

Premiere®

PC Configuration Manual

Part Number: 8-700218-010
Revision Level: A0
Revision Date: 10/14/92

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Introduction and Assistance

This manual provides information on the installation and operating procedures for the Premiere Configuration software.

Manual Organization

This manual contains information about installing and using the Premiere Configuration Software. It contains the following chapters plus and index:

Introduction (chapter 1) - tells you about the organization of this manual and explains the typographical conventions used. In addition, it contains a glossary of terms used in this manual, and tells you how to get technical help if necessary


Navigating Windows (chapter 2) - tells you the basics of navigating through programs written to run under Microsoft Windows.

Installation (chapter 3) - tells you how to install and start up the software.

Reference (chapter 4) - tells you what each of the menus, screens, and dialog boxes do. This chapter is organised alphabetically by the name of the screen or dialog box.

Tutorial (chapter 5) - takes you through actually recording a set-up for a Premiere system.

Conventions

 (keycap image) shows keyboard keys. Keys may also be shown in small caps bold (e.g., **RETURN**) when used in text.

OK (Helvetica bold text) shows the text of a control you should use with a mouse (e.g., "click on OK"). All layers of a menu selection are shown in a single entry; with menu levels separated by vertical bar (e.g., "choose **File**½**Open**").

ON (all capital Times text) shows the status of a function or switch, as in "Turn the switch ON."

Glossary of Terms

The following terminology is used throughout this manual for consistency. Please also refer to *General Terminology in the Navigating Windows* chapter for terms specific to the Windows environment, and to *Commands* in the *Reference* chapter for definitions of specific Premiere commands.

Astronomical Time Clock	The Premiere Processor has an internal clock that keeps track of both time and date for use with automatic events programming. The events can be programmed to occur at a specific time and date and also at sunset or sunrise. The processor can calculate these varying times throughout the year from knowing the latitude of the installation and the sunrise time entered on the day of installation.
Cleanup	One of the 128 presets available per room. This preset lets you assign the appropriate lighting channels for cleanup purposes, and automatically fades out after one hour. Channels are assigned to the preset during system configuration.
Channel	An arbitrary group of one or more dimmers controlled as a fixed group. The allocation of dimmers to channels is called "Patching". System patching is accomplished through the Premiere Configuration Program.
Configuration Software	Premiere offers the ability to customise pushbuttons and faders on control stations to perform different functions at any time. The configuration software is used to define the number of rooms, channels, and stations so that the system meets the requirements of a specific installation. It can also be used to assign any one of over 80 functions to pushbuttons or faders on each control stations.
Delay Time	Delay Time is the elapsed time between selecting a preset to the beginning of the preset fade. You can set the delay time for each preset to a value between 0.1 seconds and 9 hours (inclusive) during system configuration. You can change this value later from a 2200 or 2300 control station. Delay times between 0.1 seconds and 30 minutes can be set in 0.1-second increments. Delay times between 30 minutes and 9 hours, it can be set in 1 second increments.
Fade Time	The programmed time for fading from one set of light levels to another. You can set the fade time for each preset to a value between 0.1 seconds to 9 hours (inclusive) during system configuration. You can change this value later from a 2200 or 2300 control station. Fade times between 0.1 seconds and 30 minutes can be set in 0.1-second increments. Fade times between 30 minutes and 9 hours can be set in 1 second increments.

Hold Time	The programmed time that presets wait after completion before moving automatically to the next preset. You can set the hold time for each preset to a value between 0.1 seconds and 9 hours (inclusive) during system configuration. You can change this value later from a 2200 or 2300 control station. Hold times between 0.1 seconds and 30 minutes can be set in 0.1-second increments. Hold times between 30 minutes and 9 hours can be set in 1 second increments. You can use hold time to program a series of automatic fades or loops.
Level	The level of an individual channel, expressed as a percentage (i.e., 00-99).
Link	A function that lets you connect divisible rooms so that control stations within each of the combined rooms' control the lighting levels over the entire combined area.
Lower Limit	The Lower Limit sets a floor on actual dimmer output. As you control a channel the signal to the dimmers goes from FULL to ZERO. The dimmer tracks the control until it reaches its Lower Limit and will not fade any lower. You can use Lower Limit on a dimmer if you want lights to remain on at a low level.
Scale	A scaling factor, which can be applied, to a dimmer to change its dimming characteristics.
Preset	A pre-defined arrangement of intensities for a group of channels that is stored in memory for recall when required.
Template	A set of definitions for the functions of control station buttons. Each control station can have 16 templates, which lets you define 16 completely different functions for each pushbutton and fader. The most common use for multiple templates is to provide additional "pages" of presets.
Toggle	An alternate action pushbutton.
Upper Limit	The upper limit sets an actual ceiling on the dimmer output. As you control a channel the signal to the dimmers goes from ZERO to FULL. The dimmer tracks the control until it reaches its upper limit and will not fade any higher. You can use Upper Limit on a dimmer to make sure that it never exceeds a particular intensity.

Technical Assistance

The Premiere Configuration Software is designed for easy configuration of Premiere Systems using a standard MS/PC-DOS compatible computer with a 3.5" floppy disk drive. This software runs under Microsoft Windows (ver. 3.0 or later) or Windows 95.

Problems

If you have problems installing or operating this software, please contact Strand Lighting Field Service at the office serving your area. Strand Lighting will issue an RGA (Return Goods Authorisation) before the return of any defective materials. This allows tracking of returned equipment, and speeds its return to you.

Technical Questions

For technical questions regarding setup or operation of this software please contact the Strand Lighting Field Service office serving your area.

Parts Purchases

For purchase of spare parts or documentation please contact the Strand Lighting office serving your area.

Comments and Suggestions

For comments regarding equipment functions and/or possible improvements, or for comments on this manual, please call or write to the Marketing Manager at the Strand Lighting office serving your area.

Addresses

Addresses for all of the Strand Lighting offices are shown on the reverse side of the manual title sheet.

Navigating in Windows

Before you start using the Premiere Configuration software, you should be familiar with your computer and its user's manual. You need to know how to turn the computer on, which disk drive is drive A, and what keys you press to reset, or "boot", your computer.

Although you should also be generally familiar with Windows and how to navigate in Windows programs, this chapter provides a basic review and shows the terminology that will be used in this manual.

General Terminology

The following terminology is used throughout this manual, and is generally considered standard when working with graphical user interfaces such as Windows. Additional terms are defined under *Parts of a Window* and *Dialog Boxes* later in this chapter

Choose

means to select an item from a menu. This usually involves two levels of selection, since you first have to click on the main menu item and then click on the item in the drop down menu. In this manual, each level of menu is separated from the next with a vertical bar (e.g., "choose **S**ystem $\frac{1}{2}$ **P**atch").

Click on

means to position your cursor on top of the designated item and press and release the left mouse button once (e.g. ... and click on **OK.** ").

Directory

A collection of computer files (programs and data) that are stored at the same location on a disk. The name of the directory identifies its location.

Double-click on

means to position your cursor on top of the designated item and press and release the left mouse button twice in quick succession. (e.g., ... and double-click on the item you wish to choose from the list). If the clicking occurs within the time set in your Windows Control Panel, Windows will interpret the two clicks as a single gesture.

Drag

means to press the left mouse button and move the mouse while keeping the mouse button pressed. When the desired action is completed you release the mouse button. Drag refers to an action sequence (mouse down, mouse move, mouse up), such as "Drag the button in the scroll bar..."

- Edit** means to modify an entry using standard Windows text editing techniques. See *Text Editing* later in this chapter for more details about how to edit text in Windows.
- Point** To move the mouse until the tip of the pointer rests on the item of choice.
- Right click on** means to position your cursor on top of the designated item and press and release the right mouse button once.
- Scroll** means to scroll a list by dragging the box in the Scroll Bar, clicking on the scroll arrows, or using **i** and **k** on your keyboard. See *Scrolling a List or Document* later in this chapter for more details on scrolling.
- Window** A rectangular area that contains a software application or a document file.

Parts of a Window

The Premiere Configuration Software screen consists of the key components shown in figure 1.

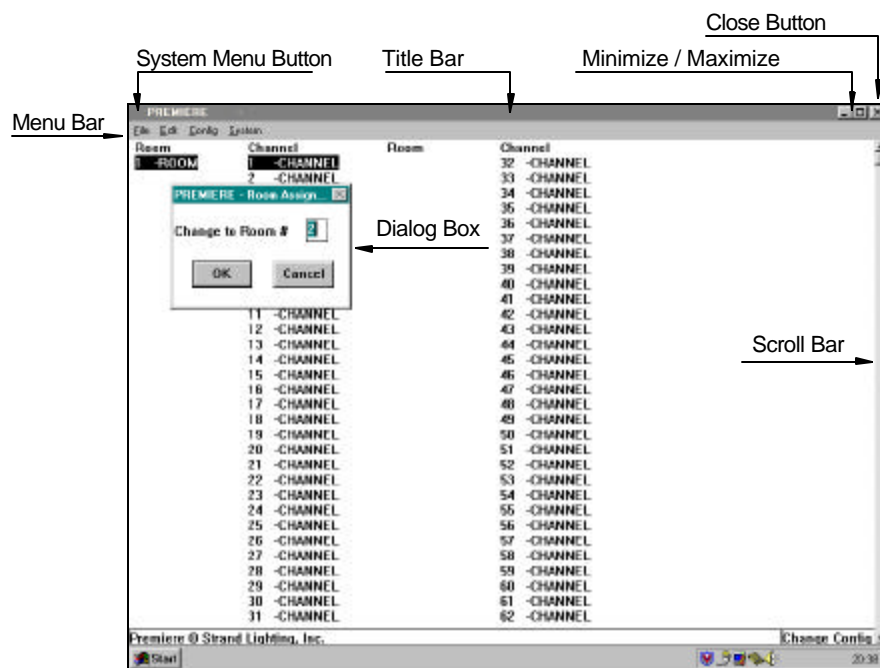


Figure 1 - Parts of a Window

The access status indicator is unique to the Premiere Configuration Software and shows the current access status of the Premiere Configuration software.

- Dialog Box** A dialog box is a temporary window that appears in response to some action of yours and requires you to select or fill in items. Components of dialog boxes are shown below. A description of dialog box components appears below.

System Menu

The System Menu provides a menu that lets you control some aspects of the window, including exiting from the window. Click on the System Menu button to see the menu. Double-click on the System Menu button to exit from the program or window.

For instance, press \mathcal{A} + F to see the File Menu

Menu Bar

The Menu Bar contains the top level menu items. You can access the menus for the top-level items by clicking on the item or by holding \mathcal{A} and pressing the letter that is underlined in the menu item.

Scroll Bar

Scroll bars can appear in the horizontal or vertical plane of the window, or in both places. They indicate that there is more of the window than can be shown on the screen. To move the scroll bar, click on the appropriate arrow for small movements or drag the button in the scroll bar to the required position.

Sizing Buttons

The sizing buttons in the upper right hand corner of a window let you change a windows size or shape, i.e. maximize or minimize the window.



Click on this to *iconize* the window. The Window will be made into a button and placed on the taskbar. To restore an icon into a window (make it the size it was before it was iconized), double-click on the icon.



Click on this to "maximize" the window (make the window fill your entire screen). The up arrow will change to a double-ended arrow to show that the window is maximized. You can then click on the down arrow to iconize the window, or click on the up/down arrow to restore the window (make it the size it was before it was maximized).

Title Bar

The Title Bar shows the name of the program and the current file. It changes color (along with the window border) to show whether the window is active or not. You can reposition the entire window by dragging the Title Bar.

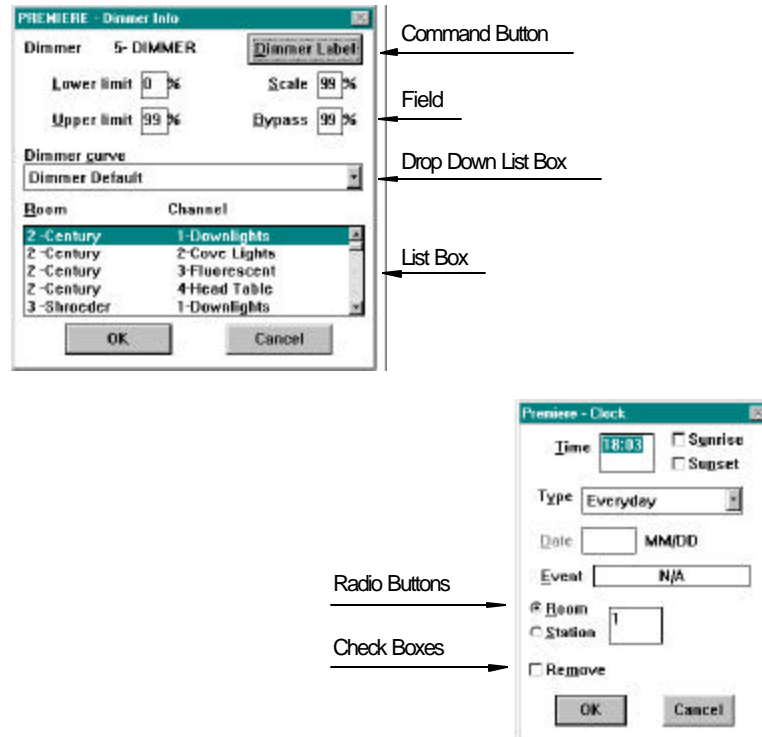
Window Border

The window border lets you easily distinguish the edge of the current window. It changes color (along with the Title Bar) to show whether the window is active or not. You can also resize many windows by pointing to the border, clicking on the left mouse button, and dragging the mouse to move the border.

Dialog Boxes

Dialog boxes appear to let you input data to the program when necessary.

Check boxes



Check boxes let you enable or disable a particular option. The option is enabled when there is an "X" in the box.

Command Buttons

Command buttons let you specify an action. The OK Button and Cancel Button are special case command buttons.

Drop Down List Box

The drop down list box provides a list box in a small amount of space. You can identify it by the arrow on the right of what looks like a standard text box. Click on the arrow to the right to drop down the list box, with scroll bar if appropriate. Some drop down list boxes let you make a text entry into the top box if there is no suitable entry in the list.

Edit Fields

Edit Fields (sometimes called "fields" in this text) are text and numeric entry boxes that let you enter a numeric value or a text string, depending on the function. Where a default is appropriate, the system will enter a default value into the field before opening the dialog box.


List Box

List boxes present you with a choice of entries. You can select an entry by scrolling to it if necessary, clicking on the entry, and then clicking on **OK**, or by scrolling to the entry and double-clicking.

*In many cases double-clicking on an object is the same as selecting the object and clicking on **OK** or pressing **Enter**. In other cases, double clicking is programmed as a shortcut (sometimes undocumented). In any Windows software, when you are first acclimatizing to the software you should try double clicking on everything to see what happens.*

Numeric Box	A field which requires a numeric entry.
Radio buttons	Radio buttons are used to present two or more mutually exclusive choices. Clicking on one radio button will select that button and deselect all other buttons in the group. A series of radio buttons is sometimes called an "Option group."
Scroll Bars	Scroll bars let you scroll through a list to find the entry you wish to select.
Text Box	A field in which you can enter text.

Using a Scroll Bar

	Some windows and lists have scroll bars you can use to view text that requires more than the available space.	
Drag	the scroll button up or down the scroll bar (or left or right in a horizontal scroll bar) to the position of choice. The section of the document or list that moves into view depends on the placement of the scroll box.	
Click on	one of the scroll arrows to scroll one line	
Click on	one of the scroll arrows and hold the mouse button down to scroll continuously until the information you want comes into view.	

Scrolling with the Keyboard

	You can also scroll around the screen or a window by using keyboard commands.
Press j , k , l , or i	to scroll in the direction of the arrow.
Press r	to scroll to the next "page" of information.
Press e	to scroll to the previous "page" of information.
Press h	to scroll to the beginning of a line.
Press u	to scroll to the end of the line.
Press v + h	to scroll to the beginning of the document.
Press v + u	to scroll to the end of the document.

Text Editing

Some windows, dialog boxes, and lists have text boxes that you edit directly using Windows text editing techniques. The cursor will change to an " I -beam" when it is over a text box.

Edit Using a Mouse

- Position** the " I -beam" at the start of the text you wish to modify.
- Drag** the " I -beam" to the end of the text you wish to modify (press the left mouse button and hold it while moving the cursor).
- Type** the new text. The old text will disappear and will be replaced with the new text.

Replace an Entire Entry Using the Keyboard

- Tab** to the text box. Each time you press **Tab** a new box or control will be highlighted. When you get to the text box the entire entry will be highlighted and the " I -beam" cursor will appear at the right end of the entry.
- Type** the new text. The old text will disappear and will be replaced with the new text.

Replace Part of an Entry Using the Keyboard

- Tab** to the text box. Each time you press **Tab** a new box or control will be highlighted. When you get to the text box the entire entry will be highlighted and the " I -beam" cursor will appear at the right end of the entry.
- Use** **H** and **J** to position the cursor to the left of the text you wish to replace.
- Use** **Y** to delete the characters you wish to replace
- Tab** to the next control or text box you wish to use, or press **Esc** if you are finished with the dialog box.

Installation

This chapter tells you how to install the Premiere Configuration software on your personal computer.

The Basic Necessities

To run the Premiere Configuration Program you will need the following:

- IBM PC-AT or 100% compatible MS/PC-DOS computer that supports Windows 3.0 (or later) or Windows 95.
- At least 2Mb of RAM.
- A 720Kb or 1.44Mb disk drive.

Regardless of the disk type you have in your system, any diskettes, which are to be used in the Premiere disk drive, must be formatted for 720Kb.

- Hard disks drive.
- Microsoft Windows 3.0 or higher
- MS-DOS 3.0 or higher.
- A mouse is recommended but not essential.
- A color monitor is recommended but not essential.

Installing the Files

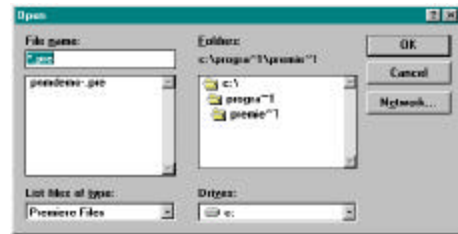
To install the Premiere Configuration software, copy the PREMIERE.EXE file on the software diskette to the directory of your choice.

If you are using Windows 3.0, you must also copy the COMMDLG.DLL file to your Windows directory. You do not need to copy COMMDLG.DLL to your Windows directory if you have Windows version 3.1 or later.

Starting the Software

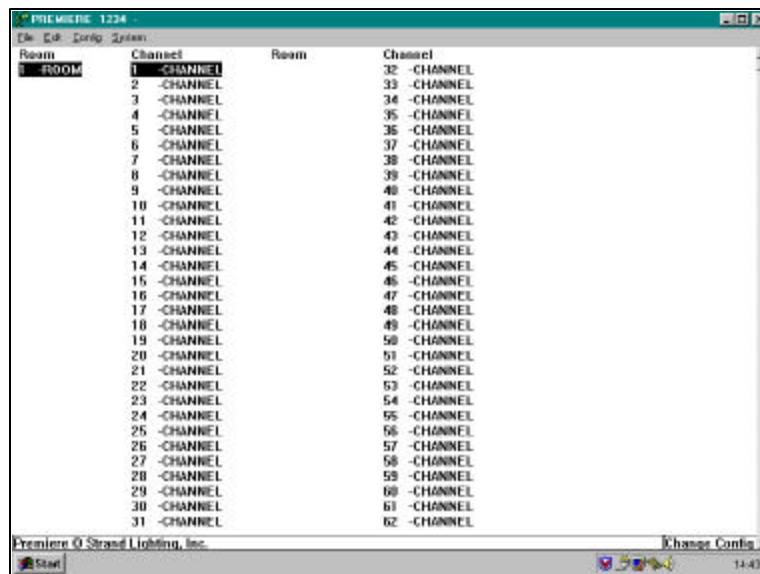
Start the Premiere Configuration software from Windows in the most convenient manner for you. Please see your Windows User's Guide if you have any questions about how to do this.

The *Open* dialog box will appear on screen the first time you start the software. Whenever you start the software after this it will remember the last configuration file you were working on and automatically open that file without showing the *Open* dialog box.



Click on

CANCEL or press **S** to get to the *Channel* display and a blank configuration file



For additional information on how to use the software, please see the *Tutorial* chapter and the *Reference* chapter in this manual.

Reference

This chapter provides a detailed description of all of the menus, screens, and dialog boxes. Page numbers are shown below.

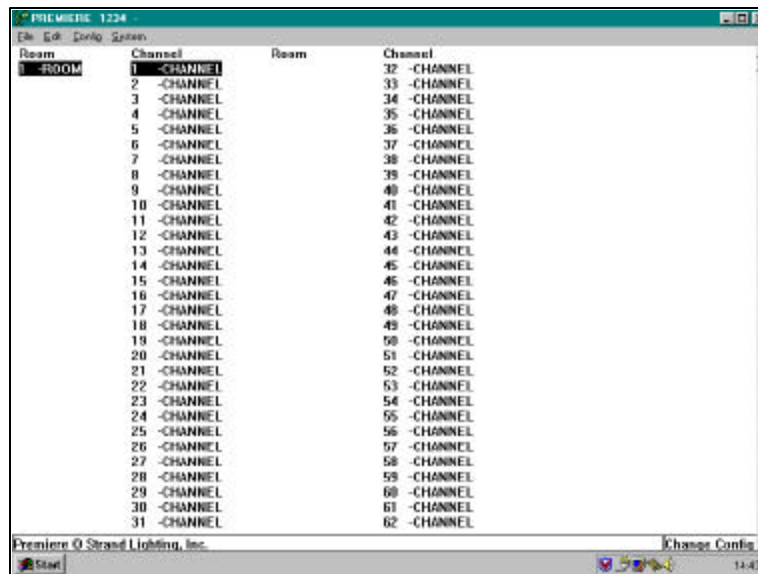
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Channel Display

The *Channel* display lets you see your Channel to room assignments

Choose

System ½ Channel Display, press a + S , C or press v + C to see the *Channel* display.



The screenshot shows a window titled "PREMIERE 1234" with a menu bar containing "File", "Edit", "Config", and "Status". The main area is a table with four columns: "Room", "Channel", "Room", and "Channel". The first column contains room numbers 1 through 31, with "1 -ROOM" highlighted. The second column contains channel numbers 1 through 31, with "1 -CHANNEL" highlighted. The third column contains room numbers 32 through 62. The fourth column contains channel numbers 32 through 62. The status bar at the bottom shows "Premiere Q Strand Lighting, Inc.", a "Start" button, and the time "14:43".

Room	Channel	Room	Channel
1 -ROOM	1 -CHANNEL	32 -CHANNEL	32 -CHANNEL
	2 -CHANNEL	33 -CHANNEL	33 -CHANNEL
	3 -CHANNEL	34 -CHANNEL	34 -CHANNEL
	4 -CHANNEL	35 -CHANNEL	35 -CHANNEL
	5 -CHANNEL	36 -CHANNEL	36 -CHANNEL
	6 -CHANNEL	37 -CHANNEL	37 -CHANNEL
	7 -CHANNEL	38 -CHANNEL	38 -CHANNEL
	8 -CHANNEL	39 -CHANNEL	39 -CHANNEL
	9 -CHANNEL	40 -CHANNEL	40 -CHANNEL
	10 -CHANNEL	41 -CHANNEL	41 -CHANNEL
	11 -CHANNEL	42 -CHANNEL	42 -CHANNEL
	12 -CHANNEL	43 -CHANNEL	43 -CHANNEL
	13 -CHANNEL	44 -CHANNEL	44 -CHANNEL
	14 -CHANNEL	45 -CHANNEL	45 -CHANNEL
	15 -CHANNEL	46 -CHANNEL	46 -CHANNEL
	16 -CHANNEL	47 -CHANNEL	47 -CHANNEL
	17 -CHANNEL	48 -CHANNEL	48 -CHANNEL
	18 -CHANNEL	49 -CHANNEL	49 -CHANNEL
	19 -CHANNEL	50 -CHANNEL	50 -CHANNEL
	20 -CHANNEL	51 -CHANNEL	51 -CHANNEL
	21 -CHANNEL	52 -CHANNEL	52 -CHANNEL
	22 -CHANNEL	53 -CHANNEL	53 -CHANNEL
	23 -CHANNEL	54 -CHANNEL	54 -CHANNEL
	24 -CHANNEL	55 -CHANNEL	55 -CHANNEL
	25 -CHANNEL	56 -CHANNEL	56 -CHANNEL
	26 -CHANNEL	57 -CHANNEL	57 -CHANNEL
	27 -CHANNEL	58 -CHANNEL	58 -CHANNEL
	28 -CHANNEL	59 -CHANNEL	59 -CHANNEL
	29 -CHANNEL	60 -CHANNEL	60 -CHANNEL
	30 -CHANNEL	61 -CHANNEL	61 -CHANNEL
	31 -CHANNEL	62 -CHANNEL	62 -CHANNEL

Figure 3. Channel Menu

The **Room** column shows you where channels start for each room. Entries appear in this column next to the first channel in each room. The entry shows both the room number and its designation. The default designation for rooms is "Room." You can change this designation through the *Room Info* dialog box.

