

LumiDesk

English

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1. Welcome to LumiDesk

Thank you for your interest in the LumiDesk lighting control software.

Throughout this manual you will find useful information that will help you get the most from your lighting fixtures using our software.

You will find the following sections in this manual:

Installation

How to install the software and USB-DMX interface

Quick Start Guide

Explains the most basic concepts in the software, to allow you to get your lighting fixtures working in no time.

Setup and Programming Tools

A comprehensive look at all setup and programming tools.

Playback Tools

Explains all tools used for live playback of your lighting shows.

Configuration Tools

Everything from DMX output to modifying fixture libraries/profiles

Ultimate Edition Features

Tools that are exclusive of the Ultimate version of our software

FAQ & Troubleshooting

Any question, start here.

Appendices

Introduction to DMX, useful accessories, etc.

If you already purchased one of our LumiDesk packages, you will find it contains:

1 USB-DMX interface, 1 installation CD, and 1 USB cable.

Once again, thank you for your interest in the Lumidesk software! enjoy!



2.Installation

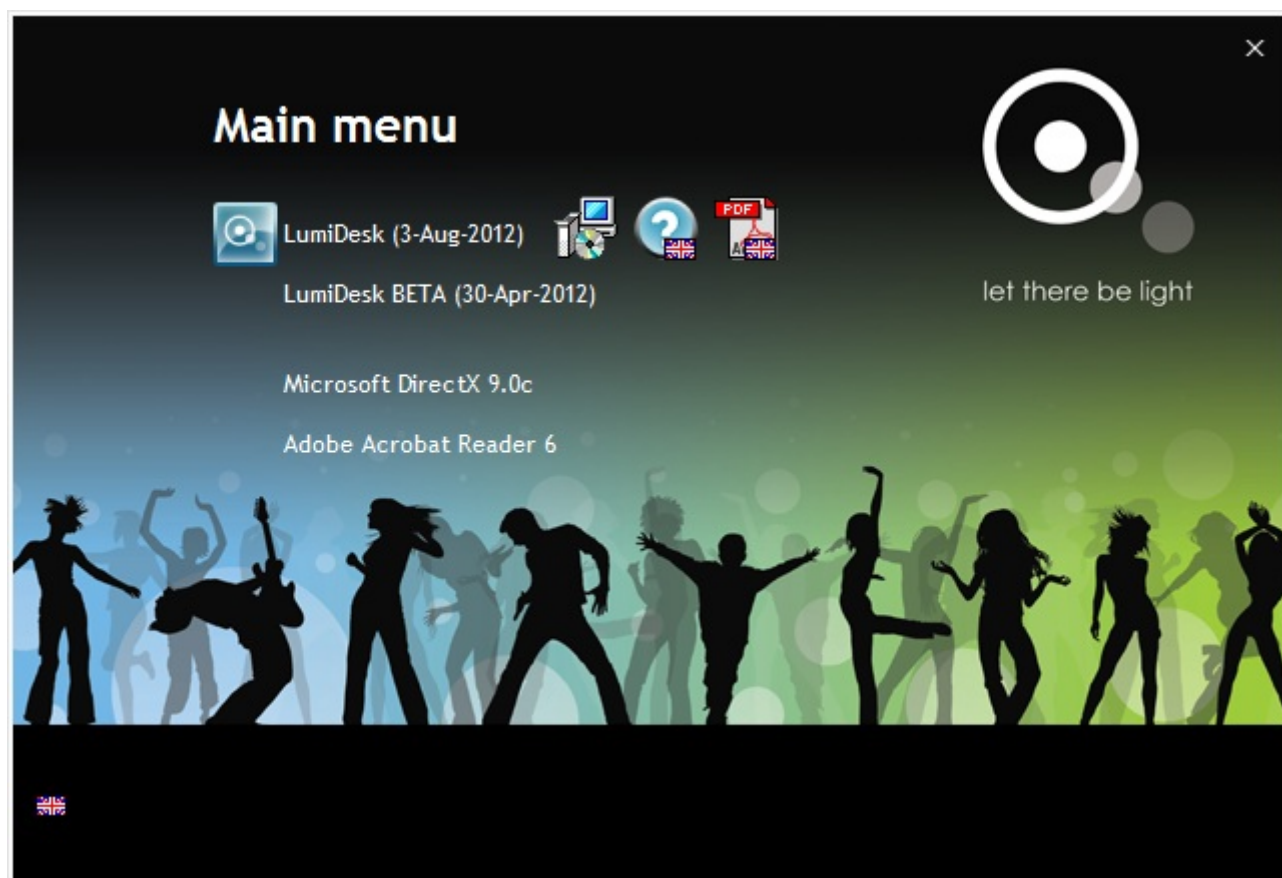
2.1.1. Software

You can install the LumiDesk software from the installation CD included in the LumiDesk package, or by downloading the latest installation file from the website's support section (if this is your case, ignore the next paragraph).

Insert the installation CD in your computer. Once the installation screen is open, select your language and click NEXT.



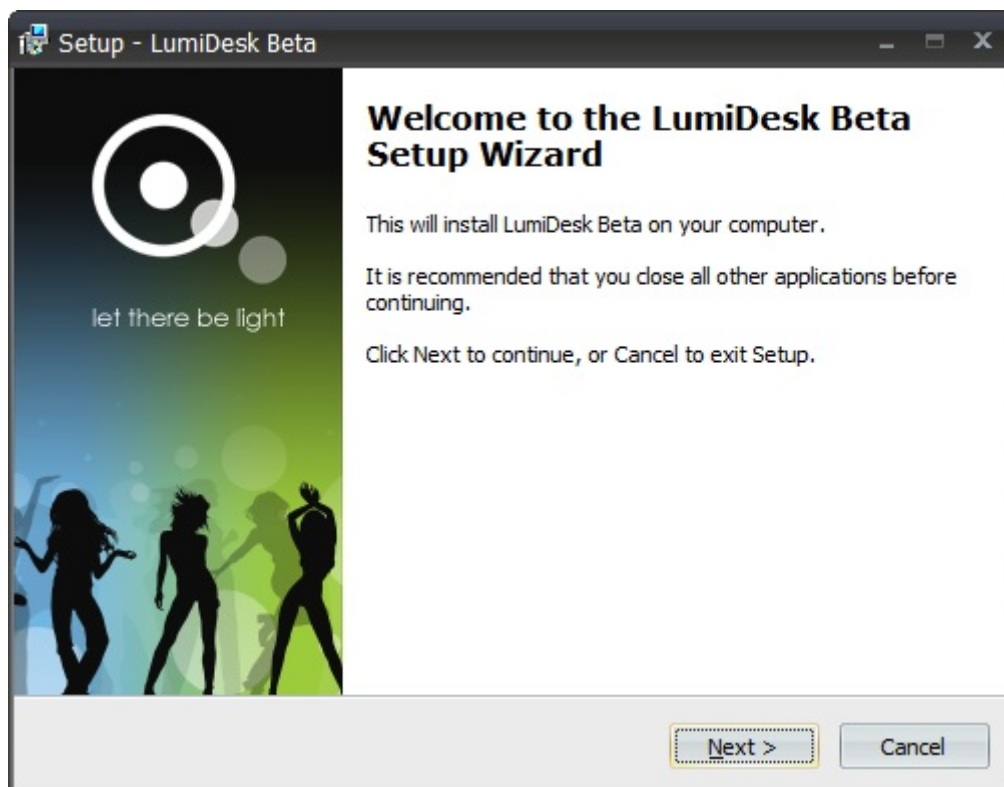
You must accept the license agreement. Finally, on the following screen, click on the INSTALL icon.



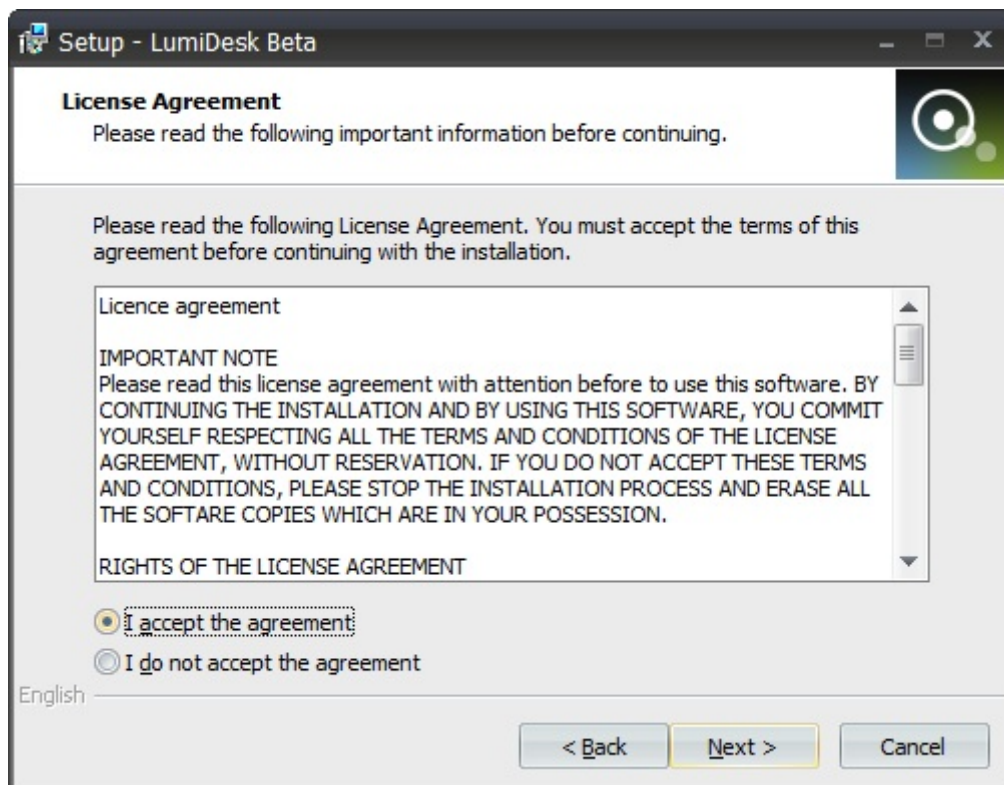
Select the installation Language.



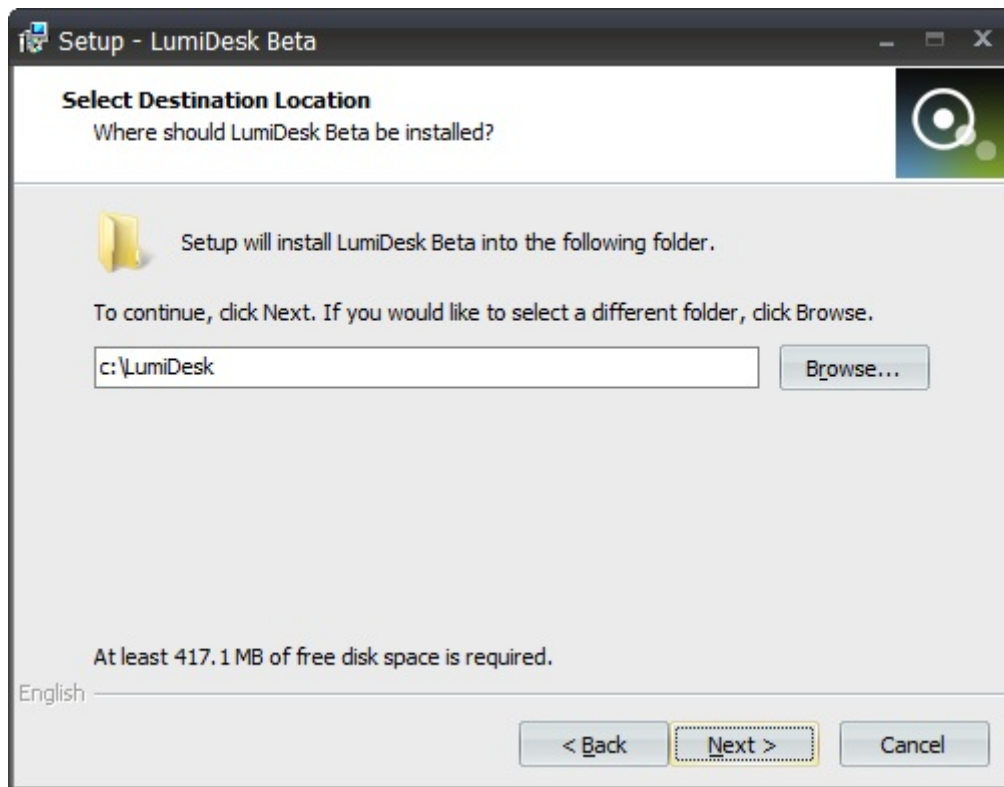
Click Next.



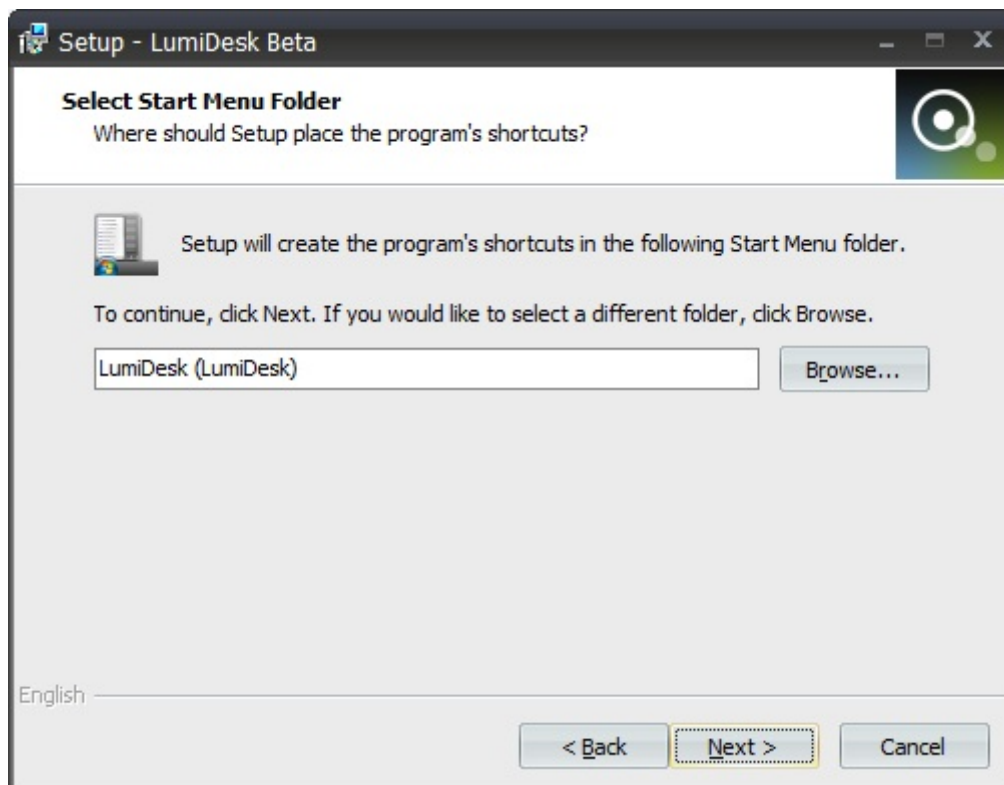
Accept the License Agreement, then click Next.



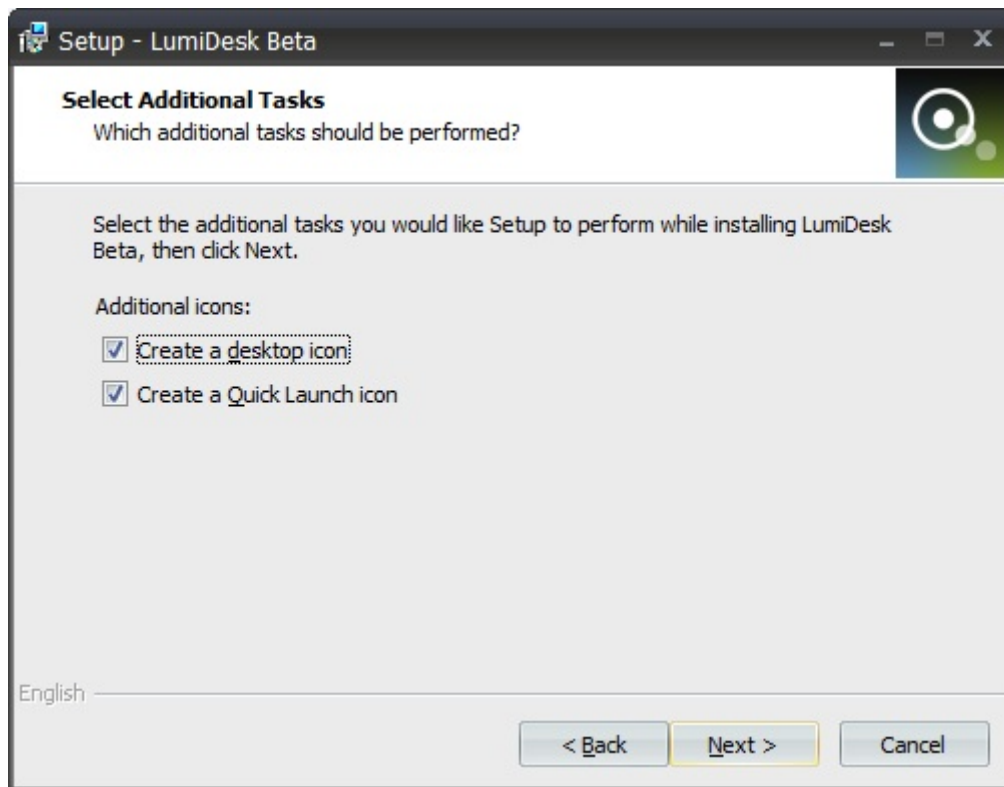
Select the Lumidesk's destination folder on your hard drive. Then click Next.



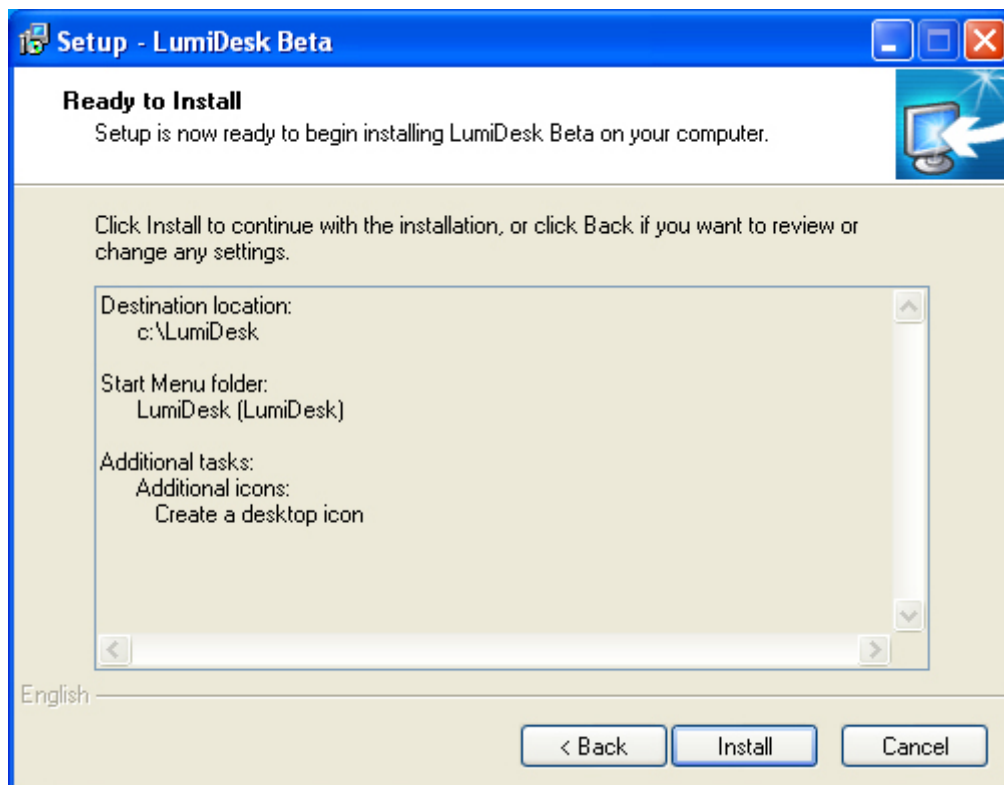
Select the name for the Start menu folder, then click Next.



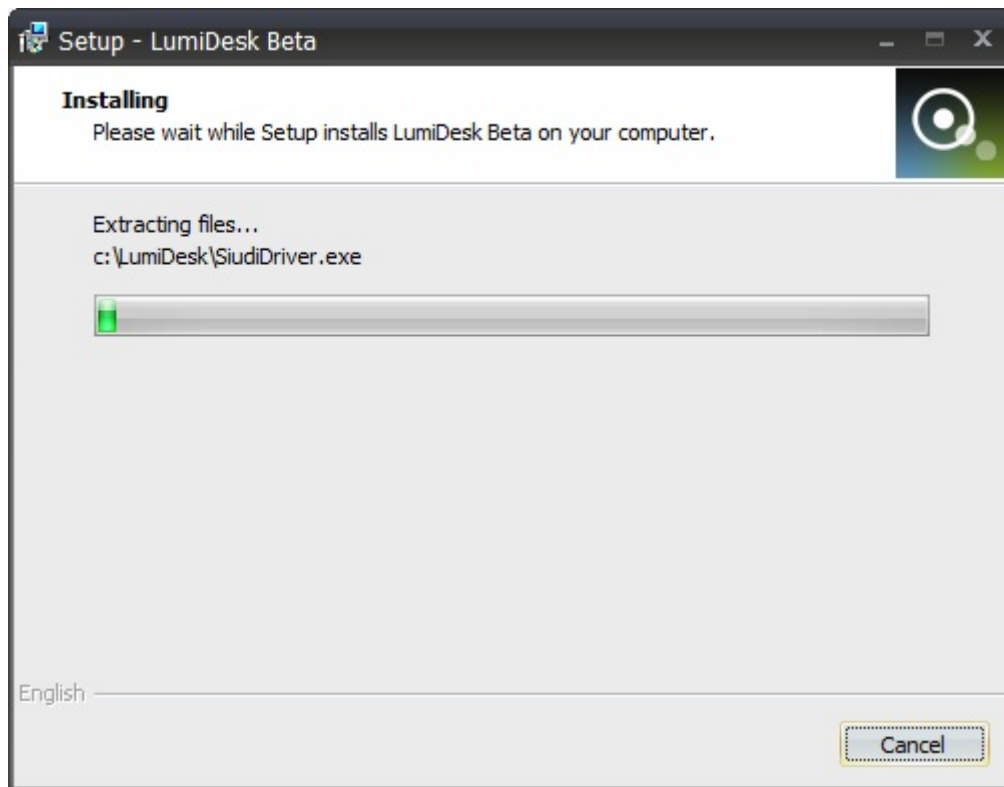
If you want to create a desktop icon click Next.



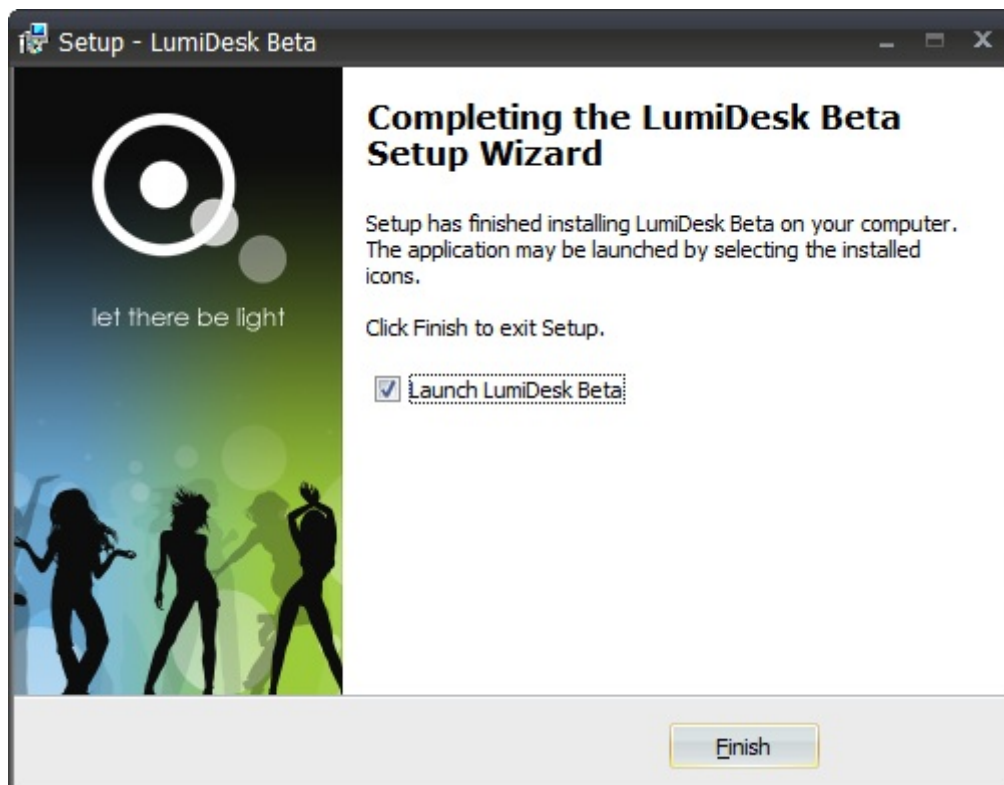
The Setup is now ready to begin installing the LumiDesk software on your computer, click Install.



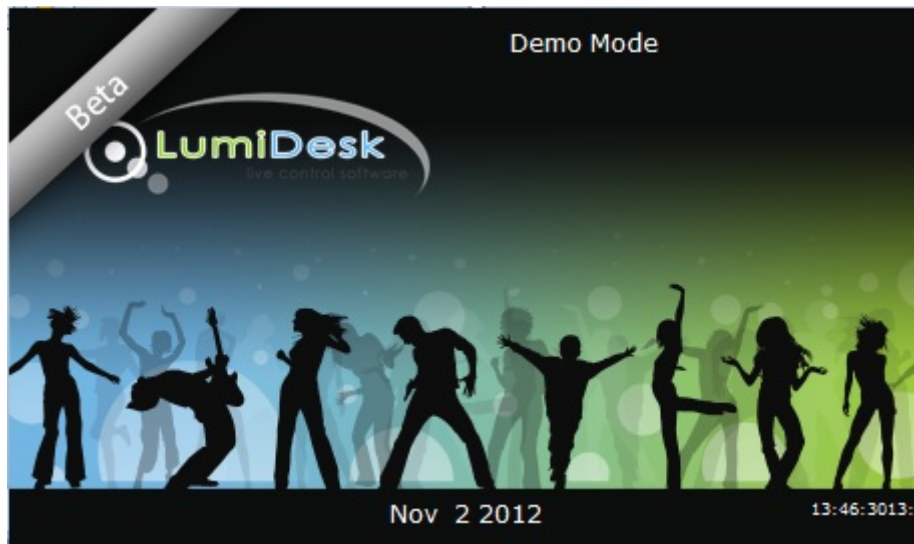
Wait while the Setup installs LumiDesk.



You are done! Now, it is time to start playing with our software. Click Finish to launch LumiDesk.



Enjoy!



2.2.2. USB - DMX Interface

If you purchased a software package and received a USB to DMX interface, you will need to install the drivers for it. You can use the full software without the interface, but you will need this USB-DMX device if you want to control real lighting fixtures.



Windows will find the driver and will tell you the device is not validated, and will ask if you wish to continue. Although Microsoft does not have a numerical registry for this driver, there is no risk of incompatibility. Click "Continue Anyway".



You are done! But remember, the software detects the USB interface when it starts. This means that you must have the USB interface connected to your computer before you open the control software. Otherwise, there will be no communication between the software and the interface.



3.Quick start guide

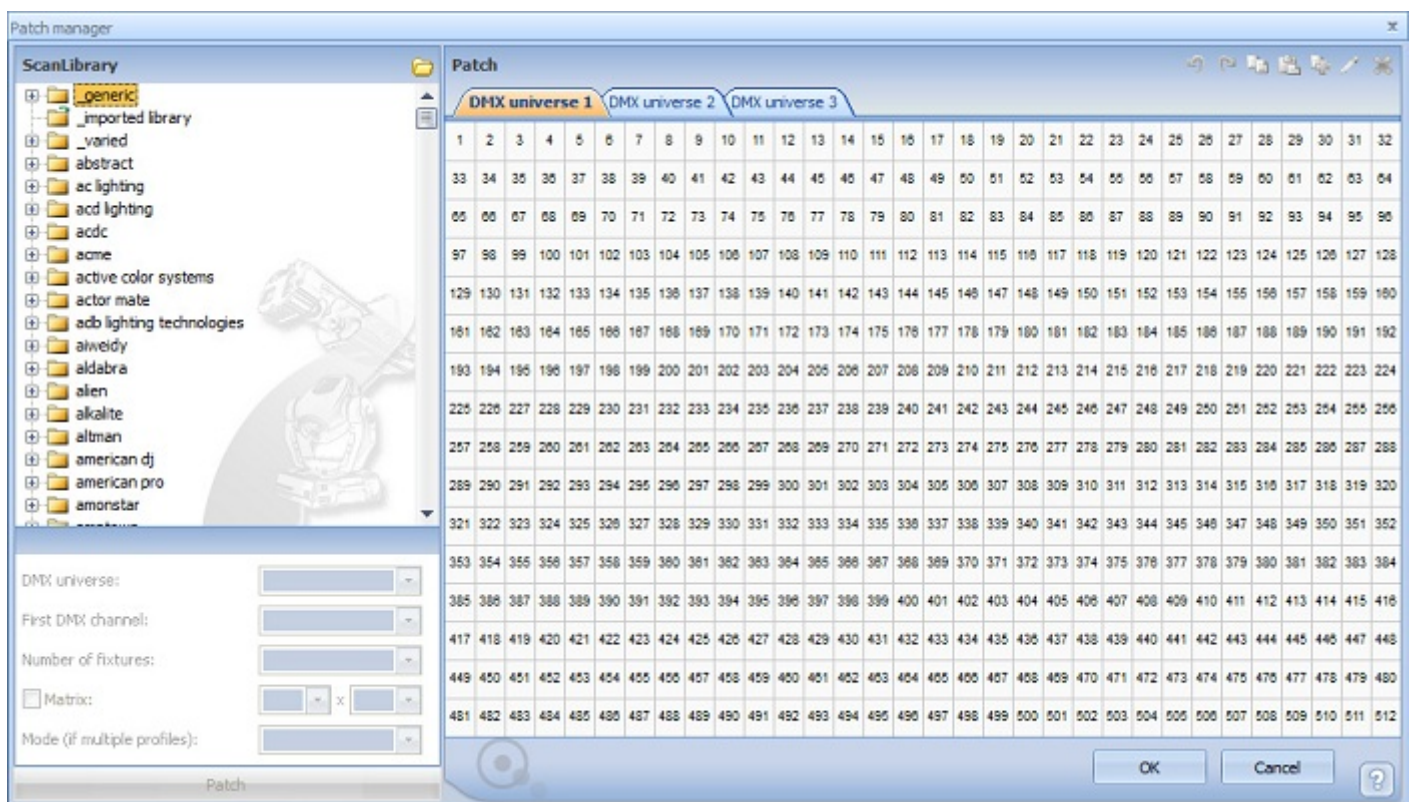
This section of the manual will show you in very few and simple steps how to add fixtures into the software, how to create lighting programs and shows, and how to play them.

3.1.1. Add fixtures

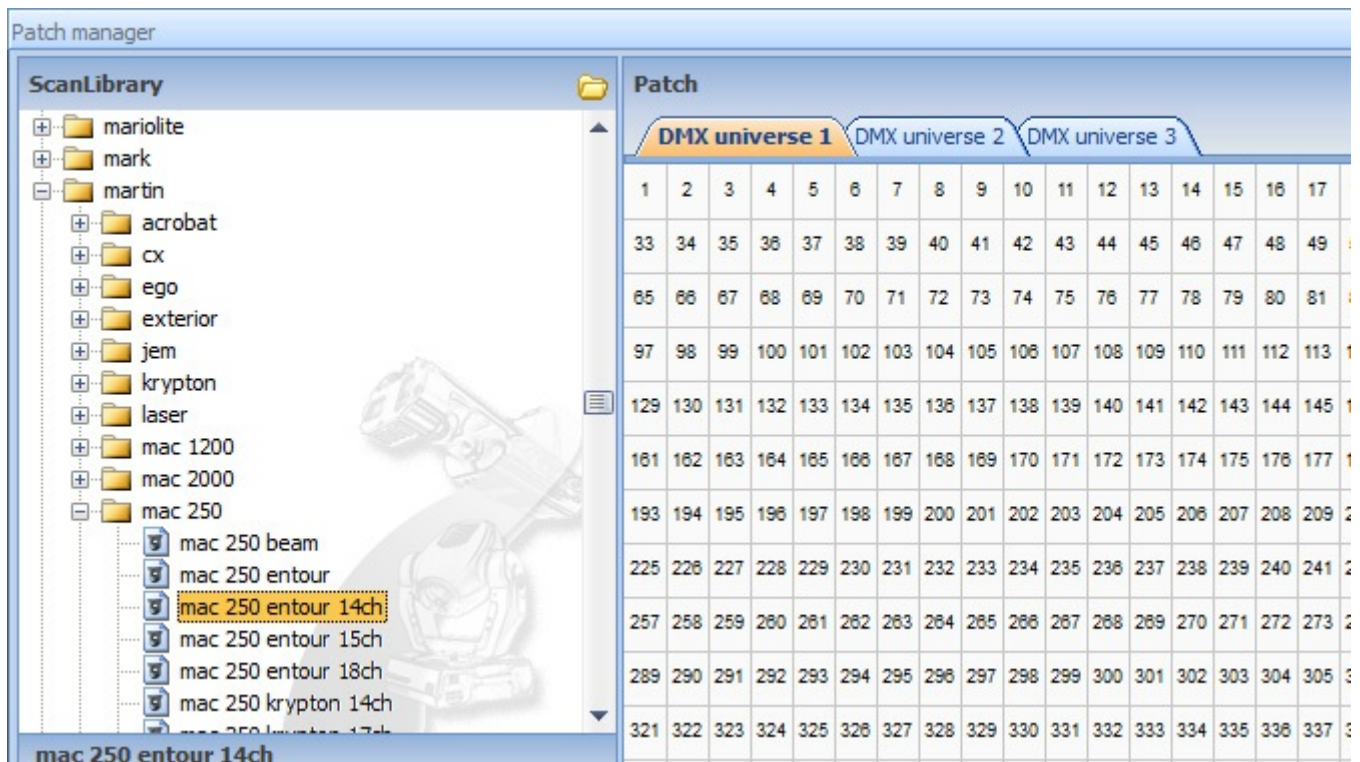
Whether you purchased the electronic interface already or simply downloaded the free software from the internet, you probably have an idea of what type of lighting fixtures you want to control. LumiDesk includes a library of about 3,000 profiles from lighting manufacturers from around the world. To add your fixtures into the software, click the **Patch** button inside the **Tools** tab.



The **Patch Manager** window appears.



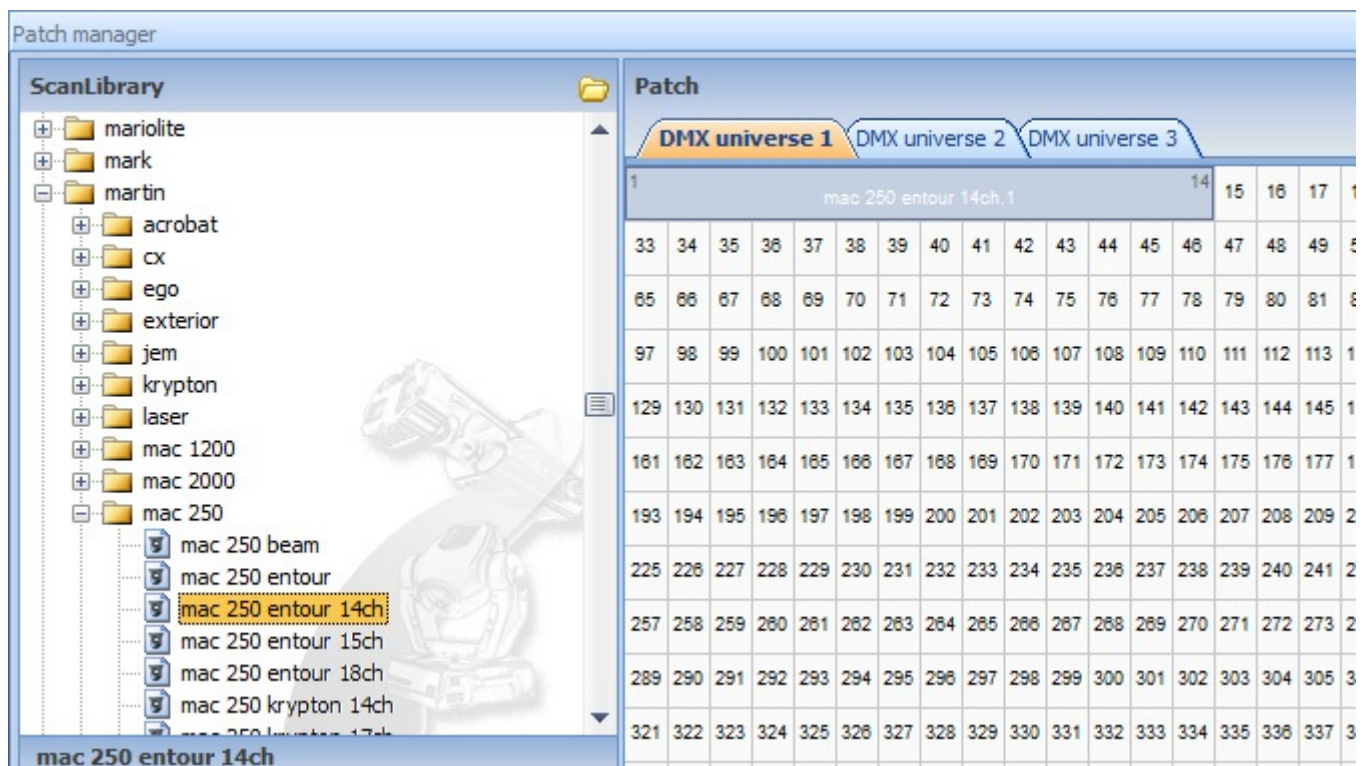
First select the desired manufacturer on the folder list on the left, then select a particular lighting fixture from this manufacturer. For example, we could select the "Martin" manufacturer folder, then the "MAC 250" family of lights, and finally the "MAC 250 entour 14ch".



There are two ways to patch a fixture into the address map. The first is to drag and drop a particular profile from the list on the left into the address map. The second is to use the tools located at the bottom left-hand area of the Patch Manager window.

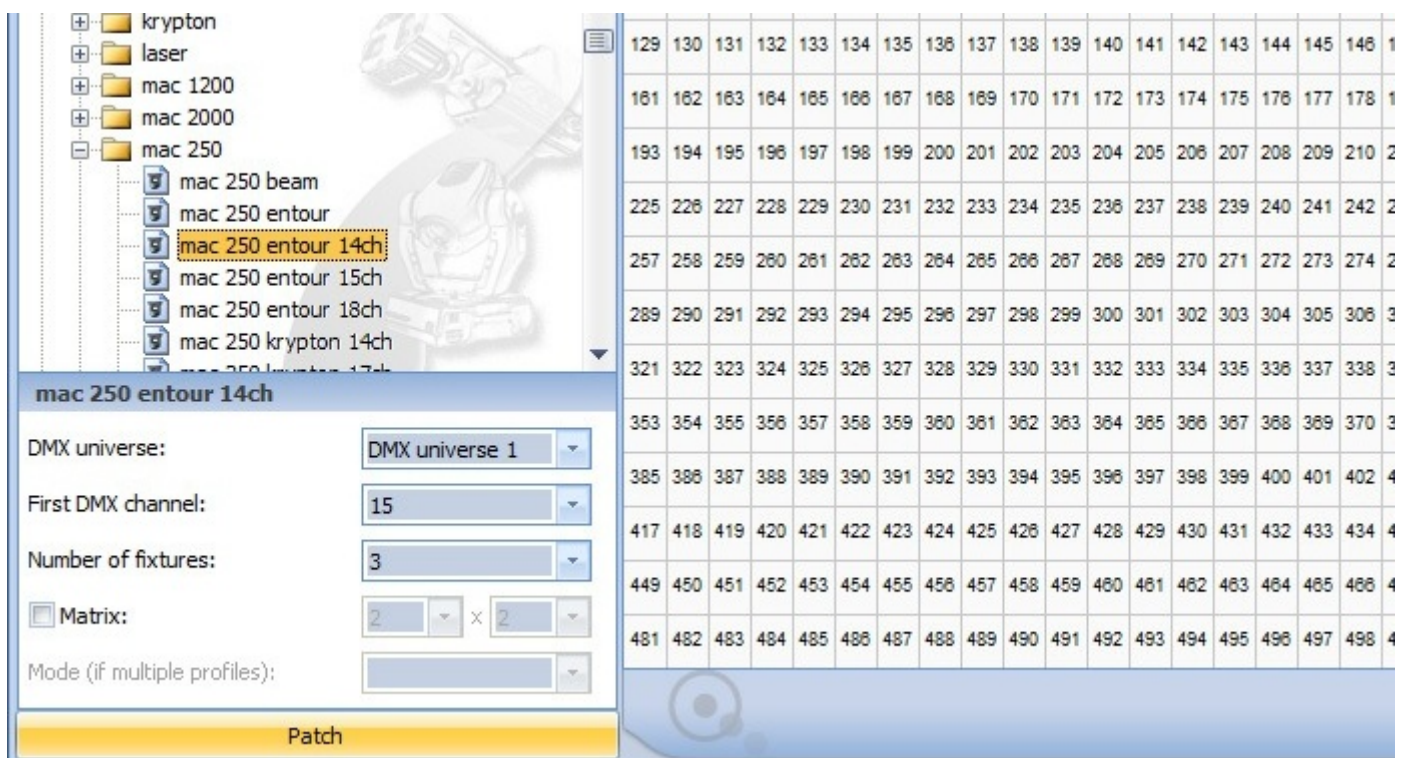
Let us try to Drag and Drop, for example. Left click and hold the "MAC 250 entour 14ch" item on the list, do not release the mouse click while moving the cursor over the address map. Release the mouse click once you have chosen an appropriate DMX address.

You can modify the fixture's address whenever you want, just left click and hold on to the colored area that represents the fixture on the address map, do not release the mouse button while moving the cursor until you reach the desired address.



Continuing with our example, let us add more "MAC 250 entour 14ch" fixtures, except that now we will not drag and drop the item from the list, but instead use the tools at the bottom-left hand area of the window.

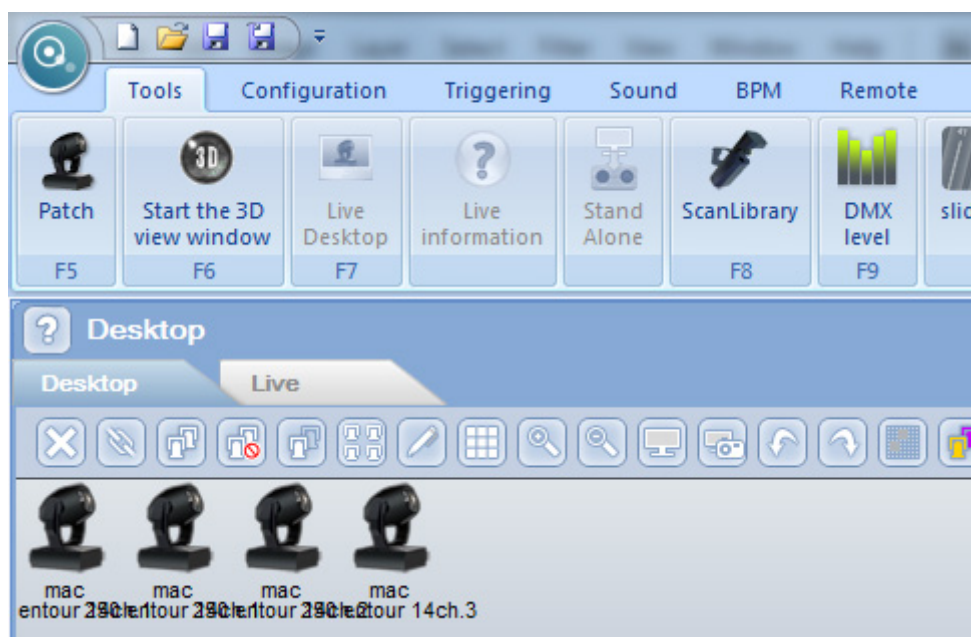
Select the "MAC 250 entour 14ch" item from the list. As you do this, the tools in the bottom left area will become enabled. Select the First DMX channel for your new fixture, in this case we can select 15. Select the Number of fixtures that you want to add, we can select 3, for example. To add the fixtures to the address map, click on the Patch button.



You can now see 3 new fixtures in the address map.

1mac 250 entour 14ch.1														14	15mac 250 entour 14ch.1														28	29							
mac 250 entour 14ch.2										42	43mac 250 entour 14ch.3																		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						

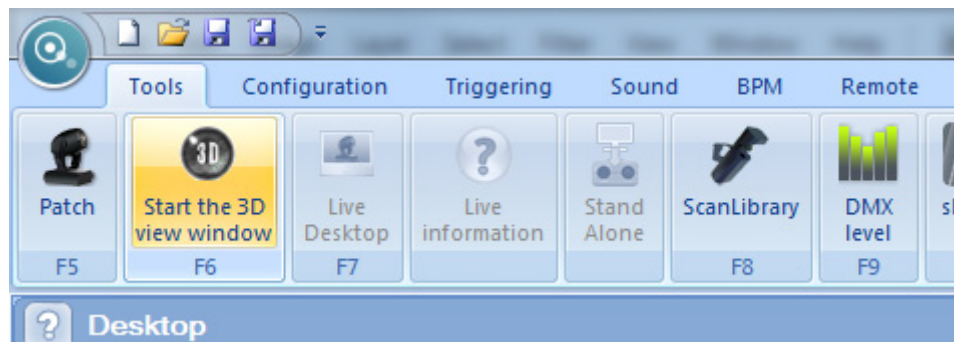
Finally, click OK to accept the patch into the software. In your **Desktop** area, you should see 1 icon to represent each of the 4 "Mac 250" fixtures.



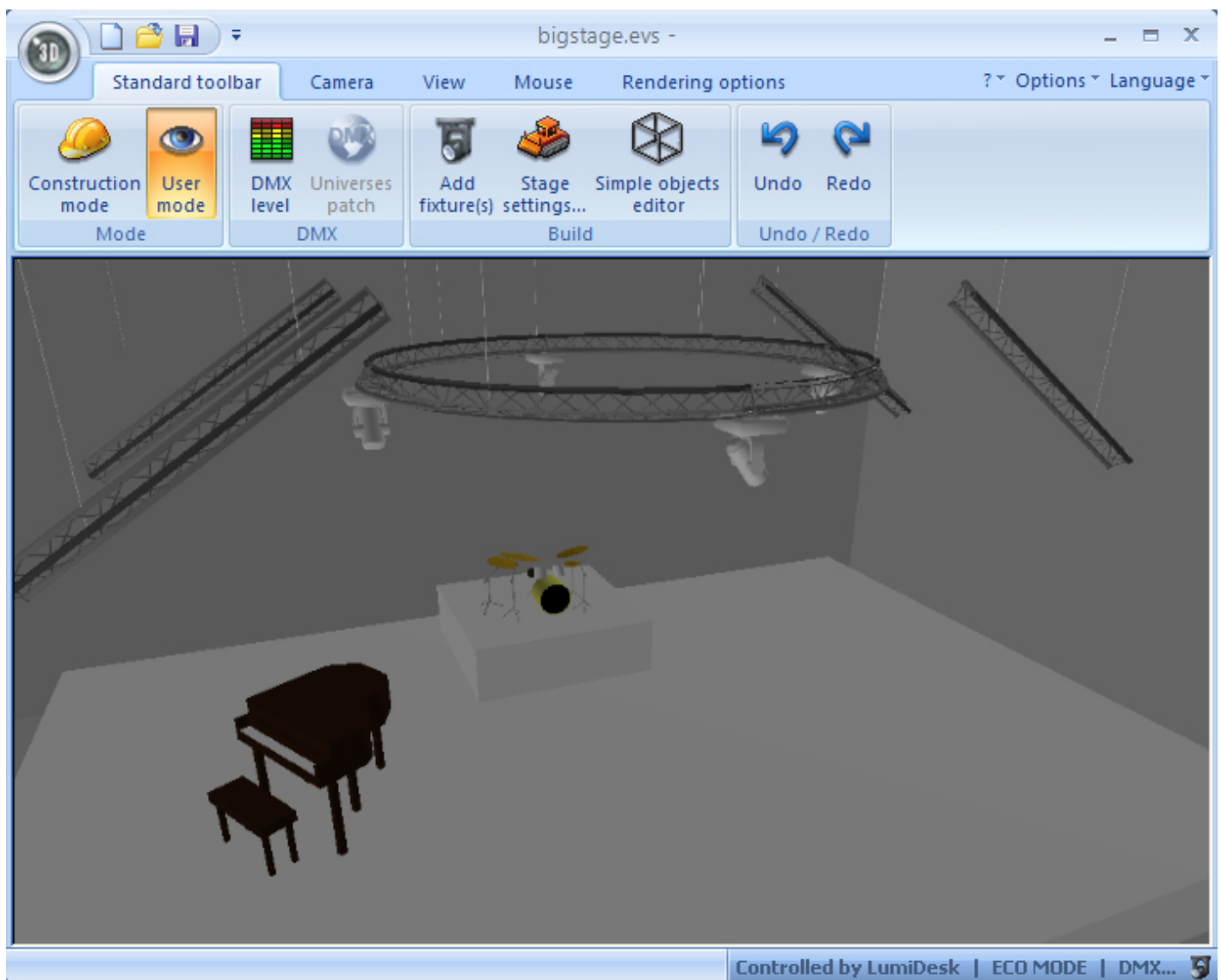
3.2.2. Design the stage

One of LumiDesk's powerful features is the communication with the 3D view. You can design your stage in 3D and then import all the fixtures' positions along with a screenshot to LumiDesk's Desktop.

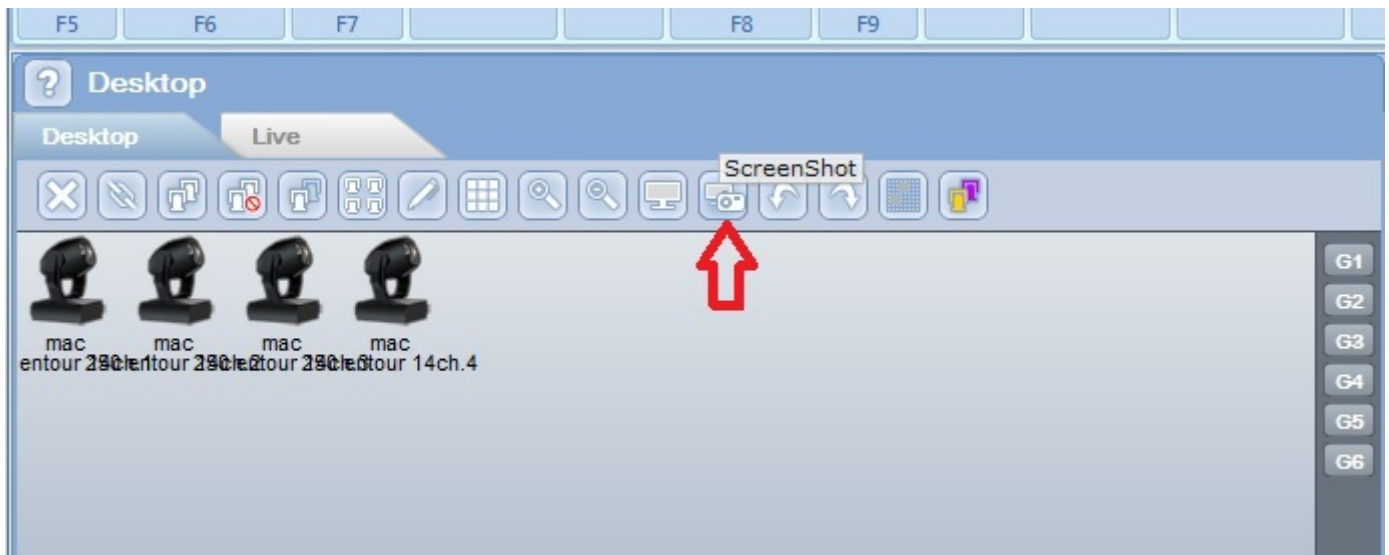
The first step is to create your 3D stage. To start the 3D view click on the "Start the 3D view window" button on the Tools tab.



The 3D view window appears, to create your stage, please refer to the **Easy View** manual.



To import the fixtures' positions and the screenshot, click on the ScreenShot button in the Tools tab (Warning! the 3D view must be opened). Click Yes to assign the positions. Then you can close the 3D View window.



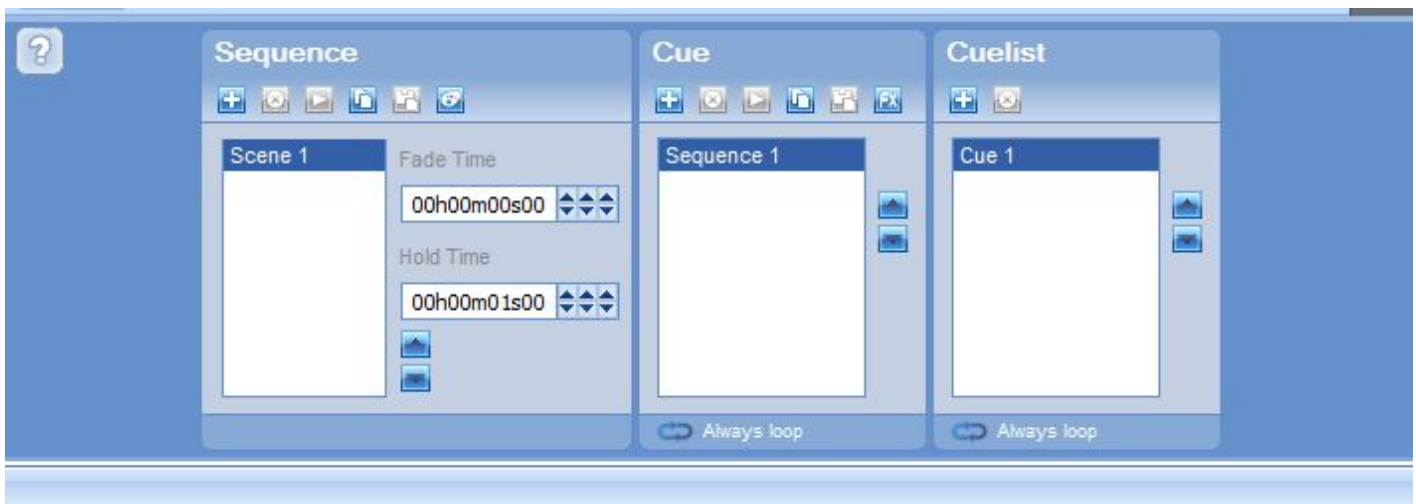
Now we see a screenshot of the 3D view as the Desktop's background along with all the fixtures in their relevant positions.



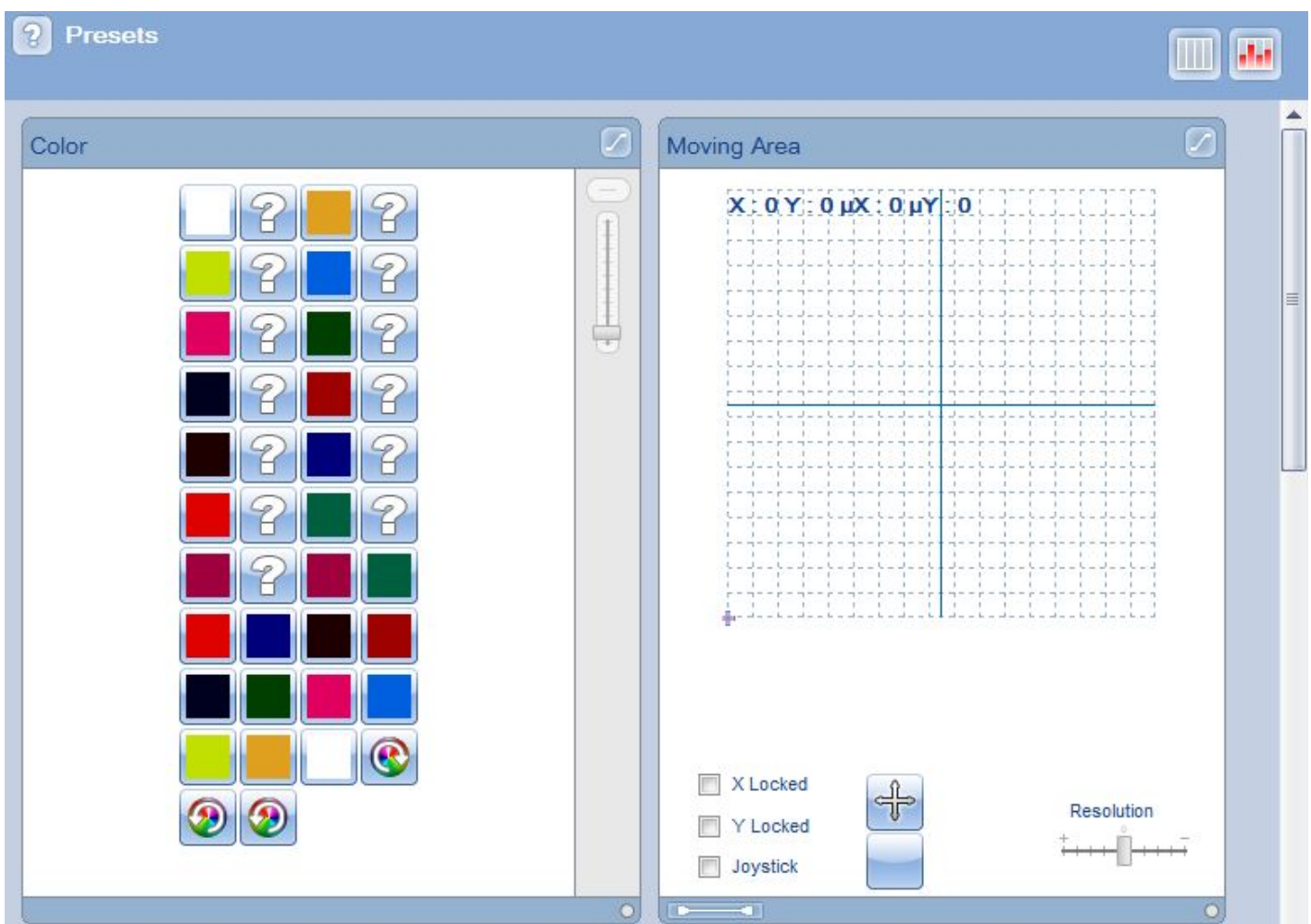
3.3.3. Make the program

The LumiDesk program architecture is composed of 4 parts. The first one, the basic element, is the Scene. Scenes can have a FADE time and a WAIT time. The parent element is the sequence, so within a sequence you have scenes. All the sequences are inside a Cue and all the cues are inside the Cuelist. In fact your show is the Cuelist.

