



# iColor Player

Compact, affordable, set-and-forget DMX Controller

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## Compact, affordable, set-and-forget DMX Controller

iColor Player is a simple, highly compact, and affordable DMX control solution. iColor Player can control a full DMX universe, and can play one of six configurable effects or a show authored in ColorPlay 3, the timeline-based light show authoring software from Philips Color Kinetics.

- Set-and-forget operation — iColor Player starts playing its light show as soon as power is applied. Shows automatically loop, with no triggers or additional configuration required.
- Controls a full DMX universe — iColor Player controls one DMX universe of 512 DMX channels.
- Choose from six configurable effects — Use ColorPlay 3 light show authoring software to select from six effects, adjust effect settings such as color, speed, and brightness, and download to iColor Player.
- Download and play custom ColorPlay 3 light shows — Use the fully customizable effects, multi-track editing, timeline layering, and transition styles in ColorPlay 3 to create a light show for a single DMX universe, then download and play the show using iColor Player.
- Download shows and apply power with a single USB cable — Use the included USB cable to download effects and light shows from a computer running ColorPlay 3, then plug the cable into the included USB power supply to apply power and start show playback.
- Ultra-compact and lightweight — With a weight of only 3.1 oz (87 g) and a small footprint, iColor Player can be installed virtually anywhere.
- Generous, removable show storage — iColor Player includes a removable 2 GB microSD card, generous enough for storing a lengthy or complex ColorPlay 3 light show.
- Simple, consistent operation around the world — Included power adaptors afford consistent operation worldwide. A single CAT 5e or better cable delivers data to fixtures with no additional wiring required.



### **Controls a Full DMX Universe**

iColor Player controls one DMX universe of 512 DMX channels.

## iColor Player Effects and Their Properties



**Fixed Color** Displays a single color on all fixtures.

**Base Color** Use the Palette Editor to select specific color values (RGB or HSB) and opacity



**Color Wash** Produces a smooth hue transition on all fixtures simultaneously, progressing through the color spectrum.

**Duration** Time (1 second to 1 day) for effect to complete one cycle

**Reverse Direction** Change apparent direction of effect (false / true)

**Saturation** Set the color saturation of the effect, from 0 to 255

**Intensity** Set the brightness of the effect, from 0 to 255



**Rainbow Wash** Produces a smooth transition through the color spectrum. Colors appear to follow each other from fixture to fixture.

**Width** Set the width of the rainbow, from 1 – 170 nodes

**Duration** Time (1 second to 1 day) for effect to complete one cycle

**Reverse Direction** Change apparent direction of effect (false / true)

**Saturation** Set the color saturation of the effect, from 0 to 255

**Intensity** Set the brightness of the effect, from 0 to 255



**Chasing** Creates bars of repeated color moving or “chasing” each other in one direction.

**Width** Set the width of the rainbow, from 1 – 170 nodes

**Palette** Add or delete effect colors, from 2 to 6

**Duration** Time (1 second to 1 day) for all effect colors to transition across all nodes

**Reverse Direction** Change apparent direction of effect (false / true)

**Fade** Blends adjacent colors (true) or creates a sharp division between adjacent colors (false)



**Random Color** Displays a sequence of random colors on all fixtures, either fading or snapping from color to color.

**Duration** Set the time each color is visible (1 second to 1 day)

**Saturation** Set the color saturation of the effect, from 0 to 255

**Intensity** Set the brightness of the effect, from 0 to 255

**Fade** Determine whether color transitions fade (true) or snap (false)



**Fixed White** Displays white light on all fixtures, with user-specified color temperature.

**Temperature** Select cooler or warmer white light

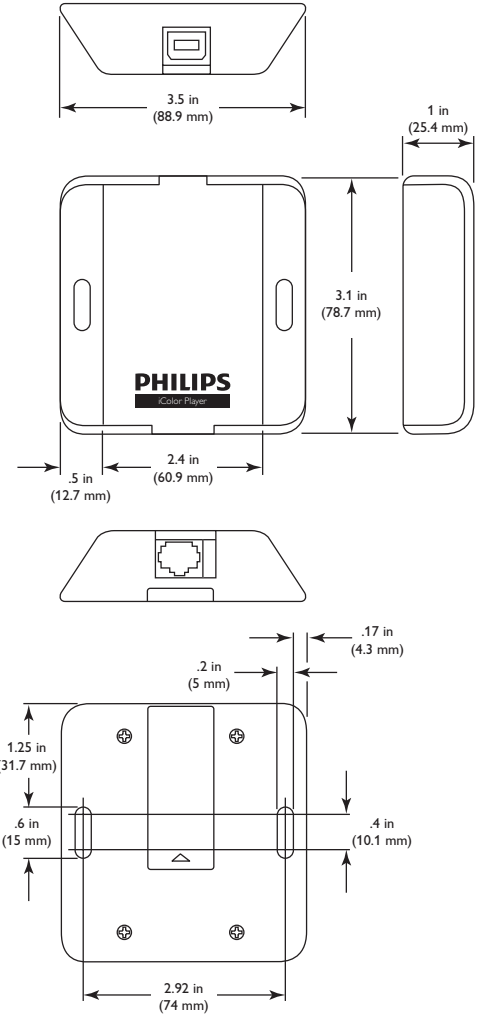
**Intensity** Set the programmed brightness of the scene, from 0 to 255

**Mode** Select RGB for displaying white light on RGB fixtures. Select iW for displaying white light on iW fixtures. (Refer to “Controlling Two- and Three-Channel iW Fixtures” for more information.)

