USER MANUAL

HOW TO SAVE THE SCENE IN MEMORY

V. 1.7.1

SUMMARY

INTRODUCTION

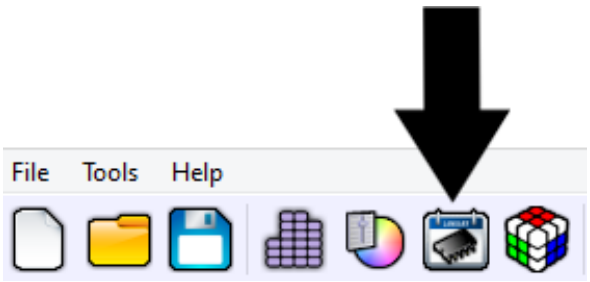
This chapter explains how to write scenes and their content into the internal memory of the Stand Alone interfaces. The software has a specific Stand Alone mode which can play a show without the need of a computer. Users will be able to set the interface's parameters, change content and choose scene triggers. Obviously, the software must be running and several scenes created before you can open and use the Stand Alone mode functions. Please refer to the other manuals to learn the creation of scenes.

Scene preparation with the Editor Mode

Each scene must contain one or more steps (each Step containing DMX values for the activated channels). See the dedicated manual "**How to create scenes and programs"** for more information on setting up steps and scenes. The software will only save scenes and their content in the memory of the Stand Alone interface. Programs will not be saved as the Jump option cannot be applied to them. You can then record the steps and scenes content and set fade time, loops and jumps.

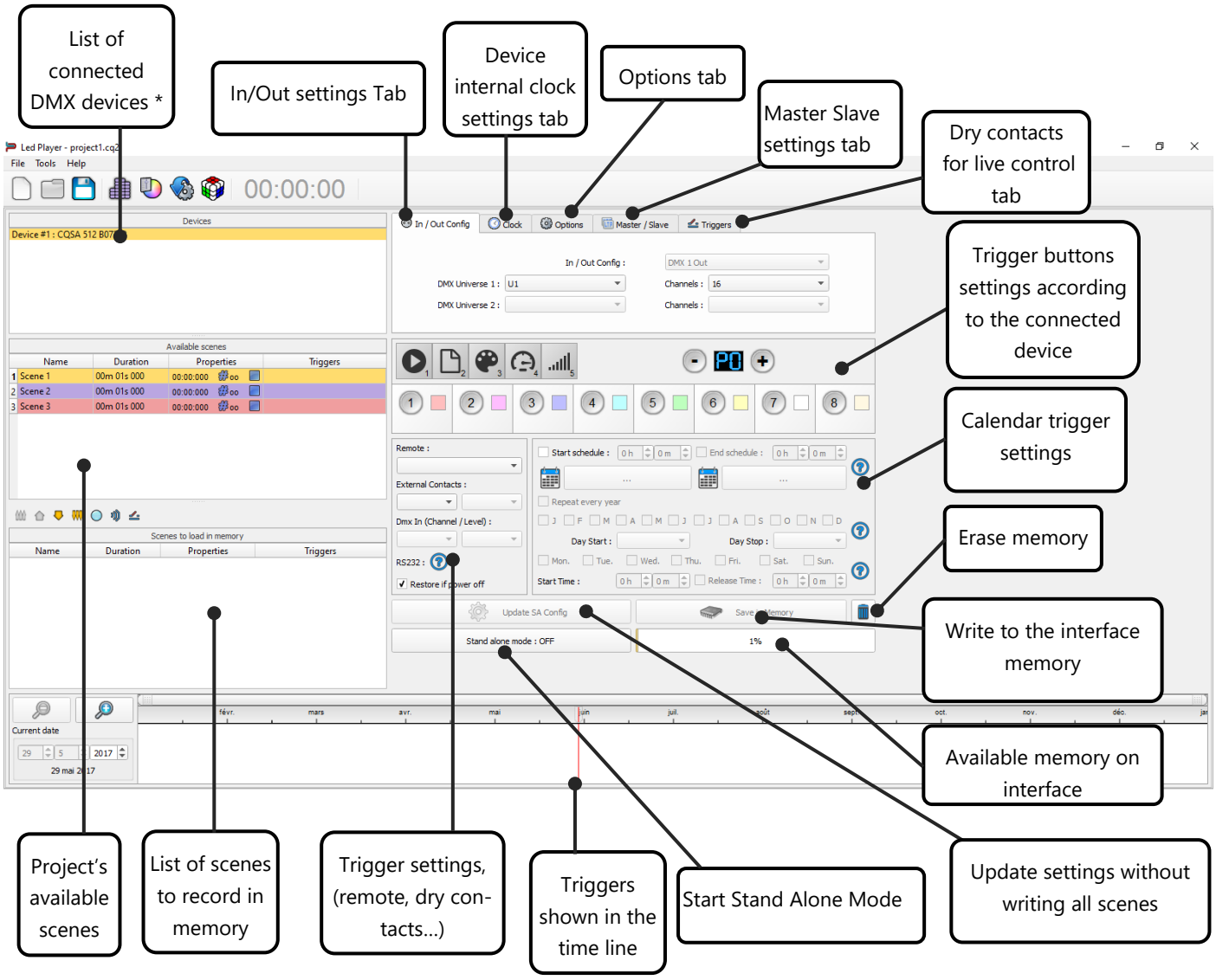
Opening the Stand Alone Mode

Once the software opens, access the Stand Alone mode by clicking on the Stand Alone mode button located on the main tool bar.



The Stand Alone mode appears and shows all the available functions. All the options displayed in this mode are only for use with the Stand Alone mode and therefore cannot be used with a computer.

