PHILIPS

VARI*LITE TECHNICAL BULLETIN

SUBJECT: **VLX Wash Luminaire Software Release**	SERIES: **VLX Wash**
DISTRIBUTION: **Service Centers, End Users**	STATUS: **Routine**

Introduction

IMPORTANT! This bulletin supersedes Vari-Lite Technical Bulletin LSW-074 (released on 15 March 2013 for software version **03/12/13**). If you loaded software version **03/12/13**, you should update the software in the fixture to the version described herein. Software version **03/12/13** contained an issue that affected luminaire calibration. Software version **03/12/13** and its associated bulletin, LSW-074, have been removed from the product downloads section.

Embedded Software Release

Vari-Lite has a new software release for VLX Wash Luminaires. Software version **03/22/13** (file name, **VLX_032213.bin**) is now available for download and installation from the Support section of the Vari-Lite web site (www.vari-lite.com).

VLX Wash Luminaires manufactured on and after **03/29/13** will have this software installed.

Note: Please review this bulletin in its entirety before downloading and installing the software. It is not necessary to download and install this software update unless you wish to include the new feature described herein.

For instructions on downloading and installing VARI*LITE luminaire software, refer to luminaire's user manual.

For more information on the USB Luminaire Programming Kit (Vari-Lite part number 28.8500.0054), please contact your Authorized VARI*LITE Dealer or Vari-Lite customer service.

If you have any questions regarding this release or your VARI*LITE product, please contact Vari-Lite Customer Service at 1-877-VARILITE (or +1-214-647-7880) or via e-mail at entertainment.service@philips.com.

Release Notes

Update to VLX Wash software (03/22/13):

- This version of software addresses and resolves a color calibration issue associated with software version **03/12/13**.

- VLX Wash software 03/22/13 incorporates a new feature that allows independent control of all seven LED engines. **Figure 1-1** illustrates the LED engine positions. This new feature is called, Mode 2.
- Mode 2 is accessed through the on-board menu system as follows:

  DMX > Channel Mapping > Mode 2
- Mode 2 changes the DMX channel count of the VLX wash luminaire from 23 channels to 72 channels. Refer to "Channel Mapping (Mode 2)" on page 3 of this bulletin for more information.
- When the luminaire is set to Mode 2, the fixture will naturally respond to desk commands with all engines together. To enable operation of individual engines, the "Engine Modifier" channel (channel 16) must be set to one of three following settings:
  1) ***Independent LED Control*** - DMX 11 - 20. This setting allows for independent control of all LED engines and follows timing channel values set by the operator.
  2) ***Independent LED Control (Fast)*** - DMX 21 - 30. This setting allows for independent control of all LED engines and automatically sets timing channel values to 0 (zero) for quick snap color changes.
  3) ***Independent LED Control (Smooth)*** - DMX 31 - 40. This setting allows for independent control of all LED engines and automatically sets timing channel values to 255 for smooth changes.

LED Engine Positions*

*LED positions illustrated for individual LED (operational) control, not for service identification.

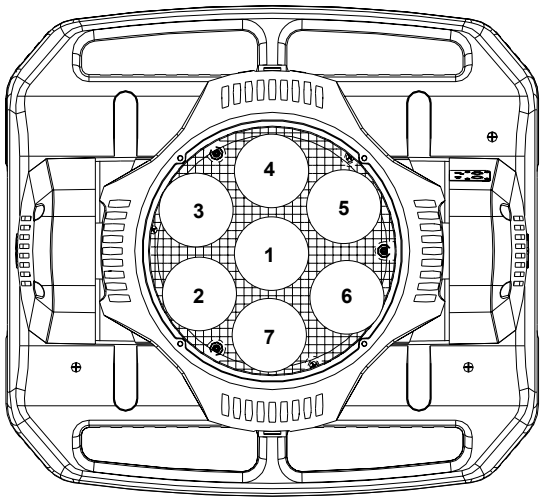

Figure 1-1: VLX Wash LED Engine Position

- When setting "Engine Modifier" channel to Combined Engine Control (DMX values 0 - 10), the control of the first engine will control all 7 LED engines. *Note: Channel 16 should be defaulted to 0 on the control console.*

DMX Operation

Channel Mapping (Mode 2)

These tables assume a DMX start address of 1. When a different starting address is used, this address becomes the first channel function and other functions follow in sequence.

