Lightboard Manual
Operations Manual

Strand Lighting

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Table of Contents

Introduction and Assistance	. 1
Manual Organization	
Definitions 2	
Conventions	
Technical Assistance 5	
Problems	
Technical Questions 5	
Parts Purchases	
Comments and Suggestions	
Addresses	
Operational Features	7
·	
Command Line	
Macros8	
Display Format8	
Bump Buttons8	
Submaster Controls9	
Fader Controls 9	
Special Effects9	
Disk Library Storage	
Hardware Description	11
Basic Elements	
Electrical 12	
Mechanical 12	
Environment	
Cable Lengths 12	
Printer (optional)	
Hand Held Remote (optional)	
Console Layout	15
Console Layout	
Disk Drive 15	
Grand Master Control	j
Fader A/B	,
Fader X	,
Effects Control	
Bump Control	
Function Keys	
Command Keys	
Submaster Controllers	
Channel Controllers21	
Monitor 22	

Installation	23
Preparing for Installation23	}
Environmental Considerations 23	
Power 23	
Connecting to Dimmers24	
AMX192 Control Wiring 24	
DMX512 Dimmer Control Wiring	
Connecting a Printer 26	
Printer Cable	
Printer Setup	
Connecting the Hand Held Remote 28	
Connecting Remote Subs and Remote Macro Keys 29	
Basic Trouble-shooting	
System Setup33	
Basic Failure Types	
Operator Error	
Memory "Glitch"	
Hard Failure 34	
System Halt 35	
•	
Soft Reset	, :
Intermittent Halt	
Memory Corruption	
Source	
Disk Drive Problems	
Halt on Read	
Halt on Record	
Halt on all transfers	
Cannot format disk	
Video Problems	
Non-Functioning CRT	
Monochrome CRT has a double image or "fuzzy" image38	3
Monochrome CRT in console dims if remote CRT is plugged	
in38	
Dimmer Addressing Problems39	
Some or all dimmers float to full	
Console will not control correct dimmers	
Control of dimmers is shifted39	
Some dimmers cannot be controlled, or act as non-dims40)
Certain dimmers will not go up to full40)
D. J. die Meintenane	44

eference43
Bump Master
Channel Controllers 44
Command Keys
Command Line
Cue Sheet Display47
Move Around the Display47
Assign or Change Cue Attributes
Delete Cue Attributes
Effects Faders 49
Effects Type Menu 50
Select an Effect Type
Fader A/B
Fader X 53
Function Keys
FX Memory Display
Move Around the Display
Assign Effect Steps55
Assign Step Time
Grand Master Control
Hand Held Remote (optional) 56
Output Protocol Menu
Patch Display 58
Move Around the Display
Modify Patch Tables 50
Copy Patch Tables 59
Dimmer Lists
Patch Dimmers
Assign or Change Maximum Levels
Assign Dimmer Type 60
Playback Controls
Preview Display61
Move Around the Display61
Channel Lists 62
Set Channel Levels
Record Cues Blind 63
Modify Cues Blind 63
Assign or Change Cue Attributes63
Delete Cue Attributes 64
Make Channels Track64
Setup Display65
System Setup65
Library Storage66
Fader Algorithm66
Clear Memory67
Macro Keys67
Print Hard Copy68

Maria Around the Displan	
Move Around the Display	.69
Channel Lists	.69
Set Channel Levels	.70
Restore Channels to Fader Control	.71
Check Dimmers	.71
Record Cues Live	.72
Modify Cues Live	.72
Assign or Change Cue Attributes	.72
Delete Cue Attributes	.73
Submaster Controllers	.74
Submaster Display	.75
Move Around the Display	
Channel Lists	.75
Set Channel Levels	.76
Submasters Display	.77
Move Around the Display	.77
Tutorial	79
Turn the Console On	79
Set Channel Levels	
Use Channel Controllers	
Use the Blackout Switch	
Use the Grand Master	
Set Channel Levels with Channel Controllers	
Set Channel Levels with the Keyboard	
Set Channel Levels with the Scroller	
Set Multiple Channel Levels	
Set Levels for Selected Channels	
Assign Channels to the Scroller	
Clear Channels from Scroller Control	
Assign Active Channels to the Scroller	
Release Channels from Independent	
Bump Buttons	
Record Cues	
Enable Record Functions	
Record Cues Live from Channel Controllers	
Record Cues Live from the Keyboard	
Record Cues with r	
Record Cues Blind	
Set Fade Time Blind	
Set Fade Time Live	
Record a Split Time Fade Live	
Record a Split Time Fade Blind	

Play Back Cues on Fader A/B	103
Play Back Cues Using Channel Controllers	103
Timed Crossfades of Manual Levels	107
Stop a Timed Fade	107
Reverse a Timed Fade	107
Re-start a Fade	
Play Back Individual Cues	
Play Back Cues with Modified Fade Time	
Pile Cue on Cue	
Load Cues Out of Sequence	
Modify a Split Time Fade	
Play Back Cues on Fader X	
Play Back Individual Cues	
Playing Back Cues in Sequence	
Play Back Cues With Modified Fade Time	
Pile Cue on Cue	
Loading Cues Out of Sequence	
Modify a Split Time Fade	
Delays, Waits, and Cue Linking	
Set Delay Times	
Set Wait Times	126
Set Cue Sequencing	130
Modify Cues	
Modify Cue Levels Live	
Modify Cue Levels Blind	134
Modify Cue Levels with Tracking	135
Modify Cue Parameters	137
Delete Cue Parameters	138
Copy Cues	138
Delete Cues	139
Cue Sheet	140
Preview Display	140
Effects	141
Access an Effect Memory	141
Select an Effect Type	141
Assign Effect Steps	
Assign Step Time	
Modify an Effect	
Play Back an Effect	
Stop an Effect	
Fade Effect Levels	
Modify the Effect Step Rate	
Clear an Effect from an Effect Fader	
Copy an Effect	148
Delete an Effect	149

Submasters	149
- Load Cues On Submasters	150
Loading Multiple Cues on Multiple Submasters	151
Assigning Channels to Submasters	
Preview Submasters	154
Modify Submasters	154
Preview Submaster Assignments	154
Pile Submasters on Submasters or Cues	
Record Stage Levels Modified by Submasters	155
Remote Submasters	
Delete Submaster Assignments	156
Remote Focus	156
Setup Display	157
System Setup	157
Library Storage	
Clear Memory	
Macro Kevs	161
Print Hard Copy	161
Patch Dimmers	162
Patch Tables	162
Assign 6K/12K Dimmers	164
Patch Dimmers to Channels	
Flag Channels	169
Unpatch Dimmers	
Clear All Dimmer Assignments	
Reset the Patch Table	170
Check Dimmers	171
Keycap Index	173

Table of Figures

LightBoard M Console layout	15
LightBoard M Monitor	
XLR to TA4 Series Adapter	
AMX192 Extension Cable	
DMX512 Dimmer Control Extension Cable	25
Printer Control Cable	26
Okidata 182 Switch Configuration	
Hand Held Remote Adapter	
Hand Held Remote Extension	
Remote Input Adapter	
Hand Held Remote Control	
Table of Tables	
AMX192 Control Outputs	24
DMX512 Control Outputs	
Console Output to Printer	
Printer Serial Input	
Remote In Connector Pinout	

Introduction and Assistance

This manual provides information on the operating procedures for LightBoard M systems with software versions 7.0 and above. Some commands shown in this manual may not be available on software versions prior to 7.0.

Manual Organization

This manual contains 9 chapters sections as shown below, plus an index.

- Introduction (chapter 1) tells you about the organization of this manual and the definitions and conventions used. It also tells you how to get technical help if necessary.
- Operational Features (chapter 2) gives an overview of the operational features of LightBoard M.
- Hardware Description (chapter 3) gives and overview of the hardware and how it works together.
- Console Layout (chapter 4) shows you the main elements of the console, and what they do.
- Installation (chapter 5) tells you about the installation requirements for the console and its peripherals. This chapter shows pinouts for externally accessible connectors, cable types and lengths, and (where applicable) setup information.
- Basic Trouble-shooting (chapter 6) tessl you how to begin trouble-shooting if you have problems with the system. Since actual internal repair of system components is beyond the scope of this manual, this chapter shows only the basic steps you can take without having to replace parts, and before you call Strand Lighting.
- Periodic Maintenance (chapter 7) lists the steps which should be taken to keep the system running at its best.
- Reference (chapter 8) shows the commands and actions possible with the LightBoard M control console. This chapter is organized alphabetically by display name for easy reference, and describes the function of every key.
- Tutorial (chapter 9) is a step by step learning session to familiarize you with the operation of LightBoard M.

Definitions

This manual uses the following definitions to avoid confusion:

Circuit Connection device and wiring for powering a lighting fixture from a dimmer.

Dimmer Device controlling power to a lighting fixture. Two lights on the same dimmer cannot be separately controlled.

Channel Device controlling a dimmer or group of dimmers. Historically, there is a physical controller (such as a slider) for each channel. On most current control systems, channels are numbers accessed by a numeric keypad. Each channel can control multiple dimmers.

Historically, the process of physically connecting circuits to dimmers. Now usually refers to electronic assignment of dimmers to channels. "Patch" does not refer to assignment of channels to cues or submasters.

Preset A pre-defined setup of intensities for a set of channels, stored in memory for later replay.

Memory Storage location for preset information.

Cue The process of recalling a preset from its memory location and putting the result on stage.

Preset, Memory, and Cue are often used interchangeably.

A controller (usually a linear slider controller) which allows manual control of cues and/or channels.

Independent In LightBoard M, channels set by the scroller or keypad in Stage Mode remain independent on stage at their last level until the operator restores them to fader/submaster control. Restore independent channels by matching the channel level with the scroller or keypad, or by using a special restore command. Mode Display shows independent channel numbers in red video.

Level Source A Fader or controller which contributes to the channel level on stage. In LightBoard M, level sources are Faders A, B, X, FX1, and FX2, the submasters, and channels on independent. For channels not on independent, channel level is the highest reading from sources. For channels on independent, channel level is the level set with scroller or keyboard.

Fade A gradual change in stage levels from one set of intensities ("look") to another.

Up-fade The part of a fade involving only channels which are increasing in level.

Down-fade The part of a fade involving only channels which are decreasing in level.

Crossfade A fade which contains both an up-fade and a down-fade. Also may refer to any fade where the levels of one cue are replaced by the levels of another cue.

An instantaneous change in stage levels from one set of intensities ("look") to another.

Conventions

LightBoard M shows channels status information by the color used to display channel information.

In the Stage display, colors show the level source:

- Yellow channels take their level information from Fader X.
- Green channels take their level information from Fader A/B.
- Cvan channels take their level information from Submasters or Bump Buttons.
- Magenta channels take their level information from Fader FX1 or FX2.
- Red channels are Independent channels.

In the Preview display, colors show the relationship of the current channel level to the last cue level:

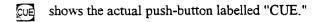
- Yellow channel levels are higher than the last cue.
- Green channel levels are lower than the last cue.
- Cvan channels are unchanged from the last cue.

In the Submaster display, colors show the submaster level source:

- Yellow 0 shows submasters with channel assignments only.
- Green # shows channels assigned by cue
- Yellow # shows channels modified after assignment by cue.

LightBoard M shows up to 96 channels on the screen at one time. If there are more channels in the system you can use or [4].

The following additional conventions are used in this manual.



shows a rocker switch. The black side of the rocker switch shows the portion which has been pushed down (e.g. the switch is pushed to "SOLO").

FADER A/B (small caps bold text) refers to a named control such as a fader.

> Throughout this text, FADER A/B refers to the combined fader. Where fader handle movement is shown, FADER AIB refers to movement of both handles together. FADER A or FADER B refers to the respective half of FADER A/B, and to movement of only one fader handle.

[channel list] (text in square brackets) refers to something you must enter as a series of keystrokes - in this case on the numeric keyboard. The following are used in command line definitions:

> [#] = A number entered on the Numeric Keypad [channel list] = A channel or list of channels entered on the Numeric Keypad. [dimmer list] = A dimmer or list of dimmers entered on the Numeric Kevpad

GM - FULL

shows actual text appearing on screen. This is shown as reverse video (white lettering on black) for clarity on the printed page, regardless of the actual video status on screen.

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

Live (normal text with first letter capitalized) shows the name of a function or mode of operation as in "Live mode" or "Group function."

Stage (italic text with first letter capitalized) shows named items in which the name appears on screen, as in "Patch display."

Names of chapters are also shown in italics for reference.

Technical Assistance LightBoard M control consoles require a minimum of maintenance and servicing. The console includes a diagnostic routine to simplify field trouble-shooting of any problems which may arise.

Problems If equipment fails to operate properly upon installation, or under normal load and temperature conditions, and basic trouble-shooting procedures are not effective, please contact Strand Lighting Field Service at the office serving your area. Strand Lighting will issue a Return Goods Authorization 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, operation, or maintenance of this equipment, please contact the Strand Lighting Field Service office serving vour area.

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

Comments and For comments regarding equipment functions and/or possible Suggestions 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.

Operational Features

This chapter presents the basic operational concepts you will need to know to operate the LightBoard M control console. The following two chapters present a detailed description of the system layout, with a description of each push-button, and a screen by screen description of the basic commands available. If you need more detail on any of the commands, please consult the *Reference* chapter (chapter 8). If you need a short, step by step tutorial on LightBoard M operation, please see the *Tutorial* chapter (chapter 9). LightBoard M has the following operational characteristics.

- Menu driven access to all setup functions.
- Four independent Patch Tables.
- Proportional Patching.
- Special effects software with channel or memory chases.
- Up to 200 memories (cues plus effects).
- Decimal point cue numbers let you insert cues between whole cue numbers.
- Split Crossfader (FADER A/B) and Electronic "Replacement" Fader (FADER X).
- Two Special Effects Faders.
- Grand Master for overall control of lighting levels and easy blackout fades.
- 24 or 48 overlapping local submasters.
- Eight remote submasters and 8 remote Function Keys.
- Submaster and channel bump buttons.
- Drives up to 768 dimmers on up to 144 control channels.
- You can use USITT AMX192 (CD80) output protocol and D54 (Strand Europe) or USITT DMX512 output protocol at the same time.
- All three protocol types are standard on the console.

Command Line

LightBoard M commands are keystroke sequences completed by . The Command Line shows all keystrokes.

You can edit command line contents by using + to back up to the location of the error and retype the rest of the command line before pressing + if you have made a mistake.

Control lists let you select multiple channels or dimmers in a command line if required (e.g., 1) (6 @ 5 0 *)

Macros

Macros let you set up sequences of keystrokes for later recall. Macros are recorded using the key, and can be recalled by selecting the macro number ([macro number]) and pressing * or by activating the appropriate remote closure.

Display Format

LightBoard M shows up to 96 channels on the screen at one time. If there are more channels in the system you can use or . Channels status information is shown by the color used to display the channel information.

In the Stage display, colors show the level source:

- Yellow channels take their level information from Fader X.
- Green channels take their level information from Fader A/B.
- Cyan channels take their level information from Submasters or Bump Buttons.
- Magenta channels take their level information from FADER FX1 or FX2.
- Red channels are Independent channels.

In the *Preview* display, colors show the relationship of the current channel level to the last cue level:

- Yellow channel levels are higher than the last cue.
- Green channel levels are lower than the last cue.
- Cyan channels are unchanged from the last cue.

In the Submaster display, colors show the submaster level source:

- Yellow 0 shows submasters with channel assignments only.
- Green # shows channels assigned by cue
- Yellow # shows channels modified after assignment by cue.

Bump Buttons

LightBoard M has Bump buttons for all of its submasters and all of its channels.

The function of the bump button is set using the Bump Control. Bump buttons can be OFF (pressing the button has no effect), BUMP (pressing the bump button brings the associated submaster or channel to the presetBump Level, or SOLO (pressing the bump button shuts OFF all other channels or submasters.

If you have selected SOLO, pressing a Submaster Bump button will shut all other Submasters OFF but will not affect the channels. Pressing a Channel bump button will shut all other channels OFF but will not affect Submasters.

Submaster Controls

Submaster sliders let you fade selected Submasters on or off stage manually as required. Each Submaster can be assigned specific channels or cues, or can be assigned cues which are subsequently modified for the Submaster.

The last 8 Submasters can be remotely controlled if required.

Fader Controls

LightBoard M has four separate fader controls which act as pile-on faders relative to each other. In addition, a Grand Master lets you fade the entire lighting picture ON or OFF manually.

FADER A/B lets you fade between cues or pile cues on top of each other. You can control fade speed manually or automatically.

FADER X lets you perform another replacement fade while a fade is in progress on FADER A/B. This is a replacement fader, and operates automatically once you press 50.

FADER FX1 and FADER FX2 are effects faders which let you fade effects in or out manually. You can set the maximum and minimum levels for dimmers involved in each effect.

Special Effects

The special effects commands in LightBoard M let you set up effects containing up to 96 steps. Channels or cues (but not both within the same effect) can be assigned to effect steps. There are 9 effect types in LightBoard M:

- Forward Channel Chase
- Reverse Channel Chase
- Bounce Channel Chase
- Forward Channel Chase, with Build
- Reverse Channel Chase, with Build
- Bounce Channel Chase, with Build
- Forward Memory Chase
- Reverse Memory Chase
- Bounce Memory Chase

Disk Library Storage

The 3.5" disk drive stores and retrieves system configuration information and show elements. Control of these functions is in the Setup display.

4 - Load Memory from Disk loads data from the disk into memory.

5 - Save Memory! to!Disk loads data from memory onto disk. 6 - Format Disk formats the disk so you can use it for data storage.

LightBoard M uses hard-shelled micro floppy disks for library storage and backup. It can format any industry standard 3.5" High Density disk (2.0Mb unformatted or 1.44Mb formatted capacity).

Hardware Description

LightBoard M uses solid-state memory for rapid storage and retrieval of up to 200 memories (cues+effects=200). Data is accessible at any time in either Stage (Live, or active) or Cue (Preview, or blind) Mode for playback or modification. The system is micro-processor based, and programmed specifically for processing and control of performance lighting.

A CRT monitor (either color or monochrome) provides visual monitoring of status information. A special purpose keyboard, and submaster and channel controllers provide operator interface to the console. An optional Remote Focus provides additional control flexibility.

Basic Elements

- Color Monitor.
- 3.5" 720KB (1MB unformatted) floppy disk drive.
- Menu driven access to all setup functions.
- Four independent Patch Tables.
- Proportional Patching.
- Split Crossfader (FADER A/B) and Electronic "Replacement" Fader (FADER X).
- Special effects software with channel or memory chases.
- Two Special Effects Faders.
- 24 or 48 overlapping local submasters.
- Eight remote submasters and 8 remote Function Keys.
- Submaster and channel bump buttons.
- Drives up to 768 dimmers on up to 144 control channels.
- USITT AMX192 (CD80) output protocol.
- USITT DMX512 output protocol.
- D54 (Strand Europe) output protocol.
- Printer connector and internal hardware standard.
- Printer optional.
- Hand held Remote Focus ("Remote Control," or "Riggers Remote")
 optional.
- Remote monochrome video monitor optional.

Electrical

- 120 VAC @ .6A 50/60Hz -or- 220 VAC @ .3A 50/60Hz. Power supply must be factory modified for 220VAC and/or 50Hz units.
- Good console earth ground is important.
- Cue Memory retention for 3 days after power failure.

Mechanical

- Compact tabletop unit with all major components in a common console.
- Separate Monitor sits behind or beside console.
- All Input/Output connectors are on rear of console.

Environment

- 40°C maximum ambient temperature, 5% to 80% humidity (non-condensing).
- Standard computer anti-static precautions should be taken.
- Auxiliary
- Auxiliary functions can be accommodated in blank panels on the console.
 Blank panel must be on second tier in two tier consoles. Consult Strand Lighting Engineering for details.
- 37 pin "D" type connector is installed on rear of auxiliary module.

Cable Lengths

- DMX 512 Dimmer Cable = Belden 9829 or equal 1500 feet maximum.
- AMX192 Dimmer Cable = Belden 9156 or equal 1500 feet maximum.
- D54 Dimmer cable = RG-59U or equal 1000 meters maximum.
- Remote Submaster Cable= Belden 8723 or equal 1000 feet maximum.
- Remote Function Key Cable= Belden 8723 or equal 1000 feet maximum.
- Remote control Cable = Belden 8723 or equal No branching runs 1500 feet maximum.
- External Monochrome Video = RG-59/U or equal No branching runs 1000 feet maximum
- Extensions are not allowed on color video. Use only cable supplied with monitor.

Printer (optional)

- Okidata 182 with super high speed serial interface or equivalent. Printer must have its own internal data buffer.
- 25 foot cable supplied with printers purchased from Strand Lighting.
- Protocol: EIA RS-232C, 9600 baud, 8 bit with 2 stop bits, no parity, busy indicated by MARK level on SSD. Consult Strand Lighting Field Service for additional details.
- Internal console printer electronics, rear panel connector, and printer control software are standard.

Hand Held Remote (optional)

An optional Hand Held Remote (also called "Remote Focus" or "Rigger's Remote") can be used to control most of the console functions that do not require manual fader control. It is a compact hand held terminal which has its own liquid crystal display.

- Wired remote control at up to 1500 feet.
- 14 character alphanumeric display.
- 92 character memory.
- Controls all console functions except potentiometers.
- Protocol: EIA RS-232C, 300 baud, with 1 start bit (logic zero), 7 data and 1 parity bit, and 2 stop bits.

The LightBoard M control console is a self contained desktop unit which allows remote control of several types of multiplexed dimmers. The control panel is designed specifically for performance lighting control, with controls grouped together logically for easy operation.

Console Layout

All of the lighting controls for LightBoard M are in a single desktop housing, which contains the a disk drive, the playback controls, two keypads, and Submaster and Channel modules. Consoles can be single tiered if there are no channel modules. Consoles with channel modules are all double tier consoles.

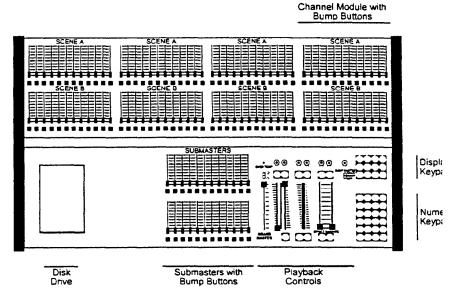


Figure 1. LightBoard M Console layout

Disk Drive The 3.5" disk drive on a LightBoard M control console accepts industry standard 720Kb hard shelled floppy disks to let you back up or archive show information and retrieve it as necessary.

Grand Master Control Tha master control consists of a Blackout Switch and a grand master fader. Both controls act as masters over all console output.

Blackout Switch

The Blackout Switch is a master switch over all console output (including independent channels). Push top of rocker switch to turn channels ON at maximum levels. Push bottom of rocker switch to turn channels OFF.

Grand Master Fader

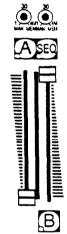
The Grand Master fader is a proportional master over all console output (including independent channels). Channel output is at maximum level when slider is at "FULL" and fades proportionally between FULL and ZERO as slider moves towards the operator.



Fader A/B

FADER A/B lets you crossfade or pile-on cues or manual channels, with separate time controllers for each fader handle.

The FADE TIME CONTROLLER above each fader lets you adjust the fade rate of cues loaded on the fader. The 7 o'clock position ("0") causes the fade to follow the fader handle regardless of recorded values. The 5 o'clock position ("MEM") causes the fade to follow recorded levels. Settings between these extremes cause the fade to execute at the rate displayed on the monitor. No fade will ever execute faster than the movement of the fader handle.