DESCRIPTION OF THE STAND ALONE MODE

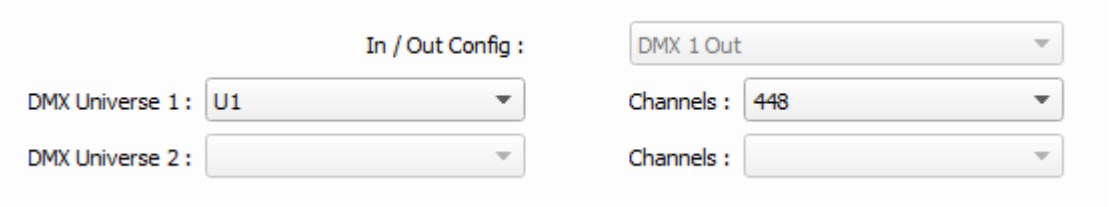


* WARNING : the window of the connected device may remain empty if you connect the device after having started the software. In this case, save your project, and close the software. Once you have plugged in your USB device or connected to its WiFi connection, you can restart the software to allow detection of all devices.

Time line note:

The graphical time line can simulate and display the yearly, monthly and daily time triggers. This is not a programming control, it simply shows triggers to help organizing them.

IN/OUT CONFIG TAB



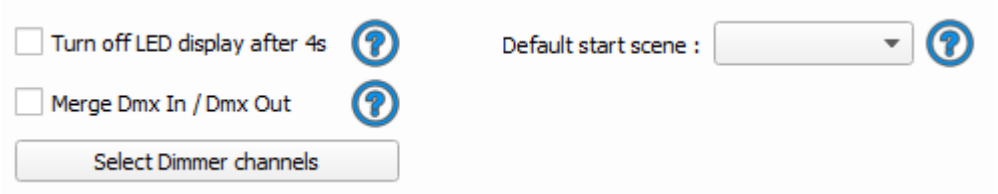
It can change the In/Out configuration of the interface DMX lines when using 2 DMX universe devices. This can trigger scenes via the DMX input signal of another external DMX controller. The option connects the sofware's DMX universes to the interface outputs and optimises the storage memory capacity of the controller in Stand Alone mode. You can manually choose the number of activated channels for each DMX universe.

CLOCK TAB

This shows the time and date of the selected interface from the list. You can modify the time and date (minutes, hours, days, months and years). The interface clock can also be updated using the current time and date of the computer, simply use the option: Set current Date and Time.

If your country has an energy-saving policy and add or remove 1 hour every 6 months. This can be configured in advance for up to 16 years. By clicking this option, you will be able to update the dates of the summer / winter times for the coming years.

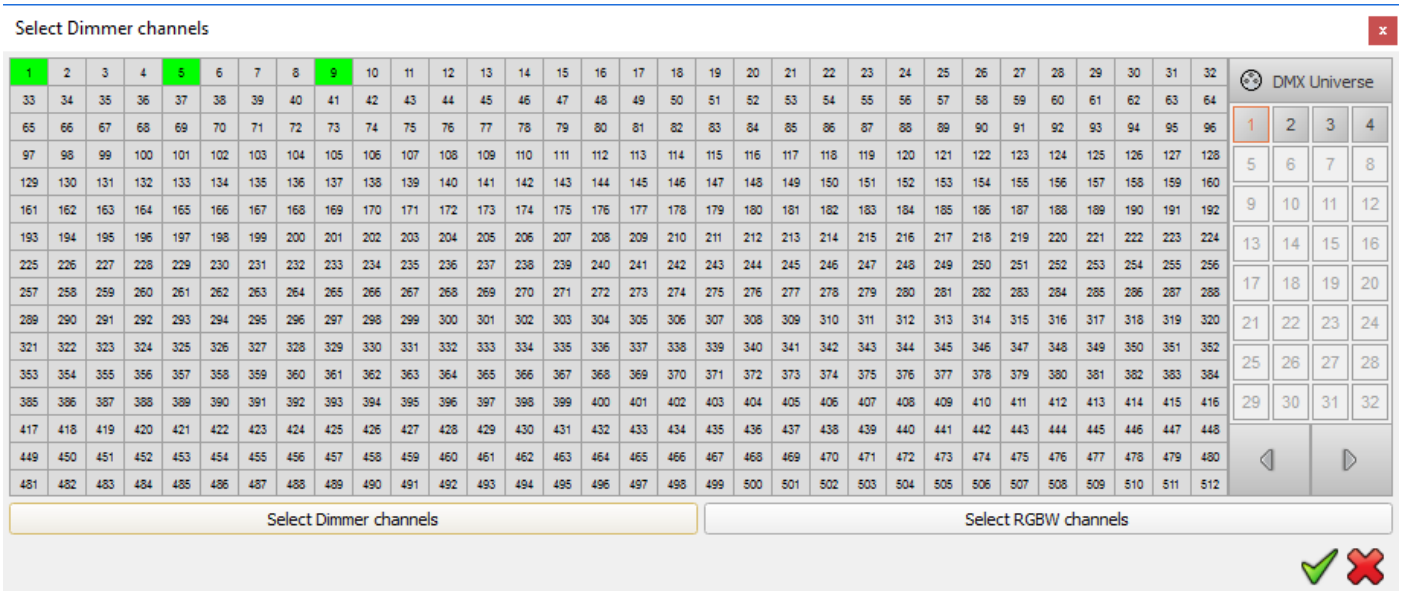
OPTION TAB



Here you can choose to turn off the LED display after 4 second of inactivity. This option is inclused to make it easier to hide the controller.
You can select a default scene which will play automatically after you power up the interface (with USB or external power supply). If no scene is selected, the interface will play scene 00 and send the value 00 to the fixtures (Black Out). The default start scene will lose its priority if another scene has the option "restore if power off".

When the Merge In/Out option is activated, the input from Line B (DMX-B) is analyzed and combined with the interface output A (DMX-A), so both DMX lines are merged in real time. The current scene from the interface will be merged and combined with the input signal.

