

# **ART-16**



# **User Instructions**

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Keys	Functions
OFF	Powers on or off the unit.
Auto	Selects auto mode.
Manual	Selects manual mode.
Bright	Selects bright.
Speed	Selects speed.
Saturation	Selects saturation.
Color	Selects color.
Page	Pages down/up to select show 1~8 or show 9~16.
Show1~Show8	Used to select show 1~16.
*	Holding the key down will gradually increase to the maximum value of Bright, Speed, Saturation or Color.
$\otimes$	Holding the key down will gradually decrease to the minimum value of Bright, Speed, Saturation or Color.

#### NOTE:

Effective distance from ART-16 to LED Remote controller shall be limited within the range of 10m. Otherwise, it results out of control.

### Introduction

Congratulations and thank you for purchasing our ART-16.

The ART-16, a hybrid LED controller with the touch interface. It consists of EU(ART-16E) and US(ART-16U) version for user selection. Compact, pocket and professional design for easy operation.

# **Key Features**

- ---- Touch interface
- ---- Maximum 170 RGB lightings can be controlled via USITT DMX512(1990 protocol) or maximum 680 RGB lightings can be controlled via DMX-1000K(1M) protocol
- ---- Allows connecting with PC via USB port
- ---- Programmed flash files can be transmitted to fixture via Standard RJ45
- ---- Flash(.swf) playback and conversion
- ---- Capability of DMX recording, supports BBP recording
- ---- Allows built-in real time clock to set trigger time for each show
- ---- Up to 200 files of maximum 128M can be recorded in memory to control DMX signal files
- ---- Built-in 16 shows, allows the professional ART-16 configuration software to designate the 16 shows separately
- ---- Program long-distance updating
- ---- Adjustable DMX playback speed
- ---- Available in DMX Control Mode, Time Trigger Mode and Manual Mode
- ---- Infrared remote control
- ---- Function memory and Power failure protection

# Specification

Power Requirement	Junction Box 1 (Sold Separately)
Power Output	DC 12~24V
Housing	Ploycarbonate
Dimensions	
	76 x 120 x 15.5 (mm) for US version
Weight	
	150g for US version

### **Control Panel and Functions**



#### **1.Power Button**

Used to power on/off your ART-16.

#### 2.Button 1~8

When indicator 1~8 was selected, Button 1~8 mean the show 1~8. When indicator 9~16 was selected, Button 1~8 mean the show 9~16.

#### 3.Button C

Color, to choose it, the color can be adjusted.

#### 4.Button B

Brightness, to choose it, the brightness can be adjusted.

#### 5.Button S

Speed, to choose it, the speed can be adjusted.

#### 6.Button SAT

Saturation, to choose it, the color saturation can be adjusted.

#### 7.Touch Toggle

Used to adjust the Color, Brightness, Saturation and Speed.

#### 8.Indicator 1~8

It will be lit when show 1~8 selected.

#### 9.Indicator 9~16

It will be lit when show 9~16 selected.

#### 10.Page Button

Alternates between show 1~8 and show 9~16.

#### 11.A/M Button

Alternate between Auto Mode and Manual Mode.

#### 12.Built-in IR Sensor

Receives the signal of external infrared remote controller.

# **Operation Guide**

### 8. Remote Controller operation

A built-in IR EYE sensor enables you operator your ART-16 by remote controller.

#### 8.1.Operation Instructions

8.1.1. Before operation, make sure the batteries(3V, CR2025) have been installed into the remote controller properly.

8.1.2. There are 8 dedicated Show keys, Auto, Manual, OFF, Bright, speed, Color, Saturation, Page, Raise & Lower keys ( ) on the remote controller interface.



**ART-16 Remote Controller** 

8.1.3. The detailed function will be illustrated in the following table.

#### 6. DMX Channel Selection, DMX Value & Functions Table

DMX Channel Selection	DMX Values & Functions
Starting Channel	0~3, trigger Show1; 4~7, trigger Show2; 9~11, trigger Show3;  60~63, trigger Show16 Above 63, shut Show
Starting Channel +1	0~79 , Pause; 80~159, Play; Above 159 ,Stop.
Starting Channel +2	0~127 , Normal Output, 129~255, Blackout.

