SpriteDrive™ Configuration Utility User′s Guide

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1.0 OVERVIEW

1.1 Introduction

This user's guide has been designed to help you quickly learn how to configure your SpriteDrive™ DMX32USB controller. Please refer to the *SpriteDriveä DMX32USB-XX Quick Reference Guide* for information on setting up the hardware of your SpriteDrive™ controller.

1.2 System Requirements

The minimum system requirements for using the SpriteDrive™ Configuration Utility are:
- 10MB hard disk space.
- Intel Pentium® Class PC running Microsoft® Windows® 98SE/ME/2000/XP operating system with one free USB port.

2.0 INSTALLATION

2.1 Installing the SpriteDrive Configuration Utility

You will need to download the SpriteDrive™ Configuration Utility from the SpriteDrive™ website.

To install the utility, run the "Setup.exe" program to launch the Install Wizard, which will guide you through the installation process. This setup program only installs the SpriteDrive™ Configuration Utility. It does not install the USB drivers. These must be downloaded from the SpriteDrive™ website and installed separately.

If you do not have access to the Internet, we can provide this utility along with the USB drivers on CDROM.

Figure 2-1: Setup Welcome Screen

Click "**Next**" to continue.

The readme file for the configuration utility is then displayed. Take time to read this file as it contains important information about this version of the configuration utility.

Figure 2-2: Readme Information

Click "**Next**" to continue.

Select an installation directory for the SpriteDrive™ Configuration Utility. The default directory for installation is *C:\Program Files\SpriteDrive\SpriteDrive Utilities*.
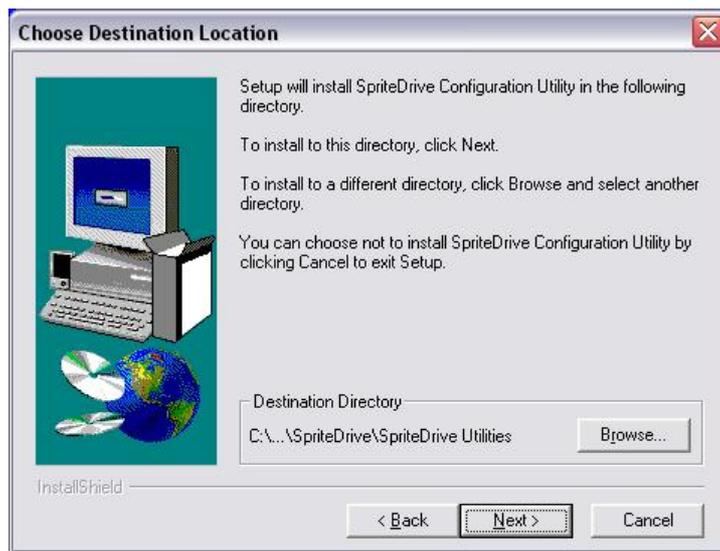

Figure 2-3: Select the Installation Directory

After specifying the directory, click "**Next**" to continue.

Select a program folder for the installation. The default folder is *SpriteDrive*.

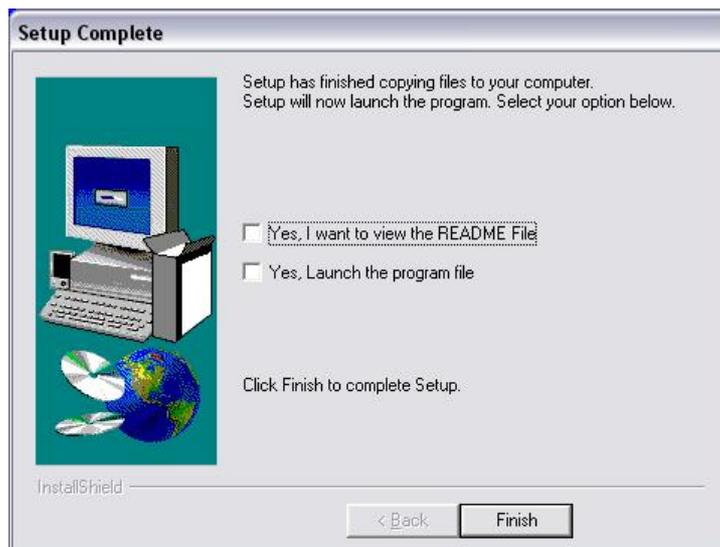*Figure 2-4: Select the Program Folder*

Click "**Next**" to continue.

The following screen launches the installation.

Figure 2-5: Start the Installation

Click "**Next**" to begin installing the SpriteDrive™ Configuration Utility.