# Specifications

Due to continuous improvements and innovations, specifications may change without notice.

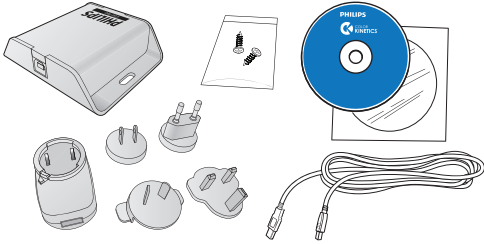
| Item                     | Specification                          | Details  |
|--------------------------|--|--|
| Electrical               | Input Voltage                          | 100 – 240 VAC, 50 / 60 Hz, 5 W output  |
| Control                  | Computer Interface                     | USB 2.0  |
| Capability               | Supported LED Nodes or Fixtures        | 512 DMX channels (one DMX universe)  |
|                          | Data Storage                           | Removable microSD card (2 GB card included)  |
|                          | Playback Output                        | One looping configurable effect or ColorPlay 3 light show  |
| Physical                 | Dimensions<br>(Width x Depth x Height) | 3.5 x 3.1 x 1 in (89 x 79 x 25 mm)   |
|                          | Weight                                 | 3.1 oz (87 g)  |
|                          | Housing                                | Black polycarbonate  |
|                          | Connector / Cable                      | RJ45 Port, CAT 5e or better data cable (not included)  |
|                          | Temperature Ranges                     | 14° – 104° F (-10° – 40° C) Operating<br>14° – 104° F (-10° – 40° C) Startup<br>-40° – 176° F (-40° – 80° C) Storage |
|                          | Humidity                               | 0 – 95%, non-condensing  |
| Certification and Safety | Certification                          | UL / cUL, FCC Class B, CE, CQC, C-Tick   |
|                          | Environment                            | Dry Location, IP20   |



# iColor Player

## Included in the box

|   |
|---|
| iColor Player                                   |
| Software CD                                     |
| 6 ft (1.8 m) USB cable                          |
| USB power supply                                |
| (4) interchangeable USB power adaptors          |
| (2) Phillips pan-head 8-32 x 1/2 in wood screws |
| Installation Instructions                       |

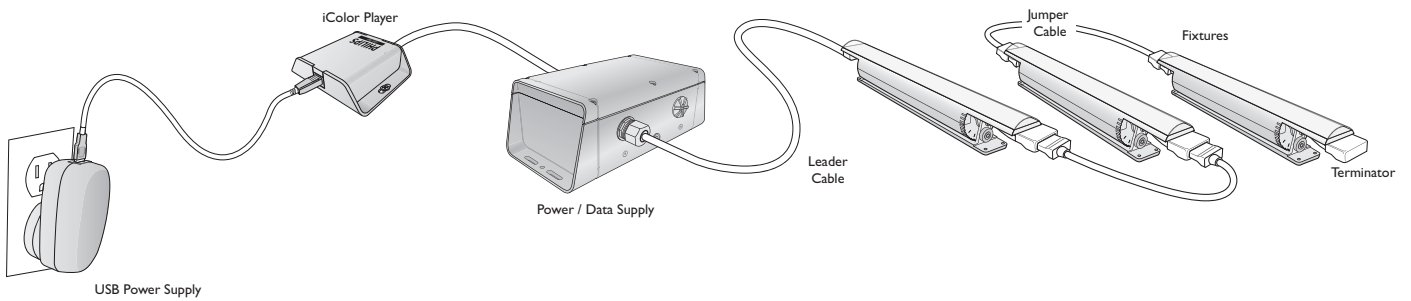


USB power adaptors support consistent operation worldwide.

| Item          | Item Number   | Philips 12NC |
|---------------|---------------|--------------|
| iColor Player | 103-000027-00 | 910503702003 |

Use Item Number when ordering in North America.

## Typical iColor Player installation




## Installation

iColor Player can be installed in any DMX lighting installation using power / data supplies and LED lighting fixtures from Philips Color Kinetics. When powered up, iColor Player automatically transmits a pre-configured effect or custom light show to all LED lighting fixtures in your installation.

iColor Player connects to power with the included USB power supply and power adaptors. You can use the included 6 ft (1.8 m) USB cable to connect to a computer running ColorPlay 3 light show authoring software for configuring effects and downloading shows.

### Owner / User Responsibilities

It is the responsibility of the contractor, installer, purchaser, owner, and user to install, maintain, and operate iColor Player in such a manner as to comply with all applicable codes, state and local laws, ordinances, and regulations. Consult with the appropriate electrical inspector to ensure compliance.

 Refer to the iColor Player Installation Instructions for specific warning and caution statements.

## Prepare the Installation

iColor Player connects to a standard power outlet with the included USB power supply and interchangeable USB power adapters. For convenience, you can connect iColor Player to a computer running ColorPlay 3 light show authoring and configuration software using the included 6 ft (1.8 m) USB cable without disconnecting iColor Player from the lighting network.

