

ART SSC
SOLID-STATE CONTROL

MANUAL



Table of Contents

Introduction.....	2
Description.....	2
Features.....	2
Limitations.....	2
Further Help.....	2
Setting up.....	3
Mounting.....	3
Power.....	3
Network.....	4
eManager Software Tool.....	5
Supported Protocols.....	7
DMX-512.....	7
RDM.....	7
Art-Net.....	7
SMPTE.....	8
MIDI.....	8
OSC.....	9
UDP.....	9
GPI.....	9
eTouch.....	10
Web-based User-Interface.....	11
Home.....	11
Lighting Console.....	12
Recorder.....	16
Show Control.....	19
Actions.....	22
Monitors.....	24
Settings.....	25

Introduction

Thank you for choosing the Art SSC. This manual discussing setting up the unit and programming the lighting cues and various other features.

Description

The Art SSC is solid-state lighting controller, designed without any moving parts, it is build for reliability and durability.

The unit is aimed at providing a control solution for (semi-)permanent lighting projects. The Art SSC primary control signal is DMX-512, the protocol used for entertainment, theatre and most LED lighting fixtures. Next to DMX-512 this controller also supports a range of other protocols; allowing communication with various other equipment.

An internal web-server provides the web-interface through which you can program the Art SSC. A modern browser is required to access this web-interface during set-up. A browser or computer is not required for standalone use after the set-up.

Features

- 2 independent, optically isolated DMX-512 outputs
- optically isolated DMX-512 input
- MIDI in, through and out (with MTC support)
- SMPTE time-code input
- GPI port with 4 contact closures
- Ethernet port with support of Art-Net, OSC & UDP
- Lighting controller with 256 cues
- DMX-512 and Art-Net recorder with 16 memories
- Real-time clock scheduling
- eTouch compatibility

Limitations

The Art SSC is a compact device with an excellent value for money ratio, however, it inevitably has limitations. Please consider the following:

- Maximum number of concurrent playbacks: 1 cue-list + 4 recorder memories + show control events
- Responsiveness might degrade if all features are used simultaneously

Further Help

If, after reading this manual, you have further questions then please consult the online forum at <http://forums.elationlighting.com/> for more technical support.

Setting up

This chapter discusses the steps to set up the Art SSC to start programming.

Mounting

The Art SSC can be placed desktop or it can be DIN rail or 19" rack mounted

DIN Rail

The Art SSC is prepared for DIN Rail mounting by using the 'DIN rail holder TSH 35' from Bopla (Product no. 22035000).

This adapter is – amongst others – available from:

Farnell / Newark (order code 4189991)

Conrad (order code 539775 – 89)

Distrelec (order code 300060)



19" Rack

There will become available an adapter for 19" rack-mounting the Art SSC.

Kensington Lock

You can secure your Art SSC by using a Kensington style laptop lock.



Power

The Art SSC requires a DC power supply between 9 and 12 Volts with a minimum of 500mA. The 2,1 mm DC is center-positive.



Network

During programming a network connection is required between the Art SSC and computer. Connect the Ethernet port on the Art SSC to the Ethernet port on your computer by using a RJ-45 cable. Alternatively, you can connect the Art SSC and the computer via a network switch. The Art SSC's ethernet port is auto-sensing so it does not matter whether you use a cross or straight cable.

The factory default IP address is 192.168.1.10 with the sub-net mask set to 255.255.255.0. Make sure your computer is in a valid address range, e.g. set your computer to IP 192.168.1.9 with a sub-net mask of 255.255.255.0.

Then open a browser on your computer and go to <http://192.168.1.10>. You should see the following page:

The screenshot displays the Art SSC web interface with a dark theme. At the top, there is a navigation bar with tabs: HOME (selected), CONSOLE, RECORDER, SHOW CONTROL, MONITORS, SETTINGS, and ABOUT. The URL www.elationlighting.com is visible in the top right corner. The main content area is divided into several sections:

- GENERAL:** A table with the following data:

PCB serial number	201128009
PCB version	1.03
Firmware version	1.14
Label	MyArtSSC
- NETWORK:** A table with the following data:

MAC address	00:50:C2:DE:84:00
IP address	192.168.1.10
Subnet mask	255.255.255.0
- REAL-TIME CLOCK:** A table with the following data:

Date	2011-12-13
Time	14:52:10
Weekday	Tuesday
- RECEIVING:** A table with the following data:

DMX	No
Art-Net	No
MIDI	No
OSC	No
UDP	No
- TIMECODE:** A table with the following data:

SMPTE	00:00:00.00	-
MTC	00:00:00.00	-
OSC	00:00:00.00	-
Art-Net	00:00:00.00	-

At the bottom of the interface, there is a status bar displaying: LABEL: MyArtSSC RTC: 14:52:09 GPI: 0000 TC: 00:00:00.00 RX: DMX ART MIDI OSC UDP

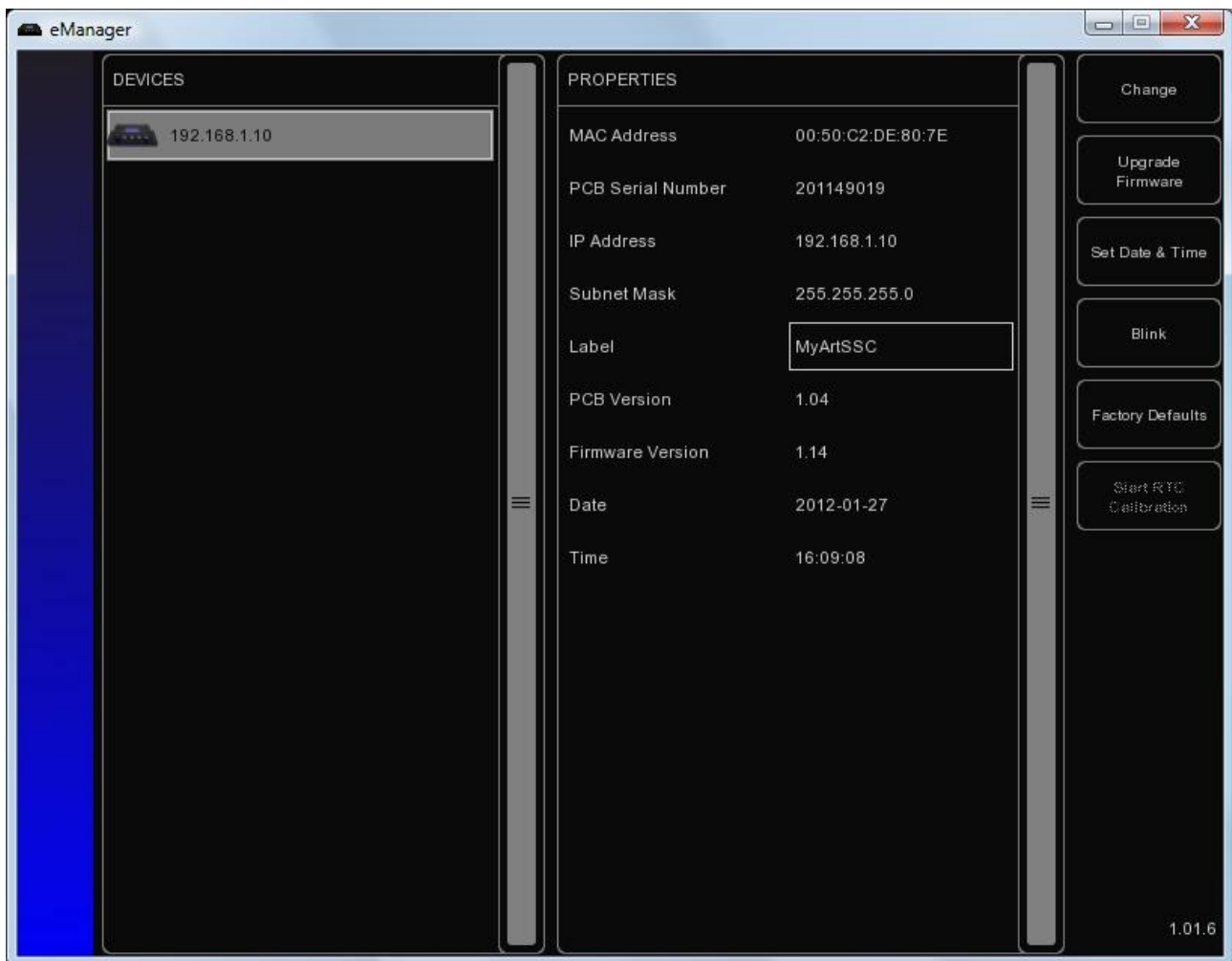
The settings page allows you to change the IP address and sub-net. Make sure that all equipment on your network have unique IP addresses.

