



iPlayer 3

User Guide

PHILIPS

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Contents

Chapter 1: Introduction

Welcome to iPlayer 3	4
Key Features	4
About ColorPlay 3	5
About this Guide	5

Chapter 2: Installation

iPlayer 3 Installation	6
Step 1: Confirm all components received	6
Step 2: Prepare for the Installation	7
Step 3: Install mounting bracket	8
Step 4: Attach the power cable	10
Step 5: Install ColorPlay 3 Software	10
System Requirements	10
Windows® Installation	11
Mac OS Installation	11
Step 6: Connect computer with USB cable	11
Step 7: Attach external show selection devices as required	12
Connect a Controller Keypad	12
Connect an AuxBox	12
Step 8: Connect lighting systems with RJ-45 data cable	13
Step 9: Create and download light shows via ColorPlay 3	13
iPlayer 3 Hardware Features	14
LCD Screen Output	15
Run Mode	15
Configuration Mode	15
USB Mode	15

Chapter 3: Show Configuration Concepts

Overview	16
Shows	16
Effects	16
Triggers	16
Linking Multiple Shows to a Trigger	17
Alarms	17

Chapter 4: Run Mode

Overview	18
Playing Shows	18
Using Preset Buttons to Trigger Shows	18
Automating Show Playback	18
Run Mode LCD Output	19
Light Show Brightness	19

Trigger Number Message	19
Lights Off	19
LED Indicator Light	19

Chapter 6: Configuration Mode

Overview	20
Navigating Menus	20
Assigning Triggers	20
Example 1: Assigning a Preconfigured Show to Preset Button 3	21
Example 2: Assigning a Downloaded ColorPlay 3 Show to Preset Button 4	21
Setting an Alarm	22
Example 3: Setting Alarm Number 5 to Activate Every Day at Sunset	22
Setup Menu	23
Example 4: Setting a DMX Address	23
Example 5: Testing a DMX Address	24
About Show Ranges	24
Info Menu	24

Chapter 7: USB Mode

Overview	26
Initiating USB Mode	26
Downloading Show Files from ColorPlay 3	26
Downloading Triggers from ColorPlay 3	27
Downloading Alarms from ColorPlay 3	27

Appendix A: Pinouts and DIP Switch Functions

Serial Port: DB9F Pinouts	28
DMX: RJ-45 Pinouts	29
iPlayer 3 DIP Switch Functions	30

Appendix B: Configuring Remote Devices

Electrical	32
Protocol	32
iPlayer 3 Commands	33
Replies from the iPlayer 3	33

Appendix C: Firmware Update Procedure

Overview	34
Determining Firmware Version	34
Firmware Update Procedure	34
Cloning and Formatting SD Memory Cards for use in iPlayer 3	36

[Appendix D: Cloning and Formatting SD Cards](#)

Overview	36
SD Card Cloning Procedure (Windows® or Mac OS)	36
Windows® SD Card Formatting Procedure	36
Mac OS SD Card Formatting Procedure	37

[Appendix E: Configuration Menus in Detail](#)

Configuration Menus in Detail	38
Triggers Menu	38
Trigger Number?	38
Show Type?	38
Canned Effect Types	38
Canned Effect Parameters	39
Random Color	39
File Name?	40
Test Show	40
End Behavior?	40
Show Number?	40
Transition Type?	41
Transition Time?	41
Save Changes?	41
HSB Editor	41
Alarms Menu	42
Alarm Number?	42
Alarm Days?	42
Specific Month?	42
Specific Day?	42
Alarm Type?	42
Alarm Time?	42
Sunrise or Sunset?	42
Offset Hr?	43
Offset Min?	43
Show Number?	43
Save Changes?	43
Setup Menu	44
Setup Parameters	44
Set DMX Address	45
Test DMX Address	45
Info Menu	45
Version Info	45
Memory Usage	45
Sunrise	45
Sunset	45

[Index](#)

Index	46
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Chapter 1

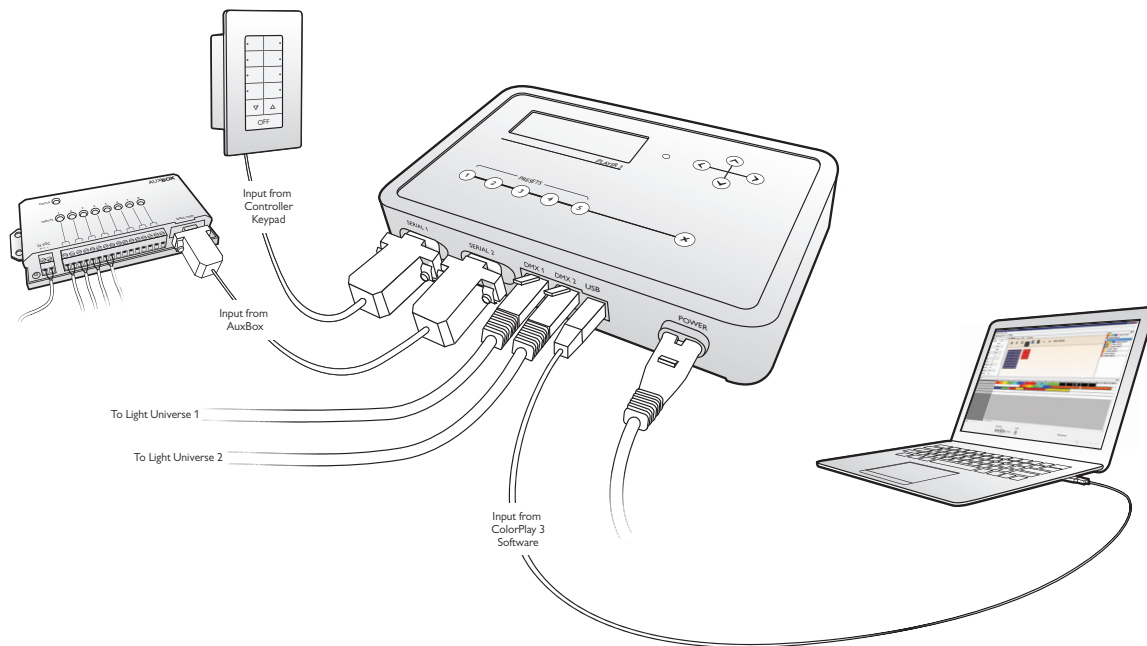
Introduction

Welcome to iPlayer 3

iPlayer®3 is the compact lighting system controller from Philips Solid-State Lighting Solutions capable of controlling up to two full DMX universes or 340 individual light addresses. Equipped with an LCD interface for simple operation, iPlayer 3 stores and plays pre-programmed and custom-authored light shows.

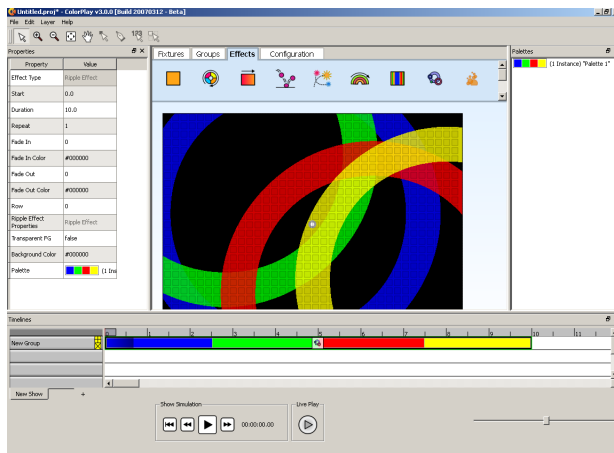
Key Features

- Packaged with ColorPlay®3 light show authoring software
- Designed for use with the optional wall-mounted Controller Keypad
- Supports the optional AuxBox expansion device, which enables show triggering by a variety of dry-contact closure devices including motion sensors, photocell applications, and more.



About ColorPlay 3

ColorPlay 3 light show authoring software enables you to create unique light shows, download light show files to your iPlayer 3, and manage the files on your iPlayer 3.



Out-of-the-box, iPlayer 3 comes programmed with default, single-effect light shows designed for quick testing of your lighting installation. ColorPlay 3 enables you to create and manage more sophisticated shows using the following features:

- 16 fully customizable effects, including a particle effect used to simulate fire, clouds, or rain
- Timeline editing with multiple tracks, enabling effect layering and unique transitions
- Effect editing both on-screen or live on a Philips Solid-State Lighting installation
- Management of multiple shows within each ColorPlay 3 project file
- Custom color palettes

ColorPlay 3 is compatible with both Microsoft Windows® and Mac OS X operating systems.

