



# VIDEO SYSTEM MANAGER

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User Guide Release 1.0

VIDEO WITH LIGHT™

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# Contents

## Chapter 1

<b>Introduction</b> .....	5
Welcome to Video System Manager .....	5
Key Features of Video Management Tool .....	5
Mapping the Installation .....	6
Contacting Color Kinetics .....	6

## Chapter 2

<b>Hardware Setup</b> .....	7
Ethernet Setup .....	7
Configuring Your PC Ethernet Network .....	9
Manual IP Configuration .....	15

## Chapter 3

<b>Installation</b> .....	21
Installing Video Management Tool .....	22
Installing Upgrade CDs .....	31

## Chapter 4

<b>Quick Start Guide</b> .....	35
Mapping the Installation .....	35
Understanding Templates and Maps .....	35
Video Management Tool Environment .....	37
Creating a Map .....	40
Downloading the Video Map to the Video System Engine .....	45

## Chapter 5

<b>Mapping Installations</b> .....	47
Creating Maps .....	48
Creating Custom Templates .....	53

Regions ..... 60

## **Chapter 6**

**Associating Templates to Supplies** ..... 63

Smart Association of Templates to Supplies ..... 65

## **Chapter 7**

**Download and Video Input**..... 67

Other Functions Accessible from the Download Web Page ..... 69

## **Appendix A**

**Glossary** ..... 71

## **Index**



# CHAPTER 1

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## Introduction

### Welcome to Video System Manager

Color Kinetics introduces *Video With Light™*, a new concept for using video-based content to control Color Kinetics intelligent solid-state lighting installations. *Video With Light* is made possible by Video System Manager—an integrated hardware/software system comprised of Video System Engine, a hardware video processing device, and Video Management Tool, a software mapping tool. Video System Manager allows you to display video-based content onto Color Kinetics Ethernet-based lighting installations. Using Video System Manager, each light or light node in the installation acts as a pixel in the video display. Therefore, the more densely populated the installation, the better the resolution.

Video Management Tool is a software tool designed specifically for presenting video streams with the full line of Color Kinetics lights. Video Management Tool's graphic user interface lets you easily map your lighting installation, set up regions, and create custom fixture and supply templates.

### Key Features of Video Management Tool

Video Management Tool is an easy-to-use graphic interface that lets you create a map of your installation using drop and drag templates. The most common fixture and supply templates are provided for you. However, for custom or unusual configurations, Video Management Tool lets you create custom templates to match your installation. Once you have mapped your installation using Video Management Tool, you will download the map to the Video System Engine via a webpage.

#### **Video Image Area**

The **VIDEO IMAGE AREA** is located in the main window of Video Management Tool. This grey area defaults to 720 x 480 and represents the canvas size of the video display. It is within this area that you create your installation map.

#### **Editors**

From the editors menu located on the menu bar, are the fixture editor, supply editor, interface editor, and region editor. These editors allow you to create and define custom templates to reflect unique fixture and supply installation.

## **Mapping the Installation**

The first step toward playing video on your Color Kinetics lighting system is to create a map of the installation. The map sets the sampling parameters for the graphic display. To achieve satisfactory graphic presentation, it is necessary that the map exactly match the lighting installation. Video Management Tool uses templates to create the maps.

Light templates define how individual nodes of light relate to each other within the fixture. Supply templates define how the light templates relate to each other on the power/data (PDS) or Data Enabler supply. Supply templates that represent the lighting configuration of your installation are used to build a map of the installation.

Video Management Tool provides templates for Color Kinetics' fixtures and supplies that are most commonly used in video installations. If the lighting arrangement for your installation is unique, VMT lets you create custom templates.

## **Contacting Color Kinetics**

Contact Color Kinetics Technical Support if you experience problems with Video Management Tool software; phone: 617.423.9999, email: [technicalsupport@colorkinetics.com](mailto:technicalsupport@colorkinetics.com), web: [www.colorkinetics.com/support](http://www.colorkinetics.com/support).



## CHAPTER 2

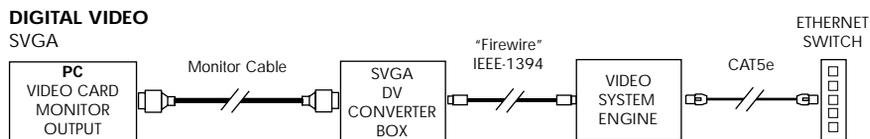
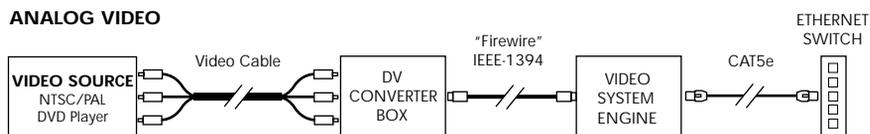
### Hardware Setup

Video System Manager enables your Color Kinetics Ethernet lighting installation to display video, both analog or digital. This chapter describes how to setup your system and configure your computer.

#### Ethernet Setup

##### **Necessary Hardware**

Your Color Kinetics Ethernet lighting system must include an Ethernet switch, a dedicated network, and a personal computer with a Pentium processor, or equivalent, with Windows 2000 or XP or Mac OS X and an Ethernet card. Additionally, you must have a DV Converter box (Canopus or equivalent) configured for your video input. The following block diagram shows a typical configuration.



##### **Dedicated Network**

! A dedicated network is required for a Color Kinetics Ethernet system. The bandwidth required for the Video System Manager is too high for a shared network. Using a shared network for your Video System Manager installation can cause poor performance or failure of other network functions.

##### **Cables and Connectors**

Always use Category 5e unshielded twisted pair (UTP) cables, or better. Ethernet limits the maximum cable run to 328 feet (100m).

Color Kinetics power/data supplies and Ethernet-ready Data Enablers are fitted with RJ45 data connections. Therefore, RJ45 connectors are required for terminating CAT 5e data cables.

## Switches

Video System Engine communicates through Ethernet switches which are used to connect all components of a Color Kinetics Ethernet installation and route information between all equipment connected to the network. For extremely large installations, a gigabit Ethernet switch can be used to increase the bandwidth of the Ethernet network. Refer to *Set Up for Interfaces and Lights* for a typical installation.

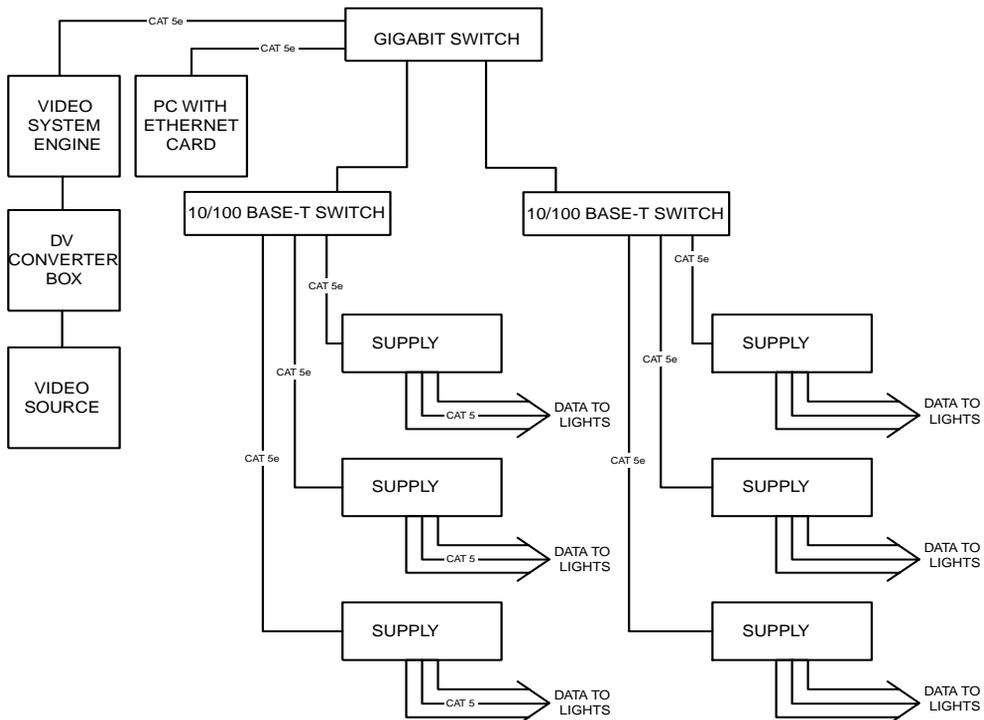
Because Ethernet uses a star topology, every component of the network must be connected directly to a switch. Therefore, daisy chain connections cannot be made between supplies.

## Set Up for Interfaces and Lights

Using CAT 5e data cable with RJ45 connectors connect each supply to a 10/100 Base-T switch. When needed, use gigabit switches to increase the size of the network.

**Note:** Ethernet cannot be daisy-chained. Each PDS or Data Enabler supply must be connected directly to an Ethernet switch port.

The following illustration shows an example of a network connection. Depending on the size of your installation, your network can be very simple or very complex. Video Management Tool can accommodate network trees up to three switches deep between the Video System Engine and the farthest interface.



## Configuring Your PC Ethernet Network



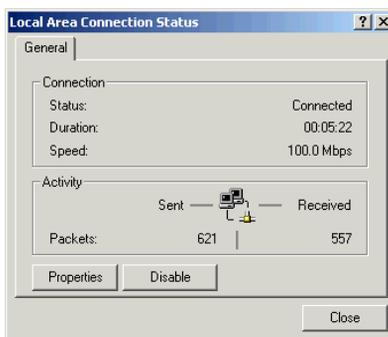
Video System Engine (VSE) is capable of assigning an IP address to your computer automatically. If your computer is connected to the VSE, follow the steps below to set the IP address. If your computer is not connected to the VSE, for example, when creating pre-installation maps, refer to *Manual IP Configuration* on page 15.

**Note:** If you have a firewall, or firewall software, on your system, it must be disabled to use Video Management Tool software.

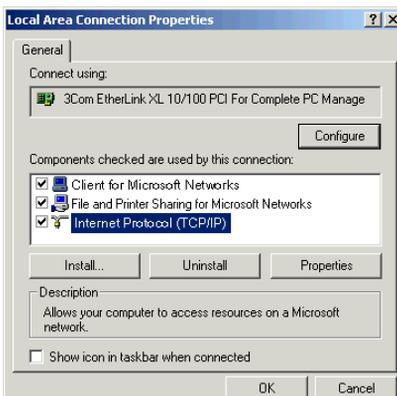
### Automatic Configuration for Windows 2000

Follow the instructions below to configure your Windows 2000 OS PC for the network dedicated to your Color Kinetics installation.

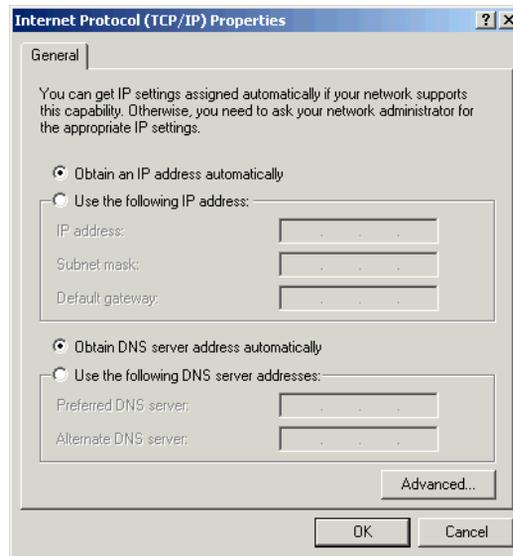
1. From the **START** menu select **SETTINGS>CONTROL PANEL**. In the **CONTROL PANEL** double click the **NETWORK AND DIAL-UP CONNECTIONS** folder. From the **NETWORK AND DIAL-UP CONNECTIONS** window double click **LOCAL AREA CONNECTIONS**. The **LOCAL AREA CONNECTION STATUS** window appears.
2. In the **LOCAL AREA CONNECTION STATUS** window click **PROPERTIES**. The **LOCAL AREA CONNECTION PROPERTIES** window appears.



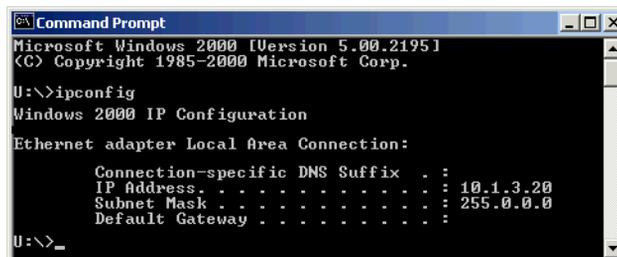
3. Click to highlight **INTERNET PROTOCOL (TCP/IP)**, then click **PROPERTIES**. The **INTERNET PROTOCOL (TCP/IP) PROPERTIES** dialog appears.



4. Click the radio buttons to select **OBTAIN AN IP ADDRESS AUTOMATICALLY** and **OBTAIN DNS SERVER ADDRESS AUTOMATICALLY**.

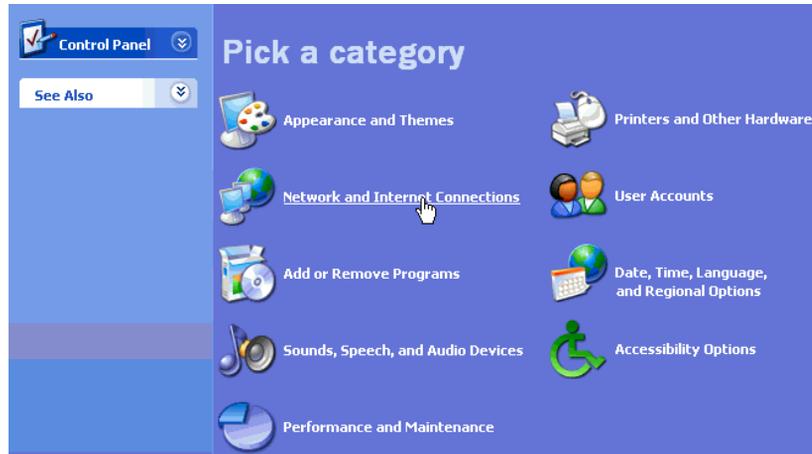


5. If an IP and DNS address is present, record these numbers for future reference.
6. Click **OK** to return to the **LOCAL AREA CONNECTION PROPERTIES** window. From there, click **OK** to return to the **LOCAL AREA CONNECTION STATUS** window. Click **CLOSE** to exit.
7. Restart your computer to accept the new network settings.
8. To verify the configuration, select **START>PROGRAMS>ACCESSORIES>COMMAND PROMPT**. At the prompt enter **IPCONFIG** and press **ENTER**. The IP Address will be within the range of 10.1.3.20 to 10.1.3.50. The Subnet Mask will be 255.0.0.0.

The image shows a 'Command Prompt' window with a black background and white text. The text displays the output of the 'ipconfig' command. It shows the system information: 'Microsoft Windows 2000 [Version 5.00.2195] (C) Copyright 1985-2000 Microsoft Corp.' followed by the command 'U:\>ipconfig'. The output is 'Windows 2000 IP Configuration' and 'Ethernet adapter Local Area Connection:'. Below this, it lists the configuration details: 'Connection-specific DNS Suffix . . . :', 'IP Address . . . . . : 10.1.3.20', 'Subnet Mask . . . . . : 255.0.0.0', and 'Default Gateway . . . . . :'. The prompt 'U:\>\_' is visible at the bottom.

### Automatic IP Configuration for Windows XP

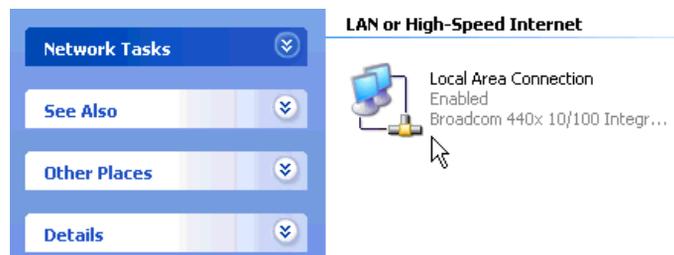
1. From the **START** menu select **SETTINGS>CONTROL PANEL**. In the **CONTROL PANEL** click the **NETWORK AND INTERNET CONNECTIONS**.



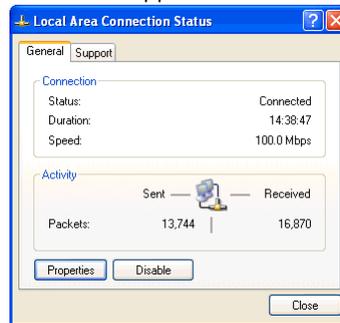
2. From the **NETWORK AND INTERNET CONNECTIONS** window click **NETWORK CONNECTIONS**.