By pressing the reset button on the Art SSC for 3 seconds or more, you will reconfigure the unit to the factory default IP address and sub-net mask.

eManager Software Tool

A special software tool called eManager has been developed to manage (multiple) Art SSC devices. This tool is available on MS Windows, Mac OS X and Ubuntu Linux is available via our website, free of charge. eManager allows you to:

- Identify a specific Art SSC (in a multi Art SSC set-up) by blinking it's LED
- change IP address and subnet
- set the Art SSC's date and time (your computer's date and time will be used)
- perform firmware updates
- do a factory reset that will erase all user data in the Art SSC and will restore the default settings.
- Calibrate the Art SSC's internal real-time clock



Blink

You can set the Art SSC's LED to blink fast for identifying a particular unit amongst multiple Art SSCs. The blinking is enabled by double-clicking on a device in the 'Devices' list or by selecting a device and then clicking the 'Blink' button.

Set Date & Time

You can quickly copy your computer's date and time to the Art SSC by selecting a device and clicking the 'Set Date & Time' button

Upgrade Firmware

To upgrade the firmware, first select your device and press the 'Upgrade Firmware' button.

Caution: Make sure the power to the Art SSC is uninterrupted during the upgrade process. The dialogue allows you to select from the firmware available.

Factory Defaults

The memory containing all user data like cues, recordings and actions is completely erased and all settings are reverted to their defaults by pressing the 'Factory Defaults' button.

RTC Calibration

In case the time in your Art SSC's Real-Time Clock (RTC) drifts then you are advised to perform a calibration. Start the calibration process by pressing the 'Start RTC Calibration' button. Then wait a while for the measurement to take place. The longer you wait the more accurate the calculation will be, we recommend somewhere between 30 to 60 minutes. Then press the 'Stop RTC Calibration' button a dialogue will inform you of the results. Press OK to apply the calibration value.

Supported Protocols

The Art SSC is fitted with several communication ports and supports various protocols. This chapter describes these protocols.

DMX-512

Connect your lighting fixtures either to the DMX OUT A port or DMX OUT B. Use a 5-pin XLR cable to connect the Art SSC's DMX OUT port to the first fixture, from then on daisy-chain to all other fixtures.

3 Pin Adapter

If your cabling or fixtures are using a 3-pin XLR connector then you can obtain - or create yourself - a 5-to-3-pin adapter.

For both 5-pin and 3-pin connectors the pin-out is:

1 = GND

2 = Data-

3 = Data+

(on the 5-pin XLR pin 4 & 5 are not connected)



Cable

Use a shielded twisted pair cable for DMX cabling. The cable should be terminated with an 120 Ohm resistor.

Overcoming DMX-512 Limitations

DMX-512 is a very successful protocol with, however, a few limitations. The maximum number of attached devices is limited to 32 and they all have to be connected in bus-topology having one cable running via each device. Furthermore, a DMX cable should not be longer than 300 meters.

The DMX Branch/4 from Elation Professional helps tackle those inconvenient limitations of DMX-512. The Splitter takes a DMX signal and sends it out again on its 4 DMX output ports allowing a star-topology for efficient cable usage. Each output port is capable of driving 32 more devices. The Splitter can also function as a signal booster as each port supports another 300 meter long connection.



RDM

RDM is a recent addition to the DMX-512 protocol. The DMX protocol was uni-directional. RDM makes it bi-directional and allows for the controller to receive status information from the fixtures and set properties like the fixture's starting address.

Both of the DMX outputs are RDM capable (the DMX input is not) and the RDM master functionality for collecting all the information and setting all the parameters will be implemented via an external software program (not available yet).

Art-Net

The Art-Net protocol primarily transfers DMX-512 data over Ethernet. The high bandwidth of a

Ethernet connection allows Art-Net to transfer up to 256 universes. The Art SSC supports 2 universe outgoing Art-Net and 2 universes incoming.

There are two versions of Art-Net, version 1 uses UDP broadcast and version 2 uses UDP multicast. The Art SSC uses version 1. Broadcast messages do put a certain load on the network, therefore it is recommended to disable Art-Net when not in use.

Additional to transmitting DMX-512 data, Art-Net can also be used for transferring time-code information.

SMPTE

SMPTE is time-code signal which can be used to synchronize audio, video, lighting and other effects. SMPTE information can be transferred through various media like audio channels, video signals, MIDI, etc.

The Art SSC supports LTC SMPTE that is transferred as an audio signal.

MIDI

The MIDI protocol was intended for inter-connecting musical devices such as synthesizers and sequencers. This protocol is also very suitable to send triggers from one device to another and is often used to synchronise audio, video and lighting equipment.

There is also a large collection of MIDI control surfaces available; user-interface consoles with knobs, (motor-)faders, rotary-encoders, etc.

The Art SSC also supports the time-code signal (MTC) which is embedded into MIDI.



OSC

Open Sound Control (OSC) is a protocol for communicating between computers, software and various multi-media type devices. OSC uses the network to send and receive messages, it can contain MIDI, time-code and custom information.

There are apps available for creating custom-made user interfaces on IOS (iPod, iPhone, iPad) and Android. These tools allow you to program fool-proof user-interfaces for controlling the Art SSC. E.g. TouchOSC from <http://hexler.net/software/touchosc>.



There is a TouchOSC layout available from <http://www.visualproductions.nl/downloads.html> that is configured to control the recorder playbacks and select cues in the lighting console. This layout works in conjunction with the 'OSC Control' template, as discussed on page 21.

Other templates are available to use the Art SSC as a converter between OSC and MIDI.