Note: Please refer to the "Show Edit" of the ART-16 Configuration Software for the DMX address setting.

### 7. Program updating

The user may follow the below steps to update program for ART-16.

#### 7. 1.Open the rear panel of the ART-16.

7. 2. Flip the dual-way Dipswitch "2" to "on".

7. 3.Connect the power source for your ART-16 and connect it to PC via USB cable.

7. 4.Reboot the "ART-16 Configuration Software" and download "Art-16Prog.scn" file to your ART-16 in function of "Show Edit".

7. 5. After download successfully, flip the dual-way Dipswitch "2" to "off". Assemble the rear panel.

7. 6. Updating complete.

### **Cabling Requirements**

It is required to use a standard USB link cable to connect ART-16 with PC , meanwhile, a power distributor(Junction Box 1----Sold Separately) provides power to the ART-16 system and the ART-16 link with it for receiving power source and transmitting data via Category 5 Ethernet LAN cable.



**Junction Box 1** 

Note: To learn the more information about Junction Box 1, please read it's user manual.

The ART-16 is capable of holding up to 16 shows in memory, limited by a memory size of 128 Mb. Shows are configured using the ART-16 Configuration Software. Also the software is used to covert and load shows to ART-16.

The software is designed for use on Microsoft Windows computer operation systems.

#### 1. Software Installation

Install the ART-16 Configuration Software as follows:

1.1. Locate the ART-16SetupVerX.XX.exe on your computer and double click to begin installation.



1.2. Following the prompts to complete.





### **Operation Guide**

5.4. Speed(S) and Saturation(SAT)

Likewise, the users may adjust the value of the Speed and the Saturation

While adjusts the value of the Speed and the Saturation, the touch toggle can be used circularly. In clock wise, when the value reaches the maximum, continue to rotate the touch toggle, the value will start from the minimum to increase. In anti-clockwise, when the value reaches the minimum, continue to rotate the touch toggle, the value will start from the maximum to decrease.

The Button S and SAT will be void once any scene file which exceeds 512K was posted to  $1\sim16$  show of the ART-16.

After the function S was activated (the backlight is lit), press and hold on the S button till the backlight is fade out the driver may automatically return to the original palyback speed.

There is a same default scene file in each of 16 shows and this default scene file will always be available and existing.

5.5.Auto and Manual mode(A/M)

To touch the Button A/M, while the Button clicks and lights red, the ART-16 is in auto mode. Prior to use this mode, it is required to edit events first, otherwise, this mode is unavailable.

While the Button clicks and lights white, the ART-16 is in manual mode.

#### 5.6.Page down/up(Page)

To touch the Button Page, the user may page down/up to select show  $1 \sim 8$  or show  $9 \sim 16$ . While the indicator  $1 \sim 8$  is lit, the Button  $1 \sim 8$  on the panel means the show  $1 \sim 8$  separately, the user may select the desired show by touching the corresponding Button. While the indicator  $9 \sim 16$  is lit, the Button  $1 \sim 8$  means the show  $9 \sim 16$  separately, likewise the user may select the desired show by touching the corresponding the corresponding Button.

### 5. Operation Tips on ART-16

After the ART-16 Configuration complete, pull out the USB cable for disconnection from ART-16 to your PC, the ART-16 will reset automatically and then you are ready to go.

In the control interface of the ART-16, the touch toggle may control the value of the Color(C), Brightness(B), Speed(S) and the Saturation(SAT).

The ART-16 features touch button design, the users may easily select the function by touching buttons.

#### 5.1. Power on/off

Make sure your ART-16 connect with the power distributor suitably in advance of operation. Touch the power Button and hold it on for 2 seconds to power on the ART-16, the Button of Power, Page and A/M will be lit. Touch the Power Button again and hold it on for 5 seconds, the ART-16 goes into stand by .

#### 5.2. Brightness(B)

To select Button B, the Button will click and the indicator is lit. The user may rotate the touch toggle to adjust the value of Brightness. In clockwise, the value will increase. In anti-clockwise, the value will decrease.

#### 5.3. Color(C)

To select Button C, the Button will click and the indicator is lit. The user may rotate the touch toggle to adjust the value of Color. In clockwise, the value will increase. In anti-clockwise, the value will decrease.