Although it is ultra-compact and unobtrusive, you should position iColor Player near a power source, and in a location where you can easily connect a computer running ColorPlay 3 software for downloading light shows or configuring effects. You can optionally mount iColor Player to a surface using the included wood screws or other suitable mounting hardware.

By default, iColor Player plays a Color Wash effect with a cycle of 30 seconds. You can change the effect, modify effects, or download a custom ColorPlay 3 light show using ColorPlay 3 software. For light shows that display different light output on different lighting fixtures or nodes simultaneously, connected lights must be configured and addressed properly.

### iColor Player Effects



Fixed Color



Chasing



Color Wash



Random Color



Rainbow Wash



Fixed White

iColor Player includes a removable 2 GB microSD card, generous enough for storing a lengthy or complex ColorPlay 3 light show. You can save ColorPlay 3 light shows or iColor Player effect configurations via iColor Player or any other SD card writer.

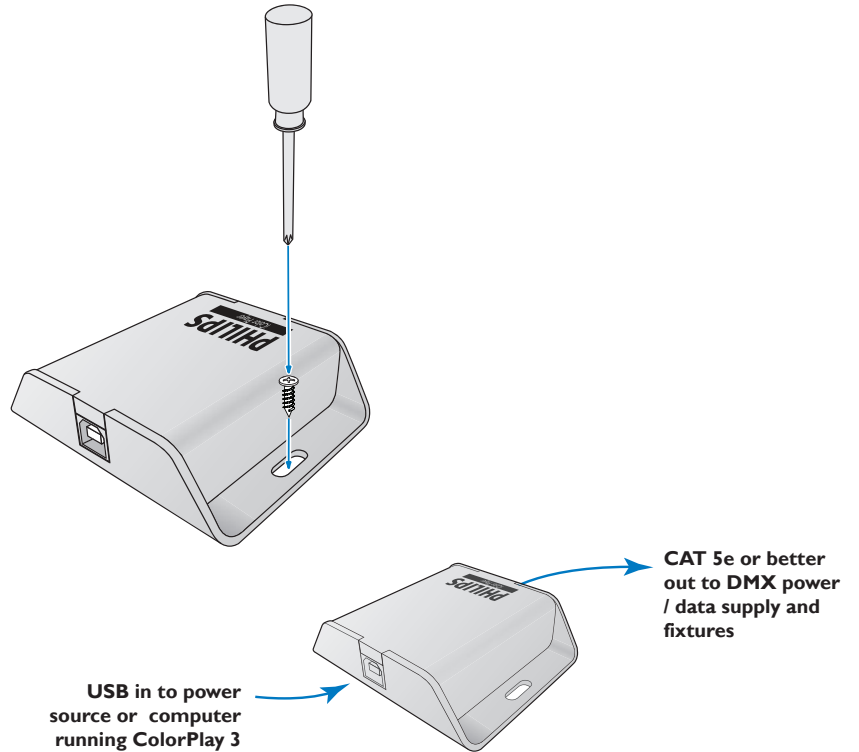
## Inspect iColor Player and Accessories

Carefully inspect the box containing iColor Player and the contents for any damage that may have occurred in transit.

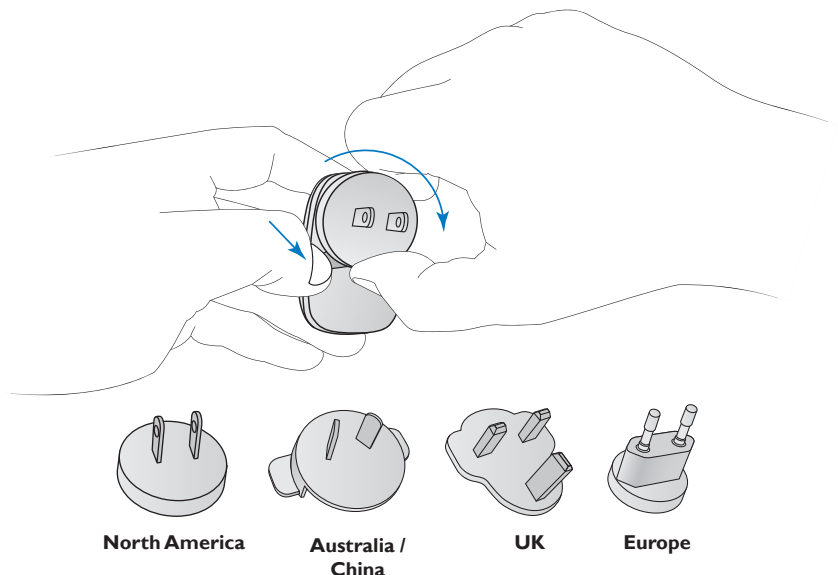
# Mount and Connect iColor Player

Make sure the power is OFF before mounting and connecting iColor Player.

