



SAS

INSTRUCTION GUIDE

SERIAL ADDRESSING SOFTWARE FOR FULL SPECTRUM DIGITAL LIGHTS

© 2002 Color Kinetics Incorporated

All rights reserved. Chromacore, Color Kinetics, the Color Kinetics logo, ColorBlast, ColorPlay, ColorScape, iColor, iPlayer, QuickPlay, and Smartjuice are registered trademarks, and ColorBurst and iColor Cove are trademarks of Color Kinetics Incorporated.

All other brand or product names are trademarks or registered trademarks of their respective owners.

Made and printed in the USA.

Contents

About SAS	1
How It Works	1
SAS Features	1
Scope of This Instruction Guide	2
Understanding Addressing	2
Setting Up Light Fixtures	3
Installing SAS	7
Downloading	7
Installing	7
Using SAS	8
DMX TABLE	9

About SAS

SAS is Color Kinetics Serial Addressing Software. SAS lets you assign DMX addresses to ColorBlast 6, ColorBlast 12, ColorBurst 4, ColorBurst 6, iColor Accent, and iColor Fresco using factory set serial numbers. SAS's versatility lets you address fixtures before or after installation.

How It Works

SAS is easily downloaded and installed to your computer. Using an iPlayer 2 or Smart Jack 3 controller as an interface, connect your computer to the power/data supply connected to your lights. After set up is complete, addressing the fixtures with light numbers is quick and easy. To further simplify the process, use a standard bar code scanner to enter the serial numbers directly from the fixtures.

SAS Features

With SAS's user-friendly graphic interface, entering the serial number, assigning a light number, testing, and programing your Color Kinetics lights is simple.

Features	Description
Graphic User Interface	User-friendly.
Test	SAS lets you test the serial numbers and light numbers to ensure accurate addressing.
Auto-increment Light Number	The Auto-increment feature is ideal when addressing a sequential series of fixtures.
Bar Code Scanner Compatibility	Use a standard bar code scanner to quickly enter the serial number directly from the fixture.

Scope of This Instruction Guide

The goal of this user guide is to explain in an easily understood language the necessary steps to setup and address Color Kinetics lights using SAS.

The following sections contain instructions for setting up and addressing your Color Kinetics lights.

Hint: *Have the installation guides for your lights and power supply handy during set up.*

Understanding Addressing

Color Kinetics lights use the DMX512 protocol to stream data from the controller to the fixtures. Each light uses three sequentially numbered DMX channels: one each for the colors red, green, and blue. Therefore, you can assign 170 Color Kinetics light numbers to a DMX512 universe. (See *DMX TABLE* on page 9 for a complete listing of all light numbers and their corresponding DMX channels.)

Address the fixtures by assigning each one a light number. This light number corresponds to the three channels used by the light—light number 1 is DMX channels 1, 2, and 3; light number 2 is DMX channels 4, 5, and 6; and so on.

Color Kinetics single fixtures, such as ColorBlast and ColorBurst, come pre-addressed to light number 1. For light show designs with all lights working in unison—the same color at the same time—no re-addressing is necessary. If the light show design has lights working independently—different colors at different times—then the fixtures must be re-addressed with unique light numbers.

Color Kinetics segmented fixtures, such as iColor Accent and iColor Fresco, come pre-addressed to light numbers 1 through length of fixture. For example, a 4-foot iColor Accent fixture is addressed with light numbers 1 through 4. Re-address the segments to match your

Setting Up Light Fixtures

How you set up your fixtures for addressing depends on the light product and the method-pre- or post-installation-you choose. You can use SAS to address fixtures individually or in groups.

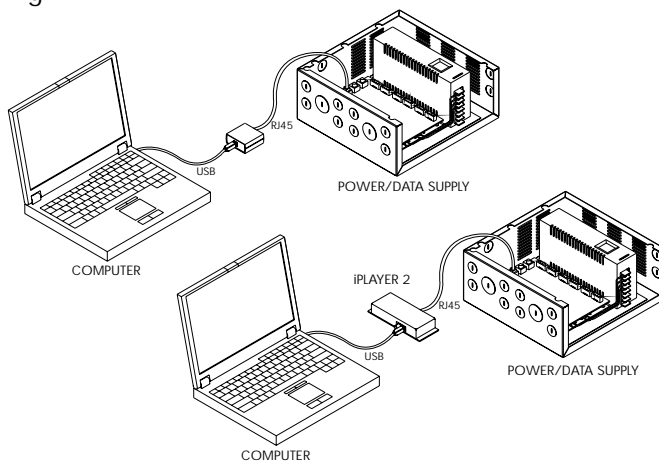
Note: *It is important that you record the serial number for each fixture and note its placement in the installation regardless of the addressing method you choose.*

CAUTION: Refer to the installation guide for your products for detailed wiring instructions and maximum number of fixtures per power supply.

