



USER MANUAL

HOW TO SAVE THE SCENE IN MEMORY

V. 1.7.0

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INTRODUCTION

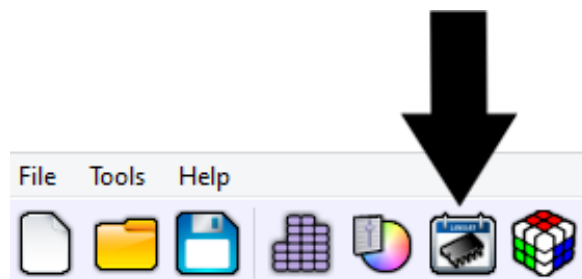
This chapter explains how to write scenes and their content into the internal memory of the Stand Alone interfaces. The software has a specific Stand Alone mode which can play a show without the need of a computer. Users will be able to set the interface's parameters, change content and choose scene 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 precedent manuals to go through the creation of scenes.

Scene preparation with the Editor Mode

Each scene must contain 1 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 the 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: fade time, loops and jumps.

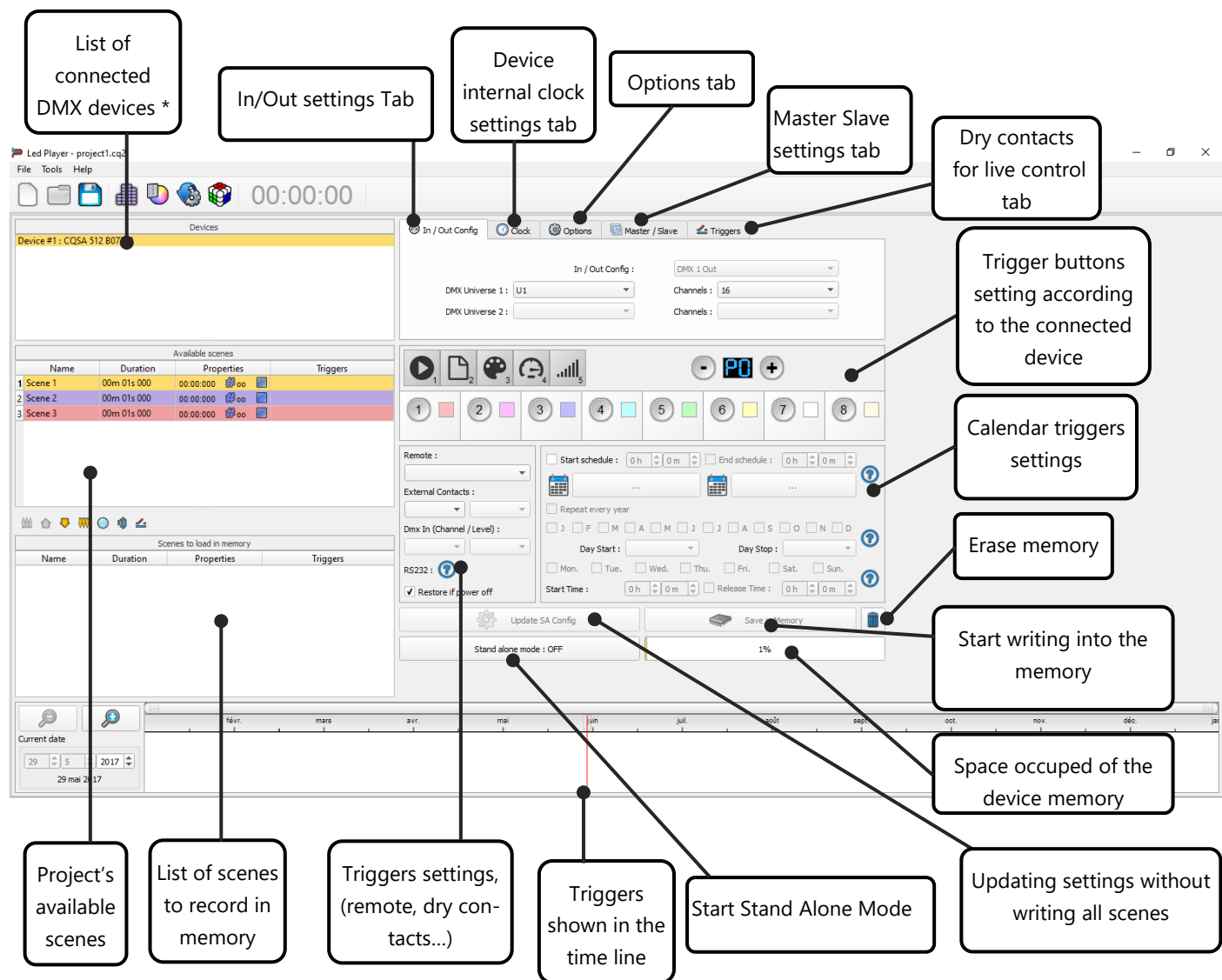
Opening the Stand Alone Mode

Once the software opened, 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 devices 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 connexion, 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

In / Out Config :		DMX 1 Out
DMX Universe 1 :	U1	Channels : 448
DMX Universe 2 :		Channels :

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 software's DMX universes to the interface outputs and optimises the storage memory capacity of the controller in stand alone mode. You can choose manually the number of activated channels for each DMX universes.




CLOCK TAB

	Time : 5 h 40 m	Update Date and Time
	01.06.2018	Set current Date and Time
	<input checked="" type="checkbox"/> Summer time / Winter time	Summer time / Winter time

It 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 that option you will be allow to update the dates of the summer / winter times for the coming years.

OPTION TAB

<input type="checkbox"/> Turn off LED display after 4s		Default start scene :	
<input type="checkbox"/> Merge Dmx In / Dmx Out			
<input type="button" value="Select Dimmer channels"/>			

Here you can choose to turn off the LED display after 4 second of inactivity. This option is to keep the place dark after trigger a scene.

You can select a default scene which will play automatically after 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 can loose the priority if some other 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 line A (DMX-A), thus both DMX lines are merged in real time. The current scene from the interface will be merge and combine with the input signal.

SELECT DIMMER CHANNELS

Select Dimmer channels

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128
129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192
193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224
225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256
257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288
289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320
321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352
353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384
385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416
417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448
449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480
481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512

DMX Universe

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32

Select Dimmer channels

Select RGBW channels

✓ ✗

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

MASTER / SLAVE TAB

Mode : Master

☐ No Release

☒ Default

☐ Desynchronized ?

☐ LTP

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

TRIGGERS TAB

Dimmer + : Speed + : Scene + :

