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SLESA-UE7 Quick Start Guide

You will need to install Easy Stand Alone Pro (ESA Pro) or Easy Stand Alone 2 (ESA 2) software onto your computer in order to use the SLESA-UE7. Both ESA Pro and ESA2 are compatible with the SLESA-UE7 and will allow you to create DMX lighting shows. ESA 2 works well for simple programming and is easier to get started with. ESA Pro was designed for the SLESA-UE7 and provides more control, taking full advantage of its features. Install the software by inserting the included CD or download and run the .exe file from Nicolaudie.

SLESA-UE7 External Connections

- Ethernet Port – used to connect the SLESA to a computer network. It allows you to use the SLESA remotely and to control many units with one computer.
- Micro SD Slot – used to store scenes for stand-alone use.
- Mini USB Port – used to connect directly to a computer and supply power when used in stand-alone mode.
- Dry Contacts –used to trigger specific scenes in stand-alone mode.
- 3-Pin DMX Out – The 3-pin DMX connector outputs the 1st DMX universe.
- 5-Pin DMX Out – The 5-pin DMX connector outputs the 2nd universe in stand-alone mode or the 2nd and 3rd universes in live mode.

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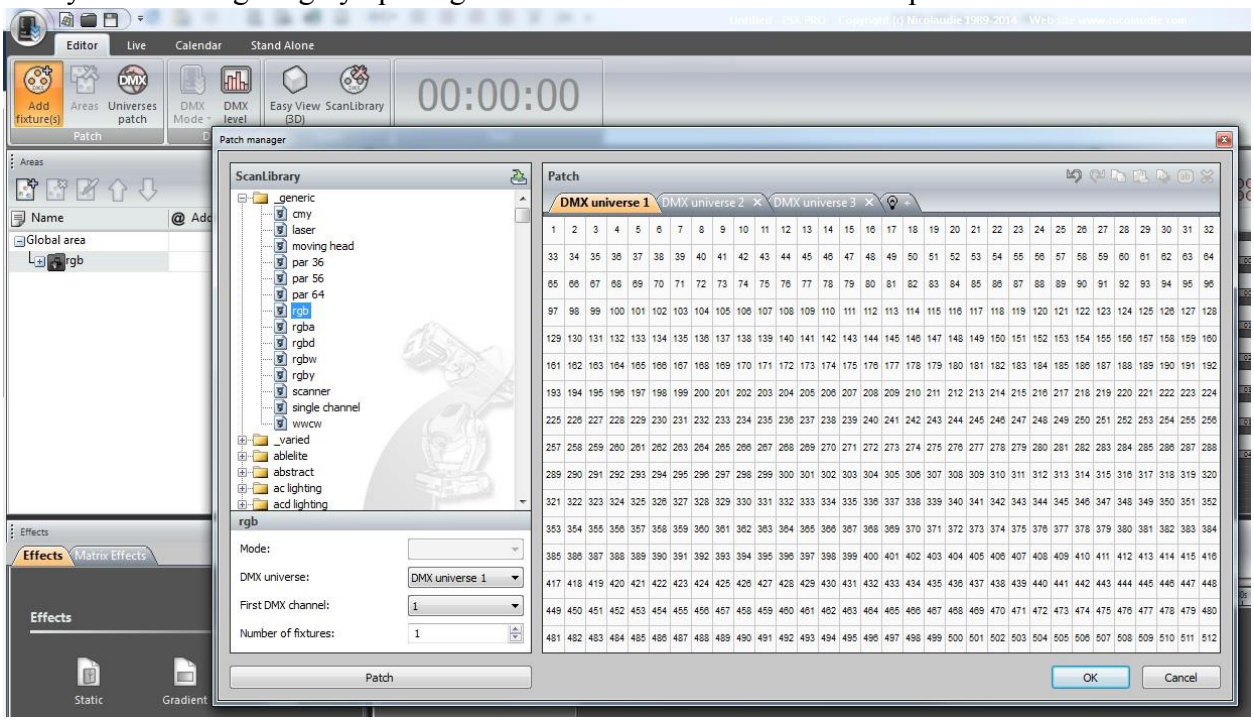
Live Mode

1. Connect the SLESA-UE7 to your computer before starting the software. You can connect the SLESA-UE7 via the included USB cable, which will also supply power. Alternatively, you can connect it to your network using the Ethernet port and power it using the included adapter. With either method you will be able to control 3 DMX universes.
2. Start the software after the SLESA is powered on and the startup menu will recognize a USB or Ethernet connected device, depending on how you choose to connect it.
3. Connect the SLESA to your DMX setup if you will be using your computer to control it.

