

ESA2

English

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1. Before We Start

Welcome to Easy Stand Alone 2- a powerful and easy to use DMX lighting control app for PC and Mac. This manual will guide you through using the software. For a quick overview of the software jump straight to the Getting Started topics.



1.1. What's New to Easy Stand Alone 2

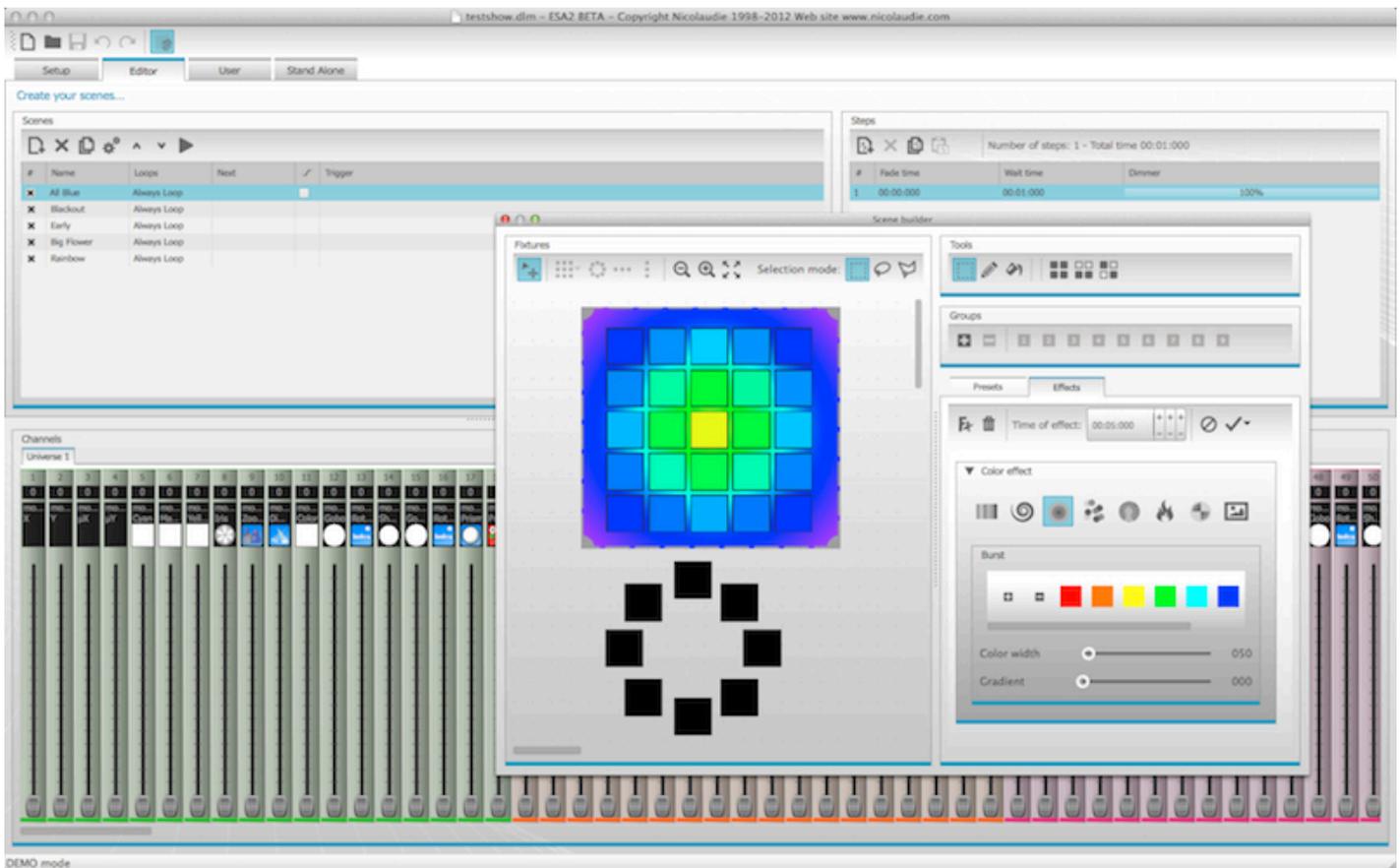
Easy Stand Alone 2 has been re-built from the ground up. Here we will give an overview of the most important new features.

We have been asked to develop a Mac version of the software for many years. Easy Stand Alone 2 is now PC and Mac compatible.



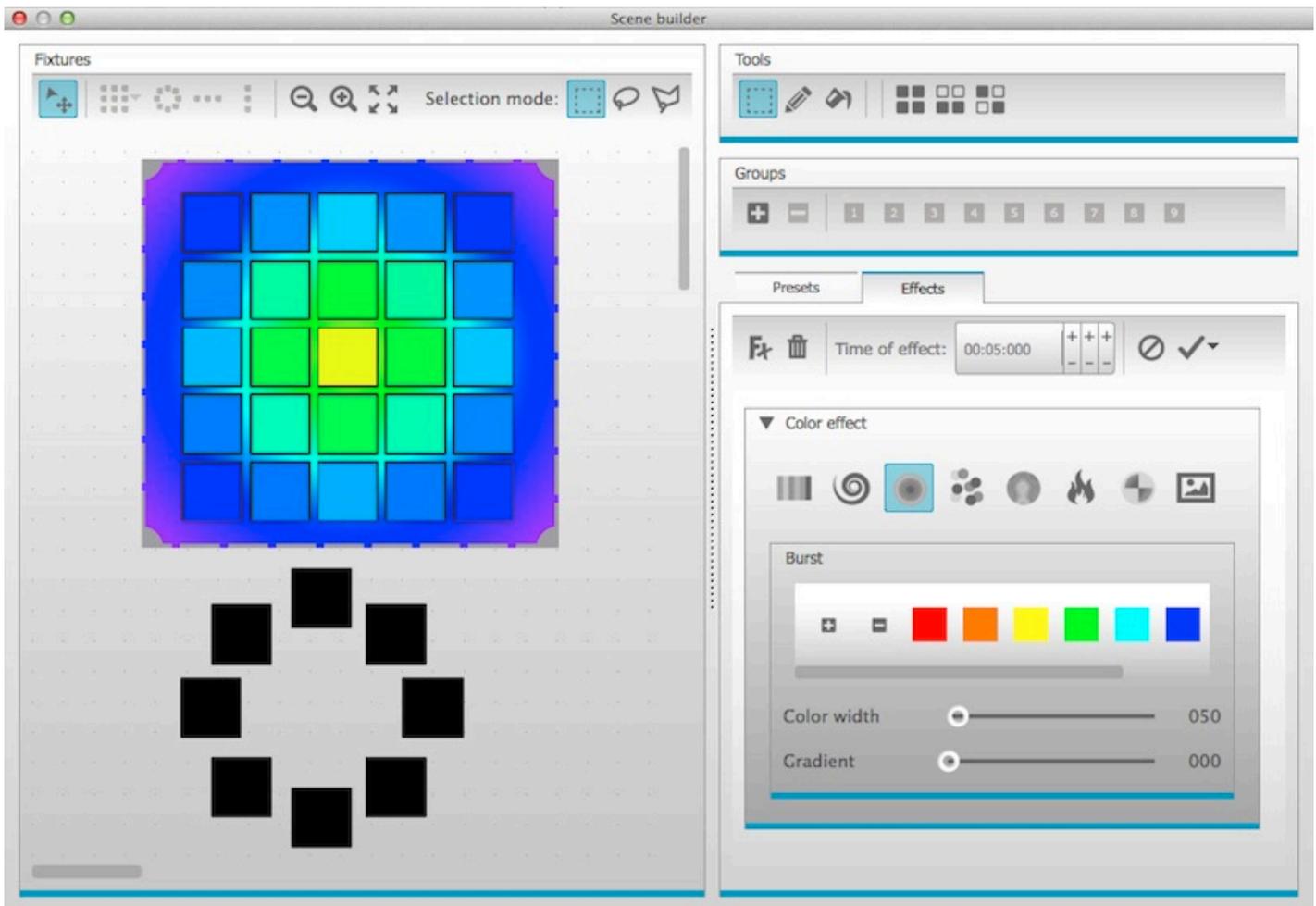
New Design

The software features a new design, which includes new icons, faders, colors and preset components allowing for a quicker and more pleasant workflow. Quickly jump to a color or position with the new popup preset components and change the scene color on the User screen.



The Scene Builder

The Scene Builder allows you to do everything you used to do with the original Effects Generator and more. Arrange lighting fixtures, draw effects directly onto fixtures and set your effects in real time. The **Linear Fan** effect allows you to create color gradients and position fans.



SSL2 Fixture Profile Format

SSL2 fixture profiles allow more information to be stored about the personality of a lighting fixture. This allows for quicker and easier programming. For example, if you have an LED bar with several segments, you can control each segment individually whilst still having global control of master dimmer and macro channels.

1.2.The Easy Stand Alone 2 Package

What's in the box

Your package should include the following:

- CD with the software
- USB-DMX interface
- USB cable

The latest software versions and user manuals are available from our website.