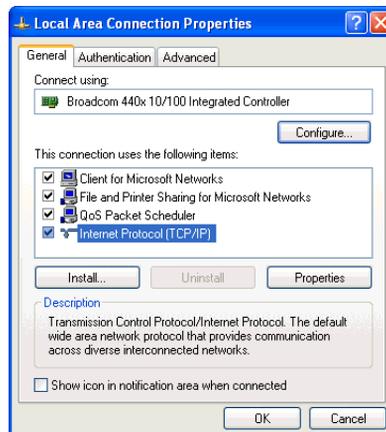
3. Double click the **LOCAL AREA CONNECTION** icon.



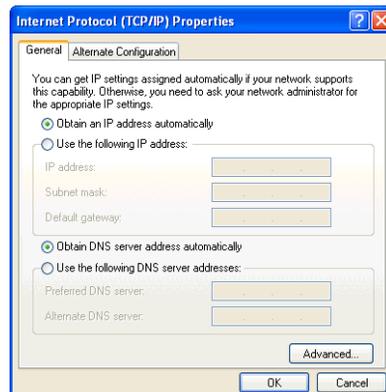
- The LOCAL AREA CONNECTION STATUS window appears.



- In the LOCAL AREA CONNECTION STATUS window click PROPERTIES. The LOCAL AREA CONNECTION PROPERTIES window appears.



- Click to highlight INTERNET PROTOCOL (TCP/IP), then click PROPERTIES. The INTERNET PROTOCOL (TCP/IP) PROPERTIES dialog appears.



7. Click the radio buttons to select **OBTAIN AN IP ADDRESS AUTOMATICALLY** and **OBTAIN DNS SERVER ADDRESS AUTOMATICALLY**. Click **OK**.
8. If an IP and DNS address is present, record these numbers for future reference.
9. To turn off the firewall protection, click the advanced tab from the local area connection properties window. Deselect **PROTECT MY COMPUTER AND NETWORK BY LIMITING OR PREVENTING ACCESS TO THIS COMPUTER FROM THE INTERNET**.



10. Click **OK** to return to the **LOCAL AREA CONNECTION STATUS** window, then **CLOSE**.
11. Restart your computer to accept the new network settings.
12. To verify the configuration, select **START>PROGRAMS>ACCESSORIES>COMMAND PROMPT**. At the prompt enter **IPCONFIG** and press **ENTER**. The IP Address will be within the range of 10.1.3.20 to 10.1.3.50. The Subnet Mask will be 255.0.0.0

```
Command Prompt
Microsoft Windows XP [Version 5.01.2600]
(C) Copyright 1985-2002 Microsoft Corp.

U:\>ipconfig

Windows 2000 IP Configuration

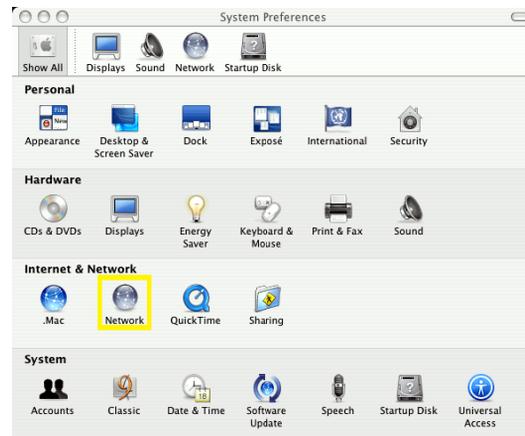
Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix  . : 
    IP Address. . . . .               : 10.1.3.20
    Subnet Mask . . . . .             : 255.0.0.0
    Default Gateway . . . . .         : 

U:\>_
```

## Automatic IP Configuration for Mac OS X

1. From the **APPLE** menu select **SYSTEM PREFERENCES**. The **SYSTEM PREFERENCES** window appears.



2. Under **INTERNET & NETWORK**, click the **NETWORK** icon. The **NETWORK** dialog box appears. From the **LOCATION** drop down list, select **AUTOMATIC**. From the **SHOW** drop down list, select **BUILT-IN ETHERNET**. Ensure that **TCP/IP** is selected.



3. From the **CONFIGURE IPV4** drop down list, select **USING DHCP**. The system automatically obtains IP address and subnet mask.

**Note:** Record the IP, Subnet Mask, and DNS server numbers, if available, in case you need them for future use.

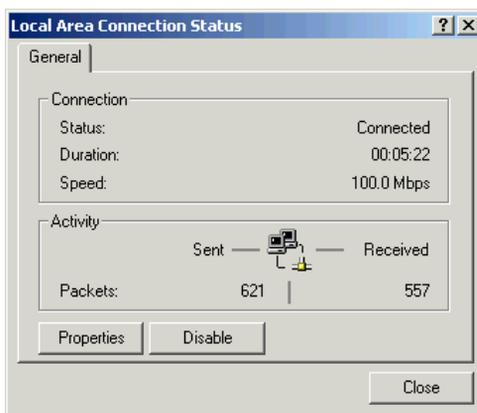
4. Click **APPLY NOW**. Your Mac OS X system is configured.

## Manual IP Configuration

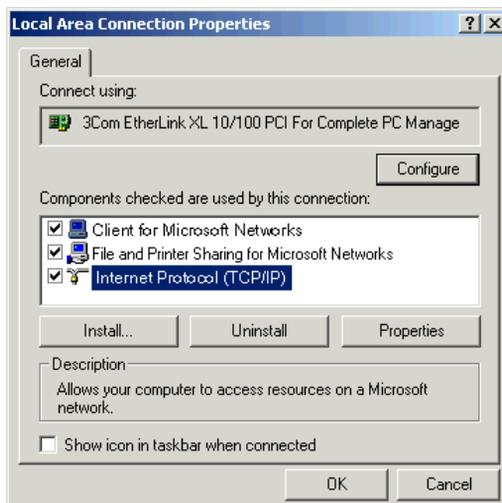
If your computer is not connected to the Video System Manager—for example, when you are creating pre-installation maps—you must manually configure an IP address.

### Windows 2000

1. From the **START** menu select **SETTINGS>CONTROL PANEL**. In the **CONTROL PANEL** double click the **NETWORK AND DIAL-UP CONNECTIONS** folder. From the **NETWORK AND DIAL-UP CONNECTIONS** window double click **LOCAL AREA CONNECTIONS**. The **LOCAL AREA CONNECTION STATUS** window appears.
2. In the **LOCAL AREA CONNECTION STATUS** window click **PROPERTIES**. The **LOCAL AREA CONNECTION PROPERTIES** window appears.



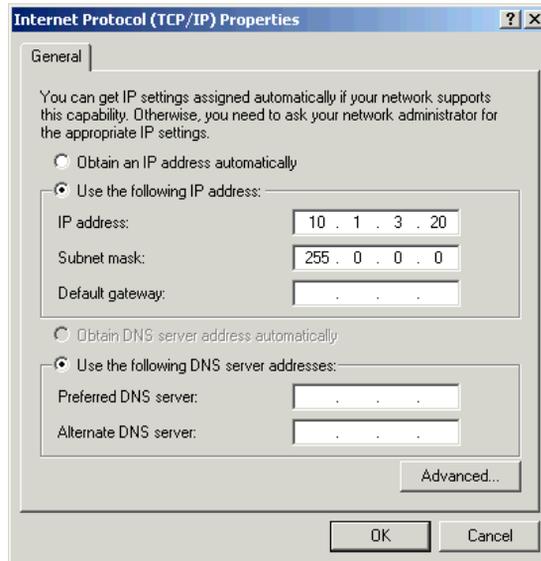
3. Select **INTERNET PROTOCOL (TCP/IP)**, then click **PROPERTIES**. The **INTERNET PROTOCOL (TCP/IP) PROPERTIES** dialog appears.



4. Select **USE THE FOLLOWING IP ADDRESS**. In the **IP ADDRESS** field enter 10.1.3.20. In the **SUBNET MASK** field enter 255.0.0.0. Click **OK**.

**Note:** If an IP and DNS address is present, record these numbers in case you need it for future use.

5. To verify the manual configuration, select **START>PROGRAMS>ACCESSORIES>COMMAND PROMPT**. At the prompt enter **IPCONFIG** and press **ENTER**.



6. Your IP address is correctly configured if the IP Address and Subnet Mask in the Command Prompt window matches what you entered in the **INTERNET PROTOCOL (TCP/IP) PROPERTIES** dialog box.

```
Microsoft Windows [Version 5.00.2195]
(C) Copyright 1985-2000 Microsoft Corp.

U:\>ipconfig

Windows 2000 IP Configuration

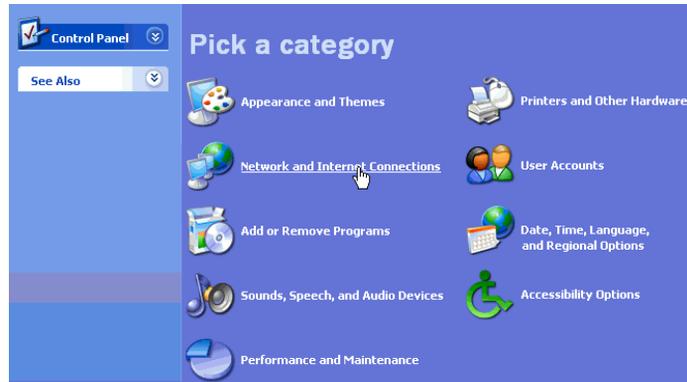
Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix . . . : 
    IP Address . . . . . : 10.1.3.20
    Subnet Mask . . . . . : 255.0.0.0
    Default Gateway . . . . . : 

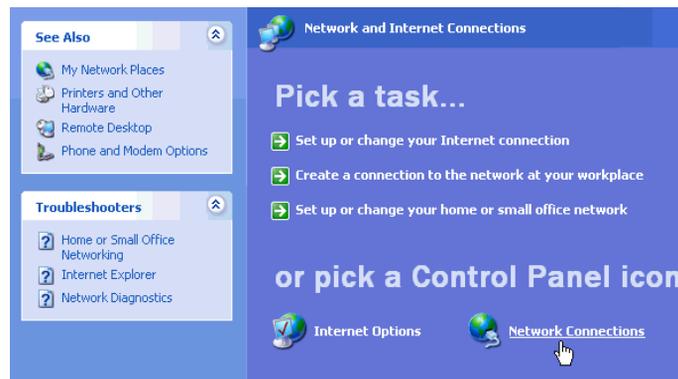
U:\>_
```

## Windows XP

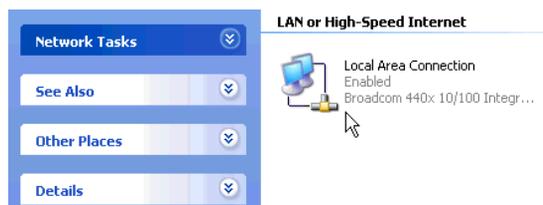
1. From the **START** menu select **SETTINGS>CONTROL PANEL**. In the **CONTROL PANEL** click the **NETWORK AND INTERNET CONNECTIONS**.



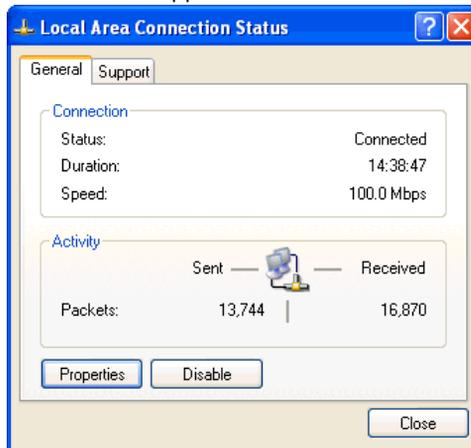
2. From the **NETWORK AND INTERNET CONNECTIONS** window click **NETWORK CONNECTIONS**.



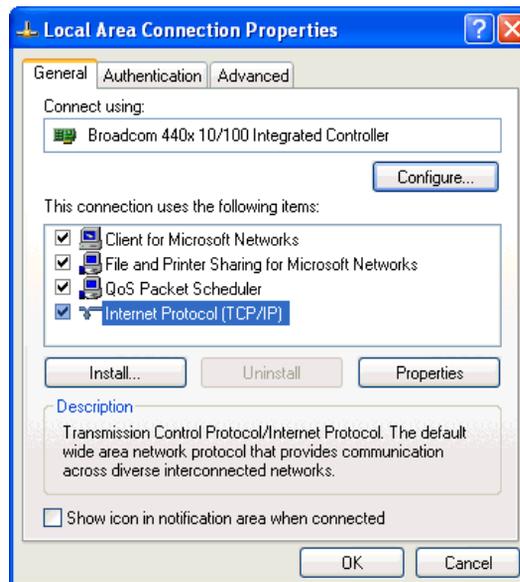
3. Double click the **LOCAL AREA CONNECTION** icon.



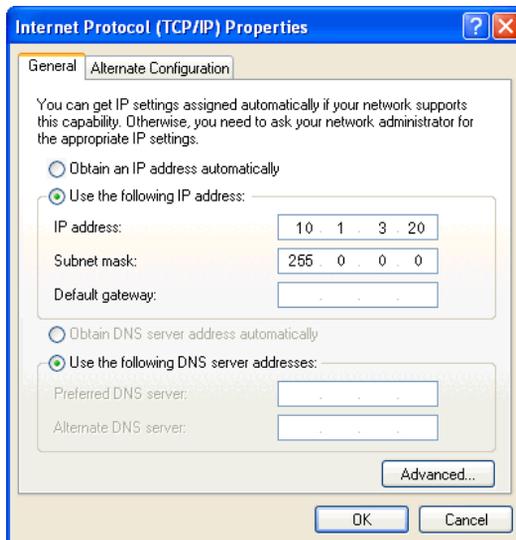
4. The LOCAL AREA CONNECTION STATUS window appears.



5. In the LOCAL AREA CONNECTION STATUS window click PROPERTIES. The LOCAL AREA CONNECTION PROPERTIES window appears.



- Click to highlight **INTERNET PROTOCOL (TCP/IP)**, then click **PROPERTIES**. The **INTERNET PROTOCOL (TCP/IP) PROPERTIES** dialog appears.



- Select **USE THE FOLLOWING IP ADDRESS**. In the **IP ADDRESS** field enter 10.1.3.20. In the **SUBNET MASK** field enter 255.0.0.0. Click **OK**.
- If an IP and DNS address is present, record these numbers in case you need them for future use.
- To verify the manual configuration, select **START>PROGRAMS>ACCESSORIES>COMMAND PROMPT**. At the prompts enter **IPCONFIG** and press **ENTER**.

```
Microsoft Windows XP [Version 5.01.2600]
(C) Copyright 1985-2002 Microsoft Corp.

U:\>ipconfig

Windows 2000 IP Configuration

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix  . : 
    IP Address. . . . . : 10.1.3.20
    Subnet Mask . . . . . : 255.0.0.0
    Default Gateway . . . . . : 
```

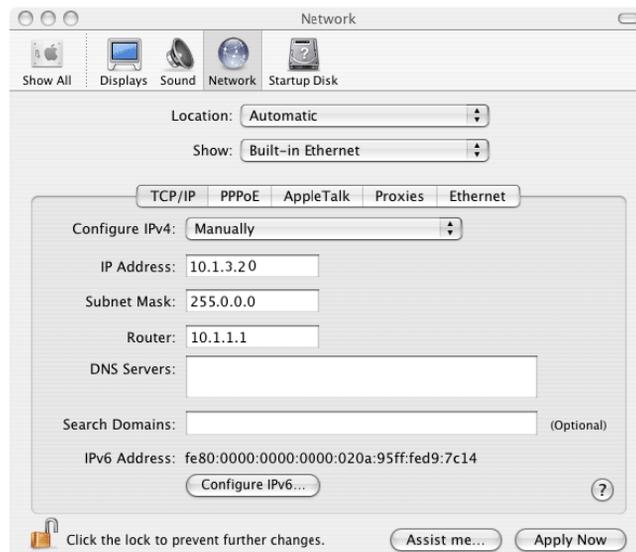
- Your IP address is correctly configured if the IP Address and Subnet Mask in the Command Prompt window matches what you entered in the **INTERNET PROTOCOL (TCP/IP) PROPERTIES** dialog box.

## Mac OS X

1. From the **APPLE** menu select **SYSTEM PREFERENCES**. The **SYSTEM PREFERENCES** screen appears.



2. Under **INTERNET & NETWORK**, click the **NETWORK** icon. The **NETWORK** screen appears. From the **LOCATION** drop down list, select **AUTOMATIC**. From the **SHOW** drop down list, select **BUILT-IN ETHERNET**. Ensure that **TCP/IP** is selected.



