

Orbiter®

MANUAL DE USUARIO

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Historial de Revisión

Fecha	Revisión	Cambios	Revisor
20-10-21		Primera liberación	mfg
21-05-12	L03772	Actualización de la licencia de software	mfg
22-07-04	L03917	Actualización de la licencia de software	mfg

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Introducción

El Orbiter de ARRI es un foco LED muy brillante. El reflector cuenta con un soporte para accesorios ópticos y dos mangos de la espita con sujetadores de liberación rápida. Similar a la serie ARRILITE o a la serie de ARRI M, el Orbiter está diseñado para una iluminación directa o indirecta de objetos. La alta salida permite una distancia larga de la fuente de luz al objeto. Como todos los productos LED ARRI, el Orbiter tiene una fuente de luz totalmente sintonizable.

El Orbiter produce luz blanca o de color con temperatura de color ajustable y un punto verde-magenta ajustable. El espectro de luz se ha optimizado para una excelente reproducción de color y una perfecta interacción con las cámaras digitales. Todos los modelos se pueden controlar mediante el protocolo DMX512-A, CRMX (DMX inalámbrico), RDM, protocolo Art-Net, sACN, portal web Orbiter o la unidad de control del Orbiter.

Por favor, disponga más información detallada sobre las características del Orbiter en el manual de usuario del Orbiter. Usted podrá descargar el manual de usuario gratuitamente, en la sección de descargas en la página web de ARRI www.arri.com.

AVISO

Observe las instrucciones de seguridad y advertencias en las instrucciones de "Instrucción de Guía Rápida" y en el "Manual de Seguridad e Instalación". Ambos se encuentran disponibles para su descarga gratuita en la página web www.arri.com.

Características

Campo de Iluminación

Dependiendo de los accesorios ópticos utilizados, el Orbiter ofrece las mismas posibilidades como un foco convencional de cara abierta o un foco de perfil.

Campo de Iluminación Uniforme

El Orbiter ofrece iluminación homogénea durante la escena mediante iluminación indirecta o resaltado de ciertos objetos. Ofreciendo resultados naturales.

Colores Vibrantes, Iluminación de Espectro Completo

La ejecución de colores realistas es una característica sobresaliente. La luz completamente ajustable del Orbiter puede ser realizada en diferentes tonos, sensores de cámaras y una combinación de ambientes de luz. La gama completa de combinación de colores permite un rendimiento de todos los tonos de colores. La extensa librería de gel y la lista de favoritos ofrecen un amplio rango de colores familiares, que están al alcance de la mano del usuario.

Haz de luz Fría

El Orbiter emite, en comparación con reflectores convencionales, poco calor en el frente, provocando que los actores se sientan cómodos en el haz de luz.

Propiedades

Soporte para Accesorios de Montaje de Iluminación Rápida

El soporte para accesorios de montaje de iluminación rápida en el frente del dispositivo (Montaje de Iluminación Rápida) sostiene accesorios ópticos de la gama de accesorios ARRI para el Orbiter. El receptáculo tiene un puerto de interfaz para comunicarse con el accesorio óptico y una fuente de alimentación para el accesorio cuando es requerido.

Estribo

Se disponen dos estribos disponibles para el Orbiter. El estribo manual, fabricado de aluminio el cual es estable y ligero. El estribo P.O. que está fabricado de acero y diseñado para una operación con barra.

Los dos pestillos de liberación rápida en ambos lados del Orbiter permiten un montaje y retiro rápido del estribo u otros tipos de estribo de ARRI.

Cerraduras de inclinación

Las cerraduras de inclinación de alta fuerza en cada lado del estribo ofrecen seguridad de bloqueo. Elimina movimientos y deslizamientos, también asegura que el Orbiter permanezca donde se haya colocado.

Control

Todas las funciones del Orbiter son controlables a través de DMX (cableado), CRMX (DMX inalámbrico) o Art-Net. El Orbiter también es completamente compatible con RDM (vía DMX y Art-Net con controles ajustables) y es equipado con canal de respuesta RDM para el monitoreo de todos los parámetros establecidos incluyendo el estatus del sistema.

El Orbiter tiene integrado: Lumen Radio CRMX, receptor de control inalámbrico DMX, y transferencia de datos RDM.

Panel de Control para el Orbiter

Para la ubicación, utilice un panel de control destinado para el Orbiter el cual se encuentra disponible. El panel de control soporta: control de intensidad, temperatura de color, punto verde-magenta, matiz, saturación y muchos más parámetros. El panel de control puede ser guardado y utilizado en la parte trasera del Orbiter o fuera del dispositivo mediante un cable conector.






Opciones de Control

Usted puede configurar o controlar el Orbiter con la lista de opciones en la tabla inferior:

Opción	Control	Configuración	Información
Panel de Control para el Orbiter	Sí	Sí	Revise el manual de usuario "Panel de Control" (Descargable de www.arri.com)
DMX	Sí	No	Observe las especificaciones de modos DMX (Descargable de www.arri.com)
LumenRadio CRMX (DMX inalámbrico)	Sí	No	página 21
RDM	No	Sí	página 32
Art-Net y sACN	Sí	No	página 25
ALSM	No	Sí	página 30
Portal Web Orbiter	No	Sí	página 30
App Stellar	Sí	No	www.arri.com/stellar/

Estatus LED

El estatus LED en la parte trasera del panel del Orbiter indica el estado del dispositivo:

Estatus LED Comportamiento	Descripción
	Verde / Siempre encendido Operación normal
	Verde y azul / Siempre encendido Operación normal Art-Net, DMX, sACN recibiendo tráfico
	Verde y azul / Parpadeando Operación normal Wireless DMX recibiendo tráfico
	Naranja / Parpadeo lento (2 Hz) Advertencia, modo degradado
	Rojo / Siempre encendido Error (A prueba de fallos)

Panel de Control para el Orbiter

Una descripción detallada del panel de control para el Orbiter y la estructura del menú pueden ser encontradas en el manual de usuario "Panel de Control para el Orbiter". El manual está disponible para su descarga gratuita en el área de descargas de la página web ARRI www.arri.com.

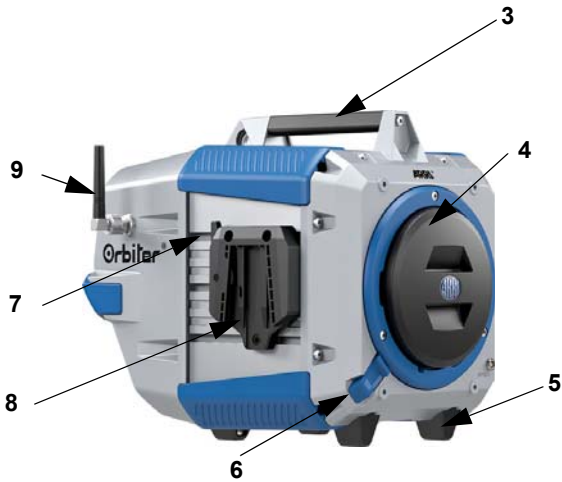
Las imágenes señalan las designaciones de los elementos de operación del panel de control, como se usa en la sección "Para Uso de Modos" en la página 11.

El panel de control no es entregado con el dispositivo como estándar. Está disponible como un accesorio.

