Martin 2518 Upload/Download Utility
Version 2.1

Introduction

The 2518 controller tool is a utility for editing 2518 shows and transferring them to and from a Windows 95/98 PC. The program allows you to:

- Transfer shows to and from a PC
- Name, edit, save, and move banks
- Copy, cut, and paste scenes
- View and edit DMX values
- View and edit MIDI values (not supported in Tandem mode)
- Test changes as you edit (not supported in Tandem mode)

What's new

Version 2.0: Implements support for 2518 Controllers with CPU firmware version 2.0 and above. The utility supports tandem mode programming with 12 scenes per bank and 144 DMX channels.

Version 2.1: Fixes a bug in the DMX value change confirmation dialog.

Installation

The utility software runs on PCs with the Windows 95 or 98 operating system. You will need a straight-through RS-232 cable to connect the PC to the controller.

To connect the controller to a PC

1. Turn off the computer and the controller.

2. Connect an RS-232 cable to a serial port on the computer and the controller's RS-232 I/O port. The cable must be wired straight-through. If operating 2 controllers in tandem mode, you must first disconnect the tandem cable from the top controller.

To install the software

1. Download 2518Tool_21.exe from the Service and Support page for the 2518 DMX Controller on the Martin web site at http://www.martin.dk.

2. Move the file to an appropriate folder, for example C:\Program Files\Martin. Add the program to your programs menu, if desired, as described in the Windows help system.

3. Click on the program icon to start the utility. Click Setup. In the 2518 Setting window, select the serial (COM) port. Click Change to select between Single and Tandem mode. Click OK.
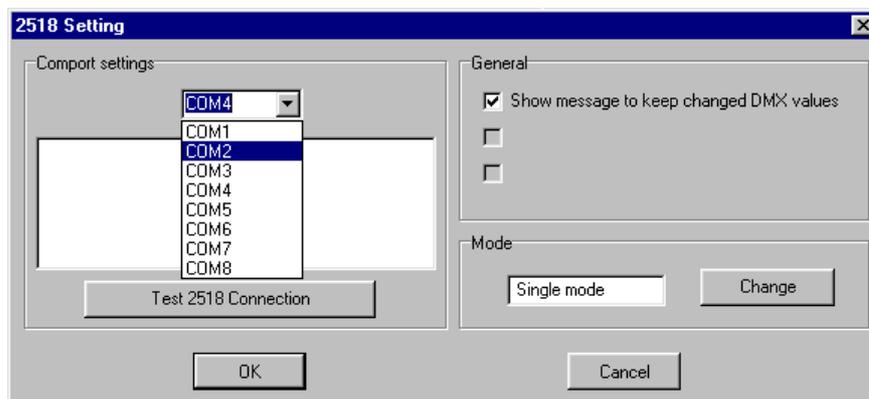
Transferring shows

The utility allows you to download the programmed contents of the 2518's memory (a show) to a computer for editing and storage, and to upload a show from the computer back to the controller. As a result, you can program and save an unlimited number of shows.

After downloading, the show can be edited and saved on the computer as a "2518 Mem file" with the file extension *.mem.

You can also save individual banks as "2518 Bank files" on the computer with the file extension *.bnk. This makes it easy to move your favorite banks from one show to another and to create new shows by mixing banks from several sources. You cannot, however, transfer single banks to and from the controller. If you want to insert a bank into a 2518 show, download the show from the controller, insert the bank, and then upload the edited show back to the controller.

To transfer a show from the controller to your PC

1. From the main screen of the utility screen, click the download button. Click Yes in the confirmation dialog continue or No to cancel.