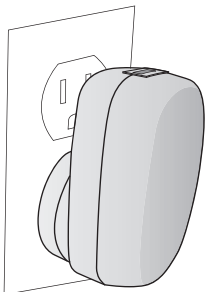
1. Mount iColor Player using the two included Phillips pan-head 8-32 x 1/2 in wood screws, or other mounting hardware suitable for the mounting surface. Make sure to leave enough room to connect the included USB cable for power or configuration, and a CAT 5e or better data cable



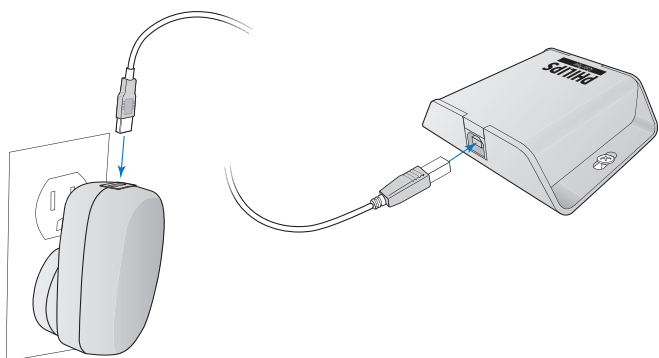
2. Choose the power adaptor appropriate for your region and attach it to the USB power supply.



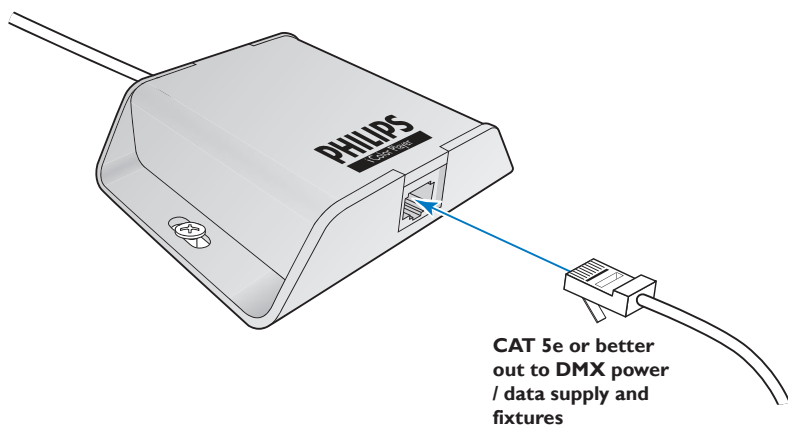
3. Plug the USB power supply into power.



4. Connect the USB cable.



5. Connect iColor Player to a DMX power / data supply or Data Enabler Pro device using a CAT 5e or better cable with an RJ-45 connector.



By default, iColor Player automatically plays a Color Wash effect with an interval of 30 seconds on all connected lights. Refer to “Configuring Effects and Light Shows” for information on how to change the effect, modify an effect, or download a custom ColorPlay 3 light show.



# Configuring iColor Player Effects and Light Shows

With ColorPlay 3 light show authoring and configuration software, you can modify iColor Player effects or author your own custom light show, then download the effect or show to iColor Player. iColor Player automatically plays the downloaded show when powered up and connected to the lighting network.

\* You can also download ColorPlay 3 software from the Philips Color Kinetics website, at [www.philipscolorkinetics.com/support/colorplay3/](http://www.philipscolorkinetics.com/support/colorplay3/). Save the download to an accessible location on your computer, then follow the on-screen instructions to install the software.

\* To ensure proper operation, accept all prompts for installing drivers that may appear during the installation process.

## Installing ColorPlay 3 Software

Install ColorPlay 3 v. 1.11 or higher software on a Mac or Windows PC with the included CD, then connect the computer to your lighting network.

### ► To install ColorPlay 3 v. 1.11 or higher software:

1. Insert the included CD into a drive on a Mac or Windows computer.
2. Navigate to the folder containing the ColorPlay 3 installation files, and start the installation.
3. Follow the on-screen instructions to install the ColorPlay 3 software.

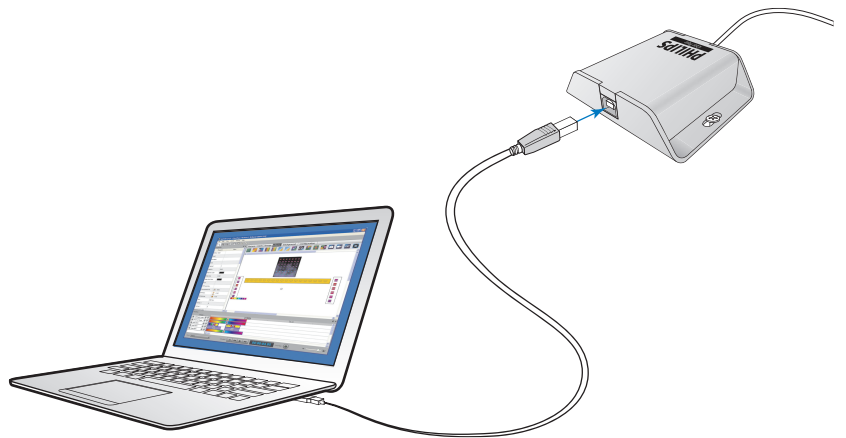
## Connecting to iColor Player from ColorPlay 3

To use ColorPlay 3 to modify and download effects and custom shows to iColor Player, you must connect iColor Player to a computer running ColorPlay 3 software.