- loads a cue specified by Command keys onto FADER A. The A LED is ON when this fader contains a cue. When FADER A is
 - controlling "SCENE A" (the upper row of channel Fade Time Controls controllers) the A LED is off.
- enables/disables cue sequencing on FADER A/B. Sequencing for this fader is ON when the SEQ LED is ON.
- loads a cue specified by Command keys onto FADER B. The B LED is ON when Fader B contains a cue. When Fader B is controlling "SCENE B" (the lower row of channel controllers), B LED is off.
- Controls the overall level of "SCENE A" controller output, or a cue loaded Fader A on FADER A. Channels are at required intensities when the fader is at its upper limit and OFF when the fader is at its lower limit. Fade rates of increasing channel levels and decreasing channel levels may be separately controlled through memory, but not separately over-ridden with the FADER A TIME CONTROL.
- LED Bar Graph The LED BAR GRAPH shows FADER A/B status.

- Fader B Controls the overall level of "SCENE B" controller output, or a cue loaded on Fader B. Channels are at required intensities when the fader is at its upper limit and OFF when the fader is at its lower limit. Fade rates of increasing channel levels and decreasing channel levels may be separately controlled through memory, but not separately over-ridden with the FADER B TIME CONTROL.
- FADER X is an electronic fader which allows fading from levels in one cue to levels in another cue. Fade rates of increasing channel levels (up-fade) and decreasing channel levels (down-fade) may be separately controlled through memory, and separately over-ridden with the FADER X time controls.



FadeTime Controls

The Up-Fade Time Control (on the left above FADER X) controls the fade rate of the up-fade for cues loaded on FADER X. The 7 o'clock position ("0") causes an instantaneous completion. The 5 o'clock position ("MEM") causes the fade to follow recorded levels. Settings between these extremes cause the fade to execute at the rate displayed on the Monitor.



The Down-Fade Time Control (on the right above FADER X) controls the fade rate of the down-fade for cues loaded on FADER X.



- Loads a cue specified by Command keys onto FADER X. The X LED is ON when FADER X contains a cue.
- enables/disables FADER X sequencing. Sequencing is ON when SEQ LED is ON and OFF when the LED is OFF.
- LED Bar Graph follows FADER X progress. There are separate indicators for the up-fade and down-fade.
 - starts a crossfade on FADER X. 60 LED lights when a cue is in progress.
 - stops a crossfade on FADER X. Push again to fade back to previous cue. The time to back into the previous cue is the same as the time clapses into the cue when you stopped the cue. Stopping a cue turns the LED ON. Restarting the cue turns the LED OFF. You may back up through the entire CueSheet using this button. After the second time you push on, the LED goes OFF and additional pushes bump the system back one cue each.

Effects Control

FADER FX1 and FADER FX2 let you control recorded special effects.

Step Time Controls

The STEP TIME CONTROLLER above each effects fader lets you adjust the step time of effects loaded on the fader. The 7 o'clock position ("MAN") lets you manually step through effects. The 5 o'clock position ("MEM") causes the effect to step at recorded intervals. Settings between these extremes cause the effect to step at the rate shown on the monitor.

loads an effects memory specified by Command keys onto
FADER FX1. FX LED is ON when the fader contains an effect.

Fader FX1

Controls stage levels of channels in the effect loaded on FADER FX1. Channels are at FULL required levels when the fader handle is at its upper limit, and OFF when the fader handle is at its lower limit.

- stops or starts the effect loaded on the fader directly above it. The SS LED is ON when FX memory is active.
- loads an effects memory specified by Command keys onto FADER FX2.

 [X2] LED is ON when fader contains an effect.

Fader FX2 Controls stage levels of channels in the effect loaded on FADER FX2.

Channels are at FULL required levels when the fader handle is at its upper limit, and OFF when the fader handle is at its lower limit.

Bump Control

The bump function in LightBoard M gives you bump control over all submasters, and over all channels which are not on Independent (i.e., selected on the keypad and displayed in red on the Monitor).



EFFECT MASTERS

Bump Level Control

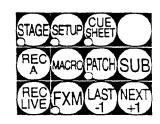
The Bump Level control sets the level to which channels or submasters will bump. The Monitor displays this setting.

Bump Mode Control

The Bump Mode control sets the operational mode of all bump buttons.

- When set to SOLO, bump buttons force their associated channel or submaster to the Bump Level Controller setting, and all other channels or submasters OFF.
- When set to BUMP, bump buttons force their associated channels or submasters to Bump Level Controller setting.

Function Keys The Function Keypad selects the operation mode and changes screen layout. Some of these keys are direct action, and some require additional keystrokes.



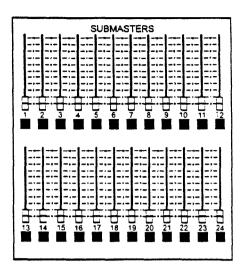
- selects the Stage (live) display which shows the status of dimmers on stage. The LED is ON when you are in this display.
- selects the Setup menu. The Eng LED is ON when you are in this display.
- selects the Cue Sheet display. The ELED is ON when you are in this display.
- lets you record channel levels from the upper bank of manual controllers.
- lets you access the eight macros. When when you specify a macro number ([#] [#]) the pre-recorded commands for that number will automatically play back. You can record macros via the Setup menu.
- lets you select a *Patch* table. To select the active patch table, press (*). To select a specific patch table press [#] [#]. The [The LED lights while you are in a Patch table.
- selects the Submaster Assignment display or an individual Submaster SUB display. To show the Submaster Assignment display press (*). To select a specific submaster press [#] (*). The [sup LED lights while you are in a Submaster display or in the Submaster Assignment display.
- lets you record the current stage levels to a cue. REC
- lets you select an Effects display. To select an Effects display press [M] [#] (*). The MLED lights while you are in an Effects display.
- lets you forward page through displays with multiple pages, or selects the next dimmer when you are in dimmer test mode.
- lets you reverse page through displays with multiple pages, or selects the NEXT last dimmer when you are in dimmer test mode.

Command Keys The Command Keypad lets you select various functions and input numeric data into the system as required.

- Lets you access cue memory stores for initial record action, later modification, and loading to faders. Lets you preview cue data without light levels appearing on stage. The EUE LED lights when the system is in a Preview display.
- lets you add or change fade times for cues.
- lets you add or change delay times for cues.
- lets you add or change wait times for cues. This lets you make cue WAIT sequences if necessary.
- Lets you address selected dimmer directly rather than through the control channel. You can use this function to check individual dimmers or bring up individual dimmers for focusing if necessary. While entering times this key acts as a decimal point.
- links a specified cue to any other cue for automatic non-sequential playback.
- lets you enter a range of channels and dimmers. Most lists let you use and wig in the same list.
- lets you enter a random combination of channels or dimmers (as in [1] [W] [5] [8]). Most lists let you use [6] and [6] in the same list.
- 0 through 9 let you input numerical values.
 - Acts as a backspace key while a command is still incomplete, or clears the entire command line if the command has been completed.
 - lets you assign levels to channels and dimmers, and patch dimmers to channels.
 - sets levels at FULL (100% or FL) when setting channel and dimmer levels.
 - ∧ and
 √ lets you raise and lower channel levels proportionaly. These buttons together are called the SCROLLER.
 - is similar to a return or enter key on most computer keyboards. This button completes many commands. Some commands require a second [*] to confirm. This key is called the EXECUTE key.

Submaster Controllers Submaster controllers let you set up groups of channels or recorded cues you wish to control together. You can use the Bump Buttons to bump the associated submaster to FULL if required.

> LightBoard M can have 1 or 2 Submaster Modules, each with 24 submaster controllers. 8 remote inputs (submasters 25-32 or 49-56) let you control selected channels remotely. Channels assigned to submasters are at



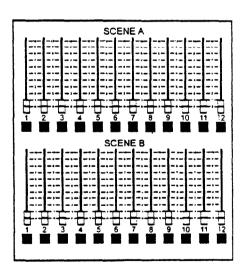
maximum levels when the submaster is at its upper limit ("10"), and OFF when the submaster is at its lower limit ("0").

The Submaster Bump Buttons associated with each submaster controller let you "bump" the submaster ON. LEDs in bump buttons show submasters which are ON at any level above 5%. If the Bump Master is set to "BUMP" then ON for these buttons means that pushing the bump button forces the associated submaster to the level set on the Bump Level Control. If the Bump Master is set to "SOLO" then ON for these buttons means that all other submasters are forced to OFF. If the Bump Master is OFF the bump buttons have no effect.

Channel Controllers

The Channel Controllers let you control individual channels manually rather than by using the keypad to select and bring up dimmers or play back cues. LightBoard M can have up to 12 channel modules (144 manual channels). The number of channels in memory is independent of the number of channel controllers, and is set in the Setup Menu.

The channel controllers let you take manual control of a channel through FADER A/B if the fader has



no cue assignment, unless that channel is under independent control. The channel is at the maximum required level when the controller is at its upper limit ("10"), and OFF when controller is at its lower limit. The upper row of controllers is "SCENE A." The lower row of controllers is "SCENE B."

-

The Channel Bump Buttons associated with each channel let you "bump" the channel ON. LEDs in the bump buttons show channels which are ON at any level above 5%. If the Bump Master is set to "BUMP" then ON for these buttons means that pushing the bump button forces the associated channel to the level set on the Bump Level Control. If the Bump Master is set to "SOLO" then ON for these buttons means that all other channels are forced to OFF. If the Bump Master is OFF the bump buttons have no effect.

Monitor

The Monitor shows system status information for the operator.

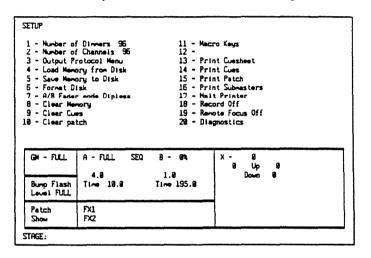


Figure 2. LightBoard M Monitor

The LightBoard M monitor is divided into two major sections. The upper part shows differing information depending on which display you are currently in. The lower portion shows cue and mastering information, and does not change. The lower half of the display is roughly divided into the following areas:

- The *Grand Master* display shows the current status of the Grand Master in % (FULL=100%).
- The Bump display shows the current bump mode and bump level.
- The Patch Table display shows the current patch table number.
- The Record Lockout display shows the current record lockout status.
- The Fader A/B display shows cue loading and fade status of FADER A/B.
- The Effect Fader display Shows effects loading and run status of FADER FX1 and FADER FX2.
- The Fader X Display shows cues loading and the fade status of FADER X.
- The Command Line shows the current command line.

Installation

Preparing for Installation

Before installing your LightBoard M, you should carefully consider the environment in which the equipment is to be installed, the power feeding the equipment, and the required conduit and/or cable runs. You should also consult the User's Manual for the type of dimmer being used in your system before finalizing installation plans.

Environmental Considerations

To maximize equipment life and minimize the chance of failures, the following environmental requirements should be met:

- Ambient Temperature Extremes: 20°C to 40°C ambient
- Recommended Operating Temperature: 18 to 25°C
- Relative Humidity: 10-85% non-condensing
- General Conditions: Office level cleanliness

Power Leave the console connected to its primary power source (120VAC, 60Hz, 15A, or 240VAC service for 240VAC consoles), unless maintenance is being done or the console is not in use for extended periods of time.

The power source must have a good earth ground connection.

Primary power should be exclusively for the console and not used for other devices such as power tools, motors, transformers, or dimmers.

Connecting to **Dimmers**

LightBoard M will control dimmers which conform to the USITT AMX192 or DMX512 dimmer signal specification, or to the Strand Europe D54 specification. The system can control D54 and DMX512 dimmers or AMX192 and DMX512 dimmers. It cannot drive AMX192 dimmers and D54 dimmers at the same time.

AMX192 Control Wiring

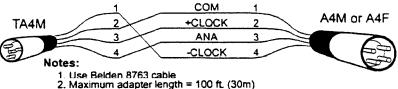
The three types of connections provided in Strand Lighting equipment for the AMX192 signal are the XLR style connector, the TA4/TY4 Series Mini-SwitchCraft connector, and terminal blocks. Unless otherwise specified, dimmer cabinets use terminal block connections and consoles use XLR style connectors (see table 1 for pin assignments).

Table 1. AMX192 Control Outputs

Cable		Belden 9156 or equal. May use Belden 8723 for adapters under 100 feet (30m) long.				
Max I Conne	ength:	1000 feet (300m). must be Daisy chained - no branching runs. Terminal block in dimmer rack. "XLR" style connector, or SwitchCraft TA4/TY4 series connector in control equipment.				
XLR	TA4/TY4	Terminal			Belden	Belden
Pin#	Pin#	Pin#	Signal	Comments	8723	9156
4	1	AMX CLK-	CLOCK -	Clock Complement	Green	Black
2	3	AMX CLK+	CLOCK +	Clock True	White	White
1	2	AMX COM	COMMON	Analog Common	Black	Black
3	4	AMX AMUX	ANALOG	Multiplexed Analog	Red	Red

CLOCK+ and CLOCK- are one twisted pair. Analog and Common are one twisted pair.

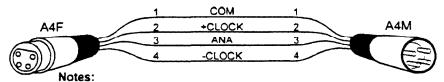
Interconnection between equipment with different plug types requires an adapter cable in which the plugs are not connected pin to pin (see figure 3).



- 3. Sex of "XLR" style connector varries with application

Figure 3. XLR to TA4 Series Adapter

AMX192 adapters (under 100 ft) using TA4/TY4 connectors are made with Belden #8723 cable (2 pairs of shielded 24 AWG wire). All other runs are made with Belden #9156 (2 pairs of unshielded 18 gauge wire).



- Use Belden 9156 cable
 Maximum extension length = 1000 ft. (300m) including all adapters

Figure 4. AMX192 Extension Cable

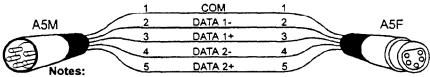
DMX512 Dimmer Control Wiring

The two types of connections provided in Strand Lighting equipment for DMX512 dimmer control signals are the XLR style connector and terminal blocks. Unless otherwise specified, dimmer cabinets use terminal block connections and consoles use XLR style connectors (see table 2).

Table 2. DMX512 Control Outputs

Cable: Max L Conne	ength:	Belden 9829 or equal. Standard RS485 electrical characteristics apply, including line driver and receiver characteristics, line loading, and multi-drop configurations. Terminal Block in Premiere cabinet. Terminal block in dimmer rack.			i-drop	
XLR	Term	inal	DMX		Pairs	Wire
Pin #	Lab	el	Signal	Comments		Color
1	D-GN	VD.	COMMON	Dimmer Common (shield)		shield
2	DATA-OUT DAT		DATA 1-	Dimmer Drive Complement	pair l	black
3	DATA+ OUT DATA 1+		DATA 1+	Dimmer Drive True		red
4	Not used DATA 2-		DATA 2-	Optional #2 Data Link Complement	pair 2	black
5	Not u	sed	DATA 2+	Optional #2 Data Link True		white

DATA 1- and DATA 1+ are one twisted pair. Common is tied to the cable shield.



1. Use a cable approved for RS485

Figure 5. DMX512 Dimmer Control Extension Cable

For electrical characteristics, including driver and receiver selection, line loading, and multi-drop configurations, see RS485 specification.

Connecting a Printer

The printer supplied by Strand Lighting for LightBoard M is an Okidata ML182 with the super high speed serial interface installed. This interface is necessary for the on-board buffer, and not for its extra speed.

Printer Cable The printer cable uses a standard male 25-pin "D" subminiature connector on both ends.

Table 3. Console Output to Printer

Cable:	Multi-co	nductor jacketed (no shield).	
Max Leng	gth: 50 feet	•	
Connecto	r: "D" subr	niniature 9-pin female.	
Signal Ty	Signal Type: EIA RS232, 9600 baud, 8 bit with 1 stop bit, no parity, bus		
	-	by XON/XOFF.	
Pin#	Signal	Comments	
1	COM	Serial Common	
2	RS232 RX	RS232 Receive	
3	RS232 TX	RS232 Transmit	

Table 4. Printer Serial Input

Cable:	Multi-cor	nductor jacketed (no shield).		
Max Leng	th: 50 feet			
Connector	r: "D" subm	iniature 25-pin female.		
Signal Ty	•	EIA RS232, 9600 baud, 8 bit with 1 stop bit, no parity, busy indicated by XON/XOFF.		
Pin#	Signal	Comments		
2	TRANS DATA	RS232 Transmit		
3	RCV DATA	RS232 Receive		
7	COM	Serial Common		

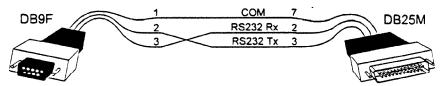


Figure 6. Printer Control Cable

Printer Setup Set up an Okidata 182 with super high speed serial interface for use with LightBoard M by removing the switch access cover on the upper rear of the printer and setting the circuit board and serial interface switches as shown below.

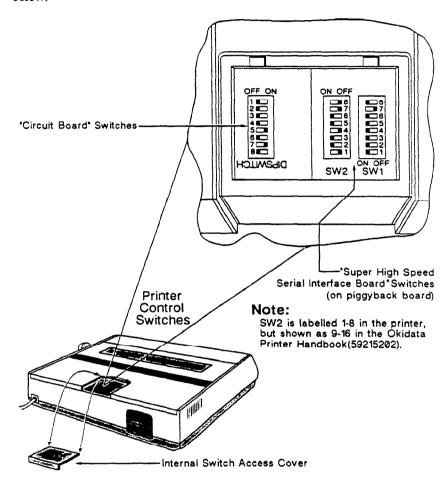


Figure 7. Okidata 182 Switch Configuration

Connecting the Hand Held Remote

The Hand Held has a pigtail with an "XLR" style 5-pin female connector. The console has a 9-pin male "D" subminiature connector. For most of the run you can use standard 5-pin "XLR" style extension cables. An adapter is required as the first component of the control cable chain. The wiring for this adapter is shown below. Since this cable also reverses two of the pins in the connector, it can only be used once in the chain.

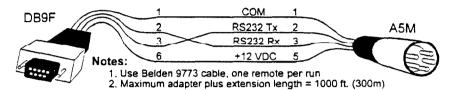
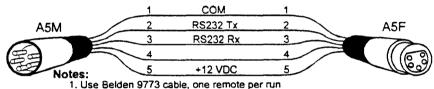


Figure 8. Hand Held Remote Adapter

Since the Hand Held Remote comes with only a short cable attached, you will probably need an extension cable between the Hand Held Remote and a connector box or between the Hand Held remote and the adapter cable. This cable has a 5-pin "XLR" style connector at each end and is wired pin to pin.



Use Beiden 9773 cable, one remote per run
 Maximum adapter plus extension length = 1000 ft.(300m)

Figure 9. Hand Held Remote Extension

Connecting Remote Subs and Remote Macro Keys

LightBoard M has a "Remote In" connector which you can use to connect remote submaster potentiometers and remote Macro Keys (up to eight each). Table 5 shows the pinout for this connector.

Table 5. Remote In Connector Pinout

Table 5. Remote III Connector Findut					
Cable: Multi-conductor jacketed (no shield) Belden 8723 or Alpha					
1181/40 for extension cables & #18AWG wire in all conduit					
	runs.				
May I am	· ——·	nomete novice symply Diago consult Court			
Max Leng		remote power supply. Please consult Strand			
		ny runs longer than 500 feet.			
Connecto	r: "D" subminiatur	e 37-pin male			
Pin#	Signal	Comments			
1	Switch 5	Switch 5 voltage return			
2	Switch 6	Switch 6 voltage return			
3	Switch 7	Switch 7 voltage return			
4	Switch 8	Switch 8 voltage return			
5	Switch Volt Ref (VISO)	Reference voltage for switches			
6	Switch Volt Ref (V _{ISO})	Reference voltage for switches			
7	N/C				
- 8	Subs Volt Ref (VANA)	Reference voltage for submasters			
99	Subs Volt Ref (VANA)	Reference voltage for submasters			
10	Sub 8	Submaster 8 level return			
11	Sub 7	Submaster 7 level return			
12	Sub 6	Submaster 6 level return			
13	Sub 5	Submaster 5 level return			
14	Sub 4	Submaster 4 level return			
15	Sub 3	Submaster 3 level return			
16	Sub 2	Submaster 2 level return			
17	Sub I	Submaster 1 level return			
18	N/C				
19	N/C				
20	Switch 4	Switch 4 voltage return			
21	Switch 3	Switch 3 voltage return -			
22	Switch 2	Switch 2 voltage return			
23	Switch 1	Switch 1 voltage return			
24	Switch Common	Common for switches only			
25	Switch Common	Common for switches only			
26	N/C				
27	Subs Volt Ref (VANA)	Reference voltage for submasters			
28	Subs Volt Ref (VANA)	Reference voltage for submasters			
29	Sub Common	Common for Submasters			
30	Sub Common	Common for Submasters			
31	Sub Common	Common for Submasters			
32	Sub Common	Common for Submasters			
33	Sub Common	Common for Submasters			
34	Sub Common	Common for Submasters			
35	Sub Common	Common for Submasters			
36	Sub Common	Common for Submasters			
37	N/C				

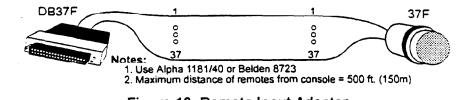


Figure 10. Remote Input Adapter

This page is reserved for a block diagram.

Basic Trouble-shooting

This chapter provides basic trouble-shooting procedures for LightBoard M. It does not provide comprehensive maintenance data, but allows the user to solve simple problems which may occur, and helps to provide Strand Lighting with initial data when these procedures are not effective.

For best system operation, do a routine check and cleaning once each year unless the operating environment is unusually harsh or dirty. Service and maintenance operations other than this cleaning are seldom required. In case of problems, and in order to save time and aggravation, follow the procedures outlined here before calling Strand Lighting. Observe what happens at each step. These steps answer the first questions a Strand Lighting Service Representative will ask. The person doing the tests should call Strand Lighting in order to minimize translation errors and other misunderstandings.

Each section of this chapter describes a possible failure mode and actions to be taken. If all actions fail, please call the appropriate Strand Lighting office.

System Setup

System Setup must be correct for your dimming system, or dimmer addressing will suffer. Once properly set, do not change the number of dimmers, multiplexing ON/OFF and 6k/12k assignments. Post system setup assignments nearby for easy reference. Always check the Setup Menu first in any dimmer malfunction or addressing problem.

Basic Failure Types

There are several modes of computer failure. Strand Lighting has experts who can help identify and correct any type of failure which you may see. Regardless of suspected failure type, call Strand Lighting Field Service if the following procedures do not work. They will evaluate failure type and involve the necessary personnel.

Operator Error

Since this is the simplest type of failure to check for always check operating procedures before any other trouble-shooting. If you have questions not answered in this manual, call Strand Lighting Field Service.

Memory "Glitch"

This is different from a "bug." A "glitch" is caused by electrical or electromagnetic events, and changes the system memory or information on a disk. Symptoms may not surface at the time the "glitch" is introduced, but may be drastic enough to halt the system when they do. In failures where operator error is ruled out, assume this failure mode first, and clear the system following instructions under "System Halt."