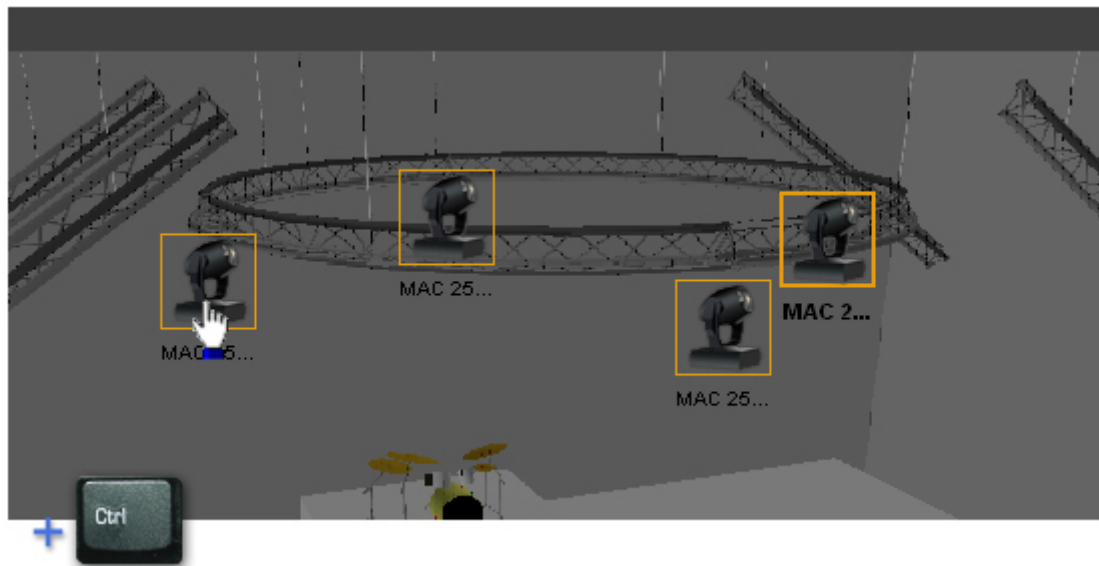
In live mode you'll be able to control the cues and sequences.



The preset viewer controls all the DMX channels of your fixtures. For each channel you can assign a new value which will be saved on the current scene.



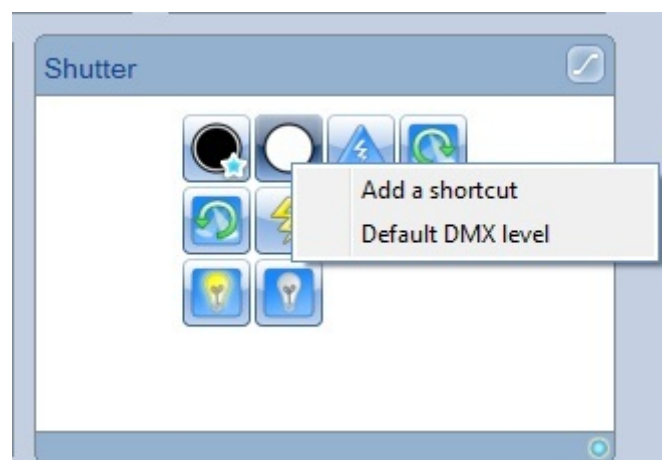
Select the fixtures that you want to control. Hold the "Ctrl" key to make a multiselection.



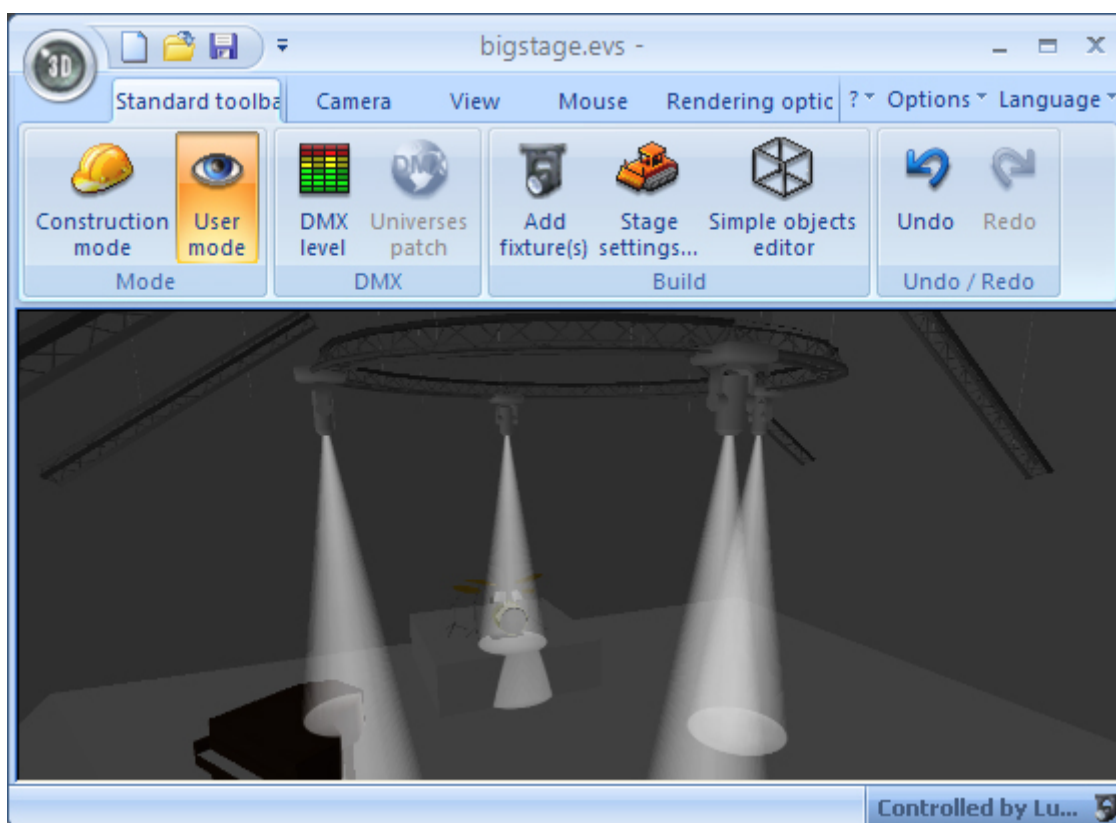
If you want, you can set the DMX channels to the default value, values written inside the fixture profile.



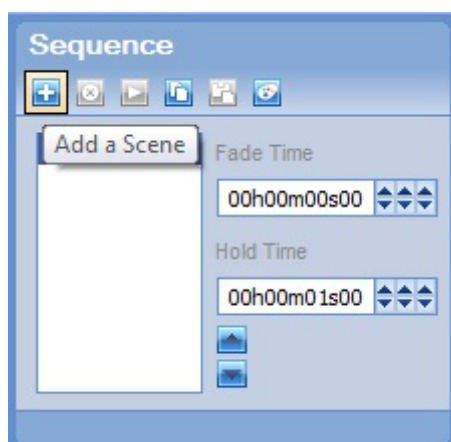
If the default value is not good you can rewrite it, right click on the preset and select "Default DMX level".



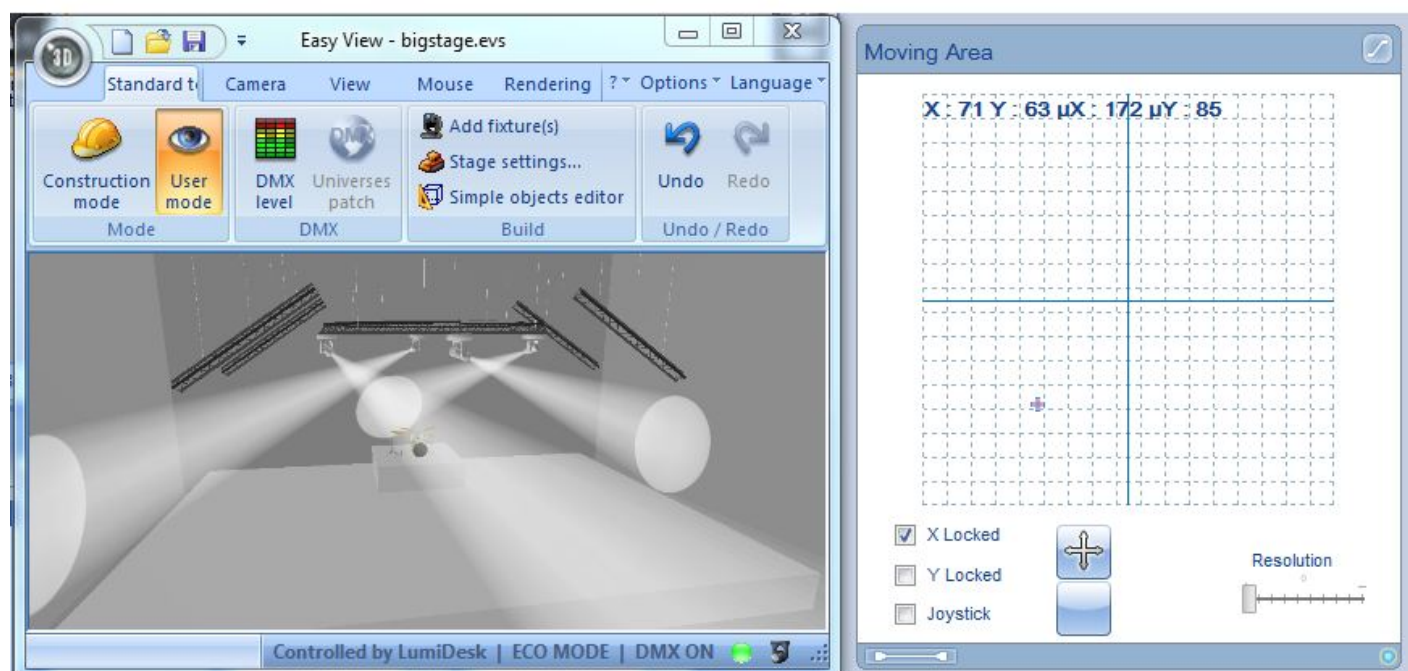
You can now see a center white beam.



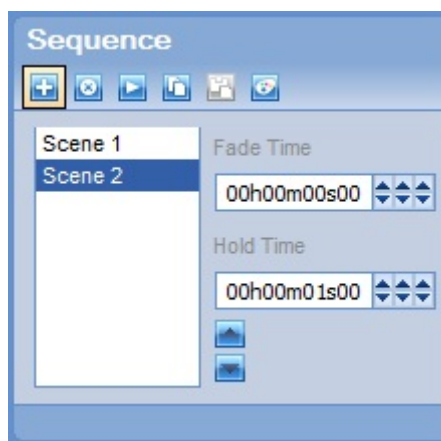
To add a new scene, just click "Add".



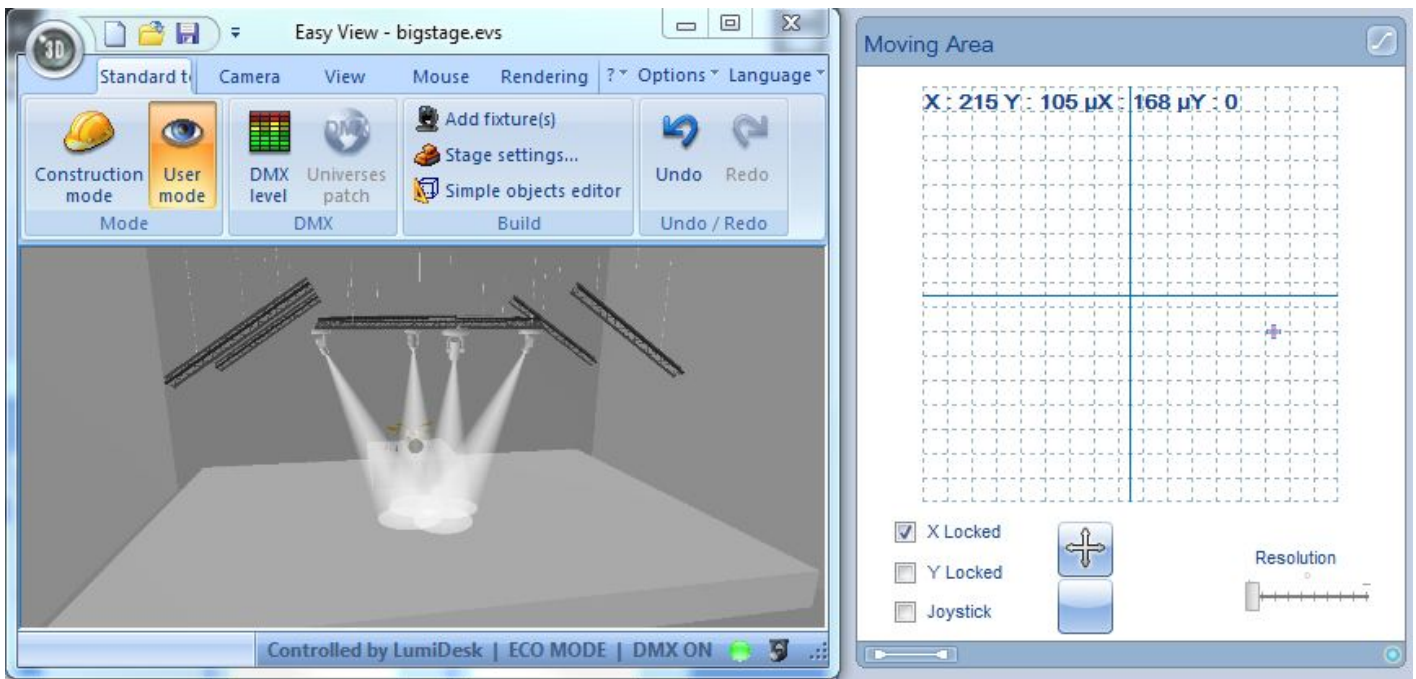
Change the X and Y position.



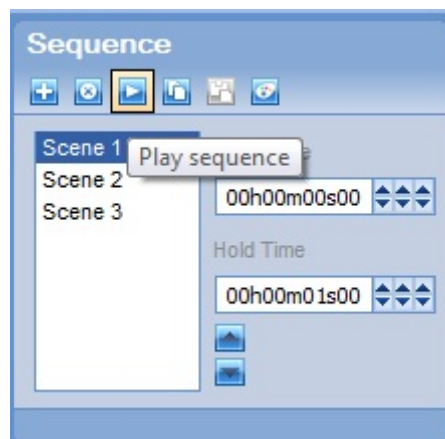
Add a new scene.



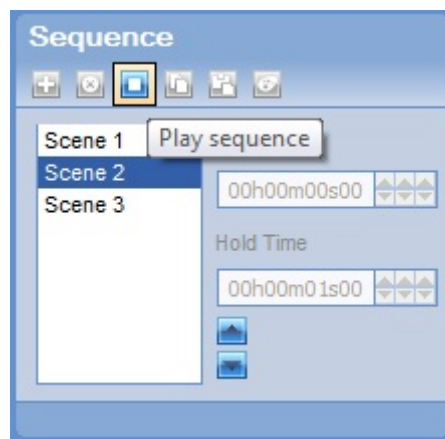
Modify the position.



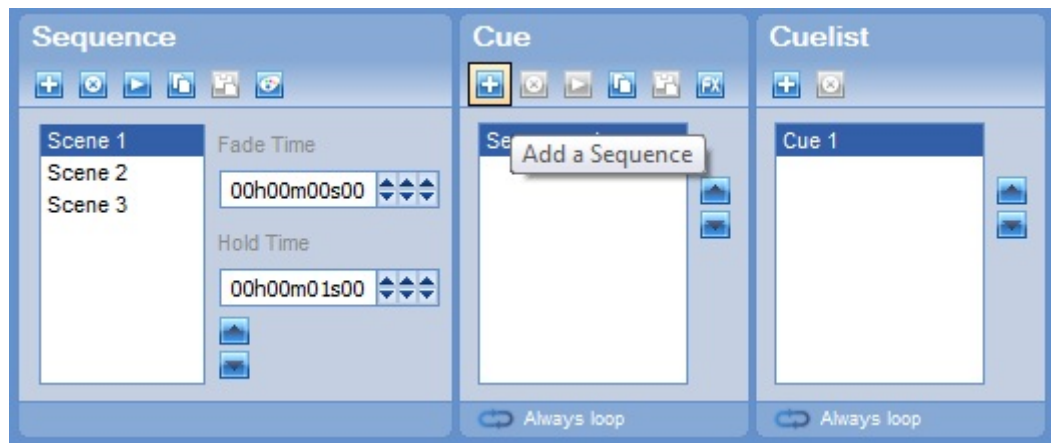
Try your sequence, click the "Play" icon.



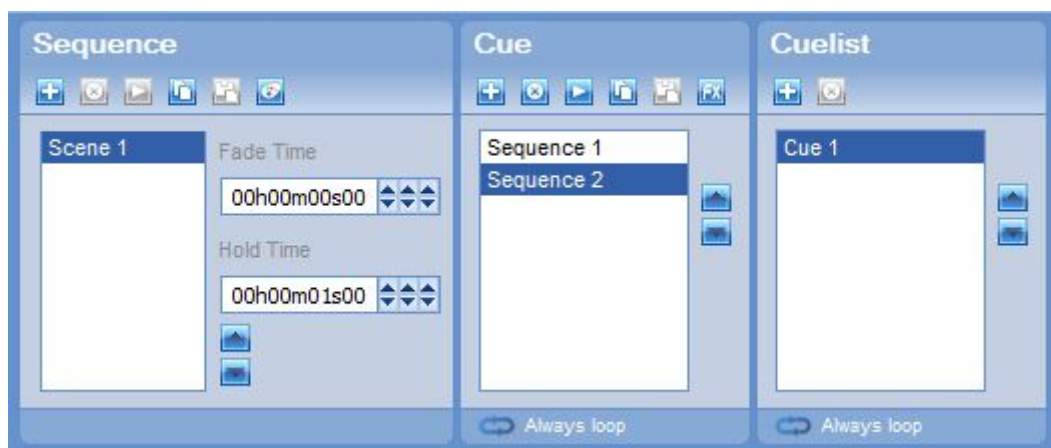
Stop the sequence.



Add a new sequence.

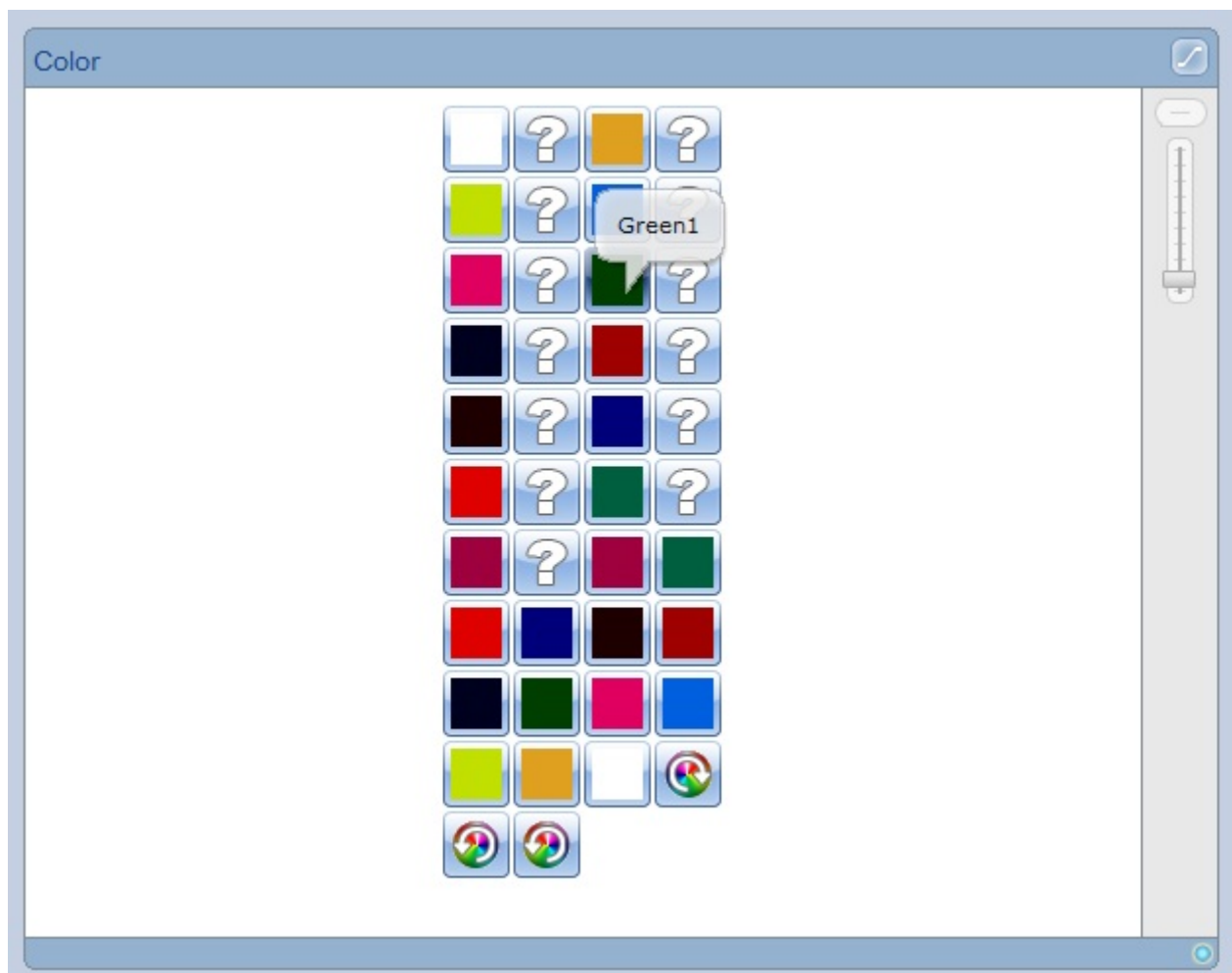


Now we want to make a color changing sequence.

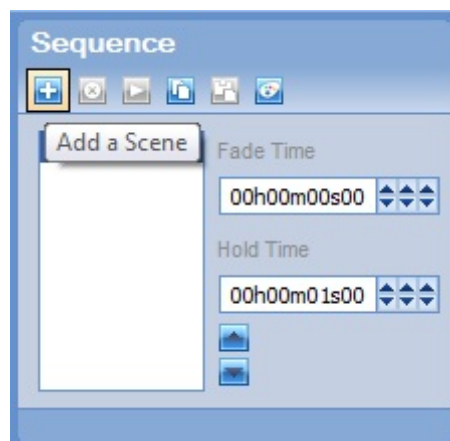


We want this kind of result.

so change a color.



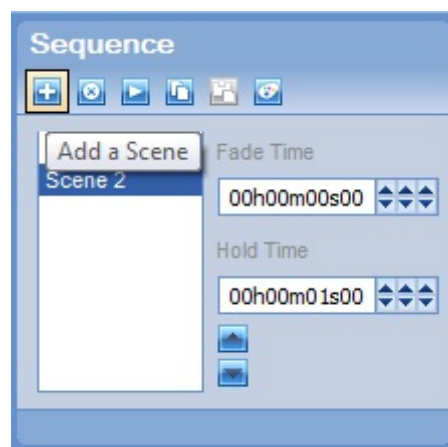
Add a scene.



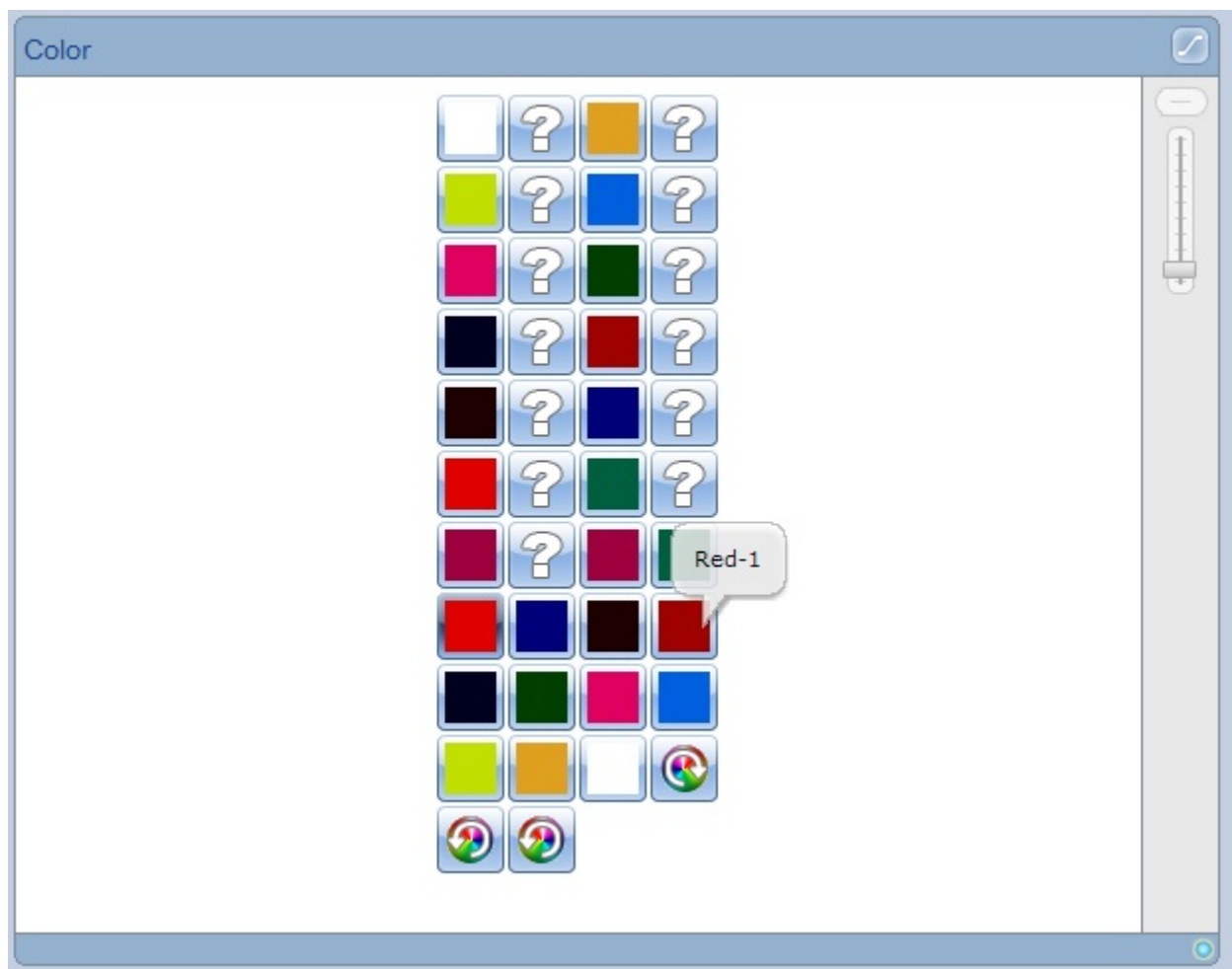
Select another color.



Add a new scene.



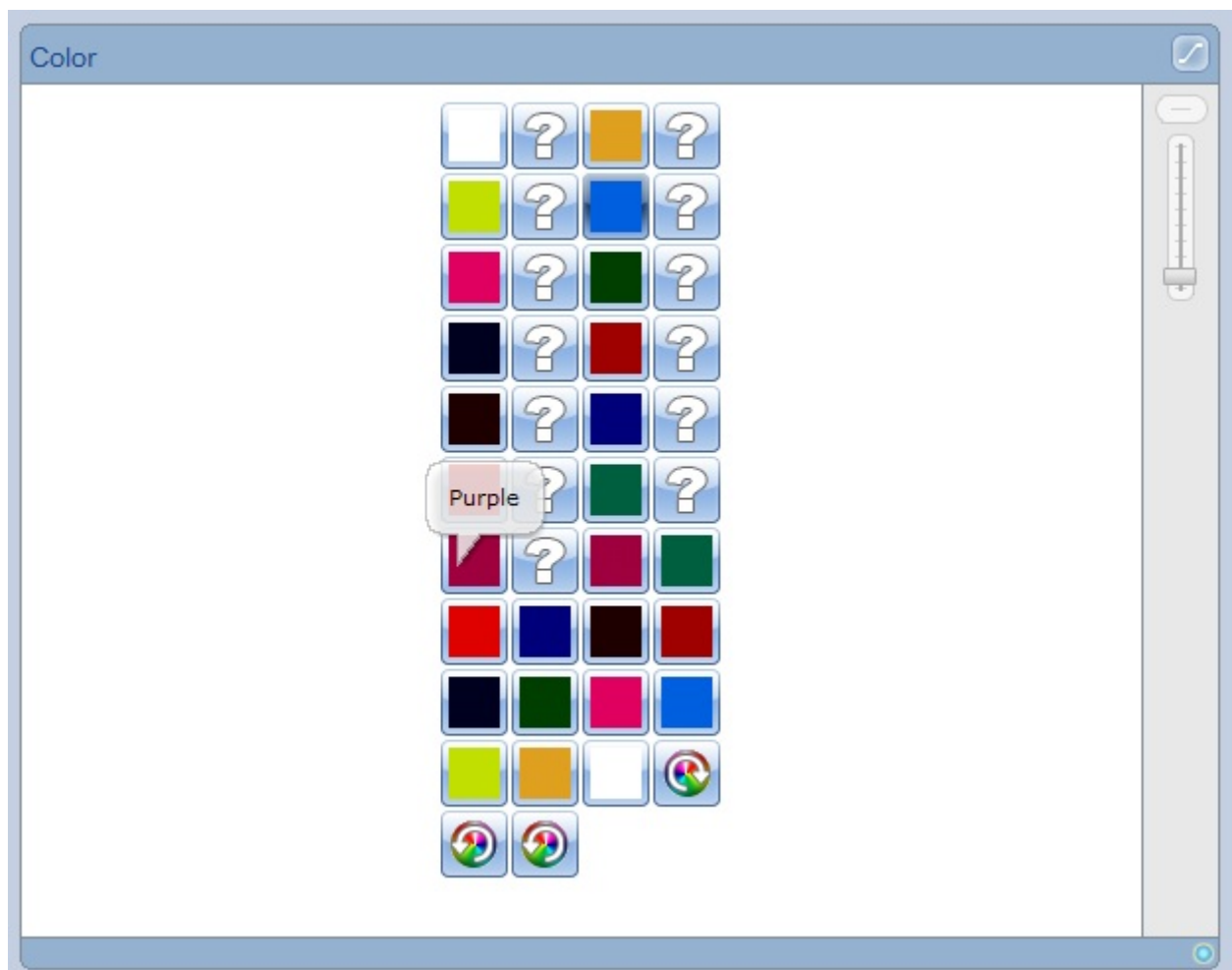
Change the color.



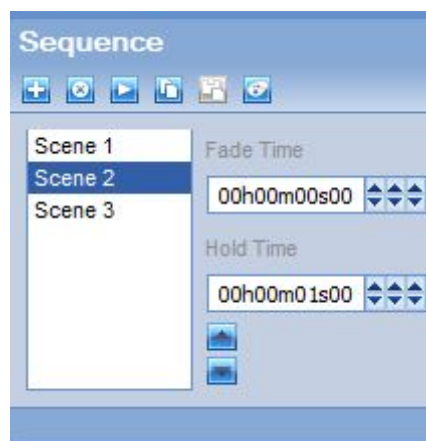
Change the selection.



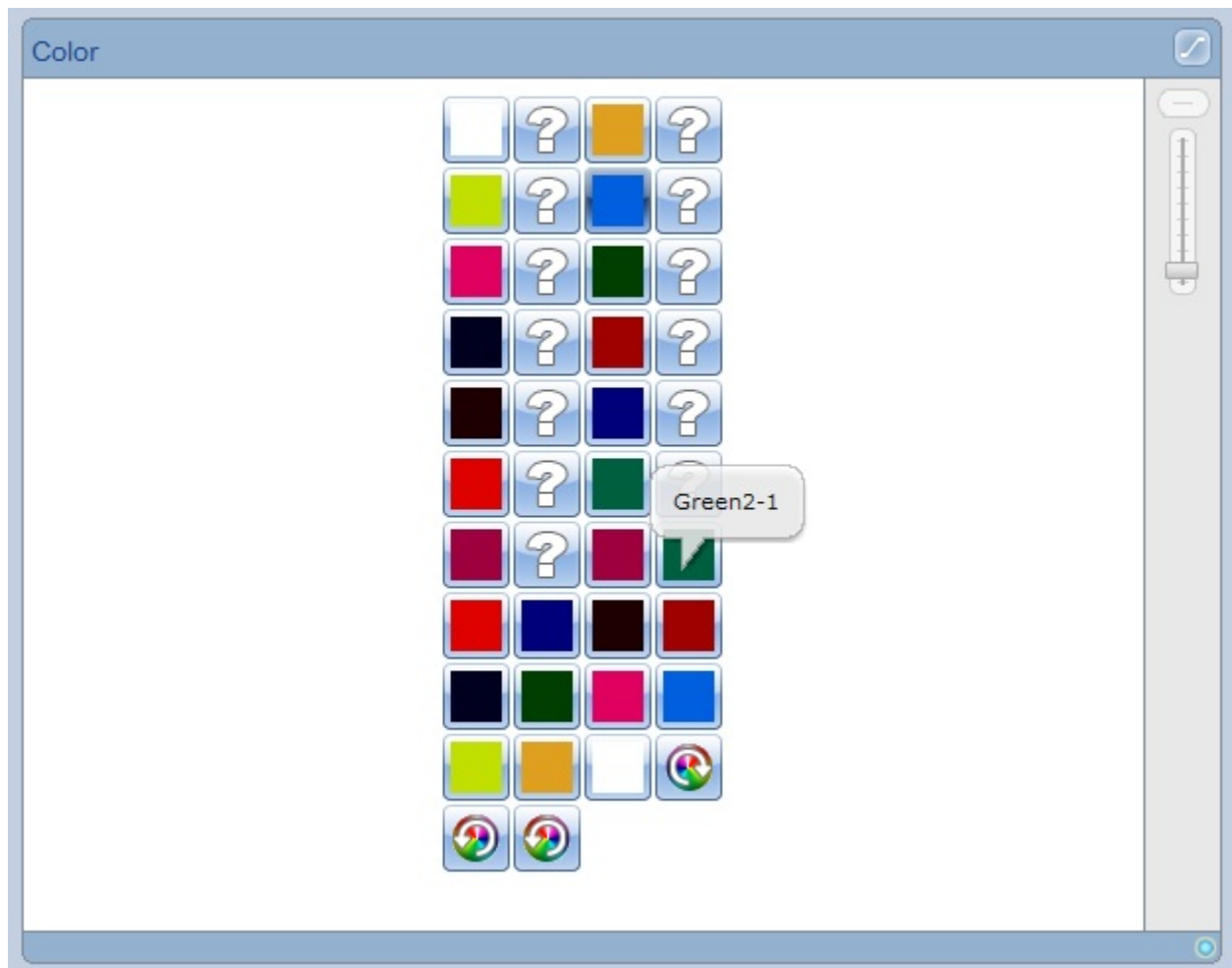
Select the purple color.



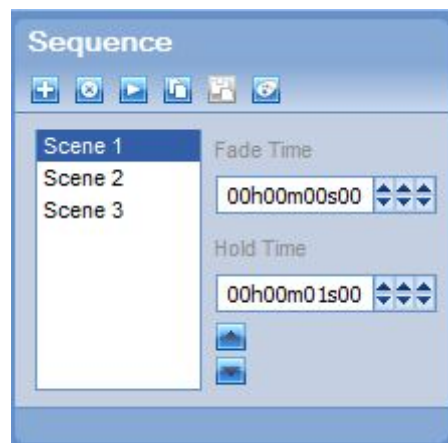
Select another scene.



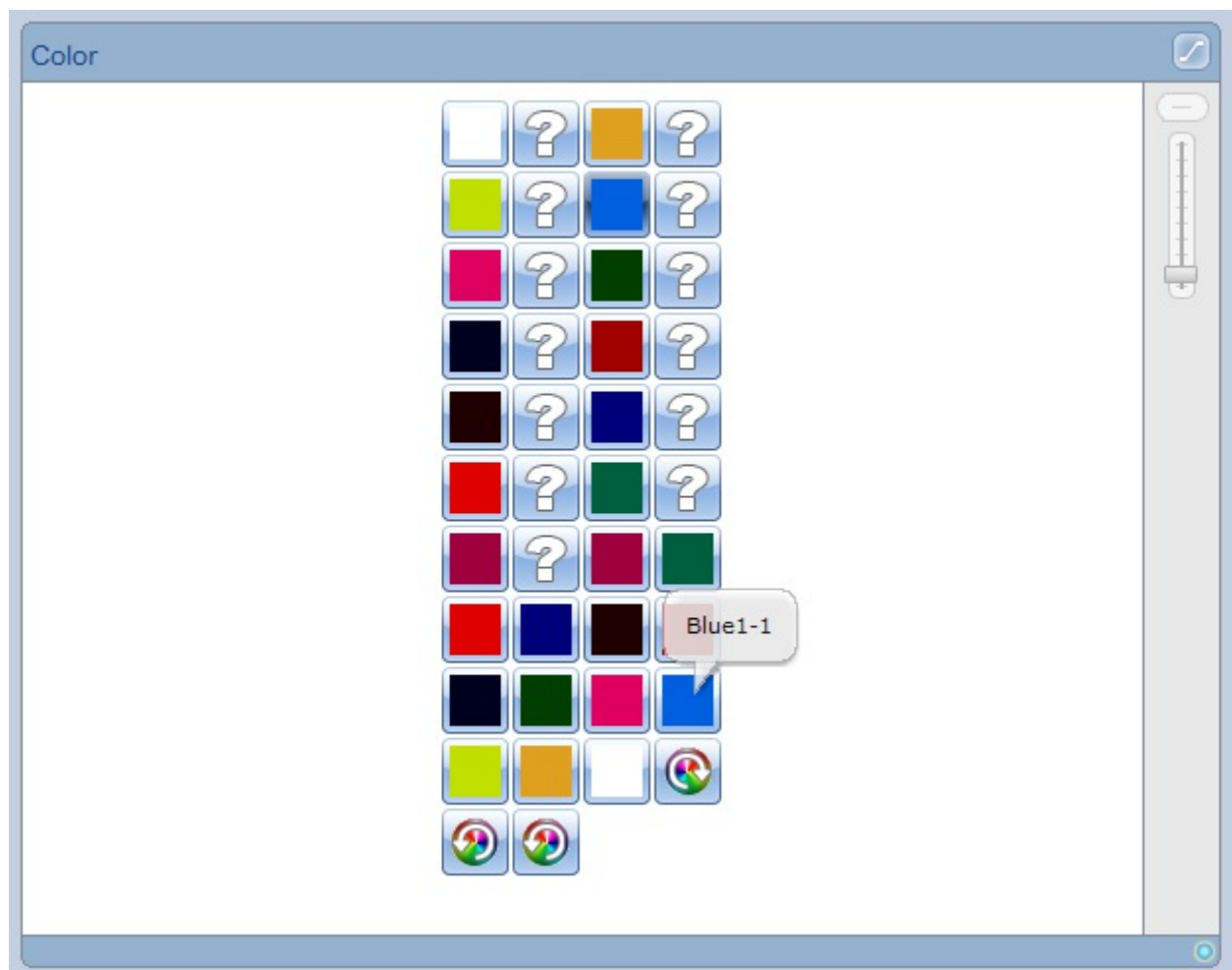
Change the color.



Select the first scene.

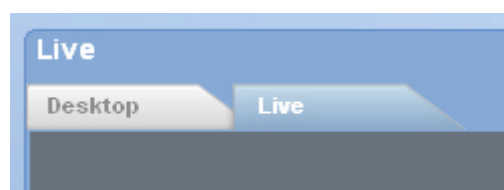


Change the color. Your show is now ready, go to the next section to find out how to playback your show!



3.4.4. Play the show

Select the "Live" tab.

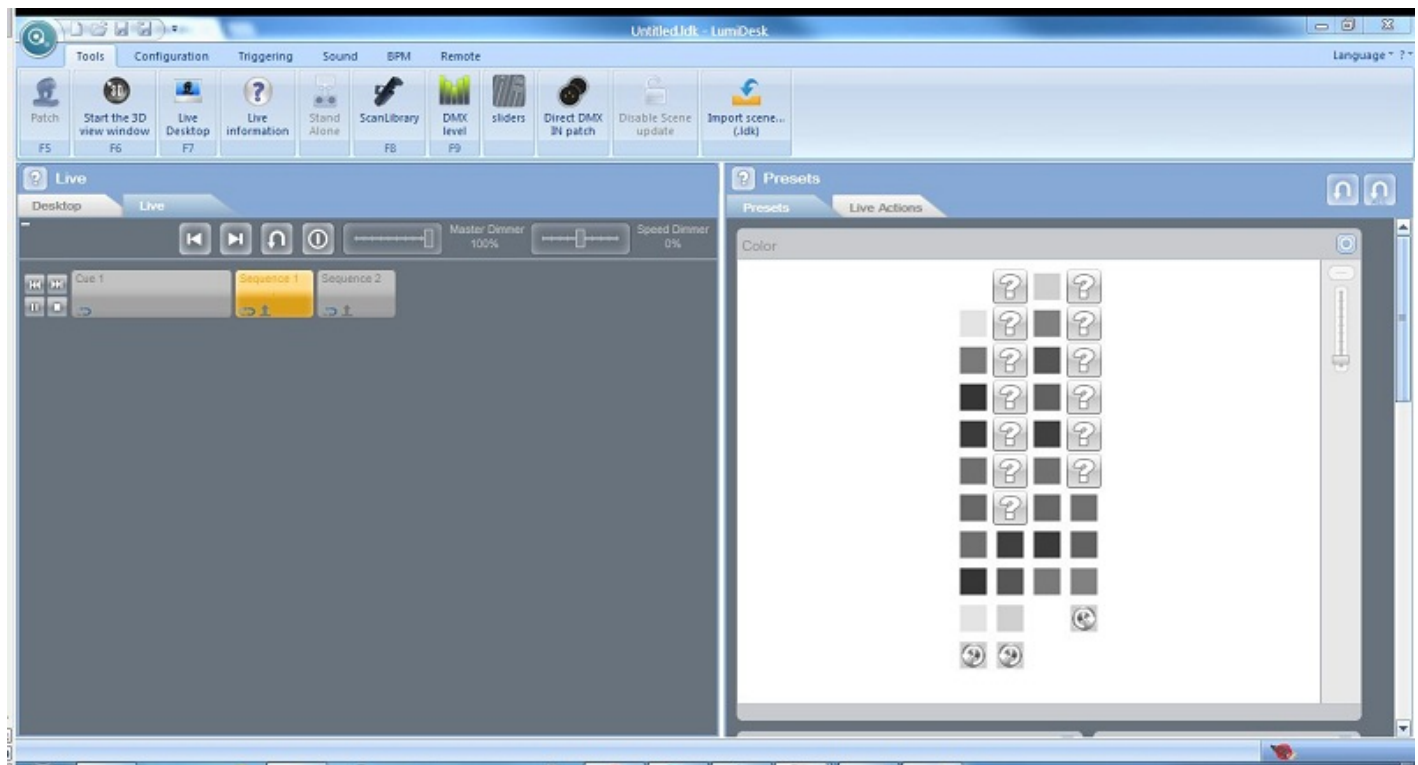


Click "Live Desktop" to close the Live desktop window.

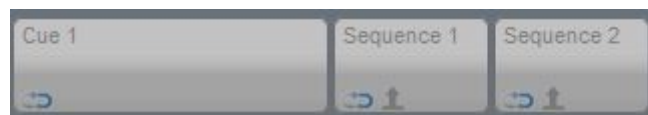


The Live mode is composed of two areas. The left area shows the Show architecture with the Cues and

Sequences. The right area shows the fixtures' presets that can be controlled in Live mode.



The buttons represent Cues and Sequences. The first one is always a Cue, this is larger than the sequence buttons.



Use the toolbar to help you control your live show. The first item is a "Previous Sequence" function, the second a "Next Sequence" function, third a "Live Clear" function, fourth a "BlackOut" function, then the "Master Dimmer" and finally a "Speed Dimmer".



Try the first sequence, click "Sequence 1".



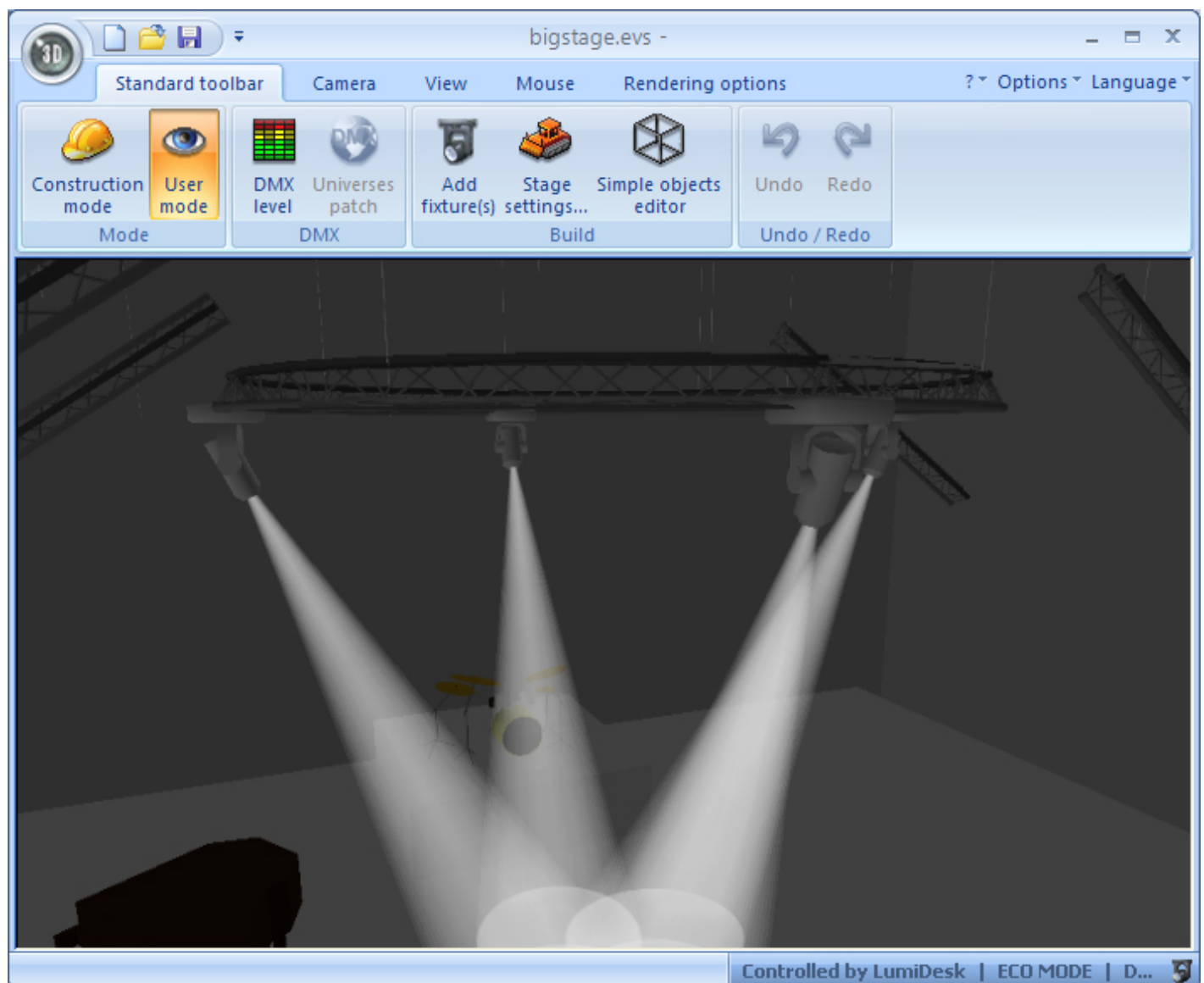
The Sequence 1 button is now Orange, this means that the sequence is being played back. Notice that a number 1 appears, this means that the sequence is the first playback sequence, if you click sequence 2, the number will be 2 ...



Open the 3D view to show the result.

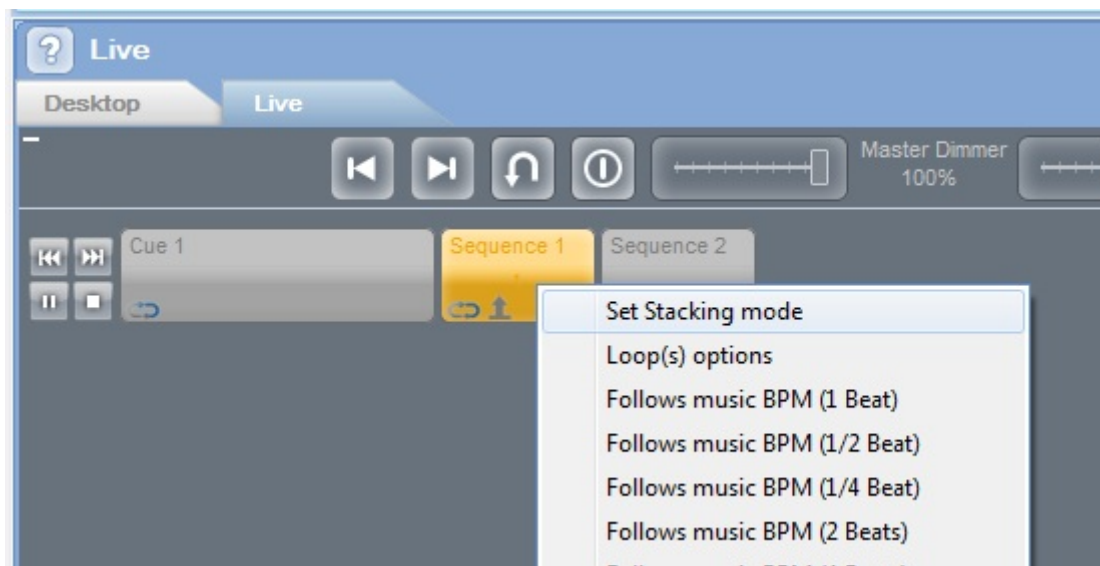


Sequence 1, a movement sequence, is now playing.

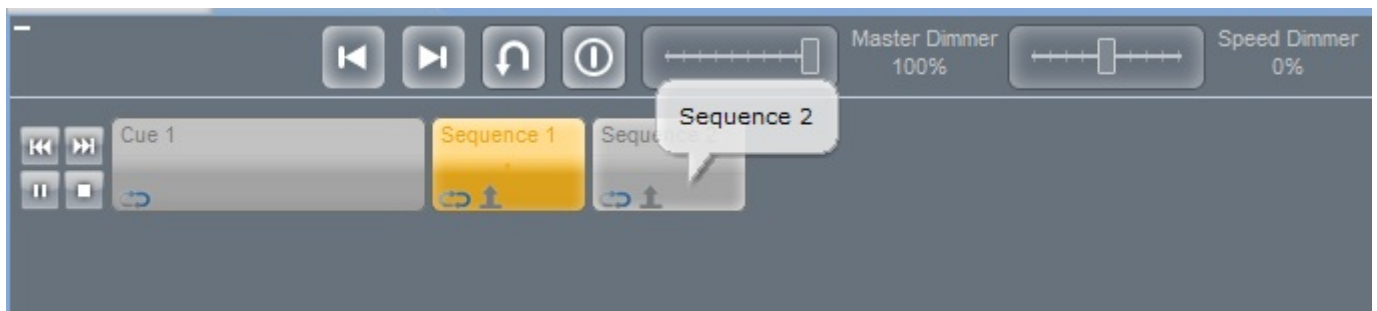


Change the playing mode. Select the "Stacking mode". This mode will allow you to play different

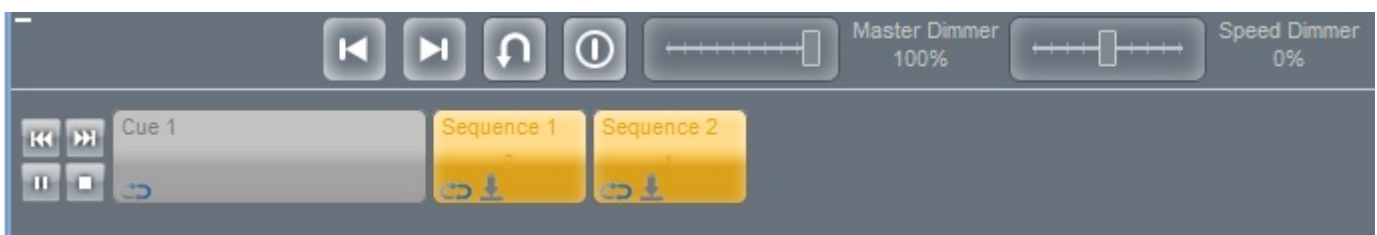
sequences at the same time and on the same cue. The other mode is the release mode, just one sequence can be played.



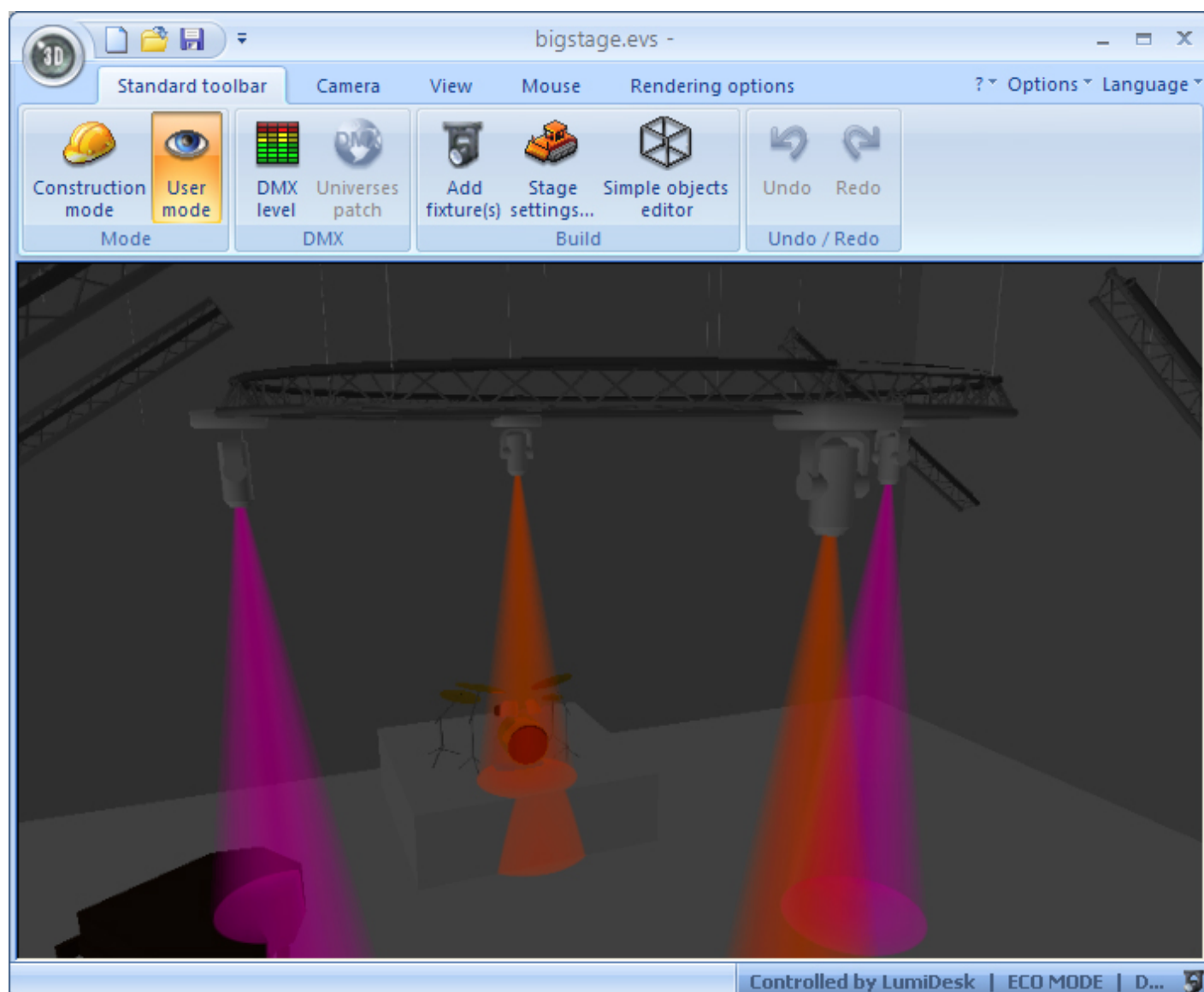
The Cue mode icon changes. Click on the Sequence 2 button.

