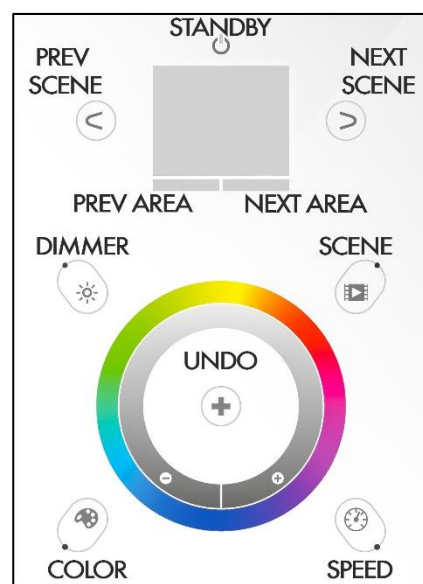


## STICK-DE3 Quick Start Guide

The STICK-DE3 is a powerful and easy-to-use two-universe (1024 channel) DMX controller. To begin, install Easy Stand Alone Pro (ESA Pro) or Easy Stand Alone 2 (ESA 2) software onto a computer. ESA Pro is recommended because it can utilize all the features of the STICK-DE3. This guide will focus on using ESA Pro. Please consult the [ESA 2](#) manual for instructions on using that program. Install the software using the included CD or [download](#) and run the “.exe” file. Please read the manuals for both the STICK-DE3 and [ESA Pro](#) software for additional instructions.

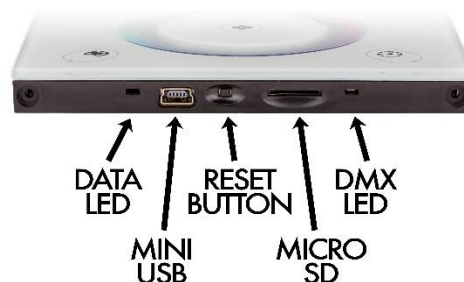
### STICK-DE3 Front Controls

- **Standby** – Powers the unit on and off. Hold for the settings menu, where settings and controls can be customized. The settings menu is covered in detail in the STICK-DE3 product manual.
- **Prev/Next Scene** – Cycle through saved scenes in the currently selected area.
- **Prev/Next Area** – Cycle through all programmed areas.
- **Dimmer** – Activates dimming mode. Use the color wheel to adjust brightness.
- **Scene** – Activates scene selection mode. Use the arrows to cycle through saved scenes.
- **Color** – Activates color selection mode. Use the color wheel to cycle through colors.
- **Speed** – Activates speed selection mode. Use the color wheel to adjust the speed of the scene.
- **Undo** – Undoes the previous change.



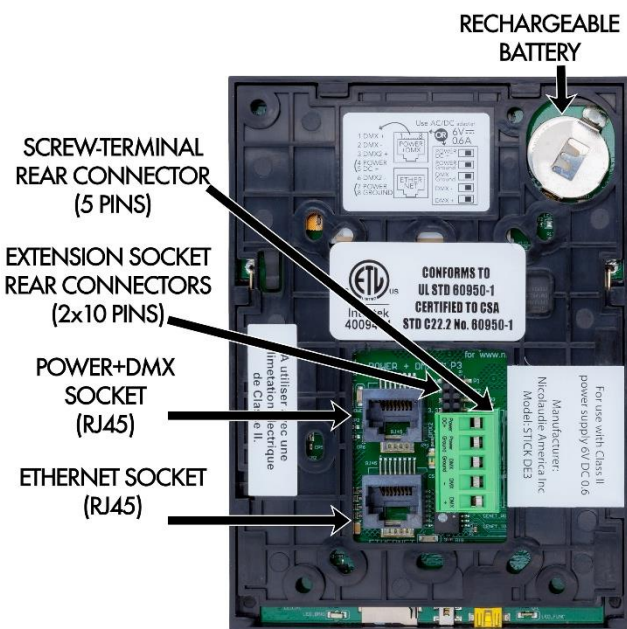
## STICK-DE3 Bottom Connections and Controls

- **Data LED** – Flashes to indicate that the STICK-DE3 is communicating with another device.
- **Mini USB Port** – Used to connect the STICK-DE3 directly to a computer with the included cable.
- **Reset Button** – Resets the STICK-DE3.
- **Micro SD Slot** – Holds the Micro SD memory card for saving scenes.
- **DMX LED** – Flashes to indicate that the STICK-DE3 is outputting a DMX signal.