Table 1-1: VLX Wash Luminaire Mapping Mode 2

DMX Channel	Parameter	Range DMX	Range%	**Default** - *These values are recommended console default values*	Description
1	Intensity - High	0 - 65535	0 - 100%	0	16-bit control for Intensity of LED settings.
2	Intensity - Low				
3	Pan - High Byte	0 - 65535	0 - 100%	32768	16-bit control of Pan - 540^{o} of movement.
4	Pan - Low Byte				
5	Tilt - High Byte	0 - 65535	0 - 100%	32768	16-bit control of Tilt - 270^{o} of movement.
6	Tilt - Low Byte				
7	Beam Spreader	0 - 255	0 - 100%	0	Controls beam angle from 23^{o} to 58^{o} (DMX 255)
8	Intensity Time	0 - 255	0 - 100%	255	Allows for luminaire timing of intensity. Profile should default to DMX 255 for smoothest console fade times.
9	Focus Time	0 - 255	0 - 100%	255	Allows for luminaire timing of pan and tilt. Profile should default to DMX 255 for smoothest console fade times.
10	Color Time	0 - 255	0 - 100%	255	Allows for luminaire timing of color mixing. Profile should default to DMX 255 for smoothest console fade times.
11	Beam Time	0 - 255	0 - 100%	255	Allows for luminaire timing of zoom. Profile should default to DMX 255 for smoothest console fade times.

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12	Control	0 - 255	0 - 100%		Used to set different modes, parameters, and functions of the VLX Wash. Set control channel value for desired action. Hold value for at least 3 seconds. Set control channel value to 0 without any scaling. Default Setting on Console = DMX 0 Reset All to Defaults** = DMX 5 - 7 Quiet Mode† = DMX 11 - 13 Level Light Mode† = DMX 14 -16 Constant Fans Mode† = DMX 17 - 19 Normal Mode† = DMX 20 - 22 Dimmer Curve LINEAR† = DMX 31 - 32 Dimmer Curve SQUARE LAW† = DMX 34 - 35 Full Luminaire Reset = DMX 81 - 87 Color Calibration OFF† = DMX 116 - 117 Color Calibration ON† = DMX 118 - 120 Fixture Sleep = DMX 245 - 249 Fixture Wake Up* = DMX 250 - 255 Notes: *Please note that Fixture Wake Up will completely re-calibrate the fixture. ** When resetting to defaults, the following will be enabled on the luminaire: • Normal Mode • Dimmer Curve SQUARE LAW • Color Calibration ON † These settings require the Command Lock in Menu to be set to OFF in order to change on Control Channel. Resetting to defaults will turn Command Lock OFF.
13	*For Future Use*				
14	*For Future Use*				
15	Strobe	0 - 255	0 - 100%	0	Controls strobe operations as follows: Open = DMX 0 - 2 Closed = DMX 3 - 5 Slow Rand = DMX 6 - 7 Med Rand = DMX 8 - 10 Fast Rand = DMX 11 - 12 Strobe Range = DMX 13 - 127 (fastest) Pulse + Slow Rand = DMX 128 - 129 Pulse + Med Rand = DMX 130 - 131 Pulse + Fast Rand = DMX 132 - 133 Pulse + Range = DMX 134 - 191 Pulse - Slow Rand = DMX 192 - 193 Pulse - Med Rand = DMX 194 - 195 Pulse - Fast Rand = DMX 196 - 197 Pulse - Range = DMX 198 - 255
16	Engine Modifier	0 - 255	0 - 100%	0	Used for setting fixture into expanded mode for control of individual LED engines.DMX values as follows: Combined Engine Control = DMX 0 - 10 (the first set of RGBW channels controls all LEDs) Independent LED Control = DMX 11 - 20 (Follows Timing Channels) Independent LED Control (Fast) = DMX 21 - 30 Independent LED Control (Smooth) = DMX 31 - 40

