

The Wife UPdater

user manual

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OVERVIEW

The Wife UPdater is a Windows application that runs through “The Wife” DMX Tester and that provides:

- An on-line editor that allows live programming of moving lamps.
- An off-line editor allowing all “The Wife” Memories and configuration data to be programmed in a console style format.
- A Moving Lamp personality editor.

GETTING STARTED

You need a PC with a connection to the internet to download The Wife UPdater.

Software requirements

The Wife UPdater is compatible with Windows 95, 98, ME, NT5, 2000 & XP.

Hardware requirements

The Wife UPdater requires the following minimum specification to run:

1. Pentium at 133MHz or higher PC Compatible.
2. Windows 95/98/ME/2000/XP operating system.
3. Mouse.
4. VGA 640 x 480 or better.
5. 2 MB Hard disc space.
6. 16 MB ram

Installation

To install the software:

1. Download and open the following file on your PC - <http://www.martin.dk/product/TheWifeUPdater.exe>
2. Extract the setup files to a temporary folder on your PC.
3. Select the Start Menu and then the Run Command.
4. Press the Browse button.
5. Locate the program SETUP.EXE that you extracted in step 2.

The Wife UPdater

- Execute the program.
- The Install Shield program will start.



- Click Next.



- Fill in your name and company (if appropriate) and click Next.

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10. Select a destination directory, or accept the default, and click Next.



11. Select the location of the program on the start menu, or accept the default, and click Next.

The Wife UPdater



12. Confirm that the installation details are correct and click Next.



13. Click Finish to complete the installation.

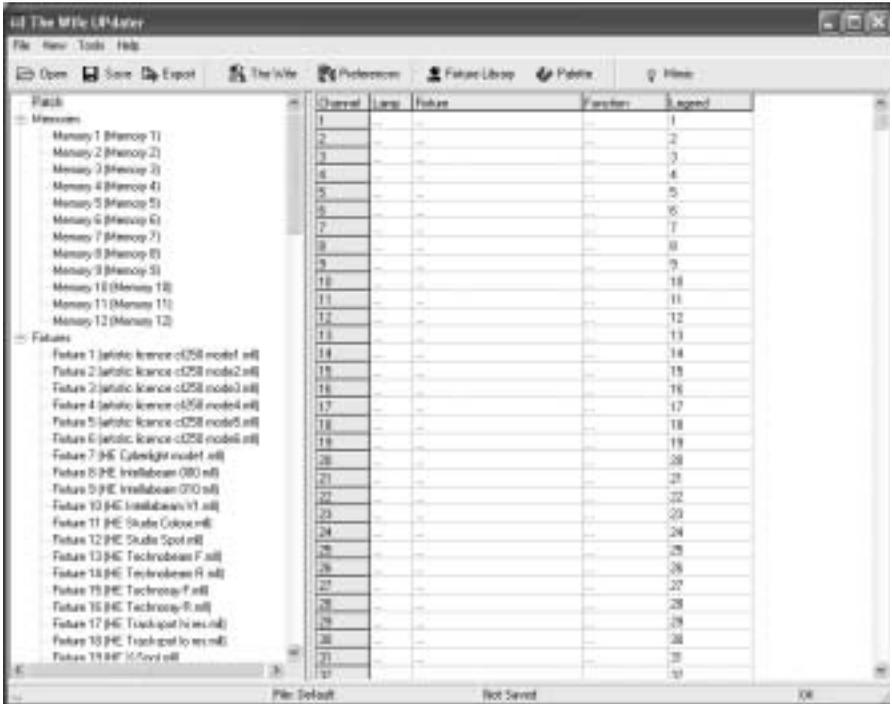
Connecting “The Wife” to your PC

The Wife UPdater communicates with the “The Wife” via the RS232 interface of the PC. The Wife UPdater can access either COM1 or COM2.

The Wife Updater

An XLR5F to 9 pin DB cable is provided with The Wife Updater. The cable contains the RS232 to RS485 conversion electronics required for communications between the PC and “The Wife”.

1. Connect one end of the cable to the DMX512 connector on “The Wife” and the other end to the COM port on your PC.
2. Start the Wife Updater program.



