

FIRMWARE UPDATER 2+



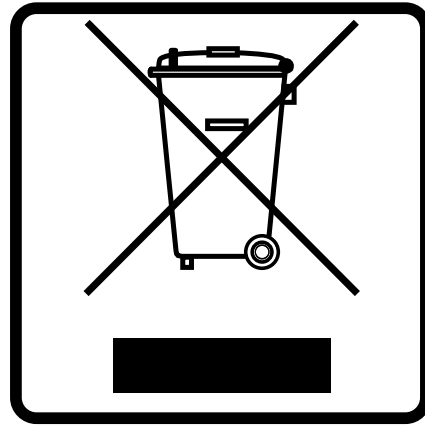
ENGLISH Operation Manual

Other languages can be downloaded from:
WWW.BRITEQ-LIGHTING.COM



Version: 1.0





EN - DISPOSAL OF THE DEVICE

Dispose of the unit and used batteries in an environment friendly manner according to your country regulations.

FR - DÉCLASSER L'APPAREIL

Débarrassez-vous de l'appareil et des piles usagées de manière écologique conformément aux dispositions légales de votre pays.

NL - VERWIJDEREN VAN HET APPARAAT

Verwijder het toestel en de gebruikte batterijen op een milieuvriendelijke manier conform de in uw land geldende voorschriften.

DU - ENTSORGUNG DES GERÄTS

Entsorgen Sie das Gerät und die Batterien auf umweltfreundliche Art und Weise gemäß den Vorschriften Ihres Landes.

ES - DESHACERSE DEL APARATO

Reciclar el aparato y pilas usadas de forma ecologica conforme a las disposiciones legales de su país.

PT - COMO DESFAZER-SE DA UNIDADE

Tente reciclar a unidade e as pilhas usadas respeitando o ambiente e em conformidade com as normas vigentes no seu país.

OPERATION MANUAL

Thank you for buying this Briteq® product. To take full advantage of all possibilities, please read these operating instructions very carefully.

FEATURES

- This unit can be used to easily upgrade the firmware of compatible DMX-effects & projectors.
- One or more DMX-effects can be upgraded simultaneously through their DMX-in/out connections.
- Several additional functions:
 - **RDM functionality:** check several functions + change DMX-address / DMX-channel mode.
 - **Check DMX-values** of all 512 DMX-channels
 - **DMX-controller:** with manual control to perform basic tests.
Also a small 20 step program, including fade/speed control, can be stored for simple applications.
- This standalone programmer can be used onsite for easy firmware updates.
- No specific PC-software needed.
- Matrix LCD-display to easily find and select one the different firmware files stored on the micro SD-card
- Several firmware files of different projectors can be stored
- Mini-USB input to recharge the internal battery.
- Output: XLR 3pin
- USB/micro SD-card adapter + mini-USB cable + micro SD-card included.

ATTENTION:

There are different **FIRMWARE UPDATER** models available: **CHECK** with us to know which updater model you need to update your projector !

BEFORE USE

Check the contents:

Check that the carton contains the following items:

- 1 FIRMWARE UPDATER2+
- 1 USB/micro SD-card adapter
- 1 mini-USB cable
- 1 micro SD-card
- 1 User manual

MAINTENANCE

Clean by wiping with a polished cloth slightly dipped with water. Avoid getting water inside the unit. Do not use volatile liquids such as benzene or thinner which will damage the unit.

