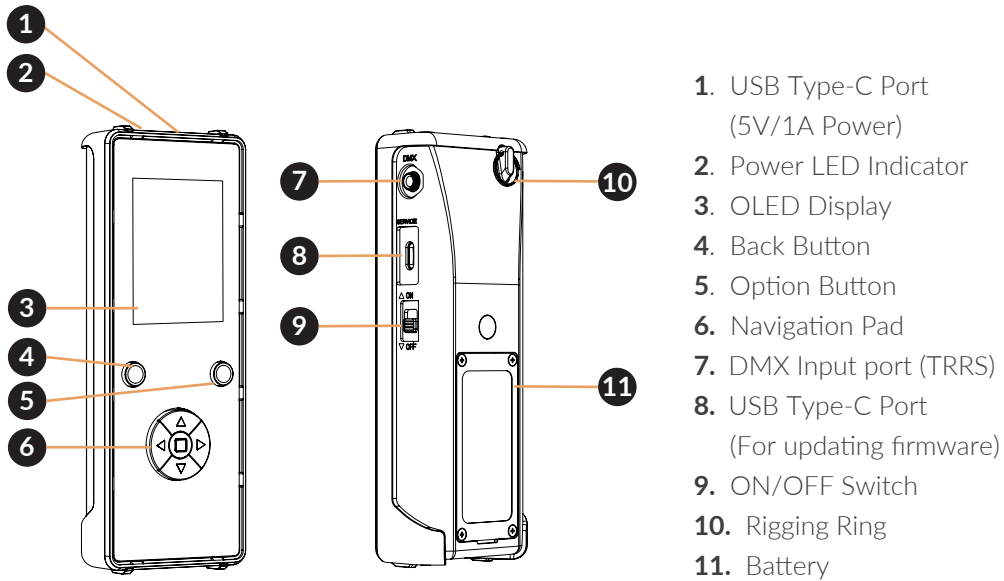


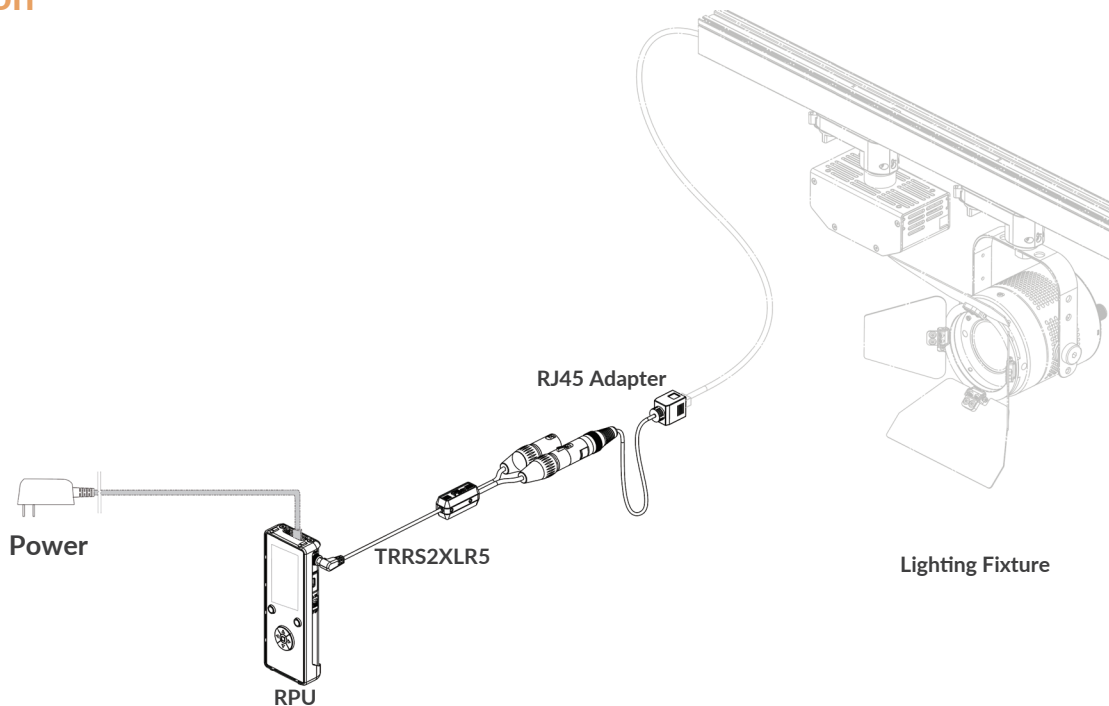
SPEC RPU

User Guide

Parts Diagram



Installation



Button Functions

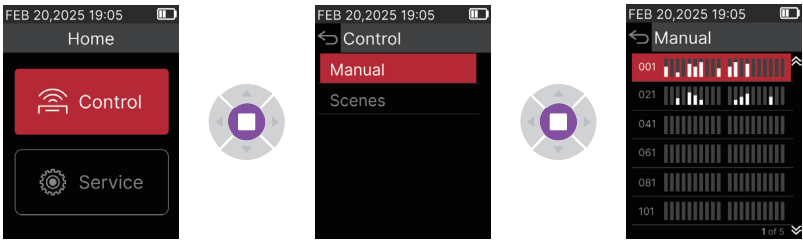
Knob					
Actions	Press Up/Down Move	Press Left/Right Move	Press Confirm	Press Back	Press Undefined

Control

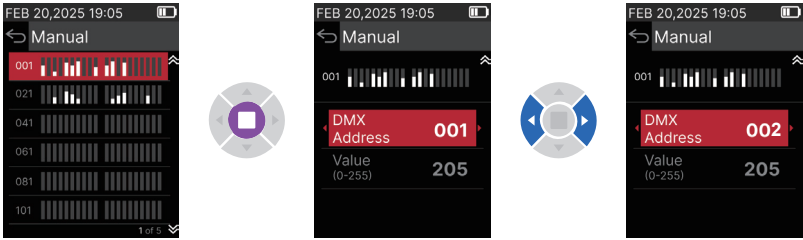
The Control section of the RPU covers DMX Control via Manual Mode and Scenes Mode.
*For explanations and examples of DMX, go to page 10.

Manual Mode