Each version of the software works a little differently and has different capabilities. We recommend reading the detailed manual for the version you choose in order to fully take advantage of what each program can do. That being said, there are a few basic steps that will get you started. These are outlined below for ESA Pro and ESA 2 versions of the software.

<u>ESA Pro Software</u>

1. Add your DMX lighting by opening the "Add Fixtures" menu in the top left corner.



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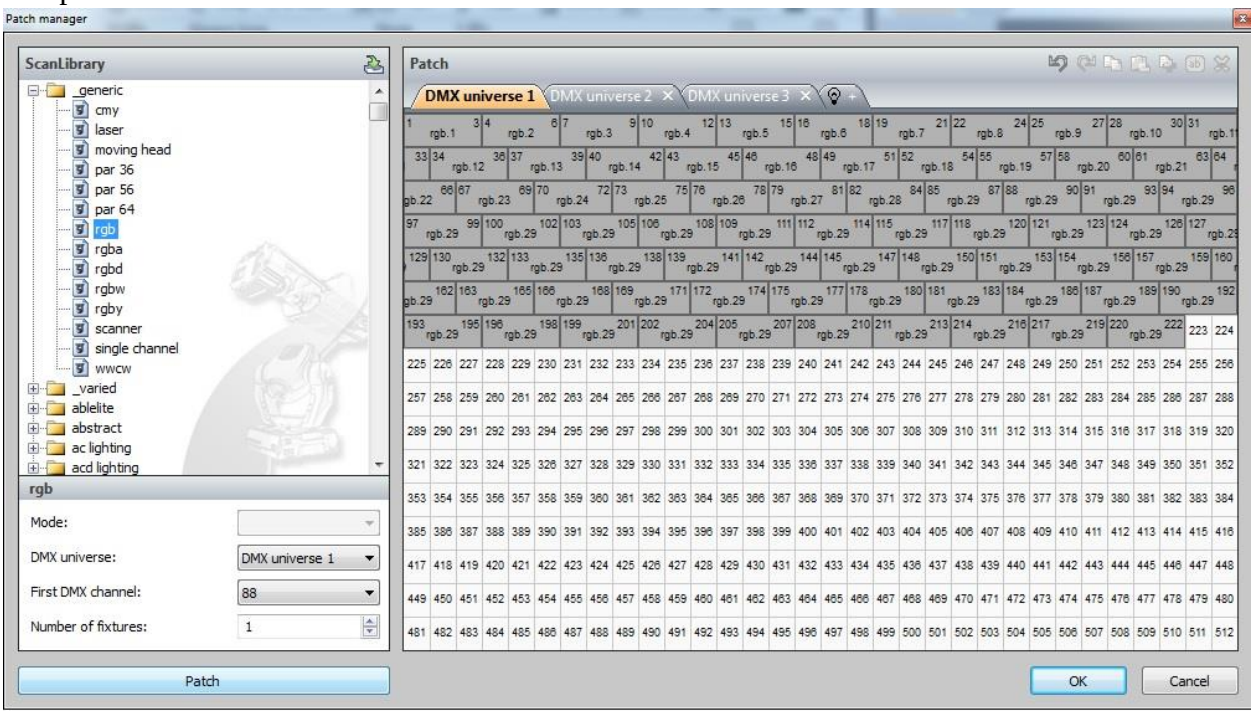
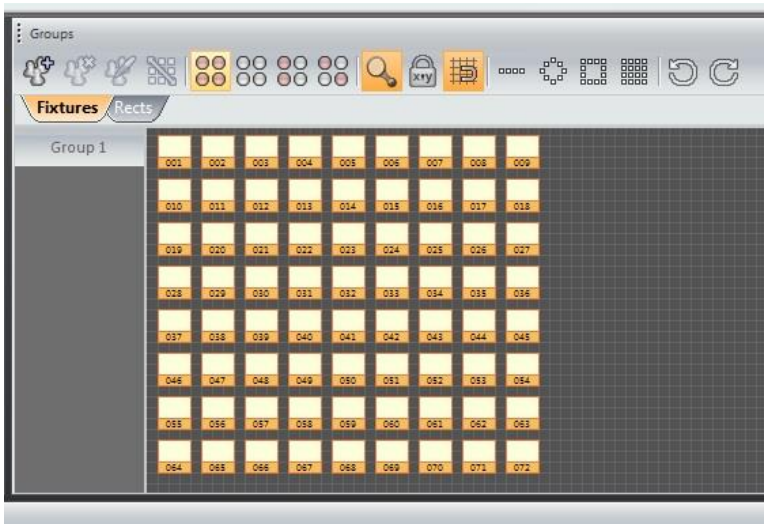
2. In the ScanLibrary section, open the “generic” folder and select “rgb” (for any pixel or standard RGB LEDs). Click “Patch” to add an RGB device to the DMX universe. You will need a separate RGB device for each pixel or RGB strip (after you add one, you can select it, press Ctrl+C, then hold Ctrl+V to fill in the entire universe). Click “OK” to accept.