FUNCTIONS

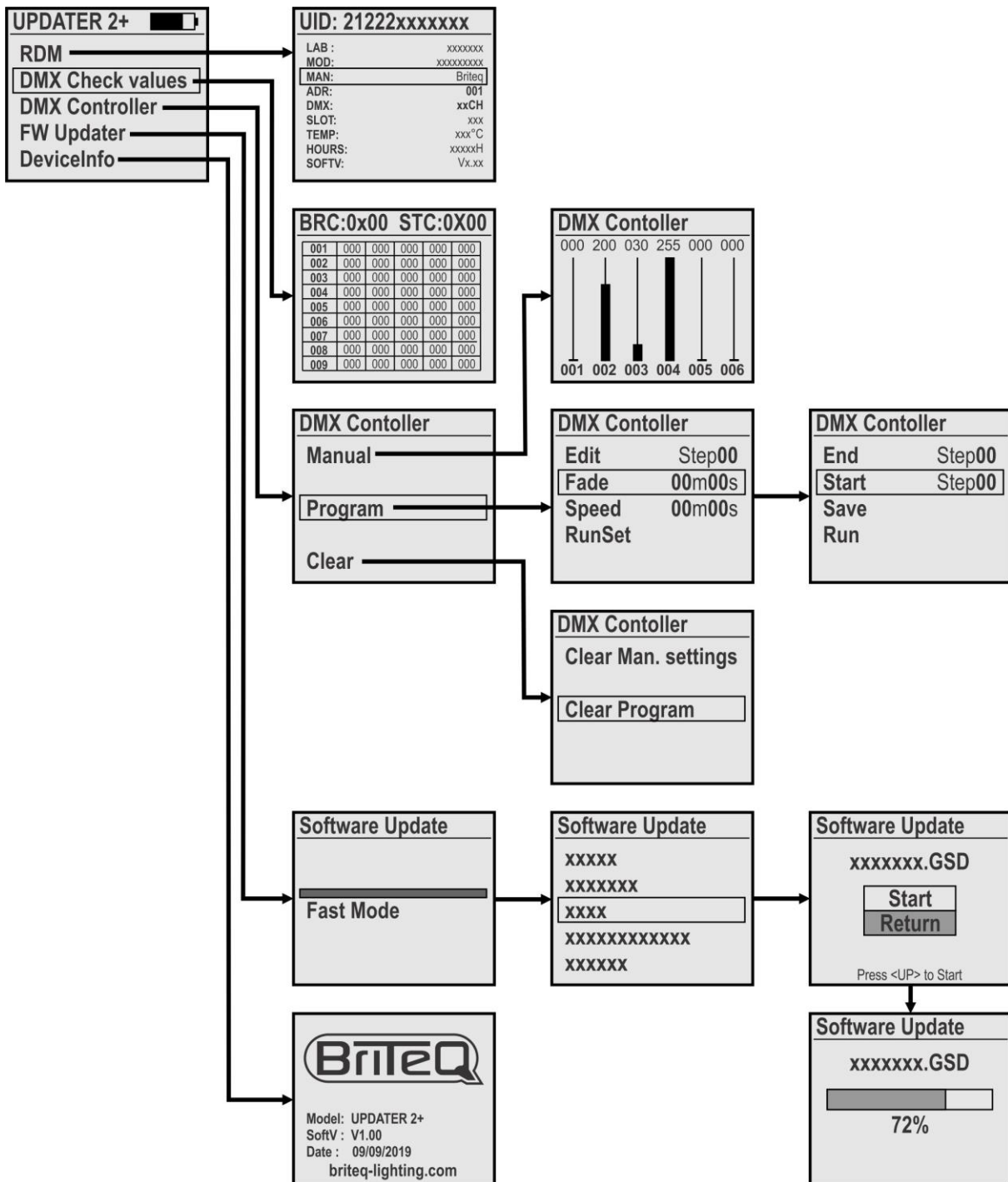
1. **µSD-card reader:** used to insert the µSD-card containing the firmware files. µSD-card should be inserted with the contacts facing UP!
2. **DISPLAY:** the backlit matrix LCD-display is used to navigate the files on the µSD-card and show instructions to help the user. The backlight is lit soon as one of the buttons is pressed. The display blinks every 5seconds while the buttons are not used for more than 1minute..
3. **[MENU] buttons:** used to browse the different options of the setup menu.
 - **[MODE] Button:** press shortly to go 1 level up in the menu.
 - **◀/▶/▲/▼ Buttons:** mainly used to navigate in the file tree and instructions shown on the display



- [ENTER]-button: used to confirm the current action.
- 4. **ON/OFF switch:** slide the switch to the right to turn the programmer ON, to the left to turn it OFF.
- 5. **Mini USB-input:** used to charge the internal battery. Just connect the unit to a PC or universal USB-charger to charge the internal battery. USB-cable (8) included.
- 6. **µSD-CARD:** used to save the different firmware files. Subdirectories can be used to easily keep track of the files for different projectors.
- 7. **USB/µSD-card adapter:** used to easily insert the µSD-card in a USB-slot and transfer the files.
- 8. **USB/Mini USB-cable:** used to connect the UPDATER for charging of the battery, also see (5)
- 9. **XLR-output:** used to connect the UPDATER to the DMX-input of the projector.

