

Mirror Head Firmware Manual

For version 10018

This manual is for the new generation of firmware version for the Mirror Head. If you are already familiar with the system please read these instructions to get a picture of what new features this new generation offers.

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What is new with this firmware generation

- Improved movement algorithm with the ability to smooth the DMX data.
- Tracking and Vector mode for movement - much more flexibility for advanced show programming.
- Extended TILT mode for the standard and the rental Mirror Head edition.
- More projectors are supported for basic RS232 commands.
- Built in effects engine (FX).
- Experimental Web Interface (BETA status) for basic show programming including video and geometry control.

Factory default settings

- IP: 2.0.0.3, Netmask 255.0.0.0, Gateway: 2.0.0.1
- DMX Mode: Receive DMX512 over Art-Net™ (CAT cable)
- DMX Address: 1, Art-Net™ universe: 1
- Projector is set to MH model default.
- Built in effects engine (FX).
- Power on position is Pan the center and Tilt at about 45° (DMX 128,0,128,0) with all LED channels off.

Basic operation

The default operation mode of the Mirror Head is through Art-Net™, if the Mirror Head is operated with DMX512 (XLR cable) the mode must be enabled in the menu.

Web Interface (experimental)

The Mirror Head can be accessed using a web browser on the IP address. The web interface offers a control center to move the mirror, make geometry corrections and play media.

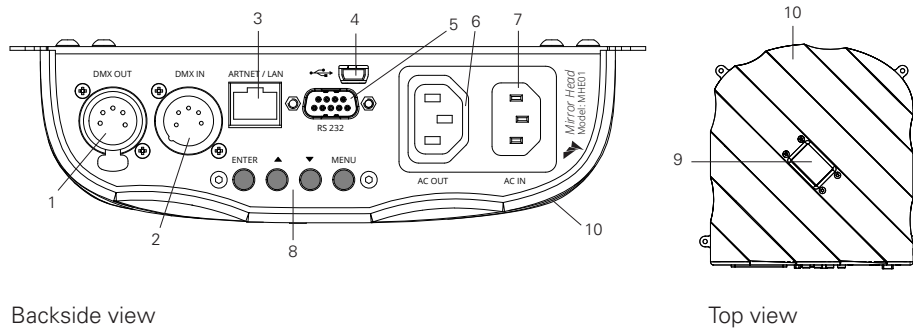
To use your laptop or PC with a factory default Mirror Head:

1. Disable all other WIFI or cable connections on the laptop.
2. Set the Network interface of your notebook to:
 - Notebook IP: 2.0.0.100
 - Notebook Netmask: 255.0.0.0
 - Notebook Gateway: 2.0.0.1 (or leave empty)
 - Notebook Nameserver: leave empty
3. Connect the Mirror Head to the notebook.
4. Turn on the Mirror Head.
5. Connect with your browser to <http://2.0.0.3/>

If needed the Mirror Head can also be connected to a LAN. To do so, you set up the IP, Netmask and Gateway in the menu and connect the Mirror Head to the LAN. To make this setup easy, you will find some network presets in the "IP Network" menu.

Menu system

Mirror Head control unit / MHE01



- | | |
|---|---|
| 1. DMX-OUT / Through Socket - 5 Pins XLR | 7. A/C power input; 100V / 2A / 60Hz - 240V / 1A / 50Hz, 10A max. 3-prong C14 male socket |
| 2. DMX-IN Socket - 5 Pins XLR | 8. Control buttons for menu navigation - ENTER, UP, DOWN & MENU |
| 3. Art-Net™ network - 10Mb/s, 100Mb/s | 9. LCD display |
| 4. Mini USB OTG - for firmware update | 10. Control unit |
| 5. RS232 connector - male | |
| 6. A/C power output; loop trough, 3-prong C13 female socket | |

```
DP Mirror Head
> System Status
> DMX512/Art-Net
> IP Network
> Projector
> System
```

- DPI Mirror Head

This is the Main Menu. Navigate the Menu with the buttons. To get back to this Main Menu / DPI Mirror Head, press the MENU Button.

```
System Status
DMX#001 UNI:01 /1
U 000 000 000 000
BUILD: 10018
IP002.000.000.003
NM255.000.000.000
GW002.000.000.002
```

- System status:

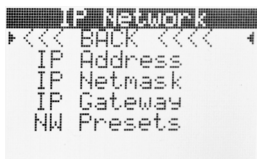
Show status information of the system. The display is only updated when this screen is entered.

```
DMX512/Art-Net
<<< BACK <<<
DMX Receiver
DMX512 Channel
Art-Net Univers
DMX Filter Amou
```

- DMX512/Art-Net™

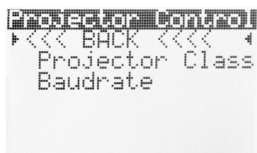
- DMX Receiver
 - DMX512 Only : Receive only on DMX512
 - Art-Net™ Only : Receive only on Art-Net™
- DMX512 Channel: Channel where the fixture starts, default ist #1
- Art-Net™ universe: Art-net™ universe number, default is #1
- DMX filter amount: Packet filter amount to average out flickering on DMX values. Default is 1. A value of 40 means that the average of 40 packets is sampled.

