



iPlayer 3

A compact DMX control solution with advanced light show authoring features

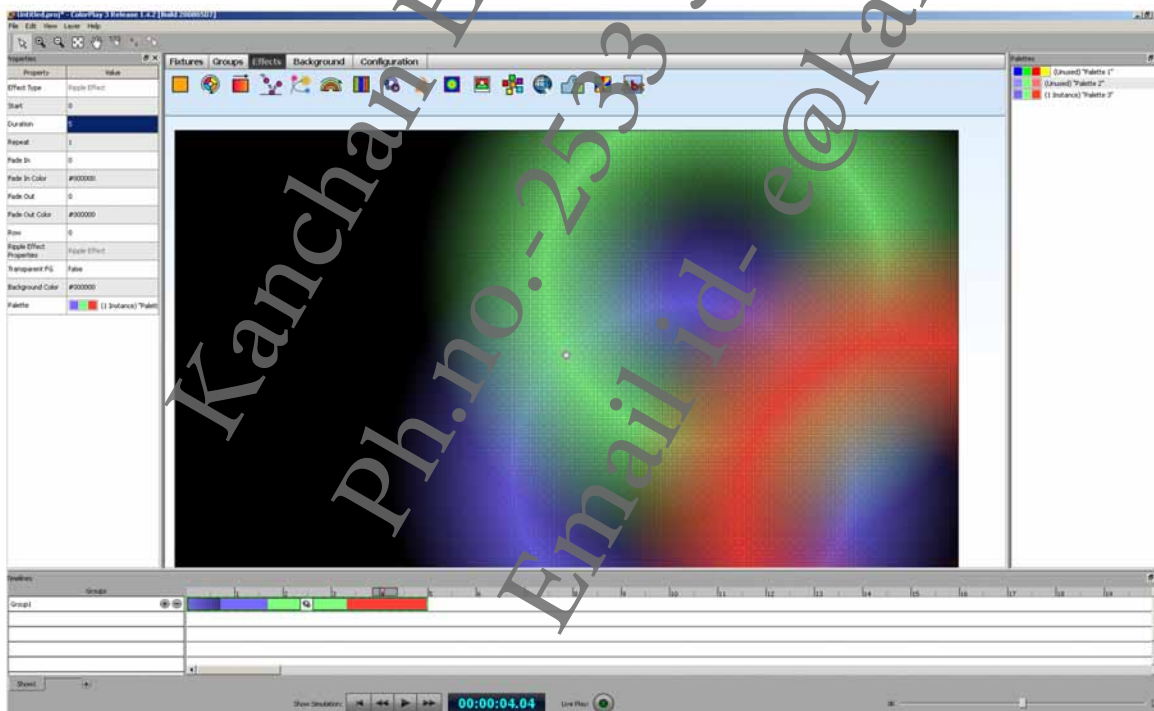
PHILIPS

iPlayer 3

A compact DMX control solution with advanced software functionality

iPlayer® 3 controller is a compact yet powerful show storage and playback device capable of delivering light shows to installations with up to 340 unique light addresses. Packaged with ColorPlay® 3 light show authoring software, iPlayer 3 is designed to add new levels of sophistication to your installations while eliminating the need for expensive lighting boards and technical programming expertise.

- Easy to use — With onboard factory preset shows, custom show-authoring capabilities, an intuitive LCD interface, built-in light addressing features, and removable SD card storage, iPlayer 3 enables you to spend more time on the creative aspects of lighting design and less time on setup.
- Packaged with ColorPlay 3 light show authoring software — ColorPlay 3 gives you the flexibility to create and manage light shows using fully customizable effects, multi-track editing, effect stacking, and custom transition styles.
- Designed for use with the optional Controller Keypad — Controller Keypad is a wall-mounted user interface providing instant push-button playback of up to eight light shows.
- Supports the optional AuxBox expansion device — AuxBox automatically triggers up to eight iPlayer 3 light shows using any remote triggering device with a dry-contact closure. Via the AuxBox, you can trigger light shows by motion sensors, 3rd party control or sensor systems, and more.
- Control two DMX universes — iPlayer 3 has two DMX output ports, each controlling a DMX512 universe of 170 unique light addresses.
- Automate show playback — Set alarms to automatically trigger show playback based on a specific date, day of the week, weekdays, weekends, or an astronomical event, such as sunrise or sunset.