HOW TO USE

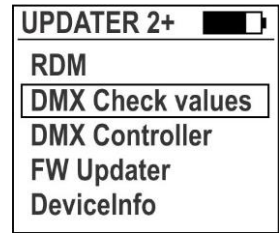
MENU STRUCTURE



[MAIN MENU]

The main menu contains all the available options of the [UPDATER2+]

- Use the ▲/▼-buttons to choose the desired option
- Press the [ENTER]-button to confirm
- Press the [MODE]-button to return to the main menu.



[RDM FUNCTION]

Is used to check a number of RDM-functions and set DMX-channel mode + DMX-address remotely

- Once you select the RDM-function the UPDATER2+ check all connected units
- A list of RDM-capable units is shown on the display
- Use the ▲/▼-buttons to choose the desired unit: this unit will start to flash to show its position
- Press the [ENTER]-button to confirm: flashing stops and a list of parameters is shown
 - The UID of the unit is shown on the top.
 - The most common RDM-parameters are shown in white color
Use the ◀/▶-buttons to browse the additional RDM-pages.
 - Parameters that can be changed are shown in yellow color
- Use the ▲/▼-buttons to select one of the yellow colored parameters
- Press the [ENTER]-button to confirm: you can change the parameters
- Use the ▲/▼-buttons to change the value
- Press the [ENTER]-button to confirm: the new parameter is sent to the selected unit
- Press the [MODE]-button to return to the list of RDM-units.

[DMX check values]

Is used to quickly check the values of the connected DMX-signal.

ATTENTION: to use this function you need an optional XLR-male/XLR-male adapter. (order code = B01318)

- The screen shows 103 rows of 5 channels (total = 512 channels)
- Channels with 000 values are shown in white, other channels are shown in red color.
- Use the ▲/▼-buttons to browse the rows to see the different channels.
- Press the [ENTER]-button to toggle between DECIMAL and HEXADECIMAL format.



[DMX Controller]

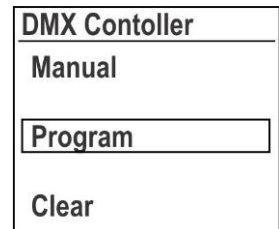
Turns the UPDATER2+ into a simple DMX-controller to quickly test some basic functions.

- Use the ▲/▼-buttons and [ENTER]-button to select the desired option:

[Manual] a small simple DMX controller with the following functions:

The display shows 6 virtual channel faders with their actual values on top.

- Use the ◀/▶-buttons to browse the different channels.
- Use the ▲/▼-buttons to change the values.
- Press the [ENTER]-button as flash button.
- Press the MODE button to leave the [Manual] mode



[Program] a small 20-step program can be made and permanently saved:

Edit program steps:

- Use the ▲/▼-buttons to select [Edit].
- Use the ◀/▶-buttons to select the step to edit.
- Press the [ENTER]-button : set the DMX-channels for this step.
- Repeat until all steps are ready.

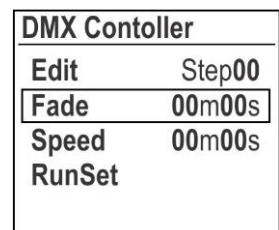
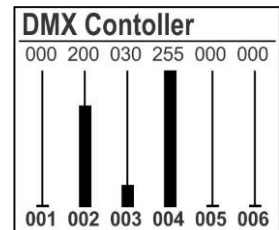
Set playback options:

[FADE]: sets the fading time between all steps during playback.

- Use the ▲/▼-buttons to select [Fade] and confirm with [ENTER]
 - Use the ▲/▼-buttons to change the seconds
 - Use the ◀/▶-buttons to change the minutes
- Press the [ENTER]-button to confirm.

[SPEED]: sets the length of each step (attention: CANNOT be 00m00s !!!)

- Use the ▲/▼-buttons to select [Speed] and confirm with [ENTER]
 - Use the ▲/▼-buttons to change the seconds
 - Use the ◀/▶-buttons to change the minutes



- Press the [ENTER]-button to confirm.

