



Kit



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Easy Stand Alone (U8) Getting Started Guide for PixelPro Lights

Install "Easy Stand Alone" software with the Easy Stand Alone controller. Do not install Sunlite Suite.

Compatibility

Compatible with Windows 7/Vista/XP (32 or 64 bit for all) and Apple computers running Windows 7/Vista/XP.

Not compatible with Apple operating systems, Windows 98 or other operating systems.

U8 Improvements Over the U5 Version

The U8 works with more recent operating systems than the U5. The U8 also uses a mini USB jack for power, whereas the U5 used a 2.1 mm jack. This obviates the need for a power selector switch on the U8. That's one fewer thing to think about.

Particulars of the Easy Standalone Kit as offered by EnvironmentalLights.com

We always ship the U8 with the adapter to allow standalone operation. Others don't. We also created this getting started guide to help get you going quickly.

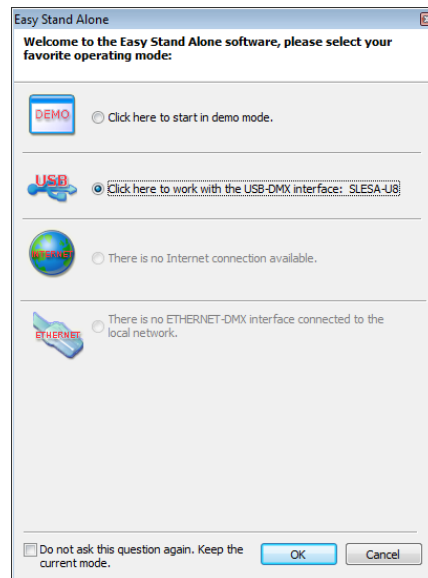
Installing the software on your computer

Insert the CD. Accept licensing agreement. At main menu, select Easy Stand Alone software installation and click the computer icon at lower left to install software. When you see the left screen below, connect your controller to your computer using the included USB cable and then click "Finish." When you see the right screen below, click "Finish."



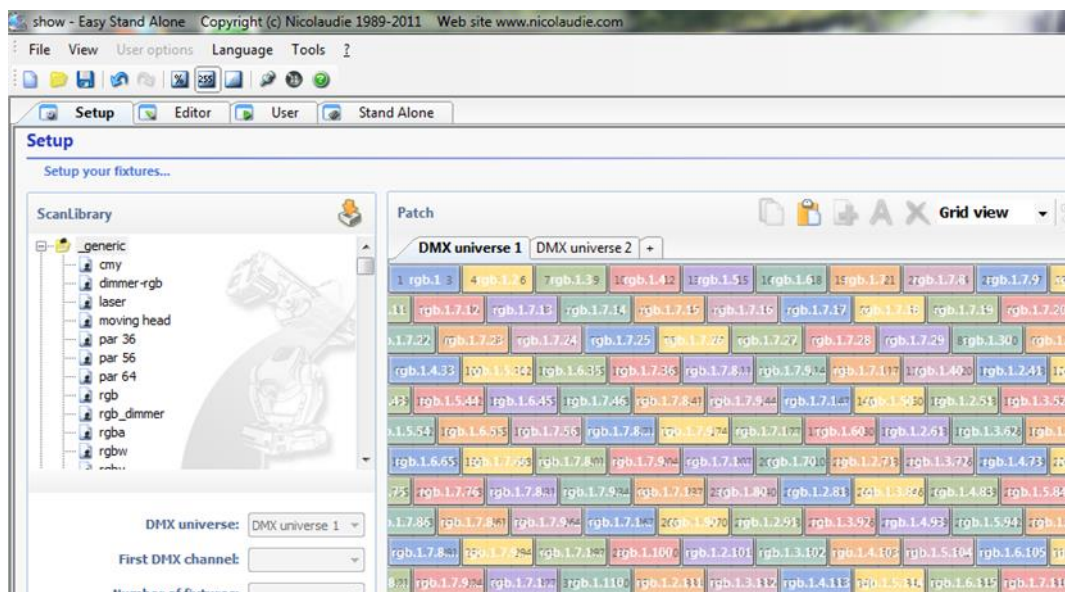
Getting started

When you click on the Easy Stand Alone icon to start the software, you are given 4 choices for operating mode:



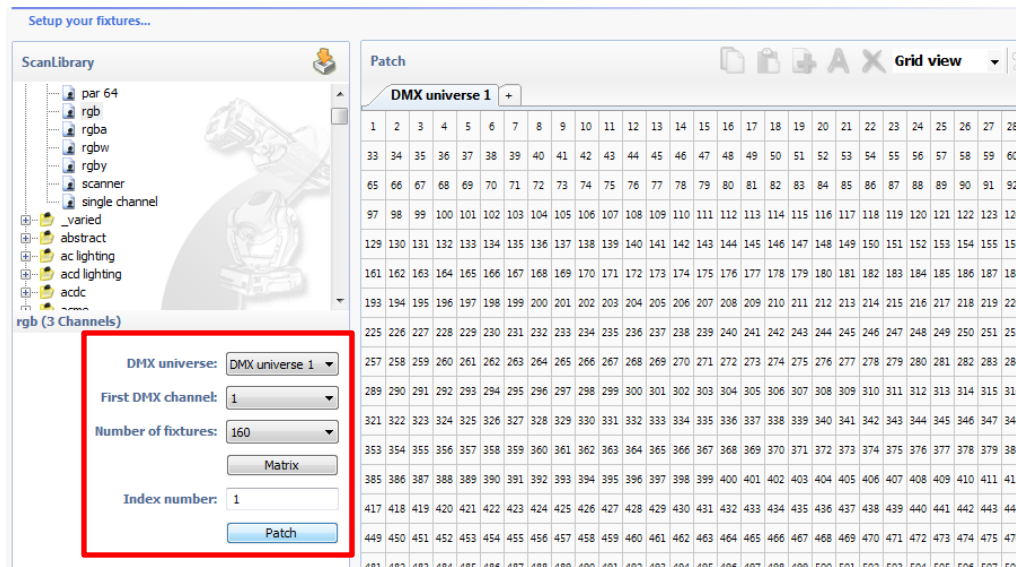
Choose one of the first two: 1) demo mode, if you don't want to actually hook up your controller and just want to see the software on your computer or 2) USB-DMX interface mode, if you've already connected your controller to the computer using the supplied cable. Also, connect the DMX512 Pixel Decoder to the controller. It may take a minute or two after you connect your controller for you to be presented with the option of USB mode. Your computer needs to detect the device first.

