

PHILIPS

Strand Lighting

TECHNICAL BULLETIN

SUBJECT: 500ML CONSOLE SOFTWARE VERSION 2.15 RELEASE	SERIES: 500ML Consoles
DISTRIBUTION: General Release	STATUS: Routine

Introduction

500ML Console Software Version 2.15

Philips Entertainment Lighting has released a new version of software for the 500ML Lighting Control Console. Software Version 2.15 is available for immediate download from the Support section of the Philips Entertainment Lighting web site at www.philips.com/entertainmentlighting.

This version of software not only resolves reported issues but advances the console with additional features.



Note: This bulletin is for information purposes only. Users and owners are not required to inspect or load this version of software in their 500ML consoles unless they wish to have these added improvements and features.

Version 2.15 Release Summary

The following pages contain a description of some of the improvements incorporated in this software. All information, features, and software updates are included in the current release - Version 2.15. For more detailed information about the new features, refer to the 500ML Console Release Notes, which can be downloaded from the 500ML Console product page on the Philips Entertainment Lighting website at www.philips.com/entertainmentlighting.

Important Notes

Software Version 2.15 is only compatible with show files recorded with v2.1 or later. It is not compatible with v1.sx series show files. Should the user need to run a v1.x show, the console can be downgraded back to v1.x software. The console software can be up and downgraded at any time.

New Features

Software Version 2.15 has many new features and enhancements to make programming easier. It has been designed to provide a logical work flow, adding complex timing, playback parameters and new effects to the system.

New Cue List System

- Point Cues and the ability to Move/Copy Cues and reorganize Cue lists more easily

- A hierarchical Parameter Timing System with three levels of timing
 - Cue Default Timing with the ability to split them into In-and Out Timings
 - Parameter Group Timings (IFCB)
 - Individual Parameter Timings for each Parameter of each individual Fixture
- Individual configuration options for each cue: Name and Comment, Timing, Trigger and Trigger Options, Move in Black (MiB) Cue, Delay and Fade Time

New Cue List Playback Options

- Real A/B Crossfade
- Live In-fade Update and Live morphing between multiple Cue lists
- Configurable Master Speed and Fade Fader
- Global Effect Size and Speed Master Faders

New Effects Engine

- Many new options such as group count, buddy count, wings, direction, shot count, individual fade and delay timing
- The ability to auto-generate random parameters for a given parameter range in order to create random-looking effects
- An Effects Library with pre-defined effects
- Ability to run multiple effects on the same Parameter
- Auto-Synchronization of multiple effects
- Automatic morphing between effects
- Global Effect Size and Speed Masters

Programmer View

The programmer view adds buttons to access timing parameters. These allow times to be given both for individual fixtures or parameters if required. The effects engine has been totally re-designed with a host of new effects possibilities, helping you unlock your creativity.

Cue Lists

The cue list now has a new set of options, including:

- Name and Comment
- Trigger Type and Trigger Time
- In and Out Fade and Delay Timings
- Snap Time
- IFCB Timings
- MiB Settings (Cue and Timing)
- Remote Commands and Command Delay
- Info Columns for Split Timing and Effect Count

A featured **Move in Black Cue** function has been added to the cue list. This feature executes parameter values and effects earlier than the cue point, giving a smooth progression during the cue playback.

Cues

The fundamentals of how Cues are recorded has not changed. A few important extensions have been added, with the console now supporting point cues.

Default timing can also be set if required from the “Show Setup” section.

Cue Move and Copy commands extended these features further, making it quick to build lighting states.

Cue Playback

V2.15 introduces real A/B crossfaders into cue lists, through the **Edit Fader** and the **Fader** dialogue drop down list.

A/B fades can be temporarily overridden with the Go key.

Fixture Library Improvements

The fixture editor now includes new columns for the newly introduced **Move in Black (MiB)** and **Parameter ranges**, support icons and colors.

Show Settings

With all these new features, the show settings Menu has been changed to incorporate a new sub-menu column, allowing settings to be made for the generic show timing values.