Once the installation is successfully completed you will see the "Setup Complete" screen.

Figure 2-6: Successful Installation

Click "**Finish**" to complete the process.

Remember that the USB drivers must be installed separately for the SpriteDrive™ Configuration Utility to communicate with the SpriteDrive™ DMX32USB controller.

2.2 Uninstalling the Configuration Utility

Should you need to uninstall the SpriteDrive™ Configuration Utility, open the Windows Control Panel and launch "Add or Remove Programs". Select "SpriteDrive Configuration Utility" from the list of programs, click "Change/Remove" and follow the instructions to remove the program from your computer.

3.0 USING THE CONFIGURATION UTILITY

This section of the user's guide shows you how to use the SpriteDrive™ Configuration Utility to set up your USB32DMX controller in each of the three operating modes.

Once you have installed the SpriteDrive™ Configuration Utility and the relevant USB drivers, launch the program by clicking "Start → All Programs → SpriteDrive → SpriteDrive Configuration Utility" (assuming it was installed in the default directory).
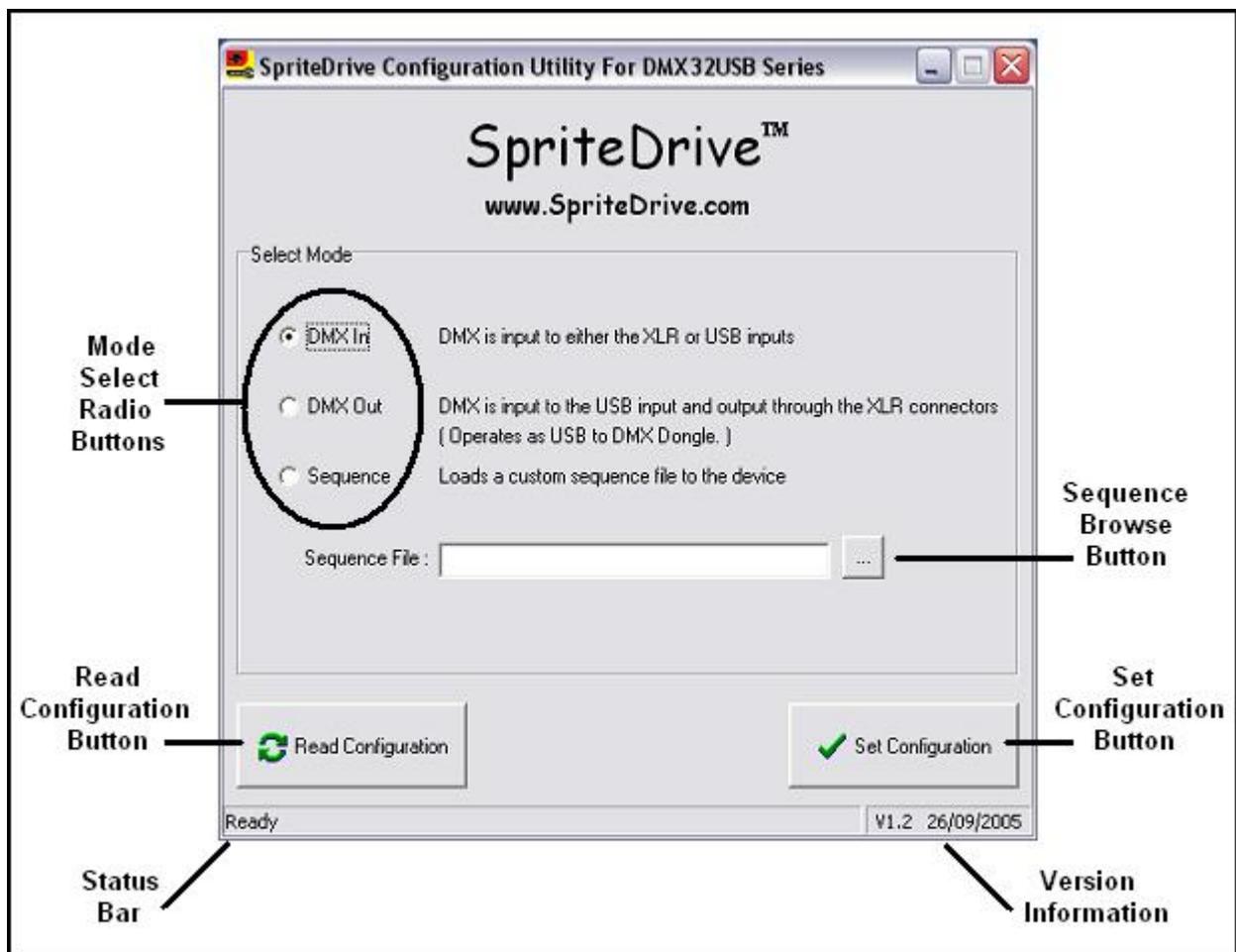