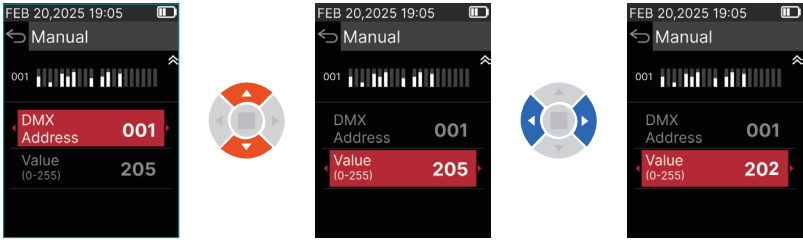
Manual DMX Control allows for manual control and output of 1 DMX Universe.
1) After powering on the RPU and the menu appears, select "Control" and press once. "Manual" will be highlighted, press again to enter.



2) Use up/down to navigate through available channels. Press once on "001" to enter, then use left/right to adjust the DMX address.



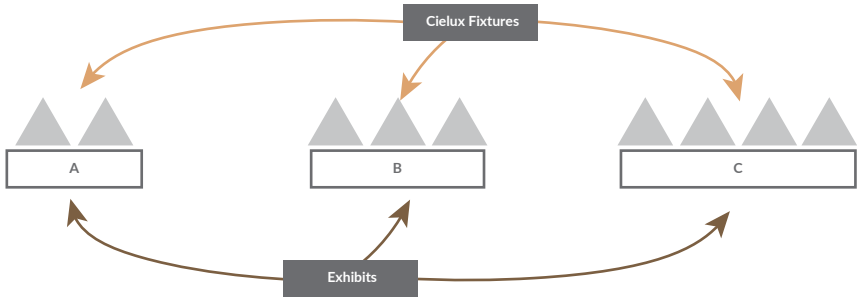
3) Navigate down to value, when "Value" is highlighted, navigate left/right to adjust channel parameters.



