



artPlay

User Guide

General information

Safety Information

PLEASE READ THESE INSTRUCTIONS BEFORE USING THE PRODUCT

CAUTION



TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, do not allow this product to be exposed to rain or moisture. Do not allow liquid to penetrate the product.

CAUTION



Unless directed in the instructions, there are no user serviceable parts inside. REFER SERVICING TO QUALIFIED SERVICE PERSONEL.

Compliance

European Community Compliance Statement

All products manufactured or sold by Artistic Licence Engineering Ltd are fully compliant with the appropriate CE, UKCA, and RoHS regulations. Product specific information is available on request

FCC Compliance Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received; including interference that may cause undesired operation.



DO NOT MODIFY THIS UNIT!

This product, when installed as indicated in the instructions contained in this manual, meets FCC requirements. Modifications may void your authority, granted by the FCC, to use the product.

This Equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Warranty

Unless otherwise stated this product is covered by a 1-year limited warranty. This includes both parts and labour. Warranty is return-to-base, meaning the product must be returned to Artistic Licence Engineering Ltd for repair. Customers are responsible for all shipping costs associated with returning the product.

Please note that the warranty is void if the product is misused, damaged due to improper handling, or modified in any way.

For full details, please refer to our comprehensive warranty policy at artisticlicence.com.

Returns under warranty

To discuss a fault please contact support@artisticlicence.com, if it is ascertained that a fault requiring further investigation or repair is necessary an RMA (Return Merchandise Authorisation) number will be provided. This number must be clearly marked on the outside of the box containing the product being returned.

Shipping

To ensure safe transit, all products must be securely packaged using the original packaging or equivalent protective materials. Improper packaging may result in additional repair costs or void the warranty.

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1. Introduction

artPlay is a 10” PoE powered touchscreen interface from Artistic Licence. It provides simple and intuitive control of architectural and entertainment lighting installations.

Where you see this symbol  the user is required to ‘double tap’ a button, this is generally used to commit scene or setup information to memory. All other control functions are actioned with either a single press or sliding action  .

1.1. Modes of operation

artPlay supports two primary modes of operation:

Mode 1 Standalone lighting controller – 1024 channels (1 or 2 Zones/Universes)

Mode 2 Remote User Interface for artCore Art-Net controller

This user guide describes the operation of the product in Mode 1- as a standalone controller.

The touchscreen can be entirely configured on-screen without the need for external software tools.

Advanced configuration is possible with our free software utility *Composer*.

2. Installation

2.1. Wall mounting

artPlay can be used either desk or wall mounted. Recommended mounting height from finished floor (x to 1.65M) .

Step 1. Install the bracket; to allow the screen to be mounted and dismantled allow a minimum of 40mm clearance above and to the right of the wall box.

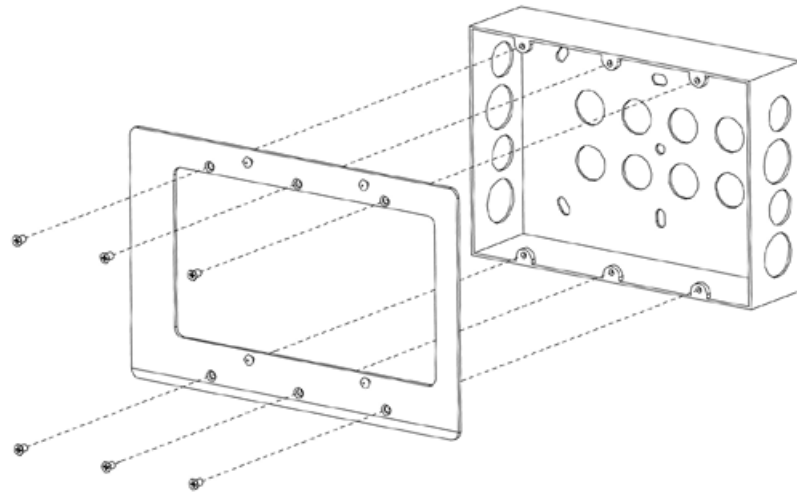


Fig.1

The bracket can be mounted to the installation wall box, timber panel, pattress or 19" rack panel.

Step 2. Mount the screen and locate the four lugs. Once in place push down and to the left. There should be little resistance - do not apply force. If in any doubt, remove the screen and repeat the process.