3. From the **CONFIGURE IPV4** drop down, select **MANUALLY**. In the **IP ADDRESS** field, enter 10.1.3.20. In the **SUBNET MASK** field, enter 255.0.0.0. Click **APPLY NOW**.

**Note:** Record the IP, Subnet Mask numbers, and DNS server number, if available, in case you need it for future use.



## CHAPTER 3

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### Installation

Video Management Tool works with the Video System Engine, an Ethernet based video processor. This chapter describes how to install Video Management Tool software and upgrade Video System Engine firmware.

Before you install the Video Management Tool software, close all running applications, disable virus protection, and ensure your computer has enough memory and free disk space.

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#### System Requirements

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##### Windows

- PC with Pentium 4, or equivalent, processor with Ethernet card
- Windows 2000, XP
- 128 MB RAM
- 35 MB free disk space

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##### Macintosh

- G5 processor
  - MacOS X 1.3 or greater
  - 128 MB RAM
  - 5 MB free disk space
- 
-

## Installing Video Management Tool

### To install Video Management Tool for Windows 2000

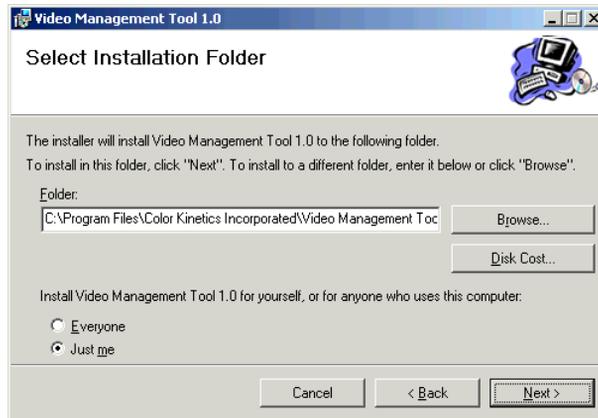
1. Insert the Video Management Tool software CD into the CD ROM drive. Using Windows Explorer, navigate to your CD ROM and double click setup.exe to launch the Installer Wizard.
2. The **VIDEO MANAGEMENT TOOL SETUP WIZARD** appears. Click **NEXT**.



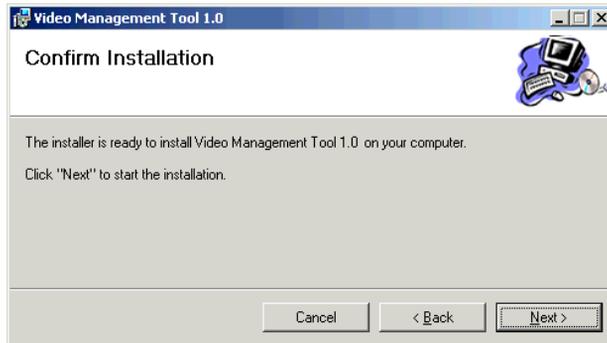
3. The **LICENSE AGREEMENT** window appears. Select **I AGREE** to agree to the terms of the license agreement, and then click **NEXT** to continue the installation.



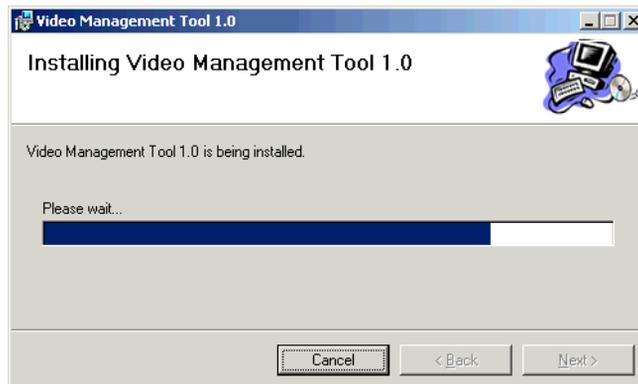
- When the **SELECT INSTALLATION FOLDER** window appears, a default installation folder is selected for you. To select another installation folder, click **BROWSE**.  
Select **EVERYONE** or **JUST ME** to specify the software user. Then click **NEXT** to continue.



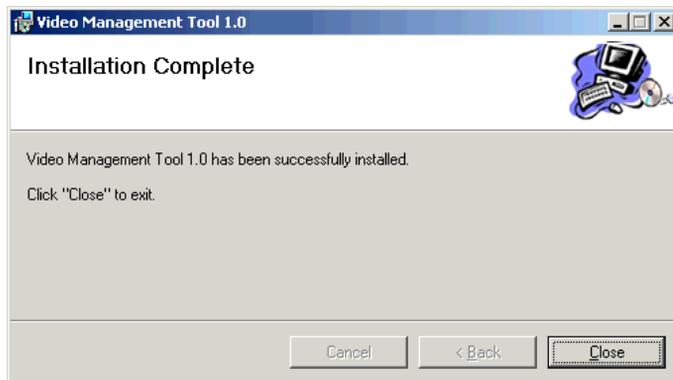
- The **CONFIRM INSTALLATION** screen appears. Click **NEXT** to start the installation.



- The **INSTALLING VIDEO MANAGEMENT TOOL** screen appears during the installation.



7. Once the installation is complete the **INSTALLATION COMPLETE** screen appears. Click **CLOSE** to exit.

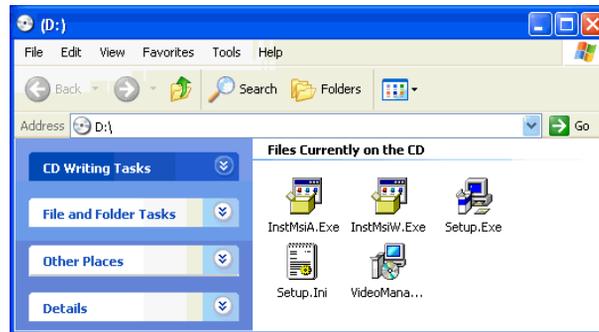


Video Management Tool is now installed on your computer.

**Note:** *The Video System Engine is shipped with the latest version of the Video Management Tool firmware. See To Upgrade Video System Engine Firmware From CD on page 31 for updating versions.*

### To Install Video Management Tool for Windows XP

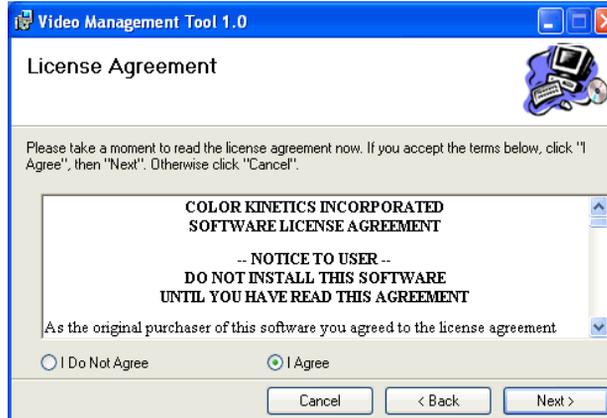
1. Insert the Video Management Tool software CD into the CD ROM drive. When the **D: DRIVE** window appears (Drive letter may differ.), double click the **SETUP.EXE** to launch the **VIDEO MANAGEMENT TOOL WIZARD**.



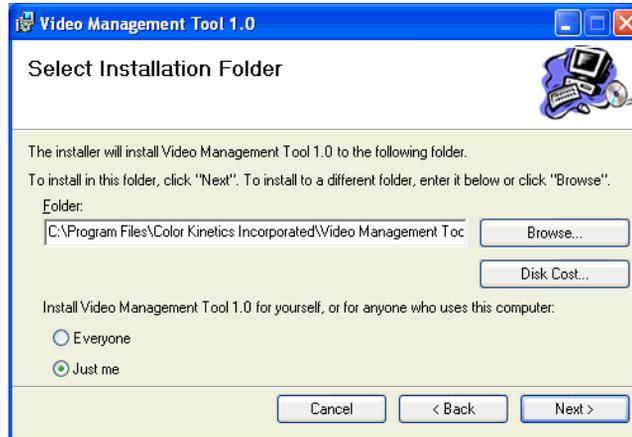
2. The **VIDEO MANAGEMENT TOOL SETUP WIZARD** appears. Click **NEXT** to begin the installation.



3. The License Agreement screen appears. You must click **I AGREE** and **NEXT** to proceed.

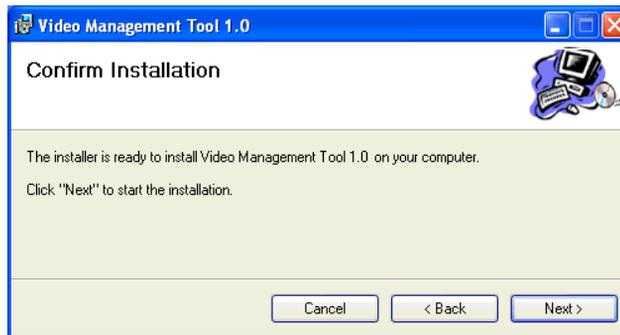


4. When the **SELECT INSTALLATION FOLDER** screen appears, a default installation folder is selected for you. To select another installation location click **BROWSE**.

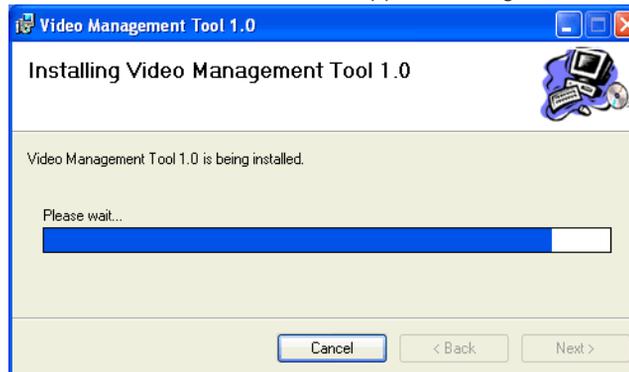


Select **EVERYONE** or **JUST ME** to specify the software user. Then click **NEXT** to continue.

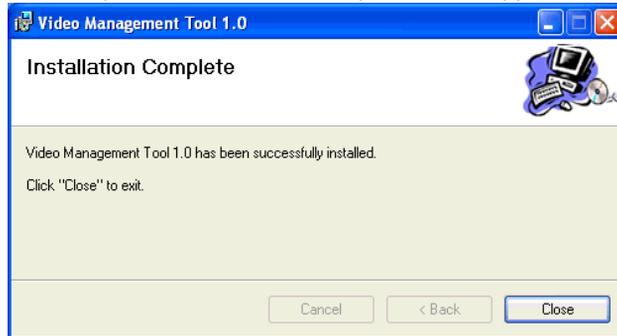
5. The **CONFIRMATION INSTALLATION** screen appears. Click **NEXT** to start the installation.



6. The **INSTALLING VIDEO MANAGEMENT TOOL** screen appears during the installation.



7. Once the installation is complete the installation complete screen appears. Click **CLOSE** to exit.

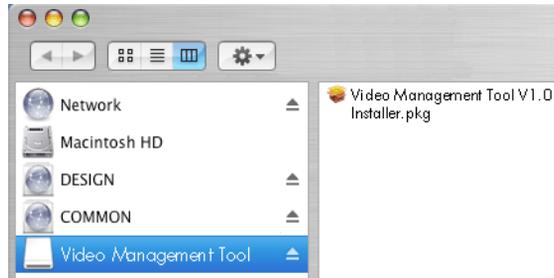


Video Management Tool is now installed on your computer. The next step to present video data on your Color Kinetics lights is to run Video Management Tool.

**Note:** *The Video System Engine is shipped with the latest version of the Video Management Tool firmware. See the section on updating firmware and software for installing later versions.*

## To install Video Management Tool for Macintosh OS X

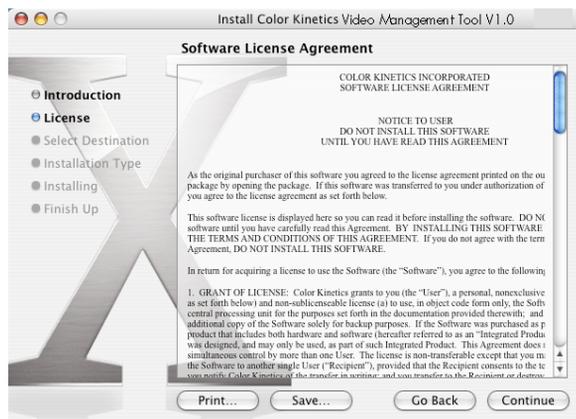
1. Insert the Video Management Tool software CD into the CD ROM drive. The drive icon displays on the desktop. Double click the icon to expand the folder.



2. Double click on the **VIDEO MANAGEMENT TOOL INSTALLER.PKG** icon to start the installation process.



3. Click **CONTINUE**. The Software Licensing Agreement screen appears.



4. Before proceeding with the installation, you must click **AGREE** to indicate you agree to the terms of the software license agreement.



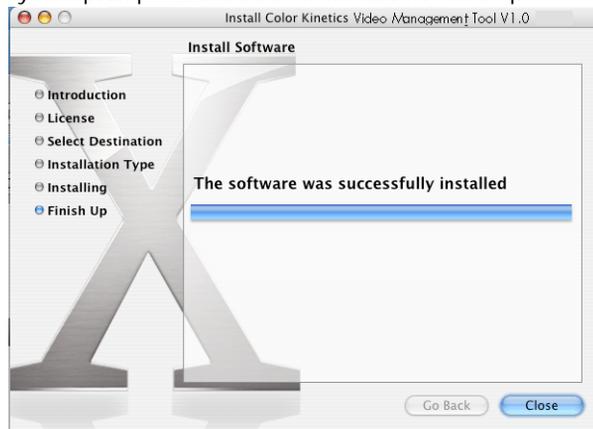
5. Then click **CONTINUE**. Select a destination volume to install the VMT software. Select a folder in which the software will reside.



6. Click **CONTINUE**. The installation screen appears. Click **INSTALL** to start the installation.



7. When finished, the system prompts to indicate the installation is complete.



8. Click **CLOSE** to exit the installation program.

After the installation is complete the Video Management Tool application resides in the Applications directory on your Macintosh hard drive. You can create a shortcut by dragging the Video Management Tool icon to the Dock.

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## Installing Upgrade CDs

Occasionally Video System Engine firmware and Video Management Tool software are upgraded to provide feature improvements and bug fixes. Color Kinetics makes these upgrades available on CD and from the Color Kinetics website.

### ***To Upgrade Video System Engine Firmware From CD***

1. With the Video System Engine running, insert the CD into the CD-ROM drive on the Video System Engine.
2. Power cycle the Video System Engine.
3. When the Video System Engine reboots, the CD will automatically install. This process will take several minutes.
4. Once the installation is complete, the CD will eject.
5. Remove the CD.
6. Power cycle the Video System Engine.

### ***To Upgrade from Downloaded File***

To upgrade the Video System Engine firmware from the Color Kinetics website, you must have a writable CD-ROM drive with CD creation software.

1. From the Color Kinetics website -- [www.colorkinetics.com/support/download/](http://www.colorkinetics.com/support/download/) -- navigate to the latest firmware/software upgrade file and click the link.
2. When the file download screen appears, click **SAVE** to download the ISO file to your computer. Select a location on your computer and click **SAVE**.
3. After the download is complete, use a CD creation software with a CD writable drive burn the ISO file to a CD. Follow the instructions for the CD creation software.

**Note:** *The CD creation software should expand the ISO file into the CD image. The upgrade will not work if the ISO file is simply copied onto the CD.*

4. Once the CD is created, follow the instructions above—*To Upgrade Video System Engine Firmware From CD*—to update the Video System Engine.
5. If the CD you created is valid, the firmware will install and the CD will eject. If the CD is invalid, the Video System Engine will continue running with no interruption.

