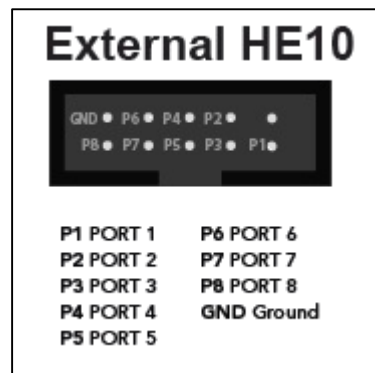
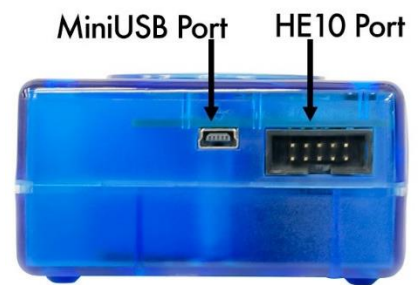


SLESA-U9 Quick Start Guide

Install Easy Stand Alone 2 (ESA 2) software onto a computer in order to use the SLESA-U9. The older Easy Stand Alone (ESA) software may also be used, but this guide will focus on the updated version, ESA 2. Install the software by inserting the included CD or [download](#) and run the “.exe” file. This guide is intended to outline the basics of the SLESA-U9 and ESA 2 software. Full instructions and feature descriptions can be found in the [ESA2](#) and SLESA-U9 manuals.

SLESA-U9 External Connections

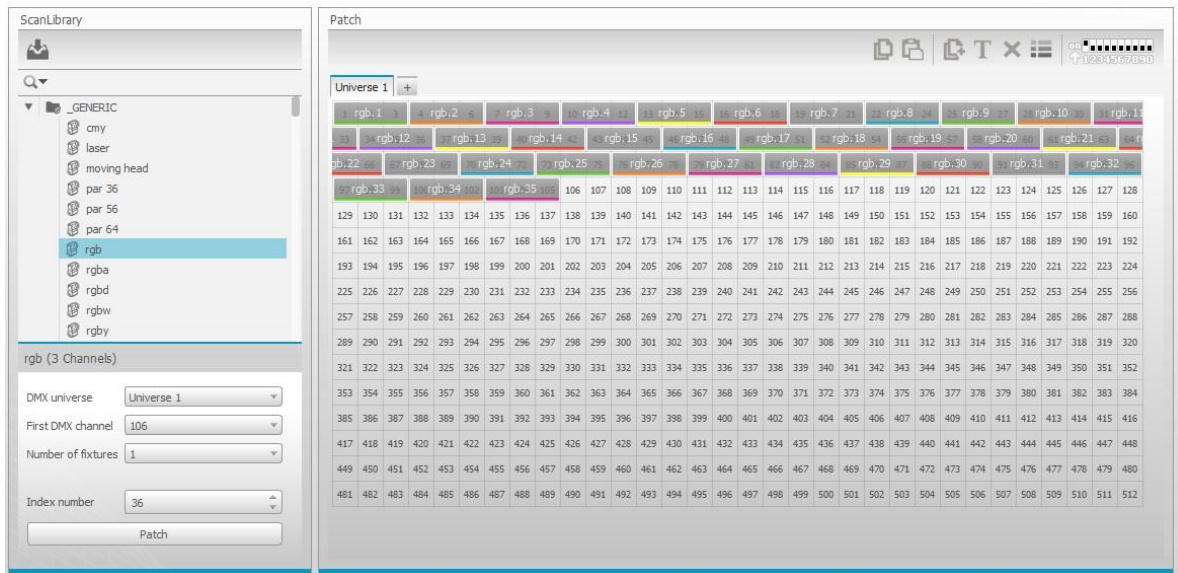
- **Mini USB** – Used to connect the SLESA-U9 to a computer for programming and live use.
- **HE10 Port** – Used to trigger scenes in stand-alone mode. The pinout is shown below.
- **3-Pin DMX Output**– The 3-pin DMX connector outputs 512 DMX channels in live mode or 256 channels in stand-alone mode.



