Kit

STICK-GU2

Stick 2 (STICK-GU2) Sunlite Touch-Sensitive
Intelligent Control Keypad Getting Started Guide

Install "Easy Stand Alone 2" software with the Easy Stand Alone controller. Do not install Sunlite Suite.

Compatibility

Easy Stand Alone 2 (ESA2) software is compatible with Windows XP, Vista, 7 and 8 as well as Mac OS X 10.6 (snow leopard), 10.7 (lion), 10.8 (mountain lion), 10.9 (Mavericks) and 10.10 (Yosemite).

Particulars of the STICK-GU2 Kit as offered by EnvironmentalLights.com

We always ship the STICK-GU2 with the 9V adapter and an extra wired plug extension for your convenience. 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 or download and run the .exe file from Nicolaudie. Select your preferred language and accept licensing agreement. Complete the installation using the installation wizard, including drivers and SSL library (you must be connected to the internet). After the install completes, launch ESA2.
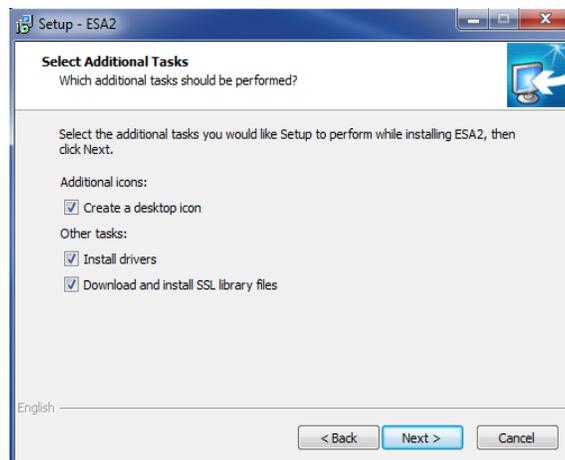
Getting started

When you click on the ESA2 icon to start the software, you are given 3 choices for operating mode:
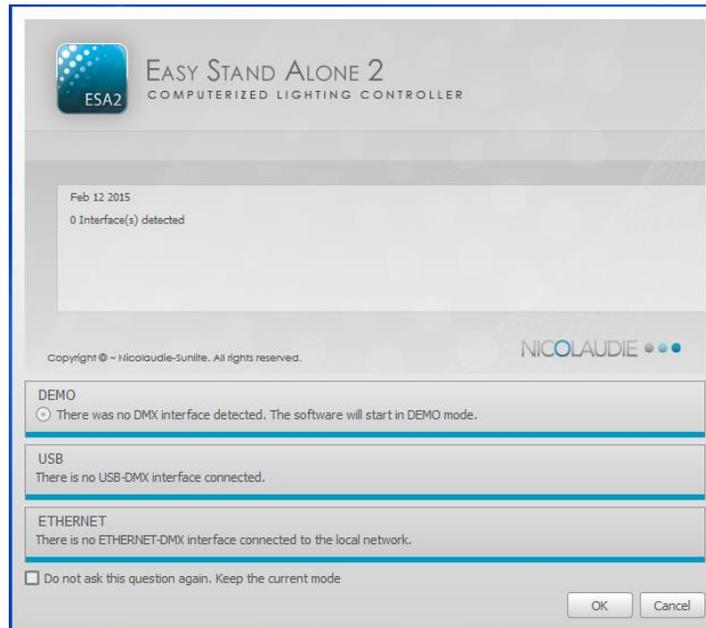
Choose the appropriate mode based on your current setup: 1) demo mode, if you would like to run the software without connecting any DMX devices 2) USB-DMX interface mode, if you've already connected your controller to the computer using the supplied USB cable. Also, connect your DMX decoder or DMX driven wall washers or other lights 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. 3) Ethernet-DMX interface mode if you have connected a DMX interface via Ethernet cable. Ethernet mode is not compatible with this product.