3. The devices will be added to the “groups” area in the top right corner. Use the tools in the “groups” window to change the orientation of the devices to better match your actual setup. Select the devices that you want to control, which could be all of them or a subset.



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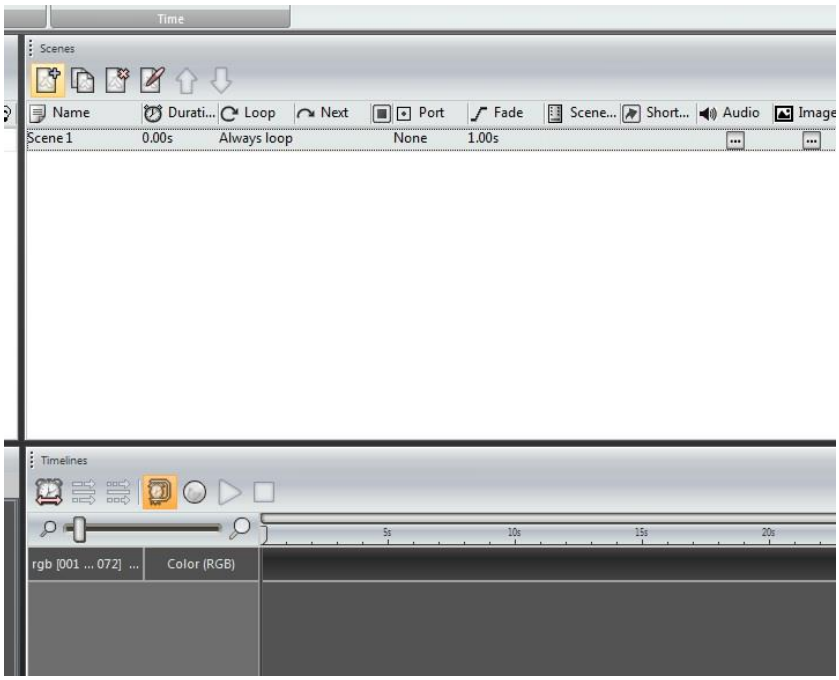
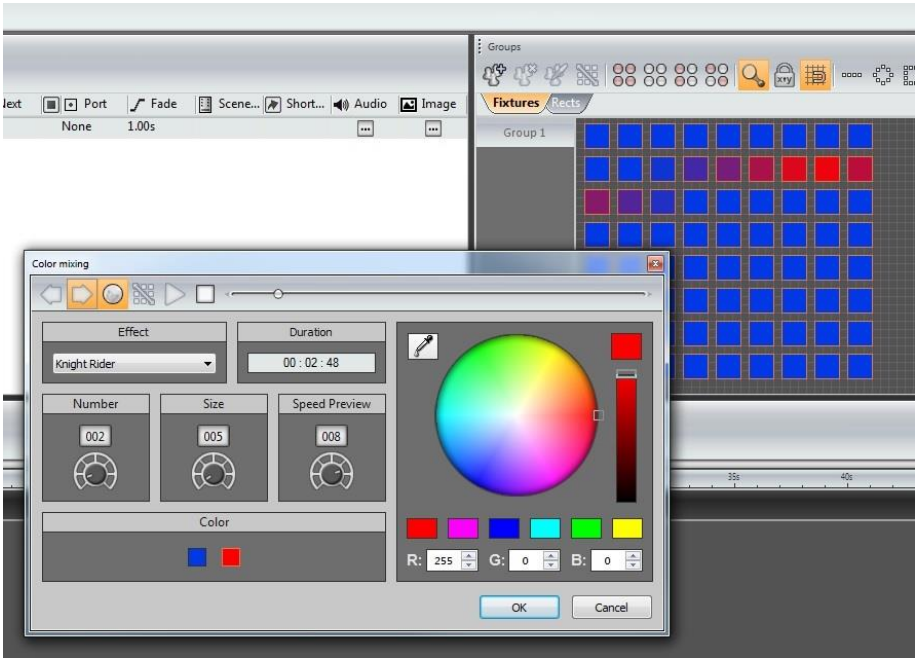
4. Click the “Add Scene” button to add a new scene and the selected devices will appear on the timeline. You can adjust duration, repetitions, etc. using the buttons in the scene window.



