

I Intelligent M Marquee S Systems

IMS Mk2 Hand Held Programmer



User Guide

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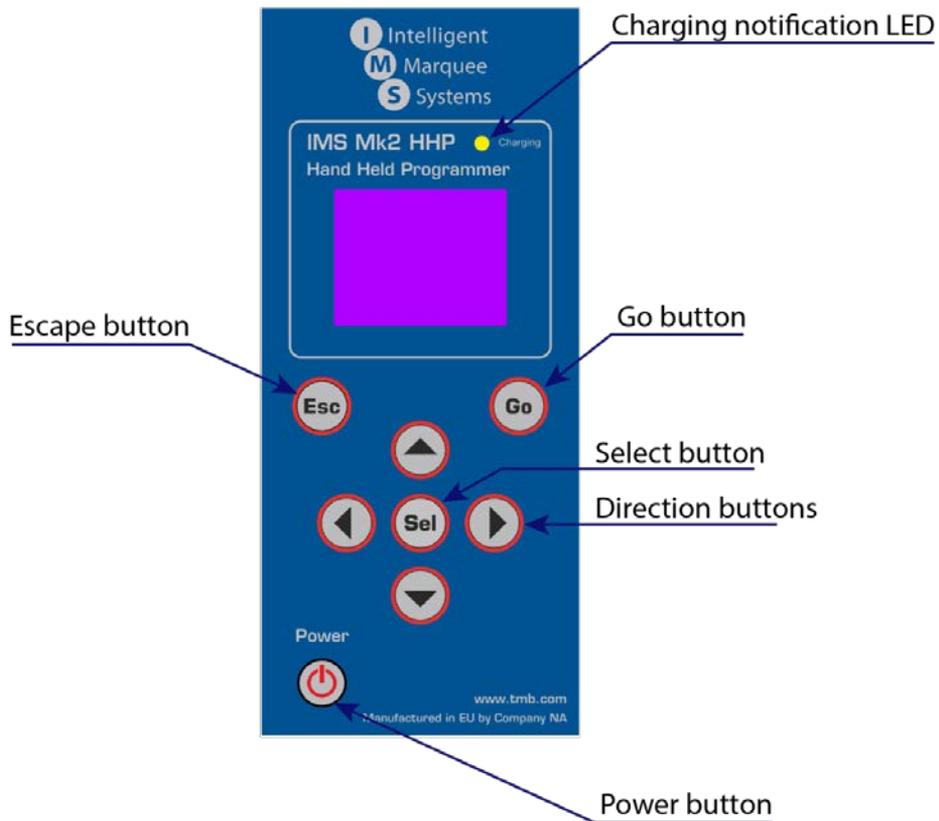


Menu Map

Level 1	Level 2	Level 3	Notes
Set DMX addr	1-512		Set the DMX start address
Select type			Select LED lamp model
	RGB + White		
	Dynamic W		
	Filament		
Test lamps			In this menu function you can select the fixture control options.
	LAMP OFF		No test
	RED		Red color test
	GREEN		Green color test
	BLUE		Blue color test
	WHITE		White color test
	R+G		Red + green color test
	R+B		Red + blue color test
	R+W		Red + white color test
	G+B		Green + blue color test
	G+W		Green + white color test
	B+W		Blue + white color test
	R+G+B		Red + green + blue color test
	G+B+W		Green + blue + white color test
	R+G+W		Red + green + white color test
	R+B+W		Red + blue + white color test
	R+G+B+W		Red + green + blue + white color test
	RUN LINE		Test a IMS output with DMX coming from the Hand Held Programmer

	RAINBOW		Rainbow color mix test
Settings	Off time		Set the time after which the Hand Held Programmer will power off.
		0-10	0 - never 1-10 - time in minutes
	Volume		Set the volume level.
		0-7	0 - mute 1-7 - higher the number, higher the volume
	About		Information about software version for the device and current lamp firmware version.