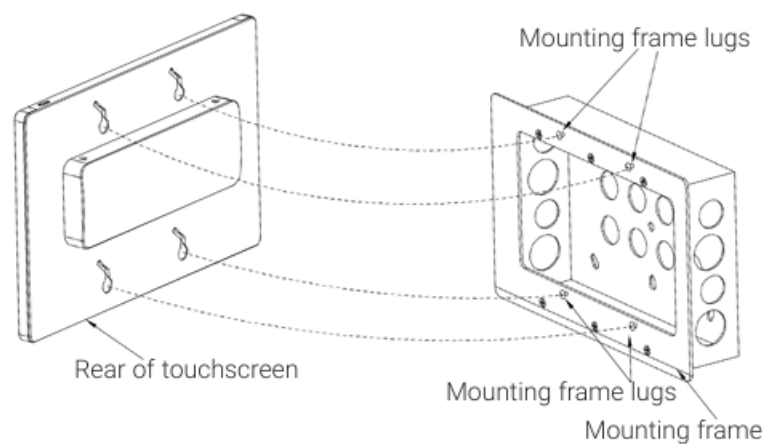
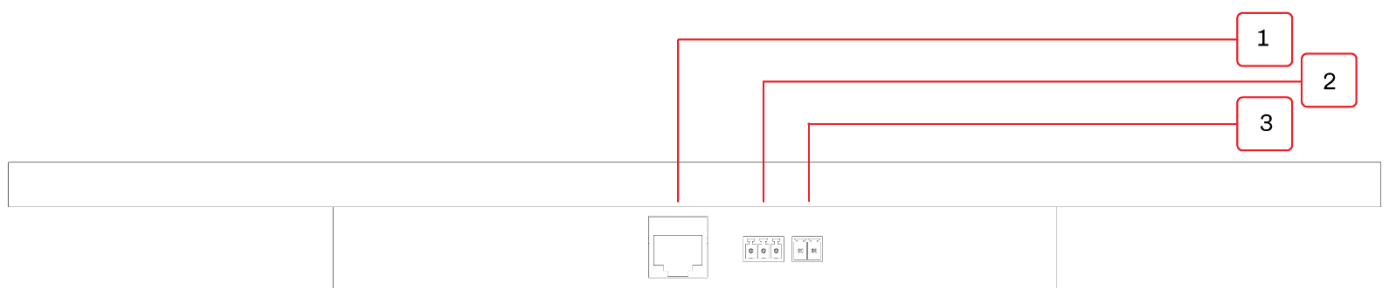


Fig.2

2.2. Connections

Fig.3



REFERENCE	DESCRIPTION
1	PoE Ethernet Port
2	Future Use
3	24V DC power supply input

2.3. Powering the device

artPlay can be powered via either PoE **Fig.3 - (1)** OR via an external 24V DC power supply, connected via the pluggable 2-pin screw terminal.**Fig.3 - (3)**

The preferred method of powering the device is PoE, both power and communication are provided via the same Ethernet cable.

1. To power up the device, first connect the power supply, only energise the power supply once all connections are made.
2. To power off the device simply de-energise the power supply or PoE network switch.

3. Mode 1 – Standalone Art-Net controller

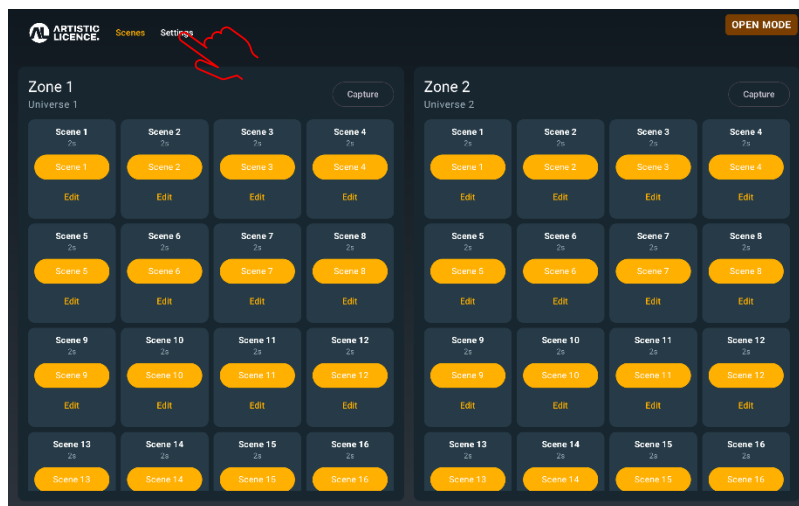
3.1. Setup

The touchscreen can be entirely configured on-screen without the need for external software tools.

3.2. First time use

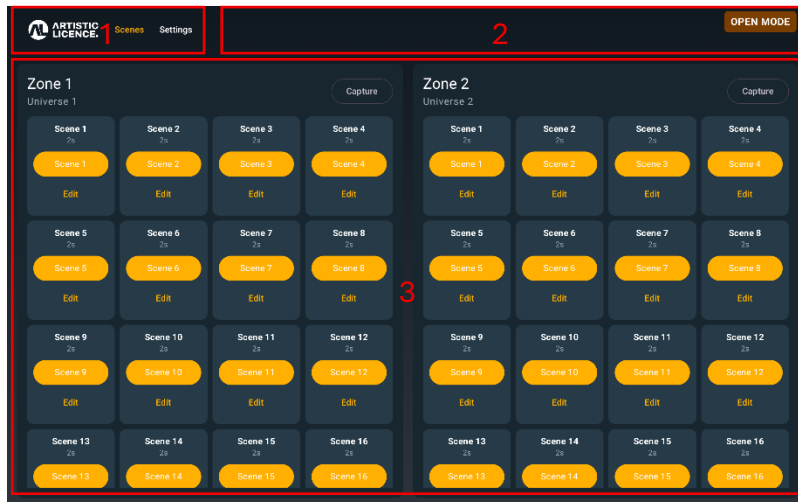
When first powered up, artPlay will contain a blank configuration. On first use, the primary control page appears. Open **Settings** to configure the touchscreen.

On first use the user is presented with the primary control page, from there settings can be access and the screen configured.



3.3. General Layout

The screen has three main areas: zone controls, menus, and notifications.



1. Lock

Menu, is used to navigate between Settings or Scenes, Scenes is where the user controls are presented.

