Syncrolite Diagnostics

There are several means of running diagnostics on Syncrolite units. The onboard status display can be accessed via the display screen and 5 buttons on the face of the electronics box opposite cable inputs of SX and all MX Series units. For fixed or remote installations, the same functions can be accessed through the display panel of the SD-6 and SD-12 status display units. In the field, techs may employ the MicroTech DMX Plus or other DMX device for diagnostic purposes. Finally, older units may utilize a DB-9 socket on the electronics box to interface a notebook computer running Hyperterminal.

On-Board Status Display

Laptop Interface

MicroTech DMX Plus

SSD-12 Status Display

SX/ST/MX SERIES ON-BOARD MENUS

a. To access menu with the power on (with or without DMX), press buttons 1 and 5 simultaneously. This will access the menus. Reverse and forward (1 and 2) w i l l take you through the options. 3 will enter a menu function such as pan, tilt, beam, douser, color, strike, kill, etc. Buttons 4 and 5 (+/-) will advance or retard the main item.

b. Unit ID# is set by entering the menu and using buttons 4 and 5 to set the unit #.

c. The on-board diagnostics are useful in tweaking the values for pan and tilt, beam focus, etc., where there are perceived differences in them due to mechanical variations. Because usual Xenon applications are long throw, small deviations in pan and tilt and collimated beam can be noticeable, therefore it is helpful to be able to easily tweak these values as needed.

d. When DMX is being received, the on-board diagnostics will show DMX values in real time for each function.

e. For diagnostics purposes you can see the relative encoder count range in real time.

f. The lamp can be struck or killed without DMX per the appropriate menu function.

g. If you are under show control, you must push buttons 1 and 5 simultaneously to disable DMX temporarily. If you forget to return the unit to DMX control, it times out automatically in a couple of minutes and returns to console control.

h. We suggest that new technicians run through the menus a few times and familiarize themselves with the functions before striking the lamp.

Menu Functions

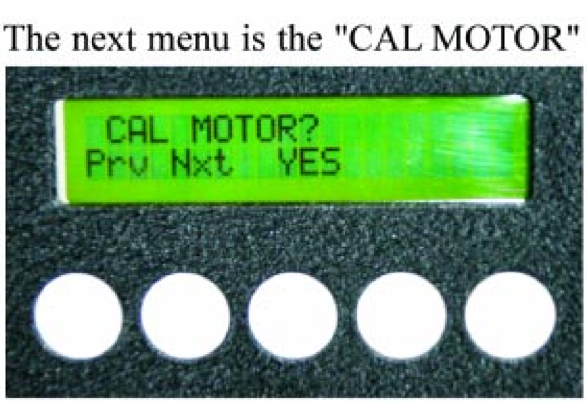
Diagnostic functions are accessed via the multifunction buttons and liquid crystal display on the electronics box/upper enclosure of the SX and MX Series lampheads and on the MXs/pD power and signal distro and SD-6 and SD-12 status display units.

On power-up, the display will read "CALIBRATING" and display the software version. Once calibration is complete, "CALIBRATING" will be replaced with the unit ID #, which will be an integer representing a range of DMX channels, the number of which channels is determined by the type of unit.

To access the on-board menu, simultaneously press buttons 1 and 5. The first screen should read "SET ID". Buttons 4 and 5 will map to (+) and (-) in the display window. Use buttons 4 (+) and 5 (-) to increment or decrement to the desired value. Once the desired value is set, use button 3, which maps to "Back" in the display, to return to the previous menu, or button 2 ("Nxt") to move to the next menu.

Selecting "Nxt" from the "SET ID" menu will take you to the "MOVE MOTOR?" menu. Pressing button 3, which is now mapped to "Yes", will take you to the motor control menu. Use buttons 1 and 2 to select the desired motor, and buttons 4 and 5 to input the desired value for that motor. When you are finished, press button 3 ("Back") to return to the previous menu, and button 2 ("Nxt") to proceed to the next menu.

The next menu is the "CAL MOTOR" menu. Selecting "Yes" by pressing button 3 accesses the menu. Use buttons 1 and 2 to select the motor to be calibrated, button 4 ("Go") to calibrate, and button 3 ("Back") to return to the previous menu.



cont.

Selecting "Nxt" by pressing button 3 takes you to the "OFFSET MOTOR?" menu. This menu allows adjustment of the null position for beam, pan, and tilt. Again pressing button 3 ("Yes") will take you into the menu. The top line will display the parameter being adjusted and the percentage of offset. Buttons 1 and 2 are used to scroll between Beam, Pan, and Tilt, while buttons 4 (+) and 5 (-) will adjust the offset. Once the adjustments are completed, use button 3 ("Back") to return to the previous menu.

Selecting "Nxt" again will take you to the "LOOK ENCODERS?" menu. Select button 3 ("Yes") to enter the menu. This menu provides a listing of each encoder and its current numerical value. This menu can be used to verify feedback from each encoder. This menu acts as a monitor of encoder function, and no input or adjustment is possible. You will note that there is no button labelled as "Back". Use button 3 to return to the previous menu.

Selecting "Nxt" will take you to the "QUIT" menu. Selecting button 3 ("Yes") will take you out of the on-board menus, while selecting 1 ("Prv") or 2 ("Nxt") will take you to the previous or next menu.

The next menu is the "STRIKE/KILL?" menu. This allows you to strike or kill the Xenon lamp. Select button 3 ("Yes") to enter the menu. In this menu, selecting button 4 ("GO") will either strike or kill the lamp, depending on its current condition. Selecting 3 ("Back") will return you, as always, to the previous menu.

The final menu is the "LOOK DMX?" menu. Selecting button 3 ("Yes") takes you into the menu. This menu is almost identical to the "LOOK ENCODERS?" menu, except that the values given for each function are DMX values being transmitted to the unit. As with the "LOOK ENCODERS?" menu, there is no "Back" button. Press button 3 to return to the previous menu.

The "Prv"/"Nxt" buttons will always take you through all other possible menus and eventually back to the "QUIT?" menu which can be used to exit. The number 3 button will always represent "Yes" or "Back", taking you into or out of a given menu.