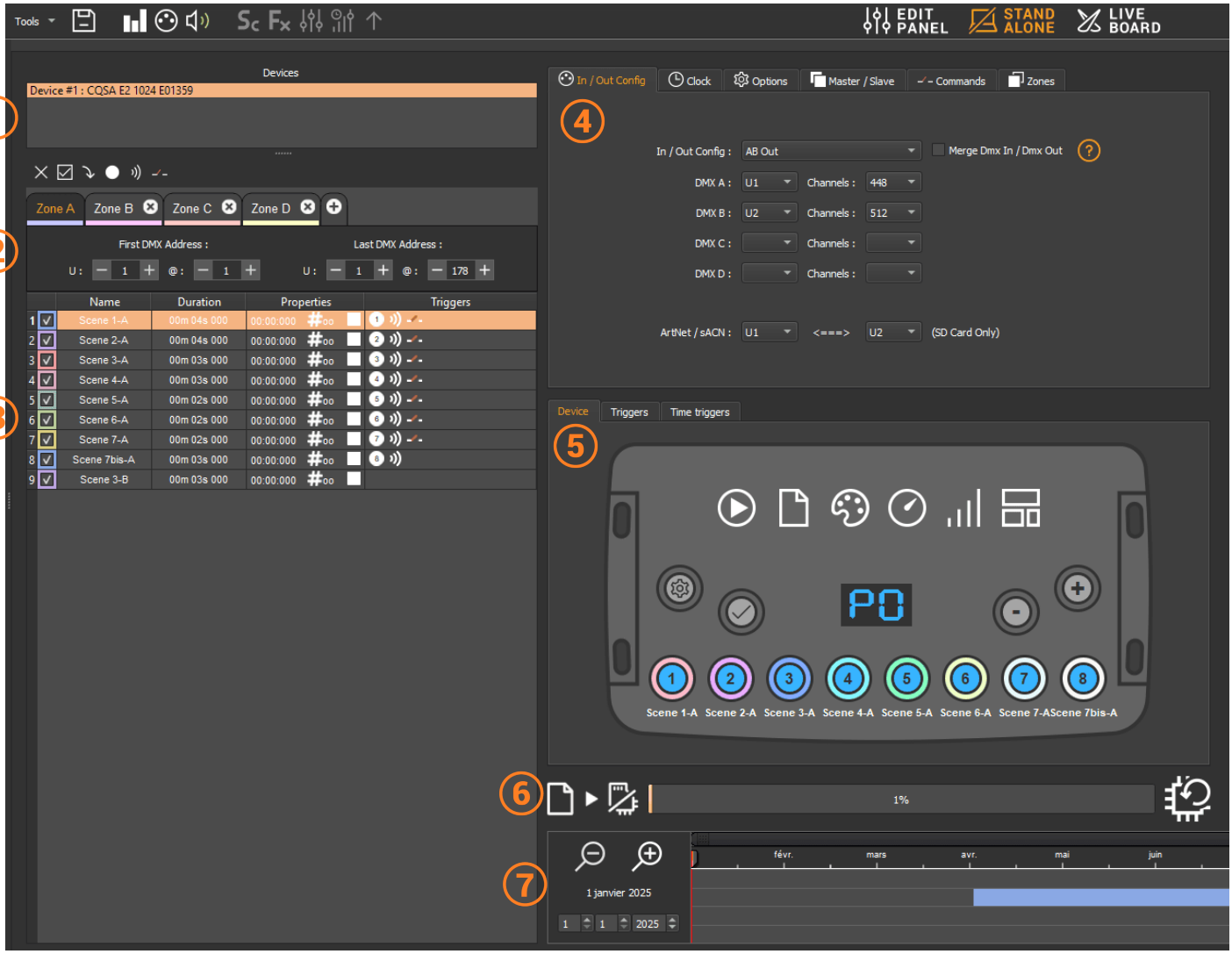
Table of contents

Stand-alone mode & writing to memory

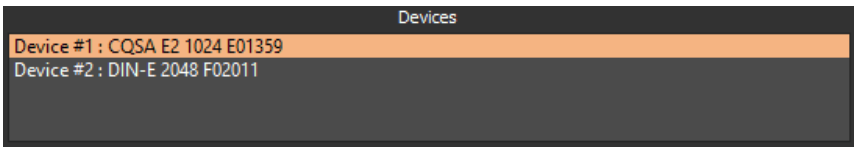
After you've created your show's scenes, go to the stand-alone mode 

Configure your control device according to the available options then select and configure the triggers of scenes to be written in memory.



