# 2518 Upload/Download Utility Version 1.2 Beta

## Introduction

The 2518 Upload/Download Utility is a Windows PC tool for managing lighting programs created with the 2518 DMX Controller. The program allows the user to:

- Download the memory of all banks from the 2518 DMX Controller to a PC.
- Upload a set, or "memory", of 30 banks from a PC to the controller.
- Name, save and read individual banks.
- Reconfigure, save and read memories of 30 banks
- View and edit the DMX values for all scenes.
- See the changes as you make them in real time.

🖬 2518 DMX Controller Tool (ver. 1.20 Beta)						
Memory: Bank	no. Name					
01 Initii	ialize lights	Bank options				
	v white					
03 med	d white	Bank no.: 11 Bank name: no name				
	: white					
	v red	Save Detail>				
	dired	Jave Detail				
07 fast						
	v blue					
	d blue	File options				
	blue					
	no name	Load bank from disk Load memory from disk				
	no name ····					
1.1.5	no name ····					
l de l	no name ····	Save bank to disk Save memory to disk				
	no name no name					
1.1.2	no name ····					
1.1.1	no name ····	-2518 Transfer control				
1.1.2	no name ····					
1.1.2	no name ····					
21	no name ····	Upload to 2518 COM1, 9600				
22	no name					
	no name					
	no name	Download to PC Port settings				
	no name					
	no name					
	no name ····					
	no name	Go online for realtime DMX control ! Offline				
	no name ····					
30	no name ····					
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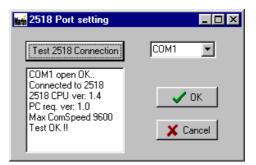
Main screen

# Operation

### **Getting Started**

Once you have downloaded the utility software from the Martin web site at www.martin.dk, unzipped it, and connected the 2518 DMX Controller to a computer as described in the user manual, you're ready to get started.

- 1. Click on the program icon to start the utility.
- 2. Select the com port to which you've connected the RS-232 cable: click on "Port Settings" in the main screen and select the port from the drop-down list. A successful test will return a message similar to the one shown below. Note: The utility must be offline mode (see below) in order to access the port settings.
- 3. Click on the "OK" button.



#### Downloading all banks to the PC

- 1. Click on the "Download to PC" button. Click on "yes" to confirm the download or "no" to cancel.
- 2. Download progress is displayed in a window.

#### Uploading all banks to the controller

Note: When uploading a memory, all 30 banks stored in the controller memory are overwritten with the 30 banks in the PC memory. To upload just one bank, download the entire memory, insert the desired bank in the memory as described below, and then upload all banks back to the controller.

- 1. Load a memory from a file as described below.
- 2. Click on the "Upload to 2518" button.
- 3. Click on "yes" to confirm the download or "no" to cancel.

#### Saving all banks to a file

- 1. Download the memory to the PC as described above.
- 2. Click on the "Save memory to disk" button.
- 3. Name and save the file to the desired location.

#### Loading a memory (30 banks) from a file

- 1. Click on the "Load memory from disk" button.
- 2. Enter the memory's file name in the popup window and click on "Open".

#### Saving a single bank to a file

- **1.** From the main screen, highlight the bank to save.
- 2. Give the bank a name if desired (see below).
- 3. Click on the "Save bank to disk" button.
- 4. Name and save the file to the desired location.

#### Replacing (loading) a bank

- 1. Save the bank to be replaced, if desired, as described above.
- 2. Highlight the bank to replace, i.e., the new bank's position in the memory, in the bank list on the main screen.
- 3. Click on the "Load bank from disk" button.
- 4. Enter the bank's file name in the popup window and click on "open".

#### Naming a bank

- 1. From the main screen, highlight the bank to name.
- 2. In the name editing window, highlight and delete any existing text.

3. Enter a name of up to 19 characters.

#### Editing DMX values

- 1. Highlight a bank in the bank list on the main screen.
- 2. Click the "Detail" button.
- **3.** The DMX values for each channel are displayed for scene 1. Click on the scene list to view the values for the other scenes.

🖌 2518 Scenes detail			
2518 Scenes detail Initiialize lights	Double click on DMX vau Channel Value Ch 01 240 Ch 02 0 Ch 02 0 Ch 03 0 Ch 04 0 Ch 05 0 Ch 06 0 Ch 07 240 Ch 08 0 Ch 09 0 Ch 10 0 Ch 11 0 Ch 12 0 Ch 12 0 Ch 13 240 Ch 14 0 Ch 15 0 Ch 15 0 Ch 16 0 Ch 17 0 Ch 18 0 Ch 19 240 Ch 19 240 Ch 20 0 Ch 21 0	Channel         Value           Ch 25         240           Ch 26         0           Ch 27         0           Ch 28         0           Ch 29         0           Ch 30         0           Ch 31         240           Ch 32         0           Ch 33         0           Ch 35         0           Ch 36         0           Ch 37         240           Ch 38         0           Ch 39         0           Ch 40         0           Ch 41         0           Ch 42         255           Ch 44         0           Ch 45         0	Lhannel Value     Channel Value     Ch 49 0     Ch 50 0     Ch 51 0     Ch 52 0     Ch 53 0     Ch 55 255     Ch 56 0     Ch 57 0     Ch 58 0     Ch 59 0     Ch 60 0     Ch 61 0     Ch 62 0     Ch 63 0     Ch 63 0     Ch 64 0     Ch 65 0     Ch 66 0     Ch 67 255     Ch 68 0     Ch 69 0
Done	Ch 21 0 Ch 22 0 Ch 23 0 Ch 23 0 Ch 24 0	Ch 45 0 Ch 46 0 Ch 47 0 Ch 48 0	

4. Double click on the channel number or DMX value to open a popup editing window. Values may be edited with the mouse or keyboard. Click "OK" to accept the change or "Cancel" to escape without saving.

🖬 Change DMX 📃 🗖 🗙			
DMX: 0-255	240		
,	<u></u>		
OK	Cancel		

#### Online versus offline mode

Scenes may be edited in online or offline mode. Click on the Offline/Online button on the main screen to toggle between the 2 modes.

In online mode the 2518 appears dead and the lights react to the changes you make on the PC. Scenes may be run by entering a delay time in the autorate window and then clicking on "Start."

In offline mode the lights react to the controller as usual. You must be working offline to transfer data between the 2518 and the PC and to operate the lights with the 2518 controller.

## **Reporting problems**

The 2518 Upload/Download Utility, version 1.2 beta is untested software. Please report any problems or bugs via e.mail to service@martin.dk. Please include the software version of the 2518 Controller software and the circumstances in which the problem occured.