SELECT DIMMER CHANNELS

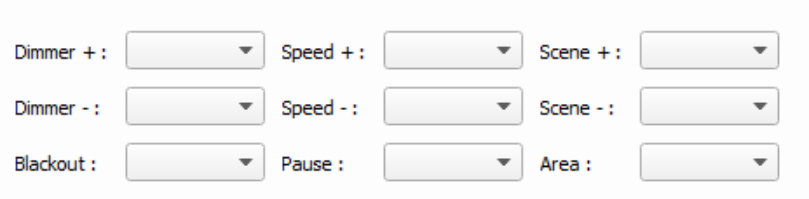


The "Select dimmer channels" option allows you to choose each Dimmer or RGBW channel separately to be controlled directly by the dimmer button or dry contacts of the devices.

MASTER / SLAVE TAB

You can select the Slave/Master mode when using multiple interfaces and synchronize their standalone mode. Just refer to each interface datasheet to understand the possible configurations.

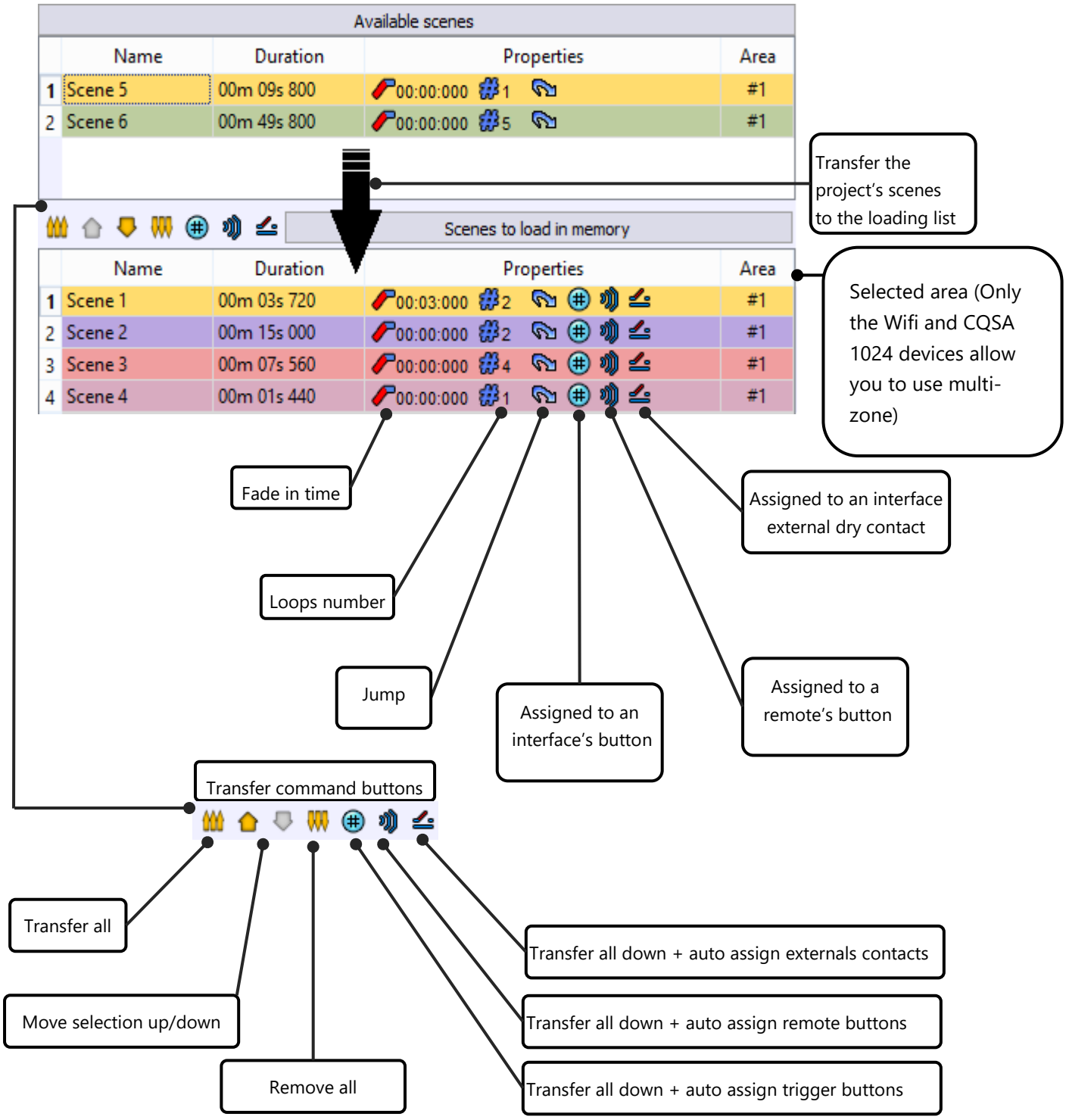
TRIGGERS TAB



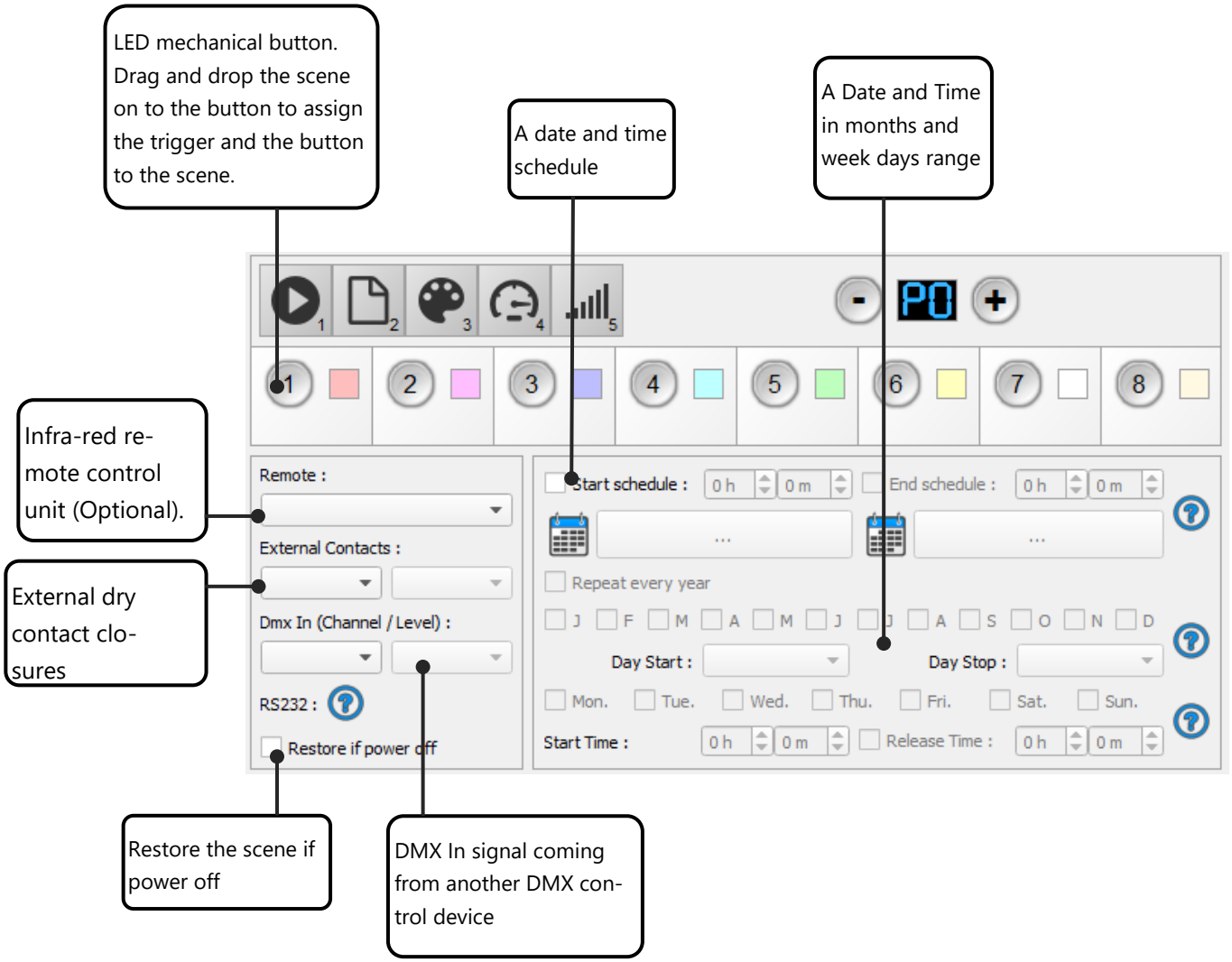
