Addressing and Configuration Guide

featuring QuickPlay Pro

Version 1.1

For use with CK Intelligent Series
Color-Changing Fixtures

PHILIPS

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Introduction

Addressing is the process of programming lighting fixtures with DMX addresses so that a playback controller can properly route light output data.

There are wide-ranging lighting system configurations, each with a specific combination of fixtures and Power / Data Supplies or Data Enablers. This document contains step-by-step addressing, configuration, and testing methods for a wide variety of Philips Color Kinetics lighting system configurations.

Refer to your lighting system user documentation for physical installation instructions. Installation Instructions, User Guides, Specification Sheets, and Product Guides can be found online at: www.colorkinetics.com/support

■ Welcome to QuickPlay Pro

About QuickPlay Pro

Welcome to QuickPlay Pro, the multi-feature lighting system software from Philips. QuickPlay Pro allows you to configure, test, and demonstrate lighting systems via computer (PC or Mac).

Installation

QuickPlay Pro is easy to download and install. Download the installation file appropriate for your operating system from www.colorkinetics.com/support/addressing/download, then unzip the installation files.

- If using Windows®, double-click **Install QuickPlay Pro.exe** to begin installation, then follow the on-screen prompts.

- If using Mac OS X, drag the application from the disk image to your Applications folder. You can then eject and delete the disk image, as desired.

Once the installation is complete, connect your computer to the lighting network:

- If working with a DMX lighting installation, use a SmartJack Pro or iPlayer® 3 to connect the computer to the lighting network.

- If working with an Ethernet lighting installation, connect your computer directly to a lighting network Ethernet switch. SmartJack Pro or iPlayer 3 is not used.

After connecting to the lighting network, addressing fixtures using QuickPlay Pro is quick and easy:

- If addressing Chromacore® fixtures in a DMX lighting network, you can enter fixture serial numbers and assign DMX addresses, or you can automatically configure fixtures by importing a spreadsheet listing each fixture's serial number and corresponding DMX address.

- If working with Chromasic® fixtures in a DMX network, you can program a Power / Data Supply with a base light number. The base light number allows the LED nodes within each attached fixture to receive the correct light output data.

- If working with an Ethernet lighting installation, QuickPlay Pro automatically discovers all of your fixtures, Ethernet Data Enablers, and Ethernet Power / Data Supplies for quick configuration. QuickPlay Pro allows you to rename Ethernet devices and change their IP addresses.

Key Features of QuickPlay Pro

Feature	Description
Serial Addressing	Set DMX addresses based on fixture serial numbers.
PDS Configuration	Configure a base light number on a Power / Data Supply. The base light number enables the Power / Data Supply to send correct light output data to each attached fixture.
iColor® Accent Powercore Configuration	Configure a base light number and set pixel resolution on an iColor Accent Powercore fixture. When programmed with a base light number and a pixel resolution value, each pixel within the fixture can display the correct data.
ColorReach™ Powercore Configuration	Set DMX addresses based on fixture serial numbers. Configure ColorReach Powercore fixtures for "full fixture" or "half fixture" control.
Test	Rapidly verify the DMX addresses you have configured. You can also test a specific DMX value on one or more channels.
Live Demonstration	Select from four built-in light effects: fixed color, color wash, rainbow, and streak.
Import / Export Serial Numbers	Import a CSV (comma-separated value) file to automatically configure a series of serial-addressed lighting fixtures.

What's New in QuickPlay Pro, Version 1.1

Feature	Description
Basic RDM Support	Configure the DMX personality of compatible RDM (Remote Device Management) lighting fixtures
Mapping Tool	Perform bulk fixture sorting and addressing based on a DMX address map
Send Less than Full DMX Universe	Customize the DMX frame, reducing data packet size
Automatic Software Version and Firmware Check	Check for the latest version of QuickPlay Pro; check for the latest SmartJack Pro or iPlayer 3 firmware update
SmartJack Pro Firmware Updater (Windows® only)	Install the latest SmartJack Pro firmware via QuickPlay Pro
Basic 16-bit Support	Set compatible fixtures to 16-bit mode or 8-bit mode
Improved User Interface	Enhanced color picker, visual mapping tool, intuitive controls

◼ Understanding Addressing

The following section describes why you address lighting systems, how DMX addresses are related to light numbers, and the configuration differences between Chromacore systems and Chromasic systems.

Why Do You Address Lighting Systems?

Your lighting system from Philips Color Kinetics comprises a controller, wiring, Power / Data Supplies or Data Enablers, and fixtures. Addressing enables the devices in the system to extract the correct segment of data from the data broadcast sent by the controller. Using the data targeted for its address, a fixture can display the correct light output.

What is DMX512?

DMX512, also known as DMX, is a network protocol designed for professional lighting systems. Each three-channel lighting fixture in a DMX network is programmed to receive separate channels of data from a controller, one each for the red, green, and blue data channels. For example, the first fixture is programmed to receive light output data via DMX addresses 1, 2, and 3; the second fixture receives data for DMX addresses 4, 5, and 6; and so on. Each DMX universe supports a maximum of 512 DMX addresses.

Light Numbers

Light numbers simplify the addressing process by associating three DMX channels with a single value. For example, light number 1 corresponds to DMX channels 1, 2, and 3; light number 2 specifies DMX channels 4, 5, and 6; and so on.

Note: Light numbers only apply to lighting networks exclusively comprising three-channel fixtures.

Default Addressing

By default, three-channel fixtures from Philips Color Kinetics are factory set to DMX addresses 1. Note that certain fixtures have multiple addressable segments. For example, ColorGraze Powercore fixtures, depending on their housing lengths, have 2 to 4 segments. Every segment of a fixture is also factory set to DMX address 1.

Fixtures Using More than Three Channels of Data

Certain fixtures use more than three channels of output data: five-channel or six-channel fixtures, for example. QuickPlay Pro offers compatibility with expanded-channel fixtures from Philips Color Kinetics, up to 12 channels per fixture.

Chromacore and Chromasic Fixtures

Chromacore and Chromasic fixtures have different addressing methods:

- Chromacore fixtures are programmed with DMX addresses by QuickPlay Pro, based on serial numbers. Chromacore fixtures retain their DMX addresses when disconnected from the lighting network.

- When Chromasic fixtures are used, QuickPlay Pro addresses the Power / Data Supplies, rather than the individual fixtures. Each Power / Data Supply is programmed with a base light number. The base light number, combined with a programmed node quantity matching the attached fixtures, enables the Power / Data Supply to capture the light output data sent by the controller and route it to the fixtures. Chromasic fixtures do not receive light numbers and therefore can be swapped without reprogramming.

  Note that iColor Accent Powercore fixtures are an exception. iColor Accent Powercore fixtures are programmed with base light numbers but can retain their light numbers when disconnected.

◼ Addressing Methods

There are three methods for addressing fixtures from Philips Color Kinetics, two of which require QuickPlay Pro:

- **Serial addressing** applies to most Chromacore fixtures (fixtures that receive DMX addresses based on serial numbers) and all ColorReach Powercore fixtures.

- **Base light number configuration** applies to all Chromasic fixtures (and their Power / Data Supplies) and iColor Accent Powercore fixtures.

- **Onboard addressing** applies to fixtures and Power / Data Supplies that have onboard hardware addressing controls. QuickPlay Pro is not used to address fixtures or Power / Data Supplies that have onboard addressing features. For example, QuickPlay Pro is not required to address ColorBlaze® fixtures.

See page 68 for a reference table of addressing methods used for specific configurations.

Serial Addressing

Chromacore fixtures are programmed with DMX addresses via the Fixture Configuration tool in QuickPlay Pro. To configure a Chromacore fixture, or segment of a Chromacore fixture, you enter the serial number, specify a DMX address, and then click **Program**. The unique serial numbers for Chromacore fixtures can be found on barcode labels typically located on the back of each unit.

Note that ColorReach Powercore fixtures have two addressable segments, but only one serial number per fixture. ColorReach Powercore fixtures are programmed in the same manner as other Chromacore fixtures, with the additional step of specifying "full fixture" mode or "half fixture" mode configuration:

- Full fixture mode treats both segments of the fixture as one, displaying the same output.

- Half fixture mode treats each segment of the fixture as a sequentially addressable segment, displaying different output on each.

When the barcode label is removed, or fixtures are installed in a manner where the labels are not visible, you can use the *Search* feature in QuickPlay Pro to manually obtain a serial number from a fixture's circuitry. If working with a fixture connected to an Ethernet Data Enabler or Ethernet Power / Data Supply, you can use the *Discover* feature to automatically obtain fixture serial numbers.

You can also address Chromacore fixtures in batches by importing serial numbers. In the Address Fixtures tool and Import Serial Number tool, QuickPlay Pro can import a CSV (comma-separated value) file containing the serial numbers and DMX addresses of each fixture, eliminating the need for manual entry.

PDS Configuration

The PDS Configuration tool allows you to work with Chromasic fixtures and their Power / Data Supplies. To send the correct light output to the attached fixtures, each Power / Data Supply is programmed with a base light number and node quantity values using the PDS Configuration tool. With the base light number and node quantities programmed, a Power / Data Supply can extract the correct segment of data from the data broadcast and route just that portion of data to the fixtures. For example, if the base light number is 10, and the total quantity of attached nodes is 144, the Power / Data Supply will extract the data being sent from the controller for light numbers 10 – 153. The device will then pass that segment of data to the attached fixtures.

The nodes in most Chromasic fixtures are not "aware" of light numbers. Instead, the nodes simply display a segment of data sent to a series of light numbers or single light number. Therefore, if you disconnect a Chromasic fixture from a Power / Data Supply, and then attach a new Chromasic fixture to the Power / Data Supply, the new fixture will display data.

iColor Accent Powercore fixtures are the exception. Using the PDS Configuration tool, iColor Accent Powercore fixtures are configured with a base light number and pixel resolution (node quantity) values. If you disconnect an iColor Accent Powercore fixture from a Data Enabler EO, the fixture retains its programming.

Ethernet Configuration

QuickPlay Pro automatically discovers Ethernet Data Enablers, Ethernet Power / Data Supplies, and iColor Accent fixtures. The PDS Configuration tool allows you to you rename Ethernet devices and change their IP addresses.

■ Using QuickPlay Pro

QuickPlay Pro Interface Overview
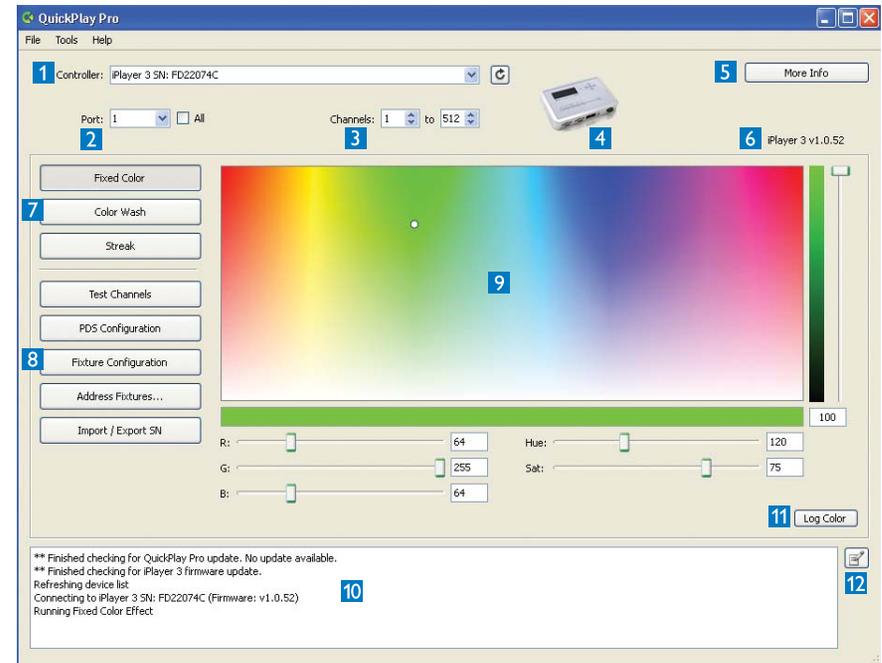
1. Controller selection
2. Port selection
3. Select DMX addresses used for light effect
4. Controller image
5. Get more controller information
6. Controller firmware version
7. Display effect
8. Tool selection
9. Work area
10. Status log
11. Log Color (Fixed Color effect only)
12. Add comment to status log

Controller Selection

Refresh button

When launched, QuickPlay Pro discovers any connected SmartJack Pro, iPlayer 3, Ethernet Power / Data Supply, Ethernet Data Enabler, or iColor Accent Powercore fixture, and displays the devices in the controller list. Click the **Refresh** button to update the list with any devices connected after QuickPlay Pro was launched.

Port Selection

All ports checkbox

When you select a device from the controller list, you have the option to specify an output port (for example, iPlayer 3 has two ports). The default port is port **1**. Check the **All** ports checkbox to mirror programming and testing on all output ports.

Select DMX Addresses for Effect

When you select an effect, you can specify a range of DMX addresses on which to display the effect. For example, if you wish to display the effect on fixtures with DMX addresses in the 1 – 39 range, enter those values in the **Channels** fields. The **Channels** fields are grayed out when you are not displaying an effect.

More Information

Click **More Info** to open the Philips Color Kinetics product webpage for the selected controller. The product webpages contain documentation and software downloads.

Firmware Version

With the exception of iColor Accent Powercore fixtures, QuickPlay Pro automatically detects and displays the firmware version of the currently selected device and displays it below the **More Info** button.

- If a newer version of SmartJack Pro firmware is available, a prompt appears asking if you want to update the device firmware via QuickPlay Pro.

- If a newer version of iPlayer 3 firmware is available, a warning prompt appears in the status log and the firmware version becomes a link to the iPlayer 3 support page. Refer to the iPlayer 3 User Guide for firmware update details. The iPlayer 3 User Guide is available at: www.colorkinetics.com/ls/controllers/iplayer3/.

Light Effects
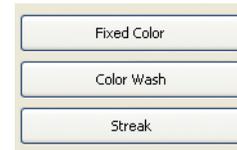
Click **Fixed Color, Color Wash,** or **Streak** to display an effect. Use the color picker and sliders to customize effect output. Note that the **Color Wash** effect contains an additional option, **Rainbow**.

Rainbow effect

Log Color (Fixed Color effect only)

In the **Fixed Color** effect, click **Log Color** to add a line in the log file containing the red, green, and blue values of the selected color.
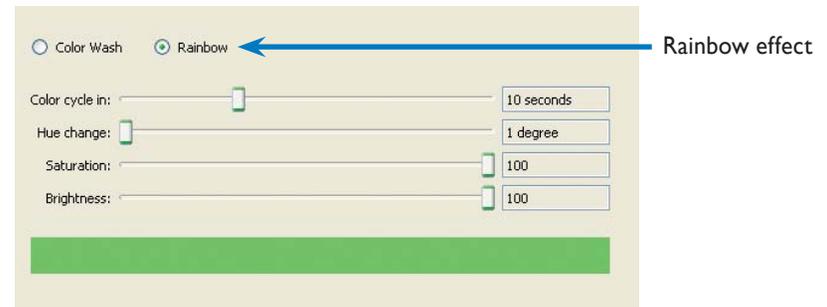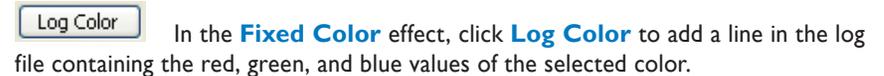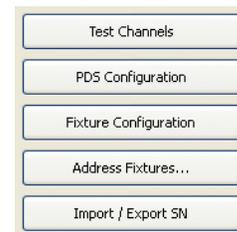
Tool Selection

QuickPlay Pro has five built-in testing and configuration tools. Select the appropriate tool by clicking the corresponding button.

Test Channels Tool
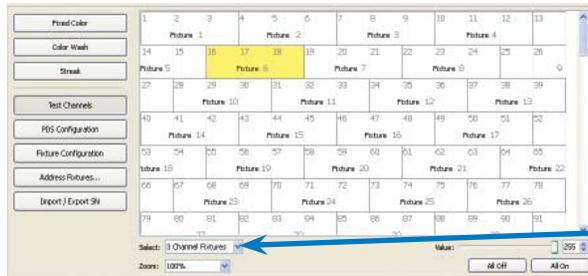
Selection dropdown

The Test Channels tool allows you to test your installation by selecting individual DMX channels, or blocks of DMX channels, and verifying that the corresponding fixtures illuminate blue. Use the **Selection** dropdown to select individual DMX address selection or block selection (with your choice of 2 – 12 channels per block).

Select a DMX channel or block to test; click another channel or block to advance. Use the left and right arrow keys on your keyboard to rapidly step through adjacent channels or blocks. Alternately, [Ctrl]-click to select multiple non-adjacent channels or blocks.

PDS Configuration Tool
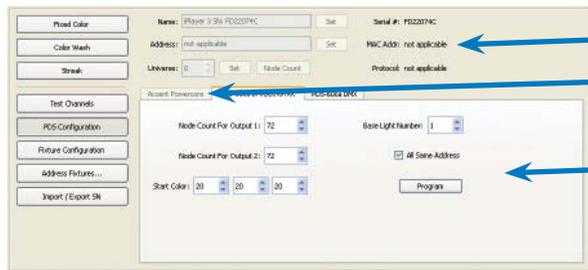
Ethernet controls

Accent Powercore tab

DMX controls

Ethernet Configuration

When an Ethernet-enabled device is selected from the controller list, the Ethernet controls in the top half of the PDS Configuration tool become active.

The Ethernet controls enable you to rename the device and change its IP address. The device serial number, MAC address, and network protocol are also displayed. (The universe feature is for future releases of QuickPlay Pro and not currently used – do not change the default setting.)

DMX Configuration

When a SmartJack Pro or iPlayer 3 is selected from the controller list, the DMX

controls in the bottom half of the PDS Configuration tool become active. The PDS Configuration tool allows you to set a Power / Data Supply base light number, specify the quantity of nodes for the Chromasic fixtures attached to each output port, and specify whether to display unique data on each node or the same data on all nodes. You can also change the start color of fixtures attached to the Power / Data Supply. The start color displays when a fixture is powered on but not receiving data.

DMX networks with PDS-60ca Power / Data Supplies use a linked configuration — all of the units are connected to each other in a series. Therefore, every Power / Data Supply in the network receives the entire broadcast of DMX data from the controller. With a base light number and node quantities programmed via QuickPlay Pro, a Power / Data Supply can extract the correct segment of data from the DMX broadcast and route just that portion of data to the attached fixtures.

Note that the PDS Configuration tool also addresses iColor Accent Powercore fixtures. The **Accent Powercore** tab becomes active when an iColor Accent Powercore fixture is selected from the controller list. You use the PDS Configuration tool to program the pixel resolution and base light number of the fixtures. You can also program all discovered iColor Accent Powercore fixtures to the same pixel resolution or base light number.

Fixture Configuration Tool

The Fixture Configuration tool addresses Chromacore fixtures, or segments of Chromacore fixtures, based on serial numbers. To program a Chromacore fixture or segment, enter a serial number, assign a light number or DMX address, and click **Program**.

To enter a serial number, you can type it in the **Enter Serial Number** field, use the *Search* feature to manually identify it, or use the automatic *Discover* feature (Ethernet networks only). When a valid serial number is detected, the appropriate tabs become available:

DMX Address: Address a fixture using a DMX address.

Light Number: Address a fixture with a light number (three-channel only).

Resolution: Program a compatible fixture with 8-bit or 16-bit resolution.

Mode (ColorReach Powercore): Set the fixture to "full fixture" or "half fixture" (display unique output on each fixture half).

RDM: RDM fixtures allow two-way communication via DMX. Program an RDM-compatible fixture with a DMX personality. To access the RDM tab, the serial number must be thirteen total characters, with a four-digit RDM prefix separated by a ":". For example, the following is a valid serial number format: 7353: FD131319.

Note that Chromacore fixtures, once addressed, store their DMX addresses in memory. Therefore, if you disconnect a Chromacore fixture from a lighting network, that fixture will retain its configuration.

Address Fixtures Tool
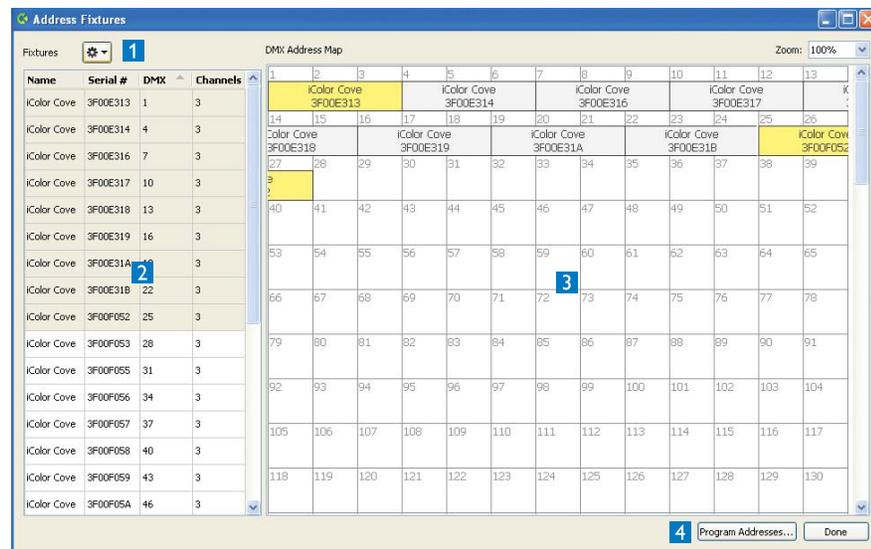
1. Fixture dropdown
2. Fixture list
3. DMX address map
4. Program Addresses button

The Address Fixtures tool allows you to rapidly address multiple fixtures, or segments of fixtures, based on serial numbers. The simple visual interface contains a fixture dropdown menu, fixture list and DMX address map.