### ► To connect to iColor Player from ColorPlay 3:

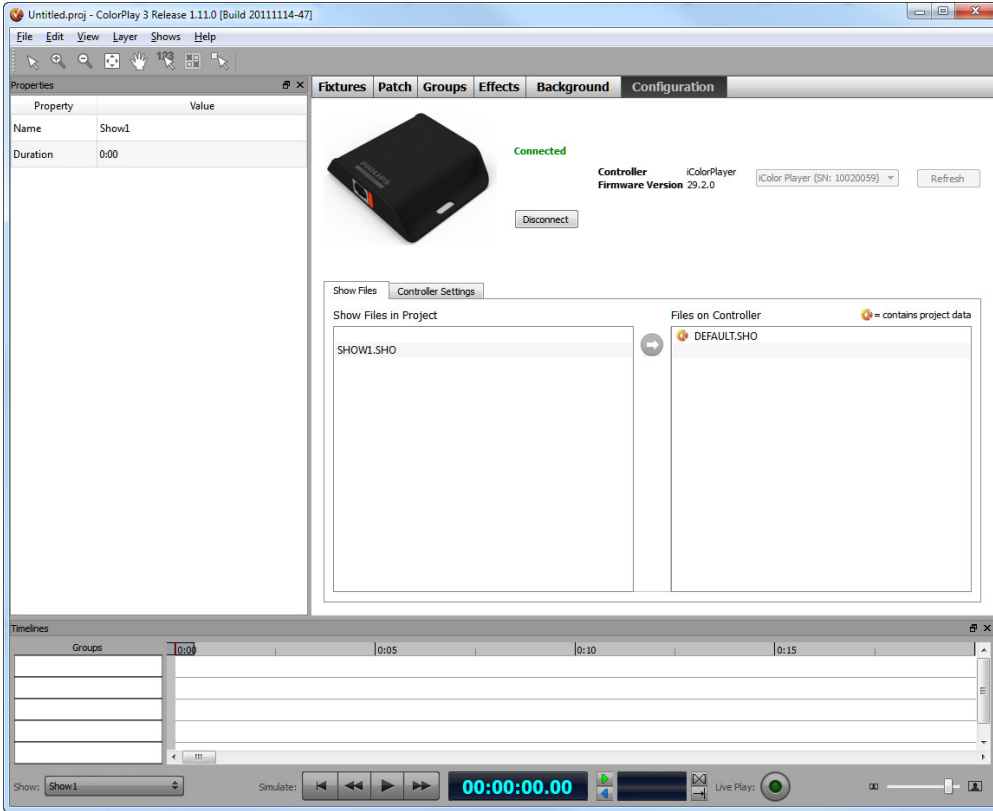
1. If necessary, disconnect the USB cable from the USB power supply.
2. Connect the USB cable to a USB port on a Windows or Mac computer running ColorPlay 3.

\* For best results, we recommend connecting iColor Player directly to the USB port on a computer, not via a USB hub.



3. From the drop-down list at the top of the Configuration layer within ColorPlay 3, select iColor Player.

- Click Connect. If the connection is successful, the Configuration layer displays “Connected.”



## Modifying, Downloading, and Playing Shows and Effects

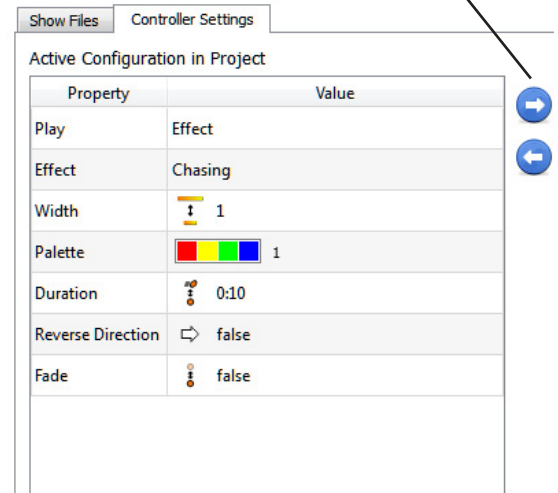
By default, iColor Player is configured to play the built-in Color Wash effect with an interval of 30 seconds. In addition, the installed microSD card contains a show, DEFAULT.SHO, which plays a Chasing Rainbow effect with a 10-second duration.

When connected to iColor Player from ColorPlay 3, you can use the Configuration tab to modify effect settings, download a custom show, and change what iColor Player plays (the current effect settings, the downloaded show, or nothing).

### ► To modify built-in effect settings and play the modified effect:

- Click the Controller Settings tab.
- If currently set to play the rendered show or nothing, double-click the Play property’s value, select Effect from the drop-down list, and press Enter.
- Double-click the Effect property’s value, and select the effect you want to use from the drop-down list (Fixed Color, Color Wash, Rainbow Wash, Chasing, Random Color, or Fixed White). Effect properties vary depending on which effect you select.
- Modify the effect properties as desired. (Refer to “iColor Player Effects and Their Properties” on the following page for details.)
- When you’ve finished modifying effect properties, click the Copy Configuration to Controller button to download the effect settings to iColor Player.
- Disconnect ColorPlay 3 from iColor Player by clicking Disconnect at the top of the Configuration tab.
- To play the modified effect, connect the iColor Player USB cable to the USB power supply, and plug it into a power outlet.