UDP

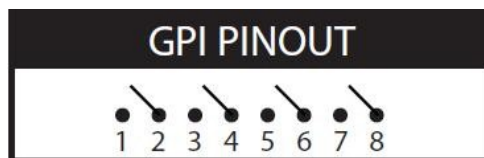
UDP (User Datagram Protocol) is a simple protocol for sending message across the network. It is supported by various media devices like video projectors and show controllers.

The Art SSC can send and receive UDP messages. The UDP message contains a NULL terminated ASCII string of maximum 15 characters. UDP can be received by adding the UDP source action-list in the Show Control page. Enter the expected ASCII string as the action's trigger. UDP messages can be send by adding a UDP task to any action. Parameter 1 allows you to enter the ASCII string and parameter 2 will contain the destination IP address and port number.

GPI

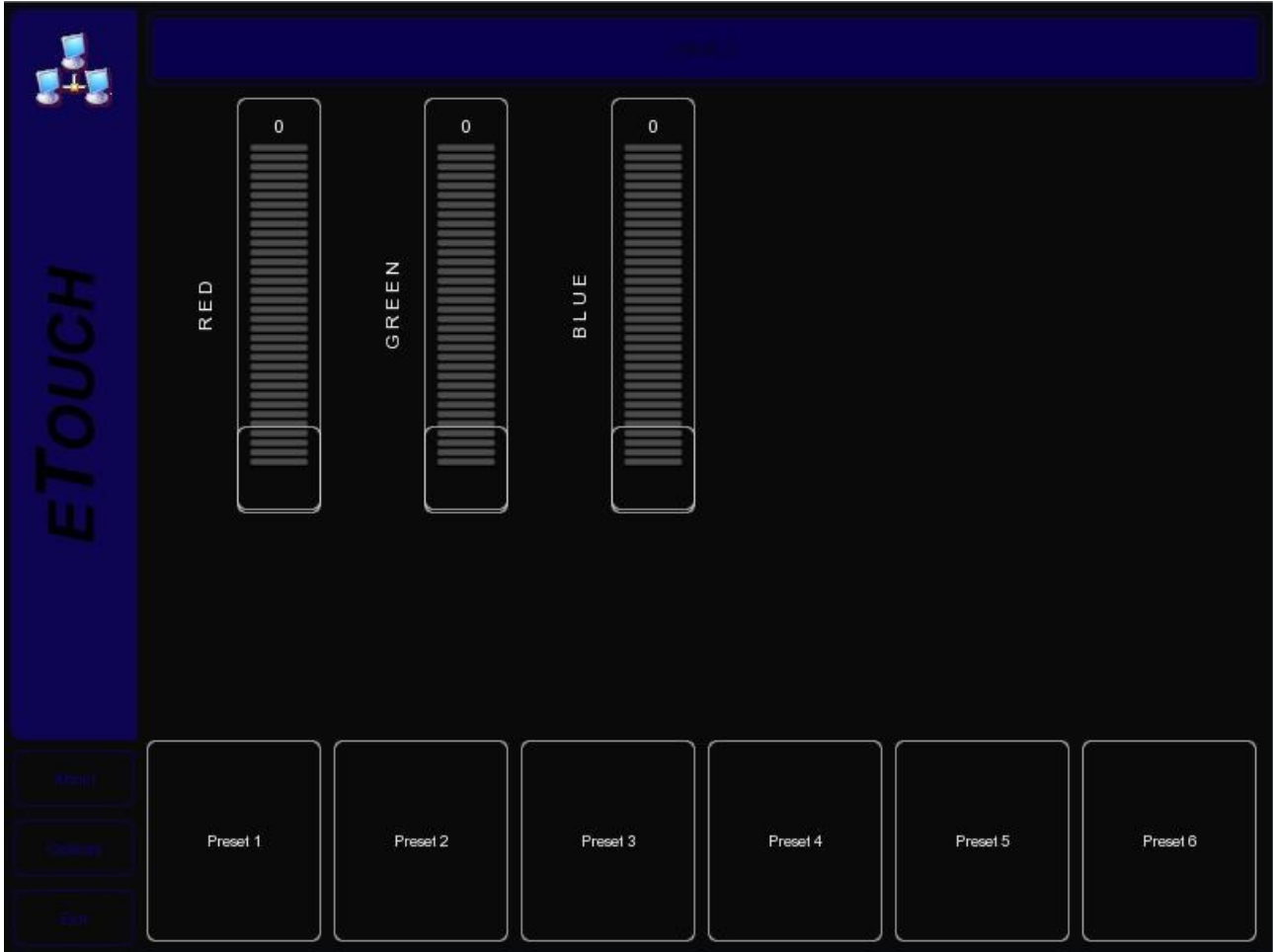
The GPI port features 4 contact-closure ports. It allows you to attach physical switches, sensors or other equipment and have the ports trigger events in the Art SSC. You can set the port to 'Normally Open' or 'Normally Closed' in the Show Controller (see page 22).

The GPI's RJ-45 has the following pin-out:



eTouch

eTouch is a software application that can trigger events within the Art SSC controller. eTouch is equipped with a User Interface especially designed for use with Touch Screens. This makes it an ideal companion to the Art SSC when applied in a fixed installation, using eTouch to control playbacks and select cues, or any other feature in the Art SSC.



eTouch is designed to have no editing capability, making it a fool-proof interface that can safely be presented to non-lighting technicians.

eTouch is available on Windows, Mac OS X and Ubuntu Linux and can be downloaded from <http://www.elationlighting.com/ProductDetails.aspx?Category=&ItemNumber=1794>.

Web-based User-Interface

The Art SSC has an inbuilt web-server. All the programming of the Art SSC is done via its web-based User-Interface. This 'website' has multiple pages and they are discussed in this chapter.

Home

This is the opening page of the web-interface. It gives a read-only overview of the settings and values.

Art SSC **HOME** CONSOLE RECORDER SHOW CONTROL MONITORS SETTINGS ABOUT www.elationlighting.com

GENERAL

PCB serial number	201128009
PCB version	1.03
Firmware version	1.14
Label	MyArtSSC

NETWORK

MAC address	00:50:C2:DE:84:00
IP address	192.168.1.10
Subnet mask	255.255.255.0

REAL-TIME CLOCK

Date	2011-12-13
Time	14:52:10
Weekday	Tuesday

RECEIVING

DMX	No
Art-Net	No
MIDI	No
OSC	No
UDP	No

TIMECODE

SMPTE	00:00:00.00	-
MTC	00:00:00.00	-
OSC	00:00:00.00	-
Art-Net	00:00:00.00	-

LABEL: MyArtSSC RTC: 14:52:09 GPI: 0000 TC: 00:00:00.00 RX: DMX ART MIDI OSC UDP

Notice the status bar at the bottom of the page, this bar offers a real-time display of the Art SSC's primary properties. This bar remains visible on each page.

Lighting Console

The Lighting Console page allows you to program and manually playback lighting scenes.



Overview

A Cue is a lighting scene, a state at which all DMX channels are set to a specific value. A sequence of multiple Cues - running one-by-one – is called a Cue-list. The Lighting Console function features 1 Cue-list containing 256 Cues. Each Cue stores the values for all 1,024 DMX channels.