### ***To Upgrade Video Management Tool software***

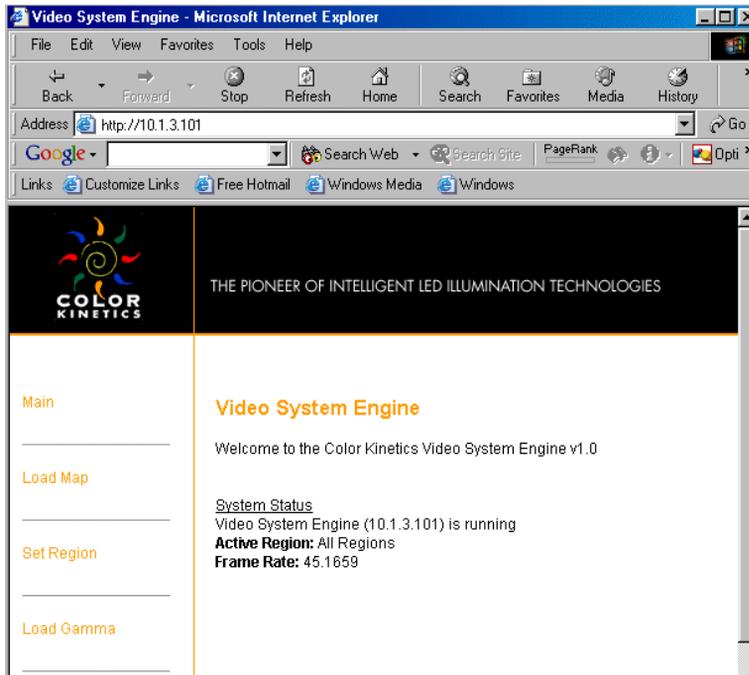
1. Before upgrading your Video Management Tool software in Windows, you must uninstall the current version. To uninstall the current Video Management Tool version, select **START>SETTINGS>CONTROL PANEL**. From the control panel use the **ADD/REMOVE PROGRAM** tool to uninstall the current version. On a Macintosh OS X system, it is not necessary to uninstall the current version, but you can uninstall it by simply dragging the application to the trash barrel.
2. After the uninstall is complete, refer to "Installing Video Management Tool" for installation instructions.

## Verify Firmware/Software Versions

After upgrading the Video System Engine firmware and the Video Management Tool software, you can verify that the software upgrade was successful by matching the current version number to the version listed on your CD, or from the web, if downloaded.

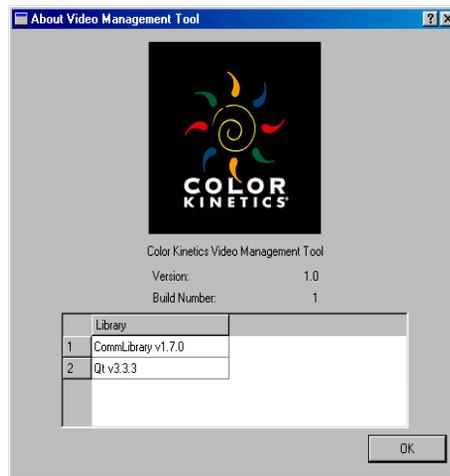
### To Verify Firmware Version

1. Launch your internet browser and enter `http://10.1.3.101`. The following screen appears with the version of your Video System Engine firmware.



### To Verify Software Version

1. Select **HELP>ABOUT** from the Video Management Tool screen. A list of the current versions of software appears.







## CHAPTER 4

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### Quick Start Guide

This section of the Video System Manager User Guide is intended to introduce and explain the basic concepts of creating a video display using Video Management Tool, including creating a map, using templates, and downloading.

#### Mapping the Installation

To display video on your Color Kinetics Ethernet lighting system, you must first create an exact scale map of the installation. It is necessary that the map match the installation in order to achieve the desired video results. Video Management Tool (VMT) provides templates for Color Kinetics' fixtures and supplies that are most commonly used in video installations. If the lighting arrangement for your installation is unique, VMT lets you create custom templates. This Quick Start Guide takes you through creating maps using the provided templates.

#### Understanding Templates and Maps

In order to achieve satisfactory video display, you must create an exact map of your installation. Light templates and supply templates are used in creating maps.

##### *Light Templates*

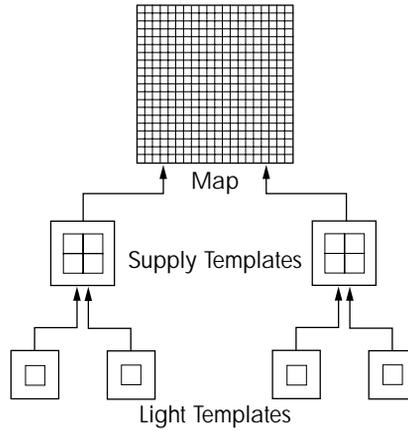
Light templates define how individual nodes of light relate to each other within the fixture. Default templates for the Color Kinetics fixtures most often used in video displays are provided for you. If your installation uses a unique fixture arrangement, you can create a custom light template. For example, if your installation uses shortened lengths, less than 50 nodes per string, of iColor Flex, or if your installation uses "U" shaped or wrapped strings of iColor Flex, then you define your fixture size and/or shape by using the **FIXTURE EDITOR**.

##### *Supply Templates*

Supply templates define how light templates relate to each other on the power/data (PDS) supply or the Data Enabler (DE) supply. For example, with typical iColor Flex installations, each PDS supply supports two runs of 50 nodes on outputs one and two. If your installation uses shortened, or unequal node lengths on each output, you can create a custom supply template to reflect your installation by using the **SUPPLY EDITOR**. Another example of custom supply template is when your fixtures are installed in non-typical runs. For example, if your iColor Module installation is in a staggered, back-and-forth run instead of typical grid or linear runs.

### **Maps**

The map defines how supply templates relate to each other in the installation. For example, an installation grid of 16 iColor Modules, where there are 4 modules per supply requires adding 4 iColor Module supply templates to the maps. Once the templates are added to the map, drag and drop them into position to match the installation.



## Video Management Tool Environment

To launch Video Management Tool on your PC, select **START>PROGRAMS>COLOR KINETICS>VIDEO MANAGEMENT TOOL**. From a Mac, click the **VIDEO MANAGEMENT TOOL** icon located on the dock.

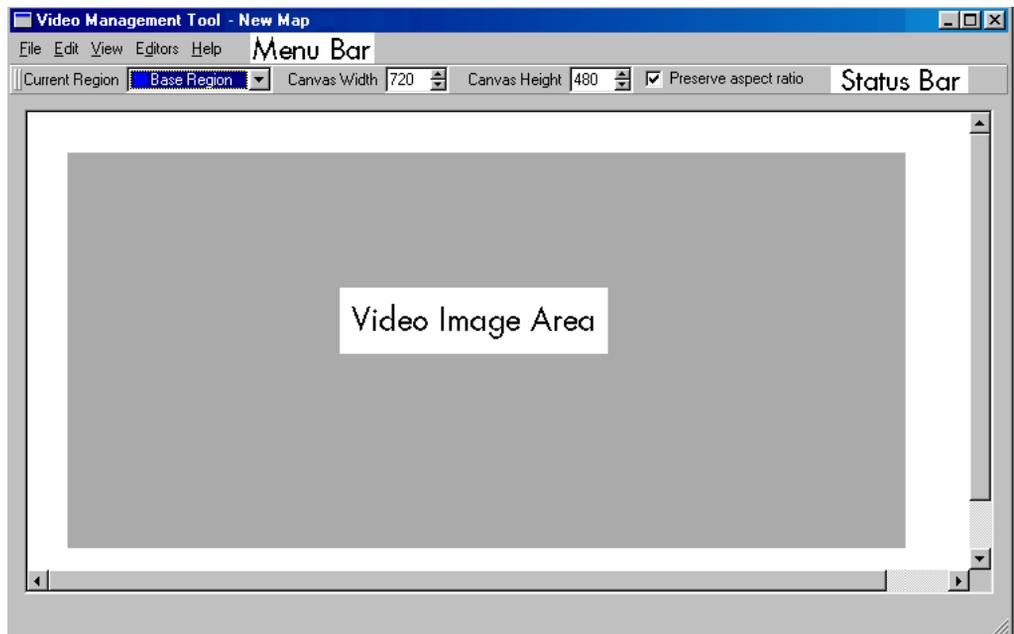
### Main Screen

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<b>MENU BAR</b>	A list of on-screen functions or operations.
<b>STATUS BAR</b>	Displays the current area, canvas size and aspect ratio selection.
<b>VIDEO IMAGE AREA</b>	A scrollable viewing area that lets you view a virtual representation of your installation.

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## The Menus

File	
New	Ctrl+N
Open...	Ctrl+O
Load Image...	
Remove Image	
Save	Ctrl+S
Save As...	
Import Templates...	
Export Templates...	
Exit	Ctrl+Q

Edit	
Copy	Ctrl+C
Paste	Ctrl+V
Select All	Ctrl+A
Select All In Region	
Delete Selection	
Smart Associate...	
Auto-resize canvas	
Add Supply Template...	
Add Multiple Supply Templates...	
Preferences...	

View	
Zoom In	Ctrl+=
Zoom Out	Ctrl+-
Snap to Grid	
Show Grid	
Change Grid...	
Display item structure	
Sample background	

Editors	
Fixture Template Editor...	
Supply Template Editor...	
Interface Editor...	
Region Editor...	
Always on top	

Help	
About Video Management Tool...	

### **The File Menu**

The **FILE** menu commands apply to the map design. From this menu, you open and save maps, access background images, and import/export templates.

### **The Edit Menu**

The **EDIT** menu commands apply to the templates within you video image area. You can copy and paste, add and delete templates, associate supplies, and resize the canvas of the video image.

### **The View Menu**

The **VIEW** menu commands control the on-screen appearance and actions of the map.

### **The Editors Menu**

The **EDITORS** menu operations access the various editors for defining creating fixtures and supply templates, associating interfaces, and creating new regions.

### **The Help Menu**

The **HELP** menu gives you version and build information about Video Management Tool

## The Information Bar

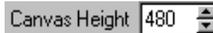


### ***Current Region***

The **CURRENT REGION** shows you the color of the fixtures in the region that you are editing.



### ***Canvas Width and Canvas Height***



The **CANVAS WIDTH** and **CANVAS HEIGHT** give you the current values of width and height. You can edit either value from these fields.

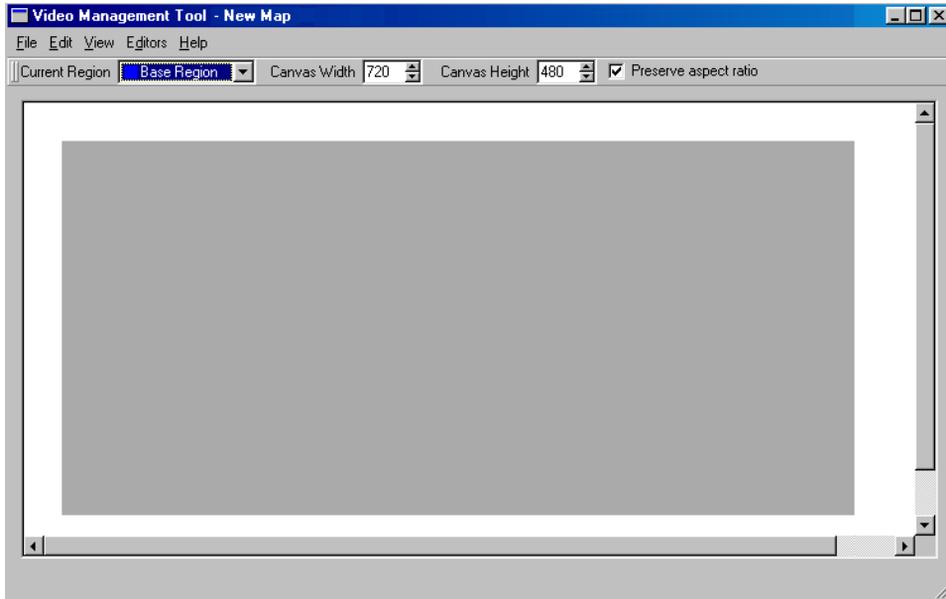


### ***Preserve Aspect Ratio***

The **PRESERVE ASPECT RATIO** option, when turned on, retains the canvas width to canvas height ratio as you build your map.

## Creating a Map

Launch Video Management Tool. The **NEW MAP** window appears. The default 720 X 480 video image area is displayed in gray and the **CURRENT REGION** is set to **BASE REGION**.



### Add Supply Templates

The first step in creating a new map is to add the supply templates. Supply templates represent the light fixture(s) and how it is powered and controlled by the supply. For example, one iColor Tile 2x2 is powered by one PDS-60ca 7.5V. Output one sends power and data to the nodes on the left side of the tile while output two sends power and data to the nodes on the right side of the tile.

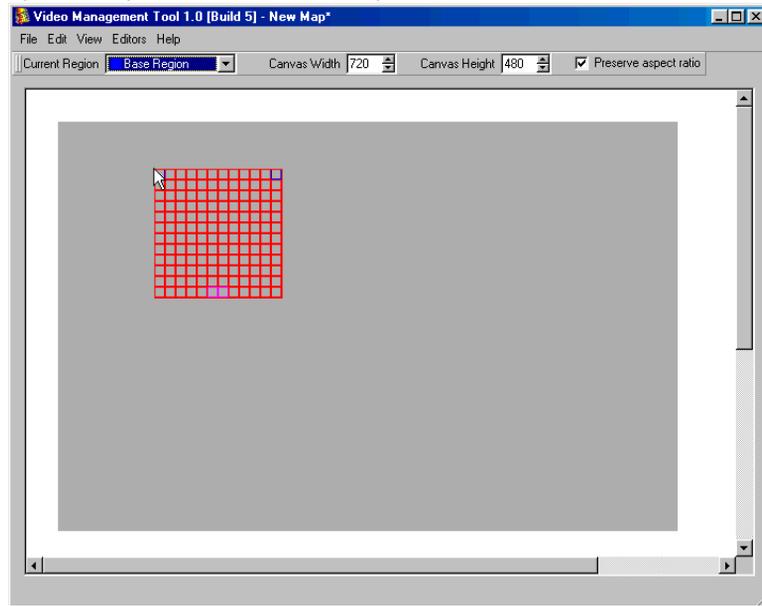
#### Adding a Single Supply Template

1. To add supply templates one at a time, **SELECT EDIT>ADD SUPPLY TEMPLATE**. The **ADD SUPPLY TEMPLATE** dialog box appears.



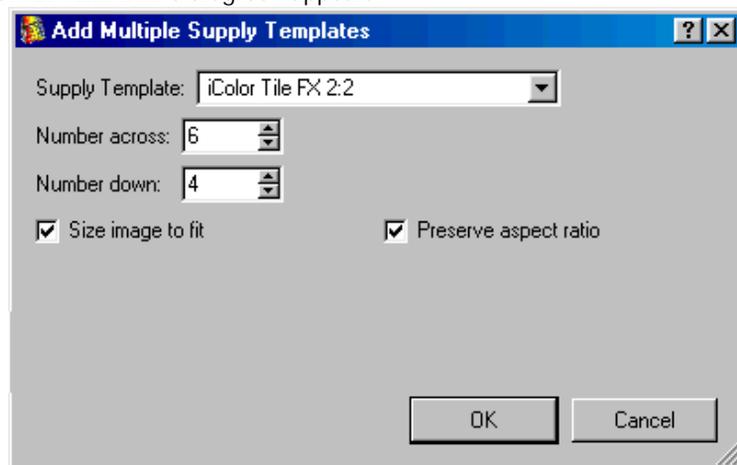
2. From the drop down menu, select **ICOLOR TILE FX 2:2**. Click **OK**. The iColor Tile FX 2:2 supply template appears on the video image area.

3. Drag the template into position and click to drop.



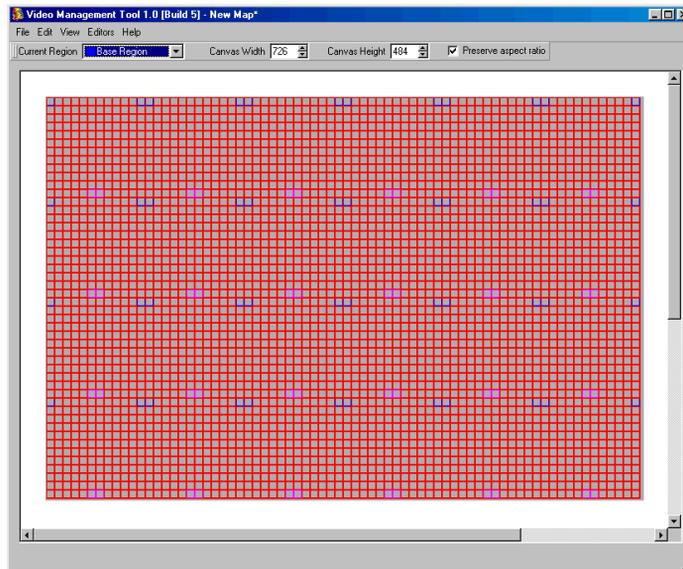
### ***Adding Multiple Templates***

1. To add multiple supply templates at once, select **EDIT>ADD MULTIPLE SUPPLY TEMPLATES**. The **ADD MULTIPLE SUPPLY TEMPLATE** dialog box appears.



2. Select **ICOLOR TILE FX 2:2** from the drop down list. In the **NUMBER ACROSS** and **NUMBER DOWN** fields, enter the number of fixtures across and down to form a grid.
3. Ensure that **SIZE IMAGE TO FIT** and **PRESERVE ASPECT RATIO** are selected. Click **OK**.