5. Drag an effect (from the effects tab) on the left to the timeline. This will bring up the effect window where you can select effect types and adjust parameters. Hit the play button to have the effect run while you adjust settings (this will output to your lights if they are connected).



6. Press the Play button in the timeline section to play your new program. You can also click on the “Live” tab at the top for easy access to all of your scenes.

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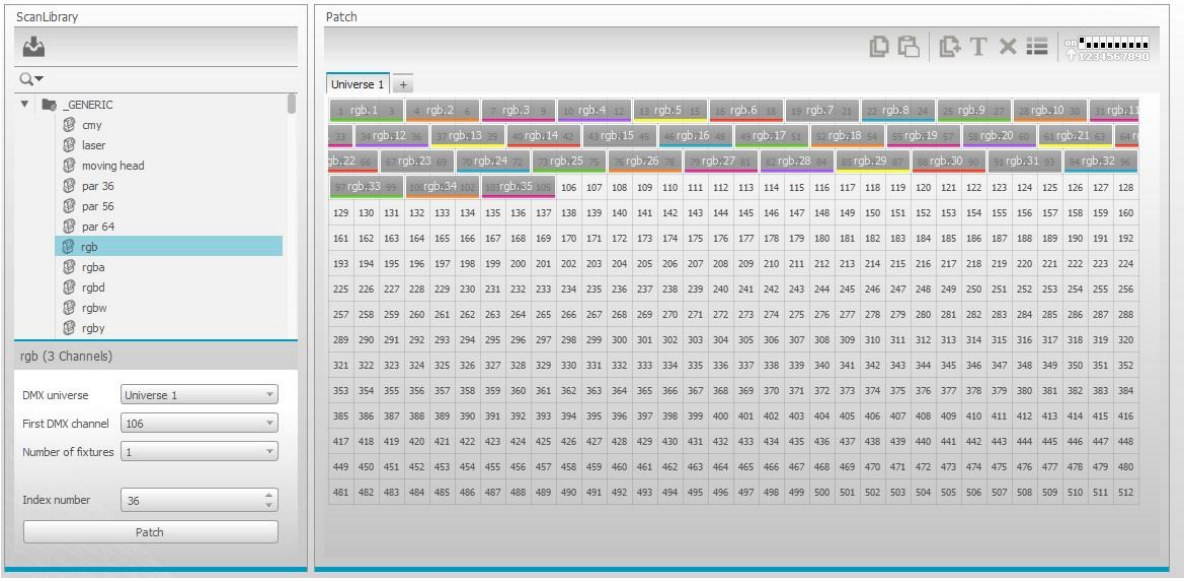
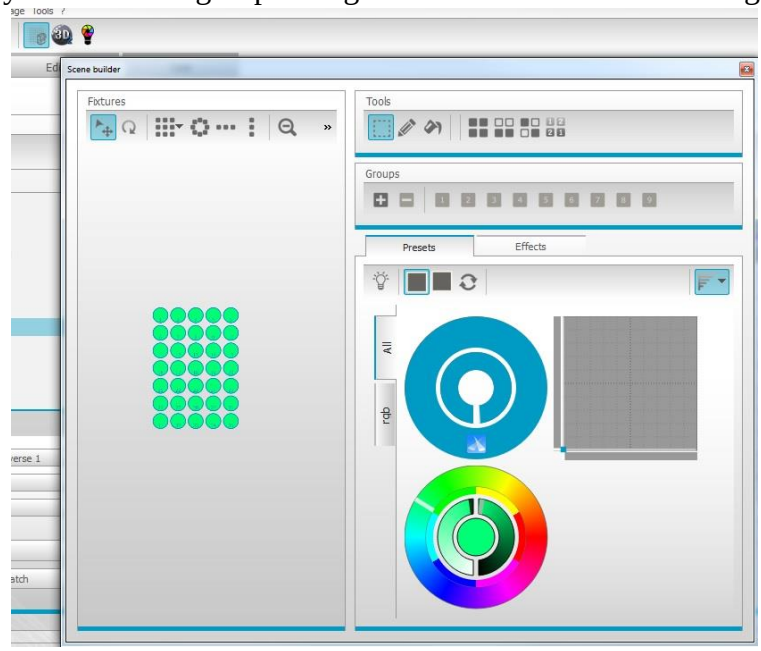
ESA2 Software