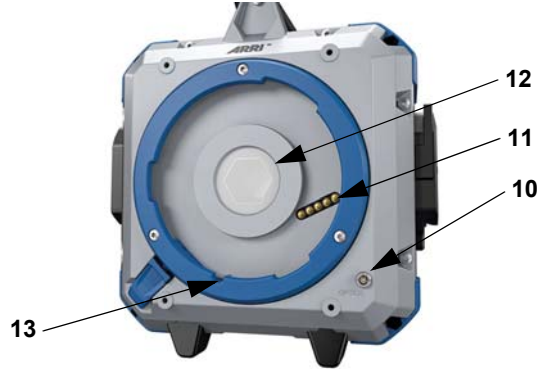


General

Orbiter (estado de envío)



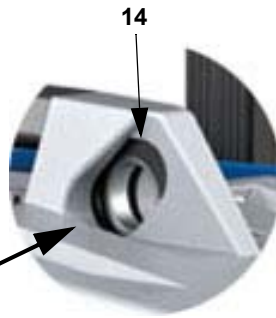
Soporte de iluminación rápida QLM



Orbiter con estribo manual & panel de control *



Accesorio de Lazo de Seguridad



*Estribo & panel de control deben ser ordenados de forma separada

Panel Conector



- 1 Estribo
- 2 Espita (pin pequeño)
- 3 Mango superior
- 4 Capa de protección
- 5 Pata de goma
- 6 Control deslizante de bloqueo
- 7 Palanca de liberación rápida
- 8 Soporte de estribo
- 9 Antena (DMX inalámbrica)
- 10 Comunicación interfaz (5-pines Lemo)
- 11 Interfaz de óptica general (5-pines)
- 12 Salida de luz con protección de cristal
- 13 Guía para pasador de bloqueo
- 14 Accesorio de lazo de seguridad
- 15 Sensor de luz de ambiente
- 16 Conector para el cable de extensión del Panel de Control.
- 17 Panel de control
- 18 Mango de enfoque
- 19 Entrada y salida de red
- 20 Conector de batería 48 - 52 V ==
- 21 Bloqueo de inclinación
- 22 Ranura para tarjeta SD
- 23 Puertos USB
- 24 Entrada DMX
- 25 Salida DMX
- 26 Conector Ethernet (RJ45)
- 27 Conector Ethernet (RJ45)
- 28 LED de estado
- 29 Conector (SYN SMA)
- 30 Botón de reinicio

El Orbiter soporta 18 modos de operación cuando es controlado vía DMX. Los modos de 8-bits deben ser utilizados para un control simple de la luz (consolas más tenues).

Los modos de 16-bits son utilizados en combinación con un controlador DMX o Art-Net / sACN que soportan resoluciones de 16 bits. La resolución incrementada comparada con los modos de 8-bits ofrecen atenuación y ajuste continuos del color.

En la parte inferior encontrará una breve descripción de los modos permitidos. Una descripción más detallada puede ser encontrada en el documento "Especificación de Modos de Orbiter DMX", el cual está disponible para su descarga gratuita en la página web de ARRI www.arri.com.

CCT

Modo de operación con luz blanca únicamente cuando pocos canales están disponibles. Control de intensidad, temperatura de color y ajuste de punto verde -magenta.

HSI

Modo simplificado para matiz, saturación e intensidad. Utilice este modo cuando el control ofrece únicamente un número limitado de canales.

X, Y Coordinates / Coordenadas X, Y

El modo X, Y define el color de la luz mediante las coordenadas X, Y en el diagrama CIE-1931 con 8 o 16 bits de resolución. Un canal define el tipo de transición de color.

RGBACL

Modo simplificado para la generación de luz a color cuando pocos canales están disponibles. Permite el control de la intensidad general y las intensidades de colores; rojo, verde, azul, ámbar, cian y lima. Note la configuración de espacio (vea página 19).

Gel Selection (GEL) / Selección Gel (GEL)

Una librería más extensa de filtros se encuentra en el modo GEL. La temperatura de color de la fuente de luz blanca virtual puede ser establecida a 3,200 K o 5,600 K. La intensidad es ajustable.

Source Matching / Pareo de Fuente

Selecciona la apropiada fuente de luz para tus requerimientos. El Source Matching ahorra mucho tiempo. escoja la fuente de luz que mejor se acople a la iluminación de la escena de 46 fuentes de luz diferentes.

Lighting Effects / Efectos de Iluminación

El Orbiter está equipado con un amplio generador de efectos, que admite muchos efectos diferentes de iluminación. Puede activar el efecto de iluminación mediante el panel de control, DMX, Art-Net y sACN y ajustar los parámetros. En un corto tiempo, usted podrá crear exactamente los efectos que requiere.

Color Sensor / Sensor de Color

En el modo de color sensor (sensor de color), el Orbiter mide la temperatura de color de la luz ambiental y ajusta la salida de luz a la luz ambiental medida actualmente o sigue la luz ambiental continuamente.

Favorites / Favoritos

El usuario puede almacenar hasta 246 favoritos en el Orbiter. Un favorito puede ser libremente modificado por el usuario y ser utilizado en cualquier momento. Los favoritos son almacenados permanentemente, están disponibles después de un ciclo de carga.

Modo Ultimate DMX

El modo Ultimate DMX permite la combinación de diferentes modos de control. Usted puede preseleccionar dos modos diferentes y realizar un "crossfade" entre ellos. Esto permite de forma rápida seleccionar, preparar y realizar un "crossfade" entre los modos de control que se adecúen a sus necesidades.

Extended Color Control (ECC) / Control de Color Extendido

El Extended Color Control permite modificar intuitivamente el tono de un color seleccionado. Cuando el Extended Color Control está activo, ocho parámetros son añadidos a cada modo de control (revise "Extended Color Control (ECC)" en la página 15). Dependiendo del modo seleccionado (excepto Lighting Effects), se asignan 8 (modos de 8-bits) o 16 (modos de 16-bits) canales adicionales DMX por dispositivo.

AVISO

Dependiendo del modo seleccionado, el espacio de direcciones requerido debe reservarse en el parche del dispositivo para permitir el control independiente de todos los equipos.

Para Usar los Modos

Esta sección describe los modos de operación de uso vía el panel de control

Una descripción completa de los parámetros y opciones de las características individuales de la estructura del menú del dispositivo puede ser encontrada en el "Manual de Usuario del Panel de Control", el cual está disponible para su descarga gratuita en www.arri.com.

Para Configurar los Parámetros de Iluminación en el Modo CTT

Selecciona el parámetro a configurar con el botón rápido (Intensidad, temperatura de color CTT, punto verde-magenta G/M). Presione "ECC" para abrir el menú Extended Color Control (Control de Color Extendido, observe página 15). Configure el valor del parámetro seleccionado mediante el codificador. Mantenga presionado "Mode" para guardar la configuración como favorito.

Para Configurar el Color en el Modo HSI

Seleccione el parámetro a configurar con el botón rápido (Intensidad, matiz, saturación). Presione "ECC" para abrir el menú de Extended Color Control (Control de Color Extendido, observe página 15). Configure el valor del parámetro seleccionado con el codificador. Mantenga presionado "Mode" para guardar la configuración como favorito.

Para Configurar el Color en el Modo X, Y

Seleccione el parámetro con el botón rápido (Intensidad, valor en x, valor en y). Presione "ECC" para abrir el menú de Extended Color Control (Control de Color Extendido, observe página 15). El rango de valores en las coordenadas en "x" y "y" es de 0.0000 a 0.8000. Mantenga presionado "Mode" para guardar la configuración como favorito.

Para Configurar el Color en el Modo RGBACL

Seleccione el parámetro con el botón rápido (Intensidad rojo, verde, azul, ámbar, cian y lima). Presione "ECC" para abrir el menú de Extended Color Control (Control de Color Extendido, observe página 15). Presione "Calibration" para seleccionar el espacio de color calibrado o no calibrado (observe la página 19). Configure el valor del parámetro seleccionado mediante el codificador. Mantenga presionado "Mode" para guardar la configuración como favorito.

Para Configurar los Parámetros de Iluminación en los Modos GEL

Seleccione el parámetro con el botón rápido (Intensidad, gel, marca, categoría, sin color [eliminar todos los geles], base CCT [color de temperatura de la luz blanca virtual]). Presione "ECC" para abrir el menú de Extended Color Control (Control de Color Extendido, observe página 15). Mantenga presionado "Mode" para guardar la configuración como favorito.

La siguiente tabla muestra las marcas y categorías de filtros disponibles implementadas en la biblioteca de gel.

Rosco	LEE
Corrección de Color	Corrección de Color
CalColor	Filtros de Colores
Selección Storaro	Series 600
Cinelux	Filtros cosméticos
	Series 700

Para Configurar el Tipo de Fuente de Luz en el Modo Source Matching (Pareo de Fuente)

Seleccione el parámetro con el botón rápido (Intensidad categoría, fuente). Presione "ECC" para abrir el menú de Extended Color Control (Control de Color Extendido), (observe página 15). Mantenga presionado "Mode" para guardar la configuración como favorito.

Encuentre una descripción detallada de todas las fuentes de luz admitidas en el documento "Especificaciones de los Modos del Orbiter DMX", el cual está disponible para su descarga gratuita en la página web de ARRI www.arri.com.

Para Seleccionar los Efectos de Iluminación y Configurar los Parámetros

El Orbiter ofrece una librería de efectos con una amplia variedad de efectos de iluminación utilizados en el set o un estudio de televisión. El Orbiter reemplaza varios dispositivos de efectos especiales con su única librería de efectos.