When working with an Ethernet-based lighting network, the Address Fixtures tool automatically discovers and populates the columns in the fixture list, including the name and correct channel quantity of each fixture. In a DMX-based network, you populate the columns manually, based on fixture serial numbers.

Add fixtures to the map through the fixture dropdown commands or via simple drag-and-drop placement. Once fixtures are placed on the map, you can adjust the layout by dragging fixtures to new addresses. On the map, each selected fixture appears highlighted in yellow.

- Press [Shift] + left and right arrow keys to select multiple adjacent fixtures.

- Use [Ctrl]-click to select non-adjacent fixtures.

- Press [Ctrl]-[A] to select all fixtures.

- Press the left and right arrow keys to step through fixtures.

- To de-select, click anywhere on the map that does not contain a fixture.

Note that you can also select DMX addresses, rather than fixtures. To select a DMX address, click on the number above the fixture block.

On the map, overlapping fixtures display a red triangle icon. Clicking on the triangle will display a menu that allows you to select one of the overlapping fixtures. You can move the overlapping fixtures by dragging them, use the **Distribute all fixtures on the map to unique DMX addresses** feature, or leave the fixtures overlapping, as desired. The black triangle icon in the fixture list indicates the corresponding fixture has been moved from its original DMX address.

The Address Fixtures tool contains three special features in the Fixtures dropdown:

Import fixtures to the list: Instantly populate the fixtures list based on a CSV (comma-separated value) file containing fixture serial numbers and DMX addresses (optional), rather than manually adding fixtures.

Sort all fixtures in the list from first to last: Sorting is useful for addressing installed fixtures in a logical order (for example, from left-to-right or top-to-bottom). The sort feature allows you to organize the fixtures based on visual feedback (red light output). Once fixtures are sorted, you can then program them with new, sequential DMX addresses. Note that the sort feature utilizes keyboard shortcuts for the sorting process, enabling you to watch the fixtures for visual feedback instead of switching back-and-forth between the computer screen and the installation. See the next page for keyboard shortcuts.

Export list of fixtures and DMX addresses: Create a CSV file containing fixture serial numbers and DMX addresses, for use as a record of the installation or for use with QuickPlay Pro.

Import / Export Serial Number Tool

Similar to the serial number features contained in the Address Fixtures tool, the Import / Export Serial Number tool is used to automatically configure serial-addressed fixtures. When you import a CSV file with fixture serial numbers and DMX address, QuickPlay Pro automatically addresses the fixtures. See page 16 for details on using the Import / Export Serial Number feature.

Work Area
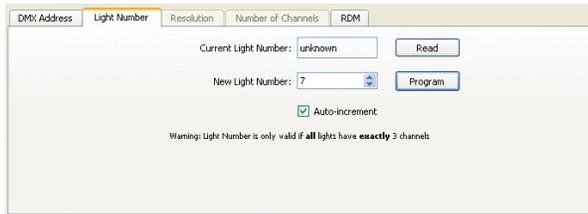
The work area displays the menus and entry field of each QuickPlay Pro tool.

Status Log

QuickPlay Pro keeps a status log while running. You can add notes to the log with the **Add Comment to Log** button.

Options and Help

Select **File > Save Log...** to manually save the status log text file as a specific file name in a specific location (QuickPlay Pro automatically saves logs of the last 15 sessions).

Select **File > Save List of Controllers...** to save all discovered controllers, their serial numbers and / or IP addresses to a CSV file.

Select **Tools > Options** to configure the data output refresh rate, change the network interface (for example, if using multiple network adapters), and download the latest software version (if available). See page 17 for instructions on changing network settings. The **Scripting** option is for advanced users allowing batch configuration and custom programming. Contact your Philips Color Kinetics Application Engineering group or technical support team for details on using this feature.

Click **Help** to open the Addressing and Configuration Guide Featuring QuickPlay Pro document. Clicking the **About** button displays the current QuickPlay Pro software version.

Keyboard Shortcuts

Keyboard Control	Action
up and down arrow keys	Scroll through items in a dropdown list
left and right arrow keys	Step through fixture blocks and DMX addresses in the Test Channels tool or Address Fixtures tool.
right-click mouse	De-select fixtures blocks and DMX addresses in the Test Channels tool.
[Shift] + left and right arrow keys	Select multiple, adjacent fixtures or DMX addresses in the Test Channels tool or Address Fixtures tool.
[Ctrl] + click	Select non-adjacent fixtures or DMX addresses in the Test Channels tool or Address Fixtures tool.
[Ctrl] + [A] key	Select all fixtures and DMX addresses in the Address Fixtures tool.
[Y] key	During the Address Fixtures tool sorting process, answer "Yes" when prompted if the correct fixture is displaying red light output.
[N] key	During the Address Fixtures tool sorting process, answer "No" when prompted if the correct fixture is displaying red light output.
[B] key	During the Address Fixtures tool sorting process, back up one step.

◼ QuickPlay Pro Addressing Procedures

This section describes how to address the fixtures in your lighting network using QuickPlay Pro.

Configuring a Chromasic Fixture on a DMX Network

Note: If programming an iColor Accent Powercore fixture, skip to the next page.

1. Connect the PDS-60ca directly to SmartJack Pro or iPlayer 3. Disconnect all other Power / Data Supplies in the network.

2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.

3. (Optional, for iPlayer 3) Select a specific output port, or select **All** to send the same light data to all output ports.

4. Select the **PDS Configuration** button in QuickPlay Pro.

5. Select the correct tab for your Power / Data Supply, **PDS-60ca DMX / Ethernet** or **PDS-60ca DMX**.

   Chromasic fixtures have different quantities of nodes. For example, a strand of iColor Flex SLX typically has 50 nodes, whereas an iColor Module FX fixture has either 9 or 36 nodes. Determine the node count of your fixtures.

6. By default, QuickPlay Pro enters the maximum node count for each port (72) in the **Node Count for Output 1** or **Node Count for Output 2** fields. Determine the node counts of your fixtures and enter the values in the **Node Count for Output 1** and **Node Count for Output 2** fields.

7. Enter a **Base Light Number.** Chromasic fixtures receive light output data from the PDS-60ca according to the base light number and the quantity of nodes entered in step 6. For example, if the base light number is 51, and the total node count is 100, the fixtures will display light output for light numbers 51 – 150.

   (Optional) To display identical data on all nodes, select the **All Same Address** checkbox. The data sent to the base light number will be displayed on all fixtures.

8. (Optional) You can reconfigure the fixture start color of RGB fixtures by entering values from **0** to **255** for the red, green and blue channels (0 = fully Off, 255 = fully On). The start color appears when the fixture is first powered on and not receiving data. Examples:

   Dim white: red 20, green 20, blue 20

   Full white: red 255, green 255, blue 255

   Red: red 255, green 0, blue 0.

9. Press **Program** to address the fixture. The fixture flashes to confirm it has been set up.

   Note: The address programming remains with the Power / Data Supply. If a Chromasic fixture is disconnected and then connected to another Power / Data Supply, the fixture will display light data according to the base light number of the new Power / Data Supply.

Configuring a Chromacore Fixture on a DMX Network

Chromacore fixtures are addressed using serial numbers. Use the following steps to address a Chromacore fixture. **Note**: If programming a ColorReach Powercore fixture, skip to the next page.

1. Connect your lighting network to SmartJack Pro or iPlayer 3, then power on the fixtures you wish to address.

2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.

3. (Optional) In QuickPlay Pro, if using iPlayer 3, select a specific DMX output port, or select **All** to send the same light data both output ports.

4. Select the **Fixture Configuration** button in QuickPlay Pro.

5. If known, enter the serial number of the fixture you are addressing. A green dot appears when a valid serial number has been entered. Otherwise, use the QuickPlay Pro serial number Search feature, which enables you to manually identify the serial number of a connected fixture, one byte at a time:

   a. Select the serial number **Search** tab. Using the up and down arrow keys, mouse wheel, or arrow icons, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) displays solid green.

      Hint: If you know the approximate value of the byte, enter that value in the entry field and then scroll until you identify the actual value.

   b. Select the **Set** checkbox to unlock the second byte.

   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.

   d. Repeat the process until the serial number is complete.

6. Once the serial number is correctly entered, appropriate tabs in the **Configuration** panel become active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:

   a. Select the **DMX Address** tab, then enter a DMX address in the **New DMX Address** entry box, *or*

b. Select the **Light Number** tab, then enter the **New Light Number**.

7. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.

8. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture flashes to confirm it has received the new configuration.

Addressing a ColorReach Powercore or iW Reach Powercore Fixture

ColorReach Powercore and iW Reach Powercore fixtures have one serial number per fixture. However, they have the unique capability to be addressed as a "full" fixture (like a typical Chromacore fixture), or as "half" fixture (like a Chromasic fixture). ColorReach Powercore and iW Reach Powercore fixtures are addressed via the **Mode** tab within the Fixture Configuration tool.

1. Connect your lighting network to SmartJack Pro, iPlayer 3, or Ethernet then power on the fixtures you wish to address.

2. Select the **Fixture Configuration** button in QuickPlay Pro.

3. If using a DMX-based lighting network, enter the serial number of the fixture you are addressing (Ethernet-based serial numbers are discovered automatically). When a valid serial number has been entered, a green dot appears. Otherwise, use the QuickPlay Pro serial number Search feature, which enables you to manually identify the serial number of a connected fixture, one byte at a time:

   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid green.

   b. Select the **Set** checkbox to unlock the second byte.

   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.

   d. Repeat the process until the serial number is complete.

4. Once the serial number is correctly entered, appropriate tabs in the **Configuration** panel become active. Select the **Mode** tab, then select the desired fixture mode (**Full Fixture Mode**, or **Half Fixture Mode** to configure two addressable segments within the fixture).

5. You can enter a DMX address or light number (three-channel only):

   a. Select the **DMX Address** tab. Enter a DMX address in the **New DMX Address** field, select the auto-increment checkbox as needed to automatically increment the next DMX address by the specified value, *or*

   b. Select the **Light Number** tab, then enter a value in the **New Light Number** entry box. Use the Auto-increment feature to advance the light number by one for the next fixture.

6. Click **Program** to assign the DMX address or light number to the fixture. "Programming serial number" appears in the status log and the fixtures flashes to confirm it has received the new configuration.

Configuring an iColor Accent Powercore Fixture

iColor Accent Powercore fixtures are addressed via the **Accent Powercore** tab in the PDS Configuration panel. QuickPlay Pro connects directly to iColor Accent Powercore fixtures — all discovered fixtures appear in the controller list.

1. Connect your computer to the Ethernet lighting network.

2. Launch QuickPlay Pro and select an iColor Accent Powercore fixture from the controller list.

   Note: You do not use SmartJack Pro or iPlayer 3 when addressing iColor Accent Powercore fixtures.

3. Select the **PDS Configuration** button in QuickPlay Pro.

4. The **Accent Powercore** tab is automatically open.

5. Enter a base light number in the **New** field. The base light number is the desired DMX address for the first pixel in the fixture.

6. Adjust pixel resolution:

   a. Click **Read** to determine the current pixel resolution (nodes per pixel).

   b. Enter a value in the **New** field to change resolution by assigning a new number of nodes per pixel.

   c. Click **Program** in the pixel resolution panel to set the new pixel resolution.

   Note: Maximum pixel resolution of 1 creates 1.2 in (30 mm) addressable segments within the fixture. Increasing the pixel resolution value creates larger, but fewer, segments within the fixture.

7. Press **Program** in the base light number panel to address the fixture. .

8. (Optional) Enter a new fixture name, then click **Set**.

9. (Optional) Enter a new IP address, then click **Set**.

   Note: The IP address must be in the form of 10.x.x.x.

Renaming an Ethernet Data Enabler or Ethernet PDS

1. Connect your computer to the Ethernet lighting network.

2. Launch QuickPlay Pro and select an Ethernet Data Enabler or Ethernet Power / Data Supply from the controller list (use the up and down arrows on your keyboard to quickly scroll through the list of discovered devices).

3. Select the **PDS Configuration** button in QuickPlay Pro.

4. Enter a new device name, then click **Set**.

Assigning a New IP Address to an Ethernet Data Enabler or Ethernet PDS

1. Connect your computer to the Ethernet lighting network.

2. Launch QuickPlay Pro and select an Ethernet Data Enabler or Ethernet Power / Data Supply from the controller list (use the up and down arrows on your keyboard to quickly scroll through the list of discovered devices).

3. Select the **PDS Configuration** button in QuickPlay Pro.

4. Enter a new IP address, then click **Set**.

    Note: The reconfigured device must have an IP address in the form of 10.x.x.x to communicate with the lighting network

■ QuickPlay Pro Testing Procedures

Test Individual DMX Channels

1. Launch QuickPlay Pro and connect to your DMX or Ethernet lighting network.

2. Select the **Test Channels** button in QuickPlay Pro.

3. Select **Individual Channels** from the dropdown list.

4. Click a DMX channel to display light on the node associated with that DMX channel. The displayed color depends on the selected channel.

5. Click on additional DMX channels to display light on the corresponding nodes.

    Hint: Use the left and right arrow keys on your keyboard to rapidly step through DMX addresses. Use [Shift] + left and right arrow keys to select adjacent DMX addresses, or [Ctrl] + click to select non-adjacent channels.

6. Right-click on selected DMX addresses numbers to de-select them.

7. (Optional) Use the **All On** and **All Off** buttons to toggle all channels on and off.

8. (Optional) Use the **DMX Value** slider to send a specific DMX value (0 – 255) to all selected DMX addresses.

Test Blocks of DMX Channels

1. Launch QuickPlay Pro and connect to your DMX or Ethernet lighting network.

2. Select the **Test Channels** button in QuickPlay Pro.

3. From the dropdown, deselect the quantity of channels corresponding to the fixture; for example, three-channels or six-channels.

4. Click a DMX address block to display output on the nodes associated with those channels.

5. Click on additional DMX address blocks to display output on the corresponding fixtures or fixture nodes.

    Hint: Use the left and right arrow keys on your keyboard to rapidly step through the channel blocks. Use [Shift] + left and right arrow keys to select adjacent blocks, or [Ctrl] + click to select non-adjacent blocks.

6. To de-select, click anywhere on the map that does not contain a fixture.

7. (Optional) Use the **All On** and **All Off** buttons to toggle all channels on and off.

8. (Optional) Use the **DMX Value** slider to send a specific DMX value (0 – 255) to all selected DMX addresses.

■ Using the Address Fixtures Tool

Add Fixtures to the Fixtures List and DMX Address Map, then Program
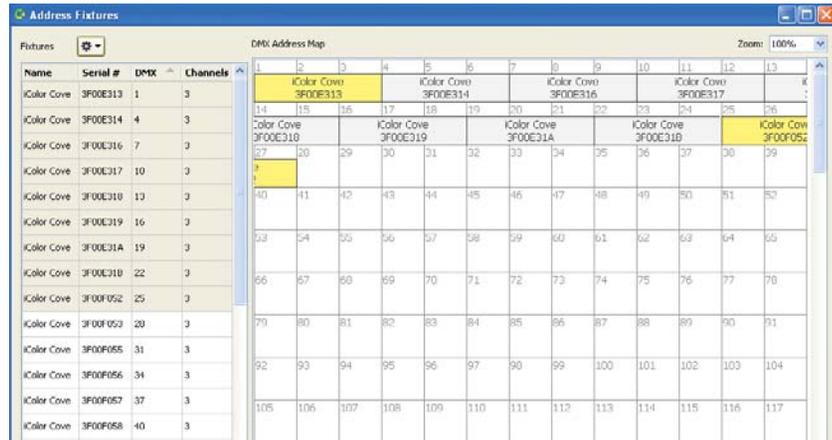
The Address Fixture tool allows you to map and program Chromacore fixtures, based on serial numbers:

1. Launch QuickPlay Pro and connect to your DMX or Ethernet lighting network.

2. Select the **Address Fixtures** button in QuickPlay Pro.

3. Select **Add fixtures to the list...** from the dropdown list.

4. Enter the serial number for the first fixture, then press **Add**.

5. Repeat step 4 for all fixtures, then press **OK**.

6. Select **Add all fixtures to the map...** from the dropdown list.

7. Select and drag fixtures, as desired.

    Note: Overlapping fixtures display red arrow icons on the DMX address map. Correct overlapping fixtures, as needed. The black triangle icons in the fixtures list indicate that the fixture(s) require programming.

8. Once the fixture layout is satisfactory, click **Program Addresses...** to address the fixtures.

9. Click **Done**.

See pages 56–59 for additional details about using the Address Fixtures tool, including the sort fixtures, importing fixtures, and exporting fixtures features.

■ Using the Import / Export Serial Number Feature

Import Serial Numbers to Automatically Address Fixtures
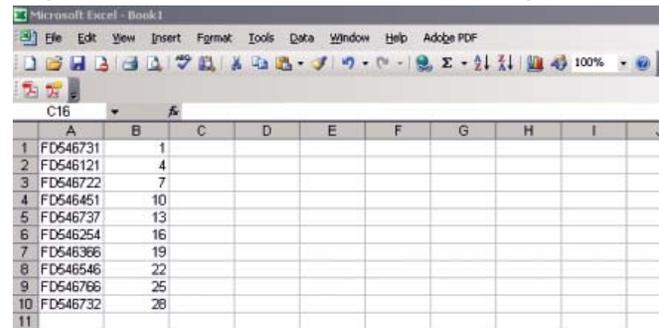
The Import / Export Serial Number feature enables you to automatically program a series of serial-addressed fixtures, instead of manually entering serial numbers via the Fixture Configuration tool:

1. Create a new document in a spreadsheet program, such as Microsoft Excel.

2. Enter two columns of data: the first column contains each fixture's serial number, and the second column contains the desired DMX address for each fixture. Alternately, you can enter the DMX address in the first column and fixture serial numbers in the second column.

3. Save the document as a CSV (comma-separated value) file.

    Note: The column containing addressing information should contain DMX addresses for each fixture, rather than light numbers.

4. Launch QuickPlay Pro and connect to your DMX or Ethernet lighting network.

5. Select the **Import / Export SN** button in QuickPlay Pro.

6. Select the **Import Serial Numbers** button.

7. Browse to the file location, select the file, and select **Open**.

8. QuickPlay Pro will automatically program all fixtures.

Export Serial Numbers to a CSV File

The Import / Export SN feature also allows you to save all fixtures programmed with the Fixture Configuration tool to a CSV file:

1. Program fixtures with the Fixture Configuration tool in QuickPlay Pro.

2. Select the **Import / Export SN** button.

3. Select the **Export Serial Numbers** button.

4. Enter a file name, then select **Save**.

■ Using the QuickPlay Pro Menus

File Menu

QuickPlay Pro automatically saves log files of the last 15 sessions to C:\Documents and Settings\<user>\QuickPlayPro\logs\ (Windows®) or /<user>/Library/Logs/ QuickPlayPro/Logs/ (Mac OS X). Select **Save Log...** to manually save a log of the current session under a specific name, to a specific location.

Select **Save List of Controllers...** to save a CSV file containing the name, IP address (if applicable), and serial number of each device in the controllers list.

Tools Menu

Select **Scripting...** to open the scripting environment. Scripting is an advanced feature designed for batch fixture processing and custom programming. Contact your Philips Color Kinetics Application Engineering group or technical support team for details on using this feature.

Select **Options...** to access the Options window.

Options Window

General Options

Refresh Delay: The light output refresh delay is the amount of time the application waits before sending the next data packet. The delay value is 50 ms, by default. You can reconfigure the delay value using the arrow buttons.

DMX frame size: Select **Use selected range** to use a DMX channel range less than the full 512 channel universe. This option can reduce data packet size. QuickPlay Pro uses the range specified in the **Channels** fields.

Sort devices by IP address / serial number: This option changes how the controller list displays discovered devices.

Reset to black when changing controllers: This option sets the previous controller to "black" output whenever you select a new device from the controller list.

Reset QuickPlay Pro: Restore all options back to their default settings.

Network Options

If your computer has multiple network adapters, you can select the adapter you wish to use.

Updates

Click **Check Now** to determine if a newer version of QuickPlay Pro or iPlayer 3 firmware is available from the web. If a QuickPlay Pro new version is available, click **Download Update** to load and install. For automatic updating, specify a frequency value and select the **Automatically check for updates** checkbox.

If your network uses a proxy server, enter the proxy access information before connecting.