About this Guide

This user guide contains step-by-step hardware setup and mounting instructions, details about iPlayer 3 modes and features, and reference information. The following documents are also available to help you fully realize the potential of your iPlayer 3 and lighting installation as a complete system:

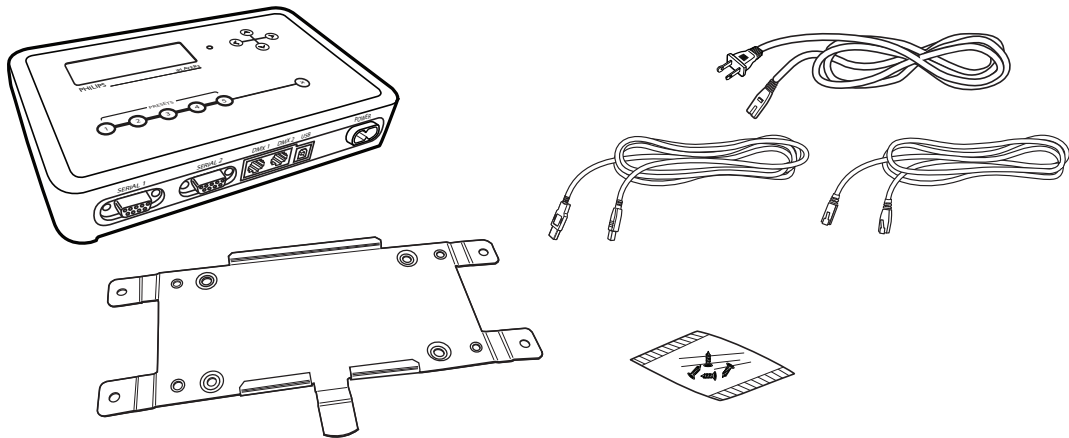
Document Name	Online Location	With iPlayer 3 Packaging
<i>iPlayer 3 Installation Instructions</i>	www.colorkinetics.com/support/	Printed booklet
<i>iPlayer 3 Quick Start Guide</i>	www.colorkinetics.com/support/userguides	Printed booklet
<i>ColorPlay 3 User Guide</i>	www.colorkinetics.com/support/userguides	
<i>Controller Keypad Product Guide</i>	www.colorkinetics.com/support/productguides	
<i>AuxBox Product Guide</i>	www.colorkinetics.com/support/productguides	
<i>iPlayer 3 SAS User Guide</i>	www.colorkinetics.com/support/userguides	

Chapter 2

Installation and Hardware Overview

iPlayer 3 Installation

Step 1: Confirm all components received



Take a moment to confirm you have received these iPlayer 3 components:

- iPlayer 3
- Mounting bracket
- Mounting bracket screws
- Power cord (North American or European)
- USB 2.0 Cable
- RJ-45 DMX 512 data cable
- Installation Instructions
- Quick Start Guide

Step 2: Prepare for the Installation

- Create a layout plan that starts with the locations of iPlayer 3 and all power supplies or data enablers.
- Select a convenient but unobtrusive location for mounting the iPlayer 3 that will be accessible to a computer via USB connection. If also installing external show selection switches such as Controller Keypads or an AuxBox, mount iPlayer 3 in a location accessible to the maximum serial cable length of 50 ft (15.2 m).
- Verify that the mounting location meets environmental specifications (see below).

Electrical Specifications

Power requirements: 100 – 240 VAC, 50° / 60° Hz, 5W

Environmental Specifications

Operating temperature range: 14° F to 122° F (-10° C to +40° C)

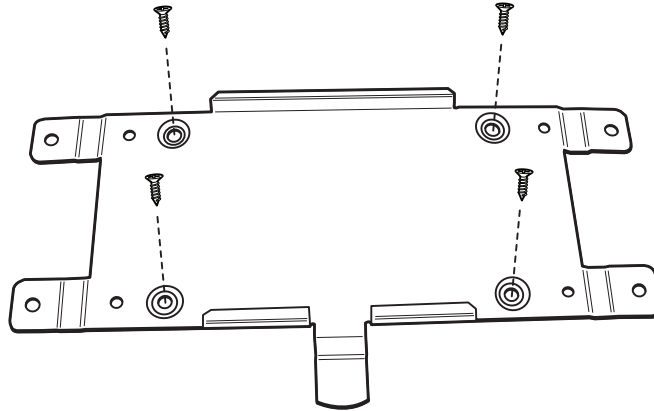
Maximum 95% relative humidity

Step 3: Install mounting bracket

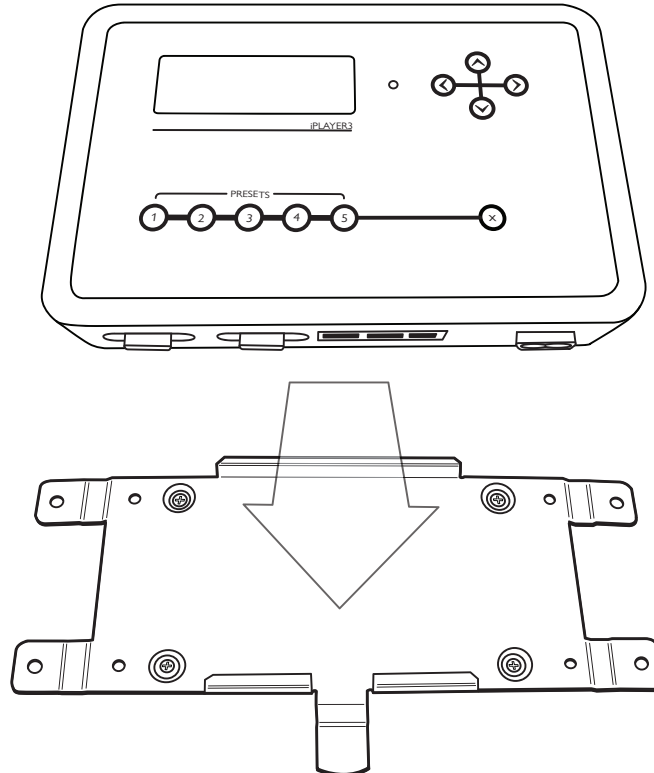
Choose a method for mounting bracket installation: *quick-release* or *secure*.

Quick-release mounting method

With the release tab pointing downward, screw the mounting bracket onto a surface using the innermost screw holes.

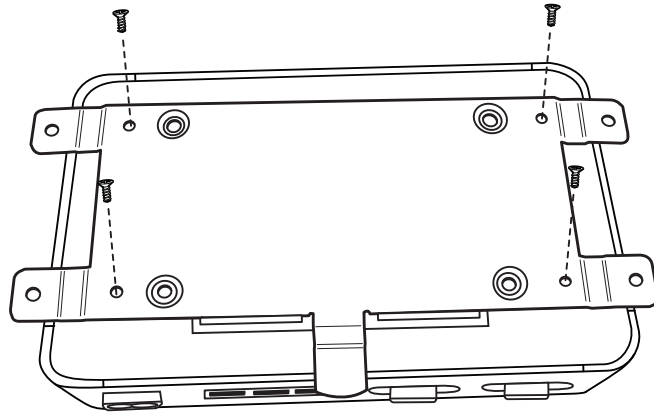


Slide the iPlayer 3 onto the mounting bracket until the iPlayer clicks securely into place.

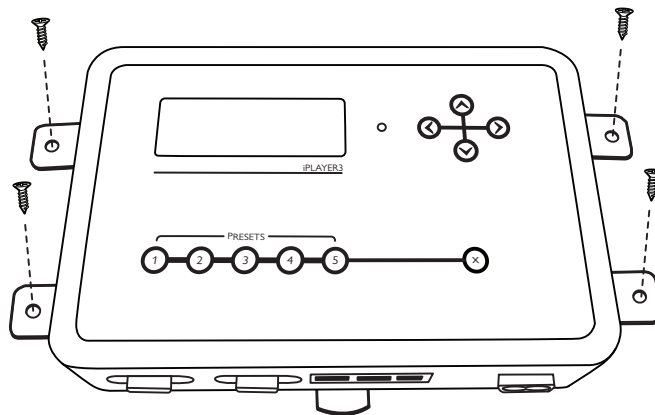


Secure mounting method

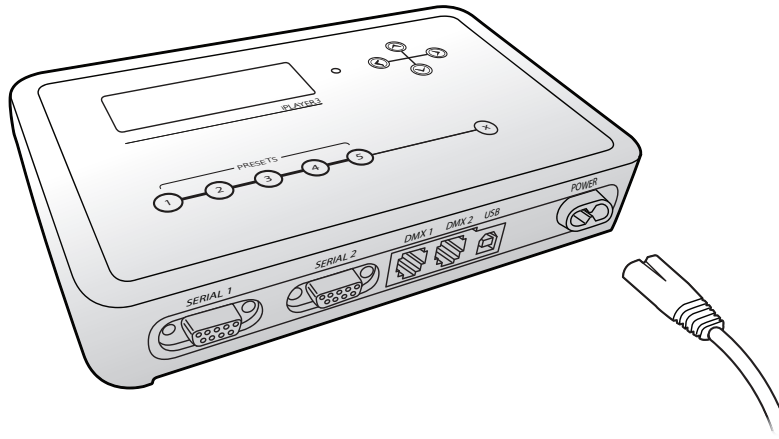
Slide the iPlayer 3 onto the mounting bracket until the iPlayer 3 clicks securely into place. Using the supplied machine screws, secure the mounting bracket to the iPlayer 3.



Using the outermost screw holes, install the mounting bracket and iPlayer 3 assembly onto a surface. Secure with screws suitable for mounting substrate.