Design, Store, and Play Light Shows

iPlayer 3 factory preset light shows get you started.

Enhance your shows using ColorPlay 3 visual effects and timeline editing features.

Set up fixture groups to enable simultaneous playback of multiple effects at the same time.

Link together a sequence of shows within a single ColorPlay project to create a sophisticated presentation.

ColorPlay 3 Light Show Authoring Software

Smith Campus Center, Pomona College

How better to reinvigorate a dark and uninviting space than with dynamic color-changing light. Philips LED lighting proved just that as part of a major renovation of Pomona College's Smith Campus Center, intended to be the social hub for students.



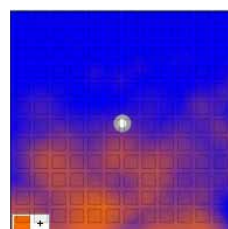
What's in a ColorPlay Light Show

A light show is a set of digital instructions orchestrating how and when your installation produces visual effect. Whether your light show is as simple as one fixture displaying a single color, or as complex as dozens of fixtures each with a unique effect or layers of effects, the goals are the same: to create mood, interest, and impact.

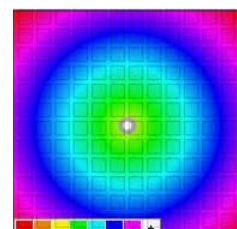
ColorPlay provides 16 fully customizable effects, including the following:



Ripple



Particle



Burst



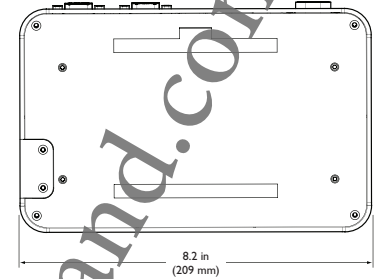
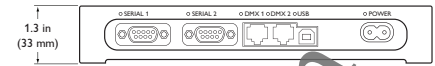
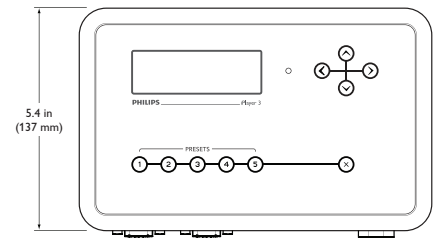
For complete instructions on how to design unique light shows, refer to the ColorPlay 3 User Guide, available on the software CD or visit www.colorkinetics.com/ls/controllers/iplayer3

ColorPlay offers multiple techniques for editing the appearance and behavior of an effect — you can adjust basic size and shape settings, create unique color palettes, specify transitions, and more. ColorPlay provides you with the flexibility to design light shows based on your creative vision.

Specifications

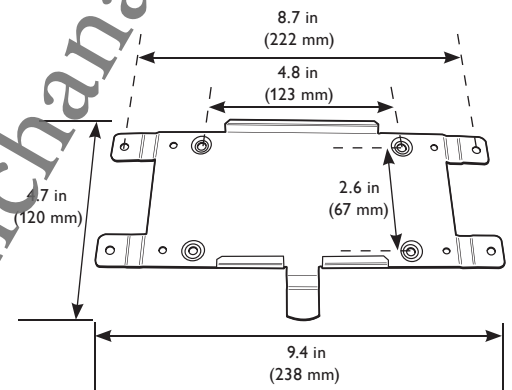
Due to continuous improvements and innovations, specifications may change without notice.

Item	Specification	Details
Electrical	Input Voltage	100 – 240 VAC, 50 / 60 Hz, 5 W
Control	Computer Interface	USB 2.0
	External / Auxiliary Interface	Two DMX512 RJ45 ports Two RS-232 9-pin serial ports
	Data Storage	Removable Secure Digital Card drive (256 MB Card included)
Physical	Dimensions (Width x Depth x Height)	8.2 x 5.4 x 1.3 in (209 x 137 x 33 mm)
	Weight	1.2 lb (0.54 kg)
	Housing	Polycarbonate
	Operating Temperature	14° – 104° F (-10° – 40° C)
	Humidity	0 – 95%, non-condensing
Certification and Safety	Certification	UL / cUL, FCC Class B, CE
	Environment	Dry Location, IP20