The software opens to the "Setup" tab. In the top left "Scan Library" section, as show below. Expand the first selection (Generic), and find the corresponding "rgb" icon below it. Drag the "rgb" icon up and to the right and drop it onto channels 1, 2 and 3 in the "Patch" panel. Now the red, green and blue sliders appear at the bottom left of your screen. Repeat this step by highlighting multiple colored rgb patches and copy/paste, until the number of patches is equal to the number of pixels that you wish to control. For controlling a large quantity pixels or pixels in a matrix, refer to the customization instructions on the next page. You can independently dial red, green, blue, and "other color" up and down using the sliders. If you have the DMX512 Pixel Decoder and LED ColorPixel strips connected to your controller and are operating in USB-DMX mode, your lights will respond. (Be sure the address on your decoder or wall washer is set to 1. That's the lowest address, which happens to be red. Green and blue are 2 and 3 respectively. On the DMX512 Pixel Decoder the default address setting for 1 is all dip switches OFF (up). Be sure that DIP switch "10" is in the off mode, otherwise the decoder will not function with the controller.



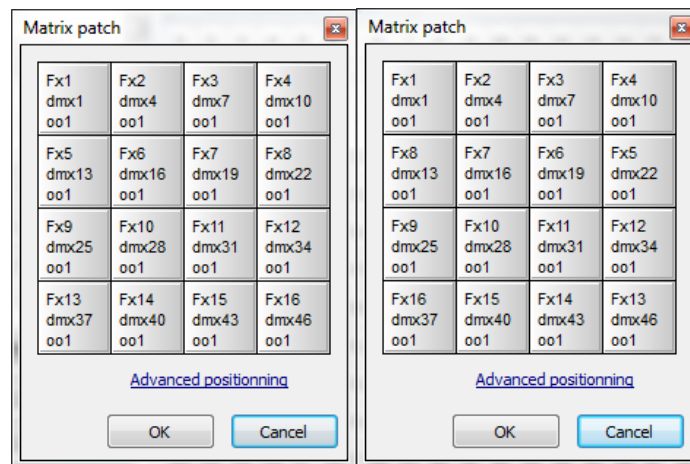
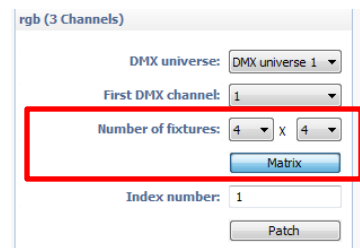
Designing a Pixel Layout

Quickly define patches for large designs by using the pull down menu which appears once you select a patch from the ScanLibrary.



Define the “First DMX channel” address, input the number of fixtures, and then click “Patch”. If a matrix layout is desired, simply click on the Matrix button. Using the pull down menus, define the length and width dimensions. Click “Patch” once you are ready to layout your lights.

