eSuite

User Manual – V1.00 English

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Esuite is a tool software compatible for Mac and PC. Esuite allows the complete management of RDM/DMX512 player, ArtNet and Overled USB-RDM/DMX512 converters.

Functions:

–Simultaneous management of multiple devices (even if are not connected to USB port
 or network.
–Scanning of ArtNet device connected to the local network or internet.
–Scanning of RDM devices connected to the conveters.
–Configuration of RDM devices.
–Remote control of Overled player/decoder.
–Playing of a simple lighting console ArtNet.
–Show programming.
–Artnet diagnostics.
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SetUp

The most important tool of eSuite is surely the SetUp. SetUp allows to identify the devices connected to the computer directly or through the network and allows you to select them to do functions implemented in Esuite.

The first step after opening the software is scanning devices connected. This procedure is summerized in two cases:

1. USB-RDM/DMX512 Converters: the recognition process is automatic and devices will be added to the list of interfaces at the moment of the connection with the USB port. In case of USB port disconnection, the devices will disappear from the list.
2. ArtNet Converters: the scanning and recognition process of device must be started manually. To do this there is 2 button on eSuite:
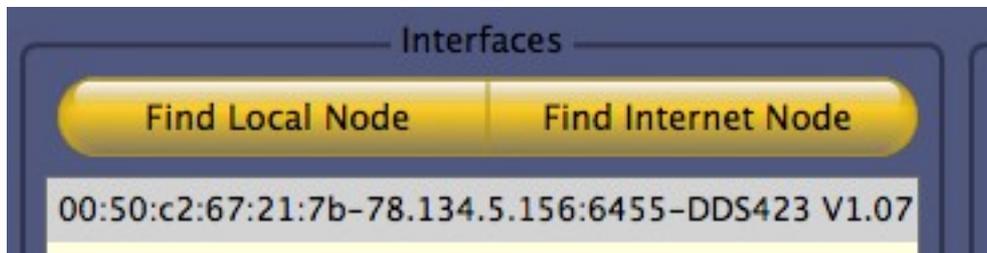
Pressing the button "Find Local Node", eSuite starts the scanning of ArtNet devices connected to the local network. Pressing the button"Find Internet Node", eSuite asks the user to enter the public IP address of the network to be scanned connected to Internet and its range of ports. Even if the network connected to internet has many ArtNet devices with different IP addresses, it's probably that they will be connected to only a router, who answered to the only public IP. To access each devices independently from internet, devices must answer on public IP in different ports. This function is available doing a NAT on router ports.
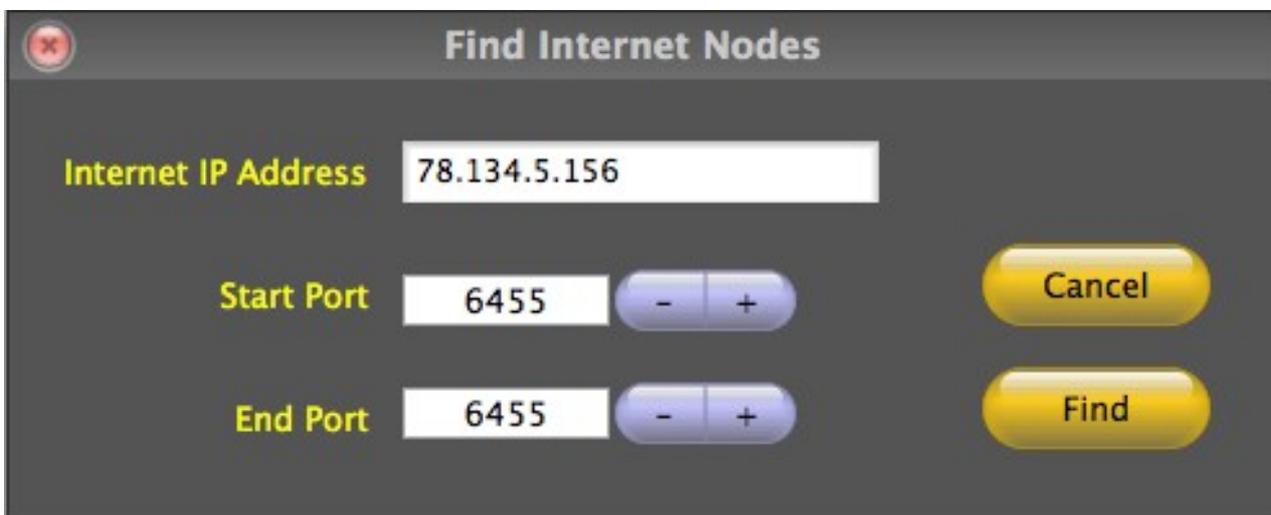
At the end of scanning, the recognized devices will be appear in the interface list.
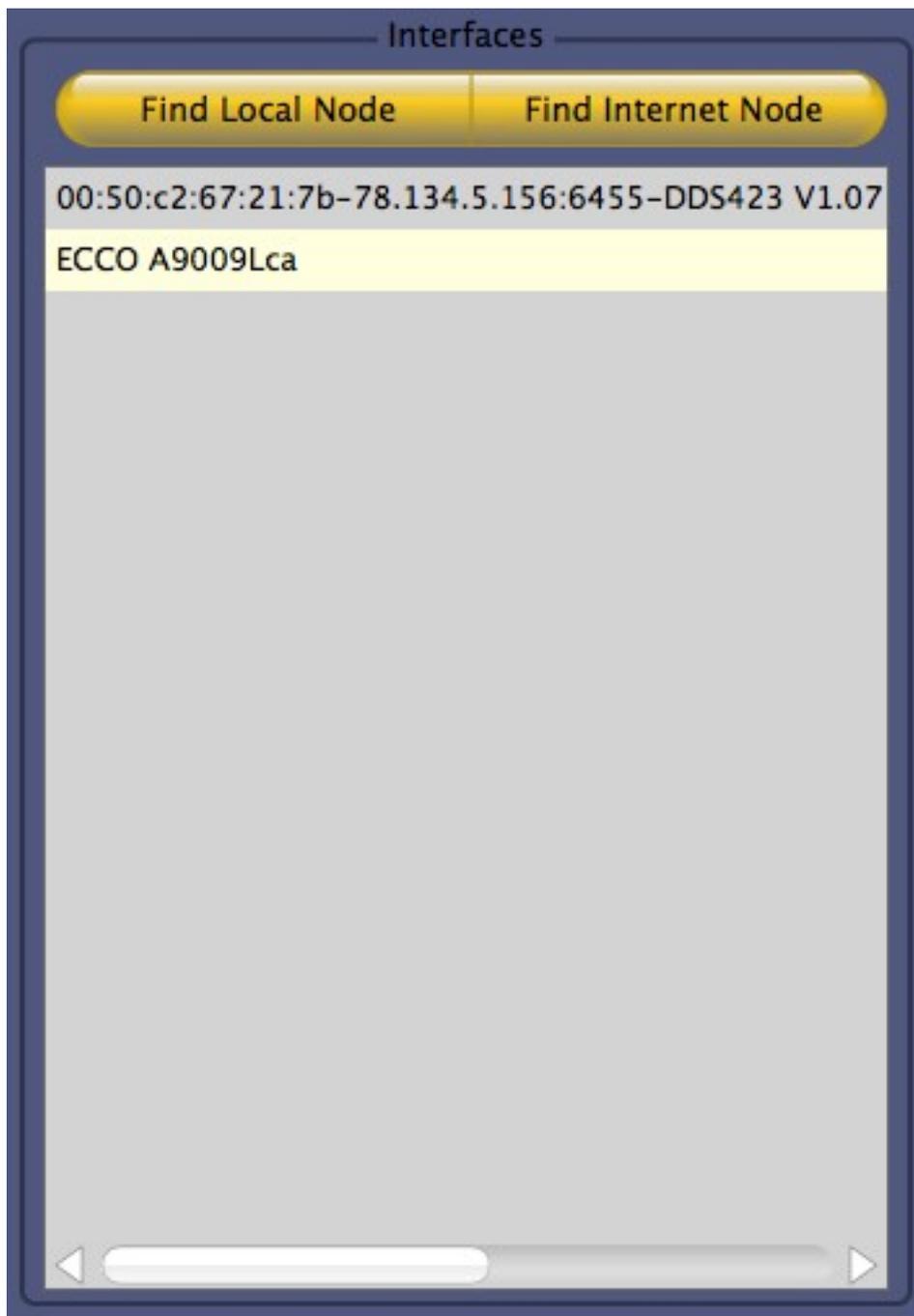
We identify the types of devices that are recognized by analyzing the data shown in the list of