The **Channel** column shows you the channel number and designation for each channel in the system. The default designation for channels is "Channel." You can change this designation through the *Channel Info* dialog box.

Double-click on a channel or highlight the channel and press v + C (or a + C C) to see the *Channel Info* dialog box.

Double-click on a room number or highlight the room number and press v + R (or a + C R) to see the *Room Info* dialog box.

Double-right-click on a channel, or highlight a channel and press v + A to see the *Room Assignment* dialog box.

Change Label Dialog Box

The *Change Label dialog box* lets you assign labels to channels, dimmers, and rooms by providing you with a list of standard labels. It is only accessed as a secondary dialog box from: -



Click on

Drop down arrow on the list box to see the list of labels.

Click on

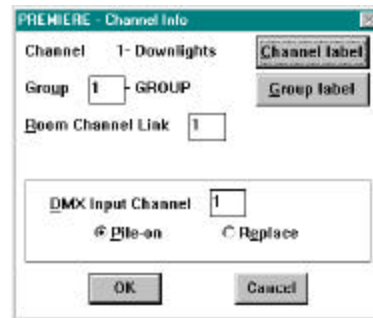
OK or press **O** to close the dialog box and save the new values.

Click on

Cancel or press **S** to close the dialog box without saving any changes.

Channel Info Dialog Box

The *Channel Info dialog box* lets you assign channel and group names, assign channels to groups, and set a variety of other channel information.



Choose

Config $\frac{1}{2}$ **Channel Info**, press **A + C** **C**, or press **V + C** to see the *Channel Info* dialog box.

Click on

Channel label or press **A + C** to see the *Change Label* dialog box with "CHANNEL" as the default label.

Click on

Group label or press **A + G** to see the *Change Label* dialog box with "GROUP" as the default label.

Edit

the **Group** field to assign the channel to a different group (1-16).

Edit

the **Console channel** field to assign the channel to a different control console channel.

Click on

Pile-on or press **A + P** if you want the console levels to pile on to the Premiere levels (HTP - highest takes precedence).

Click on

Replace or press **A + E** if you want the console levels to override the Premiere levels whenever the console is **ON**.

Click on

OK or press **O** to close the dialog box and save the new values.

Click on

Cancel or press **S** to close the dialog box without saving any changes.

Reference

Clock Dialog Box

The *Clock* dialog box lets you set up time and date repetition information for events that are to be controlled by the astronomical time clock.



Choose

Config **1/2**C**l**ock **I**nfo, press **a +C L** , or press **v +L** to see the *Clock* dialog box.

Enter

a 24 hour time into the **T**ime field to set the event time. Enter a minus sign (-) in front of the time if it is to be a time relative to and before either sunrise or sunset. Enter a plus sign (+) in front of the time if it is to be a time relative to and after either sunrise or sunset.

Click on

Sunrise or press **+** to make the time relative to sunrise.

Click on

Sunset or press **a +N** to make the time relative to sunset.

Click on

the arrow in the **T**ype list, or press **a +Y** and then press **a +k** to see the list of repetitive day types. The following day types are provided:

- Day of the week (Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, or Saturday)
- Weekday (Monday through Friday)
- Weekend (Saturday and Sunday)
- Mon-Sat (Monday through Saturday)
- Everyday
- Special Date (specific month and date).

Click on

an entry in the **T**ype list, or highlight the entry using **i** or **k** and press **a +i** to select the day type. If the day type is "SPECIAL" the **D**ate field will be activated.

Edit

the **D**ate field if it is active. This sets the month and date on which the event will be activated. It will only be activated once each year.

Double-click on

the **E**vent field or highlight it and press SPACE SPACE to see the *Command list* dialog box. This lets you set the event type and command code for the event (see page 30).

Select

whether you want this clock event to act on a room or a station by clicking on or selecting the appropriate **R**oom or **S**tation button.

Edit

the room/station number if you wish to make this event act on a different room or station than is currently shown.

Click on

OK or press **b** to close the dialog box and save the new values.

Click on

Cancel or press **S** to close the dialog box without saving any changes.

Clock Display

The *Clock display* lets you see all of your clock/event information on one screen.

Choose

System½Clock, press a +S L , or press v +5 to see the *Clock display*.

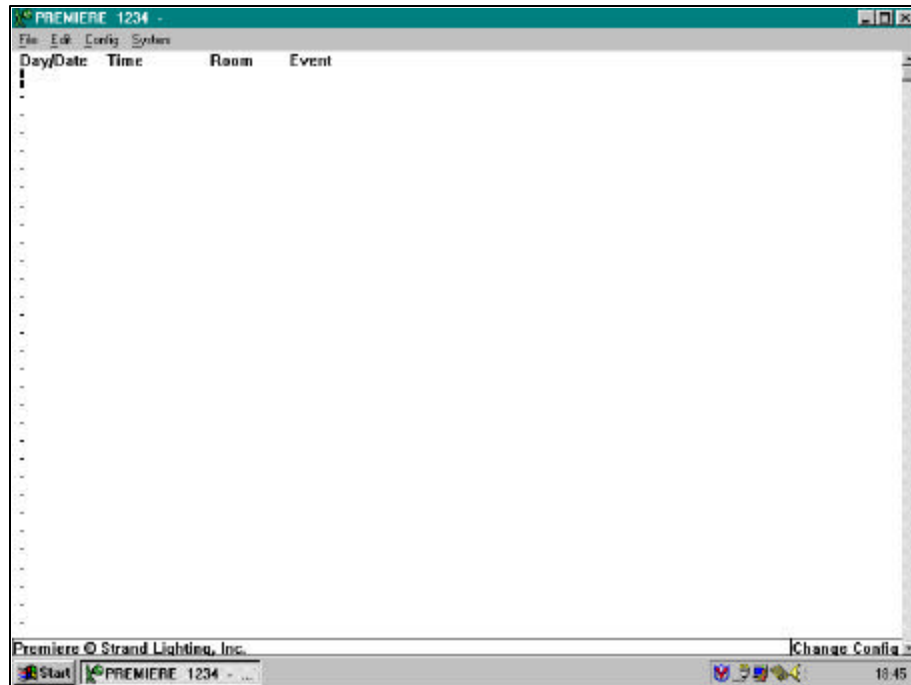


Figure 4. Clock Display

The **Day/Date** column shows the day of week(s) or the specific date on which the event is to be triggered.

The **Time** column shows the time of day the event is to be triggered. Time is shown in 24-hour format, or labelled "Sunrise" or "Sunset" and shown as an offset.

The **Room** column shows the room or station to on which the event acts.

The **Event** column shows the type of event assigned.

Double-click on

an event or highlight a specific event and press v +L to see the *Clock* dialog box.

Commands

Most Premiere commands can be assigned to station buttons, events, or to macros. These assignable commands are accessed through the Command List dialog box. Commands are listed alphabetically. Where command codes are either optional or required, they are listed below the main command entry. Valid codes are in the range of 1 to 256.

Many of the functions mention operating on the second fader. The Premiere processor is structured similarly to many control consoles. The presets are played back on one of two faders. This means that each room can have two presets active at the same time. Presets assigned to the same fader replace one another as each new preset is recalled. Presets on different faders do not replace each other, but contribute to overall channel levels on a "highest takes precedence" basis. "Off" works on the A fader only. If presets are active on both faders only A goes off.

Many of the functions are designed to be used on the 2300 Command stations or 2200 Display stations with LCD displays and/or numeric keypads. Although they can be assigned to other types of stations, you should avoid this since using them on other types of stations will make these functions either difficult to use, or very confusing to the user.

0-9	<i>(Suggested Usage: 2300 Stations Only).</i> Numeric entry buttons used on the 2300 Command Station for selecting rooms, stations, presets, channels, levels, etc.
1000 Preset	<i>(Suggested Usage: 2300 Stations Only).</i> Allows the preset currently loaded on the "B" fader to be displayed on 2300 stations. This command must be entered directly at the 2300 keypad by pressing "1", "0", "0", "0", then "PRESET".
And	<i>(Suggested Usage: 2300 Stations Only).</i> Used for grouping channels on the 2300 Command Station.
Bypass	Takes all channels to their assigned bypass level (Panic). Normal operation is restored with the Reset key. All channels are assigned a bypass level during system configuration.
Channel	Selects a channel within the room currently addressed by the control station. The command code represents the channel number.
Channel 2300	<i>(Suggested Usage: 2300 Stations Only)</i> Selects a channel within the room currently addressed by a 2300 control station. The channel number is taken from the 0-9 keypad.
Channel 2200	<i>(Suggested Usage: 2200 Stations Only).</i> Lets you display channel information in a format compatible with the 2200 LCD Display Station. The command code is the channel number to be displayed, and is usually set between 1 and 6. Additional channel data is accessed by using "Page+" and "Page-".

Channel Ramp	Lets you hold a button with the intensity of a channel moving from the beginning intensity to FULL, then ramping back to ZERO. When you release the button the channel will remain at the released level. You can then use the "Channel Ramp" button to toggle the channel instantly between OFF and the new level. The command code represents the local channel number in the room currently being addressed.
Cleanup	One of 128 presets available per room. The default is preset # 126, but can be changed in the `Room Info' dialog box. This command lets you assign lighting channels for use during room cleanup. In its default configuration the Cleanup preset automatically fades to the OFF preset after 1 hour. This may be easily modified in the `Preset Display' dialog box by adjusting the `Hold' time. Since the default fade time for the OFF preset is 5 minutes, users will have 5 minutes of warning at the end of the hour before the lights go out, during which time they can easily reactivate the cleanup preset for another hour (or whatever the `Hold' time has been set to).
Clear	<i>(Suggested Usage: 2300/2200 Stations Only).</i> Used to clear an incorrect entry or cancel an incorrect command on the 2300 or 2200 stations.
Console Input	Activates the Console Input facility within the room currently addressed by the control station. Local channels can be set to "Pile-On" (highest takes precedence between the local levels and the first 128 console dimmer signals) or "Replace" (the level of one of the first 128 dimmer channels of the console signal is directly transferred to the channel level in Premiere). This assignment is made in the "Channel Info" window of the Configuration Software, and must be between 1 and 128. This command has a toggle action. The first time it is called, the "Console Input" is activated. Calling it a second time deactivates it. Note: If the command code is set to 255, the command will be called in the room without affecting the current Console Input status of other rooms. All other command codes will be ignored, and only one room will be able to have CONSOLE INPUT enabled at any time.
Date Set	Lets you set the current system date.
Dec	<i>(Suggested Usage: 2200 Stations Only).</i> Decrements the ones digit in a number entry field on a 2200 station. The digit underlined by a flashing cursor will scroll from 9-0 repetitively while the button is pressed.
Delay Time	When accessing presets, the amount of elapsed time between selection of a preset and the start of the actual fade. The delay time range is from 0.1 seconds to 8 hours 59 minutes. Between 0.1 seconds and 30 minutes you can set the delay time in 0.1 second increments. Between 30 minutes and 8 hours 59 minutes you can set the delay time in 1 minute increments.

Enter 2300	<i>(Suggested Usage: 2300 Stations Only)</i> . Lets you record the current lighting levels in the room from a 2300 station. This records the actual current light levels, regardless of the source of control for each channel.
Event Clear	<i>(Suggested Usage: 2300 Stations Only)</i> . Clears the selected clock event on the 2300 Command station.
Event Date	<i>(Suggested Usage: 2300 Stations Only)</i> . Lets you work with the astronomical time clock via a 2300 station, and program a date for events which will be controlled by the clock. Dates are in MM/DD format, or are a number representing the repetitive date type.
Event Lockout	Provides the ability to enable or disable clock events from a station pushbutton directly, or via a Macro. <i>The command codes for direct operation are:</i> 1 to 32 - Enable/Disable events in a specified room. <i>The command codes for macro use (where the room address is identified within the macro) are:</i> 254 - Disable events in this room 255 - Enable events in this room 256 - Toggle clock events in this room
Event Lockout Maintained	As "Events Lockout" but operation from a key switch or other maintained contact. Command code options are as follows: 1 to 32 - Enable/Disable events in specified room (the command code represents the room number) 255 - Enable/Disable events in all rooms 256 - Enable/Disable events in this room (i.e. the room currently being addressed by the local control station to which the maintained switch is connected)
Event Lockout 2300	<i>(Suggested Usage: 2300 Stations Only)</i> . Provides the ability to enable or disable events within selected rooms using the 2300 Command station.
Event Page 2	<i>(Suggested Usage: 2300 Stations Only)</i> . Displays the second page of clock information on a 2300 station.
Event Preset	<i>(Suggested Usage: 2300 Stations Only)</i> . Digits keyed into the 2300 Command station in the range of 1-128 are entered as "Event Preset" after event time, event date; and a room number have been specified.
Event Template	<i>(Suggested Usage: 2300 Stations Only)</i> . Lets you record a template event. The template required is selected on the 2300's numeric keypad after an event time, event date, and a station has been specified.
Event Time	<i>(Suggested Usage: 1300 Stations Only)</i> . Lets you work with the astronomical time clock via a 2300 station, and program events which will be controlled by the clock. Times are in HH/MM format.

Exit	The Exit function lets you press a button and have the lights fade out from their current levels after a programmed delay. Exit fade and delay times are defined in the 'Room Info' dialog box.
Extend Manual	<p>Allows two or more physical slider stations to be configured to act as a single logical station. Typically, the master station should retain the standard master pot and pushbuttons, and the remaining slave station(s) should have the additional channel sliders only.</p> <p>To configure an extended station, substitute the MANUAL command on the master station with a macro. The first step of the macro is the MANUAL command for the master station; the next step(s) would be EXTEND MANUAL command(s) for the slave station(s). The command code is not used. Instead, the macros should be addressed to the appropriate master and slave stations. Up to 128 channels of slider control may be assigned to a single room using this command. It is not necessary for the master and slave stations to be consecutively addressed.</p>
Fade Time	The programmed time for fading from one lighting level to another. The fade time range is from 0.1 seconds to 8 hours 59 minutes. Between 0.1 seconds and 30 minutes you can set the fade time in 0.1 second increments. Between 30 minutes and 8 hours 59 minutes you can set the fade time in 1 minute increments.
Full	Recalls the ON preset with its programmed fade time.
Go	Lets you go to the next preset of a preset loop. The next preset number is taken from the preset link field of the current preset. This command will not start a preset loop - it only steps to the next preset in the loop.
Group Off	<p>Lets you turn the channels assigned to one of 16 groups OFF. The command code is determined by the group number. A channel is assigned to a group from the 'Channel Info' dialog box.</p> <p>Note: Adding 128 to the command code allows a toggling action, so that the first initiation of the command sends the group's channels to OFF; calling the command a second time will restore the channels to their previous levels.</p>
Group On	<p>Lets you turn the channels assigned to one of 16 groups ON. The command code is determined by the group number. A channel is assigned to a group from the 'Channel Info' dialog box.</p> <p>Note: Adding 128 to the command code allows a toggling action, so that the first initiation of the command sends the group's channels to ON; calling the command a second time will restore the channels to their previous levels.</p>
Hold Room	Prohibits any changes to the lighting control in a room.

Hold Time	The programmed time that a preset will wait after it is completed and before moving to the next preset. Hold times are most commonly used to create a series of automatic changes, or loops in lighting presets. The hold time range is from 0.1 seconds to 8 hours 59 minutes. Between 0.1 seconds and 30 minutes you can set the hold time in 0.1 second increments. Between 30 minutes and 8 hours 59 minutes you can set the hold time in 1 minute increments.
If	Provides the ability to test the current state of various system conditions, and modify macro execution accordingly: <p>Branching on switch inputs: The macro address is the station whose input is to be tested. The command argument is the switch (button) number to test, resulting in a legal range of 1-18 depending on the station type. If the tested input is pressed (closed) the <i>next sequential</i> macro is executed; otherwise, the macro specified by the "<u>N</u>ext Macro" field is executed.</p> <p>Branching on station template: The macro address is the station whose template is to be tested. The command argument is the template to test plus 32, resulting in a legal range of 33-48 depending on the number of templates assigned to the station. If the tested template is the active template the <i>next sequential</i> macro is executed; otherwise, the macro specified by the "<u>N</u>ext Macro" field is executed.</p> <p>Branching on station LED's: The macro address is the station whose LED state is to be tested. The command argument is the LED number to test plus 48, resulting in a legal range of 49-54 depending on the number of LED's on the station. If tested LED is illuminated, the <i>next sequential</i> macro is executed, otherwise the macro specified by the "<u>N</u>ext Macro" field is executed.</p> <p>Branching on presets: The macro address is the room whose preset is to be tested. The command argument is the preset number to test. The current preset for the "B" fader may be tested by adding 128 to the preset number. If the tested preset is the current preset the <i>next sequential</i> macro is executed, otherwise the macro specified by the "<u>N</u>ext Macro" field is executed.</p>
Inc	<i>(Suggested Usage: 2100 Stations Only)</i> . Increments the ones digit in a number entry field on a 2200 station. The digit underlined by a hashing cursor will scroll from 0-9 repetitively while the button is pressed.
Inhibit	Turns dimmers assigned to the function OFF. Use Reset to restore lights. The command code represents the local channel number.

Init Macro

Defines a macro sequence which will be executed automatically upon power up, completion of a disk load, or when the 'RESET A' button is pressed. Premiere checks macros 1,2 and 3 whenever any of these events occur. Any "INIT MACRO" commands found at those locations will be executed. It is important to note that the INIT command will not be recognized in any macro location other than 1,2 or 3. The command code selects the events sequence which will execute the Macro. Note that only a single INTT macro will be executed per event.

Command code:

- 1 - Undefined, do not use
- 2 - Execute macro at power on
- 3 - Execute macro after a disk is loaded
- 4 - Execute macro at power up *or* when disk is loaded
- 5 - Execute macro when 'RESET A' is pressed
- 6 - Execute macro at power on *or* when 'RESET A' is pressed
- 7 - Execute macro after a disk is loaded *or* when 'RESET A' is pressed
- 8 - Execute macro after at power up, after a disk is loaded, *or* when 'RESET A' is pressed
- 9-256 - Undefined, do not use.

Label

(Suggested Usage:2200 Stations Only) Provides the ability to display user-defined text on a 2200 display screen. This command will typically be the first step of a macro. When the command is selected, a scrolling dialogue box pops up, and any of 256 possible user-defined labels can either be selected or typed directly into the box. The associated LED will be updated in accordance with the *second* step of the macro.

Note: If the LABEL is placed directly on a 2200 station button, or if there is not a second macro step, the LED will never illuminate.

Latitude

(Suggested Usage:2300 Stations Only). Lets you enter the latitude for sunrise/sunset calculations. The current latitude setting is displayed if no numbers have been entered.

Level

(Suggested Usage:2300 Stations Only). Terminates a level entry.

Link Interlock

This command is required for room combinations. When activated manually, the button assigned as "Link Interlock" is pressed and held while "Link Room" buttons are selected to identify the rooms to be combined. On release, the rooms combine. When combining manually, no command code is required. When combining automatically via macros, however, the following command codes are used:

- 129 - Begin Link Interlock on key press; ignored on key release
- 130 - End Link Interlock on key press; ignored on key release
- 131 - Begin Link Interlock on key release; ignored on key press
- 132 - End Link Interlock on key release; ignored on key press
- 133 - Begin Link Interlock on key press OR release
- 134 - End Link Interlock on key press OR release

Other - Begin Link Interlock on key press, end on key release
(Used for manual combining at stations)

Link Room	Used with Link Interlock to specify the room to link. The command code represents the room number.
Lockout	<p><i>(Suggested Usage: 2300 Stations Only)</i>. Locks out the local station with a toggle action in one of three ways depending on the command code used as follows:</p> <ol style="list-style-type: none">1. Total Lockout2. All other station in room locked3. Record Lockout <p>The lockout type is entered on the 0-9 keypad following selection of the station number. Set the "Lockout" command code on the station to 1 during configuration.</p>
Lower	When a preset is selected, fades all channels in the preset towards OFF while the button is held. When a channel is selected, fades the level of that channel towards OFF.
Macro 1 - 256	Lets you select a macro between 1 and 256 (inclusive). The command code is the starting macro number.
Macro 257- 512	Lets you select a macro between 257 and 512 (inclusive). The command code is the starting macro number minus 256.
Macro 513 - 768	Lets you select a macro between 513 and 768 (inclusive). The command code is the starting macro number minus 512.
Macro 769 - 800	Lets you select a macro between 769 and 800 (inclusive). The command code is the starting macro number minus 768.
Manual	<p>Lets you take manual control of channels on a station with sliders. In the `Room Info' dialog box, the following options may be selected:</p> <ul style="list-style-type: none">• Whether pressing the `Manual' button a second time will take the associated station out of manual control, and if so, whether the room to which that slider station is assigned will revert to the last selected preset, or go to OFF.• Whether channels which are assigned to a room, but not controlled from a slider station in that room will remain at their current levels, or black out when that station takes manual control of the room's channels.
Manual LED	Used in conjunction with the "READ TIMES" command to provide user adjustment of a room's `Manual Fade' time using a pot on any Premiere slider (23xx or 28xx series station). See the "READ TIMES" command for further description. The "MANUAL LED" command simply illuminates the associated LED when the station is in manual mode, and has no other effect on system operation.

Menu 2200	<p><i>(Suggested Usage: 2200 Stations Only).</i> Lets you display a number of standard text lines on a 2200 LCD Display Station. The command code defines what will be displayed.</p> <ol style="list-style-type: none"> 1. "PREMIERE" 2. Job Name 3. Job Location 4. Today's Date 5. Current Time 6. Room Name 7. Entry field. (The `<` button must be assigned the `Number Shift' function if you use this display.) <p>Note: Text lines 1 through 6 are normally shown on the first template of a 2200 station as the `Project Information' screen.</p>
N/A	Not assigned. This is the standard command applied to a station button that is to have no function.
Non-Dim	A push-button which lets you toggle a channel ON or OFF. The command code represents the channel number. To program the channel into fader B, use channel number plus 128 as the command code.
Non-Dim Maintained	A push-button which turns a channel ON when pressed and OFF when released. The command code represents the channel number. To program the channel into fader B, use channel number plus 128 as the command code.
Number Shift	<i>(Suggested Usage: 2200 Stations Only).</i> Shifts the number in the Entry field of a 2200 station (see <i>Menu 2200</i> above) over one digit, leaving a ZERO in the right most digit.
Off	One of the 128 presets per room. The default is preset #127, but can be changed in the `Room Info' dialog box. Usually this turns lights OFF, although in certain cases, some lights may be left at a low level for safety or security. Using this function sets the lights to the levels in the OFF preset immediately, regardless of the fade time shown.
On	One of the 128 presets per room. The default is preset #128, but can be changed in the `Room Info' dialog box. Brings the lights to a predetermined level. Using this function sets the lights to the levels in the ON preset immediately, regardless of the fade time shown.
Out	Calls the OFF preset, but with its programmed fade time.
Page	<i>(Suggested Usage: 2200 Stations Only).</i> Scrolls through station templates. Pressing "Page" loads the next template in numerical sequence onto the local control station.
Page+	<i>(Suggested Usage: 2200 Stations Only).</i> Loads the next set of channels or presets into the display of a 2200 control station.
Page-	<i>(Suggested Usage: 2200 Stations Only).</i> Loads the previous set of channels or presets into the display of a 2200 control station.