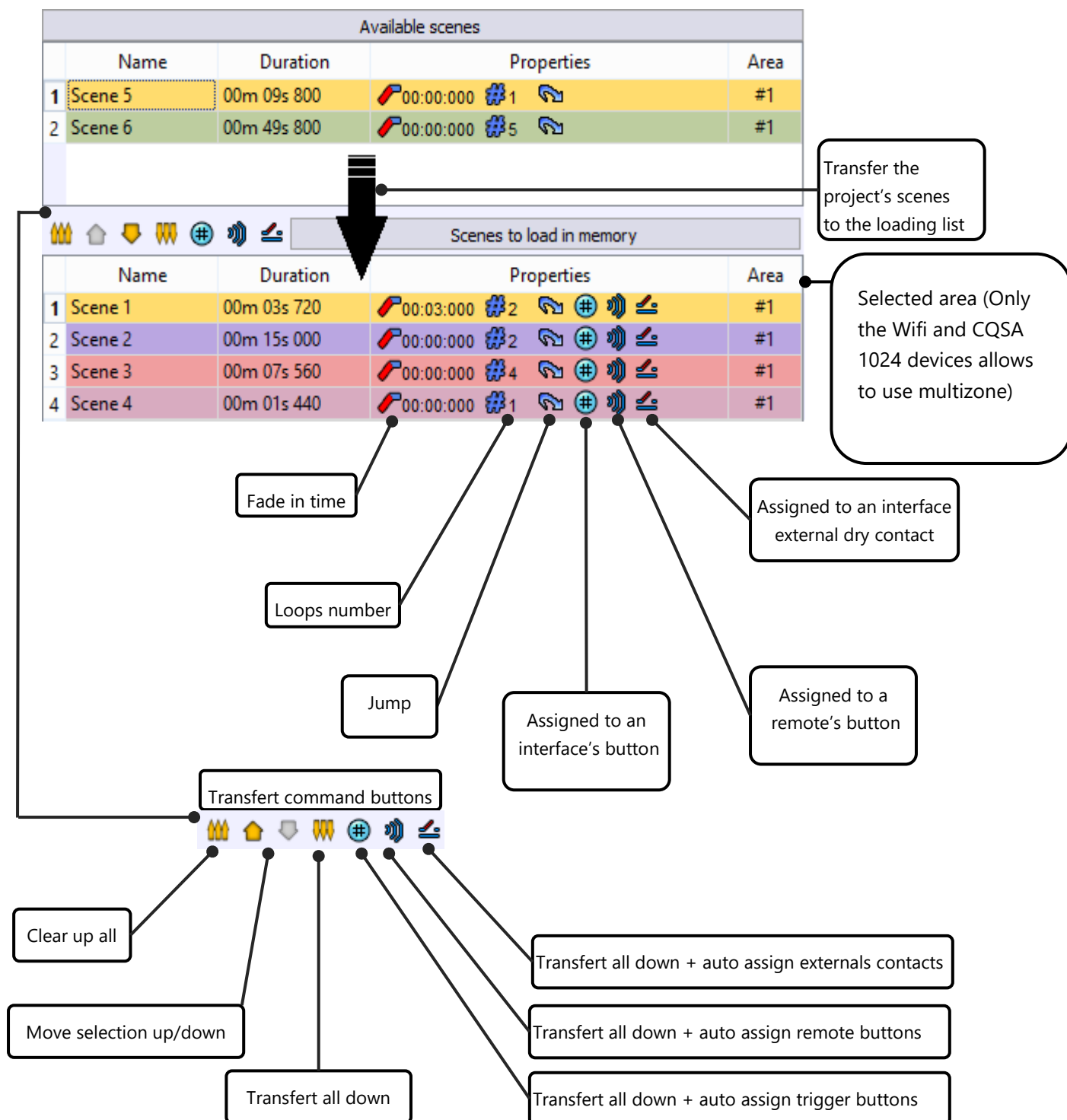
Dimmer - : Speed - : Scene - :

Blackout : Pause : Area :

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

STAND ALONE PARAMETERS FOR SCENES

The list of scenes contains all the project's scenes excepted the ones who 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 "scene to load in memory" list you may adjust its standalone triggers as following.

The screenshot shows a software interface for configuring scene triggers. At the top, there are five icons labeled 1 through 5: a play button, a document, a palette, a clock, and a signal strength indicator. Below these are eight colored buttons numbered 1 to 8. The main area contains several sections: 'Remote' with a dropdown menu, 'External Contacts' with two dropdowns, 'Dmx In (Channel / Level)' with two dropdowns, 'RS232' with a help icon, and a 'Restore if power off' checkbox. To the right, there is a 'Start schedule' section with time pickers for start and end times, a calendar icon, and a 'Repeat every year' checkbox. Below this is a section for selecting months (J, F, M, A, M, J, J, A, S, O, N, D) and days of the week (Mon., Tue., Wed., Thu., Fri., Sat., Sun.). At the bottom, there are 'Day Start' and 'Day Stop' dropdowns, and 'Start Time' and 'Release Time' pickers. Callout boxes provide descriptions for several elements: 'LED mechanical button. Drag and drop the scene on to the button to assign the trigger and the button to the scene.' points to button 1; 'A date and time schedule' points to the start schedule section; 'A Date and Time in a months and week days range' points to the month and day selection area; 'Infra-red re-mote control unit (Optional).' points to the Remote dropdown; 'External dry contact clo-sure' points to the External Contacts dropdowns; 'Restore the scene if power off' points to the Restore if power off checkbox; and 'DMX In signal coming from another DMX con-trol device' points to the Dmx In dropdowns.