Hard Failure

This term describes the case of an actual component failure in the system. Depending on symptoms and the equipment in your possession, such failures may be diagnosed over the telephone and appropriate spare parts sent to you. Problems are often resolved without a Field Engineer on site, thus saving both time and expense. Even if a Field Engineer on site becomes necessary, this type of failure is usually handled by a simple component or printed circuit board swapout, involving very little actual on-site repair time.

System Halt

Lights do not respond, and the keyboard does not respond. Lights go OFF or float to FULL depending on failure mode. If keyboard and video respond, see under Dimmer Addressing Problems in this chapter. If system halted during a disk transfer, see under Disk Transfer Problems in this chapter. Otherwise do the following tests. Do not continue with tests once console is functioning properly. If lights float to FULL, failure is probably on the I/O module or in the transmission line. If console still does not function after tests are complete, call Strand Lighting Field Service. This should be done by the person doing the tests.

Soft Reset

Lift the shield from the Soft Reset button on the rear of the console. Push the button and release immediately. This restarts the processors, but does not clear memory. It may be necessary to repeat this procedure several times in rapid succession.

Hard Reset

If you have not done this procedure before, consult Strand Lighting Field Service before proceeding.

Turn console OFF. Unplug console from power. Remove upper left hand corner module from console. Unplug one or both plugs from the MAXCAP PCB. Leave these unplugged while doing a "clear reset." Wait 2 minutes. Apply AC power. If console is functioning, unplug AC power, replug the MAXCAP PCB connections, put console back together, and apply AC power. This reset clears all memory locations to zero.

If the console fails after reconnecting the MAXCAP connections, the MAXCAPs are probably defective. Repeat the procedure without connecting these plugs, and call Strand Lighting Field Service.

Intermittent Halt

If the console can be reset, but will shut off periodically (more than once every few months), there may be power problems in the building or in the console. In such cases, do the following tests.

- 1. If a power conditioner is in use, plug the console it directly into the wall to see if the conditioner has failed.
- If the power conditioner seems to be functioning, a console power supply may be out of adjustment. Consult Strand Lighting Field Service for adjustment procedures.
- 3. If the above check out, you may have to investigate incoming power to the building. Consult Strand Lighting Field Service to determine if this is necessary.

Memory Corruption

For purposes of this manual, memory corruption is any problem with memory which does not cause a system halt. This is one form of Memory Glitch as defined under "Basic Failure Types." Memory corruption can take many forms. When in doubt, consult Strand Lighting Field Service.

Source

Memory corruption can occur from several sources. Some of these are:

- A voltage spike which was not entirely eliminated by the power line conditioner or other input power conditioning device. Such spikes can result from close lighting strikes, from the power company itself, or from within your own building (i.e., air conditioning system turning on).
- 2. Voltage spikes caused by a faulty power conditioning device. These are electronically controlled and can fail. Usually the effects of such failures are more drastic than simple memory corruption (i.e., system halts).
- A partial or full brownout, after which the return of power can be "dirty."
 There is sometimes enough "Trash" on line when power is restored to cause problems.
- 4. Transfer of bad data from a corrupted disk. Disks can be corrupted in several ways. Once a disk is corrupted, clearing the memory eliminates the problem only until memory is reloaded from the bad disk. Find an uncorrupted backup disk, or re-enter data by hand (See section on "Disk Drive Problems").

Determination of Extent

If memory is corrupted, determine if the problem is on your show disk. The following procedures will help.

- 1. Copy the contents of memory to a disk. This disk is corrupted, but may be valuable as a reference, or as a backup.
- 2. Clear memory by doing a "hard reset" (See section on "System Halt").
- Try to duplicate the observed problem starting with a blank console. This
 shows if the problem is in the console itself. If the problem persists during
 this step, call Strand Lighting Field Service. If you cannot duplicate the
 problem, proceed to step 4.
- 4. Load data from a show disk (not the one which was made above). If the problem re-occurs, it is on the disk. It will be necessary to find a way to work around the problem, find an older, uncorrupted disk to use for updating show data, or reprogram starting from a cleared console.
- Once you have established an uncorrupted memory, make sure that appropriate disks and backups are re-recorded with uncorrupted data. Reformat disks before using them for new data.

Disk Drive Problems

Halt on Read

Attempting to transfer data into memory causes system halt.

- 1. Turn system off then on again to reset. This normally clears a halt caused by disk problems. If not, follow instructions under "System Halt."
- 2. Try one of your backup disks. If this causes the same problem, save both disks and obtain one on which data can be changed.
- 3. Format the disk from step 2. This erases all previous data on the disk.
- 4. If disk will not format, obtain another disk. Try at least 3 disks before giving up at this step.
- 5. Write several simple cues into memory. 6) Attempt to record cues written in step 5 to disk. If formatting succeeded, this should also work.
- 7. Attempt to load memory from the new disk. If successful, try the disk from step 1 again. If console halts, disk is bad.

Halt on Record

Attempting to record a disk causes system halt.

Use the procedure above to make certain that the problem is not a bad disk. Always test for disk failure before suspecting hardware. Although unusual, it is possible for several disks to be corrupted at once.

Halt on all transfers

Disk will not transfer either direction. Message comes back "ERROR" (red LED on disk drive lights up for a while, then goes out).

Check for corrupted disk as above. If all disks seem defective, check cable between Command PCB (on bottom of console pan) and disk drive. If this seems good but problems persist, call Strand Lighting Field Service.

Cannot format disk

If one disk will not format, the disk is probably bad. If multiple disks will not format, check connections to disk drive. If these steps do not correct the problem, call Strand Lighting.

Video Problems

Non-Functioning CRT

- 1. Make certain that CRTs have power.
- 2. Check brightness controls.

Monochrome CRT has a double image or "fuzzy" image

- If a remote CRT is in use the remote CRT cable is probably plugged into the back of the console, but with the remote monitor disconnected or improperly terminated. When you disconnect the remote monitor, you must also disconnect the cable at the console, or the cable must be properly terminated. If the remote monitor is connected, make certain that all CRTs are properly terminated.
- Use of "Y" connectors in a video hookup is not proper procedure. If there is
 more than one monitor on the monochrome system, consult Strand Lighting
 or your local TV station for proper video hook-up procedure.

Monochrome CRT in console dims if remote CRT is plugged in

Remote CRT is incorrectly terminated or there is a short circuit in the video distribution.

Dimmer Addressing Problems

Some or all dimmers float to full

- 1. In CD80 dimmers systems, make certain that the proper number of dimmers are assigned in the Configuration Menu, and that 6KW and 12KW dimmers are properly assigned in Patch.
 - If these are not correct, improper dimmer addressing will result. Each incorrect 6K/12K dimmer assignment shifts dimmer output by one number.
- 2. If only a few dimmers are involved, make certain that the problem is not in the dimmer rack.
- 3. If an entire console output or more (a multiple of 96 dimmers) is involved, swap output cables to see whether the problem is in the console or dimmer rack (i.e., if all dimmers on control cable #1 are affected, swap cable #1 and cable #2 at the console outputs). If the same dimmer rack(s) is(are) affected, the problem is in the rack(s). If different dimmers are now affected, the output is faulty.

Be careful. Once you swap outputs, dimmer numbering will shift. If you have questions about how dimmer numbers will shift, consult Strand Lighting Field Service.

Console will not control correct dimmers

- 1. Check for correct patch assignment.
- In CD80 dimmer systems, make certain that the proper number of dimmers are assigned in the Configuration Menu, and that 6KW and 12KW dimmers are properly assigned in Patch.

If these are not correct, improper dimmer addressing will result. Each incorrect 6K/12K dimmer assignment shifts dimmer output by one number.

Control of dimmers is shifted

When a dimmer is brought up, a different dimmer comes up instead, and is shifted by a fixed amount.

In CD80 dimmer systems, make certain that the proper number of dimmers are assigned in the Configuration Menu, and that 6KW and 12KW dimmers are properly assigned in Patch.

If these are not correct, improper dimmer addressing will result. Each incorrect 6K/12K dimmer assignment shifts dimmer output by one number.

...

Some dimmers cannot be controlled, or act as non-dims

- 1. Check "Patch" to ascertain that all patches are correct.
- 2. Make sure that a Submaster is not holding dimmers ON.

If these check, the problem is probably in the dimmer rack.

Certain dimmers will not go up to full

Check "Patch" to make certain they are not proportionally patched to a lower level. If patch is correct, check the dimmer rack for problems.

Periodic Maintenance

Periodic Maintenance should be done every six (6) to twelve (12) months, depending on the environmental conditions. Although a detailed discussion of this procedure is beyond the scope of this manual, basic checklists are provided to show what is involved. Users wishing to do these procedures on their own should consult Strand Lighting Field Service.

Basic Periodic Maintenance consists of the following steps:

- 1. Clean console
- 2. Clean all mechanical connections
- 3. Re-install all removed components, and power up.
- 4. Check and adjust power supplies
- 5. Check and adjust A.C. Fail circuit
- 6. Check and adjust all mechanical controls
- 7. Clean disk drive
- 8. Check and adjust CRT if necessary
- 9. Check and adjust all console outputs
- 10. Check backup system
- 11. Re-lamp illuminated push-buttons and worklights where applicable.

Equipment necessary to do the above, but not provided by Strand Lighting, includes:

- 1. Compressed air (must be oil and moisture free).
- 2. Soft paint brush
- 3. Digital volt-ohm-meter
- 4. Oscilloscope
- 5. Distilled water (20%) + denatured alcohol (80%).
- 6. Floppy disk drive head cleaning kit
- 7. Variac transformer to vary console input voltage.

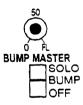
Reference

This chapter is a alphabetical listing of controls and functions for the LightBoard M. It includes the following sections.

Bump Master	43
Channel Controllers	44
Command Keys	45
Command Line	
Cue Sheet Display	47
Effects Faders	49
Effects Type Menu	50
Fader A/B	52
Fader X	53
Function Keys	54
FX Memory Display	55
Grand Master Control	
Hand Held Remote (optional)	56
Output Protocol Menu	57
Patch Display	58
Playback Controls	61
Preview Display	61
Setup Display	65
Stage Display	69
Submaster Controllers	74
Submaster Display	75
Submasters Display	77

Bump Master

The bump function in LightBoard M gives you bump control over all submasters, and over all channels which are not on Independent (i.e., selected with the Command keys and displayed in red on the Monitor).



Bump Level Control

The Bump Level control sets the level to which channels or submasters will bump. The Monitor displays this setting.

Bump Mode Control

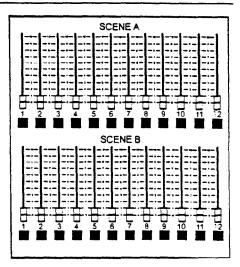
The Bump Mode control sets the operational mode of all bump buttons.

- When set to SOLO, bump buttons force their associated channel or submaster to the Bump Level Controller setting, and all other channels or submasters OFF.
- When set to BUMP, bump buttons force their associated channels or submasters to Bump Level Controller setting.

Channel Controllers

The Channel Controllers let you control individual channels manually rather than by using the Command keys to select and bring up dimmers or play back cues. LightBoard M can have up to 12 channel modules (144 manual channels). The number of channels in memory is independent of the number of channel controllers, and is set in the Setup Menu.

The channel controllers let you take manual control of a channel through FADER A/B if the fader has



no cue assignment, unless that channel is under independent control. The channel is at the maximum required level when the controller is at its upper limit ("10"), and OFF when controller is at its lower limit. The upper row of controllers is "SCENE A." The lower row of controllers is "SCENE B."

The Channel Bump Buttons associated with each channel let you "bump" the channel ON. LEDs in the bump buttons show channels which are ON at any level above 5%. If the Bump Master is set to "BUMP" then ON for these buttons means that pushing the bump button forces the associated channel to the level set on the Bump Level Control. If the Bump Master is set to "SOLO" then ON for these buttons means that all other channels are forced to OFF. If the Bump Master is OFF the bump buttons have no effect.

Command Keys

The Command keys lets you select various functions and input numeric data into the system as required.

- Lets you access cue memory stores for initial record action, later modification, and loading to faders. Lets you preview cue data without light levels appearing on stage. The LED lights when the system is in a Preview display.
- TME lets you add or change fade times for cues.
- lets you add or change delay times for cues.
- lets you add or change wait times for cues. This lets you make cue sequences if necessary.
- Lets you address selected dimmer directly rather than through the control channel. You can use this function to check individual dimmers or bring up individual dimmers for focusing if necessary. While entering times this key acts as a decimal point.
- links a specified cue to any other cue for automatic non-sequential playback.
- lets you enter a range of channels and dimmers. Most lists let you use and ANG in the same list.
- lets you enter a random combination of channels or dimmers (as in 1 No 5 No 8). Most lists let you use and No in the same list.
- through 9 let you input numerical values.
 - Acts as a backspace key while a command is still incomplete, or clears the entire command line if the command has been completed.
 - lets you assign levels to channels and dimmers, and patch dimmers to channels.
 - sets levels at FULL (100% or FL) when setting channel and dimmer levels.
 - lets you raise and lower channel levels proportionaly. These buttons together are the "Scroller."
 - is similar to a return or enter key on most computer keyboards. This button completes many commands. Some commands require a second to confirm.

Command Line

LightBoard M commands are keystroke-sequences completed by (execute), by the logical end of command (as with channel level entries), or by the press of a direct action button such as (FADER A assignment button). The Command Line displays all keystrokes. Before command completion you can use to back through the command sequence and change an entry.

The system ignores entries which do not fit the Command Line syntax. An invalid selection from the menu results in a display showing >>>INVALID OPTION<. An invalid value entry (such as channel 98) results in a display showing >>>INVALID NUMBER<<<>>. If a command changes data in memory, the Command Line shows >>>PLEASE CONFIRM</>
To complete the action, press again.

You can use and to formulate the lists required by many commands. You can usually use a combination of these two keys in the same command line.

Commands too long for the Command Line space scroll "off screen" to the left.

When you press a number (1) through (2) before a command button, appears on the Command Line in Stage, Preview, and Submaster modes, and other appears in Patch mode.

All times you enter on the Command Line are in seconds.

Cue Sheet Display

The Cue Sheet display lets you see all of your cues on a single listing. This display shows only the cue information, not channel information.

Press



to see the Cue Sheet display.

	5.9 5.0 Delay 5.0	5.0	Down Down	5.0 5.0	Delay	5.0		
3.0 Up 4.0 Up	3. 4		Down Down	5.8 5.8				
G4 - FULL	A - FULL	SEQ	B - 8%		X -	9	<u> </u>	
GH - FULL Bump Flash Level FULL	A - FULL 4.8 Time 18.8		8 - 9% 1.8 Time 195	.8	x -	e Up Do⊷n	8	

Move Around the Display

moves the display up one cue at a time.

moves the display down one cue at a time.

[#] shows the specified cue at the top of the cue sheet.

Cue Attributes

Assign or Change You can modify cue attributes (Time, Delay, Wait, and Link) while you are in the Stage, Preview, or Cue Sheet display. You can change all attributes at the same time by stringing the commands together before pressing (*).

[UE] [#] [ME] [time] (*)

Modifies the fade time of the selected cue. Dimmers going up and dimmers going down will fade at the same rate.

[UB] [#] [MB] [up time] [MB] [down time] [*

Modifies the fade time of the selected cue. Dimmers going up and dimmers going down will fade at different rates.

[time] (*)

Adds a delay time to all dimmers fading up and all dimmers fading down in the selected cue.

[time] (*)

Adds a delay time to all dimmers fading down in the selected cue.

QUE [#] [time] (**) (*)

Adds a delay time to all dimmers fading up in the selected cue.

[CUE] [#] [wi] [time] (*)

Adds a wait time to the selected cue. This is the time from the start of the cue until the start of the next cue. To start the next cue when this cue ends, assign the same fade and wait times.

@ [#] \ [#] \ \ \

Links the first cue listed to the second cue. This will cause the automatic sequencing to take the linked cue next after the current cue rather than the next highest cue number.

Delete Cue Attributes You can delete cue attributes (Time, Delay, Wait) while you are in the Stage, Preview, or Cue Sheet display.

© [#] TME ★

Deletes the fade time from the selected cue. This sets the fade time to ZERO seconds.

CUE [#] SEA (*)

Deletes the delay time or times from the selected cue.

CUE [#] WAT ★

Deletes the wait time from the selected cue.

(#) (#) **(#)**

Deletes the link from the selected cue.

Effects Faders

FADER FX1 and FADER FX2 let you control recorded special effects.

Step Time Controls

The Step Time Controller above each effects fader lets you adjust the step time of effects loaded on the fader. The 7 o'clock position ("MAN") lets you manually step through effects. The 5 o'clock position ("MEM") causes the effect to step at recorded intervals. Settings between these extremes cause the effect to step at the rate shown on the monitor.

loads an effects memory specified by Command keys onto FADER FX1. [X] LED is ON when the fader contains an effect.

Fader FX1 Controls stage levels of channels in the effect loaded on FADER FX1. Channels are at FULL required levels when the fader handle is at its upper limit, and OFF when the fader handle is at its lower limit.

- stops or starts the effect loaded on the fader directly above it. The SE LED is ON when FX memory is active.
- loads an effects memory specified by Command keys onto FADER FX2.

 FX2 LED is ON when fader contains an effect.
- Fader FX2 Controls stage levels of channels in the effect loaded on FADER FX2.

 Channels are at FULL required levels when the fader handle is at its upper limit, and OFF when the fader handle is at its lower limit.

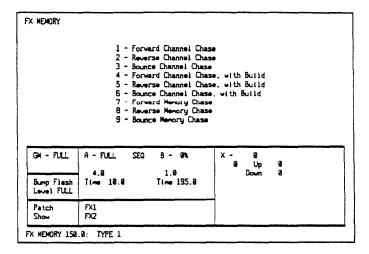
Effects Type Menu

The Effects Type menu lets you choose an effects type for the effect you are about to edit. You must always go through this menu to reach an Effects display. An effect can be either a memory (cue) effect or a channel effect.

Press

[#] *****

to see the *Effect Type* menu for the selected effect.



Select an Effect Type

There are 9 effect types defined for LightBoard M, of which the first six are channel chases (each step is a channel) and the last three are memory chases (each step is a cue). Once defined, a channel chase effect can be changed to any other type of channel chase effect, but not to a memory chase effect. Memory chase effects cannot be changed to channel chase effects. To change between the two types of effects you must delete the memory and redefine it.

1 - Forward Channel Chase

At chase start, all channels are OFF. Subsequent steps turn their assigned channels ON and previous step channels OFF.

2 - Reverse Channel Chase

Causes channel steps to execute in reverse numerical order.

3 - Bounce Channel Chase

First pass is a forward channel chase, and subsequent passes alternate between reverse and forward channel chases.

4 - Forward Channel Chase, with build

All channels are OFF at chase start. Each step turns its assigned channel ON, and does not turn previous step channel OFF. At end of chase, all lights are ON; they are all extinguished at the beginning of the next pass.

5 - Reverse Channel Chase, with build

Same as 4, except steps execute in reverse order.

6 - Bounce Channel Chase, with build

Starts with the first pass as a Forward Channel Chase with build, then alternates between reverse and forward channel chases with build.

7 - Forward Memory Chase

At chase start, all memories are OFF. Subsequent steps turn their assigned memory ON and previous step memory OFF.

8 - Reverse Memory Chase

Causes memory steps to execute in reverse order.

9 - Bounce Memory Chase

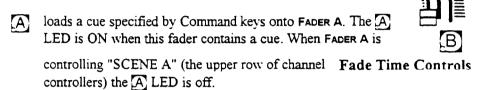
First pass is a forward memory chase, and subsequent passes alternate between reverse and forward memory chases.

Press [#] *\ to select the effect type and proceed to the FX Memory display for the selected effect (see page 55).

Fader A/B

FADER A/B lets you crossfade or pile-on cues or manual channels, with separate time controllers for each fader handle.

The FADE TIME CONTROLLER above each fader lets you adjust the fade rate of cues loaded on the fader. The 7 o'clock position ("0") causes the fade to follow the fader handle regardless of recorded values. The 5 o'clock position ("MEM") causes the fade to follow recorded levels. Settings between these extremes cause the fade to execute at the rate displayed on the monitor. No fade will ever execute faster than the movement of the fader handle.



- enables/disables cue sequencing on FADER A/B. Sequencing for this fader is ON when the SEQ LED is ON.
- loads a cue specified by Command keys onto FADER B. The B LED is ON when Fader B contains a cue. When Fader B is controlling "SCENE B" (the lower row of channel controllers), B LED is off.
- Fader A Controls the overall level of "SCENE A" controller output, or a cue loaded on FADER A. Channels are at required intensities when the fader is at its upper limit and OFF when the fader is at its lower limit. Fade rates of increasing channel levels and decreasing channel levels may be separately controlled through memory, but not separately over-ridden with the FADER A TIME CONTROL.
- LED Bar Graph The LED BAR GRAPH shows FADER A/B status.
 - Fader B Controls the overall level of "SCENE B" controller output, or a cue loaded on Fader B. Channels are at required intensities when the fader is at its upper limit and OFF when the fader is at its lower limit. Fade rates of increasing channel levels and decreasing channel levels may be separately controlled through memory, but not separately over-ridden with the Fader B TIME CONTROL.

Fader X

FADER X is an electronic fader which allows fading from levels in one cue to levels in another cue. Fade rates of increasing channel levels (up-fade) and decreasing channel levels (down-fade) may be separately controlled through memory, and separately overridden with the FADER X time controls.





FadeTime Controls

The Up-Fade Time Control (on the left above FADER X) controls the fade rate of the up-fade for cues loaded on FADER X. The 7 o'clock position ("0") causes an instantaneous completion. The 5 o'clock position ("MEM") causes the fade to follow recorded levels. Settings between these extremes cause the fade to execute at the rate displayed on the Monitor.



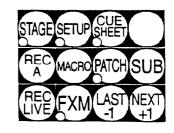
The Down-Fade Time Control (on the right above FADER X) controls the fade rate of the down-fade for cues loaded on FADER X.



- Loads a cue specified by Command keys onto FADER X. The LED is ON when FADER X contains a cue.
- enables/disables FADER X sequencing. Sequencing is ON when SEQ LED is ON and OFF when the LED is OFF.
- LED Bar Graph follows FADER X progress. There are separate indicators for the up-fade and down-fade.
 - starts a crossfade on FADER X. 60 LED lights when a cue is in progress.
 - stops a crossfade on FADER X. Push again to fade back to previous cue. The time to back into the previous cue is the same as the time elapses into the cue when you stopped the cue. Stopping a cue turns the LED ON. Restarting the cue turns the LED OFF. You may back up through the entire CueSheet using this button. After the second time you push , the LED goes OFF and additional pushes bump the system back one cue each.

Function Keys

Function keys let you select the operation mode and change screen layout. Some of these keys are direct action, and some require additional keystrokes.



selects the Stage (live) display which shows the status of dimmers on stage. The LED is ON when you are in the Stage display.

- selects the Setup menu. The LED is ON when you are in the Stage display.
- selects the Cue Sheet display. The LED is ON when you are in the Stage display.
- lets you record channel levels from the upper bank of manual controllers.
- lets you access the eight macros. When when you specify a macro number (
 [#] [*) the pre-recorded commands for that number will automatically play back. You can record macros via the Setup menu.
- lets you select a *Patch* table. To select the active patch table, press . To select a specific patch table press . The LED lights while you are in a *Patch* table.
- selects the Submaster Assignment display or an individual Submaster display. To show the Submaster Assignment display press . To select a specific submaster press [#] *. The sub LED lights while you are in a Submaster display or in the Submaster Assignment display.
- lets you record the current stage levels to a cue.
- lets you select an Effects display. To select an Effect display press [#]

 *. The LED lights while you are in an Effects display.
- lets you forward page through displays with multiple pages, or selects the next dimmer when you are in dimmer test mode.
- lets you reverse page through displays with multiple pages, or selects the last dimmer when you are in dimmer test mode.