interfaces. If you see a line like this, it means that the recognized device type is ArtNet and data correspond to : MAC Address, IP Address, Port e Node Name.

If you see a line like this, it means that the recognized device is USB and data correspond to: Product Name and Serial Number.

Ended the scanning, you must select from the interface list the device on which you want
to work. The two types of devices provided by eSuite, have two different configuration modes
and a different approach to RDM/DMX512.
If you select an ArtNet device, eSuite displays the following configuration data and control buttons:
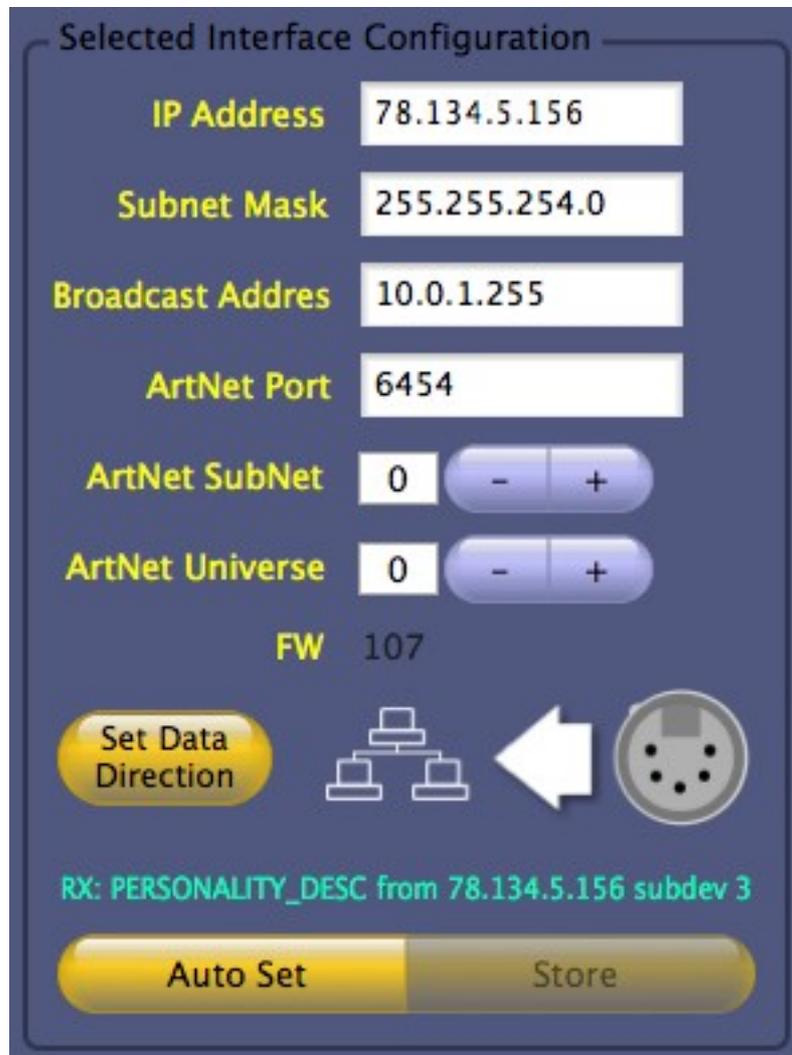
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1. Set Data Direction: that allows to set the flow direction of data managed by the node
(ArtNet to DMX512 o DMX512 to ArtNet).
2. Auto Set: that allows to calculate automatically the data node configuration.
The algorithm analyzes the network interface card (NIC) and proposes a hypothetical configuration.
However, the algorithm does not know your system and it is not certain that this configuration
operate.

Suggested Configuration

Current PC Configuration

IPAddress: 192.168.0.102
Subnet Mask: 255.255.255.0

Suggested Node Configuration

IPAddress: 192.168.0.110
Subnet Mask: 255.255.255.0
Broadcast Address: 192.168.0.255
ArtNet Port: 6454
ArtNet Subwsitch: 0
ArtNet Universe: 0

Do you want to preset this values?
(then press 'Store' button to store on Node)

Ok   Cancel
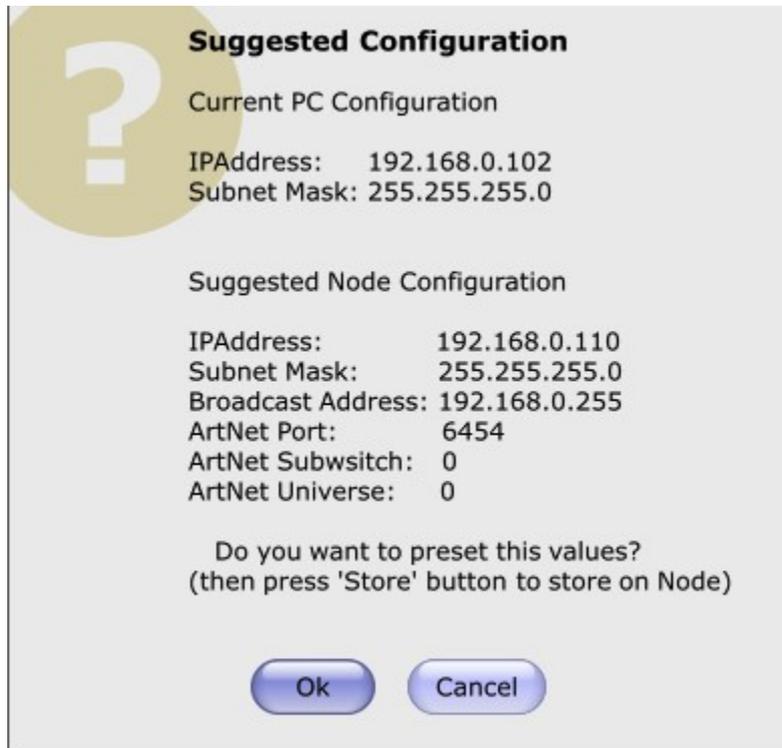
eSuite shows you the changed parameters with a yellow asterisk on the side. eSuite will enable the Store button, the pressure will make the changes active.