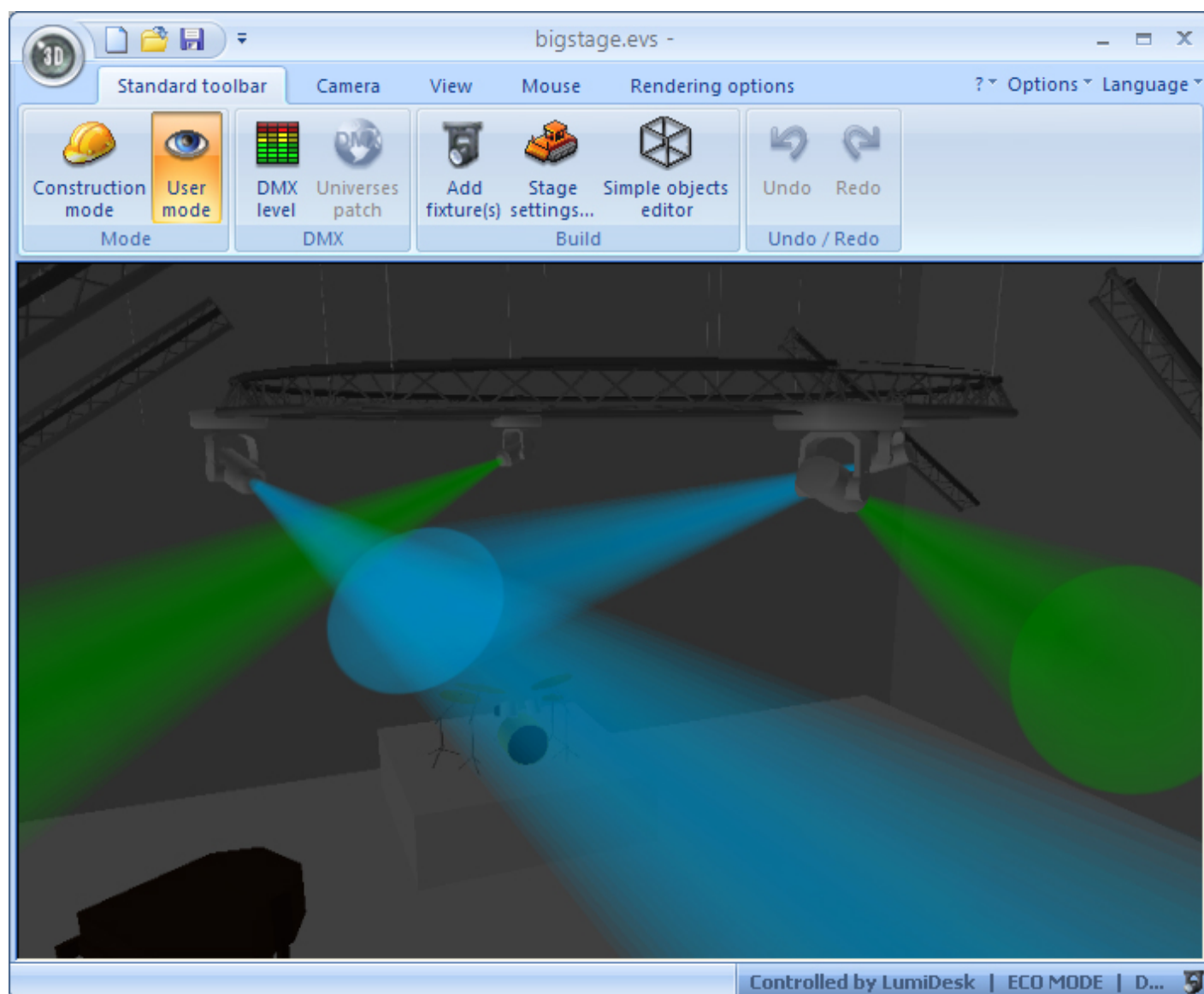


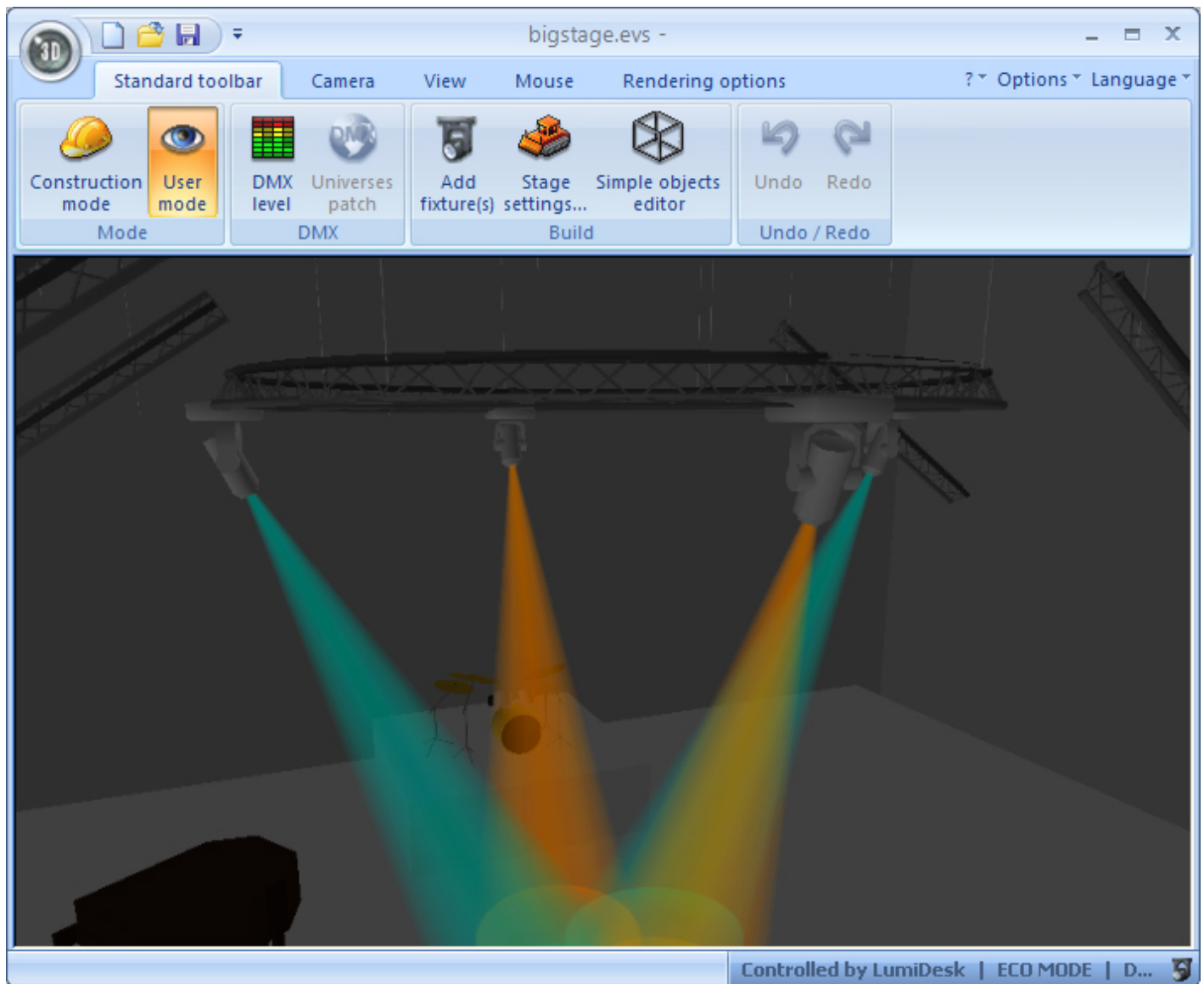
The Sequence 2 is now enabled.



Now you can see a movement with a color change.



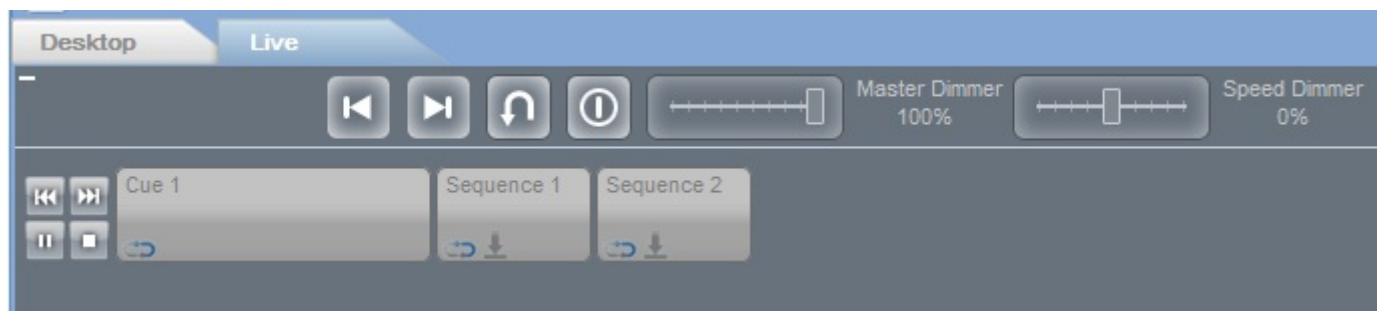




If you want to "Clear" all the live presets, click the "Live Clear" button or press Control+F7. If you want to restore the previous Live state just click the button again or hit Control+F7.



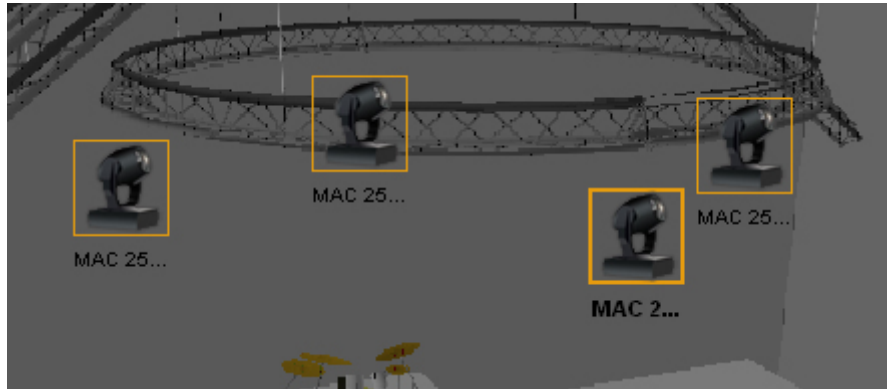
The two sequences are now disabled.



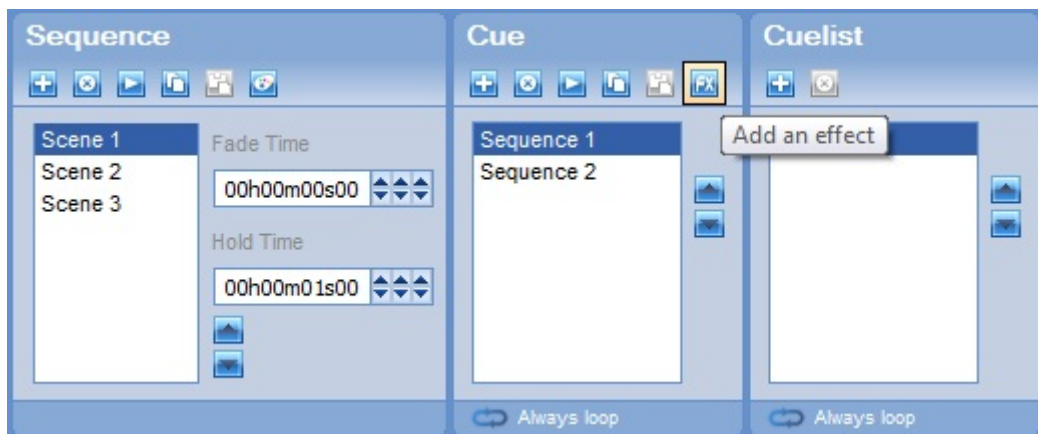
4.Setup and programming tools

4.1.1. Add a generated effect

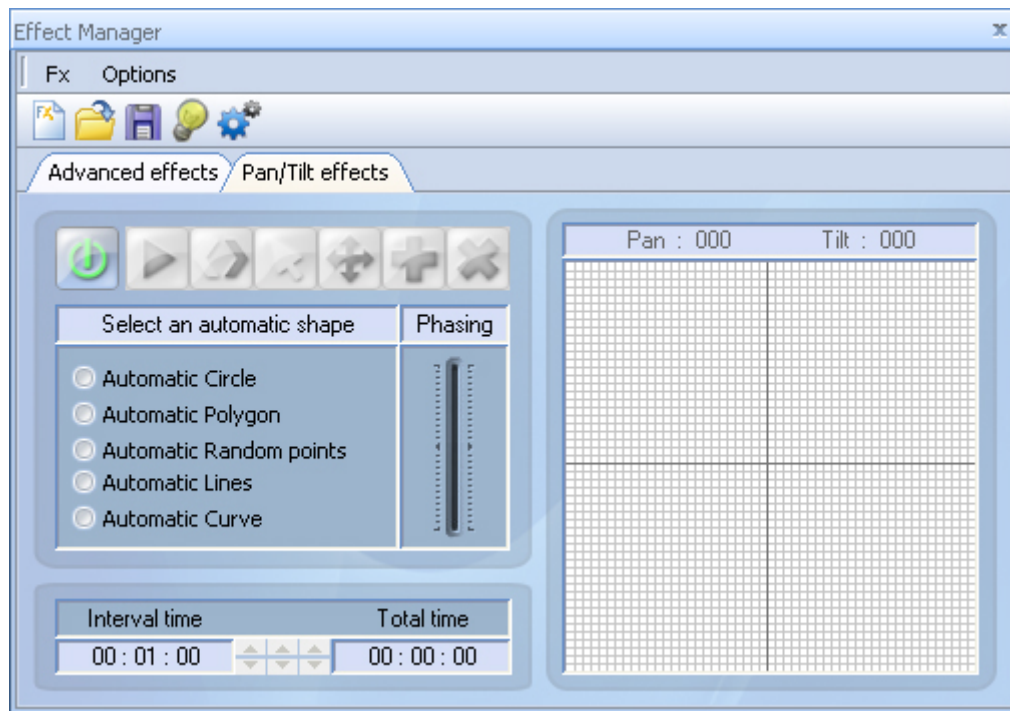
Now we can learn how to add automatically generated effects. Select the fixtures.



Click on the "Add an effect" button.

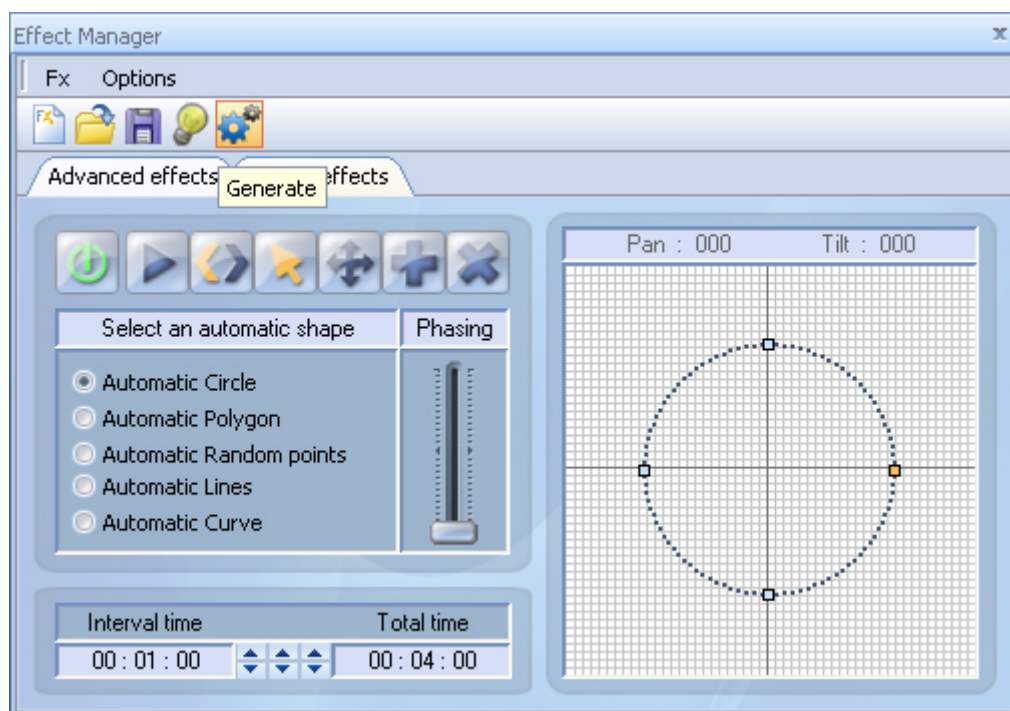


The "Effect Manager" window appears.

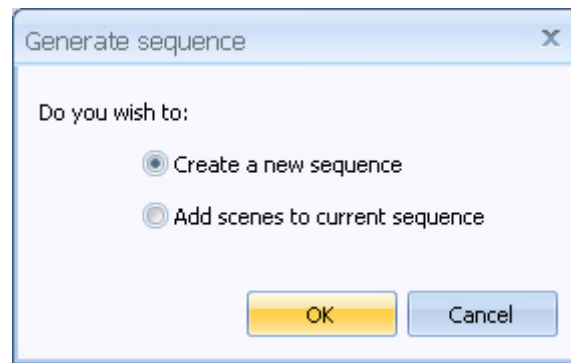


To find out how to use the Effect manager, please refer to the "Effect Manager" online manual.

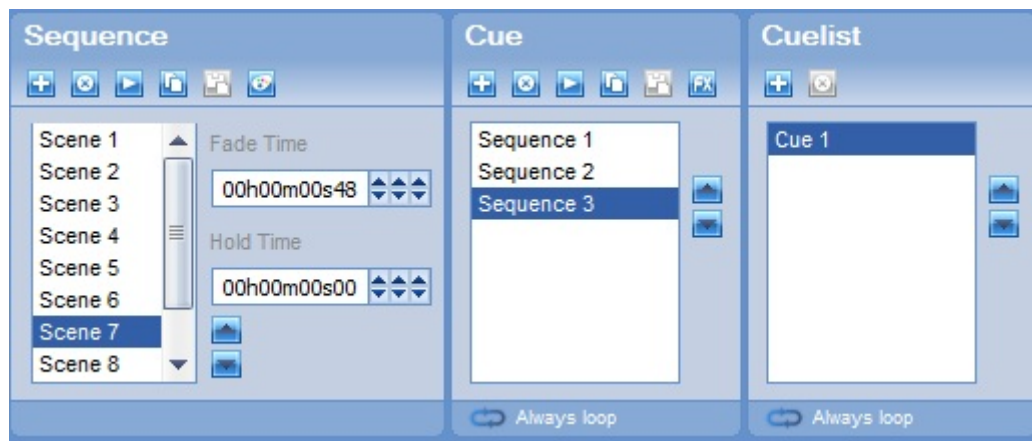
To generate the effect click the "Generate" button.



A dialogbox appears where you can select the generation mode. The first option adds all the generated scenes on a new sequence. The second adds all scenes to the current sequence. Select the first one and click OK.

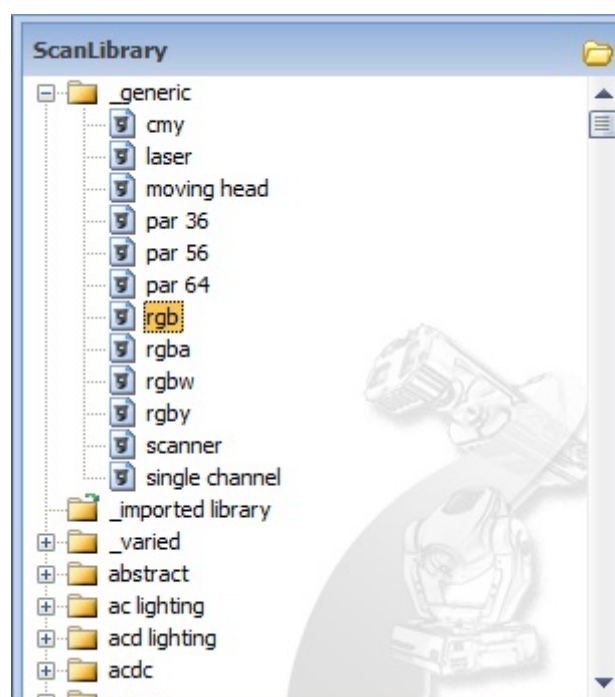


You can see a new sequence (Sequence 3) with all the generated scenes. If you click play you will see the effect that you just programmed.

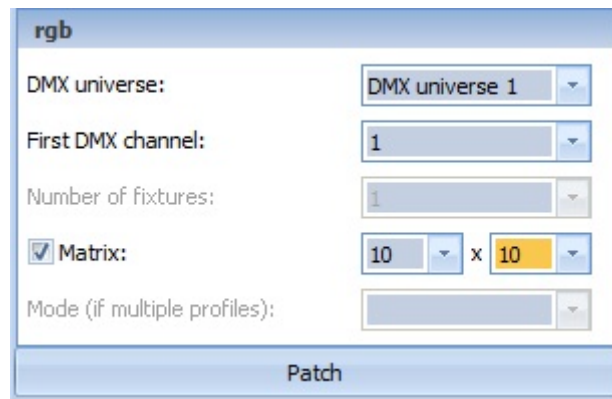


4.2.2. Setup a LED matrix

On the patch window, select an RGB fixture from the "_generic" folder. You can create a matrix with any kind of fixture...



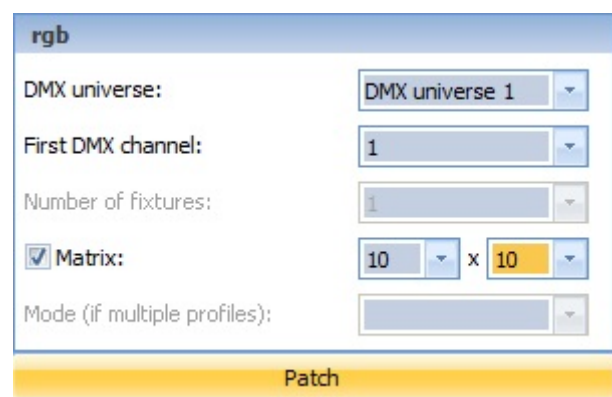
Check the Matrix box and put the right size, in our example : 10 x 10.



The screenshot shows a configuration window titled "rgb". It contains the following fields and controls:

- DMX universe:** A dropdown menu showing "DMX universe 1".
- First DMX channel:** A dropdown menu showing "1".
- Number of fixtures:** A dropdown menu showing "1".
- Matrix:** A checked checkbox followed by two dropdown menus showing "10" and "10", separated by an "x".
- Mode (if multiple profiles):** A dropdown menu.
- Patch:** A button at the bottom of the window.

Click on the "Patch" button to add the fixtures on the address map.



This screenshot is identical to the previous one, showing the "rgb" configuration window with the "Matrix" checkbox checked and dimensions set to 10 x 10. The "Patch" button at the bottom is highlighted in yellow, indicating it is the next step in the process.

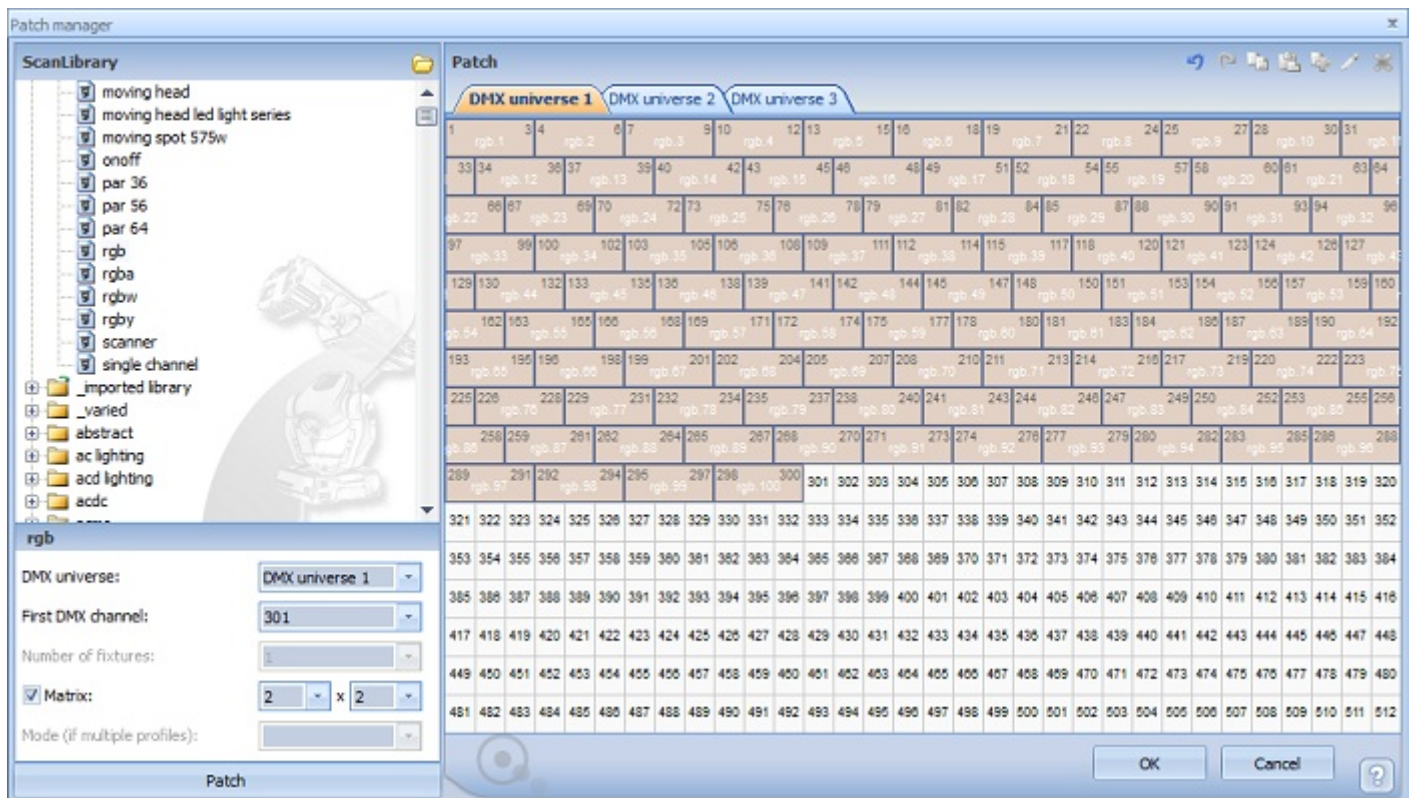
A window appears, you can setup the Matrix (set the index, create sub-matrix and more). Click OK to validate.

Matrix patch ✕

Sc1	Sc2	Sc3	Sc4	Sc5	Sc6	Sc7	Sc8	Sc9	Sc10
Sc11	Sc12	Sc13	Sc14	Sc15	Sc16	Sc17	Sc18	Sc19	Sc20
Sc21	Sc22	Sc23	Sc24	Sc25	Sc26	Sc27	Sc28	Sc29	Sc30
Sc31	Sc32	Sc33	Sc34	Sc35	Sc36	Sc37	Sc38	Sc39	Sc40
Sc41	Sc42	Sc43	Sc44	Sc45	Sc46	Sc47	Sc48	Sc49	Sc50
Sc51	Sc52	Sc53	Sc54	Sc55	Sc56	Sc57	Sc58	Sc59	Sc60
Sc61	Sc62	Sc63	Sc64	Sc65	Sc66	Sc67	Sc68	Sc69	Sc70
Sc71	Sc72	Sc73	Sc74	Sc75	Sc76	Sc77	Sc78	Sc79	Sc80
Sc81	Sc82	Sc83	Sc84	Sc85	Sc86	Sc87	Sc88	Sc89	Sc90
Sc91	Sc92	Sc93	Sc94	Sc95	Sc96	Sc97	Sc98	Sc99	Sc100

[Advanced positioning](#)

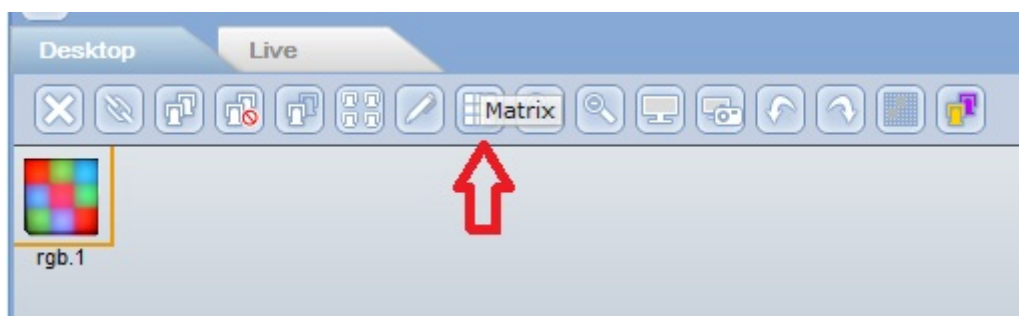
The matrix fixtures are added, click OK to validate.



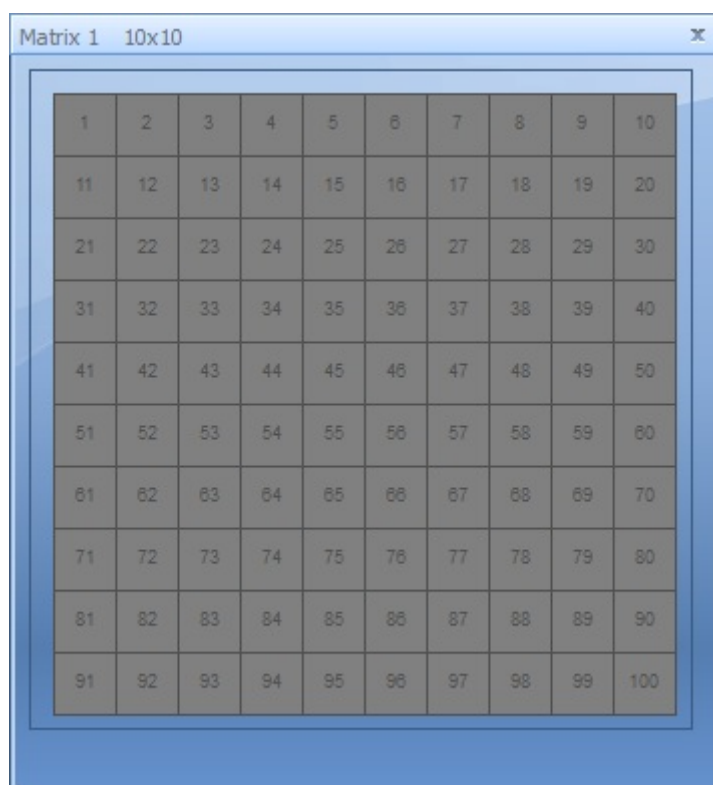
You now see a new fixture icon on the Desktop. In the case of the matrix, all fixtures in the matrix are represented by a single icon.



To control the matrix fixtures, click on the "Matrix" icon on the desktop toolbar or right click on the matrix icon on the desktop and select the "Matrix" item.

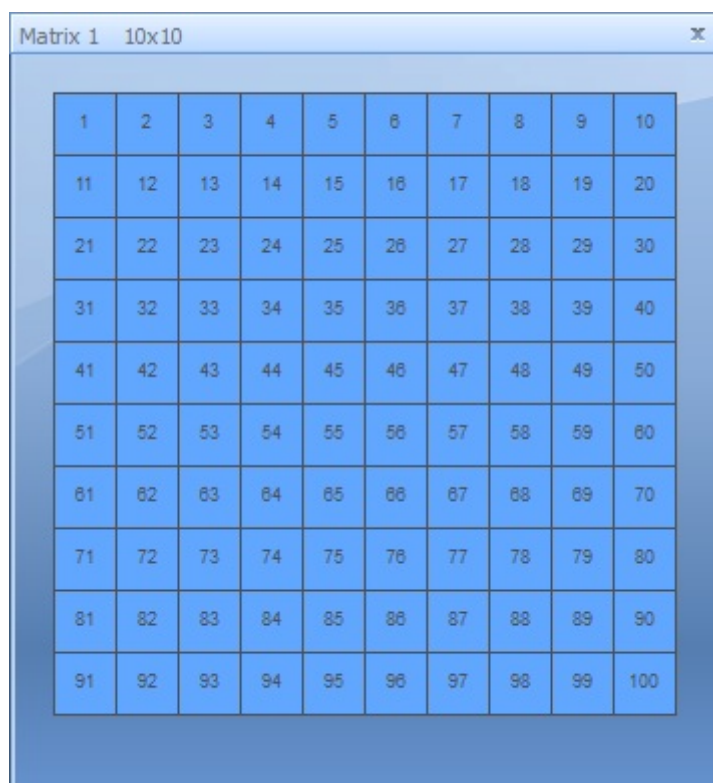


The matrix window appears. To select or deselect a fixture just click on the fixture icon, the blue color means that the fixture is selected. You can select all the fixtures at the same time by right clicking in the matrix window and choosing "Select All". Additionally, you can highlight individual rows and columns by right clicking on a cell in the row or column you wish to highlight and choosing either "Select row" or "Select col".



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

All the fixtures are selected.

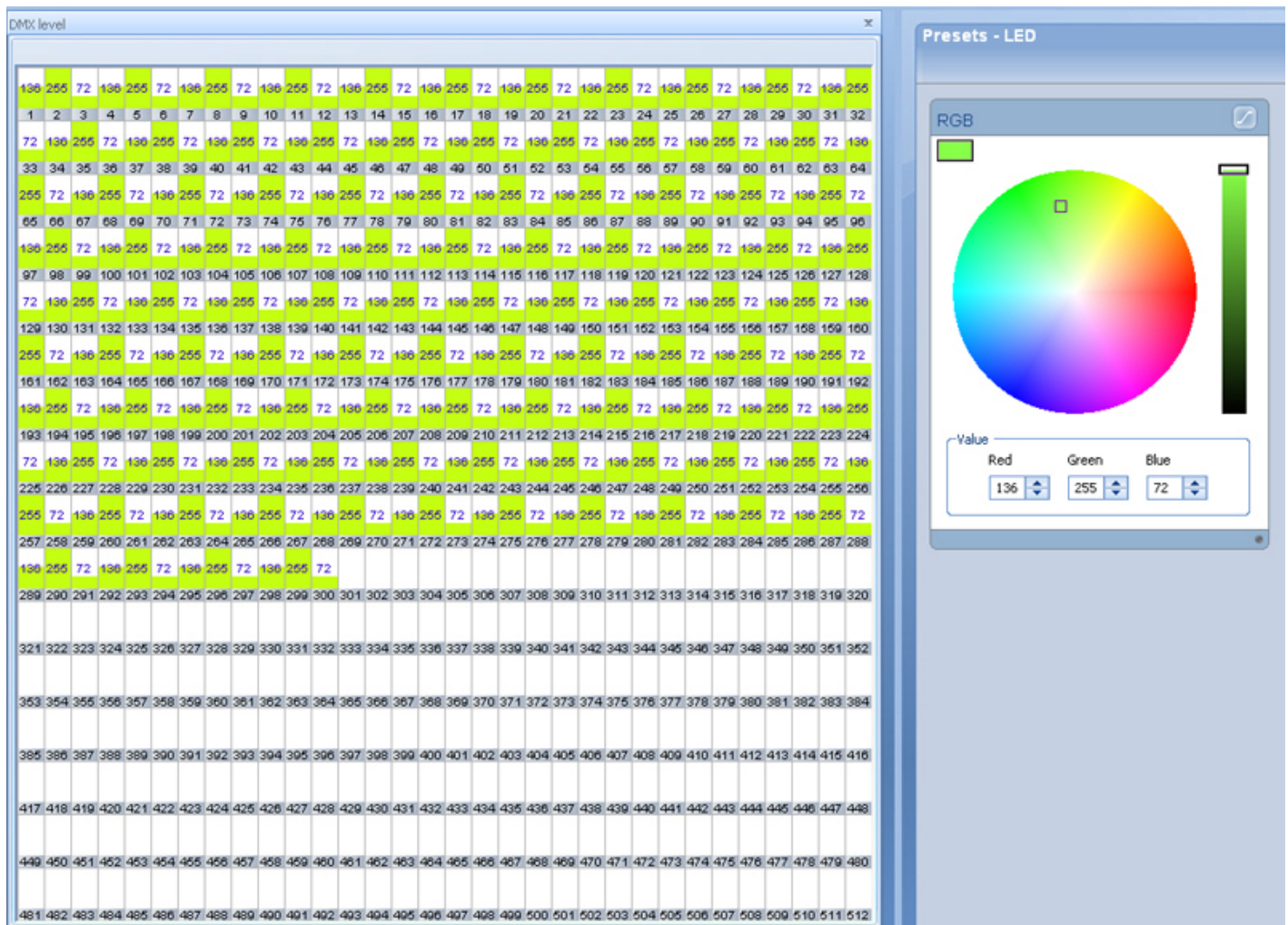


1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

To check that the matrix is working fine, click the "DMX Level" button on the "Tools" tab.



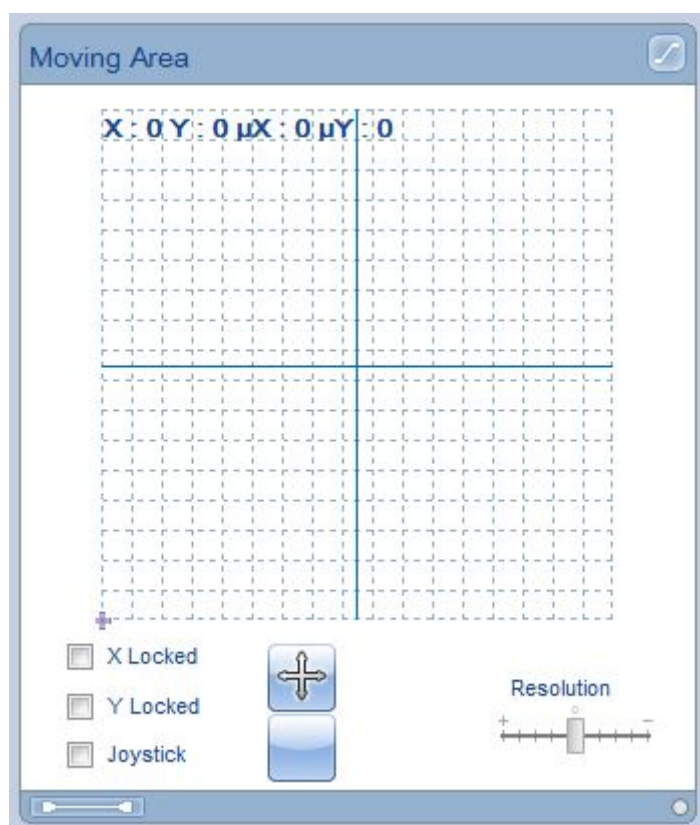
When you modify a RGB value, all the DMX levels are updated, the matrix works fine.



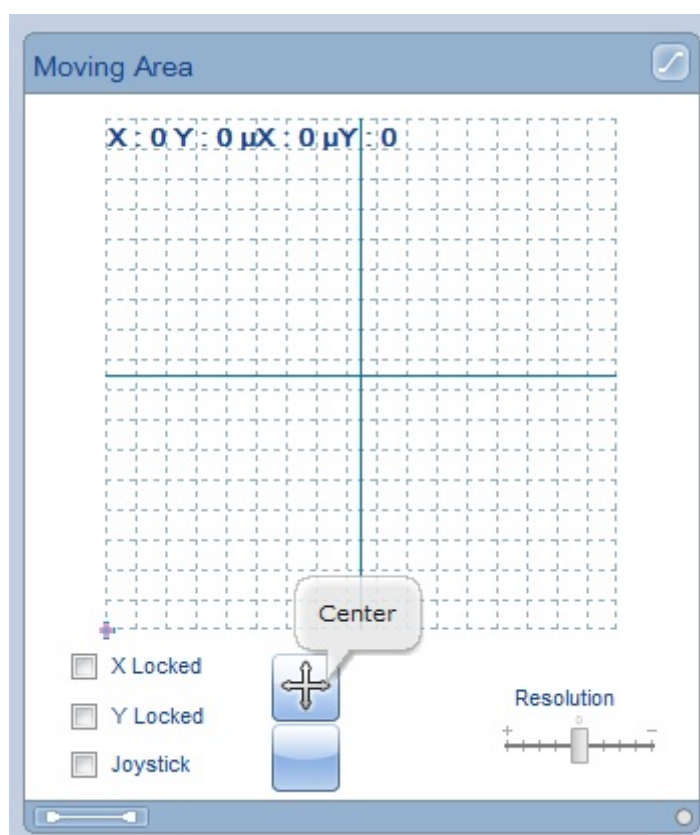
4.3.3. How to use the XY Moving Area

To control the X and Y channels, you can use a Moving area.

There is an XY grid with a cursor. The positions are shown on the top of this grid. Under the grid, you can see a "Center" button, this function centers the light position. The "Resolution" slider selects the moving speed of the cursor. The X and Y locked check box stops the X or Y movement. When a joystick is detected the "Joystick" checkbox will be enabled. To control the movement with a Joystick just enable the checkbox.



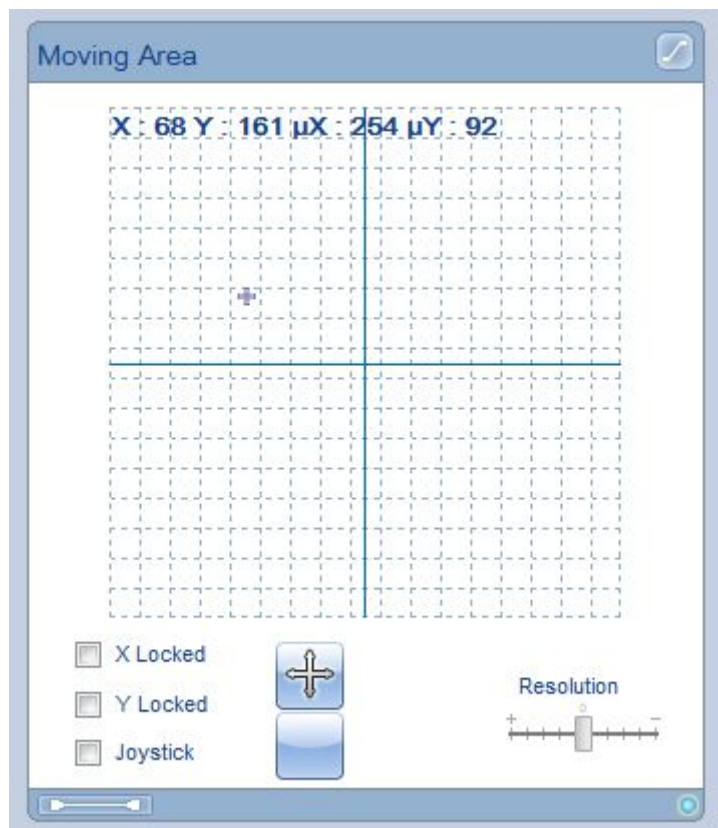
To center the position click "Center".



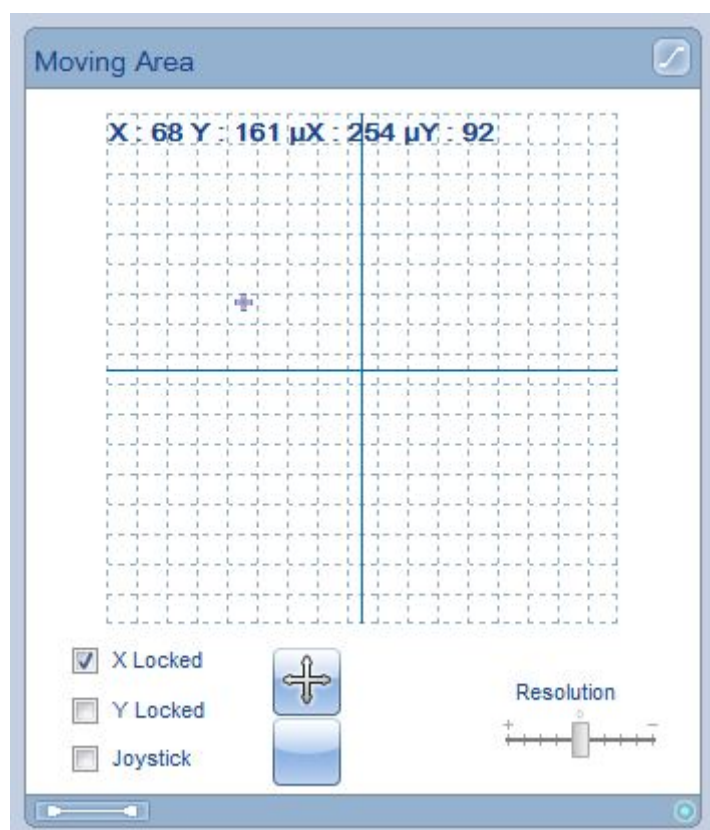
We can see the position's information on the grid.

X : 127 Y : 127 μ X : 127 μ Y : 127

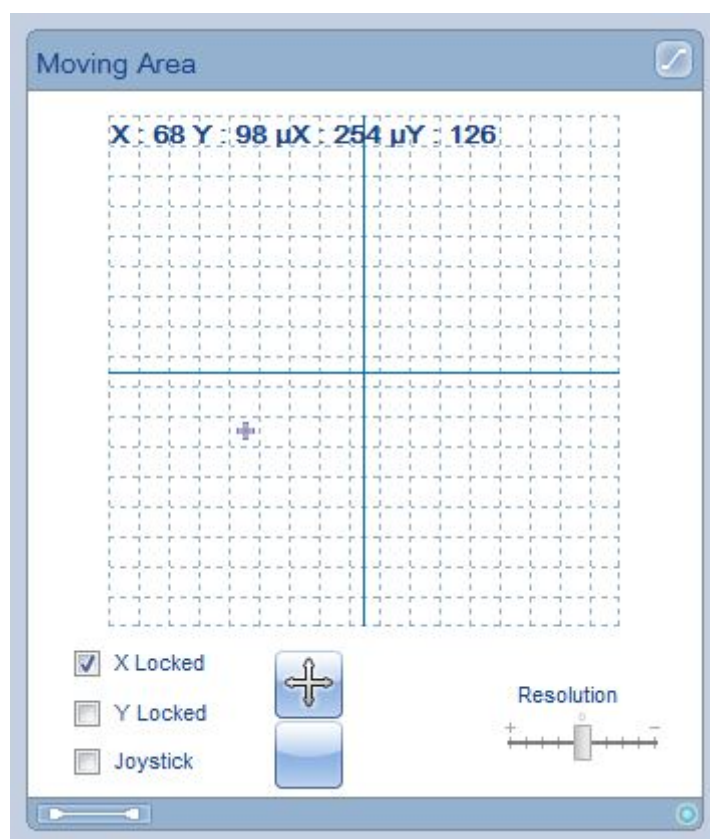
Modify the position, left click and move the cursor, release the button.



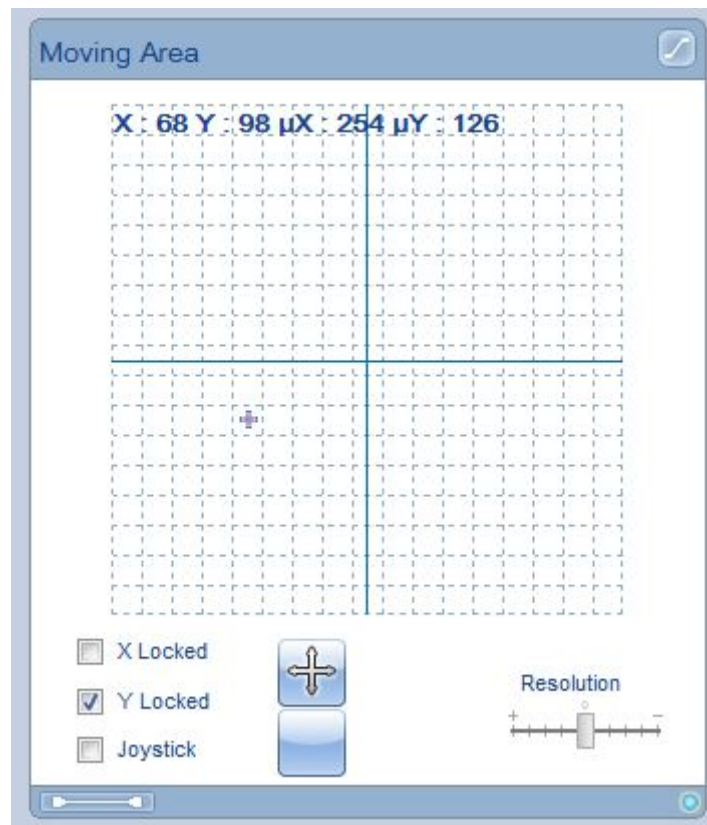
Try the X lock, enable "X Locked" and move the cursor.



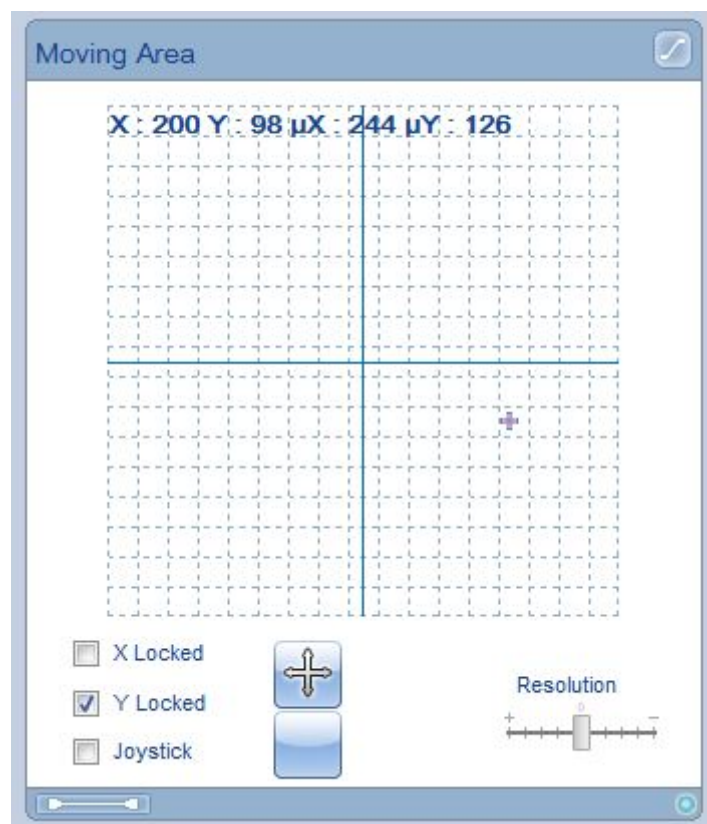
Only the Y value changes...



Do the same for the Y position.



Only the X position changes.



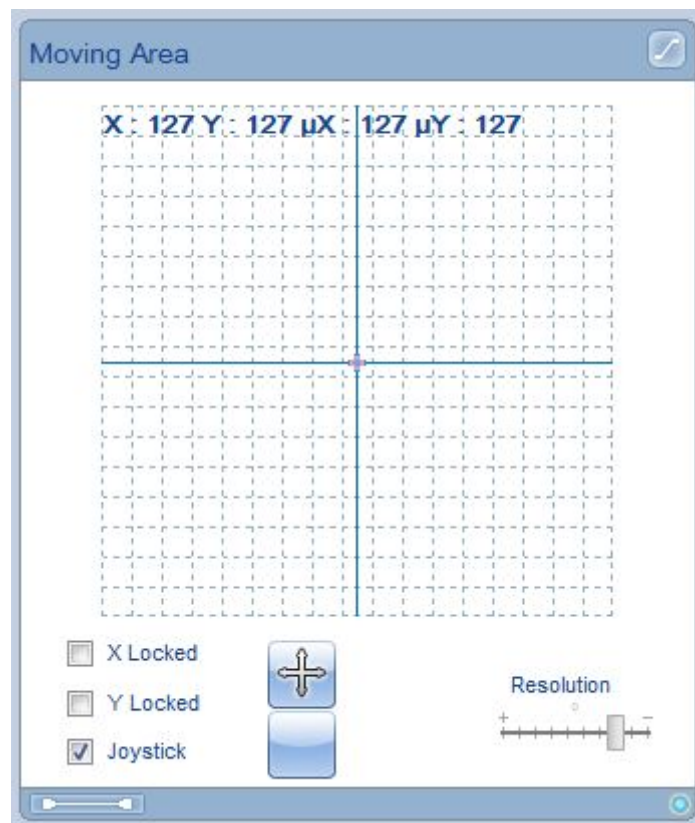
Change the resolution to change the moving speed of the cursor.



When a joystick is detected an icon appears on the bottom status bar.

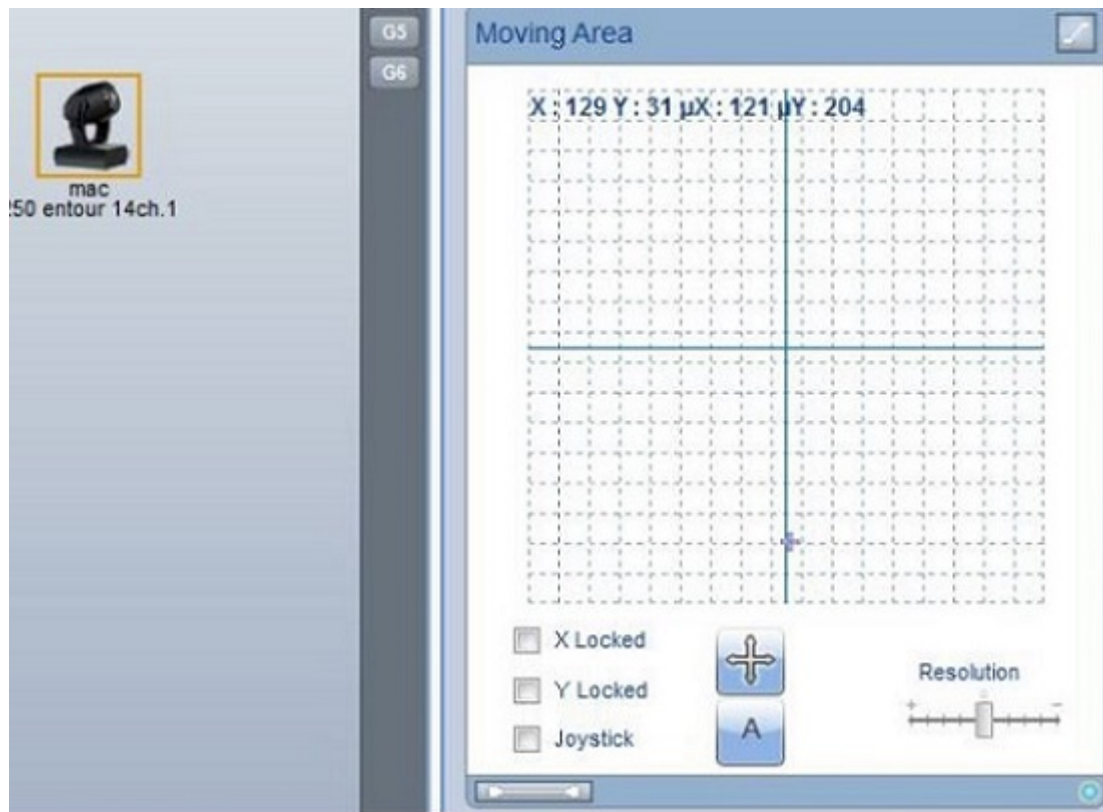


Check the Joystick checkbox, calibrate a new center by pushing button 1 on your joystick, when you release the position the cursor will stay on the new center. To release this center push button 2 on your joystick.

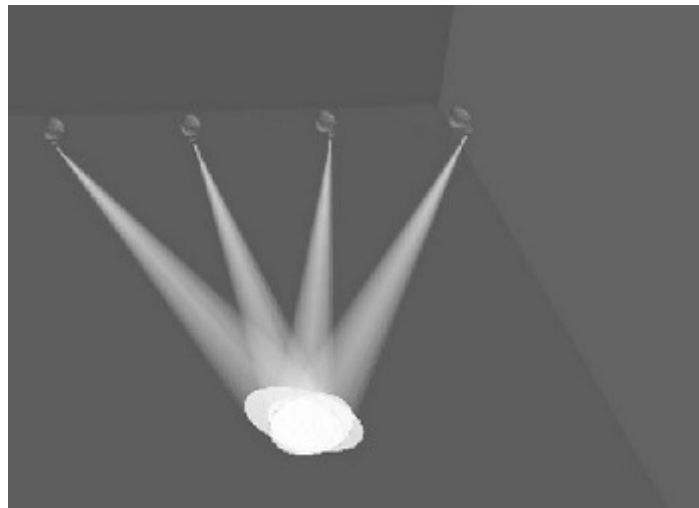


Absolute and Relative Movements

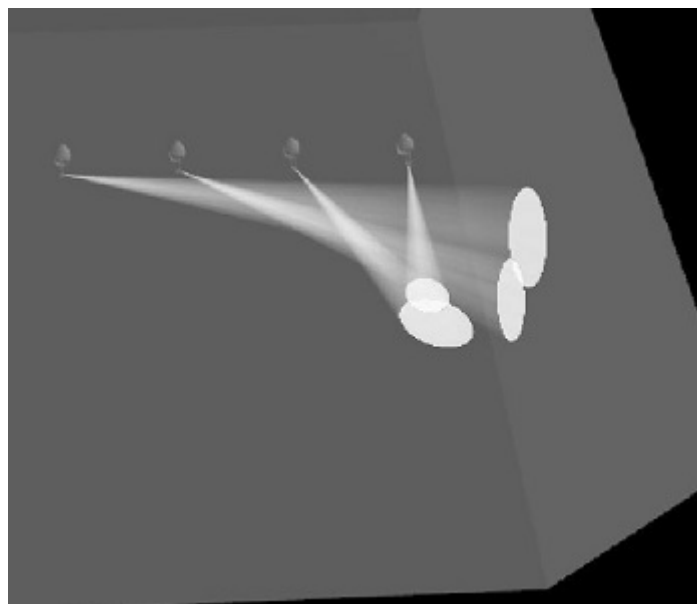
The default value for this setting is Relative mode, meaning when placed at one point all the fixtures will hold their relative distance from each other.



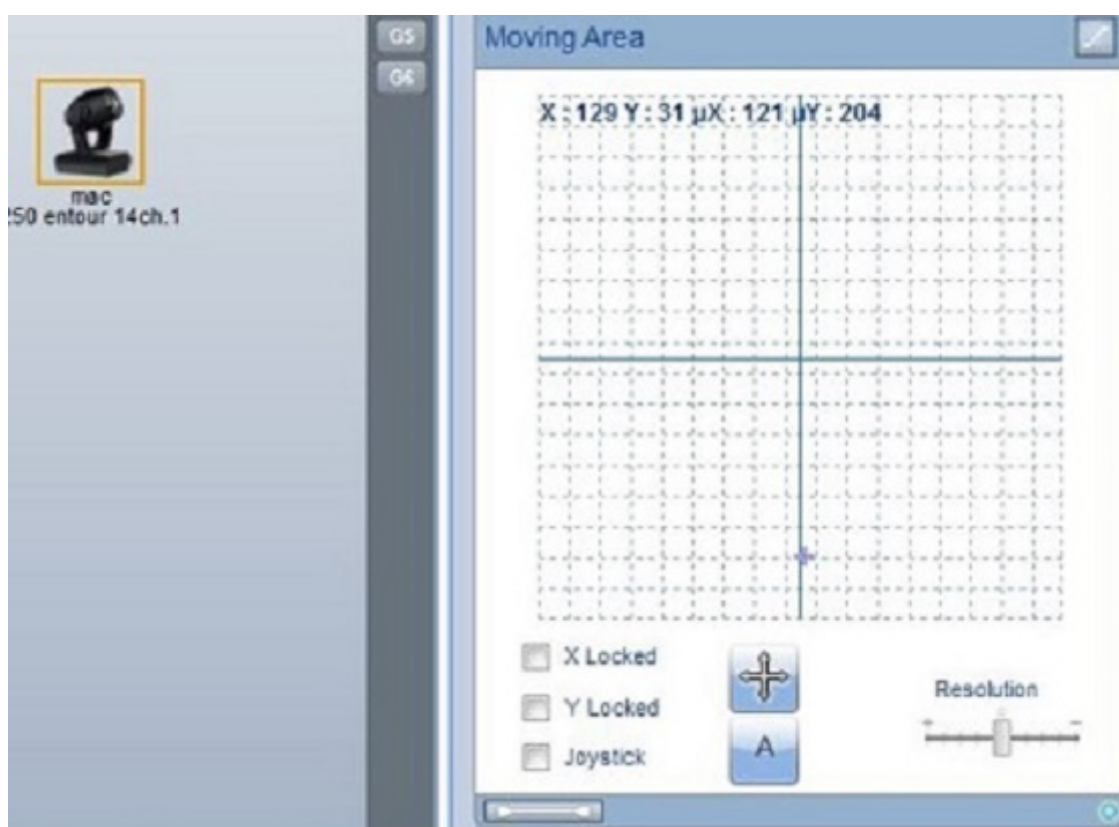
First, place the fixtures at the point on the stage



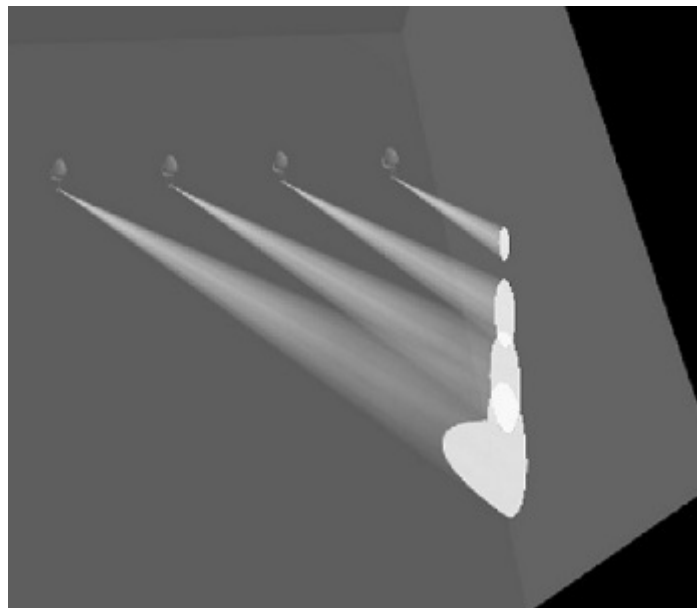
After each light has arrived at the point. If they are again selected, they will keep their relative distances from each other. Creating a more condensed lighting area.