The software opens to the "Setup" tab. In the top left "Scan Library" section, expand the first selection (Generic), and find the corresponding icon to match your "rgb, rgba, rgbw, or rgby" LED strip lighting. Drag the "rgb" (or appropriate fixture) icon onto channels 1, 2 and 3 in the "Patch" panel. The patch panel shows the DMX channels that each fixture is assigned to, add more devices as necessary. If you are using multiple of the same fixture (like a pixel product), it is easier to select the fixture in the menu, enter the number of fixtures (or pixels) and click the Patch button. The fixtures will automatically populate in the Patch panel. The sliders at the bottom of the screen control each DMX channel independently. If your lights are connected, they will instantly respond to slider changes.
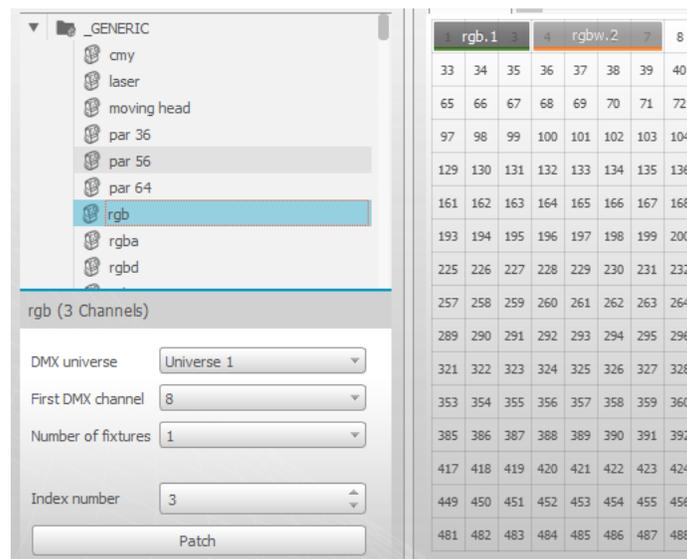
Scene Builder

You can more intuitively control your lights, including patterns and effects, using the "Scene Builder" button near the top of the window. This will bring up the window shown below. Here you can select any or all of your lights and set static colors using the circular controls on the right. Click on the "Effects" tab to bring up menus for creating effects patterns for your lights. You can also arrange the light icons (on the left) into matrices, rows, or other shapes to better reflect your actual setup.
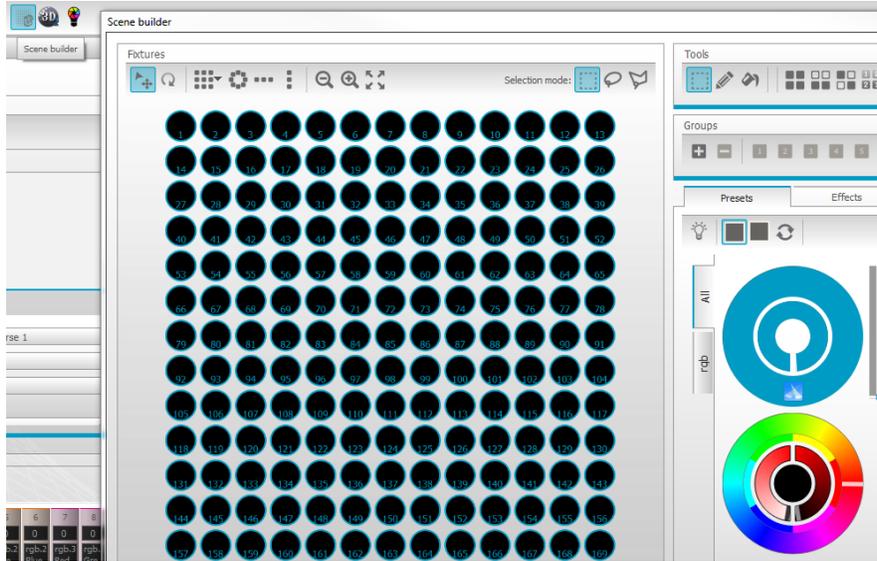
Creating and Storing your Scenes