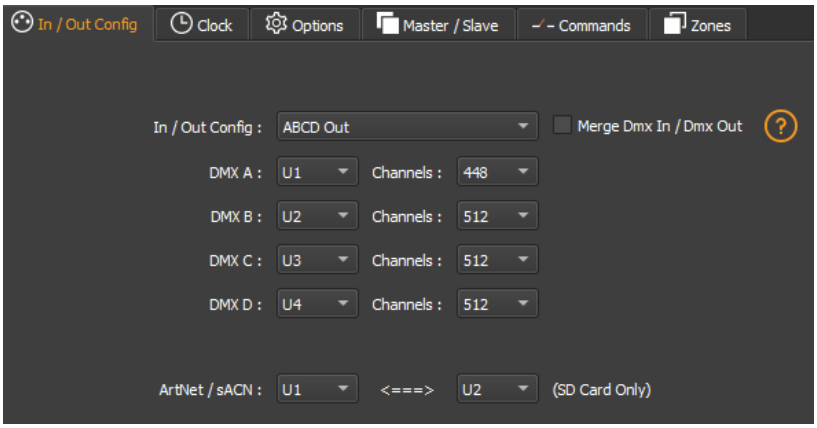
1- Connected device list
2- Zone tabs
3- Scenes List
4- Stand-alone controller configuration tabs
5- Triggers configuration tabs
6- Save/reset memory
7- Timeline for time triggers

First, select stand-alone controller from the device section.



Stand-alone controller configuration

IN/OUT tab



Select a DMX input/Output configuration of the device from the menu

Available configurations will be displayed depending on the connected device depending on whether it has 1.2 or 4 DMX lines.

- **A OUT -** Assigns 1 output universe on the DMX line(s), for devices that have more than 1 DMX lines duplicate the universe on each.
- **AB OUT -** Assigns 1 different output universe on 2 DMX lines, for devices that have 4 DMX lines duplicates the first 2 lines on the next 2 lines.
- **A OUT/B or D IN -** Assigns 1 output universe on the first line(s) and uses the last DMX line as DMX input.
- **ABC OUT -** Assigns 1 different universe output on the first 3 DMX lines.
- **ABCD OUT -** Assigns 1 different universe output on 4 DMX lines.
- **AB OUT / D IN -** Assigns 1 different output universe on the first 2 lines and uses the last DMX line as DMX input.
- **ABC OUT / D IN -** Assigns 1 different output universe on the first 3 lines and uses the last DMX line as DMX input.

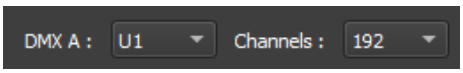
"Merge DMX In / DMX Out" option

Available with devices with more than 2 or 4 DMX lines.

Enable the option to re-inject line configured as an input (IN) to the line(s) configured in DMX outputs and thus merge them.
The merged DMX levels are compared and the highest is retained. We are talking about HTP (Highest Takes Priority).

Maintain manual control on some circuits with an external DMX console.
Create a multi-zone system by merging several cascading devices to obtain only one common DMX line.

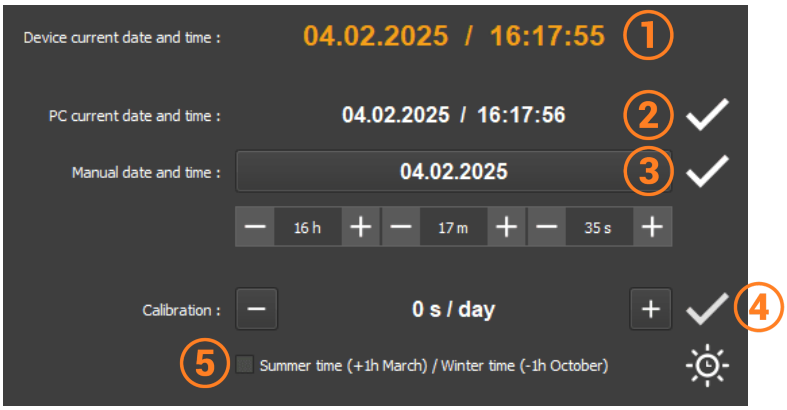
Assign any universe of the software to any DMX line assigned to output, choosing line by line (U1, U2...).



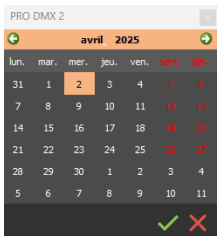
Optimize the size of shows saved in memory by reducing the number of circuits per universe depending on the channels used.
Example: If 150 channels are used in the show, select only the nearest higher value, here 192.

Art-Net/sACN universe range:
Define the starting universe and the finish universe to write in memory on an external SD card for an Art-Net/sACN show.

Clock tab

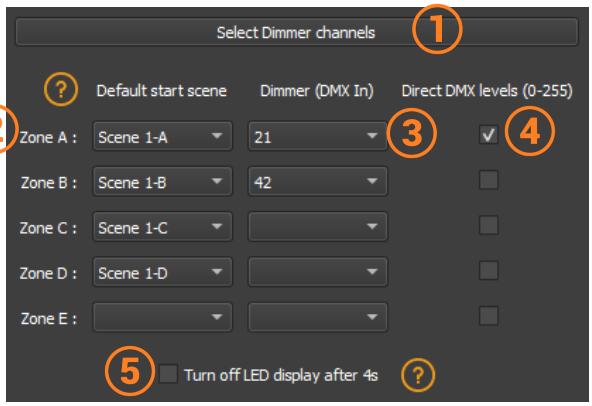


Set the selected device's internal clock to match time triggers
1- Device current date and time
2- PC current date and time
3- Custom date and time



4- Calibrate the compensation time according to the observed deviation.
5- Take into account the change of