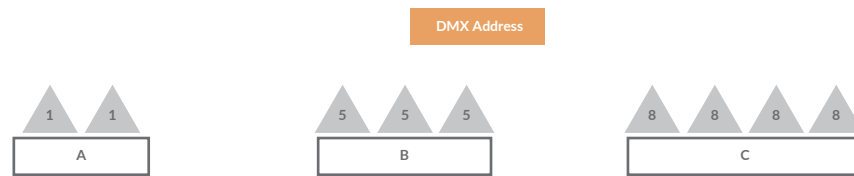
Scenes

Scenes allow users to create specific and customizable looks for any use.
They define desired light settings for any situation.

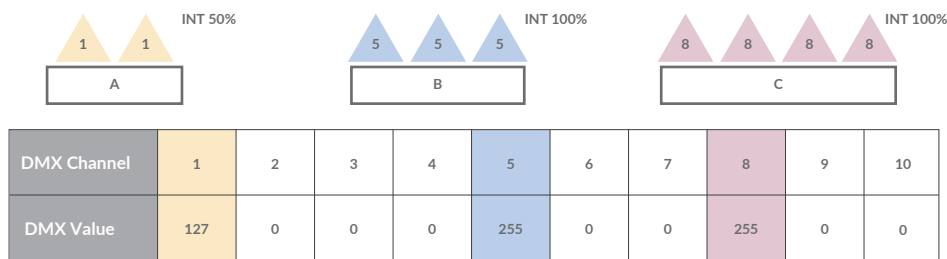
Here is an example of Scenes being used in a gallery with several exhibits.*



To control them all with the same scene, users can set each exhibit to have different starting addresses.

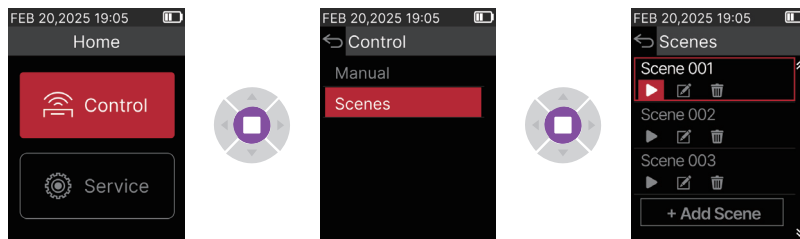


Then, different DMX outputs can be set at various points, allowing for flexible scenes.

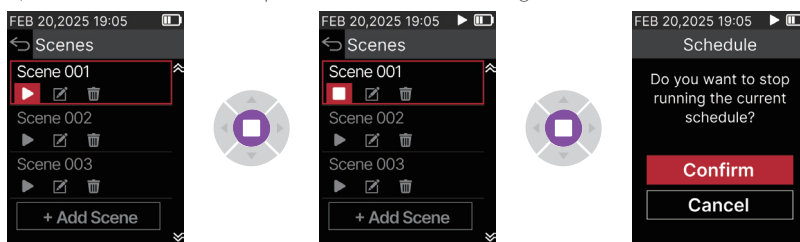


Run A Scene

1) When "Control" is highlighted, press once. Navigate down and select "Scenes", then press once to enter.

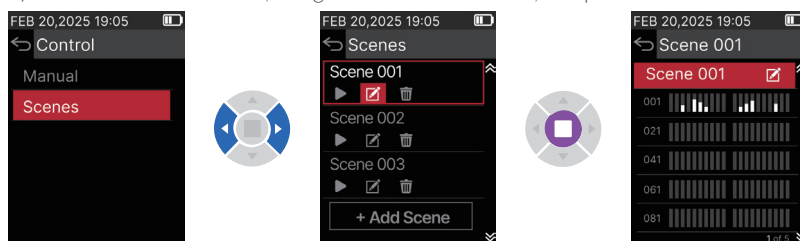


2) Select desired scene and press once to enter. Press again to confirm and run selected scene.

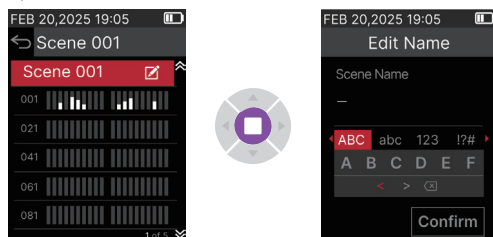


Editing Scenes

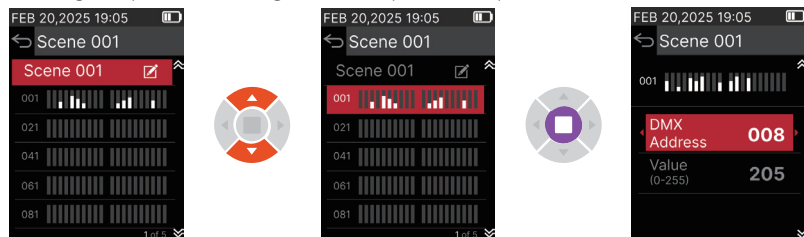
1) When a scene is selected, navigate left to the edit icon, and press once to enter.



