

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

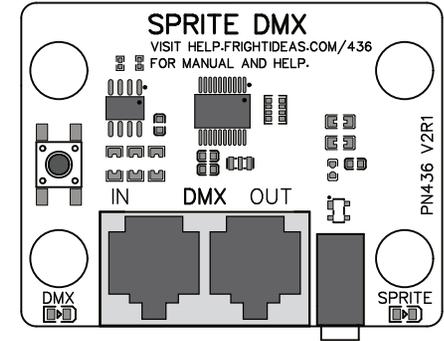
If you are not using our Director software you can reference the table below to see what commands you need to send down the Sprite's DMX channel. Note that your software MUST be set to represent DMX values as a byte value of 0-255 for that channel. If your software represents the value as a 0-100 percentage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

NOTE: After sending a command, the DMX value must return to 0 before the Sprite adapter will send another command. So if you want to Play sound 2 then mute the audio, you'd have to set the DMX value from 0 to 2, then back to 0, then to 232, then back to 0.

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 v2

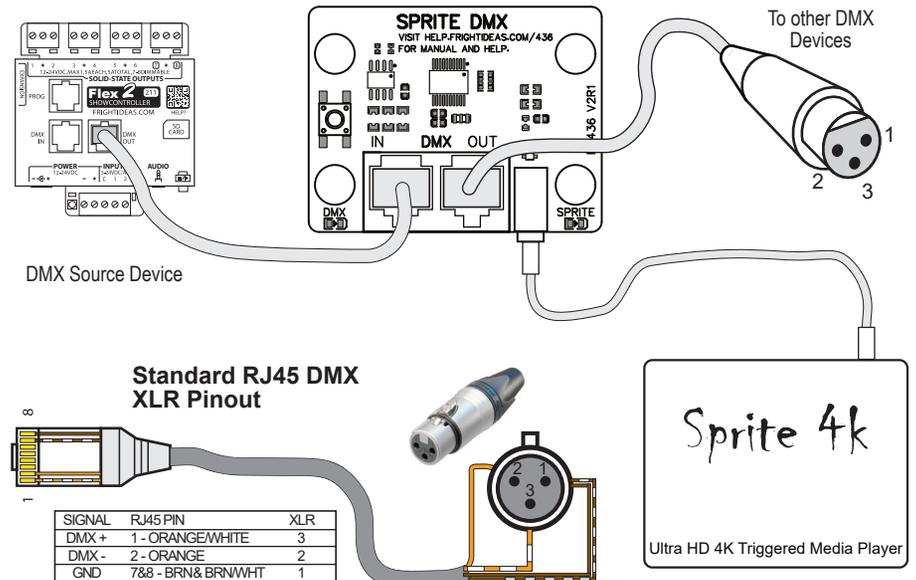


Step 1 - Wiring

The Sprite DMX follows the standard DMX RJ45 pinout. Standard CAT5 cables can be used to connect the Sprite Adapter to a Flex 2, FlexMax 2, or any other DMX source with an RJ45 DMX connector. If you need to convert to or from a 3 or 5 pin XLR connector you'll need a DMX adapter.



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

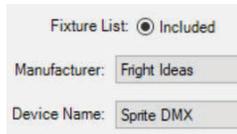


Step 2 - Adding To Director Software

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.

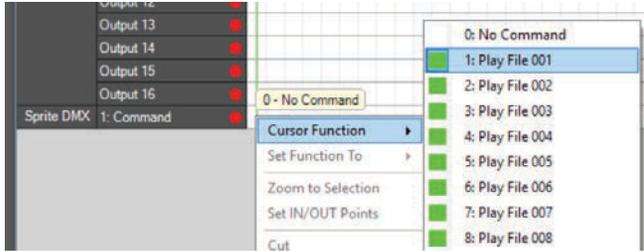
- 1 Click the + button in the bottom left corner to bring up the slave device dialog.
- 2 Select DMX Fixture, then select the manufacturer and device below.
- 3 Note the address Director needs you to use. Below is 9, yours may be different. Remember this address as you will need it later.



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 Sprite DMX blinks the digits of the current DMX address on its DMX LED. A long blink is zero. A few examples:

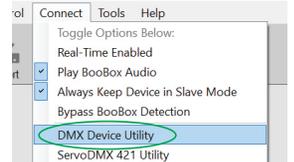
Address	DMX LED Blink Pattern
9	9 short blinks
30	3 short blinks, pause, 1 long blink
207	2 short blinks, pause, 1 long blink, pause, 7 short blinks

Changing the Address

The address can be changed with the SET button or the Director Connect. First add the Sprite DMX to your show, Director will tell you the DMX address to use.

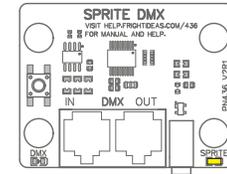
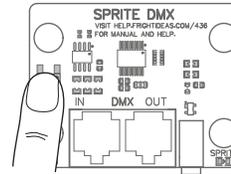
Using the Director Connect

Open the DMX Device Utility in the Connect menu. The Sprite DMX should show up if it's connected and powered on. Then click Set DMX Address.



Changing the Address with the Button

- 1 Power up the Sprite while holding the SET button.
- 2 The yellow light will turn on. Let go of the SET button.
- 3 You must now tap out the digits of the address. Tap the first digit, wait for the LED to turn back on, then tap out the next digit, etc.



To enter a 0 hold down until the LED turns on. Once all digits are tapped out, wait for the address to be blinked back to you. See examples below.

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!