■ Configuring Fixtures for 16-bit Resolution

Certain fixtures from Philips Color Kinetics are configurable as both 8-bit and 16-bit devices. In the Fixture Configuration tool, when you enter a valid 16-bit fixture serial number, or a 16-bit fixture on an Ethernet network is discovered by QuickPlay Pro, the **Resolution** tab in the Fixture Configuration tool becomes available. In the **Resolution** tab, select the desired resolution (8-bit or 16-bit) from the dropdown and then click **Program**. Select **Program All** to program all compatible discovered fixtures from the same controller with the same resolution setting. Optionally, click **Read** to query and verify a fixture's resolution setting.

Note: Fixtures configured for 16-bit mode use double the quantity of DMX addresses compared to 8-bit fixtures.

Note: Only configure fixtures for 16-bit mode if using a 16-bit compatible controller.

■ Using White Light Systems in DMX or Ethernet-based Environments

Certain IntelliWhite® and EssentialWhite® fixtures from Philips Color Kinetics are compatible with DMX or Ethernet-based environments, provided that the data interface device (Power / Data Supply or Data Enabler) is an RGB unit.

When configured in an RGB environment, IntelliWhite fixtures use the same addressing and configuration methods as RGB fixtures.

When configured in an RGB environment, eW® Flex SLX fixtures also use the same addressing and configuration methods as RGB fixtures. QuickPlay Pro enables you to control individual nodes by setting a base light number and also adjust the brightness of each node.

■ Working with RDM Fixtures

Certain RDM (Remote Device Management) capable fixtures are compatible with lighting systems from Philips Color Kinetics. QuickPlay Pro offers basic RDM functionality via the **RDM** tab in the Fixture Configuration tool.

When you enter a fixture serial number corresponding to a an RDM fixture, or an RDM fixture on an Ethernet network is discovered by QuickPlay Pro, the **RDM** tab in the Fixture Configuration tool becomes available. In the **RDM** tab, select the desired DMX Personality from the dropdown, then click **Set**.

To access the **RDM** tab by manually entering a serial number, the serial number must be thirteen characters, with a four-digit RDM prefix separated by a ":". For example, the following is a valid RDM serial number format: 7353: FD131319.
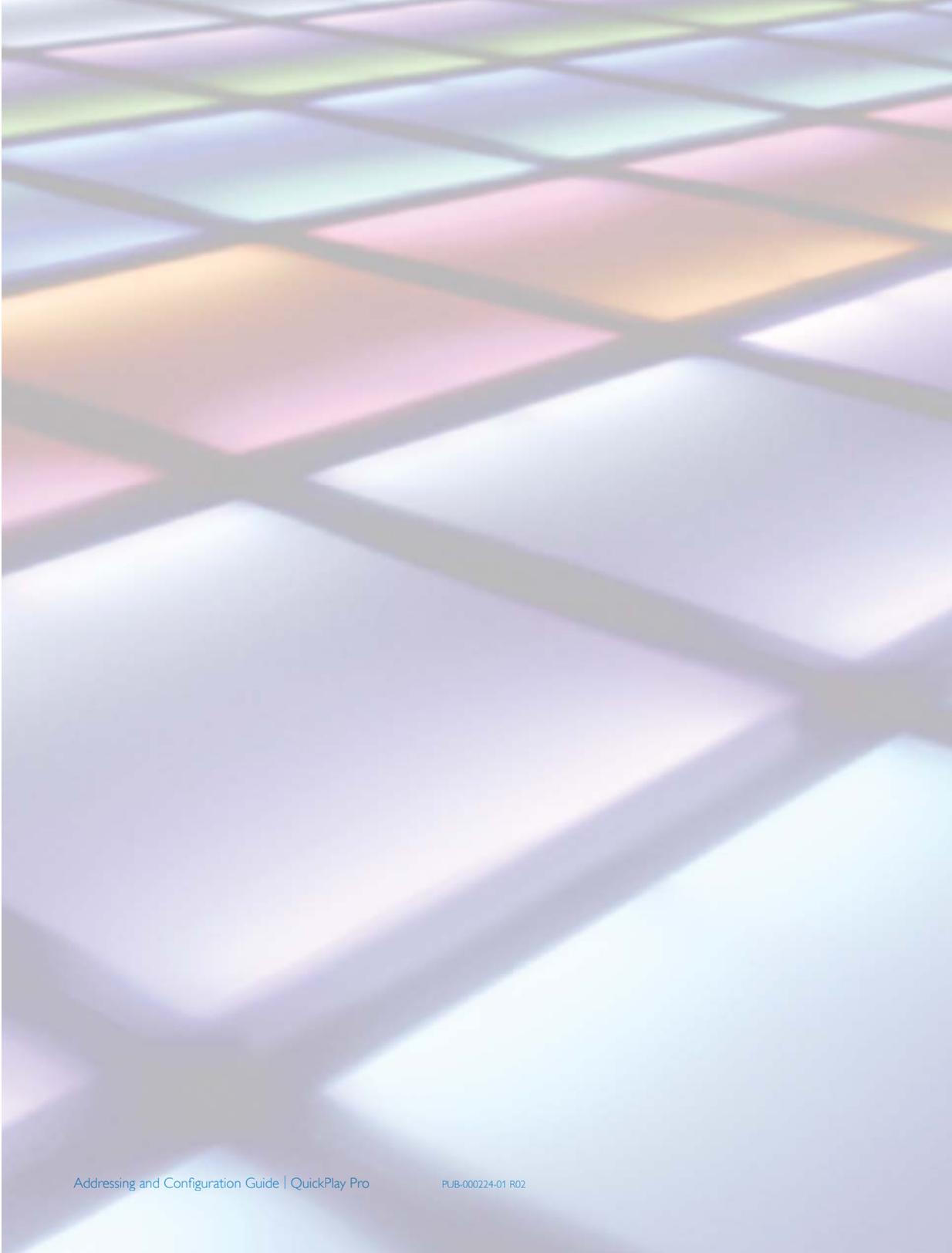
Recommended Addressing and Configuration Methods

There are wide-ranging lighting system configurations, each with a specific combination of fixtures and Power / Data Supplies or Data Enablers. To assist with lighting system setup, the following section contains step-by-step addressing, configuration, and testing methods for a wide variety of Philips Color Kinetics lighting system configurations.

Refer to your lighting system user documentation for physical installation instructions. Installation Instructions, User Guides, and Product Guides can be found online at:
www.colorkinetics.com/support

ColorBlast® 6 with PDS-150e

Fixture	ColorBlast® 6
PDS / Data Enabler	PDS-150e
Control Method	DMX or Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

ColorBlast 6 fixtures have a single addressable node, which is factory-set to DMX address 1. The QuickPlay Pro Fixture Configuration tool allows you to assign a new DMX address to each ColorBlast 6 based on the fixture's serial number.

Addressing ColorBlast 6 Fixtures

1. Connect to your DMX or Ethernet lighting network and power on the fixtures you wish to address.
2. Launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field.

   In a DMX configuration, if the serial number is not known, use the serial number Search feature, which enables you to manually identify the serial number of the connected fixture, one byte at a time:

   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid green.

   b. Select the **Set** checkbox to unlock the second byte.

   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.

   d. Repeat the process until the serial number is complete.

   In an Ethernet configuration, if the serial number is not known, use the serial number

Discover feature to automatically locate all fixture serial numbers:

   a. Click **Discover**.

   b. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.

5. Once the serial number is correctly entered, the **Configuration** area becomes active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:

   a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

   or

   b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.

6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.

7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the ColorBlast 6 fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

ColorBlast® 12 with PDS-150e

Fixture	ColorBlast® 12
PDS / Data Enabler	PDS-150e
Control Method	DMX or Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

ColorBlast 12 fixtures have a single addressable node, which is factory-set to DMX address 1. The QuickPlay Pro Fixture Configuration tool allows you to assign a new DMX address to each ColorBlast 12 based on the fixture's serial number.

Addressing ColorBlast 12 Fixtures

1. Connect to your DMX or Ethernet lighting network and power on the fixtures you wish to address.
2. Launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field.

   In a DMX configuration, if the serial number is not known, use the serial number Search feature, which enables you to manually identify the serial number of the connected fixture, one byte at a time:

   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid green.

   b. Select the **Set** checkbox to unlock the second byte.

   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.

   d. Repeat the process until the serial number is complete.

   In an Ethernet configuration, if the serial number is not known, use the serial number

Discover feature to automatically locate all fixture serial numbers:

   a. Click **Discover**

   b. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.

5. Once the serial number is correctly entered, the **Configuration** area becomes active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:

   a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

      or

   b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.

6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.

7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the ColorBlast 12 fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

ColorBlast® Powercore with Data Enabler DMX

Fixture	ColorBlast® Powercore
PDS / Data Enabler	Data Enabler DMX
Control Method	DMX
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

ColorBlast Powercore fixtures have a single addressable node, which is factory-set to DMX address 1. The QuickPlay Pro Fixture Configuration tool allows you to assign a new DMX address to each ColorBlast Powercore based on the fixture's serial number.

Addressing ColorBlast Powercore Fixtures

1. Connect your lighting network to SmartJack Pro or iPlayer 3, then power on the fixtures you wish to address.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field. Otherwise, use the QuickPlay Pro serial number Search feature, which enables you to manually identify the serial number of the connected fixture, one byte at a time:
   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid green.
   b. Select the **Set** checkbox to unlock the second byte.
   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.
   d. Repeat the process until the serial number is complete.

5. Once the serial number is correctly entered, the **Configuration** area becomes active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:
   a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

      or

   b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.
6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.
7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the ColorBlast Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

ColorBlast® Powercore with Data Enabler Ethernet

Fixture	ColorBlast® Powercore
PDS / Data Enabler	Data Enabler Ethernet
Control Method	Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

ColorBlast Powercore fixtures have a single addressable node. The QuickPlay Pro Fixture Configuration tool allows you to assign a light number to each ColorBlast Powercore based on the fixture's serial number.

QuickPlay Pro connects directly to the Ethernet lighting network.

Addressing ColorBlast Powercore Fixtures

1. Connect to your lighting network via Ethernet and power on the fixtures you wish to address.
2. Using the up and down arrow keys on your keyboard, select the appropriate Data Enabler from the controller list. As you step through the Data Enablers, the corresponding fixtures display green, the currently playing effect, or, if in test mode, the selected light numbers or DMX addresses.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. Click **Discover** to automatically locate all fixture serial numbers.
5. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.
6. If not already open, click the **DMX address** tab.
7. (Optional) Click **Read** to discover the current DMX address.
8. Enter a new DMX address.
9. (Optional) Select the **Auto Increment** checkbox to automatically increment the DMX addresses as fixture serial numbers are selected.
10. Press **Program** to address the fixture. "Programming serial number" appears in

the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the ColorBlast Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

ColorBlast® TR with PDS-750 TR
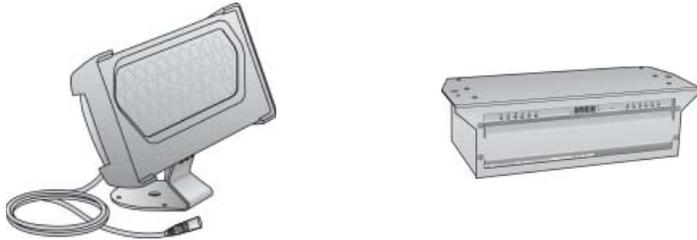
Fixture	ColorBlast® TR
PDS / Data Enabler	PDS-750 TR
Control Method	DMX
Addressing Method	Onboard PDS Address Switches
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

PDS-750 TR Power / Data Supplies have onboard addressing controls — an external software tool such as QuickPlay Pro is not necessary to configure fixtures connected to a PDS-750 TR.

Each PDS-750 TR supports up to 12 ColorBlast TR fixtures. Using a base DMX address, the PDS-750 TR sequentially routes DMX data to each connected fixture. For example, if "AAA" equals the base DMX address configured on the PDS-750 TR, the connected fixtures receive DMX data as follows:

- Fixture #1 receives data intended for DMX addresses: AAA, AAA + 1, AAA + 2
- Fixture #2 receives data intended for DMX addresses: AAA + 3, AAA + 4, AAA + 5
- Fixture #3 receives data intended for DMX addresses: AAA + 6, AAA + 7, AAA + 8

To function properly when connected to a PDS-750 TR, all ColorBlast TR fixtures must be addressed to a DMX address of 1.

Addressing ColorBlast TR Fixtures to DMX address 1

1. Power On the PDS-750 TR and select Pass Thru mode by turning all three DMX switches to 0 (the "Status" light displays orange when the device is in Pass Thru mode).
2. Connect up to 12 ColorBlast TR fixtures to the PDS-750 TR.
3. Press the Mini-Zapi switch on the front of the PDS-750 TR.
4. The fixtures will momentarily display red and then flicker.
5. When the flickering stops, power Off the PDS-750 TR.
6. Power back On the PDS-750 TR, to resume operation.

Addressing the PDS-750 TR with a Base DMX Address

1. Power On the PDS-750 TR.
2. Connect up to 12 ColorBlast TR fixtures to ports 1 – 12 (all fixtures must be addressed to light number 1).
3. Connect the PDS-750 TR to a DMX source via the DMX Input port.
4. Set the base DMX address of the PDS-750 TR using the DMX switches:

   From left to right, the switches control the 100s, 10s, and 1s DMX values. For example, to set a base DMX address of 125, turn the first switch to 1, the second switch to 2, and the third switch to 5.

   When you have set a base DMX address, the status light should display green, indicating that the PDS-750 TR is in CB (ColorBlast playback) mode.
5. Test your configuration by sending light output data from the DMX controller.

Standalone Effects mode

Standalone Effects mode allows you to run pre-programmed effects from the PDS-750 TR, for demonstration purposes. To launch Standalone Effects mode, turn the Config switch to any setting other than 0:

Config Switch Setting	Effect
0	Standalone Effect Mode is Off.
1	*Fixed Color:* Use the DMX switches to set the color: the left DMX switch controls the red value, the center switch controls the green value, and the right switch controls the blue value (0 is Off and 9 equals full output).
2	*Color Wash (forward):* This effect moves sequentially through the color spectrum. Use the center and right DMX controls to adjust the effect duration (the greater the number, the longer the effect).
3	*Color Wash (backward):* Same as above, but in the opposite direction through the color spectrum.
4	*Cross-Fade:* Colors change from one preset color to another, then back again. The left DMX switch sets the starting color, the center switch sets the end color, and the right switch adjusts duration.
5	*Random Color:* Colors are generated at random. Use the center and right DMX switches to adjust the effect duration.
6	*Fixed Color Strobe:* Generates pulsating color. The left DMX switch determines the color (1-red, 2-green, 3-yellow, 4-blue, 5-magenta, 6-cyan, 7-white, 8 & 9-black). The right DMX switch adjusts the strobe rate.
7	*Variable Color Strobe:* Generates a strobe that steps from color to color. The left and center DMX switches set the step times between colors. The right DMX switch adjusts the strobe rate.

Note: The latest PDS-750 TR operator's manual is available from the City Theatrical, Inc. website (a third-party website), under the Color Kinetics tab: www.citytheatrical.com/.

ColorBlaze®

Fixture	ColorBlaze® 48 and ColorBlaze® 72
PDS / Data Enabler	Onboard
Control Method	DMX
Addressing Method	Onboard Addressing
Addressing Technology	Chromacore
Nodes per fixture	1 – 12

Overview

ColorBlaze fixtures have built-in power supplies and onboard addressing controls — an external software tool such as QuickPlay Pro is not necessary to perform setup.

ColorBlaze fixtures have individually addressable LED *segments*. You can change the number of segments to suit your installation needs: 1, 2, 4, or 8 segments for ColorBlaze 48; and 1, 2, 3, 4, 6, or 12 segments for ColorBlaze 72.

To configure the segment quantity, you specify *groups*. For example, setting a ColorBlaze 48 to 4 groups results in 4 segments of LEDs approximately 1 ft (304 mm) each. Setting a ColorBlaze 72 to 3 groups results in 3 segments of LEDs approximately 2 ft (610 mm) each.

Segment Length	ColorBlaze 48 Groups	ColorBlaze 72 Groups
6 ft	—	1
4 ft	1	—
3 ft	—	2
2 ft	2	3
1.5 ft	—	4
1 ft	4	6
.5 ft	A (8)	A (12)

Every ColorBlaze fixture is factory-addressed with a segment quantity of 4 and a DMX address of 1. To re-configure a ColorBlaze fixture, you first specify the group quantity to set segments, and then configure a DMX address. The onboard controls then automatically assign sequential DMX addresses to each LED segment.

Make sure that the DMX address allows enough DMX addresses for all of the fixture's segments, or the fixture will not function properly. For example, a fixture with 4 segments require 12 DMX addresses, 3 per segment. Therefore, the DMX address should be 501 or lower.

Set ColorBlaze Segment Quantity

1. In the Number of Groups panel on the back of the fixture housing, press the [+] and [-] buttons to scroll through the options:
    - Select from 1, 2, 4, or A (8) for ColorBlaze 48.
    - Select from 1, 2, 3, 4, 6, or (12) for ColorBlaze 72.
2. Record each fixture's settings on your lighting design plan or in a spreadsheet.

Set DMX Address

According to the DMX address, onboard addressing automatically assigns consecutive DMX addresses to the fixture's segments (from left to right, when facing the back of the fixture).

1. In the DMX Address area on the back of the fixture housing, press the [+] and [-] buttons to scroll through all available DMX addresses (1 — 512).

Example: ColorBlaze 48 (DMX Address 1)

DMX Address Example, by Segment							
Segment 1 DMX 1							
Segment 1 DMX 1				Segment 2 DMX 4			
Segment 1 DMX 1		Segment 2 DMX 4		Segment 3 DMX 7		Segment 4 DMX 10	
Segment 1 DMX 1	Segment 2 DMX 4	Segment 3 DMX 7	Segment 4 DMX 10	Segment 5 DMX 13	Segment 6 DMX 16	Segment 7 DMX 19	Segment 8 DMX 22

Example: ColorBlaze 72 (DMX Address 1)

DMX Address Example, by Segment											
Segment 1 DMX 1											
Segment 1 DMX 1						Segment 2 DMX 4					
Segment 1 DMX 1				Segment 2 DMX 4				Segment 3 DMX 7			
Segment 1 DMX 1			Segment 2 DMX 4			Segment 3 DMX 7			Segment 4 DMX 10		
Segment 1 DMX 1		Segment 2 DMX 4		Segment 3 DMX 7		Segment 4 DMX 10		Segment 5 DMX 13		Segment 6 DMX 16	
Seg 1 1	Seg 2 4	Seg 3 7	Seg 4 10	Seg 5 13	Seg 6 16	Seg 7 19	Seg 8 22	Seg 9 25	Seg 10 28	Seg 11 31	Seg 12 34

ColorBurst® 6 with PDS-150e

Fixture	ColorBurst® 6
PDS / Data Enabler	PDS-150e
Control Method	DMX or Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

ColorBurst 6 fixtures have a single addressable node, which is factory-set to DMX address 1. The QuickPlay Pro Fixture Configuration tool allows you to assign a new DMX address to each ColorBurst 6 based on the fixture's serial number.

Addressing ColorBurst 6 Fixtures

1. Connect to your DMX or Ethernet lighting network and power on the fixtures you wish to address.
2. Launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field.

   In a DMX configuration, if the serial number is not known, use the serial number Search feature, which enables you to manually identify the serial number of the connected fixture, one byte at a time:

   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid green.

   b. Select the **Set** checkbox to unlock the second byte.

   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.

   d. Repeat the process until the serial number is complete.

In an Ethernet configuration, if the serial number is not known, use the serial number **Discover** feature to automatically locate all fixture serial numbers:

   a. Click **Discover**.

   b. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.

5. Once the serial number is correctly entered, the **Configuration** area becomes active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:

   a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

      or

   b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.

6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.

7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the ColorBurst 6 fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

ColorGraze™ Powercore with Data Enabler DMX

Fixture	ColorGraze™ Powercore
PDS / Data Enabler	Data Enabler DMX
Control Method	DMX
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	2 - 4

Overview

ColorGraze Powercore fixtures have 2 – 4 segments of addressable nodes, depending on fixture housing length. By default, all ColorGraze Powercore segments are factory-set to DMX address 1. QuickPlay Pro enables you to re-program each segment with a new DMX address, linking the DMX address to the hard-coded serial number for that segment.

QuickPlay Pro connects to the DMX lighting network via a SmartJack Pro or iPlayer 3

Addressing ColorGraze Powercore Fixtures

1. Connect your lighting network to SmartJack Pro or iPlayer 3, then power on the fixtures you wish to address.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field. Otherwise, use the QuickPlay Pro serial number Search feature, which enables you to manually identify the serial number of a connected segment, one byte at a time:
   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid green.
   b. Select the **Set** checkbox to unlock the second byte.
   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.
   d. Repeat the process until the serial number is complete.

5. Once the serial number is correctly entered, the **Configuration** area becomes active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:
   a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

      or

   b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.
6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.
7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.
8. (Optional) In the **Resolution** tab, select 16-bit from the dropdown menu to toggle from the default resolution (8-bit).
   Note: Increasing the resolution enhances dimming performance but doubles the quantity of DMX addresses used per fixture.
   Note: Only select the 16-bit option if you are using a 16-bit compatible controller.
9. Repeat steps 4 – 8 for each segment in the fixture.