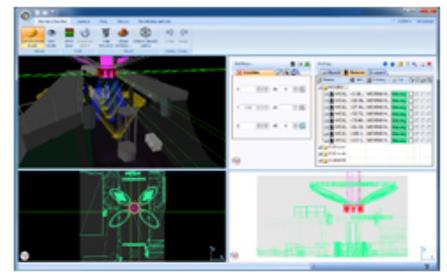
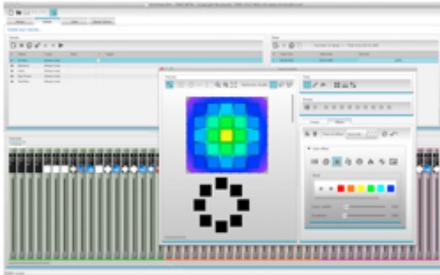
Compatibility

- Microsoft Windows XP, Vista, 7, 8
- Mac OS X 10.7 (lion), 10.8 (mountain lion), 10.9 (Mavericks), 10.10 (Yosemite)
- Atleast 1GB ram, 1GB free hard disk space and a 1024x768 display

Software

The following software is included:

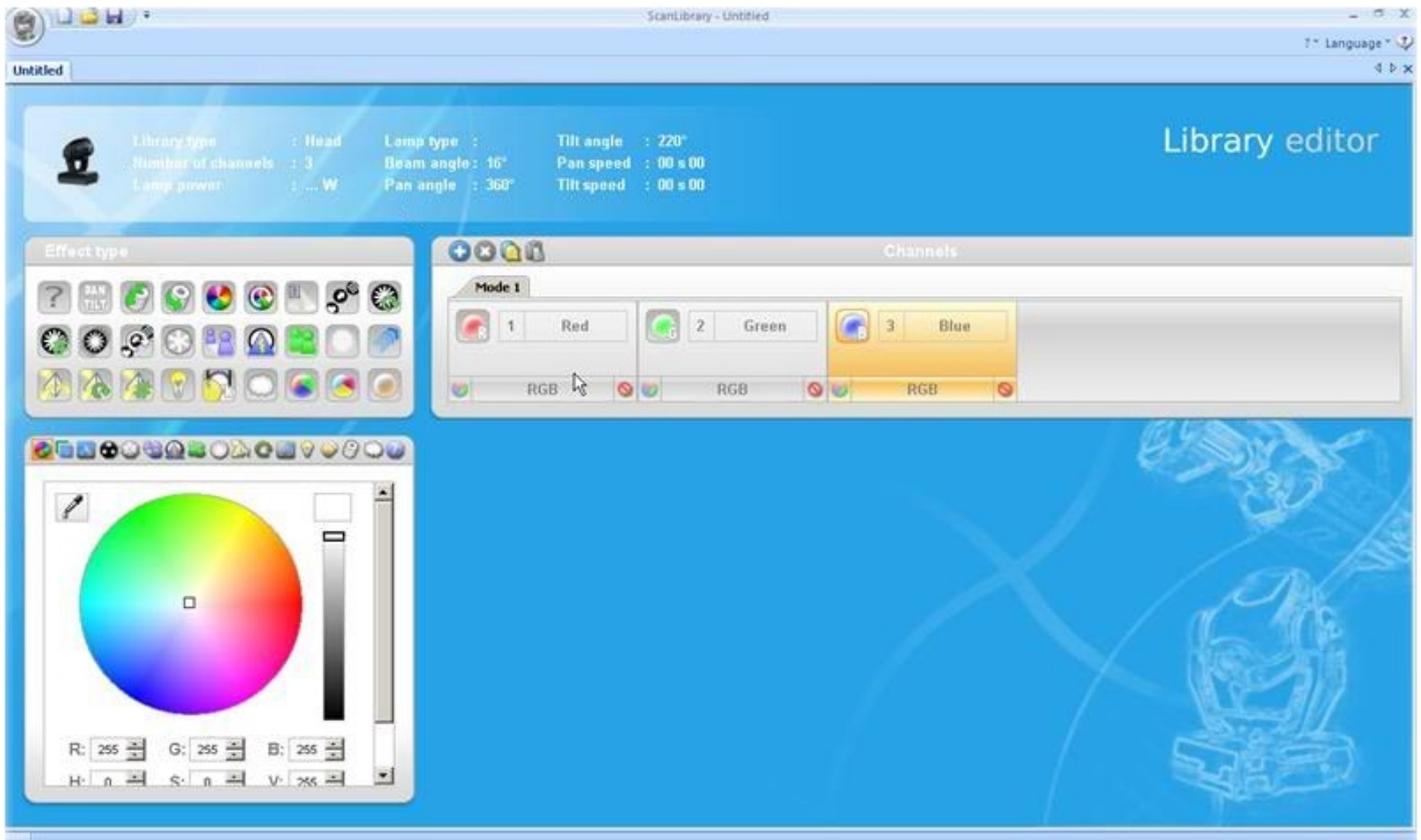
- Easy Stand Alone 2 - DMX lighting programming app (PC and Mac)
- Scan Library □ Used to build your own fixture profiles (PC only)
- EasyView □ A real-time 3D visualizer (PC only)
- Hardware Configuration Tools □ A USB-DMX interface management app (PC only)
- Easy Remote □ Remote control of Easy Stand Alone 2 (iPad/Android Tablet)



1.3. Fixture Profiles

All of the attributes of a DMX device are saved in a special file called the □Fixture Profile□ or .SSL2 file. The more accurate the fixture profile, the easier it will be to program your lighting with Easy Stand Alone 2. If you have an incomplete fixture profile, Easy Stand Alone 2 will not understand the lights you want to control and therefore it will be more difficult for you to program your lighting fixtures.

There is a profile for almost every fixture on the market. Fixture profiles can be created and edited with the "Scan Library" editor software. For more details on how to make Scan Library profiles, see the Scan Library topic.



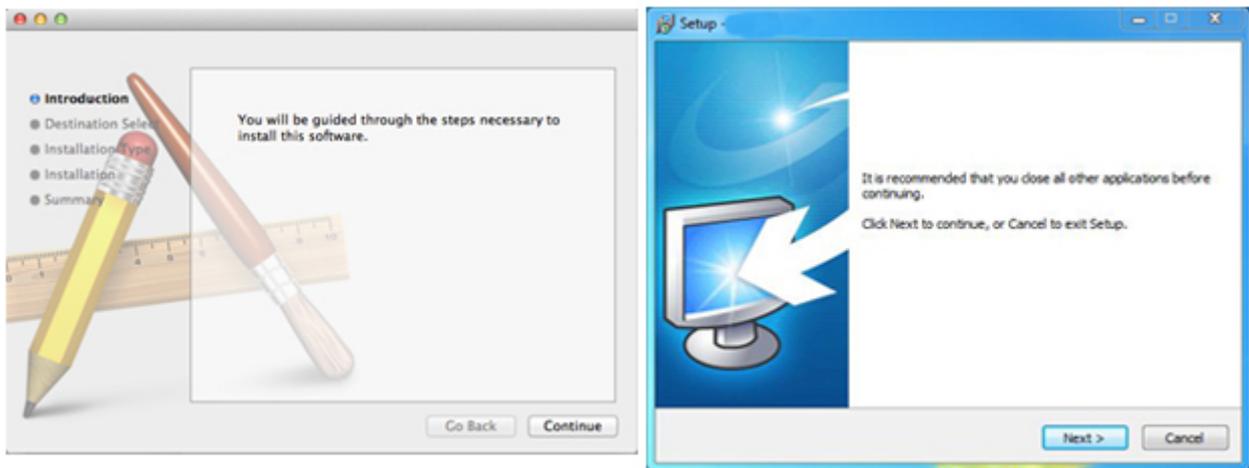
2. Getting Started

2.1. Installation

Insert the software installation CD into the CD drive of your computer, or download the software from our website. Double click the setup icon to install the software. Follow the installer instructions.

The USB interface drivers will be installed during the software installation. When installing on Windows, you may receive a warning message saying that the drivers have not been digitally signed. Press Continue Anyway.

Once the installation is complete, connect the USB interface. Windows systems will run a second device driver installation. Once you see a message bubble on the taskbar to say that the driver has been installed successfully, you are ready to start the Easy Stand Alone 2 software.

