Quick Start

Guide



### **Mechanical Details**

Welcome!

it. Enjoy!

**PFx** Brick

We really appreciate your support of the PFx Brick and hope that you have a lot of fun with it! To get started, please review some of these quick instructions and don't forget to download the PFx App

from the Fx Bricks website. The PFx App will let you update the PFx Brick firmware and setup the PFx Brick just the way you want





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# **Making Connections**



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### Status LED



The status LED shows the operational status of the PFx Brick.

The following table shows some of the indications made by the status LED during operation:

### Status LED State Indicated Condition Off Power OFF / Battery too low

or Status LED is "inverted" Solid Normal Power ON status

> USB. IR. or Bluetooth communication activity

IR Lockout / IR Disabled

Ignores commands from IR remotes

USB connection made to host PC

USB disconnection from host PC

Bluetooth host disconnected

New Bluetooth connection established

Glowing Bright/ **Dim Intensity**  $\Lambda \Lambda \Lambda \Lambda$ 4 Slow Flashes

1 Flash

**5** Fast Flashes

**6** Fast Flashes

Continuous Fast Flashina . . . . . . . . . . . . . . .

Major error condition (requires a restart). Possible causes: over temperature, speaker connection short circuit, voltage overload, etc.

Note: The Status LED can be configured by the PFx App to appear "inverted" to the indications shown above. That is, instead of normally appearing on as the default condition, it appears off. The flashing patterns shown above remain the same in both normal and "inverted" configurations.

### Configuration with the PFx App



Download the PFx App from the Fx Bricks website at: https://www.fxbricks.com/pfxbrick/pfxapp

Available for both Windows and macOS

Connected Bricks:

Refresh

...

1. Launch the PFx App

If no PEx Bricks are connected, you will see this message:



PEx

2. Connect the PFx Brick with a mirco-USB cable and click Refresh

### **PFx App Main Window**

#### List of connected PFx Bricks Mode Selection Tab PFx - My PFx Brick except for command to cancel IR Lockout Connected Bricks: Speed Remote **Dual Joystick** Startup Audio Files Motor Configuration My PFx Brick PFx Brick 4 MB My PFx Brick Search for any PFx v.1.36 Capacity: 4.18 MB Your brick has firmware version v.1.36 build 0525. Bricks attached to Refresh You can check for firmware updates at any time with the button below. Available: 204 kB (4%) your computer and Check for Update... Restore Defaults.. PFx Brick 4 MB Serial Number: 89063B27 update the list. Settings Status LED Power Saving Normally on, blink with activity O None, always on Normally off, blink with activity Automatic power down after 30 minutes My PFx Brick IR Settings... 60 minutes Selected (active) Capacity: 4.18 MB 3 hours Bluetooth Settings... brick information Available: 204 kB (4%) Startup Brightness... Audio Save Configuration Automatic level control Bass level Volume change beep 0 dB Default startup volume Treble leve 0 dB

Save Configuration button Ensure this is clicked when changes are made to the PFx Brick configuration

## Configuration with the PFx App

### Settings

**Rename your PFx Brick** Personalize your PFx \_\_\_\_\_ Brick with a custom name up to 24 characters.

**Status LED** By default, the green status LED on the PFx Brick illuminates when the PFx Brick is powered on. However, it can be configured to remain off by default to save power or to be discreet. In either mode, the status LED will still flash in response to communication activity and other conditions.

### Automatic Level Control ALC can

automatically adjust the level of audio playback to maximize dynamic range of audio. This can appear to boost the level of "quiet" audio and clip the level of "loud" audio during playback.

**Volume change beep** If desired, the PFx Brick can make a short audible "beep" sound whenever the audio volume is changed. This can be useful confirmation of desired changes to audio volume without any active audio playback.

**Startup Volume** The default audio playback volume can be set as desired. It is applied each time PFx Brick is powered on or restarted.