Preset	A pre-defined lighting setup. Presets store lighting intensities, fade time, hold time, and delay time in memory for later recall. The command code is the preset number. Adding 128 to the preset number puts the preset onto the second fade processor (i.e., the `B' fader). If you input any number larger than 256, the system will subtract 256 from the number enough times to make it less than 256.
Preset 2300	<i>(Suggested Usage: 2300 Stations Only)</i> . Lets you display presets in a manner compatible with the 2300 Command Station. This function does not use a command code. The user must enter the preset number and then select this button.
Preset Ramp	Lets you hold a button with the intensity of lights moving from the beginning intensity to FULL, then ramping back to ZERO. When you release the button the lights will remain at the released level. This button can then be used to toggle lighting levels between the new level and OFF. The command code is the preset number. Adding 128 to the preset number puts the preset onto the second fade processor. If you input any number larger than 256, the system will subtract 256 from the number enough times to make it less than 256.
Preset Toggle	Acts as an ON/OFF button for a preset. Pressing the button once turns the preset ON. Pressing it again turns the preset OFF. The command code is the preset number. Adding 128 to the preset number puts the preset onto the second fade processor. If you input any number larger than 256, the system will subtract 256 from the number enough times to make it less than 256.
Raise	When a preset is selected, fades all channels in the selected room with levels above ZERO towards FULL while the button is pressed. When a channel is selected, fades the channel towards FULL while the button is pressed.
Read Times	Allows user adjustment of a room's `Manual Fade' time using a pot on any Premiere slider (23xx or 28xx series) station. It is necessary, however, to make additional modifications to the configuration file using a hexadecimal editor. Therefore, it is recommended that this programming only be done by the factory as part of an initial system configuration. Contact Strand Lighting for further information
Record Blind	Lets you record a preset without seeing the changes you have made.
Record Look	Lets you record the lighting levels currently in the room.
Record One -Button	Used primarily on the 2208 station, this command performs two functions. The first action records the current lighting levels into the previously selected preset. The second changes the station to template 1 (this reverts the station back to preset recall mode from channel mode in which channel levels have been adjusted)
Reset	Restarts the system from the Bypass or Inhibit functions.

Reset Watchdog Allows the processor's watchdog timer to be explicitly reset during long macro sequences.

Room *(Suggested Usage: 2300 Stations Only)*. Lets you address different rooms from a 2300 station.

Shift *(Suggested Usage: 2300 Stations Only)*. Lets you access another template in the 2300 station without changing the room number. The command code represents the template number.

Shift 2200 *(Suggested Usage: 2200 Stations Only)*. Selects one of the 16 available templates on a 2200 display station, and displays the correct information for that template on the LCD screen. By default, a standard 2200 station has 5 templates already written. These are generally not modified, but they may be deleted, edited or appended to in custom applications. The command codes to select templates are as shown below:

Template #	Command Code	Default Screen
1	1	Project Info
2	2	Preset
3	19	Menu Select
4	36	Channel
5	53	Record
6	70	-
7	87	-
8	104	-
9	121	-
10	138	-
11	155	-
12	172	-
13	189	-
14	206	-
15	223	-
16	240	-

Station *(Suggested Usage: 2300 Stations Only)*. Lets you enter a station number between 1 and 64 (inclusive) on the 2300 station.

Station Lockout Event *(Suggested Usage: 2300 Stations Only)*. Used for locking out control stations as an automatic event entered from the 2300 Command station. The lockout option required is determined by entering a number 1 through 5 keyed into the Command station after "Event Time", "Event Date" and Station Number have been specified. Lockout types are as follows:

- 1 - Total Surface Lockout
- 2 - All other stations in room locked (Remote Lockout)
- 3 - Record Lockout
- 5 - Unlock Station

Station Lockout

Used within Macros to lockout one control station from another. The command code determines whether a toggle action (i.e. such as from a station pushbutton), or a direct action (such as from a macro) is being used to implement the lockout. Selecting any toggle action command a second time will reverse the action. The station number is defined within the macro, followed by the "Station Lockout" command with one of the following command codes:

Direct Action; For Macros

- 1 - Total Surface Lockout
- 2 - All other stations in room locked (Remainder Lockout)
- 3 - Record Lockout
- 5 - Unlock Station(s)

Toggle Action; For Station Pushbuttons

- 129 - Total Surface Lockout
- 130 - All other stations in room locked (Remainder Lockout)
- 131 - Record Lockout

***Note:** The following command codes may be added to the above codes to modify their action.*

- 32 - LED Action Reversed (LED is illuminated when station is active)
- 64 - Room Lockout (Locks out all stations in a room simultaneously. This command should ONLY be used in a macro; otherwise the station issuing the command will lock itself out!)

Stop

Lets you stop a fade in progress. Pressing the button a second time will restart the fade.

Sunrise Enter

(Suggested Usage: 2300 Stations Only). Lets you enter today's sunrise time.

Template

Lets you have up to 16 different "pages" of functions on the same control station. Each template can be accessed by calling the command from a station button or macro, or it can be changed automatically by the astronomical time clock. The command code represents the template number. The LED illuminates whenever the station is in *any* template *other* than '1'.

Template 2300

(Suggested Usage: 2300 Stations Only). Lets you change a template on another station from a 2300 station.

Template LED

Lets you have up to 16 different "pages" of functions on the same control station. Each template can be accessed by calling the command from a station button or macro, or it can be changed automatically by the astronomical time clock. The command code represents the template number. The LED illuminates whenever the specified template on the station is active.

Thru

(Suggested Usage: 2300 Stations Only). Lets you group channel numbers together to facilitate programming on the 2300 station.

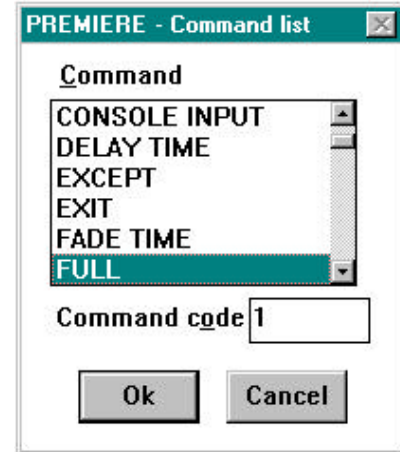
Time Set

(Suggested Usage: 2300 Stations Only). Lets you set the current system time.

Command List Dialog Box

The *Command List* dialog box lets you assign commands to station buttons or clock events.

You can get to this dialog box from a station diagram or from the Clock dialog box. Please see under *Clock Dialog Box* and *Template Info Dialog Boxes* elsewhere in this chapter.



Click on

an entry in the Command list or highlight the entry using **i** or **k** and select the command. Pressing the first letter of the command you want will send you to the next listing starting with that letter. You can continue to press the letter to see additional entries starting with the same letter.

Edit

the Command code field if you wish to change the command code. Valid commands and command codes are listed in the *Command List* section of this chapter.

Click on

OK or press **b** to close the dialog box and save the new values.

Click on

Cancel or press **S** to close the dialog box without saving any changes.

Double-click on

an entry in the **C**ommand list or highlight the entry using **l** or **k** and press **b** to select the command and close the dialog box. This method does not let you select or modify the command code.

Config Menu

The *Config* menu lets you access all of the configuration information for your system.

Select

Config from the Menu Bar or press a +C to get to the file menu.

Config	
Room Assignment	CTRL+A
Channel Info	CTRL+C
Room Info	CTRL+R
Preset Info	CTRL+P
Station Info	CTRL+S
Template Info	CTRL+T
Dimmer Info	CTRL+D
Clock Info	CTRL+L
Macro Info	CTRL+M

Table 1. Configuration Menu Commands

Mouse Command	Menu Command	Shortcut	Description
C onfig½R o om A ssignment	a +C A	√ +A	Lets you assign rooms to channel sequences
C onfig½ C hannel Info	a +C C	√ +C	Lets you assign names to channels and groups and record other channel information.
C onfig½R o om Info	a +C R	√ +R	Lets you name rooms and record other room specific information.
C onfig½ P reset Info	a +C P	√ +P	Lets you assign names to presets and record other preset specific information.
C onfig½ S tation Info	a +C S	√ +S	Lets you design the station functions.
C onfig½ T emplate Info	a +C T	√ +T	Lets you configure templates for stations.
C onfig½ D immer Info	a +C D	√ +D	Lets you assign names to dimmers and set up dimmer to channel patching information.
C onfig½ C lock Info	a +C L	√ +L	Lets you configure and set up the clock and event information.
C onfig½ M acro Info	a +C M	√ +M	Lets you set up information for a single macro command.

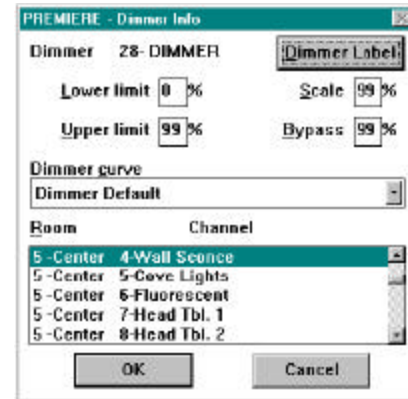
*If you select an item in this menu that is not currently highlighted on the screen, you will get the previous selection for this item. For instance, if you are in the Channel display and choose "Clock Info" you will get the last selected clock item. To actually select an item, you should first get to the correct screen using the **S**ystem menu item, select the appropriate item from the screen, and then use the **C**onfig menu to modify the selected item.*

Dimmer Info Dialog Box

The *Dimmer Info* dialog box lets you name a dimmer, setup patch information for it, and set dimmer level limits.

Choose

Config $\frac{1}{2}$ **D**immer Info, press **a + C D** or press **v + D** to see the Dimmer Info dialog box.



Click on

Dimmer label or press **a +** to see the *Change Label* dialog box with "DIMMER" as the default label

Click on

the arrow in the **D**immer **c**urve field or press **a + C** and then **a +** to see the list of dimmer curves. The following dimmer curves are provided:

- Dimmer Default
- Square law
- Linear Light
- Linear Voltage
- S Law
- Fluorescent
- Non-dim 5%
- Non-dim 50%
- Non-dim 95%

Click on

an entry in the **D**immer **c**urve field or select the entry using **i** or **k** and then press **a + i** to select a dimmer curve.

Click on

an entry in the **R**oom/**C**hannel list or press **a + R** to get to the list, select the entry using **i** or **k** and press SPACE to add the channel to the dimmer.

You can have any number of channels controlling the same dimmer, and you can have any number of dimmers controlled by the same channel. For dimmers controlled by multiple channels, when more than one channel is ON, the highest reading will appear in the room.

Click on

a highlighted entry in the **R**oom/**C**hannel list or select the entry using **i** or **k**, and press SPACE to delete the channel from the dimmer.

Edit the **Lower limit** field to set the minimum light level for the dimmer. The dimmer will track the control as it is going from FULL to ZERO until it reaches this level. It will stay at this level even though the control level (and possibly the levels of other dimmers) continues to drop.

Edit the **Upper limit** field to set the maximum light level for the dimmer. The dimmer will track the control as it is going from ZERO to FULL until it reaches this level. It will stay at this level even though the control level (and possibly the levels of other dimmers) continues to rise.

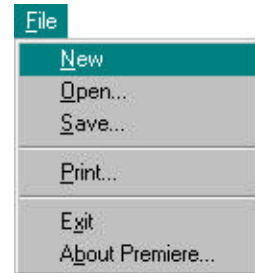
Edit the **Bypass** field to set over-ride dimmer level that will be used when the Bypass function is called.

Click on **OK** or press **O** to close the dialog box and save the new values.

Click on **Cancel** or press **S** to close the dialog box without saving any changes.

File Menu

The *File* menu lets you manipulate and control Premiere Configuration files.



Select File from the Menu Bar or press **a +F** to see the File menu.

Table 2. File Menu Commands

Mouse Command	Menu Command	Shortcut	Description
File $\frac{1}{2}$ N ew	a +F N		Lets you open a new Premiere Configuration File.
File $\frac{1}{2}$ O pen	a +F O		Lets you open an existing Premiere Configuration File for modification.
File $\frac{1}{2}$ S ave	a +F S		Lets you Save the file you are currently working on with its current name. You can save it with a different name if you wish to keep the old file.
File $\frac{1}{2}$ P rint	a +F P		Lets you print information from the Premiere Configuration file.
File $\frac{1}{2}$ E xit	a +F X		Lets you exit the Premiere Configuration software.
File $\frac{1}{2}$ A bout Premiere	a +F B		Lets you get information about the Premiere Configuration Software.

Diskettes must be formatted for 720Kb before you can use them for saving files. Disks formatted for 1.4Mb will not be read by the Premiere processor disk drive.

Files

Before starting the program, you should be aware of the file conventions used by this program.

Premiere Files

By default, when you use **FILE | SAVE** to save a file the system will suggest a name consisting of the job number, a hyphen, and a ".PRE" file extension (e.g., **12345-.PRE**). Files with this extension are referred to as "Premiere files" throughout this manual. Note that the **FILE | SAVE** command is the same as a normal Windows **FILE | SAVE AS** command.

You can save a Premiere file with any name you wish, but finding it with the *File Open* dialog box will be much easier if you at least use the ".PRE" file extension for all files you are editing or archiving. Saving the file with the job number can be a very convenient way to archive and keep track of multiple configuration files. If you wish to keep multiple versions of configuration files for each job, you can easily enter a number or letter after the hyphen (up to a maximum of 8 characters before the extension).

Premiere Disk Files

The file that is transferred to the Premiere Program Module must be named "FILE1.E3". This file is referred to as the "Premiere disk file" throughout this manual. Generally, you should edit a separate Premiere file and save it as FILE1.E3 only to the floppy disk you will be using to transfer that data to the Program Module.

When bringing a configuration from the Program Module to the Configuration Software, you should open the file on the floppy disk and immediately save it as a Premiere file with a unique name.

Automatic File Open

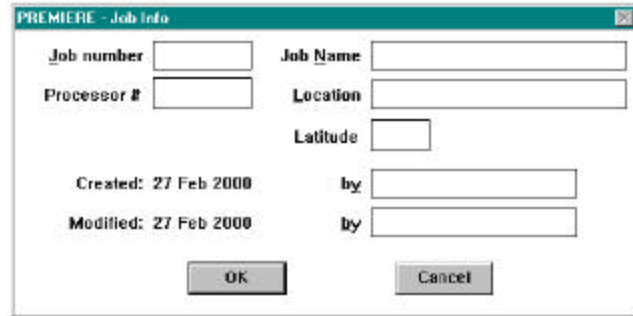
When you start the Premiere Configuration software from Windows, it will automatically open the last file you were working on. If it has no record of a last file (i.e., this is the first time you opened the software, or you inadvertently erased the **PREMIERE.INI** file from your Windows directory) you will get the *File Open* dialog box, and must then choose a file (if there are any on disk) or click on **CANCEL** to start a new file.

File Errors

If you try to open a non-existent file you will get an error message telling you that there was a problem opening the file. When you click on **OK** a new file will be started.

Job Info Dialog Box

The *Job Info* dialog box lets you specify the basic job information that will follow a configuration file.



The screenshot shows a dialog box titled "PREMIERE - Job Info". It contains the following fields and controls:

- Job number**: A text input field.
- Job Name**: A text input field.
- Processor #**: A text input field.
- Location**: A text input field.
- Latitude**: A text input field.
- Created: 27 Feb 2000**: A text input field with a "by" label to its right.
- Modified: 27 Feb 2000**: A text input field with a "by" label to its right.
- OK**: A button at the bottom center.
- Cancel**: A button at the bottom right.

Edit

the various text boxes as required for the project you are configuring. Boxes are provided for job number, job name, processor number, location, latitude, creator, and last editor. The job number will become the default base name for the file when you save the file.

Click on

OK or press **O** to close the dialog box and save the new values.

Click on

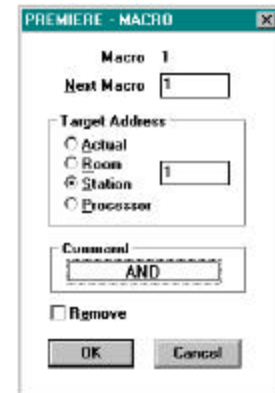
Cancel or press **C** to close the dialog box without saving any changes.

Macro Dialog Box

The *Macro* dialog box lets you set up individual macro commands.

Choose

Config | **M**acro Info, press a +C M
or press v +M to see the Macro dialog box.



Individual macro commands can be chained together using the **Next Macro** box to create a series of commands that will be executed in sequence.

Premiere lets you have up to 800 macro steps split between as many or as few macros as you wish.

When calling a macro from a station or room, the macro number is (and thus the command code) is the number of the step from which you will start the macro. If the macro is a loop you can start the series from any step in the loop. If the macro is a series of commands with an end point you can start the series at any step and it will execute the steps from the entry point until it reaches the last step in the macro.

Enter

the next step number in the **Next Macro** field if you wish another step to be sequenced with the currently selected step. An entry of ZERO will tell the system that this is the last step in the macro.



Select

Room or **S**tation depending on what the macro is supposed to control.

Enter

the room number in the box next to the **R**oom and **S**tation selections.

Double-click on

the Command entry or tab to the entry and press   to open the Command dialog box and select a command for this macro. Available commands and their command codes are listed earlier in this chapter under *Commands*.

Click on

the **R**emove entry if you wish to remove all information from this macro. The macro number will still appear in the *Macro* display.

Click on

O**K** or press b to close the dialog box and save the new values if the **R**emove box is not checked, or remove all information from this macro if the **R**emove box is checked.

Click on

C**ancel** or press S to close the dialog box without saving any changes.

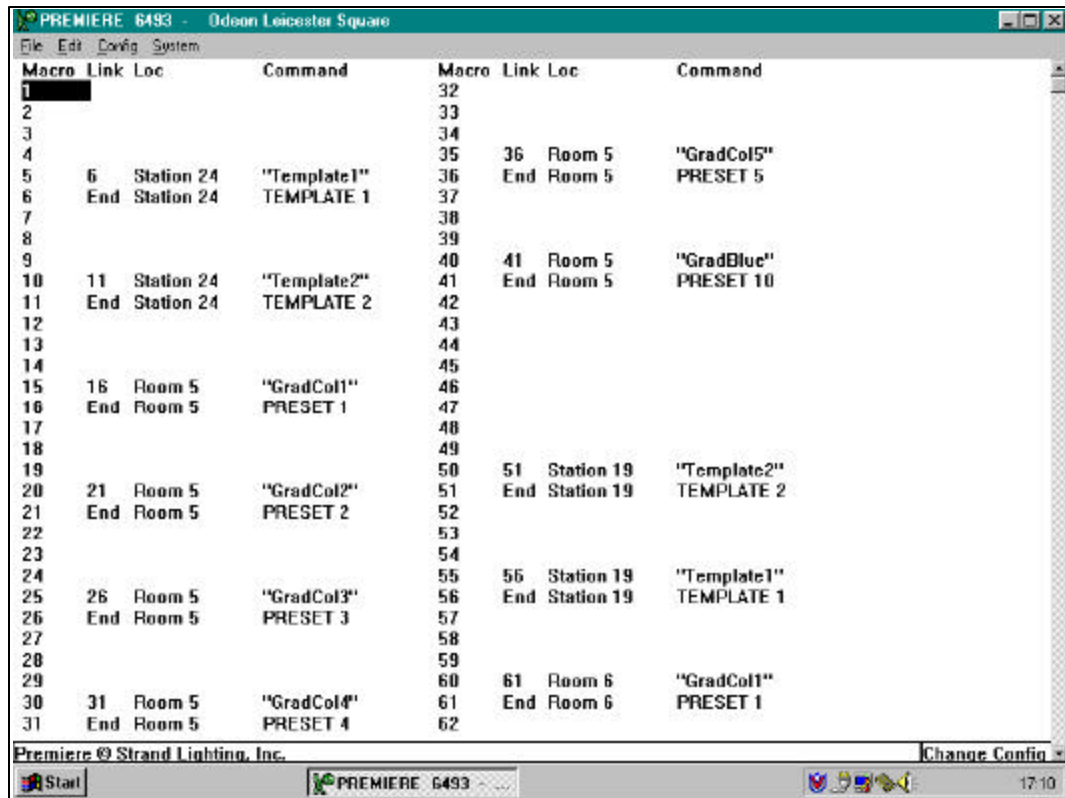
Reference

Macro Display

The *Macro* display lets you see all of your macro information on one screen.

Choose

System | Macro, press **a +S M** or press **v +6** to see the *Macro* display.



Macro	Link	Loc	Command	Macro	Link	Loc	Command
1				32			
2				33			
3				34			
4				35	36	Room 5	"GradCol5"
5	6	Station 24	"Template1"	36	End	Room 5	PRESET 5
6	End	Station 24	TEMPLATE 1	37			
7				38			
8				39			
9				40	41	Room 5	"GradBlue"
10	11	Station 24	"Template2"	41	End	Room 5	PRESET 10
11	End	Station 24	TEMPLATE 2	42			
12				43			
13				44			
14				45			
15	16	Room 5	"GradCol1"	46			
16	End	Room 5	PRESET 1	47			
17				48			
18				49			
19				50	51	Station 19	"Template2"
20	21	Room 5	"GradCol2"	51	End	Station 19	TEMPLATE 2
21	End	Room 5	PRESET 2	52			
22				53			
23				54			
24				55	56	Station 19	"Template1"
25	26	Room 5	"GradCol3"	56	End	Station 19	TEMPLATE 1
26	End	Room 5	PRESET 3	57			
27				58			
28				59			
29				60	61	Room 6	"GradCol1"
30	31	Room 5	"GradCol4"	61	End	Room 6	PRESET 1
31	End	Room 5	PRESET 4	62			

Figure 5. Macro Display

The **Macro** column shows the macro number. This is the number you will use when calling a macro.

The **Link** column shows the next macro number to be executed after this macro. If there is no next macro, this column will show "End."

The **Loc** (Location) column shows the room or station to which each command applies.

The **Command** column shows the command assigned to each macro.

Double-click on

a macro command to see the Macro dialog box.

Menu Bar

The *Menu Bar* lets you get to the other menus in the program. Detailed descriptions of various functions are included under each submenu.

Click on

the required menu item or press a and the underlined letter of the menu item at the same time to open a submenu.



The **F**ile selection opens the *File* menu which lets you start, store, open, save, and print Premiere Configuration files.

The **E**dit selection lets you Cut, Copy or Paste a selection, and allows you to clear the patch when in the *Patch Display* screen.

The **C**onfig selection opens the *Config* menu which gives you direct access the main configuration dialog boxes which let you manipulate individual dimmers, clock events, macros, etc..

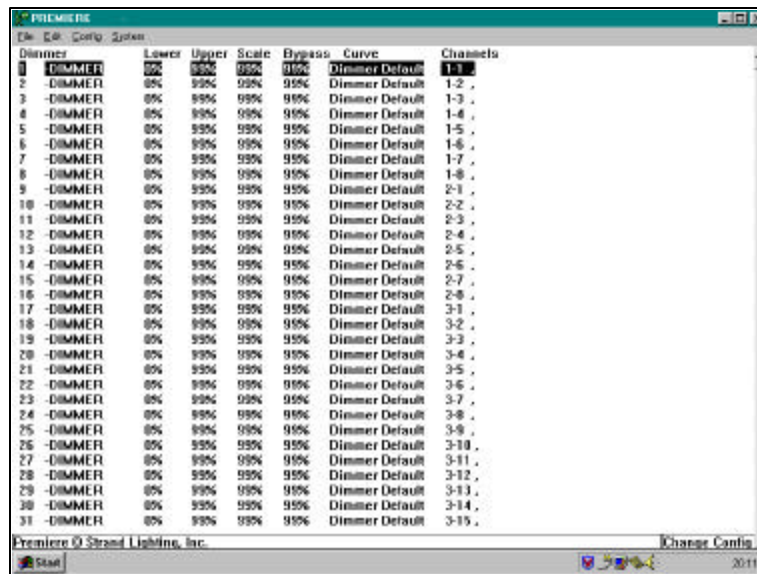
The **S**ystem selection opens the *System* menu which gives you access to system displays which show all information about a particular type of function.

Patch Display

The *Patch* display lets you see all of your channel/dimmer assignment information on one screen.

Choose

System | Patch, press **a + S P**, or press **v +4** to see the *Patch* display.