(Optional) Testing DMX Channels

1. After programming the ColorGraze Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.
   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

ColorGraze™ Powercore with Data Enabler Ethernet

Fixture	ColorGraze™ Powercore
PDS / Data Enabler	Data Enabler Ethernet
Control Method	Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	2 - 4

Overview

ColorGraze Powercore fixtures have 2 – 4 segments of addressable nodes, depending on fixture housing length. By default, all ColorGraze Powercore segments are factory-set to DMX address 1. QuickPlay Pro enables you to re-program each segment with a new DMX address, linking the DMX address to the hard-coded serial number for that segment.

QuickPlay Pro connects directly to the lighting network via Ethernet.

Addressing ColorGraze Powercore Fixtures

1. Connect to your lighting network via Ethernet and power on the fixtures you wish to address.
2. Launch QuickPlay Pro.
3. Using the up and down arrow keys on your keyboard, select the appropriate Data Enabler from the controller list. As you step through the Data Enablers, the corresponding fixtures display solid green, the currently playing effect, or, if in test mode, the selected light numbers or DMX addresses.
4   Select **Fixture Configuration**.
5. Click **Discover** to automatically locate all fixture serial numbers.
6. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.
7. Select the **DMX Address** tab.
8. (Optional) Click **Read** to discover the current DMX address.
9. Enter a DMX address value in the **New DMX Address** entry box.
10. (Optional) Select the **Auto Increment** checkbox to automatically increment the DMX address as fixture serial numbers are selected.

11. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.
12. (Optional) In the **Resolution** tab, select 16-bit from the dropdown menu to toggle from the default resolution (8-bit).

    Note: Increasing the resolution enhances dimming performance but doubles the quantity of DMX addresses used per fixture.

    Note: Only select the 16-bit option if you are using a 16-bit compatible controller.
13. Repeat steps 6 – 12 for each fixture segment.

(Optional) Testing DMX Channels

1. After programming the ColorGraze Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

    Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

ColorReach™ Powercore with Data Enabler DMX

Fixture	ColorReach™ Powercore
PDS / Data Enabler	Data Enabler DMX
Control Method	DMX
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1 or 2

Overview

ColorReach Powercore fixtures have one or two addressable segments. The QuickPlay Pro Fixture Configuration tool allows you to assign "full fixture" mode control (to treat the fixture as one segment) or "half fixture" mode control (to treat the fixture as two individually controllable segments) based on a single serial number.

Addressing ColorReach Powercore Fixtures

1. Connect your lighting network to SmartJack Pro or iPlayer 3, then power on the fixtures you wish to address.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field. Otherwise, use the QuickPlay Pro serial number Search feature, which enables you to manually identify the serial number of a connected fixture, one byte at a time:
    a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid green.
    b. Select the **Set** checkbox to unlock the second byte.
    c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.
    d. Repeat the process until the serial number is complete.

The **Configuration** panel becomes active once a valid serial number is entered.

5. (Optional) In the **Mode** tab, enter the desired fixture mode (**Full Fixture**, or **Half Fixture** to create two addressable segments within the fixture).

    Note: Half fixture mode doubles the quantity of DMX addresses used per fixture.

6. (Optional) In the **Resolution** tab, select **16-bit** from the dropdown menu to toggle from the default 8-bit resolution.

    Note: Increasing the resolution enhances dimming performance but doubles the quantity of DMX addresses used per fixture.

    Note: Only select the 16-bit option if you are using a 16-bit compatible controller.

7. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.
8. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.
9. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the ColorReach Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

    Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

ColorReach™ Powercore with Data Enabler Ethernet

Fixture	ColorReach™ Powercore
PDS / Data Enabler	Data Enabler Ethernet
Control Method	Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1 or 2

Overview

ColorReach Powercore fixtures have one or two addressable segments. The QuickPlay Pro Fixture Configuration tool allows you to assign "full fixture" control (to treat the fixture as one segment) or "half fixture" control (to treat the fixture as two individually controllable segments) based on a single serial number.

QuickPlay Pro connects directly to the Ethernet lighting network.

Addressing ColorReach Powercore Fixtures

1. Connect to your lighting network via Ethernet and power on the fixtures you wish to address.
2. Launch QuickPlay Pro.
3. Using the up and down arrow keys on your keyboard, select the appropriate Data Enabler from the controller list. As you step through the Data Enablers, the corresponding fixtures display solid green, the currently playing effect, or, if in test mode, the selected light numbers or DMX addresses.
4. Select **Fixture Configuration**.
5. Click **Discover** to automatically locate all fixture serial numbers.
6. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.
7. (Optional) In the **Mode** tab, enter the desired fixture mode (**Full Fixture**, or **Half Fixture** to create two addressable segments within the fixture).

   Note: Half fixture mode doubles the quantity of DMX addresses used per fixture.

8. (Optional) In the **Resolution** tab, select **16-bit** from the dropdown menu to toggle from the default 8-bit resolution.

   Note: Increasing the resolution enhances dimming performance but doubles the quantity of DMX addresses used per fixture.

   Note: Only select the 16-bit option if you are using a 16-bit compatible controller.

9. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.
10. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.
11. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration..

(Optional) Testing DMX Channels

1. After programming the ColorReach Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

C-Splash 2™ with PDS-150e

Fixture	C-Splash 2
PDS / Data Enabler	PDS-150e
Control Method	DMX or Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

C-Splash 2 fixtures have a single addressable node, which is factory-set to DMX address 1. The QuickPlay Pro Fixture Configuration tool allows you to assign a new DMX address to each C-Splash 2 based on the fixture's serial number.

Addressing C-Splash 2 Fixtures

1. Connect to your DMX or Ethernet lighting network and power on the fixtures you wish to address.
2. Launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field.

   In a DMX configuration, if the serial number is not known, use the serial number Search feature, which enables you to manually identify the serial number of the connected fixture, one byte at a time:

   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid green.

   b. Select the **Set** checkbox to unlock the second byte.

   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.

   d. Repeat the process until the serial number is complete.

In an Ethernet configuration, if the serial number is not known, use the serial number **Discover** feature to automatically locate all fixture serial numbers:

   a. Click **Discover**

   b. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.

5. Once the serial number is correctly entered, the **Configuration** area becomes active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:

   a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

      or

   b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.

6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.

7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the C-Splash 2 fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

eW® Flex SLX with PDS-60ca 24V DMX
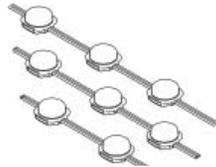
Fixture	eW® Flex SLX
PDS / Data Enabler	PDS-60ca 24V DMX
Control Method	DMX
Addressing Method	QuickPlay Pro PDS Configuration Tool
Addressing Technology	Chromasic
Nodes per fixture	50

Overview

When connected to a PDS-60ca, eW Flex SLX white light fixtures are compatible with DMX controllers. Installing eW Flex SLX fixtures in a DMX lighting network enables fine control of node brightness and integration with color-changing fixtures.

To program a PDS-60ca, you use QuickPlay Pro to set a base light number (1 – 170) and specify the node quantity of each attached fixture. The Power / Data Supply then configures itself to route the correct data to the attached fixtures, beginning with the first node on output port 1 and ending with the last node on output port 2.

Note that eW Flex SLX fixtures are not programmed with light numbers. Instead the Power / Data Supply receives a base light number, which it uses to capture and automatically route the correct data to each node in the attached fixtures. Therefore, you can swap the eW Flex SLX fixtures attached to a PDS-60ca and the newly attached fixtures will always display the correct data.

Addressing a PDS-60ca Connected to eW Flex SLX Fixtures

1. Connect the PDS-60ca directly to SmartJack Pro or iPlayer 3. Disconnect all other Power / Data Supplies in the network.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. (Optional, for iPlayer 3) Select a specific output port, or select **All** to send the same light data to all output ports.
4. Select the **PDS Configuration** button.
5. Select the correct tab for your Power / Data Supply, **PDS-60ca DMX** or **PDS-60ca DMX / Ethernet**.

6. By default, QuickPlay Pro enters the maximum node count for each port (72) in the **Node Count for Output 1** or **Node Count for Output 2** fields. Determine the node counts of your fixtures and enter the values in the **Node Count for Output 1** and **Node Count for Output 2** fields.
7. Enter the desired DMX address in the **Base Light Number** field.
8. There are two options for configuring how the Power / Data Supply routes data to the fixtures, sequential addressing and all same address:

   Sequential Addressing
   a. Leave the **All Same Address** box unchecked.
   b. Click **Program**. The base address is the light number associated with the first node on OUT 1. The remaining nodes are associated with light numbers in sequential order through the last node on OUT 2. Fixtures display green when programming is complete.

   Set All Fixtures to the Same Light Number
   a. Check the **All Same Address** box.
   b. Click **Program**. The base address determines the light number associated with all of the nodes on OUT 1 and OUT 2. Fixtures display green when programming is complete.

(Optional) Testing DMX Channels

1. After programming the eW Flex SLX fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

iColor® Accent Powercore with Data Enabler EO

Fixture	iColor® Accent Powercore
PDS / Data Enabler	Data Enabler EO
Control Method	DMX or Ethernet
Addressing Method	QuickPlay Pro PDS Configuration Tool
Addressing Technology	Chromasic
Pixels per fixture	Adjustable

Overview

iColor Accent Powercore fixtures have adjustable pixel resolution, allowing you to change the effective size of the pixels in each fixture, in 1.2 in (30 mm) increments. For example, using QuickPlay Pro, you can program a two-foot iColor Accent Powercore fixture with from 1 to 20 addressable pixels.

iColor Accent Powercore fixtures are factory-set to a pixel resolution of 1, or 10 pixels per foot. To achieve consistent pixel sizing across fixtures, use a pixel resolution that divides evenly into the fixture length:

Pixel Size	Pixel Resolution Setting	Pixels Per 2 ft (610 mm) Fixture	Pixels Per 4 ft (1.2 m) Fixture	Pixels Per 8 ft (2.4 m) Fixture
1.2 in (30 mm)	1	20	40	80
2.4 in (61 mm)	2	10	20	40
4.8 in (122 mm)	4	5	10	20
6.0 in (152 mm)	5	4	8	16
9.6 in (244 mm)	8	–	5	10
12.0 in (305 mm)	10	2	4	8
24.0 in (610 mm)	20	1	2	4
48.0 in (1219 mm)	40	–	1	2
96.0 in (2438 mm)	80	–	–	1

To simplify addressing, iColor Accent Powercore fixtures use base light numbers. You specify base light numbers using QuickPlay Pro, then the fixtures configure themselves with sequential light numbers, according to pixel resolution. For example, if you set a base light

number of 21 on a 2 ft (610 mm) fixture, and a pixel resolution of 1, then the fixture will address itself to light numbers 21 through 40.

Note: For configuration, QuickPlay Pro connects to iColor Accent Powercore fixtures via Ethernet only, even if the fixture will be later used in a DMX network.

Addressing an iColor Accent Powercore Fixture

1. Connect your computer to the Ethernet lighting network.
2. Using the up and down arrow keys on your keyboard, select the appropriate iColor Accent Powercore fixture from the controller list.
3. Select the **PDS Configuration** button in QuickPlay Pro.
4. The **Accent Powercore** tab opens automatically.
5. Enter a base light number (the desired DMX address for the first pixel):

    Note: The base light number must be 1 if the fixture will be used in an Ethernet lighting network

    a. Click **Read** to determine the current base light number.
    b. Enter a base light number in the **New** field.
    c. Click **Program** to address the fixture.
6. (Optional) Adjust Fixture Pixel Resolution:

    a. Click **Read** to determine the current pixel resolution.
    b. Enter a value in the **New** field to change pixel resolution by assigning a new number of fixture nodes per pixel.
    c. Click **Program** to set the new pixel resolution.

(Optional) Testing DMX Channels

1. After programming the iColor Accent Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

    Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

iColor® Cove EC with sPDS-60ca 24V DMX / Ethernet
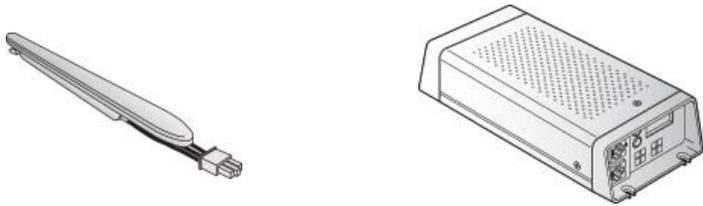
Fixture	iColor® Cove EC
PDS / Data Enabler	sPDS-60ca 24V DMX / Ethernet
Control Method	DMX
Addressing Method	Onboard PDS Controls
Addressing Technology	Chromasic
Nodes per fixture	1

Overview

sPDS-60ca units have onboard light addressing controls — an external software tool, such as QuickPlay Pro, is not necessary to perform light number addressing. However, you can use QuickPlay Pro to rapidly rename and assign IP addresses to sPDS-60ca units.

To configure an sPDS-60ca and attached iColor Cove EC fixtures, you set a base light number on the Power / Data Supply (1 – 170) and select configuration mode. The Power / Data Supply then automatically discovers all connected fixtures, determines the node quantity of each fixture, and configures itself to route the data accordingly.

Note that iColor Cove EC fixtures are not permanently programmed with light numbers. Instead, the connected sPDS-60ca uses the base light number to automatically route the data intended for each fixture. Therefore, you can swap the iColor Cove EC fixtures attached to a sPDS-60ca and any newly attached fixtures will display the correct data.

Renaming and Assigning IP Addresses to sPDS-60ca Units

QuickPlay Pro allows you to configure sPDS-60ca units in an Ethernet-based lighting system:

1. Connect your computer to the Ethernet lighting network.

2. Launch QuickPlay Pro and select sPDS-60ca from the controller list (use the up and down arrows on your keyboard to quickly scroll through the list of discovered devices).

3. Select the **PDS Configuration** button in QuickPlay Pro.

4. Enter a new device name, then click **Set**.

5. Enter a new IP address, then click **Set**.

   Note: The reconfigured Power / Data Supply must have an IP address in the 10.x.x.x range.

Setting a Base Address on an sSPS-60ca using Onboard Controls

The base address is the DMX address for the first fixture or node connected to output port 1 on the sPDS-60.

1. Press the Up and Down arrow buttons on the sPDS-60ca to step through the light numbers (1 – 170), which appear on the display panel. Press and hold either arrow button to rapidly advance to the desired light number. Stop when the desired light number appears on the display panel.

2. Press and hold both Up and Down arrow buttons simultaneously to enter configuration mode and automatically discover all attached iColor Cove EC fixtures. "CFG" appears on the display panel when in Config mode.

   When discovery is complete, two 3-digit numbers flash on the display panel. The first digit indicates the output port number, and the last two digits denote the number of fixtures discovered on that output port. For example, the number 107 represents seven fixtures found on output 1. Likewise, 215 represents fifteen fixtures on output 2.

   In Config mode, the sPDS-60ca discovers all attached fixtures and configures itself for output accordingly. The fixtures themselves do not receive permanent light numbers. Instead, using the base address and connected fixture quantity, the sPDS-60ca "knows" which segment of effect data to capture (from the controller data stream) and route to the attached fixtures.

3. To exit Config mode, press both Up and Down arrow buttons simultaneously. When the base address reappears on the display panel, you have exited configuration mode and the reconfigured sPS-60ca is ready for use.

Grouping Light Numbers

You create groups by assigning multiple fixtures to the same light numbers. Creating groups enables you to conserve light numbers or use reverse addressing (see pages 64–65 for additional details about the reverse addressing feature). Note that the maximum number of fixtures per group is determined by the number of fixtures connected to output port 1. For example, if there are seven fixtures connected to output port 1, and 15 fixtures attached to output port 2, then the maximum group size is seven.

Use the following steps to create a group:

1. Press and hold both **Up** and **Down** arrow buttons simultaneously to enter configuration mode. "CFG" appears on the display panel.

2. Set a *positive* group number for sequential addressing, or set a *negative* group number for reverse addressing.

   a. Use the **Up** arrow button to set a positive group number. The group number specifies the number of fixtures in each sequentially ordered group; *or*

   b. Use the **Down** arrow button to set a negative group number. The group number specifies the number of fixtures in each reverse-ordered group.

3. To exit configuration mode, press and hold both **Up** and **Down** arrow buttons simultaneously. Your changes save automatically.

iColor® Cove MX Powercore with Data Enabler DMX

Fixture	iColor® Cove MX Powercore
PDS / Data Enabler	Data Enabler DMX
Control Method	DMX
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

iColor Cove MX Powercore fixtures have a single addressable node, which is factory-set to DMX address 1. The QuickPlay Pro Fixture Configuration tool allows you to assign a new DMX address to each iColor Cove MX Powercore based on the fixture's serial number.

Addressing iColor Cove MX Powercore Fixtures

1. Connect your lighting network to SmartJack Pro or iPlayer 3, then power on the fixtures you wish to address.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field. Otherwise, use the QuickPlay Pro serial number Search feature, which enables you to manually identify the serial number of a connected fixture, one byte at a time:
   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid green.
   b. Select the **Set** checkbox to unlock the second byte.
   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.
   d. Repeat the process until the serial number is complete.
5. Once the serial number is correctly entered, the **Configuration** area becomes active.

You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:

   a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

   or

   b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.

6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.
7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the iColor Cove MX Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

iColor® Cove MX Powercore with Data Enabler Ethernet

Fixture	iColor® Cove MX Powercore
PDS / Data Enabler	Data Enabler Ethernet
Control Method	Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

iColor Cove MX Powercore fixtures have a single addressable node, which is factory-set to DMX address 1. The QuickPlay Pro Fixture Configuration tool allows you to assign a new DMX address to each iColor Cove MX Powercore based on the fixture's serial number.

QuickPlay Pro connects directly to the lighting network via Ethernet.

Addressing iColor Cove MX Powercore Fixtures

1. Connect to your lighting network via Ethernet and power on the fixtures you wish to address.
2. Launch QuickPlay Pro.
3. Using the up and down arrow keys on your keyboard, select the appropriate Data Enabler from the controller list. As you step through the Data Enablers, the corresponding fixtures display solid green, the currently playing effect, or, if in test mode, the selected light numbers or DMX addresses.
4. Select **Fixture Configuration**.
5. Click **Discover** to automatically locate all fixture serial numbers.
6. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.
7. Select the **DMX Address** tab.
8. (Optional) Click **Read** to discover the current DMX address.
9. Enter a DMX address value in the **New DMX Address** entry box.
10. (Optional) Select the **Auto Increment** checkbox to automatically increment the DMX address as fixture serial numbers are selected.

11. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the iColor Cove MX Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

    Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

iColor® Cove QLX with sPDS-60ca 24V DMX / Ethernet

Fixture Type	iColor® Cove QLX
PDS / Data Enabler	sPDS-60ca 24V DMX / Ethernet
Control Method	DMX
Addressing Method	Onboard PDS Controls
Addressing Technology	Chromasic
Nodes per fixture	1

Overview

sPDS-60ca units have onboard light addressing controls — an external software tool, such as QuickPlay Pro, is not necessary to perform light number addressing. However, you can use QuickPlay Pro to rapidly rename and assign IP addresses to sPDS-60ca units.

To configure an sPDS-60ca and attached iColor Cove QLX fixtures, you set a base light number on the Power / Data Supply (1 – 170) and select configuration mode. The Power / Data Supply then automatically discovers all connected fixtures, determines the node quantity of each fixture, and configures itself to route the data accordingly.

Note that iColor Cove QLX fixtures are not permanently programmed with light numbers. Instead, the connected sPDS-60ca uses the base light number to automatically route the data intended for each fixture. Therefore, you can swap the iColor Cove QLX fixtures attached to a sPDS-60ca and any newly attached fixtures will display the correct data.

Renaming and Assigning IP Addresses to sPDS-60ca Units

QuickPlay Pro allows you to configure sPDS-60ca units in an Ethernet-based lighting system:

1. Connect your computer to the Ethernet lighting network.

2. Launch QuickPlay Pro and select sPDS-60ca from the controller list (use the up and down arrows on your keyboard to quickly scroll through the list of discovered devices).

3. Select the **PDS Configuration** button in QuickPlay Pro.

4. Enter a new device name, then click **Set**.

5. Enter a new IP address, then click **Set**.

    Note: The reconfigured Power / Data Supply must have an IP address in the 10.x.x.x range.

Setting a Base Address on an sSPS-60ca using Onboard Controls

The base address is the DMX address for the first fixture or node connected to output port 1 on the sPDS-60.

1. Press the Up and Down arrow buttons on the sPDS-60ca to step through the light numbers (1 – 170), which appear on the display panel. Press and hold either arrow button to rapidly advance to the desired light number. Stop when the desired light number appears on the display panel.

2. Press and hold both Up and Down arrow buttons simultaneously to enter configuration mode and automatically discover all attached iColor Cove QLX fixtures. "CFG" appears on the display panel when in Config mode.