3. Select Tools Preferences.



4. Select the Com port that the “The Wife” is connected to and click OK.
5. Activate communications from “The Wife” by holding down the MENU key while powering “The Wife” on and then selecting TALK TO WIFE

The Wife UPdater

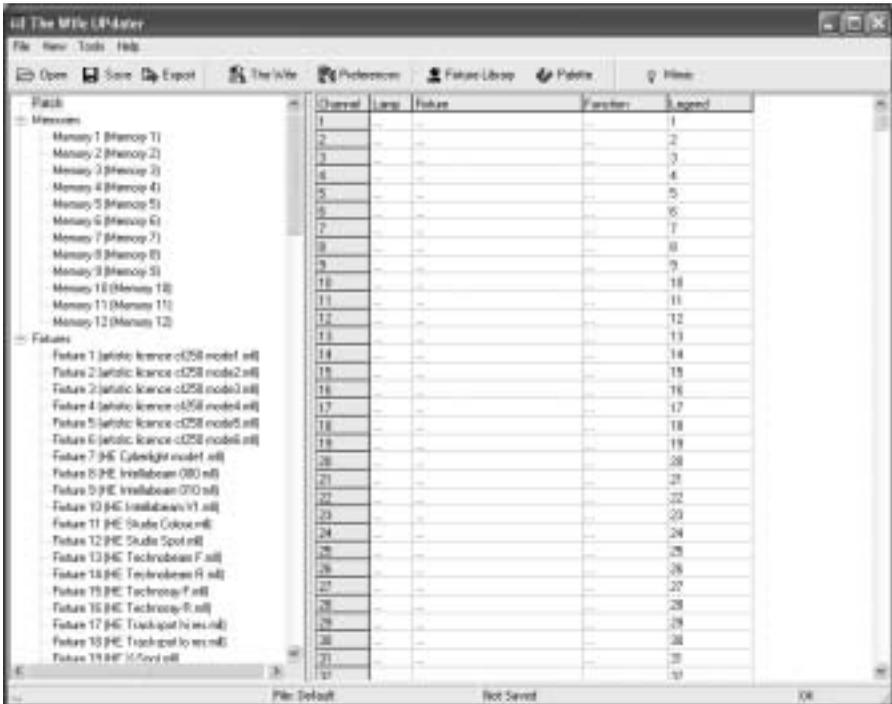
UPDATER (MIC EDIT) (S7). *Note: Always enter this mode prior to pressing the Export button in the Wife Updater.*

Main screen

The Wife UPdater displays the following screen when started.

The left panel of the screen displays the information store. This lists all the data that will be downloaded to The Wife. This is referred to as the Show Panel.

The right panel is used to display the spreadsheet or fader style information for editing presets and lamp personalities. This is referred to as the Edit Panel.

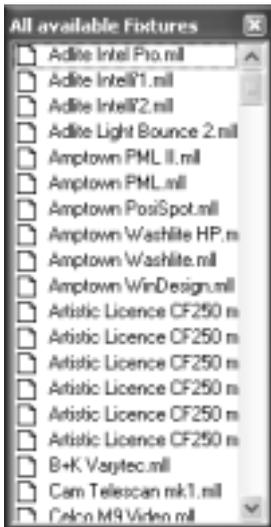


SETTING THE PATCH

The patch is used to select the DMX512 channel allocation that is used in the 'Transmit Memory' menu.

When the 'Patch' option is selected in the Show Panel, the patch spreadsheet is then displayed in the Edit Panel.

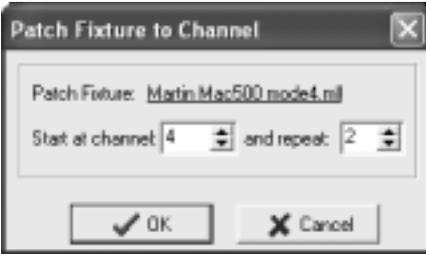
Click the Fixture Library button at the top of the screen. The palette of available fixtures is then displayed:



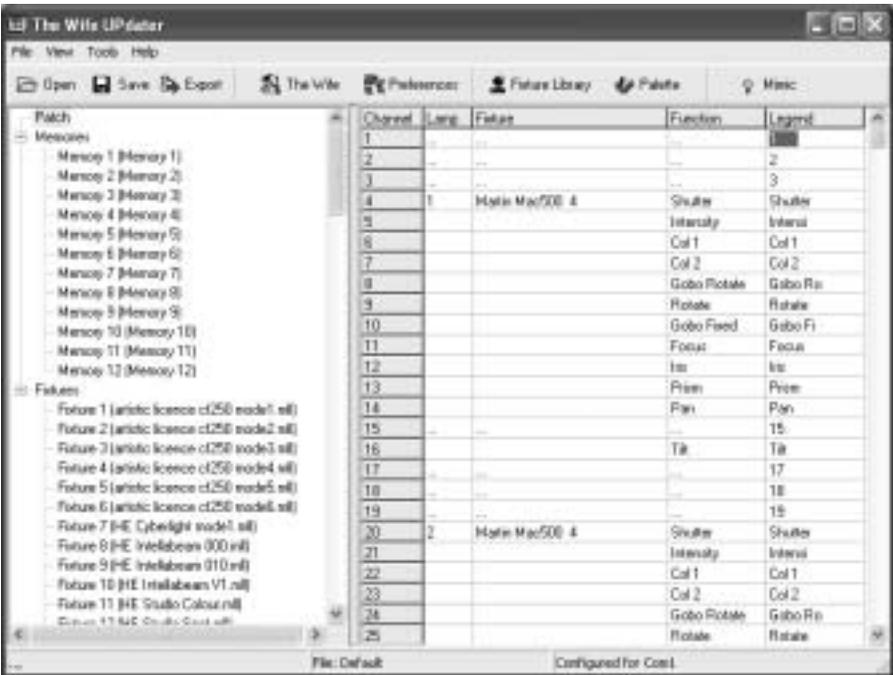
Select the required lamp from the palette and drag in onto the required start channel of the patch.

A dialogue is displayed which confirms the start channel and the number of lamps to be patched.

The Wife UPdater



The example shown will patch two Martin Mac 500s starting at channel 4. The resulting patch is shown below:



Patch columns

The columns of the Patch display provide the following information:

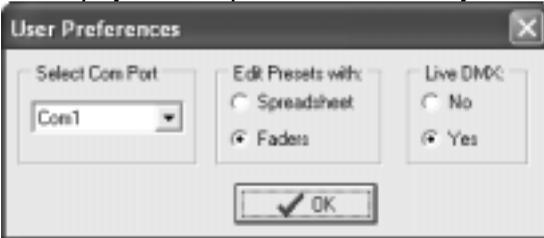
Column	Name	Purpose
1	Channel	Lists the DMX512 channel number from 1 to 512.
2	Lamp	The number of the moving lamp. The Wife UPdater generates this automatically, numbering lamp 1 as the lowest DMX channel value.
3	Fixture	The text name of the moving lamp. This corresponds to the name in the Fixture Library Palette.
4	Function	Describes the lamp function controlled by this channel.
5	Legend	This is a seven character description of the lamp channel function. This text is displayed in the 'Transmit Memory' menu. When a lamp is patched, this field is automatically updated from the lamp function. This field can be edited to override the default behavior.

Deleting a lamp

To delete a lamp from the patch, simply right click on the lamp. A popup menu is displayed offering this option.

EDITING MEMORIES

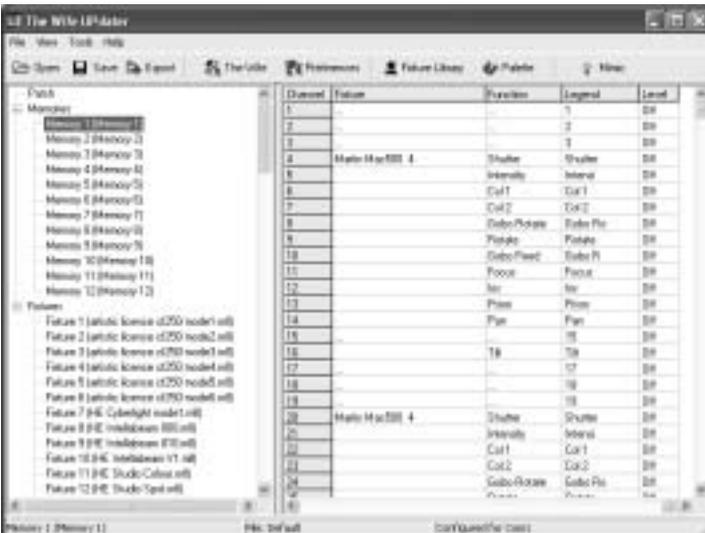
Depending upon the setting in the **Tools**→**Preferences** menu, the Edit Panel will display either a spreadsheet or an array of faders.



To edit a Memory, select the required Memory in the Show Panel.