2. Notifications

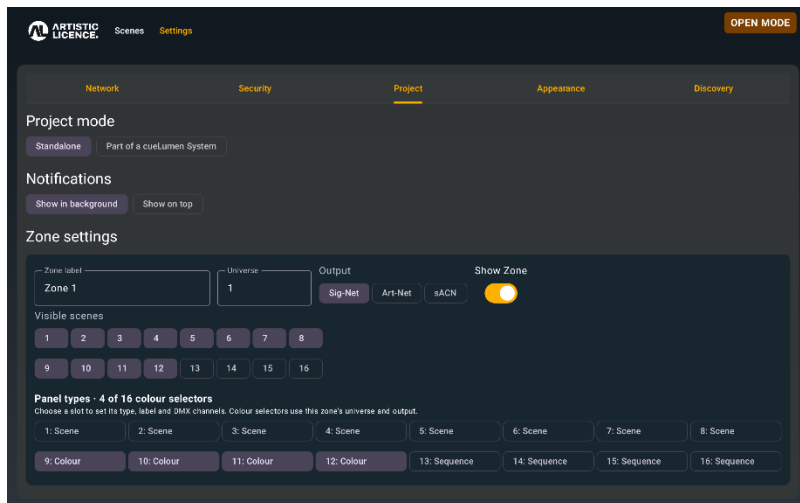
Presents Security Status, Notifications and Production Lock status to the user

3. Zone Controls

Are populated dynamically depending on the selection made by the user.

3.4. Getting Started

Select 'Settings' in the main menu – you will be presented with the following screen



3.5. Settings

The user is presented with the following four options.

1. Network

Enables the user to configure the network interface of the device

2. Security

Allows the user to enter a Sig-Net passphrase as well as Settings Password and Level edit passcode.

3. Project (Default Setting View)

Provides the user setting for each zone, the output type (Art-Net, sACN or Sig-Net) and the necessary settings for each Scene Slot, be it a Scene Trigger, RGB or RGBW or sequence control

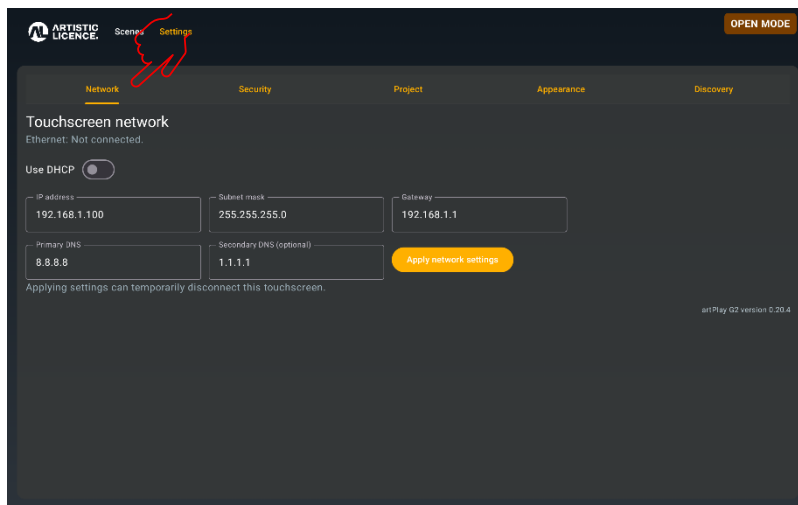
4. Appearance

Enables the user to configure the look and feel of the screen, selection of a style/skin as well as setting screensaver behaviour and passcode.

5. Discovery

Used to manage Sig-Net discovery and provide system diagnostics

3.6. Settings – Network



1. DHCP

- 1.1. Use the toggle button to enable or disable DHCP. When enabled the IP address entry fields are non-editable and greyed out.

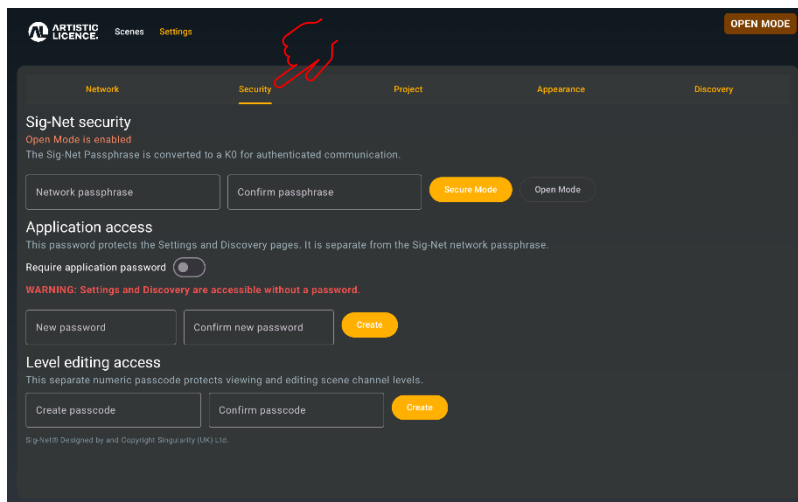
2. Static Address

- 2.1. Enter a static IP address, Subnet Mask and Gateway. DNS addresses are not mandatory.

3. Applying Settings

- 3.1. Press Apply network settings to commit the changes to memory. The touchscreen may disconnect from the network momentarily.

3.7. Settings – Security



Security of the touchscreen and its communication are designed to meet the requirements of the CRA (Cybersecurity Resilience Act) that prescribes any connected device should have a complex password to secure it from unauthorised access or use.

Set a strong Application Access password to protect the touchscreen's settings and configuration. Other settings are secured with a 'Passcode' (sequence of numbers)

Additionally, Sig-Net requires a 'Passphrase' this is synonymous with 'Password'.

Care should be taken to record all Passcodes, Passwords and Passphrases entered in to the product – it is not possible for the user to reset these once lost. If you are unable to access the touchscreens configuration, please reach out to Artistic Licence Support.