Step 4: Attach the power cable



Step 5: Install ColorPlay 3 Software



System Requirements

Windows®

Windows® 2000 / XP / Vista

512 MB RAM

60 MB free disk space

Mac OS

Mac OS 10.4 or greater

512 MB RAM

60 MB free disk space

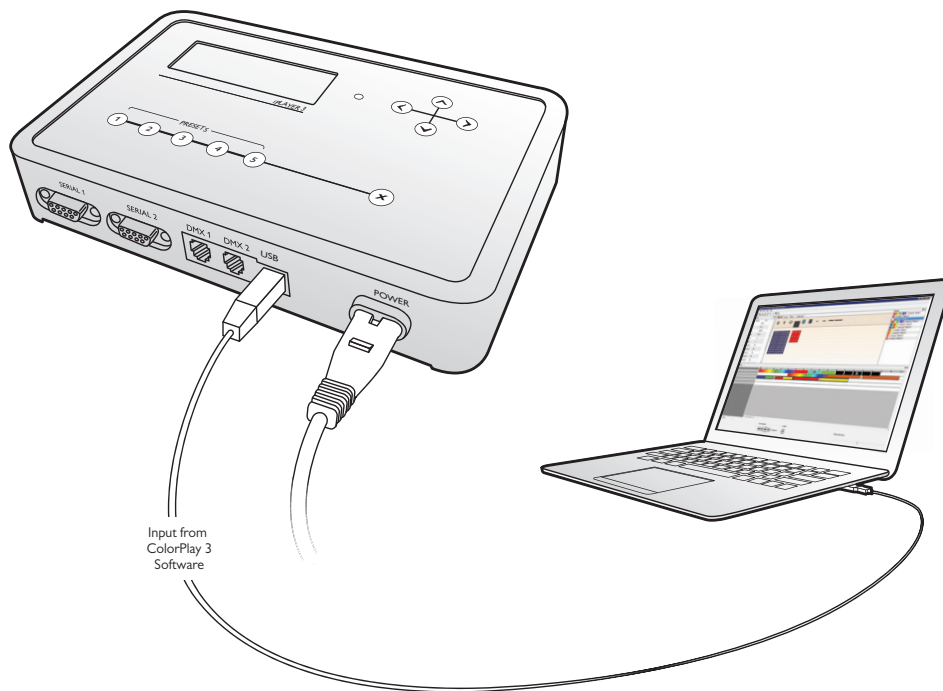
Windows® Installation

1. Download the latest version of ColorPlay 3 Software from <http://www.colorkinetics.com/support/colorplay3/>.
2. Double-click **Install ColorPlay 3.exe** located in the Windows folder on the ColorPlay 3 software CD.
3. The Welcome to the ColorPlay 3 Setup Wizard window appears. Click **Next** to begin the installation. After reading the license agreement, select **I Agree** to consent to the terms of the license agreement, then click **Next** to continue.
4. When the Select Installation Folder window appears, accept the default location, or click **Browse** to select a folder. Click **Next** to continue.
5. At the Confirm Selection window, click **Next** to start file installation.
6. The Installation Complete window appears. Click **Close** to exit the installation wizard.

Mac OS Installation

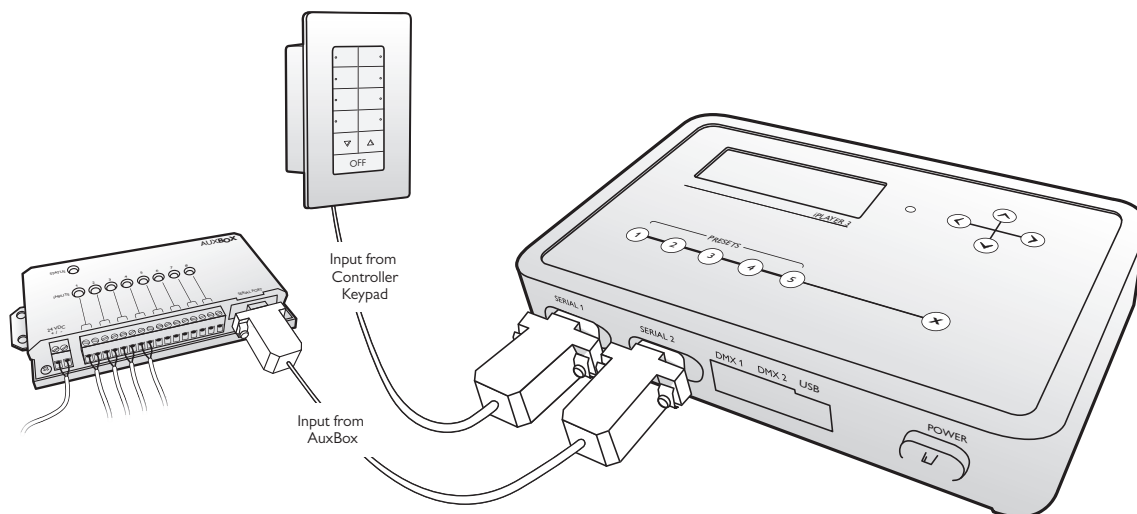
1. Download the latest version of ColorPlay 3 Software from <http://www.colorkinetics.com/support/colorplay3/>. The ColorPlay 3 folder icon appears on your desktop.
2. Drag the ColorPlay 3 application icon from the Mac folder on the software CD to the Applications folder on your computer.

Step 6: Connect computer with USB cable



Note: If using Windows®, you must install ColorPlay 3 prior to connecting the iPlayer 3 to your PC. ColorPlay 3 installs the device drivers required for USB connectivity.

Step 7: Attach external show selection devices as required



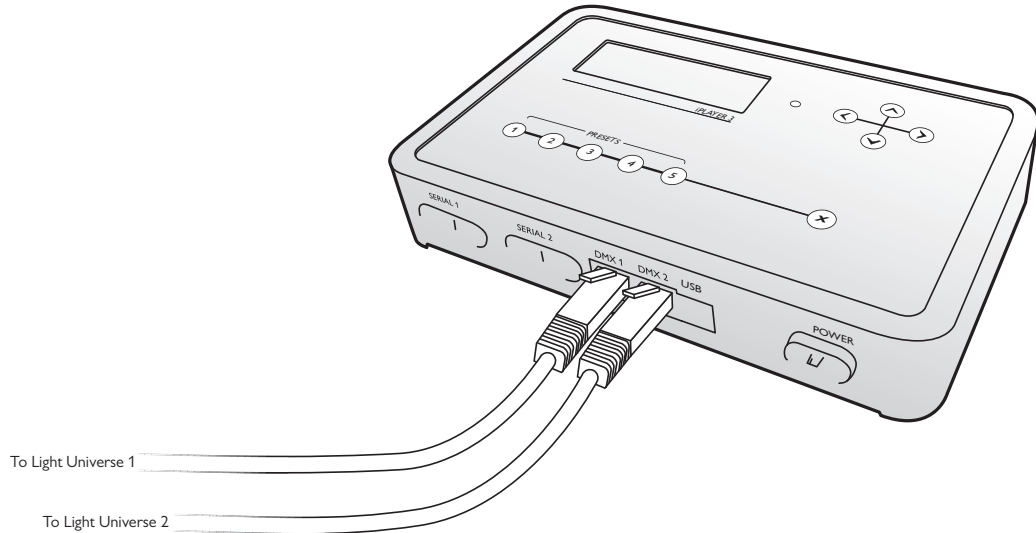
Connect a Controller Keypad

1. Unplug the power cord from iPlayer 3.
2. Connect the cable end with the 4-pin leads into the back of the Controller Keypad.
3. Connect the cable end with the DB9 cable connector to serial port 1 or 2 on iPlayer 3.
4. As needed, set the Range switch position on the back of the keypad. By default, switch position 0 (zero) sets the keypad to trigger shows 1-8 (see *About Show Ranges* on page 24 for an overview of trigger ranges).
5. Reconnect the power cord to iPlayer 3.

Connect an AuxBox

1. Unplug the power cord from iPlayer 3.
2. Connect the female end of the serial cable to the AuxBox serial port.
3. Connect the male end with of the serial cable to serial port 1 or 2 on iPlayer 3.
4. As needed, set the Range switch position on the front of the AuxBox. By default, switch position 0 (zero) sets the AuxBox to trigger shows 1-8.
5. Connect each external triggering device's two-wire cable to a terminal pair on the AuxBox.
6. Connect the 24 VDC power cable to the 24 VDC terminals on the AuxBox, then plug it in.
7. Reconnect the power cord to iPlayer 3.

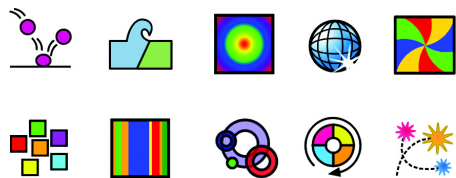
Step 8: Connect lighting systems with RJ-45 data cable



DMX output port 1 manages light universe 1 (light addresses 1-170)