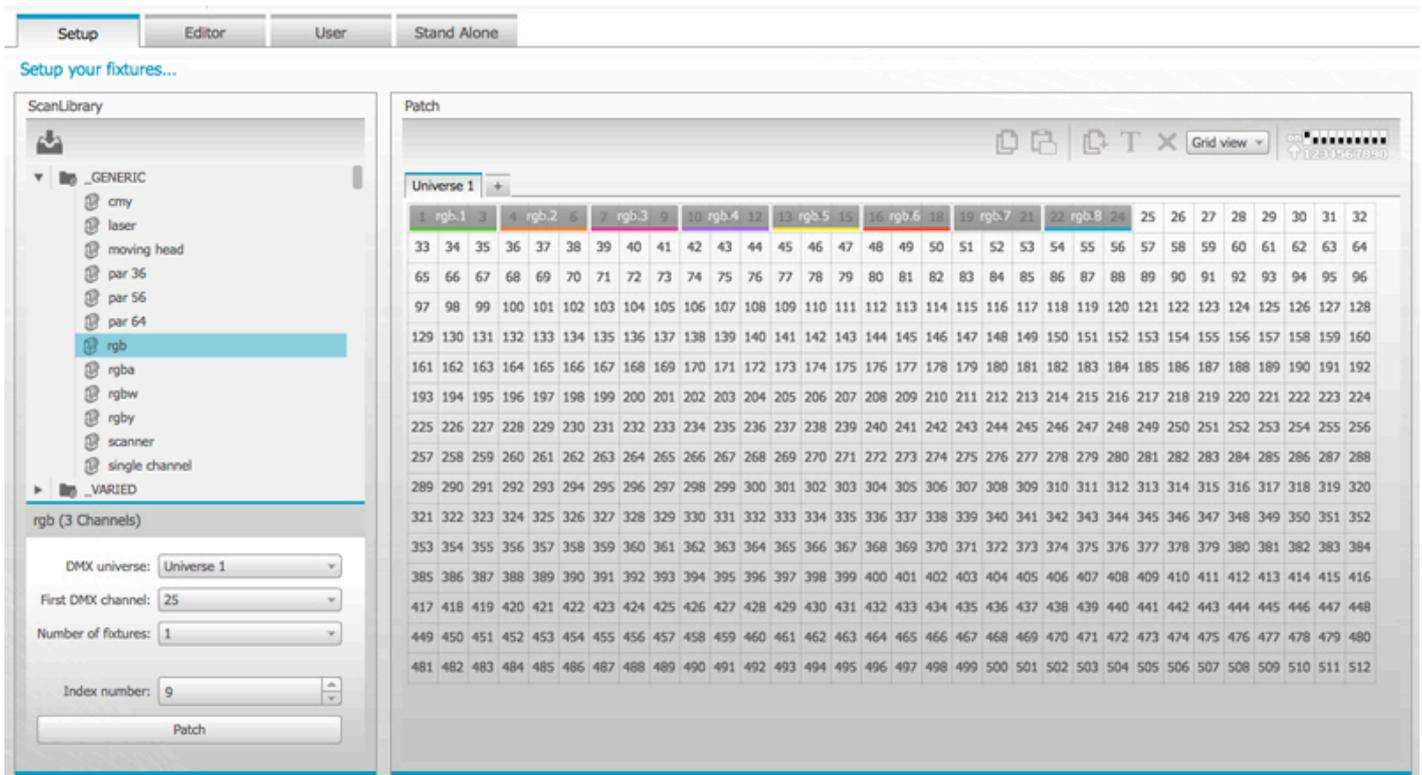


2.2. Setup

To begin with, the software needs to be told which lighting fixtures are being used. Select your lighting fixture from the list of manufacturers on the left. If you are looking to add an RGB, RGBD, RGBW, RGBY or Single channel fixture, select the _GENERIC folder at the top. If you do not see your lighting fixture in the list, you will need to make it yourself using the Scan Library editor (PC only), or contact us and we will build the profile for you.

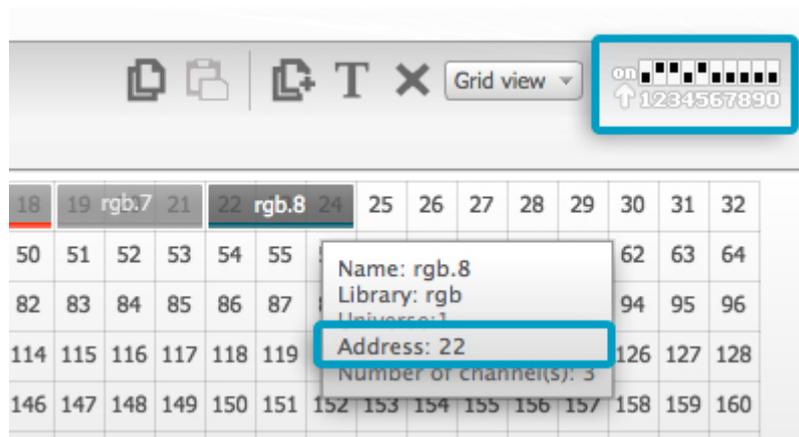
To add your lighting fixture, drag and drop it onto the DMX patch table, or select the number of fixtures and starting channel in the bottom left and select patch. Fixtures can be moved within the DMX patch by dragging and dropping.

If you are looking to add a matrix of lighting fixtures such as an RGB wall or dancefloor, patch the total number of lighting fixtures here and refer to the 'Arranging Fixtures' topic for more information.



Addressing your Lighting Fixture

Each lighting fixture must be given a unique number or [Address]. The address is normally set via an LED display or Dip Switches on the actual lighting fixture. Hover over a fixture to know the address and click the fixture to see the dip switches required to set this address. For example, this lighting fixture is set to address 22. For more information on setting the address on a lighting fixture, refer to the fixture manufacturers manual.



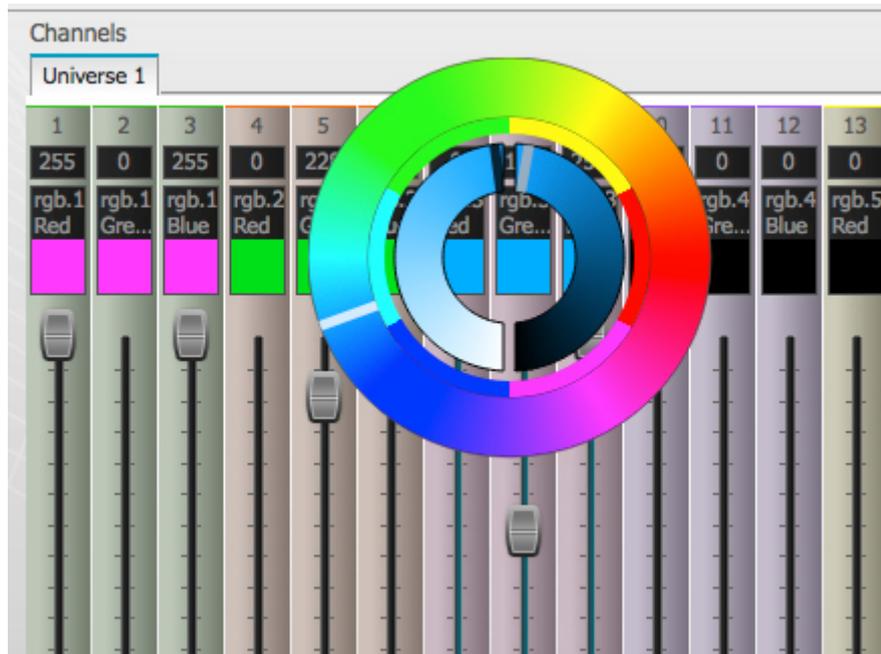
List View

To change individual fixture properties, select [List View].

The following options are available:

Shortcut- To control the selected channel with the mouse, select a keyboard shortcut here

Fade- Enables and disables fading of the channel. For example, you may wish to ignore all fade

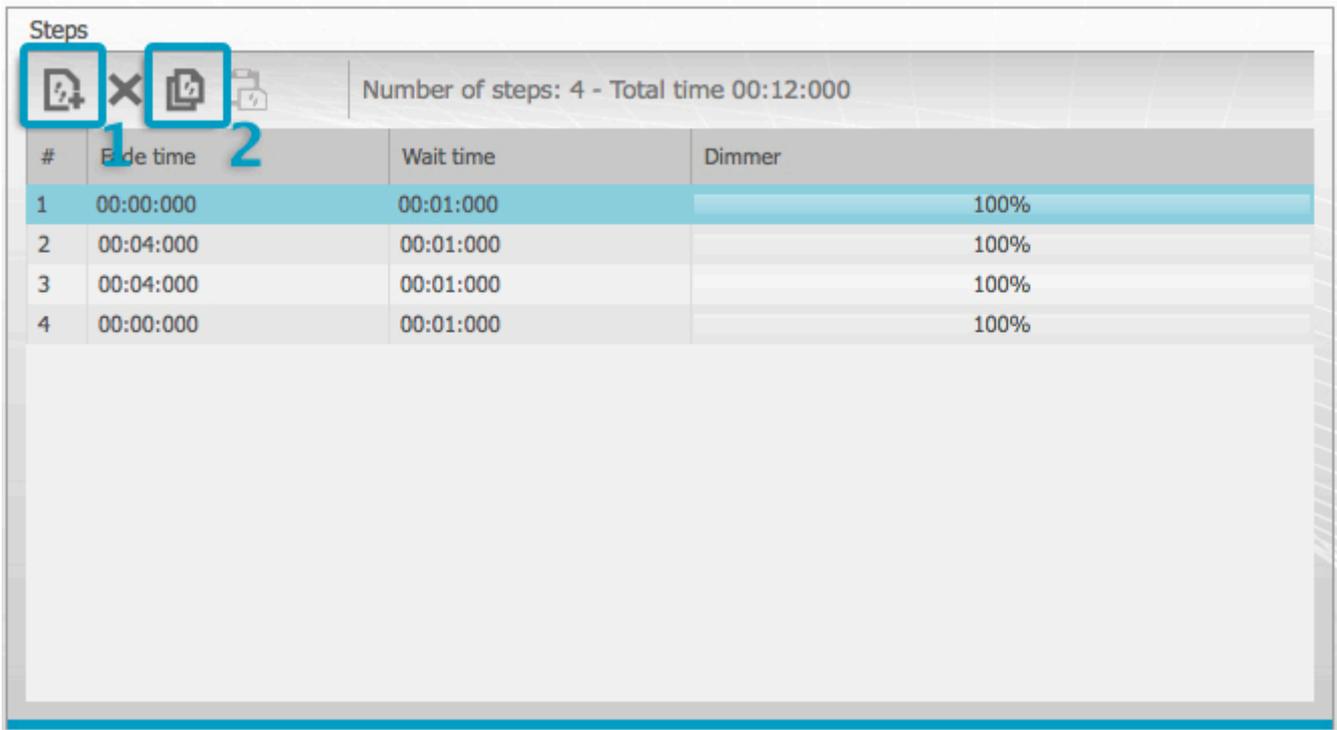


Scenes and Steps

All programming is made with scenes and steps. A step is a static "Look" which contains one value for each channel. Several steps make up a scene. Scenes can be created by clicking the top left icon in the scene area.