2. A status display shows the download progress. When the download is completed, the show may be edited and/or saved.
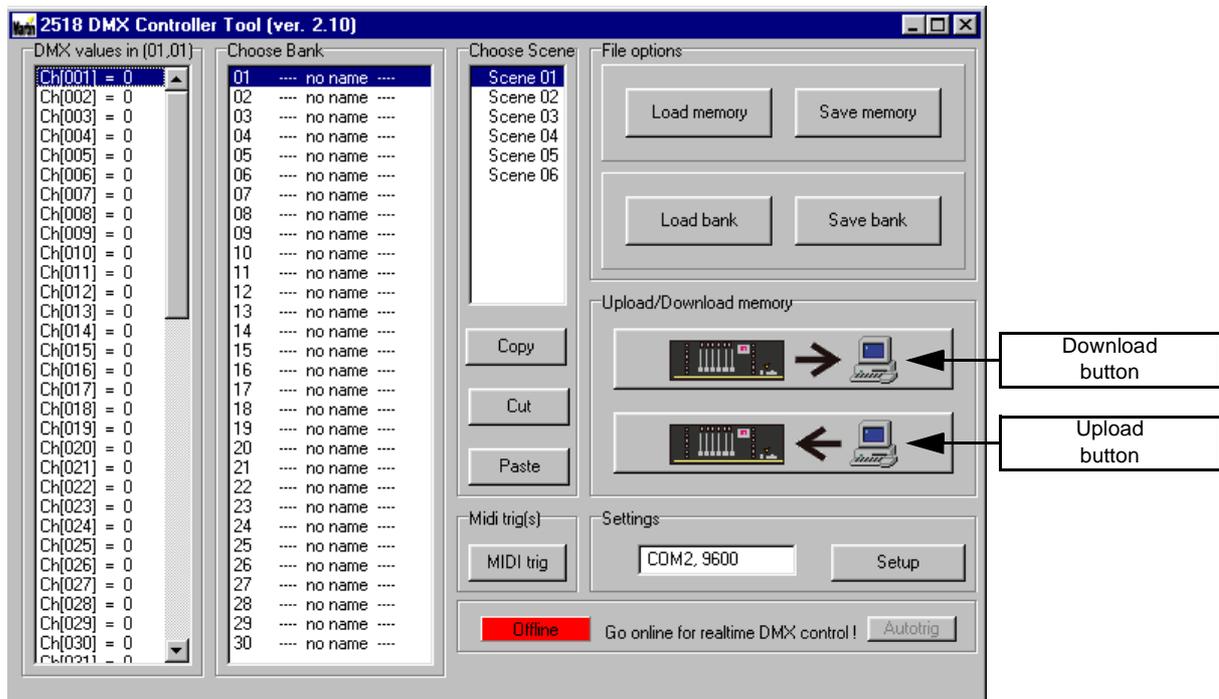
To transfer a show from your PC to the controller

1. Connect the controller to the computer as described above.

2. If you are transferring a 2518 Mem file that has been saved on the computer, open the utility and click Load memory to retrieve the file. (Selecting a 2518 Mem file in Windows will open the utility if the *.mem file type has been associated with the program but the actual file contents will not be loaded.)

3. Click the upload button. Click Yes in the confirmation dialog continue or No to cancel. A status display shows the upload progress.

4. The controller may be disconnected from the computer when the upload is finished.

Editing shows

To name a bank

1. Double-click a bank in the Choose Bank window.
2. Type a name for the bank and click OK.

To save a bank to a *.bnk file

1. Select the bank to save in the Choose Bank window.
2. Click Save bank.
3. Navigate to the folder in which you want to save.
4. Enter a file name and click Save.

To load a bank file

Note: Loading a bank file overwrites the current bank. To avoid loss of programming, save the current bank to a file before loading the new bank.

1. Select the position (bank number) for the bank in the Choose Bank window. *The bank at this position will be overwritten.*
2. Click Load bank.
3. Navigate to the folder in which the new bank is saved.
4. Double click the file name.
5. Click Yes to load the selected bank or click No to cancel.

To swap bank positions

1. Select the bank you want to move in the Chose Bank window.
2. Drag and drop the bank to the new position. Click Yes in the confirmation dialog or No to cancel.

To copy or move a scene

1. Select the bank with the scene to copy in the Choose Bank window.
2. Select the scene in the Choose Scene window.
3. Click Copy to copy the scene or click Cut to move the scene to a new location and delete it from the current location.
4. Select the target bank in the Choose Bank window. Select the target scene in the Choose Scene window.
5. Click Paste. Click Yes in the confirmation dialog or click No to cancel.

To delete a scene

Deleting a scene resets all DMX values in the scene to 0.

1. Select the scene to delete in the Choose Scene window.
2. Click Cut. Click Paste.
3. Click Yes in the confirmation dialog or click No to cancel.

To edit DMX values

1. Select the bank and scene to edit.
2. Double-click the desired channel in the DMX Values in the left-hand window.
3. Enter a DMX value from 0 to 255 by typing it in or by using the slide control in the pop-up window.
4. Click OK to confirm or click Cancel to escape.

To edit MIDI scene settings

1. Select the bank and scene to edit.

2. Click MIDI trig.

3. Check the Enable MIDI Scene Execution box if you want to add or change MIDI scene commands. Uncheck the box if you want to delete the MIDI commands associated with the scene.

4. To add a MIDI scene command, select the desired MIDI function, channel, and note or program number with the 3 scrollable menus. Click Add.

5. To change a MIDI scene command, select the scene, adjust the values, and click Change.

6. To remove a MIDI scene command, select the scene and click Remove.

7. Click OK to confirm the changes or Cancel to escape.

Online mode

Editing may be done in online or offline mode. In online mode the lights react to the changes as you make them on the computer; the controller itself is disabled Scenes may be run by clicking Autotrig: the pop-up window provides controls for setting a trigger rate and selecting banks.

In offline mode the lights react to the controller as usual. Note: *You must be offline to transfer data between the controller and the computer!*

Click on the Offline button to toggle between the 2 modes. The controller is offline when the button is red and online when it is green.