You can select the Slave/Master mode when using multiple interfaces and synchronize their standalone mode. Just refer to each interface datasheet to understand the possible configurations.

STAND ALONE PARAMETERS FOR SCENES

The list of scenes contains all the project's scenes except the ones which do not contain steps. The list gives the name and time of the scenes and their advanced settings:



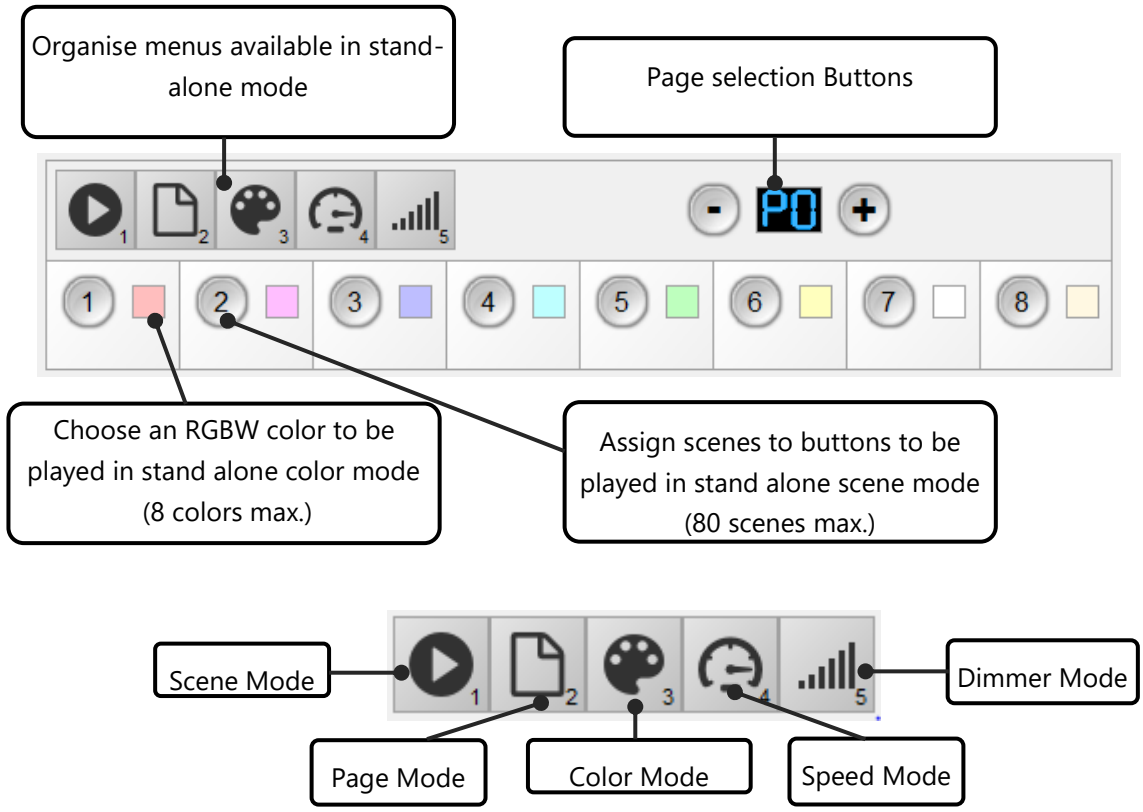
The window below defines all the possible scene trigger actions in the Stand Alone interface memory. After selecting one of the scenes from the "scenes to load in memory" list you may adjust its standalone triggers as following.