Table 1-1: VLX Wash Luminaire Mapping Mode 2

17	Red 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Red LED level, LED Engine 1 - from 0 to full
18	Red 1 - Low Byte				
19	Green 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Green LED level, LED Engine 1 - from 0 to full
20	Green 1 - Low Byte				
21	Blue 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Blue LED level, LED Engine 1 - from 0 to full
22	Blue 1 - Low Byte				
23	White 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control for White LED level, LED Engine 1 - from 0 to full
24	White 1 - Low Byte				
25	Red 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Red LED level, LED Engine 2 - from 0 to full
26	Red 2 - Low Byte				
27	Green 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Green LED level, LED Engine 2 - from 0 to full
28	Green 2 - Low Byte				
29	Blue 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Blue LED level, LED Engine 2 - from 0 to full
30	Blue 2 - Low Byte				
31	White 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control for White LED level, LED Engine 2 - from 0 to full
32	White 2 - Low Byte				
33	Red 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Red LED level, LED Engine 3 - from 0 to full
34	Red 3 - Low Byte				
35	Green 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Green LED level, LED Engine 3 - from 0 to full
36	Green 3 - Low Byte				
37	Blue 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Blue LED level, LED Engine 3 - from 0 to full
38	Blue 3 - Low Byte				
39	White 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control for White LED level, LED Engine 3 - from 0 to full
40	White 3 - Low Byte				
41	Red 4 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Red LED level, LED Engine 4 - from 0 to full
42	Red 4 - Low Byte				
43	Green 4 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Green LED level, LED Engine 4 - from 0 to full
44	Green 4 - Low Byte				
45	Blue 4 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Blue LED level, LED Engine 4 - from 0 to full
46	Blue 4 - Low Byte				
47	White 4 - High Byte	0 - 65535	0 - 100%	0	16-bit control for White LED level, LED Engine 4 - from 0 to full
48	White 4 - Low Byte				
49	Red 5 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Red LED level, LED Engine 5 - from 0 to full
50	Red 5 - Low Byte				
51	Green 5 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Green LED level, LED Engine 5 - from 0 to full
52	Green 5 - Low Byte				
53	Blue 5 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Blue LED level, LED Engine 5 - from 0 to full
54	Blue 5 - Low Byte				
55	White 5 - High Byte	0 - 65535	0 - 100%	0	16-bit control for White LED level, LED Engine 5 - from 0 to full
56	White 5 - Low Byte				
57	Red 6 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Red LED level, LED Engine 6 - from 0 to full
58	Red 6 - Low Byte				
59	Green 6 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Green LED level, LED Engine 6 - from 0 to full
60	Green 6 - Low Byte				

Table 1-1: VLX Wash Luminaire Mapping Mode 2

61	Blue 6 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Blue LED level, LED Engine 6 - from 0 to full
62	Blue 6 - Low Byte				
63	White 6 - High Byte	0 - 65535	0 - 100%	0	16-bit control for White LED level, LED Engine 6 - from 0 to full
64	White 6 - Low Byte				
65	Red 7 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Red LED level, LED Engine 7 - from 0 to full
66	Red 7 - Low Byte				
67	Green 7 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Green LED level, LED Engine 7 - from 0 to full
68	Green 7 - Low Byte				
69	Blue 7 - High Byte	0 - 65535	0 - 100%	0	16-bit control for Blue LED level, LED Engine 7 - from 0 to full
70	Blue 7 - Low Byte				
71	White 7 - High Byte	0 - 65535	0 - 100%	0	16-bit control for White LED level, LED Engine 7 - from 0 to full
72	White 7 - Low Byte				