To return to the Absolute movement mode press the A button at the bottom of the movement grid.

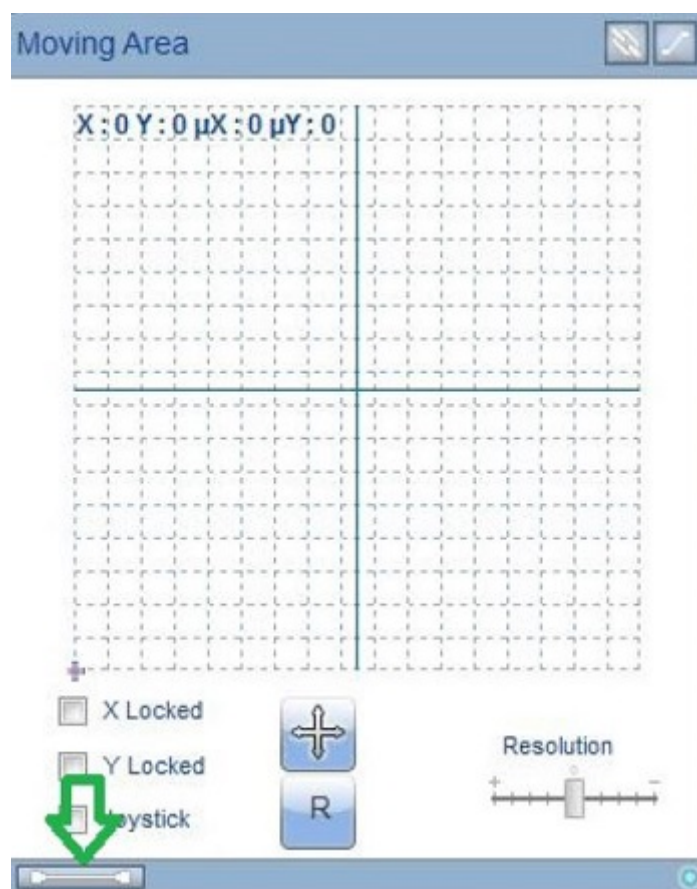


After changing the movement mode, the lights move without taking the other lights into account.

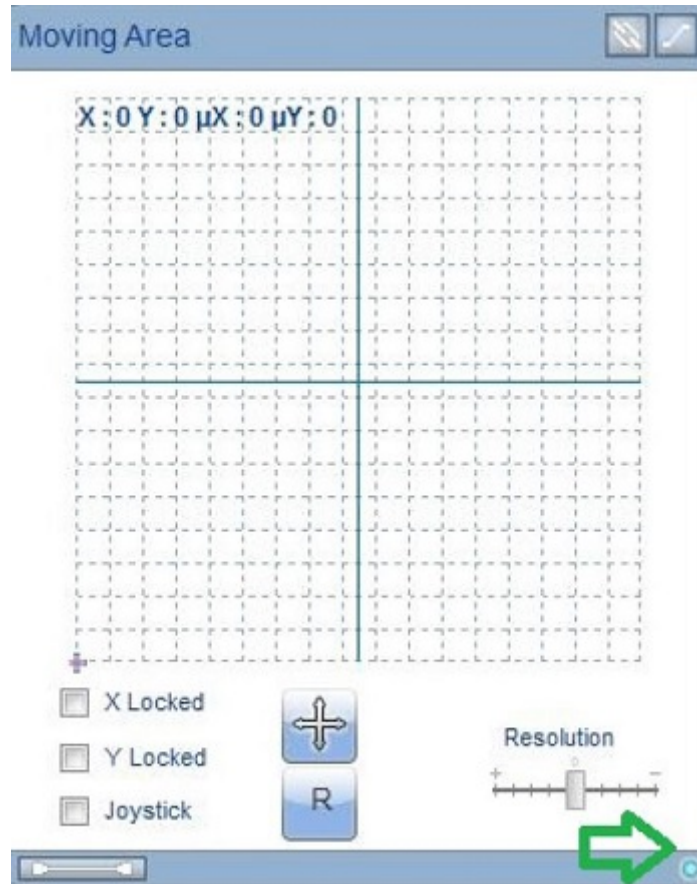


Resetting DMX Values

At any point you can reset the values of a preset for a sequence. Select a scene and then press the reset button to remove all DMX values.

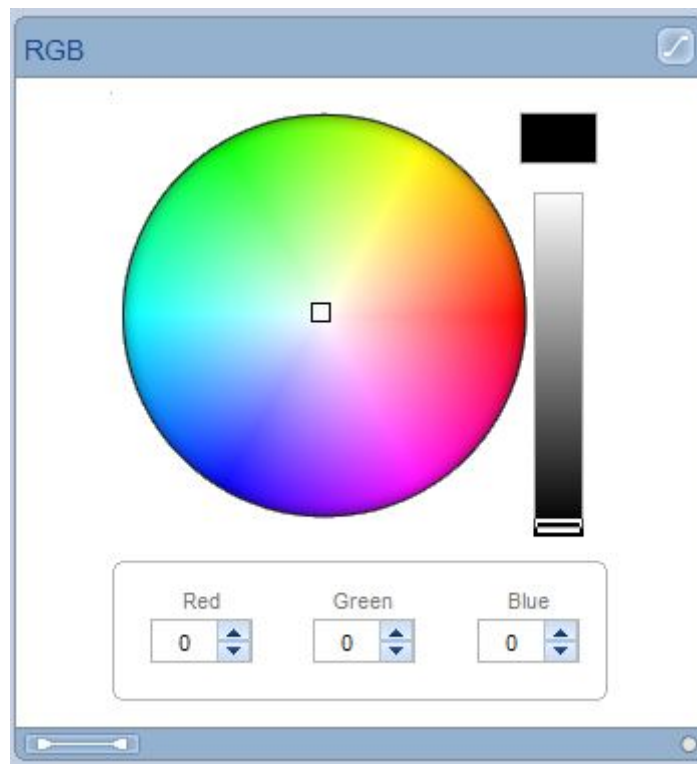


If that preset is still active in any scene for that sequence, you will see the active light is still lit. To completely reset the sequence select all scenes.

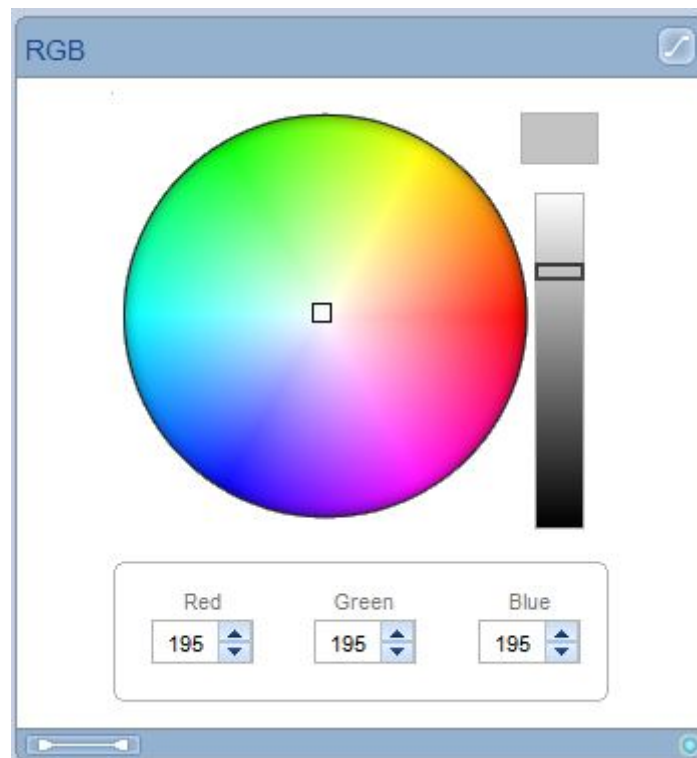


4.4.4. How to use the RGB / CMY Color Picker

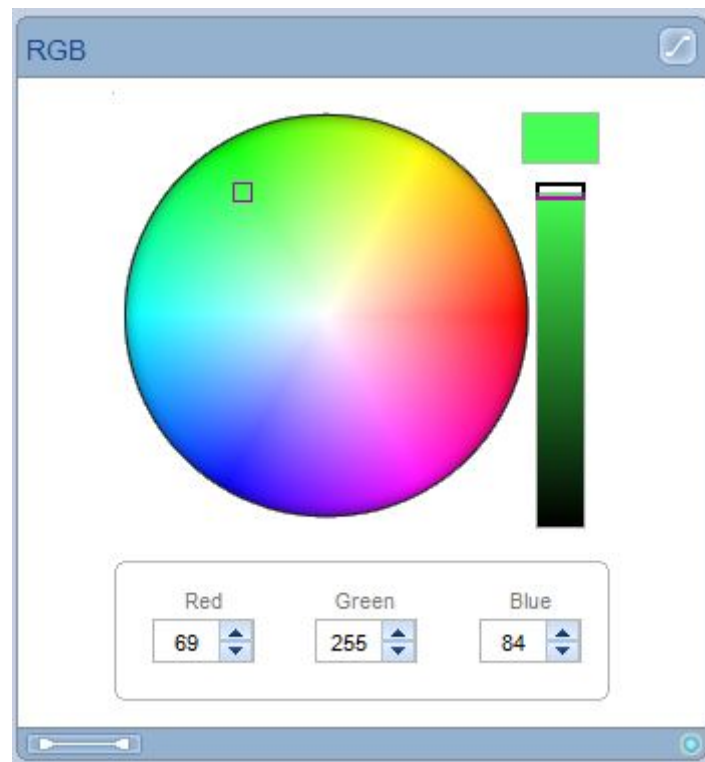
You can control the CMY and RGB channels with this tool. You have a big color wheel, a luminosity slider on the right side and a value setup area on the bottom.



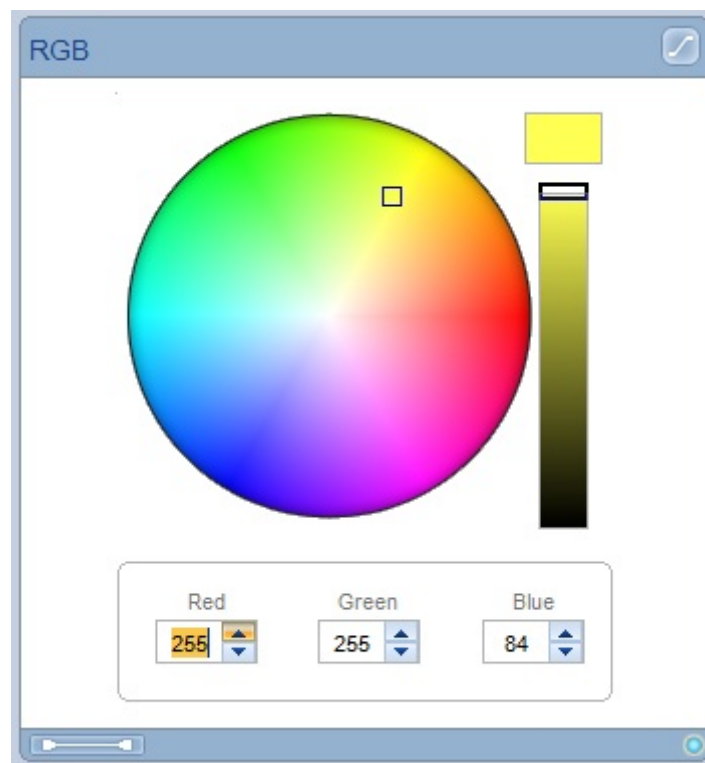
Move the right slider position, on the top left corner you can see a preview of the color. The RGB values change, here we have a 195 grey color.



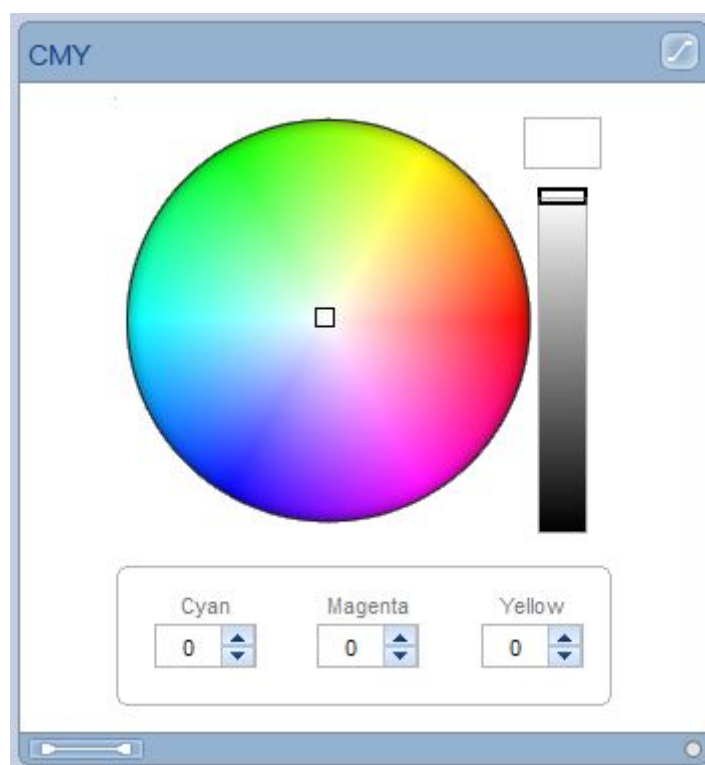
Change the wheel cursor position. Left click, move the cursor and release the left button.



Modify the Red value directly. In this example if you change the value to 255 you'll have a yellow color.

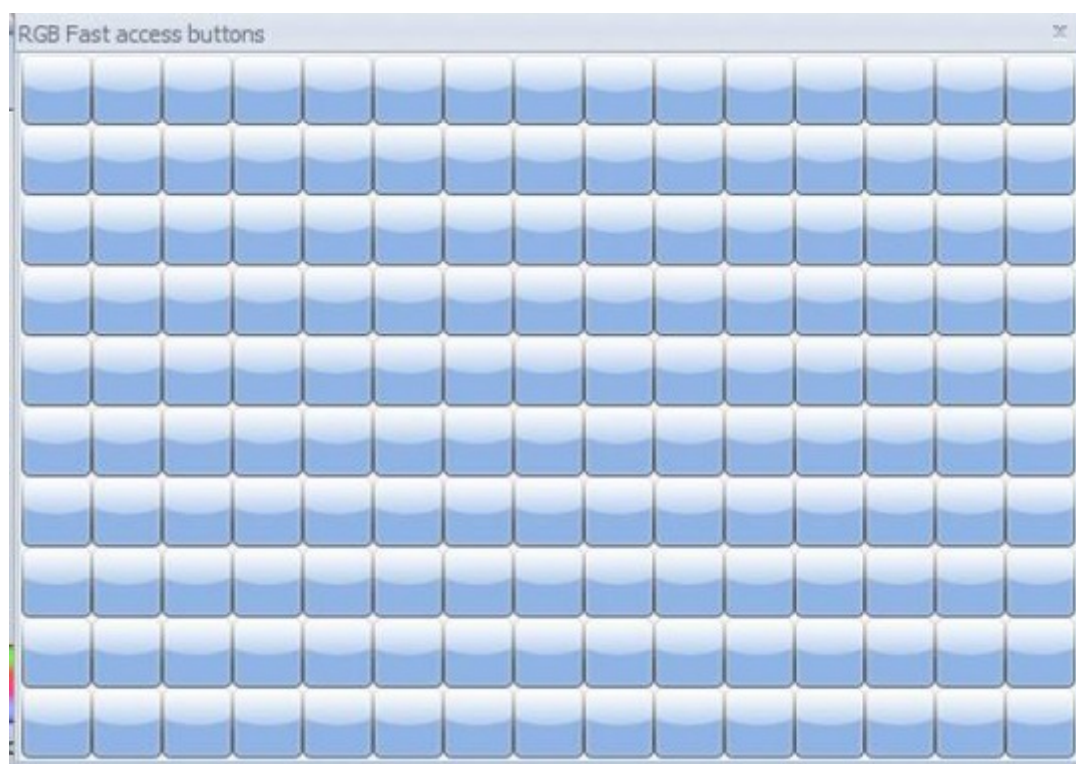


On the CMY mode, the values are inverted, if you put a 0 level on the CMY channels you will have a white color.

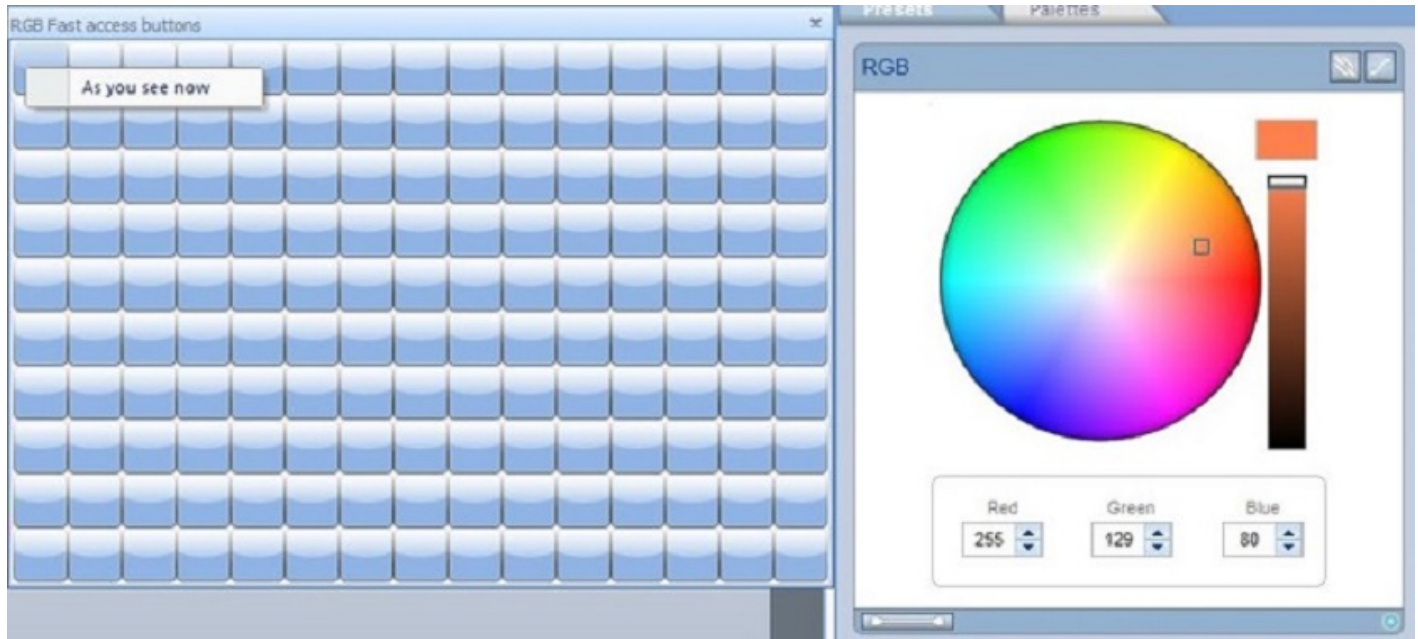


RGB Fast Access buttons

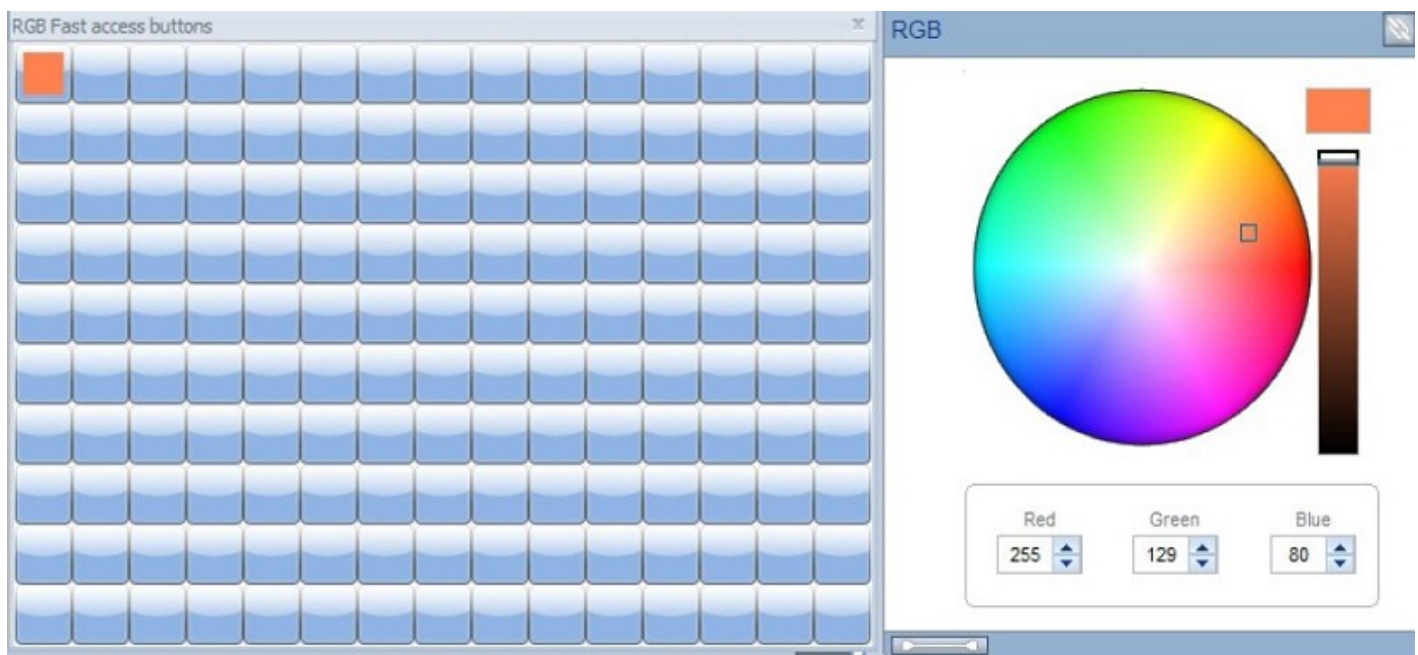
You can use the Fast Access RGB buttons to recall saved RGB configurations. By pressing the button, you open the RGB Fast Access window.



By right clicking a button, you save the current RGB look to that button



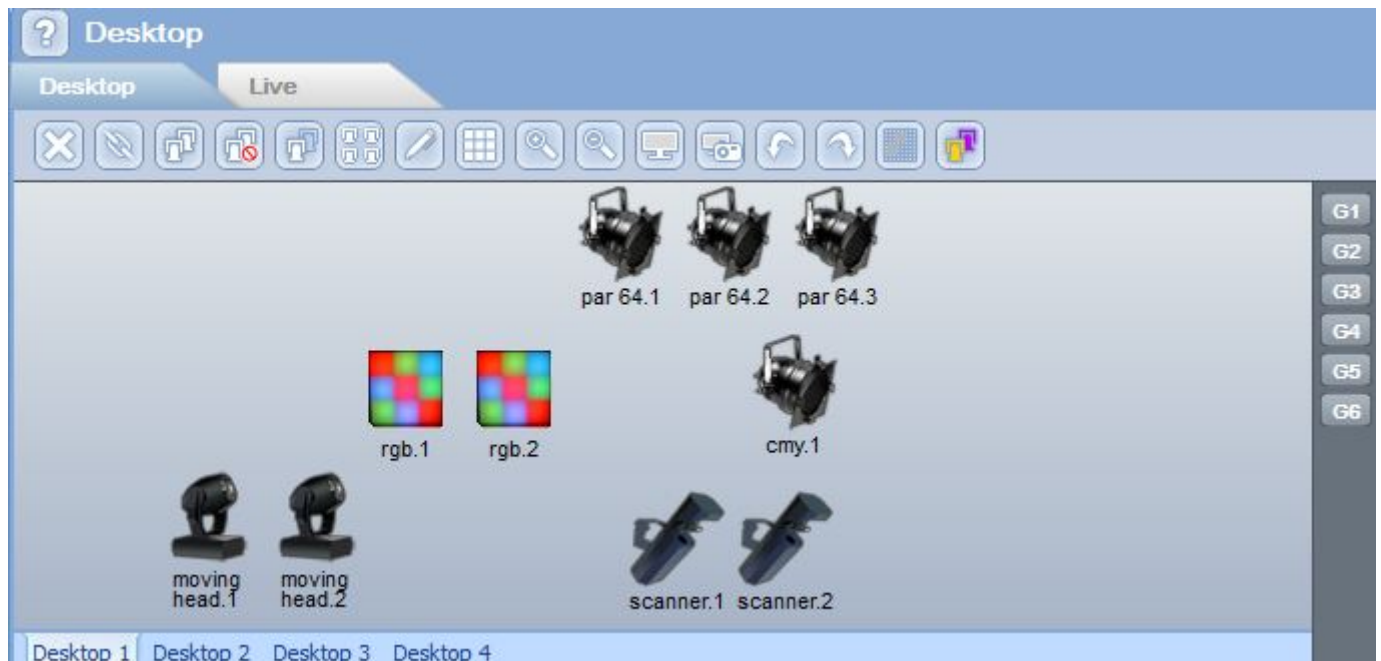
The look has now been saved to the button for later use.



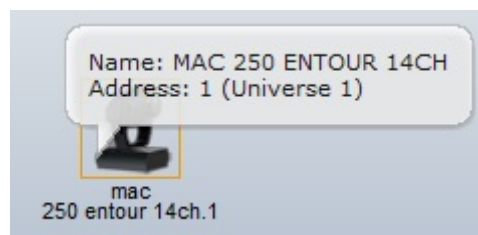
4.5.5. Desktop's features

When you add fixtures on the software, icons appear on the desktop area. An icon means a fixture or a group of fixtures (matrix case).

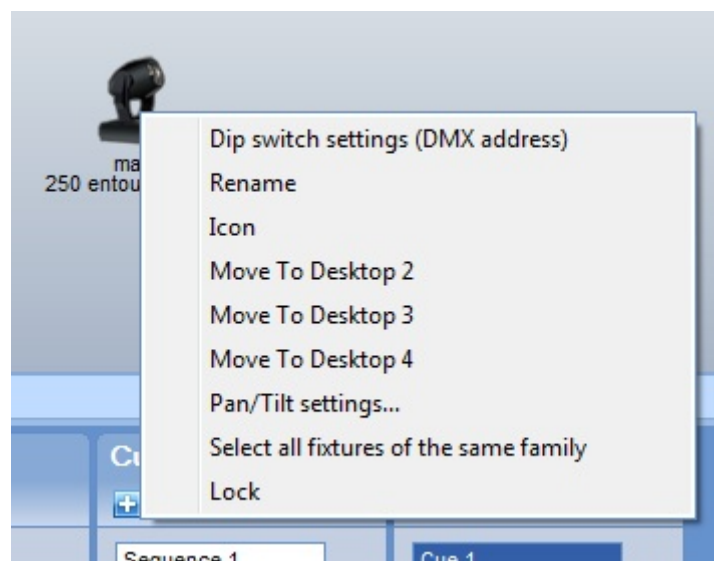
Each fixture can be selected. You can also make a multiselection.



When you move your cursor over the icon, you will see some information about the fixture such as the DMX address, the fixture's name ...



If you right click the fixture you will see a new menu. The same functions are available as on the desktop's toolbar.

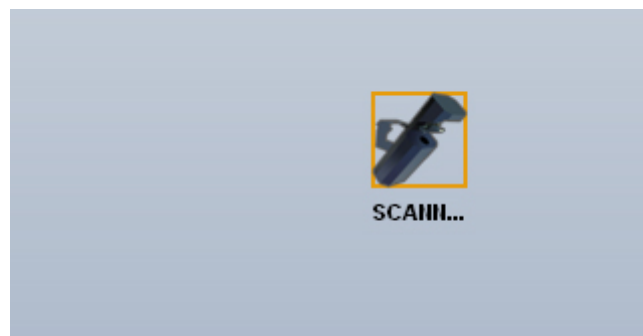




Try the fixture's delete function. Select a fixture and click the "Delete" icon.



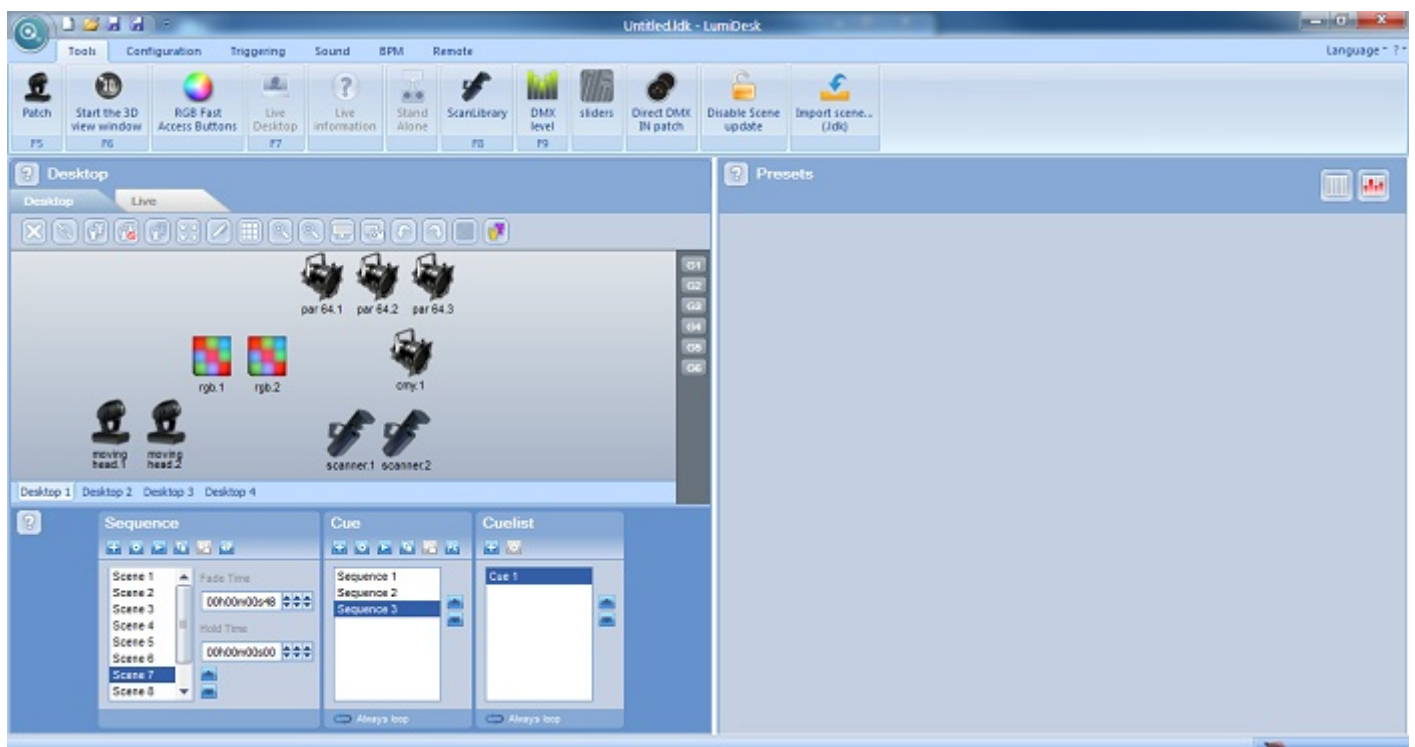
The fixture is deleted.



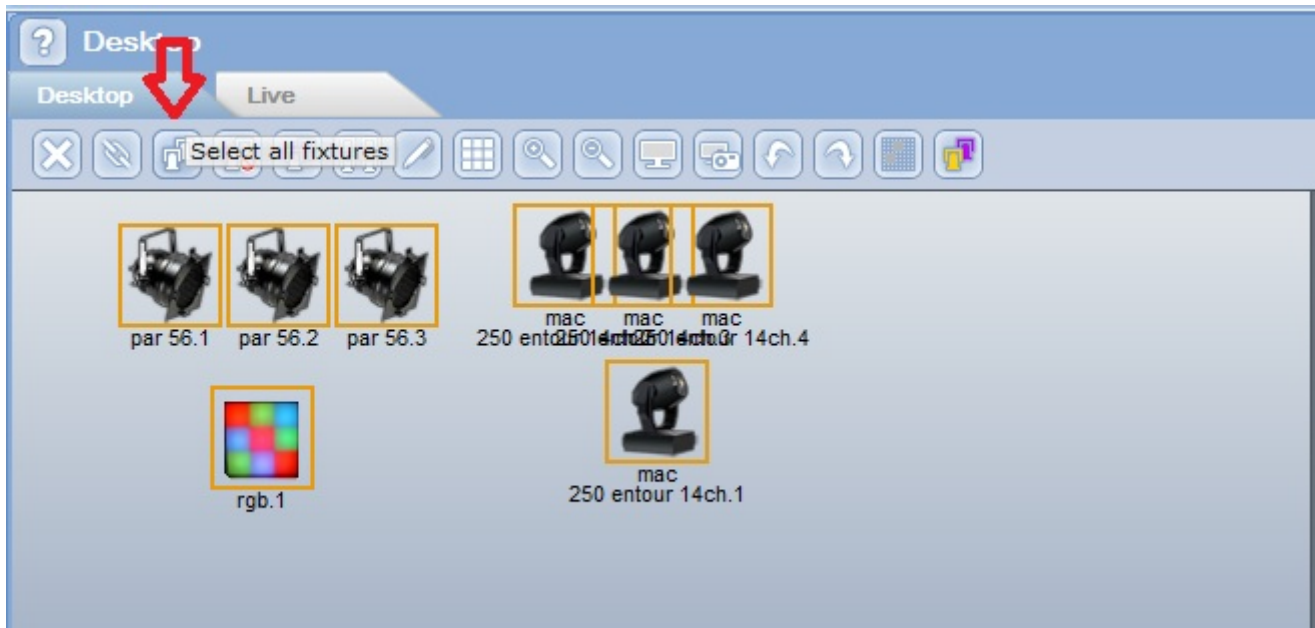
To Undo and restore the fixture. Click "Undo"



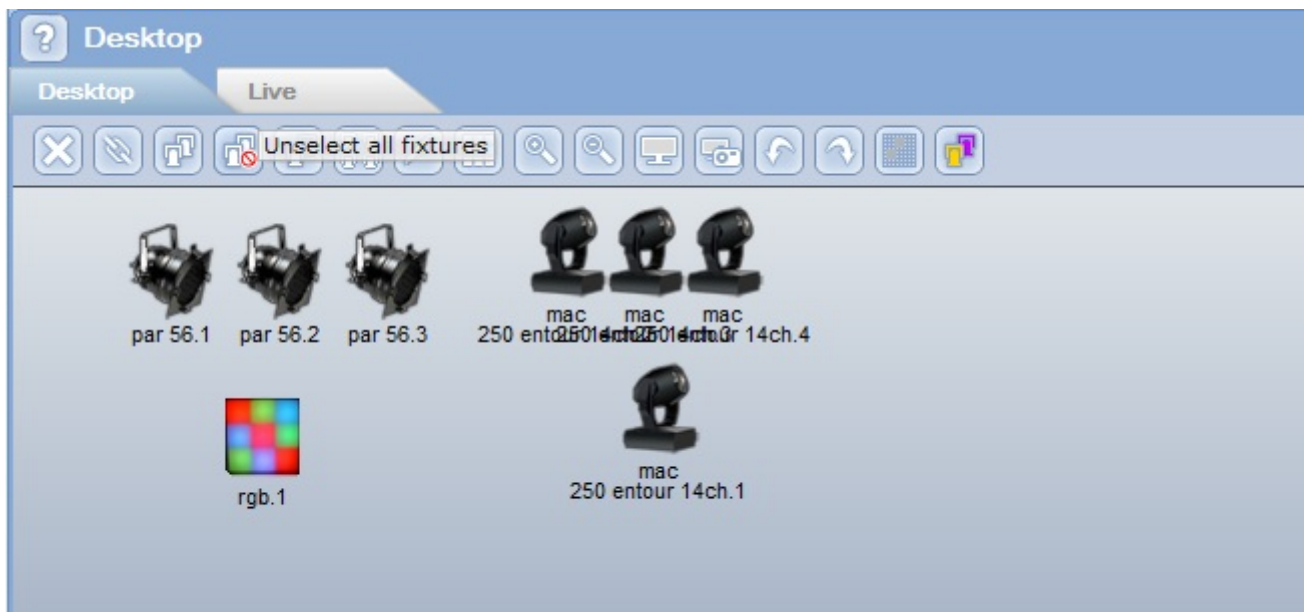
The fixture is restored.



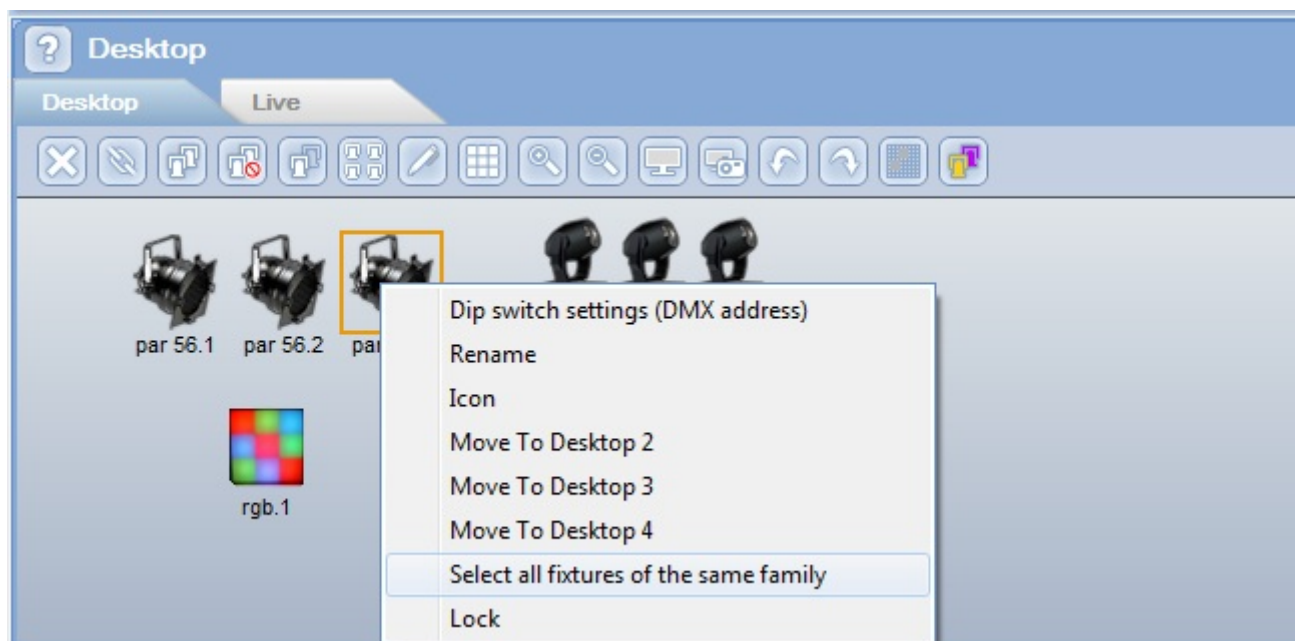
Several kinds of fixtures selections are available. A family kind selection, where you can select all the exact same fixtures, select all the fixtures, invert the current selection... Click on the "Select all fixtures" button. All the fixtures are selected.



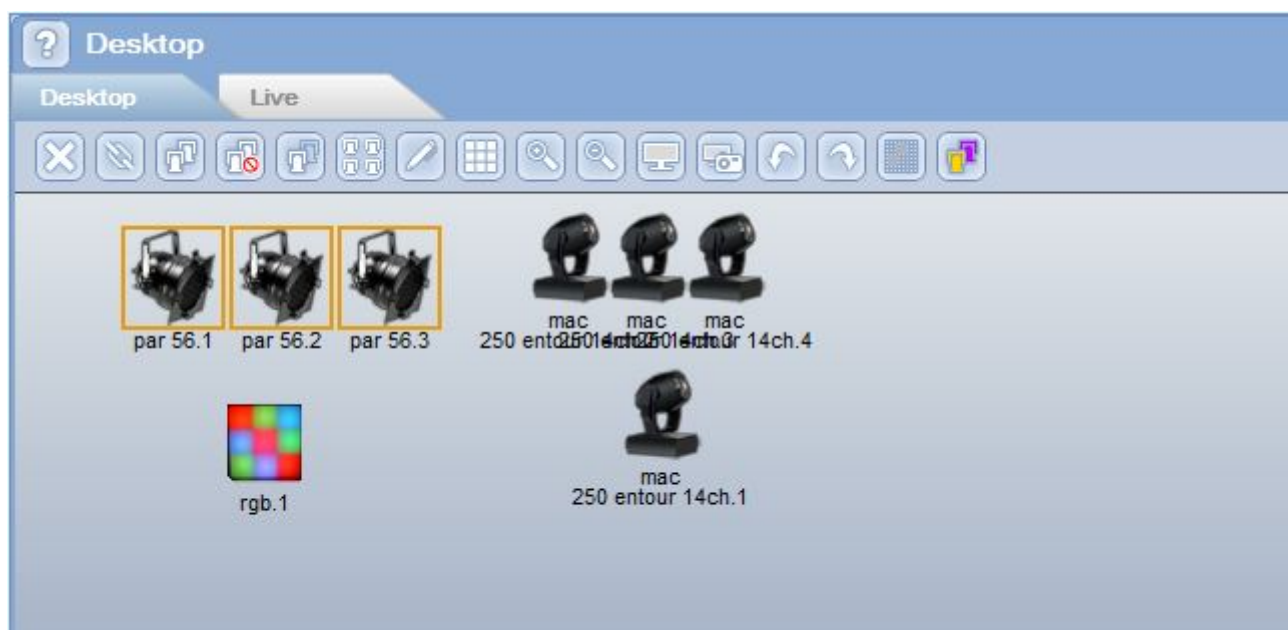
Click "Unselect all fixtures", all the fixtures are unselected, only the main fixture is selected.



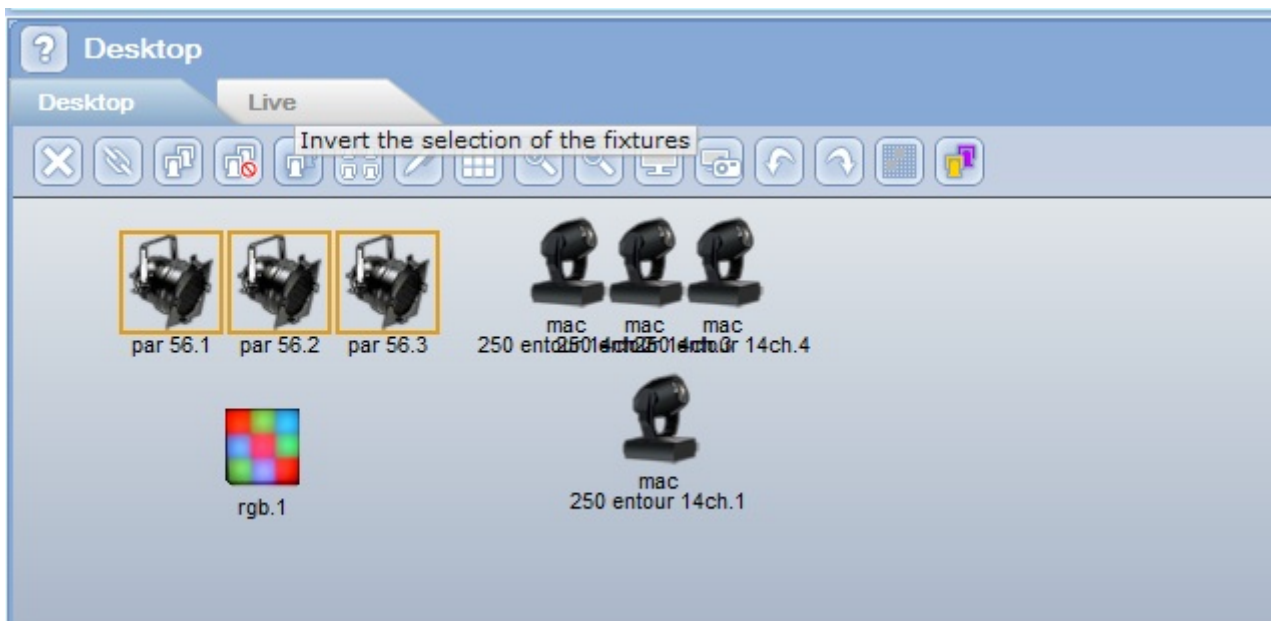
Click "Select all the same family fixtures".



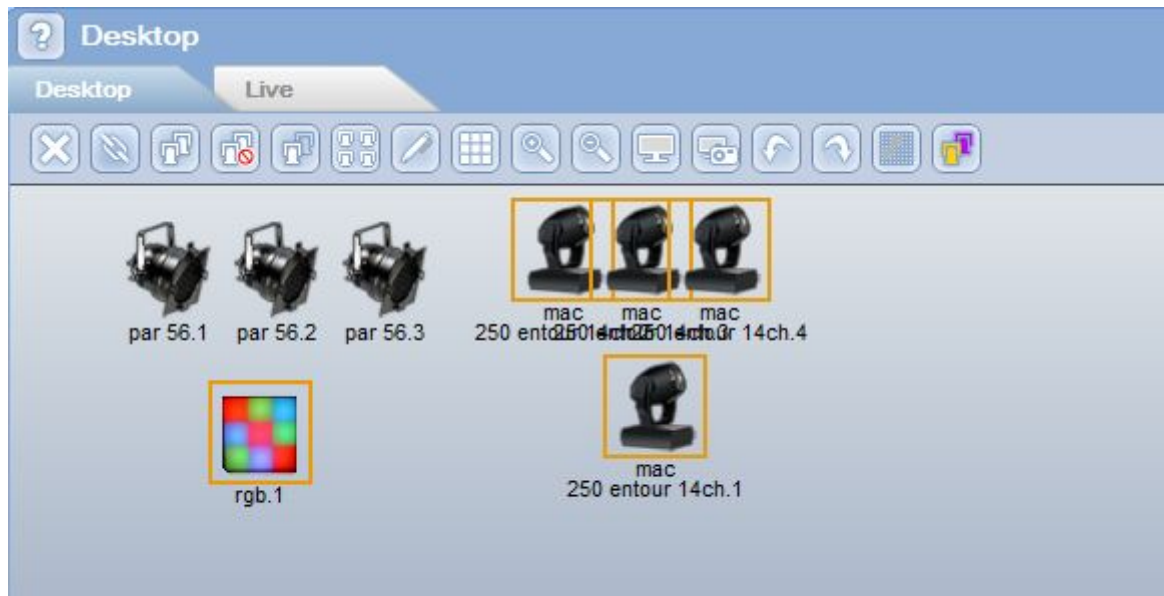
All the PAR kind fixtures are selected.



Click "Invert the selection".



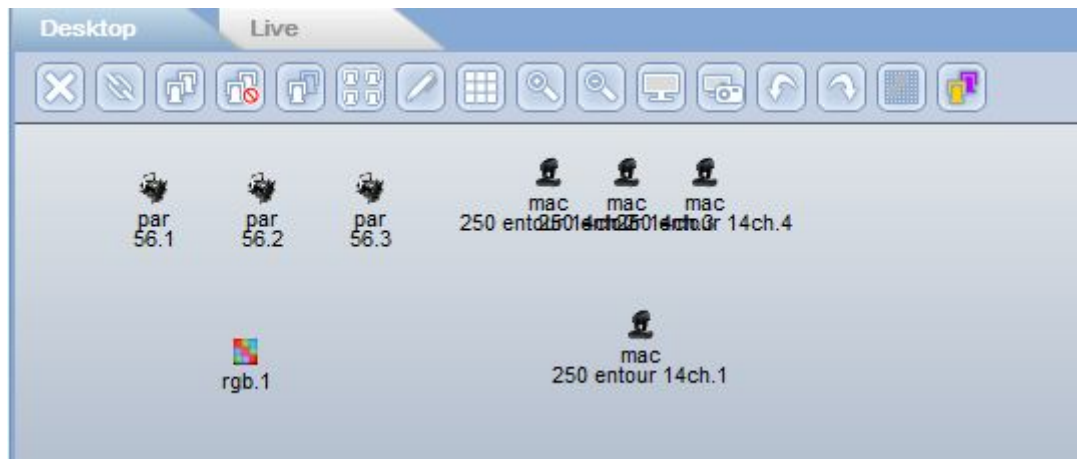
The PAR fixtures are not selected, all the other fixtures are selected



You can zoom to change the icon's size. A range of sizes are available. Click "Zoom Out".



The icon size changes...

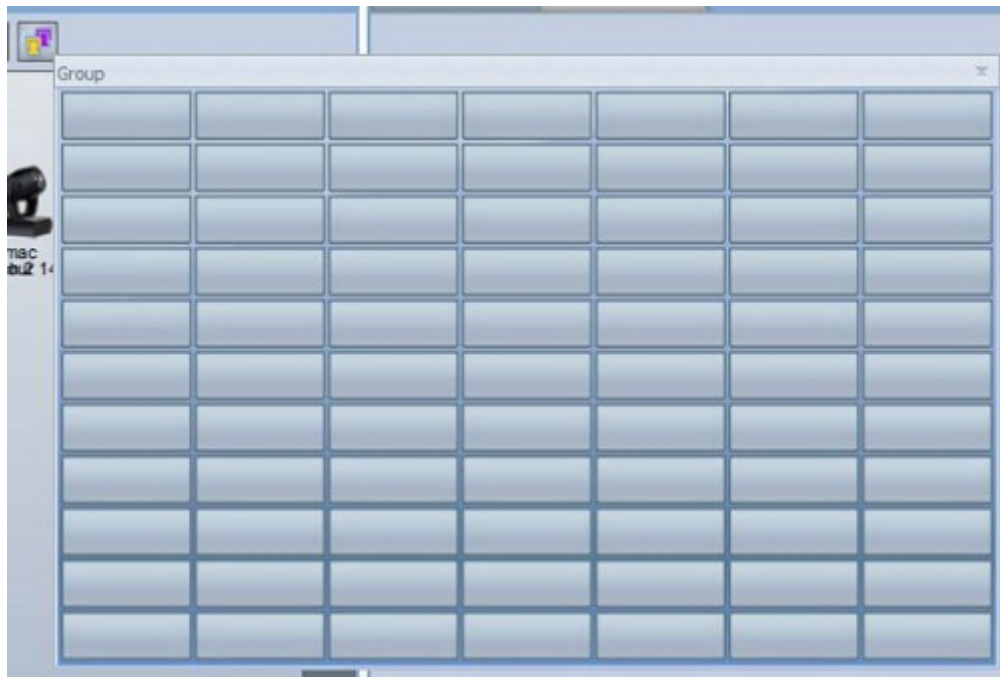


The multiselection function is very powerful, you can control different kinds of fixtures with the same presets. If the presets are the same, or almost the same the software allows you to control with a common preset area.

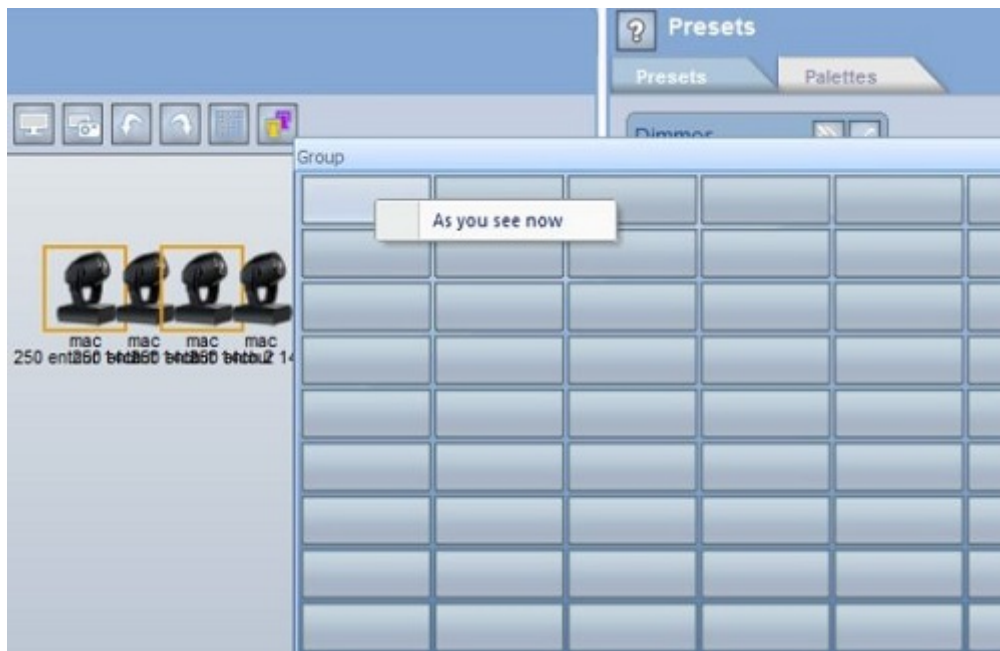
You can also place fixtures together in specific groups by pressing Group button.



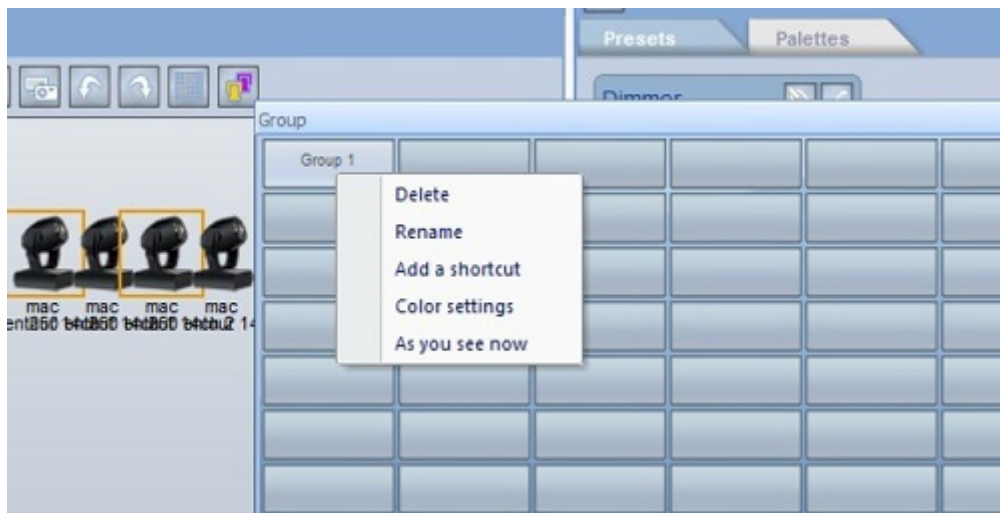
This opens the groups window.



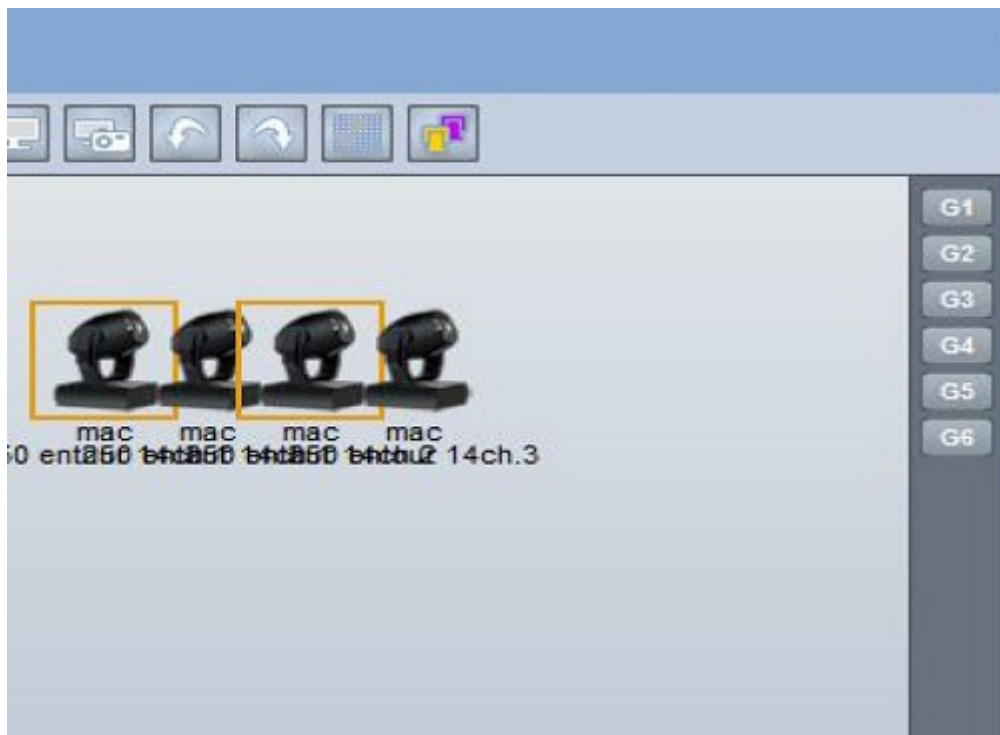
From here right-click on any of the buttons to save your current fixture selection as a group.



