

### Quick-Start Information About Your Sidewinder Console

Thank you for purchasing the Sidewinder DMX Playback Interface. You'll find that Sidewinder provides a superior combination of DMX processing power, ease-of-use and portability for use in applications such as remote focus, DMX troubleshooting, stand-alone playback, designer's remote, show backup, show-control interfacing and much more.

On the outside, Sidewinder looks very simple. It only has four (or eight) user-definable macro buttons on its face and a few status LEDs. Internally, however, Sidewinder contains the electronics for a mid-sized DMX control console, including the functions for scene playback, moving-light construct parameters, 350+ scenes of built-in memory (optional), simultaneous DMX input/thru/output, playback faders, real-time clock and more. All of its functions are accessible through the built-in RS-232 Host Interface port.

At this time, there are two ways to access Sidewinder's functions:

#### Option 1: Attach a Palm OS® PDA to the Sidewinder to view its graphical user interface

By far the easiest way to access Sidewinder's rich set of functions is to attach a Palm OS compatible handheld device (such as Palm, Handspring or Sony devices). This method provides a complete graphical user interface for patching fixtures, recording and playing back cues, performing DMX diagnostics, viewing stage outputs, adjusting fixture parameters, defining macros, setting up the stand-alone playback features and more.

To use a Palm OS compatible PDA with Sidewinder, you will need three things. First, you will need a PDA such as a Palm, Handspring, Sony or other brand of handheld running Palm OS. Second, you will need a way to connect your PDA to the Sidewinder – either by the optional wireless Bluetooth module or by serial cable. For a Bluetooth connection, you need a Bluetooth-enabled PDA and the module. For a serial connection, you need to locate an appropriate serial cable. We have compiled a list of the cables that are available for many popular Handhelds at: [www.interactive-online.com/sidewinder/cables.html](http://www.interactive-online.com/sidewinder/cables.html). Third, you will need to download Sidewinder's user interface application called **Figment DMX™** from our web site: [www.interactive-online.com/figment/](http://www.interactive-online.com/figment/)

The Interactive Technologies' web site contains the necessary software, moving-light fixture libraries, user's manuals, and application information for using Sidewinder with the Figment software.

#### Option 2: Connect Sidewinder to a generic RS-232 serial device or terminal

Since all of Sidewinder's functions are accessible through its built-in RS-232 interface, Sidewinder can be operated from nearly any computer, show controller, media player, building management system and more that can output standard RS-232 serial commands. The specifications for how to communicate with Sidewinder through its serial port is available from the Interactive Technologies web site. Look for information on "Sidewinder Public API" (application programming interface): <http://www.interactive-online.com/sidewinder/>

Please note that this method of communicating with Sidewinder is best suited for system integrators, software application developers and/or people who are familiar with producing script-level computer programs.

### Getting More Information About Sidewinder

For additional information about Sidewinder, its functions, specifications, user's manuals, software updates and more, please visit the Sidewinder section of our web site: <http://www.interactive-online.com/sidewinder/>

If you have any additional questions or problems, please contact our technical support team at [support@interactive-online.com](mailto:support@interactive-online.com) or by phone at 678-455-9019.