Selected Interface Configuration

IP Address   78.134.5.157   *

Subnet Mask   255.255.254.0

Broadcast Addres 10.0.1.255

ArtNet Port   6454

ArtNet SubNet   0   –   +

ArtNet Universe   0   –   +

FW   107

Set Data Direction

TX: Get Node Status to 78.134.5.156

Auto Set   Store
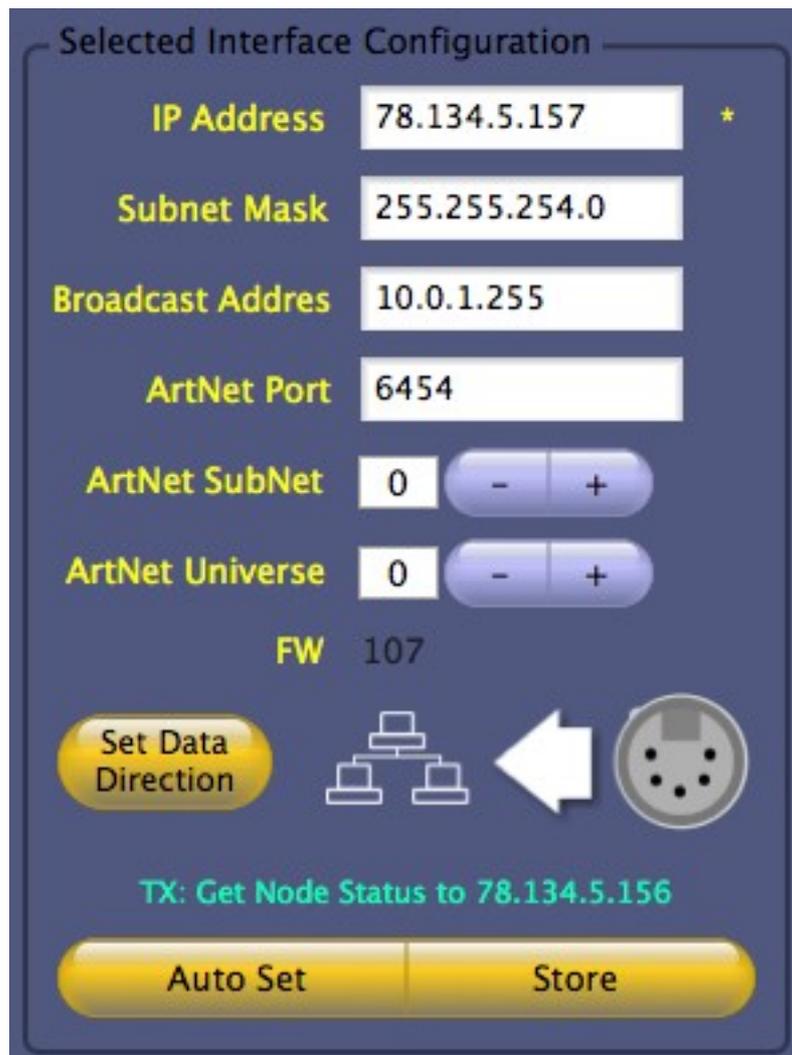
If the ArtNet selected is also a player/recorder, the remote control section will be enabled. This will start a recording section and will indicate the number of shows on which to store the data or start playback of the show selected.
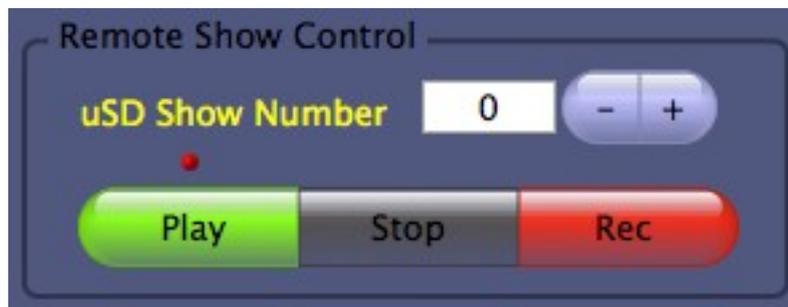
In addition of the configuration data, eSuite receives from the ArtNet device also the list of connected node and of RDM connected that will be listed in the section called "Connected RDM Devices".
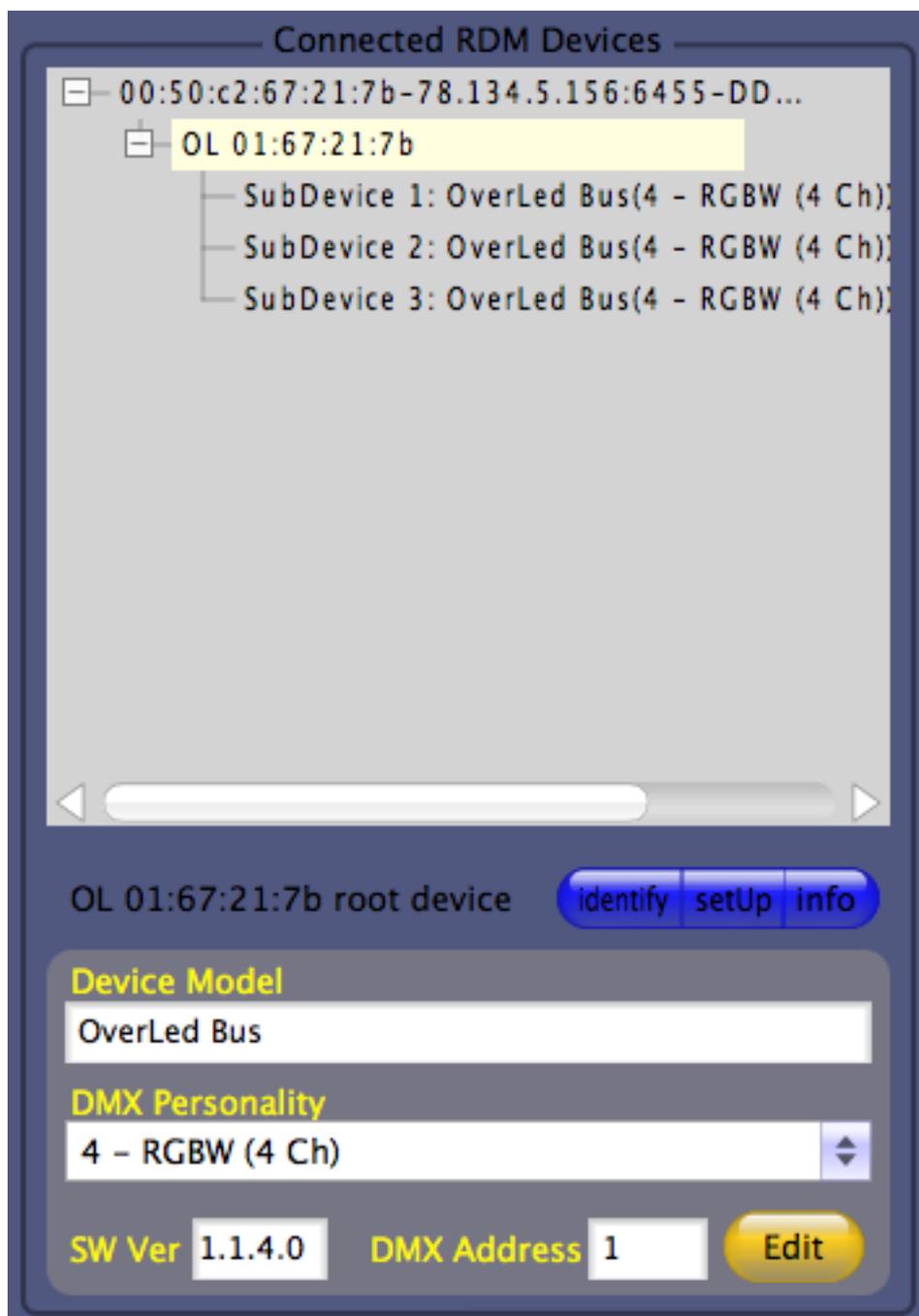
if you select a USB device, eSuite displays the following configuration data and control buttons.
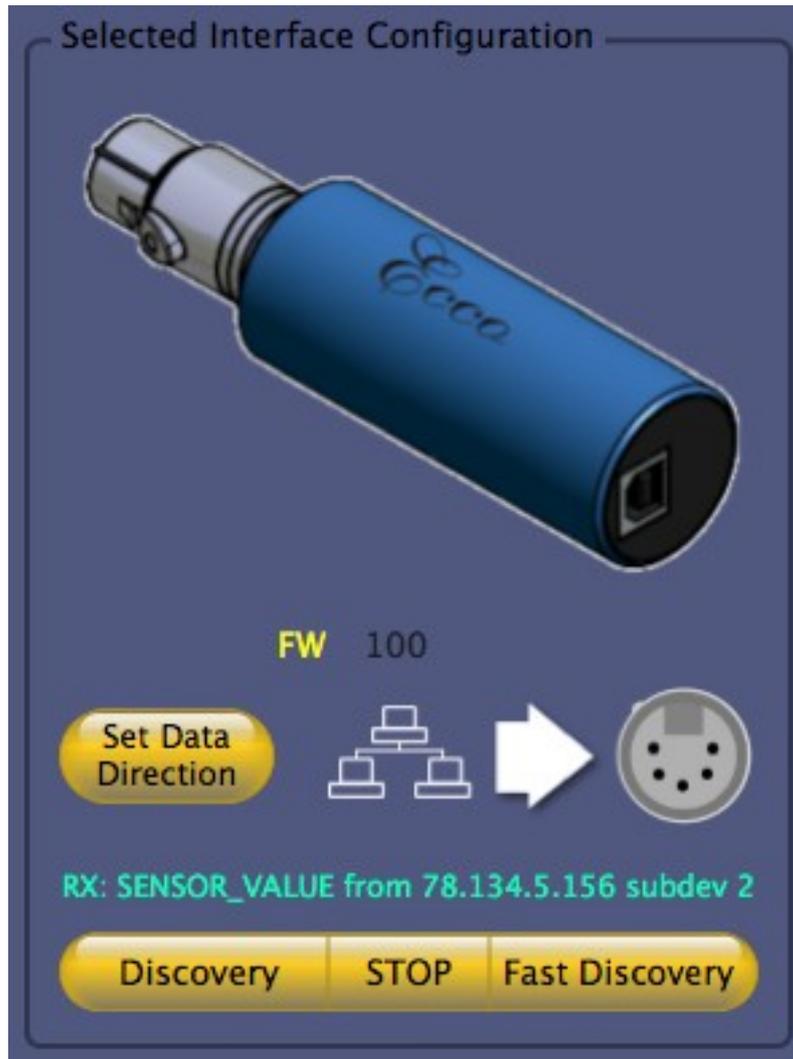
As you can see, unlike the ArtNet device, this device does not contain any configuration data about the interfacing to the computer, but it has 3 buttons to manage the discovery of RDM devices. Unlike the ArtNet devices that manage this operation directly to your computer, sending the list of connected RDM devices, the USB devices do not manage the discovery directly, but only through the help of the computer.