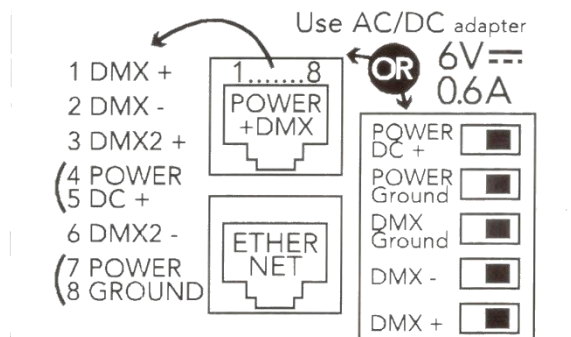
## STICK-DE3 Rear Connections

- **Rechargeable Battery** – Powers the calendar and clock. Can be replaced with a rechargeable 3.6V LIR 2032 battery.
- **Extension Socket (2x10 pin)** – Provides access to many IO signals on the device, including port triggers and both DMX universes. The pinout is shown below.
- **Power + DMX RJ45 Socket** – Used to connect DC power to the STICK-DE3 and output both DMX universes. The pinout is shown below.
- **Ethernet Socket (RJ45)** – Used to connect the STICK-DE3 to a local computer network.
- **Screw Terminal Connector** – Used to connect DC power and output DMX universe 1. The pinout is shown below.



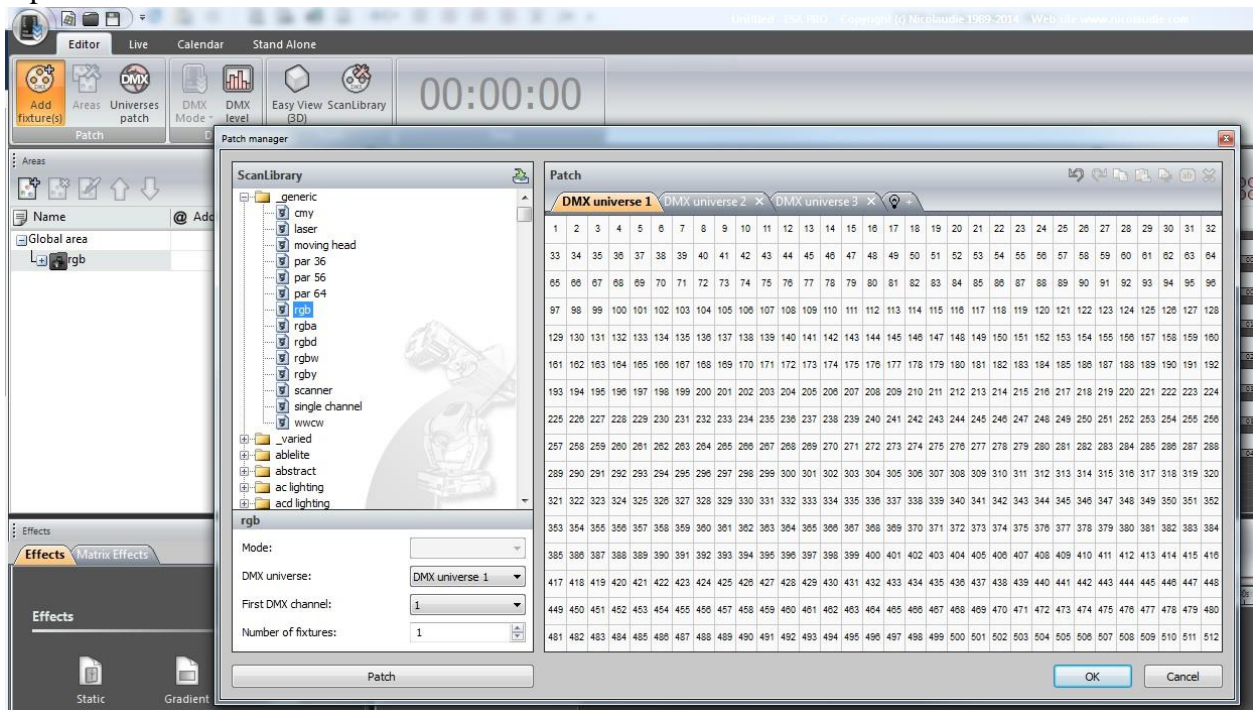
VIN	20	19	PORT1
GND	18	17	PORT2
IR_RX	16	15	PORT3
3.3V	14	13	PORT4
Relay	12	11	PORT5
DMX2+	10	9	PORT6
DMX2-	8	7	PORT7
DMX1+	6	5	PORT8
DMX1-	4	3	RS232 RX
GND_DMX	2	1	RS232 TX