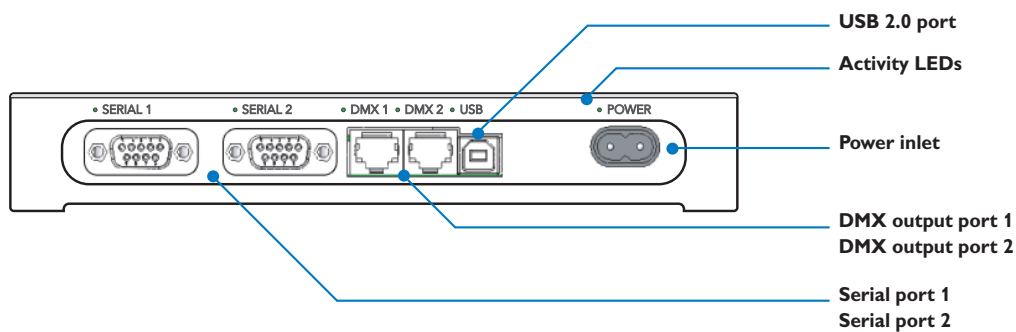
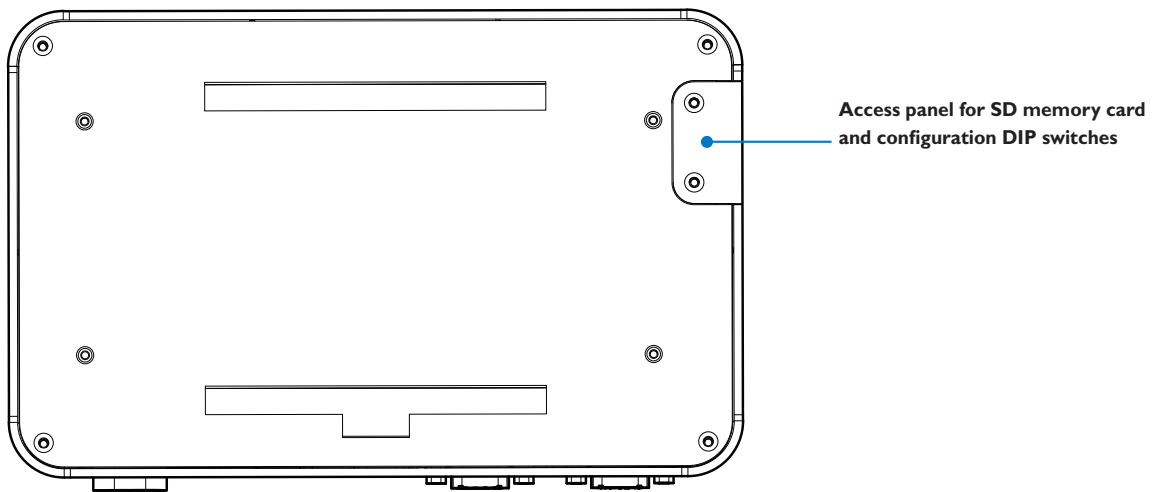
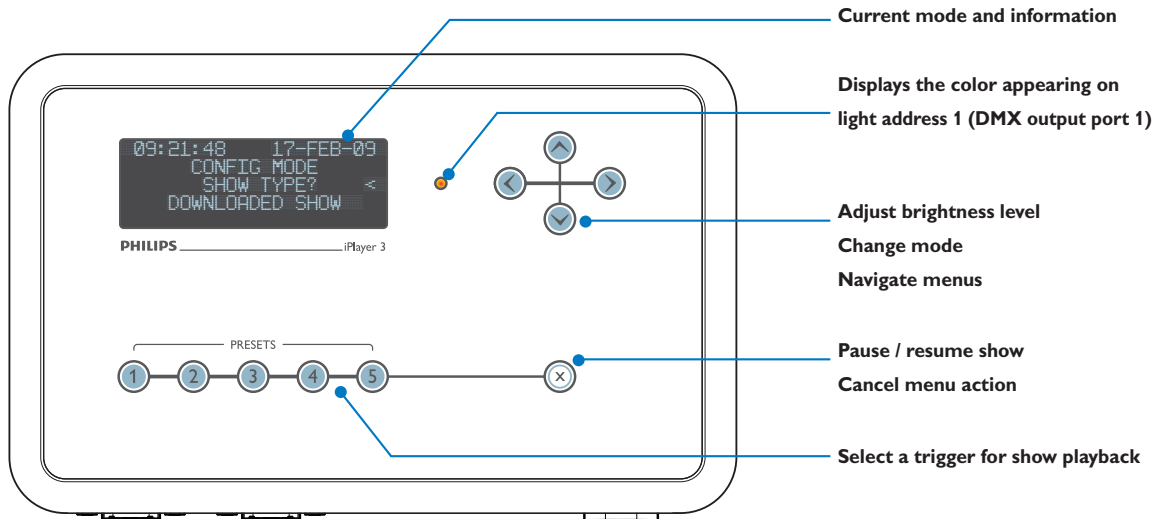
DMX output port 2 managed light universe 2 (light addresses 1-170)

Step 9: Create and download light shows via ColorPlay 3 ColorPlay 3 Effects Palette



iPlayer 3 Hardware Features

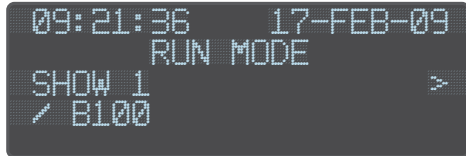
The iPlayer 3 has the following hardware features:



LCD Screen Output

iPlayer 3 has three modes of operation. The LCD screen displays the currently active mode:

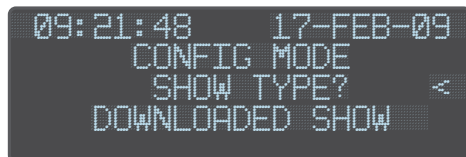
Run Mode



The LCD screen displays the following text in Run Mode: 09:21:36 17-FEB-09, RUN MODE, SHOW 1, and / B100. A right arrow is visible on the right side of the screen.

Run mode launches automatically when you power ON the iPlayer 3. In Run mode, by default, iPlayer 3 triggers the show assigned to Preset ①. You can manually trigger other shows by pressing Presets ② through ⑤ on the iPlayer 3 faceplate or keys 1-8 on a Controller Keypad. Setting alarms enables you to automate show triggers by time, day of the week, or an astronomical event such as sunset.

Configuration Mode



The LCD screen displays the following text in Configuration Mode: 09:21:48 17-FEB-09, CONFIG MODE, SHOW TYPE?, and DOWNLOADED SHOW. A left arrow is visible on the right side of the screen.

Configuration Mode provides an onboard menu system enabling you to configure triggers, set alarms, perform device setup, and view device information.

USB Mode



The LCD screen displays the following text in USB Mode: 09:21:02 17-FEB-09, and USB.

USB mode enables you to transfer shows, triggers, and alarms from a PC or Mac running ColorPlay 3 to iPlayer 3.

Chapter 3

Show Configuration Concepts

Overview

Understanding iPlayer 3 show configuration terminology and concepts will help you in the upcoming chapters.

Shows

Shows contain visual effects and the parameters associated with those effects. iPlayer 3 can display two types of shows:

- Preconfigured shows stored and configured on iPlayer 3
- Custom shows created and downloaded from ColorPlay 3

Effects

Visual effects range in complexity from a fixed color display to multi-color animations. Each effect has multiple customizable parameters such as start color, end color, and fade time.

- There are seven effect types available when setting up iPlayer 3 preconfigured shows.
- You can work with 16 effect types when creating ColorPlay 3 custom shows.

Triggers

Triggers specify show playback behaviors—for example, what happens at the end of a show or how to transition to the next show. To be played back, therefore, you must associate each show with a trigger.

Triggers are numbered 0-255 and associate show files with the following:

- **End Behavior:** Fade to black, loop, or jump to another trigger.
- **Transition Type:** Snap (no transition to next show), fade out-and-in, or cross fade (morph with next show).

Pressing a Preset button on the iPlayer 3 faceplate, triggers a show. For example, pressing , activates trigger 1, which launches the show and the playback behaviors associated with it.

Linking Multiple Shows to a Trigger

Because show files do not specify playback behaviors, you can assign more than one show to a single trigger. When creating the trigger, selecting the **jump to another trigger** end behavior links a second show to the first. If you select the **jump to another trigger** end behavior for the second show, you can link a third show, and so on.

Alarms

Alarms automatically activate triggers. You can manually activate a trigger by pressing a Preset button on the iPlayer 3 faceplate, pressing a button on a Controller Keypad, or by tripping a remote triggering device connected to an AuxBox. With an alarm, you can automatically activate a trigger based on a specific date, day of the week, weekdays, weekends, or an astronomical event (sunrise or sunset).

When you create an alarm, you associate the alarm with a trigger number. You can then specify alarm parameters, either a clock time or an astronomical event. For example, you can create an alarm that automatically activates trigger 3 every weekday at 7 am.

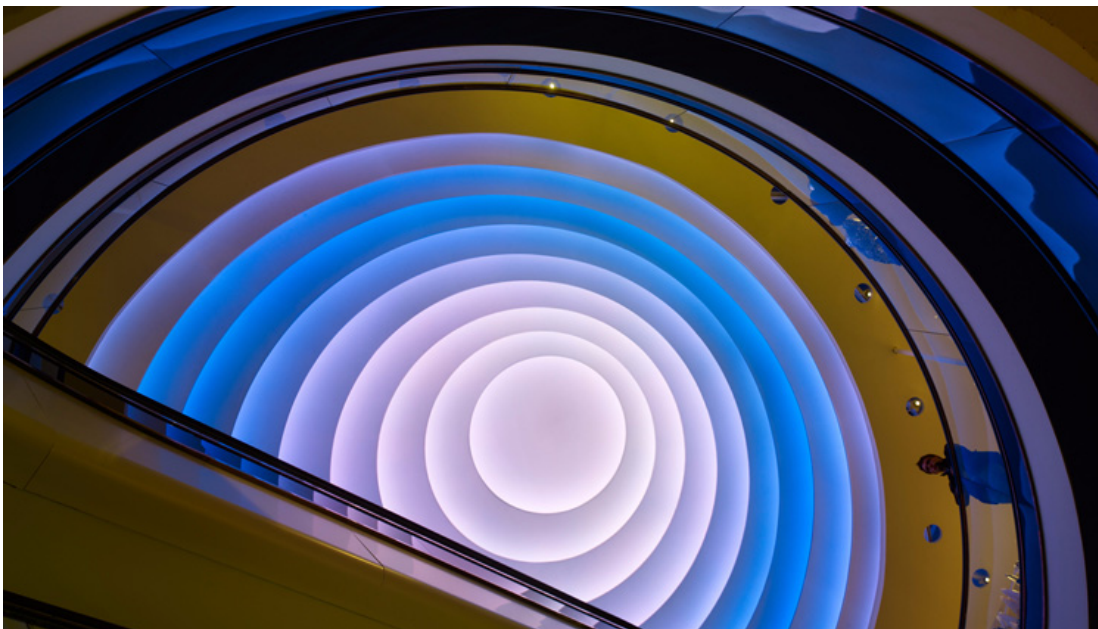
Chapter 4

Run Mode

Overview

Run Mode is the default iPlayer 3 playback mode and automatically launches when you power on the iPlayer 3 controller. The iPlayer 3 must be in Run Mode for you to manually trigger shows or use automatic playback alarms. Run Mode is suspended when you enter USB Mode or Configuration Mode.

Playing Shows



Using Preset Buttons to Trigger Shows

There are five Preset buttons located on the faceplate of the iPlayer 3. Each button triggers a show:

- When you power on the iPlayer 3 or exit from USB Mode, iPlayer 3 automatically begins playing the show triggered by Preset ①.
- To trigger another show, press another Preset button, ② through ⑤.

If you have an optional Controller Keypad connected to your iPlayer 3, you can assign show triggers to keypad buttons 1 through 8. Likewise, if you have an AuxBox connected, you can assign triggers to up to eight remote triggering devices.