In case the user did not configure any Shows, the show will automatically run the built-in program of controlling RGB lightings. The user may rotate the touch toggle to adjust the color value for the RGB lightings.

The value of the Brightness and the Color can be adjusted in the range from 0 to 255.

In the process of adjusting the value of the Brightness and the Color, the toggle produces the key tone. While the value reaches either the maximum or the minimum, the key tone is mute.

### **Operation Guide**

#### 2. System Connection

Complete software installation, to set up the active ART-16 System for operation, connect the system components together as follows:

- 2.1. Connect ART-16 and Junction Box 1 with Category 5 Ethernet LAN cable.
- 2.2. Connect ART-16 and PC using USB link cable for system configuration.
- 2.3. Plug power cable into Junction Box 1 a 230VAC-50Hz receptacle.

#### 3. Software Launch

3.1. From the Windows desktop, select Start > All programs> ART-16 >ART-16, as the follow figure.



Click "ART-16", you can get software launch.

3.2. Normally, for the easily locate the icon of ART -16, the user is allowed to create a shortcut for ART-16 on the Windows desktop.

Follow the figure of 3.1., Right click "ART-16", the follow figure appears.



Click "Desktop(create shortcut)", the shortcut will be created on windows desktop.



Double click the icon of "ART-16" on windows desktop to launch software.

### **Operation Guide**

4.9.2. Calendar Events

Assign Calendar Events to a show as follows:

4.9.2.1 Select a Date Start and Date Stop from the Date Select area.

ents Edit	alandar C. Waakku	Saus Delete	Download To ADT 16
	аненцал чүсскіў	Save Delete	DOWINOAU TO ART-TO
Date Select	Weekly Select		
Date Start:	E SUN E MON		
2009/ 3/20 -	T TUE T WED		
	E THU E FRI		
Date Stop:	F SAT		
2009/ 3/20 🔻	EVERYDAY		
Tin	e Select		
Event Start Time:	Event Stop Time:		
09:49:17	09:49:17		
(Fri,Mar,20	,2009)-09:50:11		

4.9.2.2. Set Event Start and Stop Time in the time Select area.

- 4.9.2.3. Select "Save". Saved events will display in the window on the right side of the screen.
- 4.9.2.4. If a saved event is incorrect, it may be moved by highlighting the event and select "Delete".
- 4.9.2.5. Select "Download To ART-16" to download events to the ART-16.

4.9.1. Weekly Events

Assign Weekly Events to a selected show as follows:

4.9.1.1 Select the days(or everyday) for the show to play from the Weekly Events area.

Events Edit			
Show1 - Ca	alendar 🕫 Weekly	Save Delete	Download To ART-16 DffjTHR:11:19
Date Select           Date Start:           2009/3/20 *           Date Stop:           2009/3/20 *	Veekly Select		
Tim	e Select		
Event Start Time: 09:49:17	Event Stop Time: 09:49:17		
(Fri,Mar,20,	2009)-09:50:49		

4.9.1.2 Set Event Start and Stop Time in the Time Select area.

4.9.1.3 Select "Save". Saved events will display the window on the right side of the screen.



- 4.9.1.4 If saved event is incorrect, it may be removed by highlighting the event and selecting the "Delete".
- 4.9.1.5 Select " Download To ART-16" to download events to the ART-16.
- 4.9.1.6 The software will prompt you when the download finished. Click "OK".

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4. Software Application

When ART-16 Configuration Software is launched, the following main screen is displayed.

Edit Help pen Rash Play Pause Sto	Preview Screen	Updata Mapping File	FleConvert	Edit Show	Event Edit	LowCut 🗵	DMX Reco
				Fishare:	elect Fature?	• Save	Enal
				Red 255			
				Green 255			
				Blue:  255			
Preset Flash Control		0.45			Dauko		
Fash2		Easte			Flash&		
Flash3		Flash?			Flach():		_
Flashet		Flash@			Flash		
					fli Mar 1	3 2009-09-29-3	,

From the main screen, users may perform the following actions.