SAS Setup

1. Attach the computer to the controller (iPlayer 2 or Smart Jack 3) using a USB cable. See Fig. 1.
2. Attach the controller to the DMX IN port on the power/data supply using a CAT5 data cable with RJ45 connectors. See Fig. 1.
3. Attach fixtures to power/data supply. See fixture Installation Guide.
4. Engage power to power/data supply. Lights come on in standby mode.

Fig. 1



Refer to the following methods for the set up best suited for your product and addressing scheme.

Single Light Set Up

Single light set up can be used with any Color Kinetics serial addressed fixture. Attach a fixture to the power/data supply. Attach the computer to the controller and the controller to the DMX IN port on the power/data supply. This set up method is ideal for setting individual light numbers prior to installation. See Fig. 2.

Multi-Light Set Up

Multi-light set up can be used with any Color Kinetics fixture, and is ideal for the serial addressed fixtures. Attach the computer to the controller and the controller to the DMX IN port on the power/data supply. This set up method lets you set all fixtures to the same address or assign individual addresses to serial addressed fixtures -- pre- or post-installation. See Fig 2.

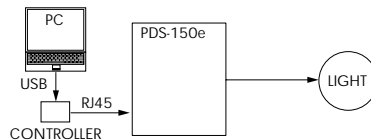
Multi-Power/Data Supply Set Up

Multi-power/data supply set up can be used with any Color Kinetics fixture, and is ideal for pre- and post-installation, serial addressing. After installing the fixtures and power/data supplies, attach the computer to the controller, and the controller to the first power supply in the installation. See Fig. 2.

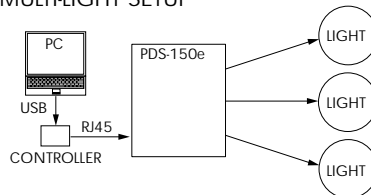
Note: For post-installation serial addressing, record all serial numbers and layout positions prior to installation.

Fig. 2

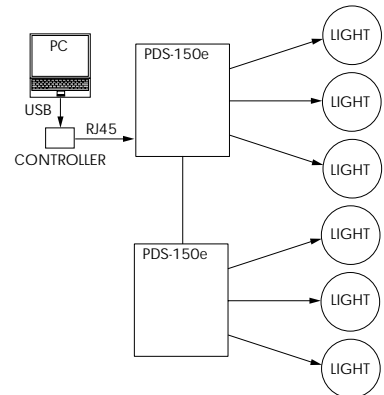
SINGLE LIGHT SET UP



MULTI-LIGHT SETUP



MULTI-POWER SUPPLY SET UP



iColor Fresco Single Light Set Up

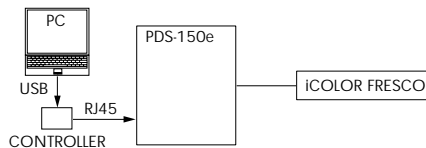
iColor Fresco single light setup lets you address a single iColor Fresco fixture. Attach a fixture to the power/data supply. Attach the computer to the controller and the controller to the DMX IN port on the power/data supply. See Fig 3.

iColor Fresco Multi-Light Set Up

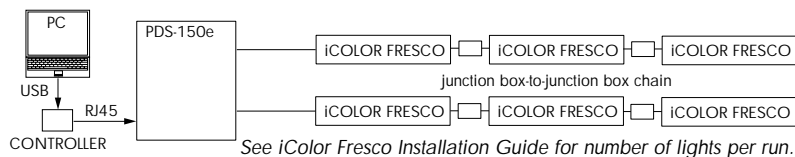
iColor Fresco multi-light setup lets you address the iColor Fresco fixtures. Attach fixtures to the power/data supply following the instructions in the iColor Fresco Installation Guide. Attach the computer to the controller and the controller to the DMX IN port on the power/data supply. This setup method lets you set all segments of a multi-segment fixture to the same address or assign individual light numbers to individual segments - pre- or post-installation. See Fig 3.