Automating Show Playback

When using alarms, you do not have to manually press a Preset button or keypad button to trigger show playback. Alarms automatically set off triggers based on settings such as time of day or an astronomical event such as sunset. You can configure up to 15 alarms on iPlayer 3.

Run Mode LCD Output



The iPlayer 3 LCD displays the following information during Run Mode:

Light Show Brightness

Using the ☉ and ☑ buttons, you can set the overall brightness level of lights in a show during playback. The **B** number displayed on the LCD reflects the brightness level you set, between 0% and 100%.

Trigger Number Message

The LCD displays the current show (trigger) number during playback. If you have not associated a trigger with a Preset button, the LCD displays an **EMPTY** message when you press that Preset button.

Lights Off

You can pause Run Mode and show playback at any time by pressing the ☒ button. The LCD displays a **LIGHTS OFF** message and the connected lights turn black until you either:

- Press the ☒ button a second time to resume Run Mode
- Press a Preset button to start the selected show from the beginning

LED Indicator Light



The LED indicator light, located to the right of the LCD screen, is active when a show is playing. It shows the color currently displayed on the fixture assigned to light address 1 on DMX output port 1.

Chapter 5

Configuration Mode

Overview

Configuration mode provides an onboard menu system enabling you to configure show triggers, set alarms, perform device setup, and view device information without having to connect to your PC or Mac.

Navigating Menus

- At any time during playback, press  to launch Configuration mode and open the Main Menu.



- From any menu, press  and  to scroll through the menu options and make a selection, then press  to access the next menu.
- To save your changes, continue pressing  until you reach the Save Changes menu item, then press  a final time to save.
- Press  at any time to cancel the menu action and return to Run mode.

Assigning Triggers

You can assign a trigger to either:

- A preconfigured show
- A custom show downloaded from ColorPlay 3

When you assign a trigger, that trigger corresponds to the Preset button with the same number on the iPlayer 3 faceplate, a keypad button on a Controller Keypad, or a remote triggering device connected to an AuxBox.

Example 1: Assigning a Preconfigured Show to Preset Button 3

1. Launch Configuration mode.
2. Access the **TRIGGERS** menu from the Main Menu.
3. Select trigger number 3.
4. Access the **SHOW TYPE?** menu item, then select **CANNED EFFECT**.
5. Access the **EFFECT TYPE?** menu, then make a selection. There are seven visual effect types from which to choose:
 - FIXED COLOR:** Static display of a solid color
 - CROSS FADE:** A smooth transition from one solid color to another
 - RAINBOW:** A sequence of solid colors moving in one direction
 - RANDOM COLOR:** A sequence of randomly generated solid colors at specified intervals
 - SPARKLE:** Flashes of foreground color at random over a solid background color
 - COLOR SWEEP:** Progressive transition of a solid foreground color across a solid background
 - COLOR STREAK:** An animated effect with narrow lines of color over a solid background
6. Press **⏩** to access the next menu item, which is an effect-specific parameter, then enter a value.
7. Continue navigating through the effect-specific parameters and entering values. At the **TEST EFFECT** menu item, press **⏩** to use the show tester, which runs a live preview of your show.
8. Select a transition type:
 - **SNAP** (no transition)
 - **FADE OUT & IN** (fades to black)
 - **CROSS FADE** (effect morphing)
9. As needed, enter a value for the transition duration, then press **⏩** to save your changes.

Note: Each effect type has unique parameters. For example, some effects use a background color setting, whereas other effects display only foreground colors. See *Appendix F: Configuration Menus in Detail* for iPlayer 3 menu system charts and descriptions of each menu item.

Example 2: Assigning a Downloaded ColorPlay 3 Show to Preset Button 4

1. Launch Configuration mode.
2. Access the **TRIGGERS** menu from the Main Menu.
3. Select trigger number 4.
4. Access the **SHOW TYPE?** menu, then select **DOWNLOADED SHOW**.
5. Access the **SHOW FILE?** menu, then select a .SHO file.
6. At the **TEST SHOW** menu, press **⏩** to use the show tester, which runs a live preview of your show.

7. Select an **END BEHAVIOR** type:
 - **LOOP**
 - **LIGHTS OFF**
 - **JUMP TO TRIGGER**
8. Select a transition type:
 - **SNAP** (no transition)
 - **FADE OUT & IN** (to black)
 - **CROSS FADE** (effect morphing)
9. As needed, enter a value for the transition duration, then press **⏵** to save your changes.

Setting an Alarm

Alarms enable you to automate show playback. When you set an alarm, you specify:

- The alarm number (0-15).
- The alarm day: every day, on weekdays, on weekends, on a specific day of the week, or on a specific date.
- Alarm type:
 - Time of day. The iPlayer 3 uses a 24-hour notation with hours ranging from 00 to 23.
 - Astronomical time (in relation to sunrise and sunset).

Note: The astronomical time alarm type does not automatically make adjustments for daylight saving time.
- The trigger associated with the alarm.

Example 3: Setting Alarm Number 5 to Activate Every Day at Sunset

1. Launch Configuration mode.
2. Access the **ALARM** menu, then select alarm number 5.
3. Access the **ALARM DAYS?** menu, then select **EVERY DAY**.
4. At the **ALARM TYPE?** menu, select **ASTRONOMICAL**.
5. Select **SUNSET** from the **SUNRISE OR SUNSET?** menu.

Note: If you want to add an offset value to trigger the show a certain amount of time before or after sunset:

 - a. Enter an **ALARM HOUR OFFSET** value, then press **⏵**
 - b. Enter an **ALARM MINUTE OFFSET** value, then press **⏵**
6. Select a Trigger number with which to associate the alarm.
7. Press **⏵** to save your changes.

Setup Menu

The Setup Menu contains configurable settings for the following:

- **Expansion or Serial Ports:** Devices attached to the two iPlayer 3 serial ports can trigger any of up to 255 shows stored on iPlayer 3. By default, an external device triggers shows starting with show 1. However, you can use the iPlayer 3's base trigger setting to specify a different starting show number (see Example 6 on page 24 for details).
- **iPlayer 3 Date and Time**
- **iPlayer 3 latitude and longitude:** Used in sunrise and sunset calculations.
- **LCD Screen Appearance:** You can specify an integer from 0 to 10 to set the contrast and brightness, with 10 producing the greatest brightness and contrast between the characters on the screen and the background.
- **Volume:** You can specify an integer from 0 to 3 to set the audible volume of the iPlayer 3's internal speaker, which produces a beep with each button press. 3 is the loudest setting.
- **Setting a DMX address**
- **Testing a DMX address**

Note: In the Setup Menu, your changes are saved automatically each time you enter a new value.

Example 4: Setting a DMX Address

iPlayer 3 SAS (Serial Addressing Software) and ColorPlay 3 provide the most convenient methods for addressing the fixtures in your DMX lighting installation. However, if needed, you can also use the iPlayer 3 onboard setup menu to set DMX addresses.

There are two options for specifying which fixtures to address via iPlayer 3: you can set all connected fixtures to a single DMX address, or you can specify a DMX address for each individual fixture:

1. Launch Configuration mode.
2. Access the **SETUP** menu, then select **SET FIXTURE DMX ADD.**
3. If you want to specify a DMX address for all fixtures, select **ALL SAME ADDRESS**. If you want to specify a DMX address for each individual fixture:
 - a. Select **BY SERIAL NUMBER**, and then press **➡**.
 - b. At the **S/N BYTE 1?** **S/N BYTE 2?** **S/N BYTE 3?** and **S/N BYTE 4?** prompts, enter the serial number of the fixture, using integers 00 to FF hexadecimal (42 00 01 1F, for example).
The fixture will blink when you enter each correct byte.
 - c. Confirm the serial number by pressing **➡**.
4. Specify the number of the fixture (1 through 170).
5. Select **PROGRAM DMX ADDR?**, then press **➡** to confirm you want to change the address of the fixture.

Note: If the programming is successful, the fixture illuminates at full intensity after a few seconds. If the programming is not successful, the fixture does not illuminate.

6. At the **TEST DMX ADDR?** prompt, press . The iPlayer 3 performs a non-interactive test of the fixture you specified in step 4 by setting the specified DMX address to FULL ON and all other DMX address to OFF.

Example 5: Testing a DMX Address

1. Launch Configuration mode.
2. Access the **SETUP** menu, then select **TEST DMX ADDR**.
3. Specify the light number (1 through 170) you want to test. The iPlayer3 sends test data to any fixtures which are set to that address.

If the test is successful, the fixtures illuminate at full intensity. If the programming is not successful, the fixtures do not illuminate.

About Show Ranges

If using multiple external show selection devices and you want each device to trigger a different range of shows, you must manually set the Show Range switch on each device accordingly. For example, if you want your first of two Controller Keypads to control shows 1-8, you leave the Show Range switch on its default setting (0). Then, to assign the second Controller Keypad to control shows 9-16, you dial the Show Range switch to the corresponding setting (see the *Controller Keypad Product Guide* for details).

Similarly, you can use the iPlayer 3 setup menu to assign show range offsets to serial port 1 and serial port 2. For example, if you assign a base trigger of 8 to serial port 1, and a user selects button 1 on a Controller Keypad connected to that serial port, iPlayer 3 will trigger show number 9 (8 + 1).

Example 6: Assigning a Base Trigger of 8 to Serial Port 1

1. Launch Configuration mode.
2. Access the **SETUP** menu, then select **CONFIG PORTS**.
3. Set the the **PORT 1 BASE TRIGGER #** to 8.
4. Leave the **PORT 2 BASE TRIGGER #** at the default setting.

Info Menu

The Info Menu displays the following information:

- iPlayer 3 firmware version.
- Memory usage / available memory. For example, **104k/1024k** indicates 104KB used out of 1024KB available.
- Astronomical clock data (for example, the time of sunrise for the current day).