- Access File, Edit, and Help menus.
- "Open Flash" files and assign each of the 12 "FlashX" buttons.
- "Play, Pause, Stop " selected flash.
- "Preview" to a programed screen
- "Update Mapping " after your mapping modification.
- "File Convert " converts your .swf file to .scn file
- Open "Edit Show" to edit shows
- Open "Event Edit" to edit events as the users desired
- Select Low cut (on/off)
- Record "DMX Recorder" scene to a .scn file
- Select Fixture
- Set RGB Brightness(70~255)

### 4.1. Create Mapping File

4.1.1. Click "File", a drop menu appears, to select "Create Mapping File".

ART-16 Configurat	ion Software Ver 1.00							
Edit Help								
Create Mapping File File Convert DMX Record	Pause Stop	Preview Preview Screen	Updata Macping File	FleConvert	Edt Show	EventEdit	Low Cut 🖻	DMX Record
					Fature	Select Fature?	• 5	sve Enable
					Red 29	i		
					Greent 255	i		U
					Bar [23	. <u> </u>		
Preset Flash Control								
	Flash]:		Flash			Flash	3	
	Flash2		Flash			Flash	6	
	Flash2		Flash			Flach	0:	
	Flashet		Flash@			Flash	9	
						FilMa	r,13,2009)-09-3	1:38

4.1.2. A dialogue box"Warning! This will change the mapping file" appears.

Deen Flash Paule Stop	Preview Usdata Macong File FileConvert	Edit Show Event Edit Low Cut 🕫 DMK Precord
	ART-16 Warring This will durge the magping file 295 BP	False:         Select False?         Select         Enclair           Red         25
Preset Pash Control Pash <u>2</u> Pash2 Pash3 Pash4	Park§ Rah§ Rah§ Rah§ Rah§	Park) Park) Park) Park(

### **Operation Guide**

#### 4.8. Event Edit

The Event Edit allows user to set timed trigger for each of the 16 show files and download them to the ART-16.

	actival · · · · · · · · · · · · · · · · · · ·	Show 2:(On)TI	HR:10:19(Off	)THR:11:19
Date Select           Date Start:           2009/ 3/20           Date Stop:           2009/ 3/20	Weekly Select			
Tir	ne Select			
Event Start Time: 09:49:17	Event Stop Time: 09:49:17			

The users may perform the following actions:

- Select show to assign thimed events
- Select Calendar or Weekly events
- "Save" current settings
- "Delete" settings
- "Load All Scenes To ART-16"
- "Download to ART-16" (save timed events to ART-16)

The Events Edit screen displays the current date and time in the lower left corner of the screen. These values are synchronized by the PC time and date time.

To select a show for timed event assignment, use the drop menu in the top left corner of the screen. Next, choose whether the event will occur based on calendar date or day of week by selecting the appropriate radio button. The screen will anable the Date Select or Weekly Select areas accordingly.

Assign scenes to the selected show using the ">","Insert" and "<" bumps. To highlight a scene in the ART Scenes File List and select">" to add it to the show list on the right. Likewise, highlight a scene in the show list and select "<" to remove it from the show. To insert a scene, highlight it in the ART-16 Scene File List, then highlight the scene it should be preceded in the show list, and select "Insert".

To save a configured show to the ART-16, select "Download to keypad".

The following figures shows how to insert a scene file.

1)Highlight the scene in the ART-16 Scene File List and show list.



2)Click "Insert", the Scene in the ART-16 Scene File List is inserted to show list and precedes the highlighted Scene File in the show list.

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4.1.3. Select "Yes", the default figure appears.



Add Node is an option that allows to add new node as needed, respectively entering its name, total output ports and total channels per port.

4.1.4. The user is allowed to use the default value, click "OK" Bump to enter into next step, or the user prefer to edit the desired value of Work Grid on Width, Height and Channels, even to add Node. For example, make the corresponding value as

> Width: 30 pixel Height: 20 pixel Channels: 1800

X-Mapping Main S	etting	
Width: 30 Hight 20 Node used: 1	Pixel Pixel	OK Cancel
Select Node: AP	(T-16	-
A Node Name:	Add New Node	
Out Port Num:	1	Add Node
Channels:	1800	Save Node
Package Size:		

#### Note:

Before building a pixel map, it is advisable to check how many pixels all devices will occupy when customize your Work Grid. The Work Grid is large grey area for a pixel map build. The Width is horizontal pixel, the Height is vertical pixel. Enter the value of Width and Height to customize Work Grid size respectively.