2) Select the scene banner to edit the name.



3) Navigate up/down to navigate to each point, then press once to enter.

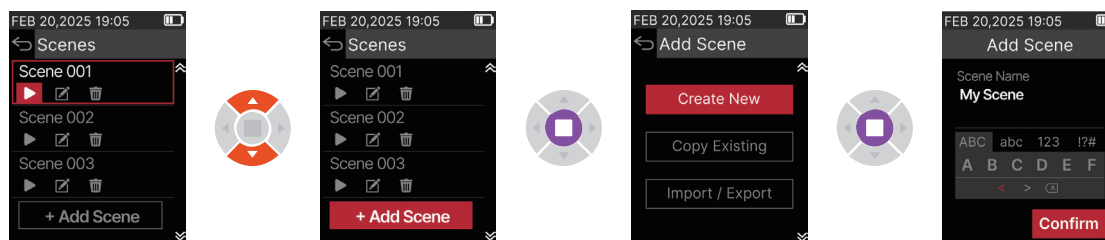


Add/Delete Scenes

Users can Create a New Scene, Copy an Existing Scene, or Import/Export a Scene.

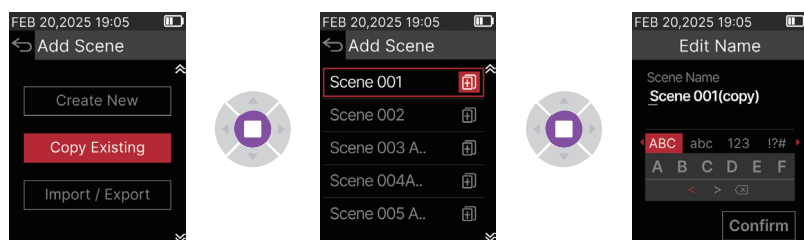
Create New

- 1) Select "+Add Scenes", select "Create New"
- 2) Create a name for the scene being added, select "Confirm".
- 3) Create desired scene and exit.



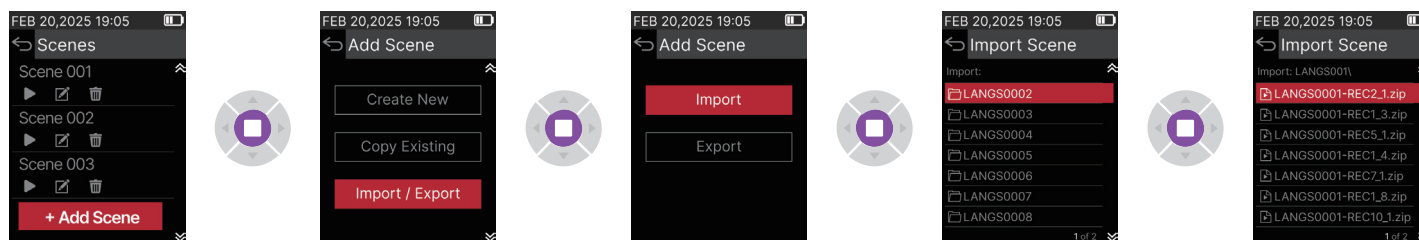
Copy Existing

- 1) Select "+Add Scenes", select "Copy Existing"
- 2) Navigate to scene to be copied, select the copy icon.
- 3) Create a name for the scene being added. Select "Confirm".