Chapter 6

USB Mode

Overview

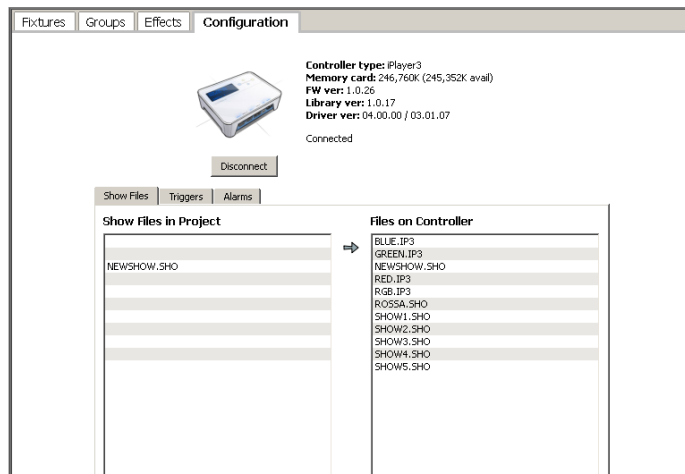
USB mode is active when ColorPlay 3 is connected to iPlayer 3. You must initiate USB mode to download light show files and other data or use the ColorPlay 3 *live play* light show simulation feature. You can initiate USB mode only from your PC or Mac, not from iPlayer 3 itself.

Initiating USB Mode

1. Verify that ColorPlay 3 is installed on your system.
2. Power ON iPlayer 3.
3. Connect iPlayer 3 to your computer using the supplied USB cable.
4. Launch ColorPlay 3.
5. There are two methods for launching USB mode from ColorPlay 3:
 - Open the ColorPlay 3 configuration layer and click **CONNECT**.
 - Design or load a show file in ColorPlay 3. Click the **LIVE PLAY** button to initiate USB mode and simulate your show on your light fixtures.
6. End USB mode by clicking **DISCONNECT** in the ColorPlay 3 configuration layer.

Note: While in USB mode, you cannot access standard iPlayer 3 operational modes. End USB Mode to resume normal iPlayer 3 operations.

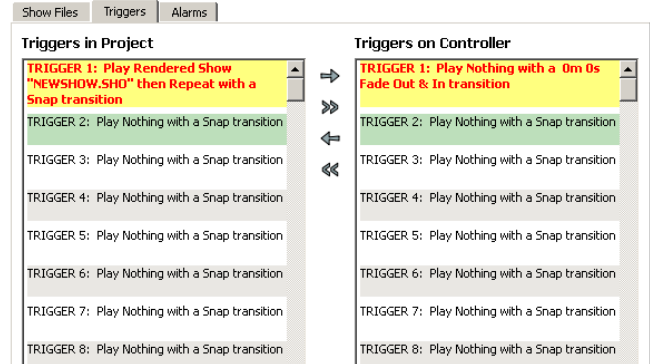
Downloading Show Files from ColorPlay 3



1. Initiate USB Mode.
2. In the ColorPlay 3 configuration layer, click the **SHOW FILES** tab, then select one or more show files.
3. Click the **COPY SELECTED SHOWS TO CONTROLLER** arrow button to begin downloading.
 - Once fully downloaded, show files appear in the right column of the file manager with a .SHO file extension.

Downloading Triggers from ColorPlay 3

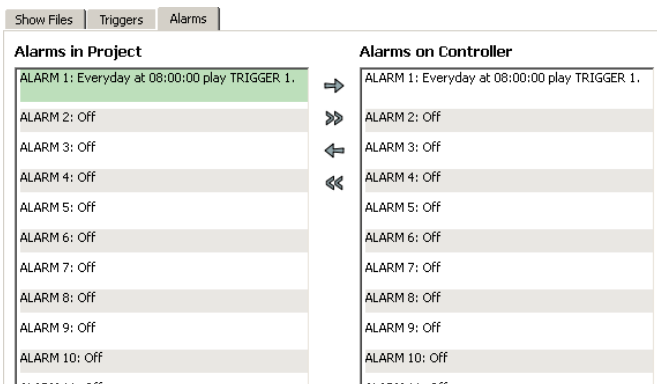
Triggers are numbered 1-256 and specify parameters including which show file(s) to play (you can assign multiple show files to a single trigger) and how a show behaves after one playback cycle, (repeat, for example).



1. Initiate USB Mode.
2. In the ColorPlay 3 configuration layer, click the **TRIGGERS** tab and then select one or more triggers in the left column.
3. Click the **COPY SELECTED TRIGGERS TO CONTROLLER** arrow button to begin downloading.

Downloading Alarms from ColorPlay 3

There are two ways to trigger a show: manually by pressing device buttons or automatically via alarms. Alarms trigger shows at particular times (such as every Monday at 5:00 p.m.) or for an astronomical events (such as every day at sunset).

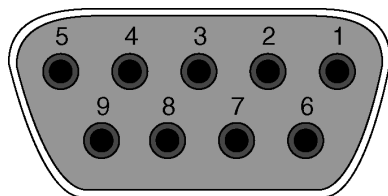


1. Initiate USB Mode.
2. In the ColorPlay 3 configuration layer, click the **ALARMS** tab, then select one or more alarms in the left column.
3. Click the **COPY SELECTED ALARMS TO CONTROLLER** arrow button to begin downloading.

Appendix A

Pinouts and DIP Switch Functions

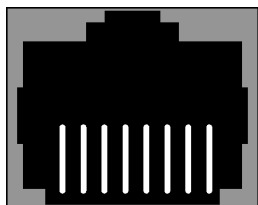
Serial Port: DB9F Pinouts



1	No connection
2	TxD
3	RxD
4	+5V DC controlled by the DIP switch setting
5	Ground
6	No connection
7	No connection
8	No connection

DMX: RJ-45 Pinouts

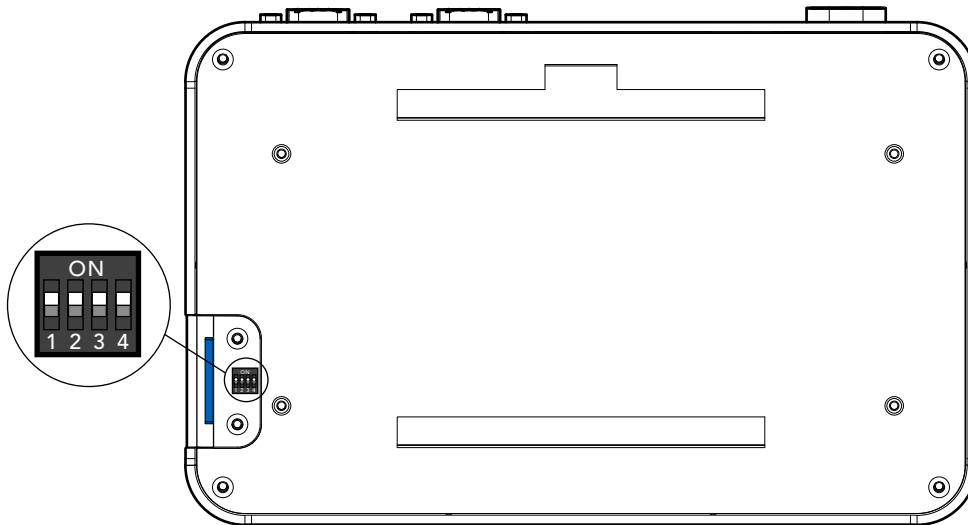
1 —————> 8



1	Data out -
2	Data out +
3	Ground
4	No connection
5	No connection
6	Ground
7	No connection
8	No connection

iPlayer 3 DIP Switch Functions

The iPlayer 3 DIP switches are located on the bottom of the device, below the SD memory card. Remove the two screws on the access door, on the bottom of the iPlayer 3, to view the switches.



Switch 1	On = provide +5 VDC power to serial port 1, pin 4
Switch 2	On = provide +5 VDC power to serial port 2, pin 4
Switch 3	Reserved
Switch 4	On = enable arrow buttons Off = lock arrow buttons

Appendix B

Configuring Remote Triggering Devices

Electrical

The RS-232 serial port connections on the iPlayer 3 are DB9F connectors, labeled SERIAL 1 and SERIAL 2. The following pinout information applies to each DB9F connector (the other pins are unconnected):

2	TxD
3	RxD
4	+5V DC controlled by the DIP switch setting
5	Ground

+5 VDC is provided on pin 4 (normally the DTR pin). Other devices can use this voltage provided they draw no more than 50 mA. If the voltage on pin 4 is not desired, it can be disabled by moving configuration DIP switch 1 (for serial port 1) or DIP switch 2 (for serial port 2) to the OFF position.

Protocol

The serial protocol used to control the Controller Keypad, AuxBox or third-party triggering device is 9600 baud, 8 data bits, no parity, 1 stop bit. There is no flow control. Each command to the iPlayer 3 consists of five characters. The first character is always **X**. The next two characters are the ASCII representation of a hexadecimal command byte. The last two characters are a hexadecimal data byte. The hexadecimal alpha characters are uppercase (**0 - 9, A - F**).

- Replies from the iPlayer 3 are also in this format, but begin with **Y** instead of **X**.
- Characters are not echoed by the iPlayer 3 when they are received.
- Illegal characters or badly formatted packets are ignored with no error indication.

iPlayer 3 Commands

Note: *dd* is used below to represent a hexadecimal byte.

X00*dd*

Set Mode. Sets the current operating mode to *dd*.
Not currently used.

X0100

Lights Off. Turns all lights off.

X02*dd*

Set Absolute Intensity. Sets the global brightness level to *dd* (**00** = Off, **FF** = full On).