Extension Socket Pinout



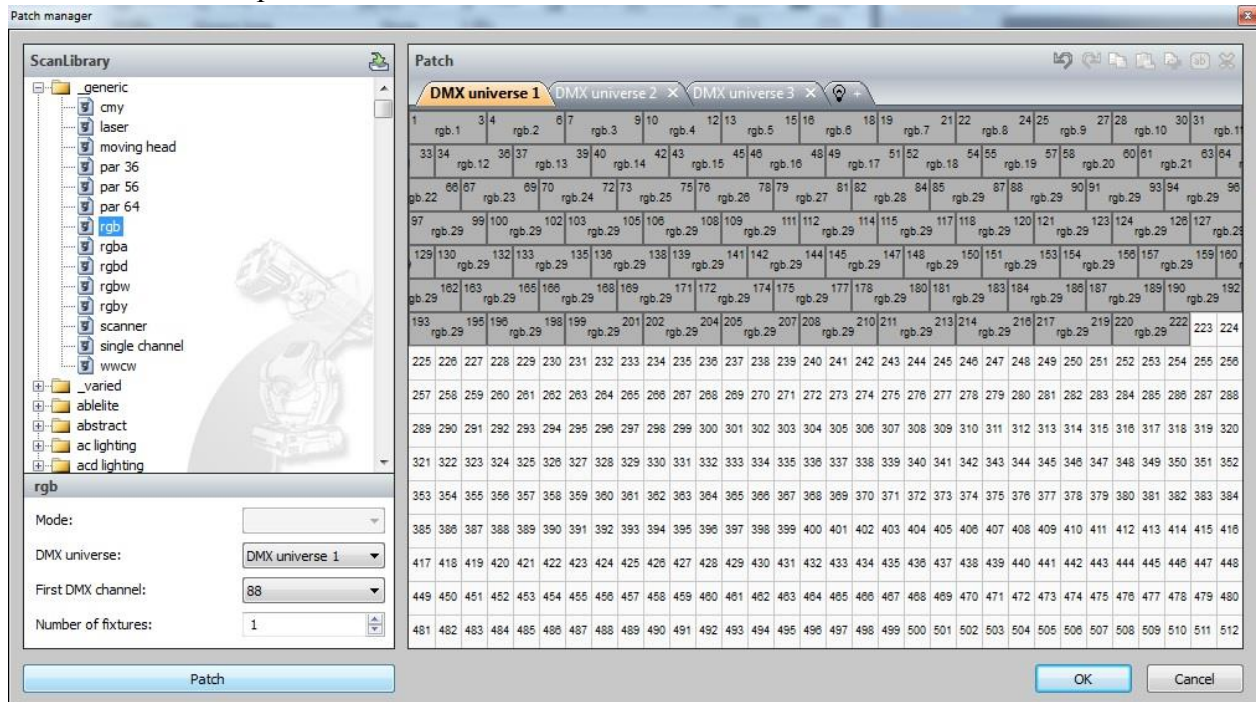
# Programming in the Editor Tab

1. Connect the STICK-DE3 to the computer before starting the ESA Pro software. The STICK-DE3 can be connected via the included USB cable, which will also supply power. Alternatively, connect it to a local network using the Ethernet port and power it using the included adapter.
2. Start the software after the STICK-DE3 is powered on and the startup menu will recognize a USB or Ethernet connected device, depending on how you choose to connect it.
3. (Optional) Connect the STICK-DE3 to the DMX setup to control it live or to test scenes while programming.
4. Add DMX lighting fixtures in the program by opening the “Add Fixtures” menu in the top left corner.