Copy Configuration To Controller button



Example configuration panel for the Chasing effect

⚠ Do not disconnect iColor Player from the computer when connected to ColorPlay 3, or the system will not function properly. Instead, click the Disconnect button on the Configuration tab to disconnect ColorPlay 3 from iColor Player, then disconnect iColor Player from the computer.

## iColor Player Effects and Their Properties



**Fixed Color** Displays a single color on all fixtures.

**Base Color** Use the Palette Editor to select specific color values (RGB or HSB) and opacity



**Color Wash** Produces a smooth hue transition on all fixtures simultaneously, progressing through the color spectrum.

**Duration** Time (1 second to 1 day) for effect to complete one cycle

**Reverse Direction** Change apparent direction of effect (false / true)

**Saturation** Set the color saturation of the effect, from 0 to 255

**Intensity** Set the brightness of the effect, from 0 to 255



**Rainbow Wash** Produces a smooth transition through the color spectrum. Colors appear to follow each other from fixture to fixture.

**Width** Set the width of the rainbow, from 1 – 170 nodes

**Duration** Time (1 second to 1 day) for effect to complete one cycle

**Reverse Direction** Change apparent direction of effect (false / true)

**Saturation** Set the color saturation of the effect, from 0 to 255

**Intensity** Set the brightness of the effect, from 0 to 255



**Chasing** Creates bars of repeated color moving or “chasing” each other in one direction.

**Width** Set the width of the rainbow, from 1 – 170 nodes

**Palette** Add or delete effect colors, from 2 to 6

**Duration** Time (1 second to 1 day) for all effect colors to transition across all nodes

**Reverse Direction** Change apparent direction of effect (false / true)

**Fade** Blends adjacent colors (true) or creates a sharp division between adjacent colors (false)



**Random Color** Displays a sequence of random colors on all fixtures, either fading or snapping from color to color.

**Duration** Set the time each color is visible (1 second to 1 day)

**Saturation** Set the color saturation of the effect, from 0 to 255

**Intensity** Set the brightness of the effect, from 0 to 255

**Fade** Determine whether color transitions fade (true) or snap (false)



**Fixed White** Displays white light on all fixtures, with user-specified color temperature.

**Temperature** Select cooler or warmer white light

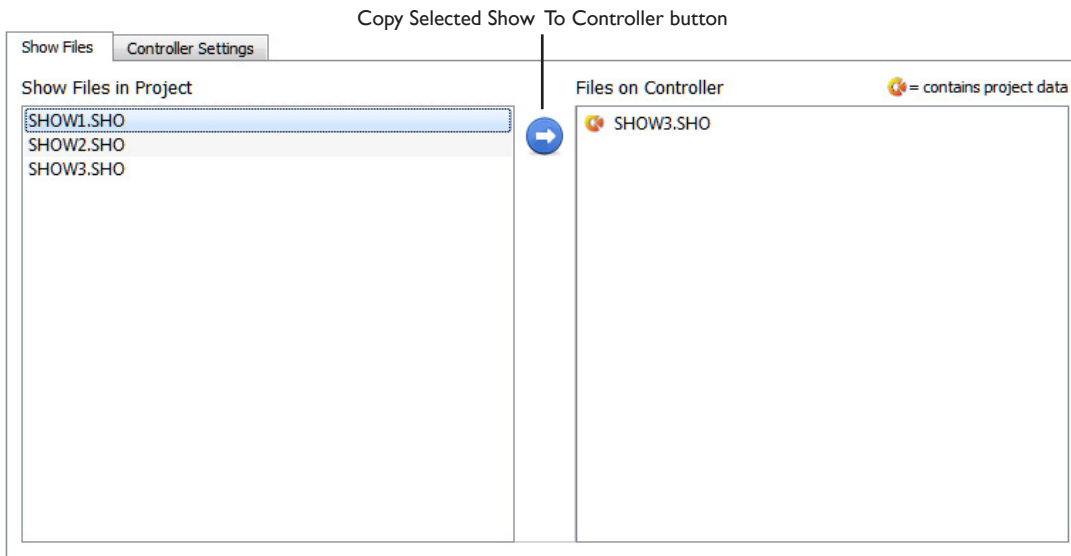
**Intensity** Set the programmed brightness of the scene, from 0 to 255

**Mode** Select RGB for displaying white light on RGB fixtures. Select iW for displaying white light on iW fixtures. (Refer to “Controlling Two- and Three-Channel iW Fixtures” for more information.)

► **To download and play a custom ColorPlay 3 light show:**

1. Create a single-universe light show in ColorPlay 3. Refer to the *ColorPlay 3 User Guide* for complete details.
2. Click the Configuration tab.
3. Select the show file you want to download to iColor Player from the Show Files in Project list. (Do not select and download multiple shows, as iColor Player stores one show at a time.)
4. Click the Copy Selected Show to Controller button.