1. You can manually control your lighting by moving the DMX channel sliders at the bottom without any setup. This is a great way to verify that your lights are connected and the DMX addresses are set correctly.
2. For more functionality, open the “GENERIC” folder and select “rgb” (for any pixel or standard RGB LEDs). Click “Patch” to add an RGB device to the DMX universe. You will need a separate RGB device for each pixel, RGB strip or RGB module (you can select one, press Ctrl+C then hold Ctrl+V to add fixtures quickly). Click “OK” to accept.



3. Click the “Scene Editor” button on the top menu to bring up the scene editor. On the left side you can arrange your lights and select which ones you want to control. On the right you can create groups of lights as well as set color and brightness using the color wheel.



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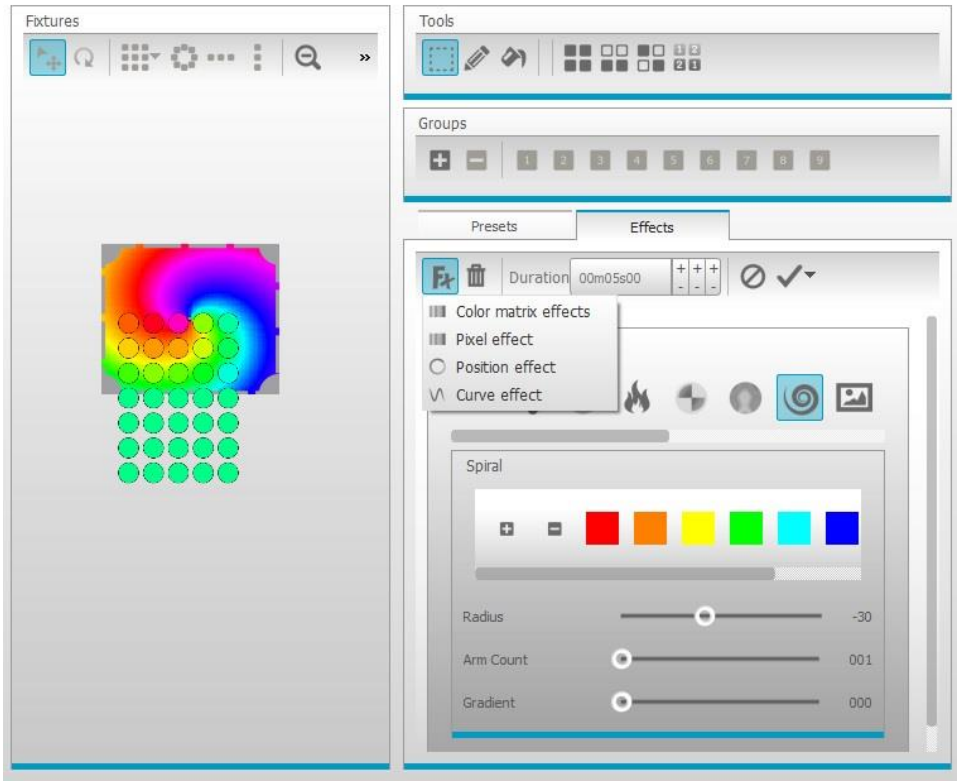
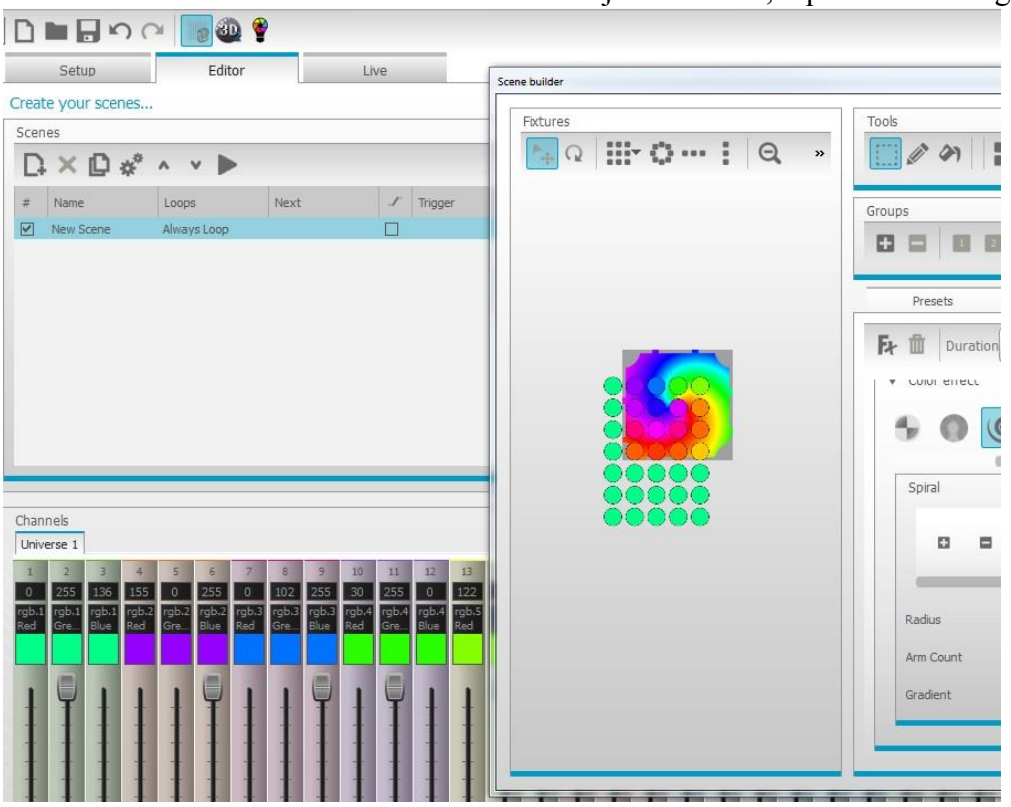
4. Select the “Effects” tab in the editor and click on the “FX” button to bring up effects. Drag the effect window on the left over the lights that you want to apply the effect to.