The Width is an integer number from 1 to 640, the Height is an integer number from 1 to 480.

In this option, the user is allowed to add a new device by the following steps,

- 1) Click the "Add Node" icon.
- 2) Enter Device Name, Output Port Number and Channel Number.
- 3) Click the "Save Node" icon to save the existing setting.

4.1.5. After the customization complete, Click "OK", a "X- Mapping" figure appears. The user can perform the below actions.

- Selects the exiting device.
- "Edit/Add" device.
- "Convert map address" when complete mapping re-edit.



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Select "Format Device" will erase all ART-16 scenes from device memory. The software will prompt you with a warning to confirm this action.

	ART-16 Scenes File List:	Show1
Read Current ART-16 Scenes	7 color wheel.scn 9 Rainbow.scn	DMX Address: 1
Save Scene To PC	Popo.scn rgb.scn	Fade Time: 0 Second 7 color wheel.scn
Load Scene To / ART-	16	
Save All Scenes	Format Device will lost a	all data
Delete Scene	Yes <u>N</u> o	
Format Device		

Up to 200 DMX scene files(.scn) of maximum 128M in total can be assigned to ART-16. And up to 16 scene files may be assigned to each of the 16 show locations. Select the show to configure using the drop menu in the top right corner of the screen. Set the base address of the ART-16 in the DMX address field. This allows a DMX device to trigger the ART-16 remotely.Set fade time in the Fade Time Field.

	ART-16 Scenes File List:		Show1	•
Read Current ART-16 Scenes	7 color wheel.scn 9 Rainbow.scn		DMX Address:	1
Save Scene To PC	NCW FLASH1.swf.scn Popo.scn rob.scn		Fade Time: 0	Seconds
Load Scene To ART-16	RGB-1scn show_3.swf.scn show-4.scn star01.scn	>		
Save All Scenes To PC	w.scn	Insert		
Load All Scenes To ART-16		<		
Delete Scene File				
Format Device				
	J		Download to	Keynad

**Note:** The Fade Time determines how many seconds it takes to change from scene to scene.

To save scene files currently displayed in the ART-16 Scene File List to PC.Click "Save All Scenes To PC" . The software will prompt you to enter a save location folder name

mpDir <b>\</b>
Cancel
1

To load all scene files from PC folder to the ART-16 Software, click "Load All Scenes To ART-16". The software will prompt you to select a save location folder from which to load.



To delete a scene file from PC folder to the ART-16 Software, highlight the desired file and click "Delete Scene File". The scene file is removed from the list. Take care to save your files in your PC before deleting them from ART-16 Scenes File List as this action cannot be undone.

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4.1.6. Select "Edit/Add..", the "X-Mapping Edit List" appears.

X-Mapping Edit List	
X-Panel Vertical_2 Vertical_4 Vertical_6 Vertical_8 Vertical_12 Vertical_16 Horizntal_2 Horizntal_4 Horizntal_8 Horizntal_12 Horizntal_16 x_dot	OK Cancel Add Device
NCW_6_50 TEST16	
X-PUZZEL-IMAGE-CY DEVX	Delete

All default fixtures were listed in Fixture Library List, the user can perform the actions as follow.

- "Add Device" to add a new dummy device
- "Modify" to modify an existing device
- "Delete " to delete an existing device

#### 4.1.7. Click "Add Device", the "X-Mapping Device Create" figure appears.

x	C-Mapping Device Create
	Name: NCW_FIXTURE
	Horizntal Pixels: 1 + Horizntal Skip: 0 +
	Vertical Pixels: 1 Vertical Skip: 0
	Scan Order: Left->Right->Top
	Total Pixels: 1
	Cancel

- **Name** can be modified for different groups or unique device designs as needed.
- **Horizontal** and **Vertical Pixels** define the overall number of pixels in the existing device.
- **Horizontal** and **Vertical Skip** define the offset between adjacent pixels in the device, can be used to skip a pixel within the device when it's placed on the Work Grid. Instead of having 5 consecutive pixels in a standard 5x5, you can have 5 pixels skipping one pixel in between.
- Scan Order is a drop down that displays device scan order, defines the direction and order in which the pixels are connected. A specific scan order may reflect the requirements of actual connection order.