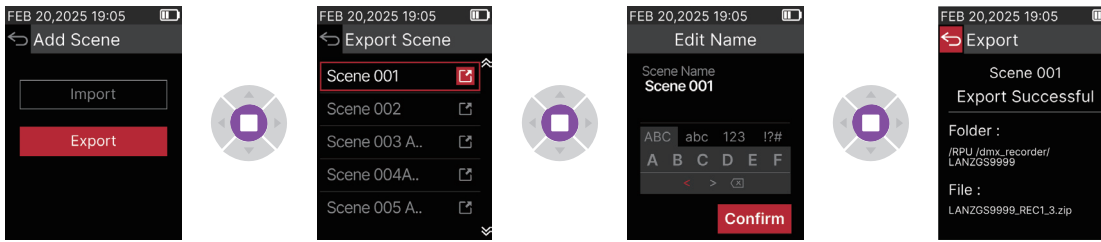
Import/Export

- 1) Plug USB Drive into the Service port of the RPU
- 2) Select "+Add Scenes", select "Import/Export"
- 3) If Importing, navigate to and select scene to add, scenes will import automatically.



4) If Exporting, select scene to export.

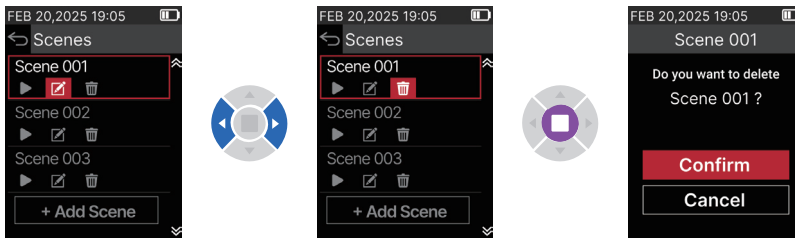
5) Enter name for scene being exported.



Delete Scenes

1) Navigate to scene to delete.

2) Navigate to Delete icon and press once.

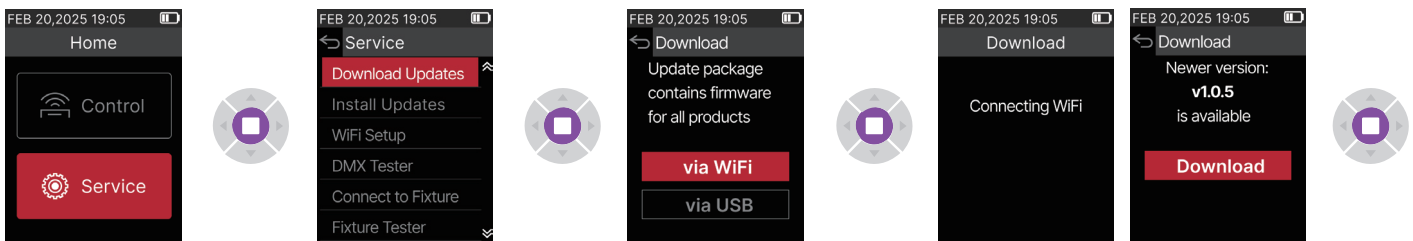


Service

Updates

Updates can be installed via Wi-Fi.

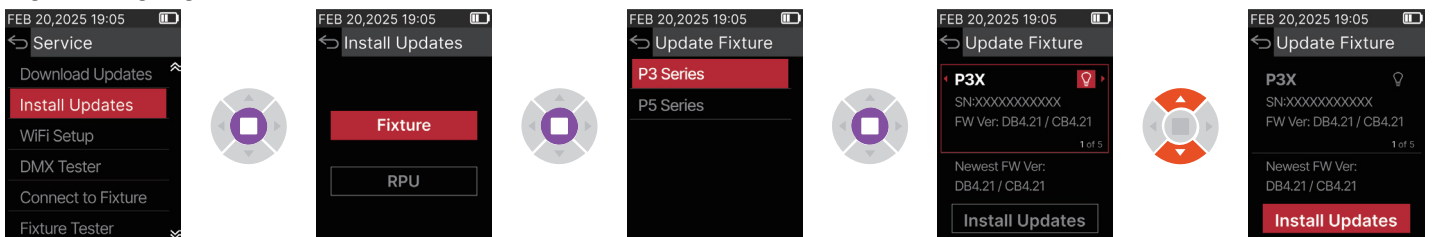
Alternatively, the latest FW of the RPU can also be downloaded from www.Cielux.com/support/firmwareUpdates.php, and installed on the device via a USB Drive to the Service Port.