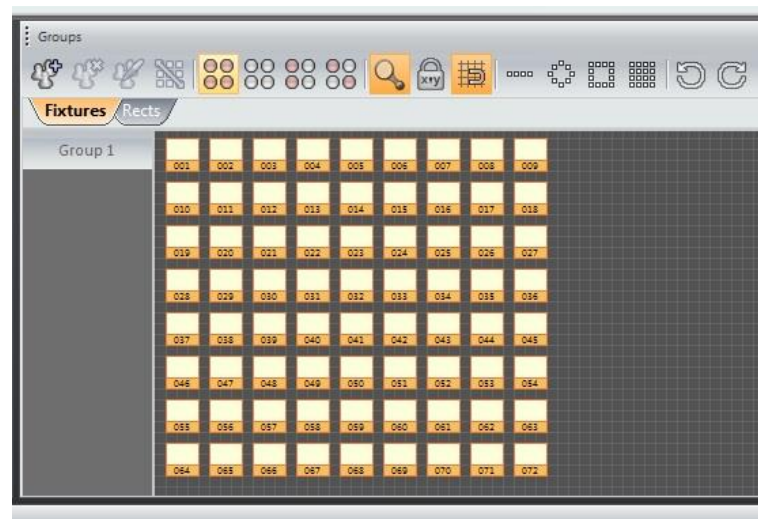




- In the ScanLibrary section, open the “generic” folder and select “rgb” (for any pixel or standard RGB LEDs). Select the number of fixtures to add. Click “Patch” to add the RGB device(s) to the DMX universe. Each pixel or RGB strip requires a separate RGB fixture. Click “OK” to accept.



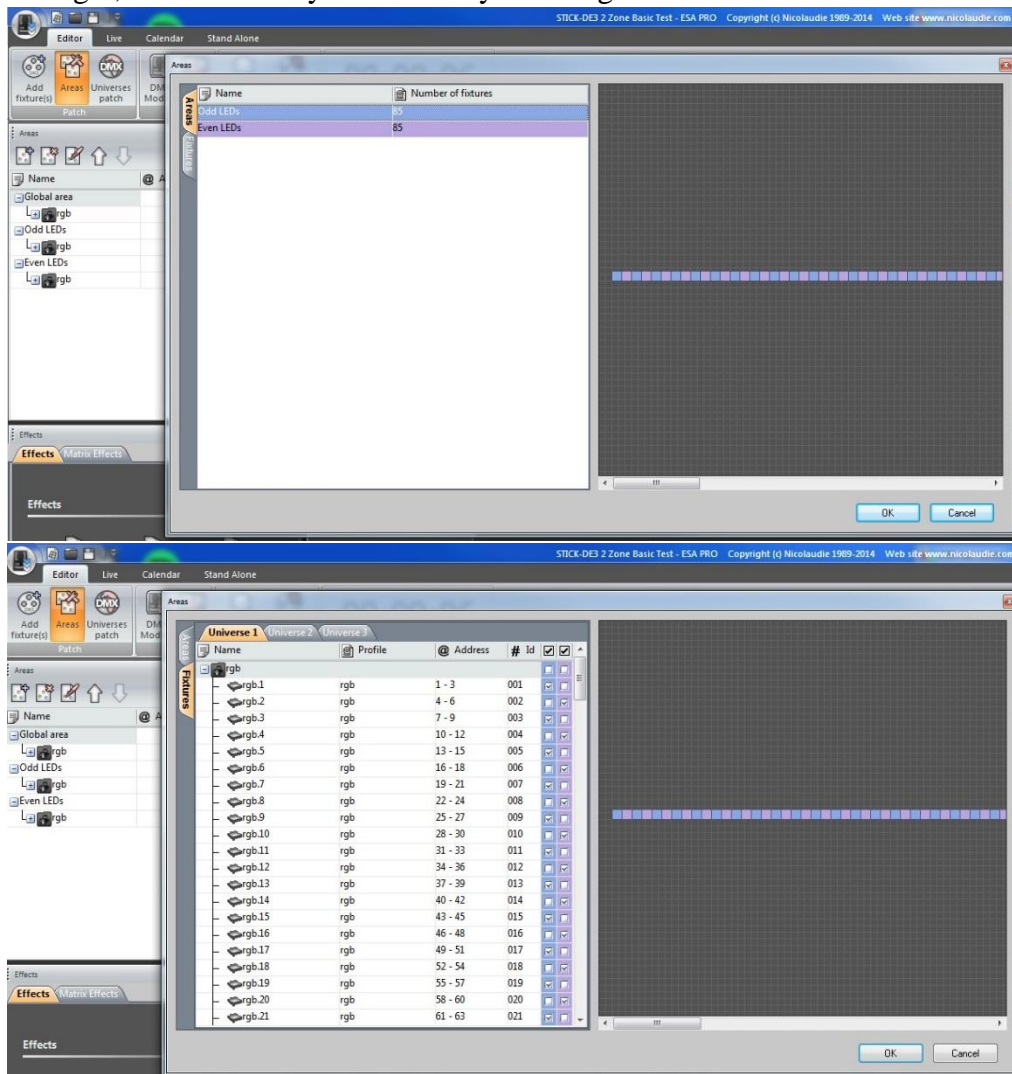
- The devices will be added to the “groups” area in the top right corner. Use the tools in the “groups” window to change the orientation of the devices to better match the actual setup.



