

Step 4 - Setting up the Sprite Player

Copying the Video Files

All files should be in the root directory. Any Ambient file should be named 000. Your triggered files should be named 001, 002, 003, etc. Leave any existing file extensions in tact.

Setting the Control Mode

1. Press the Setup button on the Sprite's remote control.
2. Change the Video Output Mode to match your video file.
3. Set the Control Mode to "Serial Control".
4. Set the Baud Rate to 9600.
5. Exit the menu

If you have a 001 video file in place, tap the SET button to play it. If you notice a video glitch when you trigger try another video mode, for example 1080P 50, 1080P 24, etc.

DMX Commands

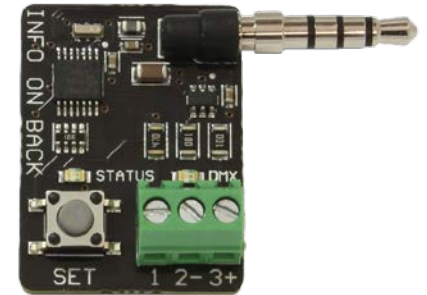
If you are not using our Director software you can reference the table below to see what commands you need to send down the Sprite's DMX channel. Note that your software MUST be set to represent DMX values as a byte value of 0-255 for that channel. If your software represents the value as a 0-100 percentage it will not work.

DMX Value	Action
000	None
255	Play file 000.XXX
001	Play file 001.XXX
002	Play file 002.XXX
...	
200	Play file 200.XXX
232	Mute Audio
233	Volume Increase
234	Volume Decrease
240	Pause / Play
241	Fast Rewind
242	Fast Forward
243	Previous File
244	Next File



Quick-Start Guide Sprite DMX Adapter

PN: 436

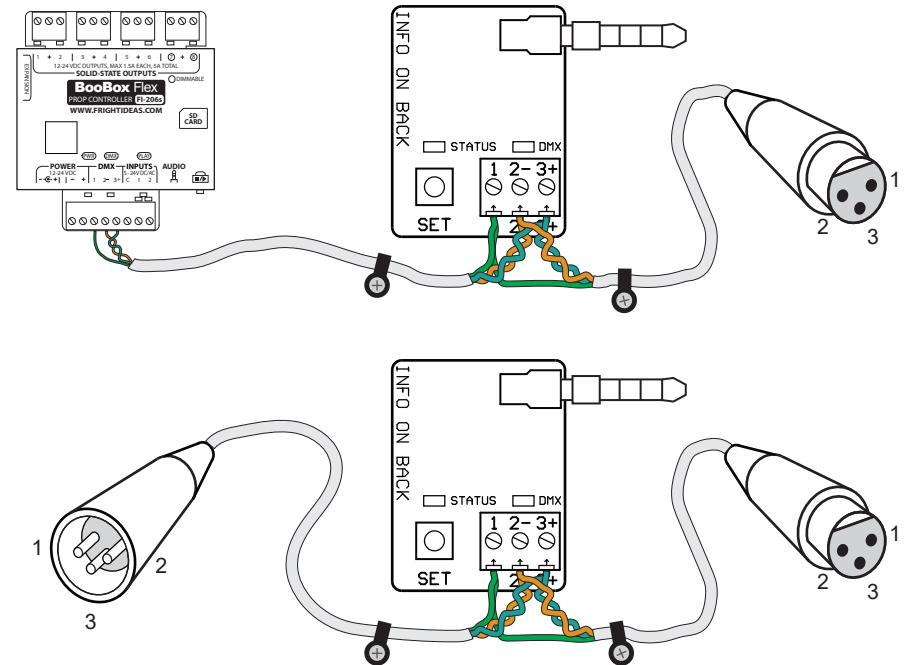


Step 1 - Wiring

Standard DMX or CAT5 cable can be used to connect the Sprite DMX board to a controller. Two wires in the same twisted pair must be used for pins 2 & 3. Pin 1 can be anything. Usually we use a CAT5 cable and use the orange pair for pins 2/3, then twist both wires in the green pair together and use that for pin 1.