Puede llamar a los efectos utilizando el panel de control o vía DMX, Art-Net o sACN. Cada efecto ofrece parámetros específicos. Un efecto de iluminación se puede almacenar como favorito para un acceso rápido cuando sea requerido.

Para seleccionar y activar el efecto

1. Presione el botón "Mode" y seleccione "Effect" con el codificador.
2. Seleccione el efecto deseado, girando el codificador. El efecto de iluminación comienza inmediatamente, Excepto "Explosion" Este efecto comienza cuando usted presiona el botón rápido "Trigger".
3. Seleccione los parámetros, como es mencionado a continuación.

Para pausar un efecto

Cambie el modo para pausar el efecto.

El Orbiter proporciona los siguientes efectos en modos DMX de 22 (8 bits) y 23 (16 bits). La intensidad es un parámetro para todos efectos.

Candle / Vela

Parpadeo bajo de una luz cálida, más lento que "Fire" y menos energético. La luz se desvanece en CCT y brillo con períodos de comportamiento estático en el medio. Consiste en el "aleteo" y períodos estáticos.

Parámetros:

- Intensidad
- Velocidad
- Rango CCT

Clouds Passing / Nubes Pasando

Una variación lenta en la intensidad y CCT que puede compensarse. El efecto es más útil cuando se usan diferentes Orbiters que están compensados para evitar un efecto simultáneo en diferentes dispositivos.

Parámetros:

- Intensidad
- Velocidad de las nubes pasando
- Compensación
- Sync

Club Lights / Luces de Club

Colores aleatorios que pulsan, parpadean y se desvanecen.

Parámetros:

- Intensidad
- Velocidad
- Variedad de Color (3, 6, 9, 12, 15, 18, 21 o 24 colores)

Cop Car / Carro de Policía

Crea un efecto intermitente azul, azul/rojo, azul/blanco, azul/rojo/blanco, azul/naranja, azul/rojo/naranja, rojo/naranja, naranja o un flash rojo para imitar a un carro de policía, ambulancia o un cuerpo de bomberos. No utilice el efecto en áreas públicas sin permiso.

Parámetros:

- Intensidad
- Combinación de color
- Patrón de flash

Explosion / Explosión

Crea un flash brillante con un rápido incremento y lento decremento de la intensidad. Presiona el botón de "Trigger" para generar una explosión.

Parámetros

- Intensidad
- Accionamiento
- Decay (resplandor crepuscular)
- Cambio de Color

Fire / Fuego

Crea un efecto de fuego parpadeante con un cambio de temperatura de color aleatorio.

Parámetros:

- Intensidad
- Velocidad
- Rango CCT

Fireworks / Fuegos Artificiales

Flashes brillantes de color que tienen un comienzo rápido y un desvanecimiento de la intensidad a cero.

Parámetros:

- Intensidad
- Velocidad
- Colores

Fluorescent Flicker / Parpadeo fluorescente

Color fluorescente con periodos estáticos y después periodos de luz parpadeado.

Parámetros:

- Intensidad
- Velocidad
- Frecuencia
- Cambio de color

Lightning / Iluminación

Crea un efecto relámpago intermitente. Se puede controlar la intensidad, velocidad y frecuencia del parpadeo.

Parámetros:

- Intensidad
- Velocidad
- Frecuencia
- Sync
- Cambio de color

Paparazzi

Efecto que imita una bombilla de flash o el flash de una cámara moderna.

Parámetros:

- Intensidad
- Velocidad
- Tipo de Flash
- Cambio de Color

Party Effect / Efecto Fiesta

Este efecto llama al espectro de colores o cambia la saturación de completa a menos y viceversa en un bucle sin fin.

Parámetros:

- Intensidad
- Velocidad
- Saturación

¡Si usted no necesita el efecto de grabación, lo necesitará para el Party Effect / Efecto Fiesta cuando termine la película!

Pulsing / Pulsante

También conocido como el efecto de pulsación o efecto palpitante, en el cual se puede configurar el color y la velocidad.

Parámetros:

- Intensidad
- Frecuencia
- Duración
- Cambio de Color

Strobe / Estroboscópico

Genera un efecto estroboscópico blanco o de color con velocidad ajustable.

 **PELIGRO**

¡PELIGRO! Riesgo de lesión o muerte a causa de una convulsión epiléptica.

No utilice el efecto cerca de escaleras, corredores o cerca de salidas públicas.

Informe anticipadamente el uso de la iluminación estroboscópica. Muestre mensajes de aviso en el set, en el punto de venta de tickets, en los tickets (si es posible), en el programa y en la(s) entrada(s) del lugar del evento o del estudio.

Evite extender periodos de flash prolongados, particularmente a frecuencias de 10 a 20 flashes por segundo. A una frecuencia de 5 flashes por segundo, se estima que solo el 5% de personas sensibles al parpadeo estarán en riesgo de sufrir convulsiones.

Asegúrese que el personal del evento esté capacitado, en caso de que una persona sufra una convulsión epiléptica para que puedan brindar una atención adecuada, en caso de ser necesario. Si el efecto estroboscópico está en uso y una persona está sufriendo un ataque epiléptico, apague el efecto inmediatamente.

De forma más práctica, dirccione las luces lo más alto posible por encima de la altura de la cabeza.

Parámetros

- Intensidad
- Velocidad
- Color

Television / Televisión

Crea un efecto de TV. CCT que cambia la intensidad cada cierto número de segundos.

Parámetros

- Intensidad
- Velocidad
- Rango CCT

Welding / Soldadura

Flashes brillosos y rápidos con una caída rápida.

Parámetros

- Intensidad
- Velocidad
- Nivel mínimo

Cuando cambia el parámetro del efecto activo mediante el DMX o el panel de control, el generador de efecto interno recalcula los valores inmediatamente. Como resultado, el efecto puede ser escalonado, entrecortado o desigual por un breve período de tiempo. No cambie los parámetros cuando el efecto se encuentre activo, si para usted es de suma importancia que el efecto corra suavemente.

Extended Color Control (Control de Color Extendido) (ECC)

El Extended Color Control (Control de Color Extendido) (ECC) permite la modificación del color seleccionado de una forma intuitiva. Puede ser utilizada vía el panel de control o DMX. Está disponible en todos los modos excepto "Effect" y "Favorites".

Para usar el Extended Color Control (Control de Color Extendido) vía DMX

El Orbiter aplica nueve parámetros adicionales a cada modo DMX, cuando el Extended Color Control (Control de Color Extendido) es activado. Dependiendo del modo seleccionado, el Orbiter agrega nueve (modos de 8-bits) o 16 (16 modos de 16-bits) canales DMX al modo DMX. Disponga de más información en el manual "Especificaciones de los Modos de Orbiter DMX" el cual está disponible para su descarga gratuita en la página web ARRI www.arri.com.

Para usar el Extended Color Control (Control de Color Extendido) vía Panel de Control

Obtenga acceso al Extended Color Control (Control de Color Extendido) mediante el botón rápido ECC en el menú. La siguiente imagen, muestra la pantalla del control de color.



Los ocho controles giratorios estilizados con una posición neutral en el medio representan los parámetros del "Extended Color Control". Las barras muestran el valor actual de los parámetros. El parámetro activo está marcado por un marco azul claro alrededor de su control giratorio.

Con un doble click, el codificador configura el parámetro seleccionado a una posición neutral. Triple click, establece todos los parámetros del Extended Color Control (Control de Color Extendido) a la posición neutral.

Cuando el modo es cambiado, los valores actuales de los parámetros se almacenan y pueden ser vueltos a llamar la próxima vez que el modo sea utilizado. Los parámetros se mantienen cuando el Orbiter es apagado.

Cuando el Extended Color Control (Control de Color Extendido) está activo:

- El símbolo de modo en la pantalla es seguido por el símbolo de Extended Color Control (Control de Color Extendido) en el menú principal,
- los parámetros son guardados como favorito. Favoritos con parámetros de Extended Color Control (Control de Color Extendido) son marcados con un asterisco,
- un favorito activo es eliminado cuando un parámetro es cambiado,
- el espacio de color RGBACL calibrado está activado cuando el Extended Color Control (Control de Color Extendido) vía DMX está activo,
- el espacio de color RGBACL directo no puede ser usado,
- los parámetros se toman en cuenta durante el “crossfade”,
- los parámetros no son considerados cuando un efecto es activado.