X03*dd*

Set Relative Intensity. Raises or lowers the global brightness level by *dd* (*dd* is 2's complement, so **02** increases by 2, **FE** decreases by 2). Brightness is pegged between **0** and **255**.

X04*dd*

Set Show. Starts the show with trigger number *dd*, playing from the beginning. The trigger number must be in the range 1 through 225 (**E1**).

Replies from the iPlayer 3

Y00*dd*

Returns current mode

Y0100

Entered off mode

Y02*dd*

Returns current intensity level

Y03*dd*

Not sent

Y04*dd*

Returns current show

Y0F*dd*

Error occurred, show number in data byte. This is most often returned when the selected show is not available (so the keypad knows to make the LED blink).

Appendix C

Firmware Update Procedure

Overview

The iPlayer 3 firmware image is periodically updated to improve system performance and functionality. If your iPlayer 3 is not running the most recent firmware, it is recommended that you update to maximize system performance. The most recent released firmware image can be downloaded from www.colorkinetics.com/support/iplayer3/.

Determining Firmware Version

1. Power On the iPlayer 3.
2. Launch Configuration Mode.
3. Access the **INFO** menu, then select **VERSION**.
4. The screen should display the firmware version in the form v01.00.xx b00001.
5. If the “xx” value is a lower number than the most recent image on the website, follow the update procedure described below.

Firmware Update Procedure

1. Connect the USB cable from iPlayer 3 to your PC or Mac
2. Download and extract the iPlayer 3 Firmware Updater from www.colorkinetics.com/support/iplayer3/
3. Download the most recent firmware image from www.colorkinetics.com/support/iplayer3/
4. Go to the iP3 Firmware Updater folder and open the file: iP3 Bootloader.exe.
5. Once the program is open, click **Select** under Firmware Image File.
6. Select the latest .HEX file from the directory where you saved it, then click **Open**.
7. With the firmware image successfully loaded, click **Connect** under iPlayer 3.
8. Once the version information is displayed under iPlayer 3, click **Program** to begin the update process.

Caution: Do not disconnect the USB cable during the firmware upgrade process, as doing so may damage the device.
9. When the firmware update successfully completes, the message “Programming complete!” is displayed. Click **OK**, then select **File – Quit** to exit the program.

Appendix D

Cloning and Formatting SD Memory Cards for use in iPlayer 3

Overview

iPlayer 3 utilizes SD memory cards for removable storage. You can take advantage of this feature if you have multiple, identical installations playing the same iPlayer 3 show files. For example, you can clone an SD card from one iPlayer 3 and use it on another iPlayer 3, rather than configuring each iPlayer 3 from scratch.

SD memory cards up to 2 GB in size and SDHC memory cards up to 8 GB are compatible with the iPlayer 3. All SD memory cards used in the iPlayer 3 must be formatted to use the FAT file system.

You cannot clone or format an SD memory card while it is installed in the iPlayer 3. However, you can use a Windows® PC or Mac with a memory card reader to perform these functions.

SD Card Cloning Procedure (Windows® or Mac OS)

1. Remove the two access door screws on the bottom of the iPlayer 3.
2. Slide the door off the iPlayer 3, then remove the SD card.
3. Insert the SD card into a memory card reader on your PC or Mac.
4. Copy the folder named IPLAYER3 to your computer.
5. Eject the SD card from the memory reader, then insert a new SD card.
6. Format the new SD card as FAT (see below).
7. Copy the IPLAYER3 folder from your computer to the top level directory of the SD card.

Windows® SD Card Formatting Procedure

1. Remove the two access door screws on the bottom of the iPlayer 3.
2. Slide the door off the iPlayer 3, then remove the SD card.
3. Insert the SD card into a memory card reader on your Windows PC.
4. Reformat the SD card as you would any drive partition on your PC:
 - a. Double-click **My Computer** or **Computer**.
 - b. Right-click the icon for the SD card.
 - c. Select Format from the pop-up menu.
 - d. Select FAT Format.
 - e. Select **Full Format**.

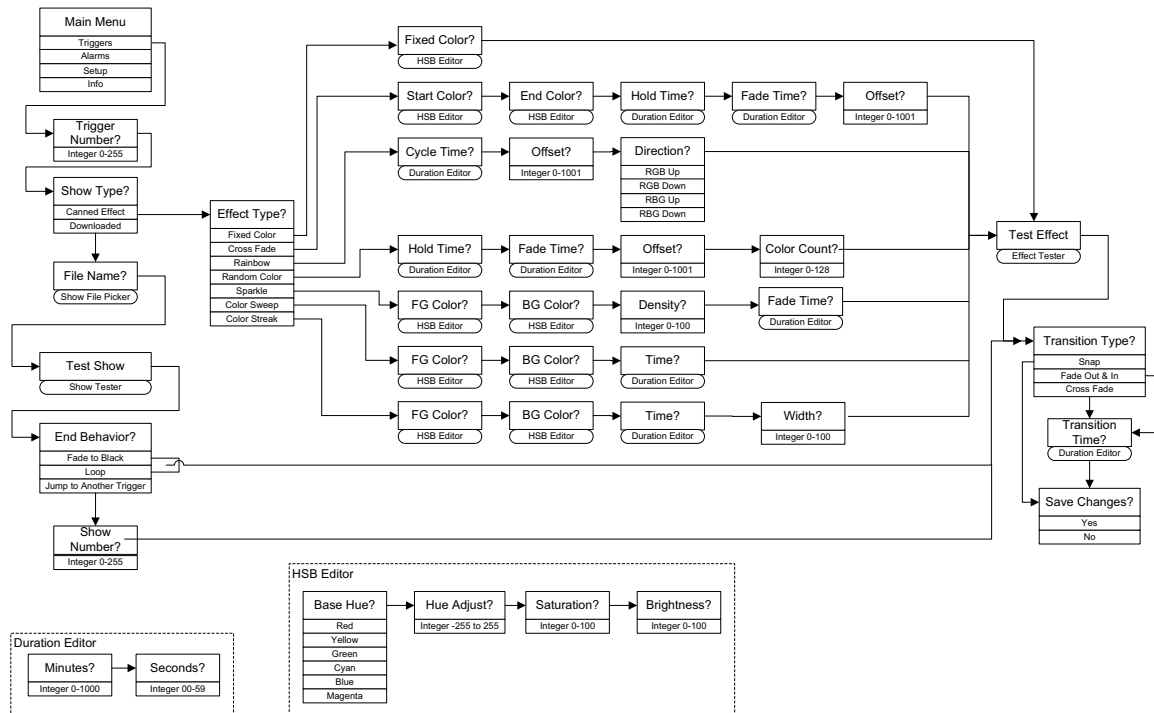
Mac OS SD Card Formatting Procedure

1. Remove the two access door screws on the bottom of the iPlayer 3.
2. Slide the door off the iPlayer 3, then remove the SD card.
3. Insert the SD card into a memory card reader on your Mac.
4. Run the Disk Utility application (located in the Utilities folder).
5. Select the Erase tab.
6. Select the SD card from the list of available disks in the left column.
7. Under Volume Format, choose MS-DOS File System (FAT).
8. Click the **Erase** button.

Appendix E

Configuration Menus in Detail

Triggers Menu



Trigger Number?

Assign a trigger number (0 - 255).

Show Type?

Select **Canned Effect** to use an iPlayer 3 preconfigured show or **Downloaded** to use a custom show file downloaded from ColorPlay 3.

Canned Effect Types

Choose from seven visual effects:

FIXED COLOR: Static display of a solid color.

CROSS FADE: A smooth transition from one solid color to another

RAINBOW: A sequence of solid colors moving in one direction

RANDOM COLOR: A sequence of randomly generated solid colors at specified intervals

SPARKLE: Flashes of foreground color at random over a solid background color

COLOR SWEEP: Progressive transition of a solid foreground color across a solid background

COLOR STREAK: An animated effect with narrow lines of color over a solid background

Canned Effect Parameters

Fixed Color Effect

Fixed Color

Use the HSB Editor to enter Hue, Saturation, Brightness values for a fixed display color.

Cross Fade Effect

Start Color

Use the HSB Editor to enter values for a starting color.

End Color

Use the HSB Editor to enter values for an ending color.

Hold Time

Enter a color hold duration — specifies how long a color is held before it fades.

Fade Time

Set a duration for the color fade.

Offset

Specify the angle of the effect.

Rainbow

Cycle Time

Enter an effect duration in minutes and seconds (changes the width of the color bars).

Offset

Specify the angle of the effect.

Direction

Set the effect to go up the RGB scale or down the RGB scale.

Random Color

Hold Time

Enter a color hold duration — specifies how long a color is held before it fades.

Fade Time

Set a duration for the color fade.

Offset

Specify the angle of the effect.

Color Count

Specify the number of random colors included in the effect (up to 128).

Sparkle

FG Color

Use the HSB submenu to enter values for a foreground color.

BG Color

Use the HSB submenu to enter values for a background color.

Density

Modify the number of nodes covered by the foreground color.

Fade Time

Set a duration for the color fade.

Color Sweep

FG Color

Use the HSB submenu to enter values for a foreground color.

BG Color

Use the HSB submenu to enter values for a background color.

Time

Set the duration of the color effect.

Color Streak

FG Color

Use the HSB submenu to enter values for a foreground color.

BG Color

Use the HSB submenu to enter values for a background color.

Time

Set the duration of the color effect.

Width

Specify the width of narrow line animated in the foreground.

File Name?

Select a ColorPlay 3 .SHO file for download.

Test Show

Simulate the downloaded show on your lighting installation.

End Behavior?

Specify an end behavior for the downloaded ColorPlay 3 show:

LOOP: Repeat the show indefinitely.

LIGHTS OFF: End the show and turn of all fixtures in the installation.

JUMP TO TRIGGER: Trigger another show file.

Show Number?

If you selected **JUMP TO TRIGGER** in the End Behavior menu, enter a show number (0 - 255).