1. Sig-Net Security

1.1. The artPlay touchscreen ships in a secured state, as such it will not produce an output until the user has completed a few simple steps to ensure it is connected legitimately to other control devices.

1.2. The artPlay uses Sig-Net authentication in two different ways:

1.2.1. For lighting level control, if the user has selected Sig-Net as the output type.

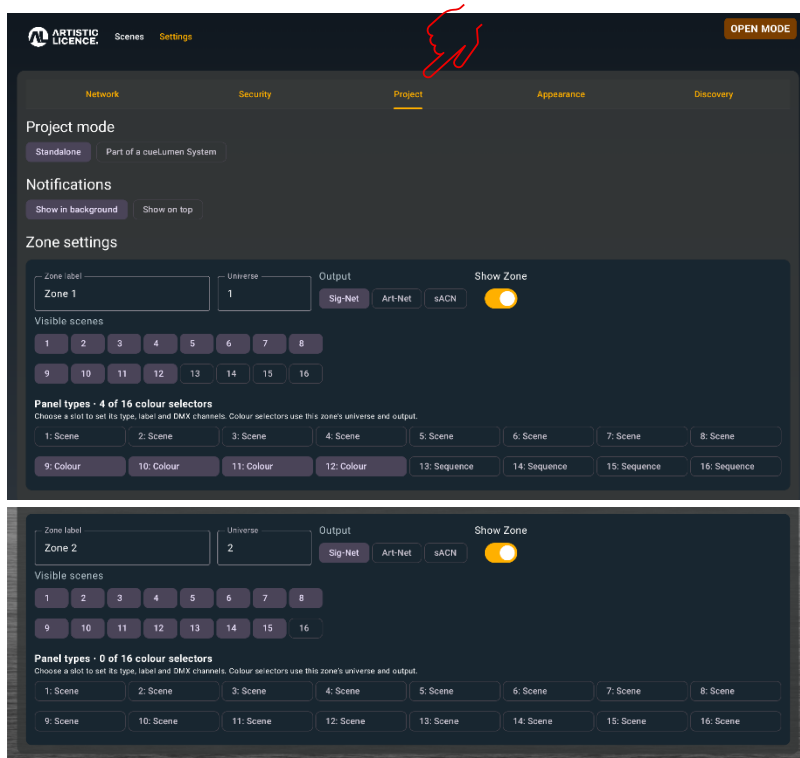
1.2.2. For secured communication with other Artistic Licence devices and our free configuration software tool *Composer*.

1.3. Enter the system Passphrase in both locations prior to pressing 'Secure Mode'. The passphrase will be issued to you by whomever manages your lighting control network.

2. Application Access

2.1. This is a separate password used to protect the Settings menus; it is separate to the Sig-Net passphrase.

3.8. Settings – Project



There are two modes of operation for an artPlay touchscreen, the first as a standalone controller, the second as a touchscreen interface for a larger cueLumen control system. The following instructions cover standalone operation, in which artPlay acts as the controller

1. Project Mode

1.1. Select between ‘Standalone’ and ‘Part of a cueLumen System’

The following instructions only apply to Standalone operation.

2. Notifications

2.1. Show in background – allows system notifications to only appear in the top notifications banner

2.2. Show on top – presents notifications over the top of the existing user interface.

3. Zone Settings

Both Zones offer the same settings.

3.1. Zone Label – allows the user to enter a label for the zone, this is also presented in the ‘Scenes’ view.

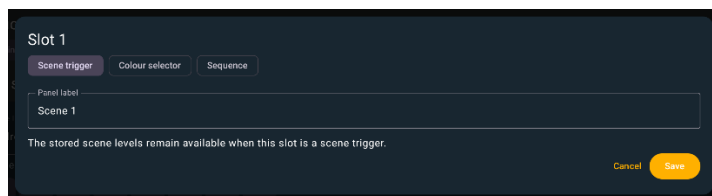
3.2. Universe – set the desired universe number in the range 1-65535

3.3. Output

- 3.3.1. Sig-Net, Open or Secure Sig-Net depending on the mode selected in by the user in the Settings – Security menu.
- 3.3.2. Art-Net, enables artPoll and the discovery of gateways or devices requiring the selected universe.
- 3.3.3. sACN, enables multicast transmission of the selected universe.
- 4. Show Zone
 - 4.1. Allows the zone to be shown or hidden from view in ‘Scenes’ view.
- 5. Slot Visibility
 - 5.1. Enables the user to set the visibility state of the 16 Control Slots, all 16 scene slots are shown by default.
 - 5.1.1. Solid Fill = Visible, Outline Only = Not visible
- 6. Slot Type

The user can select each slot to operate in one of three ways:

- 6.1. Scene Trigger
 - 6.1.1. Triggers a static scene over a given fade time. The scene can include channel level data or Ignore values for the whole 512 channels.
- 6.2. Colour Selector
 - 6.2.1. The user can select from RGB or RGBW profiles, applying either 8 or 16-bit control.
- 6.3. Sequence
 - 6.3.1. One or more scene triggers can be combined with a fade and delay time per step to create a sequence. Sequences can be triggered and left on loop, stopped manually or when another Sequence or Scene is triggered in the zone.
- 7. Configuring Slots – Scene Triggers
 - 7.1. Select Scene Trigger, name as required and press Done.