Once values have been set, steps can be created here(1). When a new step is created, all faders are set to 0. To copy the current steps values, click here(2). Double click the Fade time, Wait time or dimmer value to modify. To modify several steps at the same time, hold control(pc)/command(mac) to select multiple steps. To select a range of steps, select the first step of the range, hold shift and then select the final step of the range.

You can preview your scene by clicking the play button.



Scene Settings

Double click a property to edit. For example, to change the name of a scene:

1. Double click the name
2. Type the new name
3. Press the Return key

The following properties can be changed:

#- If this is selected, the scene will be included in the show

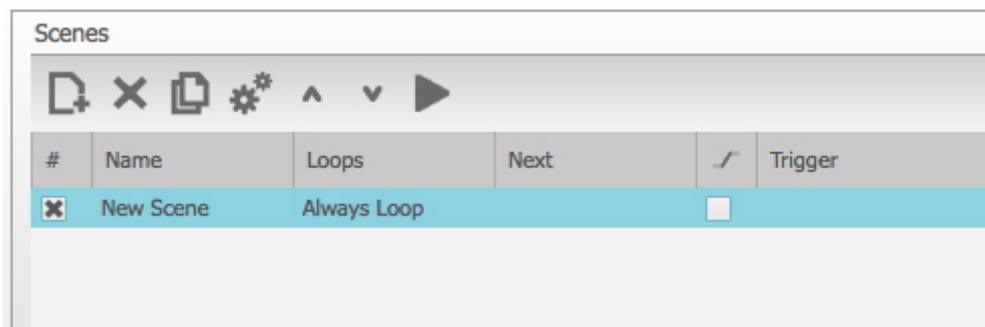
Loops- Set the number of times a scene should repeat

Next- Set where you want to scene to go when it reaches the end (make sure a number of loops has been set first!)

Enable/Disable Fade- When this is selected, the scene will fade in using the fade time of the first step

Trigger- Add a keyboard shortcut key to trigger the scene

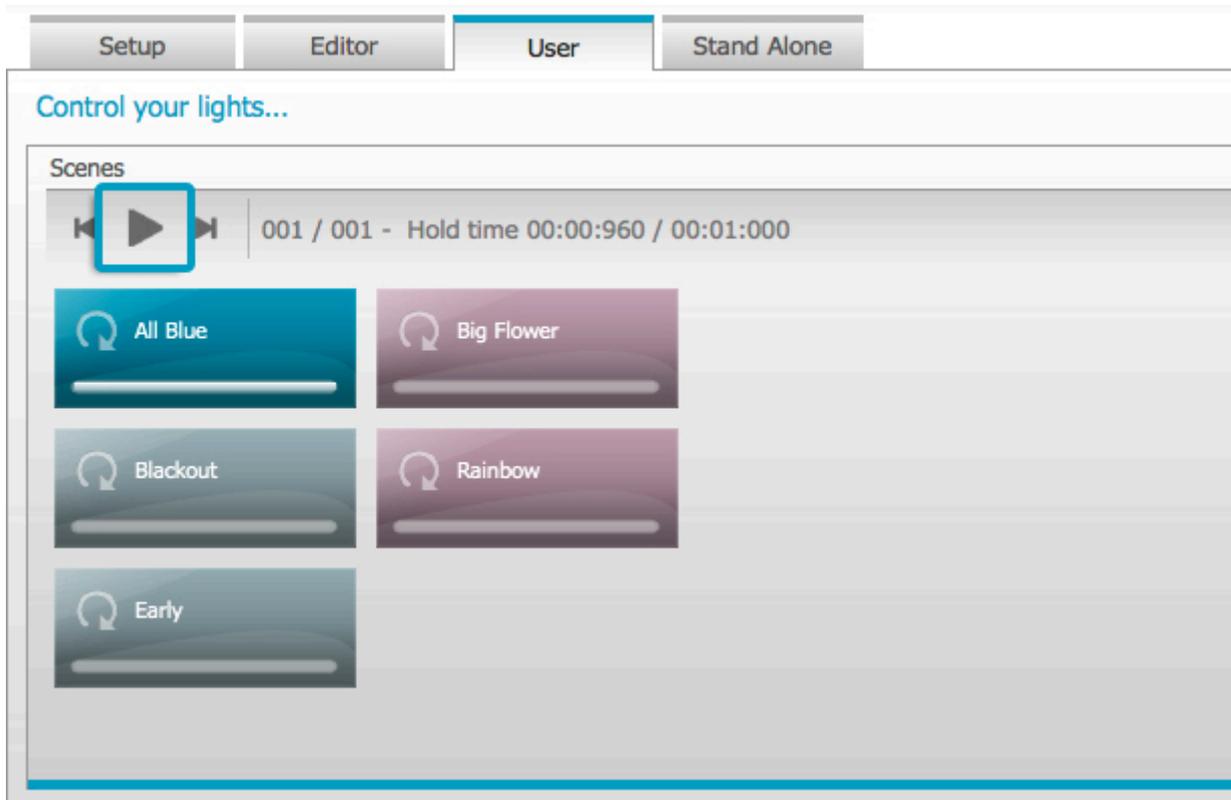
For information on Stand Alone settings, refer to the [Advanced Settings](#) topic.



2.4.User

The User screen is where you run your show. Click a scene to activate it. If you want your scene to listen to the Loop and Next properties, make sure that the Play button is selected here.

It is possible to change the color of a scene by right clicking the scene.



Live Edits

It is possible to override scenes by moving the faders. There are two options:

LTP- Latest Takes Priority: The fader will always override the scene

HTP- Highest Takes Priority: If the fader value is higher than the value within the activated scene, it will override the scene

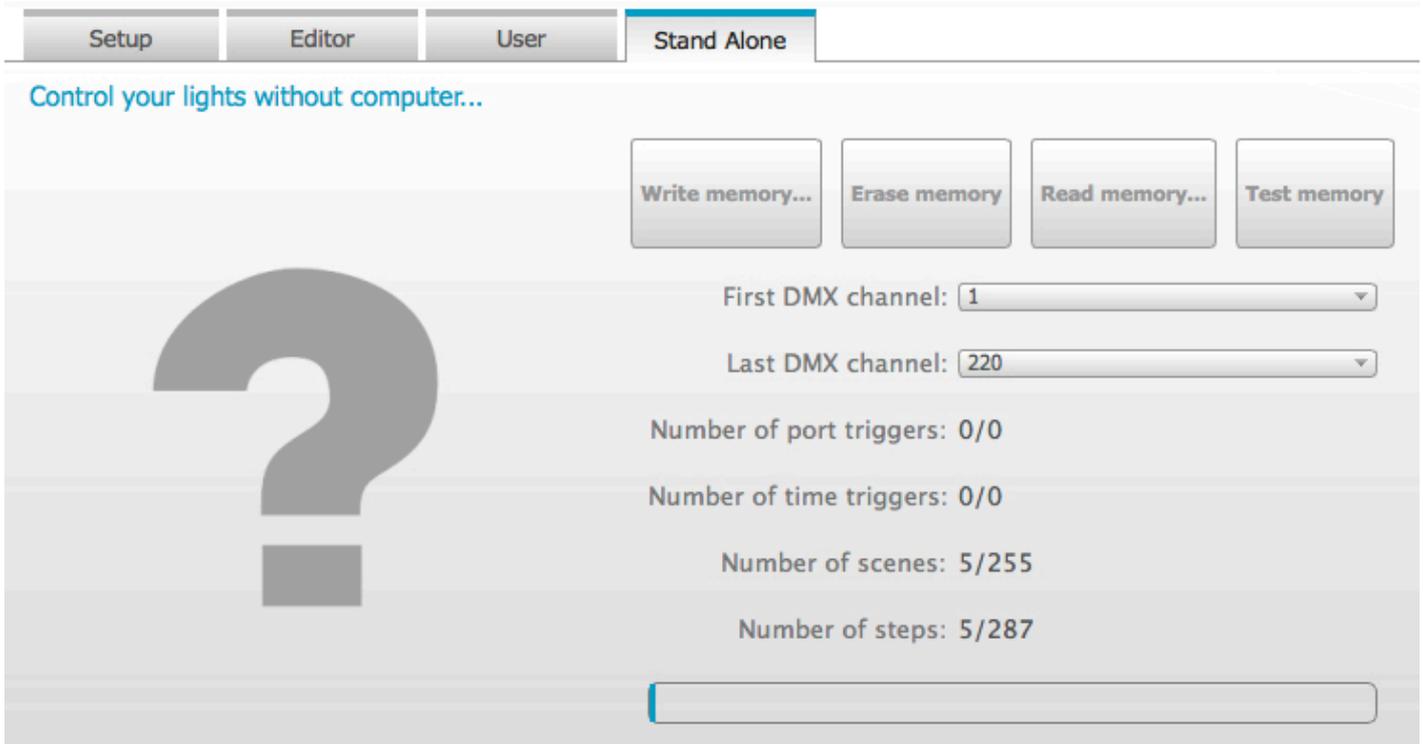
To set up LTP or HTP, make sure that it is enabled within the 'User Options' menu and then click the AUTO button at the bottom of the channel you want to override.