    When discovery is complete, two 3-digit numbers flash on the display panel. The first digit indicates the output port number, and the last two digits denote the number of fixtures discovered on that output port. For example, the number 107 represents seven fixtures found on output 1. Likewise, 215 represents fifteen fixtures on output 2.

    In Config mode, the sPDS-60ca discovers all attached fixtures and configures itself for output accordingly. The fixtures themselves do not receive permanent light numbers. Instead, using the base address and connected fixture quantity, the sPDS-60ca "knows" which segment of effect data to capture (from the controller data stream) and route to the attached fixtures.

3. To exit Config mode, press both Up and Down arrow buttons simultaneously. When the base address reappears on the display panel, you have exited configuration mode and the reconfigured sPS-60ca is ready for use.

Grouping Light Numbers

You create groups by assigning multiple fixtures to the same light numbers. Creating groups enables you to conserve light numbers or use reverse addressing (see pages 64–65 for additional details and illustrations). Note that the maximum number of fixtures per group is determined by the number of fixtures connected to output port 1. For example, if there are seven fixtures connected to output port 1, and 15 fixtures attached to output port 2, then the maximum group size is seven.

Use the following steps to create a group:

1. Press and hold both **Up** and **Down** arrow buttons simultaneously to enter configuration mode. "CFG" appears on the display panel.

2. Set a *positive* group number for sequential addressing, or set a *negative* group number for reverse addressing:

    a. Use the **Up** arrow button to set a positive group number. The group number specifies the number of fixtures in each sequentially ordered group; *or*

    b. Use the **Down** arrow button to set a negative group number. The group number specifies the number of fixtures in each reverse-ordered group.

    Note: Set the group number to a number that evenly divides the number of fixtures connected to output port 1, and use the same number of fixtures on each port.

3. To exit configuration mode, press and hold both **Up** and **Down** arrow buttons simultaneously. Your changes save automatically.

iColor® Cove QLX with PDS-60ca 24V DMX / Ethernet

Fixture Type	iColor® Cove QLX
PDS / Data Enabler	PDS-60ca 24V DMX / Ethernet
Control Method	DMX
Addressing Method	QuickPlay Pro PDS Configuration Tool
Addressing Technology	Chromasic
Nodes per fixture	1

Overview

To program a PDS-60ca, you use QuickPlay Pro to set a base light number (1 – 170) and specify the node quantity of each attached fixture. The Power / Data Supply then configures itself to route the correct data to the attached fixtures, beginning with the first node on output port 1 and ending with the last node on output port 2.

Note that iColor Cove QLX fixtures are not programmed with light numbers. Instead the connected Power / Data Supply receives a base light number, which it uses to capture and automatically route the correct data to each node in the fixtures. Therefore, you can swap the iColor Cove QLX fixtures attached to a PDS-60ca and the newly attached fixtures will always display the correct data.

Addressing a PDS-60ca Connected to iColor Cove QLX Fixtures

1. Connect the PDS-60ca directly to SmartJack Pro or iPlayer 3. Disconnect all other Power / Data Supplies in the network.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. (Optional, for iPlayer 3) Select a specific output port, or select **All** to send the same light data to all output ports.
4. Select the **PDS Configuration** button.
5. Select the correct tab for your Power / Data Supply, **PDS-60ca DMX** or **PDS-60ca DMX / Ethernet**.
6. By default, QuickPlay Pro enters the maximum node count for each port (72) in the **Node Count for Output 1** or **Node Count for Output 2** fields. Determine the node counts of your fixtures and enter the values in the **Node Count for Output 1** and **Node Count for Output 2** fields.
7. Enter the desired DMX address in the **Base Light Number** field.

8. There are two options for configuring how the Power / Data Supply routes data to the fixtures, sequential addressing and all same address:

Sequential Addressing

a. Leave the **All Same Address** box unchecked.
b. Click **Program**. The base address is the light number associated with the first node on OUT 1. The remaining nodes are associated with light numbers in sequential order through the last node on OUT 2. Fixtures display green when programming is complete.

Set All Fixtures to the Same Light Number

a. Check the **All Same Address** box.
b. Click **Program**. The base address determines the light number associated with all of the nodes on OUT 1 and OUT 2. Fixtures display green when programming is complete.

(Optional) Testing DMX Channels

1. After programming the iColor Cove QLX fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

iColor® Cove QLX with sPDS-480ca 24V Ethernet
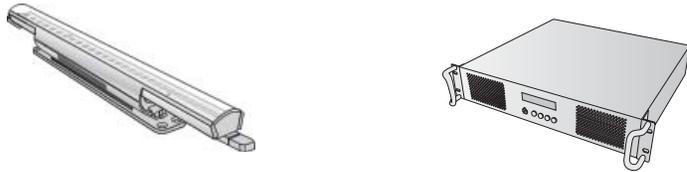
Fixture Type	iColor® Cove QLX
PDS / Data Enabler	sPDS-480ca 24V Ethernet
Control Method	Ethernet
Addressing Method	Onboard PDS controls
Addressing Technology	Chromasic
Nodes per fixture	1

Overview

Working in conjunction with *light maps* created for Light System Manager (LSM) or Video System Manager Pro (VSM Pro), sPDS-480ca units route light output data to iColor Cove QLX fixtures.

To be included in a light map, each sPDS-480ca must have a unique IP address. You can use either the onboard controls or QuickPlay Pro to configure sPDS-480ca units with IP addresses.

Note that iColor Cove QLX fixtures attached to an sPDS-480ca are not permanently programmed with light numbers. Instead, each sPDS-480ca automatically routes data intended for specific fixtures, based on the light map. Therefore, you can swap the iColor Cove QLX fixtures attached to an sPDS-480ca and any newly attached fixtures will display the correct data.

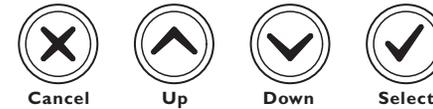## Renaming and Assigning IP Addresses to sPDS-480ca Units using QuickPlay Pro

QuickPlay Pro allows you to configure sPDS-480ca units in an Ethernet-based lighting system:

1. Connect your computer to the Ethernet lighting network.

2. Launch QuickPlay Pro and select an sPDS-480ca from the Controller list:

   Use the up and down arrows on your keyboard to scroll through the list of controllers and Power / Data Supplies, selecting the sPDS-480ca you intend to configure.

3. Select the **PDS Configuration** button in QuickPlay Pro.

4. Enter a new device name, then click **Set**.

5. Enter a new IP address, then click **Set**.

   Note: Select an IP address in the form of 10.x.x.x. Do not use 10.1.3.100 or 10.1.3.101, as these IP addresses are reserved for the LSM and VSM Pro, respectively.

Assigning IP Addresses to sPDS-480ca Units using Onboard Controls

Cancel   Up   Down   Select

Each sPDS-480ca has four front panel buttons (**Cancel**, **Up**, **Down**, and **Select**) and an LCD screen. You can use the front panel buttons to rapidly set the device's IP address:

1. Connect the sPDS-480ca to the Ethernet lighting network.

2. Press **Select** to open the menu system. Use the **Up** and **Down** buttons to scroll through submenus and menu options. Press **Cancel** to exit a submenu or close the menu system. (See page 62 for a complete list of menus, submenus, and menu items.)

3. Select **Configure Menu > Set IP Address**.

4. Use the **Up** and **Down** buttons to scroll through and select the first segment of the device IP address. Press **Select** to advance to the next segment.

   Note: Select an IP address in the form of 10.x.x.x. Do not use 10.1.3.100 or 10.1.3.101, as these IP addresses are reserved for the LSM and VSM Pro, respectively.

5. Press **Select** after setting all IP address segments. At the prompt, press **Select** again to confirm your entry.

6. (Optional) Affix a weatherproof label to the sPDS-480ca indicating the device IP address, and record the IP address in your lighting design plan.

About Light Maps

Once sPDS-480ca IP address setup is complete, use LSM or VSM Pro to create a map of your installation. The map associates each fixture in the installation with a Power / Data Supply, and functions as a visual representation of your lighting layout.

LSM automatically discovers all connected Power / Data Supplies and fixtures, adding them to your map. Use the LSM software tools to fine-tune or manually add Power / Data Supplies and fixtures to your map. For complete details, refer to the *Light System Manager User Guide* available at: www.colorkinetics.com/ls/controllers/lsm/.

If using VSM Pro, the map associates each node in each fixture with a pixel of video. Use the VSE Pro interface to customize how pixels are sampled from the source video and displayed on your lighting installation. For complete details, refer to the *Video System Manager Pro User Guide* available online at: www.colorkinetics.com/ls/controllers/vsmpro/.

iColor® Flex SL with PDS-60ca 7.5V DMX / Ethernet

Fixture	iColor® Flex SL
PDS / Data Enabler	PDS-60ca 7.5V DMX / Ethernet
Control Method	DMX
Addressing Method	QuickPlay Pro PDS Configuration Tool
Addressing Technology	Chromasic
Nodes per fixture	50

Overview

To program a PDS-60ca, you use QuickPlay Pro to set a base light number (1 – 170) and specify the node quantity of each attached fixture. The Power / Data Supply then configures itself to route the correct data to the attached fixtures, beginning with the first node on output port 1 and ending with the last node on output port 2.

Note that iColor Flex SL fixtures are not programmed with light numbers. Instead the connected Power / Data Supply receives a base light number, which it uses to capture and automatically route the correct data to each node in the fixtures. Therefore, you can swap the iColor Flex SL fixtures attached to a PDS-60ca and the newly attached fixtures will always display the correct data.

Addressing a PDS-60ca Connected to iColor Flex SL Fixtures

1. Connect the PDS-60ca directly to SmartJack Pro or iPlayer 3. Disconnect all other Power / Data Supplies in the network.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. (Optional, for iPlayer 3) Select a specific output port, or select **All** to send the same light data to all output ports.
4. Select the **PDS Configuration** button.
5. Select the correct tab for your Power / Data Supply, **PDS-60ca DMX** or **PDS-60ca DMX / Ethernet**.
6. By default, QuickPlay Pro enters the maximum node count for each port (72) in the **Node Count for Output 1** or **Node Count for Output 2** fields. Determine the node counts of your fixtures and enter the values in the **Node Count for Output 1** and **Node Count for Output 2** fields.
7. Enter the desired DMX address in the **Base Light Number** field.

8. There are two options for configuring how the Power / Data Supply routes data to the fixtures, sequential addressing and all same address:

Sequential Addressing
a. Leave the **All Same Address** box unchecked.
b. Click **Program**. The base address is the light number associated with the first node on OUT 1. The remaining nodes are associated with light numbers in sequential order through the last node on OUT 2. Fixtures display green when programming is complete.

Set All Fixtures to the Same Light Number
a. Check the **All Same Address** box.
b. Click **Program**. The base address determines the light number associated with all of the nodes on OUT 1 and OUT 2. Fixtures display green when programming is complete.

(Optional) Testing DMX Channels

1. After programming the iColor Flex SL fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

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iColor® Flex SL with
sPDS-480ca 7.5V Ethernet

Fixture Type	iColor® Flex SL
PDS / Data Enabler	sPDS-480ca 7.5V Ethernet
Control Method	Ethernet
Addressing Method	Onboard PDS controls
Addressing Technology	Chromasic
Nodes per fixture	50

Overview

Working in conjunction with *light maps* created for Light System Manager (LSM) or Video System Manager Pro (VSM Pro), sPDS-480ca units route light output data to iColor Flex SL fixtures.

To be included in a light map, each sPDS-480ca must have a unique IP address. You can use either the onboard controls or QuickPlay Pro to configure sPDS-480ca units with IP addresses.

Note that iColor Cove Flex SL fixtures attached to an sPDS-480ca are not permanently programmed with light numbers. Instead, each sPDS-480ca automatically routes data intended for specific fixtures, based on the light map. Therefore, you can swap the iColor Flex SL fixtures attached to an sPDS-480ca and any newly attached fixtures will display the correct data.

Renaming and Assigning IP Addresses to sPDS-480ca Units using QuickPlay Pro

QuickPlay Pro allows you to configure sPDS-480ca units in an Ethernet-based lighting system:

1. Connect your computer to the Ethernet lighting network.

2. Launch QuickPlay Pro and select an sPDS-480ca from the Controller list:

   Use the up and down arrows on your keyboard to scroll through the list of controllers and Power / Data Supplies, selecting the sPDS-480ca you intend to configure.

3. Select the **PDS Configuration** button in QuickPlay Pro.

4. Enter a new device name, then click **Set**.

5. Enter a new IP address, then click **Set**.

   Note: Select an IP address in the form of 10.x.x.x. Do not use 10.1.3.100 or 10.1.3.101, as these IP addresses are reserved for the LSM and VSM Pro, respectively.

Assigning IP Addresses to sPDS-480ca Units using Onboard Controls

Cancel   Up   Down   Select

Each sPDS-480ca has four front panel buttons (**Cancel**, **Up**, **Down**, and **Select**) and an LCD screen. You can use the front panel buttons to rapidly set the device's IP address:

1. Connect the sPDS-480ca to the Ethernet lighting network.

2. Press **Select** to open the menu system. Use the **Up** and **Down** buttons to scroll through submenus and menu options. Press **Cancel** to exit a submenu or close the menu system. (See page 62 for a complete list of menus, submenus, and menu items.)

3. Select **Configure Menu > Set IP Address**.

4. Use the **Up** and **Down** buttons to scroll through and select the first segment of the device IP address. Press **Select** to advance to the next segment.

   Note: Select an IP address in the form of 10.x.x.x. Do not use 10.1.3.100 or 10.1.3.101, as these IP addresses are reserved for the LSM and VSM Pro, respectively.

5. Press **Select** after setting all IP address segments. At the prompt, press **Select** again to confirm your entry.

6. (Optional) Affix a weatherproof label to the sPDS-480ca indicating the device IP address, and record the IP address in your lighting design plan.

About Light Maps

Once sPDS-480ca IP address setup is complete, use LSM or VSM Pro to create a map of your installation. The map associates each fixture in the installation with a Power / Data Supply, and functions as a visual representation of your lighting layout.

LSM automatically discovers all connected Power / Data Supplies and fixtures, adding them to your map. Use the LSM software tools to fine-tune or manually add Power / Data Supplies and fixtures to your map. For complete details, refer to the *Light System Manager User Guide* available at: www.colorkinetics.com/ls/controllers/lsm/.

If using VSM Pro, the map associates each node in each fixture with a pixel of video. Use the VSE Pro interface to customize how pixels are sampled from the source video and displayed on your lighting installation. For complete details, refer to the *Video System Manager Pro User Guide* available online at: www.colorkinetics.com/ls/controllers/vsmpro/.

iColor® Flex SLX with PDS-60ca 12V DMX / Ethernet

Fixture	iColor® Flex SLX
PDS / Data Enabler	PDS-60ca 12V DMX / Ethernet
Control Method	DMX
Addressing Method	QuickPlay Pro PDS Configuration Tool
Addressing Technology	Chromasic
Nodes per fixture	50

Overview

To program a PDS-60ca, you use QuickPlay Pro to set a base light number (1 – 170) and specify the node quantity of each attached fixture. The Power / Data Supply then configures itself to route the correct data to the attached fixtures, beginning with the first node on output port 1 and ending with the last node on output port 2.

Note that iColor Flex SLX fixtures are not programmed with light numbers. Instead the connected Power / Data Supply receives a base light number, which it uses to capture and automatically route the correct data to each node in the fixtures. Therefore, you can swap the iColor Flex SL fixtures attached to a PDS-60ca and the newly attached fixtures will always display the correct data.

Addressing a PDS-60ca Connected to iColor Flex SLX Fixtures

1. Connect the PDS-60ca directly to SmartJack Pro or iPlayer 3. Disconnect all other Power / Data Supplies in the network.

2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.

3. (Optional, for iPlayer 3) Select a specific output port, or select **All** to send the same light data to all output ports.

4. Select the **PDS Configuration** button.

5. Select the correct tab for your Power / Data Supply, **PDS-60ca DMX** or **PDS-60ca DMX / Ethernet**.

6. By default, QuickPlay Pro enters the maximum node count for each port (72) in the **Node Count for Output 1** or **Node Count for Output 2** fields. Determine the node counts of your fixtures and the values in the **Node Count for Output 1** or **Node Count for Output 2** fields.

7. Enter the desired DMX address in the **Base Light Number** field.

8. There are two options for configuring how the Power / Data Supply routes data to the fixtures, sequential addressing and all same address:

   Sequential Addressing

   a. Leave the **All Same Address** box unchecked.

   b. Click **Program**. The base address is the light number associated with the first node on OUT 1. The remaining nodes are associated with light numbers in sequential order through the last node on OUT 2. Fixtures display green when programming is complete.

   Set All Fixtures to the Same Light Number

   a. Check the **All Same Address** box.

   b. Click **Program**. The base address determines the light number associated with all of the nodes on OUT 1 and OUT 2. Fixtures display green when programming is complete.

(Optional) Testing DMX Channels

1. After programming the iColor Flex SLX fixture, select the **Test Channels** button.

2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.

3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.

4. Right-click on selected DMX channel blocks to de-select them.

5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

iColor® Flex SLX with sPDS-480ca 12V Ethernet

Fixture Type	iColor® Flex SLX
PDS / Data Enabler	sPDS-480ca 12V Ethernet
Control Method	Ethernet
Addressing Method	Onboard PDS controls
Addressing Technology	Chromasic
Nodes per fixture	50

Overview

Working in conjunction with *light maps* created for Light System Manager (LSM) or Video System Manager Pro (VSM Pro), sPDS-480ca units route light output data to iColor Flex SLX fixtures.

To be included in a light map, each sPDS-480ca must have a unique IP address. You can use either the onboard controls or QuickPlay Pro to configure sPDS-480ca units with IP addresses.

Note that iColor Cove Flex SLX fixtures attached to an sPDS-480ca are not permanently programmed with light numbers. Instead, each sPDS-480ca automatically routes data intended for specific fixtures, based on the light map. Therefore, you can swap the iColor Flex SLX fixtures attached to an sPDS-480ca and any newly attached fixtures will display the correct data.

Renaming and Assigning IP Addresses to sPDS-480ca Units using QuickPlay Pro

QuickPlay Pro allows you to configure sPDS-480ca units in an Ethernet-based lighting system:

1. Connect your computer to the Ethernet lighting network.

2. Launch QuickPlay Pro and select an sPDS-480ca from the Controller list:

   Use the up and down arrows on your keyboard to scroll through the list of controllers and power / data supplies, selecting the sPDS-480ca you intend to configure.

3. Select the **PDS Configuration** button in QuickPlay Pro.

4. Enter a new device name, then click **Set**.

5. Enter a new IP address, then click **Set**.

   Note: Select an IP address in the form of 10.x.x.x. Do not use 10.1.3.100 or 10.1.3.101, as these IP addresses are reserved for the LSM and VSM Pro, respectively.

Assigning IP Addresses to sPDS-480ca Units using Onboard Controls

Cancel   Up   Down   Select

Each sPDS-480ca has four front panel buttons (**Cancel**, **Up**, **Down**, and **Select**) and an LCD screen. You can use the front panel buttons to rapidly set the device's IP address:

1. Connect the sPDS-480ca to the Ethernet lighting network.

2. Press **Select** to open the menu system. Use the **Up** and **Down** buttons to scroll through submenus and menu options. Press **Cancel** to exit a submenu or close the menu system. (See page 62 for a complete list of menus, submenus, and menu items.)

3. Select **Configure Menu > Set IP Address**.

4. Use the **Up** and **Down** buttons to scroll through and select the first segment of the device IP address. Press **Select** to advance to the next segment.

   Note: Select an IP address in the form of 10.x.x.x. Do not use 10.1.3.100 or 10.1.3.101, as these IP addresses are reserved for the LSM and VSM Pro, respectively.

5. Press **Select** after setting all IP address segments. At the prompt, press **Select** again to confirm your entry.

6. (Optional) Affix a weatherproof label to the sPDS-480ca indicating the device IP address, and record the IP address in your lighting design plan.

About Light Maps

Once sPDS-480ca IP address setup is complete, use LSM or VSM Pro to create a map of your installation. The map associates each fixture in the installation with a Power / Data Supply, and functions as a visual representation of your lighting layout.

LSM automatically discovers all connected Power / Data Supplies and fixtures, adding them to your map. Use the LSM software tools to fine-tune or manually add Power / Data Supplies and fixtures to your map. For complete details, refer to the *Light System Manager User Guide* available at: www.colorkinetics.com/ls/controllers/lsm/.

If using VSM Pro, the map associates each node in each fixture with a pixel of video. Use the VSE Pro interface to customize how pixels are sampled from the source video and displayed on your lighting installation. For complete details, refer to the *Video System Manager Pro User Guide* available online at: www.colorkinetics.com/ls/controllers/vsmpro/.

iColor® Module FX with PDS-60ca 7.5V DMX / Ethernet

Fixture	iColor® Module FX
PDS / Data Enabler	PDS-60ca 7.5V DMX / Ethernet
Control Method	DMX
Addressing Method	QuickPlay Pro PDS Configuration Tool
Addressing Technology	Chromasic
Nodes per fixture	9 or 36

Overview

To program a PDS-60ca, you use QuickPlay Pro to set a base light number (1 – 170) and specify the node quantity of each attached fixture. The Power / Data Supply then configures itself to route the correct data to the attached fixtures, beginning with the first node on output port 1 and ending with the last node on output port 2.