Click on the "Editor" tab. Here you can create scenes, which are pre-set routines for your lights involving one or more steps. Use the channel sliders or Scene Builder to create the first step in your scene. You can add, remove and edit scene parameters using the buttons in the "Steps" window on the right. The collection of steps can be saved as a scene that can be activated later with one click or saved to a stand alone device for use without a computer. Scenes can be created, deleted or modified using the buttons in the "Scene" window on the left.
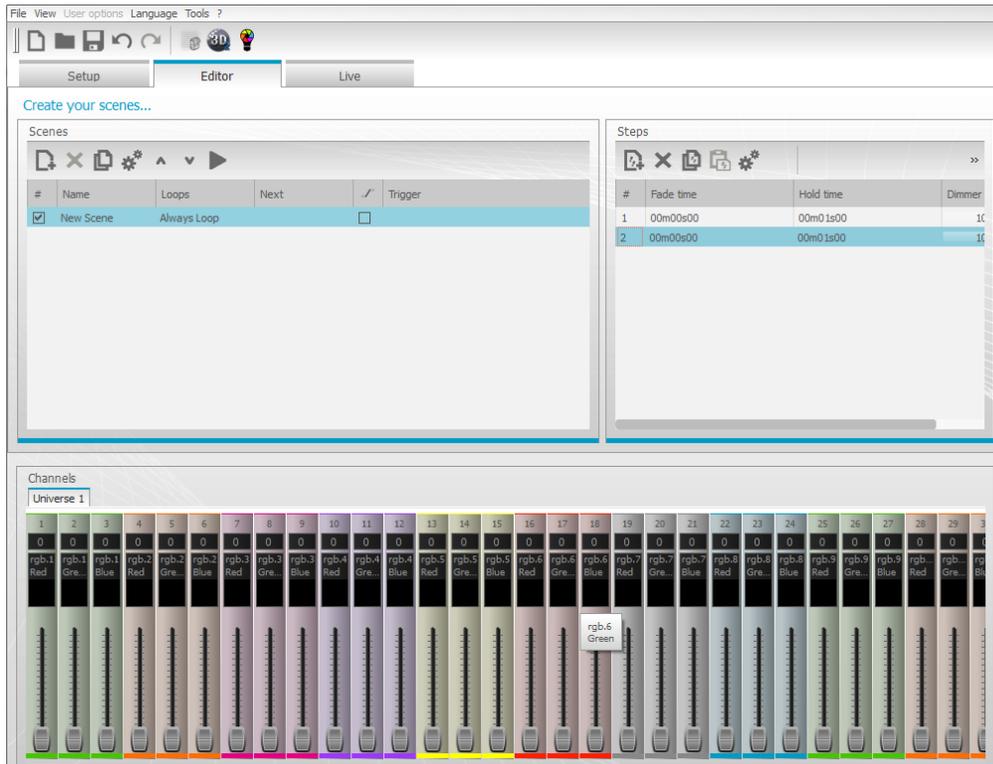
Live Mode

The Live tab displays icons and controls for all of your previously saved scenes as well as the channel sliders at the bottom of the screen. This mode is designed for actively managing a setup using your computer.

Stand Alone

(Note: this tab will only show up if you have connected a compatible device)

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. With the STICK-GU2 you can write up to 24 dynamic or static programs to the controller (8 first visualized by a LED), for operation in Stand Alone mode. You can use the Read, Erase and Test buttons to modify and test the scenes you have stored on your device.

To operate the device in stand alone mode, disconnect your controller from the computer. Connect the 9V adapter, which can either be hard wired to 120VAC or plugged into a power supply using the bonus wired plug, to operate in Stand Alone mode without power from your computer.

Those are just the bare basics. You can do much more. The manual detailing all of the functions of the Easy Stand Alone Software is on the CD and on our web site.

Channels: 128
Number of scenes (programs):   24
Number of zones: 1

Stick 2 (STICK-GU2) Features

The Stick 2 is an easy-to-use touch sensitive DMX controller, primarily designed for you to control seamlessly 3 channel RGB, and 4 channel RGB + "Other Color" lighting. It contains 3 touch sensitive buttons: on/off, previous <, and next >.