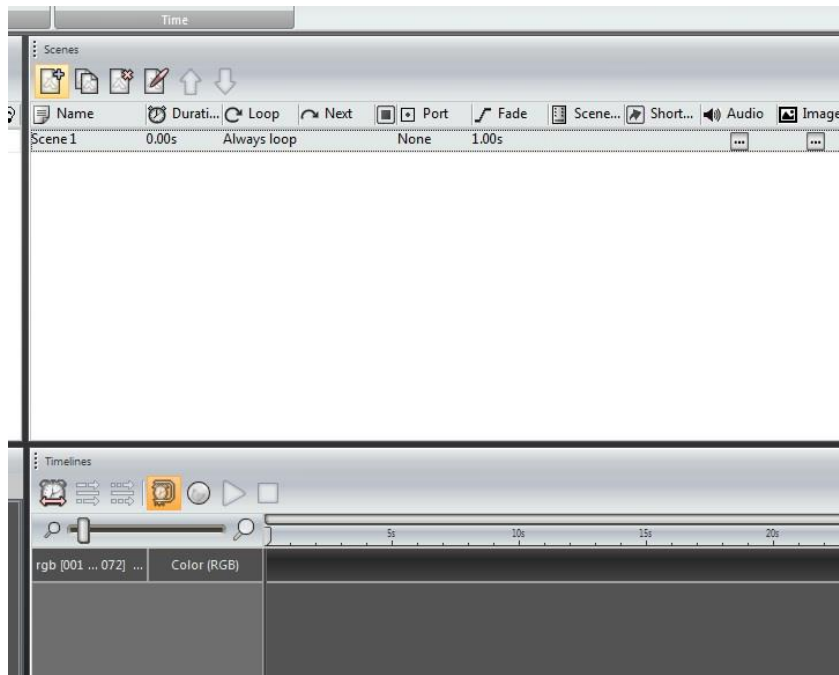
7. Skip steps 7-8 if all fixtures will be controlled in unison. Click on the “Add Areas” button to create zones within the DMX setup. Edit the area name by clicking on it. Then click the “Areas” button at the top to manage areas.



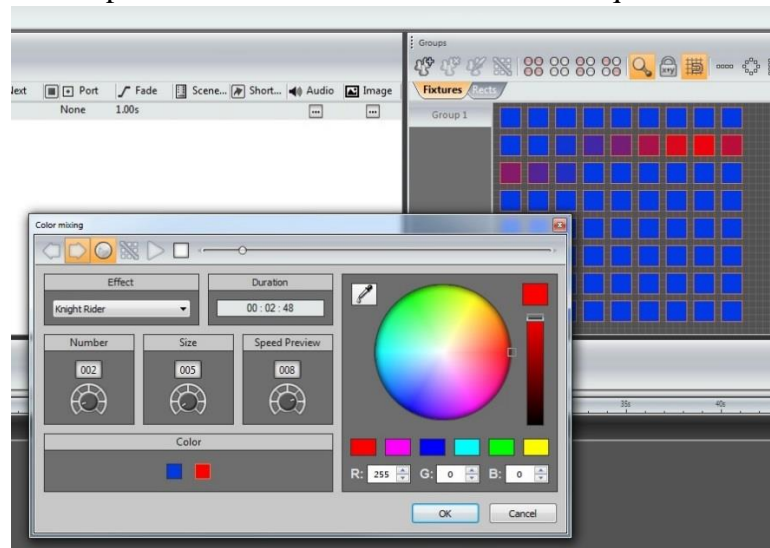
8. The “Areas” menu displays the total devices in each area and is used to assign fixtures to one or more areas by checking the corresponding boxes. The fixtures will be displayed on the right, color-coded by the area they are assigned to. Click OK to exit.



