

Thank you for purchasing a controls case from Traxon-e:cue. This device is meant solely to demonstrate the controls capabilities of our systems. This case is **NOT** intended to be installed in any permanent manner as a lighting controller.

Helpful Hints for a long product life:

- Transport the case in a **box with padding**. While the Pelican case which houses the system is quite strong and the components are securely in place, the individual components are not intended for excess shock and vibration.
- Keep the case dust and liquid free. The Pelican case has been drilled in several locations and therefore is no longer watertight. The case must be kept dry.
- Return all power and data wires to the zipper pouch when packing the unit up and take care when closing the lid to ensure nothing damages the touch screen or components mounted inside.

If any issues should arise with this tool, please contact our team so we can help you.
Do not attempt to open and service without direct instructions from
Traxon-e:cue Personnel.

Traxon e:cue North America Contact: Email: <u>TRXTechSupport2@traxon-ecue.com</u> Tech support line: (978) 267-5346.





Traxon e:cue SYMPL Control Demo Case

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1. Operating the Case:



a. Turning The Case On

- i. Unpack the IEC Cable from the zipper pouch.
- ii. Plug the female end of the IEC cable into the "Power In 120VAC" on the case.
- iii. Plug the 120V 15A plug into a 120VAC outlet.
- iv. Press the switch on the IEC Port to the "On" position.
- v. Lights should illuminate on all devices and the Touch7 touchscreen should turn on.
- vi. Allow the case to startup for at least 5 minutes before attempting to access the system.
 - 1. Failure to give the case time to start up will result in an error. This is outlined in Section B-iii below.



b. Accessing the Action Pad (GUI)

- i. Once the <u>CoreSP</u> (processor) has loaded the file completely you can access the <u>Action Pad</u> (GUI).
- ii. If you see a page titled "*Navigation*" with several buttons, skip step iii below.
- iii. Upon starting up, the Touch7 touchscreen will automatically open an app to allow access to the Touchscreen.

There is a 55 second delay between turning on and opening this app. This delay is intended to allow the <u>CoreSP</u> to load properly before accessing the GUI. If you see an error on your screen that says, "No Connection Possible to DemoCase", Press and hold the upper right corner of the screen. A light grey colored bar will drop down and show an arrow on the left side. Touch that arrow.

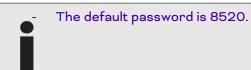
- Pressing that arrow will navigate to the main app page. Press the horizontal button labeled "DemoCase" to reload the page (the additional buttons on this page are not used). To remove the grey bar at the top of the page, press and hold anywhere on the background of the page (that isn't a button) and the bar will disappear If an error persists, please email <u>TRXTechSupport2@traxon-ecue.com</u> or call our tech support line @ (978) 267-5346.
 - iv. The buttons will navigate to the various pages programmed into the case. They allow for control of RGBW and RGB DMX controlled fixtures along with Traxon Allegro Dot XS fixtures via the e:net Protocol and SPI controlled fixtures of varying types via the SPI/Pixel protocol. There is a home button on each page that will bring you back to the "Navigation" page when pressed.



2. The Lock Screen:

Lock Screen						
	7	8	9	0000		
	6	5	4			
	3	2	1	Passcode Incorrect		
	Enter	0	Clear			

a. When the lock button is pressed, the station will lock the user out of the Navigation window. Be sure to press Clear before entering your password. Press Enter after entering the password. The Digit readout will only display what has been keyed in after Pressing "Enter."





3. The Navigation Screen:

Navigation	
Allegro Dot XS - e:net	Soo Contraction of the second states of the second
RGBW/DMX	
RGBW/SPI	
RGB/DMX	Lock
Maintenance	
Scheduler	68
CONTROL TOO	

a. The Navigation Screen allows the user to Navigate to any of the programmed Action Pad pages. Press one of the buttons to switch to the control for those screens. The lock button can be pressed to lock out access to the touchscreen.





4. The Allegro Dot XS Screen:

- a. This page is used to control Allegro Dot XS samples. Check with your local Traxon-e:cue BDM if you would like to obtain a demo.
- b. Simply press one of the show buttons to cycle between pre-programmed looks. One show will automatically stop when the button for another is pressed.
- c. To stop the shows, press the "Stop XS Shows" button.
- d. To go back to the Navigation screen, press the "Home" button.

When selecting a different button/scene, you may see both buttons illuminated for a couple seconds. This is because of a fade in/fade out function that is programmed.