After the group is saved you can right-click on the button again to access the options for the group buttons. Here you can Delete, Rename, Add a keyboard shortcut, or change the color of the button. You may also add a keyboard short cut by pressing CTRL and left click



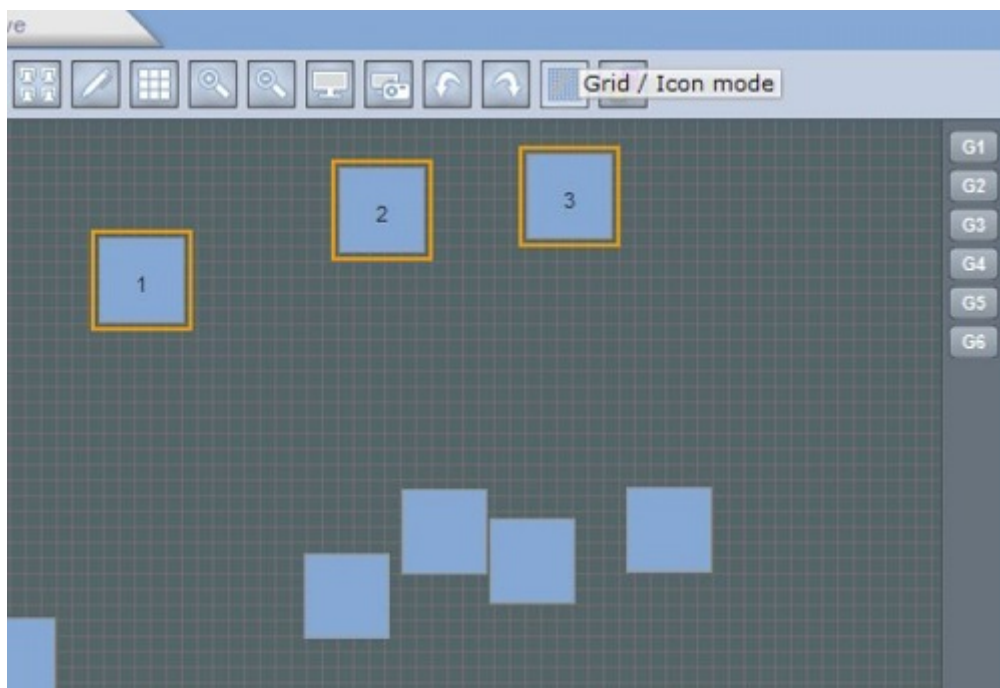
The groups can also be accessed using the group buttons to the right of the desktop. Use these buttons to utilize the first six groups. (G1-G6)



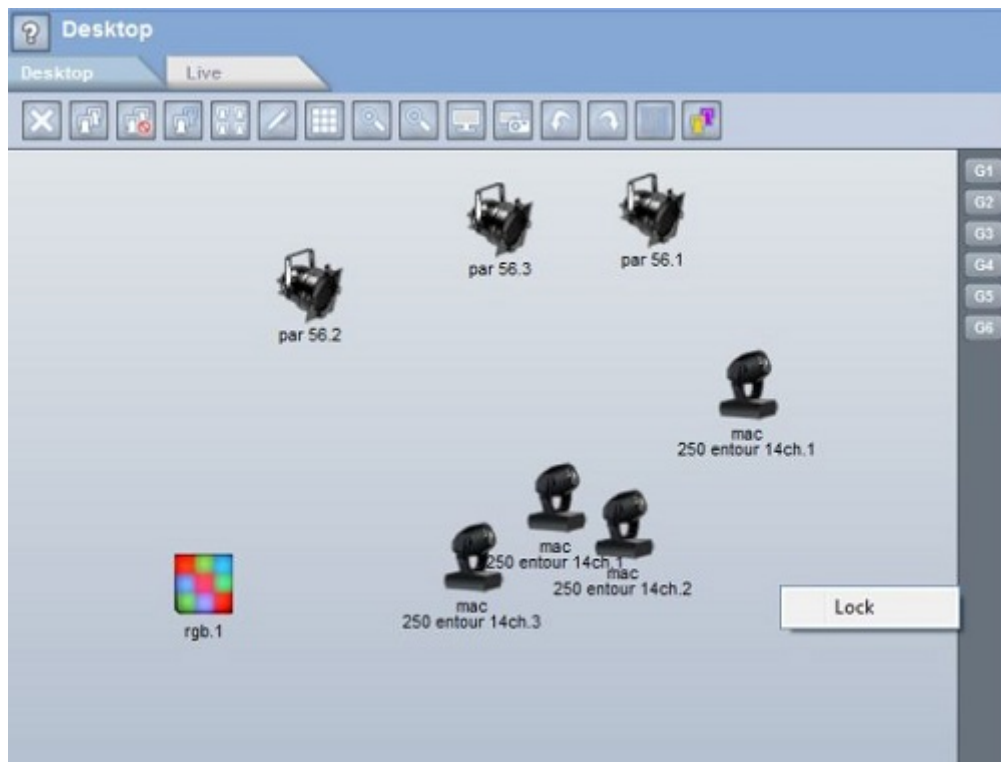
The Grid/Icon button allows you to set the order for you fixtures, when creating complex effects, scenes.



Just move the fixture in the order you wish they behave. Then highlight them and you will see the order in which they will play out the effects.



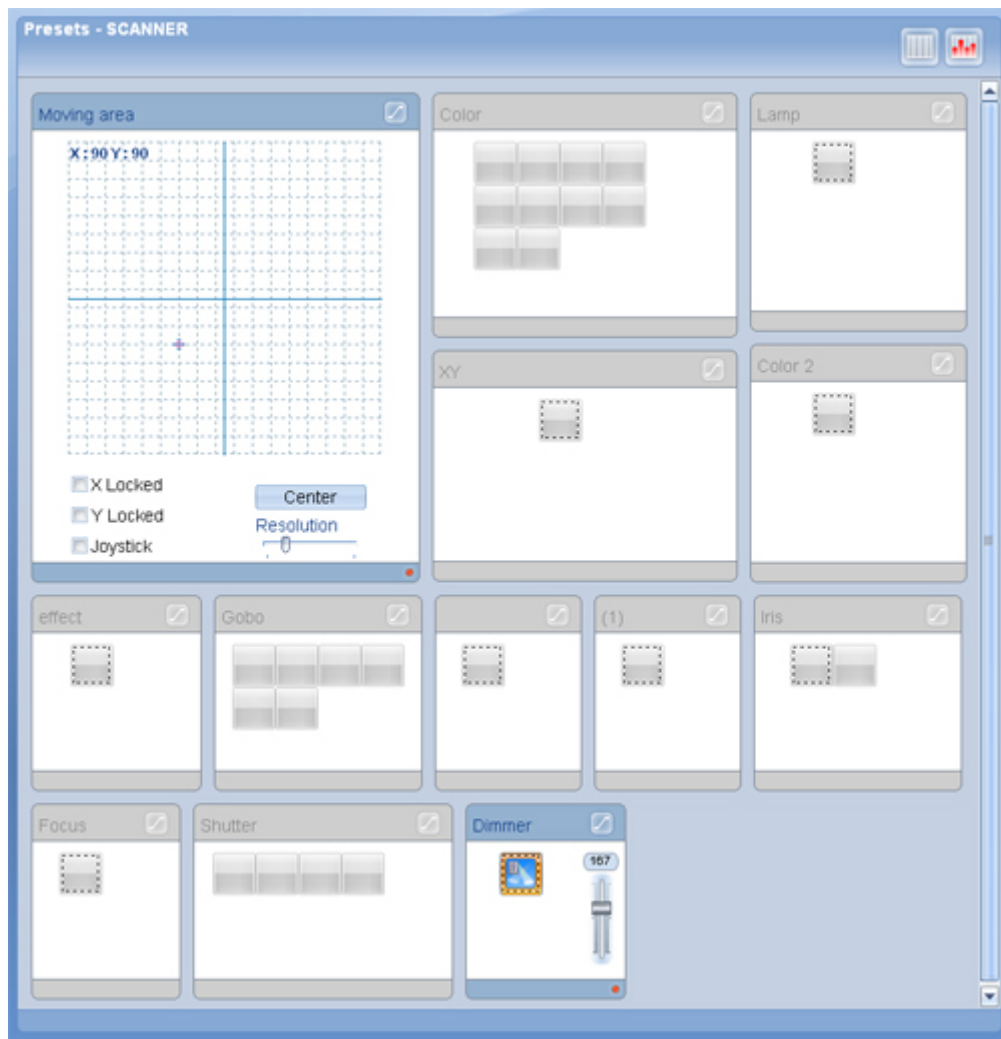
You can also right click on the Desktop to Lock the fixtures in their current positions.



Select a moving head and a scanner.

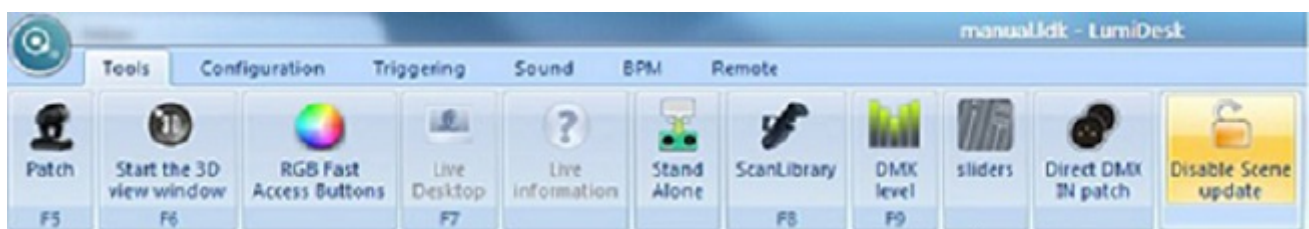


Two preset areas are available, the moving area and the dimmer. Change the XY positions, the moving head and the scanner positions change.

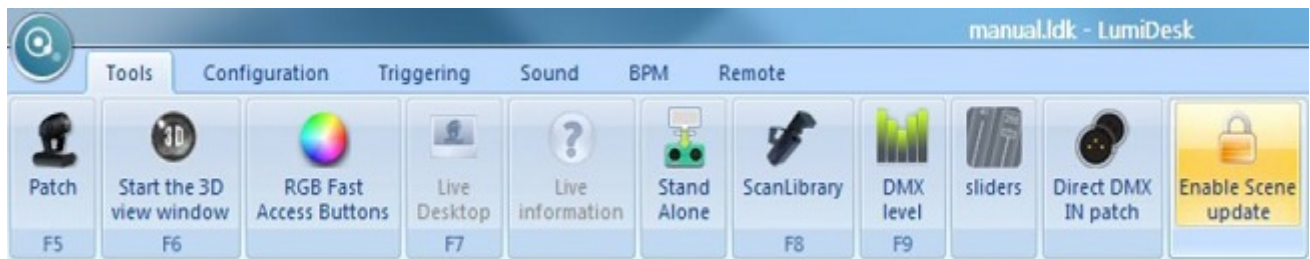


Disable Scene Update

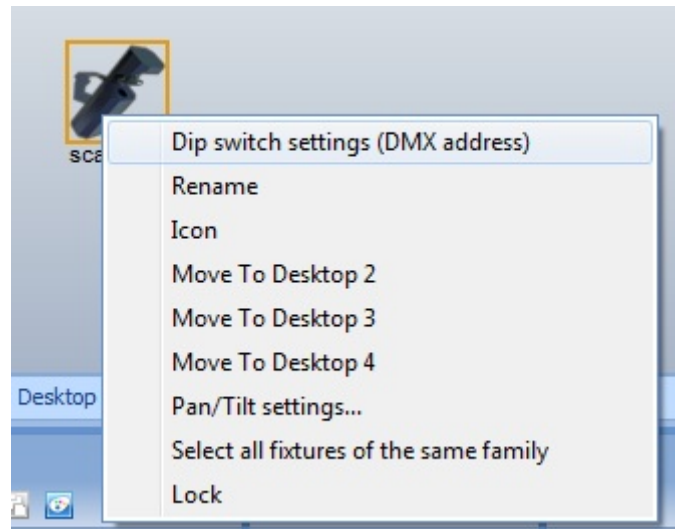
Click the Disable Scene update button to have a preset play live but not save the setting to the selected scene



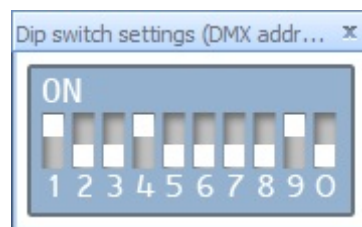
Click the button again to return to normal programming mode



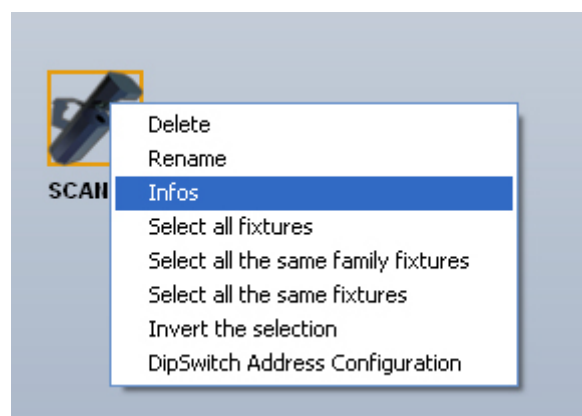
A Dipswitch tool can help you to setup the fixture address. Right click on the fixture and click "Dip Switch settings (DMX address)".



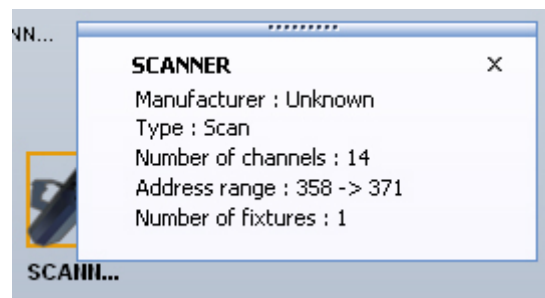
The Dipswitch window appears, setup your lighting fixture like the window shows.



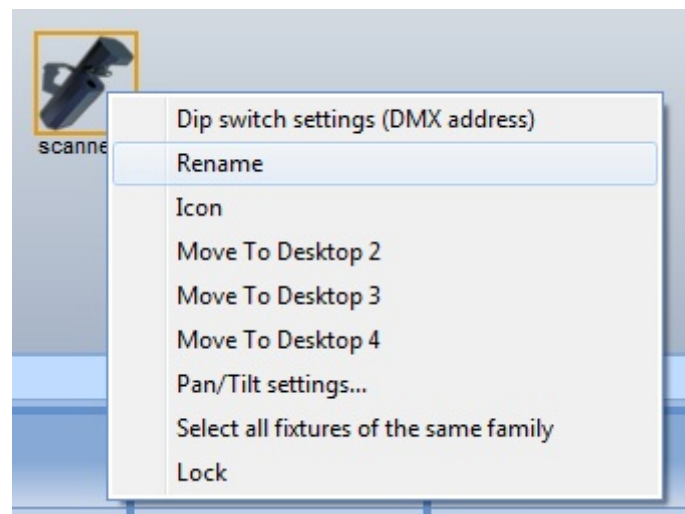
You can see some information about the selected fixture. Click "Info".



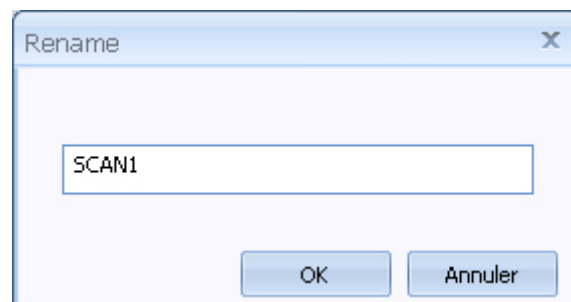
A window appears with the fixture's name, manufacturer's name, Type of fixture, number of channels, the address range and the number of fixtures for this icon.



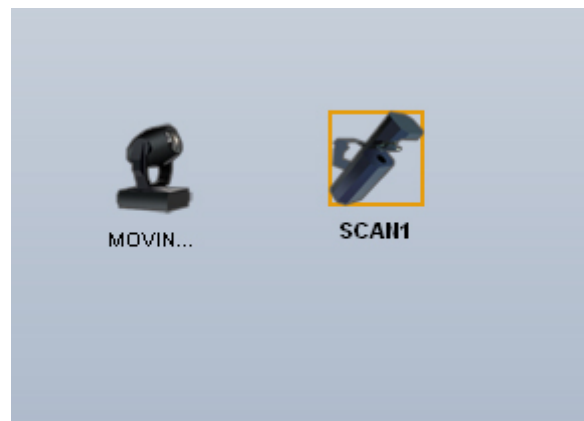
You can rename the fixture, click "Rename".



Put a new name then click OK.



The new name appears under the fixture's icon.



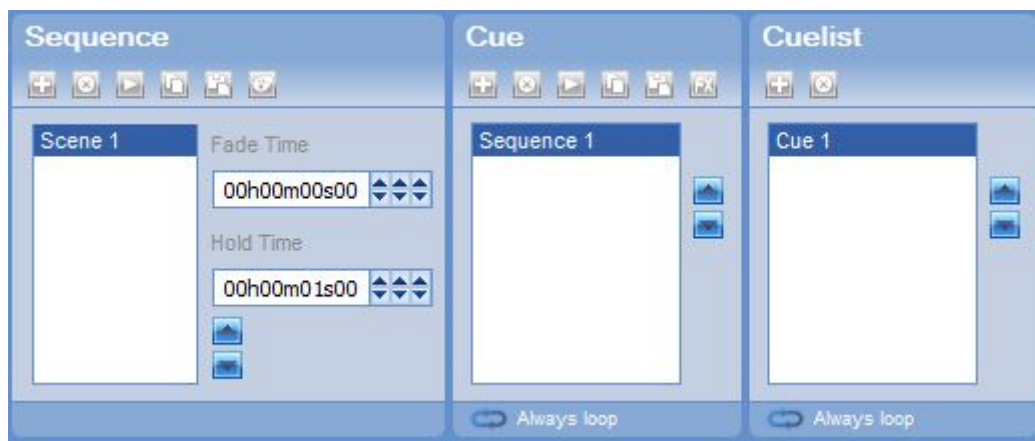
You're allowed to restore the basic background. Click "reset the background".



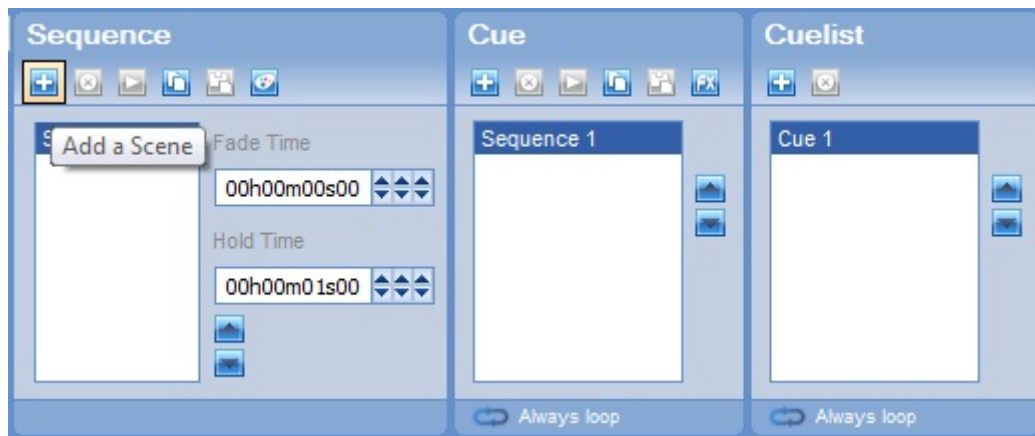
4.6.6. Scene, Sequence and Cue features

The programming section is composed of 3 areas : Sequence, Cue and Cuelist area. On the Sequence area you'll add the Scenes with fade time and wait time. On the Cue area you'll add all the sequences and on the Cuelist area you'll add all the Cues.

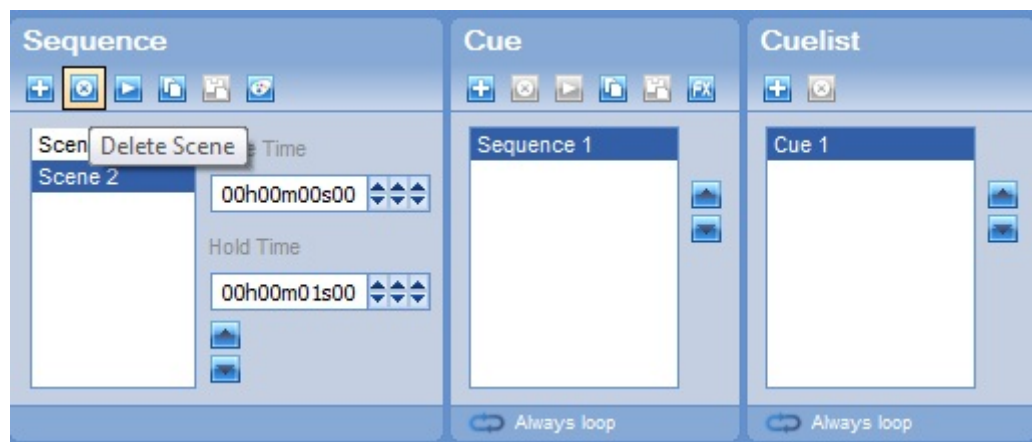
On the Sequence and Cue section, you can copy and paste the selection (scene or sequence) just by clicking on the small toolbar icons.



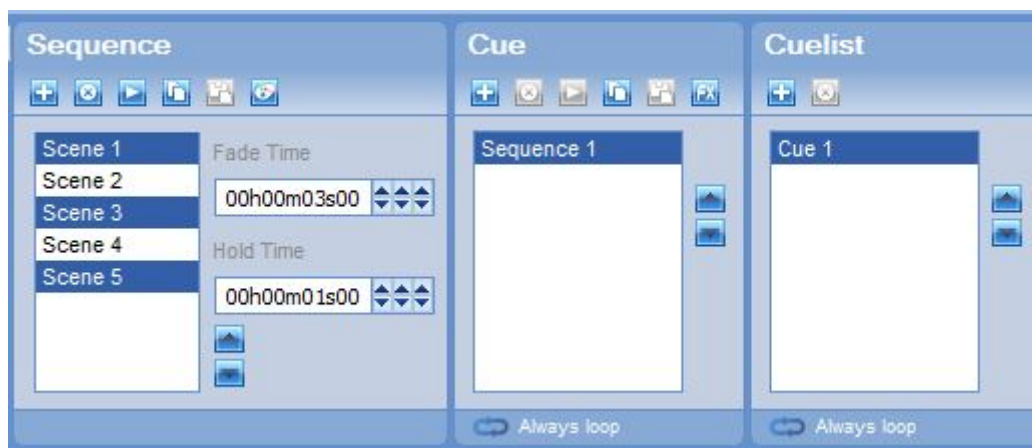
We can add a new scene, just click the "Add a scene" button.



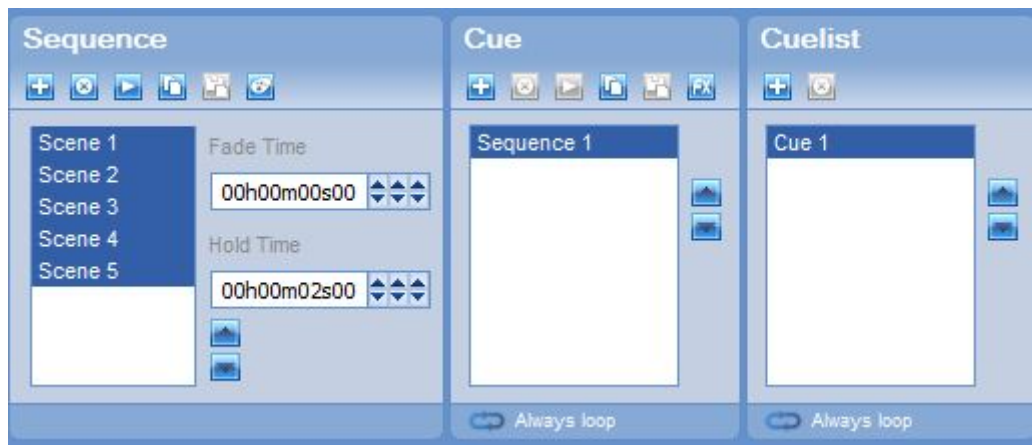
To remove a scene, select a scene on the list and click the "Delete scene" button.



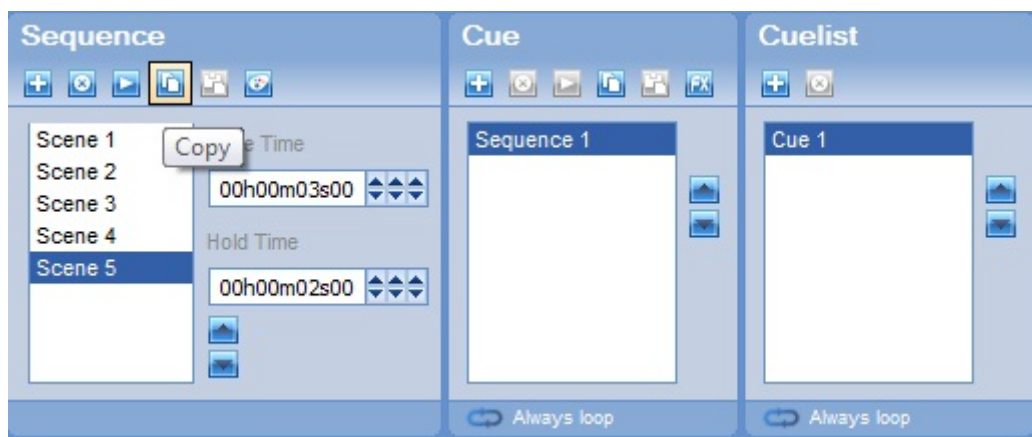
To change the scene settings select the scene(s) on the list and change a setting, in this example we can modify the fade time to 3 seconds.



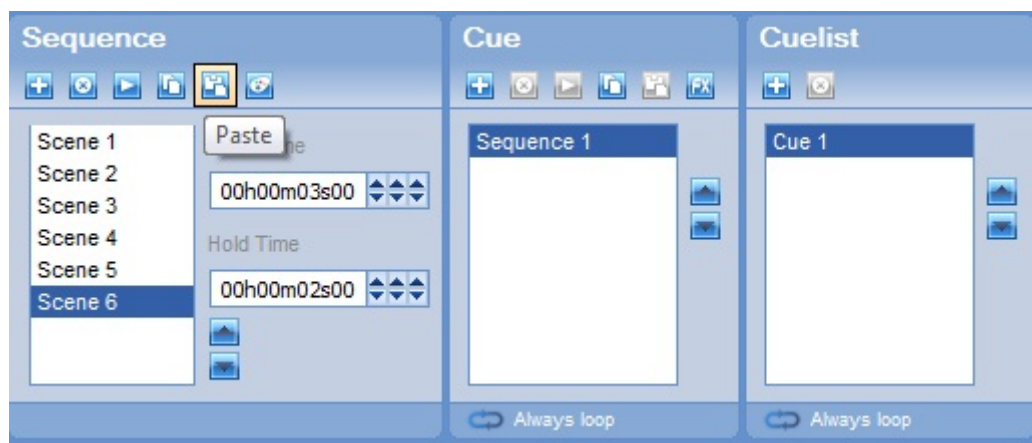
Now we can change the wait time to 2 seconds for all the scenes.



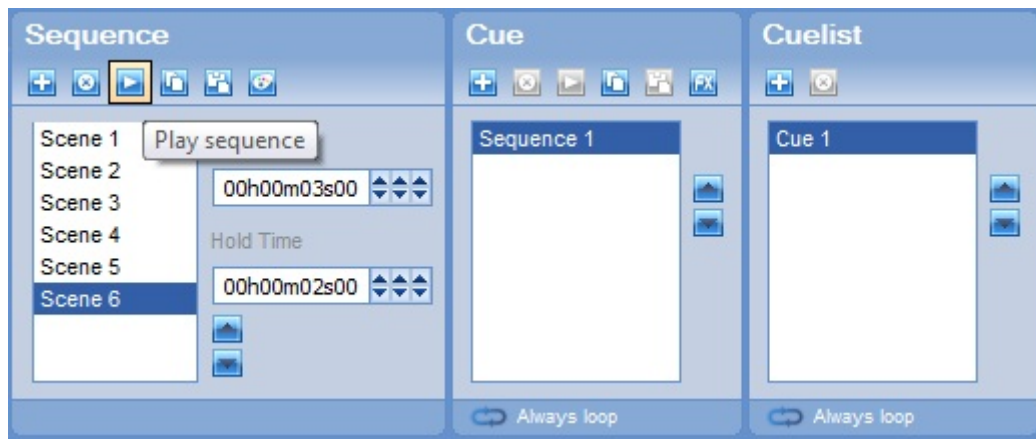
To copy the selected scene click the "copy" button.



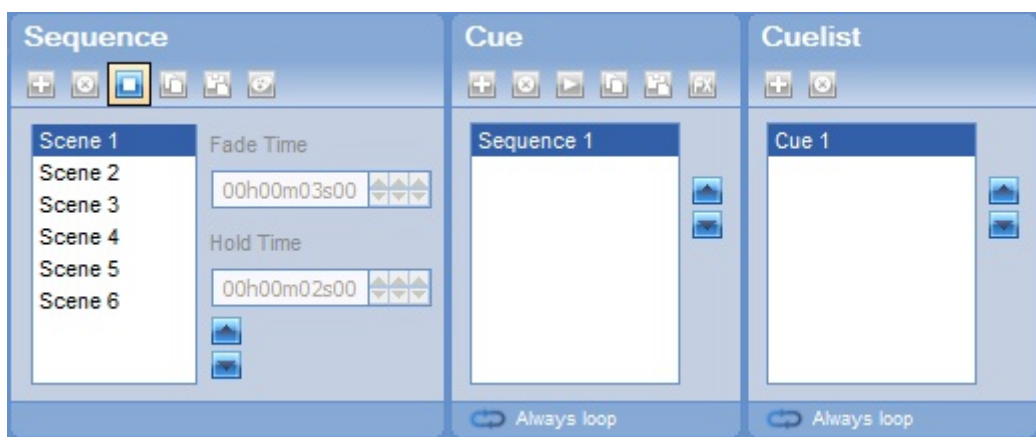
To paste the scene after the selected scene on the list, click the "paste" button.



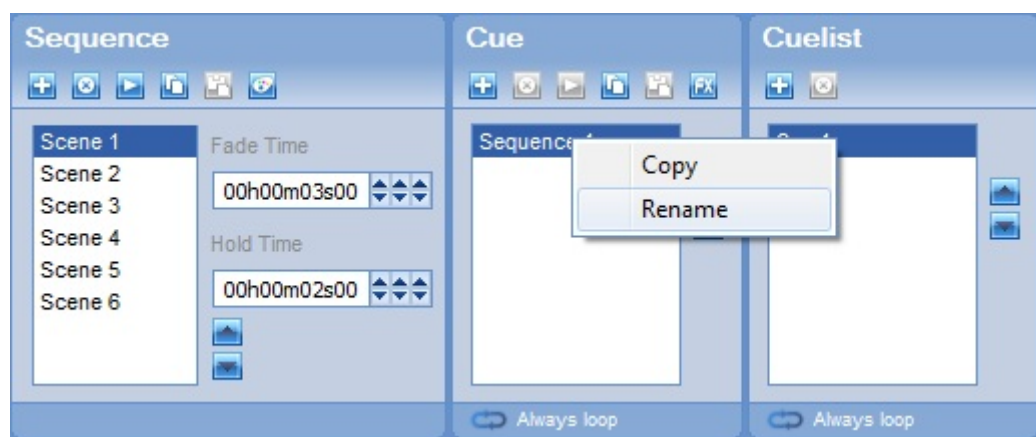
To test, you can playback the sequence, click the "play" button.



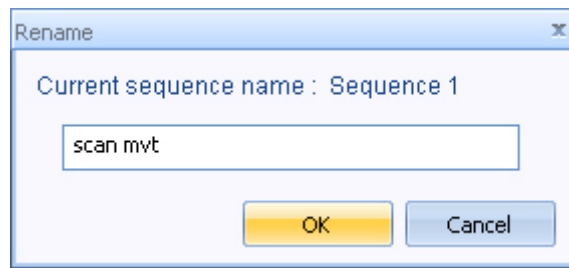
To stop the playback, click the "stop" button.



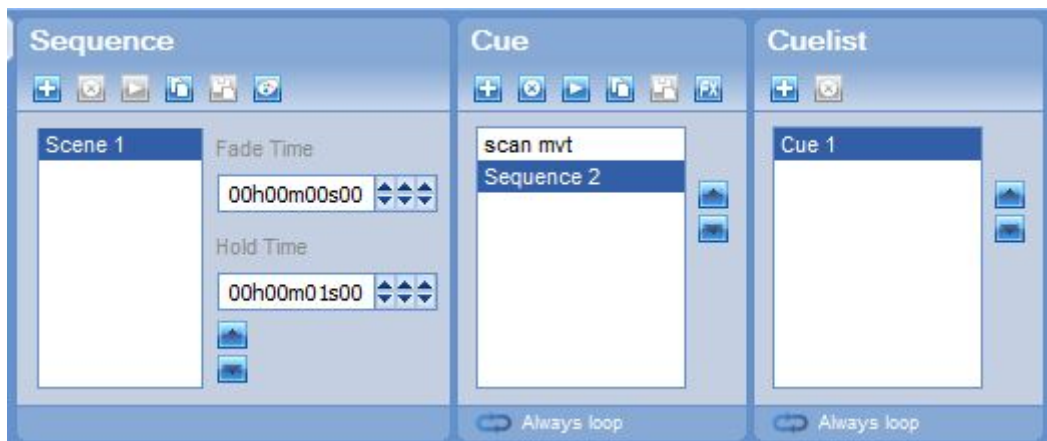
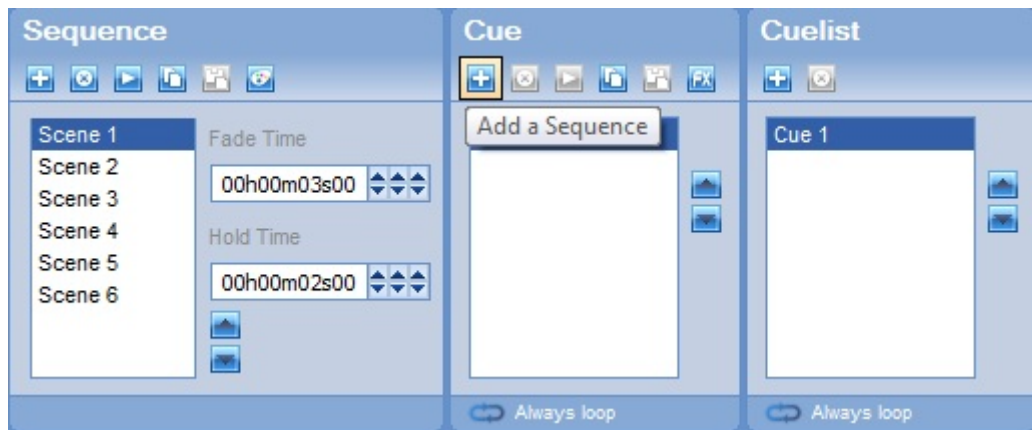
All the Scenes, Sequences and Cues can be renamed. In this example we can rename the selected sequence, right click and select "rename".



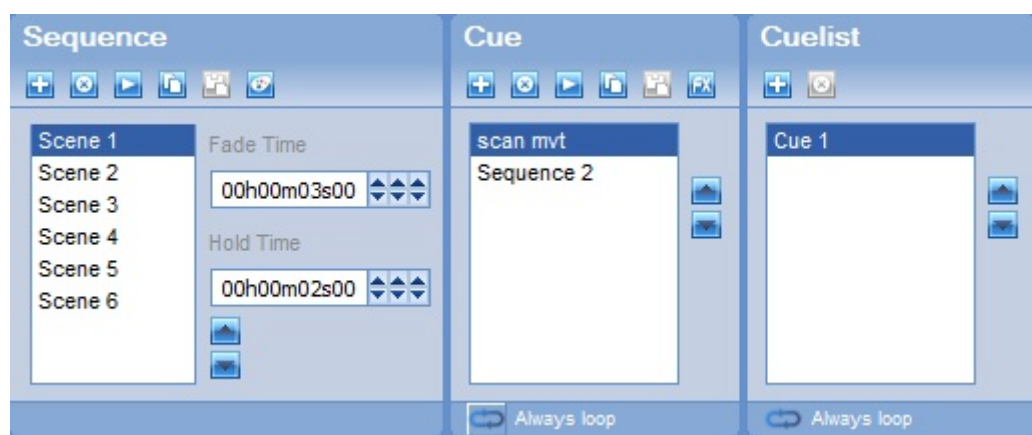
The rename window appears. Enter a name and click "OK".



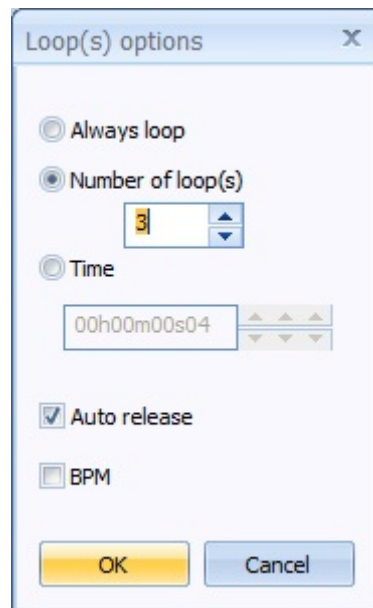
Add a new sequence.



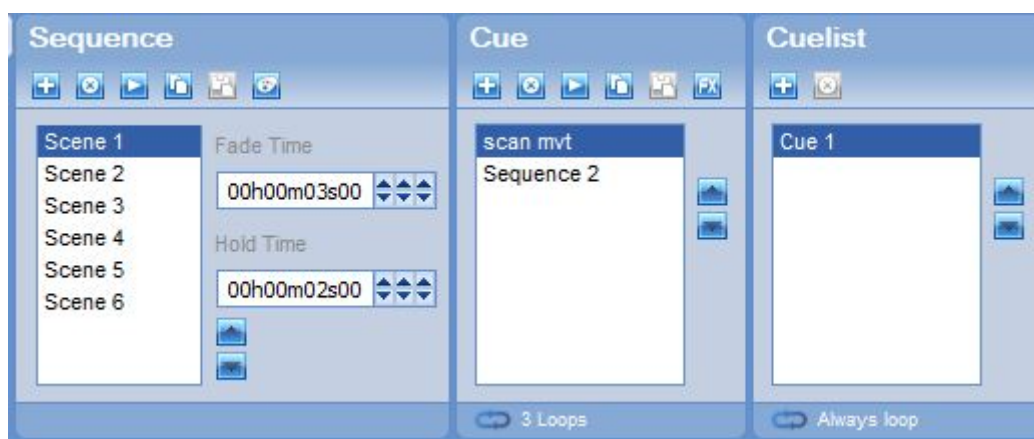
For the moment the Sequence will have an "always loop" on the Live mode. To change the number of loops click the loop icon.



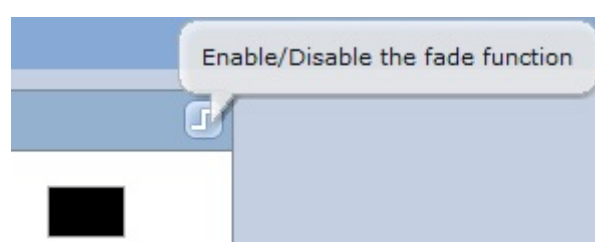
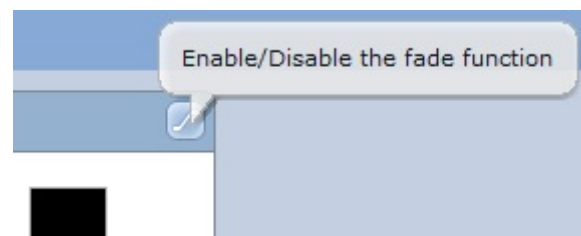
The "Loop options" window appears. Choose 3 loops and click OK.



Now you can see "3 loops" on the cue area.



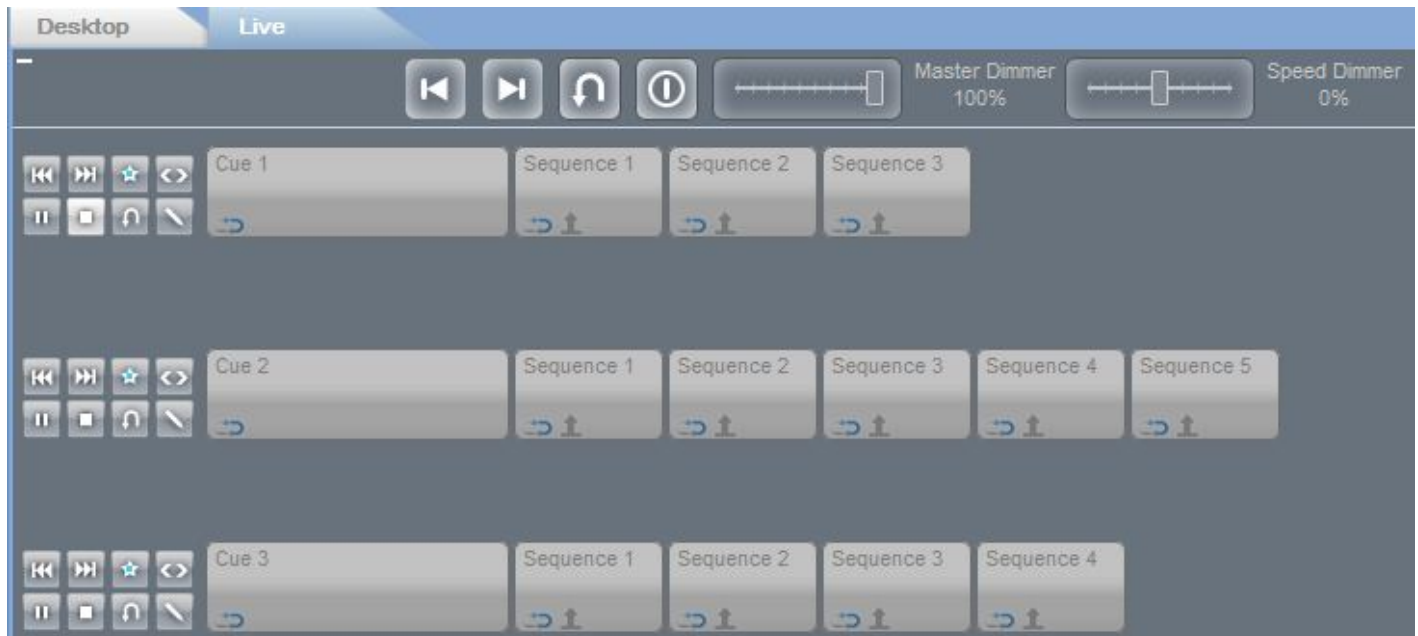
You can enable or disable the fade function for the selected sequence, just click the fade icon on the desired channel.



5.Playback tools

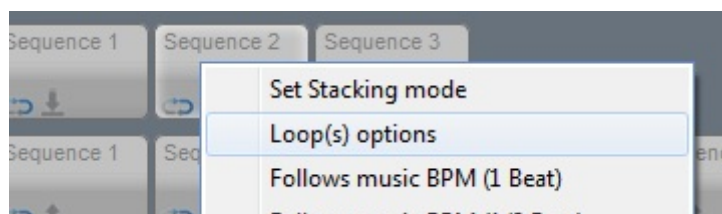
5.1.1. Cues and Sequences Playback

In live mode, the buttons represent the Cues and the Sequences of the show. The Cue button is bigger than the sequence button.



The Loops for each sequence and cue can be setup. A circle arrow icon shows that the Loop is enabled. When you have a number with the icon, it shows that you have defined a number of loops, if you don't have a number, you'll have the "always loop" option.

To setup the loops, right click on the sequence or cue and select "Loop Options".

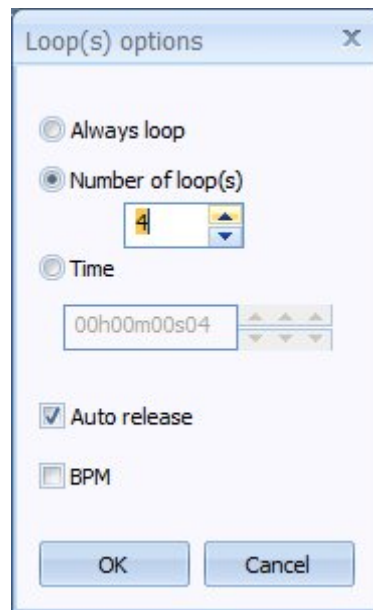


A new window appears. If you want the "Always loop" option just click OK. If you want a "Loop Count" select Loop Count and put a number of loops. Click OK. With the time option, you can set a sequence to loop for a specified period of time.

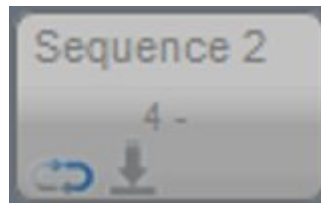
The Auto release option will release the control of the fixtures when the sequence has finished looping. When disabled the fixtures will remain as they were in the final scene of the sequence.

With the BPM option you can set a sequence to ignore the timing of scenes and instead move to the next scene based on BPM.

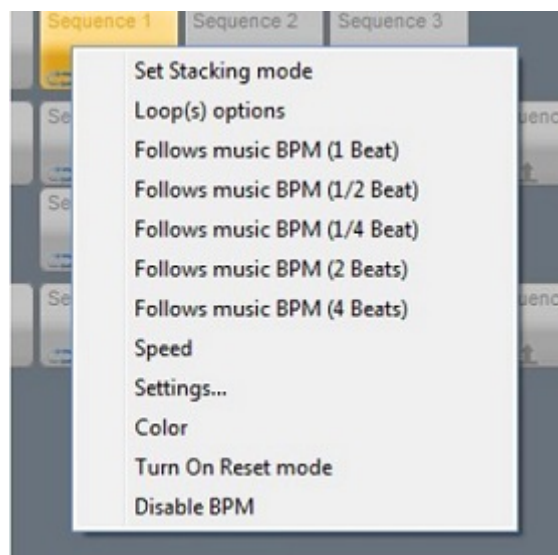
Set this sequence to loop 4 times and press OK.



Now, you can see the number 4 on the button.



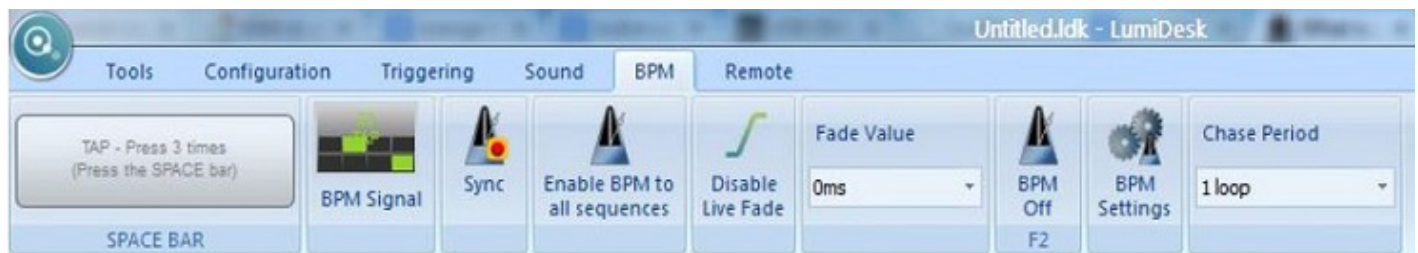
This drop down also gives you the option to have your sequence follow a music beat. Right-click to bring up the menu and select how you would like each sequence to respond to the beat.



Once you have added the BPM mode to your sequences you can edit the BPM from the BPM tab.



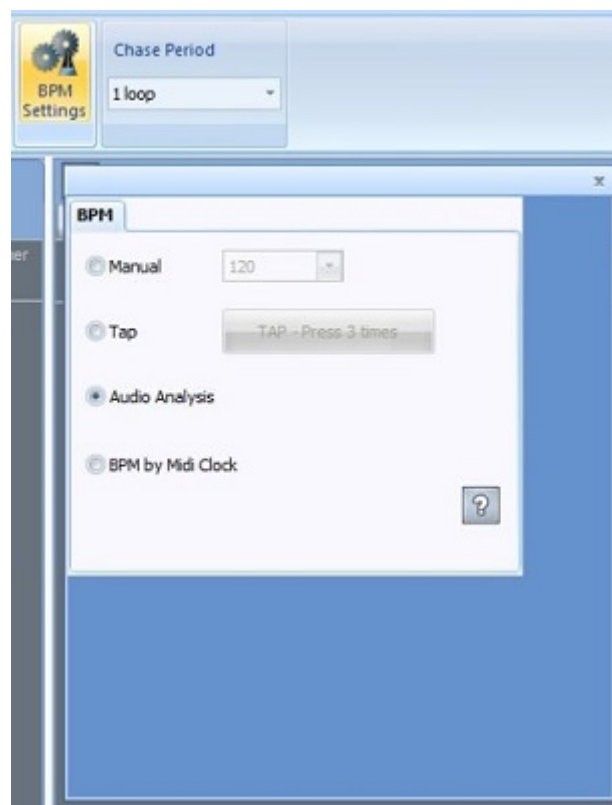
From this tab you can manually set the BPM. By using the space bar you can set the BPM of any beat controlled scene. You can also see the BPM signal to the right on the manual button. The Sync button makes sure all the sequences are together. You can Enable or disable BPM, and Live fades.



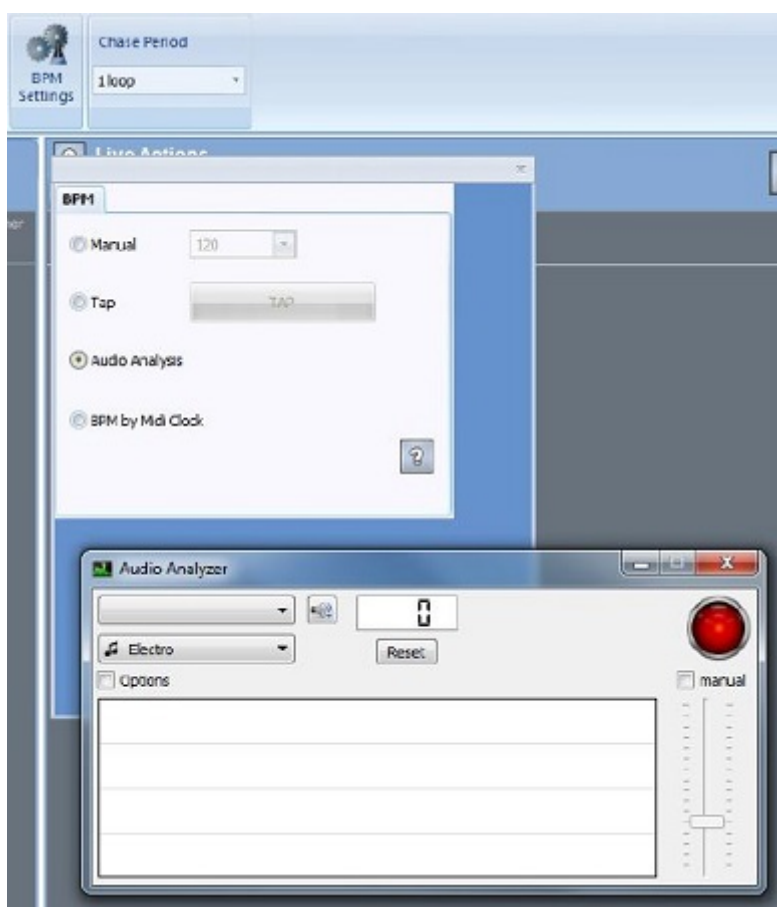
The Live fade controls the fading when using the BPM. By default fading is disabled for BPM, here you can add a small fade time for a smoother BPM transition.



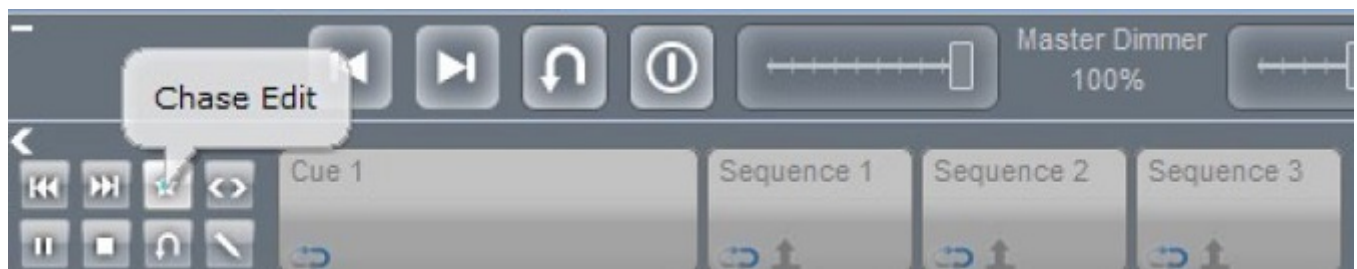
Finally, the BPM off removes all BPM triggering from your sequences. In BPM Settings you can assign the BPM source.



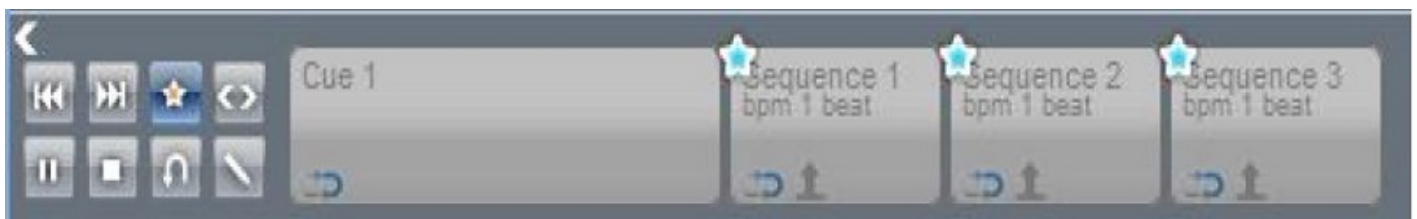
If you press Audio Analysis, the Audio Analyzer window will open and set the BPM using an audio signal.



After you have assigned the BPM to your sequences, you can use the Chase Editor to create chase effects. The Chase Editor is the Star Button to the left of the Cue Button



Press the Chase Edit button to add sequences to the Chase effect. Select the sequences in the order that you want them to be played. When a sequence is selected a blue star will indicate it is part of a Chase.



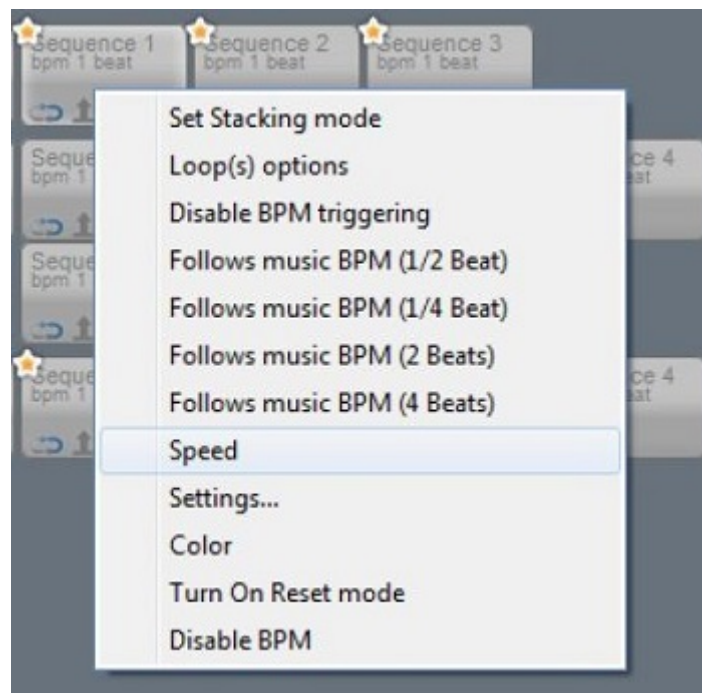
To start the Chase use the Arrow Button to the right of the Chase Editor



The Pause button (A) will stop the Chase after its last sequence ends. The Stop button (B) will end the Chase immediately. With the Reset button (C) you can reset your Chase, and finally with the last button you can Turn Off the BPM (D).



Also from the right click drop down you can set the speed of a sequence to be controlled by the master Speed fader.



By highlighting the Speed fader you can see which scene is currently being controlled



The right click menu can also bring up the setting window. The first tab is the Time Triggers tab. From here you can set your sequence to start at a specific date and time in Live mode.

Settings

Time Triggers Auto Fade In/Out Shortcut Audio File Midi

Clock OFF length : 7 days 0 hour 0 minute 0 second

Day Start Monday Time Start 00 00 00

Day End Monday Time End 00 00 00

☐ Calendar

Delete Add a day Add a week

Triggers

You can select a day, or you can switch to calendar mode and select a date for the drop down. Here you set at what time you wish the sequence to start. You also set the time you want the sequence to end.

Settings

Time Triggers Auto Fade In/Out Shortcut Audio File Midi

Clock OFF length : 0 days 00 hours 00 minutes 01 seconds

Day Start 7/26/2013 Time Start 04 04 00

Day End 7/26/2013 Time End 04 04 01

☒ Calendar

Delete Add a day Add a week

Triggers

When you have set your Start and End time press the Add a day button to add the trigger to the list at the bottom. You can also use the Add a week button to add the same trigger for a whole week.

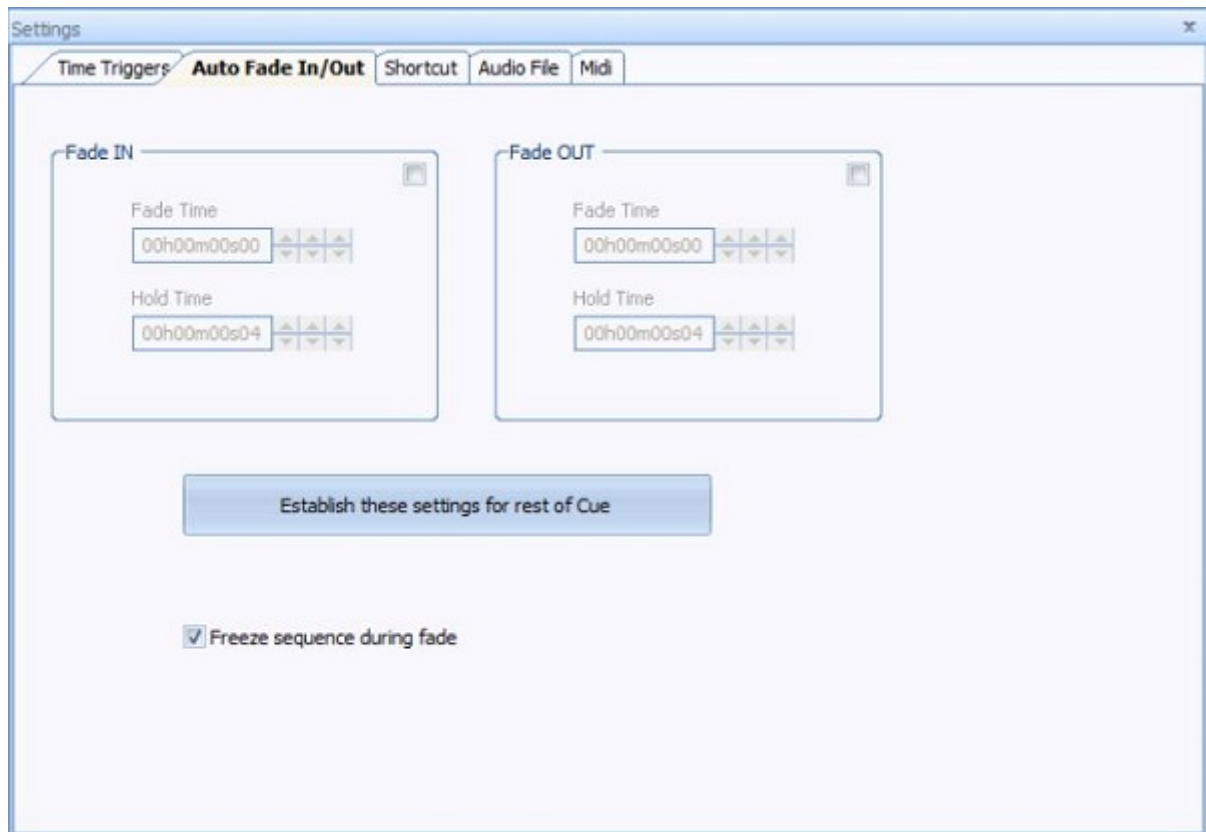
The screenshot shows the 'Settings' window with the 'Time Triggers' tab selected. The 'Clock OFF' section has a 'length' of '0 day 0 hour 0 minute 1 second'. The 'Day Start' is set to '04' and 'Time Start' is '04:00'. The 'Day End' is set to '04' and 'Time End' is '04:01'. A 'Calendar' checkbox is present. Below the settings are three buttons: 'Delete', 'Add a day' (highlighted with a dashed border), and 'Add a week'. The 'Triggers' list at the bottom contains one entry: 'Start: Friday 7/26/2013 04:04:00 / End: Friday 7/26/2013 04:04:01'.