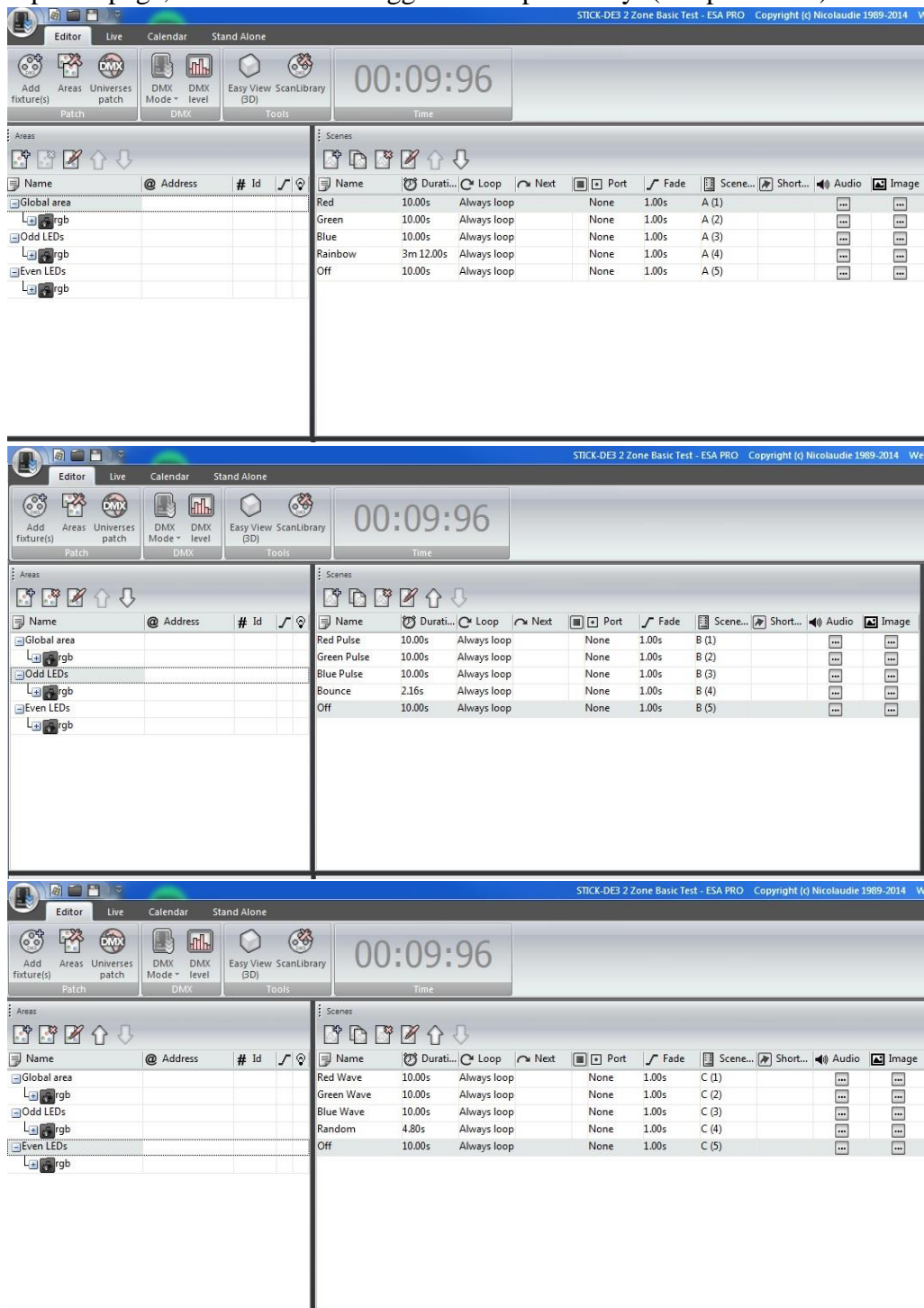
- Click the name of the area to be programmed, then click the “Add Scene” button to add a new scene. The selected devices will appear on the timeline. Adjust duration, repetitions and more using the buttons in the scene window.



- Drag an effect (from the effects tab) on the left to the timeline. This will bring up the effect window to select effect types and adjust parameters. Hit the play button to have the effect run while settings are being adjusted (this will output to your lights if they are connected). Add multiple effects to the timeline to create a sequence.