LED mechanical button.
Drag and drop the scene
on to the button to assign
the trigger and the button
to the scene.

A date and time
schedule

A Date and Time
in a months and
week days range

Infra-red re-
mote control
unit (Optional).

External dry
contact clo-
sure

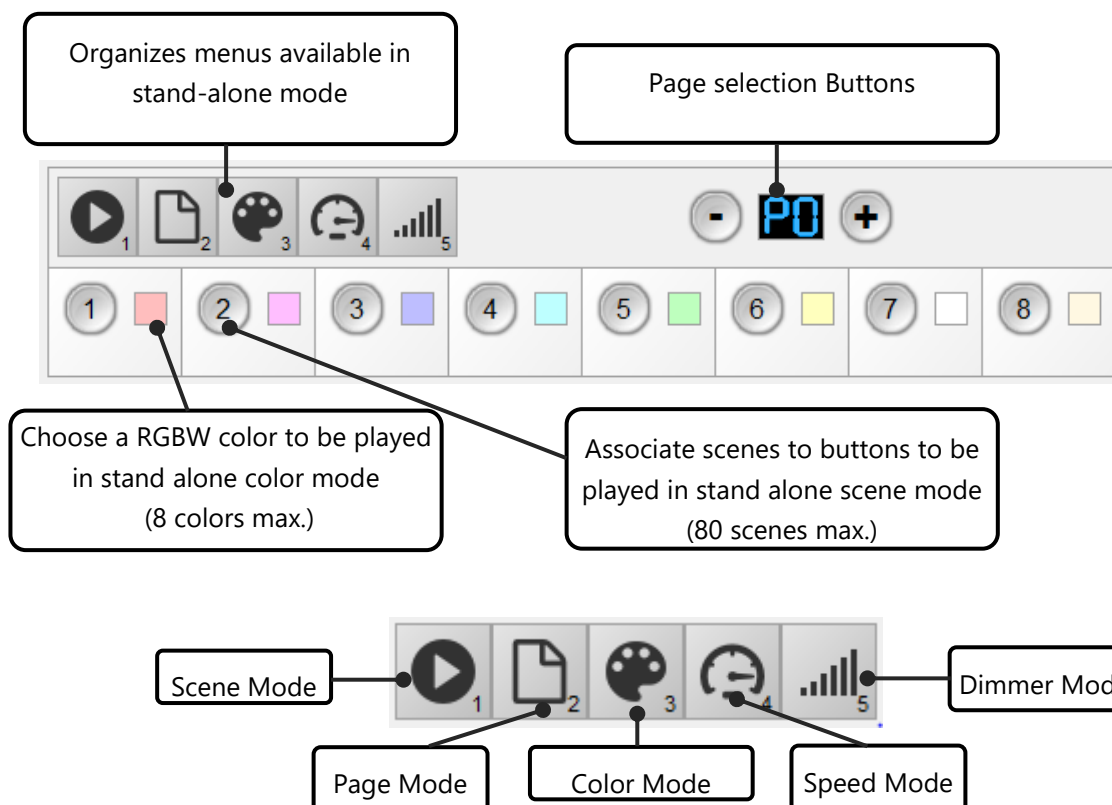
Restore the scene if
power off

DMX In signal coming
from another DMX con-
trol device

DIFFERENT BUTTONS TRIGGERS WINDOWS


Depending on the connected card with or without trigger buttons, the button configuration window is updated accordingly to the interface button configuration :

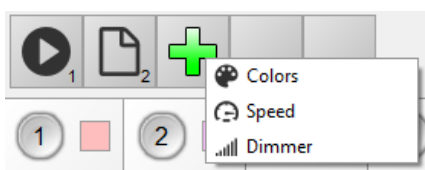
With our most advanced hardware, you can customize the Stand aLone mode and choose what mode to load in memory for the final users



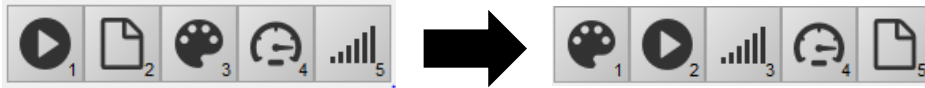
It is possible to re-organize the menus as you want, just right-click on a menu to delete a mode.