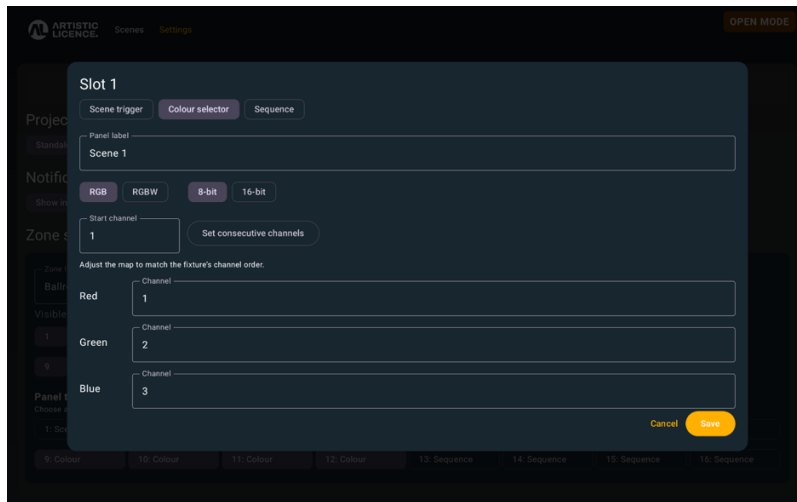


7.2. Colour Picker

7.2.1. RGB and RGBW – Select as required

7.2.2. 8-Bit and 16-Bit control – 8-bit control consumes a single DMX channel per colour, whereas 16-bit control consumes two DMX channels per colour. Refer to the luminaire manufacturers guide to determine which is required.

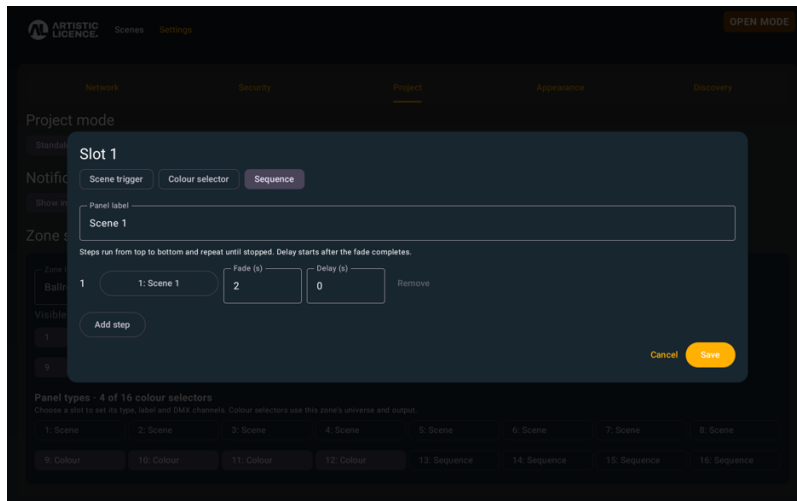
7.2.3. Start addressing and DMX channel allocation – Enter a start address and select 'Set Consecutive Channels'. For non-sequential DMX addressing, enter the red, green, and blue channel numbers individually.



7.3. Sequences

Sequences are sets of two or more scenes that are set to automatically trigger, one after the other.

artPlay sequences are made up of other existing scenes, each step/scene has a fade time and delay applied to generate the desired effect.

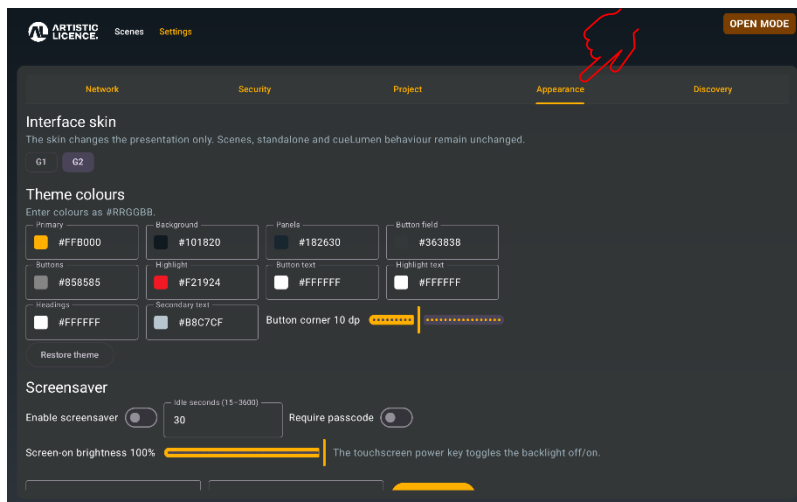


7.3.1. Adding Steps – press ‘Add step’ to insert another step at the end of the sequence.

7.3.2. Fade and Delay times – Enter fade and delay times in seconds.

Fade time controls how long levels take to change; delay time controls when the next step is triggered.”