Simply hold the on/off button to change between color, scene and dimmer mode. The previous < and next > buttons allow you to select scenes (first 8 indicated by LEDs), and also adjust color and brightness settings live. To reset any adjustments made while in color or dimming mode, simply touch and hold both the previous < and next > buttons simultaneously. The default function settings of the controller can be changed and customized if desired (see "Custom Settings" for details).
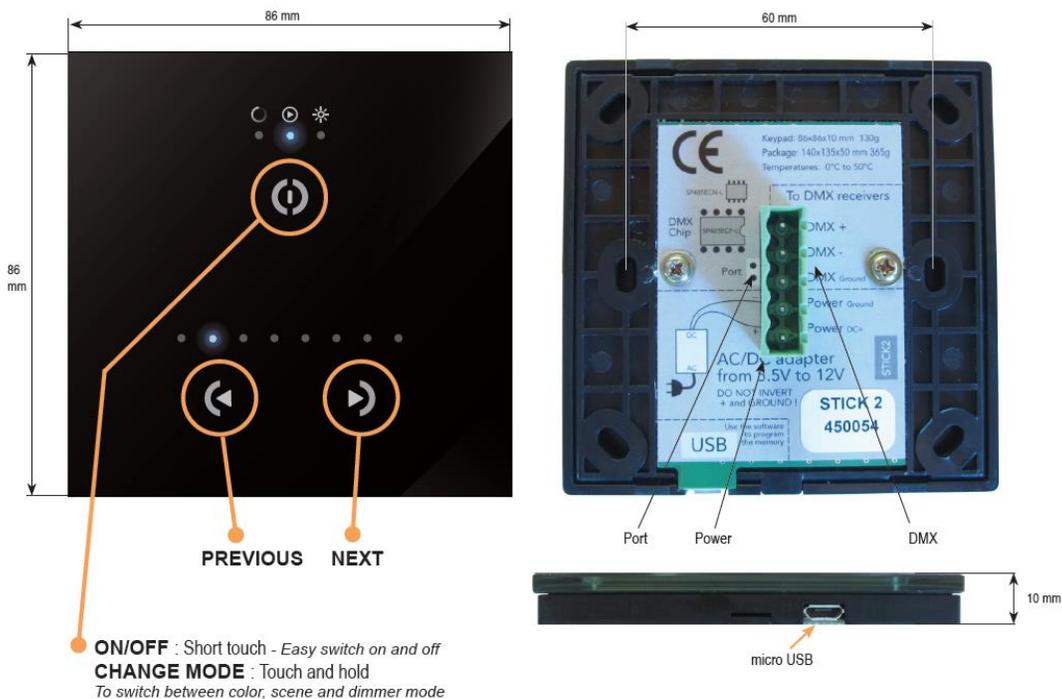
The Stick 2 (STICK-GU2) is ready to use, pre-loaded with 8 scenes. You can also control the intensity and color of any scene in real-time. If desired, you can create and store your own programs, as described previously. When uploading programs, the micro USB cable will supply power to the controller.

When you are ready to run in Stand Alone mode and connect to your system, power your controller by connecting the 9V volt AC/DC power adapter to the green connector block. You can either hard wire the adapter to 120VAC or plug it in using the bonus wired plug extension provided. Make sure not to invert the ground and + power wires. Then simply connect the DMX +, -, and Ground cables to the corresponding green connector block +, -, and ground pins.

Some DMX decoders may have separate connections for +, -, and ground, some will have a 3 or 5 pin XLR socket, and some may use an RJ45 input. Please refer to the "Circuit Diagrams" section of the manual for detailed examples of how you can set-up your STICK-GU2 for small and large scale installations. For additional information on easy to use DMX decoders or for additional help please call.

Custom Settings

The controller is extremely customizable. To change and edit your parameters, download and extract *tools.zip* and open up *tools.exe*. This will activate the "Tools for USB-DMX interfaces" window as illustrated below. Make sure all other DMX software is closed.