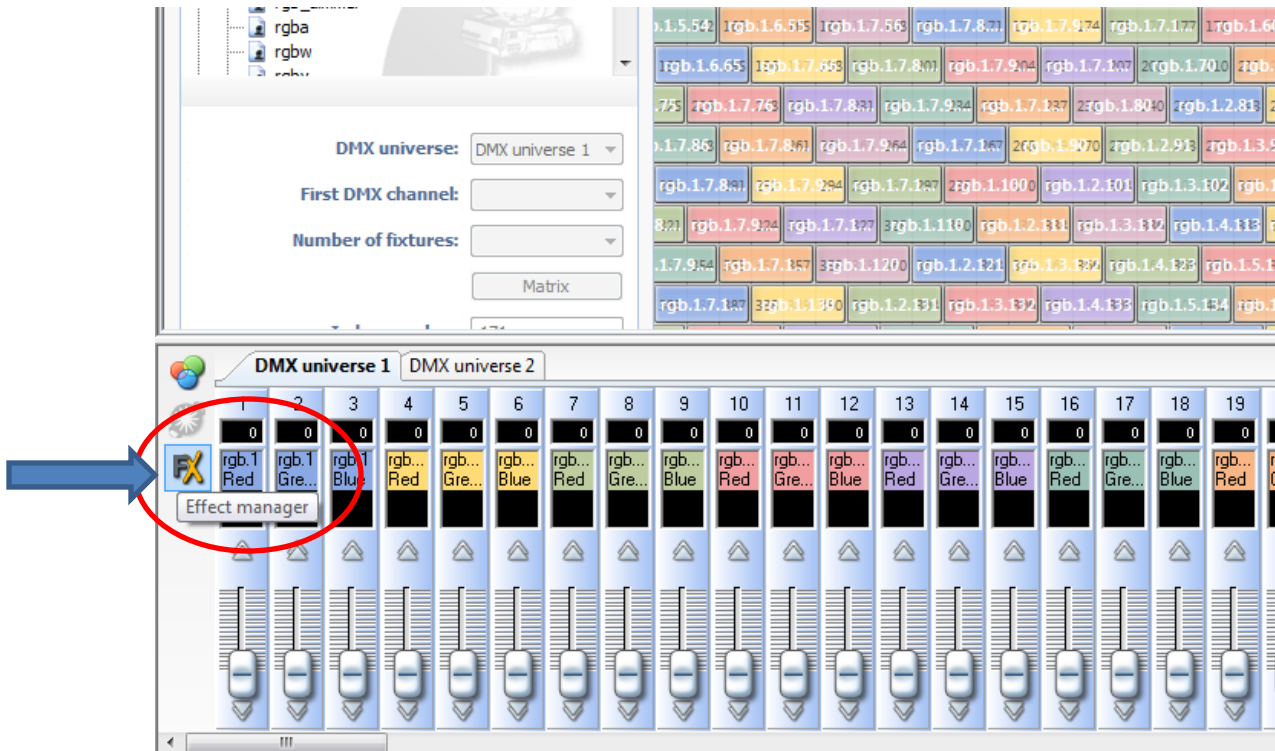
A “Matrix patch” window will appear with the defined rgb fixtures. Customize the orientation of the fixtures to match your design by simply dragging and dropping the squares, or click on “Advanced positioning” for more options.



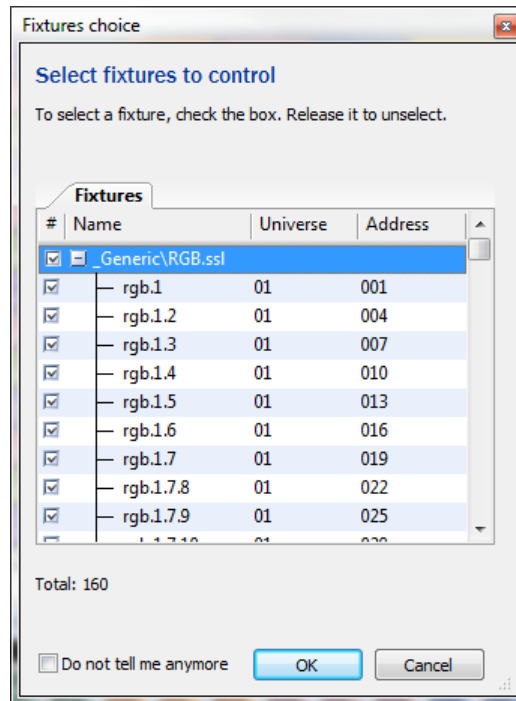
Creating your Scene with Effect Manager

Using the built in Effect Manager allows you to create complex pixel light shows with the click of a few buttons. This will save you time, as the alternative is to select the RGB settings for each pixel individually.

Click on the “FX” effect manager icon, located on the lower left hand side.

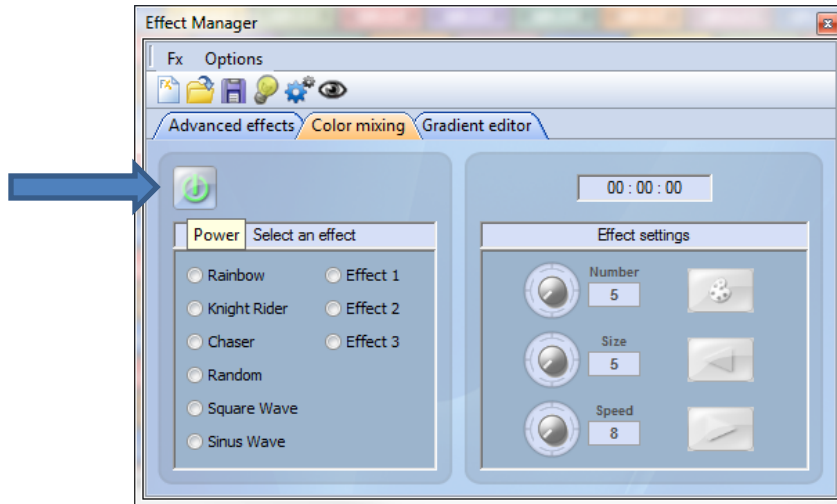


Select the pixels you wish to control. Expand the view and confirm the total number of pixels/fixtures by clicking ok.