Software Requirements

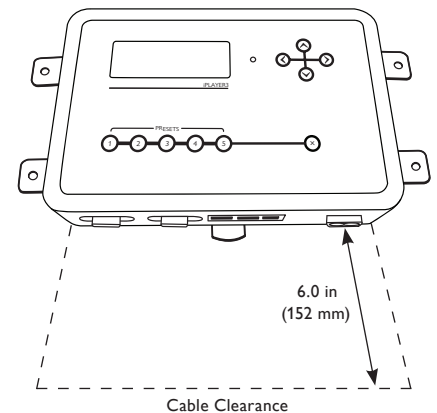
System Requirements	Specification	PC	Mac
OS		Windows® 2000 / XP / Vista	Mac OS 10.4 or greater
Hardware	CD Drive	CD-ROM or DVD drive	CD-ROM or DVD drive
	Memory	512 MB RAM	512 MB RAM
	Disk space	60 MB free disk space	60 MB free disk space



iPlayer 3 and Accessories

Item	Type	Item Number	Philips 12NC
iPlayer 3	North America Power Cord	103-000019-00	910403327101
	Europe Power Cord	103-000019-01	910503700392
	China (CCC) Power Cord	103-000019-02	910503700738
Controller Keypad	DB-9 Serial	103-000020-00	910503700223
AuxBox	DB-9 Serial	103-000021-00	910503700224

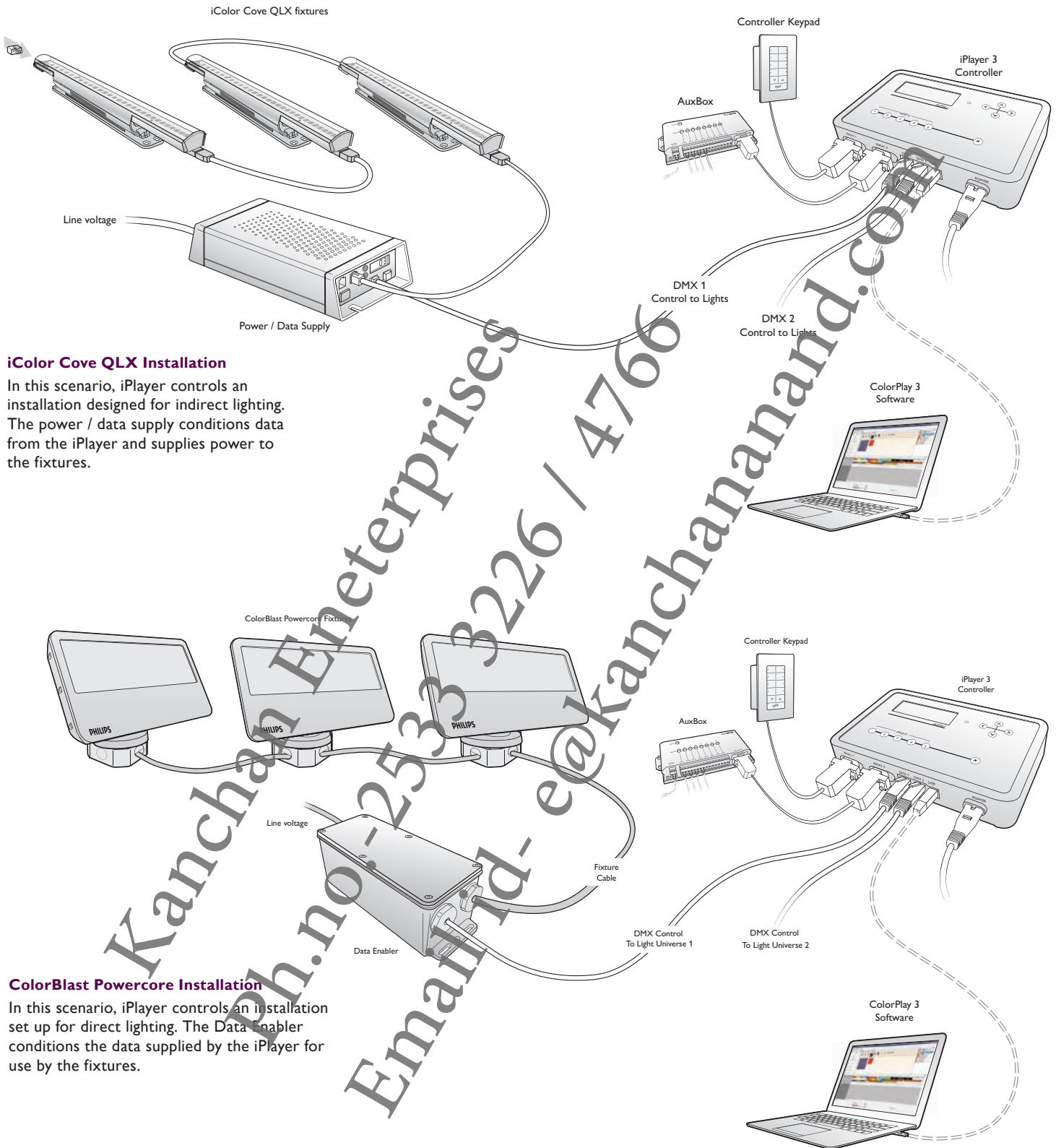
Use Item Number when ordering in North America.



