

Light Engine Control Pod

Set Up and Operating Instructions



FIGURE A: Light Engine Control Pod showing the main (0-100 analog intensity) display, **LEFT** and **RIGHT** push buttons and rotary dial controls



FIGURE B: Light Engine selection display



FIGURE C: Color assign display

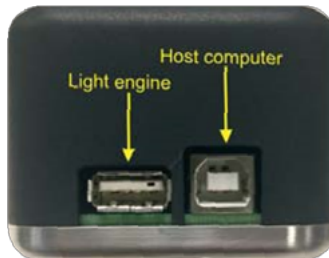


FIGURE B: USB connectors on the rear of the light engine control pod

Set Up:

1. Connect the USB A port of the Light Engine control pod accessory to the serial port of the Light Engine according to the table below.

Light Engine	Light Engine Serial Port	Cable
AURA	RS-232 or USB B	RS-232 to USB A (29-10011) or USB A to USB B (29-10058)
LIDA	USB A	USB A to USB A (29-10057)
MIRA	USB A	USB A to USB A (29-10057)
SOLA SE	USB A or USB B*	USB A to USB A (29-10057) or USB A to USB B (29-10058)
SPECTRA/SPECTRA X	RS-232	RS-232 to USB A (29-10011)

*SOLA SE Light Engines shipped before November 2014 have USB A. SOLA SE Light Engines shipped after November 2014 have USB B.

2. For stand-alone operation with SPECTRA X, SPECTRA and AURA Light Engines with RS-232 serial ports, connect a DC power supply (5V/500mA) to the USB B port of the pod [1].
3. Alternatively, if pass-through control from a host computer is required, connect the USB B port of the control pod to a USB A port on the host computer.
4. Press and hold the RIGHT button on the pod until the Light Engine selection display appears. Turn the rotary dial to move the cursor and select the Light Engine model connected to the pod. Press the RIGHT button again to return to the main display screen. [2]
5. The assignment of Light Engine color channels can be adjusted [3]. Press and hold the LEFT button for 5 seconds until the color assign display appears. Select the desired channel by cycling through the available channels by successive presses of the LEFT button. Select the desired color assignment from the list on the right of the screen by advancing the cursor using the rotary dial. Press, hold and release the RIGHT button to confirm the selection. To return to the main display, turn the rotary dial clockwise until an “Exit” icon appears in the bottom left corner of the screen, then press the RIGHT button.

Notes

- [1] Light Engines with USB serial ports supply power for the pod via the USB connection.
- [2] It is recommended to restart your Light Engine whenever the Light Engine mode selection is changed.
- [3] AURA, SPECTRA and SPECTRA X Light Engines only.



FIGURE E: Color levels display



Figure F: Pass through mode display

Operation (Local Mode)

1. Press the LEFT button to select the desired color channel. Successive presses will cycle through the available color channels.
2. Press the RIGHT button to turn the selected light source ON. Adjust the output intensity using the rotary dial. Press the RIGHT button again to turn the selected light source OFF.
3. Press and hold the LEFT button to access the color levels display and view digital output intensity settings for each color channel [1]. Channels that are currently ON are highlighted with a white background. Press the RIGHT button to return to the main display screen.

Operation (Pass-through Mode)

1. Serial commands sent from a host computer to the USB B port of the control pod will automatically switch the pod from local to pass-through mode, indicated by the message “PC pass through mode active” shown on the pod display screen.
2. Local command mode is disabled as long as pass-through mode remains active.
3. To quit pass-through mode and return to local command mode, press the RIGHT button on the pod twice [2].

Notes

[1] The current intensity settings are internally stored. When the pod is powered down, the settings are retained and will be restored at the next restart.

[2] Changes to channel ON/OFF status and intensity levels made on the host computer during pass-through operation will be automatically replicated in the pod settings.