FX Memory Display

The FX Memory display lets you assign cues or channels to effects memories. In order to get into this display you must first open the Effects Type menu and choose an effect type (see page 50). An effect can be either a memory (cue) effect or a channel effect.

Press

[#] *****

from the Effects Type display to choose the effect type and see the Effect display for the selected effect.

SIE	TIME									
1 :	2 3	4	5	6	7	8	9	18	11	12
3 1	15	15	17	18	19	29	21	22	23	24
25 21	5 27	28	29	30	31	32	33	34	35	36
7 31	39	48	41	42	43	44	45	45	47	48
		SEQ	В -	gr.	×	- 8	g Up	8		
						I	Down	9		
	1 3 1-25 21 7 31 A T 1 1 F X	3 14 15 15 26 27 17 38 39 A - FULL 4.8	1 2 3 4 3 14 15 15 5 26 27 28 7 38 39 49 . A - FULL SEQ 4.8 Time 19.8	1 2 3 4 5 3 14 15 16 17 5 26 27 28 29 7 38 39 49 41 A - FUEL SEQ B - 4.0 1.0 Time 10.0 Time FX1	1 2 3 4 5 6 3 14 15 16 17 18 5 26 27 28 29 38 7 38 39 49 41 42 A - FULL SEQ B - 98 4.0 1.0 1.0 1.0 195.0	1 2 3 4 5 5 7 3 14 15 16 17 18 19 5 26 27 28 29 39 31 7 38 39 49 41 42 43 . A - FULL SEQ B - 9% 4.9 1.0 195.0 FX1	1 2 3 4 5 6 7 8 3 14 15 16 17 18 19 29 5 26 27 28 29 39 31 32 7 38 39 49 41 42 43 44 A - FIGURE SEQ B - 97 X - 9 th Time 19.0 Time 195.0 FX1	1 2 3 4 5 6 7 8 9 3 14 15 16 17 18 19 29 21 5 26 27 28 29 39 31 32 33 7 38 39 49 41 42 43 44 45 A - FUEL SEQ B - 9t	1 2 3 4 5 6 7 8 9 18 3 14 15 16 17 18 19 29 21 22 5 26 27 28 29 38 31 32 33 34 7 38 39 49 41 42 43 44 45 45 A - FUEL SEQ B - 9% X - 9 Up 8 Down 9 FX1	1 2 3 4 5 6 7 8 9 18 11 3 14 15 16 17 18 19 29 21 22 23 5 26 27 28 29 38 31 32 33 34 35 77 38 39 49 41 42 43 44 45 46 47 . A - FULL SEQ B - 98

If you choose a memory (cue) effect rather than a channel effect the lines labelled CHANNEL would be labelled MEMORY. Otherwise working with channel effects and memory effects is the same.

Move Around the Display

pages forward through steps, 48 steps at a time.

pages backward through steps, 48 steps at a time.

Assign Effect Steps

[channel or cue #]@[step #]*

Sets the channel or cue number assigned to the specified step. The type of effect determines how the system interprets the first number you enter in the statement.

Assign Step Time



Sets the step time for the effect. Step times can be set from 0.1 to 999.9 seconds.

Grand Master Control

Tha master control consists of a Blackout Switch and a grand master fader. Both controls act as masters over all console output.

Blackout Switch

The Blackout Switch is a master switch over all console output (including independent channels). Push top of rocker switch to turn channels ON at maximum levels. Push bottom of rocker switch to turn channels OFF.

Grand Master Fader

The Grand Master fader is a proportional master over all console output (including independent channels). Channel output is at maximum level when slider is at "FULL" and fades proportionally between FULL and ZERO as slider moves towards the operator.



Hand Held Remote (optional)

An optional Hand Held Remote (also called "Remote Focus" or "Rigger's Remote") can be used to control most of the console functions that do not require manual fader control. It is a compact hand held terminal which has its own liquid crystal display.

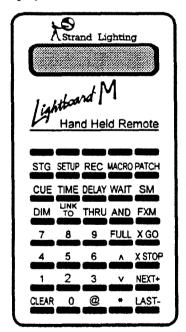


Figure 11. Hand Held Remote Control

Operation of all functions except x_so is the same as on the control console. Pressing x_so will play back the next pending cue. Pressing cue [#] x_so will play back the specified cue.

The Hand Held Remote is active only when turned ON in the Setup menu. Always turn the Hand Held Remote OFF in the Setup menu when it is unplugged. Otherwise the system is looking for data from the Hand Held Remote and may interpret noise on the unterminated line as data.

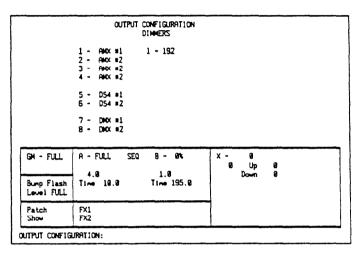
Output Protocol Menu

The Output Protocol menu lets you set set up the dimmer numbers that are to be controlled by each of the output signals. You can assign dimmers to AMX192 and DMX512 outputs or D54 and DMX512 outputs, but you cannot use both the AMX192 and D54 protocols at the same time.

Press

3(*)

from the Setup display to see the Output Protocol menu.



1 through 8

Lets you select the output signal for which you wish to specify dimmers.

*

Clears the current dimmer assignment for the selected output.

[start dimmer #] [end dimmer #] (*)

Assigns a range of dimmers to the selected control signal. You cannot use within in this command.

Patch Display

The Patch display lets you assign dimmers to channels, assign dimmer type (2.4Kw or 6K/12K), and set maximum levels for each dimmer. You can only assign a dimmer to a single channel. However, there are four patch tables, each of which can have completely different patching and proportional level information. You access a patch display by specifying the patch table you wish to look at or modify. Specifying no patch table number displays the currently active patch table.

Press



to see the current Patch display.

Press

[#] ★

to see a specific Patch display.

DIM CHN LEV 1 1 2 2 3 3 4 4 4 5 5 5 6 5 7 7 8 8 8 9 9 9 10 10 10 10 11 11 11	DIM CNN LEV 13 13 14 14 15 15 16 16 17 17 18 18 19 19 20 20 21 21 22 22 23 23 24 24	DIM CHN LEV 25 25 26 27 27 27 27 28 28 29 29 39 30 31 31 31 31 33 33 34 34 34 34 35 35	DIN CWN LEV 37 37 38 38 39 39 48 49 41 41 42 42 43 43 44 44 45 45 46 46 47 47 48 48	DIM CHN LES 49 49 50 50 51 51 52 52 53 53 54 54 55 55 56 56 57 57 58 58 59 59
GN - FULL Bump Flash Level FULL	A - FULL SEQ 4.8 Time 18.8	8 - 8t 1.0 Time 195.6	X - 9 8 Up 8 Down 8	
Patch Show	FX1 FX2			

Move Around the Display

pages forward through dimmers, 60 dimmers at a time.

pages backward through dimmers, 60 dimmers at a time.

Modify Patch Tables



Displays a particular patch table on screen without activating it.

>>>Press • to activate this patch
appears on the command line if it is not the current patch. Starting any patch command will give you access to the patch table for editing without activating it.

卿 (#) (**) (**)

Displays a particular patch table on screen and activates it. After the first ... >>>Press • to activate this patch appears on the command line if it is not the current patch. Press ... a second time to get access for editing and activate the patch table.

Copy Patch Tables

@ [from #] @ @ [to #] ★ ★

Copies one patch table into another. >>>PLEASE CONFIRM<</br>
appears on the command line after you press * the first time. >>>COPIED
appears on the command line when the patch taple has been copied.

Dimmer Lists

Dimmer lists are an easy way to specify more than one dimmer at a time, and can be used as part of many commands in the Patch display. Dimmer lists can consist of a single dimmer number, and are shown as [list] below:

[dimmer] [AND] [dimmer]

Selects two dimmers for scroller control or assigning levels. You can select more than two dimmers by using [ND] repeatedly. You can use [ND] and [ND] in the same command line.

[dimmer] @ [dimmer]

Selects all dimmers between the two listed dimmers (inclusive) for scroller control or assigning levels. You can use and and in the same command line.

Patch Dimmers

[list]@[channel]*

Assigns the listed dimmers to the selected channel without specifying a maximum level.

The system does not show maximum levels of 100%.

@[#](*)

Flags all of the dimmers assigned to the specified channel.

@ *

Unlags all of the dimmers currently flagged for channel identification.

[list]@(*)

Unpatches the listed dimmers from their assigned channels.

Assign or Change Each dimmer can have a maximum level. This lets you adjust the relative Maximum Levels levels of dimmers within a channel.

[list]@[channel]@[level]

Assigns the listed dimmers to the selected channel with a maximum level.

[list]@@[level]

Assigns a maximum level to the listed dimmers without changing their channel assignment.

[list]@@@@

Returns the maximum level of the selected dimmers to 100% (clears the proportional patch).

Assign Dimmer Type For CD80 systems and CD80 Packs you must tell the system which dimmers are 2.4Kw and which are 6.0Kw or 12.0Kw. This is necessary because there are two 2.4Kw dimmers per module, and only one 6.0Kw dimmer. If you do not make this assignment, you dimmers will not address properly.

> All dimmers should remain set as 2.4Kw dimmers in systems using DMX512 dimmer protocol, in CD90 dimmer systems, in systems using demultiplexers to drive analog dimmers, and for CD80 digital Packs. If you have AMX192 protocol dimmers from manufacturers other than Strand Lighting, you should check the documentation with your dimmers to see if you need to set dimmer type here.

[list] (*)

Toggles the dimmer type from 2.4Kw to 6K/12K and back. 6K/12K assignments will track to all patch tables, regardless of the patch table in which they are made. 6K/12K assignments are shown with the specified dimmer number displayed with white characters on a red background (white on red).



procedure.

Sets all dimmers back to 2.4Kw assignment. CLEAR 6/12KW ASSIGNMENTS? • >>>PLEASE!CONFIRM<<< appears after the first (*). Press (*) again to confirm the action, or [25] to abort the

Playback Controls

The *Playback* controls let you play back previously recorded cues. The following controls are considered a part of the Playback Controls:

- Grand Master
- FADER A/B
- FADER X
- FADER FX1 and FADER FX2
- Bump Master

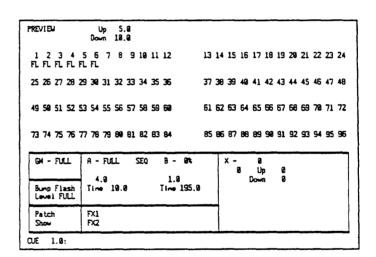
Details about these controls are shown under each control name elsewhere in this chapter.

Preview Display

The *Preview* display lets you set channel output levels on stage. You access this display by specifying the cue you wish to look at or modify. You can use it to set light levels blind and then record these levels into cues.

Press

to see the Preview display.



- Yellow channel levels are higher than the last cue.
- Green channel levels are lower than the last cue.
- Cyan channels are unchanged from the last cue.

Move Around the Display

pages forward through channels, 96 channels at a time.

pages backward through channels, 96 channels at a time.

Channel Lists Channel lists are an easy way to specify more than one channel at a time, and can be used as part of many commands in the Stage, Preview, and Submaster displays. Channel lists can consist of a single channel number. and are shown as [list] below.

[channel] [channel]

Selects two channels for scroller control or assigning levels. You can select more than two channels by using [NO] repeatedly. You can use [NO] and in the same command line. Channel lists composed in this manner are shown as [list] below.

[channel] [[channel]

Selects all channels between the two listed channels (inclusive) for scroller control or assigning levels. You can use [MD] and [m] in the same command line. Channel lists composed in this manner are shown as [list] below.

Set Channel Levels

Channel control commands work from the Stage, Preview, and Submaster displays to control or modify channel levels. When you are in the Stage display the results of these commands appear on stage and the system puts channels into Independent mode. When you are in a Preview or Submaster display these commands modify cues and submasters, and the system does not put channels into Independent mode. The second digit (0 - 9) after the channel number completes the command (no * needed). You can also use to complete the command line and set selected channels to FULL.

[list] (*)

Puts the listed channels under Scroller control.



Puts all channels with a level greater than ZERO under Scroller control.

[list]@[level]

Sets selected channel(s) to the specified level and puts them under Scroller control.

[list]@Ful

Sets selected channel(s) to the specified level and puts them under Scroller control.

\land and \lor

Let you control the levels of all currently selected channels.

Record Cues Blind All changes you make in channels levels while you are in a Preview display are automatically recorded. You can record cues from scratch by selecting a non-existant cue and setting the levels as required.

Modify Cues Blind You can modify any previously recorded cue by calling it up in a Preview display and changing the channel levels. All changes you make while you are in a Preview display are automatically recorded.

Cue Attributes

Assign or Change You can modify cue attributes (Time, Delay, Wait, and Link) while you are in the Stage, Preview, or Cue Sheet display. You can change all attributes at the same time by stringing the commands together before pressing (*).

[#] [me] [time] (*)

Modifies the fade time of the selected cue. Dimmers going up and dimmers going down will fade at the same rate.

[#] [wg [up time] [wo [down time]]

Modifies the fade time of the selected cue. Dimmers going up and dimmers going down will fade at different rates.

[time] *

Adds a delay time to all dimmers fading up and all dimmers fading down in the selected cue.

CUE [#] EM (AND [time] (*)

Adds a delay time to all dimmers fading down in the selected cue.

ÇUE [#] EM [time] (ND (★)

Adds a delay time to all dimmers fading up in the selected cue.

(CUE) [#] [wwi] [time] (*)

Adds a wait time to the selected cue. This is the time from the start of the cue until the start of the next cue. To start the next cue when this cue ends, assign the same fade and wait times.

阿里斯图

Links the first cue listed to the second cue. This will cause the automatic sequencing to take the linked cuc next after the current cue rather than the next highest cue number.

If you are already in the preview display for the "from" cue vou do not need to enter SUE [#]

Delete Cue Attributes You can delete cue attributes (Time, Delay, Wait, and Link) while you are in the Stage, Preview, or Cue Sheet display.

@ [#] TEE C

Deletes the fade time from the selected cue. This sets the fade time to ZERO seconds.

[#] EM ★

Deletes the delay time or times from the selected cue.

ÇUE [#] WAT ★

Deletes the wait time from the selected cue.

(#) (#) (#)

Deletes the link from the selected cue.

Make Channels Track When you are in a Preview display you can force the currently selected channels to track rather than to be recorded only in this cue.

> lets you access Track function if if you have just selected and/or changed the levels of channels. The command line will show >>>TRACK ?<< again to force the currently selected channels to track.

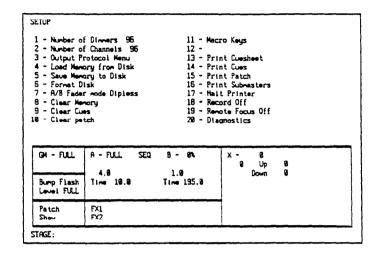
Setup Display

The Setup display lets you set system parameters and use the floppy disk drive.

Press



to see the Setup display.



System Setup

The Setup display lets you tell the system how many dimmers and channels you have.

1 * [# of dimmers] *

Sets the number of dimmers in the system.

2 * [# of channels] *

Sets the number of channels in the system.

3 €

Gets you to the Output Protocol menu (see page 57).

118 (3)

Turns the Record option ON/OFF (alternate action). When this is ON, all functions that can change memory are locked out.

1993

Turns the Hand Held Remote ON/OFF (alternate action). You should always turn the hand Held Remote OFF when it is unplugged.

203

Starts a memory diagnostic and displays the current version number.

Library Storage You can use the floppy disk to store shows for backup or for archiving and later retrieval. You can store up to four shows on each 3.5" 720Kb hard shelled floppy disk.



Initiates a Load Memory request. The command line shows SETUP: 4 - LOAD MEMORY FROM DISK (1-4 ?)

[#] ** **

Loads system memory from one of four shows on a pre-recorded disk. The system assumes show #1 if no number is entered. The system displays >>>LOADING MEMORY (<< during the memory load and >>>COMPLETECCC when memory load is done.

5 3

Initiates a Save Memory request. The command line shows SETUP: 5 - SAVE MEMORY TO DISK (1-4 ?)

[#] *

Saves system memory to one of four shows on a disk. The system assumes show #1 if no number is entered. The system displays >>>SAVING MEMORY<<< during the memory save and >>>COMPLETE<<< when memory save is done.

6 3 3

Requests a disk format and check. You must format all new disks before first use. The command line shows >>>PLEASE CONFIRM<</p> the first (*). Press and to cancel the request or (*) to format the disk. The system displays >>>FORMATTING<<< while formatting is in progress and >>>COMPLETE(<< when formatting is done.

Fader Algorithm You can change the fader algorithm on FADER A/B to make it either a pile-on fader or a dipless crossfader. In dipless mode the algorithm is optimized for normal crossfades where the two handles are moved together. In pile-on mode, the algorithm is optimized for random motion of the two fader handles at different rates and in different directions.

723

Changes the fader pile-on mode. The command line shows >>>PLEASE_CONFIRM<<< after the first *. Press (to cancel the request or to change the fader mode.

Clear Memory The Clear Memory functions let you clear all or part of the system memory. 8 🛠 🛠 Clears all console memory. The command line shows >>>PLEASE CONFIRM< after the first 🖈. Press as to cancel request or * to clear all system memory. The command line shows >>>COMPLETE<<< when memory is cleared. $8 \times \times$ Clears only the cues and cue sheet from memory. The command line shows >>>PLEASE CONFIRM((() after the first *). Press we to cancel request or (*) to clear cues and the cue sheet. The command line shows >>>COMPLETECCC when cues and the cue sheet are cleared. **1000** Requests a patch table reset. The command line will show SETUP: 10 - CLEAR PATCH ? [list]★★ Resets the selected patch table or patch tables. You can use [W] and [W] to formulate a list of patch tables. The command line shows >>>PLEASE CONFIRM<<< after the first *. Press * to cancel request or (*) to reset the selected patch tables. The command line shows >>>COMPLETE <<< when patch tables are cleared. Macro Keys You can record a sequence of keystrokes on any one of eight macro keys for later playback. This lets you easily recall sequences of keystrokes that you may use frequently. 00Enters the Macro key definition mode. [#](*) Starts the record action for the selected Macro key (1-8). [macro keystrokes] Once you are in macro recording mode and heve selected a macro number, the keystrokes until you press again will be recorded in the macro.

Completes the record action for the selected Function Key.

₩**₩**

Print Hard Copy You can print all or part of the show information you have programmed, so that you can later refer to hard copy if required.

> Do not try to use these commands unless a printer is hooked up and is on line.

13 **(list)**

Prints a hard copy of the listed CueSheet segment. To print a hard copy of entire CueSheet, do not enter [list].

14 (list)

Prints a hard copy of the Preview Display for the listed cues. To print a hard copy of all cues, do not enter [list].

1)(5)(±)[list](±)

Prints a hard copy of the specified patch tables. To print a hard copy of all patch tables, do not enter [list].

16 ★ [list] ★

Prints data for the selected submasters. To print a hard copy of all submaster data, do not enter [list].

000

Halts output from the console to the printer.

The printer will continue printing until its input buffer is exhausted or until you turn it OFF.

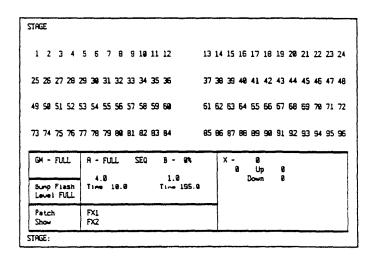
Stage Display

The Stage display lets you set channel output levels on stage. You can use it to set light levels on stage and to record these levels into cues.

Press



to see the Stage Display.



- Yellow channels take their level information from FADER X.
- Green channels take their level information from Fader A/B.
- Cyan channels take their level information from Submasters or Bump Buttons.
- Magenta channels take their level information from Fader FX1 or FADER FX2.
- Red channels are Independent channels.

Move Around the Display

pages forward through channels, 96 channels at a time.

pages backward through channels, 96 channels at a time.

Channel Lists

Channel lists are an easy way to specify more than one channel at a time, and can be used as part of many commands in the *Stage*, *Preview*, and *Submaster* displays. Channel lists can consist of a single channel number, and are shown as **[list]** below.

[channel] [channel]

Selects two channels for scroller control or assigning levels. You can select more than two channels by using we repeatedly. You can use and in the same command line. Channel lists composed in this manner are shown as [list] below.

[channel] [m [channel]

Selects all channels between the two listed channels (inclusive) for scroller control or assigning levels. You can use and and in the same command line. Channel lists composed in this manner are shown as [list] below.

Set Channel Levels

Channel control commands work from the Stage, Preview, and Submaster displays and control or modify channel levels. When you are in the Stage display the results of these commands appear on stage and the system puts channels into Independent mode. When you are in a Preview or Submaster display these commands modify cues and submasters, and the system does not put channels into Independent mode. The second digit (0 - 9) after the channel number completes the command (no needed). You can also use to complete the command line and set the selected channels to FULL.

[list]★

Puts the listed channels under Scroller control.



Puts all channels with a level greater than ZERO under Scroller control.

[list]@[level]

Sets selected channel(s) to the specified level and puts them under Scroller control.

[list]@@

Sets selected channel(s) to the specified level and puts them under Scroller control.

∧ and **∨**

Let you control the levels of all currently selected channels.

Restore Channels to You can restore channels from Independent mode to fader control by Fader Control matching the current channel level with the Scroller or Command keys, or one of the following commands.

[list]@(*)(*)

Restores listed independent channels to fader control.

AT - RESTORE ? • appears on the command line after the first (*). Press again to actually restore the dimmers. >>>RESTORED(((• appears on the command line to confirm that dimmers are restored to fader control.



Restores all independent channels to fader control.

AT - RESTORE? • appears on the command line after the first (*). Press again to actually restore the dimmers. >>>RESTOREDCCC = appears on the command line to confirm that dimmers are restored to fader control.

Check Dimmers You can check dimmers individually and quickly if you are in the Stage display.

[#] @ [level]

Sets a dimmer to a level, bypassing any channel information for that

OM [#] @ OUL

Sets a dimmer to FULL, bypassing any channel information for that dimmer.



Sets the next dimmer to the same level as the current dimmer level and restores the current dimmer to its original channel level.



Sets the last dimmer to the same level as the current dimmer level and restores the current dimmer to its original channel level.

Record Cues Live You can record cues from stage levels with F or from "SCENE A" controller levels with [When using the system ignores Fader A, Grand Master, and Blackout Switch positions.

爾 (# 15)

Records stage levels into the selected cue number. For new cues the system assumes a manual fade. There is no prompt when you are recording a new cue.

₹ [#]

Records the levels currently on Fader a into the selected cue number. This command ignores the Fader A, Grand Master, and Blackout Switch positions. For new cues the system assumes a manual fade. There is no prompt when you are recording a new cue.

You can assign cue attributes to a cue as you are recording it by stringing the attribute commands into the record command line before you press (*). See Assigning or Changing Cue Attributes below.