Typical Installation Configuration Examples

For detailed wiring diagrams, visit www.colorkinetics.com/wiring/lis_prod.html

The following installation scenarios depict two typical lighting installations, each controlled via iPlayer 3.



Prepare for the Installation

Owner / User Responsibilities

It is the responsibility of the contractor, installer, purchaser, owner, and user to install, maintain, and operate the iPlayer 3 controller in such a manner as to comply with all applicable codes, state and local laws, ordinances, and regulations. Consult with an appropriate electrical inspector to ensure compliance.

Create a Lighting Design Plan and Mapping Grid

- Create a lighting design plan that specifies the appropriate location of each Data Enabler or power / data supply in relation to the fixtures, and fixtures in relation to each other.
- On an architectural diagram or other diagram that shows the physical layout of the installation, identify the locations of all switches, controllers, power / data supplies, leader and jumper cables, and fixtures.
- Select a convenient but unobtrusive location for mounting the iPlayer that will be accessible to a computer via USB connection. If also installing external show selection switches such as Controller Keypad or AuxBox, mount the iPlayer in a location accessible to the maximum serial cable length of 50 ft (15.2 m).
- Verify that the iPlayer mounting location meets environmental specifications for operating temperature range and maximum relative humidity (see page 4).
- Each Philips fixture comes pre-programmed with a unique serial number. As you unpack the fixtures, record the serial numbers in a mapping grid (typically a spreadsheet or list) for easy referencing and light addressing. You can set light addresses using an addressing tool, such as iPlayer3 itself, or in conjunction with a software tool, such as QuickPlay Pro.
- Assign each fixture to a position in the lighting design plan.

Controller Keypad and AuxBox are packaged with a standard 20 ft (6.1 m) serial cable. Custom serial cable lengths up to 50 ft (15.2 m) are supported.

QuickPlay Pro software is available online at: www.colorkinetics.com/ls/controllers/smartackpro

Understanding Light Addresses

Each fixture in your installation has a light address (sometimes referred to as a DMX address). For light show designs with the same color displayed simultaneously on all fixtures, changing each fixture's factory default light address is not necessary. However, if the light show design specifies different colors on different fixtures, then you must reconfigure each fixture with a unique light address.

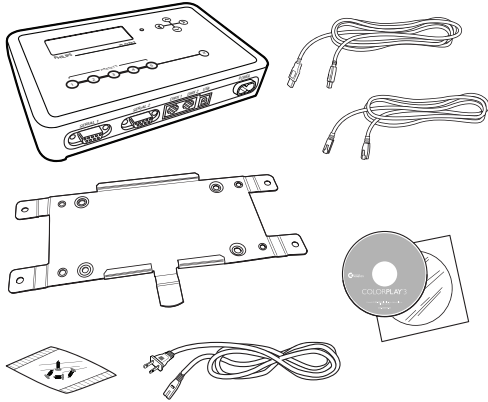
Most non-Chromatic fixtures come pre-addressed to light address 1. Manually re-address your fixtures, as needed, using a tool as described above.

Chromatic® fixtures are addressed to light address 1 through light address *n*, the number of nodes per fixture. If a starting address different from 1 is required, use QuickPlay Pro software to enter a base address for the first node, and the remaining nodes will address automatically in sequential order.