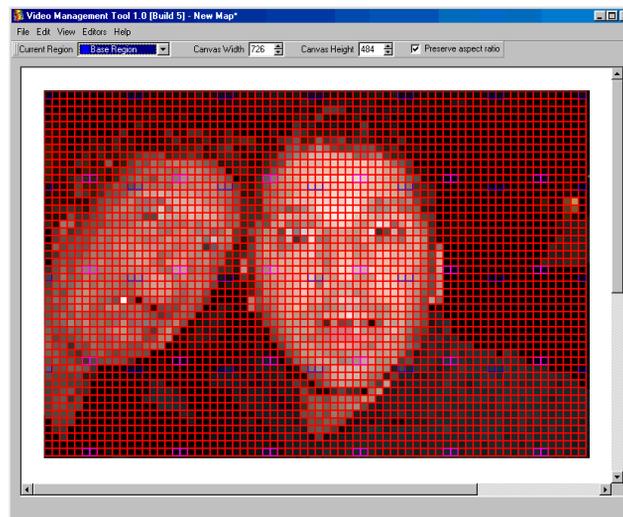
The **VIDEO IMAGE AREA** is populated with a 6 x 4 grid of iColor Tile FX 2:2 supply templates.



### **Loading Image**

For a visual representation of how your video will appear on the installation, you can load an image into the **VIDEO IMAGE AREA**.

To import an image, select **FILE>LOAD IMAGE...** Navigate to and select an image, then click **OPEN**. The image is displayed on the **VIDEO IMAGE AREA** behind the template grid.



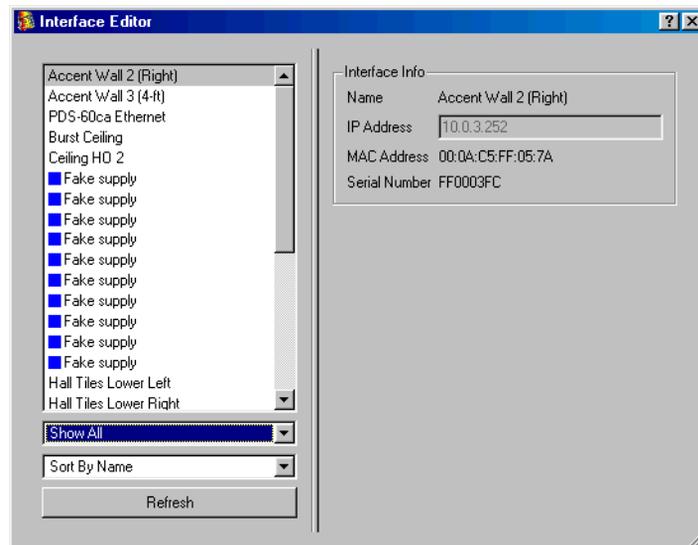
## Associate Supplies

Once you have created a map that matches your lighting installation, you must associate each supply template in the map to the actual supply or interface in the installation.

! **Note:** Your map must match the actual installation both visually on-screen and physically by associating the real-world supply with the mapped supply template.

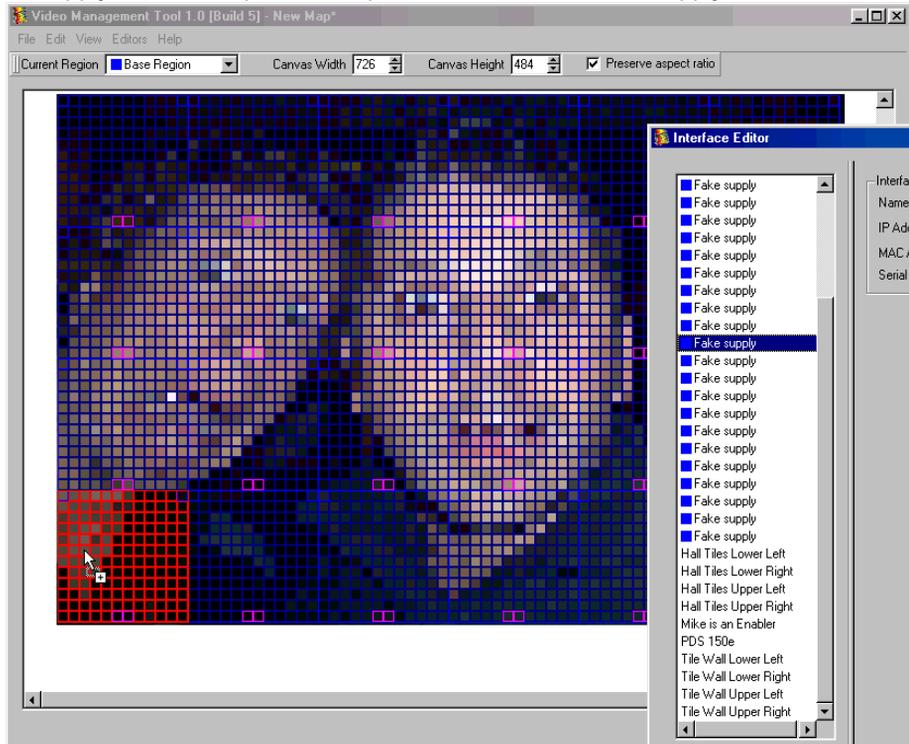
Maps can be created prior to installation. However, to associate actual supplies to the appropriate supply template in the map you must be connected to the installation; therefore, this step must happen post-installation.

1. To associate the supplies, select **EDITORS>INTERFACE EDITOR**. The **INTERFACE EDITOR** screen appears. (A KiNET interface is any Color Kinetics PDS power/data supplies or Data Enabler that uses the KiNET Ethernet protocol.) The mapped interfaces are marked with blue squares and are labeled **FAKE SUPPLY**. To associate the supplies, you must replace the **FAKE SUPPLY** with the real-world supply.



2. Click to highlight an actual supply. The interface information appears in the **INTERFACE INFO** box on the right and the lights attached to that supply in the actual installation are highlighted in red.

3. To replace a **FAKE SUPPLY** with an actual supply, click and drag the real supply onto the video image area. As you drag the supply across the map, each supply template is highlighted. Drop the real supply onto the template that represents the actual fixture-to-supply installation.



4. When you drop the real-world supply onto the supply template, one fake supply is removed from the list and the associated real-world supply has a blue box preceding it in the list.
5. Continue associating the real supplies with the mapped supply templates until all fake supplies are removed.
6. Close the **INTERFACE EDITOR** screen.
7. Select **FILE>SAVE** to save your map as a .fap (Fast Map) file.

## Downloading the Video Map to the Video System Engine

The final step in the process is to download the .fap file and activate your Video System Engine.

1. Launch your internet browser and enter the address `http://10.1.3.101` to access the Video System Engine webpage.
2. Click **LOAD MAP** from the web page.
3. Click **BROWSE** and navigate to the map you created. Click **OPEN**.
4. Click **LOAD** to download your map.

**Note:** Note: If a .fap file currently resides on your Video System Engine, it will be overwritten during this process.

Load Map

Load Video Map

Upload Map:  Browse... Load

No USB drive present

No CD present

5. You will obtain a confirmation screen that your program has been accepted and is running.
6. Plug your video source into the DV Converter box. When properly attached to your Video System Engine, your lighting fixtures will present the video data stream.



## CHAPTER 5

### Mapping Installations

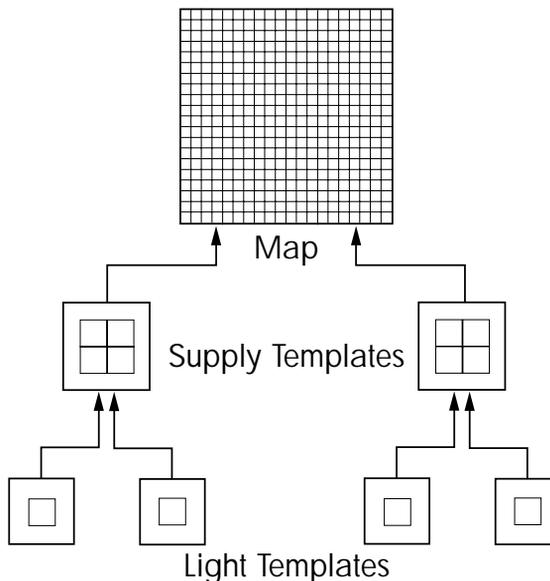
Video System Manager lets you use your Color Kinetics Ethernet lighting installation as a video display, where each light, or light node, acts as an individual pixel. The first step to streaming video onto your lighting installation is to create an exact map of the installation. It is necessary that the map match the actual installation, including multiple regions, in order to achieve satisfactory video results.

**Note:** Video System Manager does not "discover" or address lights in your installation. You must address your lights prior to installation and map your installation using defined supply templates.

While you are working through this chapter, it will be useful if you understand the following terms:

- Map - the map you create defines how supply templates relate to each other in an installation.
- Supply Template - defines how light templates relate to each other on the supply.
- Light Template - the light template defines how each light node relates to others in a fixture.

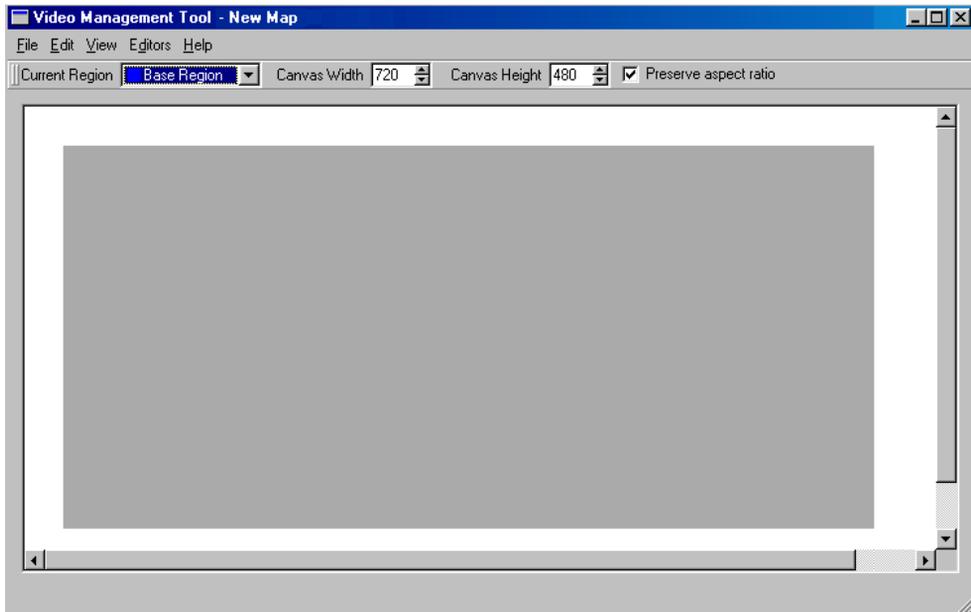
For example, an installation grid of 16 iColor Modules, where there are 4 modules per supply requires adding 4 iColor Module supply templates to the maps.



## Creating Maps

Launch Video Management Tool by selecting **START>PROGRAMS>COLOR KINETICS>VIDEO MANAGEMENT TOOL** from a PC or by clicking the **VIDEO MANAGEMENT TOOL** icon on the dock from a Mac.

A grey **VIDEO IMAGE AREA** is displayed. The default canvas size is 720 wide by 480 high and the **PRESERVE ASPECT RATIO** is selected. As you create your map, the canvas size will change to assure a video-to-display best fit. **PRESERVE ASPECT RATIO** must be selected to ensure that the video does not appear stretched or distorted on the installation.

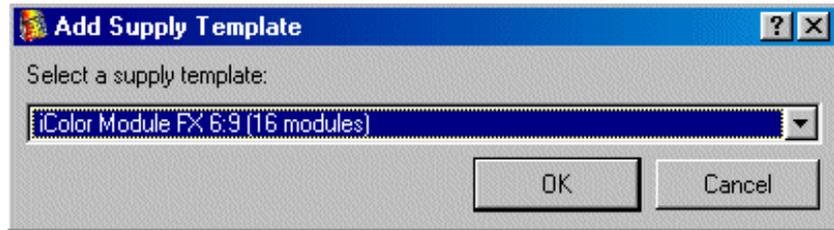


## Add a Supply Template

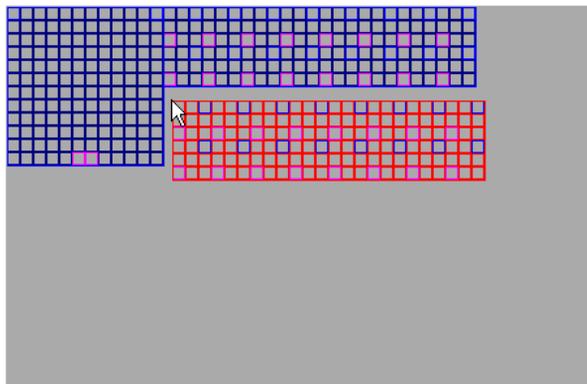
Video Management Tool provides supply templates for Color Kinetics' most commonly used video display fixtures. If you are using modified fixtures, such as shortened or "U" shape installed strings of iColor Flex, you can create a custom template to match your installation. Refer to *Creating Custom Templates* on page 53 for instructions for creating fixture templates.

### Add a Single Supply Template

1. If your installation uses any combination of the standard video display fixtures, select **EDIT>ADD TEMPLATE** to add supply templates one at a time.

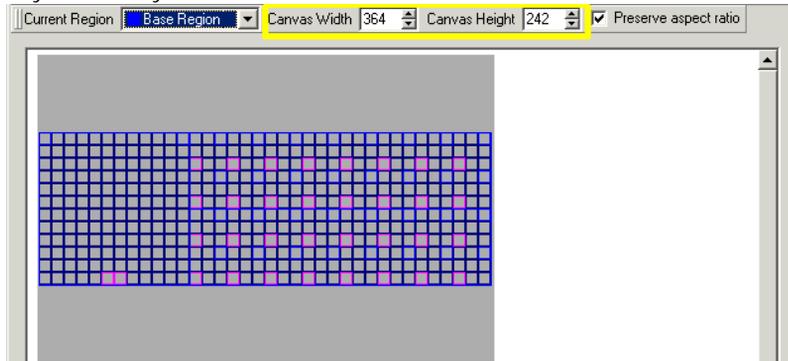


2. From the drop down menu, select the template from the drop down list.  
Click **OK**. The supply template you selected appears in the gray **VIDEO IMAGE AREA** in the main window. Drag the template to best match the actual placement in the installation and click to drop.  
**Note:** The default condition for the template positioning is "snap to grid". To change this, select **VIEW>SNAP TO GRID**.
3. Position the template to best match the actual placement in the installation. Click to drop the template. At any time you can click to highlight a template, then drag and drop it to a new position in the **VIDEO IMAGE AREA**.

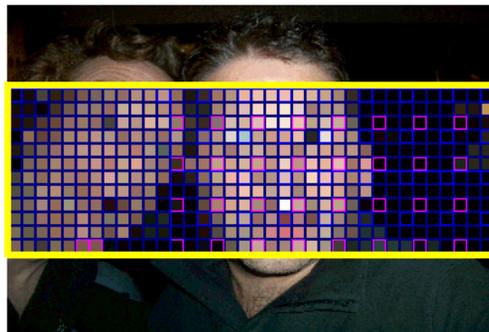


If the orientation of the template is incorrect (e.g., vertical Flex when you need horizontal Flex), right click on the template to select **ROTATE SELECTION CW** or **ROTATE SELECTION CCW**.

- After adding all supply templates to complete the map of your installation, ensure that **PRESERVE ASPECT RATIO** is selected, then select **EDIT>AUTO-RESIZE** canvas. The video image area is resized proportionally to best fit your installation. Notice the new canvas size on the status bar.



Only the video image area within the grid is displayed on your lighting installation. For a visual representation of how the video will appear on your installation, insert an image by selecting **FILE>LOAD IMAGE...** To remove the image, select **FILE>REMOVE IMAGE**.



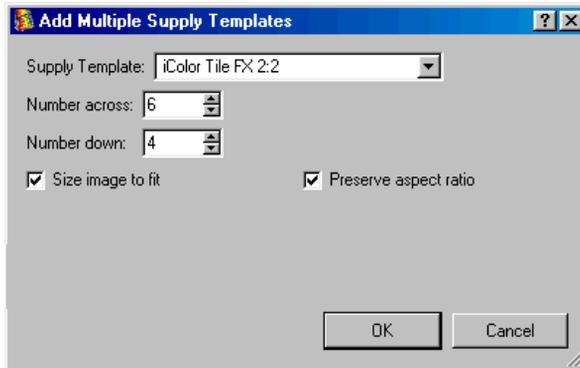
Video Image Area

Only the portion of video displayed within the mapped grid appears on the lights.