Note that iColor Module FX fixtures are not programmed with light numbers. Instead the Power / Data Supply receives a base light number, which it uses to capture and automatically route the correct data to each node in the attached fixtures. Therefore, you can swap the iColor Module FX fixtures attached to a PDS-60ca and the newly attached fixtures will always display the correct data.

Addressing a PDS-60ca Connected to iColor® Module FX Fixtures

1. Connect the PDS-60ca directly to SmartJack Pro or iPlayer 3. Disconnect all other Power / Data Supplies in the network.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. (Optional, for iPlayer 3) Select a specific output port, or select **All** to send the same light data to all output ports.
4. Select the **PDS Configuration** button.
5. Select the correct tab for your Power / Data Supply, **PDS-60ca DMX** or **PDS-60ca DMX / Ethernet**.
6. By default, QuickPlay Pro enters the maximum node count for each port (72) in the **Node Count for Output 1** or **Node Count for Output 2** fields. Determine the node counts of your fixtures and enter the values in the **Node Count for Output 1** and **Node Count for Output 2** fields.

7. Enter the desired DMX address in the **Base Light Number** field.
8. There are two options for configuring how the Power / Data Supply routes data to the fixtures, sequential addressing and all same address:

   Sequential Addressing
   a. Leave the **All Same Address** box unchecked.
   b. Click **Program**. The base address is the light number associated with the first node on OUT 1. The remaining nodes are associated with light numbers in sequential order through the last node on OUT 2. Fixtures display green when programming is complete.

   Set All Fixtures to the Same Light Number
   a. Check the **All Same Address** box.
   b. Click **Program**. The base address determines the light number associated with all of the nodes on OUT 1 and OUT 2. Fixtures display green when programming is complete.

(Optional) Testing DMX Channels

1. After programming the iColor Module FX fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

iColor® MR g2 with PDS-70mr 24V DMX

Fixture	iColor® MR g2
PDS / Data Enabler	PDS-70mr 24V DMX
Control Method	DMX
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per lamp	1

Overview

iColor MR g2 lamps have a single addressable node, which is factory-set to DMX address 1. The QuickPlay Pro Fixture Configuration tool allows you to assign a new DMX address to each iColor MR g2 based on the lamp's serial number.

Addressing iColor MR g2 Lamps

1. Connect your lighting network to SmartJack Pro or iPlayer 3, then power on the lamps you wish to address.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field. Otherwise, use the QuickPlay Pro serial number Search feature, which enables you to manually identify the serial number of the connected lamp, one byte at a time:
   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the lamp (and all other lamps using that byte) will display solid green.
   b. Select the **Set** checkbox to unlock the second byte.
   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the lamp (and all other lamps using that byte and previous bytes) will display solid green.
   d. Repeat the process until the serial number is complete.

5. Once the serial number is correctly entered, the **Configuration** area becomes active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:
   a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

      or

   b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.
6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.
7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the iColor MR g2 lamp, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

iColor® MR g2 with PDS-70mr 24V Ethernet

Fixture	iColor® MR g2
PDS / Data Enabler	PDS-70mr 24V Ethernet
Control Method	Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per lamp	1

Overview

iColor MR g2 lamps have a single addressable node, which is factory-set to DMX address 1. The QuickPlay Pro Fixture Configuration tool allows you to assign a DMX address to each iColor MR g2 based on the lamp's serial number.

QuickPlay Pro connects directly to the lighting network via Ethernet.

Addressing iColor MR g2 Lamps

1. Connect to your lighting network via Ethernet and power on the lamps you wish to address.
2. Using the up and down arrow keys on your keyboard, select the appropriate Data Enabler from the controller list. As you step through the Data Enablers, the corresponding lamps display solid green, the currently playing effect, or, if in test mode, the selected light numbers or DMX addresses.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. Click **Discover** to automatically locate all lamp serial numbers.
5. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.
6. Select the **DMX Address** tab.
7. (Optional) Click **Read** to discover the current DMX address.
8. Enter a DMX address in the **New DMX Address** entry box.
9. (Optional) Select the **Auto Increment** checkbox to automatically increment DMX addresses as lamp serial numbers are selected.
10. Click **Program** to address the lamp.

(Optional) Testing DMX Channels

1. After programming the iColor MR g2 lamp, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

iColor® Tile FX 2:2 with PDS-60ca 7.5V DMX / Ethernet

Fixture	iColor® Tile 2:2
PDS / Data Enabler	PDS-60ca 7.5V DMX / Ethernet
Control Method	DMX
Addressing Method	QuickPlay Pro PDS Configuration Tool
Addressing Technology	Chromasic
Nodes per fixture	144

Overview

To program a PDS-60ca, you use QuickPlay Pro to set a base light number (1 – 170) and specify the node quantity of the attached fixture (144). The Power / Data Supply then configures itself to route the correct data to the attached fixtures, beginning with the first node on output port 1 and ending with the last node on output port 2.

Note that iColor Tile FX 2:2 fixtures are not programmed with light numbers. Instead the Power / Data Supply receives a base light number, which it uses to capture and automatically route the correct data to each node in the attached fixture. Therefore, you can swap the iColor Tile FX 2:2 fixture attached to a PDS-60ca and the newly attached fixture will always display the correct data

Addressing a PDS-60ca Connected to iColor Tile FX 2:2 Fixtures

1. Connect the PDS-60ca directly to SmartJack Pro or iPlayer 3. Disconnect all other Power / Data Supplies in the network.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. (Optional, for iPlayer 3) Select a specific output port, or select **All** to send the same light data to all output ports.
4. Select the **PDS Configuration** button.
5. Select the correct tab for your Power / Data Supply, **PDS-60ca DMX** or **PDS-60ca DMX / Ethernet**.
6. By default, QuickPlay Pro enters the maximum node count for each port (72) in the **Node Count for Output 1** or **Node Count for Output 2** fields. Determine the node counts of your fixtures and enter the values in the **Node Count for Output 1** and **Node Count for Output 2** fields.

7. Enter the desired DMX address in the **Base Light Number** field.
8. There are two options for configuring how the Power / Data Supply routes data to the fixtures, sequential addressing and all same address:

Sequential Addressing

a. Leave the **All Same Address** box unchecked.
b. Click **Program**. The base address is the light number associated with the first node on OUT 1. The remaining nodes are associated with light numbers in sequential order through the last node on OUT 2. Fixtures display green when programming is complete.

Set All Fixtures to the Same Light Number

a. Check the **All Same Address** box.
b. Click **Program**. The base address determines the light number associated with all of the nodes on OUT 1 and OUT 2. Fixtures display green when programming is complete.

(Optional) Testing DMX Channels

1. After programming the iColor Tile FX 2:2 fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

   Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

iW® Blast Powercore with Data Enabler DMX

Fixture	iW™ Blast Powercore
PDS / Data Enabler	Data Enabler DMX
Control Method	DMX
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

iW Blast Powercore fixtures are intelligent white light systems designed for use specifically with the iW Data Enabler. However, for non-standard applications requiring integration with color-changing fixtures or fine control of color temperature output, iW Blast Powercore fixtures are compatible with Data Enabler DMX.

iW Blast Powercore fixtures have a single addressable node. The QuickPlay Pro Fixture Configuration tool allows you to assign a light number to each iW Blast Powercore based on the fixture's serial number.

QuickPlay Pro connects directly to the DMX network via SmartJack Pro or iPlayer 3.

Addressing iW Blast Powercore Fixtures

1. Connect your lighting network to SmartJack Pro or iPlayer 3, then power on the fixtures you wish to address.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field. Otherwise, use the QuickPlay Pro serial number Search feature, which enables you to manually identify the serial number of a connected fixture, one byte at a time:
    a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid white.
    b. Select the **Set** checkbox to unlock the second byte.
    c. Scroll through the letters and numerals to identify the second byte of the serial

number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid white.
    d. Repeat the process until the serial number is complete.
5. Once the serial number is correctly entered, the **Configuration** area becomes active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:
    a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

        or

    b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.
6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.
7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the iW Blast Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

iW® Blast Powercore with Data Enabler Ethernet

Fixture	iW™ Blast Powercore
PDS / Data Enabler	Data Enabler Ethernet
Control Method	Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

iW Blast Powercore fixtures are intelligent white light systems designed for use specifically with the iW Data Enabler. However, for non-standard applications requiring integration with color-changing fixtures or fine control of color temperature output, iW Blast Powercore fixtures are compatible with Data Enabler Ethernet.

iW Blast Powercore fixtures have a single addressable node. The QuickPlay Pro Fixture Configuration tool allows you to assign a light number to each iW Blast Powercore based on the fixture's serial number. QuickPlay Pro connects directly to the lighting network via Ethernet.

Addressing iW Blast Powercore Fixtures

1. Connect to your lighting network via Ethernet and power on the fixtures you wish to address.
2. Using the up and down arrow keys on your keyboard, select the appropriate Data Enabler from the controller list. As you step through the Data Enablers, the corresponding fixtures display solid white, the currently playing effect, or, if in test mode, the selected light numbers or DMX addresses.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. Click **Discover** to automatically locate all fixture serial numbers.
5. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.
6. Select the **DMX Address** tab.
7. (Optional) Click **Read** to discover the current DMX address.
8. Enter a DMX address value in the **New DMX Address** entry box.

9. (Optional) Select the **Auto Increment** checkbox to automatically increment the DMX address as fixture serial numbers are selected.
10. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the iW Blast Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

    Hint: Select **Individual Channels** from the dropdown list to test individual DMX channel output.

iW® Blast TR with PDS-750 TR
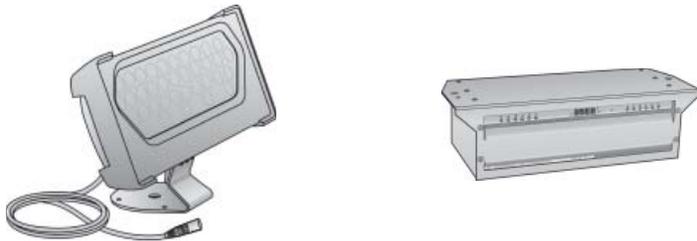
Fixture	iW™ Blast TR
PDS / Data Enabler	PDS-750 TR
Control Method	DMX
Addressing Method	Onboard PDS Address Switches
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

PDS-750 TR Power / Data Supplies have onboard addressing controls — an external software tool such as QuickPlay Pro is not necessary to configure fixtures connected to a PDS-750 TR.

Each PDS-750 TR supports up to 12 iW Blast TR fixtures. Using a base DMX address, the PDS-750 TR sequentially routes DMX data to each connected fixture. For example, if "AAA" equals the base DMX address configured on the PDS-750 TR, connected fixtures receive DMX data as follows:

- Fixture #1 receives data intended for DMX addresses: AAA, AAA + 1, AAA + 2
- Fixture #2 receives data intended for DMX addresses: AAA + 3, AAA + 4, AAA + 5
- Fixture #3 receives data intended for DMX addresses: AAA + 6, AAA + 7, AAA + 8

To function in conjunction with a PDS-750 TR, all connected ColorBlast TR fixtures must be addressed to light number 1.

Addressing iW Blast TR Fixtures to Light Number 1

1. Power On the PDS-750 TR and select Pass Thru mode by turning all three DMX switches to 0 (the "Status" light displays orange when the device is in Pass Thru mode).
2. Connect up to 12 iW Blast TR fixtures to the PDS-750 TR.
3. Press the Mini-Zapi switch on the front of the PDS-750 TR.
4. The fixtures will momentarily display red and then flicker.
5. When the flickering stops, power Off the PDS-750 TR
6. Power back On the PDS-750 TR, to resume operation.

Addressing the PDS-750 TR with a Base DMX Address

1. Power On the PDS-750 TR.
2. Connect up to 12 iW Blast TR fixtures to ports 1 – 12 (all fixtures must be addressed to light number 1).
3. Connect the PDS-750 TR to a DMX source via the DMX Input.
4. Set the base DMX address of the PDS-750 TR using the DMX switches:

   From left to right, the switches control the 100s, 10s, and 1s DMX values. For example, to set a DMX base address of 125, turn the first switch to 1, the second switch to 2, and the third switch to 5.

   When you have set a base DMX address, the Status light should display green, indicating that the PDS-750 TR is in CB (ColorBlast playback) mode.
5. Test your configuration by sending light output data from the DMX controller.

Standalone Effects Mode

Standalone Effects mode allows you to run pre-programmed effects from the PDS-750 TR, for demonstration purposes. Turn the Config switch to any position other than "0" to launch Standalone Effects mode.

> **Note:** The latest PDS-750 TR operator's manual is available from the City Theatrical, Inc. website (a third-party website), under the Color Kinetics tab: www.citytheatrical.com/.

iW® Cove Powercore with Data Enabler DMX

Fixture	iW™ Cove Powercore
PDS / Data Enabler	Data Enabler DMX
Control Method	DMX
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

iW Cove Powercore fixtures are intelligent white light systems designed for use specifically with the iW Data Enabler. However, for non-standard applications requiring integration with color-changing fixtures or fine control of color temperature output, iW Cove Powercore fixtures are compatible with Data Enabler DMX.

iW Cove Powercore fixtures have a single addressable node. The QuickPlay Pro Fixture Configuration tool allows you to assign a light number to each iW Cove Powercore based on the fixture's serial number.

QuickPlay Pro connects directly to the DMX lighting network via SmartJack Pro or iPlayer 3.

Addressing iW Cove Powercore Fixtures

1. Connect your lighting network to SmartJack Pro or iPlayer 3, then power on the fixtures you wish to address.
2. Connect SmartJack Pro or iPlayer 3 to your computer via USB, then launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field. Otherwise, use the QuickPlay Pro serial number Search feature, which enables you to manually identify the serial number of a connected fixture, one byte at a time:
   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid white.
   b. Select the **Set** checkbox to unlock the second byte.

c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid white.
   d. Repeat the process until the serial number is complete.
5. Once the serial number is correctly entered, the **Configuration** area becomes active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:
   a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

   or

   b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.
6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.
7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing DMX Channels

1. After programming the iW Cove Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

iW® Cove Powercore with Data Enabler Ethernet

Fixture	iW™ Cove Powercore
PDS / Data Enabler	Data Enabler Ethernet
Control Method	Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

iW Cove Powercore fixtures are intelligent white light systems designed for use specifically with the iW Data Enabler. However, for non-standard applications requiring integration with color-changing fixtures or fine control of color temperature output, iW Cove Powercore fixtures are compatible with Data Enabler Ethernet.

iW Cove Powercore fixtures have a single addressable node. The QuickPlay Pro Fixture Configuration tool allows you to assign a light number to each iW Cove Powercore based on the fixture's serial number.

QuickPlay Pro connects directly to the Ethernet lighting network.

Addressing iW Cove Powercore Fixtures

1. Connect to your lighting network via Ethernet and power on the fixtures you wish to address.
2. Using the up and down arrow keys on your keyboard, select the appropriate Data Enabler from the controller list. As you step through the Data Enablers, the corresponding fixtures display solid white, the currently playing effect, or, if in test mode, the selected light numbers or DMX addresses.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. Click **Discover** to automatically locate all fixture serial numbers.
5. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.
6. Select the **DMX Address** tab.
7. (Optional) Click **Read** to discover the current DMX address.
8. Enter a DMX address value in the **New DMX Address** entry box.

9. (Optional) Select the **Auto Increment** checkbox to automatically increment the DMX address as fixture serial numbers are selected.
10. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing Channels

1. After programming the iW Cove Powercore fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

iW® Profile g2 with PDS-150e

Fixture	iW™ Profile g2
PDS / Data Enabler	PDS-150e
Control Method	DMX or Ethernet
Addressing Method	QuickPlay Pro Fixture Configuration Tool
Addressing Technology	Chromacore
Nodes per fixture	1

Overview

iW Profile g2 fixtures are intelligent white light systems designed for use specifically with iW PDS-150. However, for non-standard applications requiring integration with color-changing fixtures or fine control of color temperature output, iW Profile g2 fixtures are compatible with PDS-150e.

iW Profile g2 fixtures have a single addressable node. The QuickPlay Pro Fixture Configuration tool allows you to assign a light number to each iW Profile g2 based on the fixture's serial number.

QuickPlay Pro connects directly to the DMX lighting network via SmartJack Pro or iPlayer 3.

Addressing iW Profile g2 Fixtures

1. Connect to your DMX or Ethernet lighting network and power on the fixtures you wish to address.
2. Launch QuickPlay Pro.
3. Select the **Fixture Configuration** button in QuickPlay Pro.
4. If known, enter the serial number of the fixture you are addressing. When a valid serial number has been entered, a green dot appears next to the serial number field.

   In a DMX configuration, if the serial number is not known, use the serial number Search feature, which enables you to manually identify the serial number of the connected fixture, one byte at a time:

   a. Select the serial number **Search** tab. Using the up and down arrow keys on your keyboard, scroll through the letters and numerals to identify the first byte of the serial number. When the first byte is found, the fixture (and all other fixtures using that byte) will display solid green.

   b. Select the **Set** checkbox to unlock the second byte.

   c. Scroll through the letters and numerals to identify the second byte of the serial number. When the second byte is found, the fixture (and all other fixtures using that byte and previous bytes) will display solid green.

   d. Repeat the process until the serial number is complete.

   In an Ethernet configuration, if the serial number is not known, use the serial number **Discover** feature to automatically locate all fixture serial numbers:

   a. Click **Discover**.

   b. Using the up and down arrow keys on your keyboard, select the serial number of the fixture you wish to address. As you step through the serial numbers, the fixture whose serial number is selected turns green, all others are off.

5. Once the serial number is correctly entered, the **Configuration** area becomes active. You can enter a DMX address or light number — select the **DMX Address** or **Light Number** tab:

   a. In the **DMX Address** tab, enter a DMX address value in the **New DMX Address** entry box.

      or

   b. In the **Light Number** tab, enter a value in the **New Light Number** entry box.

6. (Optional) Select the **Auto Increment** checkbox to automatically advance the DMX address or light number each time you enter a new serial number. This enables you to efficiently and accurately program a series of fixtures.

7. Press **Program** to address the fixture. "Programming serial number" appears in the status log and the fixture displays green to confirm it has received the new configuration.

(Optional) Testing Channels

1. After programming the iW Profile g2 fixture, select the **Test Channels** button.
2. Select **3 channel fixtures** from the dropdown, then select a DMX channel block to display white light output on the fixture associated with that block.
3. Click on additional DMX channel blocks to illuminate the corresponding fixtures. Use the left and right arrow keys on your keyboard to rapidly step through the blocks. Use [Shift] + left and right arrow keys to keep sequential blocks selected.
4. Right-click on selected DMX channel blocks to de-select them.
5. (Optional) Use the **All On** and **All Off** buttons to toggle all DMX channel blocks on and off.

Mapping Fixtures with the Address Fixtures Tool

The Address Fixtures tool is a graphical mapping tool offering easy layout, sorting, and programming of serial-based fixtures, including Chromacore and ColorReach Powercore fixtures.

The Address Fixtures tool allows you to drag and drop fixtures from list of fixtures onto a DMX address map. You can also drag fixtures to different channels within the map. The **Move all fixtures on the map to one DMX address...** and **Distribute all fixtures on the map to unique DMX addresses...** features streamline the process of creating an accurate layout.

The **Sort all fixtures in the list from first to last...** feature enables you to work efficiently with previously installed fixtures, sorting them based on visual cues.

Additionally, for automated mapping and addressing, the Address Fixtures tool allows import and export of CSV files containing fixture serial numbers and DMX addresses.

■ Adding Fixtures to the Fixture List

Prior to mapping fixtures using the Address Fixtures tool, you must populate the fixture list. If working with Ethernet-based fixtures, the fixture list populates automatically. If working with DMX fixtures, you must enter a fixture list manually using fixture serial numbers:

Manually Populate the Fixture List

1. Launch QuickPlay Pro and select the Address Fixtures tool.

2. Select **Add fixtures to the list…** from the Fixtures dropdown.

3. Enter a valid serial number, then click **Add**. The green indicator illuminates when you have entered a valid serial number.

4. Repeat Step 3 until all fixtures have been entered, then click **OK**.
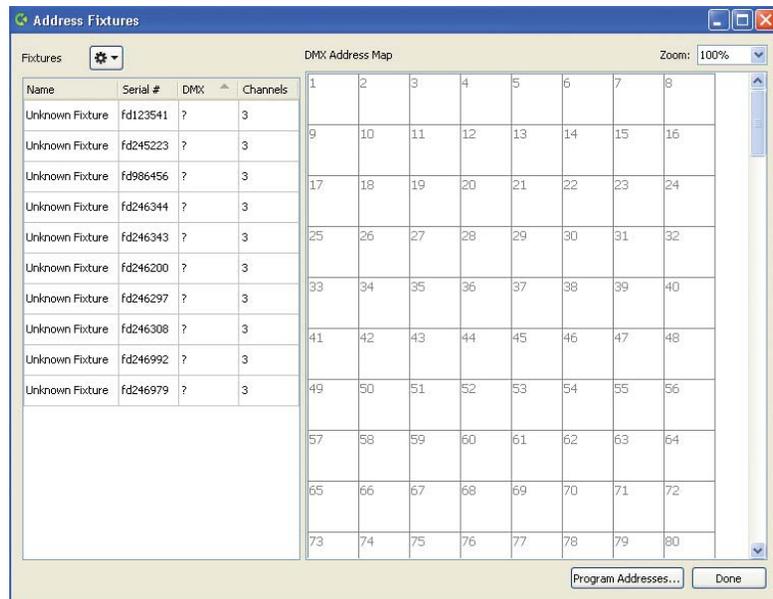
The fixture list displays the following information:

- Fixture Name

- Fixture Serial Number

- DMX Address

- Fixture Channel Quantity. This is an editable field that allows you to set how many channels a fixture will occupy on the map.