Start the Installation

1. Install all data enablers or power supplies and fixtures, including any interfaces with controllers. If your installation calls for jumper cables to add space between fixtures, make sure they are available.
2. Address your fixtures using an addressing tool, such as QuickPlay Pro.
3. Ensure that all additional parts, including mounting hardware and tools, are available.

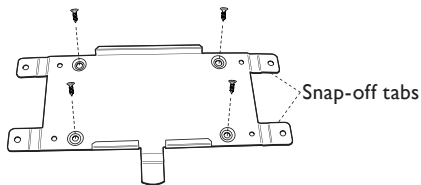
Install iPlayer 3



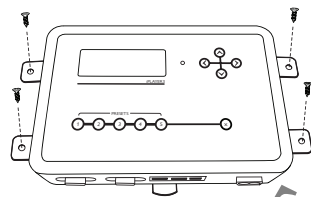
1. Confirm all components received

Take a moment to confirm you have received these iPlayer 3 components:

- iPlayer 3
- Mounting bracket
- Mounting bracket screws
- Power cord (North American or European)
- USB 2.0 cable
- RJ-45 DMX512 data cable
- ColorPlay 3 software CD
- Installation Instructions
- Quick Start Guide



Quick-release method



Secure method

2. Install mounting bracket

Choose a method for mounting bracket installation: quick-release or secure.

Quick-release mounting method

- With the release tab pointing downward, screw the mounting bracket onto a surface using the inner most screw holes. The outer mounting tabs will not be used and may be snapped off, if desired.
- Slide iPlayer onto the mounting bracket until the iPlayer clicks securely into place.

Secure mounting method

- Slide iPlayer 3 onto the mounting bracket until the iPlayer clicks securely into place. Using the supplied machine screws, secure the mounting bracket to iPlayer.
- Using the outermost screw holes, install the mounting bracket and iPlayer assembly onto a surface. Secure with screws suitable for mounting substrate.

3. Attach power cable

4. Install ColorPlay 3 software

Windows® Installation

- Insert the ColorPlay 3 Software CD into the CD- or DVD-ROM drive.
- Double-click Install ColorPlay 3.exe, located in the Windows folder on the ColorPlay 3 software CD.
- The Welcome to the ColorPlay 3 Setup Wizard window appears. Click **Next** to begin the installation. After reading the license agreement, select **I Agree** to consent to the terms of the license agreement, then click **Next** to continue.
- When the Select Installation Folder window appears, accept the default location, or click **Browse** to select a folder. Click **Next** to continue.
- At the Confirm Selection window, click **Next** to start installation.
- The Installation Complete window appears. Click **Close** to exit the wizard.

Mac OS Installation

- Insert the ColorPlay 3 Software CD into the CD-ROM / DVD drive. The ColorPlay 3 folder icon appears on your desktop.
- Drag the ColorPlay 3 application icon from the Mac folder on the software CD to the Applications folder on your computer.



5. Connect computer with USB cable

If using Windows, you must install ColorPlay 3 prior to connecting iPlayer 3 to your PC. iPlayer 3 installs the device drivers required for USB connectivity.

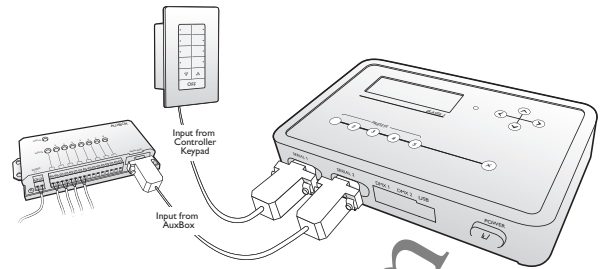
6. Attach external show selection devices, as required

Connect a Controller Keypad

- Unplug the power cord from the iPlayer.
- Connect the cable end with the 4-pin leads into the back of the Controller Keypad.
- Connect the cable end with the DB9 cable connector to serial port 1 or 2 on the iPlayer.
- As needed, set the Range switch position on the back of the keypad. By default, switch position 0 (zero) sets the keypad to trigger shows 1 – 8.
- Reconnect the power cord to the iPlayer.