Run Mode

The Lighting Console can be set in either PLAY or EDIT mode. The difference between the modes is the EDIT mode ignores the fade, hold and link values. The EDIT mode is more convenient during programming the Cues.

Unit

A DMX channel can be set between 0 (minimum) and 255 (maximum). The DMX levels are shown in these decimal values if the UNIT is set to DEC. When UNIT is set to % the levels are shown in the range of 0% and 100%.

The UNIT setting also influences how you enter the values via the Command Line interface. E.g. if you would like to set a channel to the maximum level you would type in value '255' when the unit is set DEC and you would type in '100' when it was is set to %.

Programming a Cue

First enable the EDIT mode and select the desired Cue by using the GO+ and GO- buttons. You

see the number of the current Cue in the bottom left-hand corner of the screen.

Use the command line interface (CLI) to change the value of the channel. The CLI is known from theatre lighting consoles and provides a fast way of setting values for one or multiple channels.

Examples of the CLI's usage are:

Command	Function
1 @ 50 <ENTER>	Sets channel 1 at 50% (or at DMX value 50 when DEC unit is selected)
1 + 2 @ <FULL>	Sets channel 1 and 2 at maximum value
1 <THRU> 3 @ 0	Sets channels 1 till 3 at minimum value
1 <THRU> 3 + 5 @ 0	Sets channels 1, 2,3, and 5 at minimum value
<ALL> @ 100 <ENTER>	Sets channels 1 till 1024 at 100% (or at DMX value 100 when DEC unit is selected)
1 @ + 10 <ENTER>	Increases channel 1 value with 10
<ALL> @ - 20 <ENTER>	Decreases all channels' value by 20

Capture a Cue

Alternatively to programming a Cue through the CLI it is also possible to record a Cue from the DMX input port or incoming Art-Net universes.

To capture from DMX, simply connect your external DMX-512 source and set it to output the desired Cue, then press the DMX Capture button. Only the first 512 channels will be recorded, channels 513 till 1024 are left unchanged.

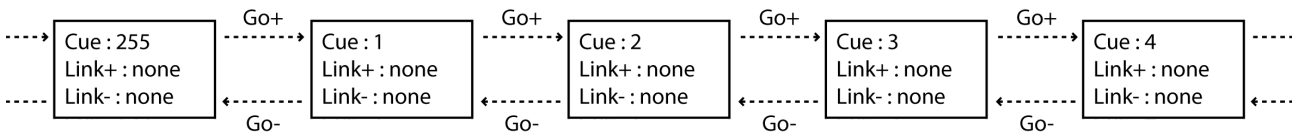
For capturing from Art-Net please make sure that the universe settings for incoming Art-Net match the universes at your Art-Net source. Press the Art-Net Capture button and all 1,024 channels are recorded in the Cue.

Timing

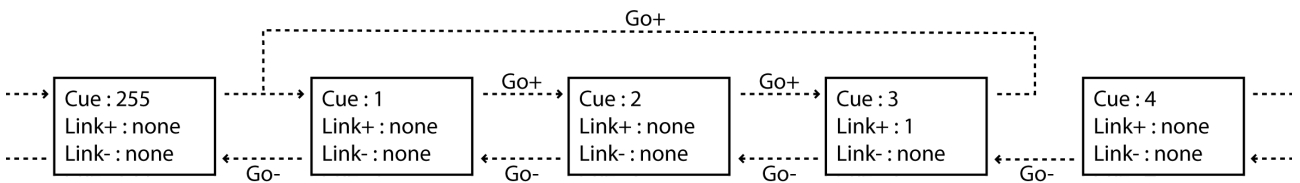
You can specify the cross-fade time between two Cues by setting the Cue's fade time. Also you can determine for how long the Cue should be active before advancing to the next Cue by setting the hold time. If the hold time is set to 0, the Cue is set to Halt and will not automatically go to the next Cue.

Linking Cues

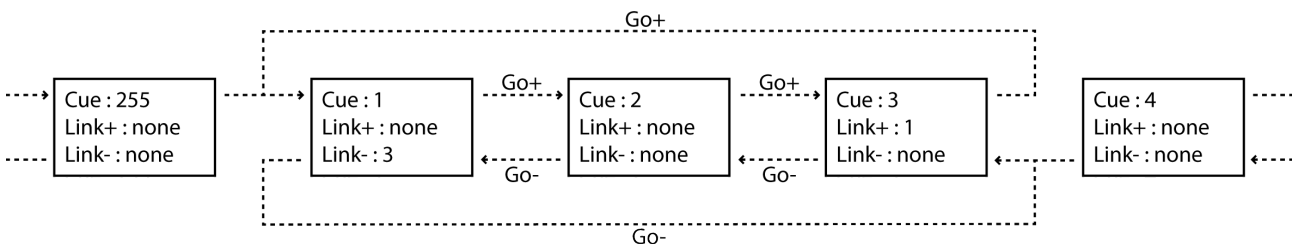
When going to a new cue (whether by a manual 'Go+' or automatically by setting a hold time) then by default the next cue will be run, as shown in the next diagram.



You can change this by setting the 'Link+' field other than 'none'. When set to a number, this cue will go to this specified cue number as the next cue. You can use the link field to create loops/chases. See the next diagram.



When you press the 'Go-' button you will go to the previous cue, however, similar to the 'Link+' field, you can use the 'Link-' field to specify a cue to go-back to. Using both link fields you can bi-directional loop by which the user could step through a set of cues by using just two buttons (e.g. 2 physical switches connected via the GPI port that control the 'Go-' and 'Go+'). As illustrated in the following diagram.



Manual Playback

Set the Lighting Console to the PLAY mode for manual playback of the Cues. You can use the GO+ and GO- buttons for traversing through the various Cues. The JUMP allows you to go to a certain Cue directly (without stepping through all intermediate Cues). E.g. If you like to go to Cue 24 you use the CLI to type <JUMP>24<ENTER>.

Channel Groups

It is likely that during programming of the Cues you will often select the same channels, albeit with different values. To make the process of selecting channels quicker, the Lighting Console features Channel Groups.

You can store one or more channel numbers in a Group and quickly recall this group by clicking its button.