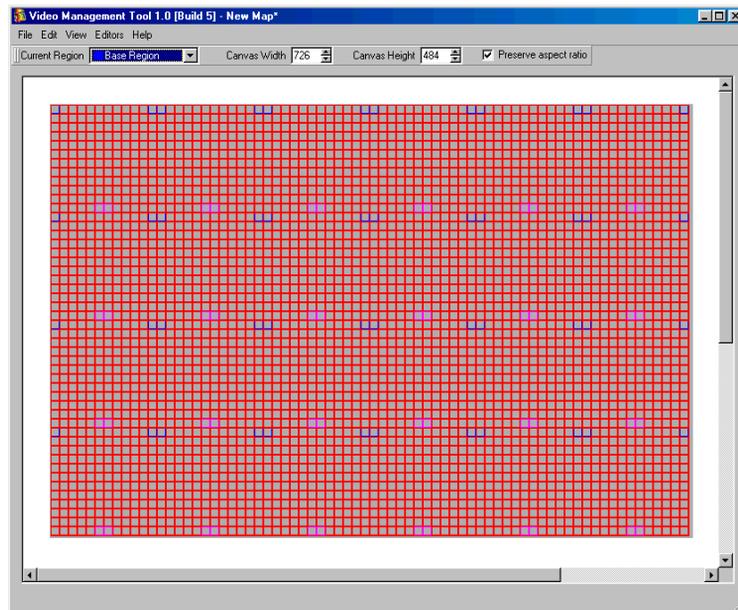
- Once you have mapped the lights in your installation, select **FILE>SAVE** to create a .fap (Fast Map) file. This saved file will be downloaded to the Video System Engine.

## Add Multiple Supply Templates

1. If your installation is made up of a grid of multiple identical templates, select **EDIT>ADD MULTIPLE TEMPLATES**. The **ADD MULTIPLE SUPPLY TEMPLATES** dialog box appears.



2. Select the appropriate template from the drop down menu. Enter the **NUMBER ACROSS** and the **NUMBER DOWN**. Ensure that **SIZE IMAGE TO FIT** and **PRESERVE ASPECT RATIO** are selected. Selecting these options prevents the video from appearing distorted. Click **OK**. The fixture template you selected appears in a tiled grid in the gray **VIDEO IMAGE AREA** in the main window.



3. If the templates need to be moved to match the actual installation, select and drag the templates to a new location and click to drop them in place. At any time you can click to select a template or multiple templates, then drag and drop to a new position in the **VIDEO IMAGE AREA**.

4. Once you have mapped the lights in your installation, select **FILE>SAVE** to create a .fap (East Map) file. This saved file will be later downloaded to the Video System Engine.

#### **Add a Combination of Fixtures**

1. Use the **ADD SUPPLY TEMPLATE** or **ADD MULTIPLE SUPPLY TEMPLATES** dialog box to add and position single or multiple templates to match the exact configuration of your installation.

**Note:** *If you have added individual supply templates to complete the map of your installation or you have a combination of more than one type of supply template, ensure that **PRESERVE ASPECT RATIO** is selected, then select **EDIT>AUTO-RESIZE CANVAS**. The video image area is resized proportionally to best fit the installation. Notice the new canvas size on the status bar.*

2. Once you have mapped the lights in your installation, select **FILE>SAVE** to create a .fap (East Map) file. This saved file will be downloaded to the Video System Engine.

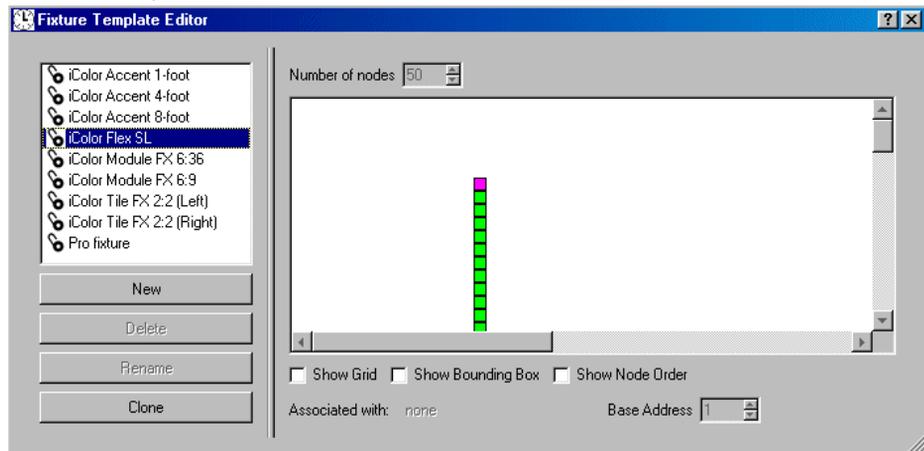
Now that you have created an exact map of your lighting installation, you are ready to associate the power/data supplies in your installation to the lights they control. See *Associating Templates to Supplies* on page 63.

## Creating Custom Templates

If your installation includes custom fixtures such as shortened lengths of iColor Flex or "U" shaped installations of Flex, then you must create custom templates. You must first create a new fixture template to define your fixture. Next you will create a supply template to define the fixture-to-supply configuration. In this section, you will create a custom template for a non-standard Flex configuration.

### Creating a Fixture Template

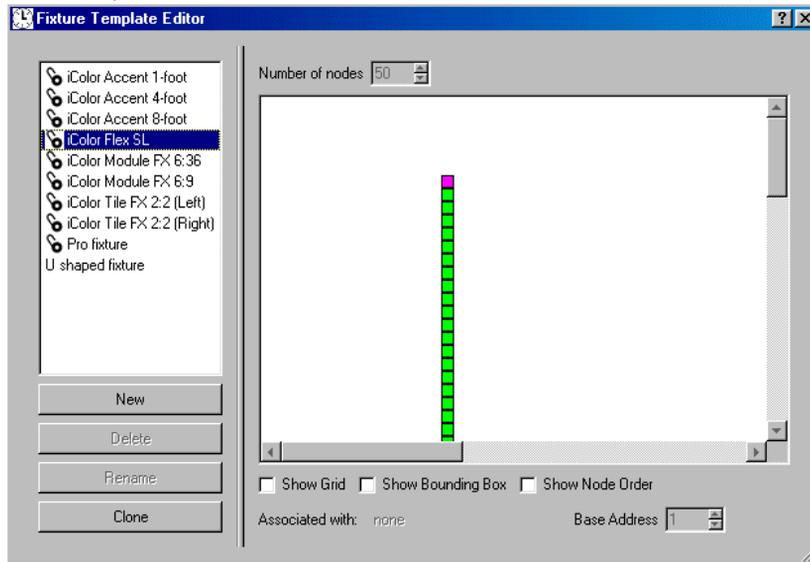
1. From the menu, bar select **EDITORS>FIXTURE TEMPLATE EDITOR**.



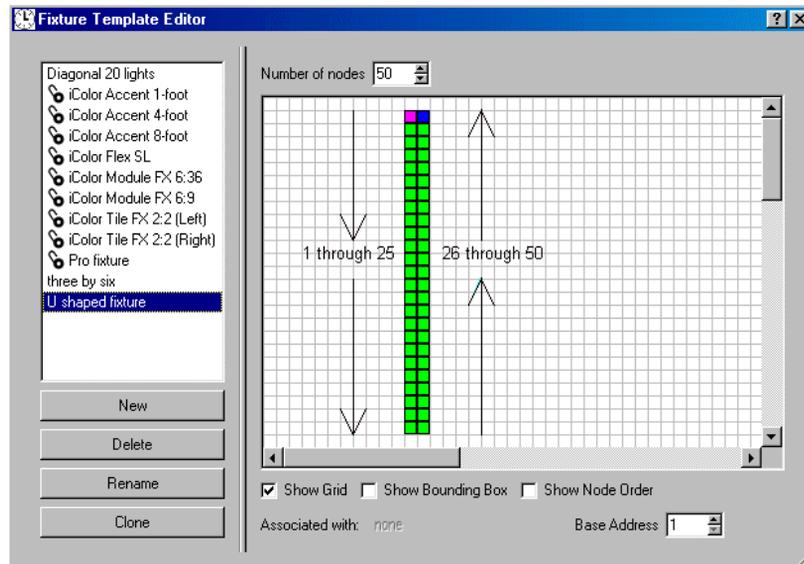
The **FIXTURE TEMPLATE EDITOR** screen appears. You will see the default fixture templates provided with Video Management Tool. Click on each one in the left screen to see their configurations in the right screen. If you place the cursor over a box in the fixture, it will indicate the number of that light node in the fixture.

**Note:** Each of the provided fixture templates has a padlock icon in front of it, indicating that it cannot be changed. You can, however, **CLONE** the locked template and **RENAME** the cloned template to create an editable template.

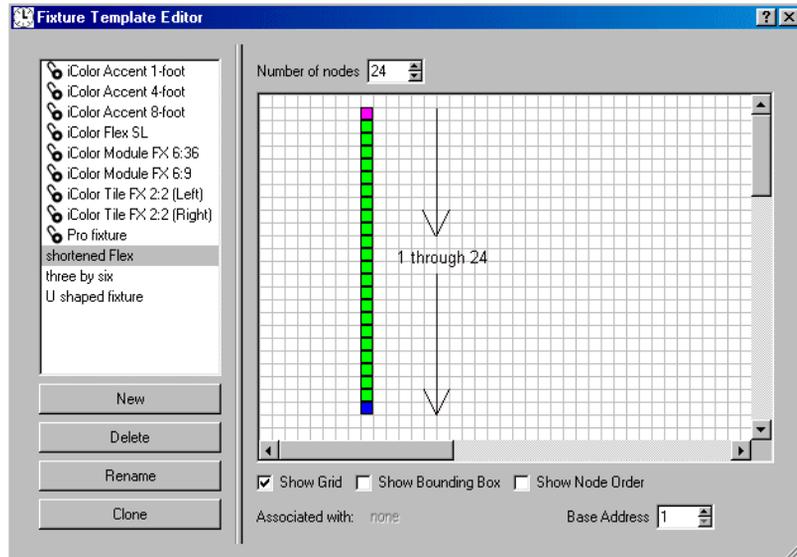
- Highlight the iColor Flex SL fixture and click **CLONE**. This creates a copy of a 50 light string. Immediately **RENAME** this to some name descriptive of your installation. In this case, we are creating a "U" shaped fixture.



- Click and drag the lights until they match your installation. You can add a background grid, a fixture boundary, or lines indicating the node ordering to aid in your positioning of lights.



- Alternately, you can create a custom fixture template by selecting **NEW**. A linear run of 50 light nodes appears in the layout window. You can adjust the number of light nodes using the **NUMBER OF NODES** field above the layout window. Click and drag the nodes to a new configuration. Click **RENAME** to assign a new name to the fixture template. For example, you may have reduced the length of your iColor Flex SL strings to 24 nodes as shown here.

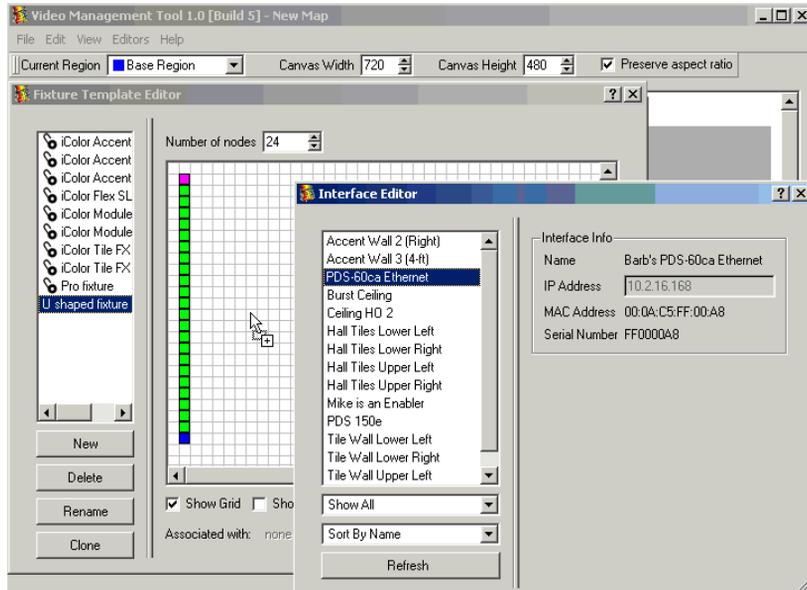


- Verify the configuration of the lights by passing the cursor over each and noting the number sequence. Node number 1 is highlighted in red and the last node is highlighted in blue.

## Testing Fixture Addresses

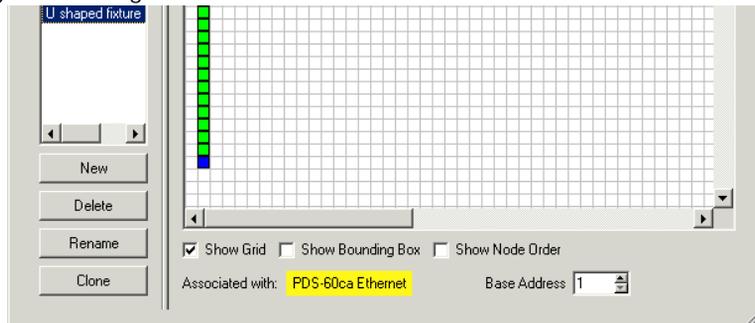
When creating post-installation fixture templates, you can test the physical addressing of installed fixtures to ensure that the template and the actual fixture match.

1. With **FIXTURE TEMPLATE EDITOR** window open, select **EDITOR>INTERFACE EDITOR** from the **VIDEO MANAGEMENT TOOL** window.



2. From the interface editor window, select a supply that corresponds to the fixture template you created. Drag the selected supply to the **FIXTURE TEMPLATE EDITOR** window and drop in into the layout panel.

The selected supply appears in the **ASSOCIATED WITH** field. Now that you have associated a supply to the new fixture template, as you click each node in the template, the corresponding node on your actual light turns red.

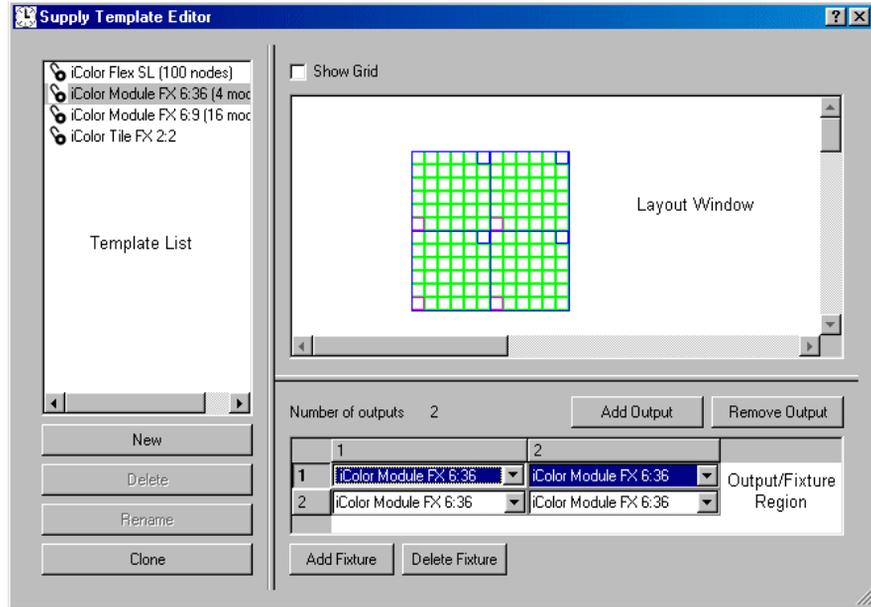


3. Close the **FIXTURE TEMPLATE EDITOR** screen when you are done. All new fixture templates are automatically saved. Close the **INTERFACE EDITOR**.

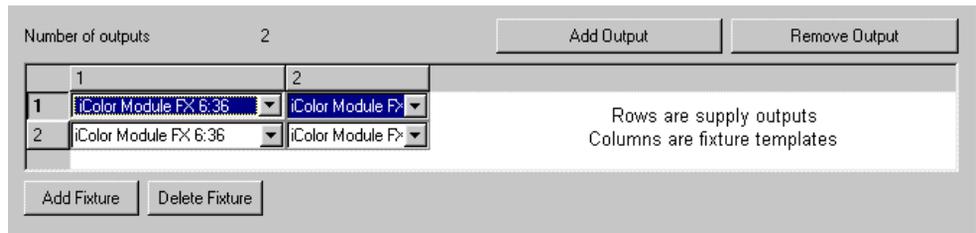
## Understanding the Supply Template Editor

The **SUPPLY TEMPLATE EDITOR** lets you create a template which matches how your supplies are configured in your installation.