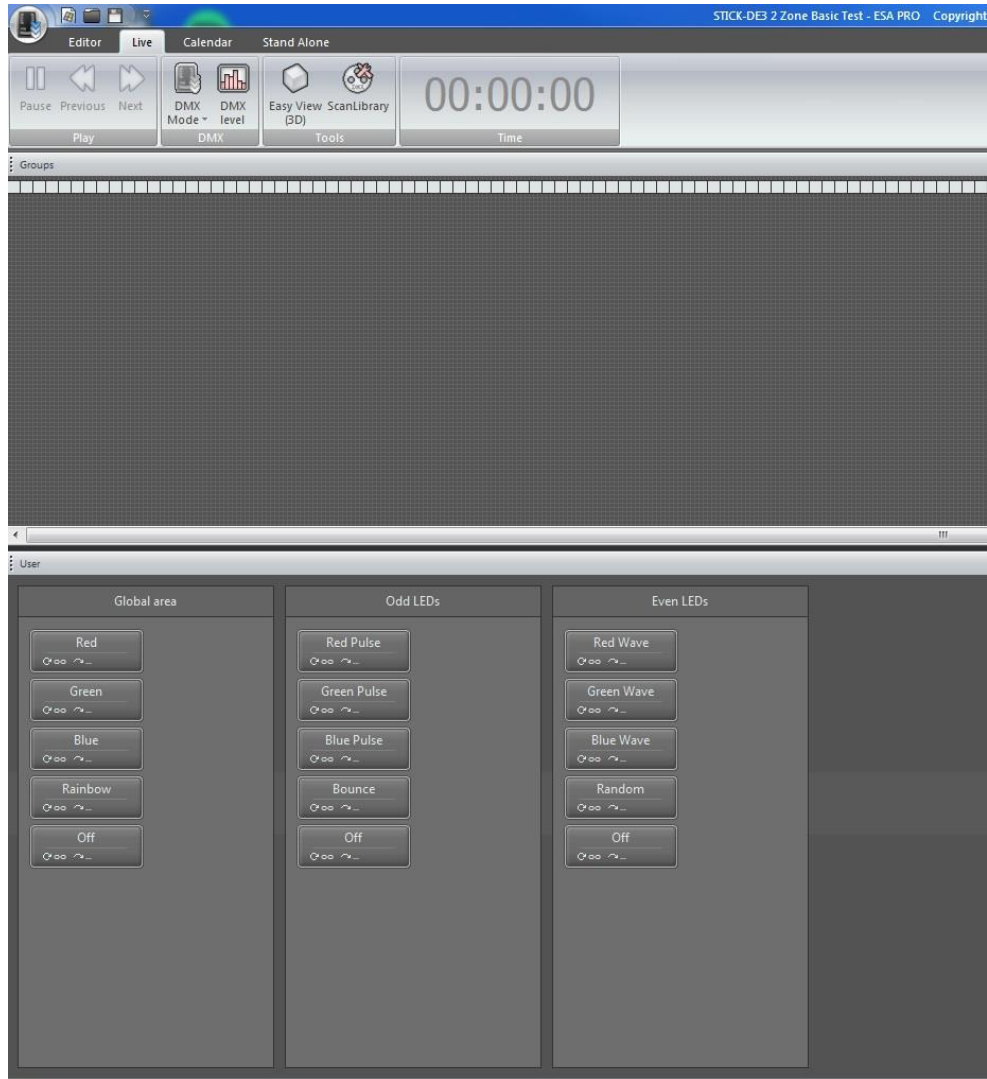
11. Repeat steps 9 and 10 for all desired scenes in each area. Each area saves scenes in a separate page, so the areas are triggered independently. (sample below)