WiFi

Connect to WiFi to ensure RPU is on the latest FW. The RPU supports broadband and 5G networks.

Cielux lighting devices can also be updated via RPU. Make sure the latest firmware version of the RPU is installed to guarantee lighting devices will also be on their most recent firmware



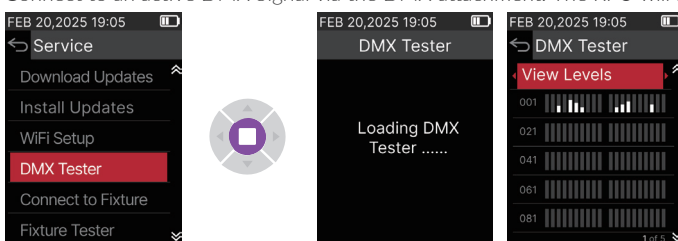
DMX Tester

The DMX Tester can interface with DMX for troubleshooting setups, fixtures, and any connections.

The tester can be set to View or Set Levels.

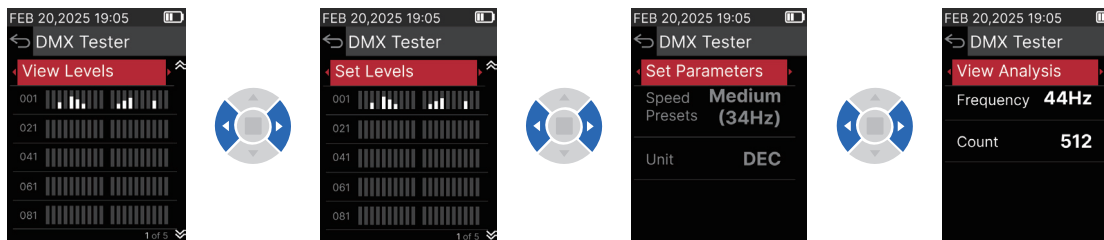
In View Levels:

Connect to an active DMX Signal via the DMX attachment. The RPU will show any incoming signal being read for the DMX Universe.



In Set Levels:

Connect to a lighting setup via the DMX attachment. Control for the Set Levels mode is identical to Manual Control. Individual channel values can be controlled for any necessary testing.



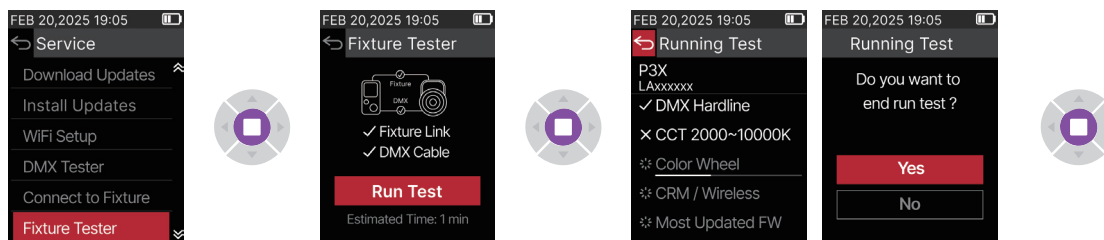
Connect to Fixture

Connect to Fixture directly connects to Cielux and Cielux fixtures, allowing access to settings and any fixture information. Connect to Fixture has three facets - Control, Information, and Flash.

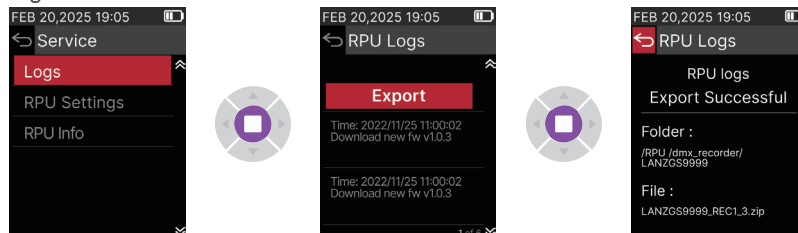


Fixture Tester

The Fixture Tester runs a quick diagnostic on a fixture for troubleshooting. Once connected to a fixture via DMX, the fixture will do an intensity and CCT scan, allowing for visual troubleshooting of any unexpected fixture behavior.