Click here to download: www.dmxsoft.com/global/ftp/tools.zip
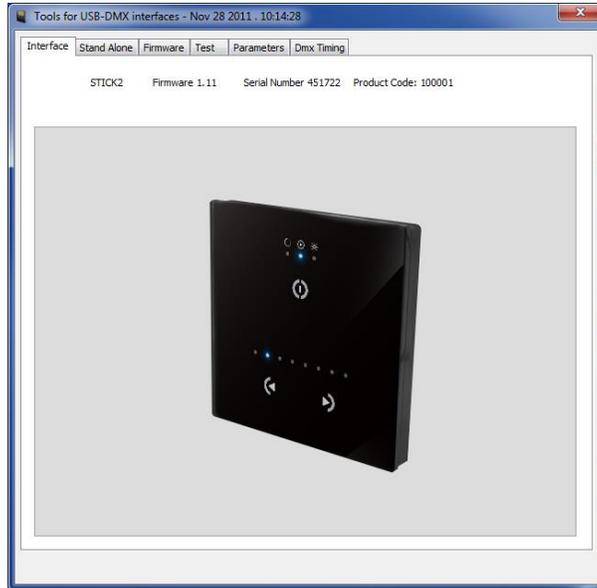
The parameters tab is where you can customize how the STICK-GU2 controller operates and choose default settings.
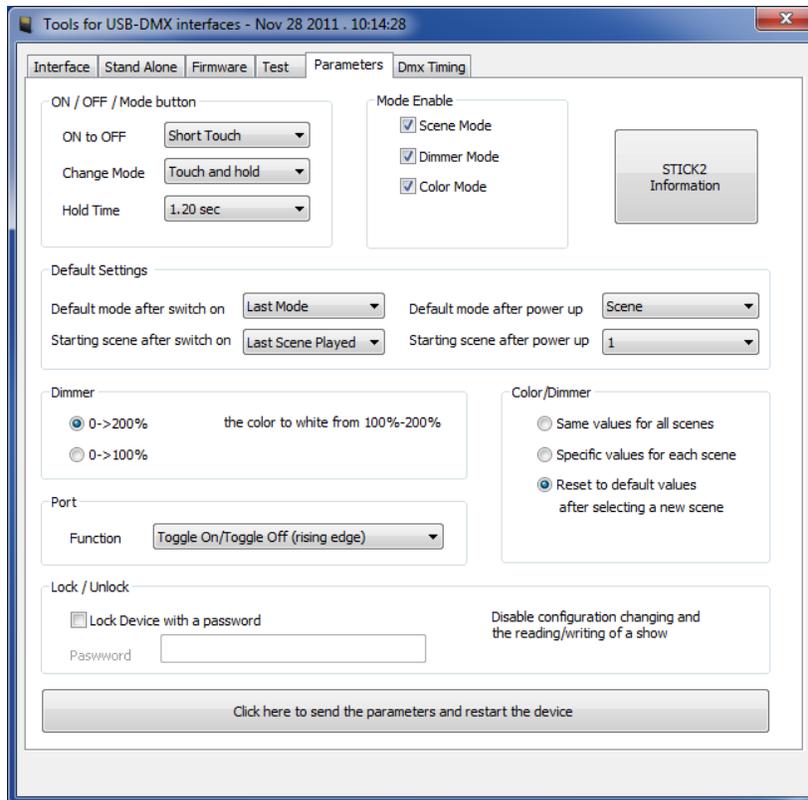
In the top left "ON/ OFF/ Mode button" area, you can set how the ON/OFF/MODE button operates. By default, a short touch of the ON/OFF/MODE button switches the controller on and off. Touching and holding will change the mode. If you want to have the controller permanently switched on, you could use a short touch to change the mode and disable "ON to OFF".

The checkboxes inside the "Mode Enable" area allow you to enable or disable any of the 3 modes.

The "Default Settings" area allows you to select your default mode and scene to activate when the controller is powered up and switched on and off.