Editing memories by spreadsheet

When editing memories in spreadsheet mode, the Edit Panel displays as shown below:



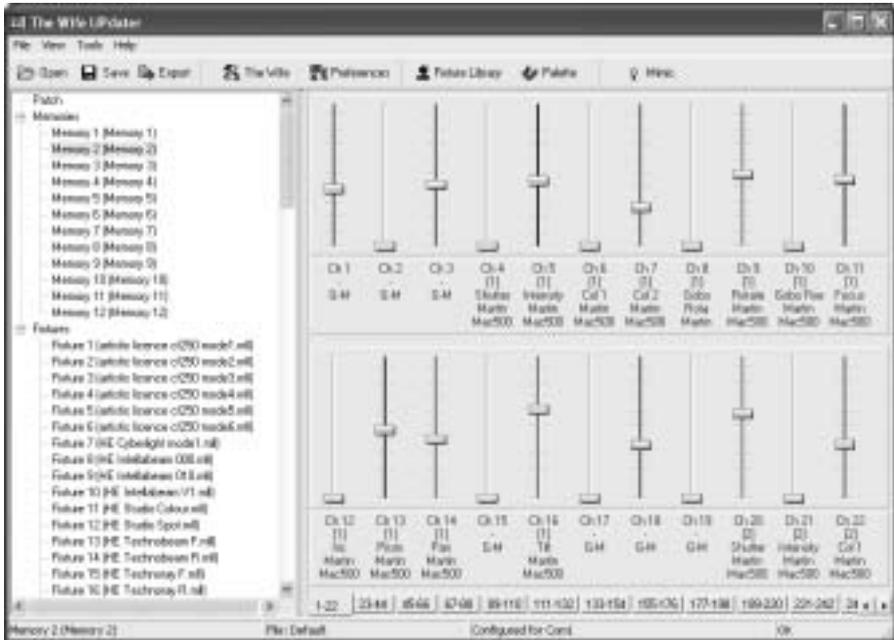
Memory columns

The columns of the Memory spreadsheet are identical to those displayed in Patch mode, with the exception of column 6.

Column	Name	Purpose
1	Channel	Lists the DMX512 channel number from 1 to 60
2	Lamp	The number of the moving lamp. Show-Edit generates this automatically, numbering lamp 1 as the lowest DMX channel value.
3	Fixture	The text name of the moving lamp. This corresponds to the name in the Fixture Library Palette.
4	Function	Describes the lamp function controlled by this channel.
5	Legend	This is a seven character description of the lamp channel function. This text is displayed in the 'Transmit Memory' menu. When a lamp is patched, this field is automatically updated from the lamp function. This field can be edited to override the default behavior.
6	Level	The level of this channel in this Memory. The level can range from 0 to 255. Off is identical to zero level.

Editing memories by fader

When editing memories in fader mode, the Edit Panel displays as shown below:



Fader rows

Each channel of each moving lamp or dimmer is displayed as a fader. Below each fader, a 5 line text display describes the function:

Row	Name	Purpose
1	Channel	The Channel number ranging from 1 to 512.
2	Lamp	The Lamp Number ranging from 1 to 512. Channels that are not patched do not have a lamp number but can still be programmed.
3	Function	A text description of the lamp attribute controlled by this fader.
4/5	Name	The name of the moving lamp.

Setting levels

Dragging the fader knob with the mouse sets fader levels. When the level of a fader is set to any value above zero, tick marks are displayed next to the fader track. The absence of tick marks indicates that the channel is at zero.

Editing levels

Right clicking on any fader produces a popup menu. The popup menu provides numerous Memory editing functions as detailed in the table below.

The fader that is right clicked is described as the selected channel in the table below.

Entry	Name	Purpose
1	Exclude channel from this Memory	Selected channel is set to zero in this Memory
2	Exclude fixture from this Memory	If the selected channel is part of a moving lamp, all channels in the lamp are set to zero in this Memory.
3	Exclude INTENSITY channels of this fixture	If the selected channel is part of a moving lamp and it is an intensity (dimmer) channel, all intensity channels of the lamp are set to zero in this Memory.
4	Exclude POSITION channels of this fixture	If the selected channel is part of a moving lamp and it is a position (pan or tilt) channel, all position channels of the lamp are set to zero in this Memory.
5	Exclude COLOUR channels of this fixture	If the selected channel is part of a moving lamp and it is a color channel, all color channels of the lamp are set to zero in this Memory.