#### Examples of standard scan orders...

Left->Right->Top, Right->Left->Top, Top->Bottom->Left, Bottom->Top->Left, Left->Right->Left, Bottom->Top->Bottom, Top->Bottom->Top,

.....

Click "OK" Bump to save the setting. The created devices will be listed in the device library list.

4.1.8. Follow the step4.2.6 to choose the device as X-Panel and click "OK". To set its scan order as Left->Right->Top in "X-Mapping Device Create".

X-Mapping Device Create 🛛 🔀
Name: X-Panel
Horizntal Pixels: 5 + Horizntal Skip: 0 +
Vertical Pixels: 5 🔹 Vertical Skip: 0 🔹
Scan Order: Left->Right->Top
Total Pixels Top->Bottom OK
DownRight->Left->Bottom Top->Bottom->Right

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Click "Read Current ART-16 Scenes" to load current ART-16 scenes files from the controller into the software. Scenes display in the ART-16 Scenes File List window. Scene display in alphabetical order, and DO NOT retain any show mapping or sequencing.

The user may load any ART-16 scene files into PC for storage or backup. To highlight the desired scene and click "Save Scene To PC". Likewise, any scene file may be loaded into ART-16 from PC. To load a scene file, select "Load Scene To ART-16".

To highlight the desired scene and click "Save Scene To PC". The following screen appears, to type the File name and click "Open", the scene file may be stored into the PC as .scn type. A progress bar will show the posting progress.

	L and the					
	Look yr: Wy Recent Documents Desktop My Documents	dd.swf show_1 welcome to work pr show_2 rabow_swf show_2 rabow_swf show_5 swf show_5 swf show_5 swf show_5 swf show_9 swf show_9.swf show_9.swf show_9.swf show_9.swf show_9.swf show_9.swf	show_12 color     show_12 color     show_13.swf     show_14.swf     S.scn     show_2.scn     show_3.scn     show_5.scn	wave.swf	37	
Show Edit Read Curr Load S Save & Load All	My Network Places rent ART-16 Sc e Scene To PC Scene To ART- All Scenes To F Scenes To AR	File pame: Files of type: ".son Files of type: ".son ART-16 Scr Stow_S.son 16 PC T-16	: Jeadon) enes File List	v v	Open Cancel Show1 DMX Address: Fade Time: 1.5 55.swf.scn	T Seconds
Deli Fo	ete Scene File Irmat Device					
				[	Download to	o Keypad

To click "Load Scene To ART-16", select the scene file which desired to load into ART-16, the scene file may load into the ART-16.

### 4.7. Show Edit

The Show Edit screen allow user to configure each of the 16 shows and transfer files between the ART-16 and the PC.

The DMX scene file(.scn) can be loaded to ART-16 automatically and seen in "ART-16 scenes File List".



The user may perform the following actions:

- "Read Current ART-16 Scenes"
- "Save Scene To PC"
- "Load Scene To ART-16"
- "Save All Scenes To PC"
- "Load All Scenes To ART-16"
- "Delete Scene File"
- "Format Device"
- Assign(Add, Insert & Delete) scene file to show memory location
- Assign ART-16 DMX address
- "Download To Keypad"(save individual show settings to ART-16)
- "Fade Time"(preset a fade time )

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### 4.2. Create a Pixel Mapping

After your devices and fixtures settings completed, access to built a pixel map as needed. It is required to follow the below steps to create a pixel map.