Fig. 3

iCOLOR FRESCO SINGLE LIGHT SET UP



iCOLOR FRESCO MULTI-LIGHT SET UP



Refer to the iColor Fresco Installation Guide for detailed wiring instructions and maximum number of lights per run.

iColor Accent Single Light Set Up

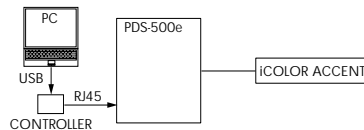
iColor Accent single light setup lets you address an iColor Accent fixture. Attach a fixture to the power/data supply. Attach the computer to the controller and the controller to the DMX IN port on the power/data supply. See Fig 5.

iColor Accent Multi-Light Set Up

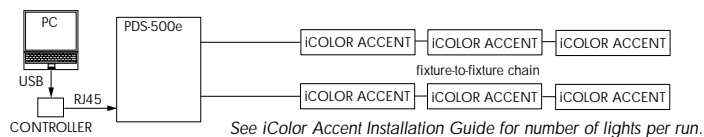
iColor Accent multi-light setup lets you address the iColor Accent fixtures. Attach fixtures to the power/data supply following the instructions in the iColor Accent Installation Guide. Attach the computer to the controller and the controller to the DMX IN port on the power/data supply. This set up method lets you set all segments, of a multi-segment fixture, to the same address or assign individual light numbers to individual segments--pre- or post-installation. See Fig 5.

Fig. 5

iCOLOR ACCENT SINGLE LIGHT SET UP



iCOLOR ACCENT MULTI-LIGHT SET UP



Installing SAS

This section describes how to download and install SAS software. SAS is compatible with Windows operating systems only.

System Requirements

Windows

- Windows 98 2nd edition, ME, 2000, XP
-
-

Downloading

5. From the Color Kinetics website, <https://pro.colorkinetics.com/support/addressing>, click the SAS download link.
6. Select **SAVE THIS FILE TO DISK** from the **FILE DOWNLOAD** screen, then click **OK**.
7. Select a location on your hard drive and click **SAVE**.

Installing

Before you install SAS, connect your controller-iPlayer 2 or Smart Jack 3--to your computer using the USB cable. Close all running applications and disable virus protection.

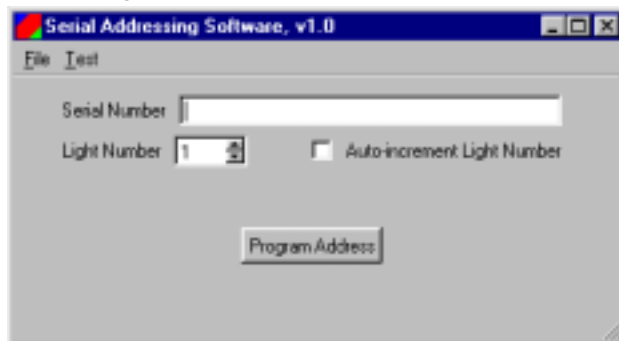
1. Create a new folder and extract the zip file to this folder. SAS will not install from the zip file, therefore, the SAS.exe and driver files must be removed from the zip file.
2. Once you have saved the SAS files to a new folder, double click **SAS.EXE** to install and launch SAS.

Note: *If you receive the fatal error message "Unable to open first controller. The program will now exit," click OK Attach your controller to your computer and double click SAS.exe again.*

Using SAS

Before launching SAS, ensure that your controller--iPlayer 2 or Smart Jack 3 is connected to your computer via the USB port. SAS will not launch if a controller is not connected.

1. Double click the SAS icon.
2. The serial addressing software window will appear. All addressing and testing functions are performed from this screen.



3. Enter serial number. You can enter the serial number from the keyboard, or use a bar code scanner to enter it directly from the fixture.
4. Test the serial number. Select **TEST>SERIAL NUMBER** from the menu or **CTRL+S** from the keyboard.

If the serial number is correct, the fixture/segment comes on at full intensity. If the fixture/segment does not come on, correct the serial number entry and test again.

5. Enter the **LIGHT NUMBER** for the fixture or segment.
6. Click **PROGRAM ADDRESS** to assign the light number to the fixture/segment.

Lights blink red then come on in standby mode when programming is complete.

7. Test the light number. Select **TEST>LIGHT NUMBER** from the menu or **CTRL+L** from the keyboard.

Light comes on at full intensity to indicate the light number is correct.