Updating 500ML Console Software via USB Key

Please Read

All information shown in this guide is for reference purposes only and is intended as a simple reference document to update console software. Please refer to the Philips Entertainment Lighting web site for the latest software release version, to the QuickStart Guide (supplied with the console) and the User’s Manual (available for download on the Philips Entertainment Lighting web site at www.philips.com/entertainmentlighting) for complete and updated information about your product.



Note: Show files created with earlier versions of 500ML Console software are not compatible with Version 2.15. To run earlier recorded shows, revert to the earlier version.

In order to update the software on the console, make sure you have downloaded the appropriate software from the Philips Entertainment Lighting website. Copy the downloaded file (with the file extension.swu) to the “\strandml\software_update” folder on the USB key supplied with the console.

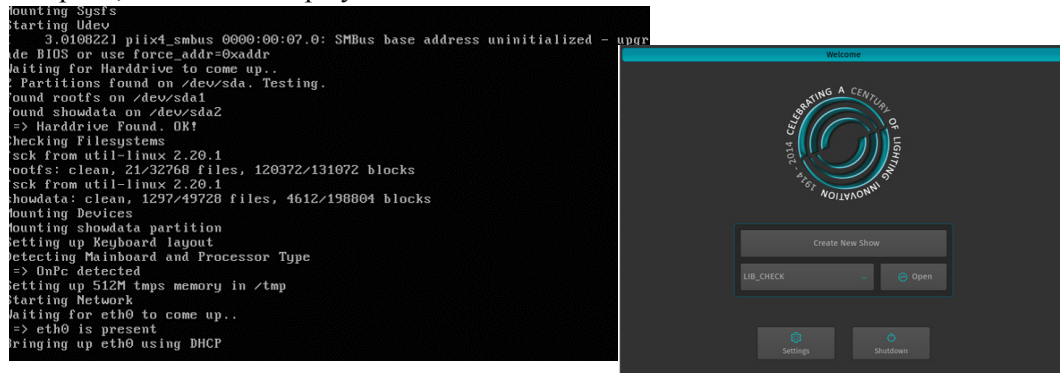
Software Preparation

- Step 1. Download and extract the strandml_v2.15.swu file into the appropriate update folder on the USB key. If updating from v0.95 or later the folder is:

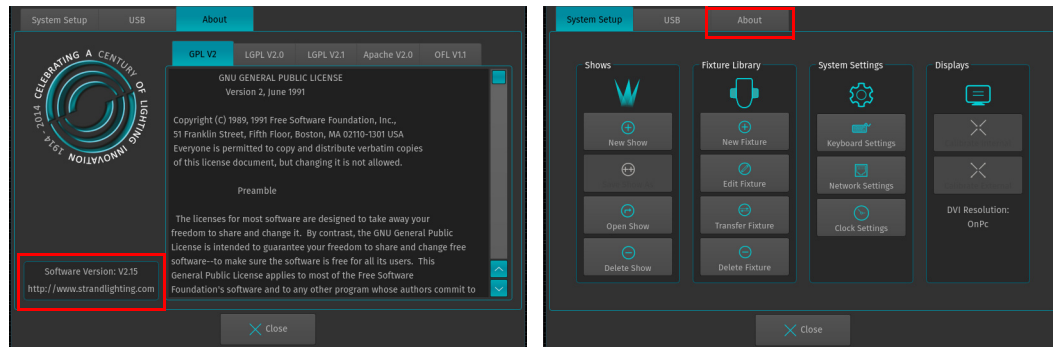
<drive_letter>:\strandml\software_update\

Note: The folder name is case sensitive and must be correct for the console to find the software file.

While the console is booting, the screen will display text similar to what is shown below. When complete, the console displays the Welcome Screen.



Step 2. Check current software version by choosing **System Settings** and then click on the **About** tab at the top of the screen. The current software version is displayed at the bottom left of the screen.