For example you can program the value of channels 1,2,3,4,6 by entering in the CLI:

```
1 <THRU> 4 + 6 @ 50
```

You can also store these channels in Group 1 by typing:

```
1 <THRU> 4 + 6 @ <GROUP1>
```

Then press the group button to recall Group 1 in order to set the channels:

```
<GROUP1> @50
```

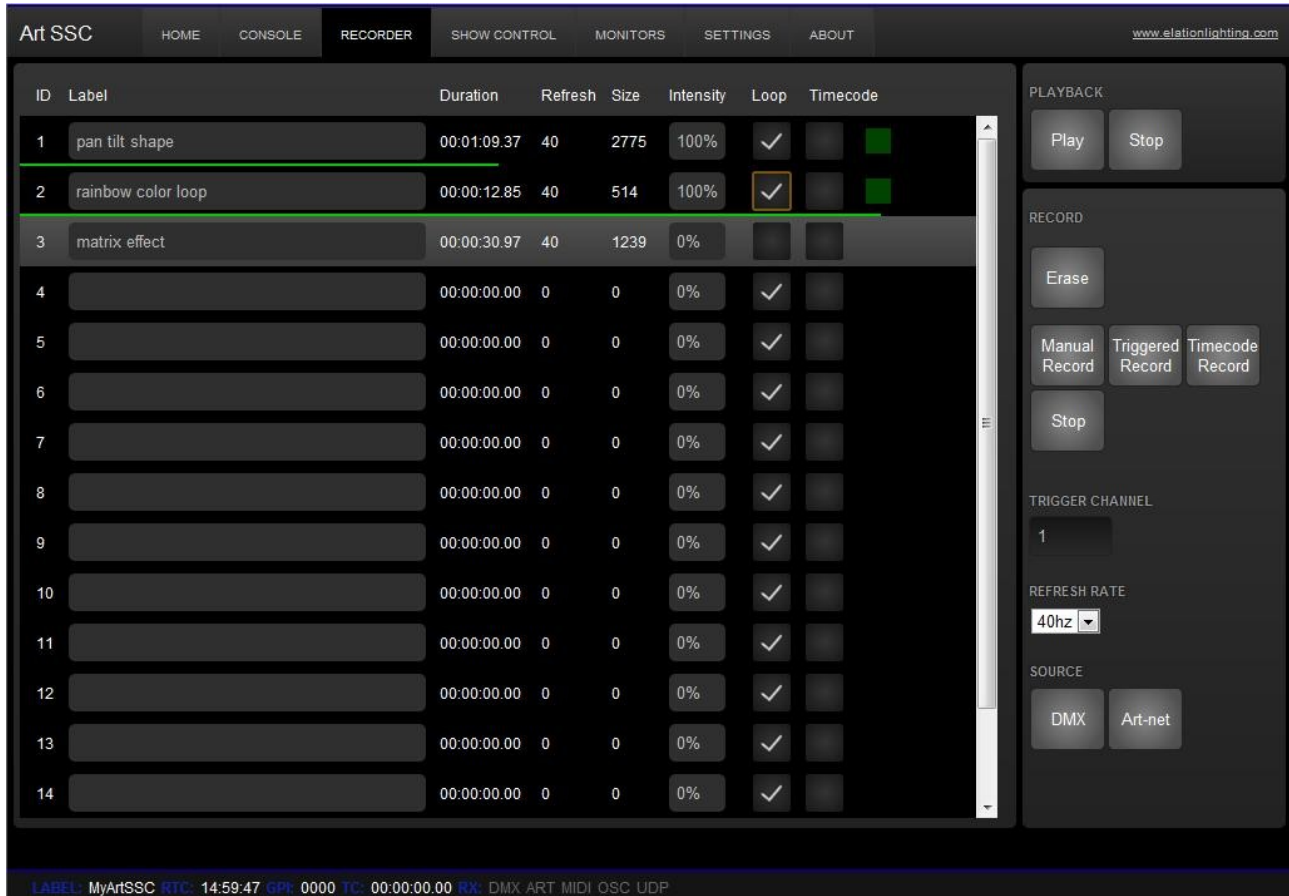
Routing

The DMX values outputted by the Lighting Console can be routed to either or both DMX-512 outlets and Art-Net. This can be controlled in the settings page (see page 26).

Recorder

In the previous chapter you've read that you can record a static lighting scene by capturing it into a Cue, however, in some cases it will be required to record a dynamic lighting scene that is changing over time. Perhaps you need to record pan/tilt shapes for moving lights or record graphical effects on a LED matrix.

For these situations the Art SSC offers the DMX-512 and Art-Net recording functionality. With it you can store both static and dynamic DMX data.



The screenshot displays the Art SSC Recorder interface. At the top, there are navigation tabs: HOME, CONSOLE, RECORDER (selected), SHOW CONTROL, MONITORS, SETTINGS, and ABOUT. The URL www.elationlighting.com is visible in the top right corner. The main area is a table with 14 rows, each representing a recording memory. The columns are: ID, Label, Duration, Refresh, Size, Intensity, Loop, and Timecode. The first three rows are highlighted in green. The first row has ID 1, Label 'pan tilt shape', Duration '00:01:09.37', Refresh '40', Size '2775', Intensity '100%', and a checked 'Loop' checkbox. The second row has ID 2, Label 'rainbow color loop', Duration '00:00:12.85', Refresh '40', Size '514', Intensity '100%', and a checked 'Loop' checkbox. The third row has ID 3, Label 'matrix effect', Duration '00:00:30.97', Refresh '40', Size '1239', Intensity '0%', and an unchecked 'Loop' checkbox. Rows 4 through 14 have empty labels, zero duration, zero refresh, zero size, zero intensity, and checked 'Loop' checkboxes. To the right of the table is a playback and recording control panel. It includes 'PLAYBACK' buttons for 'Play' and 'Stop'. Below that is a 'RECORD' section with an 'Erase' button, and three buttons for 'Manual Record', 'Triggered Record', and 'Timecode Record'. A 'Stop' button is also present. The 'TRIGGER CHANNEL' is set to '1'. The 'REFRESH RATE' is set to '40hz'. The 'SOURCE' is set to 'DMX'. At the bottom of the interface, a status bar shows: LABEL: MyArtSSC RTC: 14:59:47 GPI: 0000 TC: 00:00:00.00 RX: DMX ART MIDI OSC UDP.

ID	Label	Duration	Refresh	Size	Intensity	Loop	Timecode
1	pan tilt shape	00:01:09.37	40	2775	100%	<input checked="" type="checkbox"/>	
2	rainbow color loop	00:00:12.85	40	514	100%	<input checked="" type="checkbox"/>	
3	matrix effect	00:00:30.97	40	1239	0%	<input type="checkbox"/>	
4		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	
5		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	
6		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	
7		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	
8		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	
9		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	
10		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	
11		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	
12		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	
13		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	
14		00:00:00.00	0	0	0%	<input checked="" type="checkbox"/>	

Capacity

There are 16 memories that can hold a recording. When recording all 1,024 channels are stored, even though some channels might not be used and remain at zero. The Art SSC utilizes a compression technique to filter out all channels that do not change. Therefore it is not possible to exactly state the maximum duration a memory can hold; it depends on the DMX data itself. When many channels change often the compression is less effective. When only a few channel change a little the compression is very effective.

Furthermore, the refresh rate setting will determine how many samples of the data are taken per second and stored in memory. This setting varies between 1 and 40 frames per second. 40 Hz gives maximum quality in terms of smooth dimming curves. 5 Hz is quite a low value but very useful for recording very slow DMX changes that in themselves might not change faster anyway. Often a setting of 20 Hz will do fine, while allowing for twice as long recording as a 40 Hz setting.

Theoretically, the memory will hold for at least XXX seconds data in the worst-case situation, i.e. all 1,024 channels change each frame, recorded at 40 Hz. More realistic, a set-up using 100 dimmer channels changing regularly, recorded at 30 Hz, may last XXXXX minutes.

By default, the recorder has 16 memories. You can reduce the number of memories in the settings page. When you reduce the number of memories each memory will have more storing capacity, as

the total capacity used by all memories remains the same.