Overview



What is the function of IMS Mk2 HHP

The IMS Mk2 (Intelligent Marquee Systems) HHP (Hand Held Programmer) has two primary uses:

1) Programming the IMS lamps

User needs to DMX address each lamp and upload new firmware into the lamps. As the need arises for lamp readdressing and replacement, the IMS HHP is a convenient, powerful, and portable tool.

2) Testing the IMS lamps

The HHP can test all IMS lamps, as well as output a test sequence to an IMS Universe Drive via DMX to test a lamp string.

Turning the device ON

Press and hold the **<POWER>** button until the device powers ON. "Set DMX address" submenu will automatically open.



To return to the main menu, press the **<ESCAPE>** button.

Main menu

The Main menu has 4 submenus:

Set DMX address

Select type

Test lamps

Settings



Choose the desired submenu by pressing the <UP> or <DOWN> buttons and pressing the <SELECT> button to confirm the selection.

Set DMX address submenu

This submenu is for setting the DMX address of a connected IMS Lamp. If no lamp is connected to the HHP, screen with "NO LAMP" notification will appear.



Connecting the lamp to HHP

When connecting an IMS lamp to the HHP, the lamp will begin flashing and the HHP will make an audible sound notification (if the volume setting is set at 1 or higher).

The screenshot below shows an example for a lamp connected to the HHP. The current DMX address, the lamp number in the lamp chain, firmware version and lamp type is displayed

Element explanation (marked with red circles):



- 1) Current DMX address of lamp
- 2) Lamp number in the lamp chain; (useful for quick addressing by the nth lamp)
- 3) Software version that will be uploaded to lamp
- 4) Mode that will be patched in the lamp
- 5) DMX address that will be programmed in the lamp
- 6) Sequence number for the lamp that will be programmed

Lamp error

If there is a problem with a lamp, it will show an "ERROR" message in the middle of the screen. If this happens, please contact TMB Tech support (see contact information on last page).



Setting the DMX address



Set DMX addr
DMX 1 # 1
Bulb v3.01
RGB+White
Next Address:
DMX 5 # 1

To set the DMX address, use the **<RIGHT>** and **<LEFT>** buttons to select the DMX address for the lamp to be programmed.

Using the **<UP>** and **<DOWN>** buttons, the lamp can be addressed by the lamp number to patch in the line. (This automatically chooses the next DMX address making programming simple and quick.)

When the correct DMX address has been selected, press the **<PROGRAM>** button. When programming is completed, the HHP will play back a notification sound (if the volume setting is set at 1 or higher). Confirmation of a successful lamp programming shows the DMX address changed to the programmed address, and next incremental address will be displayed below for easy and quick sequential programming. No intervention is necessary, and lamps can be quickly programmed in succession by swapping to the next lamp and pressing the program button.