TRIGGER BUTTON WINDOW

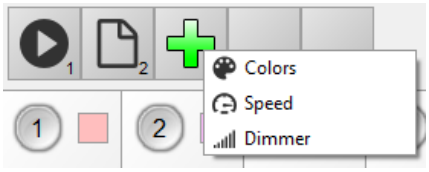
Depending on the connected card, the button configuration window is updated accordingly to the interface button configuration :

With our most advanced hardware, you can customize the Stand alone mode and choose what mode to load in memory for the final users

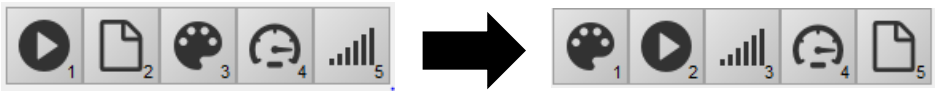


It is possible to re-organize the menus as you want, just right-click on a menu to delete or add a mode.

To add a new mode in the list click 



You can change the mode order with a simple drag and drop.



You can also choose a single menu to simplify the use of the interface and give a basic controller to end users.

ADVANCED STAND ALONE PARAMETERS DESCRIPTION

Master / Slave mode

When using this function, the interface(s) in slave mode will strictly follow all the trigger actions and the clock generated by the Master Interface. The slave interfaces will also have the same number of scenes and the same number of steps than the Master one. The Master interface will control all the slave interfaces' triggers and generate a synchronisation signal to make sure that the show is syncronised. Only 1 interface can be defined as 'Master'.

WARNING: All the interfaces must be programmed at one time.

How do I define the master/slave interface?

In the Stand Alone mode select one interface from the list of devices. You can choose the Master option from the Stand Alone parameters of that interface. Only 1 master is allowed, meaning the other interfaces will automatically be set in Slave mode. The software will arrange the list of interfaces by ascending order of the interface serial numbers. For example, if you have the interface serial 20 and 55, the first one showed in the list will be serial 20.

Stand Alone Input and Output configuration

It is not possible to change the In/Out configuration of an interface with 512 channels or less. Their configuration is fixed to Output mode only.

The In/Out configuration modification is only possible with 1024 channel interfaces (2x512). You can choose the double output configuration or the In and Out configuration. In the second case, the second DMX is configured like an input and will receive a DMX signal instead of sending DMX data to the lights.

Choose DMX Universes and the number of activated output channels

The Stand Alone interface has a fixed memory size. Scenes and Steps use the memory capacity. The number of steps depends on the number of activated output channels. The more channels you activate, the larger the step size will be and as a result, the smaller the memory capacity will be. The memory does not record any of the DMX channels which are over the indicated channel number.

The software will choose the best channel number according to the DMX Patch configuration of the fixtures. This value can be changed manually.

LED switch mechanical button triggers

To assign a scene's trigger to a one of the interface's LED buttons, simply drag a scene from the list and drop it on one of the buttons. The name of the scene will be displayed under the button and the scene will automatically move to the List of scenes which can be recorded in the memory. You can assign 10 different scenes (max of 255 scenes allowed) to the 10 buttons. You do not have to stick to the Scene order and number. For example, you can assign scene number 20 to button 1. You can create a sequence of several scenes where each scene is looping and can jump automatically to the following one. In this case you can assign an LED trigger button to the first scene of the sequence to trigger and play the beginning of the entire sequence.

DMX In triggers from an external DMX source

The DMX In trigger option works only in Stand Alone mode and only with the 1024 channels (2 DMX Universe) interfaces (2x512 and 2 XLR connector on the interface)

To use the DMX In trigger options the interface must be configured under In/Out mode with 512 channel Inputs and 512 channel outputs. In this case the second interface XLR connector (DMX B) can receive an external DMX signal and will work in the DMX In mode.

For each scene you may choose a Channel number and a DMX value between 0 to 255 for DMX triggers.

When the interface receives a DMX signal, scenes are triggered when the DMX In signal reaches the DMX value of the dedicated channel or when the DMX In value is higher than the Trigger DMX value. The scene will stop when the DMX In value is lower than the Trigger DMX value.

It is possible to use several DMX In trigger values on the same channel to manage several scene triggers. For example, on channel 001, Scene 1 is triggered from DMX 50 to DMX 99, Scene 2 from DMX 100 to DMX 149, Scene 3 from DMX 150 to DMX 199, Scene 4 from DMX 200 to DMX 249 and Scene 5 from DMX 250 to DMX 255. Nothing is triggered from DMX 00 to DMX 49.

External Contact Closure triggers

This function uses Pins 1-5 of the second RJ45 connector of the Stand Alone interface. By connecting different configurations of pins 1-4 to pin 5, up to 15 different triggers can be assigned. See pages 19-20 for details.

Refer to the Datasheet file for further information and instructions on how to connect the wires to the RJ45 connector.

Infra-red remote control triggers

You can connect an external IR receiver module to the Stand Alone interface. This optional product includes 2 IR remote control units and allows you to trigger scenes within a range of up to 20 meters. Remote controls are standard to each interface, so you can control several interfaces simultaneously with one remote control or control several different zones with the same remote control.

Refer to the Datasheet file for further information and instructions on how to connect the IR receiver to the RJ45 connector.

Automatic Scene recovery after power failure

Scene recovery works in Stand Alone mode (without a computer): In the event of a power cut, the interface will have memorized which scene was being played before the power was cut off and it will restart the scene automatically just after the power returns.