5. The RGBW/DMX Screen:

RGBW (DMX) Color Picker	Н	ome			
	White Channel		t Saving & Recall	Dynamic Shows	
	90	Preset 1	Recall Preset 1	Lava	White Channel
				Water	
		Preset 2	Recall Preset 2	Fire & Ice	
	91	Preset 3	Recall Preset 3	Color Fade	10
				Color Wipe Color Spiral	ă be
		Preset 4	Recall Preset 4	White Sparkle	
		Re	cord Preset	Color Sparkle	
		Charme all		WP FADE	
Start Color Picker		Store all Presets to Core S	Load All Presets Presets	Stop RGBW	

a. This page can be used to operate any DMX controlled RGBW Fixture.

This content has been programmed for RGBW fixtures that use standard Red, Green, Blue, and White direct color control. HSI+CCT fixtures like Lumenetix based chipsets will not function properly with this Case.

b. To Control your fixtures, plug the DMX cable connected to your fixtures into the DMX 1 port. All content on this page will also output via the e:pix protocol on the e:pix 1 port. Only e:pix enabled fixtures will function while plugged into that output.

The Traxon DMX/RJ45 568B Pinout is as follows:

- Pin 1 = Data- (Orange-White)
- Pin 2= Data+ (Orange)
- Pin 3= Ground (Green-White)



- c. If your fixture utilizes the ESTA DMX-RJ45 Pinout standard, please use the provided adapter cable. If your fixture uses another pinout please provide a custom adapter to operate with this case.
- d. To play a pre-programmed look: press one of the show buttons to cycle between pre-programmed looks. One show will automatically stop when the button for another is pressed.



When selecting a different button/scene, you may see both buttons illuminated for a couple seconds. This is because of a fade in/fade out function that is programmed.

- e. To stop playing a show completely, press the "Stop RGBW" button.
- f. To use the Color Picker:
 - i. Press the "Start Color Picker" button.
 - ii. If that button says, "*Stop Color Picker*", the color picker is already started.
 - iii. Press the top right corner of the color box to set the saturation and the Intensity to 100%. Slide your finger to the left to decrease saturation and slide down to decrease intensity.
 - iv. To change the color, touch the desired color on the vertical hue bar to the right of the color box.
 - v. To add white to the custom color, use the White channel slider immediately to the right of the color box.
 - vi. The far-right White Channel slider is for adjusting the amount of white in the pre-programmed looks.
 - vii. The "*RGBW (DMX) Color Picker*" text above will change to indicate what color is being set on the RGBW Color Picker.
- g. To use the Color Picker Preset Recall Function:
 - i. Set your desired color using the steps above.
 - ii. Press the desired Preset button (1-4) on the left once.
 - iii. Press the "*Record Preset*" button once.
 - iv. The corresponding "*Recall Preset*..." button text will change to the color you just set.
 - v. Once your presets are set you can cycle between them by pressing the "*Recall Preset 1-4*" buttons.
 - vi. Press the "Store All Presets to Core S" button to save these presets.



If you do not press this button after setting your presets, the preset color values will reset after a power cycle.

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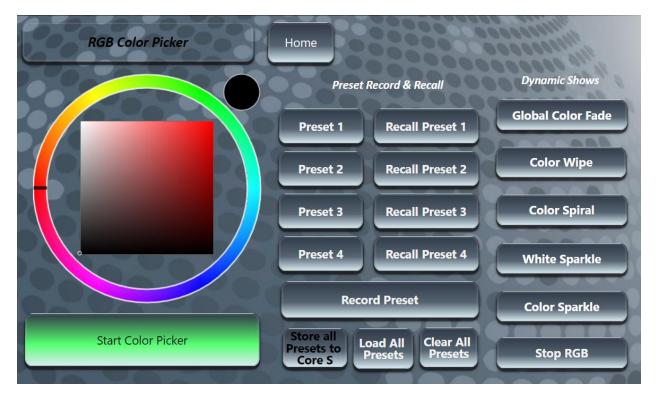
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- vii. To Load your presets after a power cycle, press the "*Load All Presets*" button.
- viii. To Clear all presets, press the "*Clear All Presets*" button and then press the "*Store All Presets to Core S*" button to clear out the stored presets.
- h. To go back to the Navigation screen, press the "Home" button.



6. The RGB/DMX Screen:



a. This page can be used to operate any DMX controlled RGB Fixture.

This content has been programmed for RGB fixtures that use standard Red, Green and Blue direct color control. HSI+CCT fixtures like Lumenetix based chipsets will not function properly with this Case.

b. To Control your fixtures, plug the DMX cable connected to your fixtures into the DMX 2 or the e:pix 1 port.





- c. If your fixture utilizes the ESTA DMX-RJ45 Pinout standard, please use the provided adapter cable. If your fixture uses another pinout please provide a custom adapter to operate with this case.
- d. To play a pre-programmed look: press one of the show buttons to cycle between pre-programmed looks. One show will automatically stop when the button for another is pressed. To stop playing a show completely, press the "Stop RGB" button.