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 under 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 synchronization signal to make sure that the show is well played. 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 under 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. Steps' size 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 shall 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 respect 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 a 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 and 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 a external DMX signal and will work under 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 + 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 remind the same:

The scene will be recovered automatically if a power failure occurs between the start schedule and the stop schedule time and date.

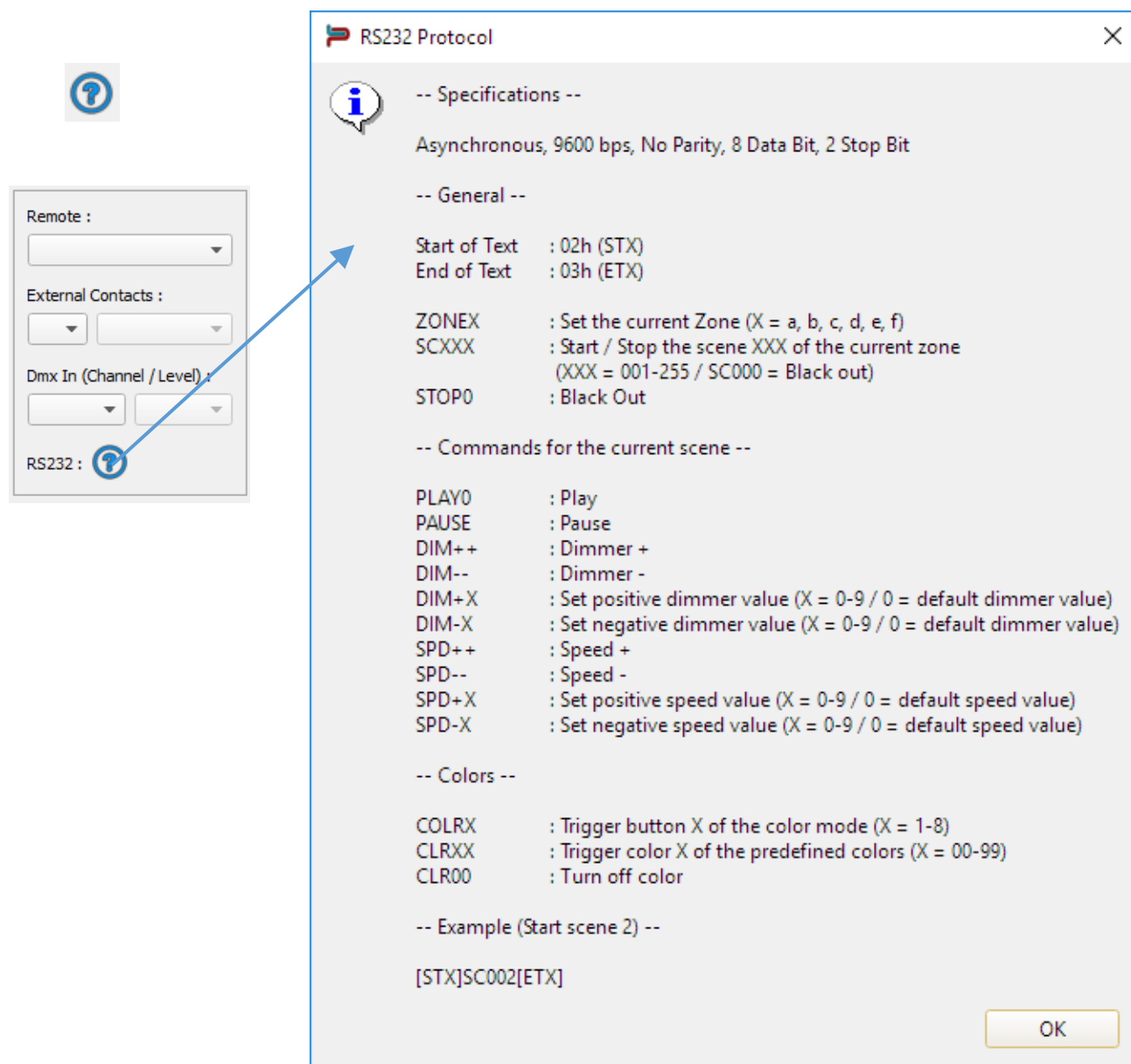
Scenes will stop when another trigger action is performed, when it is stopped directly or when it reaches the Stop schedule time and date.