The recovery only operates on scenes with a repeat time or a Start and Stop time.

A scene which is in the interval between its Start time and Stop time can be triggered automatically following a power cut after the power has returned.

ALL POSSIBLE TIME TRIGGER SCENARIOS:

START SCHEDULE

Scenes will start and will be triggered using a chosen date and time.
A trigger schedule (Time and date) is added to the selected scene (minute, hour, day, month, year).
Scenes will start exactly at the scheduled date and time.
The scene will stop only after a new trigger action or with the number of loops and release in the scene setup.

START SCHEDULE + MONTHS AND DAYS OF THE WEEK

Scenes will start and will be triggered from a chosen date and time.
A trigger schedule (Time and date) is added to the selected scene (minute, hour, day, month, year).
One or several months plus days of the week are added to the selected scene (January to December, Monday to Sunday). Months and Days of the week are only available if a Start schedule is selected.
Scenes start exactly at the chosen time for each selected day. You may select a start schedule date from before the current date as only the scene week days and start time will be taken into account. (This also works directly after the interface has just been powered up).
Scenes stop playing when another trigger action is performed or when the scene has finished executing its loop number. However, the scene will restart again on each selected day of the week without fail.

START SCHEDULE + END SCHEDULE

Scenes will start and will be triggered from a chosen date and time and will stop playing at a chosen Stop Schedule.
A trigger schedule (Time and date) and a Stop schedule are added to the selected scene (minute, hour, day, month, year).
Scenes will start exactly at the chosen Start schedule date and time and will stop exactly at the Stop schedule date and time.
Scenes will stop when another trigger action is performed when the scene finishes executing its loop number, when it is stopped directly or when it reaches the Stop schedule time and date.
The scene will be recovered automatically if a power failure occurs between the start schedule and the stop schedule time and date.

START SCHEDULE + END SCHEDULE + MONTHS AND DAYS OF THE WEEK

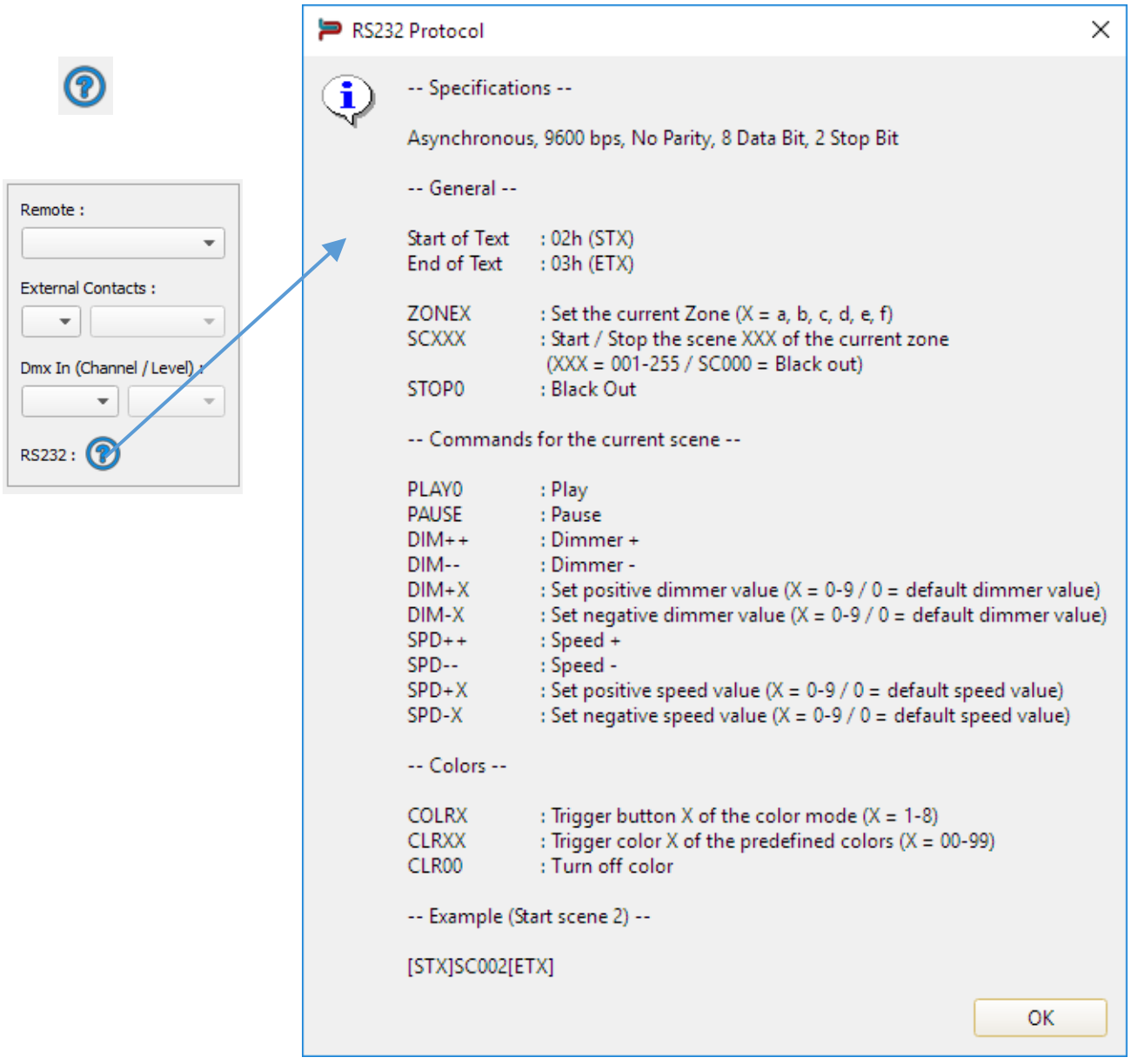
Scenes will start and will be triggered from a chosen date and time and will stop playing at a chosen Stop schedule. The scene will repeat between the time intervals.
A trigger schedule (Time and date) and a Stop schedule are added to the selected scene (minute, hour, day, month, year).
One or several days of the week are added to the selected scene (Monday to Sunday). Days of the week are available only if a Start schedule is selected.
Scenes will start exactly at the chosen Start schedule date and time and will stop exactly at the Stop schedule date and time.
Scene rules for the months and week day triggers remain the same:
The scene will be recovered automatically if a power failure occurs between the start schedule and the stop schedule time and date.
Scenes will stop when another trigger action is performed, when it is stopped directly or when it reaches the Stop schedule time and date.