So the section of USB device, list "Connected RDM Devices" will be empty and will be filled by starting manually the discovery of RDM devices.

Three added buttons allow you to:

1. Discovery: scan RDM devices connected to the node.
2. STOP: stop the scanning of RDM devices connected to the node.
3. Fast Discovery: scan quickly RDM devices connected to the node.

The RDM standard provided to create and connect to its devices (root devices) under RDM devices (subdevices). This structure is shown in the "Connected RDM Device" list.
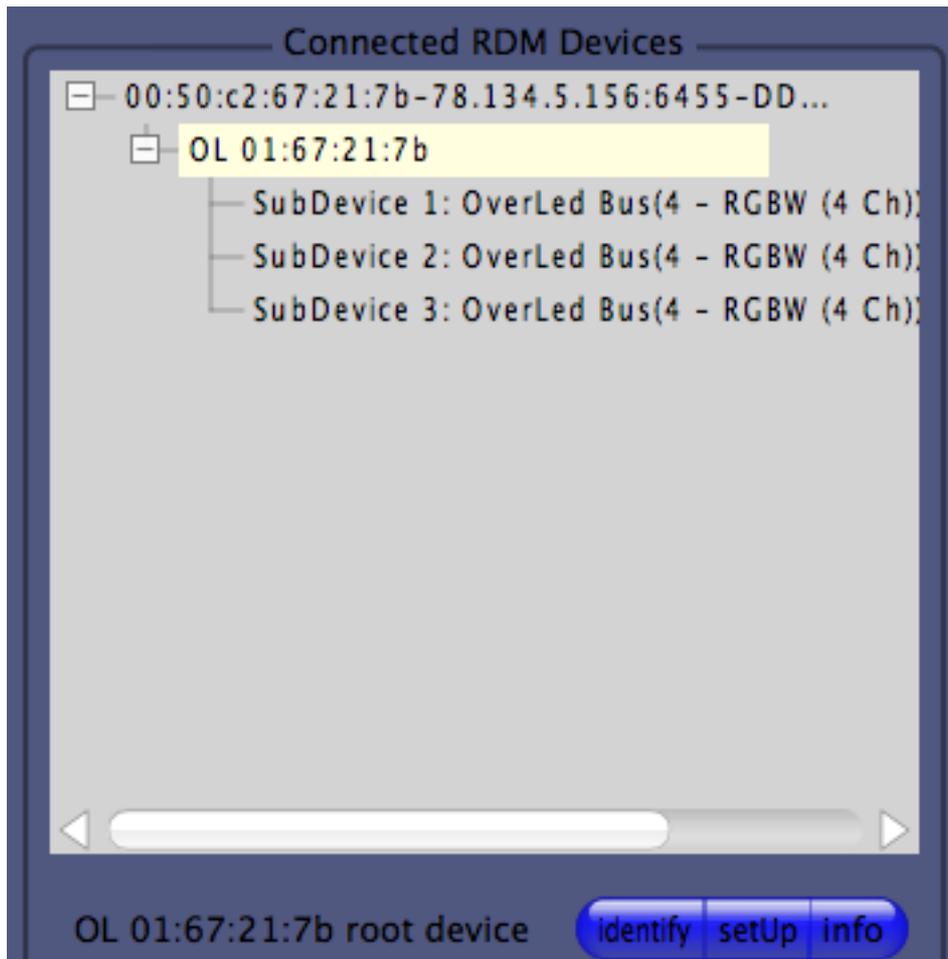
Once you have identify the structure of the RDM network connected to your interface, you can selecet from the list one of the devices and do the folowing operations:

–   Identify
–   RDM Advanced SetUp
–   RDM Info Display
–   Personality SetUp
–   DMX Address SetUp

Identify

Allow you to turn on the lamp of the projector and identify it in your installation.