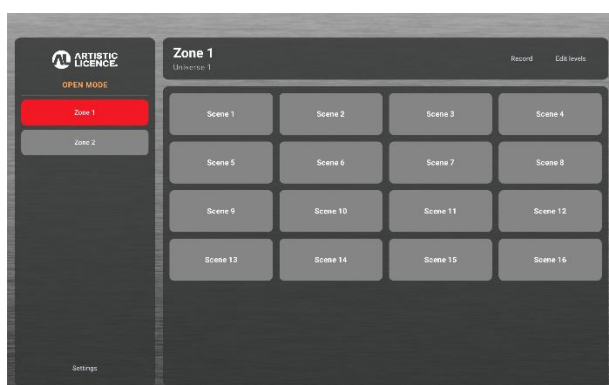
3.9. Settings – Appearance



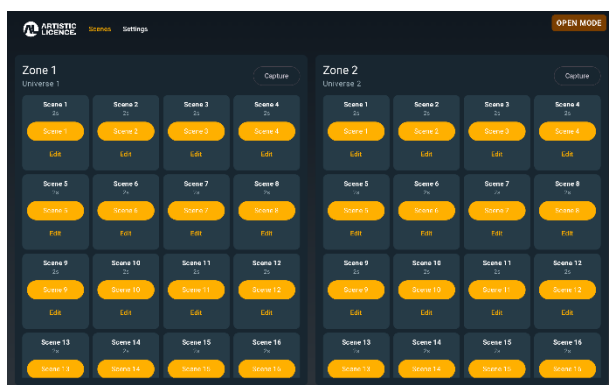
The appearance of the touchscreen can be modified to meet the customers needs. The style sheet allows for all system elements to be globally modified. The touchscreen comes loaded with two ‘skins’, these provide the user with two different layouts presenting the ‘Scenes’ page in either a list of side-by-side form.

1. Interface Skin

1.1. Select between G1 (Generation 1) and G2 (Generation 2) touchscreen layouts.



G1 layout



G2 Layout

2. Theme Colours

2.1. All theme colours are entered in HEX format #RRGGBB, with button corner radius enabling a rounder or squarer look to all Scene buttons.

Theme colours

Enter colours as #RRGGBB.

Primary #FFB000	Background #101820	Panels #182630	Button field #363838
Buttons #858585	Highlight #F21924	Button text #FFFFFF	Highlight text #FFFFFF
Headings #FFFFFF	Secondary text #B8C7CF	Button corner 10 dp 	

2.2. Restore Theme reverts all colours to their default RGB values and cannot be undone.

3. Screen Saver

3.1. Can be enabled or disabled by the user with a configurable idle time of between 15 and 3660 seconds.

3.2. If require passcode is checked then the user will need to enter a passcode to regain access to the touchscreen Scenes page once timed out.

3.3. The Brightness of the screen can be adjusted, the physical power key toggle the backlight level between the minimum and the set level.

3.4. The passcode for the screensaver/scree access can be set here. Enter the desired password and confirm, then press 'Set Passcode' to commit to memory.

4. Edit & Capture Controls

4.1. Hide Edit, removes the Edit Levels option from the Scenes page.

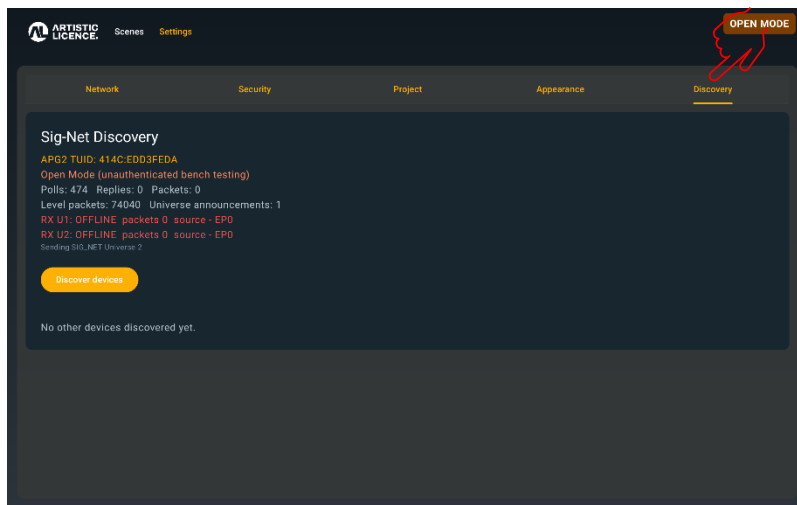
4.2. Hide Capture, removes the Capture option from the Zone cards.

4.3. These can be toggled back on at any point.

5. Production lock passcode

5.1. Only visible when used as a connected touchscreen controller for a cueLumen system.

3.10. Settings – Discovery



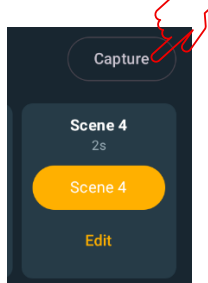
Discovery is a useful settings utility for applications utilising Sig-Net. The touchscreen is able to discover other Sig-Net devices on the network.

The Discovery tab also provides packet count and detail of the transmitted and received Universes of Sign-Net data. This is particularly useful when capturing lighting levels from another controller.

4. Capturing and Editing Scenes

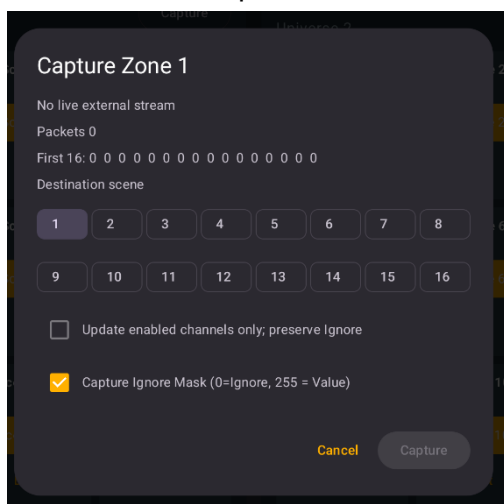
4.1. Capturing Scenes

You can capture lighting levels from another controller if its output protocol matches the protocol selected for the zone.



1. Capturing from another console

1.1. For the desired zone, press capture – the following window is displayed. If you don't see the 'Capture' button refer to section 3.9 – 4.