12. Press the Play button in the timeline section to play the new program.

## Live Mode

1. Click on the “Live” tab at the top to access all saved scenes and easily run them from the computer.

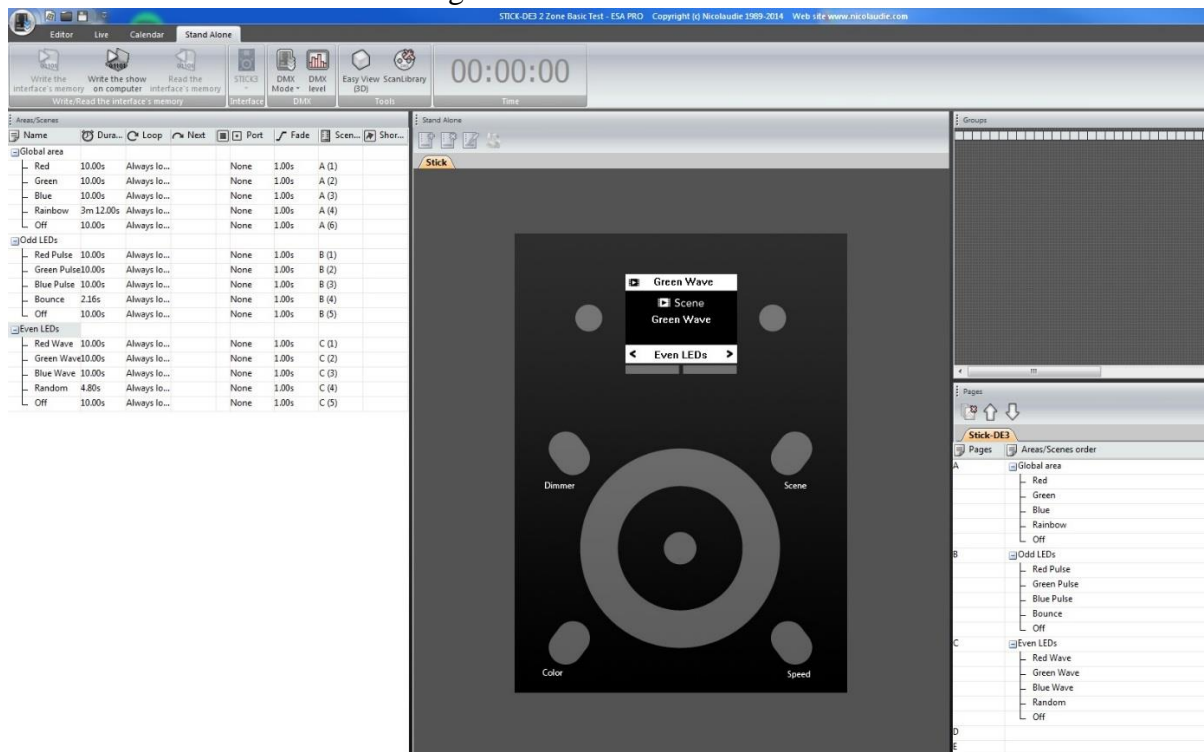




## Stand-Alone Mode

After creating scenes, they can be downloaded to the STICK-DE3 and run without a computer. Doing this requires a micro SD memory card (128MB included). The STICK-DE3 can save up to 500 scenes in 10 zones (up to 50 in each zone).

- Click on the Stand Alone tab.
- All areas and their scenes will appear in the expandable menu on the left. Drag specific scenes or entire areas onto the image of the device screen to add them to the device.



- Added scenes will be displayed to the right. The navigation buttons on the image of the device can be used to simulate navigating through scenes.
- Use the buttons on the right side of the screen to remove or change the order of the scenes and areas.
- Click “Write the interface memory” to complete the download.
- Click the “DMX Mode” button at the top and select “Stand Alone” to test the new program using the STICK-DE3. Select “Live” to return the STICK to computer control.

## App Control Using a Smartphone or Tablet

There are three apps that can be used to turn a smartphone or tablet into a remote control for the STICK-DE3. They are: DMX Lightpad 3, Easy Remote and Arcolis. All of these are by “LIGHTINGSOFT AG” and are available from Google Play and the Apple App store for free. These apps will automatically detect any STICK-DE3 devices on the network, so make sure that STICK and the smartphone/tablet are connected to the same network. Be sure to name all STICK-DE3s in the “Stand Alone” tab if multiple will be on the same network.

- DMX Lightpad 3 – This app pulls up a digital version of the STICK-DE3 controller with identical buttons. Use the app to control the STICK in the same way as the physical unit. Swipe down to access additional shortcuts.
- Easy Remote – This app allows the creation of a custom remote for the STICK-DE3 using buttons, faders, color wheels and more. The customized control interface makes it great for tweaking settings on the fly. The online manual can be found [here](#).
- Arcolis – This app is a full-featured reprogramming and control tool. Access all functions of the STICK-DE3 as well as create and edit scenes right from the smartphone or tablet. The online manual can be found [here](#).

All of these apps are easy to use and excel at different functions, so it is a good idea to try them all out to see which is best for any given application.