Menu system

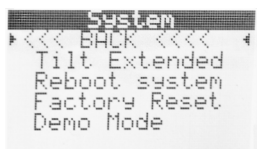


- IP Network
 - IP Address: The IP Address of the system. Default is 2.0.0.3
 - IP Netmask: The Netmask of the system. Default is 255.0.0.0
 - IP Gateway: The Gateway of the system. Default is 2.0.0.1
 - IP Presets: Here are various network presets for quick setup.

NOTE: When making changes in the IP settings please RESTART the firmware in order to make the changes to be set if unsure. For some switching equipment reconnecting the network cable is also required.



- Projector
 - Projector class: Select the protocol class of the Projector that is connected using the RS232 interface. Available protocols are: Barco, BenQ, Canon, Christie, DP, Epson, Hitachi, NEC, Optoma, Panasonic, Ricoh, Sanyo, Sony, Vivitek A, Vivitek B
 - Baudrate: Set the Baudrate of the RS232 interface. After changing the Projector class one must set the Baudrate to either "DEFAULT" or set the value explicitly. For the correct Baudrate for a projector please see the projectors manual. Available Baudrates: 4800, 9600, 19200, 38400, 57600, 115200



- System
 - Extended mode: Enable the TILT extended mode for more projection range.
 - Reboot system: This restarts the system.
 - Factory default: Load factory default values and restarts.
 - Demo: This starts the demo movement. Selecting this option again disables the demo movement.

DMX Operation

In order to do a meaningful control of the Mirror Head using DMX a DMX Master with at least 4 channels required. Note that the Mirror Head will always listen to 14 channels.

The Mirror Head control unit allows you to assign the DMX fixture address, which is defined as the first channel from which the Mirror Head unit will respond to the controller. If you set, for example, the address to channel 15, the device will use the channels 15 to 28 for control.

Make sure that you don't have any overlapping channels in order to control each Mirror Head correctly and independently from any other fixture on the DMX Network. If two, three or more Mirror Head units have the same DMX address, they will work simultaneously.

NOTE: Two units cannot have the same Art-Net™ IP-address. Before you start operating you have to decide if you want to control the Mirror Head with DMX-512 (XLR cable) or by Art-Net™ DMX512 (CAT cable, IP layer).

Operations either with DMX-512 or Art-Net™ DMX-512 are equivalent. To get the best movements of the mirror your DMX packet frequency should not be lower than 25Hz.

DMX Tracking vs. Vector mode

Let's consider a pan movement of 30 ° from left to right. We position the projection on the left and save this position. Let us assume that the left position corresponds to the DMX value 100. Then we move the projection 30° to the right, e.g. to DMX value 130. The fade time should be 3 seconds. There are now two ways to create this movement:

- If you are using the tracking control, set a fade time of 3 seconds on the DMX controller. The controller now calculates the values that must be sent in order to output the value range from 100 to 130 within 3s; for a standard DMX frame rate of 25 packets per second this gives 75 packets. The projection follows the values that it receives from the control, which is why this type of control is called tracking control. The control tells the Mirror Head where and when to move. So the quality of the data in the constant stream of packets is very important for a good movement.
- When using vector control, give the speed channel a specific value. Let us assume that the value 20 causes the mirror to rotate by 10° in one second. Position the mirror the start position with a DMX value of 100 on the pan channel. The movement is controlled by sending the value 130 on the pan channel and the value 20 on the speed channel (this is a snap). As a result, the mirror rotates by 30 °, namely by 10° per second. There is no need to send a constant stream of packets. The movement is completely controlled by the firmware.

Both methods have advantages and disadvantages. The movement of the mirror can be irregular with some DMX controller and Mirror Head combinations in tracking mode because the mirror stops briefly during movement. Vector control is less convenient during programming, but it can increase the quality of movement, especially at low speeds.

Adjusting the Tracking Mode

By default the Mirror Head operates in "Tracking" mode which will follow the given DMX data packet by packet. The Mirror Head firmware offers two important tuning methods that can be combined to optimize the quality of the movement when using the tracking mode:

- Damping: When in Tracking mode, the acceleration slider (dmx channel #14) acts as a damping factor selector (1-255). This damping is an arbitrary unit that is used inside of the movement calculations. There is no general rule which value to select - if the movement is not "nice" play with the damping factor between 1-255.
- Packet filtering: This can be controlled in the menu settings. The value is the amount of packets that should be averaged. So a value of 25 means that for a DMX rate of 25 packets/sec the average of 1s is taken for further movement calculations. A too high value will result in a laggy movement and the path will be altered from the unfiltered. Filtering can also be used to filter out jittering in the DMX data that comes from analog DMX controllers. Filtering should only be used as a last resort.

The tracking mode is enabled when the Speed channel #8 is at 0.

Adjusting the Vector Mode

When working in "Vector" mode the speed and acceleration is determined by a speed value set on a separate DMX channel (8); acceleration is set by channel (14). "Vector" mode is enabled once channel 8 is set to a value greater than 0. Use the "Vector" mode only when the concept of vectoring movement is well understood.