The screenshot shows the 'Settings' window with the 'Time Triggers' tab selected. The settings for 'Clock OFF' are identical to the previous screenshot. The 'Triggers' list now contains seven entries, one for each day of the week, all with the same start and end times: 'Start: Monday 04:04:00 / End: Monday 04:04:01', 'Start: Tuesday 04:04:00 / End: Tuesday 04:04:01', 'Start: Wednesday 04:04:00 / End: Wednesday 04:04:01', 'Start: Thursday 04:04:00 / End: Thursday 04:04:01', 'Start: Friday 04:04:00 / End: Friday 04:04:01', 'Start: Saturday 04:04:00 / End: Saturday 04:04:01', and 'Start: Sunday 04:04:00 / End: Sunday 04:04:01'. The 'Add a week' button is now highlighted with a dashed border.

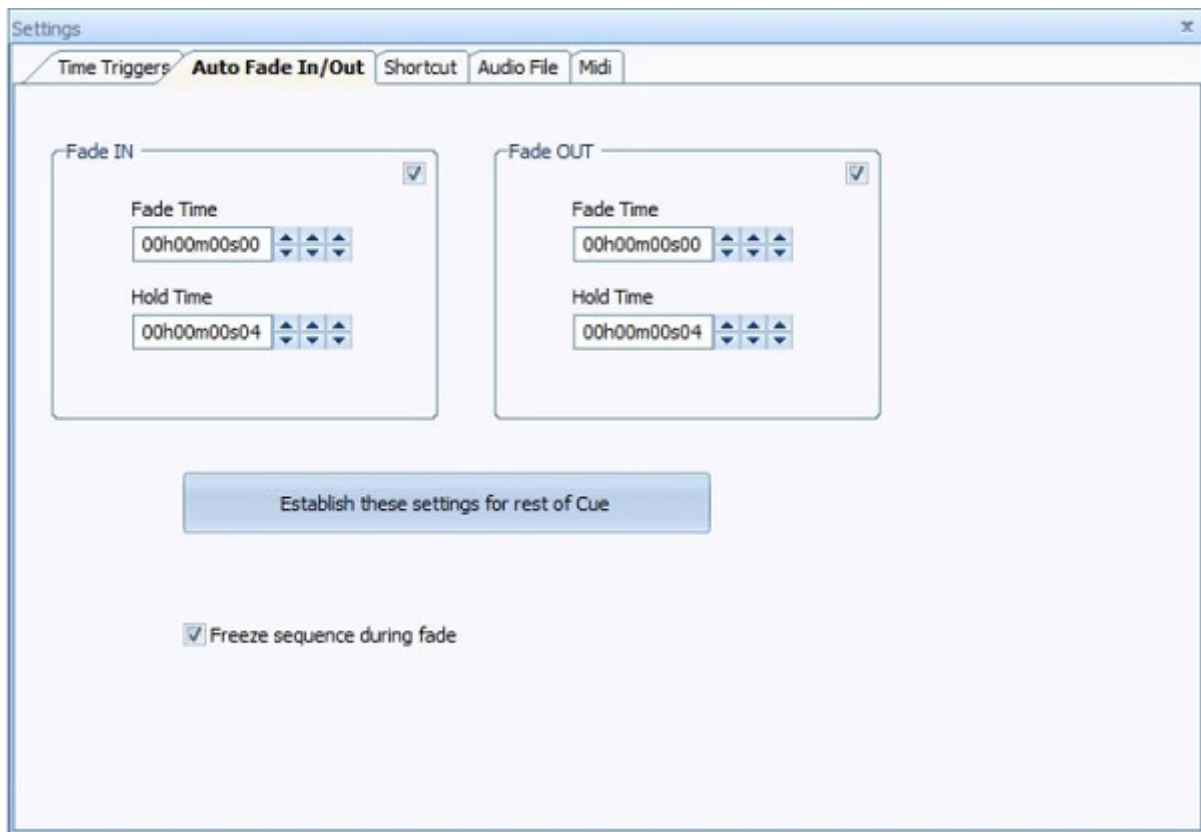
Once you have added a time trigger to a sequence, a clock will appear on the sequence button.



The next tab is the Auto Fade In/Out tab.



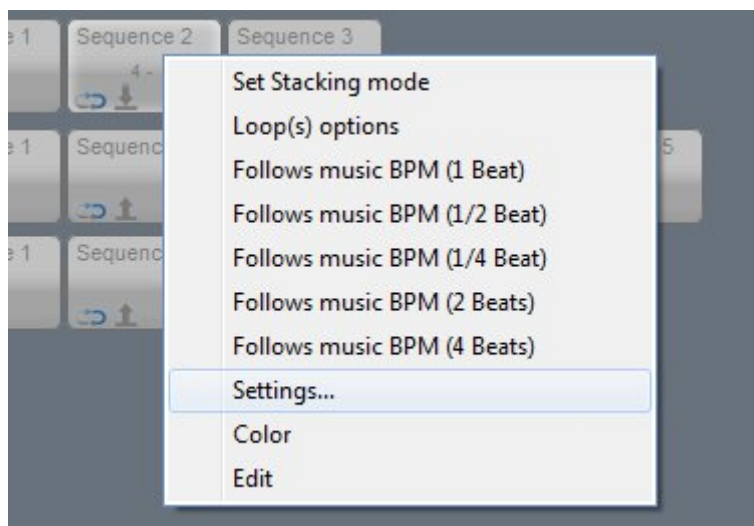
Using the check boxes you can enable a Fade In or Fade out for any sequence. And with the click of a button you can add these settings for each sequence in the Cue. You choose to have the sequence start with the Fade or wait until it is over with the Freeze sequence during Fade check box



If you want, you can play an audio file when you start the sequences or cues.

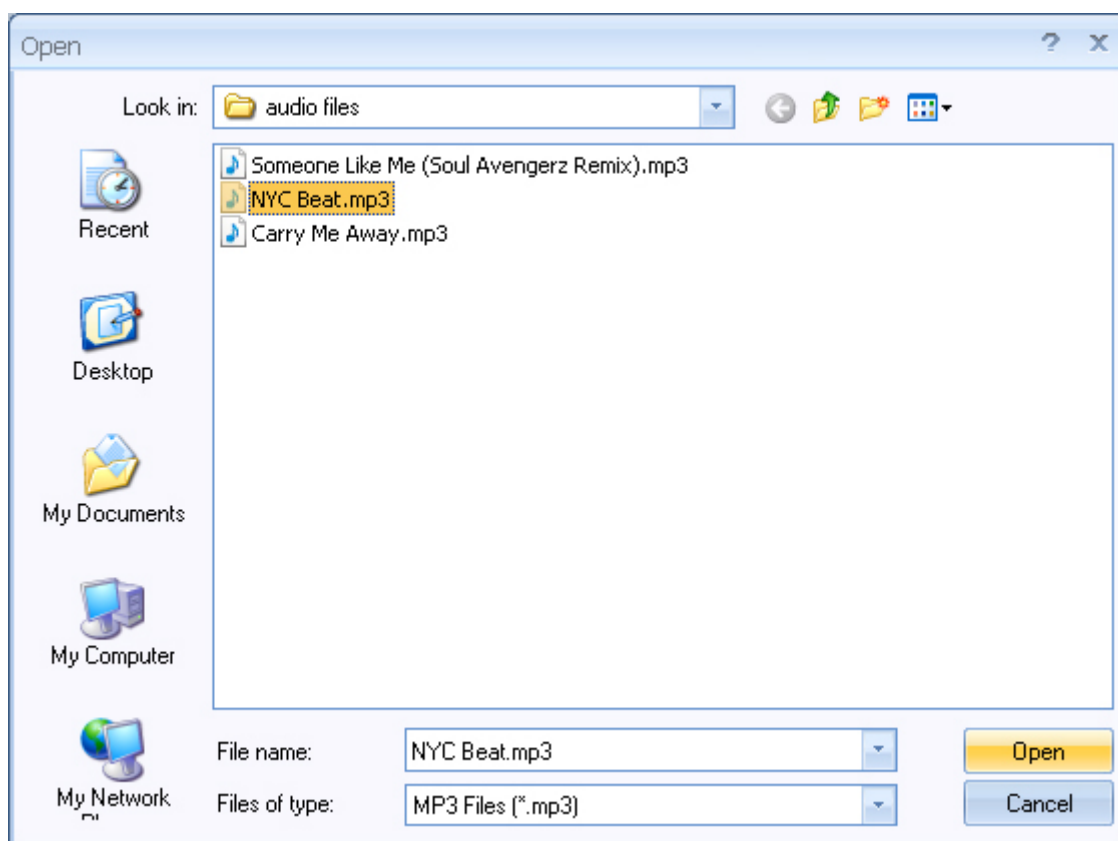
You can adjust the volume through the slider on the "Sound" tab. The sound can be muted by clicking the "Mute" button.

To add an audio file click "Settings...." and go to the Audio File tab

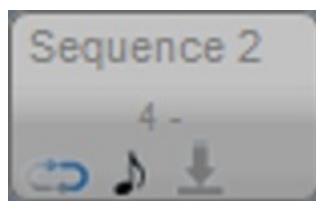


A new dialog appears. Select your audio file. Please use the audio file folder in Lumidesk to store all the files.

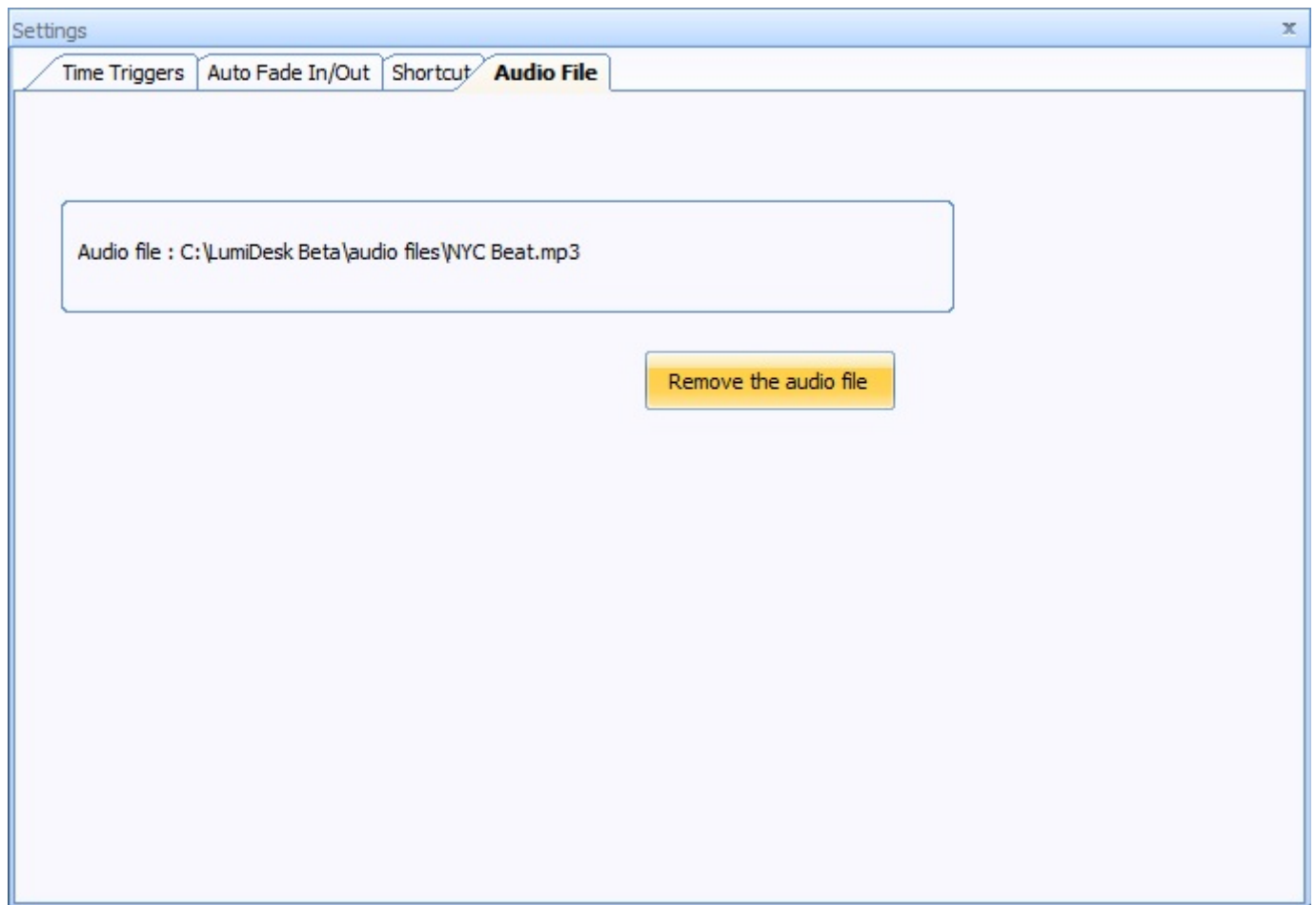
You can use MP3, WMA and WAV formats.



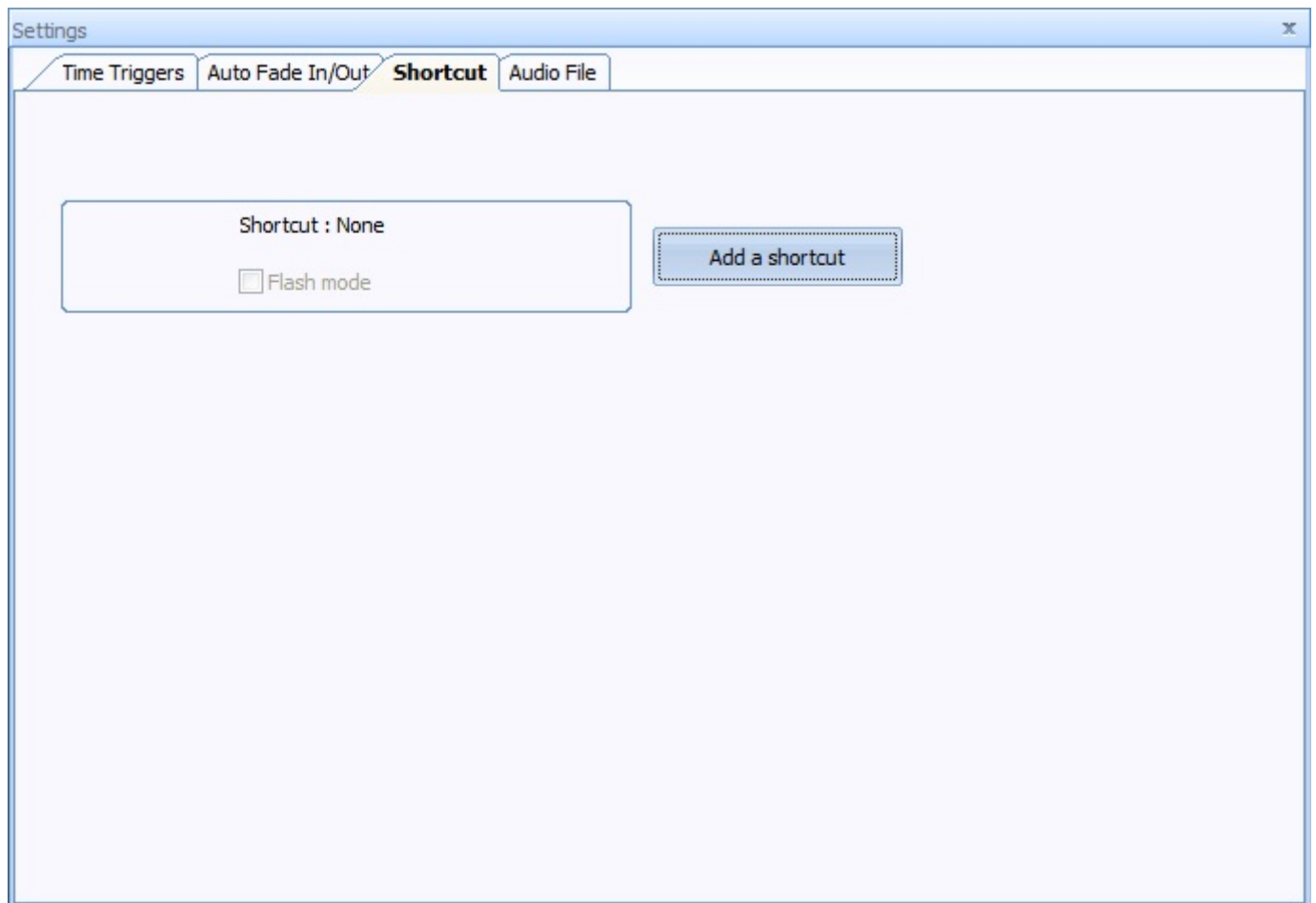
A music note appears on the button. Now, your audio file can be played.



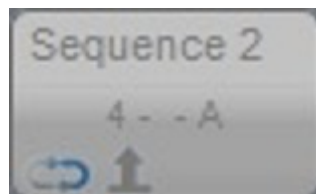
You can remove the audio file when you want. Select the "Remove the audio file" option.



We can create a shortcut trigger. So when you push the saved shortcut, the Sequence or the Cue will start. To add a new shortcut, right click on the Cue or Sequence, select "Settings..." and go to the "Shortcut" tab.



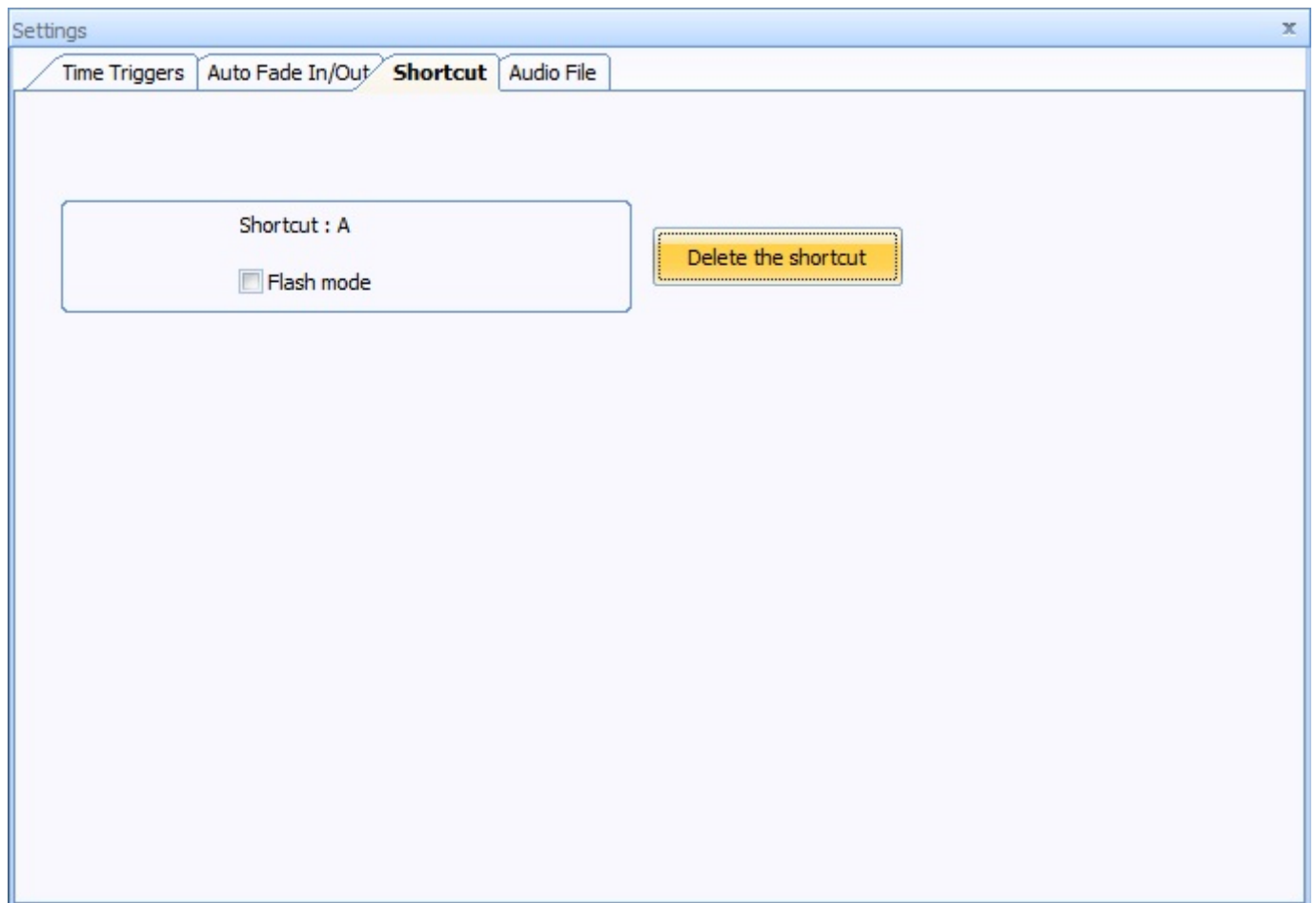
Push the key. New information appears on the button : the letter "A", in this example, indicates that the shortcut will be the A key.



Press "A", the sequence starts.



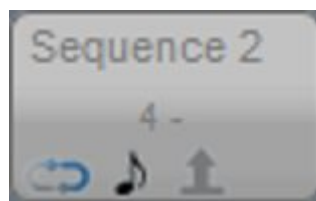
The shortcut can be deleted, return to the Shortcut tab of the sequence settings and click "Delete the shortcut"



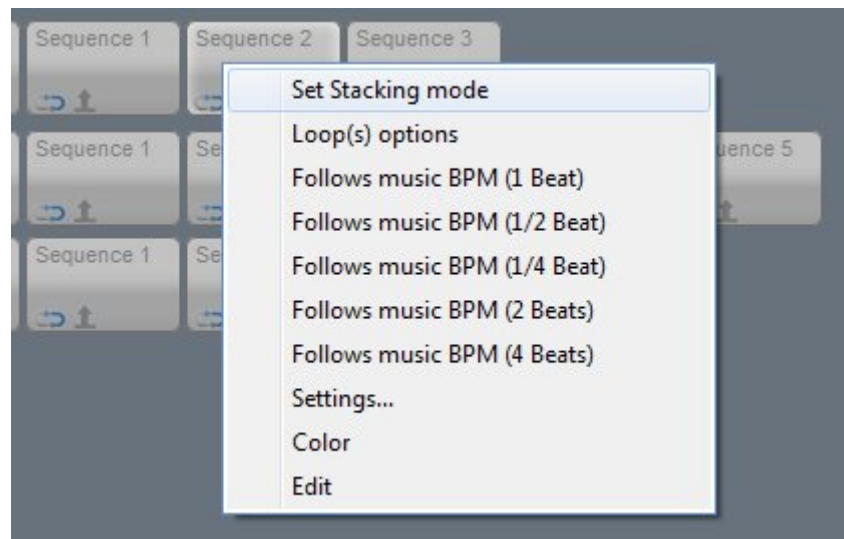
Two playback modes can be setup for the Cues. The Release mode or the Stacking mode.

The Stacking mode allows you to play many sequences at the same time and on the same cue, the last sequence will have the highest priority. The Release mode stops the current sequence's playback, so you'll have only one sequence at once.

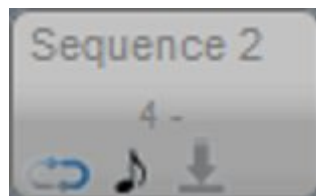
The up arrow means that you have the Release mode, the down arrow means the Stacking mode.



To switch between the Release and Stacking modes, click "Set Stacking mode".



The Stacking icon appears, you are allowed to start many sequences on the Cue 1.



5.2.2. Live Tools

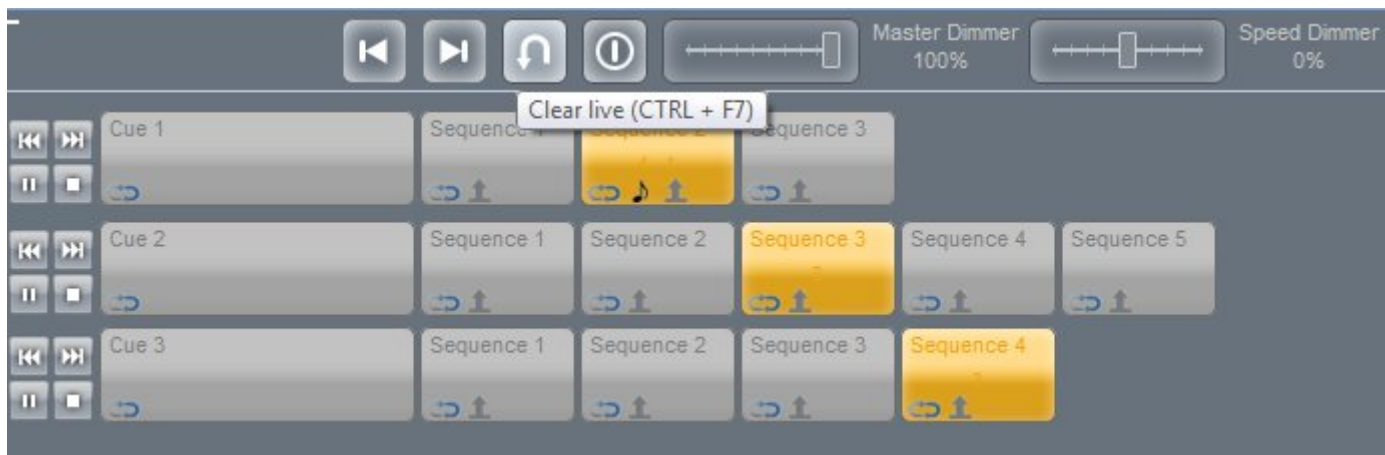
New to Lumidesk is Blind Programming Mode. In this mode you can create new cues and sequences from the programming desktop. Also using the Blind Mode from the Live Desktop allows you to create new live Action buttons, so you can make cool effects on the fly.



In Live mode, you can directly control the channels. Six tools are available. The first one is a "Previous Sequence" button. Second is a "Next Sequence" button. The third one is a "Live Clear" button. If you click on that button you'll release all the enabled Cues and Sequences. The fourth one is a "Blackout" function. When you enable that function, all the light beams will be disabled. The next tool is a Master Dimmer, you can control all the fixture dimmers. The final tool is a Speed Dimmer, this adjusts the speed of all fixtures.



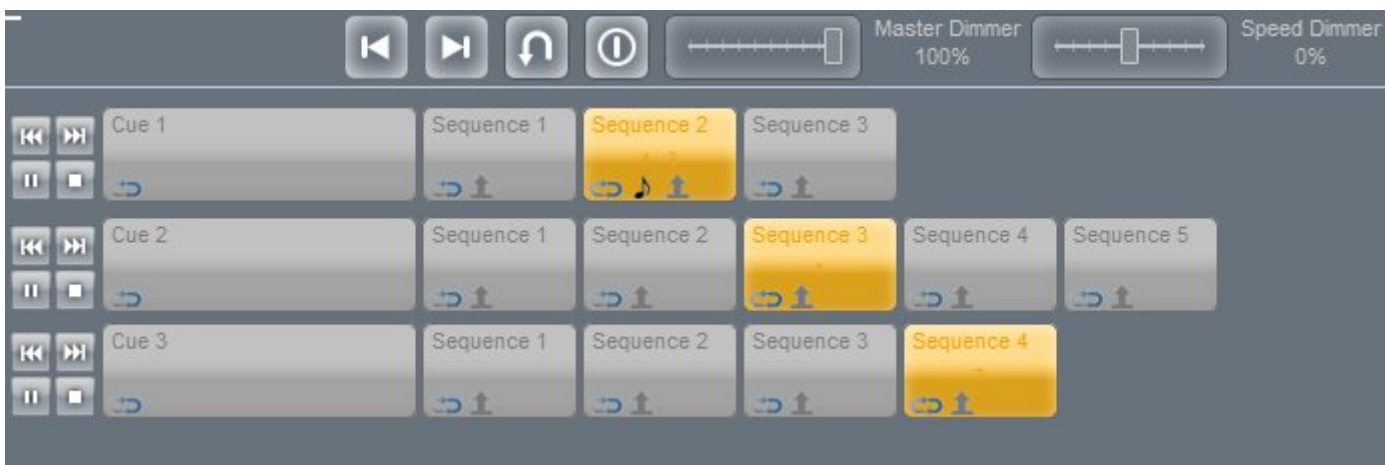
Try the "Live Clear" function. Enable some sequences, click the "Live Clear" button (or Control+F7).



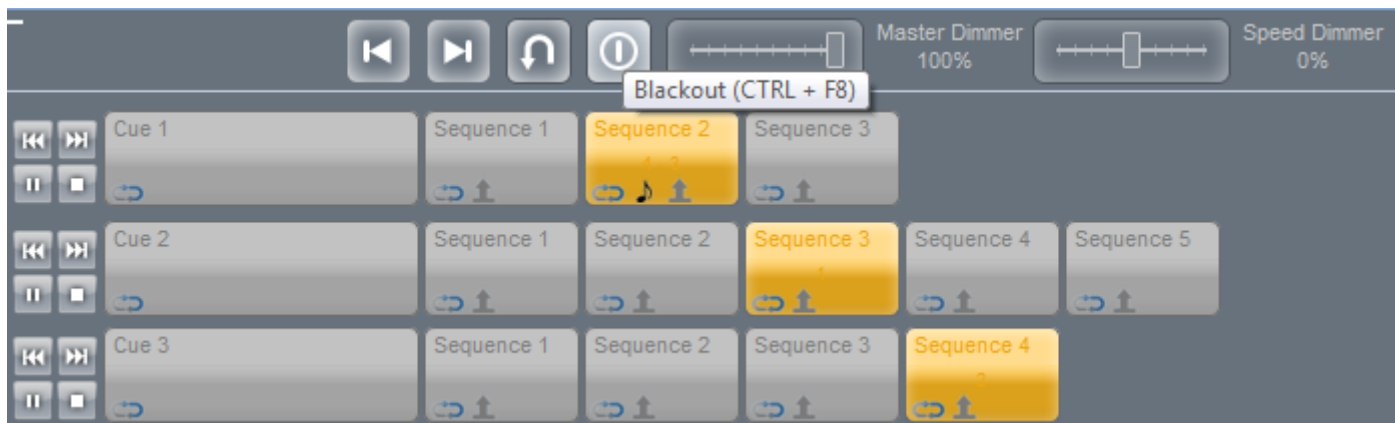
Now, all the sequences are disabled.



If you want to restore the previous state, just click again on the "Live Reset" button (or Control+F7). The sequences are enabled



Now, let's try the "Blackout" function. Click on the Blackout Button (or press Control+F8).



The button is blinking, the Blackout is now enabled. To disable that function click the Blackout button again (or press Control+F8).



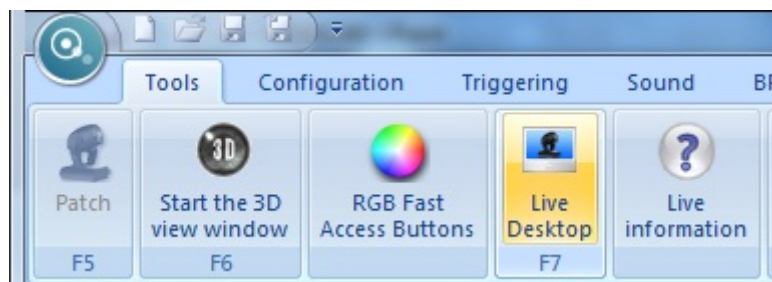
To use the "Master Dimmer", change the slider position. To disable that function right click on the slider.



5.3.3. Live Desktop and Presets

In Live mode, you can control all your fixtures. For example, if you have scanners, two sequences are enabled: one for the XY movement and another for the colors. You can add a gobo in live for example. To select all the fixtures, we have the "Live Desktop" window, same as the Desktop window, but you cannot move the fixtures...

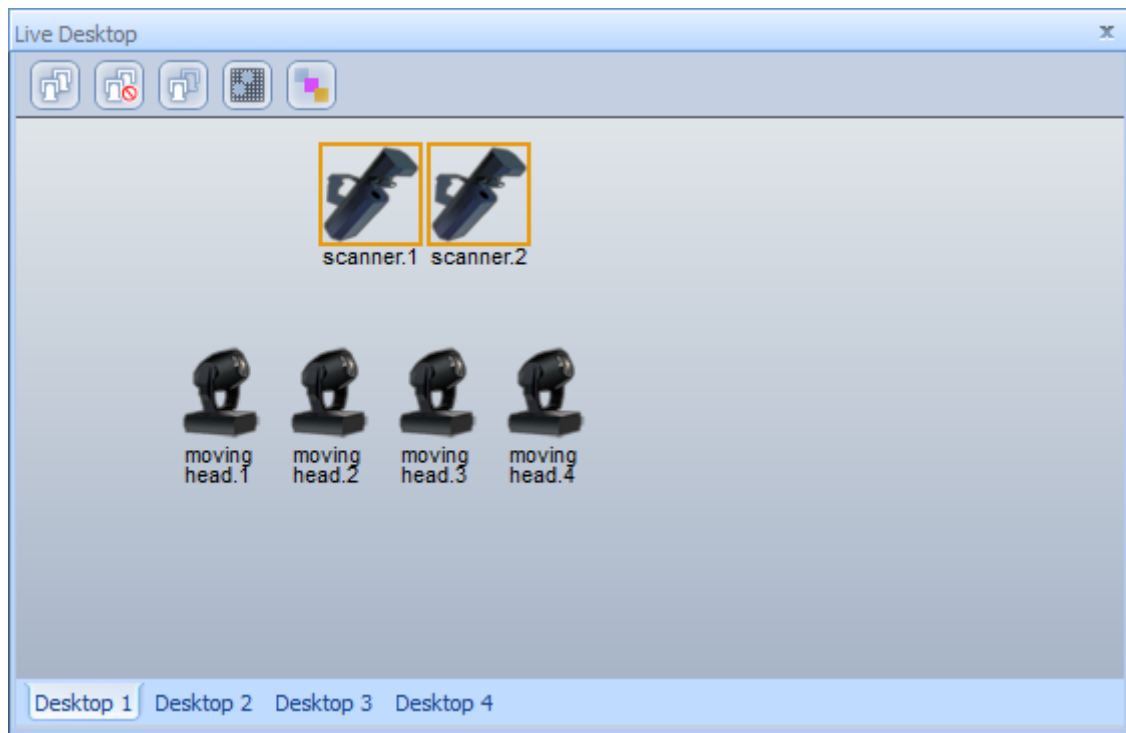
Click on the "Live Desktop" button on the "Tools" menu.



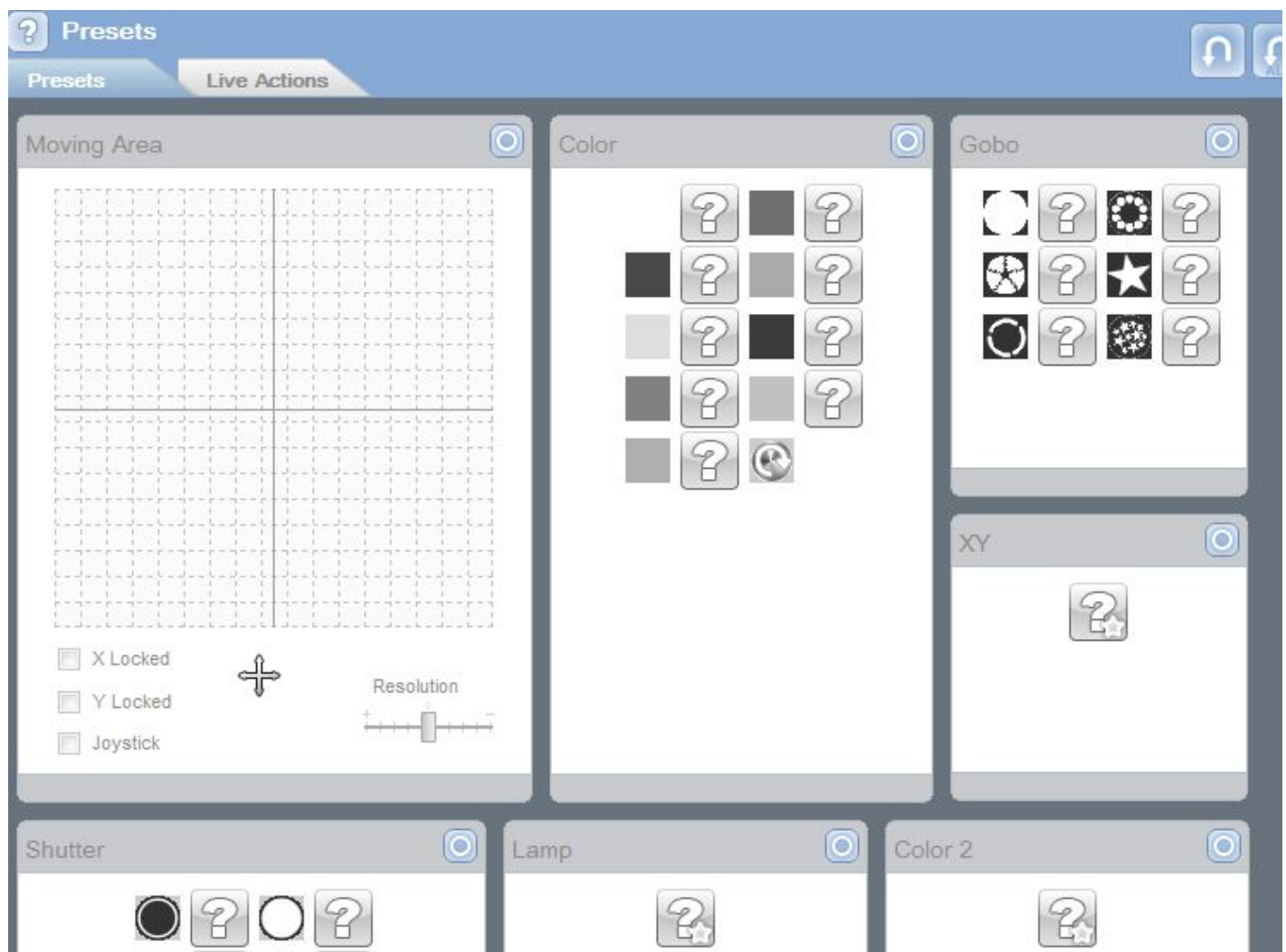
The "Live Desktop" window appears.



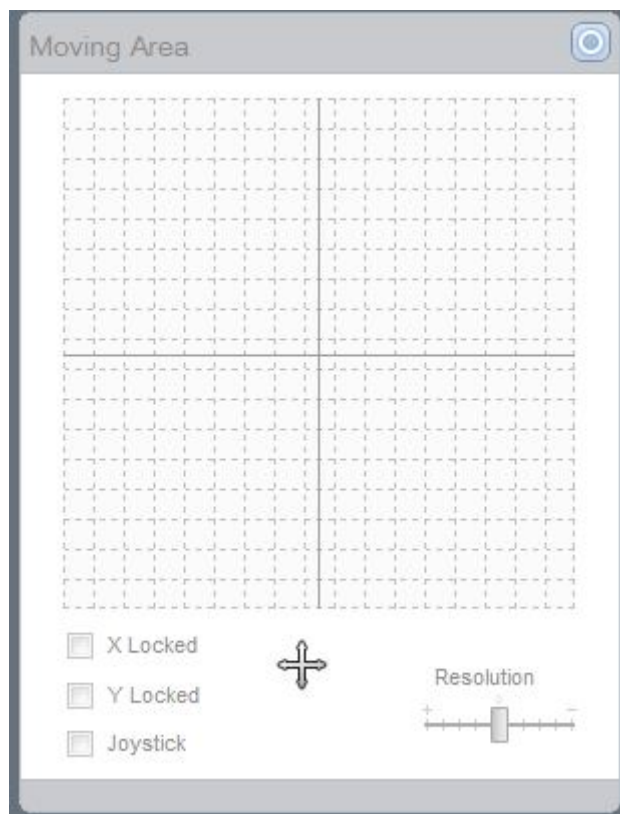
Select two scanners.



On the right area, you can see all the common presets.



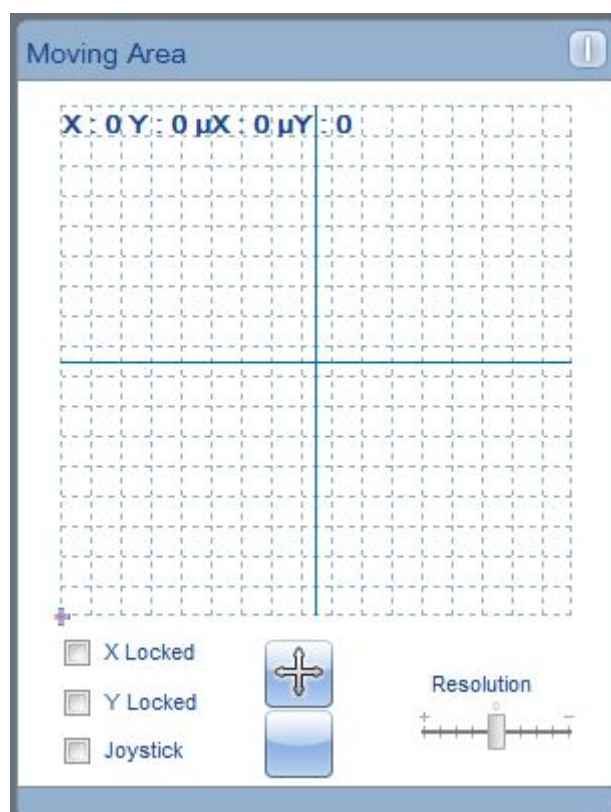
We can control the XY position of two scanners.



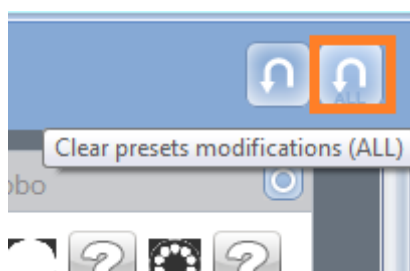
To enable that preset, click the "1" button.



The moving area is now enabled. You can control the positions. To disable the preset, click the "0" button again.



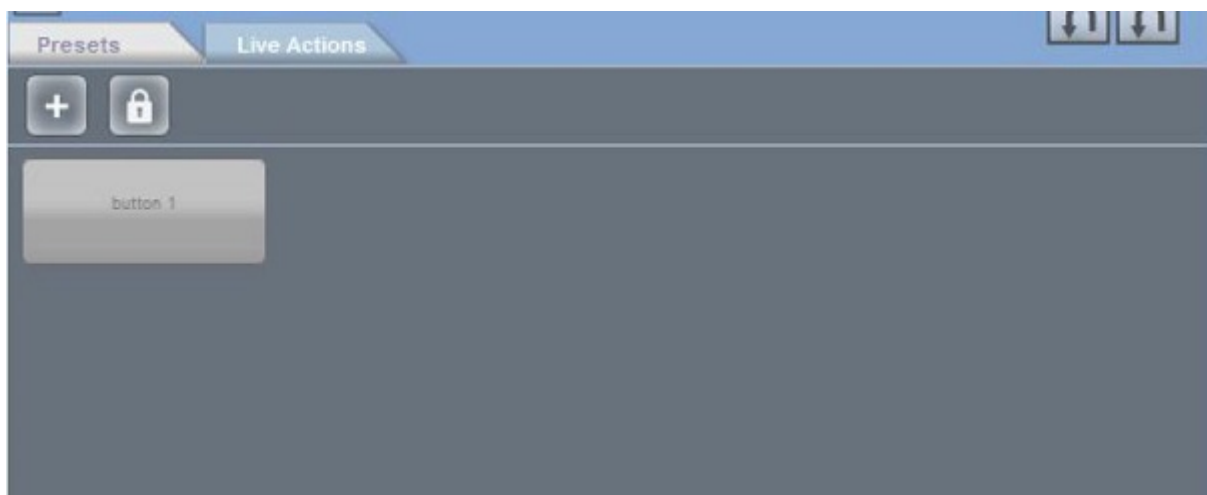
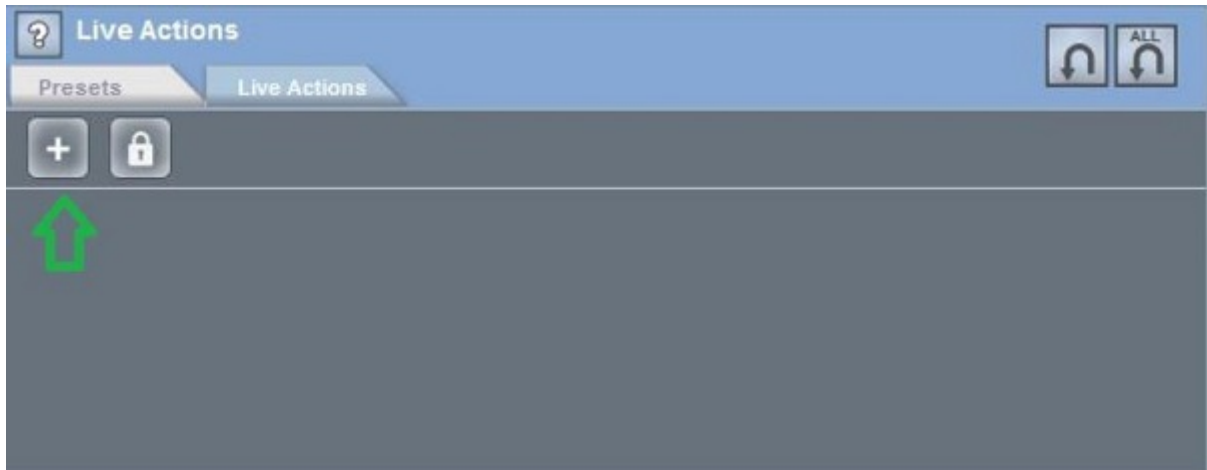
You can deactivate all the presets with the "Preset Clear" button.



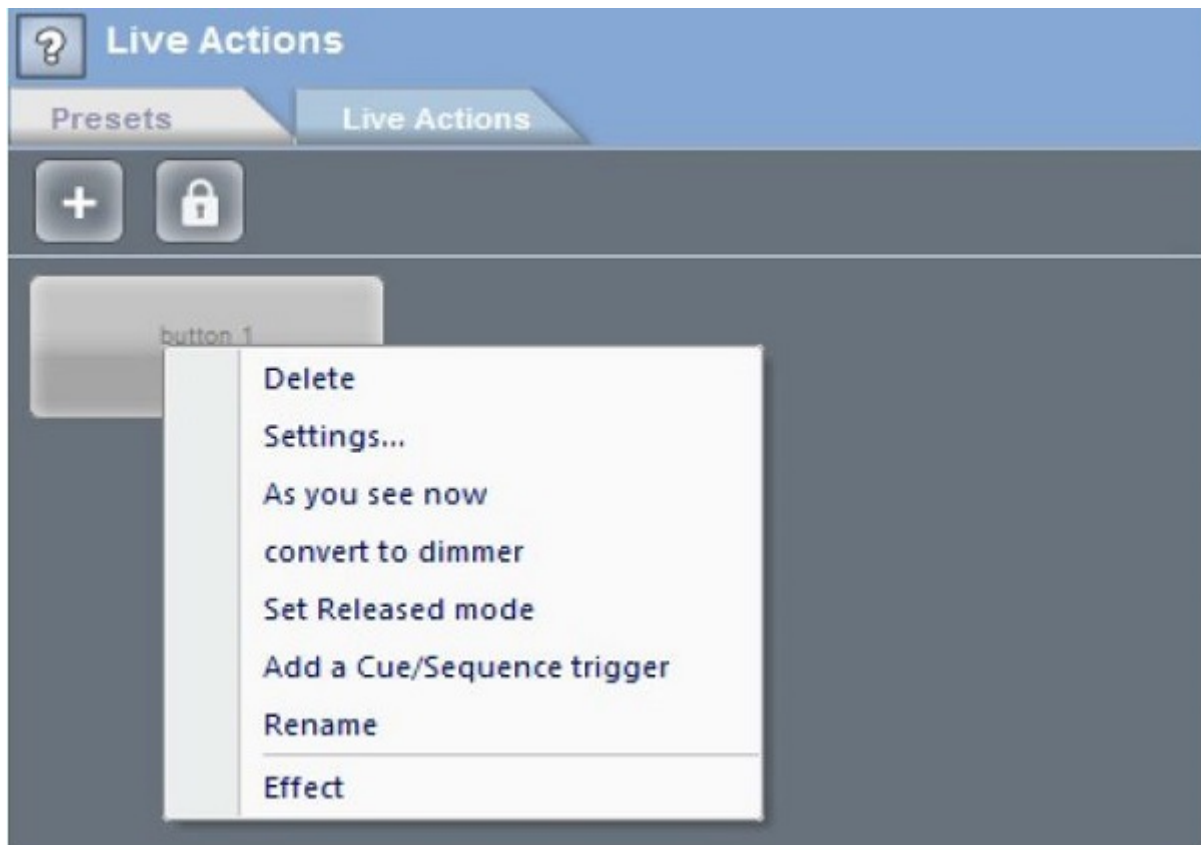
You can also save the looks you have created using the Live desk to the Live Actions tab.



To add a button to the live Action page press the +



Once you have your button you can right click on it to adjust the settings. The first option is to delete the button we created. The next is the settings option. From the setting menu you can set the color, change the name of the button also you can set how the button behaves when pressed.



Next is "As you see it now" Selecting this option will save the current live look to this button allowing you to easily access later. Next the Convert to Dimmer option changes the buttons function to work as a master dimmer. A fader is added to the button accessed by the arrows in the bottom right of the button. This dimmer only takes over when it is activated



Also from a live action button you can trigger a cue or sequence. When you select this option a window to

select the cue/sequence opens

The screenshot shows a window titled "x" with a light blue border. Inside, there are two dropdown menus: "Cue" and "Sequence". The "Cue" dropdown is set to "1 - Cue 1" and the "Sequence" dropdown is set to "-". Below these are two buttons: "Add" (highlighted in blue) and "Delete" (disabled, grey). At the bottom, there is a large empty rectangular box and two buttons: "UP" and "DOWN" (both disabled, grey).

From here you add which cues/sequences you want to the button to trigger. Add the sequences in the order you want them triggered.

The screenshot shows the same window as before, but now the "Cue" dropdown is set to "2 - Cue 2" and the "Sequence" dropdown is set to "3 - Sequence3". The "Delete" button is now highlighted in blue, and the "Add" button is disabled (grey). The large rectangular box at the bottom now contains two lines of text: "1 - Cue 1, 1 - Sequence1" and "2 - Cue 2, 3 - Sequence3". The second line is highlighted in yellow. The "UP" and "DOWN" buttons remain disabled (grey).

5.4.4. EasyRemote (tablet/smartphone control)

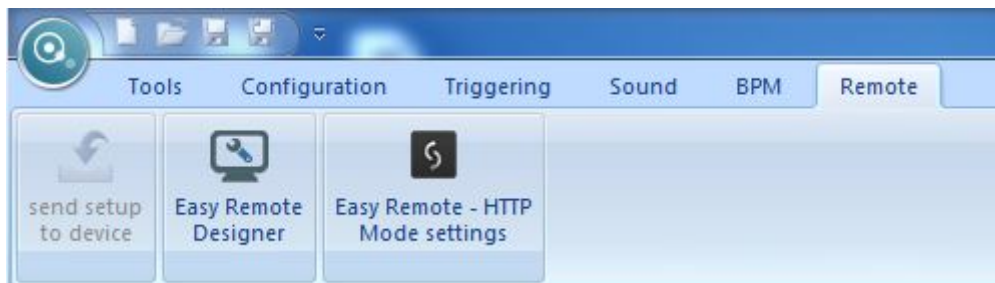
Easy Remote is a tool which allows you to control your lighting software remotely over a WIFI connection using a tablet or smartphone.



EasyRemote Designer

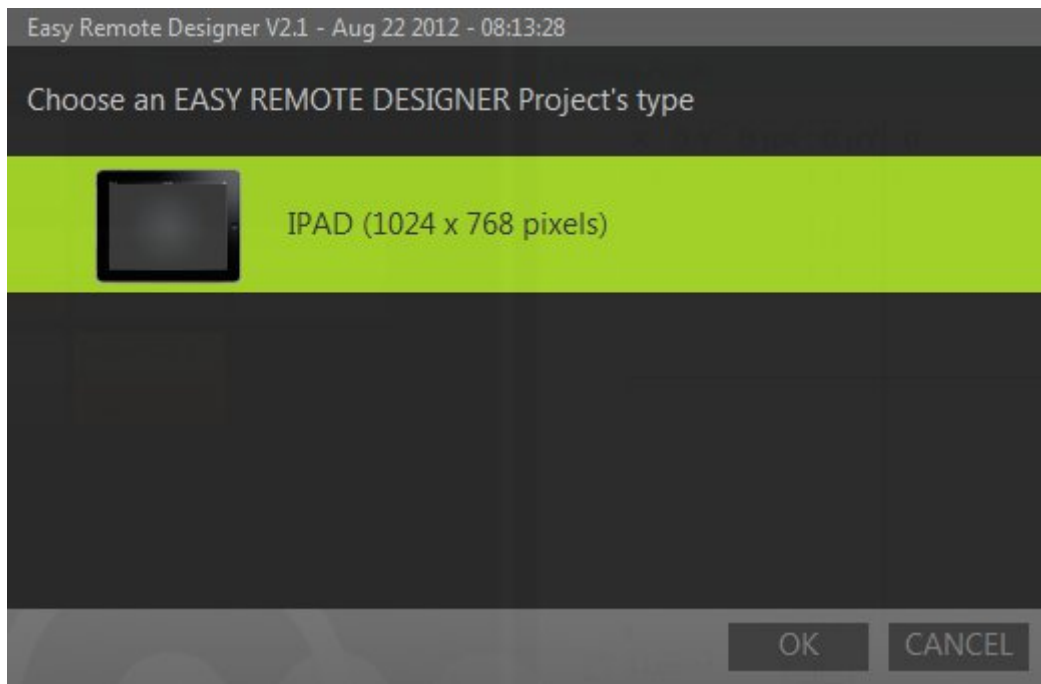
A customized screen can be designed with the EasyRemote designer and then sent over to the tablet or smartphone.

Select "EasyRemote Designer" to open the tool. Once your design has been saved as a .srm file click "Send Setup to Device" to send the setup to the tablet or smartphone.



Select your device

When the designer is opened, you will first be asked to select the device you want to work with. The designer's resolution will then be set accordingly.



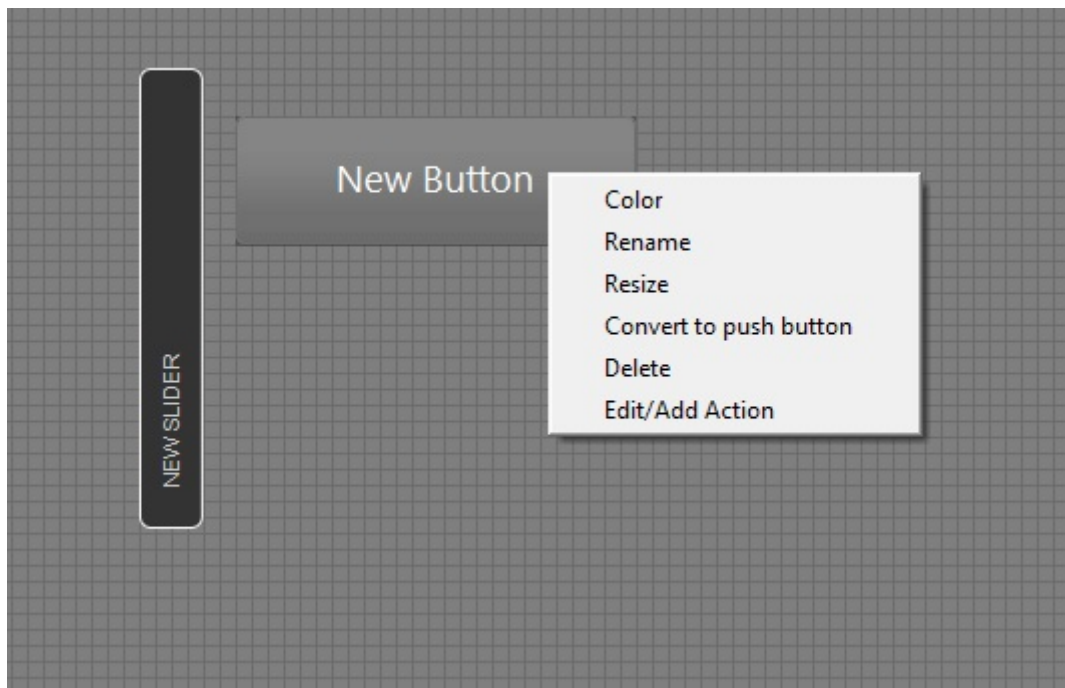
In the top right corner of the designer, you can save the remote design, create a new design or open a saved design. On the left side, you are able to add or remove pages of controls to the design as well as navigate between the pages.

Right click in a blank space to add a button, slider or text label.

Right clicking on a component allows you to:

- change the color
- change the text
- re-size the component
- convert to a push button
- remove the component
- pair with a software command

You can also drag and drop cues and sequences from LumiDesk's live mode onto the EasyRemote design area. In Desktop mode, you can drag and drop movement and RGB controls for fixtures onto the EasyRemote design area.



The iPad app can be downloaded from the app store. Make sure the software and the iPad are both connected to the same wireless network.

It is also possible to set up a direct connection between your computer and tablet or smartphone device so that no wireless router is required. This is explained in more detail at the end of this topic.

Your device will detect all lighting control software instances on the network. Select the software instance you would like to use. Your user interface will load automatically. (Do not forget to send the .srm setup file from the software!)