DEVICE'S CLOCK UPDATE

It's possible to update the device's internal clock. Device must be connected to the computer, drivers must be correctly installed and the device detected by the software.

RS232 TRIGGERS IN STAND ALONE

The Standalone mode allows you to use the RS232 protocol to control the DMX interface with all the possible commands described in the help topic.



Connect the RS232 transmitter to the interface RS232 and GND pins and send the dedicated ASCII commands lines that you need.
The ASCII commands need to be sent one time only to be processed by the interface.

ASCII TABLE

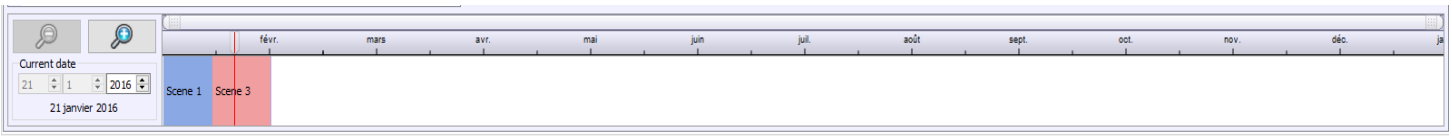
Decimal	Hexadecimal	Binary	Octal	Char
0	0	0	0	[NULL]
1	1	1	1	[START OF HEADING]
2	2	10	2	[START OF TEXT]
3	3	11	3	[END OF TEXT]
4	4	100	4	[END OF TRANSMISSION]
5	5	101	5	[ENQUIRY]
6	6	110	6	[ACKNOWLEDGE]
7	7	111	7	[BELL]
8	8	1000	10	[BACKSPACE]
9	9	1001	11	[HORIZONTAL TAB]
10	A	1010	12	[LINE FEED]
11	B	1011	13	[VERTICAL TAB]
12	C	1100	14	[FORM FEED]
13	D	1101	15	[CARRIAGE RETURN]
14	E	1110	16	[SHIFT OUT]
15	F	1111	17	[SHIFT IN]
16	10	10000	20	[DATA LINK ESCAPE]
17	11	10001	21	[DEVICE CONTROL 1]
18	12	10010	22	[DEVICE CONTROL 2]
19	13	10011	23	[DEVICE CONTROL 3]
20	14	10100	24	[DEVICE CONTROL 4]
21	15	10101	25	[NEGATIVE ACKNOWLEDGE]
22	16	10110	26	[SYNCHRONOUS IDLE]
23	17	10111	27	[ENG OF TRANS. BLOCK]
24	18	11000	30	[CANCEL]
25	19	11001	31	[END OF MEDIUM]
26	1A	11010	32	[SUBSTITUTE]
27	1B	11011	33	[ESCAPE]
28	1C	11100	34	[FILE SEPARATOR]
29	1D	11101	35	[GROUP SEPARATOR]
30	1E	11110	36	[RECORD SEPARATOR]
31	1F	11111	37	[UNIT SEPARATOR]
32	20	100000	40	[SPACE]
33	21	100001	41	!
34	22	100010	42	"
35	23	100011	43	#
36	24	100100	44	$
37	25	100101	45	%
38	26	100110	46	&
39	27	100111	47	'
40	28	101000	50	(
41	29	101001	51	)
42	2A	101010	52	*
43	2B	101011	53	+
44	2C	101100	54	,
45	2D	101101	55	-
46	2E	101110	56	.
47	2F	101111	57	/
48	30	110000	60	0
49	31	110001	61	1
50	32	110010	62	2
51	33	110011	63	3
52	34	110100	64	4
53	35	110101	65	5
54	36	110110	66	6
55	37	110111	67	7
56	38	111000	70	8
57	39	111001	71	9
58	3A	111010	72	:
59	3B	111011	73	;
60	3C	111100	74	<
61	3D	111101	75	=
62	3E	111110	76	>
63	3F	111111	77	?
64	40	1000000	100	@
65	41	1000001	101	A
66	42	1000010	102	B
67	43	1000011	103	C
68	44	1000100	104	D
69	45	1000101	105	E
70	46	1000110	106	F
71	47	1000111	107	G
72	48	1001000	110	H
73	49	1001001	111	I
74	4A	1001010	112	J
75	4B	1001011	113	K
76	4C	1001100	114	L
77	4D	1001101	115	M
78	4E	1001110	116	N
79	4F	1001111	117	O
80	50	1010000	120	P
81	51	1010001	121	Q
82	52	1010010	122	R
83	53	1010011	123	S
84	54	1010100	124	T
85	55	1010101	125	U
86	56	1010110	126	V
87	57	1010111	127	W
88	58	1011000	130	X
89	59	1011001	131	Y
90	5A	1011010	132	Z
91	5B	1011011	133	[
92	5C	1011100	134	\
93	5D	1011101	135	]
94	5E	1011110	136	^
95	5F	1011111	137	_
96	60	1100000	140	`
97	61	1100001	141	a
98	62	1100010	142	b
99	63	1100011	143	c
100	64	1100100	144	d
101	65	1100101	145	e
102	66	1100110	146	f
103	67	1100111	147	g
104	68	1101000	150	h
105	69	1101001	151	i
106	6A	1101010	152	j
107	6B	1101011	153	k
108	6C	1101100	154	l
109	6D	1101101	155	m
110	6E	1101110	156	n
111	6F	1101111	157	o
112	70	1110000	160	p
113	71	1110001	161	q
114	72	1110010	162	r
115	73	1110011	163	s
116	74	1110100	164	t
117	75	1110101	165	u
118	76	1110110	166	v
119	77	1110111	167	w
120	78	1111000	170	x
121	79	1111001	171	y
122	7A	1111010	172	z
123	7B	1111011	173	{
124	7C	1111100	174	|
125	7D	1111101	175	}
126	7E	1111110	176	~
127	7F	1111111	177	[DEL]