Keep your PFx Brick up to date with the latest

firmware. Click the "**Check for Update...**" button to see if new firmware is available for

**Bass / Treble Level** The relative intensity of bass (low frequency sounds) and treble (high frequency sounds) can be adjusted for your desired playback preference. Values > 0 dB increase (amplify) the level, and values < 0 dB decrease (attenuate) the level. Nominally, 0 dB leaves the audio frequency levels unchanged.

Firmware Version Shows the version of

**Startup Brightness** The default brightness of each lighting channel can set as desired. They are applied each time PFx Brick is powered on or restarted.

**Power Saving** The PFx Brick can be configured to automatically power off after a time interval of no activity. That is, if the PFx Brick receives no communication from either the USB, IR or Bluetooth interfaces during the power-off interval, it will automatically shutdown.

Reset vour PFx Brick to

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### Configuration with the PFx App

## Motor Configuration

**Invert direction** reverses the definition of Forward and Reverse. You can configure each motor channel to have different Forward and Reverse orientation.

**Torque Compensation** enables automatic low frequency pulse width modulation (PWM) control of the motor during very low speed or when initially started. Torque compensation can help overcome initial startup friction of motors when they are at rest so that they start to rotate sooner at low speed.

**Power Functions Compatibility Mode** sets the pulse width modulation (PWM) control of the motor to a frequency of 1.1 kHz (the same frequency used by the LEGO® IR receiver). Normally, the PFx Brick uses a PWM frequency of 15 kHz. This ensures motor control noises are outside of audible range for quiet and smooth motor operation. Note that Power Functions M Motors may require Power Functions Compatibility Mode to be *enabled* for optimum performance.

S	peed Remote	Dual Joystick	Startup	Audio Files	Motor Configuration	Settings
		Motor: 🗿 A	Ов 🗆	Identical Motor C	Configurations	
- V Invert Direc	ction			Minimum Spe	eed: 26	0
Refresh  Torque Compensation				Midpoint Spe	ed: 101	0
Power Fund	Functions Compatibility Mode			Maximum Sp	eed: 250	
Acceleration:	14	0		Speed Curve	N'	
Deceleration:	8					8
					0	
	V Invert Direct Torque Cor Power Fund Acceleration: Deceleration:	Speed Remote	Speed Remote Dual Joystick Motor: • A	Speed Remote Dual Joystick Startup Motor: A B Vinvert Direction Torque Compensation Power Functions Compatibility Mode Acceleration: 14 Deceleration: 8 C	Speed Remote       Dual Joystick       Startup       Audio Files         Motor:       A       B       Identical Motor C         Invert Direction       Minimum Speed         Torque Compensation       Midpoint Speed         Power Functions Compatibility Mode       Maximum Sp         Acceleration:       14       C         Deceleration:       8       C	Speed Remote Dual Joystick Startup Audio Files Motor Configuration     Motor: A B Identical Motor Configurations     Minimum Speed: 26   Midpoint Speed: 101   Maximum Speed: 250   Speed Curve Speed Curve     Deceleration: 8     Image: Deceleration: 9     Image: Deceleration: <td< td=""></td<>

Acceleration / Deceleration When you set or change the desired speed of one of the motor channels (the "target" speed), the actual speed of the motor will depend on acceleration and deceleration. If these factors are zero, then the target motor speed will instantly be applied. However, with increasing acceleration factors, the actual motor speed will approach the target speed at a time proportional to the acceleration factor. This simulates the inertia and momentum of real moving objects for enhanced and smooth motor control. **Speed Curves** When you set or change the desired speed of a motor channel, it will be mapped to a different speed based on the speed curve. The x-axis of the speed curve is your "set" or desired speed. The y-axis is re-mapped speed value that is actually applied to the motor.

Examples of how to use the speed curve:

 A straight line curve from zero to maximum results in no change to applied speed.
 A minimum speed bigger than zero results in the motor starting at a higher speed immediately. This can be useful to overcome initial startup delay due to torque or mechanical load
 A lower maximum speed can apply a "speed limit' to the motor so that it can never exceed a desired speed even if the set speed is maximized.

4. The curve shape can give greater emphasis to either low or high speed control making the speed control either more or less "sensitive" to speed commands.