Modify Cues Live

To re-record a cue, follow the same procedure as for recording the same cue number. >>>DEFINED AS A CUE MEMORY - RERECORD? >>>DEFINED AS AN FX MEMORY - RERECORD? command line whenever there is an existing memory or Effects memory. Press 🛨 to confirm the cue overwrite or 🖼 to cancel the command.

Cue Attributes

Assign or Change You can modify cue attributes (Time, Delay, Wait, and Link) while you are in the Stage, Preview, or Cue Sheet display. You can change all attributes at the same time by stringing the commands together before pressing (*).

CUE [#] [ME] [time] (*)

Modifies the fade time of the selected cue. Dimmers going up and dimmers going down will fade at the same rate.

[down time] (*)

Modifies the fade time of the selected cue. Dimmers going up and dimmers going down will fade at different rates.

[#] [time] ★

Adds a delay time to all dimmers fading up and all dimmers fading down in the selected cue.

(#) [#] [time] *

Adds a delay time to all dimmers fading down in the selected cue.

(time) (*)

Adds a delay time to all dimmers fading up in the selected cue.

[#] [#] [time] [*]

Adds a wait time to the selected cue. This is the time from the start of the cue until the start of the next cue. To start the next cue when this cue ends, assign the same fade and wait times.

@ (#) (#) (#) (#)

Links the first cue listed to the second cue. This will cause the automatic sequencing to take the linked cue next after the current cue rather than the next highest cue number.

Delete Cue Attributes You can delete cue attributes (Time, Delay, Wait, and Link) while you are in the Stage, Preview, or Cue Sheet display.

CUE [#] [MB (*)

Deletes the fade time from the selected cue. This sets the fade time to ZERO seconds.

(#) Em (*)

Deletes the delay time or times from the selected cue.

CUE [#] WAIT (*

Deletes the wait time from the selected cue.

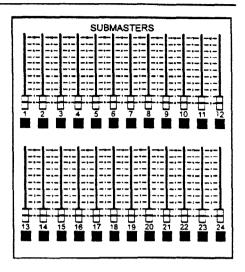
(地) (場) (大)

Deletes the link from the selected cue.

Submaster Controllers

Submaster controllers let you set up groups of channels or recorded cues you wish to control together. You can use the Bump Buttons to bump the associated submaster to FULL if required.

LightBoard M can have 1 or 2 Submaster Modules, each with 24 submaster controllers. 8 remote inputs (submasters 25-32 or 49-56) let you control selected channels remotely. Channels assigned to submasters are at maximum levels when the submaster is at its upper limit



("10"), and OFF when the submaster is at its lower limit ("0").

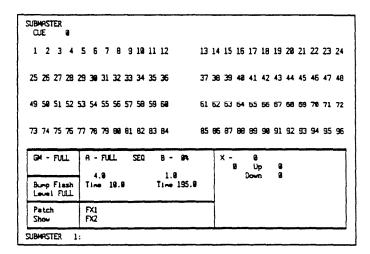
The Submaster Bump Buttons associated with each submaster controller let you "bump" the submaster ON. LEDs in bump buttons show submasters which are ON at any level above 5%. If the Bump Master is set to "BUMP" then ON for these buttons means that pushing the bump button forces the associated submaster to the level set on the Bump Level Control. If the Bump Master is set to "SOLO" then ON for these buttons means that all other submasters are forced to OFF. If the Bump Master is OFF the bump buttons have no effect.

Submaster Display

The Submaster display lets you set channel levels for individual submasters. You access this display by specifying he submaster you wish to look at or modify.

Press [\$UB] [#] (*)

to see the Submaster Display.



- Yellow 0 shows submasters with channel assignments only.
- Green # shows channels assigned by cue
- Yellow # shows channels modified after assignment by cue.

Move Around the Display

Selects the next highest individual Submaster display.

Selects the next lower individual Submaster display.

Channel Lists

Channel lists are an easy way to specify more than one channel at a time, and can be used as part of many commands in the *Stage*, *Preview*, and *Submaster* displays. Channel lists can consist of a single channel number, and are shown as **[list]** below.

[channel] [channel]

Selects two channels for scroller control or assigning levels. You can select more than two channels by using [MD] repeatedly. You can use [MD] and [ma] in the same command line. Channel lists composed in this manner are shown as [list] below.

[channel] [m [channel]

Selects all channels between the two listed channels (inclusive) for scroller control or assigning levels. You can use and and in the same command line. Channel lists composed in this manner are shown as [list] below.

Set Channel Levels Channel control commands work from the Stage, Preview, and Submaster displays and control or modify channel levels. When you are in the Stage display the results of these commands appear on stage and the system puts channels into Independent mode. When you are in a Preview or Submaster display these commands modify cues and submasters, and the system does not put channels into Independent mode. The second digit (0) through (9) after the channel number completes the command (no 🖈 needed). You can also use use to complete the command line and set the selected channels to FULL.

[list] (*)

Puts the listed channels under Scroller control.



Puts all channels with a level greater than ZERO under Scroller control.

[list]@[level]

Sets selected channel(s) to the specified level and puts them under Scroller control.

[list]@@

Sets selected channel(s) to the specified level and puts them under Scroller control.

∧ and ∨

Let you control the levels of all currently selected channels.

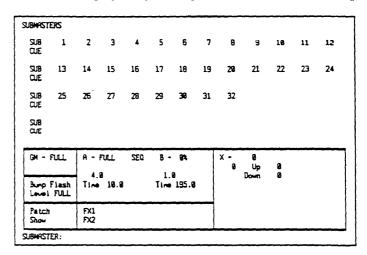
Submasters Display

The Submasters display lets you assign cues to submasters as required.

Press



to see the Submasters Display.



- Yellow 0 shows submasters with channel assignments only.
- Green # shows channels assigned by cue
- Yellow # shows channels modified after assignment by cue.

Move Around the Display

pages forward through submasters, 48 submasters at a time.

pages backward through submasters, 48 submasters at a time.

[sub #]@[cue #]*

Selects a submaster and specifies a cue for assignment. The system displays >>>COMPLETECCC when the submaster is loaded.

[sub list]@[cue #]*

Specifies a submaster list and specifies a starting cue number for assignment. Cues (up to the number of submasters specified) will be assigned in numerical order until there are no more cues. The system displays >>>COMPLETECCC when submasters are loaded. We may not be used in this list.

[sub list]@★

Selects a submaster list to be cleared of all information. The system displays >>>COMPLETECCC when submasters are clear.

LightBoard M is a compact and powerful lighting control console which lets you set levels manually and/or using a keypad depending on its configuration.

LightBoard M uses a proprietary user interface designed specifically for stage and studio lighting. Despite its power and sophistication, you should find it easy to learn and operate. This tutorial will help you to learn the basics, so that you can quickly operate lights, and record and play back cues.

Once you know the basics, you can easily use most of the functions without having to reference extensive or complicated instructions. This tutorial does not address every function available to you with this console. Complete details on all functions are found in the *Reference* chapter of this manual.

When learning the system, and later when operating it, remember one thing above all - Relax and enjoy yourself. Don't worry about making mistakes. Explore the commands as you go through this tutorial. Feel free to experiment, you cannot damage the console with erroneous commands.

Turn the Console On

Turn the console ON by turning the rocker switch on the rear of the console ON. This applies power to the console and to the two auxiliary connectors on the rear of the console (marked "Printer" and "Monitor").

Set Channel Levels

You can set light levels live using the Channel Controllers and FADER A/B, or using the keyboard and Scroller. Channels set using the keyboard and Scroller are independent. These levels override other channel input controls and fader outputs, and remain independent until you match them to the other source levels, or restore them. Channel levels are shown on the *Mode* display.

This demonstration assumes that the system has a clear memory. If not, follow instructions in the "Setup Menu" chapter to clear memory.

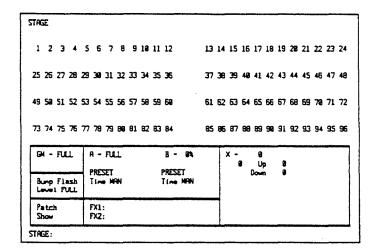
Use Channel Controllers You can set channel levels using the manual controllers for FADER A ("SCENE A") or FADER B ("SCENE B")). This demonstration sets channel levels using "SCENE A".

> For this demonstration, push the Blackout switch to ON and the Grand Master to its upper limit. Move FADER A/B to its upper limit. Turn FADER A and FADER B Time Controls to their 7 o'clock position ("0").

Press

STAGE

to see the Stage display.



Channel colors show the level source for each channel:

- Yellow channels take their level information from FADER X.
- Green channels take their level information from FADER A/B.
- Cyan channels take their level information from Submasters or Bump Buttons.
- Magenta channels take their level information from FADER FX1 or FADER FX2.
- Red channels are Independent channels.

It is not necessary to switch to the Stage display for this portion of the tutorial, since the manual controls are available from all displays. This was done so that you could easily see the results of your actions on the channels.

For this demonstration, push the Blackout switch to ON and the Grand Master to its upper limit. Move FADER A/B to its upper limit. Turn FADER A and FADER B time controls () to their 7 o'clock position ("0").

Move

the "SCENE A" channel 1 controller to 100%.

The channel level for channel 1 on the display follows controller movement, the channel level is green to show that its level source is FADER A/B

TAC	ıC.												-											
1 FL	2	3	4	5	6	7	8	9	19	11	12		13	14	15	15	17	18	19	20	21	22	23	2
25	26	27	28	29	38	31	32	33	34	35	36		37	36	39	48	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	58		61	62	63	64	65	5 6	67	68	69	70	71	7.
73	74	75	76	זר	78	79	36	81	82	83	84		85	9 6	87	88	89	90	91	92	93	94	95	9
G	(-	FUL	ī.	T	٦ -	FU	1				В -	9%		T	x -		9					-		
		_		۱ ا	RE	SET				1	PRES	ET			•	-	U _I		8					
		Fla			i i ne	. 14	₩.				Time	HTN												
-	tc	1			X1 X2																			

Adjust other "SCENE A" controllers as follows:

- Channel 2 = 80%
- Channel 3 = 60%
- Channel 4 = 40%
- Channel 5 = 20%

Channel levels for all of the channels will appear on your monitor.

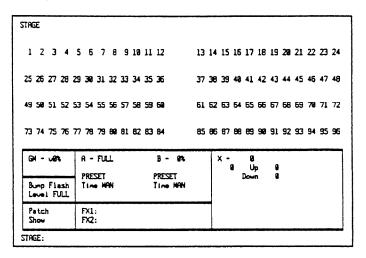
			4 48		5	7	8	9	10	11	12		13	14	15	15	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36		37	36	39	40	41	42	43	44	45	46	47	48
49	58	51	52	53	54	55	56	57	58	59	54		61	52	63	54	65	56	67	58	69	78	71	72
73	74	75	76	77	78	79	8 9	81	82	83	84		85	86	87	98	89	90	91	92	93	94	95	96
G	4 -	FU	ц	T	٦ -	FU	ı				В-	84		1	x -	2	9		9					
			ash ULL	1.	I		NF.				PRESI Time					-	کنده		ē					
	a tci				FX1 FXZ																			

Use the Blackout Switch

You can use the Blackout switch () to turn all lights OFF. This switch is on the output of the console and will turn all levels (including levels from Submasters) OFF.

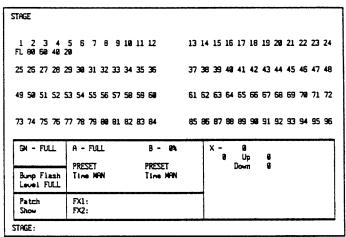
Push the Blackout switch to OFF





Push the Blackout switch to ON





Use the Grand Master You can also use the Grand Master to control the overall output lighting levels. If you use the Grand Master you will not be able to turn lights ON or OFF as quickly, but you will be able to fade lights out or reduce their overall level. Like the Blackout switch, this control affects all output including submasters.

Move

the Grand Master to 50% ("5"). Lights on stage will fade to half of their set value.

7 6 9 19 11 12	13 14 15 16 17 18 19 28 21 22 23 24
31 32 33 34 35 36	37 38 39 48 41 42 43 44 45 45 47 48
55 56 57 58 59 60	61 52 63 54 65 66 67 58 69 78 71 72
79 80 81 82 83 84	85 86 87 88 89 98 91 92 93 94 95 96
FULL 8 - 9%	X - 8 8 Up 8
ET PRESET MAN TIME HAN	Down &
-	31 32 33 34 35 36 35 55 57 58 59 68 79 88 81 82 83 84 FULL B - 8%

Move

the Grand Master to its lower limit ("0"). Lights on stage will fade to ZERO.

5 6 7 8 9 18 11 12	13 14 15 16 17 18 19 28 21 22 23 24
29 39 31 32 33 34 35 36	37 38 39 49 41 42 43 44 45 46 47 48
53 54 55 56 57 58 59 68	61 52 53 64 55 55 67 58 59 70 71 72
77 78 79 86 81 82 83 84	85 86 87 88 89 98 91 92 93 94 95 96
A - FULL B - 9%	X - Q 8
PRESET PRESET Time MAN Time MAN	B Up B Cown B
FX1: FX2:	•
	29 30 31 32 33 34 35 36 53 54 55 56 57 58 59 60 77 78 79 80 81 82 83 84 A - FULL B - 9% PRESET PRESET Time NON Time NON FX1:

Move the Grand master to its upper limit ("10") to continue this tutorial.

Set Channel Levels with You can use FADER A and "SCENE A" (or FADER B and "SCENE B") to Channel Controllers control the overall level of lights set on channel controllers.

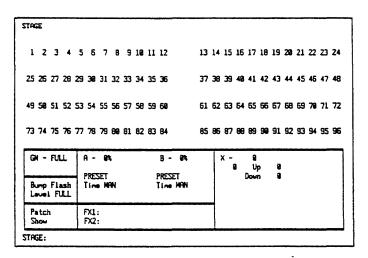
Move

FADER A to 50% ("5"). Lights on stage will fade to half of their set value.

5 5 7 8 9 10 10	11 12 13 :	14 15 16 17 18	19 29 21 22 23 24
29 30 31 32 33 34	35 36 37 3	38 39 48 41 42	43 44 45 46 47 48
53 54 55 56 57 58	59 59 61 1	52 53 64 65 56	57 68 69 78 71 72
77 78 79 80 81 82	83 84 85 1	96 87 88 89 90	91 92 93 94 95 96
A - 50%	B - 8%	х - 8 8 Up	9
		Down	9
FX1: FX2:			
	18 29 38 31 32 33 34 55 56 57 58 77 78 79 88 81 82 PRESET TIME MAN	100 29 30 31 32 33 34 35 36 37 3 53 54 55 56 57 58 59 60 61 6 77 78 79 80 81 82 83 84 85 6 A - 50% B - 0% PRESET PRESET Time NON Time NON FX1:	29 30 31 32 33 34 35 36

Move

FADER A to is lower limit ("0"). Lights on stage will fade to ZERO.



Move FADER A to its upper limit ("10") to restore lighting levels to their set levels.

Move Move all "SCENE A" controllers to their lower limits ("0") to set all lights on stage to ZERO.

Set Channel Levels with the Keyboard

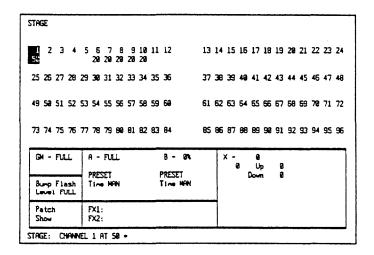
The system assigns any channel accessed by the Command Keypad in Stage mode to the Scroller (\bigwedge and \bigvee). Channels remain independent until you match levels with the current fader/submaster source level or restore independent channels to fader control.

Move

"SCENE A" channel 6 through 10 controllers to 20% to set up for this portion of this tutorial.

Press

1@50 to bring channel 1 to 50% on stage.



The reverse video channel number shows that this channel is independent. Independent channels will not be affected by levels from other sources until you match levels with the current fader/submaster source level or restore independent channels to fader control.

The reverse video channel level shows that the dimmer is currently being controlled by the scroller.

Set Channel Levels with the Scroller

You can raise and lower channel levels using the scroller (\bigwedge and \bigvee) once you have made a channel selection.

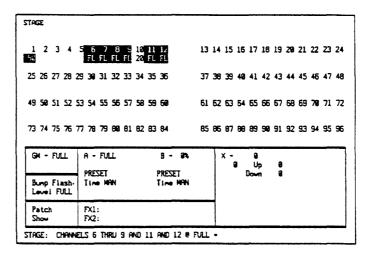
ress v to lower the channel levels.

Levels

Set Multiple Channel To set multiple channels to the same level, specify the channels as a list using AND and man.

Press 6 FR 9 AND (1) (1) AND (1) (2) (@) (FULL)

to bring the selected channels on stage.



Selected Channels

Set Levels for If you already have channels selected on the scroller, you can easily change their level with the keypad or the scroller without reselecting them.

Press

 \land or \lor

to raise or lower the channel levels.

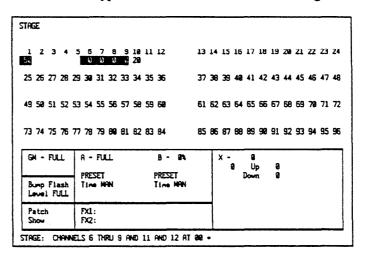
Press

@(5)(0)

to set the channels to 50%.

Press

to set the channels to ZERO.



Channels 6 through 9 have levels from FADER A but are forced to ZERO in independent mode. Channels 11 and 12 are blank (ZERO level) because you matched their levels from other sources.

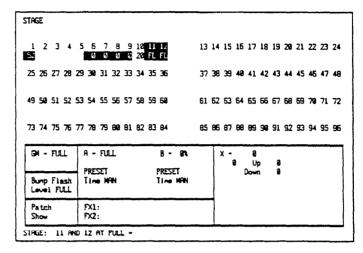
There is a difference between "0" as a level and no level. If there is no level shown the channel is not active (receiving no level instruction from any source). A red "00" under a channel number shows that it is receiving a level instruction from a source but that Independent mode is forcing the channel level to remain at ZERO.

Assign Channels to the To assign specific channels to the scroller you type in the channel list and Scroller terminate it with or without specifying a level.

Press

110m12@mx to put channels 11 and 12 on the scroller at FULL.

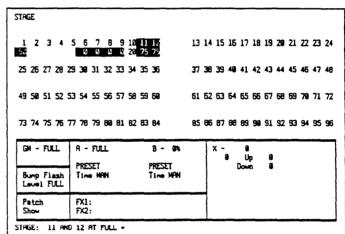
Channels 6 through 10 are released from the scroller but are still independent.



Press

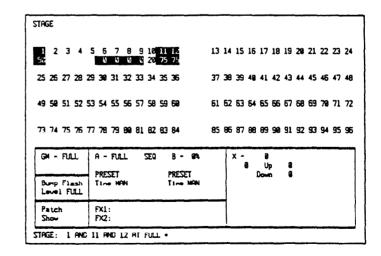
 ∇

to move channels 11 and 12 to 75%.



Press

to put channels 1, 11 and 12 on the scroller without changing their levels.

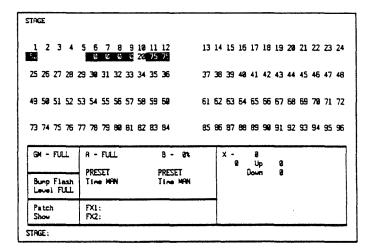


Clear Channels from You can clear channels from Scroller control by pressing . This does Scroller Control not release the channels from Independent mode.

Press

CLEAR

to clear all channels from Fader SCROLLER control



to the Scroller keystroke.

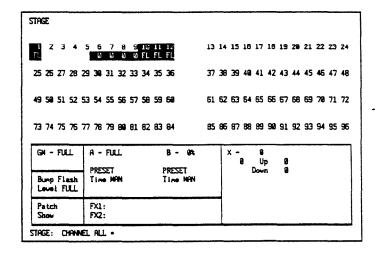
Assign Active Channels You can assign all non-ZERO active channels to the scroller with a single

Press



to assign all non-ZERO active channels to SCROLLER control.

> Even channel 10, which is active from the "Scene A" controllers, is assigned to the SCROLLER .



Raise channels to FULL using . Relative channel levels do not change. Channel levels reach FULL in the following sequence:

- 1. Channels 11 and 12
- 2. Channel 1
- 3. Channel 10

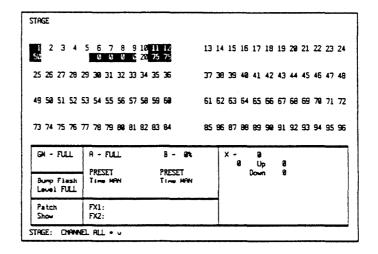
Release Channels from Independent

Channels are released from Independent mode automatically when their Scroller levels cross the level set by other sources, or can be released manually. You can release all channels or only selected channels from Scroller control.

Press

V

to lower the selected channels until channel 10 is at 20%.

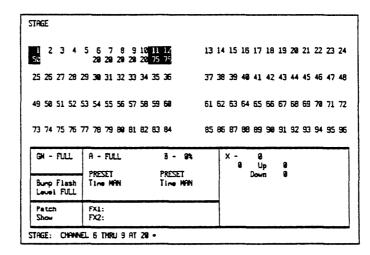


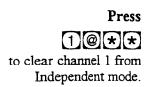
Channel 10 is released from Scroller and Independent mode when its level matches FADER A Output (20%).

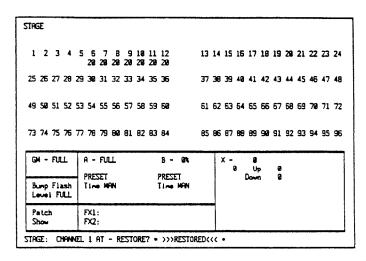
Press

6-9-9-20

to release channels 6 through 9 from Independent mode.



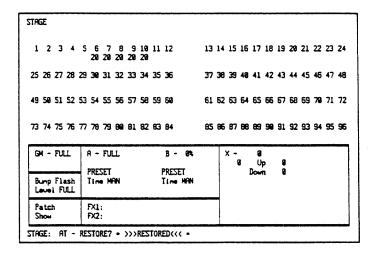




The system will ask RESTORE? • >>>PLEASE!CONFIRM<</p>
after the first to make sure you want to do this. You can cancel the action by pressing fine.



to clear all remaining channels from Independent mode.



Bump Buttons Channel Bump buttons have 3 modes of operation.

- If the Bump Control Switch is in the "BUMP" position, pushing a bump button takes the channel to the level set on the Bump Level Control.
- If the Bump Control Switch is "OFF," bump buttons have no effect.
- If the Bump Control Switch is in the "SOLO" position, pushing a bump button takes the channel to the level of the Bump Level Control and turns all other channels OFF, unless they are on Independent.

Record Cues

This demonstration assumes the system has a clear memory. If not, follow instructions on page 160 to clear memory.

Make certain that the Blackout Switch is ON and the Grand Master is at 100%.

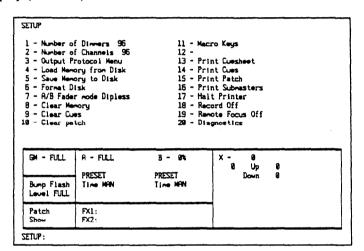
Enable Record Functions

In order to record cues, you must turn the "Record" entry in the Setup display (item #18) ON.

Press

SETUP

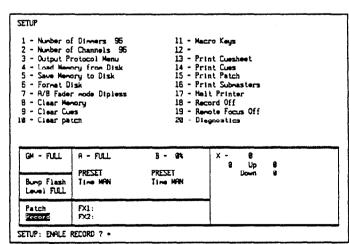
to see the Setup display.