Dimmer	Lower	Upper	Scale	Bypass	Curve	Channels
1 - DIMMER	0%	95%	95%	95%	Dimmer Default	1-1
2 - DIMMER	0%	95%	95%	95%	Dimmer Default	1-2
3 - DIMMER	0%	95%	95%	95%	Dimmer Default	1-3
4 - DIMMER	0%	95%	95%	95%	Dimmer Default	1-4
5 - DIMMER	0%	95%	95%	95%	Dimmer Default	1-5
6 - DIMMER	0%	95%	95%	95%	Dimmer Default	1-6
7 - DIMMER	0%	95%	95%	95%	Dimmer Default	1-7
8 - DIMMER	0%	95%	95%	95%	Dimmer Default	1-8
9 - DIMMER	0%	95%	95%	95%	Dimmer Default	2-1
10 - DIMMER	0%	95%	95%	95%	Dimmer Default	2-2
11 - DIMMER	0%	95%	95%	95%	Dimmer Default	2-3
12 - DIMMER	0%	95%	95%	95%	Dimmer Default	2-4
13 - DIMMER	0%	95%	95%	95%	Dimmer Default	2-5
14 - DIMMER	0%	95%	95%	95%	Dimmer Default	2-6
15 - DIMMER	0%	95%	95%	95%	Dimmer Default	2-7
16 - DIMMER	0%	95%	95%	95%	Dimmer Default	2-8
17 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-1
18 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-2
19 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-3
20 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-4
21 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-5
22 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-6
23 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-7
24 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-8
25 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-9
26 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-10
27 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-11
28 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-12
29 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-13
30 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-14
31 - DIMMER	0%	95%	95%	95%	Dimmer Default	3-15

Figure 6. Patch Display

The **Dimmer** column shows the dimmer number and name. Dimmer numbers are consecutive and do not change. You can change the dimmer name from the Dimmer Info dialog box.

The **Lower** column shows the Lower Limit for the dimmer. The dimmer level will never go below this level, regardless of the channel settings.

The **Upper** column shows the Upper Limit for the dimmer. The dimmer level will not go above this level, regardless of the channel settings.

The **Scale** column shows the scaling factor applied to the dimmer. This represents the level the dimmer will be at when controllers tell it that it is at FULL. Lower Limit and Upper Limit are applied after the scale factor.

The **Curve** column shows the current curve of the dimmer control signal.

The **Channels** column shows the channels that will control the dimmer. The display format for this information is **[room #]-[channel #]**

Double-click

on a dimmer or highlight the dimmer and press **b** to see the *Dimmer Info* dialog box.

Preset Display

The *Preset* display lets you see your preset information.

Choose

System | Preset Display, press **a +S P**, or press **v +2** to see the *Preset* Display

		1	2	3	4	5	6	7
Rt - Taco	Meeting	0%	25%	50%	85%	0%	0%	0%
C1 - Downlights	0%	25%	50%	10%	0%	0%	0%	
C2 - Cave Lights	0%	25%	50%	42%	0%	0%	0%	
C3 - Fluorescent	0%	25%	50%	27%	0%	0%	0%	
C4 - Head Table	0%	25%	50%	75%	0%	0%	0%	
R2 - Century	Meeting	99%	0%	20%	75%	20%	0%	0%
C1 - Downlights	0%	99%	22%	75%	25%	0%	0%	
C2 - Cave Lights	0%	99%	0%	75%	0%	0%	0%	
C3 - Fluorescent	0%	99%	0%	75%	0%	0%	0%	
C4 - Head Table	0%	99%	0%	75%	0%	0%	0%	
R3 - Shredder	Meeting	0%	25%	50%	75%	0%	0%	0%
C1 - Downlights	0%	25%	50%	75%	0%	0%	0%	
C2 - Cave Lights	0%	25%	50%	75%	0%	0%	0%	
C3 - Fluorescent	0%	25%	50%	75%	0%	0%	0%	
C4 - Head Table	0%	25%	50%	75%	0%	0%	0%	
R4 - North	Meeting	0%	25%	50%	75%	0%	0%	0%
C1 - Chandelier	0%	25%	50%	75%	0%	0%	0%	
C2 - Downlights	0%	25%	50%	75%	0%	0%	0%	
C3 - Wall Washer	0%	25%	50%	75%	0%	0%	0%	
C4 - Wall Sconce	0%	25%	50%	75%	0%	0%	0%	
C5 - Cave Lights	0%	25%	50%	75%	0%	0%	0%	
C6 - Fluorescent	0%	25%	50%	75%	0%	0%	0%	
C7 - Head Tbl. 1	0%	25%	50%	75%	0%	0%	0%	
C8 - Head Tbl. 2	0%	25%	50%	75%	0%	0%	0%	
C9 - Head Tbl. 3	0%	25%	50%	75%	0%	0%	0%	
C10 - Track 1	0%	25%	50%	75%	0%	0%	0%	
C11 - Track 2	0%	25%	50%	75%	0%	0%	0%	
C12 - Track 3	0%	25%	50%	75%	0%	0%	0%	
R5 - Center	Meeting	75%	25%	0%	75%	0%	0%	0%
C1 - Chandelier	75%	25%	0%	75%	0%	0%	0%	

Figure 7. Preset Display

The first line of each room shows the room number and name, and then lists the preset numbers across the top of the screen. To get to additional presets you will have to scroll the display.

Channel numbers and names for each room, along with their levels in each preset, are listed below the room information.

Double-click

on a room number or highlight the room number and press **v +R** to see the *Room Info* dialog box.

Double-click

on a channel or highlight the channel and press **v +C** to see the *Channel Info* dialog box.

Double-click

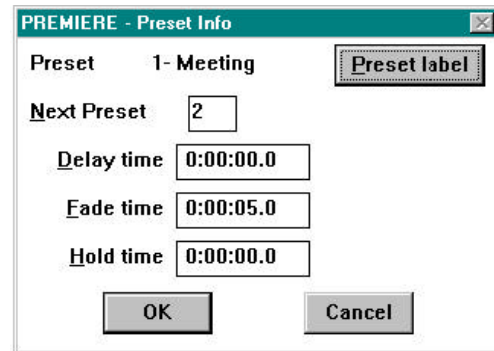
on a preset or any level in the preset, or highlight the preset or a level and press **v +P** to see the *Preset Info* dialog box.

Click

on a level and type a new two-digit level to set or modify levels.

Preset Info Dialog Box

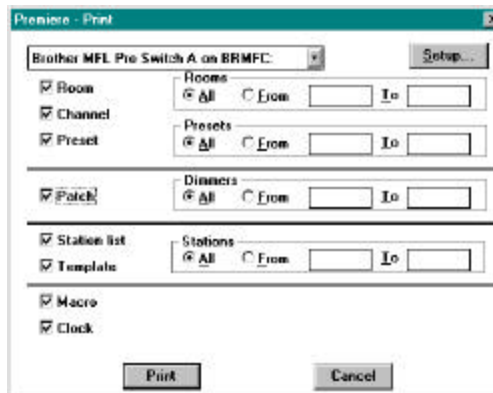
The *Preset Info* dialog box lets you name a preset, assign the next preset, and assign preset Delay, Hold, and Fade times.



- Choose** **Config | Preset Info**, press **a +C P**, or press **v +P**, or double-click on a preset number in the Preset display to see the preset info dialog box.
- Click on** **Preset label** or press **a +P** to see the *Change Label* dialog box with "PRESET" as the default label.
- Edit** the **Next Preset** field to change the next preset that will be activated if there is a Hold time specified. The default value is the current preset plus one.
- Edit** the **Delay time** field to specify the time between when a preset button is pressed and when the fade into the preset starts. Delay time is entered in HH:MM:SS.T format. The default value is ZERO.
- Edit** the **Fade time** field to specify the time it takes for lights to fade from their previous levels to the levels recorded in the new preset. Fade time is entered in HH: MM: SS.T format. The default value is 5 seconds.
- Edit** the **Hold time** field to specify the time between when a preset fade is complete and when the next preset is automatically activated. Hold time is entered in HH: MM: SS.T format. The default value is ZERO.
- Click on** **OK** or press **b** to close the dialog box and save the new values.
- Click on** **Cancel** or press **S** to close the dialog box without saving any changes.

Print Dialog Box

The *Print* dialog box lets you print all or part of the information about the current Configuration file.



Choose

F **I** **P**rint, or press
a +F P to see the
Print dialog box.

Click on

Setup to access the Windows Printer Setup dialog box if required.

Click on

the **K** next to the list box to select your printer if required. This list will only show your currently active printers. You will need to go to the Windows Control Panel if you wish to activate a printer that is currently inactive.

Click on

the check box for any item you do not wish to print. The default is to print all numbers of all items.

Click on

the **F**rom selection button, press a +F or a +A or use to get to the appropriate set of radio buttons, and press I to tell the system that you wish to enter a range of numbers.

Enter

the starting and ending numbers for the item you wish to print.

*You do not need to enter category ranges if you wish to print all of the items in the category. The **A**ll radio button is selected by default. If you have input a range of items and you wish to change back to **A**ll you can press a +F or a +A or use to get to the appropriate set of radio buttons, and press j to select the **A**ll button.*

Click on

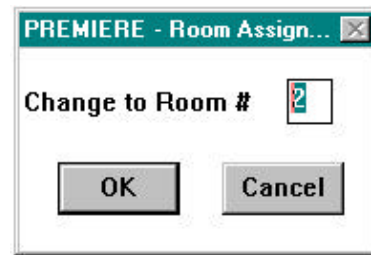
OK or press b to print the selected items.

Click on

Cancel or press S to close the dialog box without printing.

Room Assignment Dialog Box

The *Room Assignment dialog box* lets you assign a room change to the selected channel in the Channel display.



Choose

Config | Room Assignment

press **a +C A** , or

press **v +A** to see the *Room Assignment* dialog box.

Edit

the **Change to Room #** field to select a new room number for the currently selected channel.

Click on
values.

OK or press **b** to close the dialog box and save the new

Click on

Cancel or press **S** to close the dialog box without saving any changes.

Adding Channels to a Programmed Room

If you wish to add one or more channels to a room you have already programmed you must first "delete" the next room in line and then reset the starting channel number for the next room.

Move

wish to modify.

Choose

Config | Room Assignment (**a +C A**) or press **v +A** and set the room number for the "next" room to match the room number of the room you wish to modify. This eliminates the "next" room from the screen, and its channels are now part of the room you wish to modify.

Move

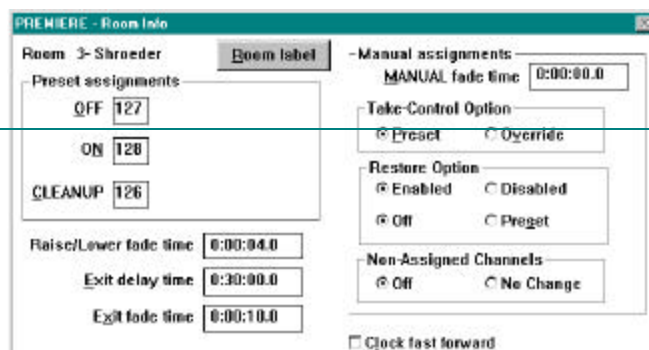
the cursor to where you want the "next" room to start in order to add or subtract a channel from the modified room.

Choose

Config | Room Assignment (**a +C A**) or press **v +A** and set the "next" room number to the room number you deleted above.

Room Info Dialog Box

Reference



The *Room Info* dialog box lets you name a room, assign standard presets (ON, OFF, and CLEANUP), set up parameters for manual take control, and set Raise/Lower fade time and Exit Delay and Fade times.

Choose Config | Room Info, press a +C R , or press v +R to see the Room Info dialog box.

Room Label

Click on Room label or press a +R to see the *Change Label* dialog box with "ROOM" as the default label.

Preset Assignments

Edit the OFF field to change the preset that will be used when you press the OFF button on stations in this room.

Edit the ON field to change the preset that will be used when you press the ON button on stations in this room.

Edit the CLEANUP field to change the preset that will be used when you press a button that is assigned the CLEANUP function on stations in this room.

Fade Time

Edit Raise/Lower fade time to set the fade time (from ZERO to FULL) of a preset or channel when you press or. Raise/Lower fade time is entered in HH: MM: SS.T format. The default value is four seconds.

Edit Exit delay time to set the time between when you press an "EXIT" button and when the fade starts. Exit delay time is entered in HH: MM: SS.T format. The default value is 30 minutes.

Edit Exit fade time to set the fade time for "EXIT" buttons. Exit fade time is entered in HH: MM: SS.T format. The default value is 10 seconds.

Edit MANUAL fade time to change the fade time (from ZERO to FULL) when you use a manual fader. Manual fade time is entered

in HH: MM: SS.T format. The default value is ZERO (instantaneous). You can fade the lights up slower than the fade time by moving the controller slowly, but you cannot fade the lights up faster than the time you set here. Unless you have a very special requirement for this fade time, it should remain set to ZERO.

When you select on a station, channels fade from their current levels to the levels set on the manual controllers at the instant you pressed at the fade time set here. Moving the manual controllers or pressing the button will have no effect during the fade, but these actions will be taken once the fade is over.

Take Control Option

Click on **Preset** if you want a preset to remain and the manual controller levels to pile-on to presets once you have taken manual control of a station.

Click on **Override** if you want the manual slider levels to completely override preset levels once you have taken manual control at a station.

Restore Option

Click on **Enabled** if you want to release control from the active controllers by toggling the active **MANUAL** button.

Click on **Disabled** if you want a preset selection or another **MANUAL** button in the same room to cancel the active manual button, releasing control from that set of controllers.

Click on **Off** if you want the lights to go OFF when you release a station from manual control in a room where the take control option is set to **Override**.

Click on **Preset** if you want the previous preset to be reactivated when you release a station from manual control in a room where the take control option is set to **Override**.

Exit Dialog Box

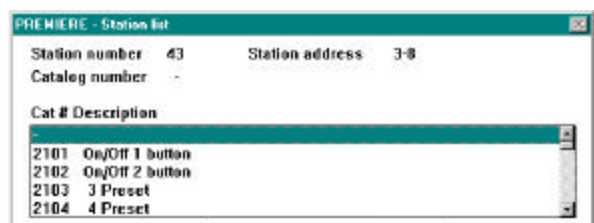
Click on **OK** or press **O** to close the dialog box and save the new values.

Click on **Cancel** or press **S** to close the dialog box without saving any changes.

Station List Dialog Box

The *Station List*

Reference



dialog box lets you select a station type for a particular location.

- Choose** **C**onfig | **S**tation List, press **a** +**C** **S**, or press **v** +**S** to see the *Station List* dialog box.
- Double-click on** the required station to select it as the station type for the currently selected station number and display a diagram of the station.
- Click on** a station type to highlight it or use **i** and **k** to move the cursor and highlight the required station.
- Click on** **OK** or press **b** to select the highlighted station type as the station type for the currently selected station number and display a diagram of the station.
- Click on** **Cancel** or press **S** to close the dialog box without saving any changes.

Items on the station list, which are shown as "No Longer Available" can still be programmed, but are no longer in production.

Station List Display

The *Station List* display lets you see your station assignment information.

Choose

System | **S**tation List, press a +S S or press v +3 to see the *Station List* display

Sta	Addr	Room	Catalog	Sta	Addr	Room	Catalog	Sta	Addr	Room	Catalog
1	1-0	1	2100	32	2-E	6	2100-I	63	4-B	1	-
2	1-1	1	2102	33	2-F	6	2100-I	64	4-C	1	-
3	1-2	2	2100	34	2-10	1	-	65	4-D	1	-
4	1-3	2	2102	35	3-0	7	2200	66	4-E	1	-
5	1-4	3	2100	36	3-1	8	2105	67	4-F	1	-
6	1-5	3	2102	37	3-2	1	-	68	4-10	1	-
7	1-6	1	-	38	3-3	1	-				
8	1-7	1	-	39	3-4	1	-				
9	1-8	1	-	40	3-5	1	-				
10	1-9	1	-	41	3-6	1	-				
11	1-A	1	2100-I	42	3-7	1	-				
12	1-B	2	2100-I	43	3-8	1	-				
13	1-C	3	2100-I	44	3-9	1	-				
14	1-D	1	-	45	3-A	1	-				
15	1-E	1	-	46	3-B	1	-				
16	1-F	1	-	47	3-C	1	-				
17	1-10	1	-	48	3-D	1	-				
18	2-0	4	2200	49	3-E	1	-				
19	2-1	4	2102	50	3-F	1	-				
20	2-2	4	2102	51	3-10	1	-				
21	2-3	5	2200	52	4-0	1	-				
22	2-4	5	2102	53	4-1	9	2200				
23	2-5	5	2102	54	4-2	10	2108				
24	2-6	6	2200	55	4-3	1	-				
25	2-7	6	2102	56	4-4	1	-				
26	2-8	6	2102	57	4-5	1	-				
27	2-9	1	-	58	4-6	1	-				
28	2-A	4	2100-I	59	4-7	1	-				
29	2-B	4	2100-I	60	4-8	1	-				
30	2-C	5	2100-I	61	4-9	1	-				
31	2-D	5	2100-I	62	4-A	11	2300				

Figure 8. Station List Display

The **Sta** column shows the station number. This is the number you use to specify a station when programming lockouts, template events, etc.

The **Addr** column shows the address of the station on the C-LAN in the form [C-LAN #-][address].

The **Room** column shows the room to which the station is assigned in its first template.

The **Catalog** column shows the last 4 digits of the current catalog number of the station.

Double-click on

a station or highlight the listing and press b to see the *Station List* dialog box.

System Menu

The **S**ystem entry on the Main Menu bar lets you display and modify your system setup.

System	
<u>J</u> ob info	CTRL+J
<u>C</u> hannel display	CTRL+1
<u>P</u> reset display	CTRL+2
<u>S</u> tation list	CTRL+3
<u>P</u> atch	CTRL+4
<u>C</u> lock	CTRL+5
<u>M</u> acro	CTRL+6

Choose

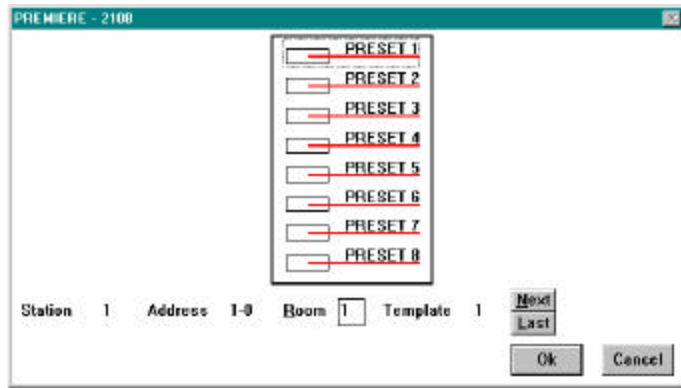
System from the Menu Bar or press a +S to access this menu.

Table 3. System Menu Commands

Mouse Command	Menu Command	Shortcut	Description
System ½ J ob Info	a +S J	v +J	Opens the Job Info dialog box.
System ½ C hannel Display	a +S C	v +1	Lets you see all of your channel information. Double-clicking on a channel will open the Channel Info dialog box. Doubleclicking on a room number will open the Room Info dialog box.
System ½ P reset Display	a +S P	v +2	Lets you see all of your Preset information. Double-clicking on a channel will open the Channel Info dialog box. Double-clicking on a preset entry will open the Preset Info dialog box. Double-clicking on a room will open the Room Info dialog box.
System ½ S tation List	a +S S	v +3	Lets you see a list of your currently defined stations. Double-clicking on a station entry opens the Station List dialog box.
System ½ P atch	a +S P	v +4	Lets you see your current dimmer patching. Double-clicking on a dimmer entry will open the Dimmer Info dialog box.
System ½ C lock	a +S L	v +5	Lets you see all of your current time clock event assignments. Double-clicking on a clock entry will open the Clock dialog box.
System ½ M acro	a +S M	v +6	Lets you create and manage command sequences for later automatic playback.

Template Info Dialog Box

The *Template Info* dialog box lets you set up template information for the station currently selected on the *Station list* display.



Choose

Config | **T**emplate Info, press a +C T or press v +T to see the Template Info dialog box

Click on

Next or **L**ast or press a +N or a +L to see the next or last template. There are a total of 16 templates per station.

Edit

the **R**oom field to change the room number of this station.

The room number set in template 1 is automatically copied through to the other 15 templates. However, you can change the room number in templates individually if required.

Double-click

on a push-button or tab to the push-button and press

SPACE

SPACE

to see the *Command List* dialog box. This will let you change the command assigned to the push-button.

Click on

OK or press b to close the dialog box and save the new values.

Click on

Cancel or press s to close the dialog box without saving any changes.

Tutorial

This chapter provides a step by step guide to using the Premiere Configuration Software. For questions about specific commands, you should look in the Reference chapter, where items are organized alphabetically.

Files

Before starting the program, you should be aware of the file conventions used by this program.

Premiere Files By default, when you use **F**ILE|**S**AVE to save a file the system will suggest a name consisting of the job number, a hyphen, and a ".PRE" file extension (e.g., 12345-.PRE). Files with this extension are referred to as "Premiere files" throughout this manual. Note that the **F**ILE|**S**AVE command is the same as a normal Windows **F**ILE|**S**AVE **A**S command.

You can save a Premiere file with any name you wish, but finding it with the *File Open* dialog box will be much easier if you at least use the ".PRE" file extension for all files you are editing or archiving. Saving the file with the job number can be a very convenient way to archive and keep track of multiple configuration files. If you wish to keep multiple versions of configuration files for each job, you can easily enter a number or letter after the hyphen (up to a maximum of 8 characters before the extension).

Premiere Disk Files The file that is transferred to the Premiere Program Module must be named "FILE1.E3". This file is referred to as the "Premiere disk file" throughout this manual. Generally, you should edit a separate Premiere file and save it as FILE1.E3 only to the floppy disk you will be using to transfer that data to the Program Module.

When bringing a configuration from the Program Module to the Configuration Software, you should open the file on the floppy disk and immediately save it as a Premiere file with a unique name.

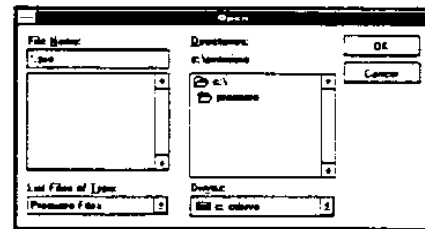
Automatic FileOpen When you start the Premiere Configuration software from Windows, it will automatically open the last file you were working on. If it has no record of a last file (i.e., this is the first time you opened the software, or you inadvertently erased the PREMIERE.INI file from your Windows directory) you will get the *File Open* dialog box, and must then choose a file (if there are any on disk) or click on **CANCEL** to start a new file.

File Errors If you try to open a non-existent file you will get an error message telling you that there was a problem opening the file. When you click on **OK** a new file will be started.

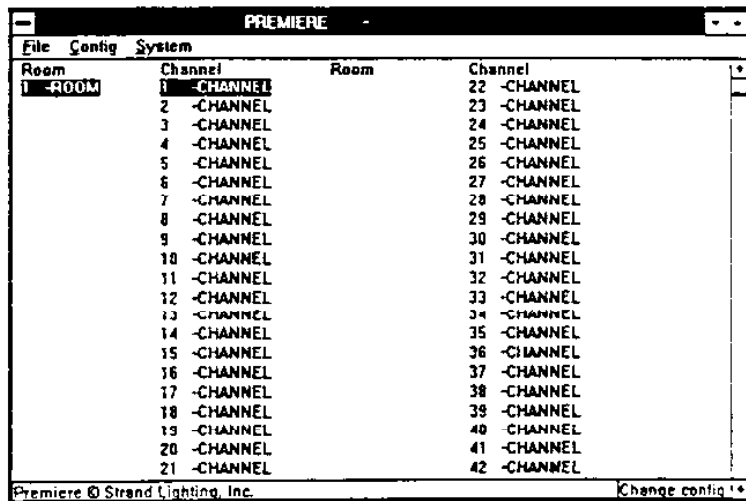
Starting the Software the First Time

Start the Premiere Configuration software from Windows in the most convenient manner for you. Please see your Windows User's Guide if you have any questions about how to do this.

The *Open* dialog box will appear on screen the first time you start the software. Whenever you start the software after this it will remember the last configuration file you were working on and automatically open that file without showing the *Open* dialog box.



Click on **CANCEL** or press **Esc** to get to the *Channel* display and a blank configuration file.



Setting Job Information

You can set or change the information in the Job Information file at any time by calling up the *Job Info* dialog box. When you open this box for the first time it will be blank.