Connect an AuxBox

- Unplug the power cord from the iPlayer.
- Connect the female end of the serial cable to the AuxBox serial port.
- Connect the male end with of the serial cable to serial port 1 or 2 on iPlayer 3.
- As needed, set the Range switch position on the front of the AuxBox. By default, switch position 0 (zero) sets the AuxBox to trigger shows 1 – 8.
- Connect each external triggering device's two-wire cable to a terminal pair on the AuxBox.
- Connect the 24 VDC power cable to the 24 VDC terminals on the AuxBox, then plug it in.
- Reconnect the power cord to the iPlayer.




7. Connect Lighting Systems with RJ-45 Cable

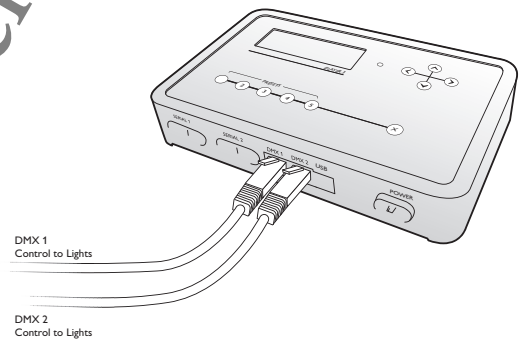
Each DMX output port controls 170 individual light addresses:

- DMX port 1 controls light universe 1 (light addresses 1 – 170). Use DMX port 1 for single-universe installations.
- DMX port 2 controls light universe 2 (light addresses 1 – 170).

8. Firmware Update

The iPlayer 3 firmware image is periodically updated to improve system performance and functionality. If your iPlayer is not running the most recent firmware version, it is recommended that you update to maximize system performance. The most recent firmware version can be downloaded from www.colorkinetics.com/support/iplayer3/.

- Launch Configuration Mode by pressing  on the iPlayer faceplate.
- Access the **Info** menu, then select **Version**. The screen should display the firmware version in the form v0.00xx b00001
- If the “xx” value is a lower number than the most recent image on the website, follow the update procedure in the iPlayer 3 User Guide.