RDM Advanced SetUp

Allow you to set some advanced paramenters of Overld products. In particular the projector behavior without DMX signal and white balance.

RDM Device SetUp

Action if no DMX   <unsupported>

White Balance

Calibration V...

| 0 – White |
| 1 – Show |
| 2 – Grey |
| 3 – No Action |
| 4 – Black |

0   0   0

Reset Calibration

255   255   255

● **Enable DMX TX**

Exit

RDM Device SetUp

Action if no DMX   <unsupported>

White Balance

Calibration Value   **Test Calibration**

0   0   0   << Set

Reset Calibration

255   255   255

● **Enable DMX TX**

Exit
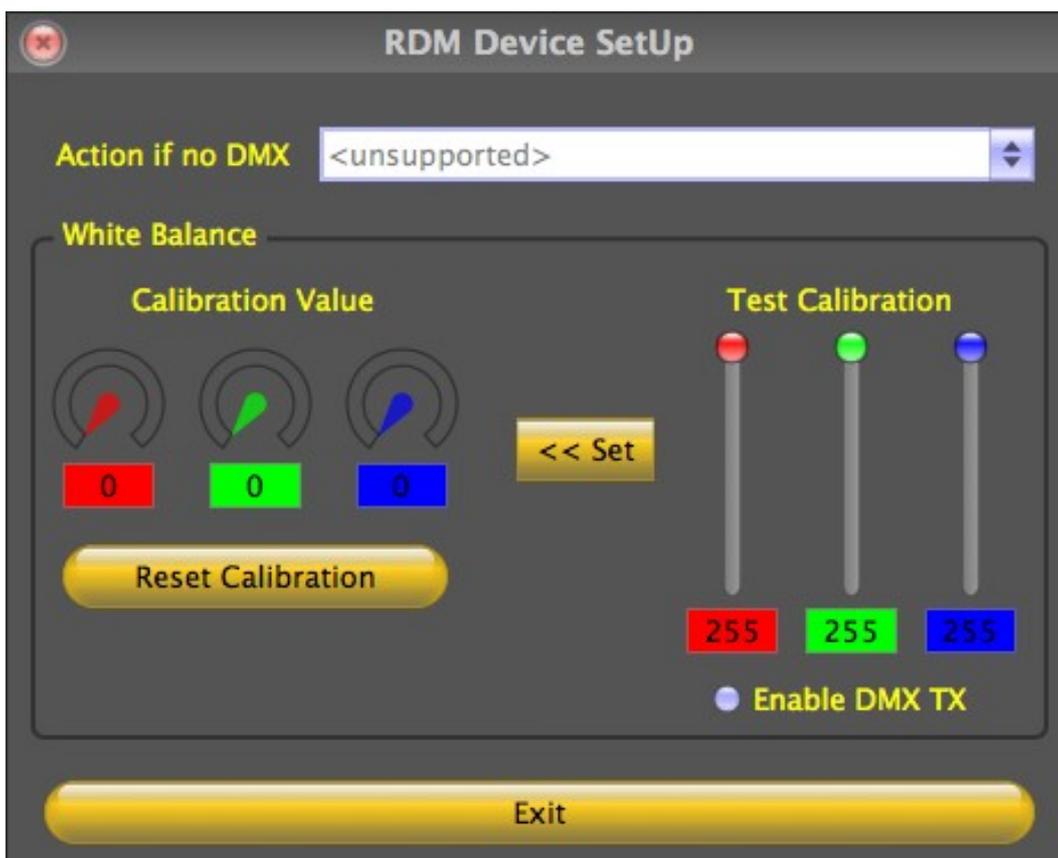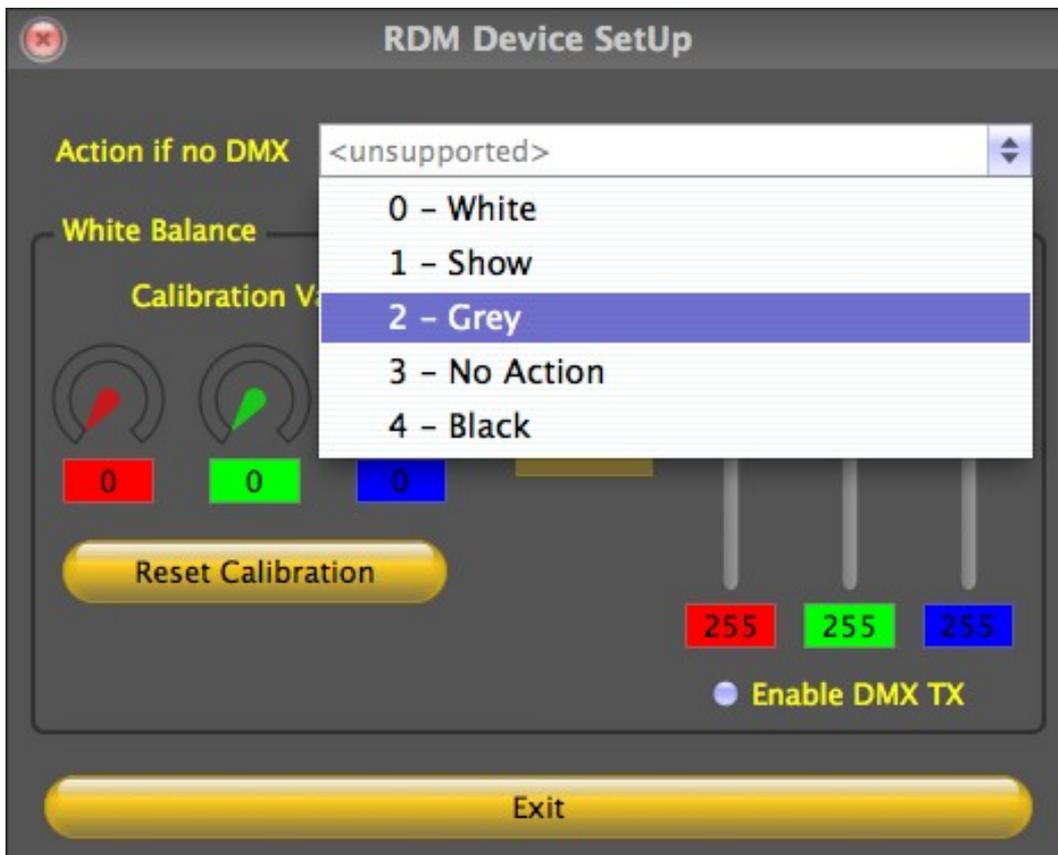
RDM Info Display