Favoritos

Los usuarios pueden guardar hasta 246 en el Orbiter. Un favorito puede ser libremente modificado por el usuario y llamado en cualquier momento. Los favoritos son almacenados permanentemente, se encuentran disponibles después de un ciclo de carga.

Los favoritos son borrados cuando se realiza el reinicio de fábrica.

Para guardar un favorito, presione el botón de “Mode” por 2 segundos en una pantalla de modo de color para agregar el color activo a sus favoritos.

El favorito será almacenado en la base de datos de favoritos. Cada favorito incluye información sobre:

Configuración:

- Modo Tungsten (Tungsteno)
- Modo High Speed (Alta Velocidad)
- Efecto incl. sus parámetros
- Espacio de color calibrado
- Punto blanco RGBACL calibrado por el usuario

Datos de Luz

- Modo de color
- Valor de atenuación
- CCT
- GN
- Matiz
- Saturación
- Datos del modo de filtro de gel
- Pareo de fuente de luz
- Valores del modo RGBACL
- Valores de “Extended Color Control”

Número Favorito

Día de creación

Los favoritos son mostrados en el orden de su fecha de creación.

Cuando se carga un favorito se sobrescriben todas las configuraciones de la configuración contenida en el favorito. Cuando se modifica al menos un ajuste o un valor después de la carga de favoritos, se sale del favorito. Cuando desee mantener la configuración modificada, usted lo debe guardar como un nuevo favorito.

Para configurar la Intensidad en todos los Modos de Operación

El codificador configura la intensidad en todos los modos como la configuración por defecto. El valor actual está mostrado en letras grandes en la pantalla cuando es cambiado. El selector reacciona dinámicamente: el giro rápido, cambia la intensidad en grandes pasos, un giro lento, permite un ajuste muy preciso de la intensidad. Los botones rápidos permiten que la intensidad pueda ser cambiada rápidamente en unos intervalos fijos (+/- 1%, +/- 10%) o valores absolutos (0%, 25%, 50%, 75%, 100%). “Done” sale del menú de intensidad.

Menú de Control „Menu“

La siguiente sección proporciona información detallada de las configuraciones globales del dispositivo y de la luz.

Control de Luz

Modo Host/ Client

Cuando el modo Host/Client está activo, el dispositivo sigue los comandos de control del dispositivo anfitrión. Para este propósito el dispositivo debe estar conectado en cada uno, mediante la línea DMX.

Por defecto el modo Host/Client no está activo.

Activando o desactivando el Modo Host/Client

1. Abra el menú con MENU
2. Seleccione el “Light Control” menú con el codificador. Presione el codificador para abrir el menú.
3. El modo Host/Client es el primer elemento del menú del menú “Light Control” por lo que ya está seleccionado.
4. Seleccione el modo de operación deseado con el botón rápido o con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Modo Operational / Operativo

El modo operacional / operativo, determina si el Orbiter produce luz con alta calidad de color (alta reproducción de color, configuración predeterminada) o alto brillo (High Output), o es particularmente silencioso en situaciones críticas de ruido (Low Noise).

Para establecer el modo operacional / operativo:

1. Presione el botón de MENU para abrir el menú del dispositivo.
2. Escoja el menú “Light Control” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Operational Mode” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione el “Operational Mode” presionando el botón rápido o con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Dimming Curve / Curva de Atenuación

El Orbiter soporta cuatro curvas de atenuación. Las curvas de atenuación son globales. Estas afectan tanto el control de intensidad a través del panel de control como al DMX, WDMX, Art-Net y sACN .

- **Linear:** La intensidad cambia proporcionalmente al codificador o al valor del canal.
- **Exponencial:** Esta es la configuración por defecto. La resolución es alta en unos niveles bajos de intensidad y baja en niveles altos de intensidad. Utilice esta curva de atenuación cuando necesite una alta resolución a niveles de intensidad bajos. Esta es la configuración por defecto.
- **Logarítmica:** La resolución es baja a niveles más bajos de intensidad y alta a niveles de intensidad más altos. Utilice esta curva de atenuación cuando necesite una alta resolución a niveles de intensidad altos.
- **Curva “S”:** La resolución es alta, tanto en los niveles más bajos como en los más altos de intensidad y baja en los niveles de intensidad intermedios.

Para establecer la curva de atenuación:

1. Presione el botón de MENU para abrir el menú del dispositivo.
2. Escoja el menú “Light Control” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Dimming Curve” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione el “Dimming Curve” presionando el botón rápido o con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

AVISO

La dinámica de un efecto utilizando la intensidad es muy baja, cuando usted selecciona un valor de intensidad básico en un área plana de la curva de atenuación. Elija diferentes efectos o seleccione otra curva de atenuación para crear un efecto más dinámico.

Modo Tungsten / Tungsteno

El modo Tungsten / Tungsteno imita la curva de atenuación, el efecto de encendido y apagado de una lámpara de tungsteno tradicional. El CCT se calienta a medida que la luz se atenúa y cuando la intensidad cae a cero rápidamente, hay un breve resplandor de luz cálida. Este modo es perfecto para combinar el Orbiter con fuentes de tungsteno o para producir un efecto familiar. La configuración por defecto es Apagado.

Para activar y desactivar el modo tungsten / tungsteno:

1. Presione el botón de MENU para abrir el menú del dispositivo.
2. Escoja el menú “Light Control” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Tungsten Mode” con el codificador. Presione el codificador para abrir el menú.
4. Active o desactive el Modo Tungsten / Tungsteno presionando el botón rápido o con el codificador.
5. El menú se cierra automáticamente después de unos segundos.

Modo High Speed / Alta Velocidad

El modo High Speed / Alta Velocidad genera luz sin parpadeo para tomar a una Alta Velocidad. El Modo High Speed / Alta Velocidad ha sido probado hasta 25.000 fps y con un ángulo de obturación de 2°, sin parpadeo ni barras antivuelco. La configuración por defecto es Apagado.

AVISO

Los efectos están desactivados en el modo High Speed / Alta Velocidad. Cuando usted trata de llamar un efecto en el modo High Speed / Alta Velocidad se muestra la siguiente alerta “Not Possible: High Speed Active (No es posible: Alta Velocidad está activa)”. Cuando usted trata de activar el modo High Speed / Alta Velocidad con un efecto activo, se despliega la siguiente alerta “Not Possible: Effect Active (No es posible: Alta Velocidad está activa)”. Desactive el efecto o el modo de High Speed / Alta Velocidad para cambiar el modo de control.

Para activar y desactivar el modo high speed / alta velocidad

1. Presione el botón de MENU para abrir el menú del dispositivo.
2. Escoja el menú “Light Control” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “High Speed Mode” con el codificador. Presione el codificador para abrir el menú.
4. Active o desactive el Modo High Speed presionando el botón rápido o con el codificador.
5. El menú se cierra automáticamente después de unos segundos.

Modo Color Sensor / Sensor de Color

En el modo Color Sensor / Sensor de Color, el Orbiter adopta la temperatura del color de la luz ambiente actual (“Momentary”) o sigue la temperatura de la luz ambiente (“Continuous”, configuración por defecto).

Para activar y desactivar el modo color sensor

1. Presione el botón de MENU para abrir el menú del dispositivo.
2. Escoja el menú “Light Control” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Color Sensor Mode” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione el modo color sensor presionando el botón rápido o con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Calibración del Sensor de Color

El sensor de color puede ser calibrado para diferentes fuentes de luz para adaptar perfectamente la luz producida por el faro con la luz ambiental. La configuración por defecto de la calibración del sensor de color es “Tungsten / Tungsteno”.

Para seleccionar la calibración del sensor de color:

1. Abra el menú con MENU.
2. Escoja el menú “Light Control” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Color Sensor Calibration” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione el tipo de luz deseada con un botón rápido o con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Espacio de Color Calibrado RGBACL

Cuando se usa el modo RGBACL, el Orbiter por defecto no genera un espacio de color calibrado (directo). El color es generado con un brillo optimizado dentro de las tolerancias especificadas. Usted puede activar el espacio de color calibrado Kodak Pro Photo Color Gamut / ESTA estándar E1.54 para forzar al Orbiter a generar un color calibrado. El espacio de color calibrado es una configuración global y está activo tanto en los controles integrados como en DMX.