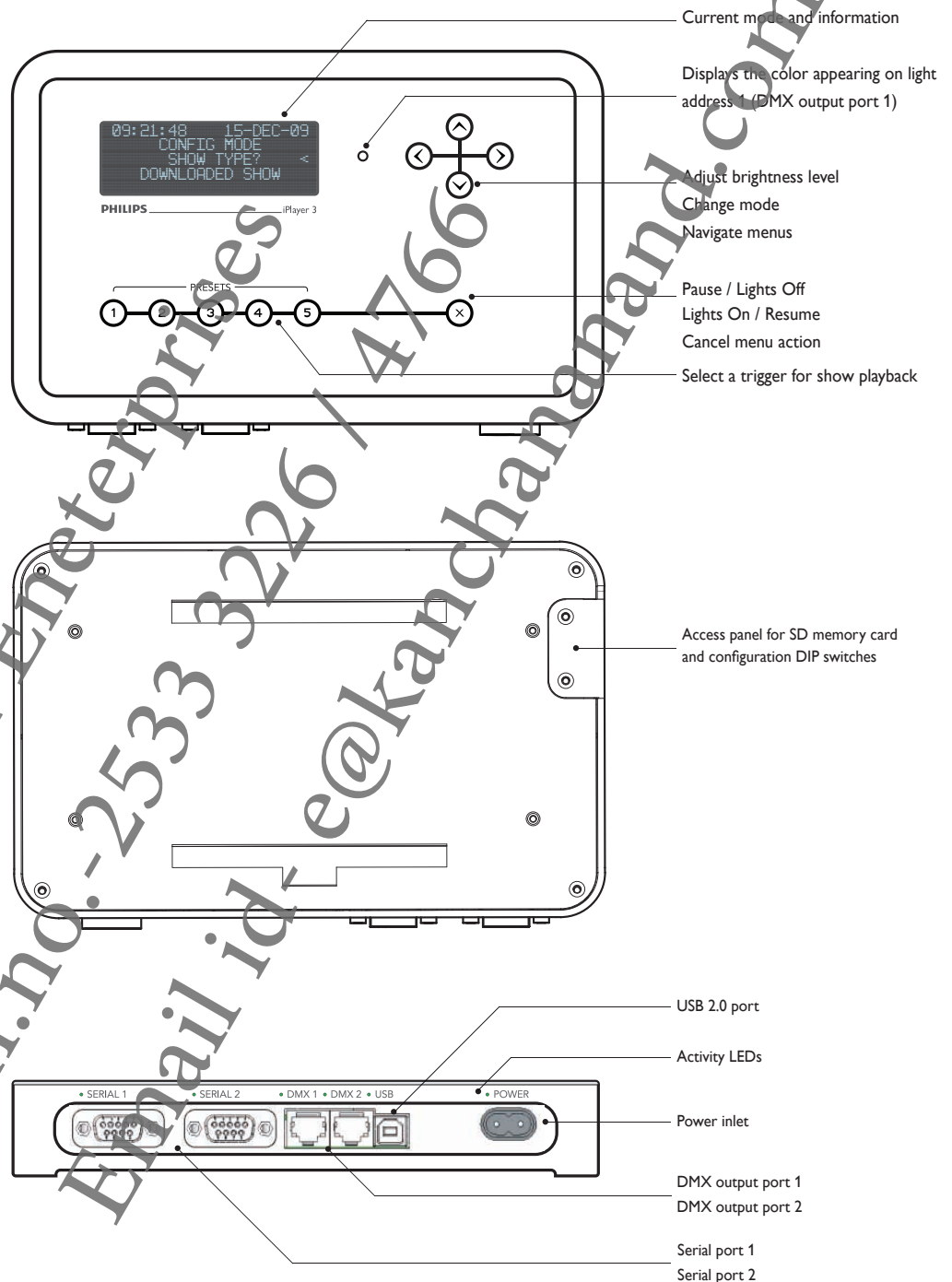


Light Show Playback

Out-of-the-box, the iPlayer comes programmed with pre-configured light shows. When you start up the iPlayer, it automatically plays the default Color Wash show assigned to preset button ①.

- To play additional shows, press ② – ⑤.
- To adjust the overall brightness level of your show, press ⬆ and ⬇.
- Press ⊗ to pause playback and turn all fixtures OFF.

iPlayer 3 Hardware Features



Configuration Menus

You can change the following options via Configuration mode:

Triggers Menu

```
09:23:03 15-DEC-09
CONFIG MODE
TRIGGER NUMBER? <
1
```

Triggers enable you to assign shows to the Preset buttons on the iPlayer, the keypad buttons on the Controller Keypad, or the contact switches connected to an AuxBox. Triggers also specify playback behaviors such as repeat or jump to another show.

Alarms Menu

```
09:23:22 15-DEC-09
CONFIG MODE
ALARM DAYS? <
SPECIFIC MONTH/DAY
```

Alarms enable you to automate show playback by specific time, date, day of the week or astronomical event.

Setup Menu

```
09:23:39 15-DEC-09
CONFIG MODE
SETUP MENU <
SET DATE & TIME
```

The setup menu provides access to port configuration, clock setup, LCD setup, and more.

Info Menu

```
09:23:52 15-DEC-09
CONFIG MODE
MEMORY USAGE <
232K/246760K
```

The info menu displays the device firmware version, memory usage, and more. At any time during playback, press **⏏** to launch Configuration mode and open the Main Menu. From the Main Menu, press **⏏** and **⏏** to scroll through menu options and **⏏** to access a submenu. To save your changes, continue pressing **⏏** until you reach the Save Changes menu item, then press **⏏** a final time to save. Press **⏏** at any time to cancel the menu action and return to playback mode.

Example: Changing the Pre-configured Show Assigned to Preset Button 2

1. Launch Configuration mode, access the *Triggers* submenu, and then select menu option **2**.
2. Access the *Show Type* submenu, then select **Canned Effect** to open the pre-configured show types.
3. Access the *Effect Type* submenu, then pick **Cross Fade**, which produces a smooth transition from one solid color to another.
4. Navigate through the effect-specific submenus, specifying properties for start color, end color, hold time duration, fade time duration, and offset (angle).
5. At the *Test Effect* submenu, preview your show, then press **⏏** to continue.
6. Select show *Transition* type **Snap** (no transition).
7. Press **⏏** to save your changes.

ColorPlay 3 Effects

ColorPlay provides 16 customizable effects with which to create unique light shows:



Fixed Color — The Fixed Color effect is a static display of one solid color.



Color Wash — The Color Wash effect is a smooth transition progressing through a series of solid colors. Each color fades into the next.



Cross Fade — The Cross Fade effect is a smooth transition from one solid color to a second solid color.