Options tab



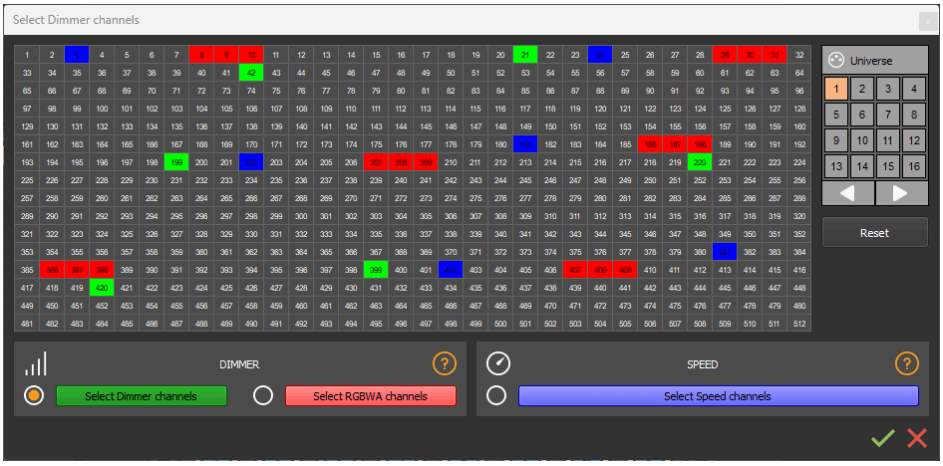
1- Select dimmer channels
2- Select default start scene
3- Select channels
4- Direct DMX levels
5- For devices with an LED display, turn it off after 4 seconds of inactivity by checking the option.

Select a default scene to play automatically after the device is turned on (with USB or external power supply). For multi-zones devices it is possible to set a default scene for each zone.

Note: The selected default start scene loses its priority if another scene uses the "Restore if power off" option and play when the device is switched off.
Cf. *"Advanced trigger options"*

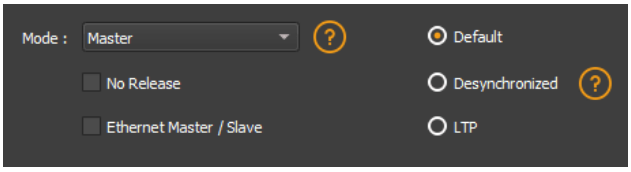
Select dimmer channels

Configure the "Select Dimmer channels" option to select separately the Dimmer or RGBW light intensity channels that will be controlled directly by Dimmer mode, dry contacts or via the infrared remote control.



Master/Slave tab

Connect multiple devices into USB so that they are detected by the software.
Use the Master/Slave option to synchronise their standalone mode and DMX universe.
When a device is set as a master in the software, the other devices are automatically put in slave mode.There are four different modes of master/slave interaction: By default, desynchronized, LTP, and no release.



Master/Slave mode "by default"

A single device is defined as master (lower serial number by default), the others are automatically defined as slaves.The master device plays the current scene and synchronises the slave devices. The master forces slave devices to play the same scene and the same stage step simultaneously. Slave devices are forced to track the timings and triggers of the master and they cannot act otherwise, play or trigger a scene independently. The master can trigger and stop scenes from slave devices.

"Desynchronized" Master/Slave mode

One device is defined as master, the others are automatically defined as slaves. All master device triggers are transmitted to slaves. However, slave devices are not synchronised with the master device synchronisation signal and retain individual control. Therefore, slaves can trigger and play different scenes at any time and not synchronised perfectly with those of the master.The master acts as a general remote control imposing the trigger on slaves with total priority.The master can

trigger ON and OFF scenes from the slave device.

Master/Slave mode "LTP"

LTP means "Latest Takes Priority / The latter has Priority".All devices are defined as slaves.The devices are not synchronised with timing and can trigger and play different scenes by themselves.However, device triggers are automatically transmitted to other connected devices and slave devices are forced to trigger the same scene.In this mode, each device acts as a general remote control imposing triggering on other slaves without synchronisation.

Master/Slave mode "No release"