6	Exclude BEAM channels of this fixture	If the selected channel is part of a moving lamp and it is a beam (iris, gobo, prism) channel, all beam channels of the lamp are set to zero in this Memory.
7	Exclude CONTROL channels of this fixture	If the selected channel is part of a moving lamp and it is a control (lamp strike etc.) channel, all control channels of the lamp are set to zero in this Memory.
8	Exclude all INTENSITY channels from Memory	If the selected channel is part of a moving lamp and it is an intensity channel, all intensity channels in this Memory are set to zero.
9	Exclude all POSITION channels from Memory	If the selected channel is part of a moving lamp and it is a position channel, all position channels in this Memory are set to zero.
10	Exclude all COLOUR channels from Memory	If the selected channel is part of a moving lamp and it is a color channel, all color channels in this Memory are set to zero.
11	Exclude all BEAM channels from Memory	If the selected channel is part of a moving lamp and it is a beam channel, all beam channels in this Memory are set to zero.
12	Exclude all CONTROL channels from Memory	If the selected channel is part of a moving lamp and it is a control channel, all control channels in this Memory are set to zero.
13	Clear Memory to zero	Sets all channels to zero level.
14	Clear Memory to off	Sets all channels to zero level.
15	Remove fixture from patch	Removes this fixture from the patch.

USING PALETTES

To display the palette, click on the Palette button at the top of the screen. The Palette contains 50 entries that contain settings for every attribute of every fixture.

These values are defined in the Fixture Editor.

For ease of use, the palette entries are coded by color, but they are equally valid for use with position and beam attributes.

The palette can be used in both spreadsheet and fader view of a Memory.

Simply drag the required palette entry and drop it on the required fixture. The cursor changes to a hand icon with a small moving lamp icon.



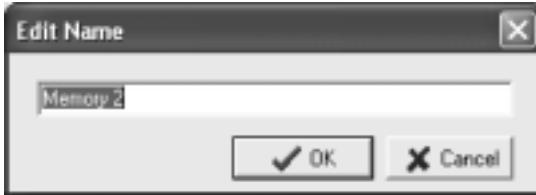
The entire fixture changes to represent the levels contained in the palette. This drag and drop function can be further modified by combination of the Shift, Ctrl and Alt keys as detailed in the table below.

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Hold Key	Cursor	Dropping on Channel Type	Result
None	Moving Lamp Icon	All	Entire fixture is set to the level contained in the palette.
Shift	Fader Icon	All	Only the channel that is dropped upon will change to the palette value.
Ctrl	Light Bulb	Intensity	All intensity channels within the fixture change to the levels contained within the palette.
	Arrows	Position	All intensity channels within the fixture change to the levels contained within the palette.
	Color Wheel	Color	All intensity channels within the fixture change to the levels contained within the palette.
Ctrl cont	Diamond Gobo	Beam	All intensity channels within the fixture change to the levels contained within the palette.
	Hammer	Control	All intensity channels within the fixture change to the levels contained within the palette.
Alt	Multiple Lamps	All	Sets all patched fixtures to the levels contained in the palette.

Editing memory legends

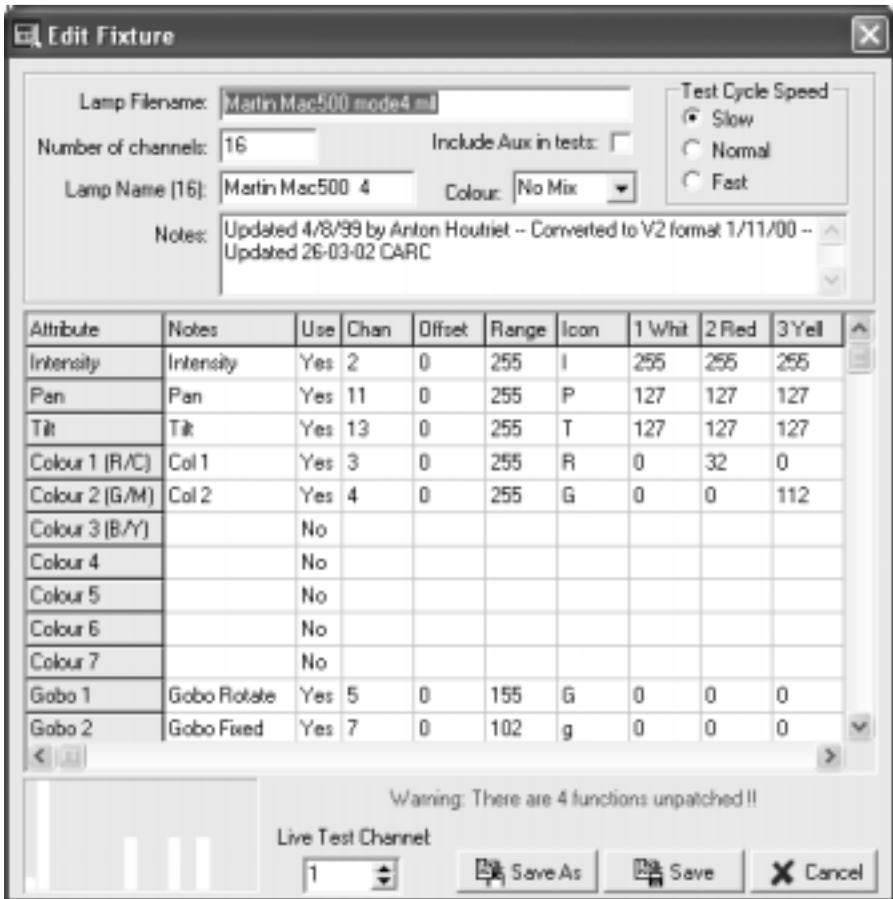
The name or legend of each Memory can be changed by right clicking on the required Memory and selecting **Edit name** from the pop-up menu.