Editing your EasyRemote design

You can edit your design on the computer with the EasyRemote designer. Once you have edited and saved your design either refresh the EasyRemote app (select "back", then select your software instance) or resend the setup file from the software.

You can also edit your design from the EasyRemote app, however your changes will not be saved once the design is reloaded.

- Click the lock icon in the top right
- Pinch a component to rise
- Drag the component to move
- Drag the component to the edge of the screen to move to another page



Creating a computer-computer network

If you do not have a wireless network, you can create an Ad-Hoc network between your computer and tablet or smartphone.

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

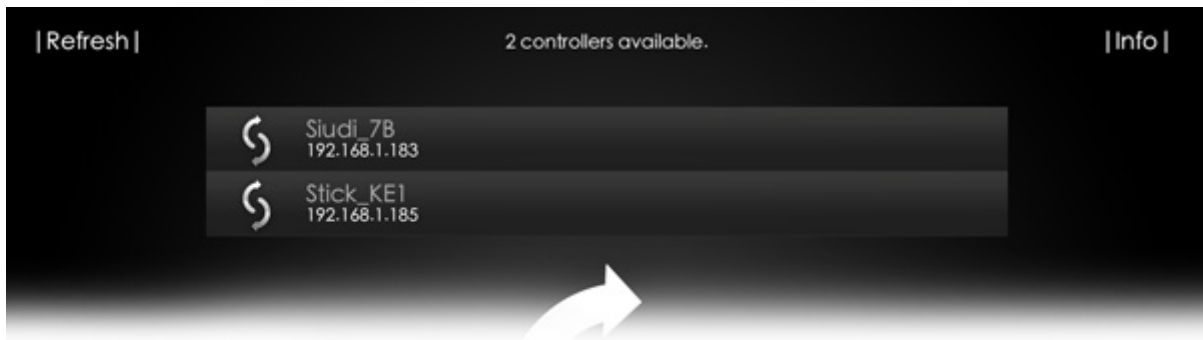
Connect your tablet or smartphone in the same way as you would normally connect to a wireless network.

5.5.5. Easy Remote HTTP Mode

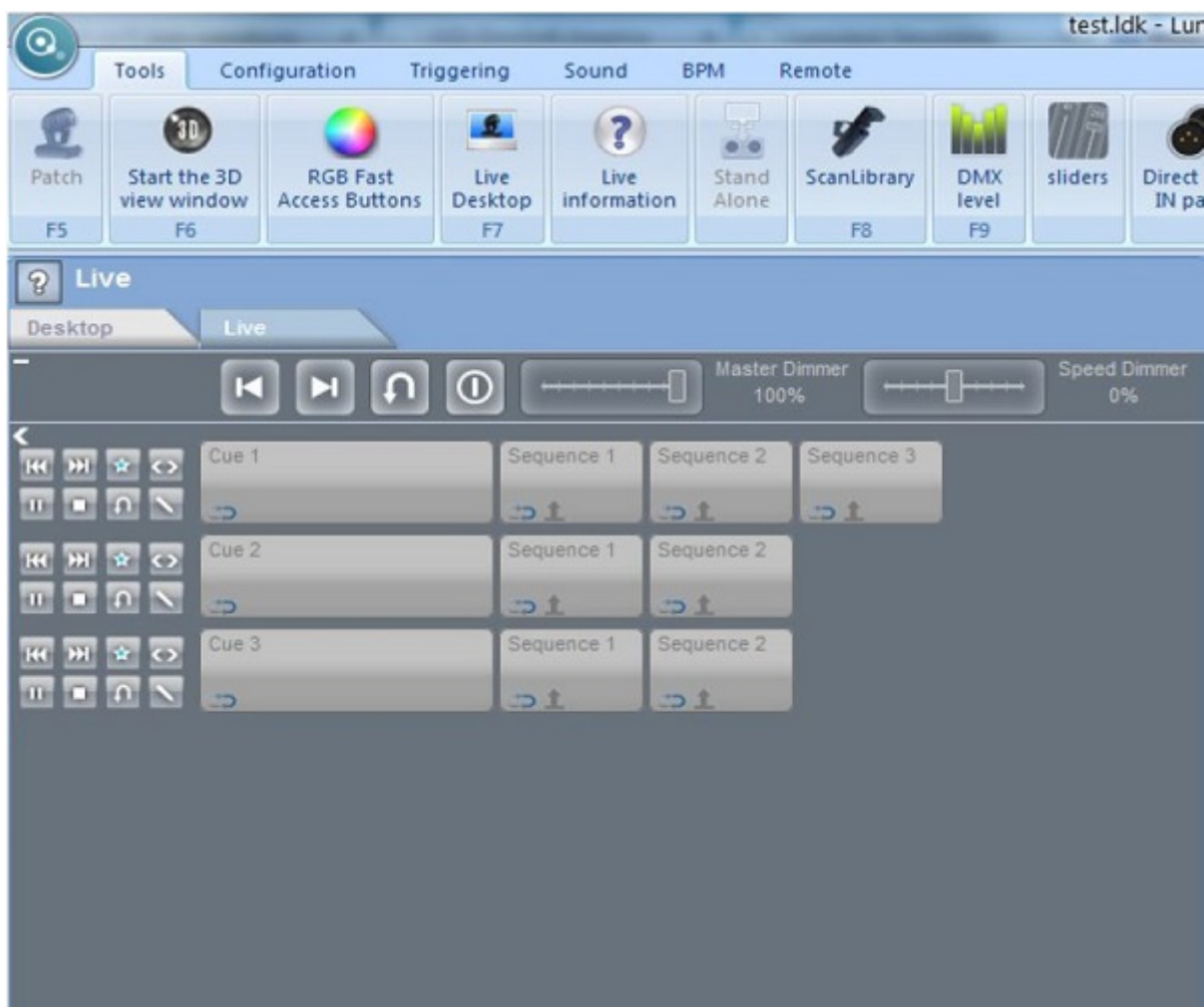
The Easy Remote Desktop can also be accessed from any device with web browser on the same network (ie other computers, Blackberry, other tablets or smart phones) using the HTTP mode. Press the HTTP mode button brings up the setting window.

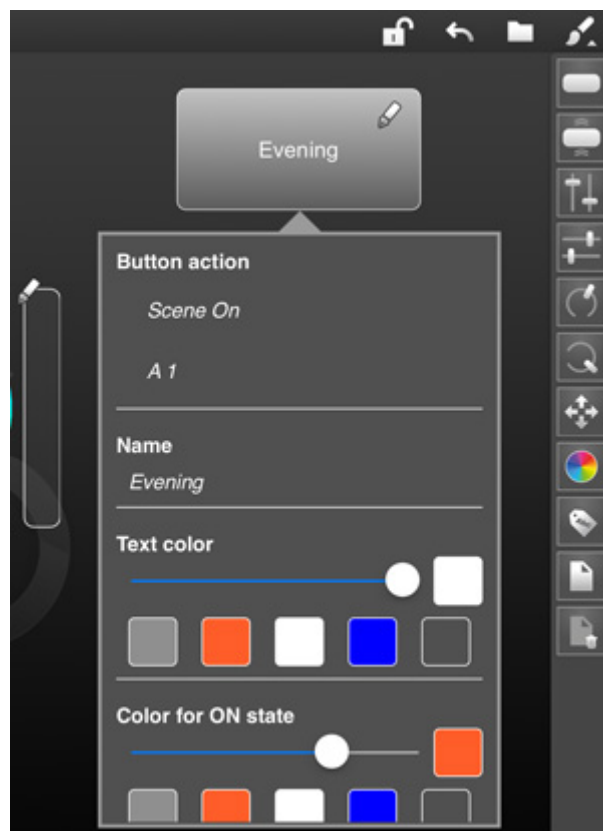


From this window you will set up the Easy Remote server information. You can set which port you want the server to use and you can open the browser to test the connection. Once you click start server the Send show Info button becomes available allowing you to send the show info to the server.

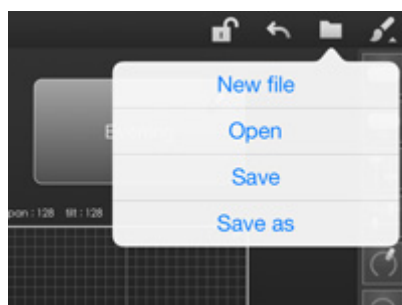


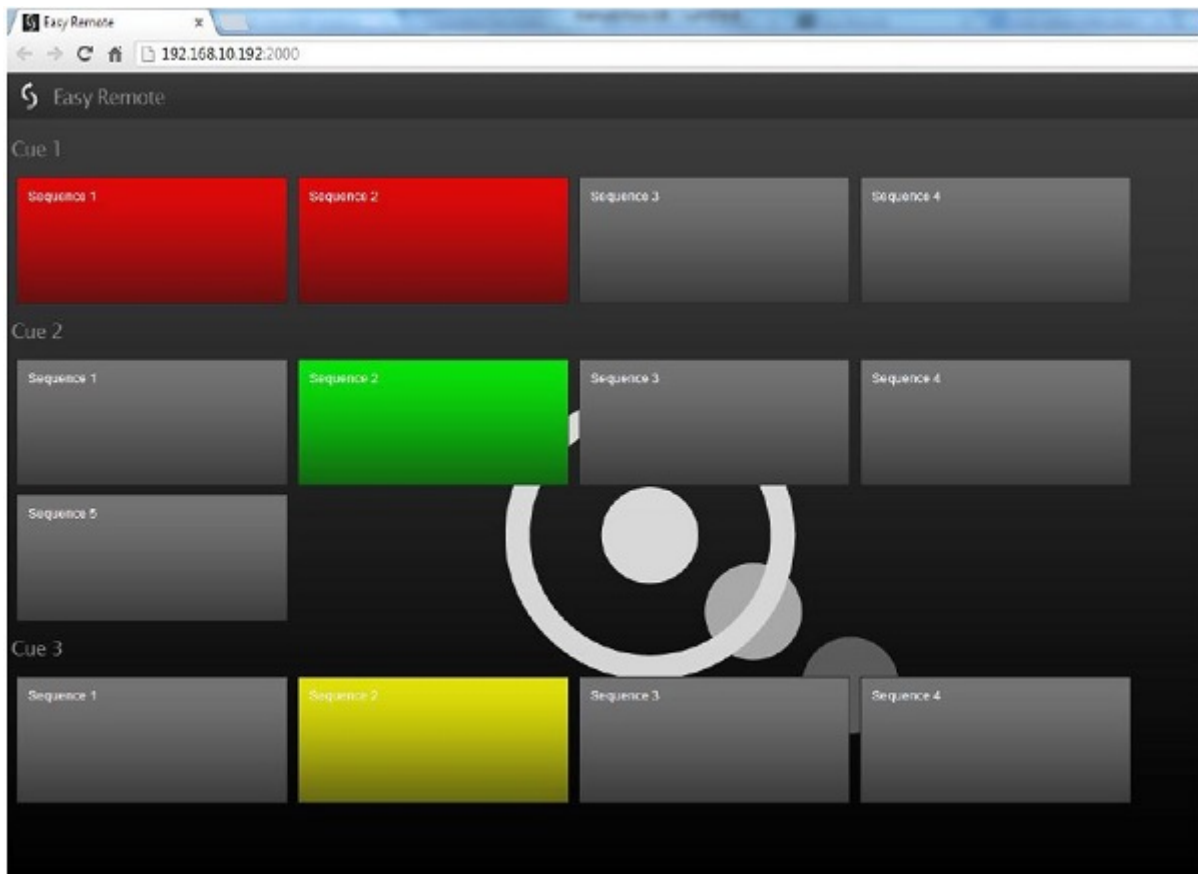
Once you have pressed the Send Show Info button press the Open browser button to test the connection. You see you Live Desktop represented as a web page.





Any color changes you make to the buttons on your Live desktop are also transferred to the Easy Remote server as well.





5.6.6. Direct Dmx IN Patch

To use a DMX board to control changes through a Lumidesk controller you must first assign which channels are going to be controlled. Select which channels from the DMX board are going to be used. (A) DMX IN Start and End. Next select which channels the board is going to control through Lumidesk (B) DMX Out Start and End. (C) Finally click the Add button.

Direct DMX In Patch

A

DMX IN Start:

DMX IN End:

B

DMX OUT Start:

DMX OUT End:

DMX OUT Universe:

C

Add

Delete

?

If you press the DMX level button you will see which channels are assigned to the DMX board, they will be orange.

DMX level

Universe 1	Universe 2	Universe 3	DMX input
34	255	2	1
1	2	3	4
1	127	9	127
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

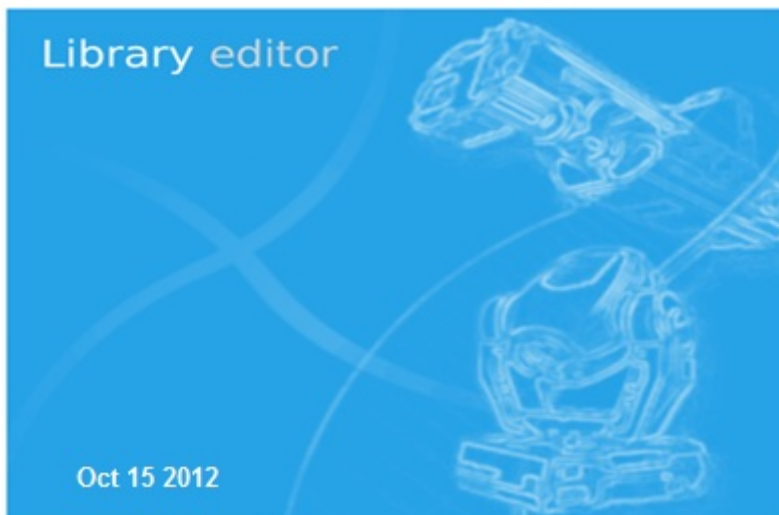
6.Configuration tools

6.1.1. How to open the Library editor

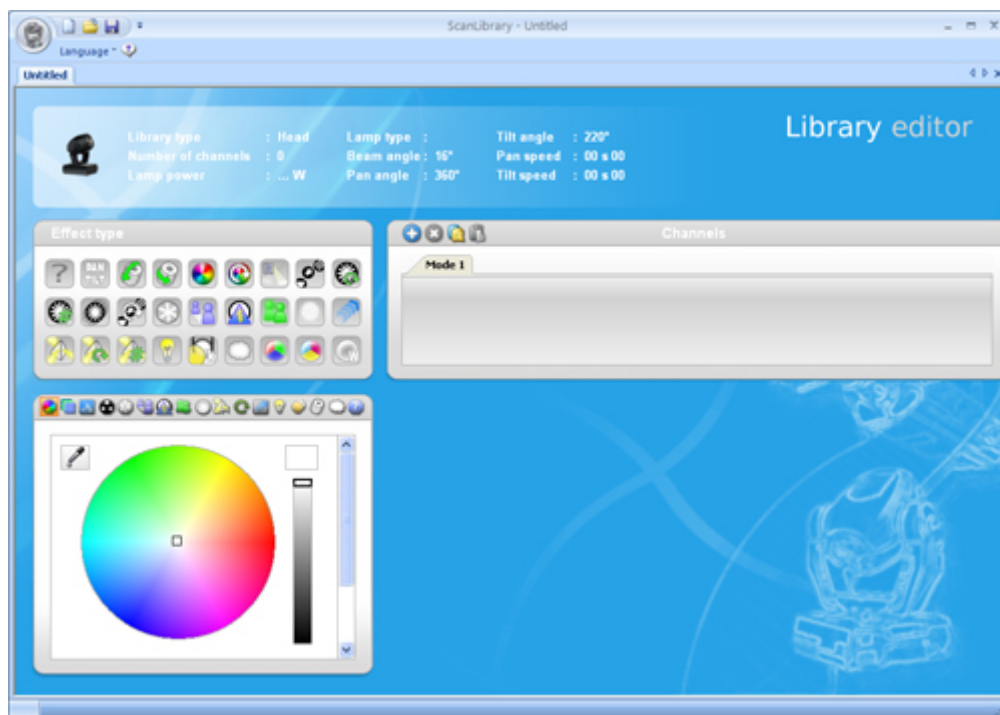
Click the "ScanLibrary" button on the "Tools" tab.



The Scanlibrary software starts.



Now you can create or open a fixture's library.

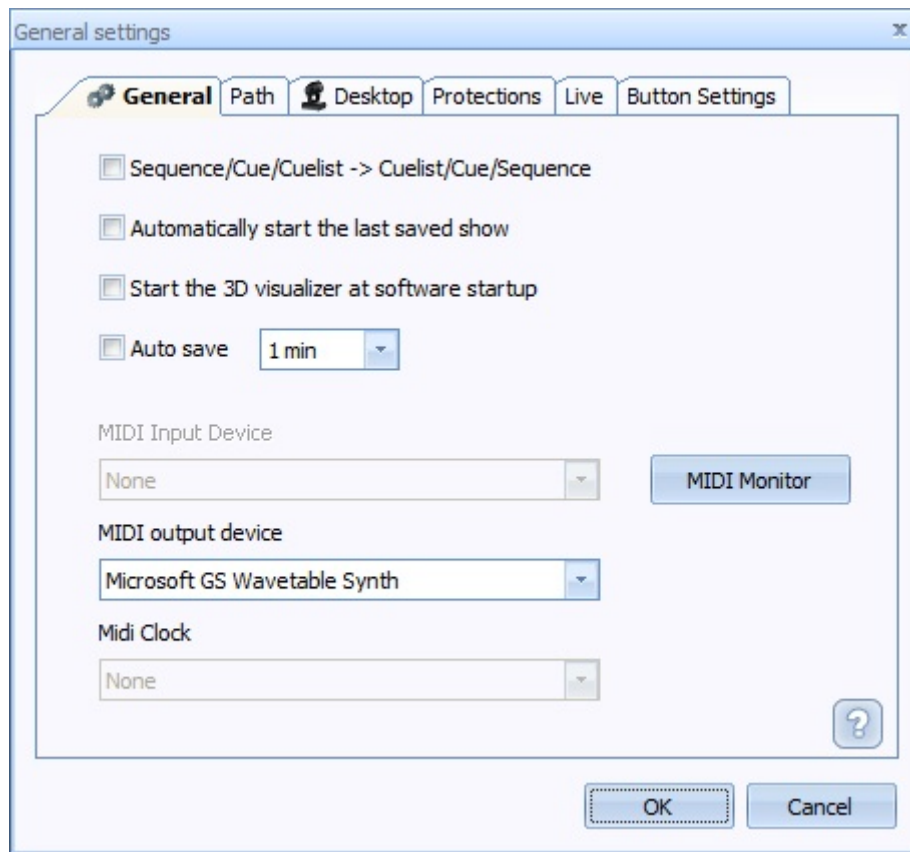


6.2.2. General Settings

Click the "General Settings" button on the "Configuration" tab.

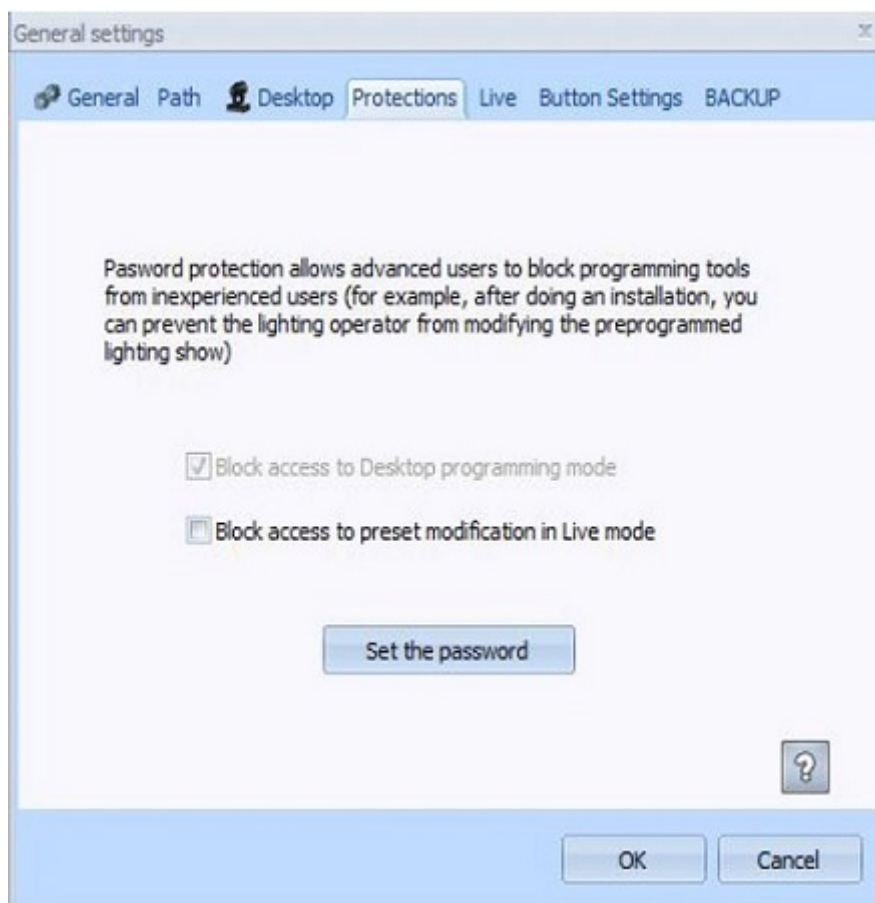


The General settings window appears.

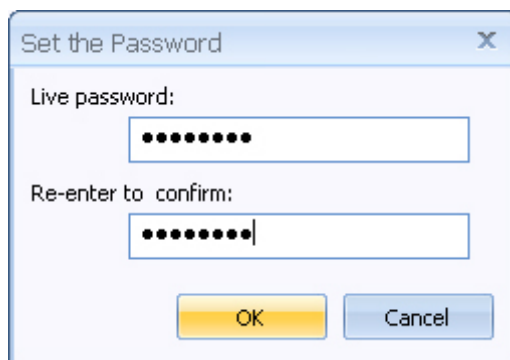


6.2.1.2.1 General

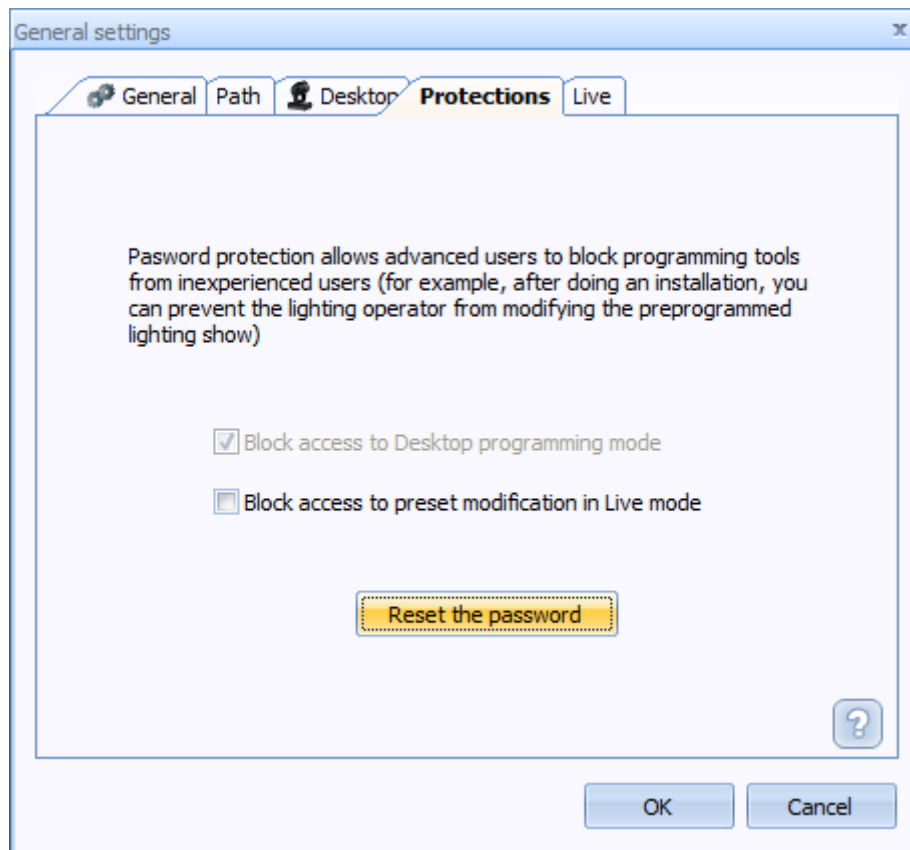
If you want to "Automatically start the last saved show" at start-up, check this option. If you want to "Start the 3D visualizer when you open the software" check this option. Select the MIDI device in the list. If you want to protect the programming mode with a password, go to the Protections tab and click "Set the Password". Also you can check your MIDI input and out settings, and monitor your MIDI signal.



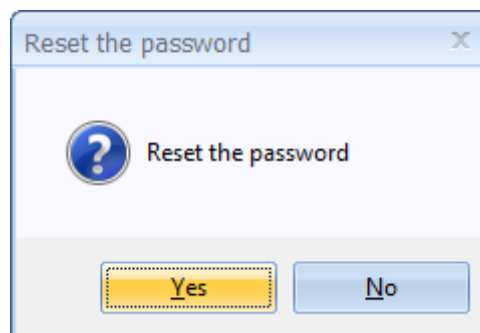
Set the password, confirm the entry and click "OK".



To reset the password, click "Reset the password"

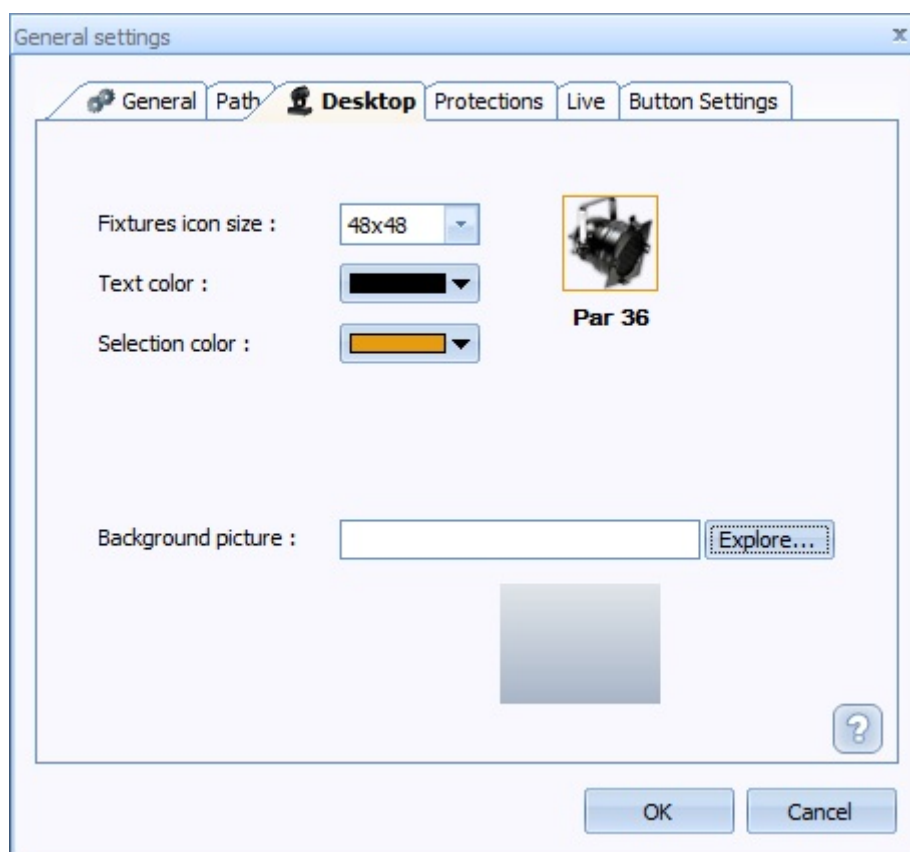


Confirm the action by clicking "Yes".

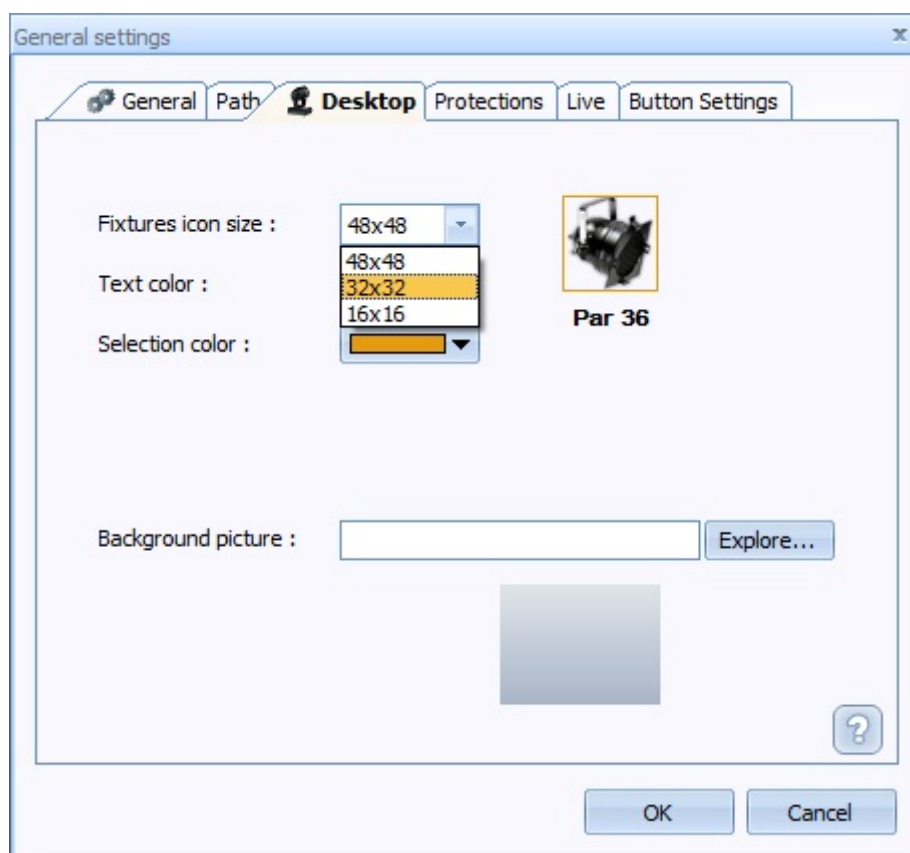


6.2.2.2.2 Desktop

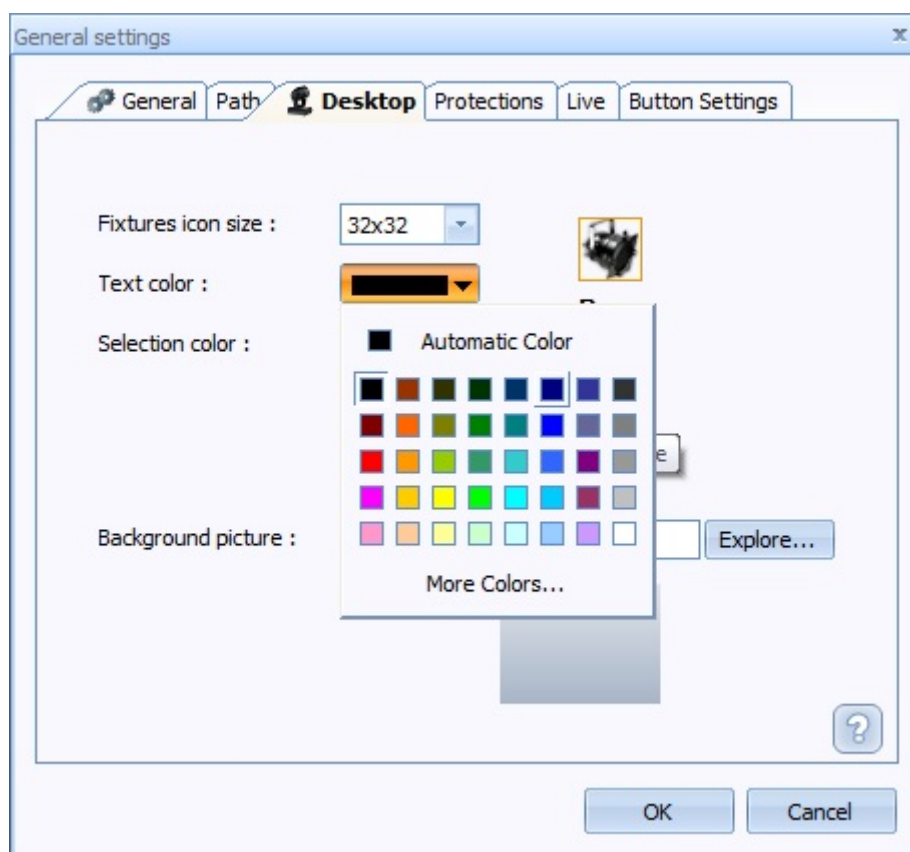
Click the "Desktop" tab.



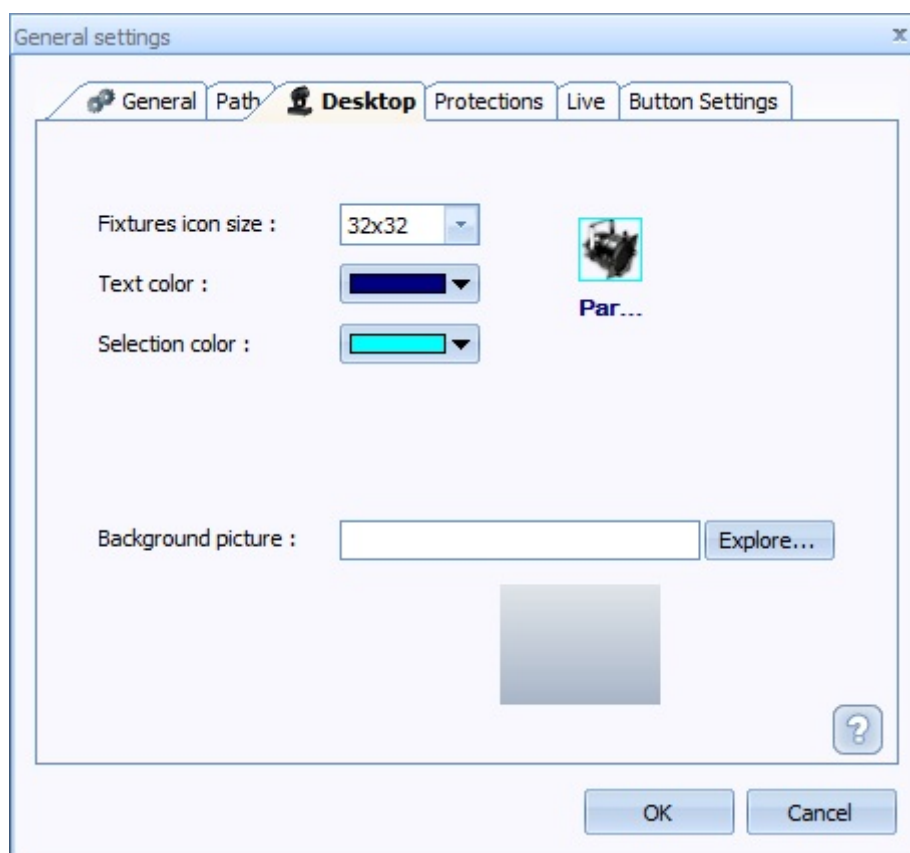
Change the default icon size. You can see a global preview on the right.



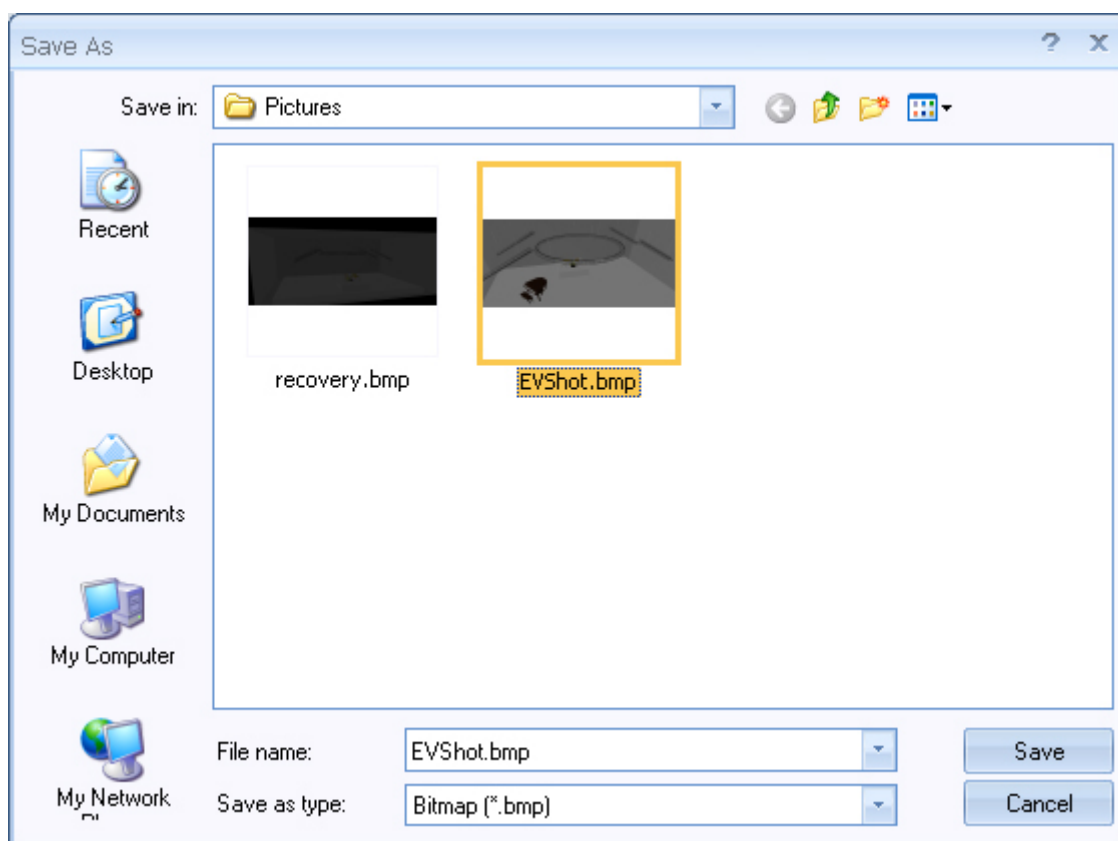
Change the text color.



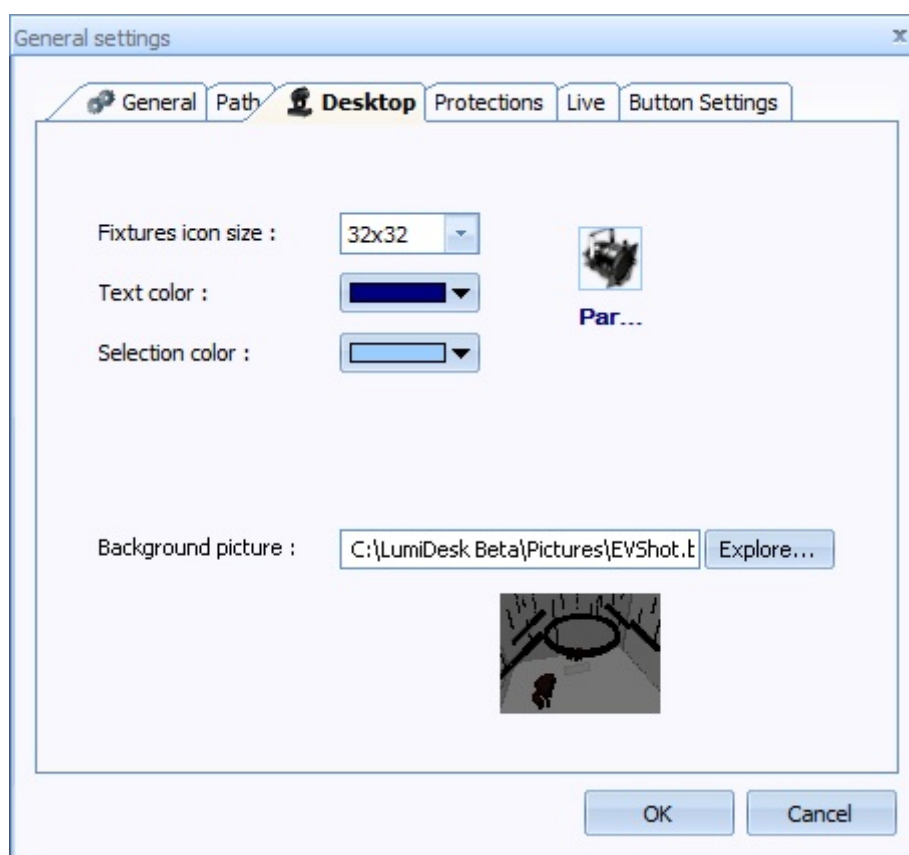
Change the selection color. Now we can set the background picture, click "Explore".



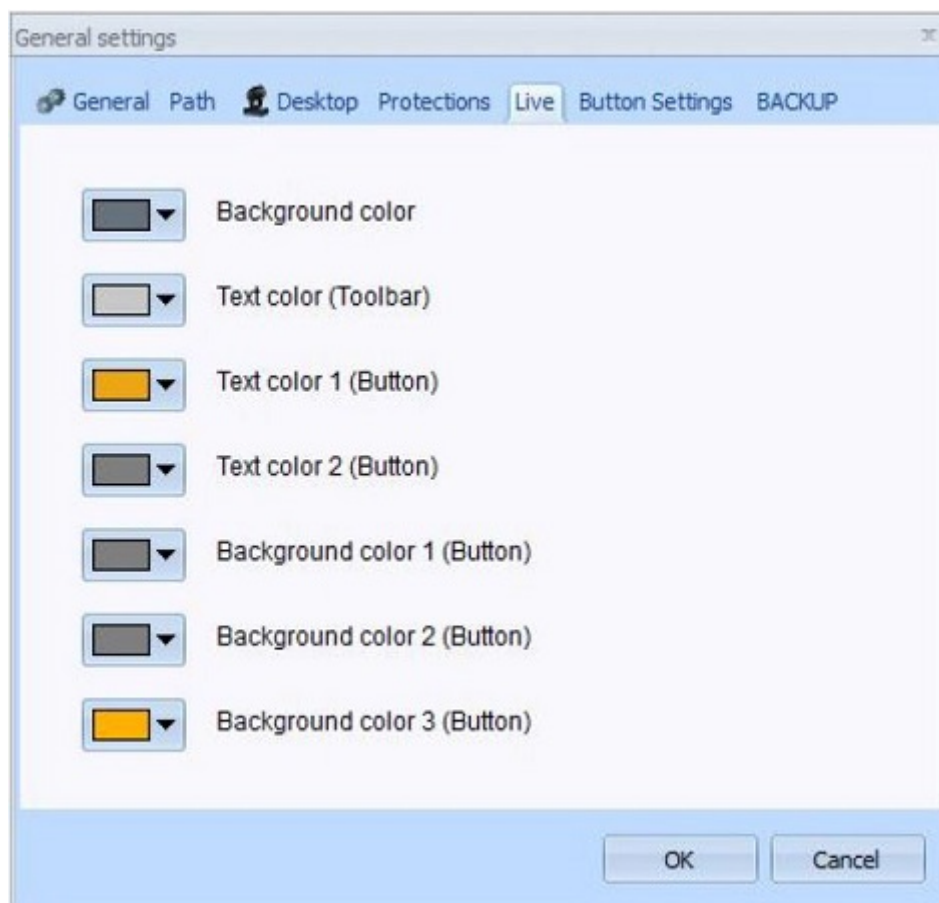
Select a bitmap file.



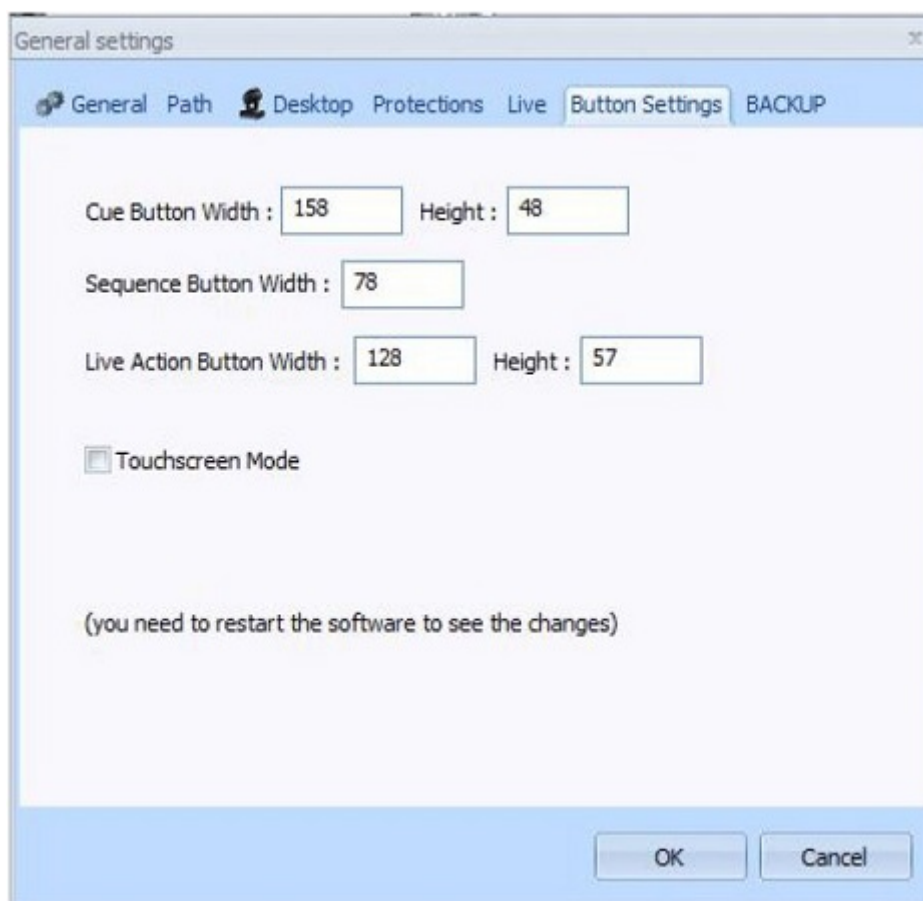
You can see a preview on the bottom.



You can also change the look of the Live desktop. Here you can change the background color and the color of the buttons.



On the Buttons tab you can change the size of the buttons and you can also select Touch screen mode, which sets up Lumidesk in a more touch screen friendly mode.



6.2.3.2.3 Shortcuts

The backup tab allows you to create a backup of your show in case somethings happens.

General settings

General Path Desktop Protections Live Button Settings **BACKUP**

Backup now Restore a backup

Name

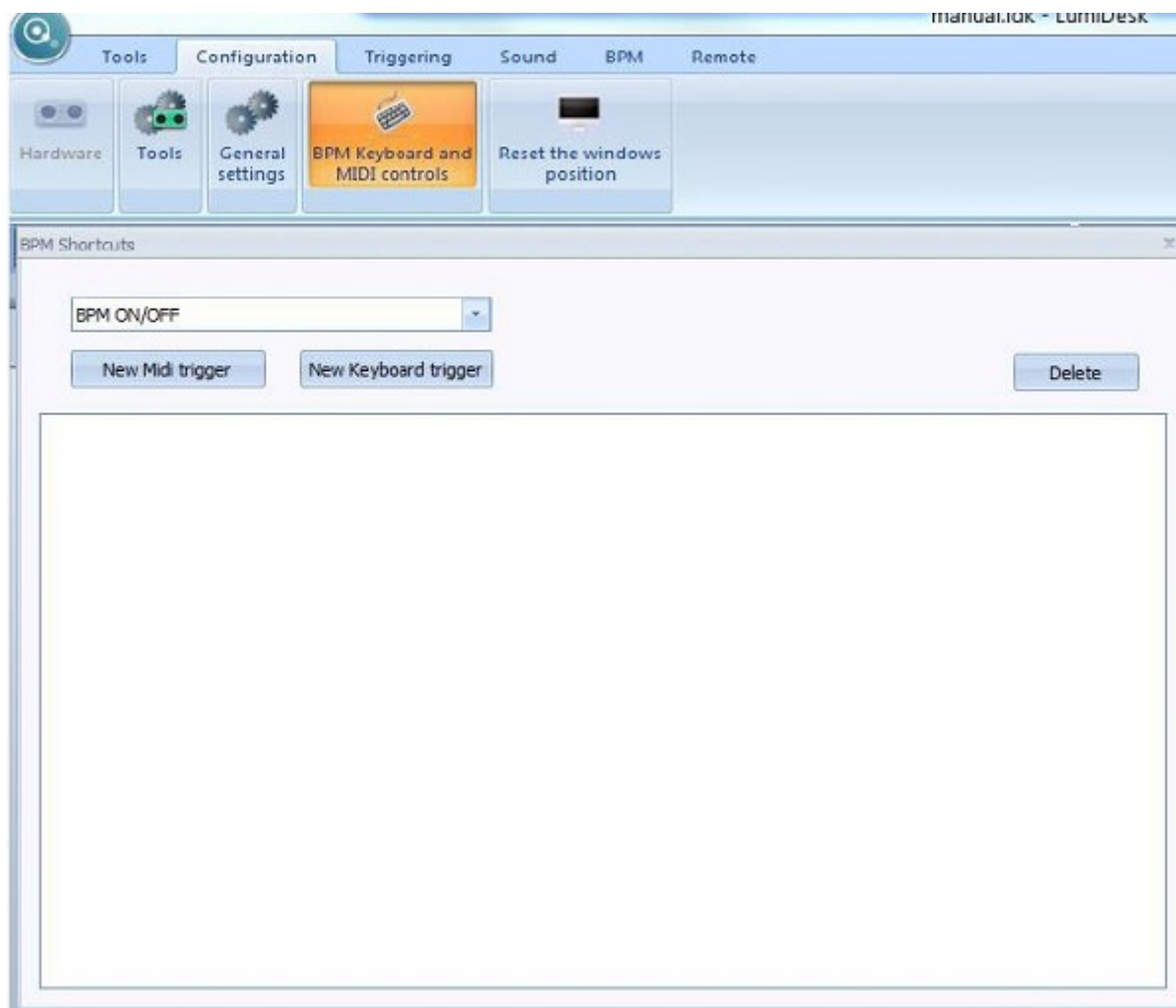
First Name Last Name

Email

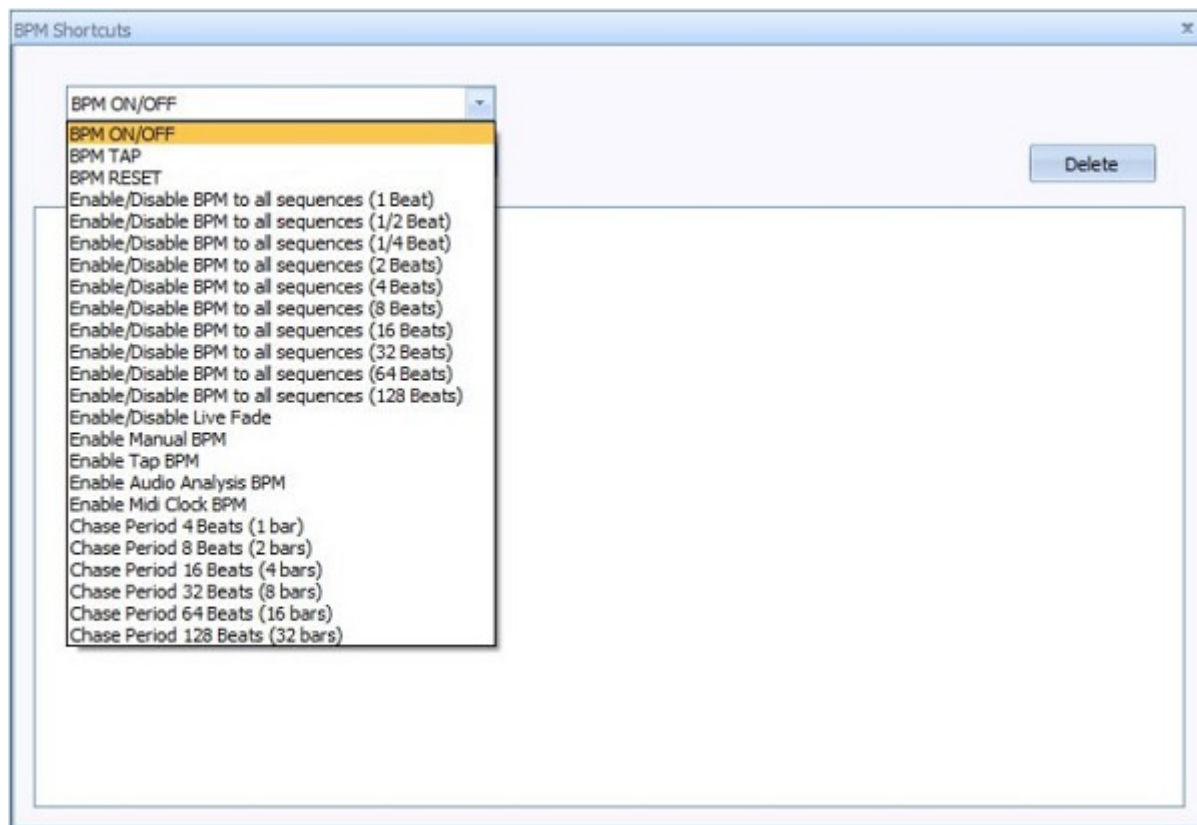
OK Cancel

BPM Shortcuts

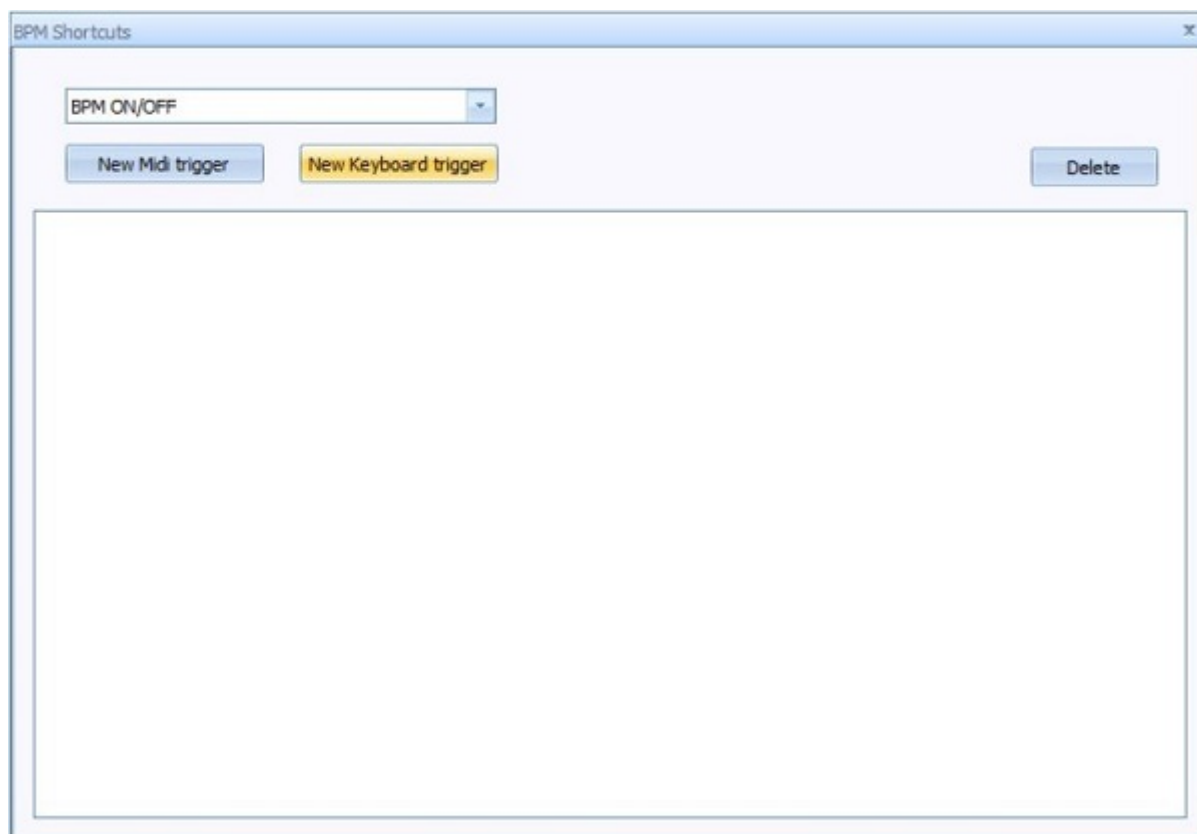
The BPM Shortcuts menu allows you to assign keyboard or MIDI keys to BPM functions.



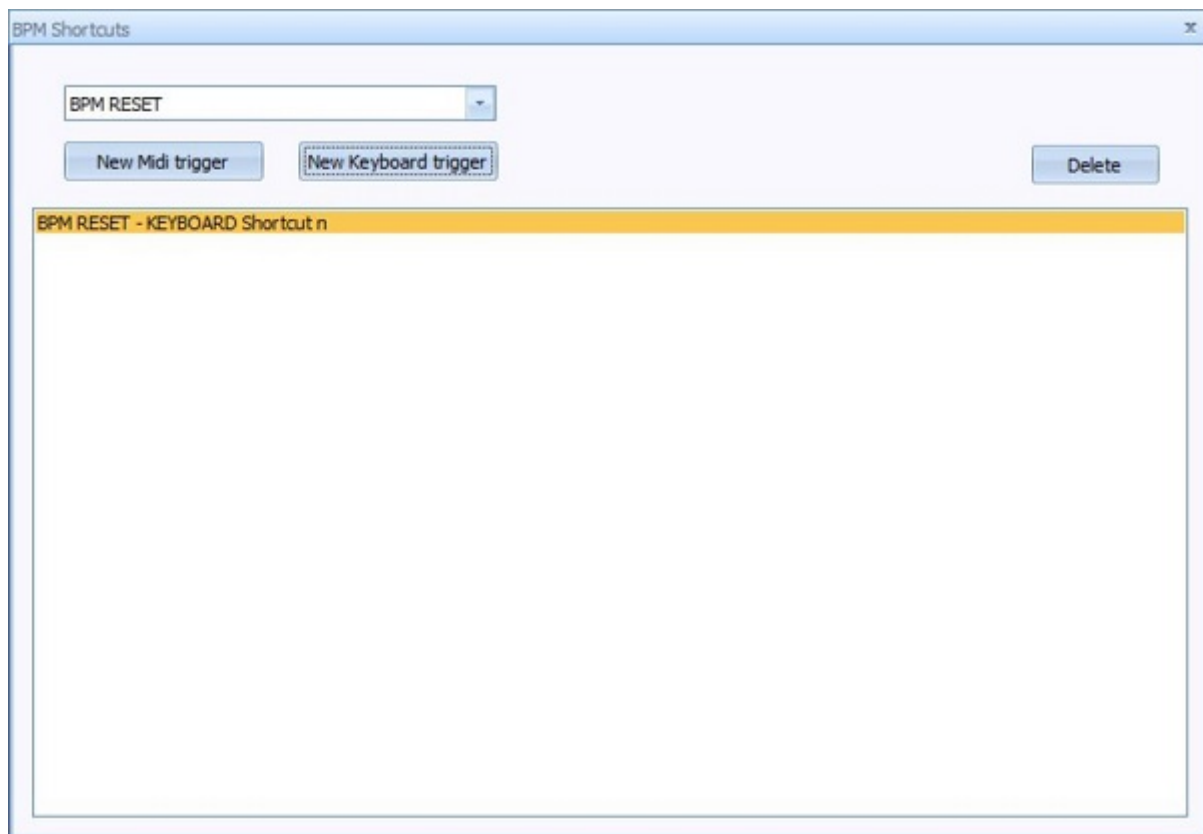
First select the BPM function you wish to trigger from the drop down menu.