■ Adding Fixtures to the Map

Once you've created a fixture list, add the fixtures to the DMX address map. There are two methods for adding fixtures to the map:

Add All Fixtures

1. Select **Add all fixtures to the map…** from the Fixtures dropdown, *or*

Add Selected Fixtures

1. Click a single fixture, [Shift] + click, or press [Shift] + up and down arrows to select multiple fixtures in the list.

2. Drag the selected fixture(s) onto the map.

    Note: A red triangle on the map indicates that a fixture is overlapping another fixture. Move the fixtures within the map, as needed. The black triangle next to the DMX address in the fixture list signifies that the fixture configuration has changed.
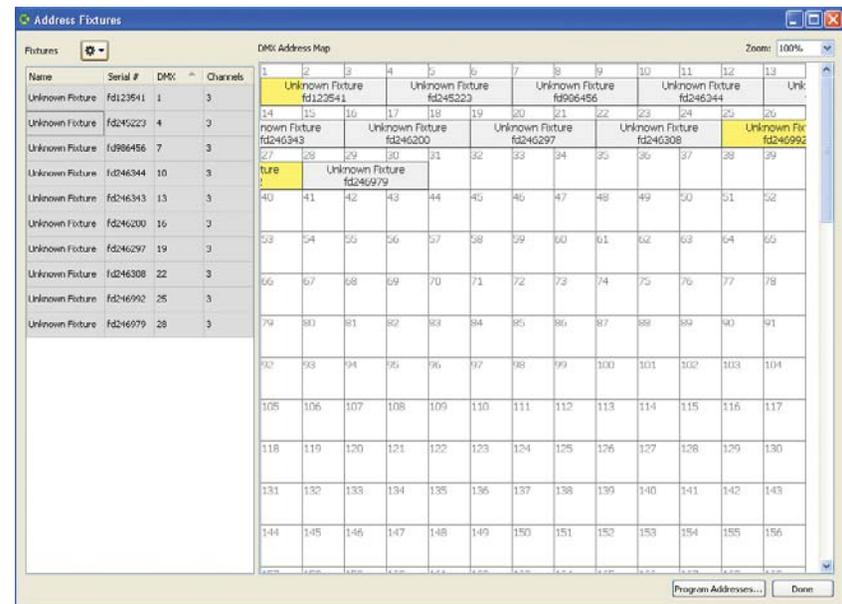

To select multiple fixtures , press [Shift] + left and right arrow keys or [Ctrl] + click. Press the left and right arrow keys to step through fixtures. Note that you can also select DMX addresses, rather than fixture blocks. To de-select, click anywhere on the map that does not contain a fixture.

■ Working with Fixtures on the Map

Move Fixtures

1. Click and drag a selection box around one or more fixtures. Selected fixtures change to yellow.

2. Drag the selected fixtures to new DMX addresses on the map.
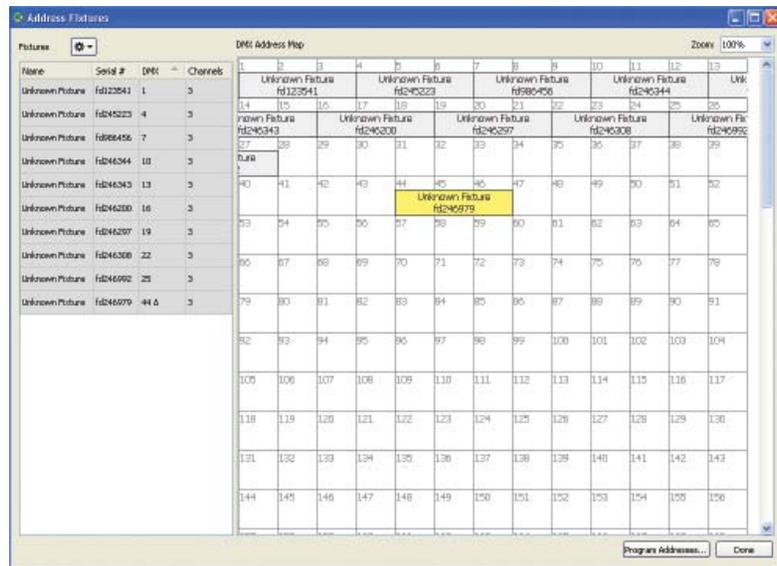
Assign All Fixtures to the Same DMX Address

1. Select **Move all fixtures on the map to One DMX address...** from the Fixtures dropdown.
2. Select the desired target DMX address.

3. Click **OK**.

Distribute All Fixtures to Unique DMX Address

1. Select **Distribute all fixtures on the map to Unique DMX addresses...** from the Fixtures dropdown.

   Note: The distribute fixtures feature places all fixtures in sequential order, eliminating any gaps in the DMX sequence.

■ Sorting Fixtures

To sort existing fixtures, QuickPlay Pro displays red light output on each fixture, one-at-a-time, allowing you to identify and sort the fixtures into a logical order.
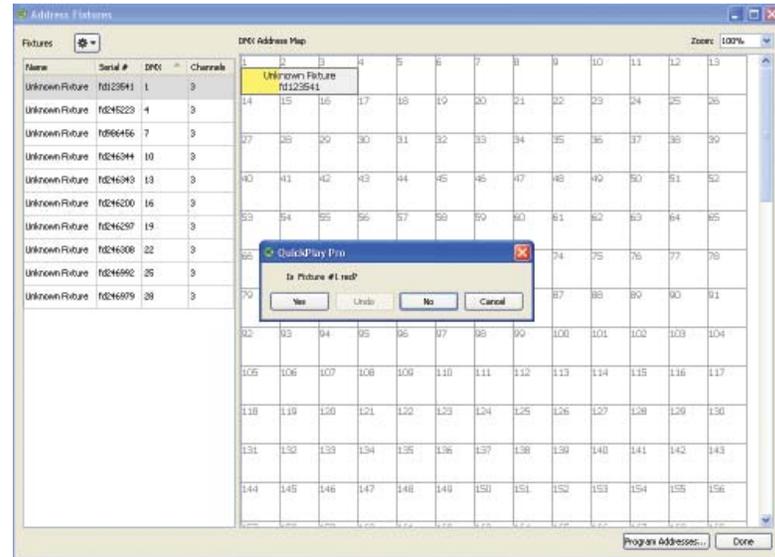
Sort Fixtures

1. Select **Sort all fixtures in the list from first to last...** from the Fixtures dropdown.
2. When prompted "Is fixture #1 red?", continue selecting **No** (or press [N]) until the fixture you intend to address first is illuminated, then select **Yes** (or press [Y]).

3. Repeat step 2 with the fixture you intend to be second, and so on, until all fixtures are sorted.

   Hint: Click **Back** (or press [B]) during the sorting process to undo the previous **Yes** or **No** selection.

■ Program Fixtures

Once the fixtures have been added to the map, and the layout is satisfactory, click **Program Addresses...** to program the fixtures with DMX addresses, then click **Done** to exit.

■ Importing Fixtures to the Fixture List

The import fixtures feature within the Address Fixtures tool allows you to import a CSV (comma-separated values) spreadsheet file containing fixture names and DMX address assignments. Once imported, the CSV file populates the fixture list.
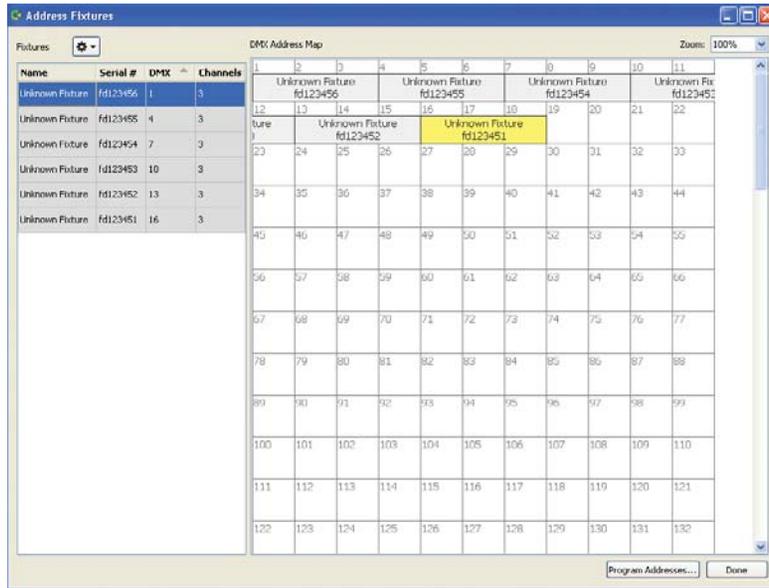
Use the Import Fixture List Feature

1. Select **Import fixtures to the list...** from the Fixtures dropdown.

2. Choose a file.

3. To populate the DMX Address Map, select **Add all fixtures to the map** from the Fixtures dropdown.

The CSV file format is as follows:

- Column One: Fixture serial number

- (Optional) Column Two: DMX address

■ Exporting a List of Fixtures and their DMX Addresses

The export fixtures feature within the Address Fixtures tool allows you to export a CSV (comma-separated value) spreadsheet file containing fixture names and DMX address assignments.
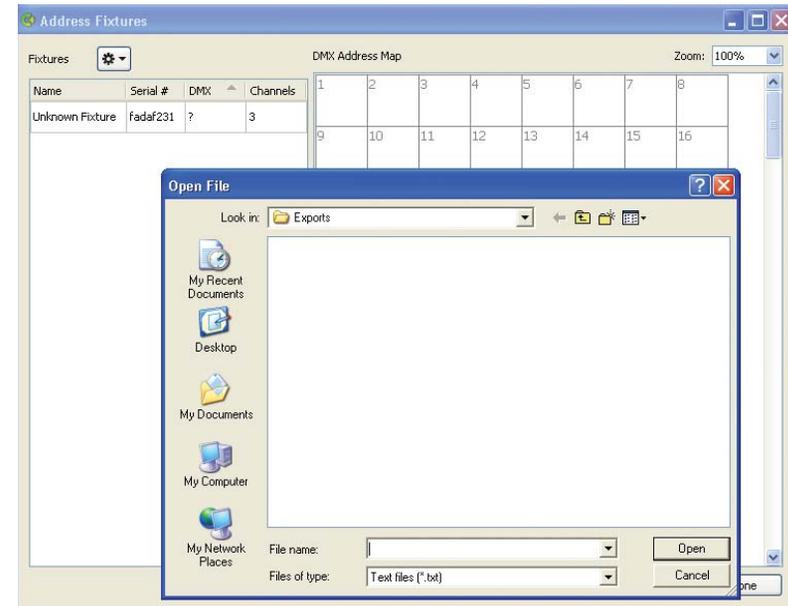
Use the Export Fixture List Feature

1. Select **Export list of fixtures and DMX addresses...** from the Fixtures dropdown.

2. Enter a file name and select a location.

3. Click **Save**.

Configuring Power / Data Supplies using Onboard Controls

The sPDS-480ca and sPDS-60ca Power / Data Supplies have onboard controls used for IP address setup, testing, and device configuration (for example, to configure device fan speed and thermal protection settings).

This section details how to use sPDS-480ca and sPDS-60ca onboard controls. For additional information about the installation of your complete lighting system, refer to the Installation Instructions, User Guides, and Product Guides available online at: www.colorkinetics.com/support

sPDS-480ca 7.5V / 12V / 24V Ethernet
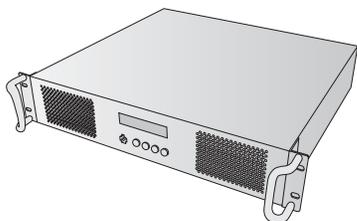
Power / Data Supply	sPDS-480ca 7.5V Ethernet sPDS-480ca 12V Ethernet sPDS-480ca 24V Ethernet
Control Method	Ethernet
Onboard Interface	Front panel buttons, LCD screen
Addressing Technology	Chromasic

Overview

Working in conjunction with *light maps* created for Light System Manager (LSM) or Video System Manager Pro (VSM Pro), sPDS-480ca units route light output data to Chromasic fixtures.

To be included in a light map, each sPDS-480ca must have a unique IP address. You can use either the onboard controls or QuickPlay Pro to configure sPDS-480ca units with IP addresses.

Note that fixtures attached to an sPDS-480ca are not permanently programmed with light numbers. Instead, each sPDS-480ca automatically routes data intended for specific fixtures, based on the light map. Therefore, you can swap the fixtures attached to an sPDS-480ca and any newly attached fixtures will display the correct data.

Renaming and Assigning IP Addresses to sPDS-480ca Units using QuickPlay Pro

QuickPlay Pro allows you to configure sPDS-480ca units in an Ethernet-based lighting system:

1. Connect your computer to the Ethernet lighting network.

2. Launch QuickPlay Pro and select an sPDS-480ca from the Controller list:

   Use the up and down arrows on your keyboard to scroll through the list of controllers and Power / Data Supplies units, selecting the sPDS-480ca you intend to configure.

3. Select the **PDS Configuration** button in QuickPlay Pro.

4. Enter a new device name, then click **Set**.

5. Enter a new IP address, then click **Set**.

Note: Select an IP address in the form of 10.x.x.x. Do not use 10.1.3.100 or 10.1.3.101, as these IP addresses are reserved for the LSM and VSM Pro, respectively.

Assigning IP Addresses to sPDS-480ca Units using Onboard Controls

Cancel   Up   Down   Select

Each sPDS-480ca has four front panel buttons (**Cancel**, **Up**, **Down**, and **Select**) and an LCD screen. You can use the front panel buttons to rapidly set the device's IP address:

1. Connect the sPDS-480ca to the Ethernet lighting network.

2. Press **Select** to open the menu system. Use the **Up** and **Down** buttons to scroll through submenus and menu options. Press **Cancel** to exit a submenu or close the menu system. (See the next page for a complete list of menus, submenus, and menu items.)

3. Select **Configure Menu > Set IP Address**.

4. Use the **Up** and **Down** buttons to scroll through and select the first segment of the device IP address. Press **Select** to advance to the next segment.

   Note: Select an IP address in the form of 10.x.x.x. Do not use 10.1.3.100 or 10.1.3.101, as these IP addresses are reserved for the LSM and VSM Pro, respectively.

5. Press **Select** after setting all IP address segments. At the prompt, press **Select** again to confirm your entry.

6. (Optional) Affix a weatherproof label to the sPDS-480ca indicating the device IP address, and record the IP address in your lighting design plan.

About Light Maps

Once sPDS-480ca IP address setup is complete, use LSM or VSM Pro to create a map of your installation. The map associates each fixture in the installation with a Power / Data Supply, and functions as a visual representation of your lighting layout.

LSM automatically discovers all connected Power / Data Supplies and fixtures, adding them to your map. Use the LSM software tools to fine-tune or manually add Power / Data Supplies and fixtures to your map. For complete details, refer to the *Light System Manager User Guide* available at: www.colorkinetics.com/ls/controllers/lsm/.

If using VSM Pro, the map associates each node in each fixture with a pixel of video. Use the VSE Pro interface to customize how pixels are sampled from the source video and displayed on your lighting installation. For complete details, refer to the *Video System Manager Pro User Guide* available online at: www.colorkinetics.com/ls/controllers/vsmpro/.

sPDS-480ca Menu System

View Status Menu

Command	Options	Description
Network	Net: IP Address 10.x.x.x	Displays the unit's IP address
	MAC Address	Displays the unit's MAC address
	Data Rate	Displays an estimate of network bandwidth usage, in kilobytes per second.
	Serial Number	Displays the unit's serial number.
Lights	Lights Per Port	Displays the number of fixtures detected per output port. Note that you must choose the Scan Lights option from the Configure menu if the "(not yet scanned)" message appears.
Temperature	Internal Temp	Displays the current internal temperature (Celsius).
	Min / Max Temp	Displays the maximum and minimum recorded internal temperatures (Celsius).
	Fan Status	Displays the current fan speed mode.

Configure Menu

Command	Options	Description
Set IP Address	10.x.x.x	Configure the IP address, by segment, using the **Up**, **Down**, and **Select** buttons.
Scan Light	Press **Select** to start scanning for fixtures	Automatically discover and count the number of fixtures attached to each output port on the sPDS-480ca.
Fan Settings	Low Medium High Auto	Select a fan speed. In Low and Medium modes, the fans run continuously at the specified speed, unless an internal temperature rise is detected, causing the fans to increase temporarily to maximum speed. In High mode, the fans run continuously at maximum speed. Auto mode turns the fans On and Off automatically, according to internal temperature.

Command	Options	Description
Thermal Settings	▪ Turn off connected fixtures ▪ Ramp down fixtures ▪ Leave fixtures On	If an overheat condition is detected, the sPDS-480ca can perform one of three actions. Choose an overheat condition response, then press **Select** to save your choice.
LCD Backlight	Bright Medium Dim Auto-Dim	Select the brightness level of the LCD screen. Auto-dim dims the backlight when no button presses have been detected for 15 minutes. Press **Select** to save your choice.
Restore Defaults	Press **Select** to restore default device settings for backlight and thermals	Restores factory default settings for backlight and thermals, but the network settings remain unchanged.

Test Menu

Command	Options	Description
Test Lights	All Off All Read All Green All Blue All White Single Port Single Fixture Rainbow	Test the selected color output, fixture, or output port. If selecting a fixture or port, press **Select**, then press **Up** and **Down** to make your selection.
Test	Run fans on full power.	Test the sPDS-480ca cooling fans. Press **Select** to start the test. The fans will run for a short period of time and then turn Off automatically.

Reset System / About Menu

Command	Options	Description
Reset System	Press **Select** to restart the device	Resets the sPDS-480ca, as if you had turned the power Off and then On.
About	Press **Down** to scroll through information	Displays system information including the firmware version number.

sPDS-60ca 24V DMX / Ethernet
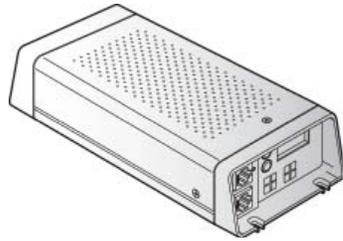
Power / Data Supply Type	sPDS-480ca 7.5V / 12V / 24V Ethernet
Control Method	DMX and Ethernet
Onboard Interface	Front panel buttons, LCD screen
Addressing Technology	Chromasic

Ethernet Configuration Overview

The sPDS-60ca is a "combo" device that supports both DMX and Ethernet-based lighting environments. When working with Ethernet-based systems, use QuickPlay Pro to assign each sPDS-60ca a device name and IP address.

Renaming and Assigning IP Addresses to sPDS-60ca Units

QuickPlay Pro allows you to configure sPDS-60ca units in an Ethernet-based lighting system:

1. Connect your computer to the Ethernet lighting network.

2. Launch QuickPlay Pro and select sPDS-60ca from the controller list (use the up and down arrows on your keyboard to quickly scroll through the list of discovered devices).

3. Select the **PDS Configuration** button in QuickPlay Pro.

4. Enter a new device name, then click **Set**.

5. Enter a new IP address, then click **Set**.

Note: The reconfigured Power / Data Supply must have an IP address in the form of 10.x.x.x.

DMX Configuration Overview

When working in DMX environments, use the sPDS-60ca onboard controls to perform fixture addressing — an external software tool such as QuickPlay Pro is not necessary.

To configure an sPDS-60ca for use in a DMX network, you set a base light number (1 – 170) and select configuration mode. The Power / Data Supply then automatically discovers all connected fixtures, determines the node quantity of each fixture, and configures itself to route data from the controller data stream to each attached fixture.

Note that when connected to an sPDS-60ca, the fixtures are not permanently programmed with light numbers. Instead, the sPDS-60ca uses its base light number to automatically route the data intended for each fixture. Therefore, you can swap the fixtures attached to an sPDS-60ca and any newly attached fixtures will display the correct data.

Setting a sPDS-60ca Base Address

The base address is the DMX address for the first fixture or node connected to output port 1 on the sPDS-60.

1. Press and release the **Up** and **Down** arrow buttons on the sPDS-60ca to step through the light numbers (1 – 170), which appear on the display panel. Press and hold either arrow button to rapidly advance to the desired light number. Stop when the desired light number appears on the display panel.

2. Press and hold both **Up** and **Down** arrow buttons simultaneously to enter configuration mode and automatically discover all attached fixtures. "CFG" appears on the display panel when in Config mode.