When selecting a different button/scene, you may see both buttons illuminated for a couple seconds. This is because of a fade in/fade out function that is programmed.

- e. To use the Color Picker:
 - i. Press the "Start Color Picker" button.
 - ii. If that button says "*Stop Color Picker*", the color picker is already started.
 - Press the top right corner of the color box to set the saturation and the Intensity to 100%. Slide your finger to the left to decrease saturation and slide down to decrease intensity.
 - iv. To change the color, touch the desired color on the vertical hue bar to the right of the color box. The "*RGB* (*DMX*) *Color Picker*" text above will change to indicate what color is being set on the RGB Color Picker.
- f. To use the Color Picker Preset Recall Function:
 - i. Set your desired color using the steps above.
 - ii. Press the desired Preset button (1-4) on the left once.
 - iii. Press the "Record Preset" button once.
 - iv. The corresponding "*Recall Preset*..." button text will change to the color you just set.
 - v. Once your presets are set you can cycle between them by pressing the "*Recall Preset 1-4*" buttons.
 - vi. Press the "Store All Presets to Core S" button to save these presets.

If you do not press this button after setting your presets, the preset color values will reset after a power cycle.



- vii. To Load your presets after a power cycle, press the "*Load All Presets*" button.
- viii. To Clear all presets, press the "*Clear All Presets*" button and then press the "*Store All Presets to Core S*" button to clear out the stored presets.
- g. To go back to the Navigation screen, press the "Home" button.



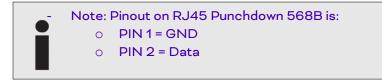
7. The RGBW SPI Screen:



a. This page can be used to operate SPI controlled RGB/RGBW Fixtures.

This content has been programmed for Traxon <u>Kontour Rhythm RGBW</u> fixtures that use the UCS8904 16Bit Chipset. Chipsets Can be changed for use with other SPI Fixtures – Contact Traxon-e:cue for instructions on how to do this. The Content programmed within this section is still meant for use with 4 Channel Pixels. 3 Channel fixtures will work but may not look as expected.

b. To Control your fixtures, plug the control cable connected to your fixtures into the SPI port.





- c. If your fixture uses another pinout please provide a custom adapter to operate with this case.
- d. To play a pre-programmed look:
 - i. Press one of the show buttons to cycle between pre-programmed looks. One show will automatically stop when the button for another is pressed.

When selecting a different button/scene, you may see both buttons illuminated for a couple seconds. This is because of a fade in/fade out function that is programmed.

- ii. To stop playing a show completely, press the "*Stop RGBW SPI*" button.
- e. To add white to any look, use the White Channel Slider.
- f. To go back to the Navigation screen, press the "Home" button.



8. Maintenance Page:



a. To Access the Maintenance buttons and readouts, press the "*Maintenance Functions*" button.



b. The System Status window shows helpful information about the CoreSP Processor and the Show File it's currently running.

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c. The *Node* and *PDP* status window shows the nodes within the case and whether they are present.



Note: unlike the image show above the <u>e:pix Node</u> and <u>Pixel Node</u> readouts should display IP address and should say "Yes" at the "Node Online" line.

d. To reset the system, press the "Reset All" button.

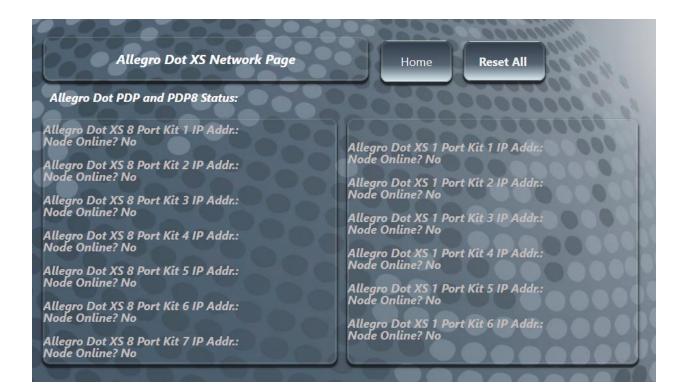
Note: this is a last resort option and should only be used if the case is malfunctioning. Upon pressing this button, the system may become unresponsive for a period and the action pad may need to be loaded again (see the "Operating the Case" Section



e. When using Demo Allegro Dot PDP8 or single PDP demo kits, press the "*XS PDP Status button*", A new page will be brought up with additional PDP and PDP8 Status information.



All of these will show offline and no IP address unless you are connected to a Traxon-e:cue Allegro Dot XS demo kit.



f. To go back to the Navigation screen, press the "Home" button.