Status: Is displayed based on the status of the incoming lighting data streams
No live external stream, or
Stream Active Universe 1

Packets: Counter of received packets

First 16: Provides the first 16 channels of level data to aid in input validation

Destination Scene: Select the destination scene, only one scene can be selected as the destination for a capture.

Updated Enabled channels only: This option determines if the capture overwrites or preserves the channel ignore values set in the existing scene.

1.2. Capture

1.2.1. Captures the DMX channel levels at the moment the button is pressed

1.2.2. Canel, returns the user to the previous Scene page without storing levels.

1.3. Ignore Masks

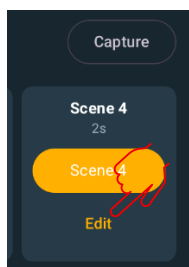
1.3.1. It is possible to capture an 'Ignore Mask' for all channels in a selected scene. The DMX level is interpreted as a flag to set the Ignore (DMX Channel level =0) or Value (DMX Channel level =255).

1.3.2. In this way an external controller can be used to quickly and efficiently set the Ignore mask for each scene.

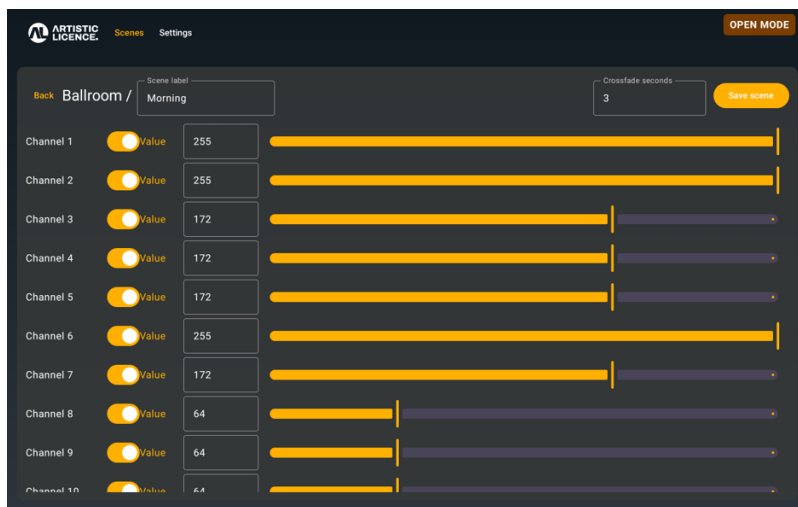
4.2. Editing Scenes

Lighting levels or channel ignore can be set on screen by the user.

To access the edit page press 'Edit levels' underneath the Scene you want to edit.



The corresponding scene levels are displayed.



1. Editing Levels

1.1. Select the Scene you want to edit, press 'Edit Levels'. If you don't see the 'Edit levels' button refer to section 3.9 – 4.

1.2. Set levels by sliding the gauge or entering a DMX value in the range 0-255.

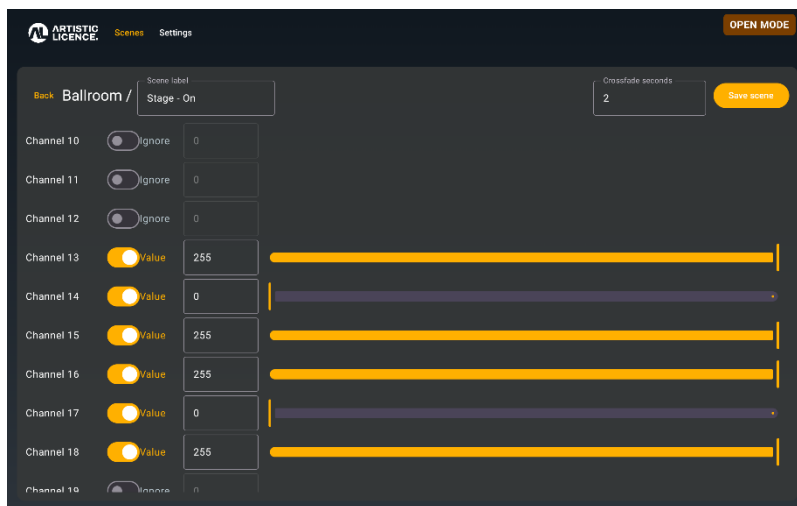
1.3. Set channels to 'Value' or 'Ignore'

1.4. When complete press 'Save Scene'

Tip: When would I use Ignore?

Ignore is a useful feature in a day-to-day playback scenario, there are two key use cases that ignore supports:

- 1) Ignoring channels that do not control an intensity channel, ie the pan and tilt channels of a moving light. The Light may have been positioned in a previously recalled scene and to avoid a cross fade of values the channels in all palette scenes, ie those providing colour or intensity can be set to ignore.
 - 2) Where there is a need to control a group of luminaires independently of another group of luminaires in a space, ie two areas in one zone. Ignore channels can be set for all channels controlling the other group, this allows two or more groups of scenes to operate independently of one another in the same zone/universe.
2. Crossfade: The time which it takes to transition all channel levels from their existing level to the newly triggered level.
- 2.1. The Crossfade , or Fade Time, can be set per scene in whole seconds.
- 2.2. When complete press 'Save Scene'



An example of a scene with Channel levels and Ignore set.