The dimmer settings can be changed in the "Dimmer" area. By default, when the controller dimmer is set at 50%, the brightness of your lights will be 100%. As you adjust the controller dimmer to 100%, the color of your lights will saturate to white. If you do not want to use the saturation feature, this can be changed to 0-100% so the brightness of your lights increase from 0-100% as the controller dimmer increases from 0-100%. The example below shows the dimmer effect on a magenta scene for each setting.
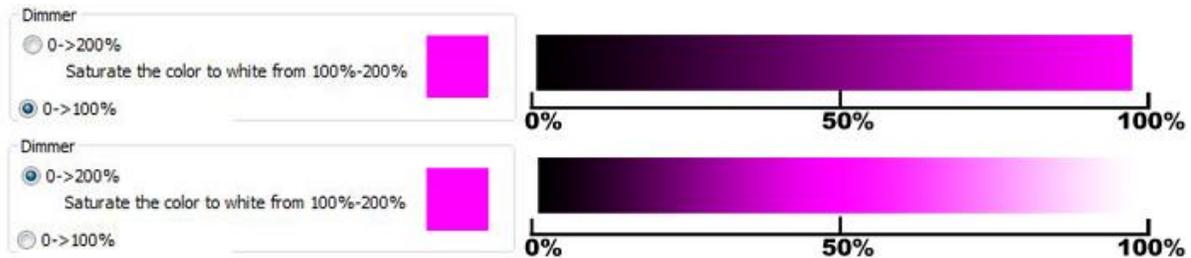
The "Color/Dimmer" section allows you to change how the color and dimmer adjustments are applied to each scene. The default setting is to "Reset to default values after selecting a new scene". However, if you wish to have the color and dimming settings apply to all scenes, select "Same values for all scenes".

The device can be locked to prevent configuration changes or program updating. If you wish to lock the device select "Lock Device with password" and enter the password here.

Once all settings have been updated, click the large button on the bottom section labeled "Click here to send the parameters and restart the device".

If you ever need to update to the latest firmware, you can do so under the "Firmware" tab by selecting "Write STICK2 Firmware". Firmware is a name given to the embedded software instructions stored inside the controller, which tells it how to work.
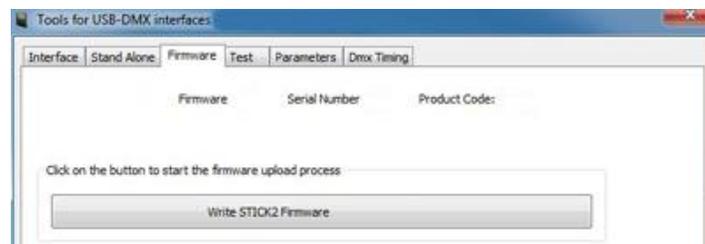
The test tab allows you to check that the controller is working correctly. Move the faders on the left to individually test each channel. B1, B2 and B3 allow you to check that each touch sensitive button is working correctly.
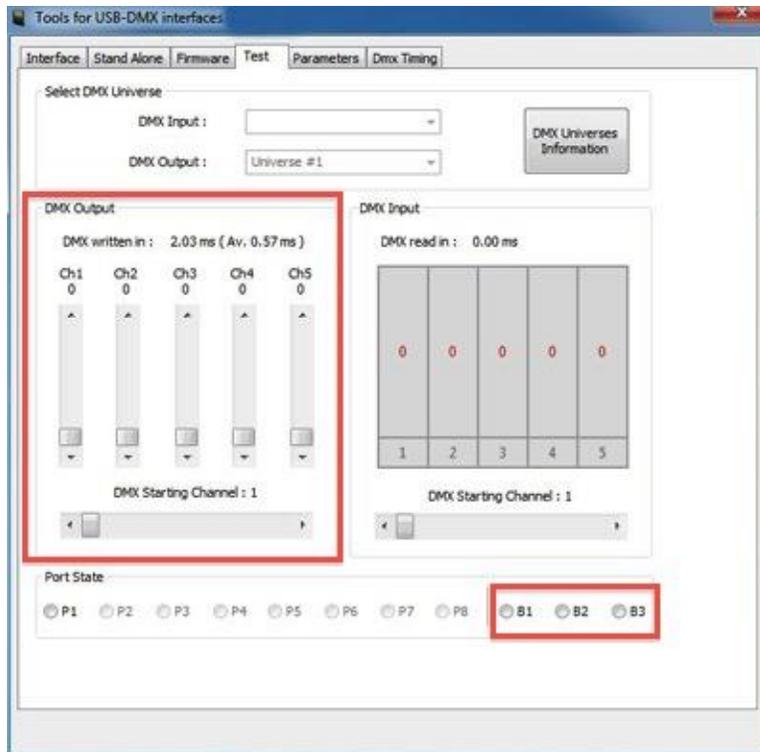
The DMX timing tab allows you to adjust the delay between each part of the DMX message. This tool is available to help fix issues with fixtures, which do not comply 100% with the DMX standard. Only change these if you have a problem with one of your lighting fixtures and once you have tried everything else!
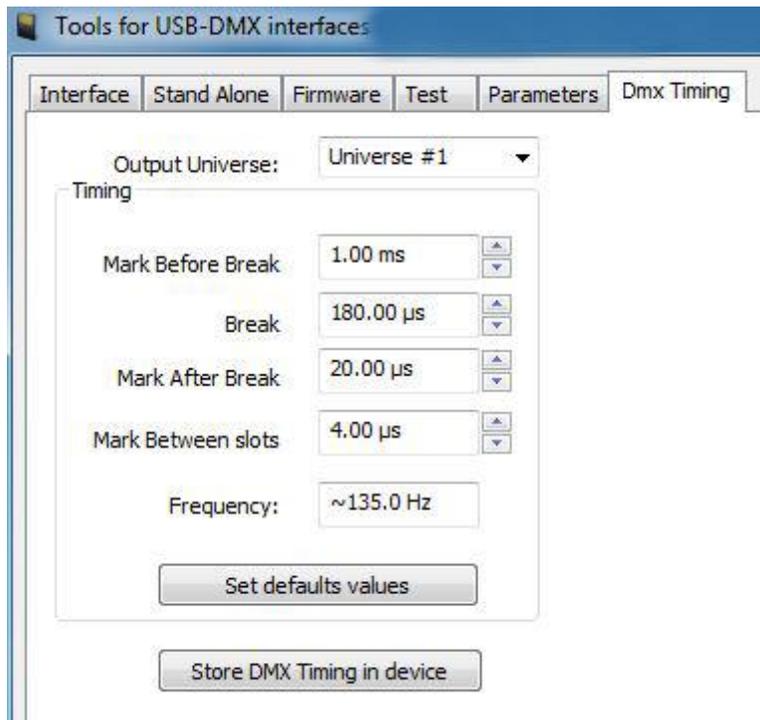
Circuit Diagrams