Allow you to display information such as hours lamp and operating temperature.
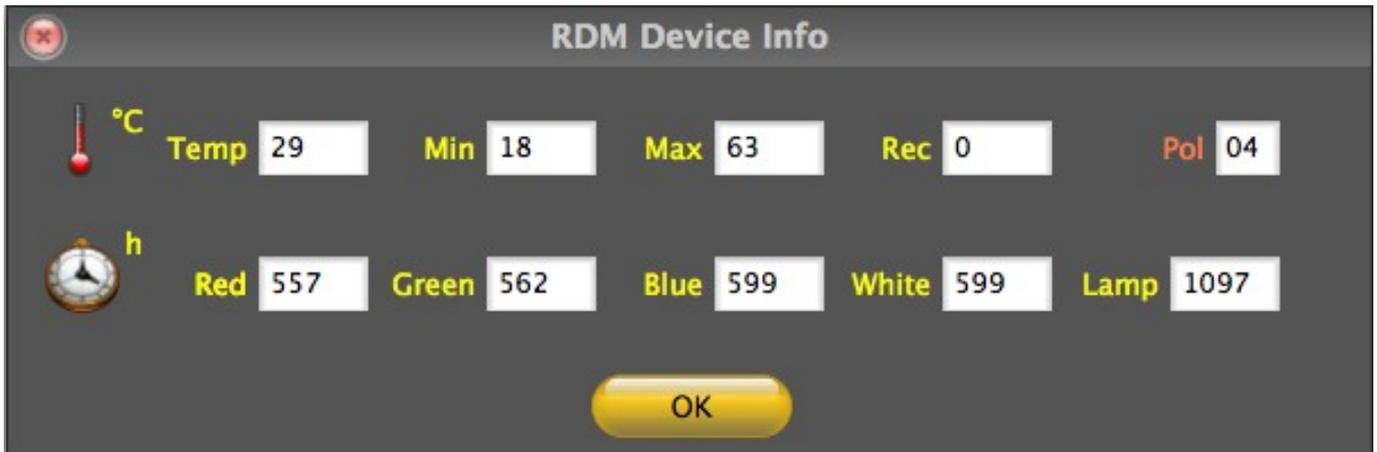
Personality SetUp

Allow you to select the DMX protocol.
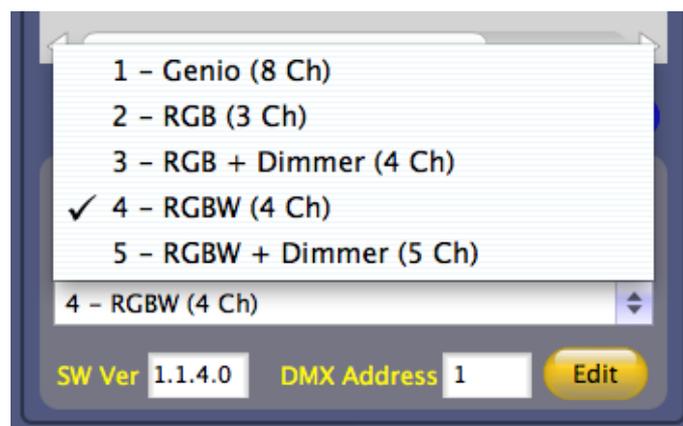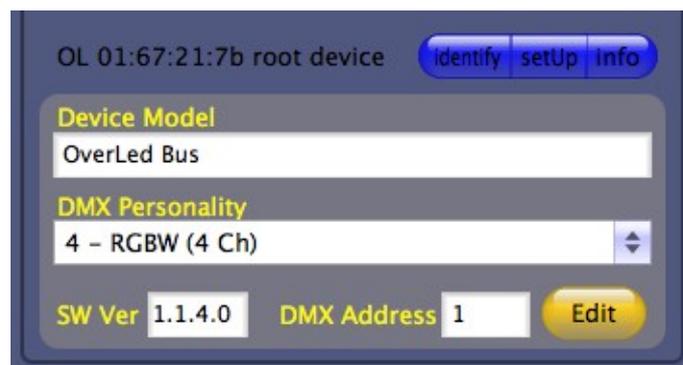
DMX Address SetUp

Allow you to set the DMX address of the projector .

Quick Show

The QuickShow tool is a simple lighting console with 128 memories divided in banks of 8 memories.

To activate this tool, you must select from the Interface list of SetUp a recognized device.
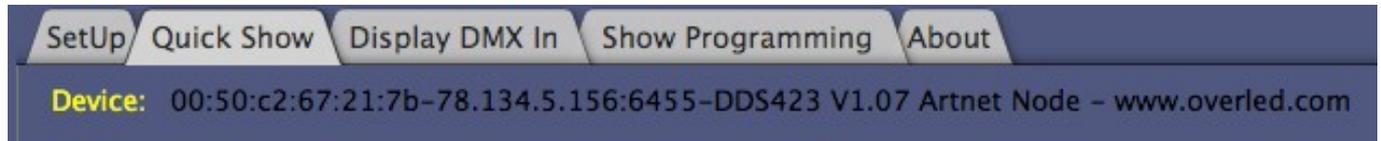
Quick Show manage a full DMX512 universe, you must enable the trasmission to release out data
This allow you to simulate the show without work on projector connected to DMX.

20 of 512 channels can be associate on 20 slider that you can see in the tool, you can indicate ithe relative DMX address in the box.
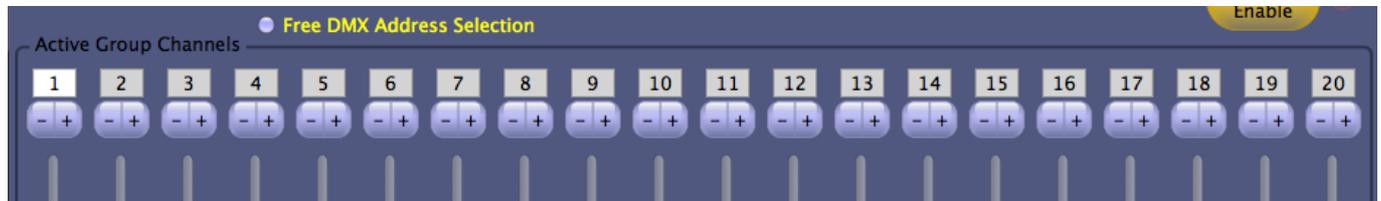
If the option"Free DMX Address Selection" is activated, you can set the DMX address fo the channel associated to the slider. If the option is not activated, DMX addresses will consecutive to the first set.

When you have assigned the addresses, with DMX out activated, thee action on the slider will cause

a variation on the addresses channel DMX output.

At the bottom of each slider there are two buttons with dedicated functions: Flash and Invert. They allow respectively, to force the full value of the channel or reverse its value (if is full set to zero and vice versa). These functions are very useful for a visual search or to do a test of the projectors.

However the first slider on the left of the page, ishown as slider Master, does not act on a single DMX channel, but has the ability to act on a multiple channels simultaneosly.This means that the action of the slider will cause a change in the channel group associated with its mode of operation and you can select it from the combo boxes above:

– **All**: selecting this mode, every action on the master slider, causes a change of all 512 channels.

