses to mint one	No control PIN is set. Set one first — the service refuses a code without it.
The published page has no Show Control tab	Same answer, or you are on the viewer page without having entered the control PIN.
The rig will not pair	The web address does not name the show, or the code has expired. Codes are single use — mint another.
Paired, but nothing fires	On the rig: Enable remote cue control unticked, or it is not armed. Both are steps 5 and 6.
The crew cannot fire cues	They need the show link <i>and</i> the 6-digit control PIN. The viewer PIN does not do it.
You forgot the control PIN	It cannot be read back. Change control PIN and tell the crew the new one.
The publish expired	Extend +7d on the row. Re-publishing refreshes content but does not restart the clock.