[RunSet]: start playback of the program

- Use the ▲/▼-buttons to select [RunSet] and confirm with [ENTER]
 - Use the ▲/▼-buttons to select the [END] step (last step for playback)
 - Use the ◀/▶-buttons to change the value.
 - Use the ▲/▼-buttons to select the [START] step (first step for playback)
 - Use the ◀/▶-buttons to change the value
- Use the ▲/▼-buttons to select [Run] and confirm with [ENTER] → playback starts.
- Use the ▲/▼-buttons to select [Save] if you want to save the program when the unit is switched off.

DMX Contoller	
End	Step00
Start	Step00
Save	
Run	

[Clear] can be used to delete manual DMX-values or the entire Program:

- Use the ▲/▼-buttons to select [Clear Man. settings]
- Press [ENTER]: ALL 512 channels in the manual DMX-panel are set to 000.
- Use the ▲/▼-buttons to select [Clear Program]
- Press [ENTER]: the saved program is permanently (!!!) deleted.

DMX Contoller	
Clear Man. settings	
Clear Program	

[FW Updater]

Used to update the firmware of compatible products.

Remark: Make sure that the µSD-card is formatted in FAT

- Insert the µSD-card (6) in the USB/µSD-card adapter (7)
- Insert the USB/µSD-card adapter in the USB-slot of your PC
- Copy the desired files to the µSD-card
 - Remark1: If you put files for more than 1 projector on the µSD-card: make subdirectories in the root and name these using max. 8 characters.*
 - Remark2: Only the first 8 characters of the filenames will be shown so rename the files if needed.*
- Remove the µSD-card from the adapter and insert it in µSD-card reader (1) of the updater. (**attention:** the contacts of the µSD-card MUST face upwards!)
- Connect the updater with an XLR-cable to the DMX-input of the projector and switch the projector on.
- Select the [FW Updater] option on the UPDATER2+ and press [ENTER] to confirm
- There are 3 different update speeds to choose from, select one using the ◀/▶-buttons:
 - **[FAST mode]:** standard speed, to be used in most situations
 - **[SLOW mode]:** used when the update fails or if you are updating several units in 1 time
 - **[WIRELESS mode]:** will be used to update units without DMX-input (option not used yet)
- Press the [ENTER]-button to confirm
- Use the ▲/▼ buttons to select the desired directory or file.
- Press [ENTER] to confirm: the display shows [START/RETURN]
 - Select [RETURN]: when you made a mistake, nothing happens.
 - Select [START]: to start the update
- Press [ENTER] to confirm: the displays “Find device” to indicate that it prepares the communication with the projector. Once ready the update starts automatically.
- When the update is finished, the display shows [CONTINUE/FINISH]:
 - Select [CONTINUE]: when you have to program the projector with another file (for some updates you have to program more than 1 file). Select the next file to program and continue until all files were programmed.
 - Select [FINISH]: when you have finished programming the file(s). The communication with the projector will be closed and a reset of the machine is done.
- Done: remove the DMX-cable and don't forget to switch the updater off.

[DEVICE INFO]

Used to check the firmware version of the UPDATER2+

SPECIFICATIONS

This unit is radio-interference suppressed. This product meets the requirements of the current European and national guidelines. Conformity has been established and the relevant statements and documents have been deposited by the manufacturer.

Power Input:	Mini-USB DC 5V 500mA
DMX output:	3pin XLR
µSD-card:	<2GB, FAT formatted
Size:	124 x 70 x 38 mm
Weight:	0.19 kg

Every information is subject to change without prior notice
You can download the latest version of this user manual on our website:
www.briteq-lighting.com



MAILING LIST

EN: Subscribe today to our mailing list for the latest product news!

FR: Inscrivez-vous à notre liste de distribution si vous souhaitez suivre l'actualité de nos produits!

NL: Abonneer je vandaag nog op onze mailinglijst en ontvang ons laatste product nieuws!

DE: Abonnieren Sie unseren Newsletter und erhalten Sie aktuelle Produktinformationen!

ES: Suscríbete hoy a nuestra lista de correo para recibir las últimas noticias!

PT: Inscreva-se hoje na nossa mailing list para estar a par das últimas notícias!

WWW.BRITEQ-LIGHTING.COM

Copyright © 2019 by BEGLEC NV

t Hofveld 2C ~ B1702 Groot-Bijgaarden ~ Belgium

Reproduction or publication of the content in any manner, without express permission of the publisher, is prohibited.