Choose **System|Job Info** (**Alt-S** **J**) or press **Ctrl-J** to open the *Job Info* dialog box.

PREMIERE - Job Info

Job number: Job Name:

Location:

Created: 14 Oct 1992 by:

Modified: 14 Oct 1992 by:

OK Cancel

Fill in the job information as required.

PREMIERE - Job Info

Job number: 12345 Job Name: City College

Location: San City

Created: 14 Oct 1992 by: D Laromers

Modified: 14 Oct 1992 by:

OK Cancel

Click on OK (or press **Enter**) to return to your file.

PREMIERE 12345 - City College

Room	Channel	Room	Channel
1 -ROOM	1 -CHANNEL	22	-CHANNEL
	2 -CHANNEL	23	-CHANNEL
	3 -CHANNEL	24	-CHANNEL
	4 -CHANNEL	25	-CHANNEL
	5 -CHANNEL	26	-CHANNEL
	6 -CHANNEL	27	-CHANNEL
	7 -CHANNEL	28	-CHANNEL
	8 -CHANNEL	29	-CHANNEL
	9 -CHANNEL	30	-CHANNEL
	10 -CHANNEL	31	-CHANNEL
	11 -CHANNEL	32	-CHANNEL
	12 -CHANNEL	33	-CHANNEL
	13 -CHANNEL	34	-CHANNEL
	14 -CHANNEL	35	-CHANNEL
	15 -CHANNEL	36	-CHANNEL
	16 -CHANNEL	37	-CHANNEL
	17 -CHANNEL	38	-CHANNEL
	18 -CHANNEL	39	-CHANNEL
	19 -CHANNEL	40	-CHANNEL
	20 -CHANNEL	41	-CHANNEL
	21 -CHANNEL	42	-CHANNEL

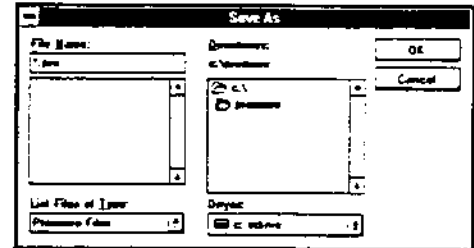
Premiere © Strand Lighting, Inc. Change config

Saving a File

You should immediately save any Premiere disk file that you open under the name you will use for archiving. You should also save files you are working on periodically to protect your work. The **FILE|SAVE** option in the Premiere Configuration software works like the standard Windows **FILE|SAVE AS** command. There is no command that automatically saves the current file without prompting you for a name.

Choose **File|Save** (**Alt-F S**) to open the **Save As** dialog box.

The suggested file name is the job number with a hyphen after it. Unless you type in a specific extension, the software will add a ".PRE" extension to this when it saves the file.



If you wish to save it under a different name, enter the new name for the file in the *File Name* text box or select it using the *Save File as Type*, *Drives*, *Directories*, or *File Name* list boxes, or do nothing if you are not going to change the file name.

Click on **OK** or press **Enter** to save the file with the new name.

Diskettes must be formatted for 720Kb before you can use them for saving files. Disks formatted for 1.4Mb will not be read by the Premiere processor disk drive.

Starting a New File

To start a new file based on the current file, just save the current file with a different name and continue working. To start an entirely new file, you will need to use the **FILE|NEW** command.

Choose **File|New** (**Alt-F-N**). The *File Info* dialog box will appear.

PREMIERE - Job Info

Job number: Job Name:

Location:

Created: 14 Oct 1992 by:

Modified: 14 Oct 1992 by:

OK Cancel

Fill in the information in each of the text boxes. You can use the mouse to position your cursor in each box and type in the information, or use **Tab** to move between the text boxes.

PREMIERE - Job Info

Job number: 24680 Job Name: City College Arena

Location: San City

Created: 27 Feb 1992 by: ID Lammers

Modified: 19 Mar 1992 by:

OK Cancel

Click on **OK** or press **Enter** to record the information you just entered and open the new file.

PREMIERE 24680 - City College Arena

File Config System

Room	Channel	Room	Channel
1 -ROOM	1 -CHANNEL	22	-CHANNEL
	2 -CHANNEL	23	-CHANNEL
	3 -CHANNEL	24	-CHANNEL
	4 -CHANNEL	25	-CHANNEL
	5 -CHANNEL	26	-CHANNEL
	6 -CHANNEL	27	-CHANNEL
	7 -CHANNEL	28	-CHANNEL
	8 -CHANNEL	29	-CHANNEL
	9 -CHANNEL	30	-CHANNEL
	10 -CHANNEL	31	-CHANNEL
	11 -CHANNEL	32	-CHANNEL
	12 -CHANNEL	33	-CHANNEL
	13 -CHANNEL	34	-CHANNEL
	14 -CHANNEL	35	-CHANNEL
	15 -CHANNEL	36	-CHANNEL
	16 -CHANNEL	37	-CHANNEL
	17 -CHANNEL	38	-CHANNEL
	18 -CHANNEL	39	-CHANNEL
	19 -CHANNEL	40	-CHANNEL
	20 -CHANNEL	41	-CHANNEL
	21 -CHANNEL	42	-CHANNEL

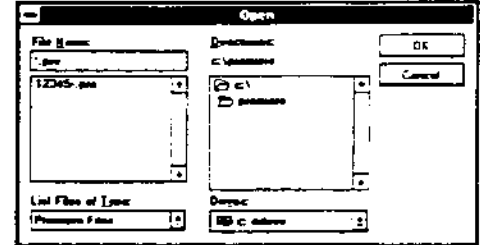
Premiere © Strand Lighting, Inc. Change config

Opening a Premiere Disk File

Premiere disk files should not generally be stored on your hard disk. You should archive files under another name on your hard disk to minimize the chances of them being overwritten. Generally, you should open the Premiere disk file directly from the floppy disk, and immediately save it under its archive name.

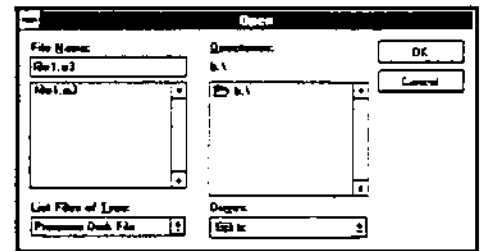
Insert A floppy disk with the configuration file recorded from a Premiere Processor Module into your 3.5" floppy disk drive.

Choose **File|Open** (**Alt-F O**) to see the *File Open* dialog box.

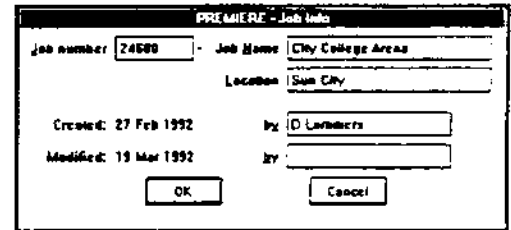


Choose "Premiere Disk Files" from the *List Files of Type* list box.

Choose the floppy disk drive from the *Drives* list box.

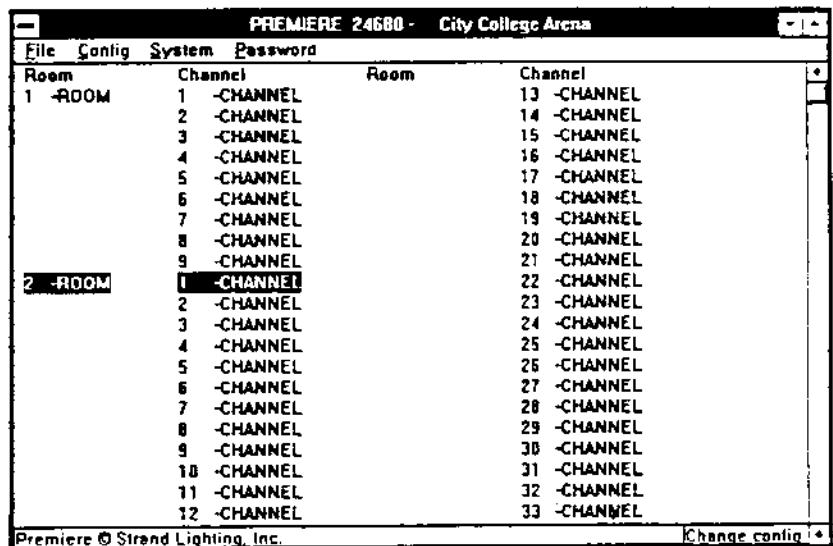


Click on **OK** or press **Enter** to start a new file. The *Job Info* dialog box will appear on screen.



Modify any of the information in the *Job Info* dialog box that needs to be changed.

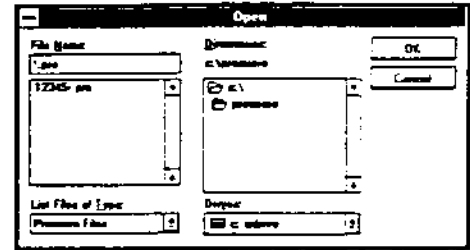
Click on **OK** or press **Enter** to open the selected file.



Opening a Premiere File

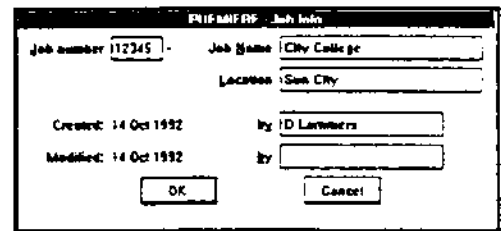
Premiere files (as defined above) are the archive files you keep on hard disk. To start work on a different file than the current file you will need to access the *File Open* dialog box.

Choose **File|Open** (**Alt-F O**) to see the *File Open* dialog box.



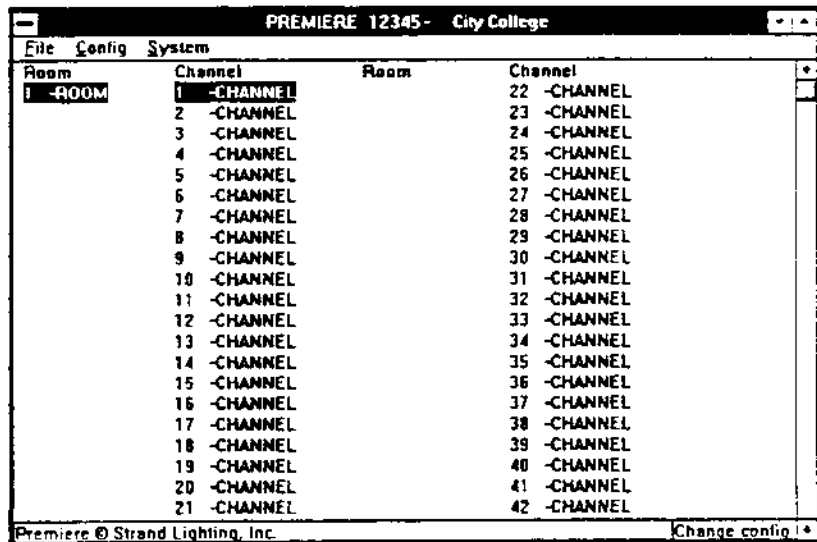
Enter the name of the file to open in the *File Name* text box, or select it using the *Save File as Type*, *Drives*, *Directories*, or *File Name* list boxes.

Click on **OK** or press **Enter** to open the selected file. The *Job Info* dialog box will appear on screen.



Modify any of the information in the *Job Info* dialog box that needs to be changed.

Click on **OK** or press **Enter** to open the selected file.



Room Assignments

The Premiere System allows 128 channels to be divided between 32 rooms. 2010 Processors allow 16 rooms of control and the 2020 Processors allow 32 rooms of control. Check to make sure which processor you have in your system.

Choose
System|Channel Display
(Alt-S C) or press (Ctrl-1)
to put the Channel display
on screen.

Room	Channel	Room	Channel
1-ROOM	1-CHANNEL	22	-CHANNEL
	2-CHANNEL	23	-CHANNEL
	3-CHANNEL	24	-CHANNEL
	4-CHANNEL	25	-CHANNEL
	5-CHANNEL	26	-CHANNEL
	6-CHANNEL	27	-CHANNEL
	7-CHANNEL	28	-CHANNEL
	8-CHANNEL	29	-CHANNEL
	9-CHANNEL	30	-CHANNEL
	10-CHANNEL	31	-CHANNEL
	11-CHANNEL	32	-CHANNEL
	12-CHANNEL	33	-CHANNEL
	13-CHANNEL	34	-CHANNEL
	14-CHANNEL	35	-CHANNEL
	15-CHANNEL	36	-CHANNEL
	16-CHANNEL	37	-CHANNEL
	17-CHANNEL	38	-CHANNEL
	18-CHANNEL	39	-CHANNEL
	19-CHANNEL	40	-CHANNEL
	20-CHANNEL	41	-CHANNEL
	21-CHANNEL	42	-CHANNEL

Premiere © Strand Lighting, Inc. Change config

If the Channel display is on screen you do not need to reselect it.

The channel display shows a limited number of channels at one time. This depends on the type of monitor you are using. You can scroll through the list to view the remaining channels.

Room 1 is already entered on your display in the top left hand corner of the screen. We will now walk through the room assignment process.

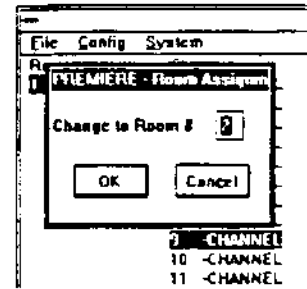
Decide how many channels you want in Room 1.

Move the cursor one channel beyond the last channel you wish to assign to the room. For demonstration purposes move it to channel #9. This will place 8 channels in Room 1.

Room	Channel
1-ROOM	1-CHANNEL
	2-CHANNEL
	3-CHANNEL
	4-CHANNEL
	5-CHANNEL
	6-CHANNEL
	7-CHANNEL
	8-CHANNEL
	9-CHANNEL
	10-CHANNEL
	11-CHANNEL

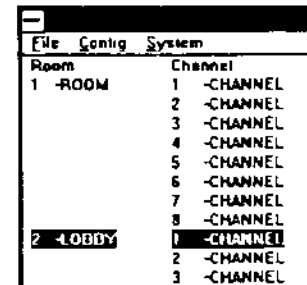
Choose **C**onfig|**R**oom **A**ssignment (**Alt-C A**) or press **Ctrl-A** to see the *Room Assignment* dialog box.

The Room Assignment Window shows the next room number available. In this case it is Room 2. You may either leave the number as it is displayed or change it by typing in the number you desire (up to 16 or 32 depending on which processor you selected).



Click on **OK** (or press **Enter**) to define channels 9 and above to be for room 2.

If you have a color monitor, note that room 2 is blue. Each room will take on a different color to make it easier to work with.



Repeat room number assignments as required to set up the number of rooms in your system.

Adding Channels to a Programmed Room

If you wish to add one or more channels to a room you have already programmed you must first "delete" the next room in line and then reset the starting channel number for the next room.

Choose the room where you would like to add channels.

Move the cursor to the first channel of the next room. For demonstration purposes, move the cursor to channel 1 of room 2.

Choose **C**onfig|**R**oom **A**ssignment (**Alt-C A**) or press **Ctrl-A** and set the room number to 1.

You can also open the Room Assignment dialog box by double-clicking with the right mouse button on the selected channel.

Click on **OK** (or press **Enter**) to define channels 9 and above to be for room 1. If you have assigned any channels to room 3, they will not change.

Move the cursor to where you want the first channel of the next room. For demonstration purposes, move the cursor to what is now channel 10 of room 2.

Choose **C**onfig|**R**oom **A**ssignment (**Alt-C A**) or press **Ctrl-A** and set the room number to 1.

Click on **OK** (or press **Enter**) to define channels 10 and above to be for room 2.

Room Information

The *Room Info* dialog box lets you assign room names and set a variety of other room specific parameters.

Assigning Room Names

You can assign room names from either the Channel Display or from the Preset Display. For this demonstration we will use the Channel Display.

Choose
System|Channel Display
(**Alt-S C**) or press **Ctrl-1**
to put the Channel display
on screen.

Room	Channel	Room	Channel
1 -ROOM	1 -CHANNEL	13 -CHANNEL	13 -CHANNEL
	2 -CHANNEL	14 -CHANNEL	14 -CHANNEL
	3 -CHANNEL	15 -CHANNEL	15 -CHANNEL
	4 -CHANNEL	16 -CHANNEL	16 -CHANNEL
	5 -CHANNEL	17 -CHANNEL	17 -CHANNEL
	6 -CHANNEL	18 -CHANNEL	18 -CHANNEL
	7 -CHANNEL	19 -CHANNEL	19 -CHANNEL
	8 -CHANNEL	20 -CHANNEL	20 -CHANNEL
	9 -CHANNEL	21 -CHANNEL	21 -CHANNEL
2 -ROOM	1 -CHANNEL	22 -CHANNEL	22 -CHANNEL
	2 -CHANNEL	23 -CHANNEL	23 -CHANNEL
	3 -CHANNEL	24 -CHANNEL	24 -CHANNEL
	4 -CHANNEL	25 -CHANNEL	25 -CHANNEL
	5 -CHANNEL	26 -CHANNEL	26 -CHANNEL
	6 -CHANNEL	27 -CHANNEL	27 -CHANNEL
	7 -CHANNEL	28 -CHANNEL	28 -CHANNEL
	8 -CHANNEL	29 -CHANNEL	29 -CHANNEL
	9 -CHANNEL	30 -CHANNEL	30 -CHANNEL
	10 -CHANNEL	31 -CHANNEL	31 -CHANNEL
	11 -CHANNEL	32 -CHANNEL	32 -CHANNEL
	12 -CHANNEL	33 -CHANNEL	33 -CHANNEL

If the Channel display is on screen you do not need to reselect it.

Double-click on the label for Room 1, or move the cursor to any channel in Room 1 and press **Alt-C/R** or **Ctrl-R**.

This brings up the *Room Info* dialog box.

Room: 1 -ROOM [Room label]

Manual assignments: MANUAL, task time: 0:00:00.0

Take-Control Option:
 Pre set Override

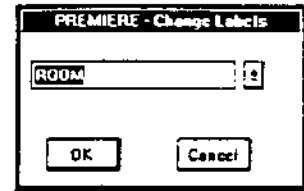
Restore Option:
 Enabled Disabled
 On Preset

Non-Assigned Channels:
 Off No Change

Check test forward

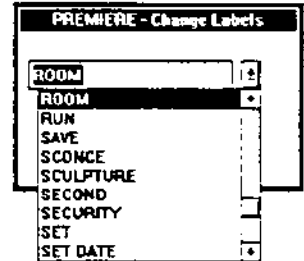
OK Cancel

Room label or press **[Alt-R]** to open the *Change Label* dialog box.



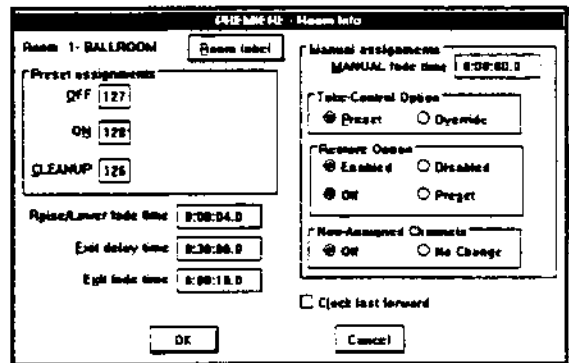
The default room name will be the name listed on the channel display (such as "Room 2"). You can label this room with any name using up to 10 characters/digits by entering the name in the text box or selecting it from the standard room name list. For this demonstration we will label this room "BALLROOM" using the standard name list.

Click on the drop down list box arrow or press **[Alt-↓]** to see the standard name list.



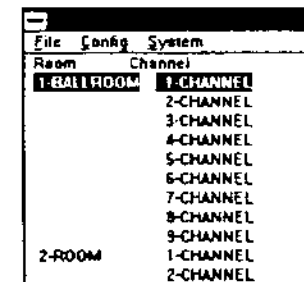
Scroll the list so that you can see the "BALLROOM" label or start typing the label. With each character you type the program will find the first entry that matches the typed-in characters.

Double-click on the "BALLROOM" entry or highlight it and press **[Enter]** to select it as the name for the room.



The *Room Label* dialog box will disappear.

Click on **OK** or press **[Enter]** to return to the *Channel* display.



Room 1 is now labelled "BALLROOM." The room number is still displayed next to the Room Name.

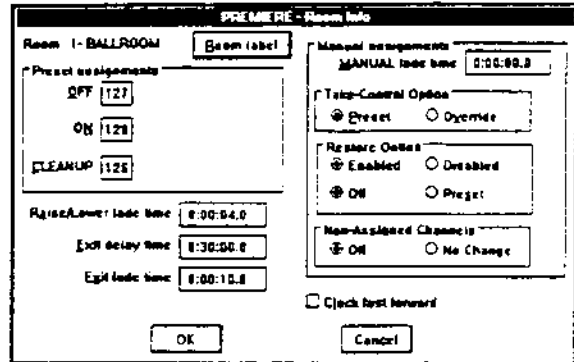
For this tutorial, please label Room 2 as "LOBBY."

Other Room Information Parameters

There are several other functions that you can set from the *Room Info* dialog box.

Double-click on the label for Room 1, or move the cursor to any channel in Room 1 and press **[Alt]-[C]-[R]** or **[Ctrl]-[R]**.

This brings up the *Room Info* dialog box.



- Edit** the OFF field to change the preset that will be used when you press the OFF button on stations in this room.
- Edit** the ON field to change the preset that will be used when you press the ON button on stations in this room.
- Edit** the CLEANUP field to change the preset that will be used when you press a button which is assigned the CLEANUP function on stations in this room.
- Edit** Raise/Lower fade time to set the fade time (from ZERO to FULL) of a preset or channel when you press **[Up Arrow]** or **[Down Arrow]**. Raise/Lower fade time is entered in HH:MM:SS.T format. The default value is four seconds.
- Edit** Exit delay time to set the time between when you press an "Exit" button and when the fade starts. Exit delay time is entered in HH:MM:SS.T format. The default value is 30 minutes.
- Edit** Exit fade time to set the fade time for "Exit" buttons. Exit fade time is entered in HH:MM:SS.T format. The default value is 10 seconds.
- Edit** MANUAL fade time to change the fade time (from ZERO to FULL) when you use a manual fader. Manual fade time is entered in HH:MM:SS.t format. The default value is ZERO (instantaneous). You can fade the lights up slower than the fade time by moving the controller slowly, but you cannot fade the lights up faster than the time you set here. Unless you have a very special requirement for this fade time, it should remain set to ZERO.

When you select **MANUAL** on a station, channels fade from their current levels to the levels set on the manual controllers at the instant you pressed **MANUAL** at the fade time set here. Moving the manual controllers or pressing the **MANUAL** button will have no effect during the fade, but these actions will be taken once the fade is over.

Click on Preset if you want a preset to remain and the manual controller levels to pile-on to presets once you have taken manual control of a station.

- Click on **Override** if you want the manual slider levels to completely override preset levels once you have taken manual control at a station.
- Click on **Enabled** if you want to release control from the active controllers by toggling the active **MANUAL** button.
- Click on **Disabled** if you want a preset selection or another **MANUAL** button in the same room to cancel the active manual button, releasing control from that set of controllers.
- Click on **Off** if you want the lights to go OFF when you release a station from manual control in a room where the take control option is set to **Override**.
- Click on **Preset** if you want the previous preset to be reactivated when you release a station from manual control in a room where the take control option is set to **Override**.
- Click on **OK** or press **Enter** to return to the *Channel* display when you have finished programming the room information.

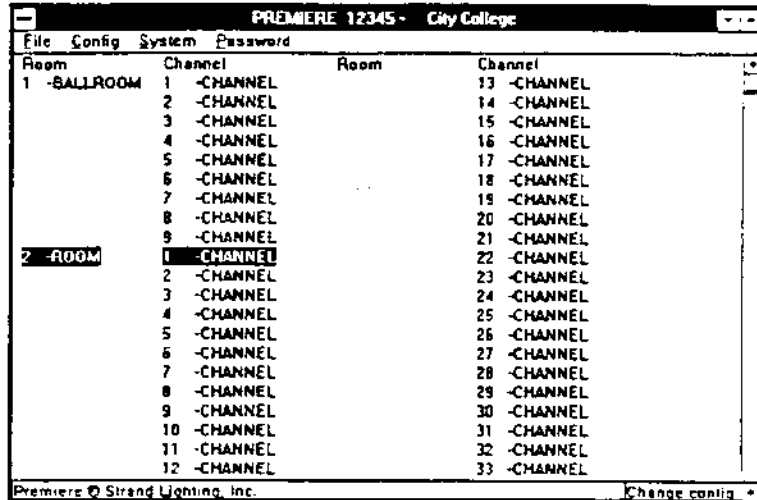
Channel Information

The *Channel Info* dialog box lets you assign channel names and set a variety of other channel specific parameters.