Recording

To make a recording first select one of the memories. You may give it a name now or do this after recording. Then set the desired refresh rate and select between DMX and Art-Net for the source. Then press the RECORD button. When you're ready press the STOP button. If the memory becomes full the recording is stopped automatically.

You can use the CONSOLE RECORD button to simply copy the current output of the Console into a recording (this recording will have one DMX frame).

Alternatively, you can have the recording started and stopped automatically if the timing needs to be more precise than manual control. In order to make a 'triggered' recording appoint one DMX channel as the trigger channel (choose from 1 till 1,024). Then press the TRIGGERED RECORD button. The memory is now ready for recording, but the recording will only start when the trigger channel's value reaches above 127. The recording is stopped as soon as the trigger channel goes below or equals 127. This allows you to program the value of the trigger channel in your external DMX-512 or Art-Net console and time the recording accurately.

Finally, you can also record a memory in sync with the time-code by using the TIME-CODE RECORD button.

Playback

Each memory has an intensity value. When the intensity is set to a value other than 0, the memory will be played back. The Art SSC is capable of simultaneous playback of 4 memories. When a fifth playback is set to playback, Art SSC will automatically stop the oldest playback (the one whose intensity level has not altered for the longest time).

HTP/LTP

By default the values of all running playbacks are, with its intensity level taken into account, merged together according to the Highest Takes Precedence (HTP) principle. The following table illustrates the HTP system.

	Playback 1	Playback 2	Playback 3	Merged Output
Channel 1	0%	0%	25%	25%
Channel 2	100%	0%	25%	100%
Channel 3	0%	0%	0%	0%
Channel 4	0%	100%	25%	100%

When set to LTP, only the last activated playback will send out its values. As soon as that playback is stopped the one-but-last activated playback will be sending out.

Time-code

Normally the memory is played back using the internal timings of the Art SSC. When the 'Time-code' check box is enabled, the internal timing is ignored and the playback is synchronised to the time-code. Please select a time-code source in the settings page.

Loop

The 'Loop' check box controls whether the playback stops when it reaches the end of the track, or whether it should continue looping indefinitely. The Loop feature is only available when 'Time-code' is disabled.

Routing

The DMX values outputted by the Recorder can be routed to either or both DMX-512 outlets and Art-Net. This can be controlled in the settings page (see page 26).

Show Control

Your Art SSC needs to respond to the outside world. With today's ever more demanding lighting projects, chances are it needs to respond to various different signals or protocols. The Art SSC supports a variety of protocols. In the Show Control page you determine how your Art SSC will respond to which signal and what tasks it will perform when triggered.

The screenshot shows the 'SHOW CONTROL' page of the Art SSC interface. It features a dark theme with several functional panels:

- SOURCES:** A list of input protocols including Visual Touch, Art-Net, Scheduler, System, OSC, Variable, Recorder, and UDP. An 'Add >>' button is at the bottom.
- ACTION LISTS:** A table with columns for protocol names and an 'ENABLED' checkbox. The listed protocols are GPI, MIDI, DMX In, and Timecode, all of which have their checkboxes checked.
- ACTIONS:** A list of specific actions: Green Button, Blue Button, Red Button, and Yellow Button. 'Up' and 'Down' buttons are used to reorder these actions.
- ACTION TYPES:** A panel for defining action types, currently showing an empty list with an 'Action' header and a '<< Add' button.
- Bottom Panel:** A status bar displaying system information: LABEL: MyArtSSC, RTC: 15:01:02, GPI: 0000, TC: 00:00:00.00, RX: DMX ART MIDI OSC UDP.


The show control consists of action-lists and actions. All the different kind of signals the Art SSC can receive are categorized as 'sources'. Each action-list relates to one source and can contain multiple actions. Each action details to which specific signal it is listening and contains a list of tasks it will perform when triggered. Action-lists and actions are further discussed on page 22.

Scheduling

An important input Source is the Scheduler. The Scheduler uses the Art SSC's internal, battery backed-up Real-Time Clock. There are several ways to specify a trigger.

Date and Time

You can use the Scheduler to trigger actions on certain dates and times. When specifying a date and time it is possible to choose 'Don't Care' for each value by entering 'X'. E.g. if you set a date and specify 'Don't Care' for the year field, this Action will be triggered each year.



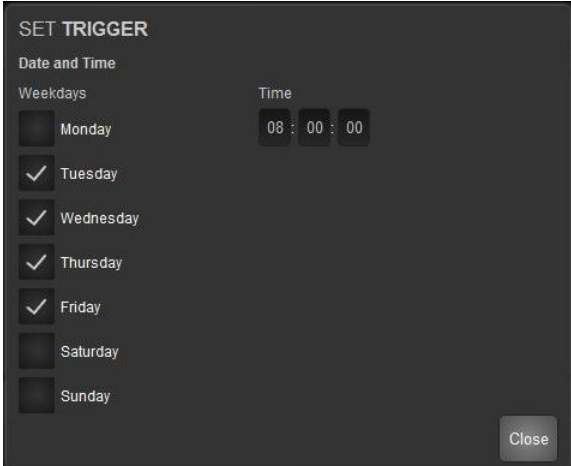
The screenshot shows a dark-themed dialog box titled "SET TRIGGER". Under the heading "Date and Time", there is a "Date" section with a year field set to "2011", a month dropdown menu set to "July", and a day field set to "20". Below this is a "Time" section with three fields: "12", "30", and "00". A "Close" button is located in the bottom right corner.

Weekday and Time

Sometimes you would like to define a trigger based on a day in the week, rather than a specific date. The Art SSC supports this, it allows to choose any combination of weekdays and time.

Astronomical Clock

The Art SSC is equipped with an astronomical clock that based on the day of the year and position on the globe (as configured in the settings page) calculates the sunrise and sunset times. This allows you to trigger events on sunrise or sunset.



The screenshot shows a dark-themed dialog box titled "SET TRIGGER". Under the heading "Date and Time", there is a "Weekdays" section with a list of days: Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, and Sunday. Each day has a checkbox, with Tuesday, Wednesday, Thursday, and Friday checked. To the right is a "Time" section with three fields: "08", "00", and "00". A "Close" button is located in the bottom right corner.

Protocol Conversion

With many signals coming into the Art SSC and many signal going out, the Show Control page is also the place where you can program Conversion between different protocols. For example you can program an Art-Net Source and fit it within an Action that sends out DMX-512, thus creating an Art-Net to DMX-512 converter.

Templates

The Show Control page provides ready-made Templates for several typical action arrangements. Templates can be easily copied to the Source list and modified in necessary.

The following table describes the functionality of the templates.