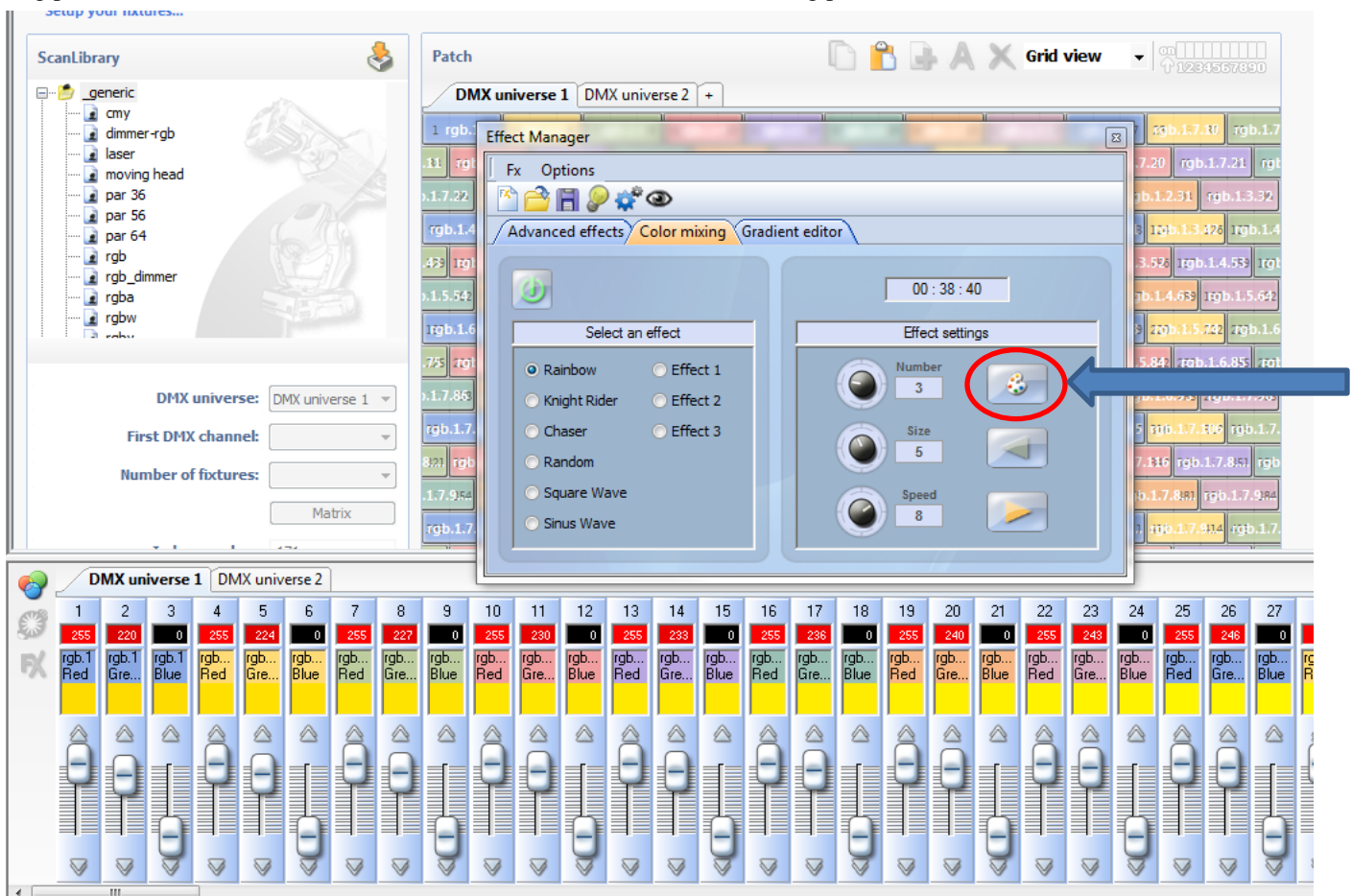


Creating your Scene with Effect Manager (continued)

In the Effect Manager window, click on the “color mixing” tab and then click the power button on. Select an effect.