Be sure to use wire ties to mechanically secure the wires near the Sprite player. If your Sprite or SpriteDMX board gets damaged because a cable got yanked it will not be covered by warranty.

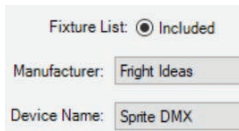


Step 2 - Adding To Director Software

Not Using Director?

If you are not using Director you can skip to *Setting the DMX Address*. Then refer to the command table on the back page to lookup what DMX values you have to send to the Sprite's DMX channel to trigger videos.

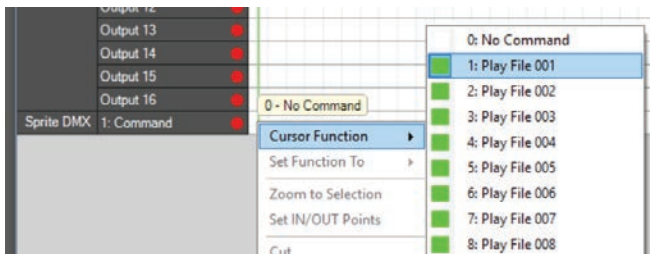
- 1 Click the + button in the bottom left corner to bring up the slave device dialog.
- 2 Select DMX Fixture, then select the manufacturer and device below.
- 3 Note the address Director needs you to use. Below is 9, yours may be different. Remember this address as you will need it later.



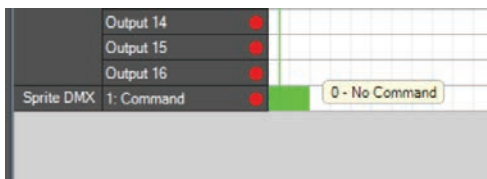
Set this fixture's address to:

9

- 4 Select the video you want to play or command you want to send by right-clicking any animation cell in the Sprite DMX row.



- 5 Left click and drag in your timeline wherever you want the command to be sent. Usually this would be at the beginning. Fill in 2 or 3 cells in a row.



- 6 Continue to Setting the DMX Address. If you forgot the address you can right-click on "Sprite DMX" on the left side of the grid to see it in the popup menu.

Step 3 - Setting the DMX Address

Reading the Current Address

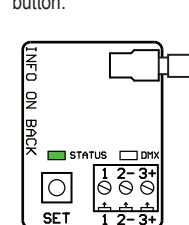
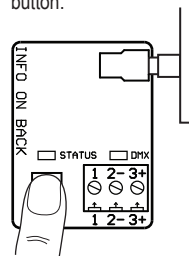
At power-up the SpriteDMX blinks the digits of the current DMX address on its DMX LED. A long blink is zero. A few examples:

Address	DMX LED Blink Pattern
9	9 short blinks
30	3 short blinks, 1 long blink
207	2 short blinks, 1 long blink, 7 short blinks

Changing the Address

To change the DMX address follow the steps below. These steps can be repeated at any time if you need to retry or change the address in the future.

- 1 Plug in the Sprite player while holding the SET button.
- 2 The Status light will turn on. You can let go of the SET button.
- 3 You must now tap out the digits of the address on the SET button. Refer to the table below for examples.



DMX ADDRESS	TAP PATTERN					
9	ON 	TAP 9x 	ON 	OFF 	DMX LIGHT REPLAYS 	
17	ON 	TAP 1x 	ON 	TAP 7x 	ON 	OFF
30	ON 	TAP 3x 	ON 	HOLD! 	ON 	OFF
236	ON 	TAP 2x 	ON 	TAP 3x 	ON 	TAP 6x
305	ON 	TAP 3x 	ON 	HOLD! 	ON 	TAP 5x
420	ON 	TAP 4x 	ON 	TAP 2x 	ON 	HOLD!