SUMMARY OF ALL POSSIBLE TRIGGERS

The software allows you to add all the triggers listed below to the Stand Alone interface :

- Mechanical LED switch buttons (buttons located on top of the interface)
- External contact closures (127 possible actions with the wires of the RJ45 connector)
- Infra Red Remote Control (x10 possible actions, next/previous scene, Pause, Scene speed, General Dimmer, Stop current scene. Optional IR trigger feature can be ordered separately.
- DMX IN (One or several DMX values can be used on a DMX channel to trigger scenes).
- Date and clock time schedules (Date, year, month, day, hour, minutes and week days).
- RS 232

TIME TRIGGER TIME LINE VIEWER



The software includes a time line which can display an overview of all the time triggers. The Time Line is located at the bottom of the screen.

The Time Line can display the following triggers:

- Start Schedules
- Stop Schedules
- Month and week's days

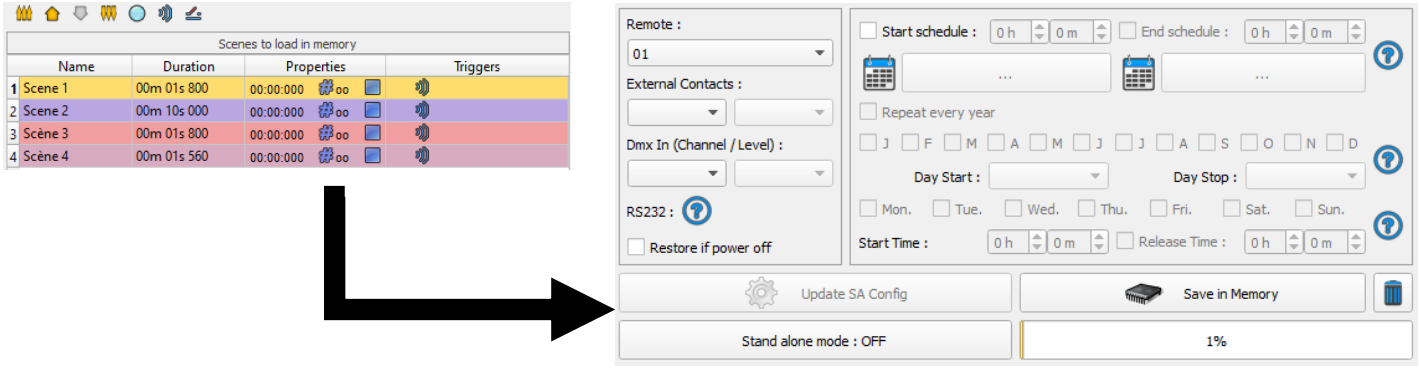
Each scene is displayed with a different color to distinguish its position in the Time Line.
The Time Line offers the following options:

- Display the entire year (12 months)
- Display the complete month (31 days)
- Display the full day (24 hours)
- Time resolution adjustment
- Current date adjustment
- Zoom control

At any time you can check the time and date triggers for a given period.

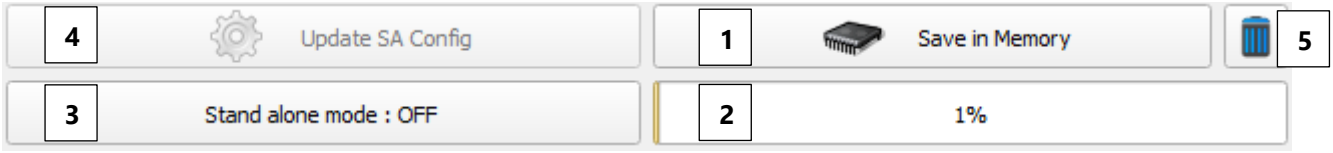
WRITING AND UPDATING THE STAND ALONE MEMORY

Only scenes placed in the “scenes to load in memory” list can be written into the interface memory:



Scene List and SA memory writing

Simply drag and drop a scene from the available project’s scenes list to the list of scenes to be written into the memory. Adding a trigger action (LED Button, Contact, IR remote, DMX In, Repeat Time and Start Time) will automatically transfer the selected scene into the list of scenes to be written into the memory.



“Save in memory” button (1.) writes the show into the memory. The available memory is shown in the capacity gauge (2.). If the memory is full, only the first scene will be written into the memory and not the following scenes. You can optimize the memory space by reducing the number of DMX outputs in use. This number can be changed using the DMX Patch or with the In/Out Configuration option of the Stand Alone interface configuration.

To launch the Stand Alone Mode, click the “Stand Alone Mode ON/OFF” button. With the interface connected to the computer, you can take control back of the interface and return to the Editor mode in order to modify the content of a scene.

The memory content can be changed on site with a computer and a mini USB cable. We suggest you to also bring the original file with you to recover the DMX patch of the original project.

Updating the stand-alone configuration (4) allows you to change the settings without the need to re-write all the scenes in memory. When a setting can be updated, the button is no longer greyed out.

It is also possible to empty the memory by clicking on the recycle bin (5).

You can now write one to several shows into the Stand Alone interface memory. Refer to the other user manual to get more details on the former stages of DMX programming.