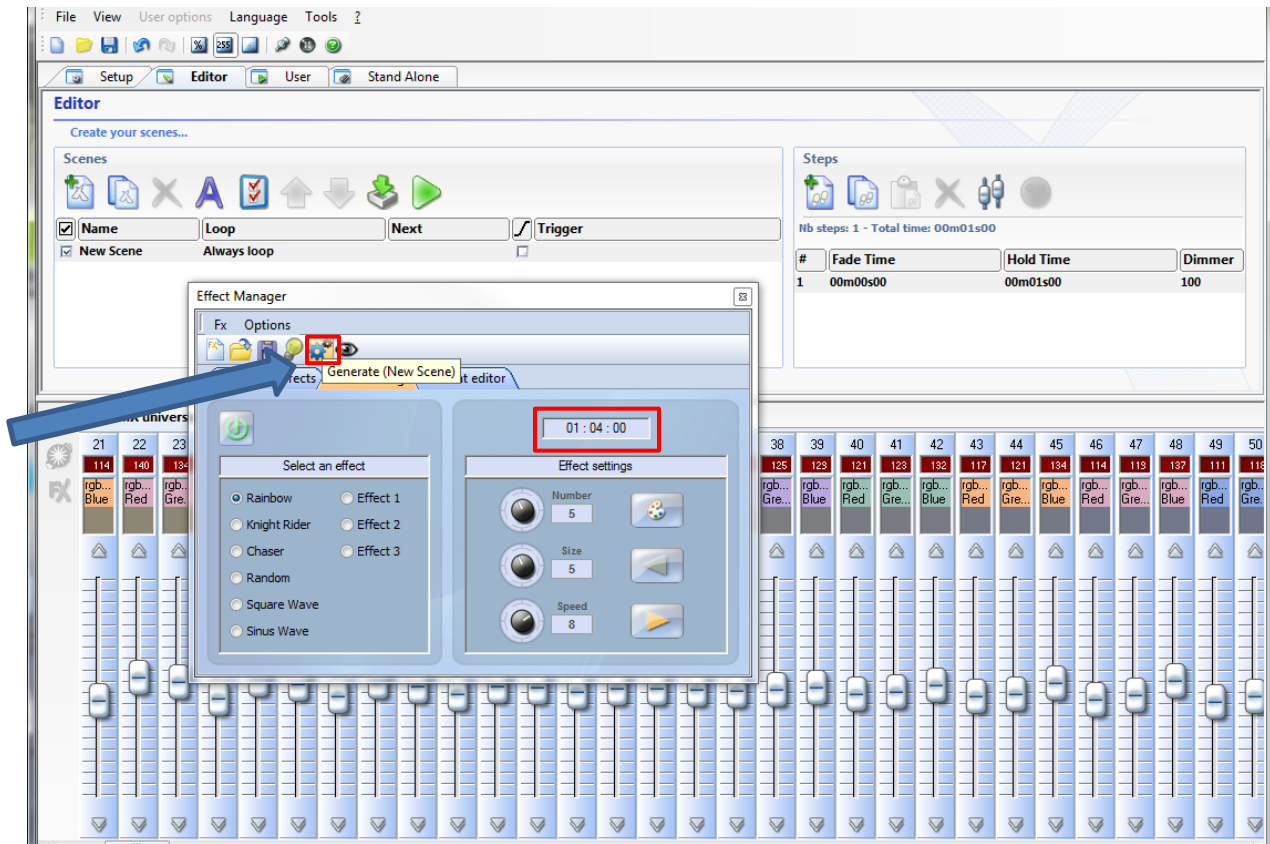


Customize the selected effect by changing the Number (of colors), Size (of the pattern), and Speed. You have the option to choose the colors that are used in the effect by clicking on the color palette icon. The arrows below the palette icon indicate the direction of the chasing pattern. Click on the direction arrows to switch the direction of the chasing pattern.

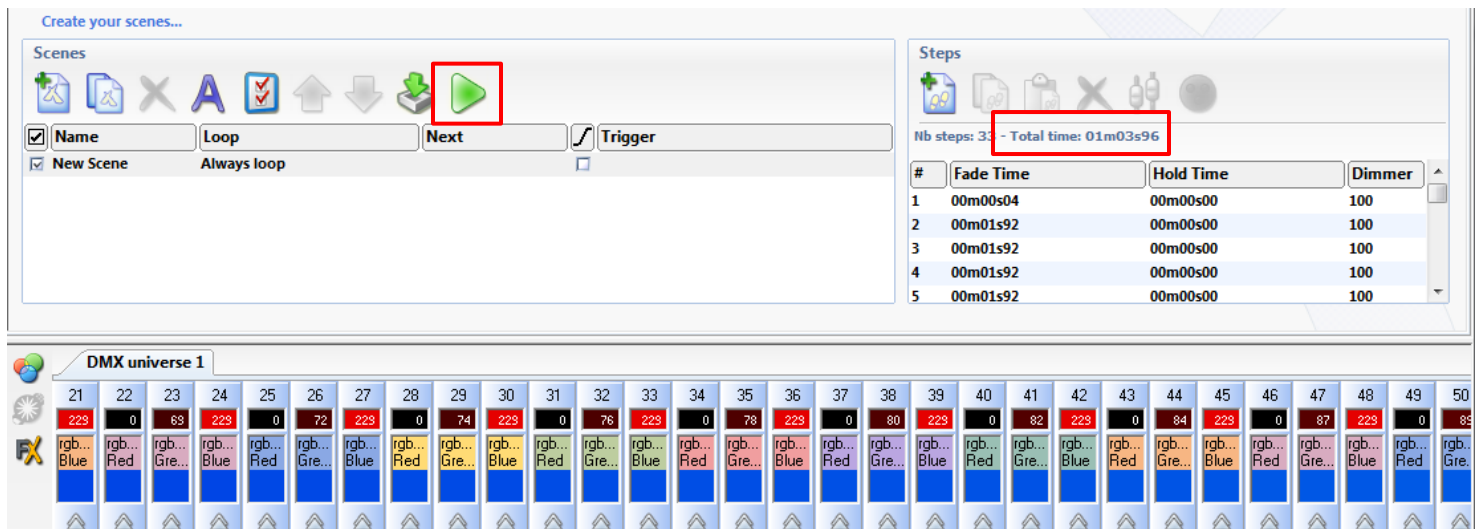


Creating your Scenes with Effect Manager (continued)

The clock in the Effect Manager indicates the duration of your scene. Once you are ready to export your scene from the Effect Manager select the “Editor” tab in the Easy Stand Alone window. Then, in the Effect Manager window click on the “Generate (New Scene)” icon. This will write and export the scene from the Effect Manager into the Editor.