Template	Function
Art-Net -> DMX	Converts Art-Net input universe 1 to DMX Out A and Art-Net input universe 2 to DMX Out B.
DMX -> Art-Net	Converts DMX input to Art-Net output universe 1.
DMX -> MIDI	Converts DMX input to MIDI output. DMX channels 1-128 are converted to CC messages on MIDI channel 1. DMX channels 129-256 are converted to CC messages on MIDI channel 2. DMX channels 257-384 are converted to CC messages on MIDI channel 3. DMX channels 385-512 are converted to CC messages on MIDI channel 4.
GPI -> DMX	GPI port 1-4 is converted to DMX channel 1-4 on DMX Out A.
GPI -> MIDI	GPI port 1-4 is converted to Note On 1-4 messages on MIDI channel 1.
GPI -> OSC	GPI port 1-4 is converted to OSC "/gpiX" messages.
GPI -> Art-Net	GPI port 1-4 is converted to DMX channel 1-4 on Art-Net output universe 1.
MIDI -> Art-Net	
Control Tracks by Art-Net	Maps the first 16 channels of the 'In A' universe to the playback intensities of the recorder's memories.
Control Tracks by Touch Screen	
Control Console by GPI	
OSC Control	Allows the Recorder and Lighting Console to be controlled by OSC. A matching TouchOSC layout is available for download from our website.
DMX Splitter	The DMX signal from DMX Input is sent out on DMX Outputs A and B.

eTouch

Creating a eTouch layout is done by creating a 'eTouch' action-list and adding actions. For each action you can choose between various controls like buttons and sliders. The order of the actions will control the arrangement in eTouch.

Actions

Programming the show controller involves adding action-list and specifies actions.

Action-lists

In the Action-lists table you can include the sources you will be using in your project. You can choose from input sources like: DMX, Art-Net, MIDI, GPI, Time-code, Scheduler & OSC. Each source may exist in the table only once. Each Action-list can be enabled and disabled.

Actions

Within each Action-list you can create multiple Actions. You can create up to 64 Actions system-wide and maximum 48 per list. For each Action you specify when it will be triggered and which Tasks it will perform when that trigger occurs.

To change the details of an action, select it and press the EDIT button. This will open the Action page.

The screenshot shows the 'Art SSC' software interface. The top navigation bar includes 'HOME', 'CONSOLE', 'RECORDER', 'SHOW CONTROL' (selected), 'MONITORS', 'SETTINGS', and 'ABOUT'. The URL 'www.elationlighting.com' is visible in the top right.

The main configuration area is divided into several sections:

- TRIGGER TYPE:** A dropdown menu set to 'Channel'.
- TRIGGER VALUE:** A text input field containing '3', with 'Change' and 'Learn' buttons below it.
- TRIGGER FLANK:** Three buttons: 'Change' (highlighted in blue), 'Down', and 'Up'.
- TASKS Table:**

Type	Feature	Function	Param1	Param2	
MIDI	Send	Control	Chn1 CC 2	-	Add
Console	Jump	Set	23	-	Remove
OSC	Send	Set	/fader1	0.0	Execute
- FEATURES:** A list of features: 'Go+', 'Go-', and 'Jump' (highlighted).
- FUNCTIONS:** A list of functions: 'Set', 'Toggle', and 'Control'.
- PARAMETERS:** Two buttons labeled 'Param 1' and 'Param 2'.

A 'Close' button is located in the bottom right corner of the configuration area.

The bottom status bar displays: 'LABEL MyArtSSC RTC: 15:02:56 GPI: 0000 TC: 00:00:00.00 RX: DMX ART MIDI OSC UDP'.

Specifier

For most types of actions you can set the specifier. For example when editing a GPI action, it will be triggered only on closing the contact (also known as 'normally open') when the specifier is set to DOWN. When set to UP, the action will be only trigger on opening the contact (a.k.a. 'normally closed'). Finally, when the specifier is set to CHANGE, the action will be triggered on both closing and opening of the contact.

Trigger

Specify the exact trigger on which to execute the tasks. In the case of a GPI action, the trigger denotes the trigger port number (there are four ports).

Tasks

You can specify up to 8 Tasks per Action and a maximum 128 Tasks in total. When triggered, the Tasks are performed in the same order as they are listed in the Action. Tasks can control various elements and protocols in the Art SSC, such as DMX, MIDI, Art-Net, OSC, Lighting Console's Cues, playback of recordings. Tasks can also be used to trigger other Actions, enable or disable action-lists and start/stop the internal time-code.

Monitors

The Monitor page presents you with an overview of the Art SSC's incoming and outgoing data. This page is useful for checking and debugging your programming.

The screenshot shows the 'Monitors' page of the Art SSC software. At the top, there is a navigation bar with tabs: HOME, CONSOLE, RECORDER, SHOW CONTROL, MONITORS (selected), SETTINGS, and ABOUT. The URL 'www.elationlighting.com' is visible in the top right corner. Below the navigation bar is a row of buttons for selecting data streams: DMX In, DMX Out A (highlighted in blue), DMX Out B, Art-Net In A, Art-Net In B, Art-Net Out A, Art-Net Out B, MIDI In, MIDI Out, OSC In, and OSC Out. The main area is a grid of 84 channels, arranged in 10 rows and 8 columns. The first row shows values of 055 for all channels. The second row shows 000 for channels 9-18, and 027 for channels 10-12. The remaining rows show 000 for all channels. On the right side of the grid, there are control buttons: UNIT (with a '%' button), Dec, PAGE (with Up and Down buttons), and a '1' button. At the bottom of the interface, there is a status bar with the following text: LABEL: MyArtSSC RTC: 15:06:11 GPI: 0000 TC: 00:00:00.00 RX: DMX ART MIDI OSC UDP.

The top row of buttons allows for selecting the data stream. In the case of DMX or Art-Net data, you can use the buttons on the right to toggle between decimal and percentage notations, and use the up and down buttons to step through all the channel pages.

Settings

In the Settings page you can change various properties of the Art SSC.

The screenshot shows the 'Settings' page for an Art SSC. The top navigation bar includes 'HOME', 'CONSOLE', 'RECORDER', 'SHOW CONTROL', 'MONITORS', 'SETTINGS' (active), and 'ABOUT'. The URL 'www.elationlighting.com' is visible in the top right.

GENERAL

- Label: MyArtSSC
- Memories: 16

OUTPUT ROUTING

	DMX	Art-Net
Console	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Recorder	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Show Control	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Duplicate A on B

ART-NET

In A	2	0.2
In B	3	0.3
Out A	0	0.0
Out B	1	0.1

DATE & TIME

- Date: 2011-12-13
- Time: 15:07:48
- Weekday: Tuesday

LOCATION

- Latitude: 52.2 degrees
- Longitude: 4.5 degrees
- UTC: +2
- Sunrise: 09:43:00
- Sunset: 17:29:00

UDP

- In port: 7000

TIMECODE

- Input source: Internal
- Output FPS: 25 fps
- Output routing: MTC, OSC, Art-Net

OSC

- In port: 8000
- Out IP 1: 192.168.1.40:8000
- Out IP 2: 0.0.0.0:0
- Out IP 3: 0.0.0.0:0
- Out IP 4: 0.0.0.0:0

IP

- IP address: 192.168.1.10
- Subnet mask: 255.255.255.0

STATUS BAR: LABEL: MyArtSSC RTC: 15:07:47 GPI: 0000 TC: 00:00:00.00 RX: DMX ART MIDI OSC UDP

General

You can change the Art SSC's label. This label can be used to distinguish the unit in a set-up with multiple Art SSCs.