4.3.1. Select an existing device(e.g. X-Panel) which you wish to create a pixel map.



4.2.2. Click the Grid( i ) to array device's pixels and create the pixel map.



4.2.3. While placing the pixel map completed, click Arrow( ↗), the figure shows as below.

🇱 X-Mapping - Untitled			
File Edit View Help			
🗅 🖨 🖶 X 🖻 🕄 👙 📍	> # 80% -		
Setting	1:1 1:1	1:1 1:1	1:1 1:1
Device Select:			
X-Panel			
	1:1 1:1	1:1 1:1	1:1 1:1
Node Address:			
Node1 👻			
í —	1:1 1:1	1:1 1:1	1:1 1:1
Select Outport:			
Uutport I			
	1:1 1:1	1:1 1:1	1:1 1:1
Total Pixels: 25			
Horizontal Pixels: 5 Vertical Pixels: 5			
Horizontal Skip: 0			

In the pixel map, the area marked with 1:1 which figures mean the device address. The first figure means the outport, the second figure means the address of the outport.

4.2.4. The user can double click the area of the fixture address to assign the device address according to the scan order(Left->Right->Top) which has been set up. As following figure shows,

X-Mapping - Untitled						
File Edit View Help						
🗅 🖨 🖶 X 🖻 💼 🎒 🚳	2 🤻 🗰 80%	•				
Setting	1:1	1:5	1:9	1:13	1:17	1:21
Device Select:						
X-Panel 💌	1:2	1:6	1:10	1:14	1:18	1:22
lode Address:						
Node1	1.2	1.7	1-11	1-15	1.10	1.22
elect Outport:	1.3			1.13	1.13	1.23
Outport1 💌						
	1:4	1:8	1:12	1:16	1:20	1:24
Total Pixels: 25 Horizontal Pixels: 5 Vertical Pixels: 5						
Horizontal Skin: 0						

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4.6.5. A new dialogue box appears. It shows that the flash file(.swf) you selected will be saved as DMX scene file( .scn).

Saver	My Comput	er	 • 🗈 💷 🔟 •	
My Recent Documents Desistop My Documents	DVD Drive (E WID2X (C)) COATABAK (D) Sheed Dool User1's Dool	:) invents ments		
<b>6</b> 3	File pane.	R58-1.swl	•	Save
		and the second sec		

4.6.6. Click "Save" to save the file route and file name. A progress bar shows the conversion progress.

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#### Note:

The name of the DMX scene file(.scn) should not exceed 16 characters .

### 4.5. Low Cut

While the users select the Low Cut, the LED fixtures perform as the follow.

- 4.5.1. The brightness was set as the value which is less than  $\frac{21}{255}$ X 100%, the fixtures will black out.
- 4.5.2. The brightness was set as the value which exceeds  $\frac{22}{255}$ X 100%, the fixtures will light in weak.

### 4.6. File Convert

- 4.6.1. Flash files may be converted to DMX scene files(.scn) and loaded to ART-16.
- 4.6.2. With desired file loaded in ART-16, select "File Convert", the follow screen apears.

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4.6.3. Enter flash file playback speed in frames per second. The range of the Flash Frame is 1~35 Frame per second.

4.6.4. Click "OK".

# **Operation Guide**

#### Remark:

In the event of any mistake happen, user can modify it by right click the device address with the mouse. A dialog box will display , to enter a correct number, then click the "OK" icon to save the modification. You MUST ensure overall pixels array order is matching with their scanning order which has been set up.



4.2.5. After device address setting complete, click"Convert map address" to covert the pixel map address. A progress bar shows conversion progress as follow figure.



### 4.3. Update Mapping File

4.3.1. While Convert map address successfully, close its screen and go back to the below screen.

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4.3.2. Click "Update Mapping file", a new Preview Screen appears, its size is the same as the device performance area.



### **Operation Guide**

### 4.4. Preview

Click "preview", both Button 4 & 8 of ART-16 flash ceaselessly, the device is lit in full on simultaneously.

Click "Open Flash", the dialogue box will guide the user to select a flash file from computer .

While the user selected a flash file, the Preview Screen will preform it, simultaneously the device displays the flash as well.

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Flash&	Flath@	FlashC:
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The user can click "Pause" to pause the Preview Screen, click "Stop" to stop the Preview Screen or click "Play" to resume play.

#### Note:

1)The Preview Screen is able to play and preview the file directly .

- 2)Only flash(.swf) files can be played in Preview Screen.
- 3)The RGB intensity of the pixels can be adjusted separately from 70~255.
- 4)How many pixels in the drop down menu of Fixture which rest with the quality the user had set up.
- 5)After RGB intensity adjustment completed, click "Save" to save your setting.