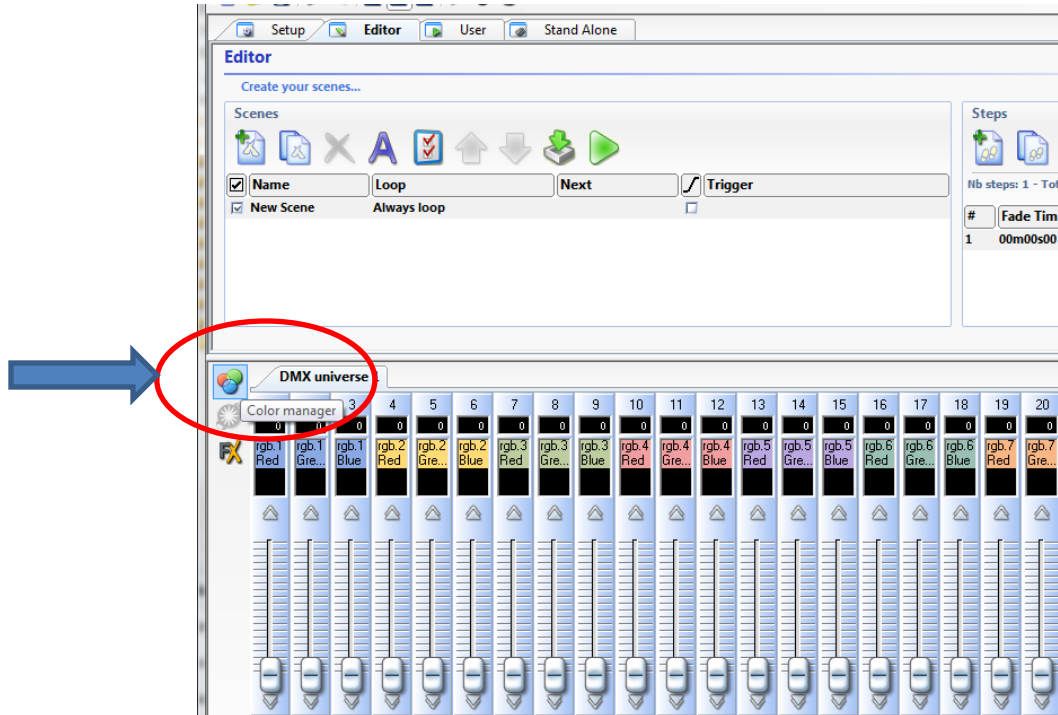
The total time of the scene created in the Effect Manager is now reflected in under Steps. If needed, you can adjust the fade time, hold time, or dimmer settings for any step by simply double clicking on the step and changing the corresponding value. You can press the green > arrow “Play” button in the Scenes section to run your program. To create an additional scene click the + New Scene button, customize an effect in the Effect Manager, and then simply write the scene to the Editor by clicking “Generate” as before.



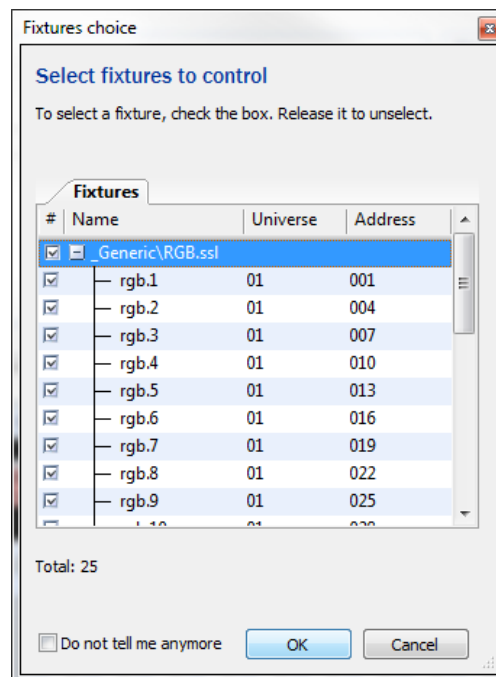
Customizing your Scene with Color Manager

Using the built in Color Manager allows you to customize and apply colors with the click of a few buttons. This will save you time, as the alternative is to select the RGB settings for each pixel individually. We highly recommend using color manager when creating scenes for matrix displays.

Go to the Editor tab and click on the “Color Manager” icon, located on the middle left hand side.



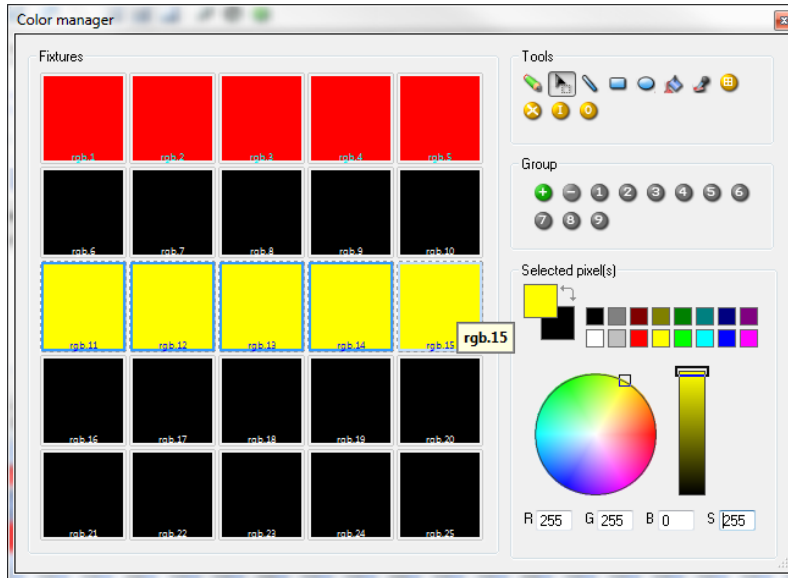
Select the pixels you wish to control. Expand the view and confirm the total number of pixels/fixtures by clicking ok.