Press

18

to enable recording.



After the first * the system asks ENABLE RECORD ? >>> PLEASE CONFIRM <<<

Record Cues Live from You can bring channels on stage using the "Scene A" controllers and record Channel Controllers the manually set levels by using [...]

Press

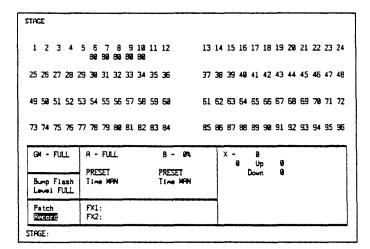
CLEAR

to clear the command line.

"SCENE A" controllers 6 through 10 to FULL.

Set

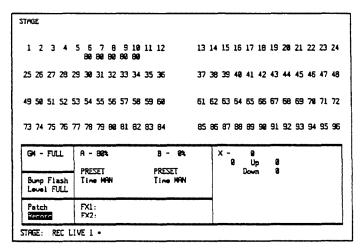
FADER A/B to 80%



Press



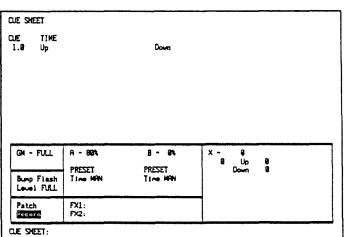
to record channels 6 through 10 in cue 1 at 80% (as they appear on stage).



Press



to see the Cue Sheet display with a cue 1 entry.



Record Cues Live from You can also record a cue live after you have set the channels using the the Keyboard Command keypad.

Press

STAGE

to return to the Stage display.

"Scene A" controllers to ZERO.

Press

0@9@50

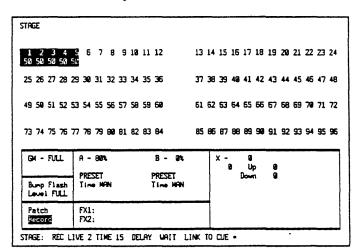
STAGE			
1:12:13:14:1 50:50:50:50:50:5		11 12 13 1	14 15 16 17 18 19 28 21 22 23 24
25 26 27 28 2	29 30 31 32 33 34	35 36 37 3	38 39 48 41 42 43 44 45 46 47 48
49 50 51 52 5	53 54 55 56 57 58	59 59 61 6	52 63 64 65 66 67 68 69 79 71 72
73 74 75 76 7	77 78 79 98 81 82	83 84 85 8	96 87 88 89 94 91 92 93 94 95 96
G4 - FULL	A - 88%	8 - 9%	X - 8 8 Up 8
Bump Flash Level FULL	PRESET Time MAN	PRESET Time MAN	Down 9
Patch Record	FX1: FX2:		

Channels are now on independent and under SCROLLER control.

Press



to record the current stage levels into cue 2.



Cue 2 has an assigned time of 15 seconds. The maximum fade time allowed is 999.9 seconds.

The selected channels are still independent, but scroller control was cancelled when you stated the new command line.

Press

*

to get control of all channels.

Use

 \vee

to scroll the channels to ZERO.

TA	Œ																							
1		2	3	4	5	6	7	8	9	18	11	12	13	14	15	16	17	18	19	28	21	22	23	24
25	2	5	27	28	29	38	31	32	33	34	35	36	37	38	39	48	41	42	43	44	45	46	47	48
49	5	9	51	52	53	54	55	56	57	58	59	50	51	52	63	54	65	56	67	68	69	70	71	72
73	7	4	75	76	77	78	79	90	81	82	83	84	85	86	87	96	89	90	91	92	93	94	95	96
Ģ	H	-	FU	L	1	A -	-					В -	 	7	× -	3	8	P	9			-	,	
				ish JLL	1	PRE						PRESE I Ine				i	Dow	n	8					
: _	e t		_			FX1 FX2																		

Channels scroll to ZERO and are released from independent, since there are no other level sources.

Record Cues with

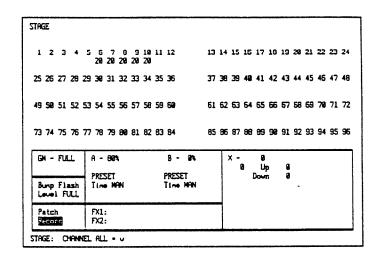
The procedure for recording from "SCENE A" is available only in Live Mode.

Set

FADER A to its upper Limit.

Set

"SCENE A" controllers 6 through 10 to 25% and controllers 11 and 12 to FULL.

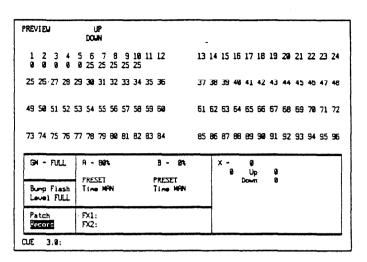


The channels only show up at 20% on stage because FADER A is at 80%.

ress (3 * to record the "Scene A" levels as cue 3.

Press

to see the *Preview* display
for cue 3.



Channels 1 through 5 show up with a level of ZERO (rahter than a blank) to show that they had levels in the previous cue.

Channels 6 through 10 are recorded at the "Scene A" controller levels (in this case 25%) rather than at the levels which appear on the *Stage* display.

Press

STAGE

to return to the Stage display.

Se

controllers 1 through 10 at 50% and controllers 11 and 12 at FULL

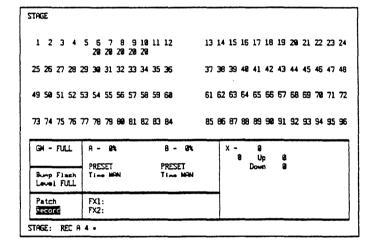
Set

FADER A to its lower limit.

Press



to record a cue 4.

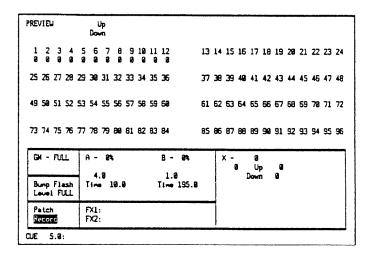


This records "SCENE A" levels into cue 4. The position of FADER A has no effect on ...

Record Cues Blind You can record cues blind without any lights you assign to the cue appearing on stage. You must be in the Preview display to record cues blind.

Press

©E 5 ★ to see the Preview display for cue 5.



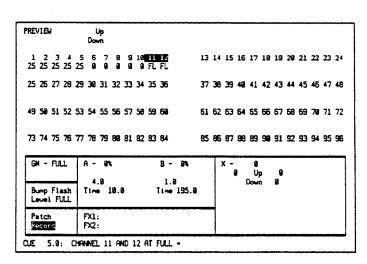
The channel levels are color coded so that you can easily tell how the channels moved from the previous cue.

- Yellow channel levels are higher than the last cue.
- Green channel levels are lower than the last cue.
- Cyan channels are unchanged from the last cue.
- Channel levels of ZERO show that there were channel levels in the previous cue (cue 4).

Press

1-5@25

> to record the selected channels in cue 5.



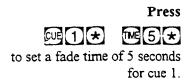
Caution

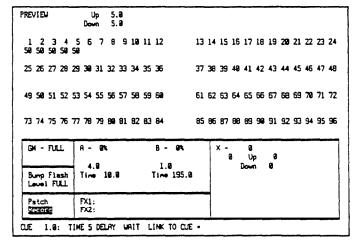


Any channel changes you make while you are in the Preview display are automatically recorded.

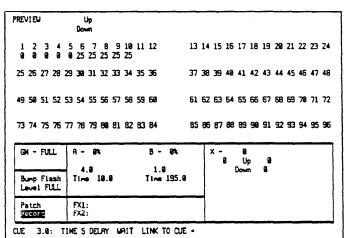
Channels 11 and 12 are on the scroller but are not changed to independent channels because you are in the Preview display.

Set Fade Time Blind To set a time for a cue while in a Preview display, you first need to switch to the appropriate preview display.





Press to see the cue 3 Preview display.



If you use [3] instead, the command line will be cleared. [47] and [57] do not clear the previous command line.



M20x

to record a fade time of 20 seconds for cue 3.

Up 28.8 Down 28.8		
5 6 7 8 9 19 11 8 25 25 25 25 25	. 12 13 1	14 15 16 17 18 19 28 21 22 23 24
29 30 31 32 33 34 35	36 37	38 39 49 41 42 43 44 45 45 47 48
53 54 55 56 57 58 59	9 548 61 8	52 53 64 65 66 67 68 59 70 71 72
77 78 79 88 81 82 83	85 8	86 87 88 89 90 91 92 93 94 95 96
A - 8%	B - 8%	X - 8 8 Up 6
		Down 8
FX1: FX2:		
2	5 6 7 8 9 10 11 8 25 25 25 25 25 25 25 25 25 25 25 25 25	5 6 7 8 9 10 11 12 13 8 25 25 25 25 25 25 25 25 25 25 25 25 25

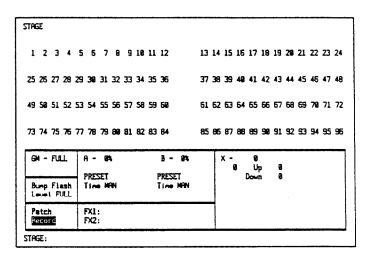
Set Fade Time Live When you are in the Stage display you do not need to switch to a cue to record a time for it.

Press

ŞTAGE

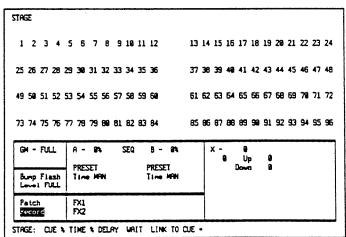
to return to the Stage display.

There are no lights on stage because FADER A is at its lower limit



Press

to change the fade time for cue 5 to 5 seconds.

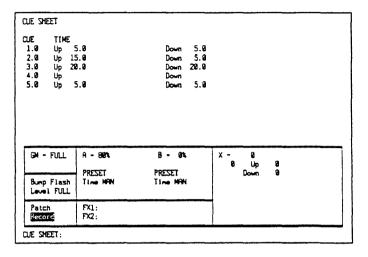


The stage display does not change (except for the command line) but the time in cue 5 is rerecorded. You can verify this if you wish by going to the Cue Sheet display.

Press

CUE

to see the cue sheet with the current cues



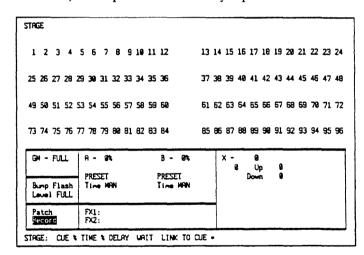
Fade Live

Record a Split Time Split time fade let you assign separate fade times for channels which are increasing in level (the up-fade) and channels which are decreasing in level (the down-fade). The up-fade time is always specified first.

Press



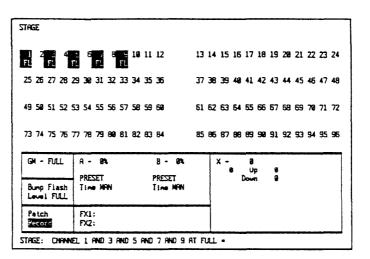
to get back to the Stage display.







to bring the selected odd channels to FULL on stage.

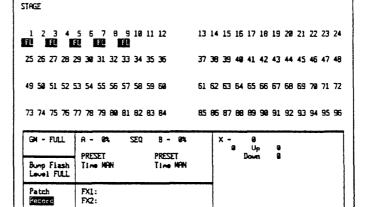


Press



to record a new cue 6 with a split fade time.

This leaves the channels in Independent mode but not under Scroller control.

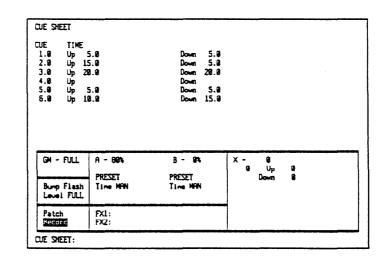


STAGE: REC LIVE 6 TIME 18 + 15 DELAY WALT LINK TO CUE +

Press

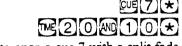


to see the cue sheet with the current cues

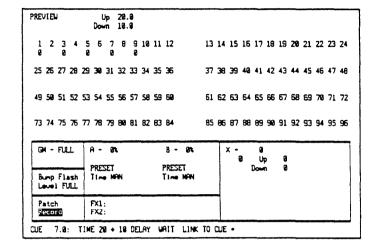


Record a Split Time You can record fades with split times blind (the levels do not show on stage) Fade Blind once you are in the required Preview display.

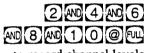




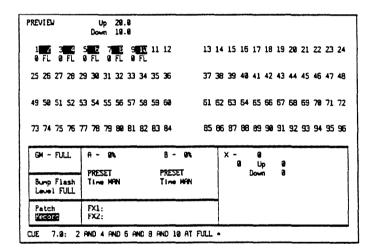
to open a cue 7 with a split fade time.







to record channel levels in cue 7.



Press



to clear the Command Line and release the selected channels from SCROLLER control.

PRE	ΙĐ	J			Dow																		
1	Z FL	3	4 FL	5	5 FL	7	8 FL	9	1 0 FL	11	12	13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	35	37	38	39	48	41	42	43	44	45	45	47	48
49	50	51	52	53	54	55	56	57	58	59	68	51	52	63	54	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84	85	96	87	88	99	90	91	92	93	94	95	98
G	٠ -	FU	T		۹ -	_					8 -	 		× -	3	8		9					
			ash JLL	1	PRES Time						PRES Time					Dow	n	9					
	tc				X1 X2								1										

Press

STAGE

to return to the Stage display.

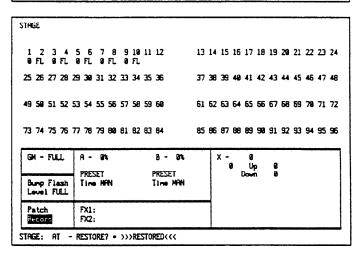
Note that there are still some channels on independent.

STAGE																			
1 2	3 4	5 6	7	8 9 8 0	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
							36												
49 58 3	51 52	53 54	55 5	56 5 7	58	59	58	51	52	63	54	65	56	67	58	59	70	71	72
73 74	75 76	77 78	79 8	36 81	82	83	84	85	86	87	88	89	34	91	92	93	94	95	96
GH - 1	FULL		SET		SEQ		B - 8%]	× -	2	η. 8		9					
Bunp Level			• NA	i			Time MAN				,)own	•	6					
Patch Secore	_	FX1 FX2																	
STAGE:		FX2	:						_	_									_

Press



to clear all channels from Independent mode.



The system will ask AT - RESTORE? >>> ARE YOU SURE? << after the first ...

Play Back Cues on Fader A/B

EADER A/B can play back levels derived from the Channel Controllers (manual) or from a cue. FADER A can take its levels from a cue while FADER B takes its levels from the Channel Controllers, or vice versa. The ALED or BLED is ON when the fadercontains a cue. The Fader A/B display shows PRESET if if the fader is operating the manual controllers, or a cue number if the fader is controlling a cue. You can load cue 0 (a blackout) to the required fader to return to manual preset operation.

FADER A masters "SCENE A" (the upper row of Channel Controllers).
FADER B masters "SCENE B" (the lower row of Channel Controllers).

All fades on FADER A/B (or on either half of the crossfader) require fader handle movement. When the Fade Time Control () is in its 7 o'clock position ("0"), or in its 5 o'clock position ("MEM") and no fade time is recorded, the fade action follows movement of the fader handle(s). When a time is set in memory or with the Fade Time Control, the fade follows the recorded or set time, or the fader handle, whichever is slower. For a cue with a 10 second fade, if the fader handle(s) are moved to their opposite extreme in 15 seconds, the fade takes 15 seconds. An LED bargraph between the fader handles shows fade status.

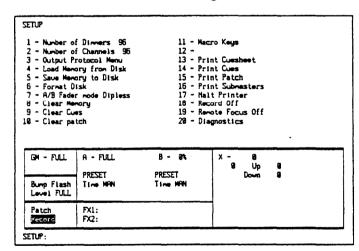
Play Back Cues Using Channel Controllers

You can play back levels from Channel Controllers or crossfade between "SCENE A" and "SCENE B" levels using FADER A/B.

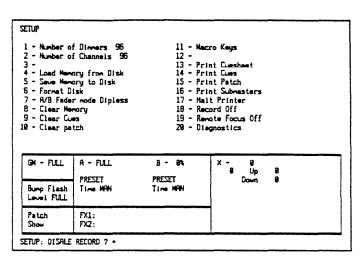
Press



to see the Setup display.







After the first * the system asks DISABLE RECORD ? >>> PLEASE CONFIRM <<<

Press

the blackout switch ON (o) and move the Grand Master to its upper limit...

Turn

FADER A and FADER B Time Controls () to their 7 o'clock positions ("0").

Press

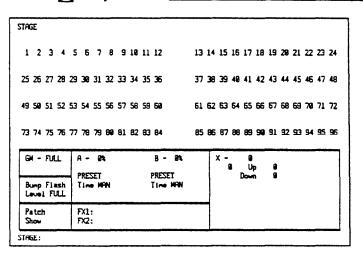


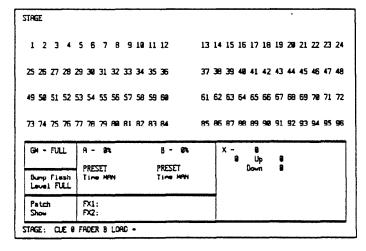
to see the Stage display.

Press

COA COB

to make sure that FADER A and FADER B are controlling their respective scene controllers.





Set all Channel Controllers to "0." Then set "SCENE A" and "SCENE B" controllers as follows:

- Scene A channel I = FL
- Scene A channel 2 = 80%
- Scene A channel 3 = 60%
- Scene A channel 4 = 40%
- Scene A channel 5 = 20%
- Scene B channel 1 = 80%
- Scene B channel 5 = FL
- Scene B channel 6 = 80%
- Scene B channel 7 = 60%
- Scene B channel 8 = 40%
- Scene B channel 9 = 20%

Since both FADER A and FADER B are at their ZERO position, nothing happens on stage.

Move FADER A to its upper limit.

TAGE																							
1 2 FL 80				6	7	8	9	18	11	12		13	14	15	15	17	18	19	29	21	22	23	24
25 26	27	28	29	30	31	32	33	34	35	36		37	38	39	48	41	42	43	44	45	45	47	48
49 58	51	52	53	54	55	56	57	58	59	50		61	52	63	54	65	56	67	68	69	78	71	72
73 74	75	76	77	79	79	90	81	82	83	84		85	96	87	88	89	90	91	92	93	94	95	96
G4 -	FUL	T		- 6		T				-	er -		ľ	x -	3	9 U ₁		8					_
Bunp Level				PRES Lime		W				PRESI						Dowi	n	ø					
Patch Show	}			χι χ2:																			

Move FADER B to 50%

STAGE				
	5 6 7 8 9 10 1 50 40 30 20 10	11 12 13 1	14 15 16 17 18 19 29 21	22 23 24
25 2 5 2 7 2 8	29 38 31 32 33 34 3	35 36 37 3	38 39 40 41 42 43 44 45	45 47 48
49 50 51 52	53 54 55 56 57 58 5	59 648 61 6	52 63 64 65 66 67 68 69	78 71 72
73 74 75 76	77 78 79 88 81 82 8	83 84 85 6	96 87 88 89 98 91 92 93	94 95 96
GAI - FULL	A - FULL	8 - S 8 %	X + 8 8 Up 8	
Bunp Flash Level FULL	TIME HAN	PRESET Time MAN	Down 18	
Patch Show	FX1: FX2:			

Levels from "SCENE A" and "SCENE B" are "piled-on" to each other. Channel 5 is at 50%, since the mastered level from "SCENE B" is higher than the mastered level from "SCENE A" for this channel.

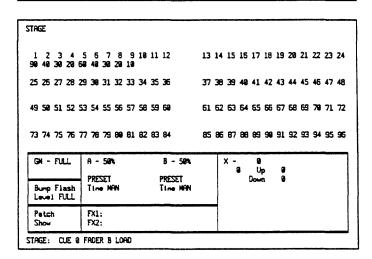
Move

FADER B to its upper limit (0%).

STAGE		
1 Z 3 4 FL 80 50 40		13 14 15 16 17 18 19 20 21 22 23 24
25 26 27 28	29 39 31 32 33 34 35 36	37 38 39 48 41 42 43 44 45 46 47 48
49 58 51 52	53 54 55 56 57 58 59 60	61 62 63 54 65 56 57 58 69 79 71 72
73 74 75 76	77 78 79 88 81 82 83 84	85 86 87 88 89 98 91 92 93 94 95 95
GH - FULL	A - FULL B - 9%	X - 8 8 Up 8
Bump Flash Level FULL	PRESET PRESET Time MAN Time MAN	Down 8
Patch Show	FXL: FX2:	
STAGE: CUE @ FADER B LOAD -		

Move

FADER A and FADER B to 50%.



Channel 1 does not follow the simple pile-on rule, since it has a level in both "SCENE A" and "SCENE B." FADER A/B is a dipless crossfader, and causes a fade between the two level settings.

Move

FADER A/B to its lower limits.

STAC	Œ																							
1 86	2	3			5 94				19	11	12		13	14	15	16	17	18	19	29	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36		37	38	39	48	41	42	43	44	45	45	47	48
49	50	51	52	53	54	55	5 6	57	58	59	58		51	52	63	64	65	66	67	68	59	78	71	72
73	74	75	76	77	78	79	86	81	82	83	84		85	86	87	88	89	98	91	92	93	94	95	96
G	1 -	FUI	Ţ		A -						B -	FULL			X -	2	9		9					
		Fl:		1	Tim							MAN					Down	n.						
1	tc	-			FX1 FX2	-																		
STA	Œ:	a	Œ	9 F	ADE	R B	LO	AD																

You can continue crossfading between level settings by resetting the "SCENE A" controllers while FADER A is at its ZERO point and moving FADER A/B to its upper limit, resetting "SCENE B" while FADER B is at its ZERO point and moving FADER A/B to its lower limit, etc.

Manual Levels

Timed Crossfades of The Fade Time Controls let you make automatic timed crossfades (0 to 4 minutes) between "SCENE A" and "SCENE B" levels. Fade times for FADER A and FADER B are separately set. To start a timed fade, move the fader or faders to the opposite end of their travel. The LED bargraph between the two faders and the Fader A/B display on the Monitor mimic the fade status.

> When FADER A and/or FADER B are controlling manual channel levels, selection of the 7 o'clock position ("0") or the 5 o'clock position ("MEM") of the Fade Time Controls results in a manual fade.

Stop a Timed Fade To stop a timed fade, move the appropriate fader handle back to the LED bargraph position which shows the fade status. If only one fader is moved back, the other fader will continue its fade.

Reverse a Timed Fade To reverse a timed fade, first stop it by moving the fader handle back to match the LED bargraph, then continue moving the fader handle back. The fade will reverse and follow the fader handle movement. The reversed portion of the fade is under direct manual control regardless of Fade Time Control position.

Re-start a Fade To restart a fade which has been either stopped or reversed, move the fader handle back to its 100% position. The fade continues at the same rate as when it was stopped (i.e., a 10 second fade stopped at 50% and moved back to 20% will complete in 8 seconds when re-started).