Once you have selected the function, press which type of trigger you want to use either keyboard or MIDI. When prompted press the key you want to use as a trigger.

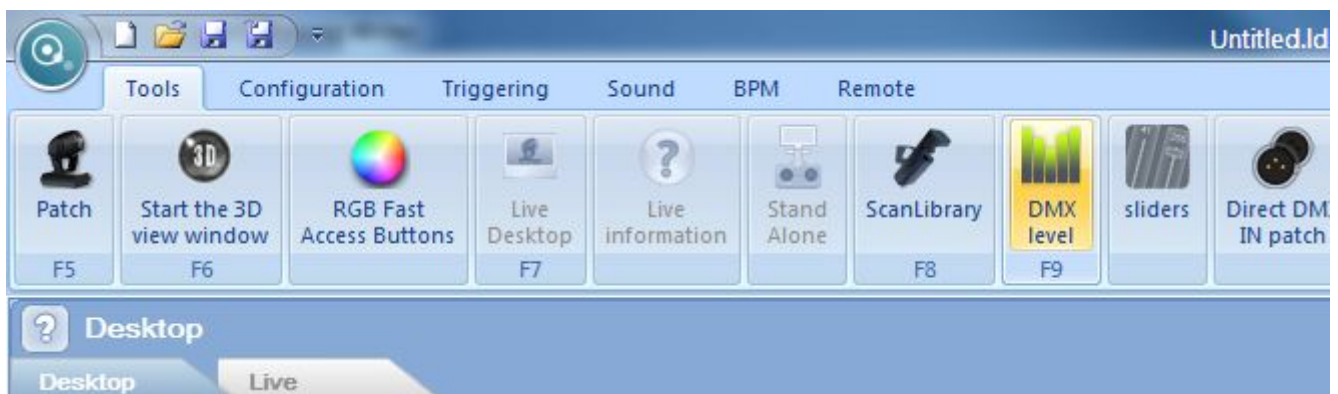


After the key is pressed you see the trigger appear on the list below. To delete a trigger, simply highlight it, and press the Delete button.



6.3.3. DMX Output levels

Click the "DMX Levels" button on the "Tools" tab.



The DMX levels window appears.

DMX level																																																				X																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
	127	127	127	127						127	255	127			7			12	5																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																														

The DMX Level is in green, in this example the value is 127 for the address 234.

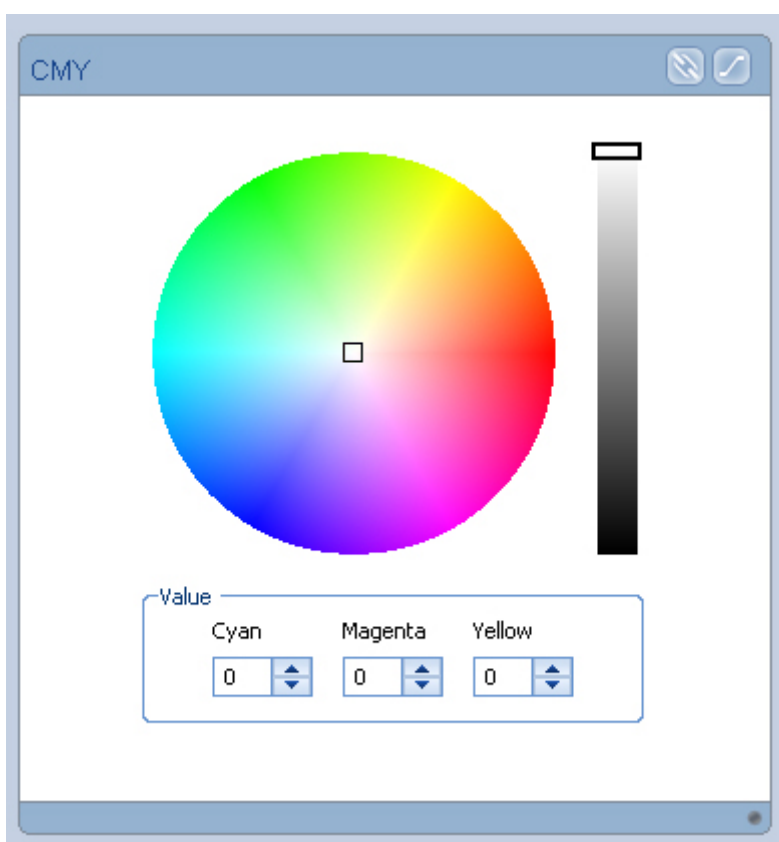


7.ULTIMATE features

7.1.1. Setup and programming tools

7.1.1.MIDI and DMX IN Links

To link an Output DMX channel with a DMX Input channel or a MIDI channel, click the link input button.



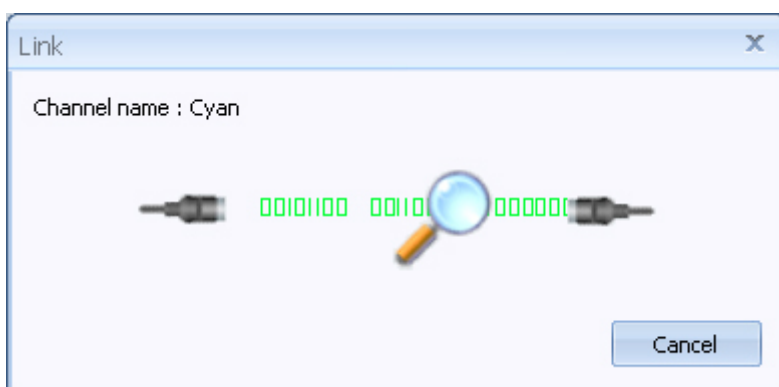
If you have a CMY, RGB or XY preset, you can choose which channel you wish to link up with the MIDI command.



Select the Cyan channel.



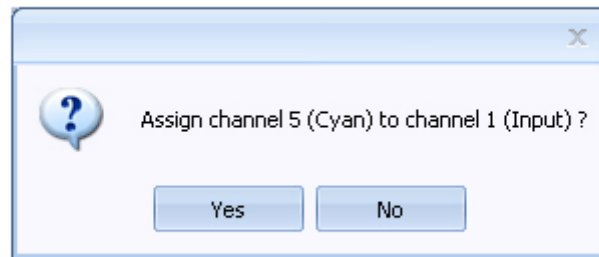
A waiting window appears.



Move a DMX board slider.



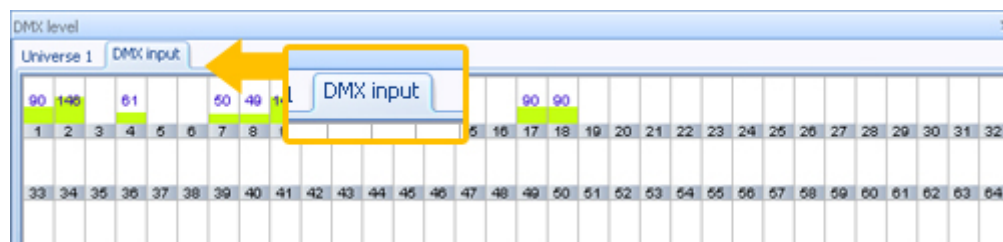
Click "**YES**" to add this link.



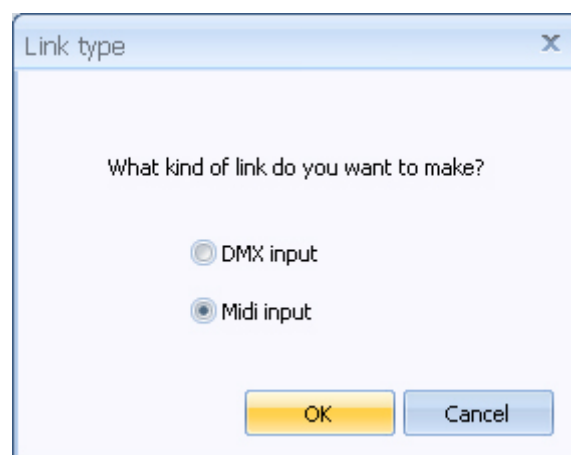
To see the Input DMX level click on the "**DMX level**" button on the "**Tools**" tab.



Select the "**DMX Input**" tab.



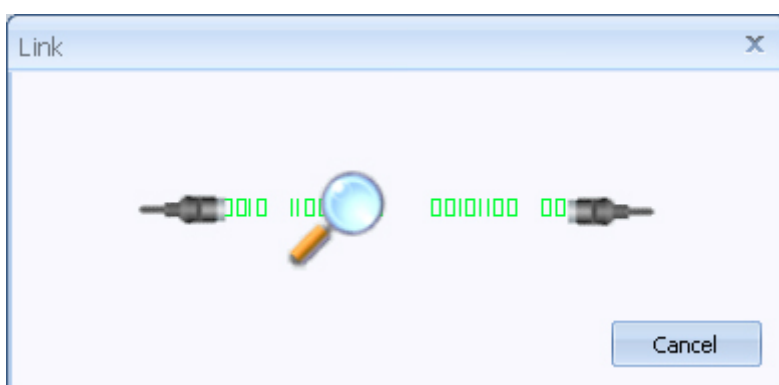
If a MIDI board is connected to your PC you will have two choices: DMX Link or MIDI link. Select MIDI Link then "OK".



Select the Magenta channel.



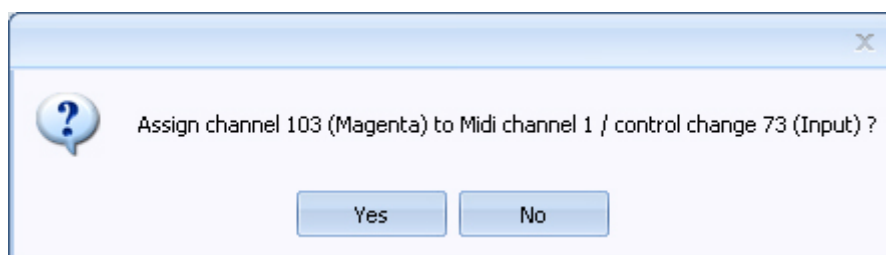
A waiting window appears.



Move a MIDI board slider.



Click "**Yes**" to create this link.



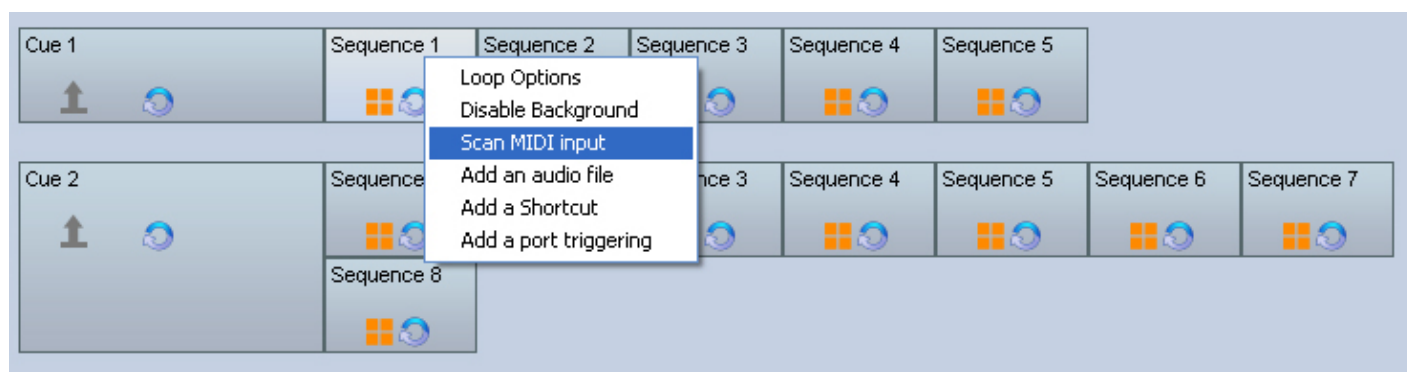
7.2.2. Playback tools

7.2.1.MIDI and Ports Triggers

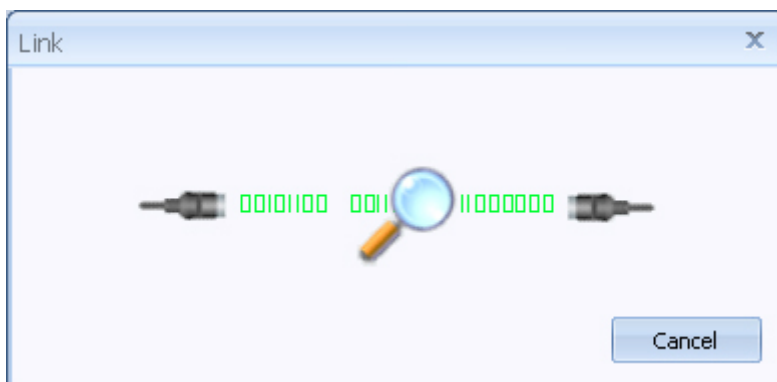
To add a MIDI trigger you must plug in a USB MIDI Keyboard. A Keyboard icon on the status bar shows that the MIDI functions are enabled.



Go to the "**Live mode**", right click on a Sequence or Cue button and select "**Scan MIDI Input**".



A waiting window appears.



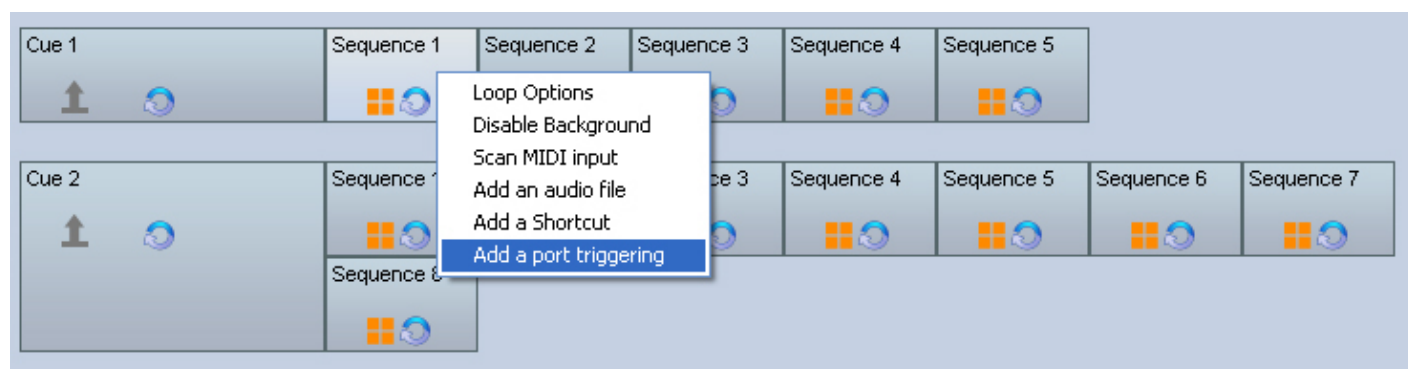
Push a key on your MIDI keyboard.



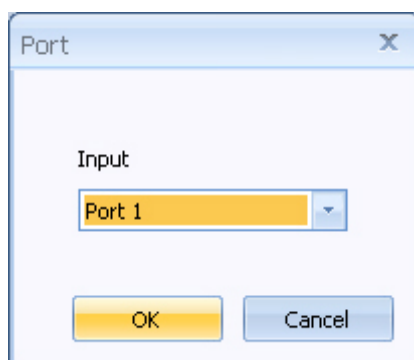
Now you can see a small MIDI keyboard icon, this icon means that the MIDI trigger is working on this Sequence.



To add a port trigger, do the same as the MIDI trigger but select "Add a port triggering"



A window appears, select the port number and click "OK".



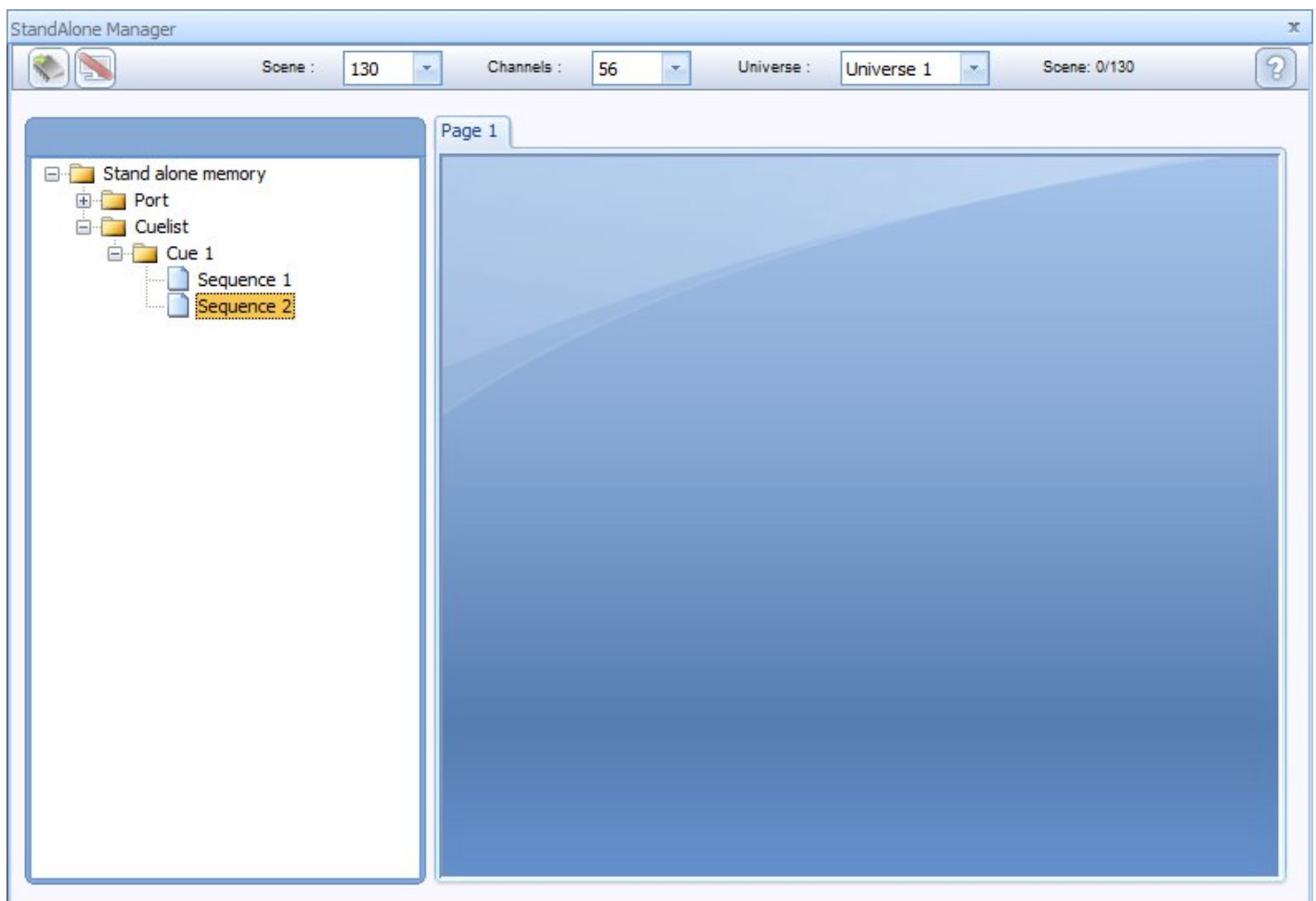
7.3.3. Configuration tools

7.3.1. Configure the StandAlone Mode

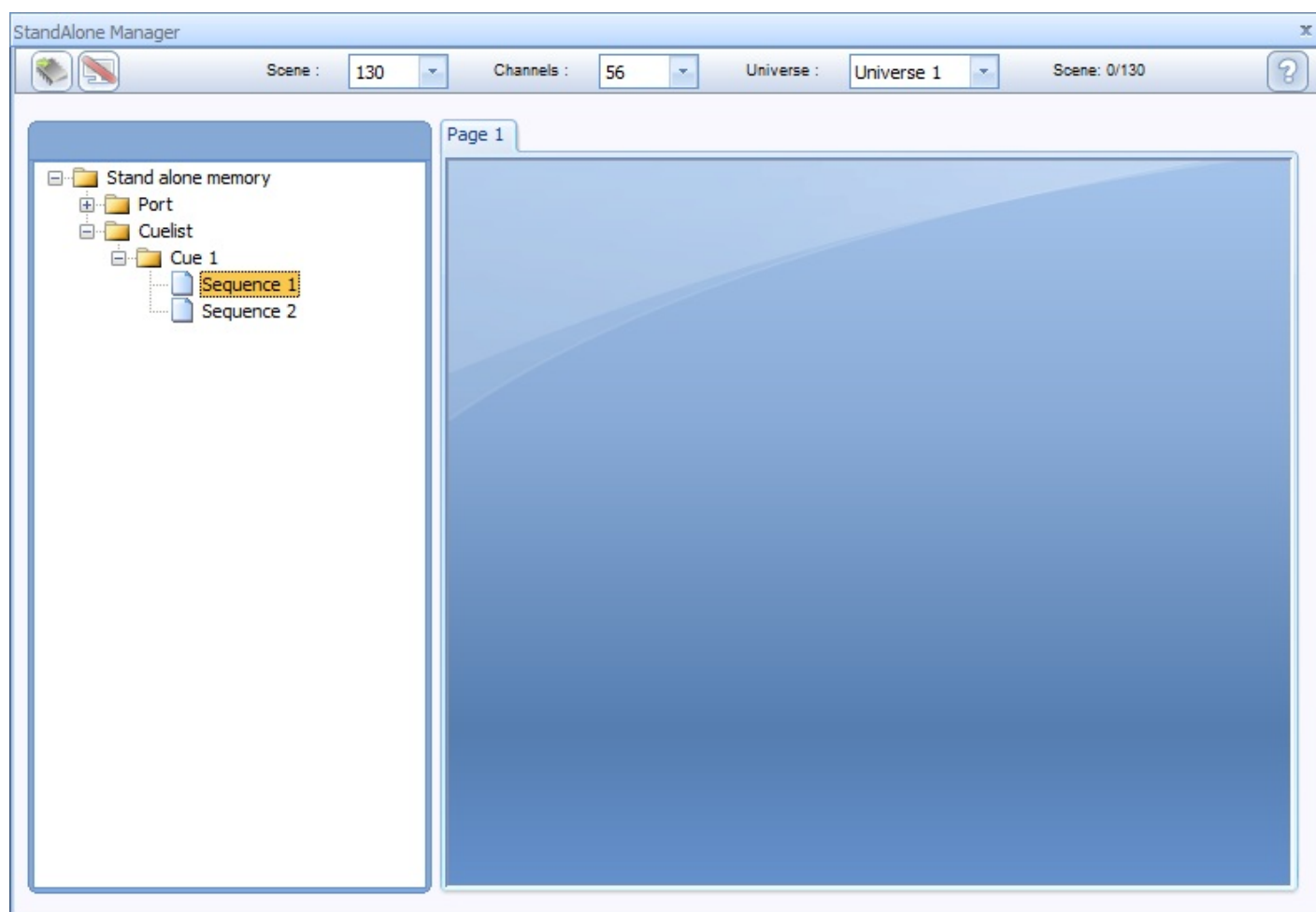
To open the StandAlone configuration window, click on the "**Stand Alone**" icon on the "**Tools**" tab.

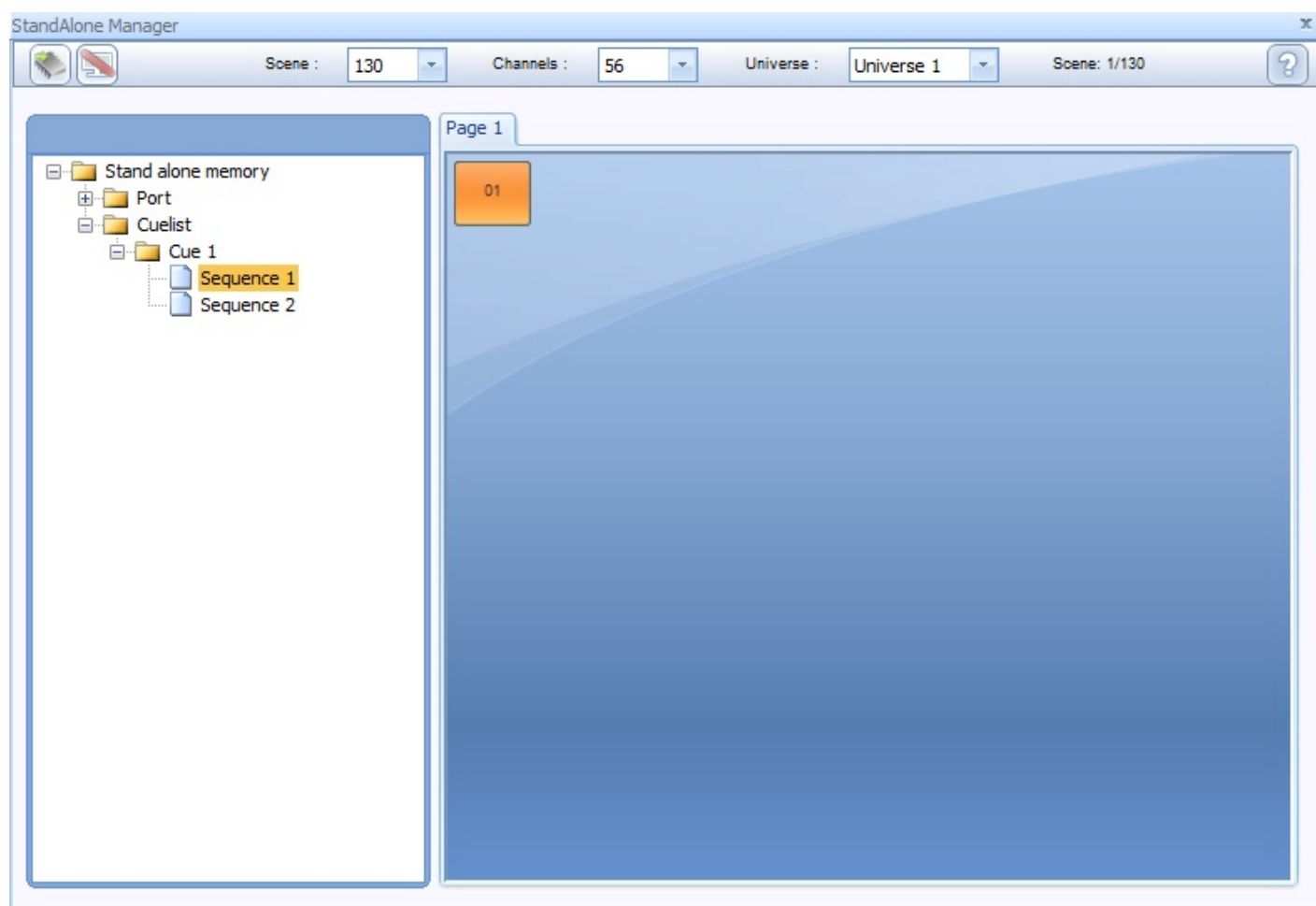


The **Stand Alone** configuration window appears.

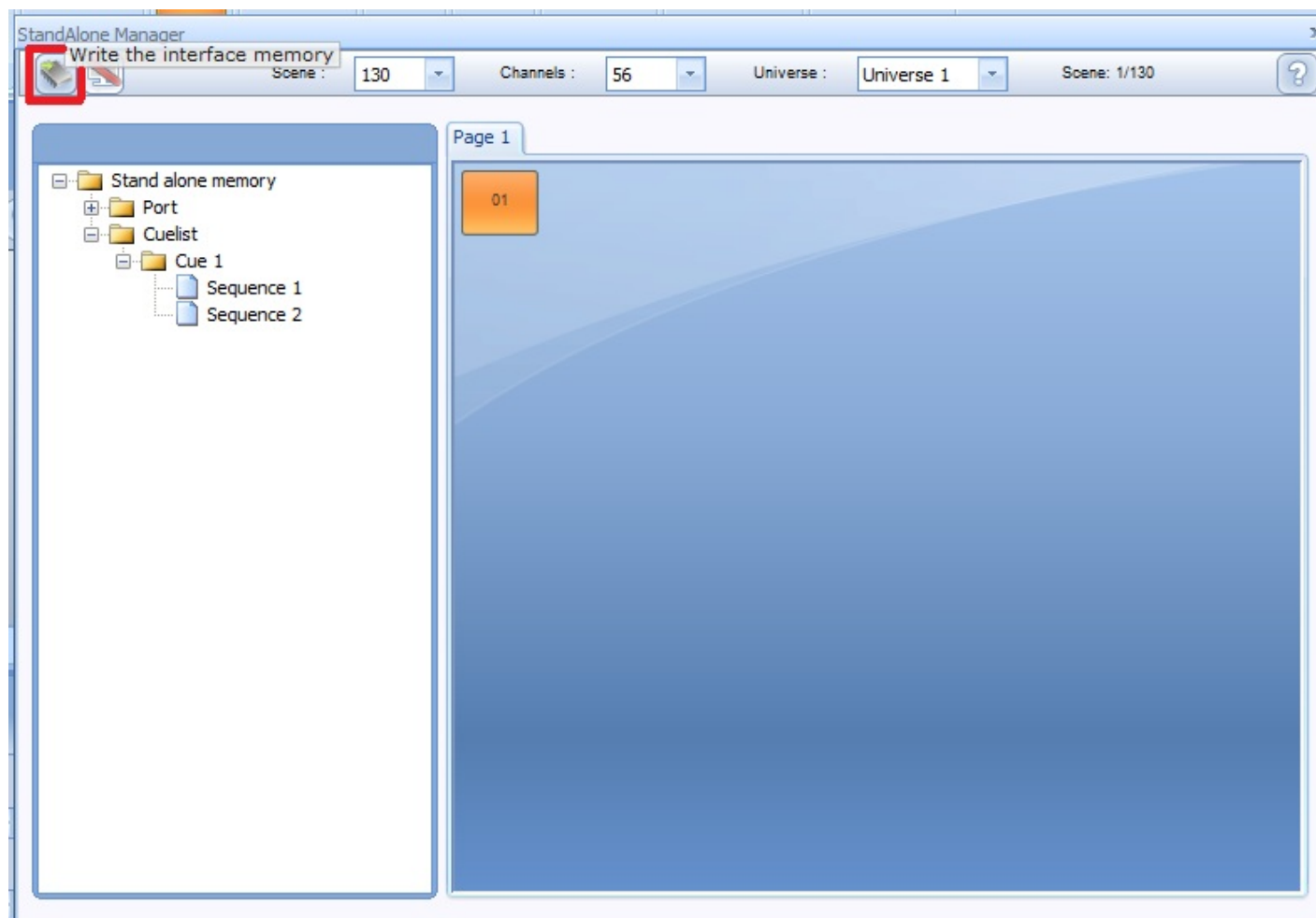


The left tree list on this window shows the cuelist structure. Select the sequences and cues that you want to add in the StandAlone memory, then drag and drop them to the area on the right. The right area shows the StandAlone memory configuration. You can change the memory architecture at anytime (delete sequences...).

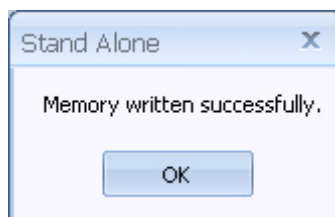




To write the configuration to the Interface's StandAlone memory, click the Update button. You can see the available memory space through the right progress control.



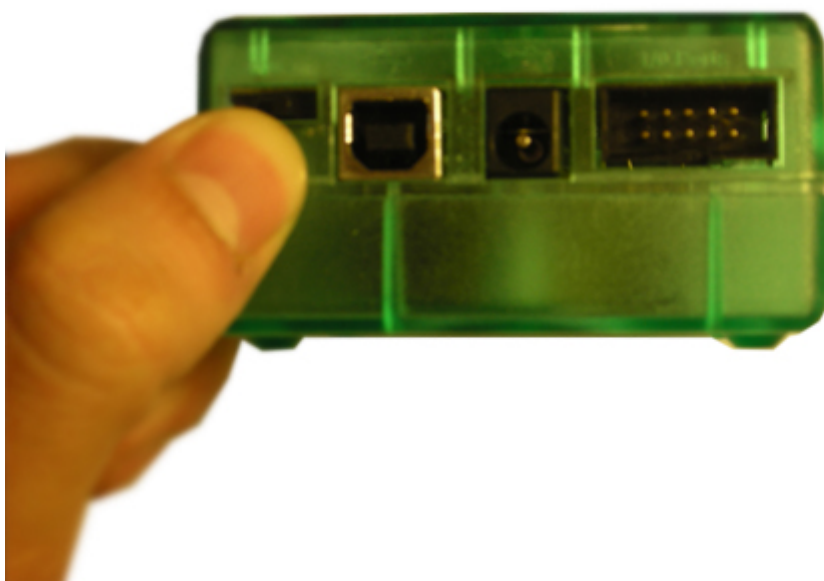
When the memory writing process is done, a popup window appears.



To use the USB/DMX interface in StandAlone mode configuration, you must use an external 9V DC 0.65A power supply.



Put the rear switch on the "ext" position.



Plug the external power supply.



To change the current sequence push the "+" button (the LED display show the current sequence).





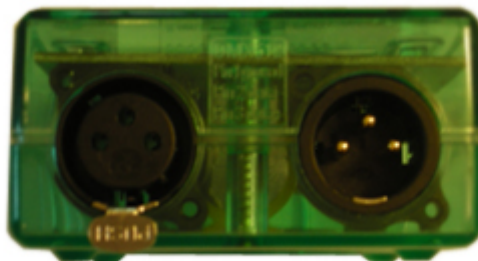
To come back to the previous sequence, push the "-" button.





7.3.2. How to configure the multiuniverses mode

With the ULTIMATE version you can convert the DMX Input into a second DMX output. You will have 1024 DMX channels (2 DMX universes).



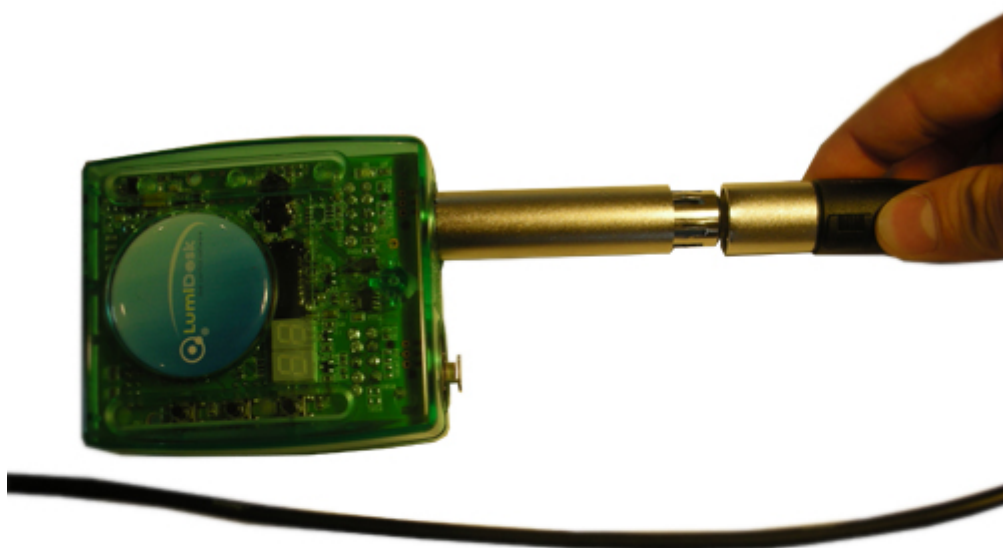
To convert the DMX input to an DMX output you need a DMX converter like the one pictured.



Plug the converter into the DMX input.



Plug your DMX cable into the converter.



Now you have 2 DMX OUT lines.



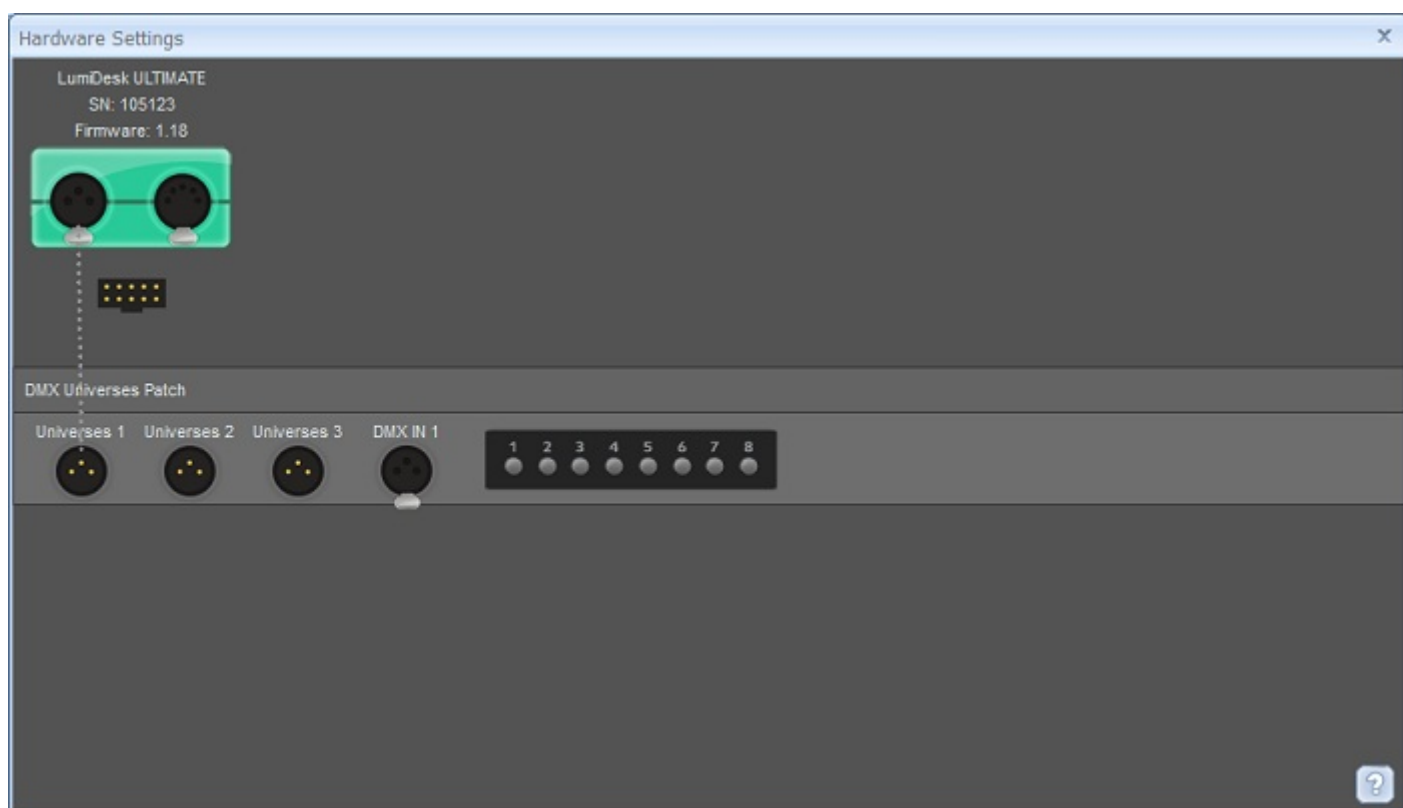
Now the interface is configured to have one DMX Output and one DMX Input. There is "PC" on the display and the red LED (showed by the arrow on the picture) is not blinking.



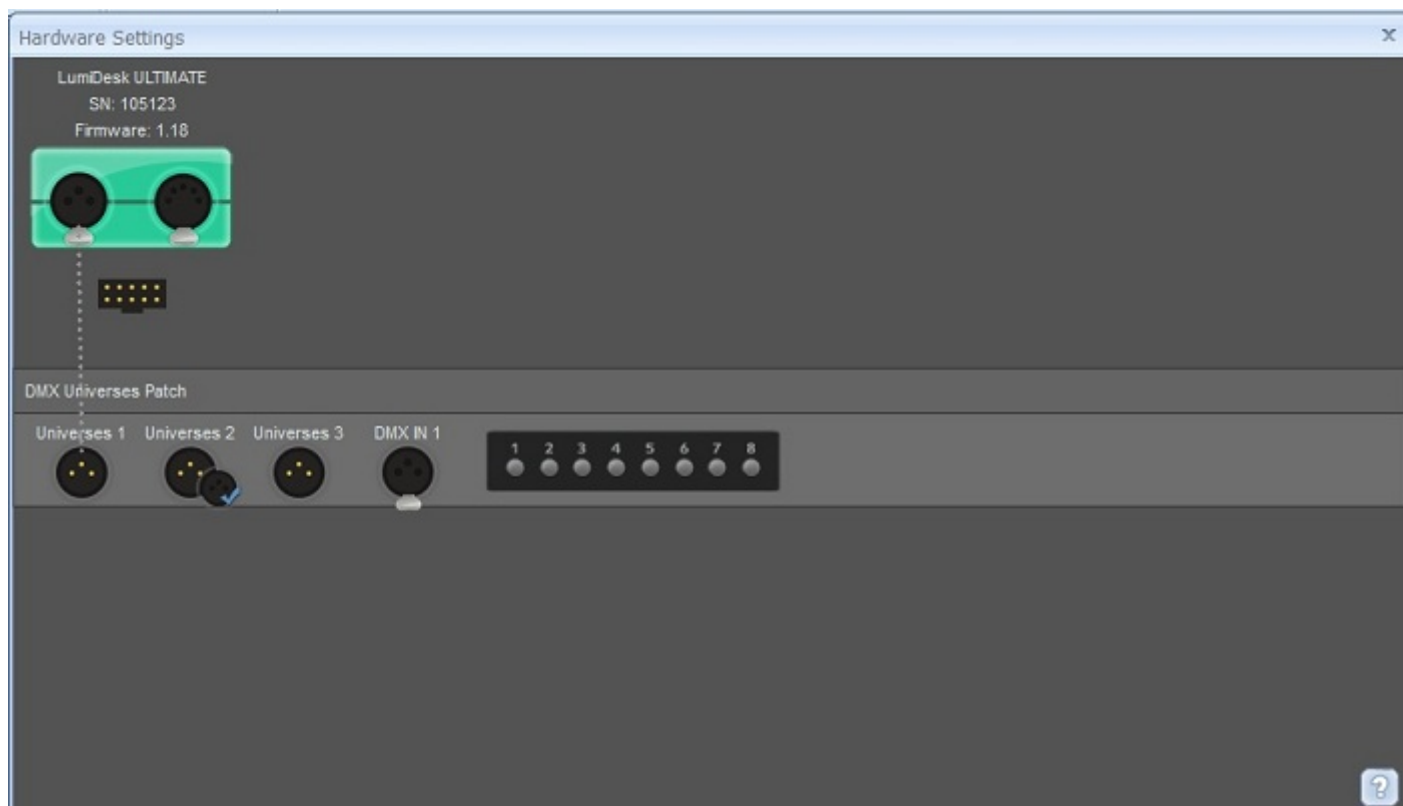
Click the "Hardware" button on the "Configuration" tab.

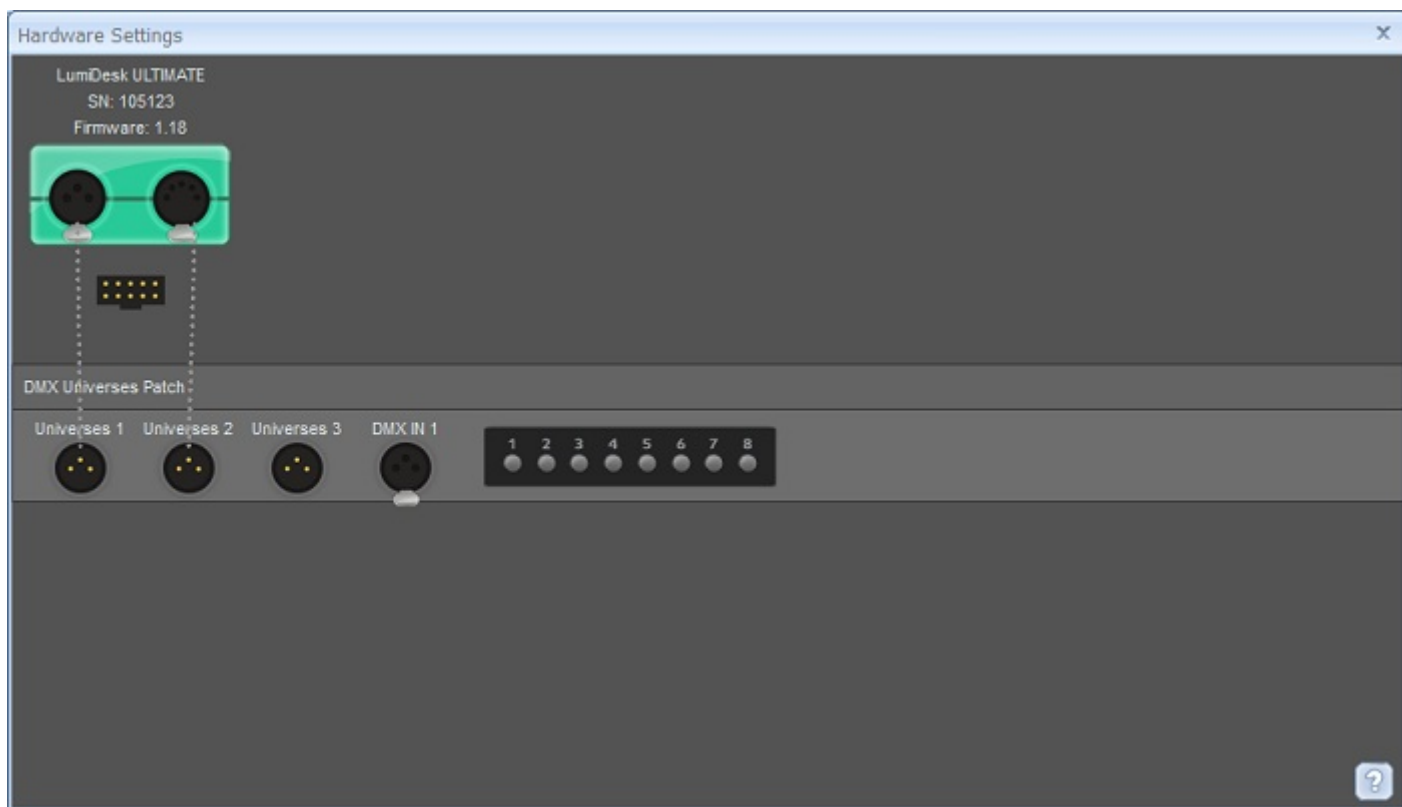


The "**Hardware settings**" window appears.

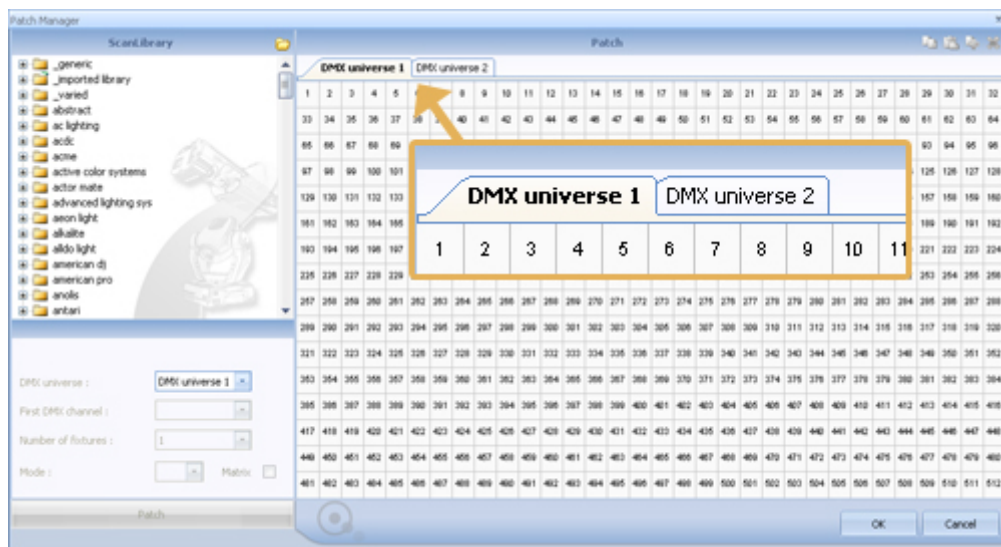


Drag from the port on the interface to the Universe 2 port displayed below





You can check that you have two DMX universes on the Patch window.



The interface shows "CP" and the red LED is blinking.

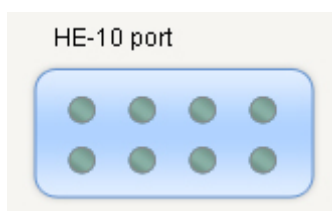


7.3.3.How to test the ports

To open the Hardware configuration window, click on the "**Hardware**" icon on the "**Configuration**" tab.



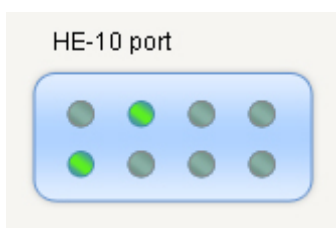
The Hardware configuration window appears. You can see the HE-10 port item in the top left area of the window.



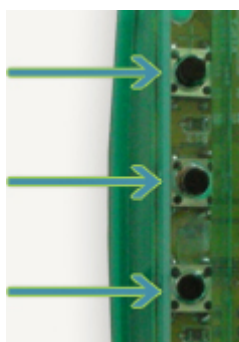
Plug you port panel to the HE10 interface port socket.Push some buttons to test your panel.



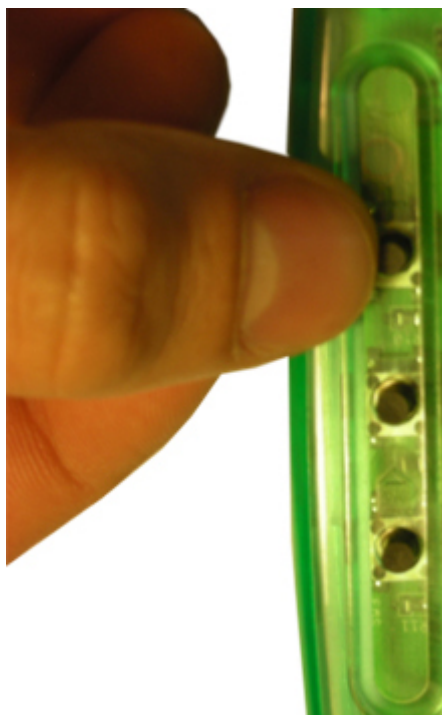
You can check that your panel is working fine within the virtual green LED in the software. When the port is enabled, the LED is green.



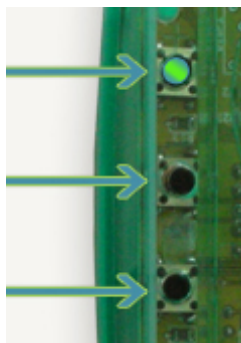
This tool can check the interface's buttons.



Push a button.



If the button is working fine you'll see a green LED on the control.



8.FAQ - Troubleshooting

Fixtures going crazy

1. DMX addresses

Make sure the addresses for your lighting fixtures are the same as those defined within the software controller. You can check the addresses from the control software.

2. Fixture profiles/libraries

Sometimes fixtures have different "modes" that increase the number of channels or swap them around. Make sure you are using the right profile for your fixtures.

3. DMX cable

If you are still having problems, try using a different cable (make sure it is a good one).




Software and/or interface do not work

1. Check the USB interface

Connect the interface to the computer. You should see 3 LEDs turn on, green, yellow, and red. Green should be blinking slowly. Yellow should be completely on. Red should be blinking fast.

If none of the LEDs are on, check the back of the interface, there is a small switch that turns power ON/OFF. If only the yellow LED is on, then your interface is broken, please contact your retailer to have it replaced.

2. Check software/interface communication



Connect the interface to the computer BEFORE you start the software. After you open the software, the green LED should start blinking fast. If you go to the  menu, then About, a popup window will appear with our logo in it. You should be able to read software name and a release date for the software. If there is good communication between the software and the interface, you should see a description of your interface inside this box as well.

If the green LED is not blinking fast, or you do not see the red letter description, there is no communication between the software and the interface. You probably did not install the drivers correctly.

3. Check the interface drivers

If you are using Windows XP, reconnect your interface to any USB port (a different one, if possible).

Windows will tell you whether the hardware found is new or already installed in your computer.

If it is new, the NEW HARDWARE WIZARD window will appear. Insert the installation CD in your computer, and select Automatic Search (if you do not have the installation CD, go to the Support/Downloads section in our website). Click Continue Anyway when Windows asks you about verification.

After this, Windows should tell you that your device is ready to be used. Restart the software and check communication (previous step).

4. Double-check interface drivers

If during the installation of the drivers, when asked about Windows verification and compatibility, you

selected "Stop installation" instead of "Continue anyway", the drivers will not be installed correctly.

To check if the drivers were installed correctly, you should go into

- Windows Control Panel - System - Hardware - Device Manager

You will see a list that includes all USB devices. If the interface is connected and the drivers are installed correctly, the name of the device will be "Intelligent Usb Dmx Interface". If, on the contrary, you read "Unknown device" with a yellow exclamation point next to it, the drivers are not installed correctly.

To fix this:

- Uninstall unknown device
- Disconnect USB interface, wait a couple seconds, and reconnect
- The "Add New Hardware Wizard" will appear, just follow the instructions (previous step)
- Make sure you select "Continue anyway" when asked about Windows verification and compatibility

5. Test on a different computer

If nothing seems to work, please try testing on a different PC before contacting your retailer to get an exchange. Typically, you should only ask for an exchange if:

- No LEDs turn on, even when you have moved the power switch in the back of the interface
- Only the yellow LED turns on
- The drivers seem to be installed correctly, but the interface/software does not work, and the Device Manager name for the USB device is "SUIDI-OUT" instead of "Intelligent Usb Dmx Interface"

9. Appendices

9.1. DMX512 brief description

By the time you are done reading this section, you will understand how DMX works and why the lighting world uses this standard communication protocol. For a more technical and detailed description, please visit www.dmx512-online.com

1. The need for a standard

About 20 years ago, most lighting and console manufacturers had their own proprietary communication protocols. During installations, it was necessary to use all lighting fixtures from the same manufacturer, of course with their own controller board. If you wanted to use lighting fixtures from different manufacturers (even simple dimmers), each group required their own lighting desk. It is clear that a standard form of communication between controllers and the fixtures was necessary.

2. Understanding DMX

To understand the DMX512 communication protocol (commonly referred to as "DMX"), we will use the "Cable TV" analogy.

Imagine a simplistic cable TV system, with only 4 relevant parts:

- a. TV station
- b. cable
- c. decoder
- d. TV set

The TV station broadcasts a signal that travels through a cable network until it reaches a decoder. The decoder receives information on hundreds of channels, but only displays on the TV set the information (in this case video and audio) from that single channel that we select. The TV set ignores the information from any channel that is not selected. It only displays the information from the channel selected in the decoder.

DMX can be related to this cable TV system, where:

- a. the TV station is the controller (Sunlite)
- b. the cable is a DMX cable
- c. the cable decoder is the DMX decoder (which usually is inside each lighting fixture)
- d. the TV set is the lighting fixture

In DMX, the number of channels that are broadcasted is always 512. Maybe some of them will be empty or unused, but they are still broadcasted because it is a necessary component of the standard.

So, the controller sends out a signal (512 channels of information), which travels through a DMX cable until it reaches the decoder inside the lighting fixture. In the same way you set the channel you want to watch on your TV, in a lighting fixture you set the channel that you want your fixture to display the information for. This is known as the DMX address.

In other words, if I set my lighting fixture to channel 21, then my fixture's DMX address is 21. Both expressions are common in the lighting world.

Example

Imagine we have a DMX dimmer that controls a simple light bulb. This dimmer is set to DMX address 21, so the lighting fixture will only receive the information from channel 21 and ignore the rest.

We have a controller that sends a signal through a DMX cable and this cable goes into a decoder (the DMX dimmer) that receives the signal. So if the controller sends the "turn on" information on channel 21, the dimmer will turn on the light bulb.

Conventional lighting fixtures (simple dimmers) require 1 channel of information only. However, intelligent lighting fixtures require more than 1 channel to work. For example, if I have a lighting fixture that requires 5 channels of information, and its DMX address is 21 (again, address is the first channel used by the fixture), then this fixture will use channels 21, 22, 23, 24, 25. The decoder knows that the fixture needs 5 channels of information, so it will decode 5 channels only and ignore the rest. The controller knows the fixture uses 5 channels also, so it will send 5 channels of information.

Example

Imagine you have a very simple robotic moving head that uses 5 channels:

1. pan
2. tilt
3. color wheel
4. gobo wheel
5. dimmer

You set your moving head to address 21 and you tell the controller that you have this particular moving head on address 21. The controller then knows that channel 23 corresponds to color wheel, for example. If you want to change the color of the light beam, you tell the controller what color you want, the controller automatically sends this information through channel 23, and the lighting fixture reacts accordingly.

Typically, intelligent lighting fixtures use 1 channel (sometimes more) for every function they can perform (color, gobo, prism, dimmer, etc). Some robotic moving heads use over 20 channels, some simple scanners only 4 channels, etc.

3. The protocol

So far, we've been referring to "information" traveling through DMX cables from the controller into the fixture's decoder. This "information" is nothing but a number between 0 and 255. This number is called the DMX value for a particular channel. Then, the DMX signal is nothing but a series of DMX values along 512 DMX channels.

Example

Back to our 5 channel simple robotic moving head; channel 3 controls the color wheel, which has 25 different color combinations. The color displayed will depend on the DMX value on channel 3 (as it is being sent by the controller) as follows:

- 0-10 White
- 11-20 Red
- 21-30 Purple
-

241-255 [whatever color]

So, if the lighting fixture receives a DMX value of 25 for Channel 3, it will display the Purple color. If that DMX value changes to 15, it will automatically change to Red, and so on.

Luckily for us, the Sunlite software (and most controllers) includes profiles for these lighting fixtures. These profiles contain all the DMX values and channel information required to have full control of the lighting fixture. Typically, all you will need to do is set the DMX addresses right, and the controller will make everything else easy (some controllers are easier to use and learn than others, but that is the overall idea).

When a lighting fixture is manufactured, a DMX chart is provided in the user's manual. This DMX chart contains all the information that controller manufacturers need to create these profiles. Most controllers include only the most popular fixtures in their particular market. We can proudly say that Sunlite (and our OEM partners) are the only controllers with over 2,000 different profiles from manufacturers from all around the world, so no matter where you purchased your lighting equipment, chances are we will have profiles for it, which will allow you to control them without a problem.