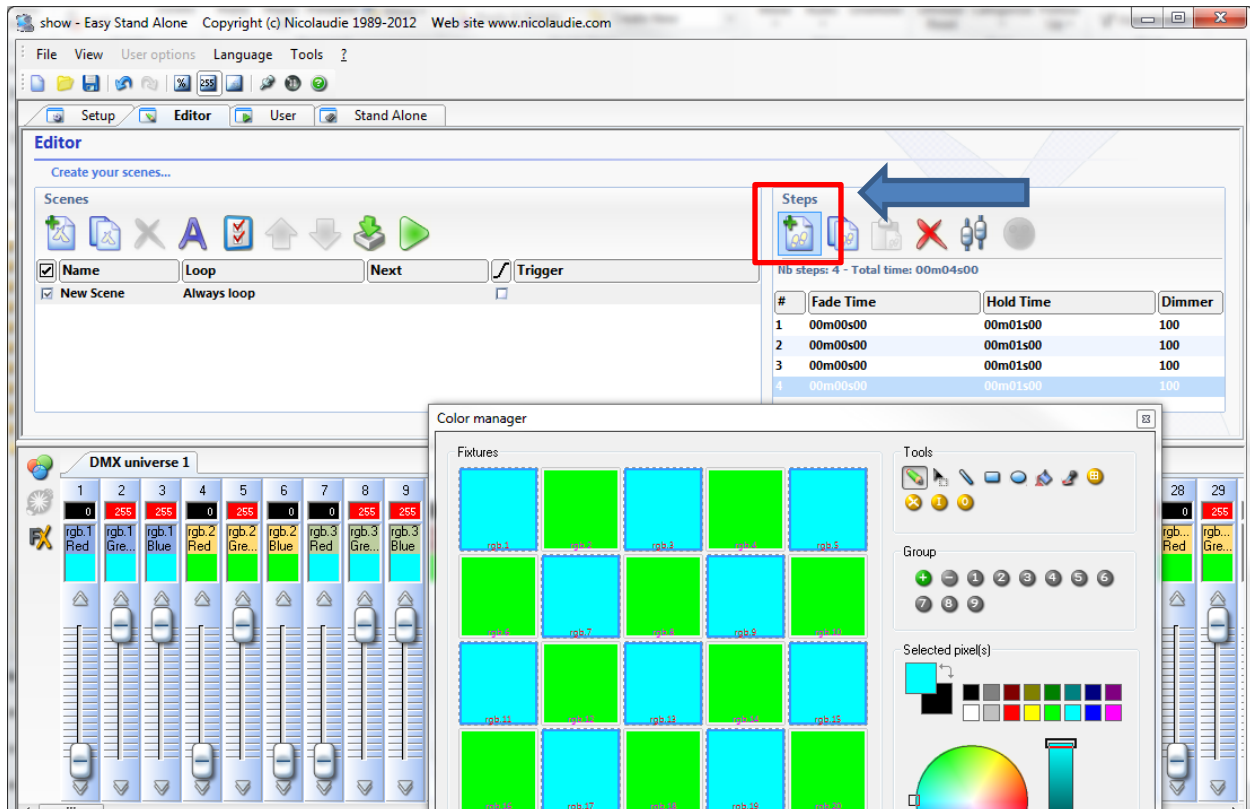
Creating your Scene with Color Manager (continued)

In the Color Manager window, select the fixtures you wish to control and then simply click on the color you wish to apply. If desired, you can also use the shortcut options listed on the right hand side as icons under Tools for drawing shapes, inverting the selection, deselecting all fixtures, or selecting all fixtures, etc.

Customize your own colors by clicking on the color wheel, or typing in specific RGB values.