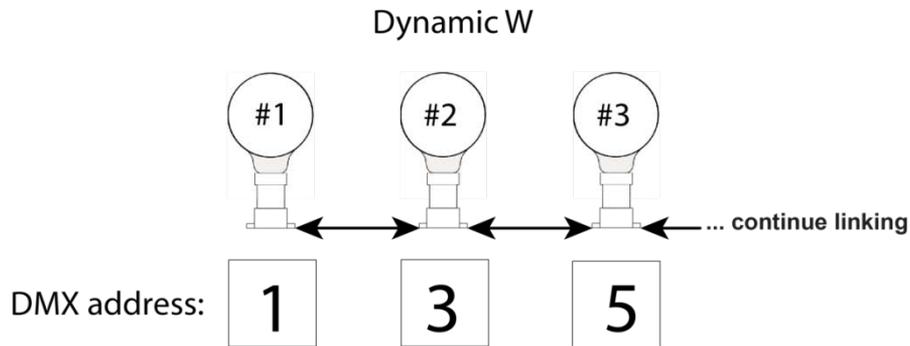


Set DMX addr
DMX 1 # 1
Bulb v3.01
RGB+White
Next Address:
PROGRAMMING

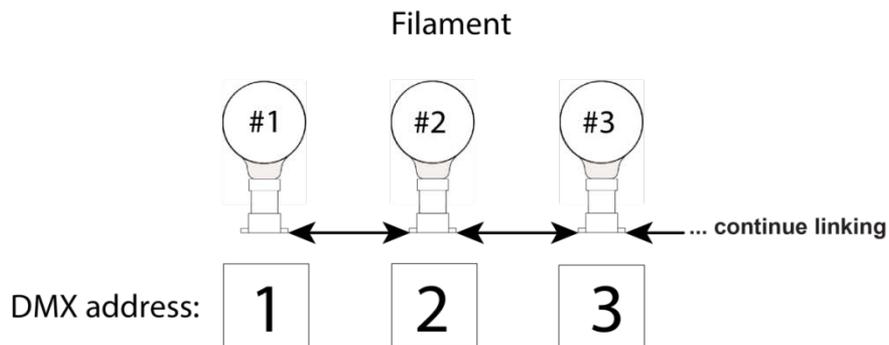
Example – The current DMX address for the connected lamp is 1; the lamp number in lamp chain is #1. After pressing **<PROGRAM>** button, the HHP will set the DMX address to 5 (for RGB+W lamps) and the sequence number for a lamp will change to #2.

Set DMX addr
DMX 1 # 1
Bulb v3.01
RGB+White
Next Address:
DMX 5 # 2

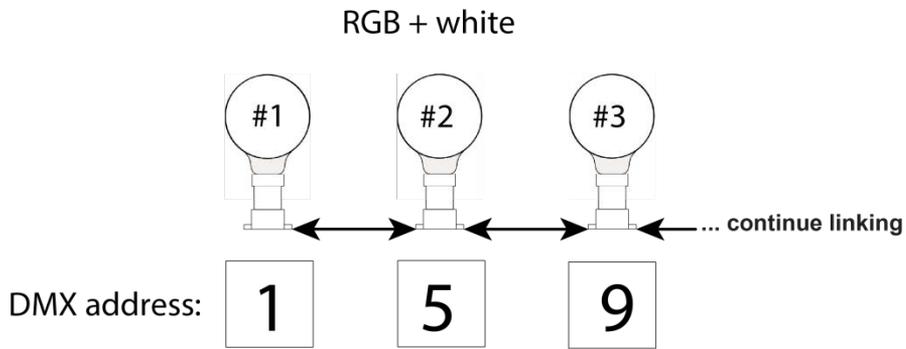
Examples for IMS lamp connections



Dynamic White LED lamps connected. Three lamps are shown. Dynamic white lamps have a two DMX channel footprint.

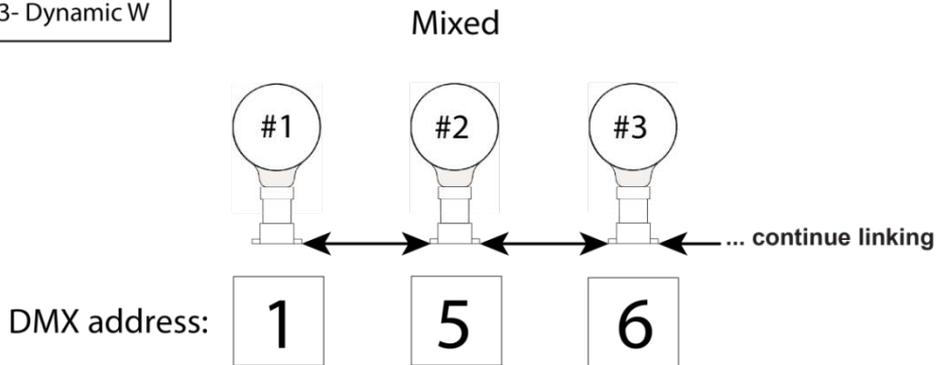


Warm White Clear Filament LED lamps connected. 3 lamps are shown. Warm White Clear filament lamps have a 1 DMX channel footprint.