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 to use the RS232 protocol to control the DMX interface with all the possible commands describe 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 send one time only to be processed by the interface.

ASCII TABLE

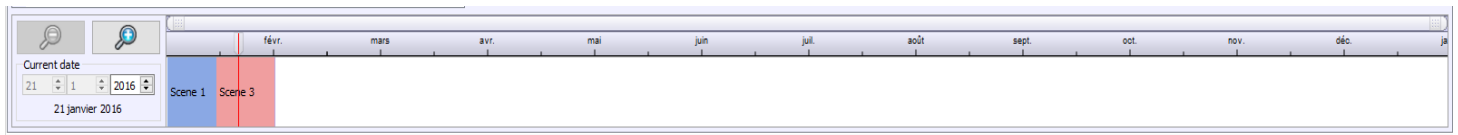
Decimal	Hexadecimal	Binary	Octal	Char	Decimal	Hexadecimal	Binary	Octal	Char	Decimal	Hexadecimal	Binary	Octal	Char
0	0	0	0	[NULL]	48	30	110000	60	0	96	60	1100000	140	`
1	1	1	1	[START OF HEADING]	49	31	110001	61	1	97	61	1100001	141	a
2	2	10	2	[START OF TEXT]	50	32	110010	62	2	98	62	1100010	142	b
3	3	11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

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 lime line.

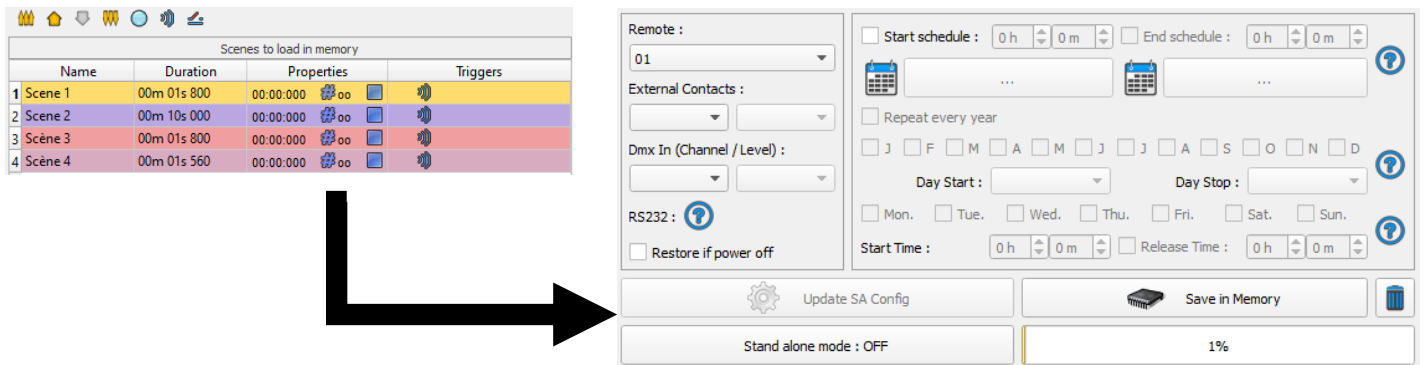
The Time Line offers the following options:

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

At any time you have the possibility of checking 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.