✳ You can download the ColorPlay 3 User Guide (PDF) from [www.philipscolorkinetics.com/ls/controllers/icolorplayer/](http://www.philipscolorkinetics.com/ls/controllers/icolorplayer/)



5. The selected show is downloaded to iColor Player, and appears in the Files on Controller list. (Note that the new show *overwrites* the previously stored show.)
6. To play the downloaded show, disconnect ColorPlay 3 from iColor Player by clicking Disconnect at the top of the Configuration tab.

✳ Keep in mind that when you download a show to iColor Player, it overwrites the show currently stored on iColor Player.

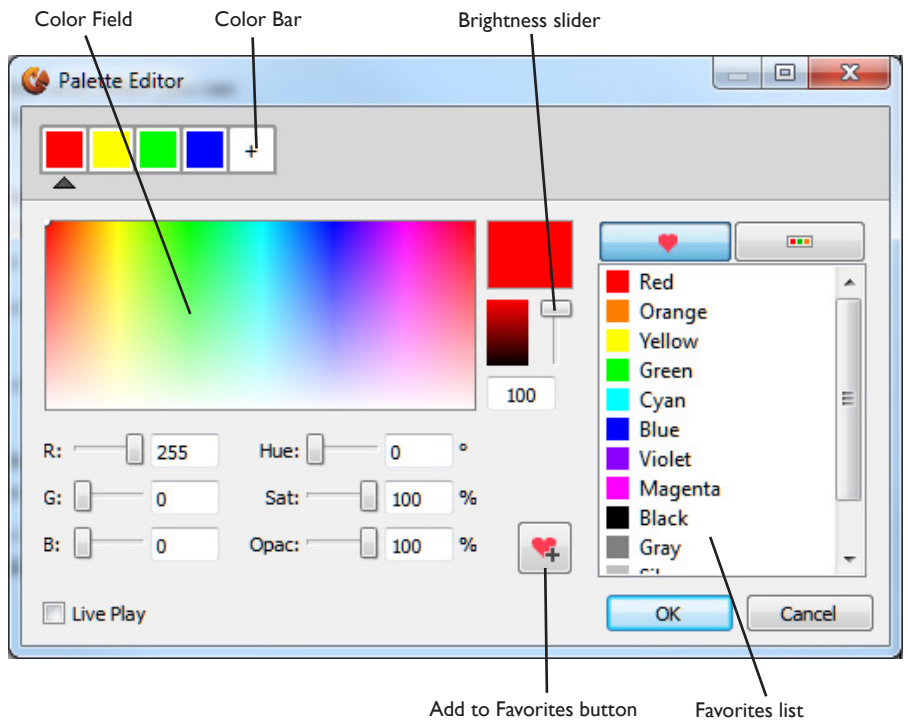
► **To configure iColor Player to play nothing (turn fixtures off):**

1. Click the Controller Settings tab.
2. Double-click the Play property's value, select Nothing from the drop-down list, and press Enter.
3. Click the Copy Configuration to Controller button to download the effect settings to iColor Player.
4. To play nothing, disconnect ColorPlay 3 from iColor Player by clicking Disconnect at the top of the Configuration tab.

## Using the Color Palette

The Fixed Color and Chasing effects feature a color palette editor with which you can select specific colors using a color field, the RGB (red / green / blue) color model, or the HSB (hue / saturation / brightness) color model.

The currently selected color is identified by a color point (a white dot) on the color field. You can change the currently selected color by dragging the white dot to a new location on the color field, or by using the RGB and HSB sliders, in any combination.



The Chasing effect also features a color bar with which you can add, delete, and change the colors used in the effect:

- To add a color to the Chasing effect, click the + icon at the right of the color bar (maximum of six colors).
- To delete a color from effect, right-click a color swatch in the color bar and select Delete Color from the pop-up menu (minimum of two colors).
- To modify a Chasing color, click a color swatch in the color bar to display the current color settings. Use any combination of the color field, RGB sliders, and HSB sliders to select a new color.

### Controlling Two- and Three-Channel iW Fixtures

Two-channel iW fixtures, such as iW Graze Powercore and iW Blast Powercore, use one channel of warm white LEDs and one channel of cool white LEDs to produce a range of color temperatures. Three-channel fixtures, such as iW Cove MX Powercore and iW Blast Powercore, add a channel of neutral white LEDs for greater precision in color temperature and color mixing.

For compatibility with two-channel iW fixtures, three-channel fixtures are configured to accept two channels of data input by default. If a three-channel iW fixture has been configured to operate in three-channel mode, use QuickPlay Pro addressing and configuration software to put the fixtures in two-channel mode before using the Fixed White effect. The two channels of data input are automatically mapped to the fixture's three LED channels.

To control the light output of three-channel iW fixtures in three-channel mode, use the Fixed Color effect, or author a custom show in ColorPlay 3. The warm channel maps to Red, the neutral channel to Green, and the cool channel to Blue.