Figure 3-1: *The SpriteDrive™ Configuration Utility*

- **Mode Select Radio Buttons –** Used to select the configuration of the DMX32USB controller. Also inform you of the current configuration when the "Read Configuration" button is used.
- **Sequence Browse Button –** Used to select the sequence file to be loaded when configuring the DMX32USB as a stand-alone sequencer.
- **Read Configuration Button –** Used to read back the current configuration of the DMX32USB controller.
- **Set Configuration Button –** Used to set the configuration of the DMX32USB controller to the mode highlighted by the mode select radio buttons.
- **Status Bar –** Informs you of the status of the configuration utility.
- **Version Information –** Informs you of the version of the configuration utility and its release date.
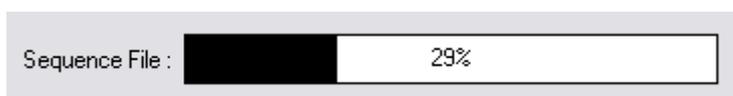
3.1 Setting a Configuration

The DMX32USB controller can be configured in one of three operating modes (see section 3.3 for information on each of the modes).

To set the mode follow these simple steps:

1. Launch the SpriteDrive™ Configuration Utility.

2. Connect your USB32DMX controller to the PC using a USB A-B lead.

3. Switch on the DMX32USB controller.

4. Click on the desired mode select radio button.

5. If you are configuring the DMX32USB controller in the "Sequence" mode, click on the sequence browse button and select the desired sequence file (*.SEQ). Alternatively you can type the name and directory path of the sequence file in the sequence file text box.

6. Click on the "Set Configuration" button to configure the DMX32USB controller. This step may take a few moments. When loading a sequence file, a progress bar appears. This step may take a few minutes depending upon the size of the sequence file.

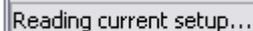7. The status bar will display "Ready" when the process is complete.

3.2 Reading a Configuration

The SpriteDrive™ Configuration Utility has the ability to read back the operating mode of the DMX32USB controller.

To read back the mode of a DMX32USB controller follow these simple steps:

1. Launch the SpriteDrive™ Configuration Utility.

2. Connect your USB32DMX controller to the PC using a USB A-B lead.

3. Switch on the DMX32USB controller.

4. Click on the "Read Configuration" button.

5. The status bar will display "Reading current setup…"

Reading current setup...

6. When the configuration utility has finished reading the operating mode, the status bar will display "Ready" and the current configuration of the DMX32USB controller will be highlighted by the appropriate mode select radio button.

3.3 Operating Modes

This section describes how each of the three operating modes work.

3.3.1 DMX In Mode

The DMX signal is input to either the XLR or the USB input. When the DMX signal is applied to the XLR input, it is wired through to the XLR output allowing the DMX signal to be daisy-chained to further DMX32USB units and/or other DMX devices. When the DMX signal is applied to the USB input, it is not available on the XLR output. **Data should not be input to both the USB and XLR inputs at the same time.**

3.3.2 DMX Out Mode

The DMX signal can only be input to the USB input, but is also output on the XLR connectors so that it can be daisy-chained on to further DMX32USB units and/or other DMX devices. In this configuration the device acts as a USB to DMX dongle.

3.3.3 Sequence Mode

The SpriteDrive™ DMX32USB controller has the ability to operate as a stand-alone sequencer, requiring no DMX input signal. The DMX32USB controller has 496KB of flash memory for storage of sequence files. The sequence mode allows one pre-loaded sequence to be played back continuously. Playback of the sequence is activated by setting the DMX base address to any value other than zero. The test mode can still be activated by setting the DMX base address to zero. Note that the DMX operating modes are disabled when the device is configured as a sequencer. **DMX data should not be input to the USB or XLR inputs in this configuration.**

Sample sequence files (with the extension *.SEQ) are provided with the Configuration Utility and can be found in the "Samples" subdirectory of the installation folder.

Custom sequences can be created using a spreadsheet package or text editor to generate a comma separated file (*.CSV). This must then be converted into a sequence file (*.SEQ) using the SpriteDrive™ Sequence Converter (which can be downloaded from the SpriteDrive™ website).

Please see the additional documentation available from the SpriteDrive™ website for information on how to create custom sequences.

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