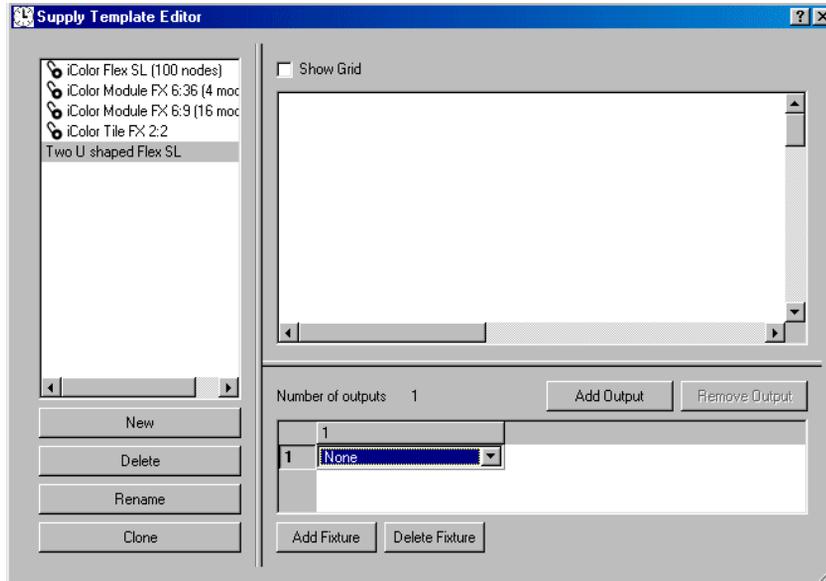
1. Select **EDITORS>SUPPLY TEMPLATE EDITOR**.



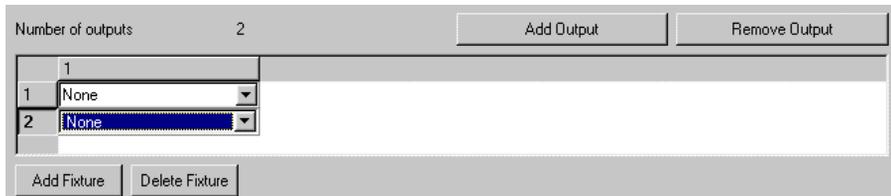
The screen has three sections. On the left is the list of the currently defined supply templates. In the center layout window is the graphical representation of the fixtures in the highlighted template. At the bottom of the screen is the list of supply outputs and the associated fixtures for the template. All of the standard supply templates are preconfigured to typical Color Kinetics supplies. The first column indicates the outputs by number. The row next to the output number contains the fixtures powered by that output.



2. Click **NEW**. A **NEW TEMPLATE** is added to the template list.
3. Highlight **NEW TEMPLATE** and click **RENAME**. Enter a name to describe your template.



4. Click **ADD OUTPUT** once to create a second output for a single PDS-60ca 7.5V.

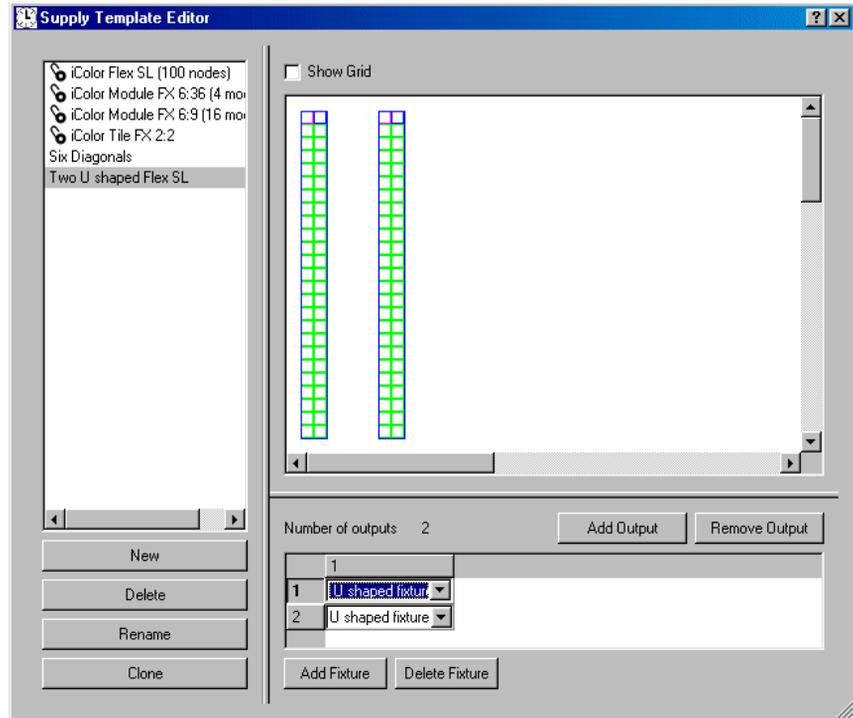


**Note:** Each time you click **Add Output**, a new output number is added to the first column. Each time you click **Add Fixture**, a new fixture is added to the row of the selected output.

## Creating a Supply Template

You are now going to create a custom supply template using the fixture template you created.

1. From the **SUPPLY TEMPLATE EDITOR**, click **ADD OUTPUT** to add output 2.
2. From the output 1 row and fixture column 1, select the template you created from the drop down menu - in this case "U shaped fixture". Repeat for the second output.



Each time you select a fixture template from the output list, an image of it is placed on the layout window.

**Note:** In the layout panel, each time an output is added to the template, the fixture location for the output appears in the same location. Therefore, each time you add a fixture to an new output, it is necessary to click and drag the fixture to a new location to prevent it from being hidden by other fixtures.

3. Drag and drop the fixtures into the positions that best matches your installation.
4. Close the window. All your changes are automatically saved.

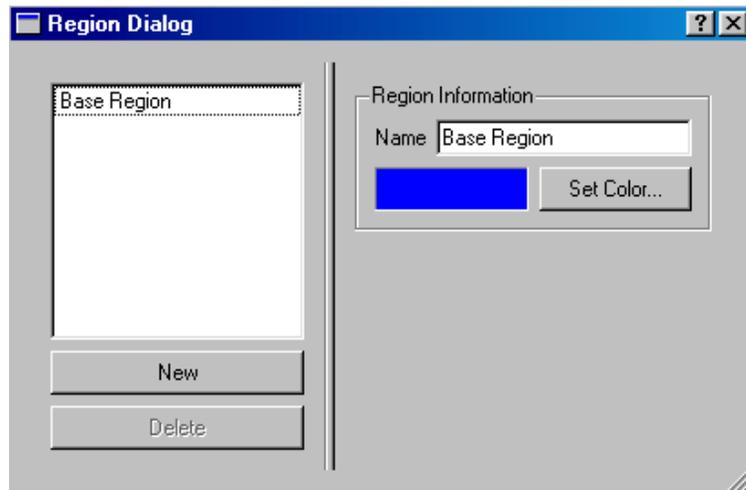
Your new supply template is complete. To create a map using this new template, proceed from *Add a Supply Template* on page 49.

## Regions

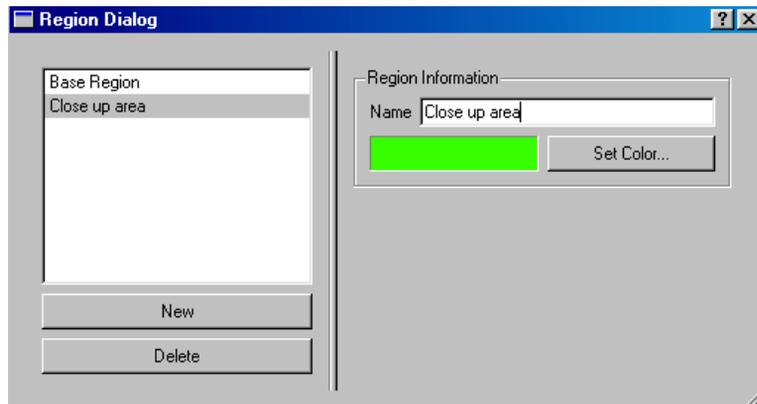
A single video stream can be sent to one region of your light system or to all regions. The previous chapters have detailed the procedure for creating an individual map of lights for the video stream. If you have another system of lights that you want to use to see the same video stream or a portion of it, you can create a new region in Video Management Tool and follow the same setup procedure for the new region.

### *Creating a New Region for Video Management Tool*

1. Select **EDITORS>REGIONS** editor.

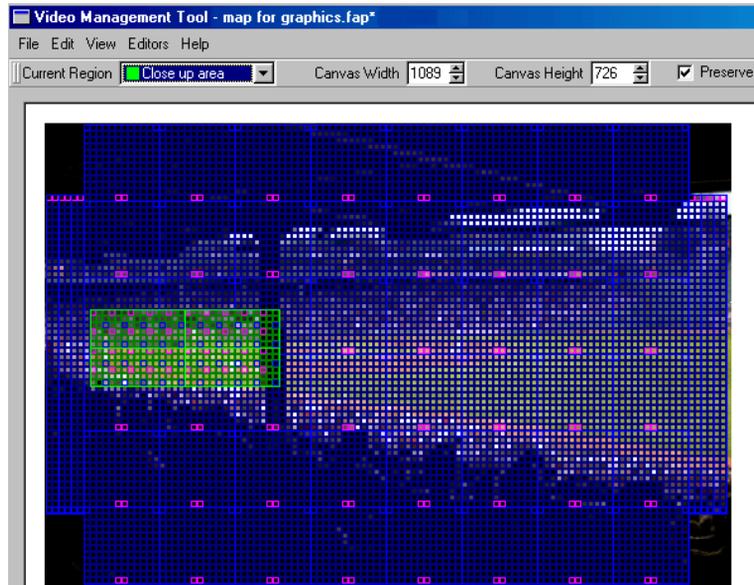


2. Select **NEW** to create a new region.
3. Name the new region and select a color for this region.



4. Close the screen to complete the region definition.

5. On the main Video Management Tool screen, scroll the **CURRENT REGION** drop down menu to the new region. Proceed through the Fixture, Template, and Source Editors, as necessary. Add the templates onto the video image area and save the results into the .fap file. When you go to identify the power supplies for the templates, the color marker in front of the Fake Supplies is now the color of the **CURRENT REGION**. In the following image, we have created supply templates of 2X5 sets of 3-by-3 modules, and added 2 across and 2 down multiple templates.





## CHAPTER 6

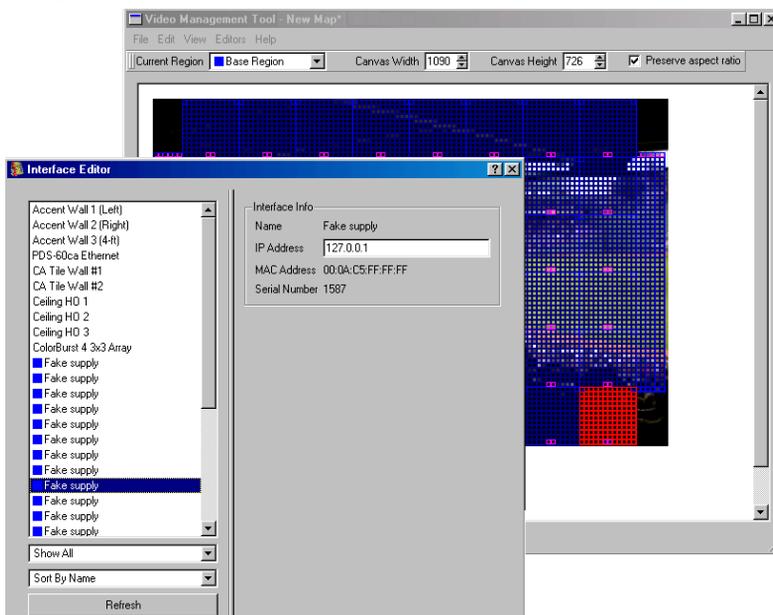
# Associating Templates to Supplies

Now that you have mapped the supply templates, you must associate each supply template to a real-world template in your installation.

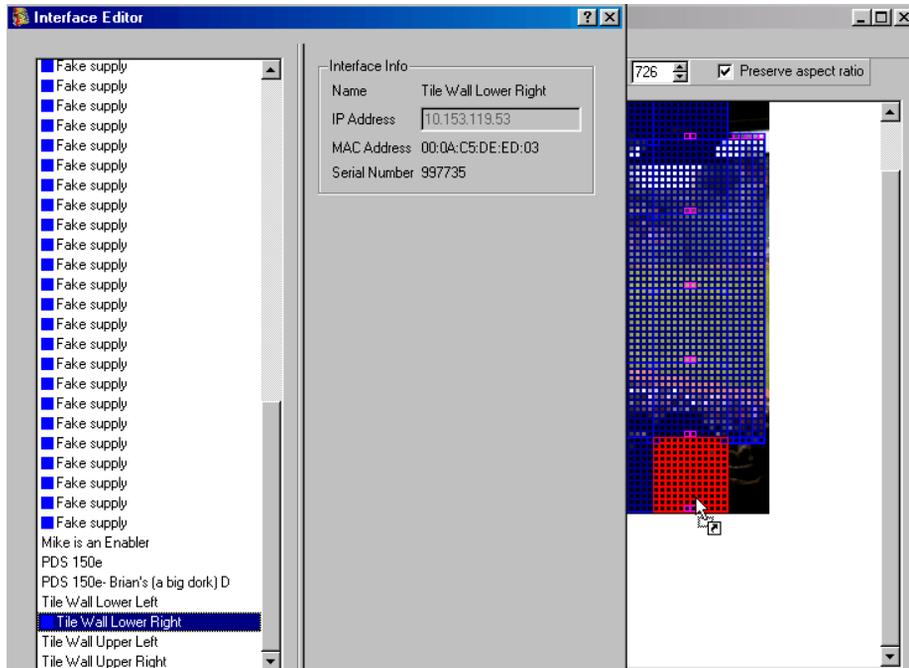
**Note:** Before you begin, ensure that your computer is connected to the Color Kinetics dedicated network.

Video Management Tool has created a series of Fake Supplies for each supply templates that you placed on the video image area. You must associate each of these Fake Supplies with its actual supply in your installation.

1. Select **EDITORS>INTERFACE EDITOR**. The **INTERFACE EDITOR** screen appears. The set of Fake Supplies are highlighted by blue boxes. Each of these must be associated to a real supply for the video image to display properly.
2. Highlight a **FAKE SUPPLY**. Its corresponding template on the image screen is highlighted in red. Associate the correct interface from the list of supplies by selecting the actual supply (e.g., **TILE WALL LOWER LEFT**), dragging, and dropping it onto the appropriate template on the image screen. The image below shows the **FAKE SUPPLY** for the lower left corner of the image.



When you complete this process, the applied interface is highlighted by a blue square, and one **FAKE SUPPLY** is removed from the list. The main Video Management Tool screen also highlights the specified template in red.



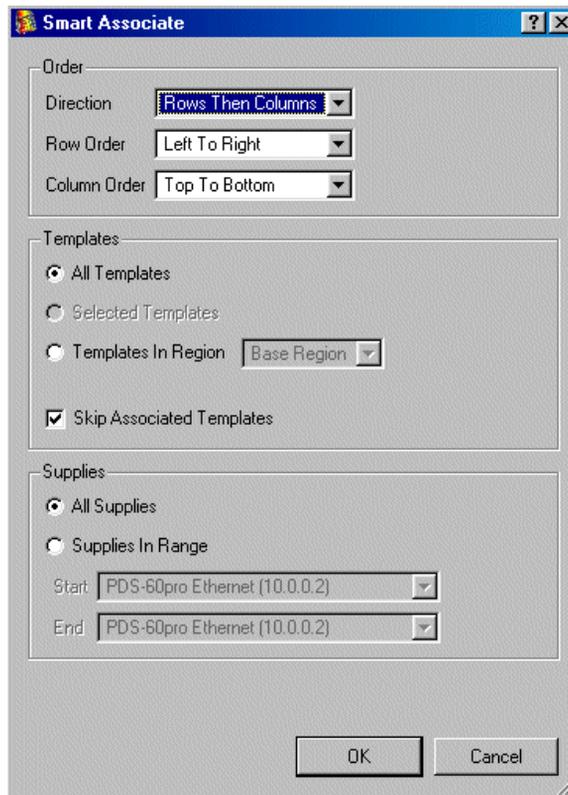
3. Continue to associate the all other supply templates with their actual supplies until all Fake Supplies have been associated to real supplies.
4. Close the **INTERFACE EDITOR** screen.
5. Select **FILE>SAVE** into a .fap (East Map) file.

## Smart Association of Templates to Supplies

Video Management Tool can associate supply templates to actual supplies in your installation automatically. This procedure will bypass the manual association of Fake Supplies. Your installation of supplies and fixture templates are associated according to specifications defined by you.