- **Group**: selecting this mode, any action on the master slider cause a variation only on 20 channels associated to the 20 sliders of section "Active Group Channels".
  - **Outer**: selecting this mode, any action on the master slider causes a variation only on 20 channels excluded from the 20 sliders of section "Active Group Channels".
    Operating on the slider you can control any projector connected to eSuite and instantly you can see the effect, and save the state in memory to be able to recall later. Memories are called "MEOMORY" and they can be at most 128, grouped in 16 pages of 8. Each memories has a "SAVE" button and a "LOAD" button, so if you want to store a show, you have to move the sliders until the desired effect and press "SAVE" button of the memory in which we want to store. In the same way if we want to play the show stored we have to press "LOAD" button.

If you want that eSuite goes automatically, you must set a time of "FADE"_(this value is in seconds with decimals) Fade indicates the time of transition. If you press Play button you can star the reproduction stored.
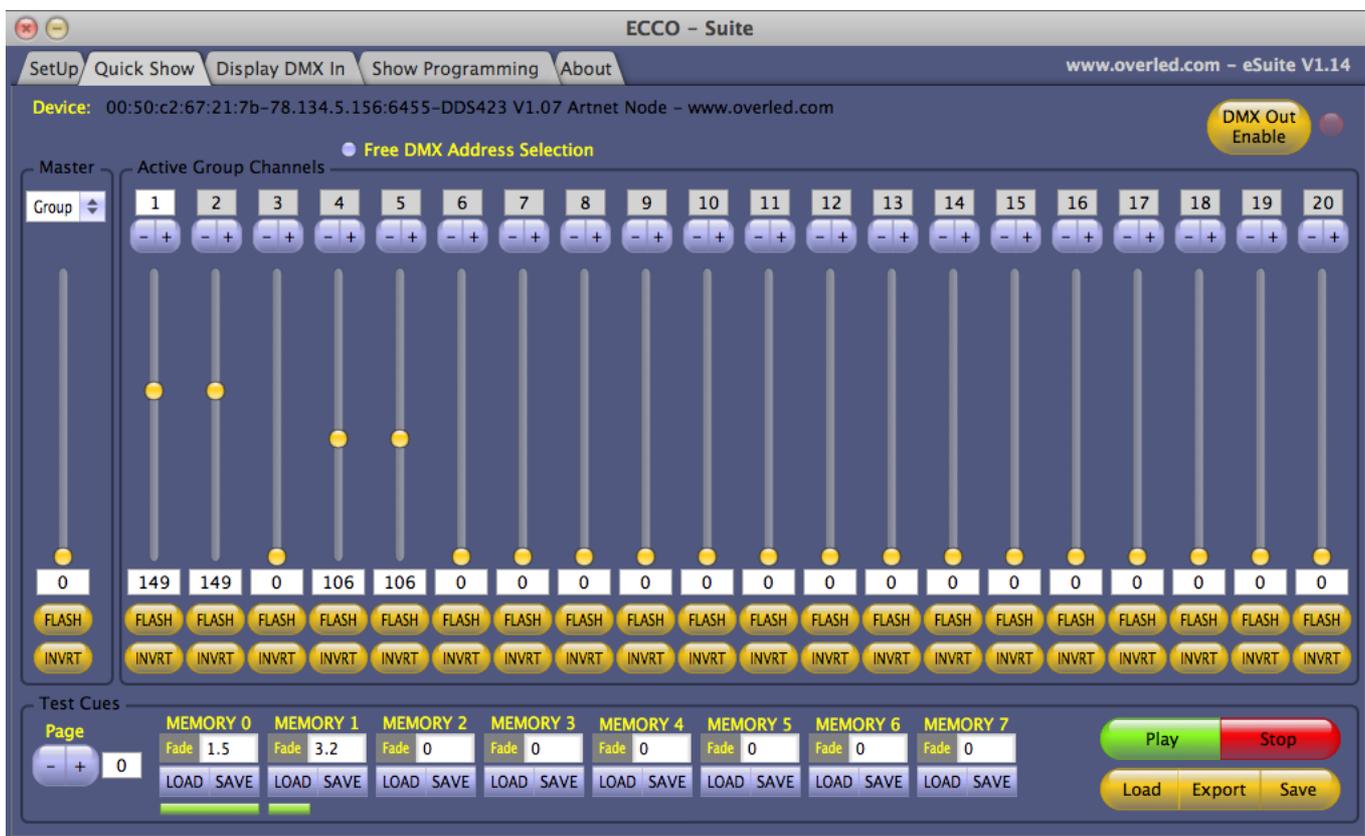
Export creates a file format compatible with Overled Player.

Display DMX In

"Display DMX In" tool allow you to see in real time 512 channels received from device connected with computer .

Show Programming

The "Show Programming" tool unlike "Quick Show" allows to you to program complex shows as a lighting console.

For this reason the programming mode is different.
There is three phases to program in this mode:

1. **Patch**: is the moment where you define the composition of your internship. In fact, you indicate to the software which projector are present on the show and what are their characteristics
2. **Programmazione CUE**: in this stage you can define modes of projectors during the show and you store them in one of 100 CUE available.
3. **Programmazione QList**: in this stage you define the execution order fo CUE and way of transition.

Patch

What you can do to define your installation are summarized in three buttons:

Add, Edit e Remove.

Pressing Add button, you can see this frame. Now you can add projectors to your installation, and you can define, name, quantity, DMX address and the (ID) number.

Regarding Edit and Remove operations, you can use them only after the selection from the patch list of the projectors that you want to modify.

For every projector in the patch list, you can see a circle, in the center of the page, with patch ID and