RGB+W LED lamps connected. 3 lamps are shown. RGBW+W lamps have a 4 DMX channel footprint.

#1- RGB + white
 #2- Filament
 #3- Dynamic W

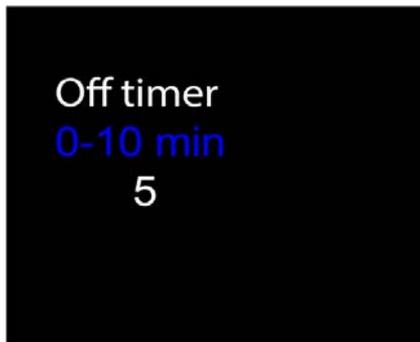


Example for mixed LED lamps:
 #1- RGB + white
 #2- Warm White Clear Filament
 #3- Dynamic White

Settings submenu



Off Time



This setting sets the amount of time of no usage after which the device will turn off by itself.

The time can be changed by using the **<UP>** and **<DOWN>** buttons. When the desired time has been chosen, press the **<SELECT>** button to store the new setting. To return to the previous menu without making changes, press **<ESCAPE>** button.

Value	Reaction
0	Device will never turn off automatically
1-10	Device will turn off in time 1-10 minutes

Volume



This setting sets the HHP sound volume (the HHP makes a sound notification when the device is turned on or when a lamp has been programmed).

The user can change the values using the **<UP>** and **<DOWN>** buttons. When the desired value has been chosen, press the **<SELECT>** button to store the setting. To return to the previous menu without making changes, press **<ESCAPE>** button.

Value	Reaction
0	The HHP will not make any sound
1-7	Higher the number, higher the volume.

About



This submenu shows the current HHP software (v2.05 in this case) and the version of the firmware that will be programmed into lamps (v3.01 in this case).

Press the **<ESCAPE>** button to exit from this submenu.