Play Back Cues can be played back by themselves or in sequence. This section shows Individual Cues how to play back a single cue if required.

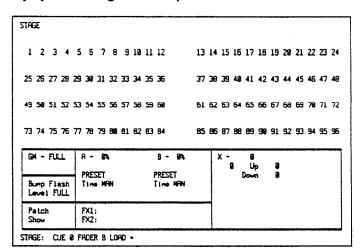
Move

FADER A to it's lower limit and FADER B to its upper limit (0%).

FADER A and FADER B Time Controls to their 5 o'clock positions ("MEM").

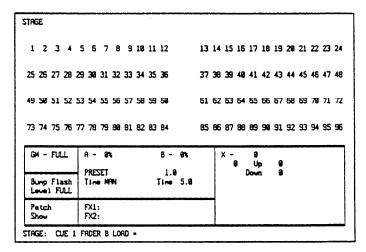
Make certain

that all Channel Controllers are at their lower limits.



Press

to load cue 1 onto FADER B.



Move

STAGE

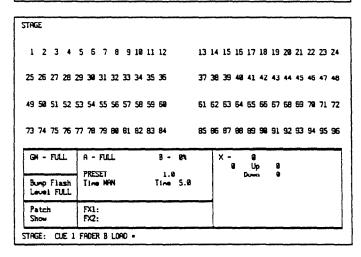
FADER B to its lower limit FULL).

The LED bargraph between the faders and a countdown on the Fader A/B display, shows fade status. After 5 seconds the LED in the bargraph reaches its bottom limit.

Move

FADER A/B to its upper limit.

Stage levels go out in 5 seconds
but cue 1 is still loaded
on FADER B.



Press

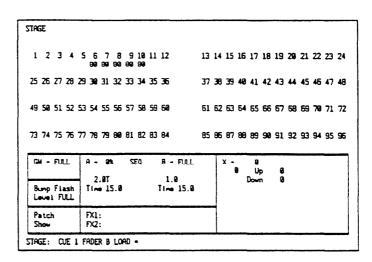
SEQ

on FADER A/B to put the fader into sequencing mode.

STAC	ΞE																							
1	2	3	4	5	6	7	8	9	10	11	12		13	14	15	15	17	18	19	29	21	22	23	Z
25	26	27	28	29	32	31	32	33	34	35	36		37	38	39	49	41	42	43	44	45	45	47	41
49	50	51	52	53	54	55	56	57	58	59	68		51	52	63	64	65	66	67	58	69	78	71	7.
73	74	75	76	77	78	79	80	81	82	83	84		85	96	87	88	89	90	91	92	93	94	95	9
Bu	unp	Fla	sh	١	PRES	ŒĪ		,	SEO		6 - 1.0	-		1	K -	3	9 U ₁		8					
	tci	1			X1:		-																	

Move FADER A/B to its lower limit.

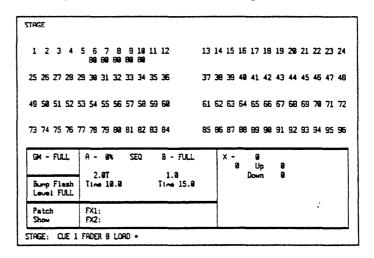
When the fade is complete the system loads cue 2 onto FADER A.



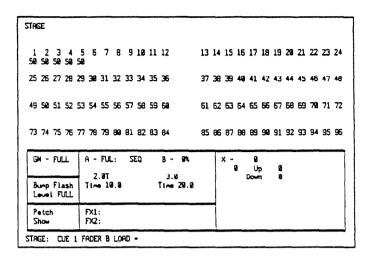
Note that cue 1 shows a time of 15 seconds (the same as cue 2). When crossfading, the cue going out acts as the down-fade and follows the incoming cue down-fade time.

Play Back Cues with You can modify a fade time using the Fade Time Control above the fader Modified Fade Time You can change this time either before or during a fade.

Turn FADER A Time Control to 10 seconds.



Move
FADER A/B to its upper limit.
After 10 seconds,
Cue 2 is on stage.

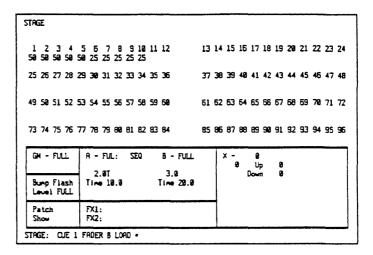


Fade time may be modified while a fade is in progress. When cue 2 is complete, cue 3 is automatically loaded on FADER B.

Pile Cue on Cue You can pile cues onto each other while using timed fades if required.

Move

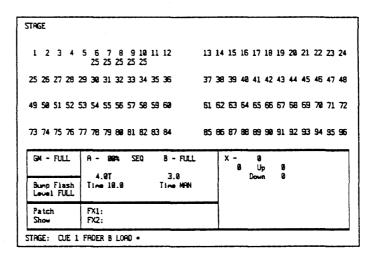
FADER B to is lower limit. After 20 seconds both cue 2 and cue 3 are on stage.



Since you have not done a crossfade, the sequencer does not load a new cue onto FADER A.

Move

FADER A to is lower limit. After 10 seconds cue 2 has faded OUT and cue 3 are on stage.



Once cue 2 is completed, the system will load cue 4 onto FADER A.

Load Cues Out You can load cues in any sequence you wish. If the sequencer is on, it will of Sequence always load the next cue when a cue is done. You can, however, manually load an out of sequence cue to replace the one the system loaded.

Press

CUE (6) (A)

to load cue 6 onto FADER A instead of cue 4

Return

FADER A Time Control to its 5 o'clock position ("MEM")

	tci	h			FXI FX2																			
			sh JLL		5 []~	. OT					3. Ti ~ e	15.0					Dow		8					
G	-	FUI	T	Ī	A -	8	`	2	EQ		8 -	FULL		,	۲ - ۱		8 U	,	9					
73	74	75	76	77	78	79	96	81	82	83	84		85	86	87	B8	89	98	91	92	93	94	95	96
49	50	51	52	53	54	55	56	57	58	58	52		61	52	63	54	65	56	67	58	59	70	71	72
25	26	27	28	29	30	31	32	33	34	35	36		37	38	39	48	41	42	43	44	45	46	47	48
1	Z	3	4	5		7 25				11	12		13	14	15	16	17	18	19	20	21	22	23	24
STAC	Œ																							

The Fader A display still shows Time 10. Cue 6 is recorded as a split time fade with an increasing channel level time of 10 seconds and a decreasing channel level time of 15 seconds.

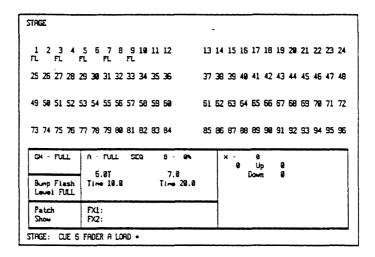
Move

FADER A/B to its upper limit to start the fade.

After 10 seconds the up-fade is completed and the down-fade is about 2/3 done.

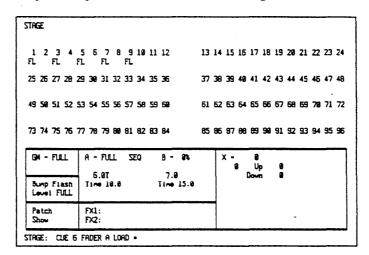
STAGE																							
1 2 FL	3 FL	4	5 FL	5 9	7 FL	8	9 FL	18 9	11	12		13	14	15	16	17	18	19	20	21	22	23	24
25 26	27	28	29	36	31	32	33	34	35	36		37	36	39	49	41	42	43	44	45	45	47	48
49 50	51	52	53	54	55	56	57	58	59	58		61	52	53	64	65	56	67	58	69	79	71	7.
73 74	75	76	77	78	79	88	81	82	83	84		85	86	87	88	89	96	91	92	93	94	95	9
GM -	FUL	T	f	٦ -	FU	L	\$1	Q		В -	33%		7	× -		8	· .	0					
Bunp			1		. 21	9.8				3.I	15.0					Dow	n	•					
Pate				X1 X2																			

After 15 seconds cue 6 levels are on stage and the system loasds cue 7 onto FADER B.



Modify a Split You can modify fade times for a split time fade with the Fade Time **Time Fade** Controls just like you modified fade times for single time fades.

Turn FADER B Time Controller to 15 seconds.



The up-fade time for cue 7 changes to 15 seconds. The recorded down-fade time in cue 7 (10 seconds) will control the fade-out rate of cue 6.

Move

FADER A/B to its lower limit.

After 15 seconds cue 7 is on stage.

TA	SE																							
1			4 FL						1 9 FL	11	12		13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36		37	38	39	48	41	42	43	44	45	45	47	48
49	50	51	52	53	54	55	56	57	58	59	54		61	52	63	54	65	56	67	58	69	78	71	7:
73	74	75	76	77	78	79	98	81	82	83	84		85	86	87	88	89	98	91	92	93	94	95	9
G	4 -	FU	Т	T	۹ -	9	i.	2	EO.		8 -	FULL.		7	ζ-,		22 U1		9			_		****
			ash JLL		PRES		W				7.i	15.0			•	_) 		8					
	a tcl				X1 X2																			

Since there is no cue 8 the system sets FADER A back to its preset mode.

Press

CUE O B

to unload FADER B and put the stage into a blackout.

Press

SEO

to take FADER A/B out of sequencing mode.

					_			_															_
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	15	17	18	19	20	21	22	23	2
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	45	47	4
49	50	51	52	53	54	55	56	57	58	59	59	51	52	ಣ	54	65	65	67	58	59	78	71	7
73	74	75	76	77	78	79	88	81	82	83	84	85	86	87	88	89	98	91	92	93	94	95	9
G	и -	FU	L	T	۱ -	8	•	S	0		B - FULL			x -	•	8	,	9					
		Fla 1 Fl		1	RE		PN				PRESET Time MAN					Dowi		9					
	a tci				X1 X2								7										

Play Back Cues on Fader X

Channel levels from FADER X are piled-on to levels derived from FADER A/B, FADER FX1 and FADER FX2 and the submasters (highest level takes precedence). This demonstration assumes that all other sources of channel levels are OFF.

When FADER X Time Controls are set to their 5 o'clock position ("MEM"), the system loads cues with no recorded time with as 0 second fades. The monitor shows channel levels contributed by FADER X in amber.

Play Back FADER X lets you play back individual cues as required. Among other things, Individual Cues this lets you pile on cues with FADER A/B.

Turn

both FADER X Time Controls to "MEM".

Make sure

that the SEQLED is OFF and that you are in the Stage display.

Press

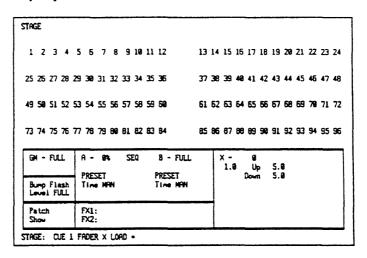
CUE 1 X

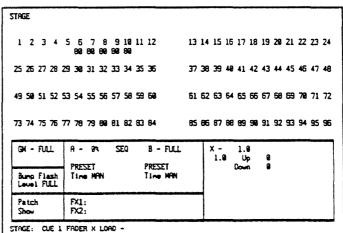
to load cue 1 onto FADER X.

Press

GO

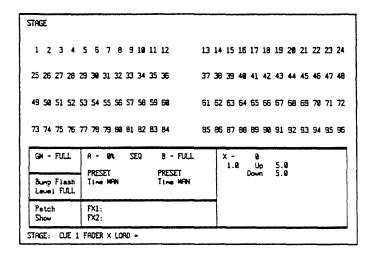
to start cue 1. After 5 seconds, cue 1 is on stage.





Press





in Sequence

Playing Back Cues You can use FADER X as a sequenced automatic crossfader if you wish. In this mode, the levels of FADER X still pile on to the levels from other sources, including FADER A/B.

Press

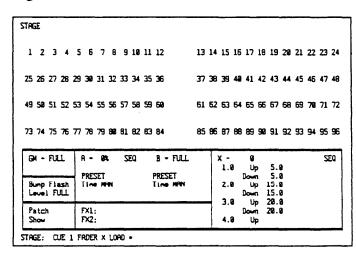
SEQ

to put FADER X into Sequencing mode

Press



to load cue 1 onto FADER X.



Press

ĢO

to start cue 1. After 5 seconds cue 1 appears on stage.

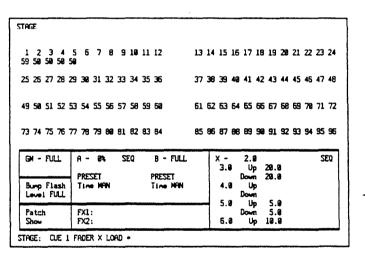
TAC	at.																							
1	2	3	4	5				9 80		11	12		13	14	15	15	17	18	19	26	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36		37	38	39	48	41	42	43	44	45	46	47	48
49	549	51	52	53	54	55	56	57	58	59	50		61	62	63	54	65	66	67	68	69	79	71	7.
73	74	75	76	77	76	79	90	81	82	83	84		85	86	87	88	89	90	91	92	93	94	95	98
Ģ	н -	FU	ı	1	۹ -	-	•	S	EQ		_	FULL		;	X -		1.0		15.6	,			2	Q
	unp eve i				PRE		AN.				PRES Tire				3.6	9	Down U Down U	p n	20.1	9				
	a tci	,			FX1 FX2									1	5.6		Dow:	n	5.1	9				

A dual LED bargraph and a countdown on the Fader X display show fade status.

Press

GO

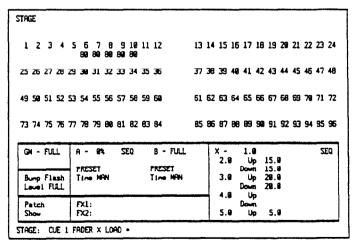
to start cue 2. After 15 seconds cue 2 appears on stage.



Press



to return to cue 1.



Play Back Cues With You can modify cue fade times by using the Fade Time Controllers above Modified Fade Time FADER X. You can make these modifications before or during a fade.

Turn

both FADER X Time Controls to 20 seconds.

STAC	Œ																							
1	2	3	4	5		7 88				11	12		13	14	15	15	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36		37	36	39	48	41	42	43	44	45	46	47	48
49	58	51	52	53	54	55	56	57	58	59	54		61	62	63	54	65	56	67	68	69	70	71	72
73	74	75	76	77	78	79	88	81	82	83	84		85	86	87	98	89	90	91	92	93	94	95	96
G	1 -	FUI	T	1	۹ -	_		2	EQ			FULL			x - 2.	8		P	20.1				2	EQ
	np ve				PRE		N.				PRES	et Man			3.	9	Dow	p n	28. 28. 28.	8				
1	tcl	1			FX1 FX2										4.i	_	U Dow U	n	5.	2				
STAC	Œ:	a	Æ.	l F	ADE	R X	LO	AD																

Press

GO

to start cue 2. This time it takes 20 seconds before cue 2 is on stage.

	2 58				6	7	8	9	18	11	12		13	14	15	15	17	18	19	28	21	22	23	24
25	26	27	28	29	39	31	32	33	34	35	36		37	38	39	49	41	42	43	44	45	45	47	48
49	50	51	52	53	54	55	56	57	58	59	68		61	52	63	64	65	66	67	68	59	70	71	72
73	74	75	76	77	78	79	82	81	82	83	84		85	86	87	98	99	98	91	92	93	94	95	96
G	1 -	FUI	ı		٠ -			S	Q			FULL		7	x - 3.(3	Ü	p :					S	EQ
	mp eve				PRE						PRES				4.1 5.1	8	Dow U Dow	P n	5.1					
	tci	1			TX1										5.1		ي ندو ال	n		9				

Pile Cue on Cue Multiple cues cannot be "piled-on" using only FADER X, since FADER X is a replacement fader, and not a split crossfader. However, levels from FADER A/B, FADER FX1, FADER FX2 and the submasters may be piled-on to FADER X levels. The Play Back Cues on Fader A/B (page 103), Effects (page 141), and Submasters (page 149) sections of this chapter demonstrate methods for bringing lights on stage from these other sources.

of Sequence

Loading Cues Out You can load cues out of sequence if required. The system will automatically load the next cue number, even if the number is not the next consecutive number. For instance, if you have a cue 4 and then a cue 6 (but no cue 5) the system will load cue 6 after cue 4.

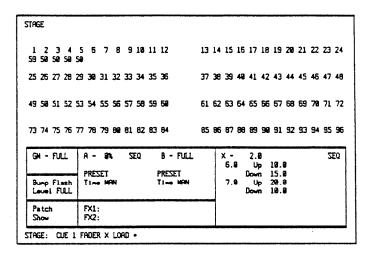
> However, if you wish to skip an existing cue or go back to a previous cue number you can just load the cue onto FADER X.

Set

both FADER X time controls back to "MEM."

Press

to load cue 6 onto FADER X as the next cue.



Press

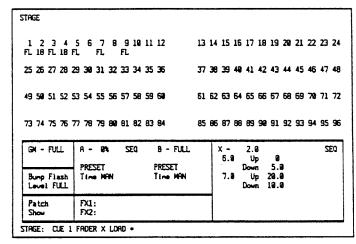
GO

to start cue 6.

Press

STOP

after 10 seconds.



Since cue 6 is a split fade with a longer down-fade time, the up-fade is now complete but the downfade is only about 2/3 complete.

Press

GO

to restart cue 6.

After 5 more seconds cue 6 is on stage.

STAGE																							
i 2 FL	? 3 FL	4	5 FL	6	7 FL	8	9 FL	19	11	12		13	14	15	16	17	18	19	29	21	22	23	24
25 25	27	28	29	36	31	32	33	34	35	36		37	36	39	40	41	42	43	44	45	45	47	48
49 56	51	52	53	54	55	56	57	58	59	60		61	52	53	64	65	66	67	68	69	70	71	72
73 74	75	76	וד	78	79	88	81	82	83	84		85	86	87	88	89	90	91	92	93	94	95	96
GM -	FU	L	F	-	91		SI	0		В -	FULL		1	۲ - 7.0)	20.0	,			SI	Q
Bung				RES		**				PRES I I 🗪	ET MAN				1	Dowi	1	10.1	8				
Pato				X1 : X2 :																			

Time Fade

Modify a Split You can modify split fade times just as you can modify single fade times.

Turn

the FADER X Up-Fade Time Control to 10 seconds, and its Down-Fade Time Control to 15 seconds.

STAG	ıŁ.																							
				5 FL					18	11	12		13	14	15	16	17	18	19	28	21	22	23	24
25	25	27	28	29	38	31	32	33	34	35	36		37	38	39	40	41	42	43	44	45	45	47	48
49	52	51	52	53	54	55	56	57	58	59	52		61	62	63	64	65	56	67	58	59	78	71	7.
73	74	75	76	77	78	79	88	81	82	83	84		85	9 5	87	98	89	98	91	92	93	94	95	9
6	-	FUL	ı		PRE			21	EQ		B -	FULL		T	X - 7.	3	5.1 U	P :				_	S	EQ
		FI			Tim						Tine						JOC.		13.	•				
	tcl	1			FX1 FX2																			

Press

ĞΟ

to start cue 7.

Cue 7 down-fade is complete in 10 seconds. The up-fade completes after 15 seconds.

STAGE				
	5 6 7 8 9 10 FL FL FL	11 12 13 1	14 15 15 17 18	19 29 21 22 23 24
25 26 27 28	29 38 31 32 33 34	35 36 37 3	38 39 48 41 42	43 44 45 46 47 48
49 58 51 52	53 54 55 56 57 58	59 60 61 6	52 53 64 65 66	67 68 69 78 7 1 72
73 74 75 76	77 78 79 89 81 82	83 84 85 8	96 87 88 89 94	91 92 93 94 95 96
GM - FULL	A - 84 ZEQ		X - 5.8 7.8 Up	SEQ
Bump Flash Level FULL		PRESET Time HAN	Down	9
Patch Show	FX1: FX2:			

Cue 7, which is the last cue, remains on the second display line of the Fader X display. The cue number is displayed in amber, indicating that it is active.

Turn both FADER X Time Controls back to their 5 o'clock position ("MEM").

Delays, Waits, and Cue Linking

You can use w, and to set up automatic changes in cue start timing and sequence.

starts the cue fade at some time after [50] is presseded. [50] is usually used to start the up-fade and down-fade at different times. However, delays can be put on single time cues if necessary.

Using a single delay time delays the up-fade and down-fade. Split delays allow separate and different delays for the up-fade and down-fade.

lets you automatically play back a series of cues on FADER X. Wait times have no effect on cues loaded to FADER A/B. Without wait times, each cue on FADER X is started by pressing . With wait times, the first cue with a wait time is started with . but the next cue starts automatically when the wait time has elapsed. Wait time countdown starts when the associated cue is started. A cue with a 10 second delay, 20 second fade, and 90 second wait is fully on stage for 60 seconds before the next cue starts.

lets you link cues in sequences other than numerical order. To leave a cue loop (for example, cue 5 linked to cue 1) load a cue outside the loop and press .

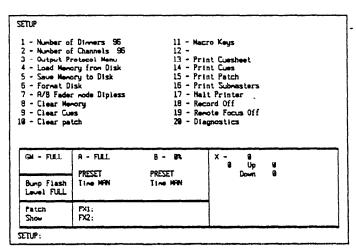
You can set or modify cue attributes live while you are in the *Stage* display, or blind while you are in the *Preview* or *Cue Sheet* displays. The procedure is the same in all three displays.

In order to add or modify wait times, delay times, or links you must turn the "Record" entry in the Setup display (item #18) ON.

Press

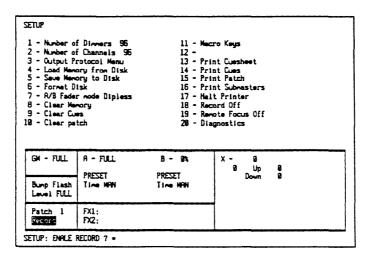
SETUZ

to see the Setup display.





to enable recording.



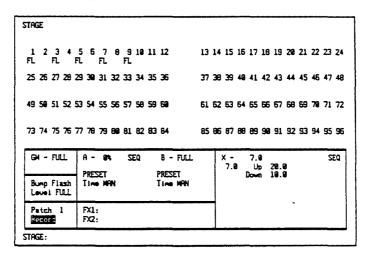
After the first * the system asks ENABLE RECORD ? >>> PLEASE CONFIRM <<<

Set Delay Times In this section, cue 7 is modified so all channels end their fade together, rather than start together.

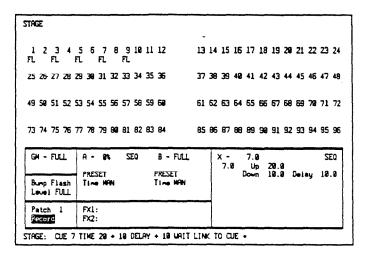
Press

STACE STOP

to return to the Stage display and back into cue 6.







The new delay time will appear in the FADER X display. This is a delay on the down-fade time going into cue 7. To enter an up-fade delay, enter the delay time without [NG].

You can record a split delay time the same way you recorded a split Fade time, by entering the up-fade time and down-fade time separated by [w].

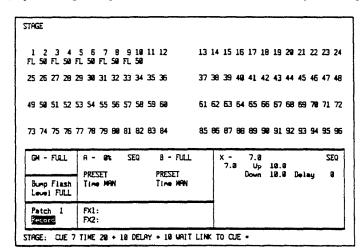
Press

to start cue 7.