the colour assumed at that time.
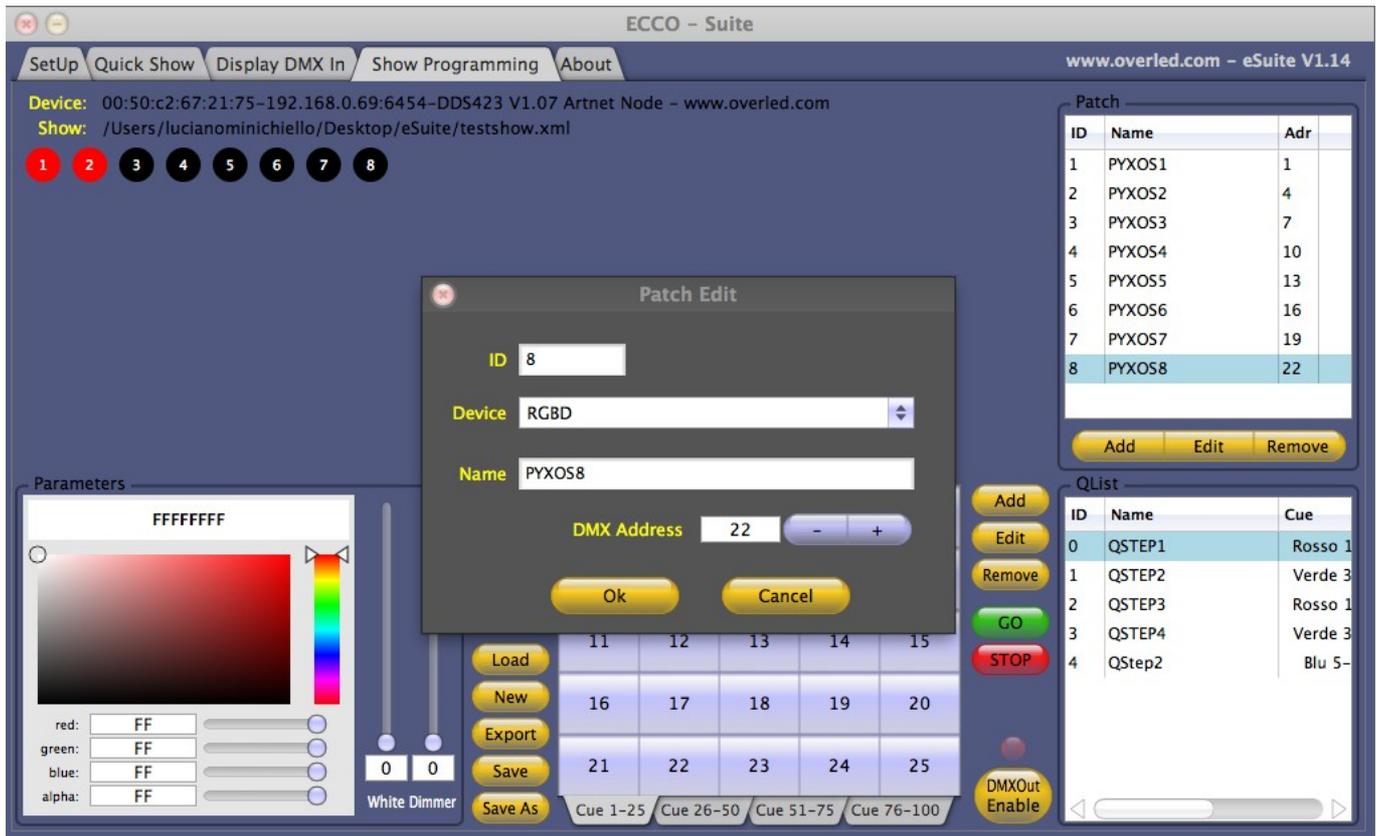
Programmazione CUE

A CUE is the status of a group of lights in a precise moment of the show. To program you must follow these steps:

1. Select the projectors interested in the Cue: to do this you have to press on the circles that represent projectors of the stage. A coloured border will highlight the interested selection.
   2. Defining the state of the headlights interested in CUE: to do this is sufficient to act on the controls contained in the "parameters" such as: Red, Green, Blue, dimmer, etc..
   3. Memorize the CUE: Pressing the button "Store" followed by one of the buttons representing the CUE 100, the result stored was indicated in the CUE. If the CUE had already been selected (as shown by the orange color of the button), pressing the "UpDate" button would cause the overwriting of the same CUE.
4. Set of CUE description: to give a description or a text and display it on the CUE button, just press the button "Text" followed by pressing the CUE button concerned.
   .
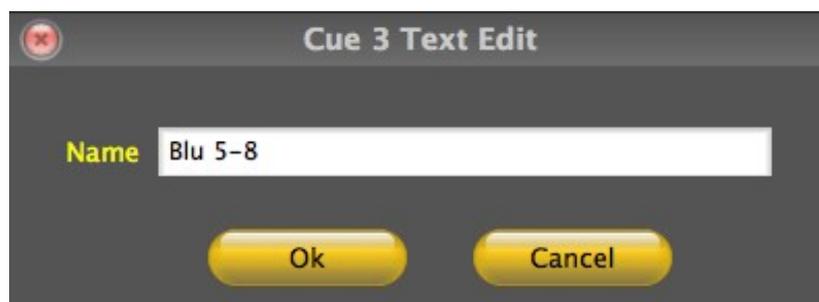
During the programming, enabling the DMXOut (button "Enable DMXOut") allows you to see in real time what you program on the projectors.
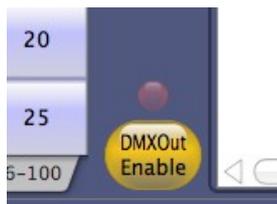
Similary to delete a cue you have to press "Delete" button following by the cue that you want to delete.

Programmazione Qlist

When you finish the program fo the cue, you have to define the order and method of execution. The list that contains these info is called QList. eSuite has only one Qlist and if you want to add another CUE you have to press "Add" button, in the side of relatve section, following by CUE button.

Addition to the "Add" operations would be possible to Edit, and Remove, which can only be performed after selecting the step of QList concerned.

For any steps of Qlist, addition to the cue, is possible to define:

- Step Name: text description of the step
- Fade Time: time that must use the transition to this step
- Dwell Time: stay time of he step
- Loops: number of times you must repeat this step. When the execution of step come with Loops>0, at the end of the step, eSuite continues to run the show from the steps identified by the Loop In parameter. The number of iteration is reset each time the GO button is pressed and at the end of QList that causes the repetion of it from the beginning.

- Loop In: identificativo (ID) dello step a cui deve saltare l'esecuzione dello show

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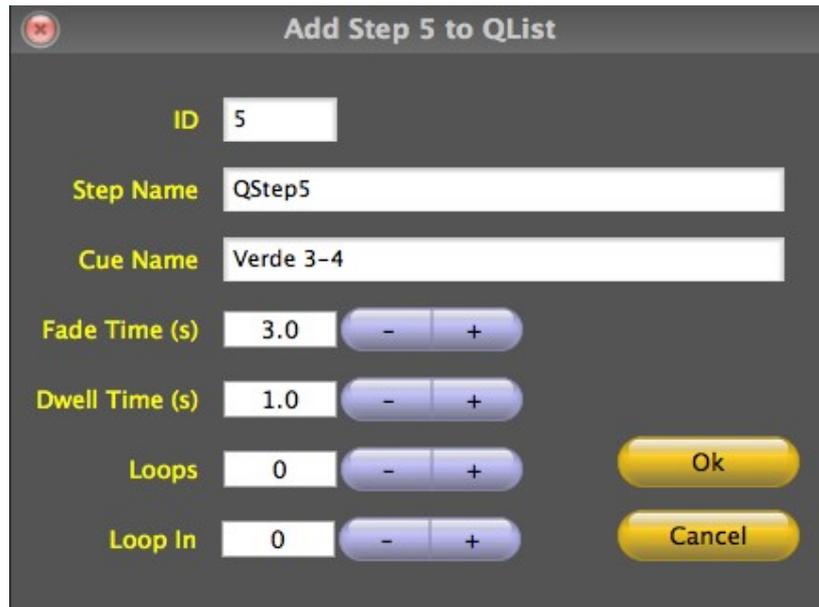
The "GO" e "STOP" buttons start and stop the execution of the show.

"Load", "New", "Export", "Save" e "Save As" buttons allow you to do following operations:

- **Load**: load a previously saved show
- **New**: Clear the current show and prepare eSuite to program a new show
- **Export**: Export loaded the show into a format compatible with the Player Overled
- **Save**: save the show
- **Save As**: save the show with a new name