2.5.Stand Alone

You must have an interface with stand-alone memory connected to gain access to the stand-alone tab. This is where your show is read and written to your DMX interface. To write your show, simply click **Write Memory**. Some interfaces have limited memory so make sure that the **Last DMX Channel** value is set correctly. If you want to exclude some scenes from the stand-alone memory, make sure that they are unchecked within the editor tab.

Click **Test Memory** to put your interface into stand-alone mode and test your show as if the interface was not connected to the computer.

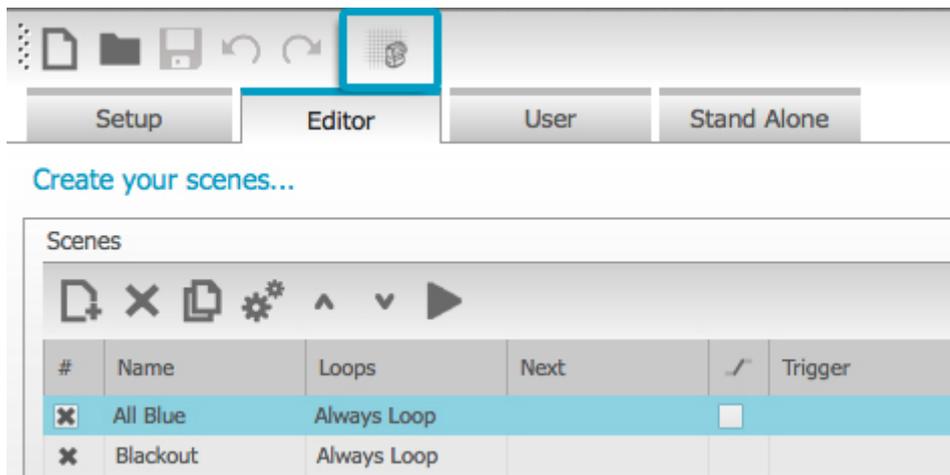


The screenshot shows the 'Stand Alone' tab of a software interface. At the top, there are four tabs: 'Setup', 'Editor', 'User', and 'Stand Alone', with 'Stand Alone' being the active tab. Below the tabs, the text 'Control your lights without computer...' is displayed. On the left side, there is a large, semi-transparent question mark icon. On the right side, there are four buttons: 'Write memory...', 'Erase memory', 'Read memory...', and 'Test memory'. Below these buttons are two dropdown menus: 'First DMX channel:' with the value '1' and 'Last DMX channel:' with the value '220'. Further down, there are four status indicators: 'Number of port triggers: 0/0', 'Number of time triggers: 0/0', 'Number of scenes: 5/255', and 'Number of steps: 5/287'. At the bottom, there is a horizontal progress bar that is mostly empty, with a small blue segment on the left.

3.Scene Builder

3.1.Arranging Fixtures

The scene builder allows you to quickly and easily build advanced scenes and create effects without the need to set each fader and step manually. It replaces the effects generator and color manager in the previous software version. Create a new scene and click here to open the scene builder.



Selection Mode

When the scene builder is opened, you will see your lighting fixtures on the left. Each square represents a lighting fixture. Click and drag the squares to position the lighting fixtures. Hold control(PC)/command(Mac) to select multiple fixtures.

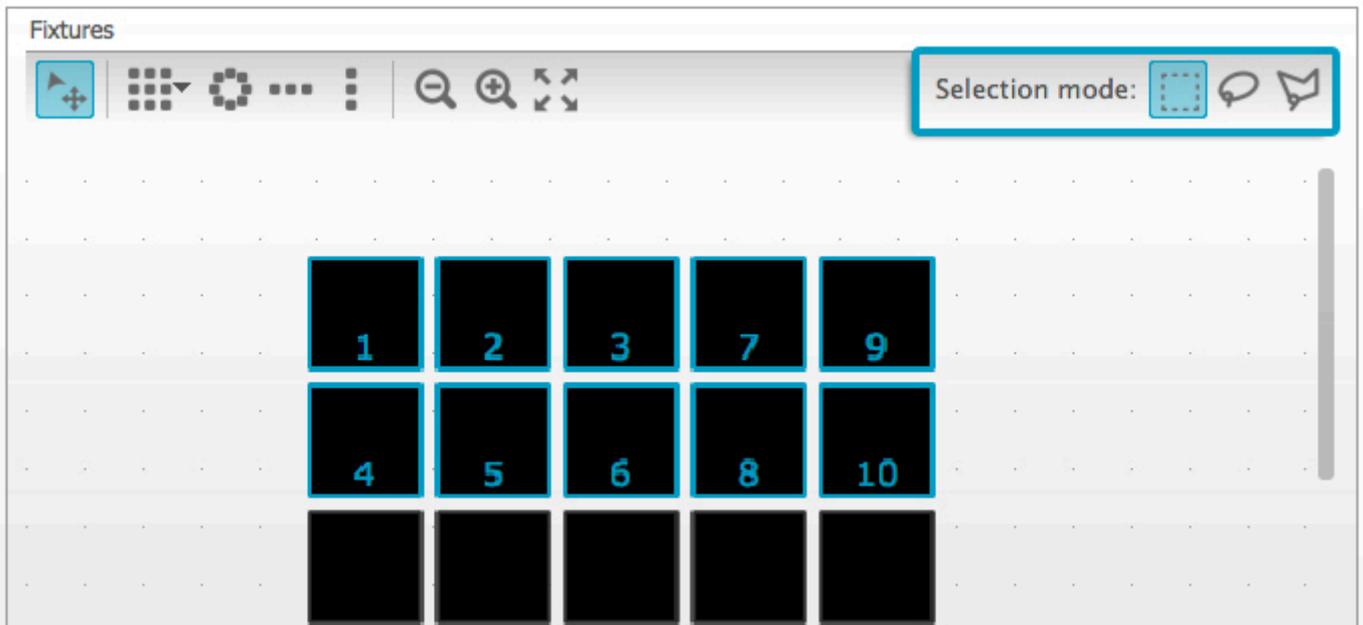
There are 3 tools to help with fixture selection:

Rectangle- draw a rectangle around the fixtures to select (like selecting files inside explorer/finder)

Lasso- Draw a perimeter around a set of fixtures to select the fixtures within the chosen perimeter

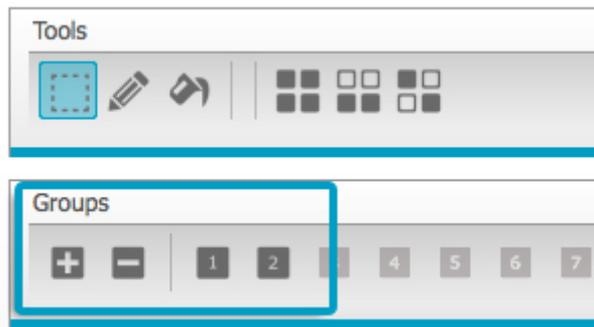
Drag Over- Any fixtures within a drawn shape will be selected

Notice that as fixtures are selected, a number appears. This is the order in which any curve or linear fan effect will be created.



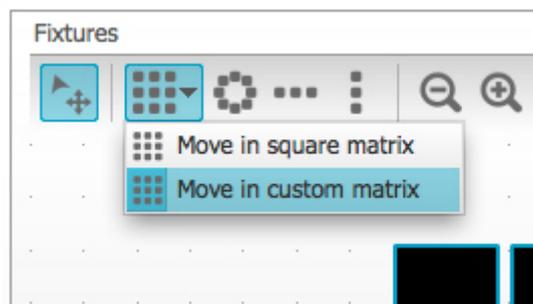
Groups

Groups can be created to help quick recall of fixture selections. To create a group, select the fixtures to be included inside the group and then select the + button.



Matrixes

Click here to create a matrix. Easy Stand Alone 2 will automatically position your lighting fixtures into a matrix. Select the arrow to define a custom width and height of the matrix.