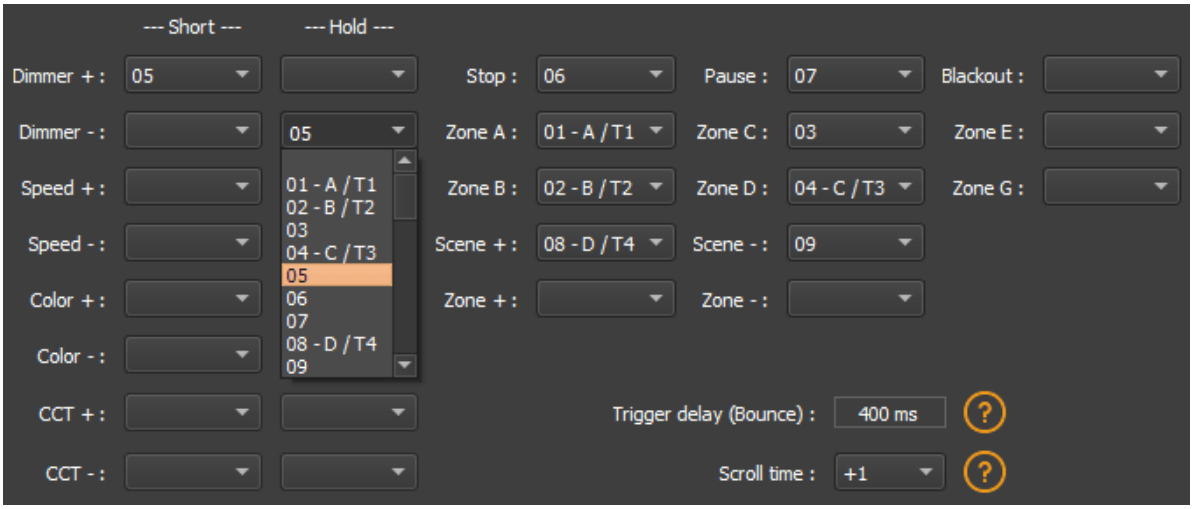
This option is only available with LTP or DESYNCHRONIZED modes.Only ON triggers of the master device are executed and functional. All OFF triggers are ignored and slave devices continue to play their current scene. Each slave device can choose whether to release its scene depending on whether the option is enabled or not.

Commands tab

Assign external contacts, among those available for your device, to trigger some standalone mode commands: Dimmer +, Dimmer -, Blackout, Speed +, Speed -, Pause, Scene +, Scene - and Zone.

Note: Be careful not to use the same command trigger as the one used for a scene and vice versa. Cf. *"Dry contact triggers"*
The last assigned contact will take priority over the other.

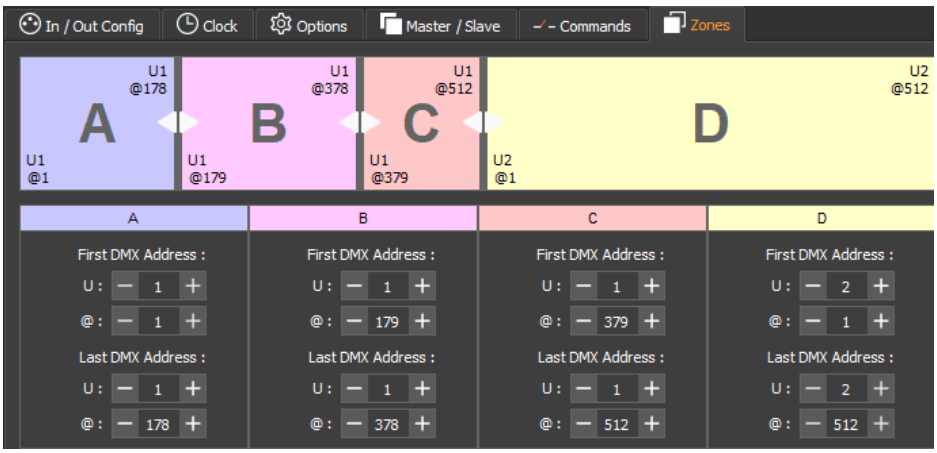
Use 2 types of Short/Hold contact and thus assign an identical contact to 2 different commands. (here as an example with the Dimmer +; Dimmer -)



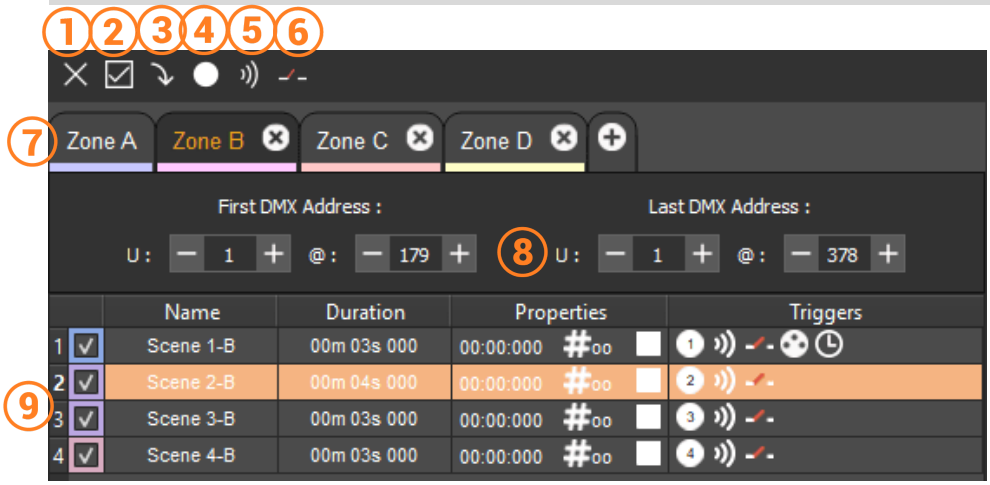
Zones tab

Set the DMX address range for each zone in the zone tab. DMX address ranges must follow each

other and correspond to the fixture patch.



Scenes selection and zones settings

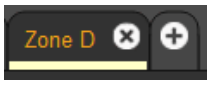


Select the scenes to be written to memory in your control device.