Para activar y desactivar el espacio de color calibrado RGBACL:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú "Light Control" con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú "RGBACL Calibrated Mode" con el codificador. Presione el codificador para abrir el menú.
4. Active o desactive el modo calibrado RGBACL presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

DMX

El Orbiter puede ser controlado mediante DMX o Art-Net. Cuando recibe datos de control diferentes, el Orbiter prioriza la información recibida como se muestra en la tabla siguiente:

Protocolo de Control	Prioridad
DMX	Los comandos DMX sobrescriben los comandos sACN y Art-Net
sACN	Los Comandos sACN sobrescriben los comandos Art-Net, pero son sobrescritos por los comandos DMX.
Art-Net	Los comandos Art-Net son reemplazados por comandos sACN y DMX.

Dirección

Cuando usted controla el Orbiter utilizando DMX en una red de datos DMX, usted debe asignar una dirección DMX al dispositivo.

Para asignar la dirección a DMX

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú "DMX" con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú "Adress" con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la dirección DMX presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Modo

AVISO

El Orbiter ofrece diferentes modos DMX. Revise una descripción detallada de todos los modos DMX en el documento "Especificación de los Modos DMX del Orbiter", el cual está disponible para su descarga gratuita en la página web ARRI www.arri.com.

Para establecer el modo DMX:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú "DMX" con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú "Mode" con el codificador. Presione el codificador para abrir el menú.
4. Seleccione el modo DMX presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Perdida de Comportamiento

Usted puede configurar el comportamiento del dispositivo cuando se pierde la señal de control. La tabla que se muestra a continuación muestra las opciones disponibles:

Opción	Descripción
Hold Last Command / Mantener el Último Comando (configuración por defecto)	Los últimos valores DMX recibidos son utilizados hasta que se apaga el dispositivo o hasta que datos válidos DMX son recibidos nuevamente.
Black Out / Apagar las luces	El dispositivo baja inmediatamente la intensidad a 0%.
Hold 2 Min. Fade Out / Mantenga 2 minutos. Desaparece	Los últimos valores DMX recibidos, son utilizados 2 minutos. Después de 2 minutos, el dispositivo baja la intensidad a 0%. Cuando se reciben datos válidos DMX después de 2 minutos, estos datos serán utilizados.

Para configurar el comportamiento de pérdida de señal DMX

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú "DMX" con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú "Loss Behavior" con el codificador. Presione el codificador para abrir el menú.
4. Seleccione el comportamiento de pérdida DMX presionando un botón rápido con el codificador.
5. El menú se cierra automáticamente después de unos segundos.

Para Seleccionar las Especificaciones de los Modos DMX

El Orbiter ofrece diferentes modos DMX. Cuando se modifica o se agrega un modo, se lanza una nueva versión de la especificación del modo DMX. Para asegurar la compatibilidad de las redes existentes DMX, usted puede establecer la versión de especificación del modo DMX para utilizar el dispositivo.

Para configurar la especificación del modo DMX:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “DMX” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “ Mode Specification” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la especificación del modo DMX presionando un botón rápido con el codificador.
5. El menú se cierra automáticamente después de unos segundos.

Reducir los Canales

El Orbiter utiliza varios canales DMX para asegurar un control óptimo del dispositivo y un soporte correcto de todas las funciones. Si usted no requiere ciertas funciones (ej. “Extended Color Control (Control de Color Extendido)”) para su aplicación o su sistema de control, no provee suficientes canales DMX, usted puede deshabilitar estas funciones y reducir el número de canales DMX utilizando la función de “Reduce Channels”. La función continúa estando disponible vía el panel de control. La configuración por defecto es Apagado.

Para reducir los Canales:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “DMX” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Reduce Channels” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la configuración presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

DMX Inalámbrico (CRMX)

El Orbiter está equipado con una antena 2,4 GHz, 2dBi y un receptor inalámbrico DMX soportando un protocolo Lumen-Radio CRMX.

Si se recibe tráfico DMX a través de una interfaz cableada (DMX-512A, ArtNet o sACN) y el DMX inalámbrico está activado (CRMX estado Prendido, configuración predeterminada), el Orbiter puede vincularse a un transmisor DMX inalámbrico a través de un comando de descubrimiento RDM. Una vez el enlace es exitoso, el Orbiter procesa los datos inalámbricos y responde a las solicitudes RDM, solo a través del enlace inalámbrico.

El Led de Estado en el panel de conectores se torna de azul a verde, seguido de un desvanecimiento de 2 segundos de verde a azul, tan pronto como el CRMX (WDMX) esté activo y los datos CRMX sean recibidos y procesados por el Orbiter. Si el estado CRMX está APAGADO, no se procesarán ningún tráfico CRMX inalámbrico ni RDM inalámbrico.

Enlace CRMX

El Enlace CRMX enlaza o desenlaza el dispositivo o parejas de dispositivos a un transmisor CRMX. El enlace inalámbrico DMX (CRMX) debe estar habilitado (CRMX State On) para utilizar esta función.

Para Enlazar un Orbiter con un transmisor inalámbrico DMX

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “DMX” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “CRMX State” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione “On” presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Para Desenlazar un Orbiter con un transmisor inalámbrico DMX:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “DMX” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “CRMX State” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione “APAGADO” presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

AVISO

Tan pronto se detecte tráfico DMX o RDM, a través de otras interfaces, se ignorará cualquier dato DMX o RDM inalámbrico y el Orbiter procesará el tráfico DMX / RDM alámbrico.

Tipo de Transición

Cuando transite de una luz blanca a una luz de color o viceversa y cuando transición entre dos colores, usted puede seleccionar el tipo de transición. La tabla que se muestra a continuación presenta los tipos de transiciones disponibles.

Para establecer el tipo de transición

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “DMX” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Transition Type” con el codificador. Presione el codificador para abrir el menú.
4. Escoja el menú “CRM State” con el codificador. Presione el codificador para abrir el menú.
5. Seleccione el tipo de transición presionando un botón rápido con el codificador (gire y presione).
6. El menú se cierra automáticamente después de unos segundos.

Tipo de Transición	Descripción
Direct (configuración predeterminada)	„Directa “se desvanece lineal en la distancia más corta.
Through Black / A través de negro	“A través de Negro” se desvanece del color 1 a negro y al color 2.
Through White / A través de blanco	“A través de Blanco” se desvanece del color 1 a negro y al color 2.
Over White Point / Sobre el punto blanco	“Sobre el Punto Blanco” desvanece del color 1 al color 2 por arriba del punto blanco CIE.
Under White Point / Debajo del punto blanco	“Debajo el Punto Blanco” desvanece del color 1 al color 2 por debajo del punto blanco CIE.

Terminación

Una línea de datos DMX debe ser terminada con una resistencia de terminación para prevenir que la señal de datos se refleje en el extremo abierto de la línea. El Orbiter puede terminar internamente la línea de datos DMX por lo que ya no se requiere una resistencia de terminación adicional. La configuración predeterminada es Apagado.

AVISO

Una línea DMX solo puede terminar en el extremo físico, después del último dispositivo de la línea de datos. Para evitar errores, debido a la pérdida de datos DMX, utilice esta función solo si el Orbiter es el último dispositivo físico de la línea de datos. Las líneas de datos DMX que conectan dispositivos en modo host / cliente sin control DMX externo, deben terminarse en ambos extremos.

Para activar y desactivar la Resistencia terminal interna:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “DMX” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Termination” con el codificador. Presione el codificador para abrir el menú.
4. Escoja el menú “CRM State” con el codificador. Presione el codificador para abrir el menú.
5. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
6. El menú se cierra automáticamente después de unos segundos.

Para Activar y Desactivar las características RDM (RDM State)

Las características RDM del Orbiter pueden activarse o desactivarse. La configuración predeterminada es Encendido.

AVISO

Cuando controla el Orbiter utilizando la App ARRI Stellar, las características RDM deben de estar activadas para permitir la comunicación entre el dispositivo y la App Stellar vía RDM.

Para activar y desactivar las características RDM:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “DMX” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “RDM State” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Para Activar y Desactivar el Gateway RDMX/RDM

Con el Gateway DMX/RDM habitado, el Orbiter hace que los 512 canales del universo utilizado estén disponibles en sus conectores de DMX de 5 pines. La configuración predeterminada es Encendido.

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “DMX” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “DMX/RDM Gateway” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Filtro Válido

En esta configuración predeterminada, el Orbiter comprueba la integridad del flujo de datos de control recibido. Si ciertos parámetros de la corriente de datos cambian (ej. número de canales DMX recibidos), el dispositivo mostrará una advertencia y volverá a comprobar la integridad del flujo de datos antes de reconocer el flujo de datos como una señal de control válida. Si la longitud del flujo de datos cambia constantemente, la comprobación puede que dé lugar a un mal comportamiento del dispositivo. Por consiguiente, la función puede ser desactivada, el Orbiter acepta todos los datos recibidos sin la comprobación.