The Vector mode enables the possibility to go to a position within a given time by just snapping to the DMX values of the position (usually using a CUE). A speed value (channel 8) of "1" is the slowest, "255" is the fastest. Note: Start with speed values of about 128 and change the value during the movement to reach the speed you want.

FX Engine Mode

The Mirror Head offers an effect engine (FX) mode that makes it possible to generate lissajous movements of the mirror. To enable the FX mode channel 7 must be set to 255.

Once the system is in FX mode some DMX channels change their function (see the DMX fixture chart). To control the movement for each axis the following channels can be used:

PAN Axis:

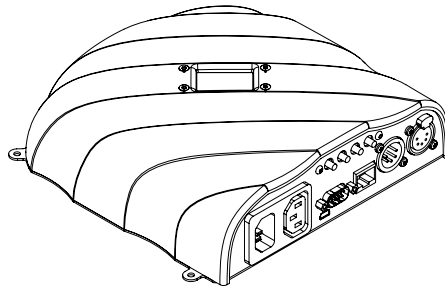
- Position Channel #1
- Amplitude Channel #2
- Frequency: #8

TILT Axis:

- Position Channel #3
- Amplitude Channel #4
- Frequency: #14

The FX Engine can easily be tested on the Web Interface.

DMX Fixture



Channel	Function	Value	Notes
#1	Pan Coarse (High Byte)	0-255	In FX Mode: Pan Position
#2	PAN Fine (Low Byte)	0-255	In FX Mode: Pan Amplitude
#3	TILT Coarse (High Byte)	0-255	In FX Mode: Tilt Position
#4	TILT Fine (Low Byte)	0-255	In FX Mode: Tilt Amplitude
#5	Reset system	255	
	Power On Position SAVE	128-245	
	Power On Position LOAD	10-127	
#6	Shutter when move ENABLED	200-250	
	Blank when move ENABLED	128-190	
	Shutter ON	60-70	
	Shutter OFF	40-50	
	Blank ON	20-30	
	Blank OFF	1-10	
#7	FX Engine ENABLED	255	
#8	TRACKING Mode ENABLED	0	
	VECTOR Mode ENABLED	1-255	Value is the speed amount
	In FX Mode PAN Frequency	0-255	

DMX Fixture

Channel	Function	Value	Notes
#9	Projector power OFF	250-255	
	Projector power ON	230-238	
	Mirror Head STANDBY	50-58	
	Mirror Head ON	28-38	
#10	LED Main Intensity	0-255	
#11	LED Red Intensity	0-255	
#12	LED Green Intensity	0-255	
#13	LED Blue Intensity	0-255	
#14	Acceleration default	0	
	Acceleration	1-255	Value is the ACCELERATION amount in VECTOR Mode
	Damping amount	1-255	Value is the DAMPING amount in TRACKING Mode
	In FX TILT Frequency	0-255	

Firmware upgrade guide

Requirements for all operations

- A USB stick which is FAT32 formatted
- OTG USB adapter: Micro USB Type B to USB 2.0 Type A socket (for example DeLock Art.-Nr. 83104)



USB OTG Adapter example

Upgrading the new Mirror Head Firmware

1. Check if the Mirror Head is running the new Firmware series. The screen looks like this:



2. Format the USB stick to FAT32, or remove all files on the stick before you continue.
3. Extract all files from the "MH-FWNG-XXXX.zip" package to the USB stick. The content of the USB must look like this:

- DPI-XXXX.HEX
- DPI-DXXX.HEX (this file is not always part of the upgrade packages)

4. Remove the power from the Mirror Head and plug in the USB stick using the OTG cable.
5. Plug in the power, press and hold the [MENU] Button while the system starts.



6. Wait until the system screen shows "Verify Data...", then release the button.
7. Once the update is finished the system will reboot. Remove the USB stick when you see the "Starting...." message.

Upgrading from Legacy Firmware Version 1.3.26

1. Check if the Mirror Head is running the legacy firmware:



2. Format the USB stick to FAT32, or remove all files on the stick before you continue.
3. Extract all files from the update package to the USB stick. The content of the USB must look like this. Please note that there are two different type of updates for the standard standard and rental edition:

- DPI-AXXXX.HEX
- DPI-DXX.HEX
- DPI-J-00.HEX
- dpi-mirrorhead-1.3.25rc1.cmf
- DPI-R01.HEX
- DPI-U-00.HEX

4. Remove the power from the Mirror Head and plug in the USB stick using the OTG cable.
5. Plug in the power and wait until you see "USB detected...." on the screen, wait 3sec.



6. Remove the power from the Mirror Head and wait until the display is off. Power it back on.
7. The system will now upgrade the firmware to the latest version and will reboot a few times. Wait until the display shows "Starting...." and the mirror is starting to move. **DO NOT REMOVE THE USB STICK, PRESS ANY KEY OR REMOVE THE POWER WHILE THE UPDATE IS RUNNING!**



Note: a flickering of the screen during the update is normal.

After starting the system for the first time with the new firmware the settings will be changed to the factory default. Please set up the system to your needs before using it.

The update to the new firmware series is now completed.