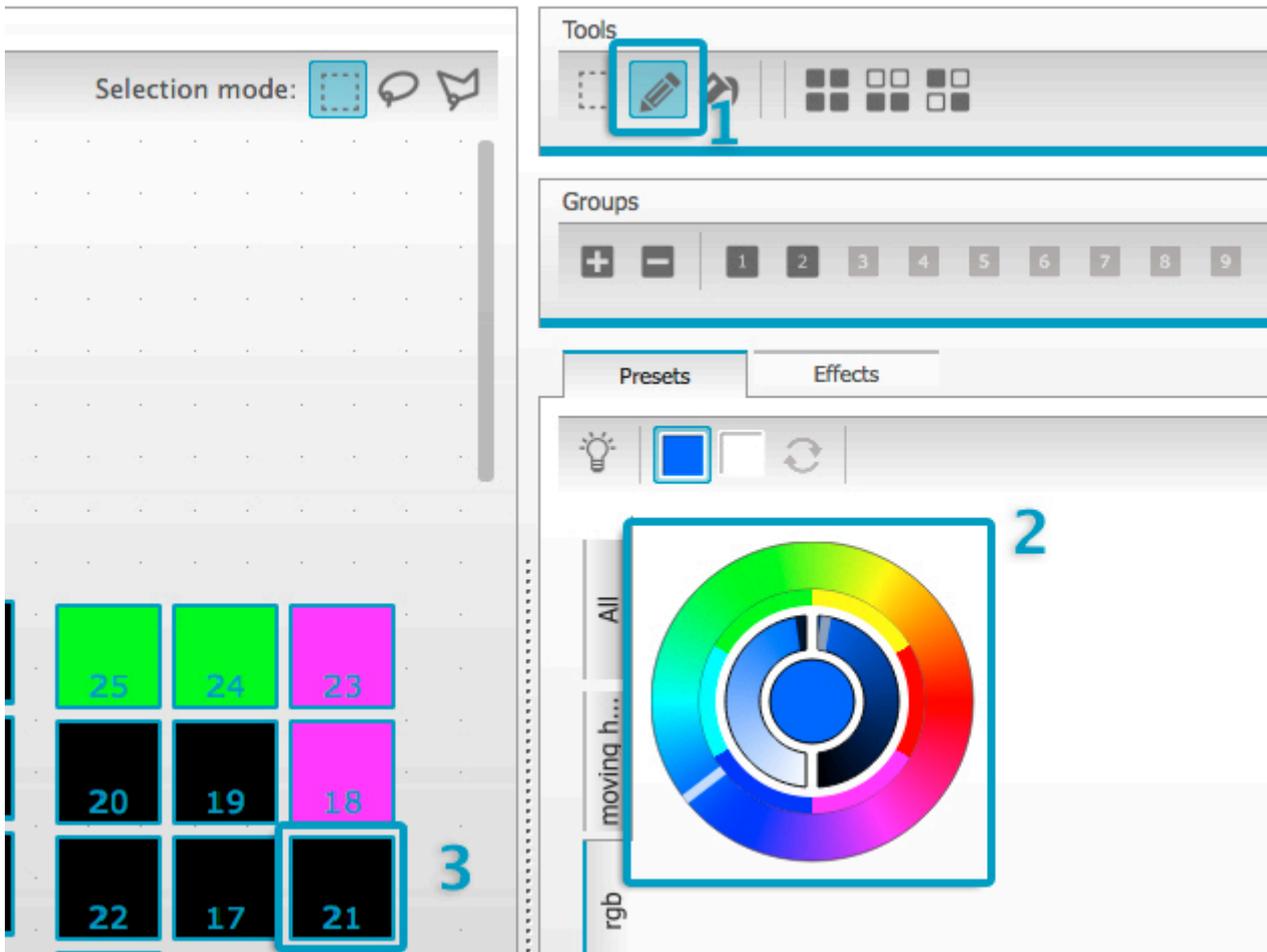


3.2. Controlling Fixtures

Once you have selected the lighting fixtures you wish to control, all common presets will be shown here. To view only the presets of a particular fixture type, select the appropriate tab.

If you have no fixtures selected, you can draw a preset onto a fixture:

1. Select the Pen tool
2. Select the presets you want to change
3. Click on the fixtures you want to update



Color Wheel

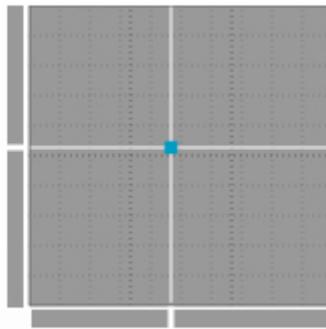
The color wheel offers several ways to change the color

- Click the cursor and drag around the color wheel to choose a color
- Click on the color wheel to jump to one of the 6 preset colors
- Click on the color wheel and drag up and down to move slowly around the color wheel
- Select the center sections to modify the brightness and saturation
- Click in the center of the color wheel to choose a color with a standard color picker or insert RGB values



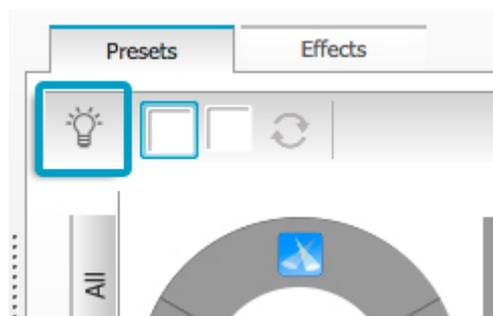
XY Grid

- The XY grid allows you to modify the pan/tilt channels of a fixture (uPan and uTilt are automatically calculated)
- Click the center point and drag to move the position
- Click a blank space in the grid and drag to slowly move the position, use the scroll wheel of your mouse to adjust the precision
- Select the horizontal and vertical bars to adjust only the pan or tilt



Beam On

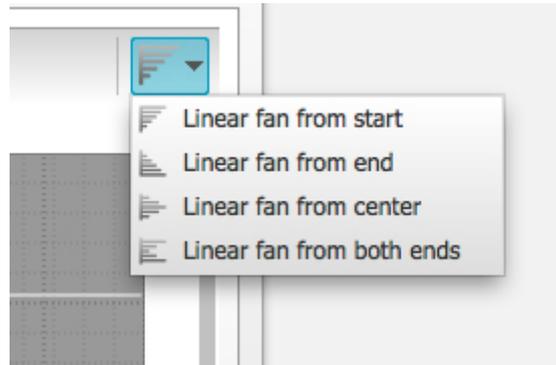
Clicking the beam on button will enable the default preset of each selected fixture. For example, on a moving head this may be [Shutter Open], [Iris Open] and [Dimmer 100%].



Linear Fan

The linear fan function allows you to define a range by selecting a start and end point. The preset range will then be applied across the selected lighting fixtures. This is a great way to create color gradients and position fans.

1. Click here to enable/disable the Linear Fan function
2. Click the down arrow to select the fan type
3. Click on the component to select the start and end range
4. Select the range and drag up and down to move the range