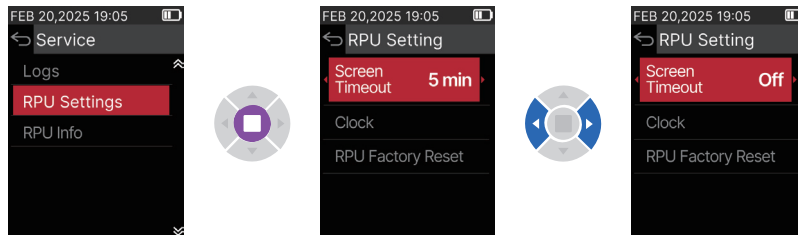


Logs

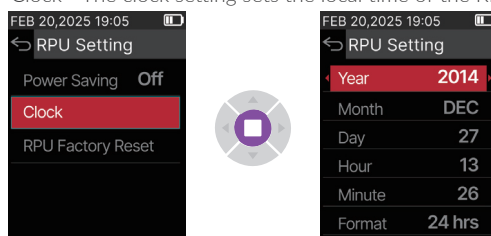


RPU Settings

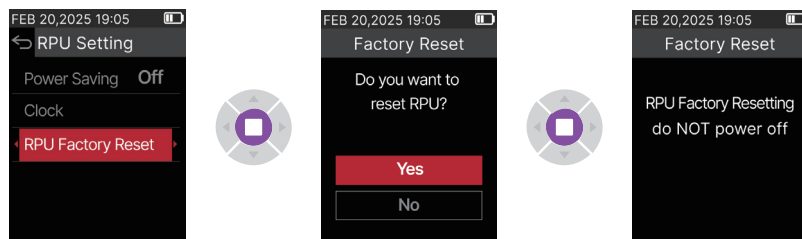
Power Saving - Power saving can be toggled to add a screen timeout, which will turn the screen off after an amount of time set by the user.



Clock - The clock setting sets the local time of the RPU, as well as toggle between the 12 and 24 hour clock, as well as toggling Daylight Savings.

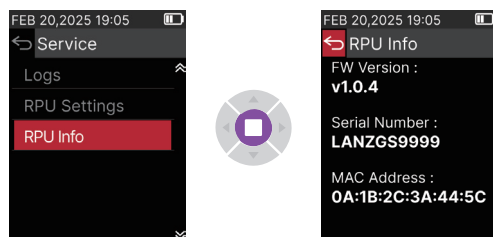


RPU Factory Reset - The Factory Reset clears the RPU's memory and returns all settings and features to factory defaults.



RPU Info

The RPU Info section shows the RPU's firmware version, the serial number of the unit, and its MAC address.



Troubleshooting

Problems	Possible causes	Checks and remedies
Utility will not launch	System incompatibility, missing updates	Check system specs, update software
Light fixture not detected	Connection error, wrong port, device off	Confirm power, check cables/wireless, select correct port
Firmware update fails	Unstable power, wrong firmware	Confirm stable power, verify firmware file, retry or reset

Battery Operation

Items	Recommandations
Battery Type	Use alkaline battery only.
Estimated Runtime	20-40mins

DMX Footprint

Here is the DMX footprint for Cielux P3X, CCT mode

DMX Channel	Parameter
1	Intensity 0-100%
2	CCT 2000K-10000K
3	Green Adjust (-1.0 ~ +1.0)
4	Fan Settings 0-100%
5	Dimming Setting 0-100%
6	Strobe Frequency 1Hz - 25Hz

DMX is a communication protocol used for theatrical lighting and effects. It is sent as a universe of 512 packets (called "channels"), each with a value of 0-255.

Lighting devices are addressed to channels, which means they read the values at a specific channel start, and act accordingly to the data received. Lights will have DMX footprints, which are the channels a light will "listen" to, and the parameters those channels will control.



Intensity 50%, CCT 10000K

If the Cielux P3X is set to address 2, it would read channels 2-7 to determine light output. Here is an example of channels 1-10 of a DMX Universe, and the resulting light behavior:

DMX Channel	1	2	3	4	5	6	7	8	9	10
DMX Value	255	127	255	0	0	0	0	0	0	0
	Intensity		CCT	Green	Fan	Dimming	Strobe			