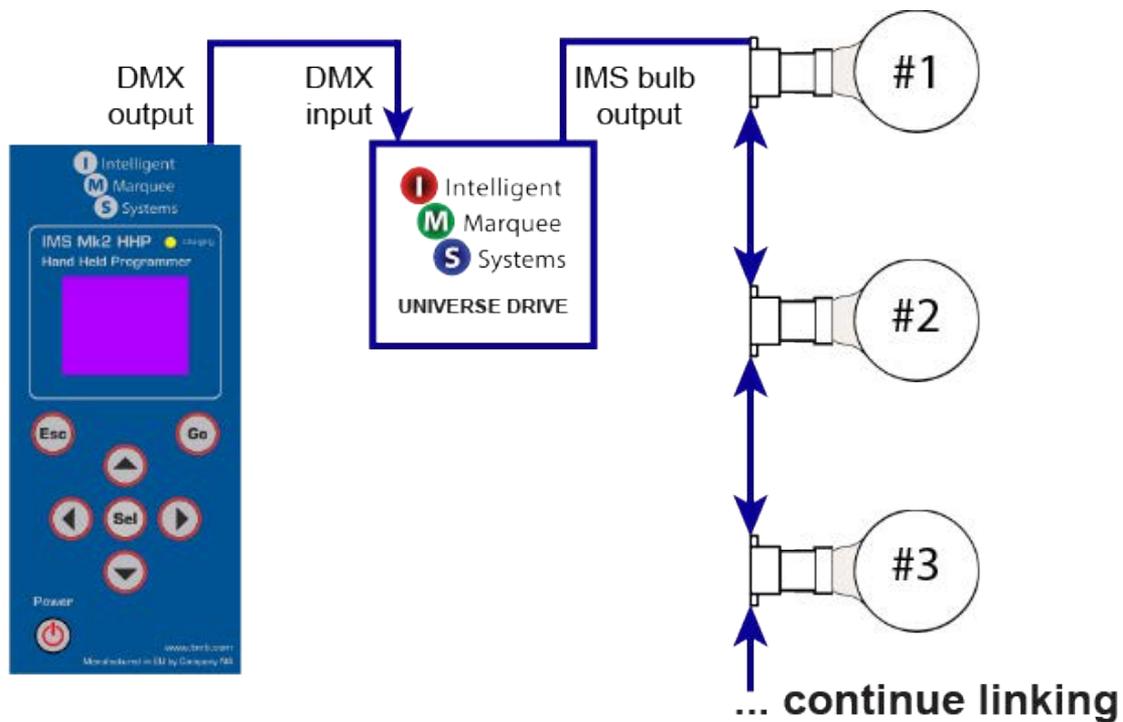
Select type submenu

The "select type" menu is used for lamp and lamp string testing purposes.



The user can change the lamp and type using the **<UP>** and **<DOWN>** buttons. When the required lamp has been chosen, press the **<SELECT>** button to activate the setting. To return to previous submenu, press the **<ESCAPE>** button.

Lamp chain testing connection scheme



Test lamps submenu



Possible tests:

Lamp OFF;
Red;
Green;
Blue;
White;
R+G (red + green);
R+B (red + blue);
R+W (red + white);
G+B (green + blue);
G+W (green + white);
B+W (blue + white);
R+G+B (red + green + blue);
G+B+W (green + blue + white);
R+G+W (red + green + white);
R+B+W (red + blue + white);
R + G + B + W (red + green + blue + white);
Run line (when only 1 lamp is connected, it will blink, when a DMX chain is connected, DMX chain will have a "running" effect);
Rainbow (RGBW color mix).

It is possible to test the whole IMS lamp chain by connecting the IMS Universe Drive to the IMS HHP using a DMX cable. This is useful when testing large numbers of lamps at the same time.

Battery and charging

The device has a 1100mAh Li-ion battery that can be charged by using the Micro USB cable. When device is charging, a red LED will turn ON.

Battery indicator states:

When battery charge is full (100%), the battery indicator on the LCD screen will be green.	When battery charge is below 50%, the battery indicator on the LCD screen will be orange and show less than half-full.	When the battery is almost empty, the battery indicator on the LCD screen will turn red in color.
		

Software updates

Software updates are done via a micro usb cable and a pc. In the event you need to update the HHP software, please contact TMB tech support.

Frequently Asked Questions

What is the purpose of the DMX port?

The DMX port is designed to output test patterns to IMS Universe Drives for lamp string testing purposes. Instead of testing one lamp, the user can test whole lamp string.

What can I do with micro USB port?

The HHP is charged through the micro USB port. Software updates can also be done through micro USB port.

I get a "lamp error" message. What shall I do?

There is a problem with the lamp connected to the HHP. First, visually inspect the lamp, followed by a physical shake of the lamp to ensure there are no internal parts are loose. If there is a problem with a lamp or multiple lamps on a string, please contact TMB Tech support for troubleshooting tips (see contact info on last page).

"Test lamps" test shows different shows colors beyond the lamp's capability.

This happens when the user has selected wrong "patch" type for the lamp used with HHP. Solution: change lamp test to match lamp type connected.

Can I test more than 1 lamp?

A DMX port has been added to connect the HHP to an IMS universe drive to test the whole lamp string.

Why there are there question marks?



These question marks mean that the selected DMX address is not assigned to a number in a lamp chain.

Example:

The user has set one RGB+W lamp as DMX address 1 and sequence number in chain: #1 and the DMX footprint is 1-4. The DMX address for the next lamp should be 5. Instead of using the DMX address 5 which would have a sequence number in chain: #2, the user sets the DMX address 6 and this results with "??" symbols as it is unknown which device it is in the lamp sequence. This can be ignored if the user is intentionally addressing lamps a specific way outside the normal pattern of addresses for the lamp type.

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