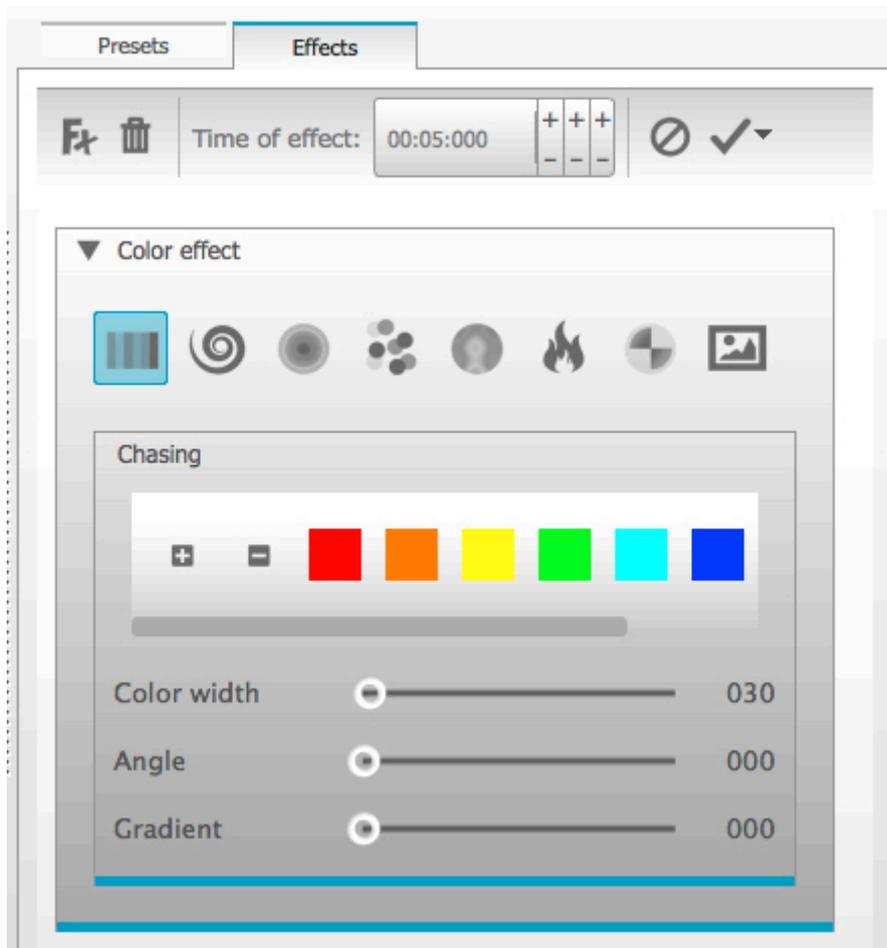


3.3.Effects

Color Effect

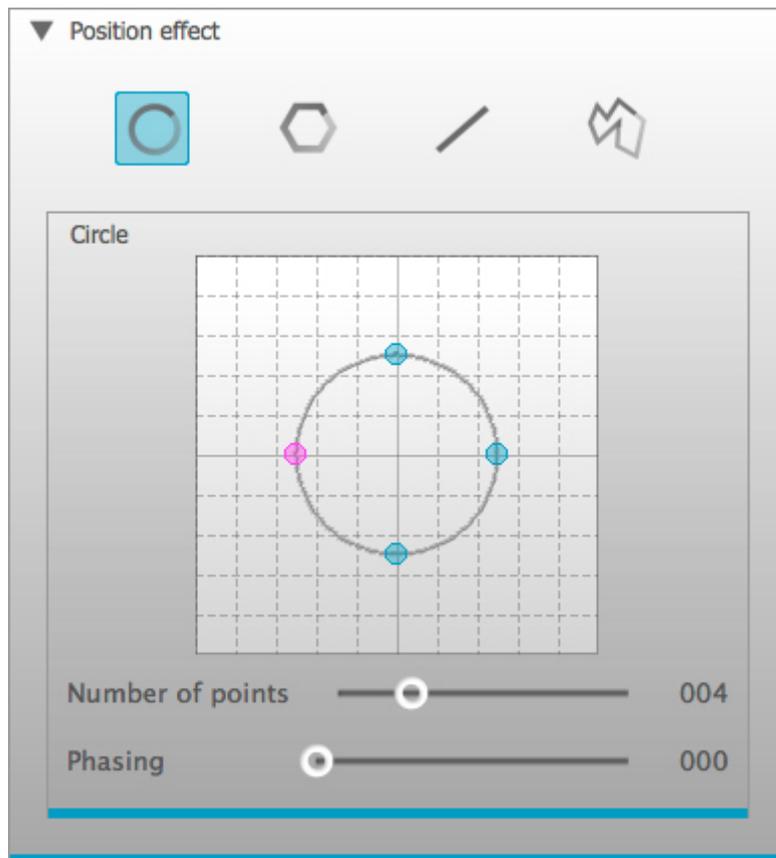
Easy Stand Alone 2 features a powerful RGB color effects generator. To add an effect, select the effects tab and click the FX icon. Select Color Effect. A rectangle will appear in the upper left corner playing a rainbow effect. Drag and drop this over your lighting fixtures. The effect can be resized by dragging the corners.

To modify a color effect, select the effect type and change the properties. It is possible to add many effects at the same time.



Position Effect

Position effects allow you to easily create movement patterns for scanners and moving head lighting fixtures. Select the fixtures you want to control, select [Position Effect] from the FX menu and then select a starting shape. The shape can be altered by clicking on a point and dragging. Phasing will add a delay on each fixture.



Curve Effect

The curve effect tool allows you to apply a dimming curve to any channel. Select [Curve Effect] from the FX menu and select the fixtures you wish to control.

The following properties are available:

Rate- Changes the speed of the effect. More wave cycles will be added

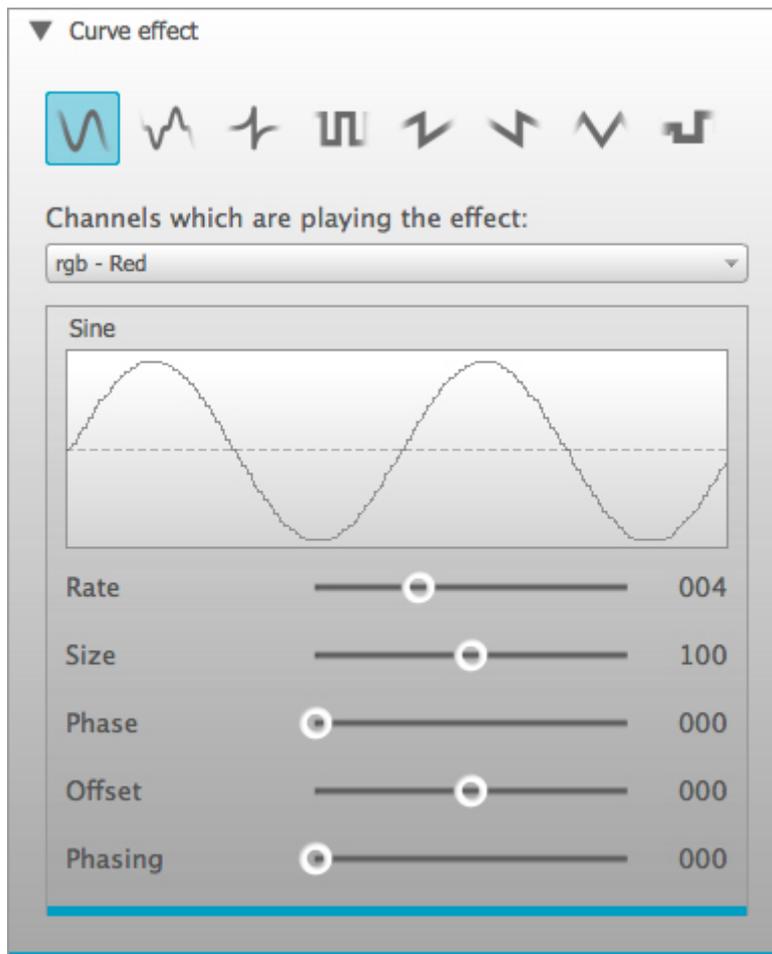
Size- Changes the height of the wave

Phase- Moves the wave forward and backward, consequently changing the starting point

Offset- Moves the wave up and down

Phasing- Adds a delay to each fixture

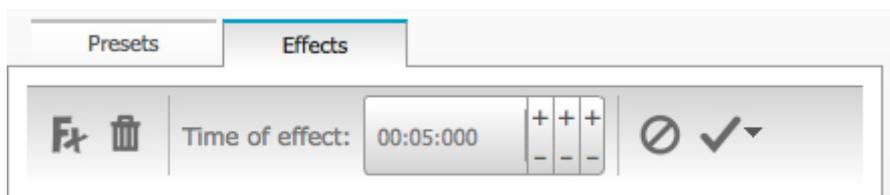
The curve effects can be stacked to create many interesting patterns.



Generate an Effect

You can remove an individual effect by clicking on the trashcan icon. The whole effect can be cleared by selecting the cancel icon (to the left of the tick icon).

Select the tick icon to generate the effect. If you are generating an effect for stand-alone use, select the small arrow to compress the effect and save memory.



4. Other Features

4.1. Scene Settings

The [Trigger Settings] dialog can be accessed by selecting a scene and clicking on the cog icon (4th icon along in the scenes area).

The following properties are available:

Key- Allows you to add a shortcut key to trigger the scene

Jump- If this is checked, the scene can be recalled in stand-alone mode when pressing the previous and next buttons on the USB interface

Port- A scene can be triggered in stand-alone using the dry contact ports on the rear of the interface. Select the port number from 1-8, or if the ports are combined in binary, select the address.

Time

Some interfaces include a clock and calendar allowing a scene to be automatically recalled at a certain time of day or a certain day or date when the device is in Stand Alone mode.

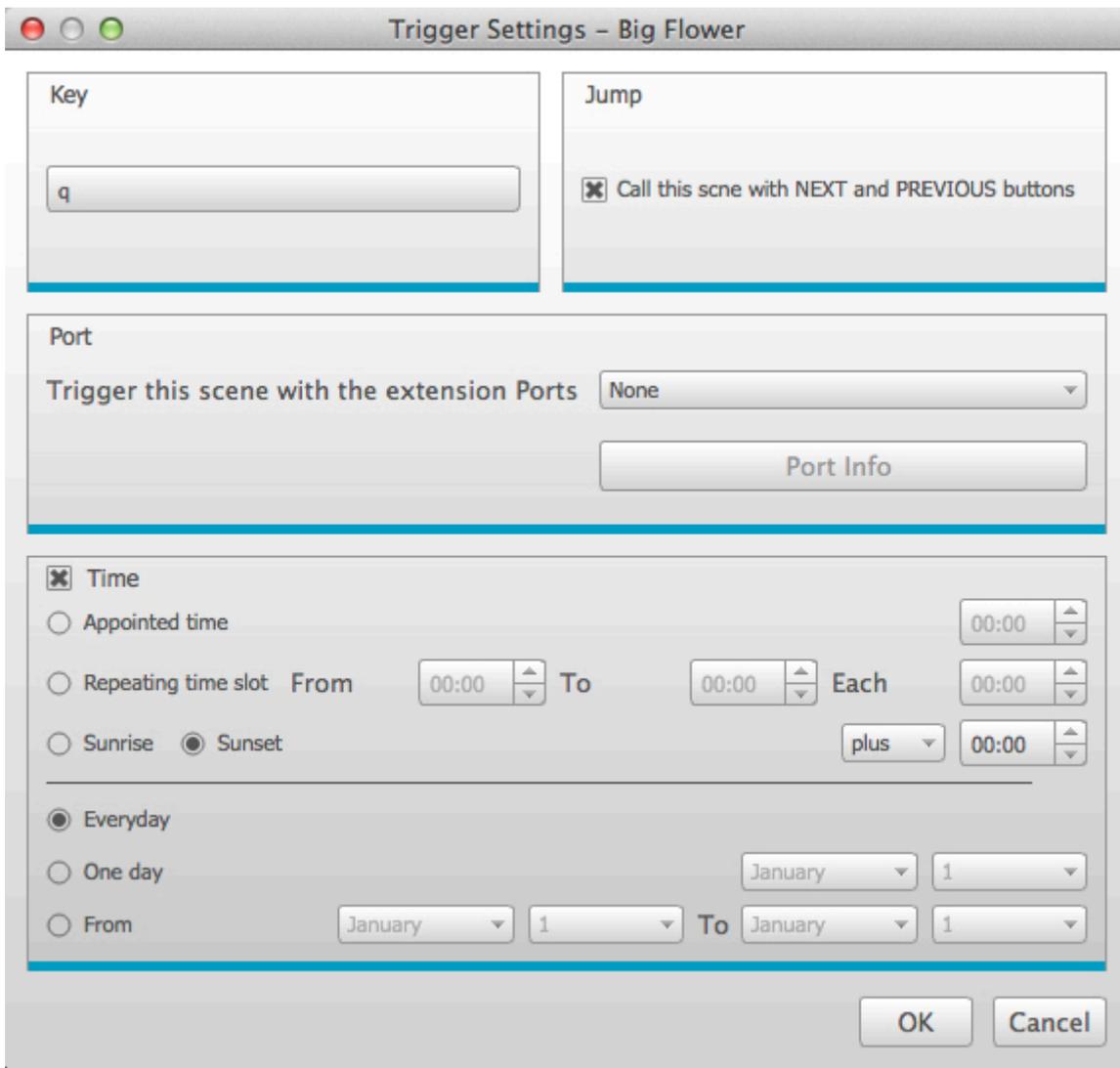
Appointed time- set a time of the day when a scene is triggered