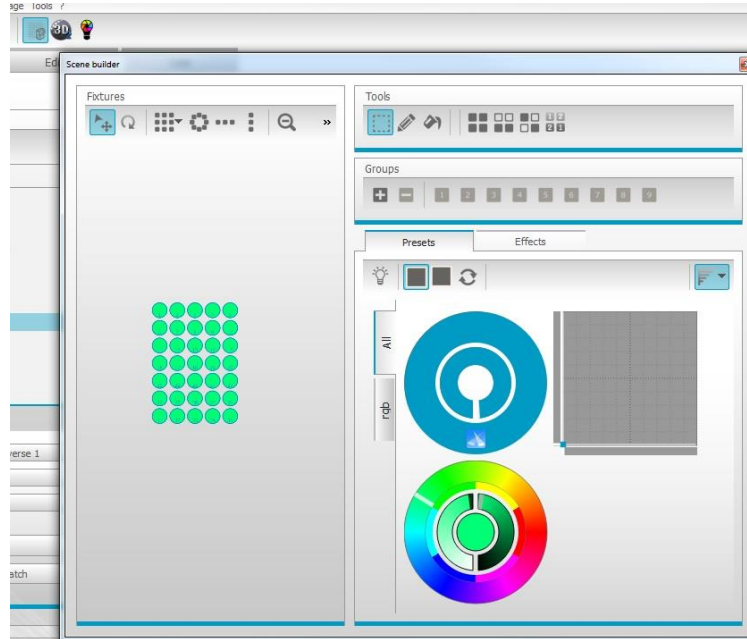
1. DMX Ground
2. DMX Data–
3. DMX Data+

Live Mode and Programming

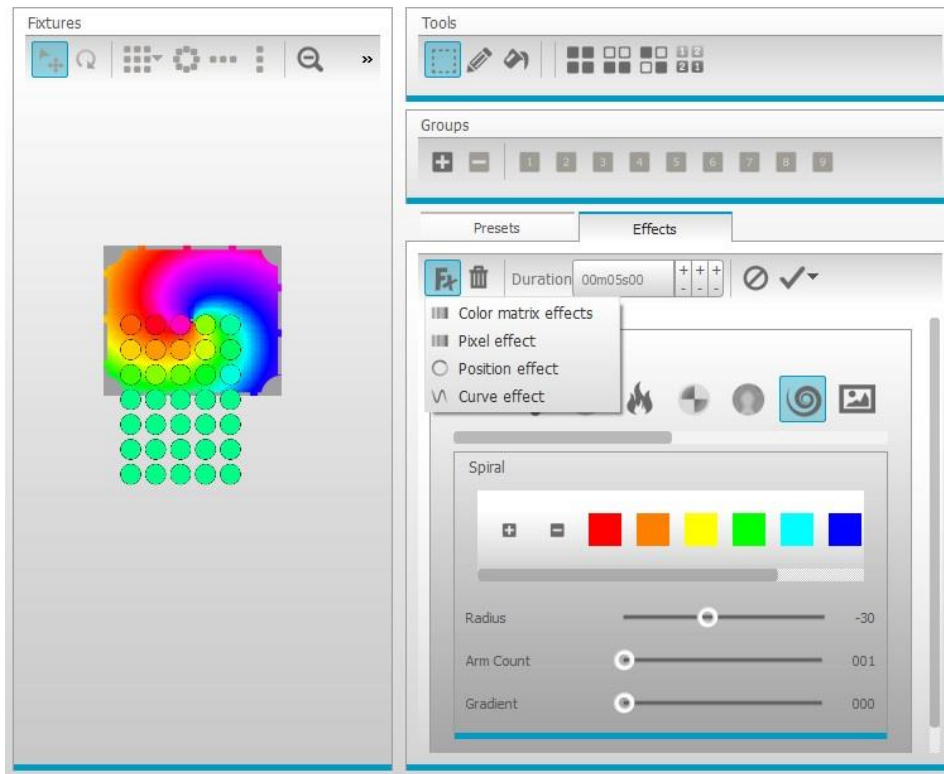
1. Connect the SLESA-U9 to a computer using the included USB cable before starting the software. One complete DMX universe (512 channels) is available in live mode.
2. Start the software after the SLESA-U9 is powered on. The startup menu will recognize a USB connected device. Make sure that USB is selected, then click OK.
3. (Optional) Connect the SLESA-U9 to the DMX setup to control them from the computer or preview scenes that will be later saved for stand-alone use.
4. Manually control your lighting by moving the DMX channel sliders at the bottom of the screen without any setup. This is a great way to verify that the DMX lighting is properly connected.
5. For more functionality, open the “GENERIC” folder and select “rgb” (for pixel or RGB LEDs). Select the number of fixtures to add. Click “Patch” to add the RGB device(s) to the DMX universe. Each pixel or RGB strip requires a separate RGB fixture. Click “OK” to accept.