Assigning Channel Names

You can assign channel names from either the *Channel* display or from the *Preset* display. For this demonstration we will use the *Channel* display.

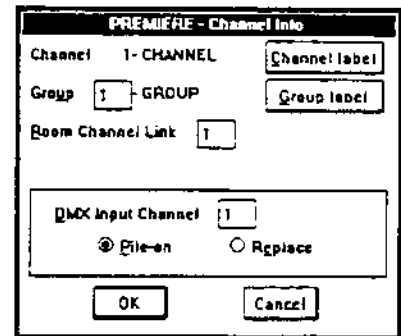
Choose **System|Channel Display** (**Alt-S C**) or press **Ctrl-1** to put the *Channel* display on screen.



If the *Channel* display is on screen you do not need to reselect it.

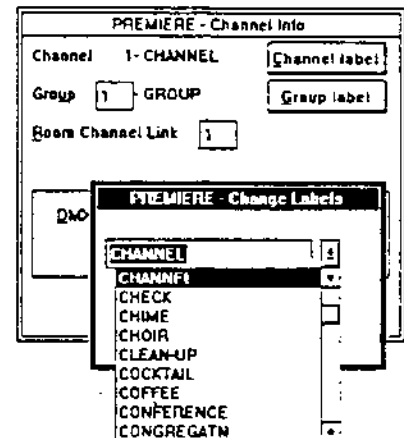
Double-click on the label for Channel 1 in Room 1, or move the cursor to Channel 1 in Room 1 and press **Alt-C C** or **Ctrl-C**.

This brings up the *Channel Info* dialog box.

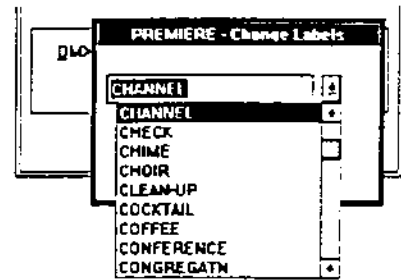


Click on **Channel label** or press **Alt-C** to open the *Change Labels* dialog box for changing channel labels.

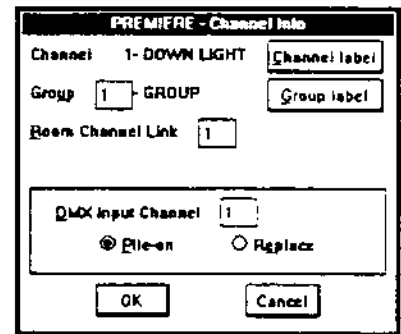
The default channel name is the name listed on the channel display (such as "Channel 2"). You can label channels with names using up to 10 characters or digits by entering the name in the text box or selecting it from the standard name list. For this demonstration we will label this channel "DOWN LIGHT" using the standard name list.



Click on the drop down list box arrow or press **Alt-↓** to see the standard name list.



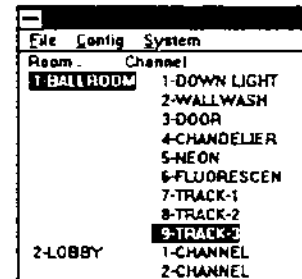
Scroll the list so that you can see the "DOWN LIGHT" label, or start typing the label. As you enter each character the first label that matches your current input will appear at the top of the list and will be highlighted. You can finish scrolling to it by using **↓** or the scroll bar.



Double-click on the "DOWN LIGHT" entry or press **Enter** once it is highlighted to select it as the name for the channel and close the *Change Labels* dialog box.

Label the remaining room 1 channels as follows for this tutorial:

- Channel 2 WALLWASH
- Channel 3 DOOR
- Channel 4 CHANDELIER
- Channel 5 NEON
- Channel 6 FLUORESCEN
- Channel 7 TRACK-1
- Channel 8 TRACK-2
- Channel 9 TRACK-3

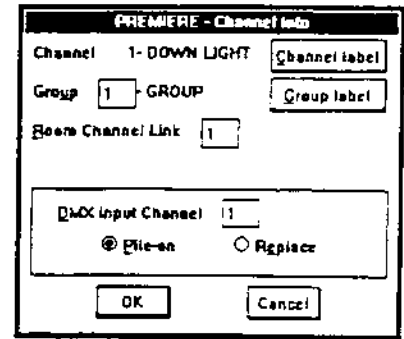


When you are done, the channel list will contain the new channel names.

Assigning Group Names You can assign group names from the *Channel* display or the *Preset* display. For this demonstration we will continue to use the *Channel* display.

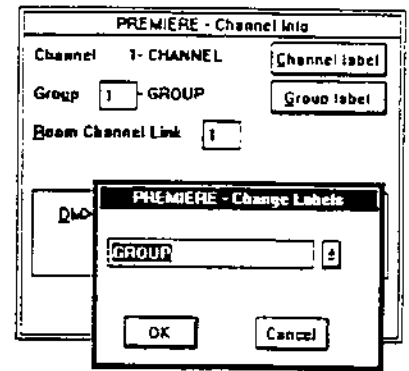
Double-click on the label for Channel 1 in Room 1, or move the cursor to Channel 1 in Room 1 and press **[Alt]-[C]-[C]** or **[Ctrl]-[C]**.

This brings up the *Channel Info* dialog box.

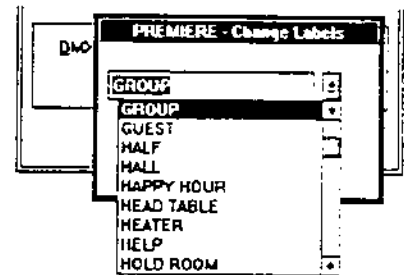


Click on **Group label** or press **[Alt]-[G]** to open the *Change Labels* dialog box for changing the group label.

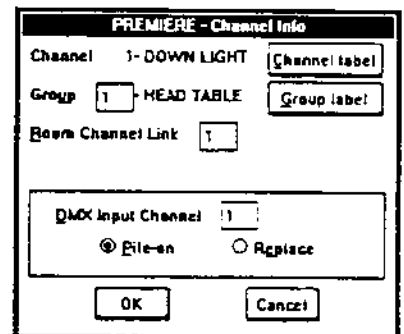
There is no default group name for any group number. You can label the current group number with a name containing up to 10 characters or digits by entering the name in the text box or selecting it from the standard room name list. For this demonstration we will label this group "HEAD TABLE" using the standard name list.



Click on the drop down list box arrow or press **[Alt]-[I]** to see the standard name list.



Scroll the list so that you can see the "HEAD TABLE" label, or start typing the label. As you enter each character the first label that matches your current input will appear at the top of the list and will be highlighted. You can finish scrolling to it by using **[I]** or the scroll bar.



Double-click on the "HEAD TABLE" entry or press **[Enter]** once it is highlighted to select it as the name for the channel.

The *Change Labels* dialog box will disappear.

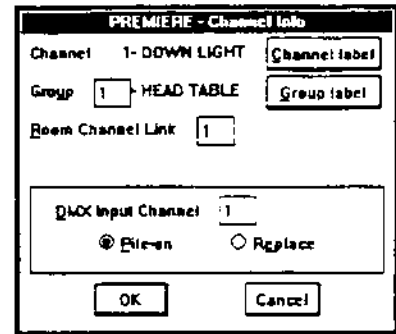
Other Channel Information Parameters

There are several other functions that you can set from the *Channel Info* dialog box.

Double-click on

the label for Channel 1, or move the cursor to Channel 1 in Room 1 and press **[Alt]-[C]-[C]** or **[Ctrl]-[C]**.

This brings up the *Channel Info* dialog box.



Edit

the information you need to, select the correct radio button, or check the selections appropriately to select options in this window. The function of each of the entries is discussed below.

Room Channel Link lets you combine rooms together and link specific channels so they will be controlled together at the same levels when the rooms are combined.

For instance, if you have multiple rooms, each with downlights, you could link all of them together using the same link number. When you combine these rooms together, all of the downlights will follow the control level of the linked channel in the master room, which is defined by the linking sequence.

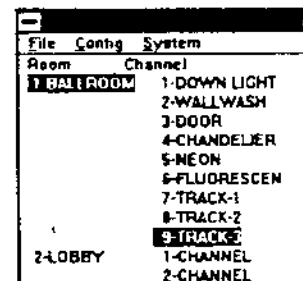
You should choose the same link number for all channels that you wish to be controlled together when rooms and control are combined.

DMX Input Channel lets you control one or more of your lighting control channels both from the Premiere control stations and a remote lighting control console. The channel number in the Console Channel text box is the control console channel that will control the currently selected Premiere channel.

Pile-on/Replace buttons let you select whether the channel controller on the remote lighting console will replace the control station control of that channel or work in pile-on mode. In pile-on mode the dimmer will respond to the higher of the levels from the remote lighting console and the Premiere system.

Click on

OK or press **[Enter]** to return to the Channel display when you have finished programming the channel information.



Designing and Configuring Control Stations

Premiere lets you assign or re-assign functions to pushbuttons and sliders. The basic steps in setting up a control station are:

Selecting a Station You select the station within your system that you wish to define by accessing dialog boxes through the Station List.

Choose System|Station List (Alt-S S) or press Ctrl-3 to put the Station List on screen.

Sta	Addr	Room	Catalog	Sta	Addr	Room	Catalog	Sta	Addr	Room	Catalog
1	1-0	1	-	22	2-4	1	-	43	3-8	1	-
2	1-1	1	-	23	2-5	1	-	44	3-9	1	-
3	1-2	1	-	24	2-6	1	-	45	3-A	1	-
4	1-3	1	-	25	2-7	1	-	46	3-B	1	-
5	1-4	1	-	26	2-8	1	-	47	3-C	1	-
6	1-5	1	-	27	2-9	1	-	48	3-D	1	-
7	1-6	1	-	28	2-A	1	-	49	3-E	1	-
8	1-7	1	-	29	2-B	1	-	50	3-F	1	-
9	1-8	1	-	30	2-C	1	-	51	3-10	1	-
10	1-9	1	-	31	2-D	1	-	52	4-0	1	-
11	1-A	1	-	32	2-E	1	-	53	4-1	1	-
12	1-B	1	-	33	2-F	1	-	54	4-2	1	-
13	1-C	1	-	34	2-10	1	-	55	4-3	1	-
14	1-D	1	-	35	3-0	1	-	56	4-4	1	-
15	1-E	1	-	36	3-1	1	-	57	4-5	1	-
16	1-F	1	-	37	3-2	1	-	58	4-6	1	-
17	1-10	1	-	38	3-3	1	-	59	4-7	1	-
18	2-0	1	-	39	3-4	1	-	60	4-8	1	-
19	2-1	1	-	40	3-5	1	-	61	4-9	1	-
20	2-2	1	-	41	3-6	1	-	62	4-A	1	-
21	2-3	1	-	42	3-7	1	-	63	4-B	1	-

If the Station List is on screen you do not need to reselect it.

There are 64 possible control station addresses listed on the display, for standard control stations. LAN addresses 1-10, 2-10, 3-10, and 4-10 are specifically for use with the 2600 A/V interface board.

The list is divided into three columns showing the station number, the C-LAN number and address of the control station, and its catalog number. Up to 16 control stations can be assigned to each LAN.

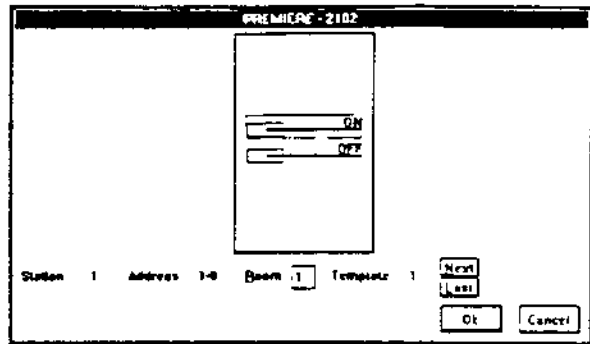
Double-click on the label for Station 1, or move the cursor to Station 1 and press (Alt-C S), (Ctrl-S) or (Enter).

Station number	1	Station address	1-0
Catalog number	-		
Cat # Description			
2161	On/Off 1 button		
2162	On/Off 2 buttons		
2163	3 Preset		
2164	4 Preset		

This brings up the *Station List* dialog box. All of the standard Premiere control stations are included on this list. One Custom control is also listed to let you to design a non-standard control. You must use it when programming for the 2600 A/V interface. When programming a 2610 or 2620 Remote Device Interface you should use the selection for a 2116 station.

Scroll through the station list until you find the station type you want. For this demonstration, use a 2102 station.

Double-click on the 2102 station entry or highlight it and press **Enter** to select it as the station type for Station 1.



A diagram of the station will appear on screen. The control station comes up with default functions already assigned to the pushbuttons. You can use these standard control functions or assign any one of the assignable Premiere functions that appear in the *Command List*.

Click on **OK** or press **Enter** to select this station without modification.

The Station list now shows this station type assigned to Station 1.

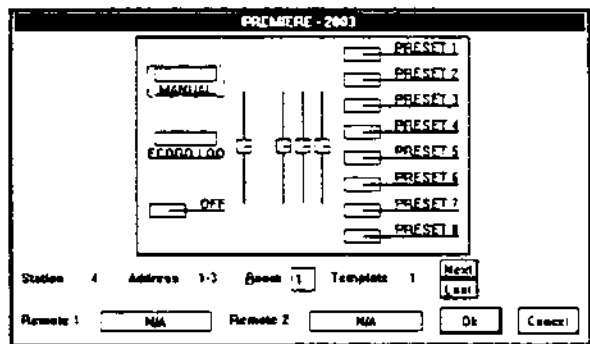
Sta	Addr	Room	Catalog
1	1-0	1	2102
2	1-1	1	-
3	1-2	1	-
4	1-3	1	-
5	1-4	1	-
6	1-5	1	-
7	1-6	1	-

Changing Pushbutton Functions

Premiere lets you customize your control stations by changing/configuring the functions of the pushbuttons. You can assign any of over 50 Premiere functions to any push-button on a station.

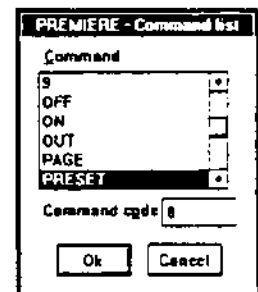
Select a station number and type that you wish to modify. For this demonstration, select a 2803 station type to assign to Station 4.

The station diagram appears on screen.



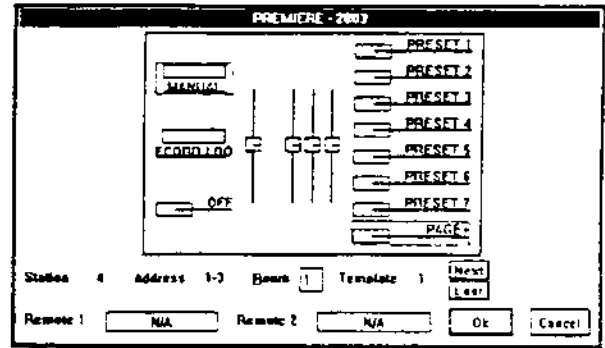
Double-click on the control you wish to modify. For this demonstration, use the lowest "PRESET" button. You can also tab to the buttons, use **Left Arrow** or **Right Arrow** to select the required button, and press **Space**.

The *Command List* dialog box will appear. The Command List contains a list of the Premiere functions which you can assign to pushbuttons.



Scroll to the entry you wish to use. For this demonstration we will use PAGE+.

Double-click on the selection or highlight it and press **Enter** to select the new function for the button.



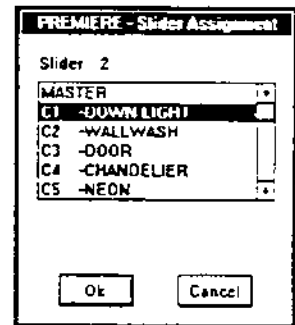
The new function is now displayed on the control station.

Assigning Channels to Sliders

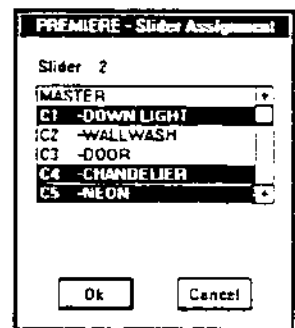
So far we have only looked at programming pushbutton functions on each of the control stations. We will now look at assigning channels to sliders, working with the station we have already selected.

Double-click on the first slider to bring up the **Slider Assignment** dialog box. You can also tab to the sliders, use **←** or **→** to select a slider, and press **Space** **Space**.

The **Slider Assignment** dialog box lets you add or delete channels to sliders. You may assign as many channels as you want to each slider or assign the same channel to more than one slider.



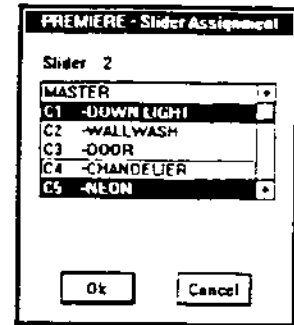
Click on the required channel number in the **Slider** list. The new channel is highlighted and assigned to the slider. For this demonstration, click on "CHANDELIER" and "NEON."



Deleting a Channel from a Slider To delete a channel from a slider follow the same steps as you did for adding it to the list.

Click on the required channel in the **Slider** list box (in this case, "CHANDELIER").

Continue until you have deleted the required channels.



Click on OK or press **[Enter]** to set the new station button functions and return to the Channel display.

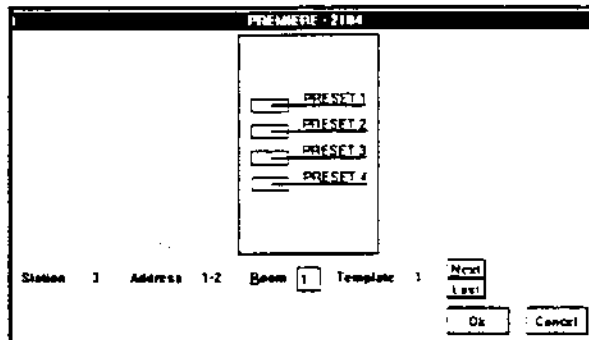
Viewing a Programmed Station To review a programmed station, select the station as you would for programming. However, when exiting from the station diagram, click on **Cancel** or press **[Esc]**.

Templates

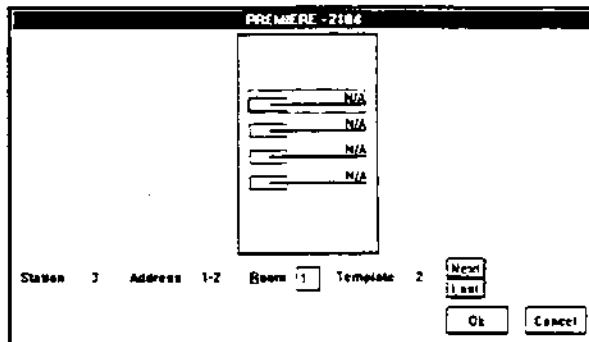
Each control station can have up to 16 Templates. A Template lets you assign different functions to the same control station pushbutton or slider control. You can access the different functions via a page template button or the time clock. Often this function is used on pushbutton stations to provide a different set of presets depending on the time of day.

Double-click on Station 1 in the *Station List* display or highlight it and press **Space Space** to see the *Station List* dialog box.

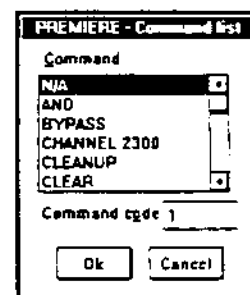
Select the 2104 station for this location to display its diagram.



Click on **Next** or tab to **Next** and press **Space** to go to the next template (in this case, template 2). If the template you are trying to access does not yet exist, you will get a warning message. Click on **Yes** to open the new template. Each time you click on **Next** you will move to the next template. Each time you click on **Last** you will move to the last template. For this demonstration, make sure you are in template 2.

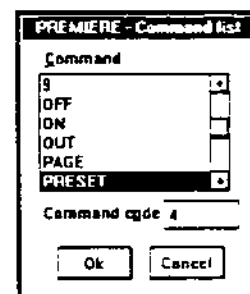


Double-click on the upper *N/A* (not assigned) or tab to it and press **Space Space** to see the *Command List*.

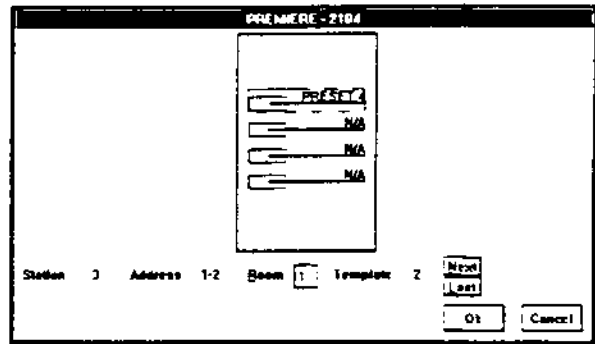


Scroll the list until you find the "PRESET" entry and highlight it.

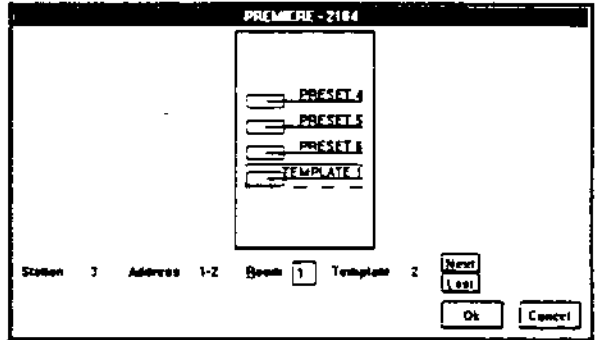
Set the command code to "4".



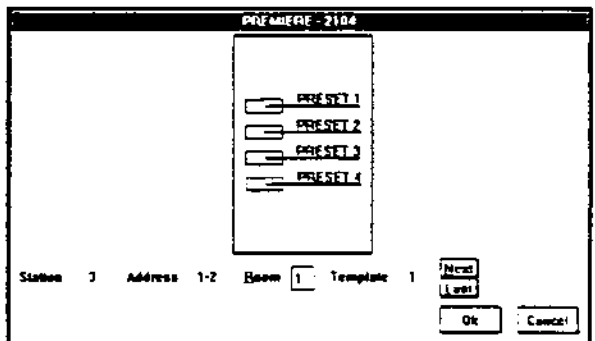
Click on **OK** or press **Enter** to set the button function to "PRESET 4".



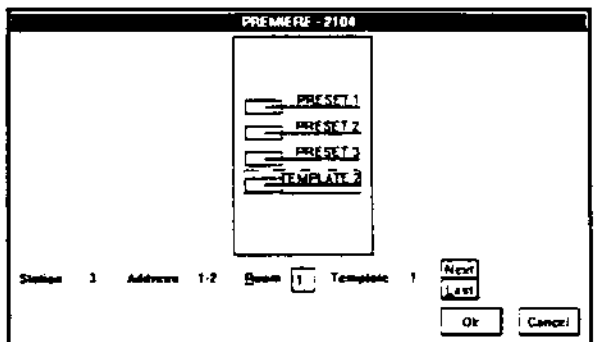
Reassign the remaining buttons for this template as shown.



Click on **Last** to return to Template 1.

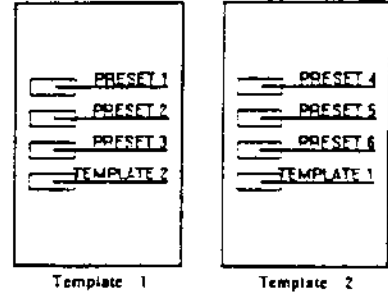


Reassign the last button on this template to "TEMPLATE 2".



Use Next and Last to assure yourself that there are now two different templates assigned to this station, as shown.