Transition Type?

Set a show transition:

SNAP: No transition.

FADE OUT & IN: Fade out to black, then back to the start color of the current show or next show.

CROSS FADE: Morph from the end of the current show to the beginning of the current show or the beginning of the next show.

Transition Time?

Set a duration for the selected transition type.

Save Changes?

In the Triggers menu and associated submenus, you must save for your changes to take effect.

HSB Editor

Base Hue?

Select a standard color: **Red, Yellow, Green, Cyan, Blue, or Magenta.**

Hue Adjust?

Adjust the hue spectrum value of the base color to create a custom color (-255 - 255).

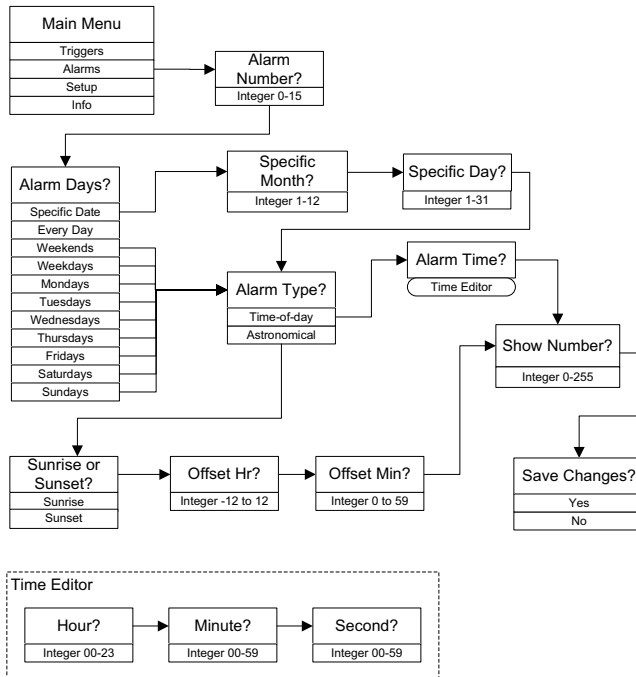
Saturation

Adjust the intensity of the color (0 - 100).

Brightness

Adjust the brightness of the color (0 - 100).

Alarms Menu



Alarm Number?

Assign an alarm number (0 - 15).

Alarm Days?

Specify a specific date, weekends, weekdays, or a day of the week.

Specific Month?

If you selected **SPECIFIC DATE** in the Alarm Days? menu, enter a month number (1 - 12).

Specific Day?

If you selected **SPECIFIC DATE** in the Alarm Days? menu, enter a day number (1 - 31).

Alarm Type?

Select **TIME-OF-DAY** to create an alarm based on clock time or **ASTRONOMICAL** to create an alarm based on the time of sunrise or sunset.

Alarm Time?

Enter the hour, minute, and seconds as the clock time to activate the alarm.

Sunrise of Sunset?

Select **SUNRISE** or **SUNSET** as the astronomical time to activate the alarm.

Offset Hr?

If you selected **ASTRONOMICAL** in the Alarm Type? menu, you enter an offset to stagger the alarm before or after the astronomical event by hours.

Offset Min?

If you selected **ASTRONOMICAL** in the Alarm Type? menu, you enter an offset to stagger the alarm before or after the astronomical event by minutes.

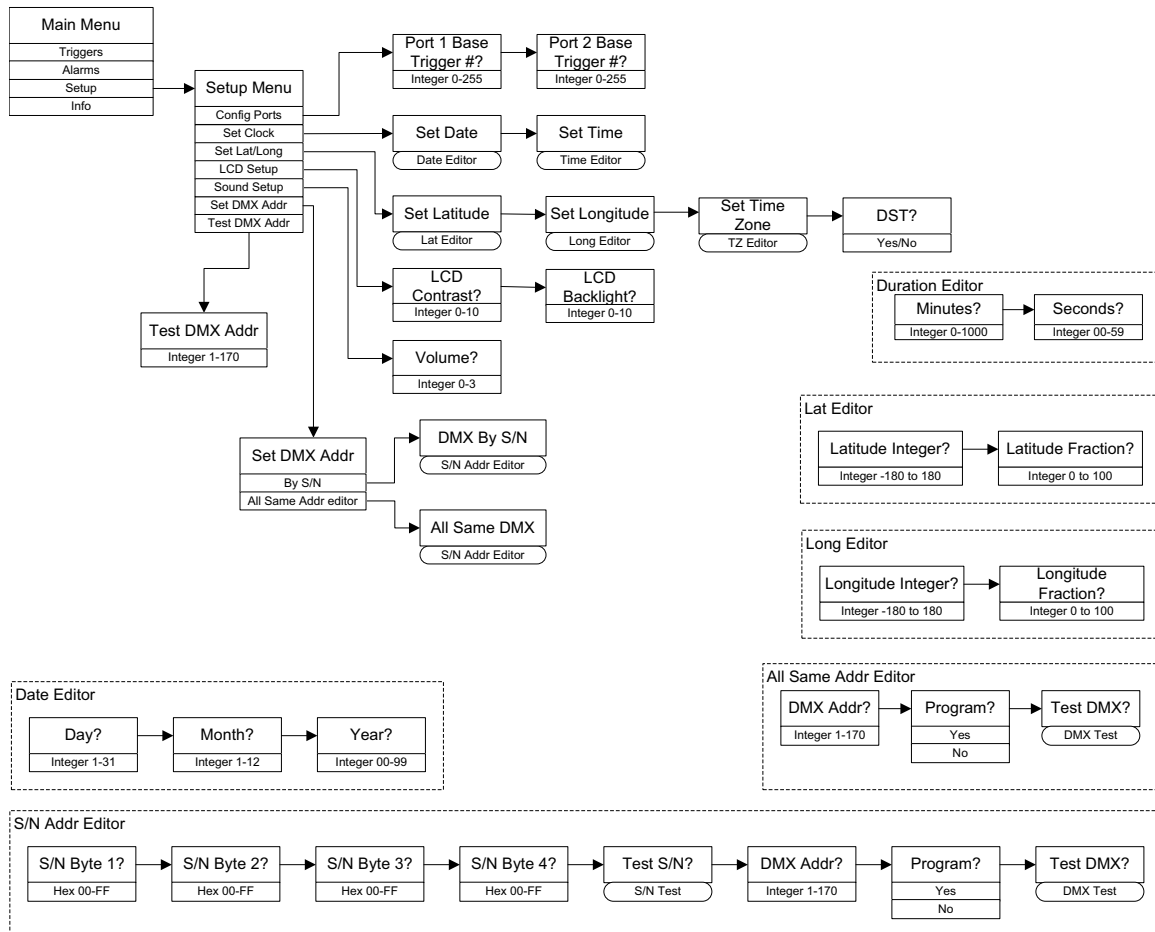
Show Number?

Associate the alarm with a trigger number. When the alarm activates, it will automatically start the associated trigger.

Save Changes?

In the Alarms menu, you must save for your changes to take effect.

Setup Menu



Setup Parameters

Port 1 Base Trigger #, Port 2 Base Trigger

Create a show range offset for serial port 1 or serial port 2 (change the starting base show number for a serial port).

Set Date

Use the Date Editor to enter the correct day, month and year.

Set Time

Use the Time Editor to set the clock time.

Set Latitude

Use the Latitude Editor to set latitude (used to calculate sunrise and sunset).

Set Longitude

Use the Longitude Editor to set longitude (used to calculate sunrise and sunset).

LCD Contrast?

Set the contrast of the LCD screen (0 - 10).

LCD Backlight?

Set the brightness of the LCD screen (0 - 10).

Volume?

Set the volume level of the internal speaker (0 - 3). Turn the speaker off by selecting 0.

Set DMX Address

By Serial Number

Use the Serial Number Editor to set DMX addresses by fixture serial number.

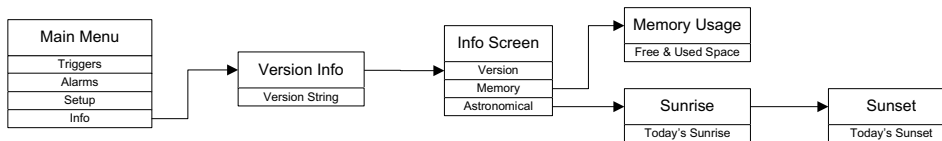
All Same Address

Use the All Same Address Editor to set all fixtures to the same DMX address.

Test DMX Address

Enter the DMX address you want to test (1 - 170).

Info Menu



Version Info

Displays the installed firmware version so you can determine if firmware needs to be updated (see Appendix C for details).

Memory Usage

Displays available/used onboard memory.

Sunrise

Displays today's time of sunrise based on clock time, longitude, and latitude.

Sunset

Displays today's time of sunset based on clock time, longitude, and latitude.

Index

A

alarm 22
alarms 17, 18
alarms, download 27
AuxBox 4, 18
AuxBox, connecting 12

C

ColorPlay 3 4, 10, 20, 26
Configuration mode 15, 20
Controller Keypad 4, 18, 20
Controller Keypad, connecting 12

D

DMX address 23, 24
DMX output port 13
DMX universe 4

E

effect 21
effects 5, 16
electrical specifications 7
end behavior 22
environmental specifications 7

F

firmware version 24

H

hardware features 14

L

LCD brightness 19
LED indicator light 19
light shows 5

M

Main Menu 20
memory usage 24
mounting 8
mounting bracket 9

P

Preset button 16, 18, 21

R

Range switch 12
related documents 5
Run mode 15, 18

S

Setup Menu 22
show files, download 26
show playback, automating 18
shows 16
shows, linking multiple to a trigger 17
system requirements 10

T

transition 22
triggers 16, 20
triggers, download 27

U

USB cable 11
USB mode 15, 26