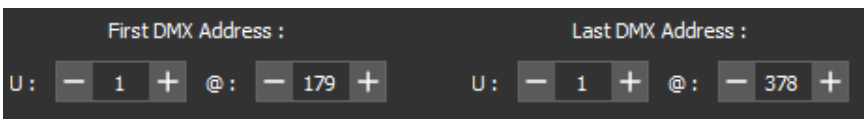
1- All scenes uncheck
2- All scenes check
3- Order the scenes by ID
4- Assign all scenes to physical trigger buttons
5- Assign all scenes to infrared remote triggers
6- Assign all scenes to dry contact triggers
7- zone tabs
8- DMX address range setting for each zone
9- Scenes list

Zones settings

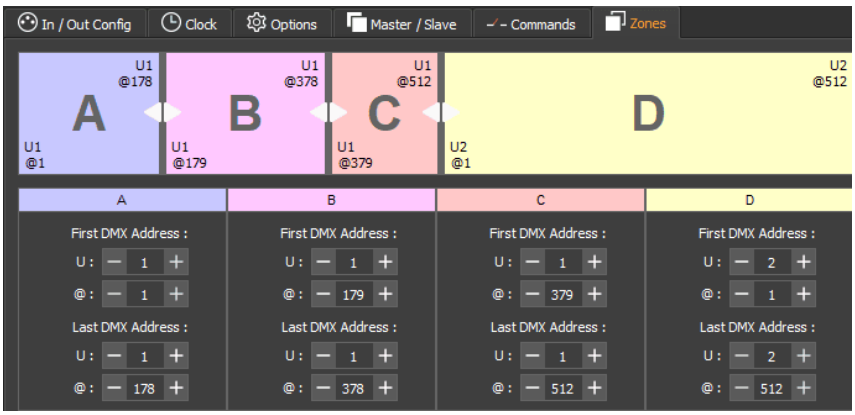
The multi-zone option allows you to play multiple scenes simultaneously in defined zones.

Add zone tab 

then define zones by DMX address range.
Set the first and the last DMX address.
DMX address ranges must follow each other and correspond to the fixture patch.



Scenes created with devices patched to the zone are automatically displayed in the scene list.

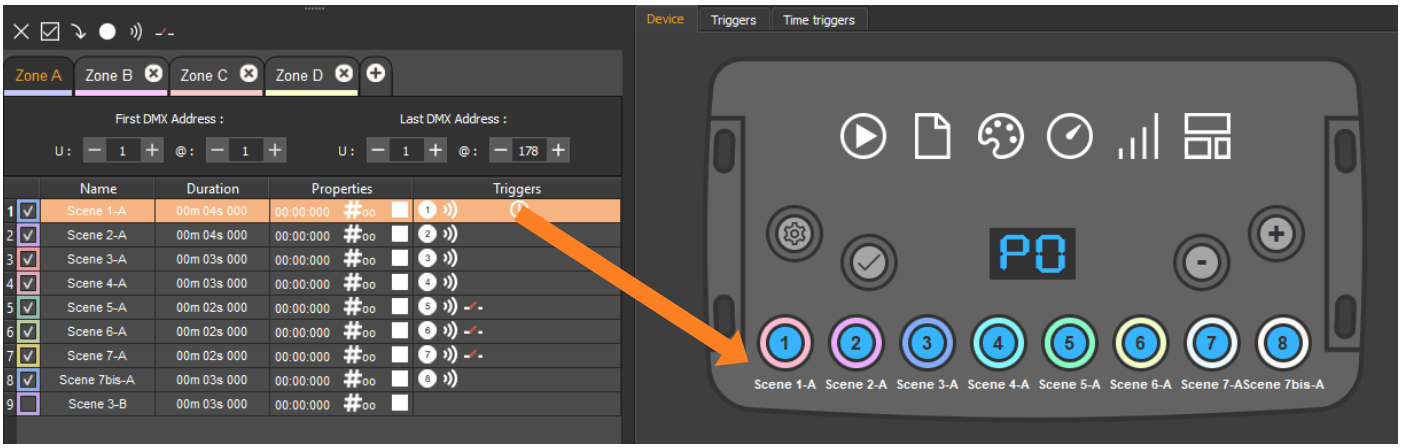


In the same way, set the DMX address range for each zone in the zone tab

Stand-alone mode & Triggers configuration

First In the "Device" tab enable or disable the standalone modes of the device by clicking on the icons at the top of the device.

In the "Triggers" tab, select and assign different types of triggers for each scene. Physical buttons if your device allows,RS 232, Infrared button, dry contacts, DMX in and time trigger.



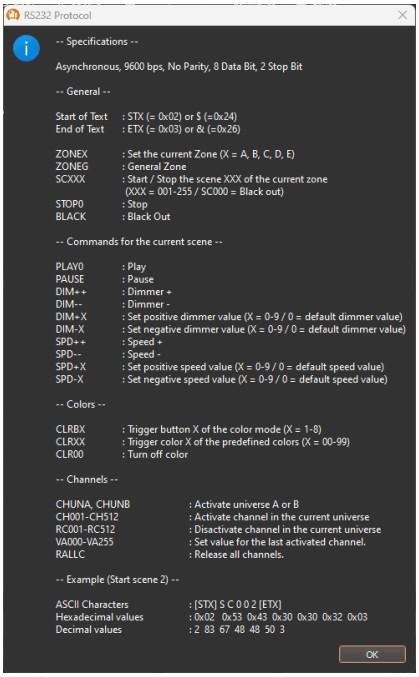
Device button

Assign physical buttons to scenes using the schematic representation of the device in the "Device" tab.
After selecting the zone and scenes to save in memory, drag and drop onto the device buttons.
Use plus and minus buttons to change page.