DMX TABLE

Light Number	DMX Channels
1	1, 2, 3
2	4, 5, 6
3	7, 8, 9
4	10, 11, 12
5	13, 14, 15
6	16, 17, 18
7	19, 20, 21
8	22, 23, 24
9	25, 26, 27
10	28, 29, 30
11	31, 32, 33
12	34, 35, 36
13	37, 38, 39
14	40, 41, 42
15	43, 44, 55
16	46, 47, 48
17	49, 50, 51
18	52, 53, 54
19	55, 56, 57
20	58, 59, 60
21	61, 62, 63
22	64, 65, 66

Light Number	DMX Channels
23	67, 68, 69
24	70, 71, 72
25	73, 74, 75
26	76, 77, 78
27	79, 80, 81
28	82, 83, 84
29	85, 86, 87
30	88, 89, 90
31	91, 92, 93
32	94, 95, 96
33	97, 98, 99
34	100, 101, 102
35	103, 104, 105
36	106, 107, 108
37	109, 110, 111
38	112, 113, 114
39	115, 116, 117
40	118, 119, 220
41	221, 222, 223
42	224, 225, 226
43	227, 228, 229
44	230, 231, 232

Light Number	DMX Channels
45	133, 134, 135
46	136, 137, 138
47	139, 140, 141
48	142, 143, 144
49	145, 146, 147
50	148, 149, 150
51	151, 152, 153
52	154, 155, 156
53	157, 158, 159
54	160, 161, 162
55	163, 164, 165
56	166, 167, 168
57	169, 170, 171
58	172, 173, 174
59	175, 176, 177
60	178, 179, 180
61	181, 182, 183
62	184, 185, 186
63	187, 188, 189
64	190, 191, 192
65	193, 194, 195
66	196, 197, 198

DMX Table (continued)

Light Number	DMX Channels	Light Number	DMX Channels	Light Number	DMX Channels
67	199, 200, 201	89	265, 266, 267	111	331, 332, 333
68	202, 203, 204	90	268, 269, 270	112	334, 335, 336
69	205, 206, 207	91	271, 272, 273	113	337, 338, 339
70	208, 209, 210	92	274, 275, 276	114	340, 341, 342
71	211, 212, 213	93	277, 278, 279	115	343, 344, 345
72	214, 215, 216	94	280, 281, 282	116	346, 347, 348
73	217, 218, 219	95	283, 284, 285	117	349, 350, 351
74	220, 221, 222	96	286, 287, 288	118	352, 353, 354
75	223, 224, 225	97	289, 290, 291	119	355, 356, 357
76	226, 227, 228	98	292, 293, 294	120	358, 359, 360
77	229, 230, 231	99	295, 296, 297	121	361, 362, 363
78	232, 233, 234	100	298, 299, 300	122	364, 365, 366
79	235, 236, 237	101	301, 302, 303	123	367, 368, 369
80	238, 239, 240	102	304, 305, 306	124	370, 371, 372
81	241, 242, 243	103	307, 308, 309	125	373, 374, 375
82	244, 245, 246	104	310, 311, 312	126	376, 377, 378
83	247, 248, 249	105	313, 314, 315	127	379, 380, 381
84	250, 251, 252	106	316, 317, 318	128	382, 383, 384
85	253, 254, 255	107	319, 320, 321	129	385, 386, 387
86	256, 257, 258	108	322, 323, 324	130	388, 389, 390
87	259, 260, 261	109	325, 326, 327	131	391, 392, 393
88	262, 263, 264	110	328, 329, 330	132	394, 395, 396

DMX Table (continued)

Light Number	DMX Channels
133	397, 398, 399
134	400, 401, 402
135	403, 404, 405
136	406, 407, 408
137	409, 410, 411
138	412, 413, 414
139	415, 416, 417
140	418, 419, 420
141	421, 422, 423
142	424, 425, 426
143	427, 428, 429
144	430, 431, 432
145	433, 434, 435

Light Number	DMX Channels
146	436, 437, 438
147	439, 440, 441
148	442, 443, 444
149	445, 446, 447
150	448, 449, 450
151	451, 452, 453
152	454, 455, 456
153	457, 458, 459
154	460, 461, 462
155	463, 464, 465
156	466, 467, 468
157	469, 470, 471
158	472, 473, 474

Light Number	DMX Channels
159	475, 476, 477
160	478, 479, 480
161	481, 482, 483
162	484, 485, 486
163	487, 488, 489
164	490, 491, 492
165	493, 494, 495
166	496, 497, 498
167	499, 500, 501
168	502, 503, 504
169	505, 506, 507
170	508, 509, 510

index

A

- Addressing 2
 - DMX512 2
 - Light Numbers 2

D

- DMX TABLE 9

L

- Light Numbers 2
- Light numbers 9

O

- Overview 1

S

SAS

- Features 1
- Installation 7
- Overview 1
- Using 8

Set Up

- iColor Fresco 5
- Multi-Light 4
- Multi-Power/Data Supply 4
- Single Light 4

Software

- System requirements 7

- System requirements 7