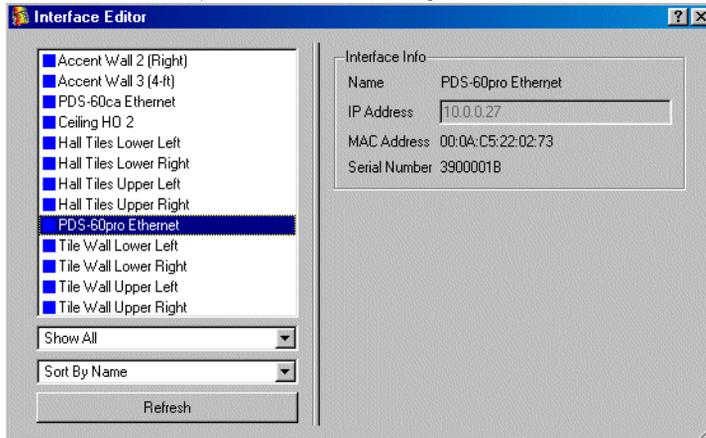
**Note:** For **SMART ASSOCIATE** to work well, you should pre-address your supplies and lay them out in an ordered pattern. An ordered layout is necessary for a successful smart associate since the order options in the **SMART ASSOCIATE** dialog are limited to row, column, and order coordinates.

1. Open the **SMART ASSOCIATE** dialog box by selecting **EDIT>SMART ASSOCIATE**.

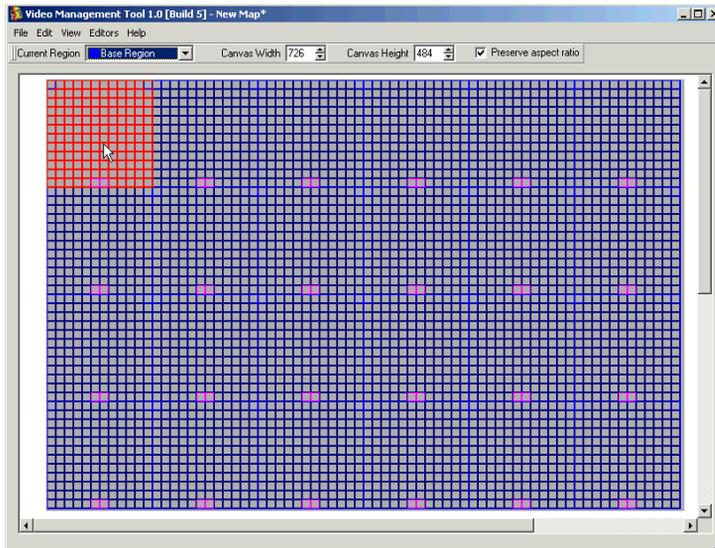


2. In the **ORDER** box, enter the **DIRECTION**, **ROW ORDER** and **COLUMN ORDER** to match your installation.
3. In the **TEMPLATE** box, define the supply templates to associate.
4. In the **SUPPLIES** box, select all supplies or define a start and end supply range.
5. Click **OK**. The supplies in your installation are automatically associated with the templates in your map.

- Open **EDITORS>INTERFACE** and note that the list of interfaces contains no Fake Supplies. Each supply is associated with one template in the video image screen.



- Verify that all templates are associated properly to their respective power supplies by clicking on the templates in the map. Each selected template will cause the corresponding lights in the installation to turn red.



**Note:** Make any necessary corrections by running **SMART ASSOCIATE** again and modifying the direction and order, ensuring that the **SKIP ASSOCIATED TEMPLATES** option is not selected, or by manually dragging and dropping the supplies from the **INTERFACE EDITOR** onto their proper templates in the map.

- Close the **INTERFACE EDITOR** screen to complete the association.

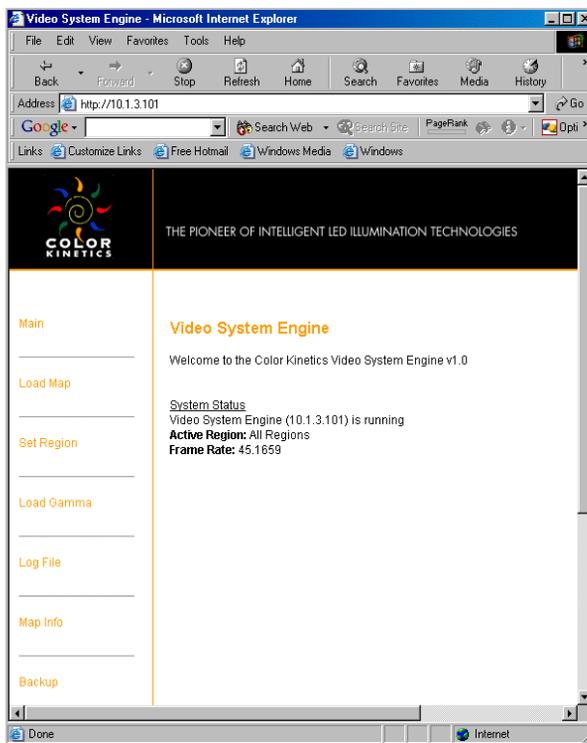


## CHAPTER 7

### Download and Video Input

Now that you have mapped your lights, associated the supplies to the templates, and confirmed the positioning of your video image, the final steps are to download the .fap file and activate your Video System Engine.

1. Launch your internet browser and enter the address `http://10.1.3.101`. The Video System Manager webpage appears.



**Note:** If a .fap file is resident on your Video System Engine, it will be overwritten during the download process. You may want to back it up before loading a new map. See Backup on page 70.

- From the webpage, click **LOAD MAP**. You have the option of upload the map file you created from your computer hard drive, a CD drive, or a USB drive. The map file must have a .fap extension for it to be recognized on a CD, USB, or hard drive. From your hard drive, click **BROWSE** to locate the file, then click **LOAD**. From the CD or USB drive, select the radial button next to the file, then click **LOAD**.

**Note:** If a .fap file is resident on your Video System Engine, it will be overwritten during this process.

Main

Load Map

Set Region

Load Gamma

Log File

Map Info

Backup

### Load Video Map

Upload Map:

---

USB drive present

Map Files:

tiles.fap

---

CD drive present

Map Files:

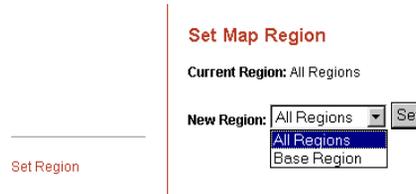
tiles.fap

- You will obtain a confirmation screen that your map has been accepted and is running.
- Plug your video stream into the DV Converter box. When properly attached to your Video System Engine, your lighting fixtures will present the video stream.

## Other Functions Accessible from the Download Web Page

### Set Region

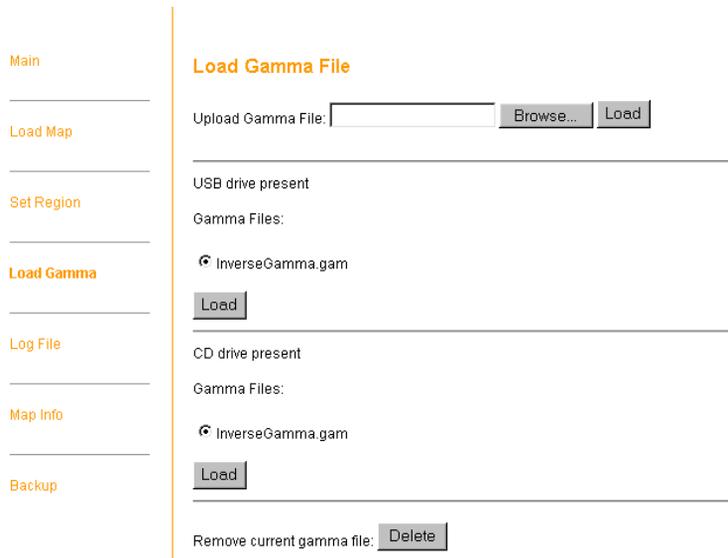
You have a choice of activating a single region only or the entire set of regions. The **SET REGION** option lets you select the single region.



### Load Gamma

The Gamma file is a text file that relates the full-range intensity scale (0 to 255) to any range or order of colors you choose. Data is placed in column A for rows 1 through 256, and the intensity scale you set is for all three RGB lights. For example, if you wanted reverse color, you would put the numbers 255 through 0 in a column on rows 1 through 256. In some light systems, flicker occurs when you are expecting black. By mapping the first twenty or so rows to zero and then scaling the remaining 236 levels appropriately, you may be able to avoid this. Locate the appropriate gamma file by browsing and load it. The gamma file must have a .gam extension to be discovered in USB/CD volumes.

To upload the gamma file from your hard drive, click **BROWSE** to locate the file, then click **LOAD**. To upload from a CD or USB drive, select the radio button next to the file and click **LOAD**.



**Note:** You can remove the current active gamma file by clicking **DELETE**.

## Log File and Map Info

Clicking on these two options provides you with information on the status of the program and a detailed listing of the map. These are typically only used as diagnostic tools if your system is not working as you expect.

Log File

### Video Processor Log File

```
Status: Setting executable path: /usr/local/ePlaya/bin/
Status: Setting show path: /usr/local/ePlaya/config/
Status: Setting ftp path: config
Status: Central Manager Version: 1.7.0 [Build 3]
Status: Central Manager Starting on Tue Nov 16 08:33:16 2004
Status: Qt Version 3.2.1
Status: Connection Server Initialized
Status: Discovery Listener Initialized
Status: Discovery Listener Started
Status: Heartbeat Timer Started
Status: Opening config file: /usr/local/ePlaya/config/ePlaya.efg
Status: Created action Load video map Action
```

### Map Information

#### Regions:

Base Region

#### Interfaces:

name: Tile Wall Upper Left  
region: 5000  
ip: 10.153.119.51  
sn: 997733

name: Tile Wall Lower Left  
region: 5000  
ip: 10.153.119.52  
sn: 997734

name: Tile Wall Lower Right  
region: 5000  
ip: 10.153.119.53  
sn: 997735

Map Info

## Backup

When you download a map file to your Video System Engine, it automatically deletes any existing map on the system. Before doing this, if you want to save the current map, do a backup first. Click **BACKUP** and choose whether you want to back up the map or the gamma file. Browse to the folder and name the file for saving the current configuration.

Backup

### File Backup

Map file  
Gamma file



## APPENDIX A

---

### Glossary

**10.1.3.101** - Go to this website location for downloading your video map to the Video System Engine.

**Add Fixture/Delete Fixture** - Adds or removes fixtures from outputs of supply templates.

**Add Supply Templates/ Add Multiple Supply Templates** - Place standard or preconfigured templates onto the video image area.

**Associating Supplies to Supply Templates** - Create the software connections on your map that specify which template is physically attached to which supply.

**Backup** - Before installing your map file onto the Video System Engine, thereby deleting the current file, backup the existing video map. You can also backup the Gamma file.

**Base Region** - Select the default region of lights that you are illuminating with your video image.

**Canvas Width/Height** - The horizontal and vertical dimensions of the video image area in pixels.

**Current Region** - If you have multiple regions of lights that are all using the same video stream, the Current Region shows you which region you are editing.

**Downloading** - Take the developed map information and download it to the Video System Engine.

**DV Converter Box** - The Digital Video Converter box takes the input from the video stream source and sends it through the Firewire to the Video System Engine.

#### Edit Menu Commands

**Copy/Paste** - Standard copy and paste functions for reproducing templates on the image screen.

**Select All** - Select all templates in the video image area.

**Delete Selection** - Delete the selected templates from the screen.

**Smart Associate** - Searches the network for probable matches of your map configuration to real fixture templates.

**Auto-resize canvas** - Automatically rescales the image screen canvas to best fit your current set of templates.

**Add Supply Template/Add Multiple Supply Templates** - Add a single template or multiple templates to the video image canvas.

**Preferences** - Select colors for various parts of the templates and screen.

## Editors Menu Options

**Fixture Template Editor** - Opens the Fixture Editor screen where you can create and edit fixtures to match your actual lighting system.

**Supply Template Editor** - Assigns power supplies to the fixture templates that are currently in the video image area.

**Interface Editor** - Associates specific physical power supplies to match the Fake Supplies defined in Supply Template Editor.

**Regions Editor** - Create or delete additional regions of lights that will be using the same video input signal and the same Video System Engine.

**Always on Top** - Toggles between two modes: (on) all open editor screens appear on top of the main screen and must be closed before returning to the main screen, (off) each editor screen is opened as a new window and each window, including the main screen, can be accessed independently.

**Fake Supply** - A temporary supply type that you associate with the templates in your image area. These are replaced by physical power supplies by the Interface Editor.

## File Menu Commands

**New/Open** - Standard new and open functions for starting or continuing with a video map.

**Load Image/Remove Image** - Load and remove a still image in the video image area. This may benefit you in determining pixel resolution and fill of your lights.

**Save /Save As** - Standard save and save as functions for saving the current configuration of your map.

**Import Template /Export Template** - Import or export a template format that you have created.

**Exit** - Close Video Management Tool.

**Firewire** - The Color Kinetics required connection between the DV Converter box and the Video System Engine.

**Fixture Setup/Design** - The Fixture Template Editor screen allows you to create and edit fixtures that match your actual installation.

**Gamma File/Loading** - Select a text file that matches the standard intensity values, 0 to 255, to a user-defined set of intensities.

## Help Menu Option

**About Video Management Tool** - Standard access to standard information on the software and hardware.

**Horizontal String** - A string of fifty lights strung horizontally.

**Interface** - A data supply associated with a fixture template - either a power supply or a data enabler.

**Interface Editor** - Assigns specific physical power supplies to match the Fake Supplies defined in Supply Editor.

**KiNET Interfaces** - A Color Kinetics Power/Data supply that uses Color Kinetics Ethernet protocol.

**Load Map** - Loads the video map you just created into the Video System Engine.

**Log File** - A list of information on your map and its ability to run your lights. Applications support at Color Kinetics will typically ask for a copy of the file to evaluate any problems you are having.

**Map Info** - A list of information on your map. Applications support at Color Kinetics will typically ask for a copy of the file to evaluate any problems you are having.

**Output/Add Output/Remove Output** - Create and edit or remove the connections from power supplies (Fake Supplies) to templates.

**Preserve Aspect Ratio** - Use to hold correct scaling as image size is changed.

**Region Setting** - Create, edit and delete regions in the same video image area.

**Regions** - Multiple areas of you lighting system where you may want to present part or all of the same video images data simultaneously.

**Size Image to Fit** - Scales the image size to best fit the installation.

**Supply Templates** - Sets the supply outputs and fixtures that fit within one template.

**Templates** - A structure of fixtures that are associated with an output from an individual supply.

**Template Setup/Controller** - Establishes the structure of a template, based on the individual fixtures, and associates a supply format to the fixtures.

**Video Playback Device** - Source of the video stream, either a direct feed or DVD stored video, which is fed to the Digital Video Converter.

**Video System Engine** - Processes the video stream from the Digital Video Converter, using the map and gamma files, and sends the reformatted data to the power supplies.

#### **View Menu Commands**

**Zoom In/Zoom Out** - Standard zoom in/zoom out functions.

**Snap to Grid** - Toggles between forcing and not forcing templates to snap onto the background grid structure.

**Show Grid** - Shows or hides the grid structure on the video image.

**Change Grid** - Change the dimension of the grid spacing.

**Display Item Structure** - Show or hide the individual lights within each fixture/template.

**Sample Background** - Show or hide the pixel resolution of the background image.

**VMT** - Video Management Tool.

**Zoom In/Zoom Out** - Standard zoom in/zoom out functions.



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# INDEX

## A

Adding Templates 47

## D

Defining Fixtures 6

Download

    Backup 70

    Load Gamma 69

    Load Map 67

    Log File 70

    Map Info 70

    Set Map Region 69

Downloading 67

## F

Fixtures Definition 6

## G

Gamma File 69

Glossary 71

## H

Hardware Setup 7

    Ethernet Setup 7

    PC Ethernet Configuration 9

        Manual IP 15

        Windows 2000 9

        Windows XP 11

    Video Processor Setup 8

## I

Introduction to VMap 5

## K

Key Features 5

## Q

Quick Start Guide 35

    Downloading to Video Processor 45

    Running VMap 40

## R

Regions

    Creating New Regions 60

## S

Software Installation 21

    Installing Upgrades 31

    System Requirements 21

    Version Verification 32

    VMap on Windows 2000 22

    VMap on Windows XP 25

## T

Template Addition 47

## V

Video Processor

    Downloading 67

VMap (Video Management Tool)

    Information Bar 39

    Menus 38

    Work Environment 37