Para activar y desactivar el filtro:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “DMX” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Valid Filter” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Configuración de Redes

El menú “Network Settings” contiene distintos parámetros y funciones para configurar el Orbiter en una red.

Conexión

Muestra si el Orbiter está conectado a una red.

Dirección IP

Si el Orbiter está conectado a una red, muestra la dirección IP en la pantalla.

Modo Network

Utilizado para configurar el modo IP. En modo DHCP, la dirección IP, la puerta de enlace, DNS1, y DNS2 son asignadas automáticamente al Orbiter por la red. Debería utilizar este modo si es posible.

Los parámetros "Art-Net 2.x.x.x" y "Art-Net 10.x.x.x" son utilizados para configurar el Orbiter en una red Art-Net. “Manual” le permite asignar una dirección IP fija.

Máscara de Subred

Muestra la máscara de red.

Dirección del Gateway

Muestra la dirección del Gateway.

DNS1 / DNS2

Direcciones DNS del dispositivo.

Timeserver

Dirección del Timeserver del dispositivo.

Logserver

Dirección Logserver del dispositivo.

Estado Bonjour

EL Orbiter puede ser encontrado automáticamente en una red utilizando la aplicación “Bonjour”. Usted puede activar o desactivar Bonjour en el menú “Bonjour State”. Además, puede configurar los estatus vía RDM o el Portal Web.

Si Bonjour está desactivado, el dispositivo no podrá ser detectado automáticamente por el ARRI Lighting Service Manager (ALSM).

Para activar y desactivar la función Bonjour

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Network Settings” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Bonjour State” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Dirección MAC

Muestra la dirección MAC del dispositivo.

Art-Net y sACN

El Orbiter soporta Art-Net 4.0. El Art-Net es un protocolo de red para controlar dispositivos. El Orbiter soporta protocolos sACN (ANSI E1.31). Actúa como respondedor.

Se muestra una breve explicación de los términos básicos utilizados por Art-Net. Para más información, visite la página web de los desarrolladores Art-Net: artisticlicence.com.

El Orbiter es capaz de procesar Art-Net hasta para diez universos con un solo remitente y tres universos con dos preminentes.

Reglas generales del pulgar:

- Máximo de 4 universos de Art-Net Art-DMX a menos que realmente sea necesario.
- Todos los universos de sACN.

Por favor, disponga de más información sobre sACN en el estándar ANSI E1.31. Observe toda la información que se dispone para establecer una red apropiada.

Los menús “Network Settings “y „Art-Net & sACN” dan acceso a todos los parámetros que usted requiere para utilizar apropiadamente Art-Net y sACNn.

Estado Art-Net/sACN

Establezca el comportamiento del dispositivo cuando una señal de red es recibida. El dispositivo puede detectar automáticamente la señal de red (Automatic), aceptar únicamente Art-Net (Art-Net Only) o únicamente sACN (sACN Only) o no aceptar datos de red (Off).

Para seleccionar los protocolos de red aceptados:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Art-Net & sACN” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Art-Net & sACN State” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Universo Art-Net

Selecciona el universo Art-Net.

Art-Net Net Sub Uni

Muestra el sub-universo utilizado

Modo Merging / Fusión

El protocolo Art-Net soporta el uso de múltiples transmisores o nodos transmitiendo Art-DMX en el mismo universo. Merging / Fusión está limitado a dos fuentes, otras fuentes son ignoradas. La configuración pre-determinada es HTP (Highest Takes Precedence).

Universo sACN

Selecciona el Universo sACN.

Funciones de Unidad

El Orbiter está equipado con dos puertos A USB (capacidad de carga de 1500mA y 500 mA) y un puerto USB C. Los puertos USB A soportan las características descritas a continuación. El Orbiter acepta USB 1.0 formato FAT32 / 2.0 unidades flash o tarjetas SD / SDHC.

El puerto USB puede ser utilizado para propósitos de servicio.

Guardar y cargar una lista de favoritos, configuración del dispositivo o registro del sistema

La lista de favoritos, configuración del dispositivo y registro del sistema disponible en el dispositivo pueden ser guardados en un medio de almacenamiento USB. Las listas de favoritos y configuración del dispositivo pueden ser cargados de otro dispositivo. Usted puede actualizar el firmware.

Para guardar y cargar una lista de favoritos, configuración del dispositivo o registro de sistema

1. Conecte un medio de almacenamiento USB en un puerto USB-A o una tarjeta SD en la ranura SD del Orbiter.
2. Abra el menú con MENU para abrir el menú del dispositivo.
3. Escoja el menú “Flash Drive Functions” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Para actualizar un firmware

1. Copie el archive de Actualización del Orbiter en el directorio raíz de un medio de almacenamiento USB
2. Abra el menú con MENU para abrir el menú del dispositivo.
3. Escoja el menú “Flash Drive Functions” con el codificador. Presione el codificador para abrir el menú.
4. Escoja la opción “Update Firmware “” con el codificador. Presione el codificador para abrir el menú.
5. Espere hasta que el proceso sea finalizado y reinicie el Orbiter.
6. Retire el medio de almacenamiento USB.

Para actualizar el firmware del panel de control

El firmware del panel de control se actualiza automáticamente por el Orbiter, cuando el panel de control está conectado al Orbiter y las versiones de firmware tanto del Orbiter y del panel de control han cambiado.

AVISO

Desconecte todos los cables DMX del dispositivo antes de utilizar un medio de almacenamiento USB o una tarjeta SD. La transferencia de datos entre el dispositivo y el medio de almacenamiento USB o la tarjeta SD puede verse alterada debido a interferencias.

No retire el medio de almacenamiento o tarjeta SD durante una actualización o transferencia de datos. El sistema de archivos puede alterarse. Es posible que deba realizar una actualización de recuperación para regresar el dispositivo a un estado funcional.

Establecer el Comportamiento de la Pantalla

Usted puede establecer la intensidad de iluminación del fondo, el contraste, el comportamiento de la iluminación del fondo o la orientación del contenido de la pantalla.

Autoajuste

Cuando esta función está activada (configuración por defecto), la iluminación del fondo de la unidad de control, automáticamente se adapta al brillo del ambiente. Si la función está desactivada, se utiliza el valor del brillo de la configuración “Display Brightness”.

Para activar y desactivar la función de Autoajuste

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Display Setup” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Auto Ajuste” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Luz de Fondo de la Pantalla

Con la configuración “Always On” (configuración predefinida), la luz de fondo de pantalla del panel de control permanece encendida. “10 sec off” apaga la iluminación 10 segundos después de la última pulsación de tecla.

Para seleccionar el comportamiento de la luz del fondo de pantalla:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Display Setup” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Display Backlight” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Brillo de Pantalla

Esta función ajusta el brillo de la luz de fondo del panel de control. Seleccione un valor entre 0% (negro) y 100 % (brillo, preestablecido).

Para establecer el brillo de la pantalla:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Display Setup” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Display Brightness” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Modo de Pantalla

Esta función cambia entre el texto blanco sobre fondo negro (dark, configuración por defecto), texto negro en fondo blanco (light) o cambio automático, dependiendo del brillo del ambiente.

Para establecer el modo de pantalla:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Display Setup” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Screen Mode” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Orientación de la Pantalla

Esta función establece la orientación del contenido de la pantalla. Usted puede seleccionar entre “Automático” (orientación de la pantalla, dependiendo de la orientación de control, configuración predeterminada), “Normal” (pantalla normal cuando el control está en posición vertical, es decir, el codificador está en la equina superior derecha) o “Upside Down” (contenido girado 180 °).

Para establecer la orientación de la pantalla:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Display Setup” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Display Orientation” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Vista Ampliada

Esta función activa (Enable, configuración predeterminada) o desactiva (Disable) la visualización de vistas ampliadas de determinadas funciones. Un ejemplo es la visualización ampliada del valor del brillo cuando se ajusta el brillo. Cuando esta función está activa, el valor del brillo está mostrado en tamaño grande en una pantalla separada. Cuando está desactivado, no se mostrará la pantalla separada.