EDITING FIXTURES

To edit a fixture personality, double click on a fixture entry in the Fixture Palette.

The following dialogue is displayed (this example is the Martin Mac 500 mode 4).



Spreadsheet

The spreadsheet displayed allows each of the possible fixture attributes to be controlled. Each attribute (pan, tilt etc.) contains the settings detailed below:

Column	Name	Function Result
1	Attribute	Defines the fixture channel type.
2	Notes	This field is simply for your information; it is not downloaded to “The Wife” DMX Tester.
3	Use	Set to Yes if this channel function is active.
4	Chan	This is the channel address for this lamp attribute. Numbering is in the range 1 to 38.
5	Offset	This is the minimum value of data that is valid for this attribute. Normally this is zero, however some fixtures (the MadScan for example) mix attributes on a single channel. If intensity is controlled over the range 128 to 255, you must enter a value of 128 in this field.
6	Range	This is the range of values of data that is valid for this attribute. Normally this is 255, however some lamps (the MadScan for example) mix attributes on a single channel. If intensity is controlled over the range 128 to 255, you must enter a value of 127 in this field.

7	Icon	<p>This field is for file compatibility with Show-Control. The following are the default abbreviations:</p> <table border="1"> <thead> <tr> <th data-bbox="400 316 602 376">Abbreviation</th> <th data-bbox="602 316 984 376">Attribute</th> </tr> </thead> <tbody> <tr> <td data-bbox="400 376 602 427">P</td> <td data-bbox="602 376 984 427">Pan</td> </tr> <tr> <td data-bbox="400 427 602 478">T</td> <td data-bbox="602 427 984 478">Tilt</td> </tr> <tr> <td data-bbox="400 478 602 529">R</td> <td data-bbox="602 478 984 529">Red</td> </tr> <tr> <td data-bbox="400 529 602 580">G</td> <td data-bbox="602 529 984 580">Green</td> </tr> <tr> <td data-bbox="400 580 602 632">B</td> <td data-bbox="602 580 984 632">Blue</td> </tr> <tr> <td data-bbox="400 632 602 683">C</td> <td data-bbox="602 632 984 683">Color</td> </tr> <tr> <td data-bbox="400 683 602 734">g</td> <td data-bbox="602 683 984 734">Gobo</td> </tr> <tr> <td data-bbox="400 734 602 785">I</td> <td data-bbox="602 734 984 785">Intensity</td> </tr> <tr> <td data-bbox="400 785 602 836">i</td> <td data-bbox="602 785 984 836">Iris</td> </tr> <tr> <td data-bbox="400 836 602 874">p</td> <td data-bbox="602 836 984 874">Prism</td> </tr> </tbody> </table>	Abbreviation	Attribute	P	Pan	T	Tilt	R	Red	G	Green	B	Blue	C	Color	g	Gobo	I	Intensity	i	Iris	p	Prism
Abbreviation	Attribute																							
P	Pan																							
T	Tilt																							
R	Red																							
G	Green																							
B	Blue																							
C	Color																							
g	Gobo																							
I	Intensity																							
i	Iris																							
p	Prism																							
8-58	Palette	<p>This is the default data value for each attribute of each palette.</p>																						

Header

The header to the spreadsheet allows overall configuration of the fixture:

Field	Function
<i>Lamp Filename</i>	The name of the file that contains this fixture personality.
<i>Number of Channels</i>	Used to enter the total number of channels required by this fixture.
<i>Lamp Name</i>	This is the 16 character name of the fixture.
<i>Color</i>	Defines whether the fixture uses red, green, blue or cyan, magenta, yellow color mixing.
<i>Include Aux In Test</i>	If this box is ticked, Micro-Scope will include all the Aux attributes in the automatic tests. Generally you will not select this as the Aux attributes are used for controls needed to make the entire lamp operate.
<i>Test Cycle Speed</i>	Three options of speed for the automatic test ramp are provided. Generally you would use Slow to Normal for moving heads and Normal to Fast for moving mirrors.
<i>Notes</i>	This field is provided to document revisions to the personality.

Footer

The footer to the spreadsheet provides two additional controls:

Field	Function
<i>Graph</i>	The graph shows the level of each consecutive fixture channel for the selected palette. It also changes color to reflect the color assigned to the palette.
<i>Live Test Channel</i>	This defines the DMX512 channel to use for live testing the fixture data. If a fixture is available, this greatly simplifies the task of data entry.
<i>Warning Display</i>	The Warning Display provides help with entry of complex lamps. Show-Edit analyses the data as you enter it, and checks for any possible problems. The display options are:
	Error: Channel <i>x</i> is duplicated: This means that you have entered identical channel numbers for two or more lamp functions.
	Error: There are <i>x</i> channels over patched: This means that you have entered a channel number that exceeds the number in 'Number of Channels'.
	Error: There are <i>x</i> functions over patched: This means that you have entered more lamp functions than the number in 'Number of Channels'.
	Warning: There are <i>x</i> functions unpatched: This means that you have entered less lamp functions than the number in 'Number of Channels'. Unpatched functions transmit with a zero channel level. This is therefore a warning not an error. On complex lamps, you will regularly see this message.
	OK: <i>X</i> channels patched: This message simply confirms that all is well.

Finishing editing

To finish the editing there are three options:

Save As: Allows the edited personality to be saved as a new personality. This is useful when entering a new mode for a fixture as only the differences need be entered.

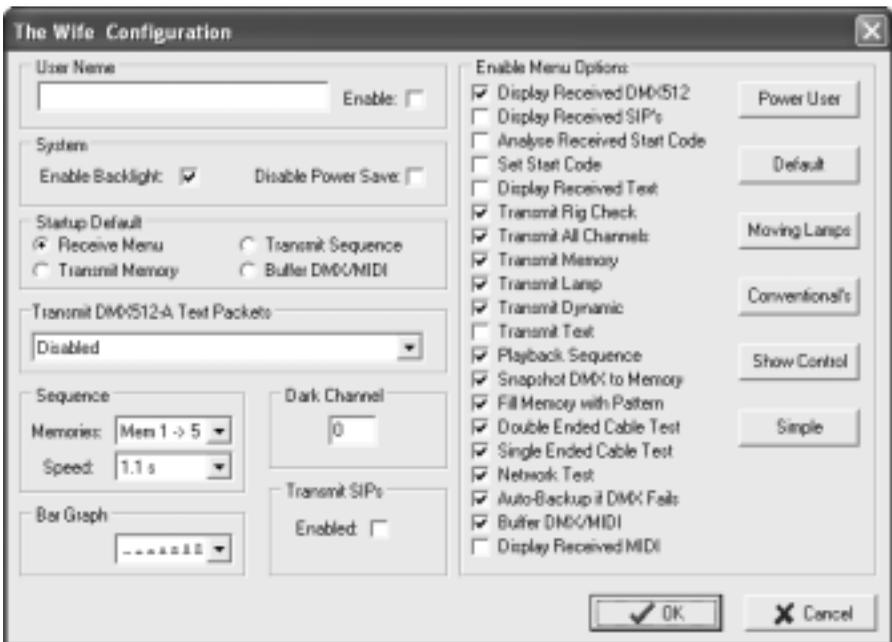
Save: Simply saves the edited personality.

Cancel: Drops any changes made during the editing session.

EDITING “THE WIFE” DMX TESTER CONFIGURATION

“The Wife” DMX Tester configuration dialogue is displayed by clicking **The Wife** button at the top of the screen.

The dialogue displayed, allows access to all The Wife configuration items.