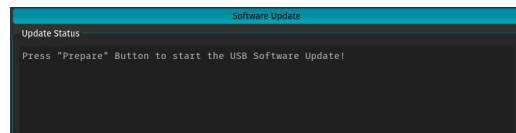
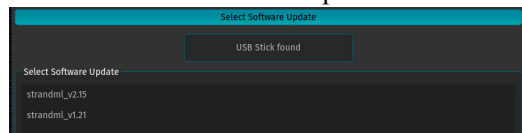
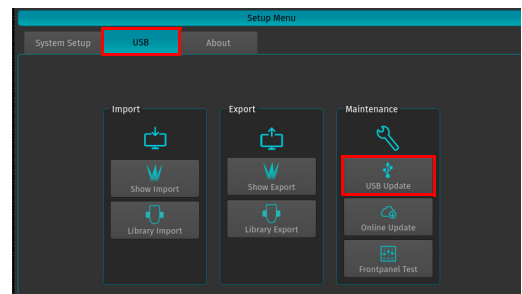


Step 3. Press **Close** to return to the previous screen.

Step 4. Insert the USB key in an available console port and choose the **USB** tab.

Step 5. From the **Maintenance** group, select **USB Update**.

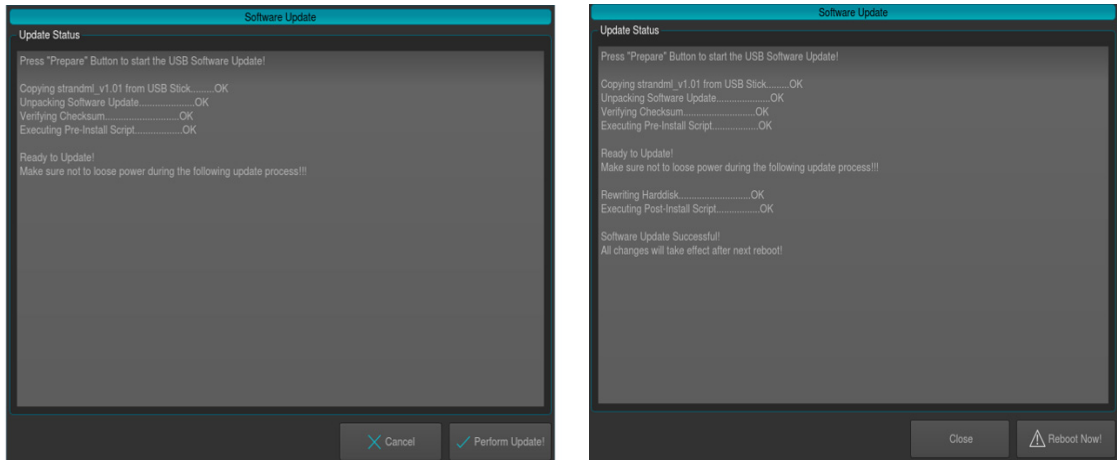
Step 6. Select the desired software version from the list and then press **Select**.



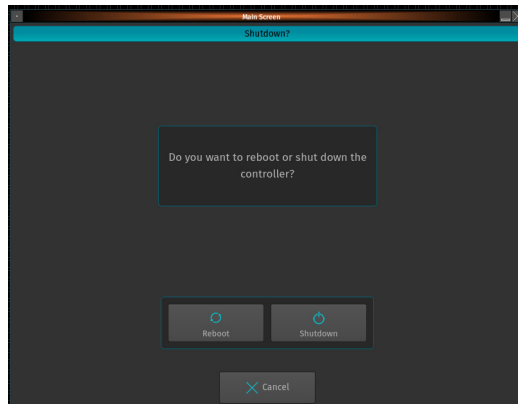
Note: If no software versions show in the **USB Update** list, double check that the **.swufiles** have been saved and that the folder name is correct.

Step 7. Press **Prepare Update**. This unpacks the software, ready for the installation.

Step 8. Once the new software has been unpacked, press **Perform Update** to proceed, noting the warning not to lose power during this process.



Step 9. Once the new software has been installed, the console will need to be rebooted. Confirm the reboot and restart the console.



Step 10. After the reboot is complete, check the new version by selecting Settings and then the “About” tab to confirm that the new software version has been installed.

Need Assistance? Have Questions?

If you require technical assistance with loading updated console software, please contact your Authorized Dealer or Philips Entertainment Lighting Technical Support. A list of authorized dealers in your area and technical support contacts is located on the Philips Entertainment Lighting web site at www.philips.com/entertainmentlighting.