Para establecer la vista ampliada:

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Display Setup” con el codificador. Presione el codificador para abrir el menú.
3. Escoja el menú “Zoomed-In View” con el codificador. Presione el codificador para abrir el menú.
4. Seleccione la opción deseada presionando un botón rápido con el codificador (gire y presione).
5. El menú se cierra automáticamente después de unos segundos.

Leer la información del Dispositivo

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Fixture Info” con el codificador. Presione el codificador para abrir el menú.
3. El Orbiter muestra diferentes configuraciones de dispositivo:
 - Status: Estatus del dispositivo
 - Data: Muestra cuales datos son recibidos.
 - Power: vol
 - taje de red, voltaje de la batería.
 - Errors: Lista de errores, si existen.
 - Light Engine Temperature: Temperatura de la Luz del Motor.
 - Fixture Orientation: Orientación del dispositivo.
 - Light Engine Hours: Horas de Operación de la Luz del Motor.
 - System Hours: Horas de operación del sistema.
 - Fixture Firmware Version: Versión del firmware del dispositivo.
 - Fixture Serial Number: Número de serie del dispositivo.
 - Control Panel Serial Number: Número de serie del panel de control.
 - Optics: Tipos de ópticos detectados por el Quick Lighting Mount.
4. Presione el botón de MENU para cerrar el menú de configuraciones del dispositivo.

Mostrar la Configuración del Dispositivo

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Fixture Settings” con el codificador. Presione el codificador para abrir el menú.
3. Seleccione el lenguaje deseado con el codificador (gire y presione).
4. Presione el botón de MENU para cerrar el menú de configuraciones del dispositivo.

Restablecimiento de Fábrica

1. Abra el menú con MENU para abrir el menú del dispositivo.
2. Escoja el menú “Factory Reset” con el codificador. Presione el codificador para realizar el restablecimiento de fábrica.
3. Confirme su selección, seleccionando “Reset” o cancele la selección seleccionando “Cancel”.
4. El Orbiter se reinicia después de un restablecimiento de fábrica exitoso.

Software Herramientas y Firmware

ARRI Lighting Service Manager (ALSM)

Por favor, disponga de información sobre las características y la funcionalidad de ARRI Lighting Service Manager en el manual de usuario de ARRI Lighting Service Manager. Usted lo puede descargar libre de cargo en la página web de ARRI. www.arri.com/lighting/alsm.

Firmware

Por favor, disponga del último firmware en el área de descargas de la página web LiOS [www.arri.com\(lios](http://www.arri.com(lios) para su descarga gratuita).

AVISO

Revise frecuentemente la página web ARRI Orbiter para validar si una nueva versión de firmware para el Orbiter está disponible. Para un mejor rendimiento, nosotros recomendamos ampliamente utilizar la luminaria con el último firmware disponible.

Portal Web Orbiter

El Orbiter proporciona una página web accesible vía http, cuando se conecta a una red. Escriba en la dirección IP del Orbiter en su navegador web para abrir el portal web y cambiar las configuraciones que se describen a continuación. El portal web, también puede encontrarse utilizando un servicio Bonjour para descubrir el dispositivo y abrir el portal web sin necesidad de conocer la dirección IP.

AVISO

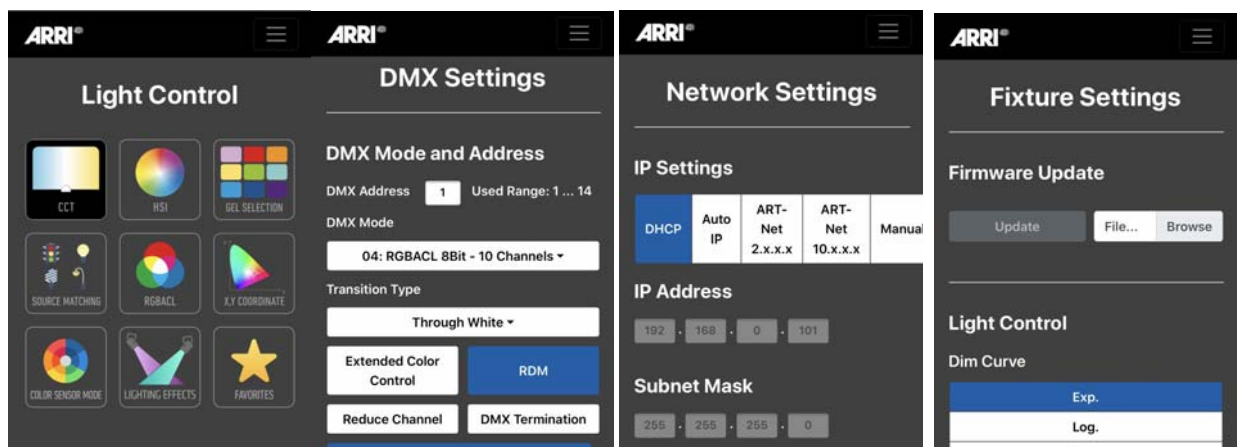
Siempre utilice la última versión de su navegador. Versiones antiguas podrían ser no compatibles con el portal web del Orbiter.

Evite acceder al portal web durante grabaciones o shows. El intercambio de datos con el portal web puede provocar un retraso en el tiempo de reacción a los cambios en la señal del control o en las rutinas de cálculo internas y a reacciones inesperadas del dispositivo.

Características del portal web:

- Seleccionar el modo de operación
- Leer y modificar la configuración DMX
- Lectura y modificación de las configuraciones de red

Lectura y modificación de las configuraciones del dispositivo.



Estructura del Menú del Dispositivo

Por favor, disponga de una descripción detallada y una explicación de la estructura del menú del dispositivo en el manual de usuario del panel de control, el cual está disponible para su descarga gratuita en la página web de ARRI www.arri.com.

Menú Principal	Sub Menú
MODE / MODO	CCT Establezca la intensidad, temperatura del color y el punto verde-magenta.
	HSI Establezca la intensidad, matiz y saturación.
	X,Y Coordinates Establezca la intensidad, coordenadas x, y del color de la luz.
	RGBACL Establezca la intensidad y las porciones RGBACL de la luz.
	Gel Selection Establezca la intensidad y el filtro del color de una librería gel.
	Source Matching Establezca la intensidad y el tipo de la fuente de luz.
	Effect Seleccione un efecto de iluminación.
	Color Sensor Establezca la intensidad y comportamiento del sensor del color.
	Favorites Seleccione un favorito
MENU / MENÚ	Light Control Varios ajustes con respecto a la luz emitida.
	DMX Configuración DMX
	Network Settings Configuración de redes
	Art-Net & sACN Configuración de protocolos de red
	Flash Drive Functions Funciones de Unidad Flah
	Display Setup Establecer los parámetros de pantalla
	Fixture Info Despliega información sobre los parámetros del dispositivo.
	Fixture Settings Despliega la configuración del dispositivo
	Factory Reset Realizar el restablecimiento de fábrica
USER / USUARIO	User Button 1 - 10

Commandos RDM

Por favor, disponga de una descripción y explicación detallada sobre los comandos disponibles RDM y la especificación de implementación RDM, que están disponibles para su descarga gratuita en la página web de ARRI www.arri.com.

Mensajes de Advertencia y Error

La siguiente tabla muestra los mensajes de advertencia y de error del Orbiter. Los errores son divididos en categorías. Dependiendo de sus categorías, los errores pueden ser solucionados como se muestra a continuación:

Categoría de Error	Descripción y Solución
Auto	Puede ser solucionado por el usuario. El mensaje de error desaparece, cuando se soluciona el problema.
Reboot	Puede ser arreglado con un ciclo de carga del dispositivo.
User	El usuario debe corregir el error cambiando la intensidad o el diálogo.
Service	El usuario debe contactar al servicio ARRI.

Todos los errores y advertencias se registran. Algunos errores y advertencias no se muestran como mensaje en el panel de control, sino a través del LED de estado.

Comportamiento del Dispositivo	Descripción
Log	Advertencia / El error está registrado.
CP/LED	Advertencia / El error está desplegado en el panel de control y vía el estatus LED.
Light Output	La salida de luz está habilitada después o durante un estado advertencia / error.
Error reset	Observe la tabla superior.

Advertencias

Las advertencias activan el modo "degraded" (sin salida de luz), hasta que la razón de la advertencia es arreglada.