Field	Function
<i>User Name</i>	When the enable box is ticked, the 32 character user name will be displayed when The Wife is switched on. The user name is also displayed when The Wife enters power saving mode.
<i>Enable Backlight</i>	When ticked, the backlight is enabled. On battery power, the backlight switches of after a period of inactivity. On mains power, the backlight is continuously on.
<i>Disable Power Saving</i>	When ticked, The Wife will not enter power saving mode.
<i>Startup Default</i>	This is used to select one of four possible start menus. The selected menu is used when The Wife is switched on or exits from power saving.
<i>Transmit DMX512-A Text</i>	<p>This option is used to select one of four preset text messages in order to check text reception on other equipment.</p> <p>When Transmit Text is selected, the text DMX frame is sent once every 64 packets of standard (start code zero) DMX512.</p> <p>If this is not desired, set the message to None before exiting the menu.</p>
<i>Sequence</i>	The two controls are used to select the range of memories and the inter step delay for sequence playback.
<i>Bar Graph</i>	The control allows one of eight position bar graph fonts to be selected. The selected font is used in the Receive DMX512 menu.
<i>Dark Channel</i>	The Dark Channel control is used to set the level to be transmitted in place of zero (dark) channels when operating in either Rig Check or Transmit Dynamic Mode.

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<i>Transmit SIPs</i>	<p>The Transmit SIPs option is used to enable the transmission of System Information Packets.</p> <p>When enabled, a single SIP packet is sent for every 64 standard packets.</p> <p>If Text DMX is enabled (Menu 10), the SIP packet is sent every 65 packets.</p>
<i>Menu Options</i>	<p>The Menu Options section is used to enable or disable individual menus within The Wife. When the box is ticked, the relevant menu is enabled. The six buttons are simply shortcuts to select menu lists that may be useful.</p>

MENU

The main menu functions can also be accessed from the button panel at the top of the screen. The main functions are:

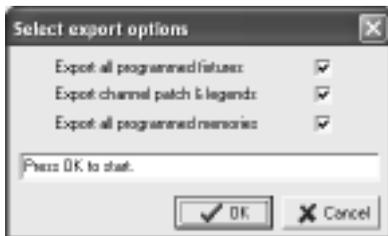
- Open** Used to load a file from disc into The Wife UPdater.
- Save** Used to save a file from The Wife UPdater to disc.
- Import** Used to read an USITT ASCII text format file.
- Export** Used to send data from The Wife UPdater to The Wife.
- Configuration** Used to set The Wife UPdater configuration options.

Export

Export sends data from The Wife UPdater to The Wife DMX Tester. Not all data is sent to “The Wife” DMX Tester, so you should save your show to disc as well as exporting.

Ensure that The Wife is switched on, connected to the PC com port and displaying ‘*Waiting for The Wife UPdater to talk*’.

Once the Export key is pressed, the following is displayed:



The Export Dialogue allows the user to select which of the three types of data should be exported. The configuration data is always exported, even when all three boxes are un-ticked.

Select the relevant types and then click the OK key.

The Wife UPdater will then export the data. The export process may take up to two minutes. When the Export process finishes, press “The Wife” DMX Tester

MENU key to return to the Setup Menu. Should “The Wife” DMX Tester display an error at any point, cancel the Export and start the process again.

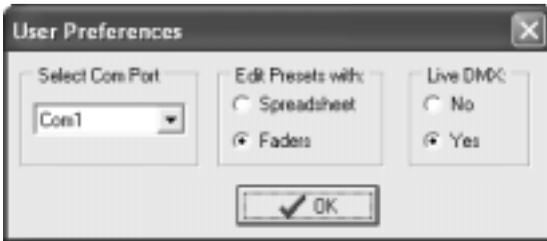
Live editing

The Wife UPdater is able to send live DMX512 data via “The Wife” DMX Tester when editing.

This allows the show to be programmed visually with the aid of the actual lighting rig.

To use this feature, ensure that “The Wife” DMX Tester is in ‘Talk to The Wife UPdater/MIC-Edit’ mode.

The Setting dialogue allows this feature to be enabled and also the PC com port to be selected:



USITT ASCII import

The Wife UPdater allows the import of USITT ASCII text files. This is an international standard designed to allow lighting data to be transferred between differing manufacturers.

The Wife UPdater implements the following subset of commands:

- **CLEAR ALL:** All memories will be cleared to zero channel levels. If this command is removed, the import will effectively merge data into the existing show.
- **CUE:** Cue numbers are not used, the data is simply loaded to the next consecutive Memory number. The cue is automatically assigned to the next available sequence step.
- **TEXT:** The text field is loaded into the Memory’s legend.