This setup will let you control 6 presets from a 2-4 button station. The lowest button toggles between the two templates and the other buttons let you select presets.



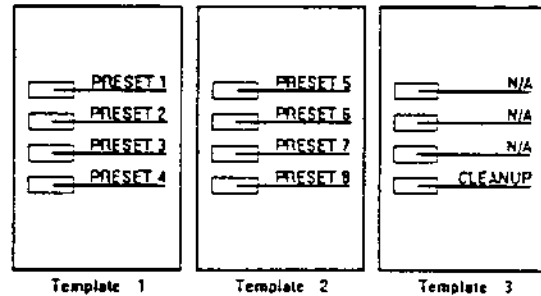
Click on **OK** or press **Enter** to set the new station button functions and return to the *Station List* display.

File	Contig	System
Sta	Addr	Room Catalog
1	1-0	1 2102
2	1-1	1 -
3	1-2	1 2104
4	1-3	1 2803
5	1-4	1 -
6	1-5	1 -
7	1-6	1 -

If you wish to have a setup where presets change during different times of the day, and the template switching is controlled by the astronomical clock rather than a push-button on the station, you can have 4 preset buttons per station.

In the example setup shown to the right (for a restaurant) the three templates are:

- Lunch Presets
- Dinner Presets
- Cleanup



A time clock event at 4:30 pm would switch into Template 2 (dinner presets), an event after closing time would switch into Template 3 and turn the lights to the CLEANUP preset, and an event in the morning would switch the system back into Template 1 (lunch presets).

Triggering the CLEANUP preset automatically starts a sequence that fades to the OFF preset after the programmed hold time. The default settings for the CLEANUP and OFF preset will leave the CLEANUP preset ON for 1 hour and then fade to the OFF preset in 5 minutes. This gives you 5 minutes to reactivate the CLEANUP preset if you are still in the building when the fade to the OFF preset starts.

Presets

There are 128 presets per room in your Premiere Control System. This means that you have a total of 4098 presets in a large Premiere system (128 presets x 32 rooms = 4098). Presets let you record lighting levels for later recall automatically through the time clock or by push-button.

All of the preset functions (including previewing the settings) are available through the *Preset* display.

Choose **System|Preset display** (Alt-S-P) or press Ctrl-2 to see the *Preset* display.

		1	2	3	4	5
R1 - BALLROOM	PRESET	PRESET	PRESET	PRESET	PRESET	PRESET
C1	-DOWN LIGHT	0%	25%	50%	75%	0%
C2	-WALLWASH	0%	25%	50%	75%	0%
C3	-DOOR	0%	25%	50%	75%	0%
C4	-CHANDELIER	0%	25%	50%	75%	0%
C5	-NEON	0%	25%	50%	75%	0%
C6	-FLUORESCENCE	0%	25%	50%	75%	0%
C7	-TRACK-1	0%	25%	50%	75%	0%
C8	-TRACK-2	0%	25%	50%	75%	0%
C9	-TRACK-3	0%	25%	50%	75%	0%
R2 - LOBBY	PRESET	PRESET	PRESET	PRESET	PRESET	PRESET
C1	-CHANNEL	0%	25%	50%	75%	0%
C2	-CHANNEL	0%	25%	50%	75%	0%
C3	-CHANNEL	0%	25%	50%	75%	0%
C4	-CHANNEL	0%	25%	50%	75%	0%
C5	-CHANNEL	0%	25%	50%	75%	0%
C6	-CHANNEL	0%	25%	50%	75%	0%
C7	-CHANNEL	0%	25%	50%	75%	0%
C8	-CHANNEL	0%	25%	50%	75%	0%
C9	-CHANNEL	0%	25%	50%	75%	0%

At the bottom of the window, it says 'Premiere © Strand Lighting, Inc.' and 'Change config'.

If the Preset display is on screen you do not need to reselect it.

Only a few of the 128 Presets are actually visible at one time. To view the other Presets scroll across the screen using the mouse or and .

Labelling Presets Each preset can have an alphanumeric label for easy identification. You can type in a custom name of up to 10 characters if you wish, or select the name from the list provided.

Double-click on the preset you wish to label or highlight it and press Ctrl-P to see the *Preset Info* dialog box.

PREMIERE - Preset Info

Preset: 1- PRESET

Next Preset: 12

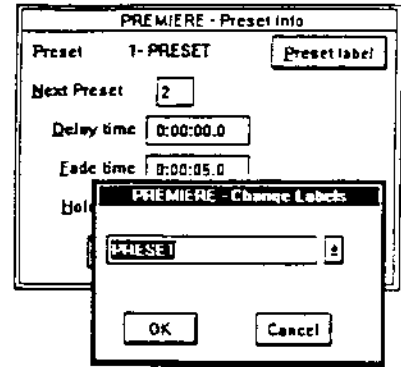
Delay time: 0:00:00.0

Fade time: 0:00:05.0

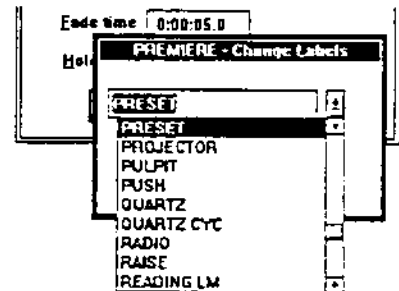
Hold time: 0:00:00.0

Click on **Preset label** or press **[Alt]-P** to open the *Change Labels* dialog box.

The default preset name is the name listed on the *Preset* display (such as "Preset 2"). You can label this preset with any name using up to 10 characters/digits by entering the name in the text box or selecting it from the standard room name list. For this demonstration we will label this preset "MORNING" using the standard name list.

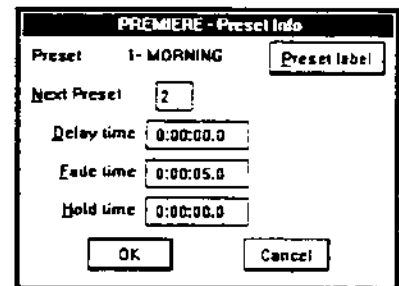


Click on the drop down list box arrow or press **[Alt]-↓** to see the standard name list.



Scroll to the "MORNING" label and double-click on it or highlight it and press **[Enter]** to select it as the name for the preset.

The *Change Labels* dialog box will disappear.



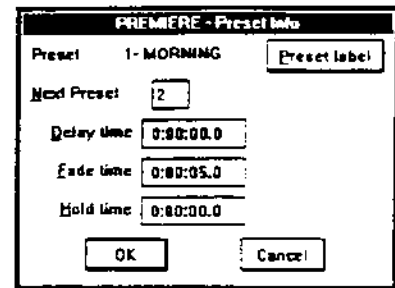
Click on **OK** or press **[Enter]** to return to the Preview display.

Preset 1 is now labelled "Morning." The preset number is still displayed next to the preset name.

PREMIERE - System			
Preset 1			
	1	2	
1- BALL ROOM	MORNING	PRESET	
C 1-DOWN LIG	0%	25%	
C 2-WALLWASH	0%	25%	
C 3-DOOR	0%	25%	
C 4-CHANDELJ	0%	25%	
C 5-NEON	0%	25%	
C 6-FLUORESC	0%	25%	
C 7-TRACK-1	0%	25%	
C 8-TRACK-2	0%	25%	

Controlling the Preset

You can set the preset delay, fade, and hold times and the next preset from the *Preset Info* dialog box.



PREMIERE - Preset Info

Preset: 1- MORNING

Next Preset:

Delay time:

Fade time:

Hold time:

Delay Time is the elapsed time between selecting a preset to the beginning of the preset fade. You can set the delay time for each preset to a value between 0.1 seconds and 9 hours (inclusive) during system configuration. The default is ZERO, which disables the delay function. You can change this value later from a 2200 or 2300 control station. Delay times between 0.1 seconds and 30 minutes can be set in 0.1 second increments. Delay times between 30 minutes and 9 hours, it can be set in 1 minute increments.

Fade Time is the programmed time for fading from one set of light levels to another. You can set the fade time for each preset to a value between 0.1 seconds to 9 hours (inclusive) during system configuration. The default is 5 seconds. You can change this value later from a 2200 or 2300 control station. Fade times between 0.1 seconds and 30 minutes can be set in 0.1 second increments. Fade times between 30 minutes and 9 hours can be set in 1 minute increments.

Hold Time is the programmed time that presets wait after completion before moving automatically to the next preset. You can set the hold time for each preset to a value between 0.1 seconds and 9 hours (inclusive) during system configuration. The default is ZERO, which disables the hold function. You can change this value later from a 2200 or 2300 control station. Hold times between 0.1 seconds and 30 minutes can be set in 0.1 second increments. Hold times between 30 minutes and 9 hours can be set in 1 minute increments. You can use hold time to program a series of automatic fades or loops.



If the hold time non-zero you can start a series of cues by activating the first cue in the series and then activating the same cue a second time. From the time clock the easiest way to accomplish this is to program a macro that activates the same preset twice in a row.

The **Next Preset** is the preset that will be executed once the Hold Time has expired. The default for the next preset is the next whole number larger than the current preset number. By programming a cue to point "back" to a previous cue (e.g., the next cue for cue 6 is cue 1) you can create a loop.

If the hold time is non-zero you can start a loop by activating any cue in the loop and then activating the same cue a second time. From the time clock the easiest way to accomplish this is to program a macro that activates the same preset twice in a row.

Setting Preset Levels

You can set preliminary preset levels using the configuration software and later modify these levels from selected control stations on site.




Click on the level that you wish to set or highlight it with  and  and type the new two digit level. The level will appear on screen. "00" is OFF, "50" is half intensity, and "99" is FULL.

In order to minimize the work required in setting up a simple presets, there are default values set up for the first four presets.

File	Config	System	Password	Di
Preset 1 2				
1	BALLROOM	MORNING	PRESET	
C	1-DOWN LIG	10%	25%	
C	2-WALLWASH	0%	25%	
C	3-DOOR	0%	25%	
C	4-CHANDELI	0%	25%	
C	5-NEON	0%	25%	
C	6-FLUORESC	0%	25%	
C	7-TRACK-1	0%	25%	
C	8-TRACK-2	0%	25%	

Assigning Presets to Pushbuttons

Each room may have up to 128 Presets. Any or all of these presets can then be assigned to specific pushbuttons to be activated manually. Presets can also be automatically selected by the astronomical time clock.

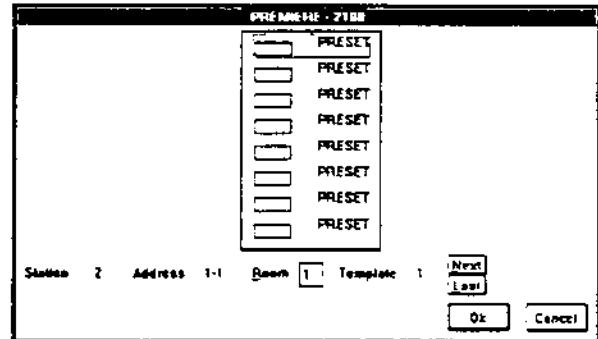
Choose **System|Station List** ( ) or press  to put the *Station List* on screen.



If the Station List is on screen you do not need to reselect it.

File	Config	System
Sta	Addr	Room
1	1-0	1 2102
2	1-1	1 N/A
3	1-2	1 N/A
4	1-3	1 2403
5	1-4	1 N/A
6	1-5	1 N/A
7	1-6	1 N/A

Select A station to modify and then select a station type. For this demonstration, select Station 2 and then select a 2108 station.

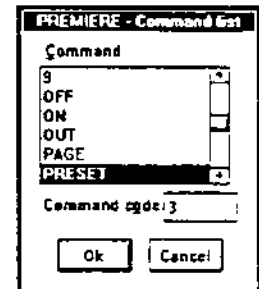
This brings up a diagram of the 2108 station.



Double-click on the control you wish to modify or tab to the control and press  . For this demonstration use the third preset button from the top.

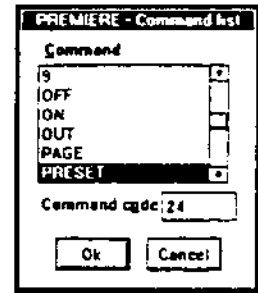
The *Command list* dialog box will appear.

For the Preset function, the Command code indicates the preset number that should fade ON when the button is pressed.



Edit the *Command code* text box so that it contains the number 24, which assigns preset 24 to this button.

This command code will recall the preset into Fader A. To recall the preset into fader B, add 128 to the preset number for the command code (in this case 152).



Click on **OK** or press **Enter** to return to the station diagram.

Click on **OK** or press **Enter** to return to the *Station List* display.

File	Config	System	Site	Addr	Room	Category
1	1-0	1	2102			
2	1-1	1	2100			
3	1-2	1	N/A			
4	1-3	1	2403			
5	1-4	1	N/A			
6	1-5	1	N/A			
7	1-6	1	N/A			
8	1-7	1	N/A			

Setting Dimmer Information

The *Patch* display lets you see the dimmers and their control channel assignments. The display shows each of the 512 possible dimmers on the system, their proportional levels if they are on more than one channel, the lower and upper levels you have set for each dimmer, a scaling factor, the level of the dimmer when the Bypass function is used, and the curve that each dimmer has been assigned.

Even though this screen will let you patch 512 dimmers to 128 channels you should make sure that you know the actual number of channels and dimmers in the target system. 2010 processors have a maximum of 96 channels and 96 dimmers. 2020 processors have a maximum of 128 channels and 384 dimmers if you are driving DMX192 dimmers, or 128 channels and 512 dimmers if you are driving DMX512 dimmers. The target system may have fewer dimmers than the allowed maximum.

The *Patch* display also shows which channels a dimmer is assigned to. A dimmer can be assigned to more than one channel. Dimmers assigned to multiple channels react to the highest level of any of the channels.

Selecting a Dimmer

You select the dimmer within your system that you wish to define by accessing dialog boxes through the *Patch* display.

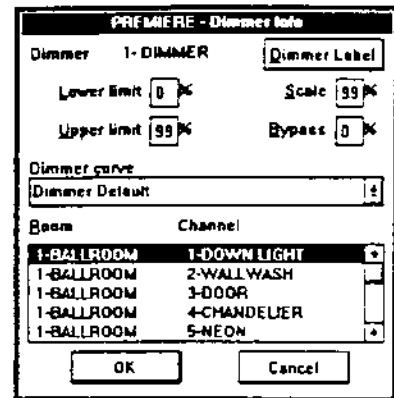
Choose
SYSTEM|PATCH (Alt-S P)
or press Ctrl-4 to see the
Patch display.

Dimmer	Lower	Upper	Scale	Curve	Channels
1 DIMMER	0%	99%	99%	Dimmer Default	1-1
2 -DIMMER	0%	99%	99%	Dimmer Default	1-2
3 -DIMMER	0%	99%	99%	Dimmer Default	1-3
4 -DIMMER	0%	99%	99%	Dimmer Default	1-4
5 -DIMMER	0%	99%	99%	Dimmer Default	1-5
6 -DIMMER	0%	99%	99%	Dimmer Default	1-6
7 -DIMMER	0%	99%	99%	Dimmer Default	1-7
8 -DIMMER	0%	99%	99%	Dimmer Default	1-8
9 -DIMMER	0%	99%	99%	Dimmer Default	1-9
10 -DIMMER	0%	99%	99%	Dimmer Default	2-1
11 -DIMMER	0%	99%	99%	Dimmer Default	2-2
12 -DIMMER	0%	99%	99%	Dimmer Default	2-3
13 -DIMMER	0%	99%	99%	Dimmer Default	2-4
14 -DIMMER	0%	99%	99%	Dimmer Default	2-5
15 -DIMMER	0%	99%	99%	Dimmer Default	2-6
16 -DIMMER	0%	99%	99%	Dimmer Default	2-7
17 -DIMMER	0%	99%	99%	Dimmer Default	2-8
18 -DIMMER	0%	99%	99%	Dimmer Default	2-9
19 -DIMMER	0%	99%	99%	Dimmer Default	2-10
20 -DIMMER	0%	99%	99%	Dimmer Default	2-11
21 -DIMMER	0%	99%	99%	Dimmer Default	2-12

If the Patch List is on screen you do not need to reselect it.

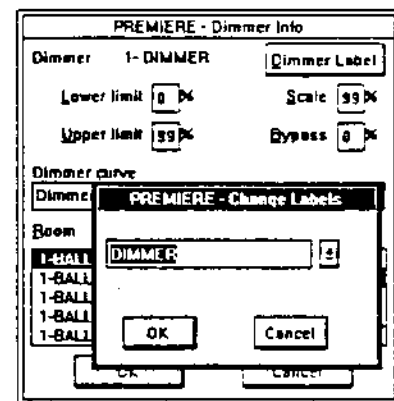
Scroll down the page if you wish to access any dimmers that are not visible.

Double Click on the Dimmer 1 entry or highlight it and press **Alt-C-D** or **Ctrl-D** to see the *Dimmer Info* dialog box.



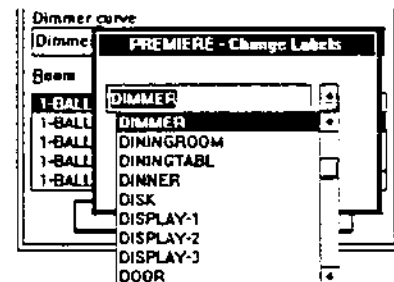
Labelling Dimmers The *Dimmer Info* dialog box lets you name dimmers, assign channels to dimmers and set a variety of other dimmer parameters.

Click on **Dimmer label** or press **Alt-D** to open the *Change Labels* dialog box.

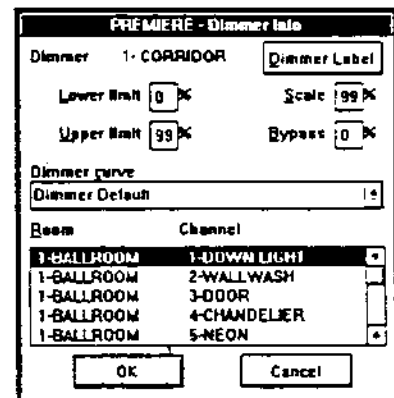


The default dimmer name will be the name listed on the *Patch* display (such as "Dimmer 2"). You can label this dimmer with any name using up to 10 characters/digits by entering the name in the text box or selecting it from the standard name list. For this demonstration we will label this dimmer "CORRIDOR" using the standard name list.

Click on the drop down list box arrow or press **Alt-↓** to see the standard name list.



Scroll to the "CORRIDOR" label and double-click on it or highlight it and press **Enter** to select it as the name for the dimmer.



The *Change Labels* dialog box will disappear.

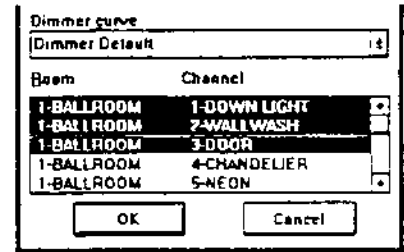
Assigning Dimmers to Channels

In addition to letting you patch multiple dimmers to each channel, Premiere lets you assign a dimmer to any number of channels. This lets you control the same dimmer from more than one channel in the same room if required (on a highest channel level takes precedence basis), or even from channels in separate rooms.

The default setup for dimmer/channel assignment is for dimmer 1 patched to channel 1, dimmer 2 patched to channel 2, etc.

Click on the "WALLWASH" entry or highlight it and press **Space** to add it to the channels which will control dimmer 1.

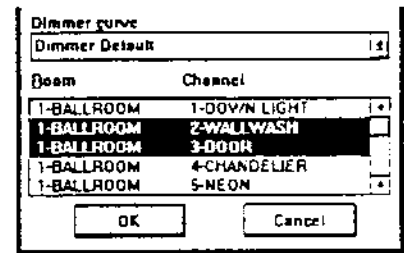
Click on the "3-DOOR" entry or highlight it and press **Space** to add it to the channels which will control dimmer 1.



Deleting an Assigned Channel

The dimmer assignment is a toggle function, so you can delete a channel from the patch list by clicking on the channel entry.

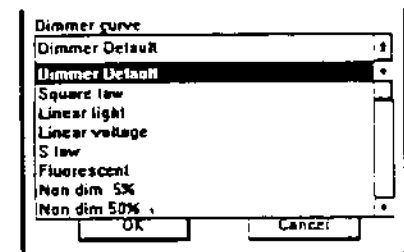
Click on the "DOWN LIGHT" entry or highlight it and press **Space** to delete it from the channels which will control dimmer 1.



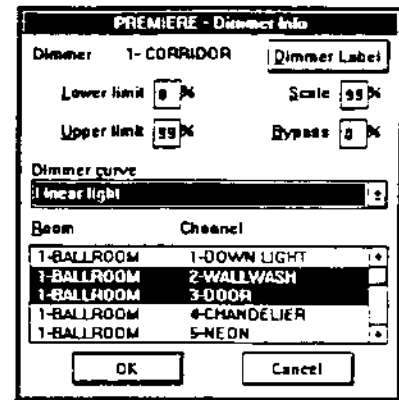
Dimmer Curves

Premiere lets you select one of 8 dimmer curves for each dimmer. The "default curve" is the curve of the dimmer that you are using. Strand Lighting dimmers come set with a standard square law curve, so they need no special curve instructions from the Premiere Processor. If you are interfacing the Premiere system with another manufacturer's dimmers or want to establish a curve different than square law, Premiere lets you to do this. If you have any questions regarding dimmer curves please contact Strand Lighting.

Click on the arrow next to the drop down list box to see the dimmer curve list.



- Scroll to the dimmer curve entry you wish to pick.
- Click on the dimmer curve entry or highlight it and press **[Enter]** to select the entry and return to the *Dimmer Info* dialog box.
- Click on **OK** or press **[Enter]** to return to the *Patch* display.



Other Dimmer Information The other dimmer information can be modified by editing the appropriate text box. These items are described below.

Lower Limit

The Lower Limit sets a floor on actual dimmer output. As you the control signal to the dimmer goes from FULL to ZERO, the dimmer tracks the control until it reaches its Lower Limit and will not fade any lower. You can use Lower Limit on a dimmer if you want lights to remain on at a low level.

Scale

Scale is a control signal scaling factor. Before the control signal is sent to the dimmer, it is multiplied by the percentage represented by Scale. If the control signal before scaling is 100% and Scale is 80%, the actual control signal to the dimmer will be 80%. Since the Upper and Lower limits are applied to the dimmer after scaling, if your Upper Limit is 90% the dimmer will not be additionally limited in this example. If your Upper Limit is set to 70% the output will be limited, since the Upper Limit is less than the actual signal going to the dimmer.

Upper Limit

The Upper Limit sets a ceiling on actual dimmer output. As the control signal to the dimmer goes from ZERO to FULL, the dimmer tracks the control until it reaches its Upper Limit and will not fade any higher.

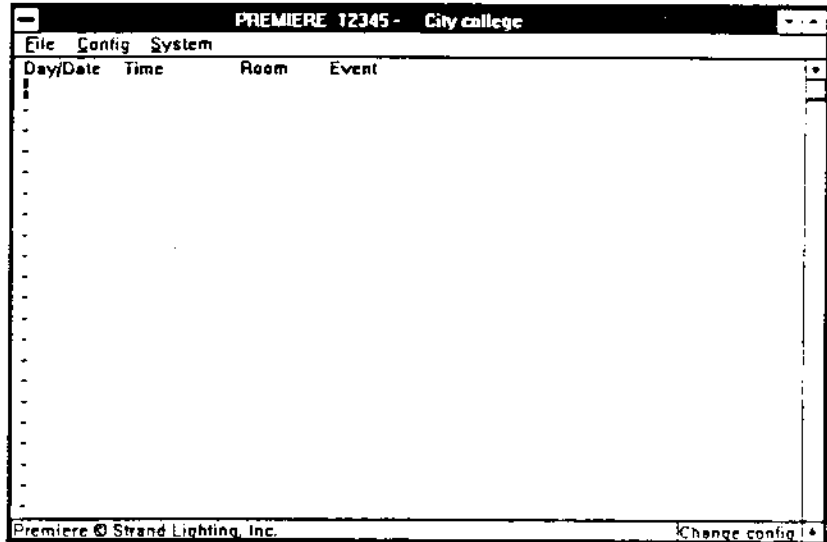
Bypass

Sets the level of this dimmer when the Bypass function is activated. This lets you set up a series of dimmers that can be accessed directly by the Bypass function regardless of the status of presets and channels.