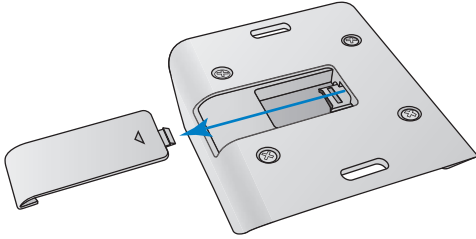
*\* You can download QuickPlay Pro software and the Addressing and Configuration Guide from [www.philipscolorkinetics.com/support/addressing/](http://www.philipscolorkinetics.com/support/addressing/)*

# Replacing the microSD Card

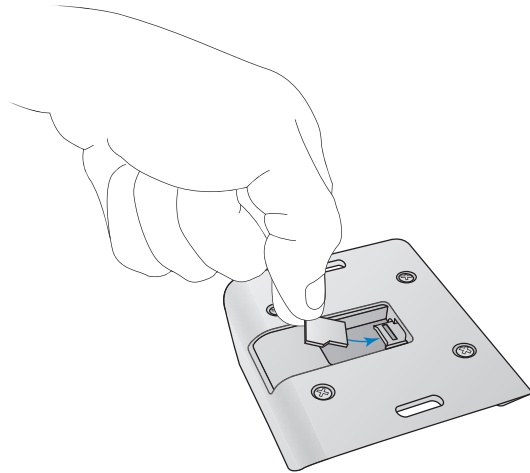
iColor Player includes a removable 2 GB microSD card, generous enough for storing a lengthy or complex ColorPlay 3 light show. You can replace the included microSD card with any microSD card of 4 GB or smaller.

► **To replace the microSD card:**

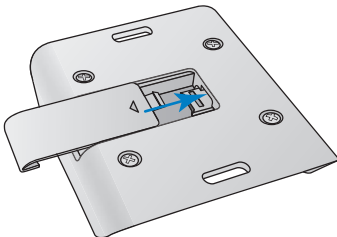
1. Disconnect iColor Player from power.
2. Turn iColor Player over, and slide the cover off of the microSD card slot.
3. Press the microSD card to disengage it from its slot.
4. Slide the microSD card out of its slot.



5. Insert the new microSD card in the slot.



6. Slide the microSD card slot cover back into place.



7. Reconnect iColor Player to power.

# Updating iColor Player Firmware

\* You can check the version number of the firmware currently installed on iColor Player at the top of the Configuration tab in ColorPlay 3.

iColor Player firmware is periodically updated to improve device performance and functionality. To maximize system performance, make sure your iColor Player devices are running the most recent version of the firmware.

## Download iColor Player Firmware

If a more recent version of the iColor Player firmware is available, download the firmware file (.bin extension):

1. Visit the Firmware Updates page at [www.philipscolorkinetics.com/support/downloads/firmware/](http://www.philipscolorkinetics.com/support/downloads/firmware/) to check for the latest firmware version.
2. If a newer firmware image is available, click the link on the Firmware Updates page to download the firmware file to an accessible location on your computer.

## Download CK Firmware Updater

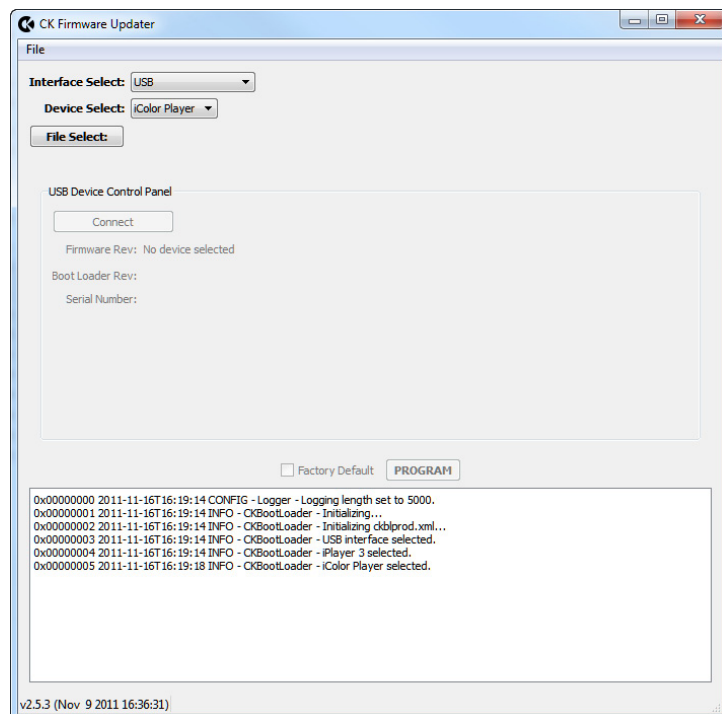
To update the firmware image on a iColor Player device, you must download and install the CK Firmware Updater application on your computer.

1. Visit the Firmware Updates page at [www.philipscolorkinetics.com/support/downloads/firmware/](http://www.philipscolorkinetics.com/support/downloads/firmware/)
2. Download the Firmware Updater Utility.
3. Decompress the file to an accessible location on your computer and open it.
4. Run the installer, and follow the on-screen instructions.

## Running an iColor Player Firmware Update

You can update iColor Player firmware using a computer running CK Firmware Updater software.

1. Connect a computer to iColor Player using the controller's USB cable.
2. Run CK Firmware Updater.
3. From the Interface Select drop-down list, select USB.



4. From Device Select drop-down list, select iColor Player.
5. Click File Select, navigate to the folder to which you downloaded the firmware file (.bin extension), and click Open.
6. Click Connect. CK Firmware Updater connects to iColor Player.
8. Click PROGRAM.



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DAS-000089-00 R00 05-12