Automatically assign buttons to all scenes in the list according to their zone, by clicking on the "button" icon on the toolbar scenes list.

RS232 Trigger

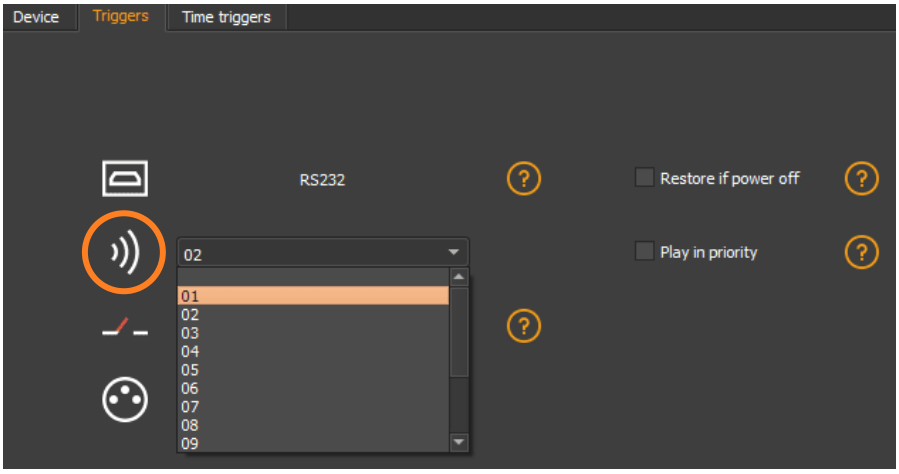
Use RS232 as a receiver to control the device via another device with the commands also described in the Software Help topic.



Infrared Trigger

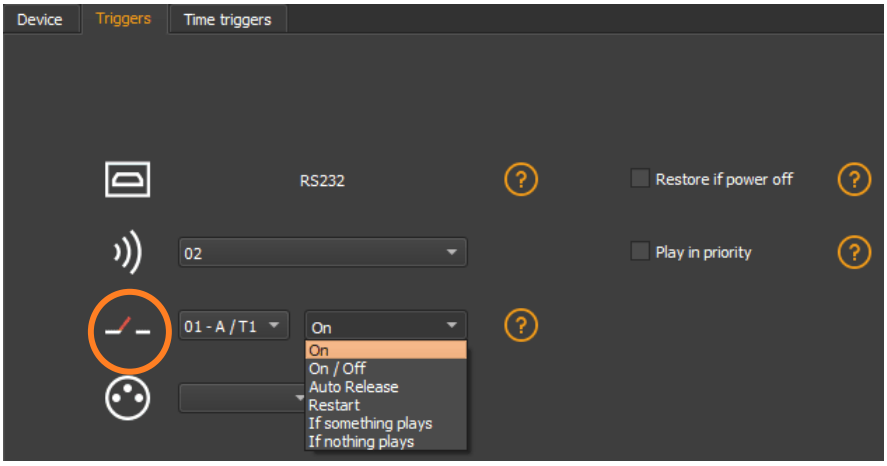
For devices that do not have this trigger option an Infrared kit is available containing an IR receiver and a remote control.
Refer to your device datasheet

Select a scene from the list and assign it a remote control button from the 15 available buttons.



Automatically assign buttons to all scenes in the list by clicking the Infrared icon on the scene list toolbar.

Dry contacts Trigger



Depending on the device, several external contacts are available: Trig A, Trig B, Trig C ..., a multiplication to extend the number of contacts when possible, is used. (from 3 to 7; from 4 to 15; from 5 to 31 ...) Contact response time, 5ms (0.005s)

Select a scene from the list and assign it a contact from those available through the device.

Options triggers

On: Activating the contact makes the scene play (the only trigger action is to start the scene).
On/Off: Activating the contact starts the scene, subsequent activation stops the scene.Each trigger action will reverse the stage state (start/stop).
Auto Release: The scene is played only while the contact is enabled. When the contact is released, the scene stops.
Restart: If the scene is playing, enabling the contact restarts the scene from its beginning.If the scene is not being played, it will start.External contact reaction time: 8 ms (0.008 s) / time between 2 contacts: 500 ms (0.5 s)
If something plays: Play the selected scene if a scene is already played.
If nothing plays: Play the selected scene if nothing plays.
These two interdependent options allow the same contact to be assigned to two different scenes.