Here are some examples of how you can use the Easy Stand Alone DMX Controllers (SLESA-U8 or STICK-GU2) to create color-changing systems. Both controllers use the Sunlite Nicolaudie Easy Stand Alone software for DMX LED lighting control.

Small Scale Installation Using Easy Stand Alone DMX Controller (SLESA-U8 OR STICK-GU2)

Easy Stand Alone
DMX Controller

SLESA-U8

OR

Stick 2 Sunlite Touch-Sensitive Intelligent Control Keypad (DMX Controller)

STICK-GU2

DMX
signal

DMX Decoder

DMX-4-5000

(2 wires, +V & ground)

12 or 24 VDC Driver

(5 wires: red, green, blue, other, and common)

RGB strips,
RGBColorPlus,
superflat rope,
or modules

Do not exceed the product's specified branch length limit.

Do not exceed the power rating of the lowest-rated driver, amp or controller.

When powering superflat rope, use 24 volt components.
Do not mix 12 and 24 volt systems, except at the DMX level. (You may put both 12 and 24 volt decoders on the same DMX output.)

Please call if you need assistance.

Larger Scale Installation Using Easy Stand Alone DMX Controller (SLESA-U8 OR STICK-GU2)

Easy Stand Alone
DMX Controller

SLESA-U8

OR

Stick 2 Sunlite Touch-
Sensitive Intelligent Control
Keypad (DMX Controller)

STICK-GU2

DMX signal

DMX Decoder

DMX-4-5000

MaleMiniPlug

(5 wires: red, green,
blue, other,
and common)

(2 wires, +12V & ground)

12 or 24 VDC Adapter

24 watts is adequate

Amp 1

AMP4

(5 wires: red, green,
blue, other, common)

RGB strips,
RGBColorPlus,
superflat rope,
or modules

(2 wires, +V & ground)

12 or 24 VDC Driver

Amp 2
AMP4

(5 wires: red, green,
blue, other, common)

RGB strips,
RGBColorPlus,
superflat rope,
or modules

(2 wires, +V & ground)

12 or 24 VDC Driver

etc.