Streak — Streak produces an animated visual effect with one or more narrow lines of color running over a solid background.



Sparkle — The Sparkle effect flashes foreground color at random intervals over a solid-color background, producing a sparkling visual effect.



Chasing — The Chasing effect creates bars of repeated color moving in one direction. This effect displays colors that appear to chase each other from fixture to fixture.



Colored Bars — The Colored Bars effect randomly displays bars of varying widths and colors over a solid background.



Ripple — The Ripple effect displays rings of moving color over a solid background color.



Particle — The Particle effect produces animated circular shapes of varying sizes over a solid background color. This effect simulates a particle system such as clouds, fire, or rain.



Burst — The Burst effect produces circles of concentric color originating in the center and moving towards the outer edge of a group.



Image Fade — The Image Fade effect produces a visual sequence where one image morphs gradually into a second image.



Random Color — The Random Color effect produces a series of randomly generated solid colors at specified intervals.



Strobe — The Strobe effect produces solid pulses of a foreground color over a background color. The flashes are short in duration, producing a bright, intermittent effect that emulates a strobe light.



Sweep — The Sweep effect is a progressive transition of a solid foreground color across a background color in a sweeping motion.

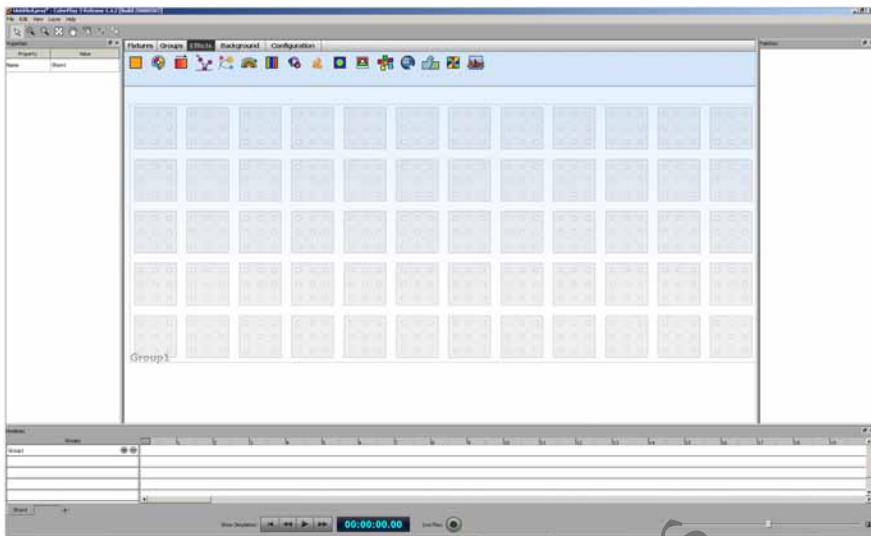


Spiral — The Spiral effect produces arcs of color originating in the center of a group and moving in a clockwise direction.



Text — The Text effect scrolls a text message across a solid background color.

Creating a Light Show with ColorPlay 3



1. Map Fixtures

Each ColorPlay show begins as a virtual map of light fixtures. To start designing your show, you must plot, or map, fixtures on a grid. The map represents your installation and enables ColorPlay to send instructions to the iPlayer operating your lights.

2. Arrange Groups

Next, you must arrange the mapped fixtures into groups. Groups coordinate the show, enabling you to rapidly select and move multiple fixtures, change node ordering to match your installation, and assign effects across multiple fixtures simultaneously.

3. Create Effects

After arranging groups, you can begin assigning effects. Each effect possesses editable properties, including color palettes, start time, timeline duration, and more. Note that effects are applied to groups; to assign an effect to a fixture, that fixture must be part of a group. Note also that you can assign more than one effect to each group.

4. Simulate and Test Your Light Show

Next, you simulate and refine your show with the timeline editor. The timeline editor contains multiple tracks, or rows, which enable you to quickly adjust effect properties, modify effect transitions, and manage multiple effects applied to the same group. The timeline editor contains the playback controls used for previewing your show on-screen or running your show live on installation fixtures.

5. Download Shows to the iPlayer and Create Triggers

The final step in creating a ColorPlay project has two stages: first you download your show files to an iPlayer and then you configure your show playback instructions by creating triggers.



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