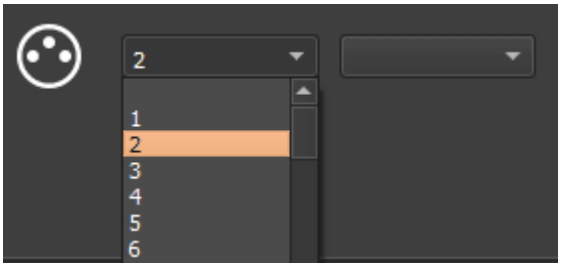
Note: Be careful not to use the same scene trigger as the one used for a command and vice versa. The last assigned contact will take precedence over the other.

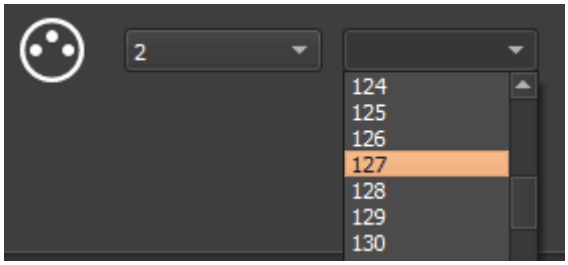
Automatically assign external contacts to all scenes in the list by clicking the external contact icon on the scene list toolbar.

Trigger by DMX In

255 trigger channels and up to 255 levels per channel are available.

Select a scene from the list and assign it a channel number associated with a trigger level.A trigger level corresponds to the threshold above which the scene is triggered.





Note: To configure triggers in DMX-IN, one of the DMX lines must be Select as input in the "IN/OUT Config tab."

Time triggers

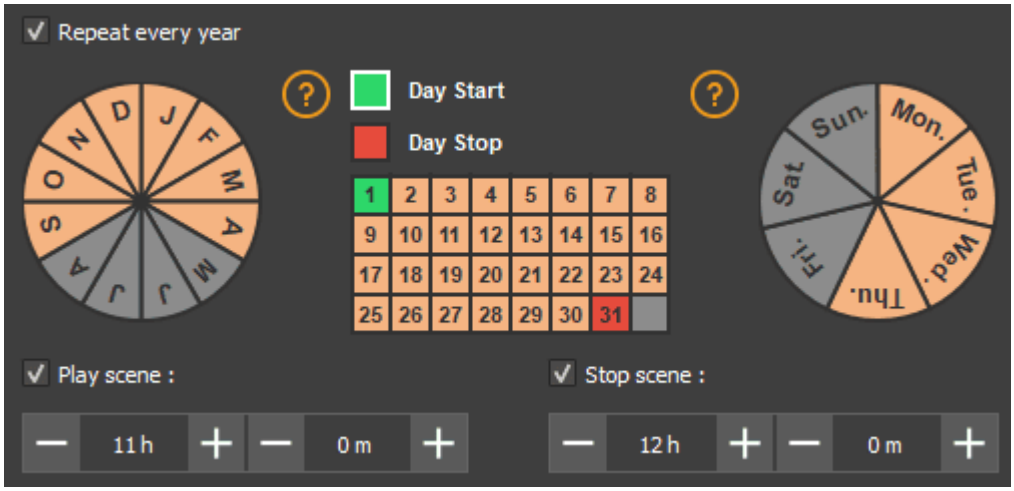
Select a scene from the list and assign it a trigger period.Organize and repeat triggers over the year in specific ways.

Single trigger

Check "Enable trigger" and "disable trigger" to determine a period. Select a date (timetable icon) and time (hour/minutes fields) of trigger activation and then disable trigger.

Without shutdown, the scene will play indefinitely until another event replaces it with another scene triggering or manual shutdown.

Permanent trigger



For example above: the scene plays from Monday to Thursday from 11am to noon from 1st to 20 of each month, from September to April.

Check "Repeat every year" to set the monthly and then daily triggers.

Select or deselect the months of active triggers in the left wheel. (selection in orange)

After selecting the green square for the start day or the red square for the end day, determine the period of the month during which the trigger will be active.

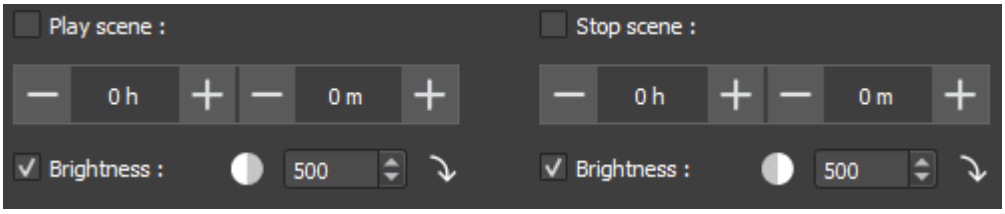
Select or deselect the days of the week or the trigger will be active in the right wheel. (selection in orange)

Select a start time and an end time of trigger.

Note: For a daily repetition, if the start time is after the end time, the trigger will stop the next day, even if the next day has not been selected.

Light intensity trigger

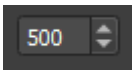
This option is available for devices with an Infrared kit.
Cf. "Use the remote control"



Check "brightness" to activate or disable the trigger according to the ambient light.
Once checked this option cancels and replaces the time trigger.

 Click on the icon to determine if the trigger activates or disables during the upward phase (day to night) or downward phase (night to day).

 Click the arrow to set a value that corresponds to the light sensitivity and at which the trigger activates or disables.