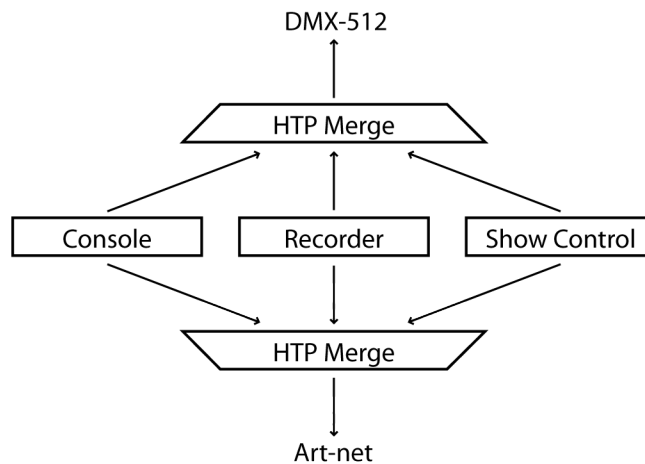
This section also allows you to set the number of Memories in the Recorder. By default this number is set to 16. If you would like to store only a few, but larger, recordings then you can lower this number; making each memory bigger. All the recorder's memories need to be erased after changing this setting.

Output Routing

There are three sources that can set DMX/Art-Net data:

- Lighting Console
- Recorder
- Show Control

The routing settings enables you to determine on which ports the Lighting Console, Recorder and Show Control output their data; i.e. the DMX ports, the Art-Net (Ethernet) port or both.



If more than one source is enabled per DMX or Art-net then the data of those sources is merged together via the Highest Takes Precedence (HTP) principle.

Art-Net

The Art-Net feature in the Art SSC supports 2 universes out and 2 universes in. You can map each of those universes to any of the 256 available universes in the Art-Net protocol. This number is zero-based, ranging from 0 up to and including 255.

The Art SSC uses version 1 of the Art-Net protocol which is implemented through UDP broadcast messages. Broadcast messages do put a certain load on the network, therefore it is recommended to disable Art-Net when not in use.

Art-Net transmission is switch off by default, it will be enabled automatically as soon as at least one Art-Net check-box is enabled in the Output Routing. Reception is permanently enabled for incoming Art-Net data and poll messages.

Date & Time

You can set the date and time of the Real-Time Clock (RTC) here. The clock is battery back-up in to keep the time during a power failure.

Location

The astronomical clock in the Art SSC calculates the sunrise and sunset times based on day of the year, latitude, longitude and UTC values.

The latitude and longitude values define your position in the world and should be entered in degrees. The latitude value should be positive for North and negative for South, the longitude should positive for East and negative for West. The website <http://www.findlatitudeandlongitude.com/> can help you find the latitude and longitude values for

your location.

The time-zone and perhaps daylight saving time of your location is expressed in the UTC (Coordinated Universal Time) value. UTC is – in this context – equivalent to GMT (Greenwich Mean Time).

For example, the city of Haarlem, the Netherlands, is during the winter UTC +1 and in the summer during day light saving time UTC +2. So, the settings are:

DATE & TIME	LOCATION
Date	Latitude
2011-07-20	52 degrees
Time	Longitude
12:36:24	4.5 degrees
Weekday	UTC
Wednesday	+2
	Sunrise
	05:46:00
	Sunset
	21:50:00

UDP

In this section you can set the port number on which the Art SSC will listen out for UDP messages. The IP addresses and port numbers for outgoing UDP messages are set in the tasks at the Show Control page.

OSC

Set the port number on which the Art SSC will listen for OSC messages in this section.

Also you need to fill in the addresses of the devices you would like to be receiving the OSC messages being sent out by the Art SSC. In these IP Out fields you enter both IP address and port number; in the following syntax: "ipaddress:port". E.g. to send OSC messages to your device at 192.168.1.99 and port number 7070, you would fill in: "192.168.1.99:7070".

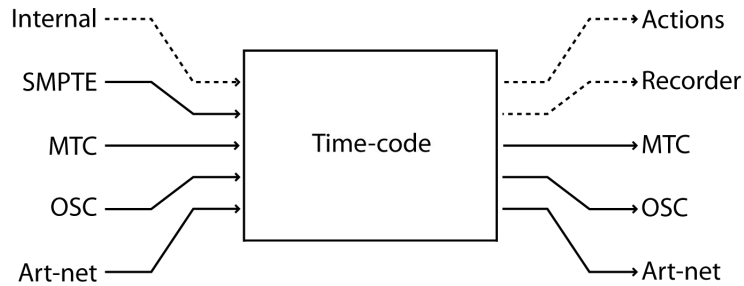
You can specify up to 4 addresses. Fill in "0.0.0.0" in each field you do not need to use.

IP

For setting up the IP address and sub-net mask of the Art SSC.

Time-code

The Art SSC can receive a time-code signal to trigger Actions, synchronise the Recorder or to convert to other time-code protocols. It supports SMPTE, MTC, OSC and Art-net time-code signals, however, only one protocol can be selected at a time. It is also possible to select 'Internal' as the time-code source; in this case the internal timing logic of the Art SSC is used. Please see the following diagram.



By enabling the time-code outputs for MTC, OSC or Art-Net you create a time-code converter, or when 'Internal' is selected as input source, a time-code master.

OSC

Select the UDP port number on which to receive the OSC messages. Also, set here the IP address and port number for the outgoing OSC messages.

Alphabetical Index

19" rack.....	3	memories.....	16
Action.....	22	MIDI.....	8
Action-list.....	22	Monitors.....	24
Actions.....	22	MTC.....	8
Art-Net.....	7	OSC.....	9
astronomical clock.....	26	Output Routing.....	26
Capture.....	13	PLAY.....	12
CLI.....	13	Playback.....	17
command line interface.....	13	Power.....	3
compression.....	16	RDM.....	7
Conversion.....	20	Real-Time Clock.....	20, 26
Cue.....	12	Recorder.....	16
Date.....	26	refresh rate.....	16
daylight saving time.....	27	reset.....	4
DC.....	3	RJ-45.....	9
DIN Rail.....	3	Routing.....	18
DMX-512.....	7	RTC.....	26
Don't Care.....	20	Run Mode.....	12
EDIT mode.....	12	Scheduling.....	20
eManager.....	5	Settings.....	25
eTouch.....	10, 21	Show Control.....	19
fade time.....	13	SMPTE.....	8
firmware updates.....	5	Specifier.....	22
forum.....	2	sub-net mask.....	4
GMT.....	27	sunrise.....	26
GPI.....	9	sunset.....	26
Groups.....	15	Tasks.....	23
Highest Takes Precedence.....	17	Templates.....	21
hold time.....	13	Time.....	26
Home.....	11	Time-code.....	17
HTP.....	17	time-zone.....	27
IP address.....	4	TouchOSC.....	9
iPhone.....	9	Trigger.....	23
Kensington.....	3	trigger channel.....	17
latitude.....	26	UDP.....	9
Lighting Console.....	12	Unit.....	12
link.....	14	UTC.....	27
Location.....	26	web-interface.....	11
lock.....	3	Weekday.....	20
longitude.....	26	XLR.....	7
Loop.....	17	8, 19p., 25