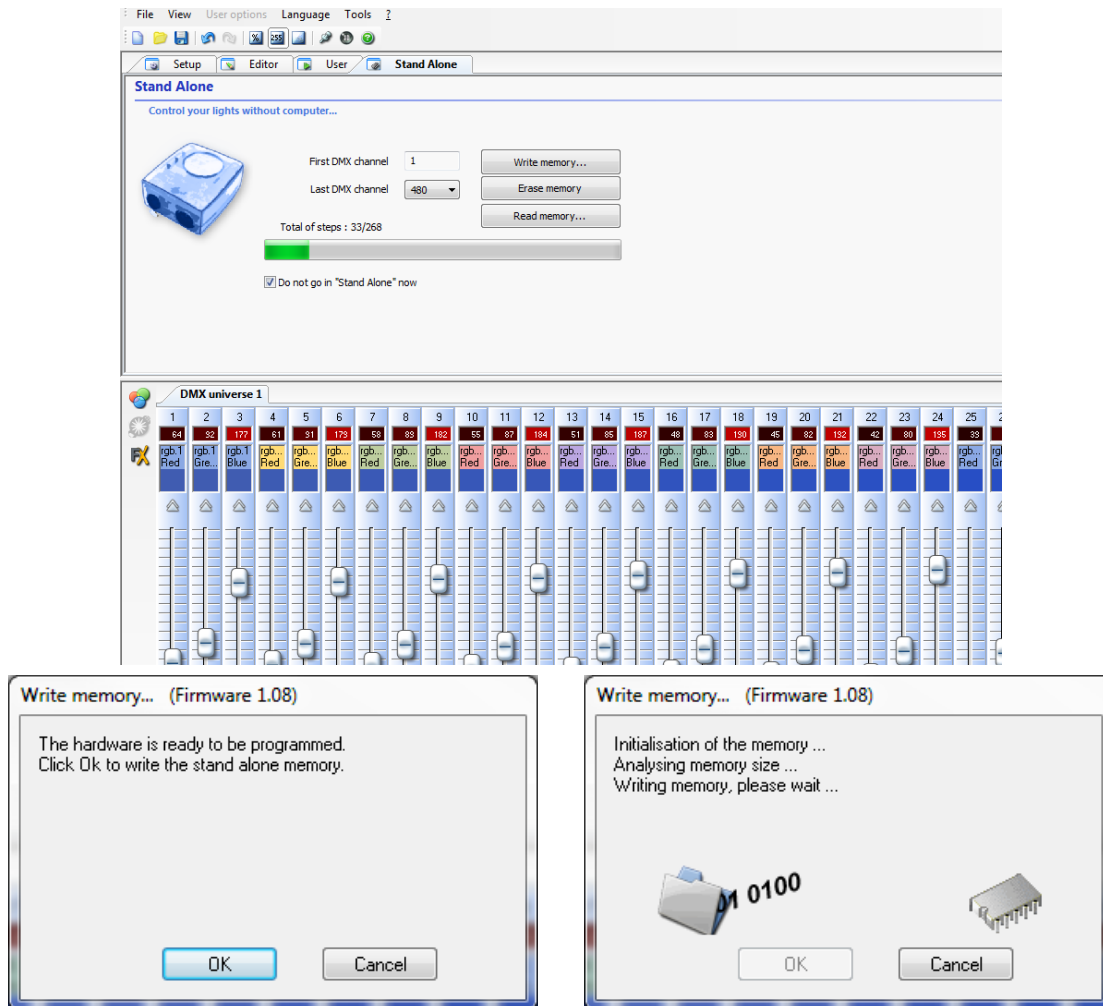


Record the colors displayed in the Color Manager as a step in your scene by clicking on the “Add a new step” green plus sign icon. Repeat as desired. Customize the fade time and the wait time for each step, and then preview your scene by clicking the green play button.



Storing your Effect Manager Scene

Click the “Stand Alone” tab to write to the controller. If you are in USB-DMX mode and the controller is connected, when you click “Write memory...” you will write to the controller.



Uncheck the ‘Do not go in “Stand Alone” now’ button, and your controller will then be receiving only power (no signal) from your computer. Disconnect your controller from the computer. Connect the adapter to operate in standalone mode without power from your computer.

On the controller, the + and – buttons control are used to cycle through the scenes you’ve programmed. The other button is the dimming button. Hold it down and press + or – to brighten or dim the lights as they execute your scene.

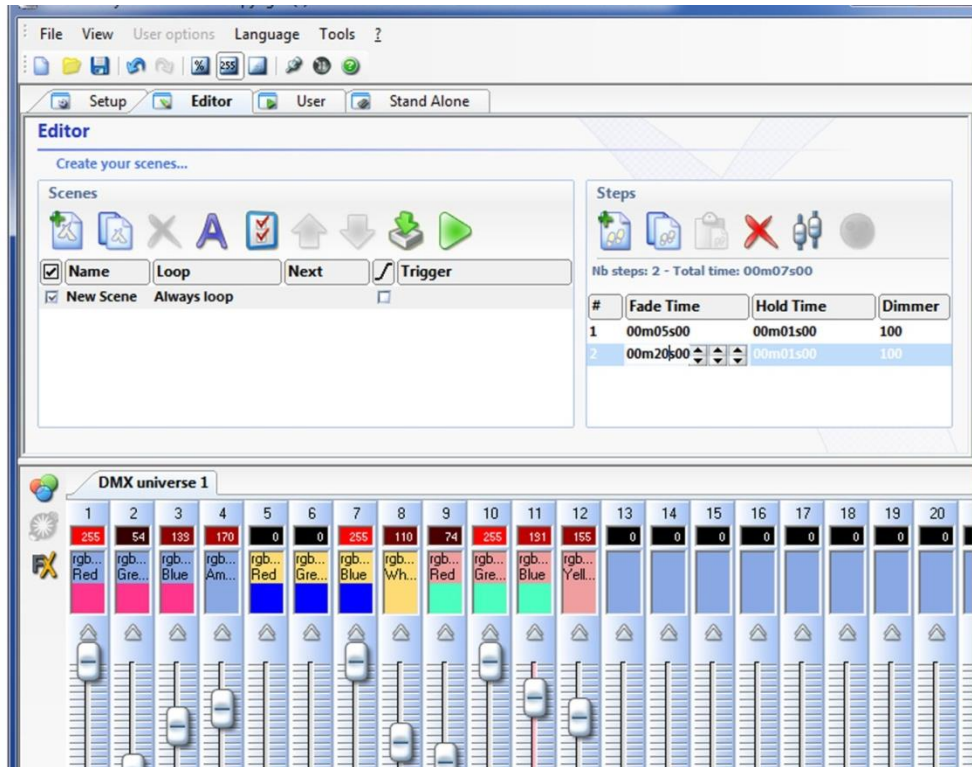
You may use the 10 pin connector (pin out is on the last page of the manual) on the back to remotely switch to scenes you have programmed that you select with a Crestron or other switch. This is handy for operating the controller from a custom console you have, or from the arm rest switch of a limousine, for example.

The manual is on the CD and on our web site.

Channels: 512
Number of scenes (programs): 255
Number of zones: 1

Creating and Storing your Scenes Manually

Click on the “Editor” tab. Set your color sliders where you want them for the first “step” of your program (“Scene”). Click the green “plus” sign in the “Steps” section to add steps. You can type the fade time and the wait time for each step. You can also set the global dimming level for each step in the “Steps” section highlighted below. You can press the green> arrow “Play” button in the Scenes section to test run your program.



Click the “Stand Alone” tab to write to the controller. If you’re in USB-DMX mode and your controller is connected, when you click “Write memory...” you will write to the controller.

Uncheck the ‘Do not go in “Stand Alone” now’ button, and your controller will then be receiving only power (no signal) from your computer. Disconnect your controller from the computer. Connect the adapter to operate in standalone mode without power from your computer.

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