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



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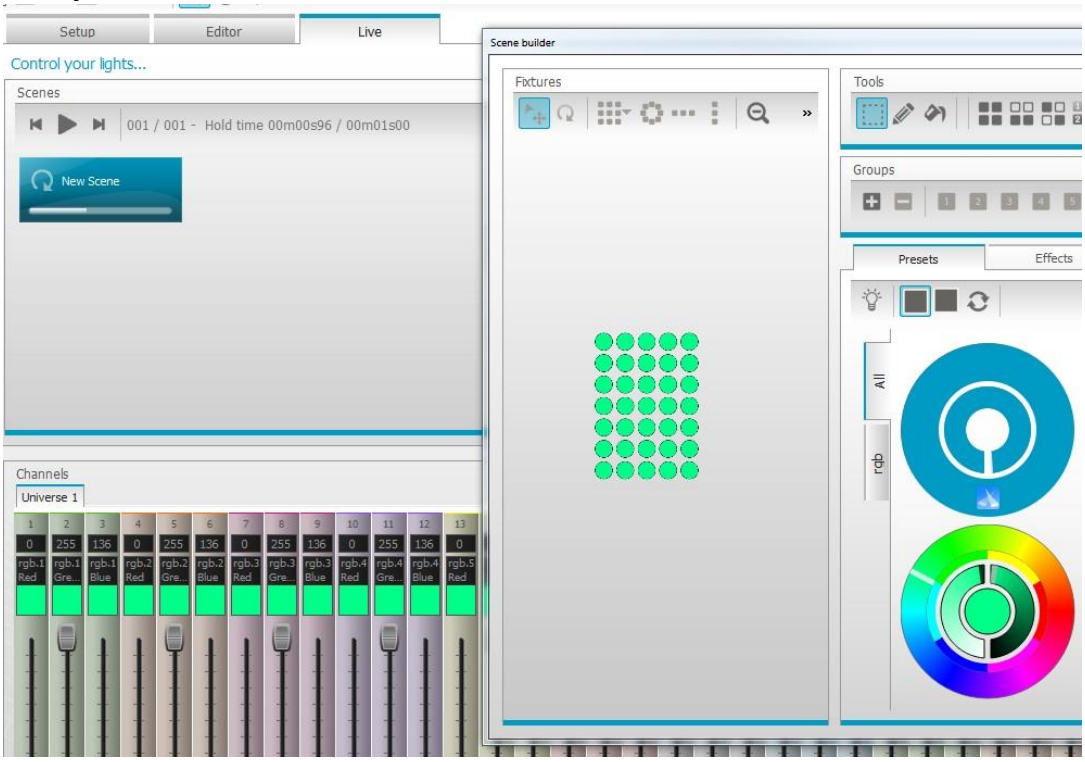
6. Click on the “Live” tab to access your saved scenes, which appear as blue boxes. Click on any of them to run that saved scene.



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Stand Alone Mode

Once you have created scenes, you can download them to the SLESA-UE7 and run them without a computer. Note that only 2 universes are available for each SLESA-UE7 in stand-alone mode. Doing this requires a micro SD memory card (128MB included). Scenes do not typically require much memory, just 1MB is sufficient for thousands of steps in a full DMX universe.

ESA Pro

1. Click on the Stand Alone tab.
2. Select the area and specific scenes on the left and drag them over to the memory blocks displayed on the device.
3. You can copy all scenes on a page by right clicking and selecting "Assign All Scenes"
4. Click "Write the interface memory" to complete the download.
5. With the SLESA-UE7 disconnected from the computer, use the buttons to cycle through scenes and pages of scenes.

ESA 2

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-UE7 disconnected from the computer, use the buttons to cycle through scenes and pages of scenes.

NOTE: Some SLESA-UE7 units purchased before September 2015 have had issues with their DMX output freezing after running in stand-alone mode for several hours. This can be fixed by updating the DMX timing with the Hardware Manager program. Hardware Manager can be downloaded under Special Files here.

Once the program is downloaded and installed:

1. Connect the SLESA-UE7 to the computer.
2. Open the Hardware Manager program.
3. Select the "DMX in/out" tab and choose standard DMX timing.
4. Click "Store Settings" to apply the changes.

Beginning in September 2015 all SLESA-UE7s will ship with these settings.

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