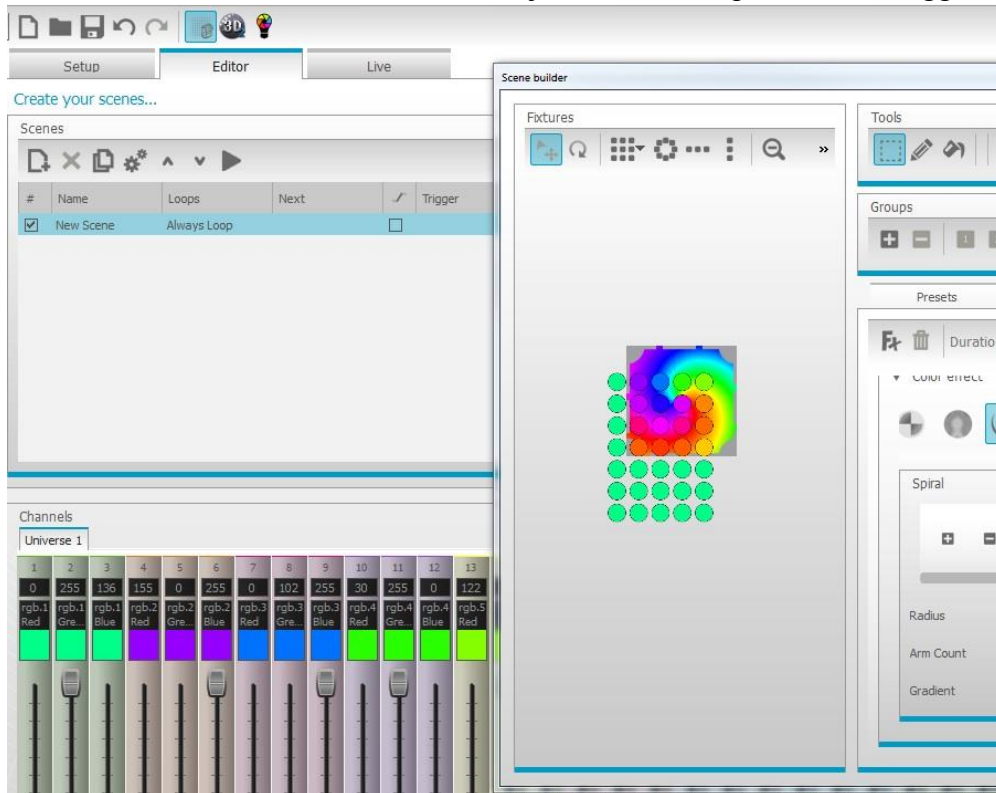
- Click the “Scene Editor” button on the top menu to bring up the scene editor. Light fixtures are displayed on the left hand side. Arrange them to reflect the actual lights using the buttons at the top. On the right, create groups of lights as well as set color and brightness using the color wheel.



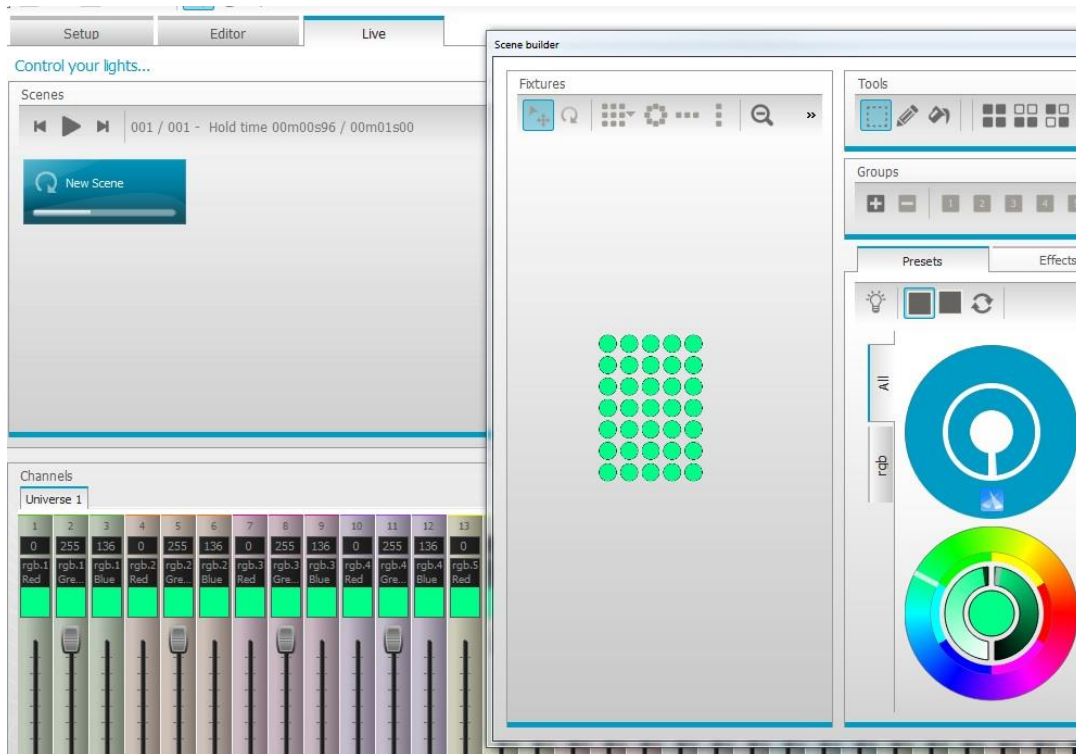
- Select the “Effects” tab in the editor and click on the “FX” button to bring up effects. Drag the effect window on the left over the lights to apply the effect.



- Click on the “Editor” tab to save scenes and adjust duration, repetition and triggers.



- Click on the “Live” tab to access saved scenes, which appear as blue boxes. Click on any of them to run that saved scene.



Stand-Alone Mode

Once scenes have been created, they can be downloaded and run without a computer. **The SLESA-U9 is limited to 256 DMX channels (one half universe) in stand-alone mode** and has built-in memory to store up to 20 scenes.

1. Click on the Stand Alone tab (it only appears when you have a connected device).
2. Click write memory to write all current scenes to the device. You can uncheck specific scenes in the “Editor” tab to prevent them from being downloaded.
3. With the SLESA-U9 disconnected from the computer, use the top-mounted buttons to cycle through scenes and set the overall brightness level.