Código	Advertencia	Registro	CP/LED	Salida de luz	Cat.	Descripción / Solución
E.002	Faltan archivos de configuración Se aplican valores predeterminados	X	X	X	Auto	Reinicie el dispositivo presionando el botón de Reset (5 s). Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.008	Temperatura alta del Fuente de Luz LED	X	X	X	Auto	Reduzca el nivel de intensidad para evitar un mal funcionamiento o falla por sobre calentamiento. Evite condiciones de montaje o configuración que puedan bloquear el flujo del aire.
E.009	Temperatura alta del controlador LED	X	X	X	Auto	Reduzca el nivel de intensidad para evitar un mal funcionamiento o falla por sobre calentamiento. Evite condiciones de montaje o configuración que puedan bloquear el flujo del aire.
E.010	Temperatura alta de tablero principal	X	X	X	Auto	Reduzca el nivel de intensidad para evitar un mal funcionamiento o falla por sobre calentamiento. Evite condiciones de montaje o configuración que puedan bloquear el flujo del aire.
E.011	Temperatura alta de la fuente de alimentación	X	X	X	Auto	Reduzca el nivel de intensidad para evitar un mal funcionamiento o falla por sobre calentamiento. Evite condiciones de montaje o configuración que puedan bloquear el flujo del aire.
E.012	Desviación del sensor de temperatura NTC	X	X	X	Auto	Reduzca el nivel de intensidad para evitar un mal funcionamiento o falla por sobre calentamiento. Evite condiciones de montaje o configuración que puedan bloquear el flujo del aire.

Código	Advertencia	Registro	CP/LED	Salida de luz	Cat.	Descripción / Solución
E.013	Problema de velocidad del ventilador	X	X	X	Auto	Apague el dispositivo y trate de limpiar el ventilador, por ejemplo, con aire presurizado. Si el problema persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.014	Entrada de Voltaje DC bajo	X	X	X	Auto	Entrada de voltaje CD demasiado baja. Aumente el voltaje o cambie la red eléctrica.
E.015	Fuente de alimentación de la unidad Flash no detectada	X	-/X	X	Service	Reinicie el dispositivo presionando el botón de Reset (5 s). Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.016	Unidad Flash no encontrada	X	X	X	Auto	Retire la memoria USB, espere algunos segundos y vuelva a conectarla. Si el problema persiste, formatee a FAT o pruebe con otra memoria.
E.017	No es posible la lectura / escritura de la unidad Flash	X	X	X	User	Retire la memoria USB, espere algunos segundos y vuelva a conectarla. Si el problema persiste, formatee a FAT o pruebe con otra memoria.
E.018	No se encuentran los valores predeterminados de fábrica	X	X	X	Auto	Reinicie el dispositivo presionando el botón de Reset (5 s). Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.019	Señal DMX perdida	X	X	X	Auto	Revise la red DMX, incluido los cables o habilite la terminación DMX. Solo es posible el control manual a través del Panel de Control.
E.020	Colisión de datos DMX	X	X	X	Auto	Se ha detectado un gateway o un host externo (modo Host/Client). El dispositivo detiene la función como gateway o host.
E.021	Comunicación PSU perdida	X	X	X	Auto	Reduzca el nivel de intensidad para evitar un mal funcionamiento o falla por sobre calentamiento. Si el problema persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.022	Error de actualización de LiOS	X	X	X	User	Realice una actualización del firmware. Si el problema persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.023	Valores PWM inválidos	X	X	X	User	El accesorio se puede usar encendido.
E.024	Fuente de alimentación del ventilador no encontrada	X	-/X	X	Service	Reinicie el dispositivo presionando el botón de Reset (5 s). Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.025	Defecto del sensor de color	X	X	-/X	Service	El modo Color Sensor no puede utilizarse. Utilice diferente modo. Contacte a un socio de servicio certificado o al servicio ARRI para reemplazar el sensor.
E.026	Sensor magnetómetro o acelerómetro defectuoso	X	X	X	Service	No hay almacenamiento de metadatos del magnetómetro o acelerómetro. Contacte a un socio de servicio certificado, o al servicio de ARRI, para reemplazar el sensor.
E.027	Caída detectada	X	X	X	User	Reinicie el dispositivo. Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.029	TBD				Service	Contacte a un socio de servicio certificado o al servicio ARRI.
E.030	Pérdida de calibración del sensor de color	X	X	X	Service	El modo Color Sensor no puede utilizarse. Utilice diferente modo. Contacte a un socio de servicio certificado o al servicio ARRI para reemplazar el sensor.

Mensajes de Error

Los mensajes de error apagan el motor de luz hasta que se solucione el problema.

Código	Advertencia	Registro	CP/LED	Salida de luz	Cat.	Descripción / Solución
E.001	Sistema de archivos no encontrado	X	X		Reboot	Reinicie el dispositivo presionando el botón de Reset (5 s). Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.002	Archivos de configuración no encontrados.	X	X		Service	Reinicie el dispositivo presionando el botón de Reset (5 s). Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.003	Voltaje de alimentación LED no detectada.	X			Service	Contacte a un socio de servicio certificado o al servicio ARRI.
E.004	Controlador PWM no encontrado	X	X		Service	Reinicie el dispositivo presionando el botón de Reset (5 s). Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.005	Fuente de Luz LED no encontrado	X	X		Service	Reinicie el dispositivo presionando el botón de Reset (5 s). Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.006	Fallo del canal LED	X	X		Service	Reinicie el dispositivo presionando el botón de Reset (5 s). Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.007	Falla de Calibración	X	X		Service	Reinicie el dispositivo presionando el botón de Reset (5 s). Si la advertencia persiste, contacte a un socio de servicio certificado o al servicio ARRI.
E.008	Temperatura crítica de la fuente de luz LED	X	X		User	Apague el dispositivo o establezca la intensidad a "0%" a través del Panel de Control o DMX para iniciar el proceso de enfriamiento Encienda o incremente la intensidad en algunos minutos.
E.009	Temperatura crítica del controlador PWM	X	X		User	Apague el dispositivo o establezca la intensidad a "0%" a través del Panel de Control o DMX para iniciar el proceso de enfriamiento Encienda o incremente la intensidad en algunos minutos.
E.010	Temperatura crítica del controlador	X	X		User	Apague el dispositivo o establezca la intensidad a "0%" a través del Panel de Control o DMX para iniciar el proceso de enfriamiento Encienda o incremente la intensidad en algunos minutos.
E.011	Temperatura crítica del PSU	X			User	Apague el dispositivo o establezca la intensidad a "0%" a través del Panel de Control o DMX para iniciar el proceso de enfriamiento Encienda o incremente la intensidad en algunos minutos.
E.012	Sensor(es) de temperatura NTC defectuoso	X	X		User	Apague el dispositivo o establezca la intensidad a "0%" a través del Panel de Control o DMX para iniciar el proceso de enfriamiento Encienda o incremente la intensidad en algunos minutos.
E.014	Voltaje de entrada DC caída / demasiado bajo	X			User	La entrada de voltaje CD cayó a menos de 48 VCD. Revise la fuente de CD, incremente el voltaje o cambie el suministro de la red eléctrica.
E.028	Falla de reconocimiento de los ópticos	X	X		User	Revise los pines/contactos del accesorio y del QLM. Limpie o seque los contactos y conéctelos nuevamente. Si el error persiste, contacte a un socio de servicio certificado o al servicio ARRI.

Código	Advertencia	Registro	CP/ LED	Salida de luz	Cat.	Descripción / Solución
E.031	Tapa protectora colocada	X	X		User	Retire la tapa protectora y coloque un óptico o accesorio original de ARRI. Para activar la salida de luz, primero atenúe a 0%

Ecuaciones para Cálculos CTT

Ecuaciones para cálculos

Para calcular el valor CTT

8 bit

$$DMX_{Valor} = \frac{CCT_{Valor} - 2000}{70588}$$

$$CCT_{Valor} = (DMX_{Valor} \times 70588) + 2000$$

16 bit

$$DMX_{Valor} = \frac{CCT_{Valor} - 2000}{0.27466239}$$

$$CCT_{Valor} = (DMX_{Valor} \times 0.27466239) + 2000$$

Para calcular las coordenadas x, y

8 bit

$$DMX_{x-Valor} = \frac{x_{Coordenada} \times 255}{0.8}$$

$$DMX_{y-Valor} = \frac{y_{Coordenada} \times 255}{0.8}$$

16 bit

$$DMX_{x-Valor} = \frac{x_{Coordenada} \times 65535}{0.8}$$

$$DMX_{y-Valor} = \frac{y_{Coordenada} \times 65535}{0.8}$$

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CHALK

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