Time Clock Functions

The Premiere astronomical time clock lets you select any Premiere command automatically according to time and date. You can use this to select specific presets at a specific time, lock out stations during certain events, change the template for sa station, run macros, etc. You can program up to 600 events in a Premiere system.

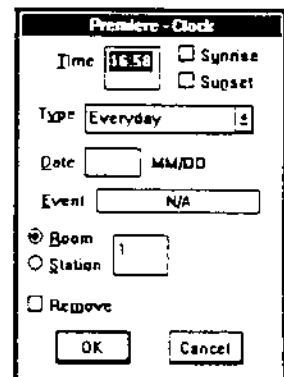
Choose
System|Clock (**A**lt-**S**)
or press **C**trl-**S** to see the
Clock display.



If the Clock display is on screen you do not need to reselect it.

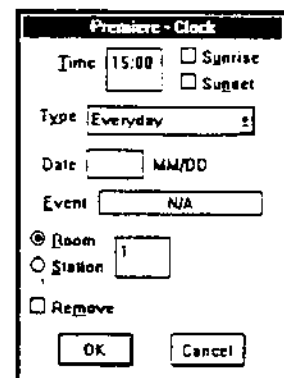
There are four data columns, none of which will contain any text when you first open this window.

Double-click on the Day/Date line you wish to edit or highlight it and press **E**nter to see the Clock dialog box.



Type the time into the *Time* text box, which is highlighted when you open the dialog box. Type 15:00 (3:00 pm) for this demonstration.

This clock is a 24 hour clock. You must add 12 to all hours after 12:00 noon.



Sunrise and Sunset Settings

If you intend to assign the preset to be activated in relation to sunrise or sunset it is necessary to type the time with either - or + before the event time. A setting of "+1:30" means that the preset will be activated 1 hour and 30 minutes after sunrise or sunset. A setting of "-0:55" means that the preset will be activated 55 minutes before either sunrise or sunset.

To specify whether the event should be relative to sunrise or sunset, click on the appropriate check box. For this demonstration, do not check either box.

The sunrise/sunset offset is limited to +/- one hour and 30 minutes.

Day Type The Premiere Astronomical Time Clock lets you program an event to happen once during the year or to be repeated daily or weekly.

Click on the arrow of the drop down list box or tab to the list box and press **Alt+↓** to see the day type choices. Your 12 choices are:

- Every Sunday
- Every Monday
- Every Tuesday
- Every Wednesday
- Every Thursday
- Every Friday
- Every Saturday
- Every Weekday (Monday-Friday)
- Every Weekend (Saturday & Sunday)
- Every Mon-Sat
- Everyday
- Every Special Date (specific month & date)

The screenshot shows the 'Premiere - Clock' dialog box. The 'Time' field is set to '15:00'. There are two unchecked checkboxes for 'Sunrise' and 'Sunset'. The 'Type' dropdown menu is open, showing a list of options: 'Everyday', 'Saturday', 'Weekday', 'Weekend', 'Event Mon-Sat', and 'Special Date'. 'Everyday' is currently selected. Below the dropdown, there are radio buttons for 'Boom' (checked) and 'Station', and a 'Remove' checkbox. At the bottom are 'OK' and 'Cancel' buttons.

Scroll to the "SPECIAL" entry.

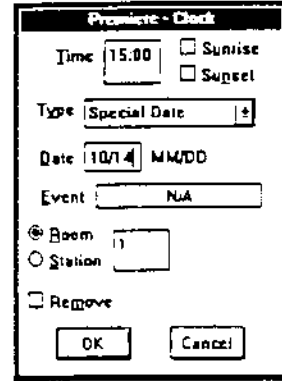
Click on the "SPECIAL" entry or highlight it and press **Enter** to select a special date.

The Date field is now black rather than grey.

The screenshot shows the 'Premiere - Clock' dialog box. The 'Time' field is set to '15:00'. There are two unchecked checkboxes for 'Sunrise' and 'Sunset'. The 'Type' dropdown menu is open, showing a list of options: 'Special Date', 'Everyday', 'Saturday', 'Weekday', 'Weekend', 'Event Mon-Sat', and 'Special Date'. 'Special Date' is currently selected. Below the dropdown, there are radio buttons for 'Boom' (checked) and 'Station', and a 'Remove' checkbox. The 'Date' field is now active (black background) and contains 'MM/DD'. The 'Event' field contains 'N/A'. At the bottom are 'OK' and 'Cancel' buttons.

Tab to the Date field and enter the date for the event. For this demonstration, enter "10/14."

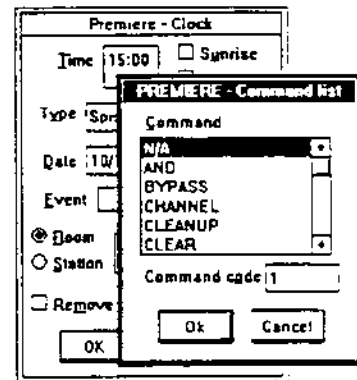
This is the only day of the year when this event will be started. The event will not be automatically cleared, so it will be executed once every year.



Event The event is the actual command function that will be activated when the preprogrammed time is reached. You can select from any of the commands that appear in the *Command List* dialog box.

Double-Click on the Event field to see the *Command List*.

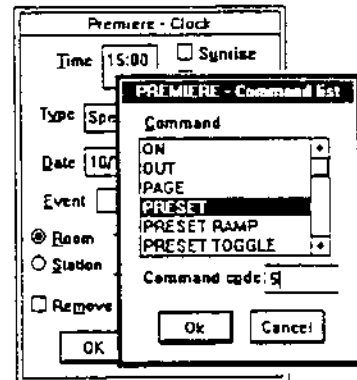
Descriptions of each of these commands appear in the Reference chapter of this manual under Commands.



Scroll to the "PRESET" entry in the *Command List*.

Tab to the *Command Code* text box.

Enter **5** to set the preset number to preset 5.



Click on **OK** or press **[Enter]** to close the *Clock* dialog box.

Room or Station Each time clock event is assigned to a specific room station. If you assign an event that should be for a station (e.g., "PRESET") to a room the system will operate in the room containing the station. If you assign an event that should be for a room (e.g., "TEMPLATE") to a station the system will act on the first station in the specified room.

In general, all preset events operate on rooms, all template events operate on stations, and all dimmer events (such as "BYPASS") and macro events operate on the entire system. For systemwide commands it does not matter if the event is set as a room or station event. For Macros, each step is individually set as acting on a room or station, so the settings here are ignored. If you have any questions about what an event operates on, please contact Strand Lighting.

You can change the type of event and the room or station number at this time by editing the Room/Station text box and making the appropriate selection from the Room and Station radio buttons. For now, leave the dialog box set for room 1.

Click on **OK** or press **[Enter]** to close the *Clock* dialog box.

PREMIERE 12345 - City call				
File	Contig	System		
Day/Date	Time	Room	Event	
10/14	15:00	Room 1	PRESET 5	
.	.	.	.	

The Screen to the right shows several events programmed into the Time Clock.

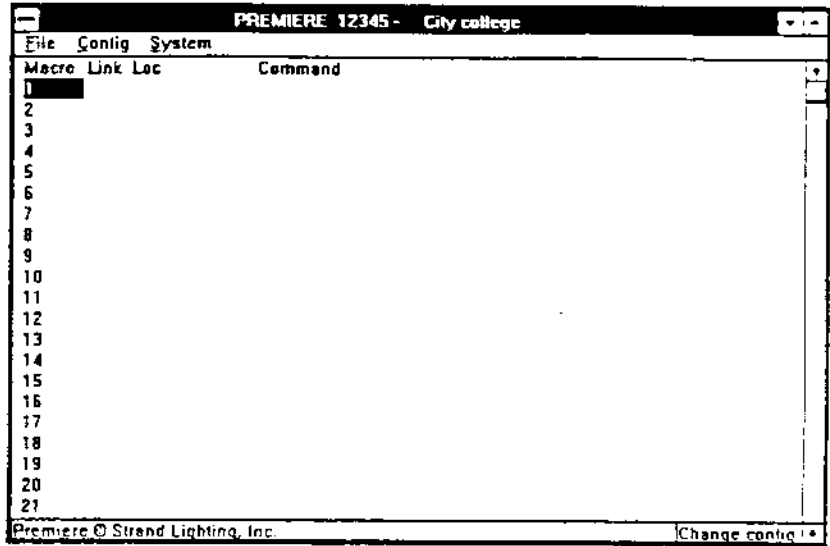
PREMIERE 12345 - City call				
File	Contig	System		
Day/Date	Time	Room	Event	
10/14	15:00	Room 1	PRESET 5	
Weekday	9:00	Room 1	MACRO 1-256 24	
Weekend	9:00	Room 1	MACRO 1-745 1	
Everyday	17:00	Station 5	LOCKOUT	
.	.	.	.	

Macros

Macros are sequences of commands which can be recorded and played back in sequence either automatically from the time clock or manually by pressing a single button assigned as the starting command of the sequence. Premiere lets you have up to 800 macro steps split between as many or as few macros as you wish.

When calling a macro from a station or room, the macro number (and thus the command code) is the number of the step from which you will start the macro. If the macro is a loop you can start the series from any step in the loop. If the macro is a series of commands with an end point you can start the series at any step and it will execute the steps from the entry point until it reaches the last step in the macro.

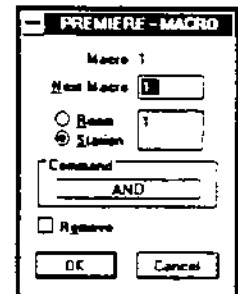
Choose **System|Macro (Alt-S M)** or press **Ctrl-6** to see the *Macro* display.



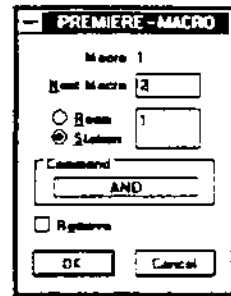
If the Macro display is on screen you do not need to reselect it.

Recording Macros Macros are recorded and modified from the Macro display. For this demonstration, we will set up a macro that will automatically link two rooms, and another macro that will unlink the rooms.

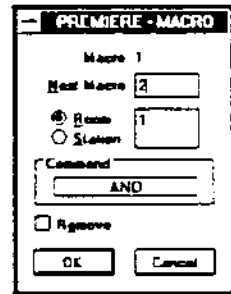
Double-click on the macro step you wish to edit or highlight it and press **Enter** to see the *Macro* dialog box. For this demonstration, select step 1



Enter the next step number (2 in this case) in the **Next Macro** field to sequence step 2 after step 1. An entry of ZERO will tell the system that this is the last step in the macro. You can sequence steps in any order you wish. When first setting up the system, you should set up macros so that all of their steps are in order. However, if you need to add a step, you can "sidestep" to it by adjusting this pointer.

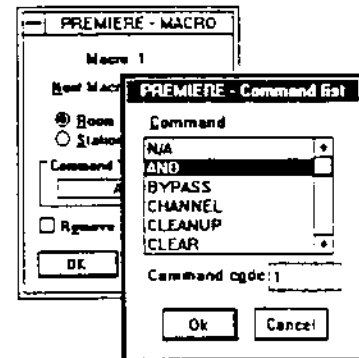


Select **Room** or **Station** depending on what the macro is supposed to control. For this example we are using the "LINK ROOM" and "LINK INTERLOCK" commands (which only act on rooms) this setting does not matter

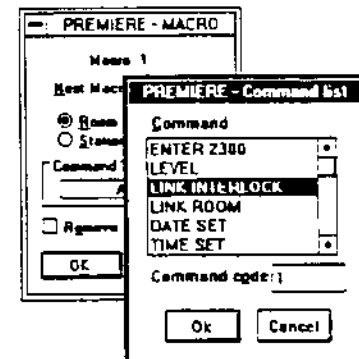


Enter the room number in the **Room/Station** text box. For this macro step leave this number as room 1.

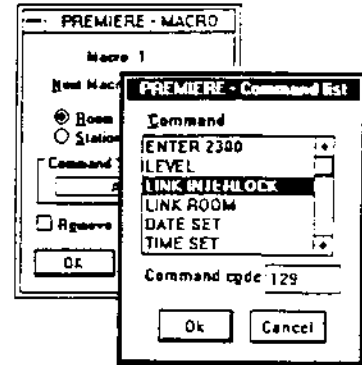
Double-click on the **Command** entry or tab to the entry and press **Space Space** to open the Command dialog box. Available commands and their command codes are listed in the *Reference* chapter under *Commands*.



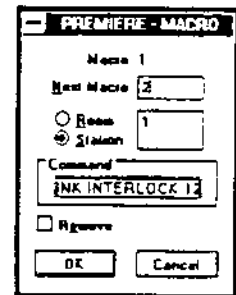
Highlight the "Link Interlock" entry by scrolling to it and clicking on the entry or by using **↑** and **↓**.



Type the correct command code into the Command Code text box. In this case we need to begin the interlock sequence, so type "129."



Click on OK or press **Enter** to get back to the Macro dialog box.



Click on OK or press **Enter** to get back to the Macro display. The new entry appears on screen. This is the first step in this macro. Since the first step is step 1, this macro can be accessed as macro 1.

Macro	Link	Loc	Command
1	2	Room 1	LNK INTERLOCK 129
2	1	Station 1	AND
3	1	Station 1	AND
4	1	Station 1	AND
5	1	Station 1	AND
6	1	Station 1	AND
7	1	Station 1	AND

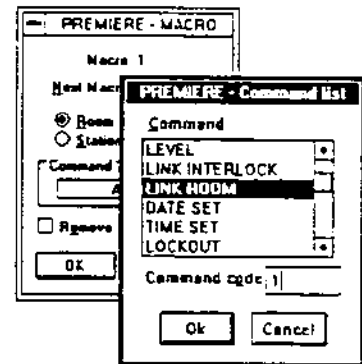
Double-click on Step 2 to see the step 2 data.

Set Next Macro to 3.

Double-click on the COMMAND entry.

Select "LINK ROOM"

Type the correct command code into the Command Code text box. In this case, we need to select room 1 as part of the interlock, so leave the command code set to "1".



Click on OK and then OK again or press **Enter** **Enter** to get back to the Macro display. The new entry appears on screen.

Macro	Link	Loc	Command
1	2	Room 1	LNK INTERLOCK 129
2	3	Room 1	LNK ROOM 1
3	1	Station 1	AND
4	1	Station 1	AND
5	1	Station 1	AND
6	1	Station 1	AND

Set steps 3 and 4 as shown in the completed screen. Remember that on step 4 you need to enter the Next Macro as ZERO.

PREMIERE 12345 - C			
File	Config	System	
Macro	Link	Loc	Command
1	2	Room 1	LINK INTERLOCK 129
2	3	Room 1	LINK ROOM 1
3	4	Room 1	LINK ROOM 2
4	End	Room 1	LINK INTERLOCK 130
5	1	Station 1	AND
6	1	Station 1	AND

Once you have a macro to link the rooms you will need a macro to unlink them also. To do this, create a macro with only a single "LINK ROOM" command. You can choose either room 1 or room 2 to do this. The completed screen on the right shows the correct sequence of macro commands to link the room with macro 1 and unlink the room with macro 2.

PREMIERE 12345 - C			
File	Config	System	
Macro	Link	Loc	Command
1	2	Room 1	LINK INTERLOCK 129
2	3	Room 1	LINK ROOM 1
3	4	Room 1	LINK ROOM 2
4	End	Room 1	LINK INTERLOCK 130
5	6	Room 1	LINK INTERLOCK 129
6	7	Room 1	LINK ROOM 1
7	End	Room 1	LINK INTERLOCK 130
8	1	Station 1	AND

Removing Macro Steps You can easily remove macro steps if required. Once removed, the step number will still appear on screen but will have no associated data. You can rerecord the blank step later if required. As long as the step remains blank it will be ignored by the system, so it is not necessary to "reroute" the steps.

Double-click on the macro step you wish to remove to open the Macro dialog box for this step.

Click on the Remove check box or press **Alt-E** to toggle its selection.

Click on **OK** or press **Enter** to close the dialog box and remove the selected step. This step will be ignored by the system. You can later reprogram this step if required.

Assigning Macros to Push-buttons

Macros can be assigned to time clock events or to push-buttons. In this example we will use a 2-button station in which one button will run macro 1 to combine the rooms and one button will run macro 2 to split the rooms.

Choose **System|Station List** (**Alt-S S**) or press **Ctrl-3** to put the *Station List* on screen.

File	Contig	System
Sta	Addr	Room Catalog
1	1-0	1 2102
2	1-1	1 -
3	1-2	1 2104
4	1-3	1 2803
5	1-4	1 -
6	1-5	1 -
7	1-6	1 -

Double-click on the label for Station 2, or move the cursor to Station 2 and press **Alt-C S**, **Ctrl-S** or **Enter** to see the *Station List* dialog box

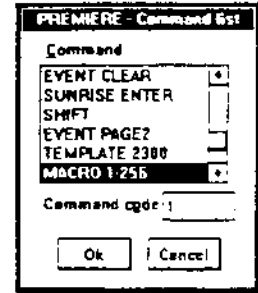
Select a station number and type that you wish to modify. For this demonstration, select a 2102 station type to assign to Station 2.

The station diagram appears on screen.

Double-click on the "ON" button to see the command list. You can also tab to the buttons, use **←** or **→** to select the required button, and press **Space Space**.

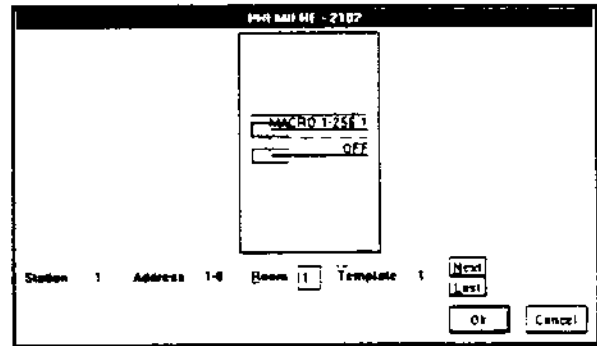
Scroll to the "MACRO 1" entry and highlight it.

Enter the command code (in this case "1") in the *Command Code* text box. This will assign macro 1 to the push-button.

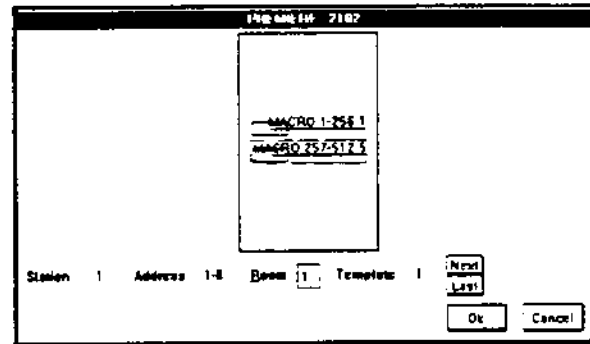


To assign macros between 257 and 512 you must use the "MACRO 2" command and subtract 256 from the macro number for the command code. For macros between 513 and 768, use the "MACRO 2" command and subtract 512 from the macro number for the command code. For macros between 769 and 800, use the "Macro 4" command and subtract 768 from the macro number for the command code.

Click on OK or press **Enter** to record the new command assignment and return to the template.



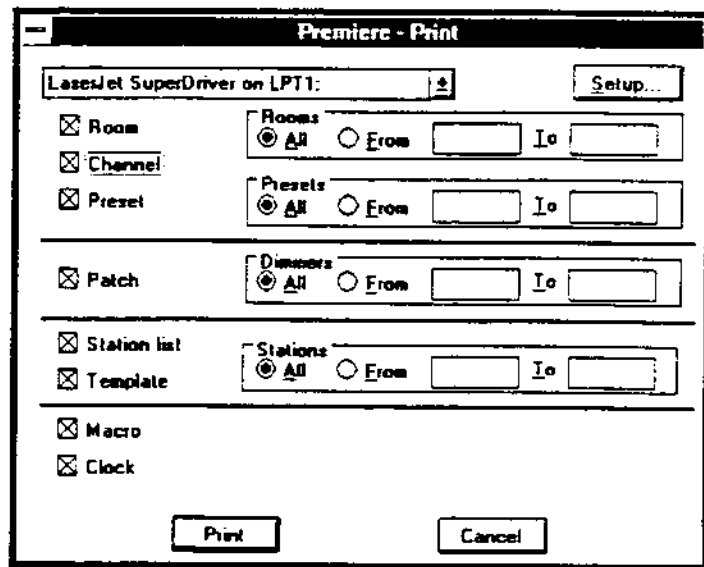
Reassign Macro 5 to the OFF button on this station.



Printing Configuration Information

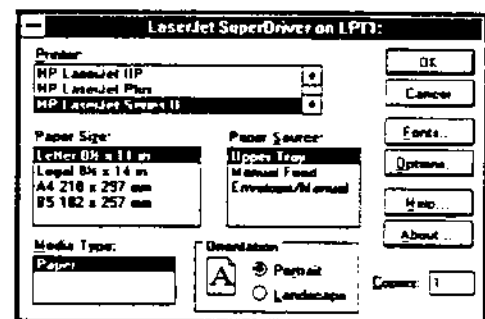
Once you have set up the system configuration as required, and have saved it to disk, you will probably wish to print all or part of the information so that you can easily refer to it as necessary, or distribute it to the people actually using the system.

Choose **File|Print** (**Alt-F-P**) to see the *Print* dialog box.



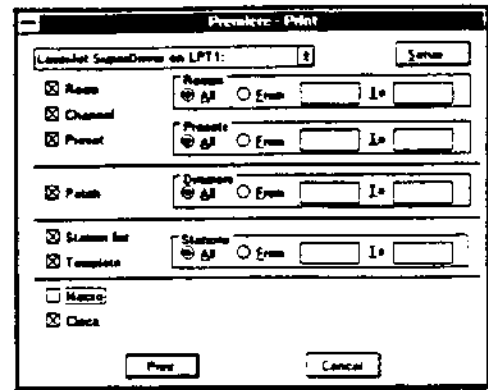
The *Print* dialog box lets you print all or part of the information about the current Configuration file.

Click on **Setup** to access the Windows Printer Setup dialog box if required. This gives you exactly the same choices as if you entered it from the Windows Control Panel. Please consult your Windows manual (or the manual for your specific printerdriver if it is not a standard Windows printer driver) for questions about the features of this dialog box.

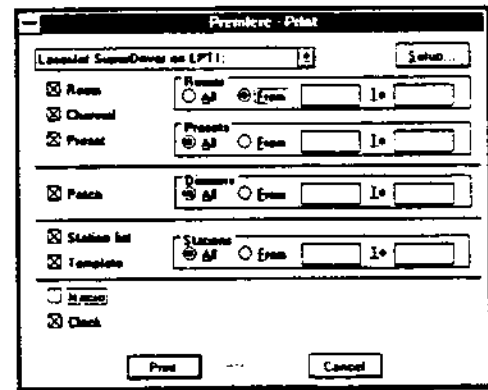


Click on the **[v]** next to the list box if you need to change the current printer. This list will only show your currently active printers. You will need to go to the Windows Control Panel if you wish to activate a printer which is currently inactive. If the printer you wish to print to is showing in the list box you do not need to access this function.

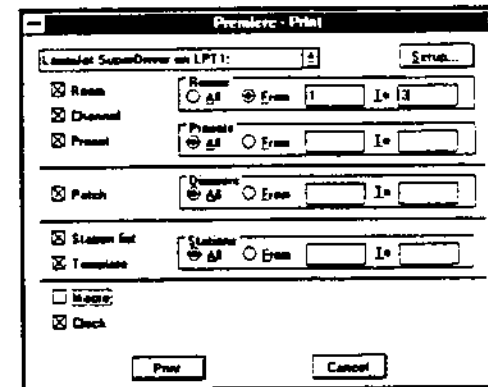
Click on the check box for any item you do not wish to print or tab to the check box group, use or to select the appropriate check box, and press to toggle it. The default is to print all numbers of all items. For this demonstration, we will not print macro information, so click on the **Macro** check box.



Click on the **From** selection button, press repeatedly until you reach the correct **From** and press , or tab to the appropriate radio buttons and press to tell the system that you wish to enter a range of numbers.



Enter the starting and ending numbers for the item you wish to print.



Click on **OK** or press to print the selected items.

Click on **Cancel** or press to close the dialog box without printing.

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