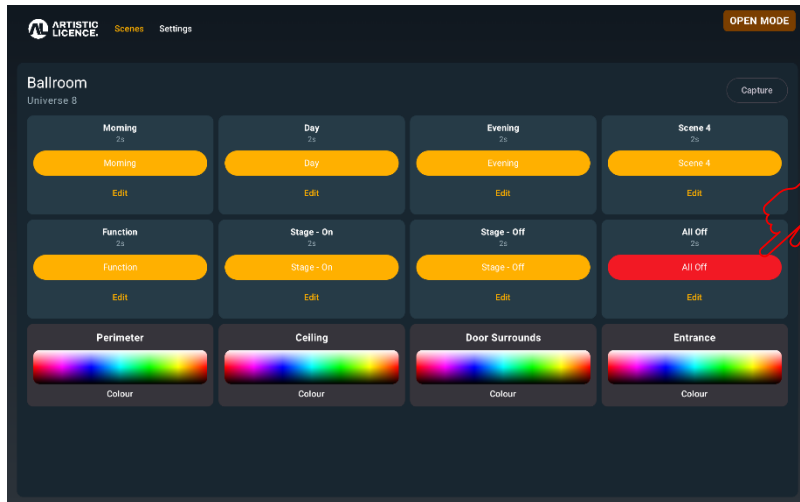
3. Scene Naming

- 3.1. Scene names can be assigned by the user via the edit page, or where scenes are configured in Settings – Project, see section 3.8 – 6.

5. Using the artPlay

5.1. Triggering Scenes

To trigger a scene the user need only press the Scene button, the labelling of which will likely describe its function:



Highlighting for scenes and sequences in a zone are mutually exclusive and only one is highlighted at any one stage. Triggering another scene will overwrite the last (LTP).

Fade time can be adjusted per scene see section 4.2 – 2.

5.2. Triggering Sequences

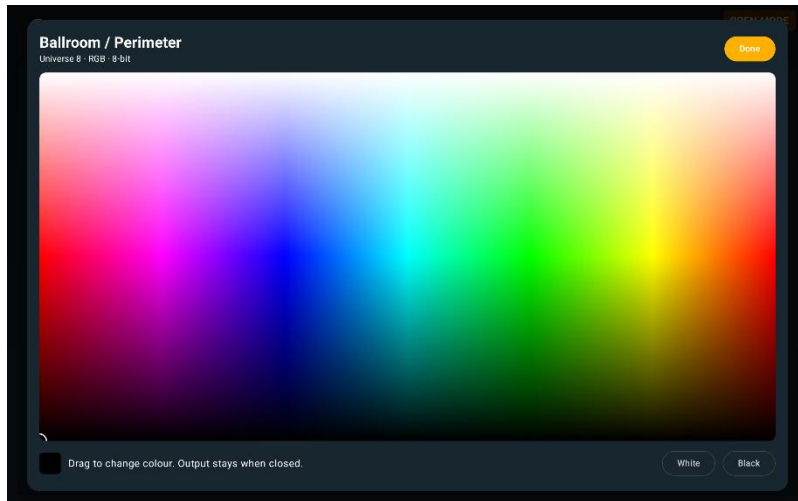
A sequence is triggered in the same way as a scene. The user need only press the Scene button, the labelling of which will likely describe its function.

Press a sequence button to start the sequence. Press it again to stop playback and hold the current output levels.

Triggering another sequence or scene also results in the sequence being stopped however the newly selected scene levels overwrite those already being output (LTP).

5.3. Using Colour Control

Colour control is suitable for live edit of one or more elements of RGB or RGBW lighting in a space. The user interface is consistent, irrespective of if the control is over RGB or RGBW channels in 8 or 16-bit control.



To select a colour, press anywhere on the screen, the channel levels change accordingly.

White

RGB – White is all three R, G and B channels at level 255.

RGBW – White is mixed on the W channel only with R, G and B mixed only as required.

7. Screen Backlight

The artPlay screen has a physical ‘power’ button that can be used to extinguish the screens backlit display – it does not affect the output or control and is only used to turn the screen backlight on or off. This is useful when installed in a production environment where background light may be a problem.

Press the power button once to dim the backlight and again to restore it. This does not affect lighting output.

Pressing and holding the power button for ~10 seconds reboots the screen.

8. Troubleshooting

OBSERVATION	DESCRIPTION
Screen appears black	Check that the power supply to the unit is energised and/or the PoE switch is providing power. Press the 'power' button on the top of the screen to ensure that the screen backlight is enabled.
No control output	See settings – check the IP address of the artPlay screen is in the same range and subnet as your Art-Net gateway. See Engineering settings – check the IP address and port are set correctly as per your Art-Net gateway.
Forgotten passcodes	Please contact Artistic Licence for the reset procedure.
I can't see the Edit or Capture buttons in my Zone	Enter Settings – Appearance and set the attributes visibility accordingly.
I don't seem to be able to capture from my console	Check the output type matches the artPlay touchscreen – Sig-Net, Art-Net or sACN. Sig-Net – Make sure you can see the sending device in Settings – Discovery and the at the packet counter is incrementing when viewed in the capture window. Art-Net - Ensure that the console is temporarily using 'Broadcast' Art-Net or the Unicast address of the artPlay is entered, this will allow control of the connected luminaires and for the artPlay touchscreen to capture the same levels.
When I press a scene button nothing happens	Check that the scene contains levels and note 'Ignores' Ensure levels have been recorded to that particular scene, press the 'Edit Levels' button for the scene in question to view the levels. Check the Art-Net/DMX gateway is receiving an Art-Net signal.
When I first boot the screen, I have to enter a password	Correct – the product is shipped secure by default, before discovery of control can be set an Application password must be set.
I cannot discover other Sig-Net devices	Make sure the device(s) you are trying to communicate with are accessible on the network and contain the same Sig-Net Passphrase.

For further information or support visit www.artisticlicence.com