   When discovery is complete, two 3-digit numbers flash on the display panel. The first digit indicates the output port number, and the last two digits denote the number of fixtures discovered on that output port. For example, the number 107 represents seven fixtures found on output 1. Likewise, 215 represents fifteen fixtures on output 2.

   In configuration mode, the sPDS-60ca discovers all attached fixtures and configures itself for output accordingly. The fixtures themselves do not receive permanent light numbers. Instead, using the base address and connected fixture quantity, the sPDS-60ca "knows" which segment of effect data (from the controller data stream) to capture and route to the attached fixtures.

3. To exit configuration mode, press both **Up** and **Down** arrow buttons simultaneously. When the base address reappears on the display panel, you have exited configuration mode and the sPS-60ca is ready to go.

Grouping Light Numbers

You can create groups by assigning multiple fixtures to the same light numbers. Using groups enables you to conserve light numbers and use the reverse addressing feature.

The maximum number of fixtures per group is determined by the number of fixtures connected to output port 1. For example, if there are seven fixtures connected to output port 1, and 15 fixtures attached to output port 2, then the maximum group size is seven.

Use the following steps to create a group:

1. Press and hold both Up and Down arrow buttons simultaneously to enter configuration mode. "CFG" appears on the display panel.

2. Set a *positive* group number for sequential addressing (see next page, "a"), or set a *negative* group number for reverse addressing (see next page, "b"):

a. Use the Up arrow button to set a *positive group number* (the number of fixtures in each group), according to the following table:

Group Number	How Fixtures are Grouped
All	All fixtures receive data intended for the base address. If there are ten fixtures connected to an sPSDS-60ca with a base address of 1, each fixture receives the data intended for light number 1: Fixture: 1 2 3 4 5 6 7 8 9 10 Light Number: 1 1 1 1 1 1 1 1 1 1
1	The fixtures receive data intended in sequential order, starting with the base address. If there are ten fixtures connected to an sPDS-60ca with a base address of 1, they receive data in the following manner: Fixture: 1 2 3 4 5 6 7 8 9 10 Light Number: 1 2 3 4 5 6 7 8 9 10
2	Every two fixtures receive data intended for the same light number, starting with the base address. If there are ten fixtures connected to an sPSDS-60ca with a base address of 1, they receive data in the following manner: Fixture: 1 2 3 4 5 6 7 8 9 10 Light Number: 1 1 2 2 3 3 4 4 5 5
3 through 20	...

or

b. Use the Up arrow button to set a *negative group number* (number of fixtures in each group), according to the following table:

Group Number	How Fixtures are Grouped
-1	The fixtures receive data intended in reverse order, ending with the base address. If there are ten fixtures connected to an sPDS-60ca with a base address of 1, they receive data in the following manner: Fixture: 1 2 3 4 5 6 7 8 9 10 Light Number: 10 9 8 7 6 5 4 3 2 1
-2	Every two fixtures receive data intended for the same light number, ending with the base address. If there are ten fixtures connected to an sPSDS-60ca with a base address of 1, they receive data in the following manner: Fixture: 1 2 3 4 5 6 7 8 9 10 Light Number: 5 5 4 4 3 3 2 2 1 1
-3 through -20	...

3. To exit configuration mode, press and hold both Up and Down arrow buttons simultaneously. Your changes save automatically.

Sequential Addressing Overview

By default, sPDS-60ca units route data sequentially, starting with the first fixture attached to output port 1 and ending with the last fixture attached to output port 2.

For example, if you configure a group number of **1** on the Power / Data Supply, and there are five fixtures attached to each output port, the Power / Data Supply will route data in the following order:

Output Port and Fixture	Light Number
Output 1, first fixture	1
Output 1, second fixture	2
Output 1, third fixture	3
Output 1, fourth fixture	4
Output 1, fifth fixture	5
Output 2, first fixture	6
Output 2, second fixture	7
Output 2, third fixture	8
Output 2, fourth fixture	9
Output 2, fifth fixture	10

Reverse Addressing Overview

The sPDS-60ca can be configured for reverse addressing on output port 1, which is useful if you mount the power supply in the center of a linear feed with fixtures branching off in opposite directions. For example, if you configure a group number of **-1** on the Power / Data Supply, and there are five fixtures attached to each output port, the Power / Data Supply will route data in the following order:

Output Port and Fixture	Light Number
Output 1, first fixture	5
Output 1, second fixture	4
Output 1, third fixture	3
Output 1, fourth fixture	2
Output 1, fifth fixture	1
Output 2, first fixture	6
Output 2, second fixture	7
Output 2, third fixture	8
Output 2, fourth fixture	9
Output 2, fifth fixture	10

Examples of Sequential and Reverse Addressing

Example 1: Single sPDS-60ca unit

Example 2: Multiple sPDS-60ca units
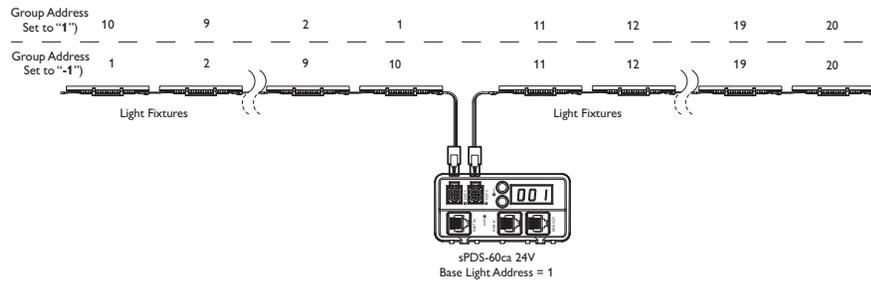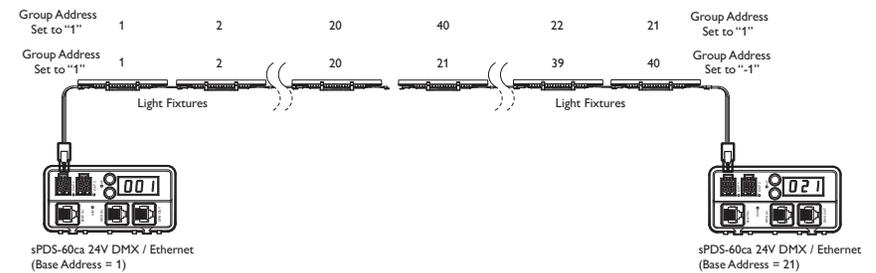

Sequential Addressing

When the group number is set to **1** on a *single* sPDS-60ca, the light output flows from the center of the fixture layout (the first fixture on output port 1) to the end of the left side (the last fixture on output port 1), returns the center of the layout (the first fixture on output port 2), and finally flows to the end of the right side (the last fixture on output port 2).

Reverse Addressing

When the group number is set to **-1** on a *single* sPDS-60ca, the light output flows from left to right across all fixtures. The light output starts with the last fixture on output port 1, moves sequentially to the first fixture on output port 1, then to the first fixture on output port 2, and finally to the last fixture on output port 2.

Note: Reverse addressing only reverses the light numbers on output port 1.

Sequential Addressing

When using sequential addressing on two sPDS-60ca's, by setting both group numbers to **1**, the light output flows from the first fixture on output port 1 of the first sPDS-60ca to the last fixture on output port 1 (left to right in the illustration) of the same sPDS-60ca. Then, the light output moves from the first fixture on output port 1 of the second sPDS-60ca to the last fixture on output port 1 (right to left in the illustration) of the same sPDS-60ca.

Reverse Addressing

Setting the group number to **-1** on the second sPDS-60ca, allows you to have a continuous effect, from left to right, across all fixtures in the layout.

With reverse addressing, the light output flows from the first fixture on output port 1 of the first sPDS-60ca to the last fixture on output port 1, and from the last fixture on output port 1 of the second sPDS-60ca to the first fixture on output port 1.

Note: Reverse addressing only reverses the light numbers on output port 1 of each sPDS-60ca.

Appendix A: DMX Tables

Three-Channel Configuration

Light Number	DMX addresses	Light Number	DMX addresses	Light Number	DMX addresses	Light Number	DMX addresses	Light Number	DMX addresses	Light Number	DMX addresses
1	1, 2, 3	30	88, 89, 90	59	175, 176, 177	88	262, 263, 264	113	337, 338, 339	142	424, 425, 426
2	4, 5, 6	31	91, 92, 93	60	178, 179, 180	85	253, 254, 255	114	340, 341, 342	143	427, 428, 429
3	7, 8, 9	32	94, 95, 96	61	181, 182, 183	86	256, 257, 258	115	343, 344, 345	144	430, 431, 432
4	10, 11, 12	33	97, 98, 99	62	184, 185, 186	87	259, 260, 261	116	346, 347, 348	145	433, 434, 435
5	13, 14, 15	34	100, 101, 102	63	187, 188, 189	88	262, 263, 264	117	349, 350, 351	146	436, 437, 438
6	16, 17, 18	35	103, 104, 105	64	190, 191, 192	89	265, 266, 267	118	352, 353, 354	147	439, 440, 441
7	19, 20, 21	36	106, 107, 108	65	193, 194, 195	90	268, 269, 270	119	355, 356, 357	148	442, 443, 444
8	22, 23, 24	37	109, 110, 111	66	196, 197, 198	91	271, 272, 273	120	358, 359, 360	149	445, 446, 447
9	25, 26, 27	38	112, 113, 114	67	199, 200, 201	92	274, 275, 276	121	361, 362, 363	150	448, 449, 450
10	28, 29, 30	39	115, 116, 117	68	202, 203, 204	93	277, 278, 279	122	364, 365, 366	151	451, 452, 453
11	31, 32, 33	40	118, 119, 120	69	205, 206, 207	94	280, 281, 282	123	367, 368, 369	152	454, 455, 456
12	34, 35, 36	41	121, 122, 123	70	208, 209, 210	95	283, 284, 285	124	370, 371, 372	153	457, 458, 459
13	37, 38, 39	42	124, 125, 126	71	211, 212, 213	96	286, 287, 288	125	373, 374, 375	154	460, 461, 462
14	40, 41, 42	43	127, 128, 129	72	214, 215, 216	97	289, 290, 291	126	376, 377, 378	155	463, 464, 465
15	43, 44, 55	44	130, 131, 132	73	217, 218, 219	98	292, 293, 294	127	379, 380, 381	156	466, 467, 468
16	46, 47, 48	45	133, 134, 135	74	220, 221, 222	99	295, 296, 297	128	382, 383, 384	157	469, 470, 471
17	49, 50, 51	46	136, 137, 138	75	223, 224, 225	100	298, 299, 300	129	385, 386, 387	158	472, 473, 474
18	52, 53, 54	47	139, 140, 141	76	226, 227, 228	101	301, 302, 303	130	388, 389, 390	159	475, 476, 477
19	55, 56, 57	48	142, 143, 144	77	229, 230, 231	102	304, 305, 306	131	391, 392, 393	160	478, 479, 480
20	58, 59, 60	49	145, 146, 147	78	232, 233, 234	103	307, 308, 309	132	394, 395, 396	161	481, 482, 483
21	61, 62, 63	50	148, 149, 150	79	235, 236, 237	104	310, 311, 312	133	397, 398, 399	162	484, 485, 486
22	64, 65, 66	51	151, 152, 153	80	238, 239, 240	105	313, 314, 315	134	400, 401, 402	163	487, 488, 489
23	67, 68, 69	52	154, 155, 156	81	241, 242, 243	106	316, 317, 318	135	403, 404, 405	164	490, 491, 492
24	70, 71, 72	53	157, 158, 159	82	244, 245, 246	107	319, 320, 321	136	406, 407, 408	165	493, 494, 495
25	73, 74, 75	54	160, 161, 162	83	247, 248, 249	108	322, 323, 324	137	409, 410, 411	166	496, 497, 498
26	76, 77, 78	55	163, 164, 165	84	250, 251, 252	109	325, 326, 327	138	412, 413, 414	167	499, 500, 501
27	79, 80, 81	56	166, 167, 168	85	253, 254, 255	110	328, 329, 330	139	415, 416, 417	168	502, 503, 504
28	82, 83, 84	57	169, 170, 171	86	256, 257, 258	111	331, 332, 333	140	418, 419, 420	169	505, 506, 507
29	85, 86, 87	58	172, 173, 174	87	259, 260, 261	112	334, 335, 336	141	421, 422, 423	170	508, 509, 510

Six-Channel Configuration

Fixture	DMX addresses	Fixture	DMX addresses	Fixture	DMX addresses
1	1, 2, 3, 4, 5, 6	30	175, 176, 177, 178, 179, 180	59	349, 350, 351, 352, 353, 354
2	7, 8, 9, 10, 11, 12	31	181, 182, 183, 184, 185, 186	60	355, 356, 357, 358, 359, 360
3	13, 14, 15, 16, 17, 18	32	187, 188, 189, 190, 191, 192	61	361, 362, 363, 364, 365, 366
4	19, 20, 21, 22, 23, 24	33	193, 194, 195, 196, 197, 198	62	367, 368, 369, 370, 371, 372
5	25, 26, 27, 28, 29, 30	34	199, 200, 201, 202, 203, 204	63	373, 374, 375, 376, 377, 378
6	31, 32, 33, 34, 35, 36	35	205, 206, 207, 208, 209, 210	64	379, 380, 381, 382, 383, 384
7	37, 38, 39, 40, 41, 42	36	211, 212, 213, 214, 215, 216	65	385, 386, 387, 388, 389, 390
8	43, 44, 45, 46, 47, 48	37	217, 218, 219, 220, 221, 222	66	391, 392, 393, 394, 395, 396
9	49, 50, 51, 52, 53, 54	38	223, 224, 225, 227, 228	67	397, 398, 399, 400, 401, 402
10	55, 56, 57, 58, 59, 60	39	229, 230, 231, 232, 233, 234	68	403, 404, 405, 406, 407, 408
11	61, 62, 63,64, 65, 66	40	235, 236, 237, 238, 239, 240	69	409, 410, 411, 412, 413, 414
12	67, 68, 69, 70, 71, 72	41	241, 242, 243, 244, 245, 246	70	415, 416, 417, 418, 419, 420
13	73, 74, 75, 76, 77, 78	42	247, 248, 249, 250, 251, 252	71	421, 422, 423, 424, 425, 426
14	79, 80, 81, 82, 83, 84	43	253, 254, 255, 256, 257, 258	72	427, 428, 429, 430, 431, 432
15	85, 86, 87, 88, 89, 90	44	259, 260, 261, 262, 263, 264	73	433, 434, 435, 436, 437, 438
16	91, 92, 93, 94, 95, 96	45	265, 266, 267, 268, 269, 270	74	439, 440, 441, 442, 443, 444
17	97, 98, 99, 100, 101, 102	46	271, 272, 273, 274, 275, 276	75	445, 446, 447, 448, 449, 450
18	103, 104, 105, 106, 107, 108	47	277, 278, 279, 280, 281, 282	76	451, 452, 453, 454, 455, 456
19	109, 110, 111, 112, 113, 114	48	283, 284, 285, 286, 287, 288	77	457, 458, 459, 460, 461, 462
20	115, 116, 117, 118, 119, 120	49	289, 290, 291, 292, 293, 294	78	463, 464, 465, 466, 467, 468
21	121, 122, 123, 124, 125, 126	50	295, 296, 297, 298, 299, 300	79	469, 470, 471, 472, 473, 474
22	127, 128, 129, 130, 131, 132	51	301, 302, 303, 304, 305, 306	80	475, 476, 477, 478, 479, 480
23	133, 134, 135, 136, 137, 138	52	307, 308, 309, 310, 311, 312	81	481, 482, 483, 484, 485, 486
24	139, 140, 141, 142, 143, 144	53	313, 314, 315, 316, 317, 318	82	487, 488, 489, 490, 491, 492
25	145, 146, 147, 148, 149, 150	54	319, 320, 321, 322, 323, 324	83	493, 494, 495, 496, 497, 498
26	151, 152, 153, 154, 155, 156	55	325, 326, 327, 328, 329, 330	84	499, 500, 501, 502, 503, 504
27	157, 158, 159, 160, 161, 162	56	331, 332, 333, 334, 335, 336	85	505, 506, 507, 508, 509, 510
28	163, 164, 165, 166, 167, 168	57	337, 338, 339, 340, 341, 342		
29	169, 170, 171, 172, 173, 174	58	343, 344, 345, 346, 347, 348		

Appendix B: Addressing Tools Quick Reference

Use the following table to identify addressing methods for common system configurations:

Fixture	Type	Nodes	Powered By	Method
ColorBlast® 6	Chromacore	1	PDS-150e	Fixture Tool
ColorBlast® 12	Chromacore	1	PDS-150e	Fixture Tool
ColorBlast® Powercore	Chromacore	1	Data Enabler DMX or Data Enabler Ethernet	Fixture Tool
ColorBlast® TR	Chromacore	1	PDS-750 TR	Onboard
ColorBlaze®	Chromacore	1 – 12	Onboard	Onboard
ColorBurst® 6	Chromacore	1	Data Enabler DMX	Fixture Tool
ColorBurst® Powercore	Chromacore	1	Data Enabler DMX or Data Enabler Ethernet	Fixture Tool
ColorGraze™ Powercore	Chromacore	2 – 4	Data Enabler DMX or Data Enabler Ethernet	Fixture Tool
ColorReach™ Powercore	Chromacore	1 – 2	Data Enabler DMX or Data Enabler Ethernet	Fixture Tool
C-Splash 2	Chromacore	1	PDS-150e	Fixture Tool
eW® Flex SLX	Chromasic	50	PDS-60ca 24V DMX	PDS Tool
iColor® Accent Powercore	Chromasic	Variable	Data Enabler EO	PDS Tool
iColor Cove® EC	Chromasic	1	sPDS-60ca 24V DMX / Ethernet	Onboard
iColor Cove® MX Powercore	Chromacore	1	Data Enabler DMX or Data Enabler Ethernet	Fixture Tool
iColor Cove® QLX	Chromasic	1	sPDS-60ca 24V DMX / Ethernet or sPDS-480ca 24V Ethernet	Onboard
iColor Cove® QLX	Chromasic	1	PDS-60ca 24V DMX / Ethernet	PDS Tool
iColor® Flex SL	Chromasic	50	PDS-60ca 7.5V DMX / Ethernet	PDS Tool
iColor® Flex SL	Chromasic	50	sPDS-480ca 7.5V Ethernet	Onboard
iColor® Flex SLX	Chromasic	50	PDS-60ca 12V DMX / Ethernet	PDS Tool
iColor® Flex SLX	Chromasic	50	sPDS-480ca 12V Ethernet	Onboard

Fixture	Type	Nodes	Powered By	Method
iColor® Module FX	Chromasic	9 / 36	PDS-60ca 7.5V DMX / Ethernet	PDS Tool
iColor® MR g2	Chromacore	1	PDS-70mr 24v DMX or PDS-70mr 24v Ethernet	Fixture Tool
iColor® Tile FX 2:2	Chromasic	144	PDS-60ca 7.5V DMX / Ethernet	PDS Tool
iW™ Blast Powercore	Chromacore	1	Data Enabler DMX or Data Enabler Ethernet	Fixture Tool
iW™ Blast TR	Chromacore	1	PDS-750 TR	Onboard
iW™ Cove Powercore	Chromacore	1	Data Enabler DMX or Data Enabler Ethernet	Fixture Tool
iW™ Profile g2	Chromacore	1	PDS-150e	Fixture Tool

Note: Addressing and configuration is optional for eW and iW fixtures.

Appendix C: CKDMX / ESTA DMX Crossover Cable

A CKDMX to ESTA DMX crossover cable is required when using non-CKDMX controllers with RJ-45 DMX output ports in conjunction with fixtures and Power / Data Supplies from Philips Color Kinetics. The crossover cable installs inline between the controller and the first Power / Data Supply in the DMX lighting installation.

Pin Assignments

CKDMX Male Connector Pin Assignment	ESTA Female Connector Pin Assignment
8	6
7	3
6	8
5	5
4	4
3	7
2	1
1	2

Appendix D: 16-bit DMX Channel Mapping

Certain fixtures from Philips Color Kinetics can be programmed for 16-bit control. 16-bit programming utilizes two DMX channels per LED channel; for example, two DMX channels for red, two DMX channels for green, and two DMX channels for blue.

The first DMX channel assigned to an LED channel corresponds to the "coarse" data for that LED channel. The second DMX channel corresponds to the "fine" data for that LED channel.

Utilizing both coarse and fine DMX channels for each LED channel increases resolution from 256 dimming steps per LED channel to 65536 dimming steps per LED channel.

Note that fixtures programmed for 16-bit output use double the quantity of DMX channels compared to fixtures configured for 8-bit output. Only select the 16-bit programming option if you are using a 16-bit compatible controller.

Example: RGB 16-bit DMX Channel Mapping

DMX address	LED Channel	Course / Fine
n	Red	Coarse
n + 1	Red	Fine
n + 2	Green	Coarse
n + 3	Green	Fine
n + 4	Blue	Coarse
n + 5	Blue	Fine

Example: ColorReach PowerCore Channel Totals

DMX Channel Totals	Mode
3	Full 8-bit
6	Half 8-bit
6	Full 16-bit
12	Half 16-bit