Using the arrows, adjust the value that fits into the dedicated field.

Trigger priority with identical time
When multiple scenes have the same time trigger (date + hour + minute), only the last scene in the list will be triggered. The others above in the list will be ignored when triggered.

Advanced trigger options

Restore if power off

By checking this option in the "Triggers" tab, the selected scene takes priority on the boot scene

(see *"Options tab"*) when the power supply is restored.

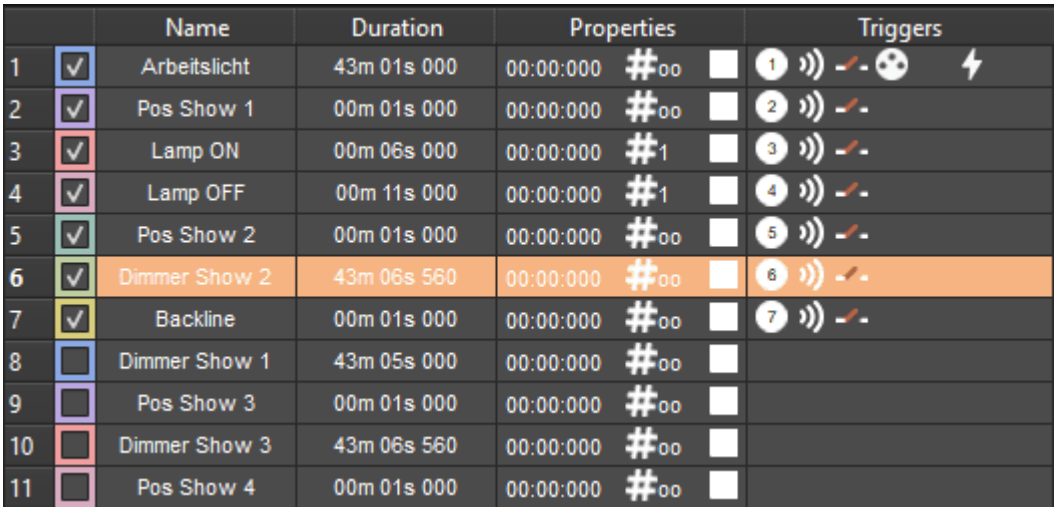
If all scenes have the option checked, the last active scene is replayed.

Play in priority

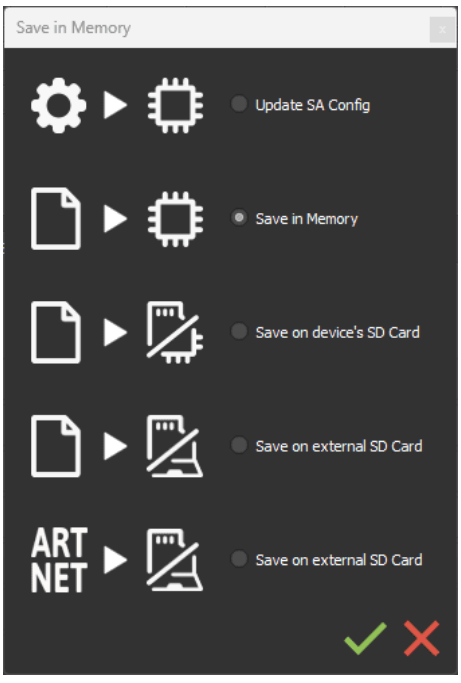
By checking this option in the "Triggers" tab, the selected scene plays continuously until its end, without taking into account other triggers, except for time triggers and physical buttons on the device.

Save in memory option

Check scenes that need to be saved in memory.



Click on the "Write in Memory" button 



Select the desired option in the window.

Basic backup

Write standalone configuration: Change only certain settings in the configuration of a show already written in memory. Reduces backup time.

Write to Memory: Default backup in the internal memory of the device.

Save to an internal and external micro SD card

For devices with a micro SD port.

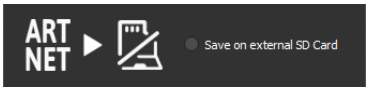
Save scenes to a micro SD card (Class 10) installed in the device's SD card reader or in the computer drive.The card must be CLASS 10, formatted in FAT or FAT 32 with a maximum capacity of 256 GB.It is recommended to use the largest allocation unit size available when formatting.

Write to the SD card of the device: SD card installed in the device drive

Write to an external SD card: SD card connected to the computer
Note: Save to the root directory of the SD card.

Backing up Art-Net or sACN to an external SD card

For devices with a micro SD port and an Ethernet port.



Art-Net - Write to an external SD card: Save up to 8 universes only on micro SD to render an Art-Net or sACN show independently.

Set the universe range in the IN/OUT config tab.Cf:

Pre-commissioning verification:
Connecting the RJ45 cable before power on.
Connection to the local network.Cf: "Ether Ethernet connection and configuration"
Configuring the device in Art-net or sACN mode via the software or DeviceTool.

Note: Once in Art-Net (Ar) or sACN (AC) mode, the device is no longer visible on the local network.
In Art-Net the device will use Broadcast to play the show on the network.
In sACN the device will use the Multicast to play the show on the network.