Repeating time slot- Re-trigger a scene several times between a start and end time (if you have a scene set to Always Loop, this function is not very useful!)

Sunrise/Sunset- Triggers a scene at sunrise and sunset. Check that the location settings are correct within the Hardware Configuration Tools application.

By default, the time set will be triggered every day. This can be changed to just 1 day each year (for example, maybe you would like to have your lights green on St Patricks day) or every day between 2 dates. You can also select a scene to trigger on a certain day of the week, or a certain day of the week between 2 dates. The days of the week can be found at the bottom of the date selection box.

IMPORTANT NOTE: Scenes cannot be switched OFF. There must always be one scene running, therefore it is not possible to set a time to turn a scene off. The scene will be activated until another is triggered.



4.2. Hardware Configuration - Tools

The Hardware Configuration-Tools application can be found in the software directory. It allows you to manage your DMX interface. Here you can upgrade the firmware, set the internal clock and manage other hardware related parameters. Refer to the hardware manual for your specific USB-DMX interface for more information.

4.3. Easy Remote

Easy Remote is an iPhone, iPad and Android smartphone/tablet app which allows you to control a variety of DMX devices and software over a WiFi network. The free app can be found at the App Store and Google Play.

Getting Started

Before opening the app, make sure your smartphone/tablet is connected to the same network as the computer or DMX interface you wish to control.

When you open Easy Remote you will be asked to choose a controller. Make sure you're running a copy of the software on your computer or you have a DMX interface connected to the same local network. Easy Remote will show you a list of available controllers. Simply tap the one you wish to control.

Should you want to change controllers you can return to the controller list by tapping the arrow on the toolbar in the Interface Builder on iPhone/iPad, or the 'Back' button on Android.

Building your interface

Now you are ready to build your interface. Tap the padlock icon on the toolbar to unlock the workspace. You will be presented with the component palette from which you can select the buttons and faders etc to build your interface. Scroll up or down on the Component Palette to reach other components.

Note: with some software packages, you need to make your design on the computer. The layout is then sent from the computer to the tablet/smartphone. In this case, the component palette will not appear.

Arrange the components on the workspace to suit your needs. To add a component to the workspace, simply tap its icon on the scrolling component palette. Components can be moved around the workspace by dragging them with your finger. To remove an item from the workspace, drag it onto the toolbar at the top of the screen and release.

Below is a list of available components. Depending on the connected controller, some components may not be assignable:

- On/Off button: normally used for switching scenes on and off
- Push button: use this to create a 'Flash', or with controllers where it is not possible to switch a scene OFF
- Vertical Fader: normally used for dimming or changing the speed of effects
- Horizontal Fader: a horizontal version of the vertical slider
- Dial: A rotary version of the slider
- 90 Degree Dial: Works the same as a dial but rotated 90 degrees
- XY grid: for controlling the pan and tilt of moving heads and scanners
- Color Wheel: To control an RGB or CMY color mixing light
- Text Label: For adding your own text
- Add Page/Remove page: To add or remove a page (see below)

The component palette can be hidden by tapping the paintbrush on the toolbar. Tap it again to bring it back.

The workspace can be extended by tapping the page icon at the bottom of the component palette. This gives you additional pages on which to place components if you find yourself needing more space. The workspace may comprise of up to ten pages.

When extra pages are added, dots appear to show you how many pages make up your workspace. You can get to other pages by swiping to the left or right. Your current page is indicated by the brightest dot. Be careful when swiping with the workspace unlocked. Swipe with your finger starting in free space as swiping with your finger starting on a component will move the component instead.

When you are finished designing your interface, lock the workspace by tapping the padlock.

Saving your interface

Once you have built your interface you can save it by tapping the floppy disc on the toolbar. Enter a name and tap the disc icon.

Once your interface is saved lock the workspace by tapping the padlock. This hides the component palette and prevents further changes being made. If you want to change something at a later date just tap the padlock to unlock.

Getting your interface to control fixtures

Now that you have built your interface, you need to assign commands to your components.

If you are using a Stand Alone DMX controller

- Press the pen icon (see image)
- Select a command, for example 'Scene On', 'A1'
- Give your component a name
- Choose an on/off/text color by moving the slider. You can also choose from one of the 5 presets. To store the selected color in a new preset, hold the preset for 1 second. (the last preset cannot be modified)
- If you're using a slider, select the minimum and maximum value of the slider

If you are using lighting control software

- If the interface design has been made on the computer, your commands are also assigned here, therefore there is nothing to do on the tablet/smartphone other than refresh the screen
- If the interface design has been made on the tablet, you need to tell the software which parameters you want your components to control by right clicking and choosing Learn Easy Remote Command

Fader components in Easy Remote can be associated with faders in the software. To do this, right click on the fader in the software, choose Learn Easy Remote Command from the menu and on Easy Remote move the fader you want to use to control it

Other controls are learnt in the same way, so to associate two color wheel components, open the Scene Builder. Select the fixture you want to control then on its color wheel in the Scene Builder Presets tab, right click and select Learn Easy Remote Command Now move the Color Wheel on Easy Remote and the two will be linked. Please note, Easy Remote can be used to control color wheels of one or more of the same fixture type. The color wheel on the All tab cannot be controlled from Easy Remote.

The XY component is linked in the same way through the Presets tab in the Scene Builder. Buttons are linked to Scenes in the User window in a similar manner.

Creating a Computer to Computer Network

If you don't have a network, you can create a direct connection between your computer and your smartphone or tablet.

Windows XP

1. Open the Start menu
2. Click on Control Panel
3. Under Pick a category, click Network and Internet Connections

4. Under Pick a Control Panel icon, click Network Connections
5. Right-click your wireless network connection, and then click Properties
6. In the Wireless Network Connection Properties dialog box, click the Wireless Networks tab
7. On the Wireless Networks tab, under Preferred networks, click Add.
8. In the Wireless network properties dialog box, on the Association tab, type the name of your ad hoc wireless network in Network name (SSID) box. For example, you could name your wireless network "LightingControlNetwork".
9. Clear the The key is provided for me automatically check box.
10. Select the This is a computer-to-computer (ad hoc) network check box.
11. Create a password and type it in both the Network key and Confirm network key boxes. For the best security, include letters, numbers, and punctuation. Then click OK.
12. Click OK again to save your changes.

Windows Vista

1. Open the Start menu.
2. Click Connect to
3. Click Set up a connection or network
4. Select Set up a wireless ad hoc network and click Next
5. Enter the new network name such as "LightingControlNetwork"
6. Enter a Security key
7. Check Save this network

Windows 7

1. Open the Start Menu
2. Click Control Panel
3. Click Network and Internet
4. Click Network and Sharing Center
5. Under Change your networking settings, click Set up a new connection or network
6. Select Set up a wireless ad hoc (computer-to-computer) network
7. Click on Next twice
8. Enter the Network name such as "LightingControlNetwork"
9. Select the Security WAP (or WEP)
10. Enter the Security key or password
11. Check Save this network check box
12. Click Turn on Internet connection sharing

Mac OSx

1. Choose Create Network from the AirPort status icon in the menu bar. (If the icon isn't in the menu bar, choose Apple > System Preferences, and then click Network. Click AirPort and select the "Show AirPort status in menu bar" checkbox.)
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2. Give the network a name and select a channel from the pop-up menu. The default channel is 11, but you can choose channel 1 or channel 2.
3. Select the Require Password checkbox to protect your network with a password. Type the password users will need to enter in order to join your network. Do the following:
 - Type a password of exactly 5 ASCII characters or 10 hexadecimal digits if you chose "40-bit WEP (more compatible)" from the Security pop-up menu.
 - Type a password of exactly 13 ASCII characters or 26 hexadecimal digits if you chose "128-bit WEP" from

the Security pop-up menu.

Connect your tablet or smartphone in the same way as you would normally connect to a wireless network.