Press

STOP

after 10 seconds.



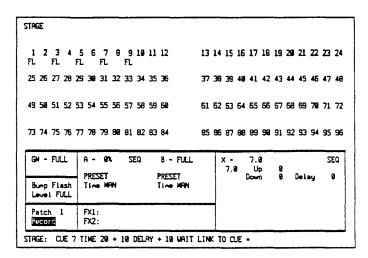
The up-fade is halfway done, while the delay on the down-fade portion has expired and that part of the cue is about to start.



ĢΟ

to restart cue 7.

After 10 more seconds, cue 7 is on stage.



This cue takes the same amount of time (20 seconds) from start to finish as it did when originally recorded. However, rather than the up-fade and downfade starting at the same time and finishing at different times, they now start at different times but finish at the same time.

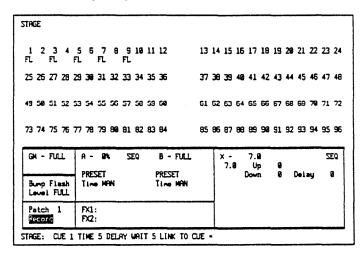
Set Wait Times

The procedure for recording wait times is the same when you are in the *Stage* display or in a *Preview* display. This demonstration shows recording wait time in the *Stage* display.

Press



to record a wait time of 5 seconds for cue 1.



You would enter of to do the same thing in a *Preview* display. Once you were done recording, you would need to press to go back to the *Stage* display.

You must already be in the appropriate Preview display before you can record a wait time, so the cue specifications in the wait commands are not necessary.

Press

CUE SPEET

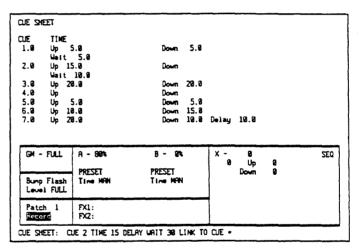
to see the cue sheet with the current cues.

GM - FUR Bump Fla Lovel FL		PRESET Time MAN		Down	ē	
	L A - 98%	8 - 8%	x -	€ Up	9	2 E 0
3.0 Up 4.0 Up 5.0 Up	5.0 19.0	Down 28.9 Down 28.9 Down 5.8 Down 15.0 Down 18.0	Delay	10.0		
1.0 Up	ME 5.0 It 5.0	Down 5.8				

The wait time for cue 1 is 40 seconds. Since fade time is 5 seconds, there is a 35 second wait after cue 1 completion before cue 2 starts.

Press

to add a 10 second wait to cue 2.



Press

STAGE

to return to the Stage display.

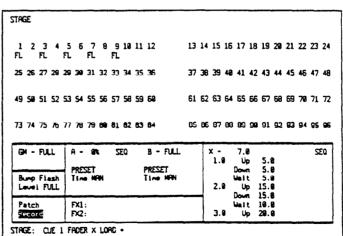
Make sure

that FADER X sequencing is ON.

Press

QUE 1 X

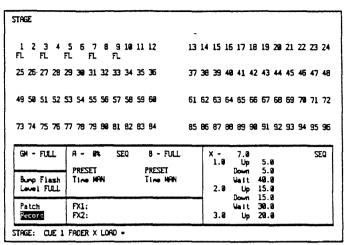
to load cue 1 onto FADER X.





GO

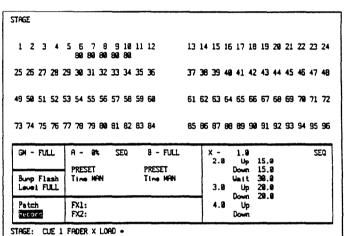
to start cue 1.



5 seconds after you press

GO, cue 1 is complete and cue 2

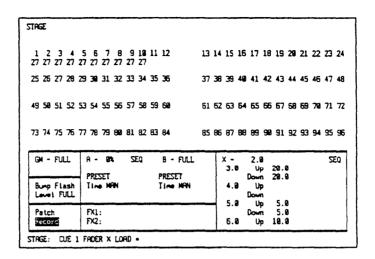
starts.



15 seconds after you press GO, cue 3 starts.

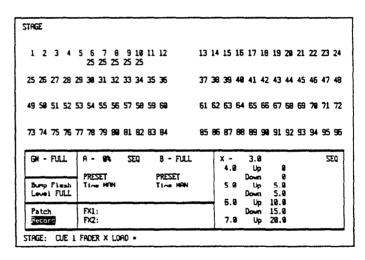
	tri Go:	_			X1 X2						******			7	5.1		U Down U	n.	5. 19.	9				
		Fla	sh LL		'RE	SEI M	¥N				PRES. Time	MAN			4.6	3	Down Up Down	P n	200.1 5.1					
GX	-	FUI	L	1		8:	•	S	EQ		-	FULL.		1	X -	9		p :					2	EC
73	74	75	76	77	78	79	80	81	82	83	84		85	86	87	96	89	90	91	92	93	94	95	ç
49	58	51	52	53	54	55	56	57	58	59	54		61	62	53	54	65	56	67	68	69	78	71	7
25	26	27	28	29	36	31	32	33	34	35	36		37	38	39	49	41	42	43	44	45	45	47	4
1 33										11	12		13	14	15	15	17	18	19	20	21	22	23	7
STRG	E																							

20 seconds after you press GO, cue 2 is done.



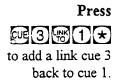
Cue 2 never actually reaches FULL (channels 1-5 at 50%) because these channels are already going OUT in cue 3. Channels 6 through 10, which were going out in que 2 slow down considerably because they are already almost at their cue 3 levels of 25.

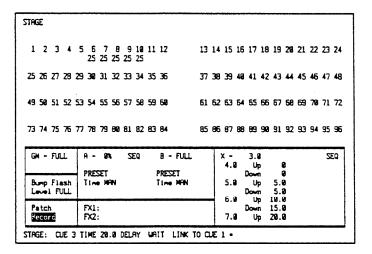
40 seconds after you press GO, cue 3 is done.

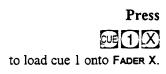


Since cue 3 has no wait, system does not start cue 4. You can start and stop cue sequences with and on, but you must do it while a cue is in progress, not while only a wait is counting down.

Set Cue Sequencing Cue links are used to change the order of cues from strict numerical order when necessary. This can be to bypass a cue which is no longer used, to create a loop of cues, etc.

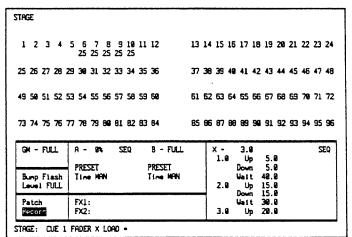






Press GO

to start cue 1.



The sequence of events is the same as in the previous example, except that the system will return to having cue I loaded onto FADER X. This saves you the trouble of reloading cue 1 each time if you have a sequence of cues that are used frequently.

You can turn this sequence of cues into a repeating loop if you wish by adding a wait time to cue 3.

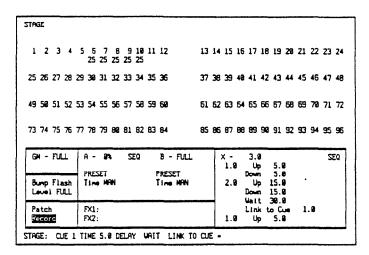
Modify Cues

Once you have recorded cues and have had a chance to use them you will wish to modify the cues, add cues, and perhaps even delete a cue from the system. This section demonstrates modifying and deleting cues.

Modify Cue Levels Live You can modify cue levels live by changing channel levels using the keyboard or using the manual controllers



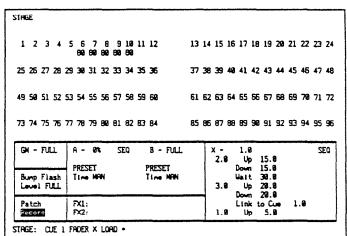
CUE 1 WAT + to clear the wait time from cue 1.



Press

to load and start cue 1.

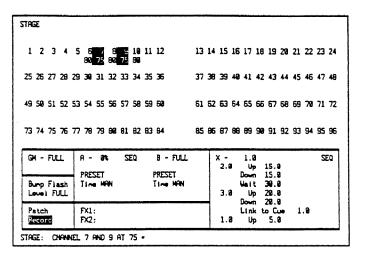
After 5 seconds cue 1 is on stage





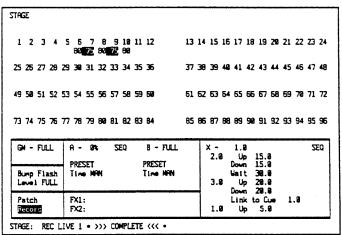
719975

to bring the selected channels to 75%.



Press

to record the new levels.

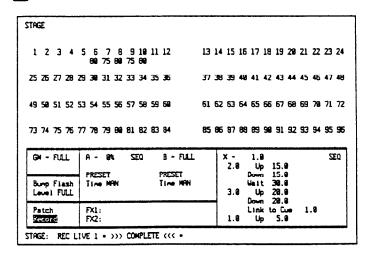


The system will ask >>>DEFINED AS A CUE MEMORY - RERECORD? <<< after the first (*).

Press

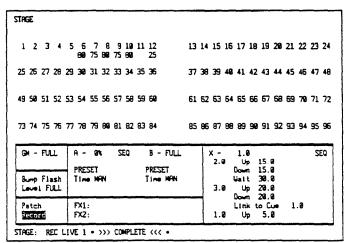
STAGE

to return control of channels 7 and 9 to the fader.



Set

FADER A to 100% and "SCENE A" Channel 12 Controller to 25%.



Press

to record the new level.

TAC	3E																							
1	2	3	4	5		7 75							13	14	15	15	17	18	19	20	21	22	23	24
25	26	27	28	29	32	31	32	33	34	35	36		37	38	39	48	41	42	43	44	45	46	47	48
49	58	51	52	53	54	55	56	57	58	59	50		61	52	63	64	65	66	67	68	69	78	71	72
73	74	75	76	77	78	79	98	81	82	83	84		85	86	87	88	89	98	91	92	93	94	95	96
В	mp	FUI F1:	ash	!	PRE	SET			ΞQ	,	PRES	FULL ET MAN			X - 2.1	3	Down Um 1 Uj	p n t :	38. 28.	8 8			S	EQ
	a tc				FX1 FX2										1.1		Down Lini U	k t		Ü	1	.9		

Modify Cue Levels Blind You can modify cue levels without showing the changes on stage by switching to a Preview display and making your changes.

Press

€

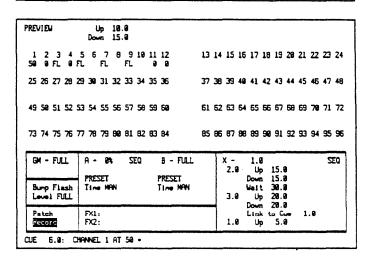
to see the cue 6 Preview display.

PREVIEW	Up 19.8 Down 15.8		
1 2 3 4 5 FL 9 FL 9 FL		1 12 13 1 9 8	4 15 16 17 18 19 29 21 22 23 2
25 26 27 28 29	38 31 32 33 34 3	5 36 37 3	8 39 48 41 42 43 44 45 46 47 4
49 50 51 52 53	54 55 56 57 58 5	9 549 61 5	2 63 64 65 66 67 68 69 78 71 7
73 74 75 76 77	76 79 88 81 82 8	3 84 85 8	6 87 88 89 98 91 92 93 94 95 9
	A - 84 SEQ		x - 1.8 SEQ 2.8 Up 15.8
	PRESET TIME MAN	PRESET Time MAN	Down 15.8 Wait 39.8 3.9 Up 29.8 Down 29.8
	FX1: FX2:		Link to Cue 1.0 1.0 Up 5.8

Press

1@50

to record channel 1 at 50% in cue 6



Caution



New channel levels are automatically recorded when you change them. In a Preview display you do not get a warning that you are changing memory.

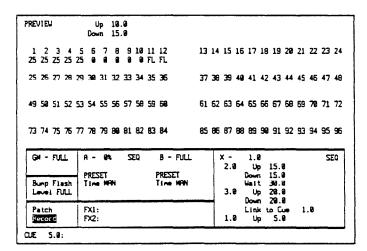
with Tracking

Modify Cue Levels The Tracking Function in Preview Mode forces recorded channel level(s) to track through cues until there is a change in levels. This allows easy correction of levels for a channel or channels which have the same level through a series of cues.

Press

©E (5) ★

to see the cue 5 Preview display.



Press

6@30

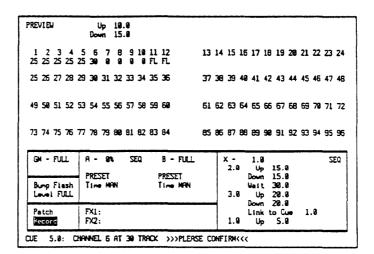
to change the channel 6 level.

PRE	ИĐ	J			Do-		18. 15.																
1 25	2 25	3 25	4 25	5 [25	30 30	7	8	9	10	11 FL	12 FL	13	14	15	15	17	18	19	28	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	50	51	62	63	64	65	56	67	68	69	78	71	72
73	74	75	76	77	78	79	99	81	82	83	84	85	9 6	87	88	89	90	91	92	93	94	95	9€
Bu	Jap	FUI F1:	rsh	J ,	PRE	ET		SI	EQ		B - PRESI				9	1.i U Dowi Wai	P n	15.1	8			SI	EQ
	a to				FX1 FX2							 		1.0		Dow Lini U	k t			1	.0		



*

to specify tracking.

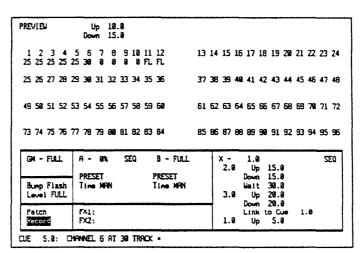


TRACK >>>PLEASE CONFIRM< asks if the selected channels should track through to the next cue. To avoid channel tracking press or start a new command.

Press



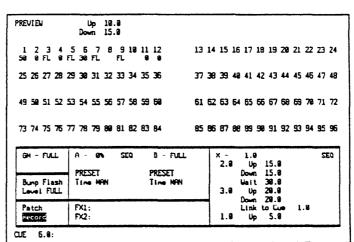
to confirm tracking.



Press

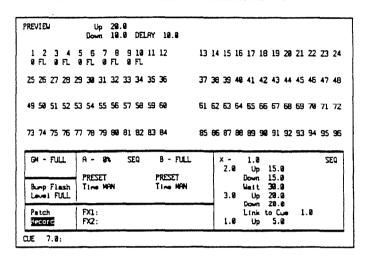


to to see cue 6.



Channel 6 has tracked into cue 6, since the cue 6 level for the channel was the same as its cue 5 level. The channel will track through at the new level until it encounters a cue with a different channel level.





The new channel 6 level did not track through to cue 7 because cue 7 had a different level for channel 6 than cue 5 and cue 6.

Modify Cue Parameters

Fade, delay, and wait times, and cue links, can be modified in any Mode.

To modify a time value or cue link

Press 🕮 [#] 🍽 [#] 🛨

or

or

OF

Press [4] [#] [#] (*)

New information appears in the CucSheet. This procedure does not change recorded channel levels or Command Line information not specifically addressed by the procedure. Changing this information does not effect a cue already in the playback buffer (either active or pending).

Delete Cue Parameters Fade, delay, and wait times, and cue links, can be deleted in any Mode.

To delete a time value or cue link

QUE [#] [ME] ★ Press

or

QUE [#] ŒM ★ Press

Οľ

CUE [#] WAT 🛠 Press

or

This procedure does not change recorded channel levels or Command Line information not specifically addressed by the procedure. Changing this information does not change the cue in the playback buffer (either active or pending).

When deleting a fade time, CueSheet shows the cue with no recorded fade time.

When deleting delay or wait times, or cue links, the information disappears from the CueSheet.

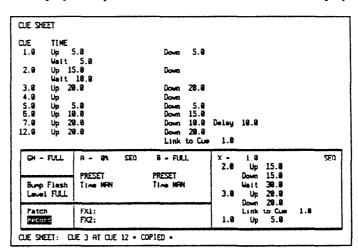
Copy Cues

Cues can be copied in the Stage display, the Cue Sheet display, or in a Preview display. The procedure is the same in all of these displays.

Press

₩.0.3@0.12 to copy cue 3 to cue 12 in the Cue Sheet display without

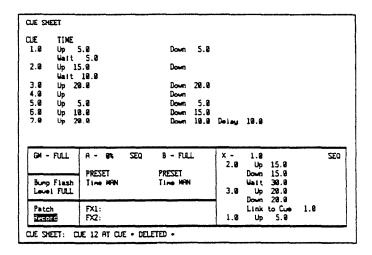
changing the values of cue 3.



If there is already a cue 12 you will be asked to confirm the copy command and will have to press **t** to confirm the copy.

Delete Cues You can delete any cue you wish while in the Stage display, the CueSheet display, or a Preview display.





The system will ask >>>DELETE?

This does not change stage levels, even if you are in the Stage display.

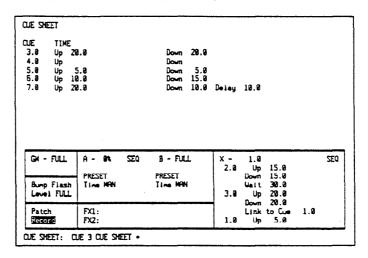
Cue Sheet

You can switch to the Cue Sheet display to see information on cues, time assignments, link status, etc. Basic cue information is shown next to each cue number, on one line per cue. Wait times are treated as separate line items and appear below the assigned cue.

Press

CUE (3) 858

to see the Cue Sheet display with cue 3 at the top.



to move the display up one cue at a time.

to move the display down one cue at a time.

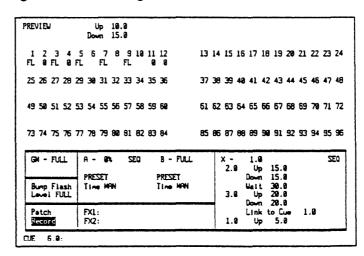
Preview Display

You can use the *Preview* display to preview cues or to modify them blind (without the results showing on stage). Changes made to channels in Preview mode are immediately recorded. If the cue is also active on stage, the stage levels do not change.

Press

QUE 6 +

to see the cue 6 Preview display.



to see the *Preview* display for the next cue.

Press to see the Preview display for the last cue.

Effects

A special effect is a series of lighting steps executed repeatedly with a specified time between each step. These are often called "Chases."

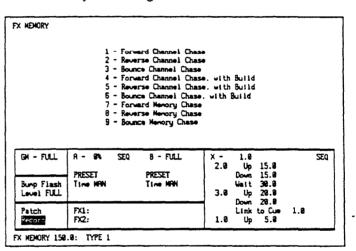
Each special effect can have up to 96 steps. Each step can have one channel or one cue memory assigned to it, depending on the chase type chosen in the main FX Memory menu.

Step time is set in memory and can be modified by FADER FX1 and FADER FX2 Time Controls. You can assign step times from .1 to 999.9 seconds. You can manually adjust step time between .1 and 3 seconds. FADER FX1 and FADER FX2 positions determine the stage levels of channels in an effect.

Effect Memory

Access an You access effect memories the same way whether you are going to define a new effect or modify an existing effect.

Press to see the Effect Type display for effect #150.



Select an Effect Type

The Effects Type menu lets you select the chase type. There are 9 effect types defined for LightBoard M, of which the first six are channel chasses (each step is a channel) and the last three are memory chases (each step is a cue). Once defined, a channel chase effect can be changed to any other type of channel chase effect, but not to a memory chase effect. Memory chase effects cannot be changed to channel chase effects. To change between the two types of effects you must delete the memory and re-define it.

1 - Forward Channel Chase

At chase start, all channels are OFF. Subsequent steps turn their assigned channels ON and previous step channels OFF.

2 - Reverse Channel Chase

Causes channel steps to execute in reverse numerical order.

3 - Bounce Channel Chase

First pass is a forward channel chase, and subsequent passes alternate between reverse and forward channel chases.

4 - Forward Channel Chase, with build

All channels are OFF at chase start. Each step turns its assigned channel ON, and does not turn previous step channel OFF. At end of chase, all lights are ON; they are all extinguished at the beginning of the next pass.

5 - Reverse Channel Chase, with build

Same as 4, except steps execute in reverse order.

6 - Bounce Channel Chase, with build

Starts with the first pass as a Forward Channel Chase with build, then alternates between reverse and forward channel chases with build.

7 - Forward Memory Chase

At chase start, all memories are OFF. Subsequent steps turn their assigned memory ON and previous step memory OFF.

8 - Reverse Memory Chase

Causes memory steps to execute in reverse order.

9 - Bounce Memory Chase

First pass is a forward memory chase, and subsequent passes alternate between reverse and forward memory chases.

Press

3 🕏

to choose the Bounce Channel
Chase type and see the
FX Memory display for the
selected effect.

Patch Second		FX1: FX2:							Link to Up	Cue	1.0	
Bump Fi Level F		PRESE			PRESE Time			3.0	Hait 3	5.0 0.0 9.0 a.a		
GH - FL	ш	A -		SEQ	B -			- 2.0		5.0		SEO
step Ch ianne l	37	36	39	49	41	42	43	44	45	45	47	48
ci pane i.	25	25	Z 7	28	29	36	31	32	33	34	35	36
CI LIME T 21Eb	13	14	15	15	17	18	19	29	21	22	23	24
step Ch anne l	1	2	3	4	5	6	7	8	9	18	11	12
FX HEHOR	(Y	STEP I	I AC									

If you are accessing an already existing effect and do not wish to change the effect type, just press (*) when the Effects Type display appears.

Assign Effect Steps The following demonstration shows assigning channels to steps. The procedure for assigning memories (cues) to steps is identical, except displays showing CHANNEL would show MEMORY.

Press

1@25&

to assign channel 25 to step 1.

FX MEMOR	Y	STEP 1	TIME									
CH LAM ET 21Eb	1 25	2	3	4	5	6	7	8	9	19	11	12
CHANNET 21Eb	13	14	15	16	17	· 18	19	29	21	22	23	24
CHUNNET 21EL	25	26	27	28	29	30	31	32	33	34	35	36
chunet 21ed	37	36	39	40	41	42	43	44	45	45	47	48
GH - FL		PRES	ទា	ZEO	PRESE			2.0	1.6 Up Down	15.0 15.8		SEQ
Bump Fi Level F		Time	MAN		Ti~	HAN		3.0		36.9 28.6 28.8		
Patch Recore		FX1: FX2:						1.8	Link		1.0	
X MEDIORY	150	. 1719	1 - 0	4014	25 .							

Assign

channels 26 through 30 to steps 2 through 6. You must do this one step at a time.

FX MEMOR	Y	ZIEP I	IME									
STEP CHANNEL	1 25	2 25	3 27	4 28	5 29	6 30	7	8	9	19	11	12
STEP Chanel	13	14	15	16	17	19	19	20	21	22	23	24
CI FFWE L	25	26	27	28	29	36	31	32	33	34	35	36
CI nam et Cieb	37	38	39	48	41	42	43	44	45	46	47	48
GM - FL	IL.	A -		SEQ	B -	FULL		X - 2.9		15.9 15.0		SE0
Bunp Fi		Time			Tine			3.8	Valt	38.9 28.9		
Patch Record		FX1: FX2:						1.8	Link		1.8	

Assign Step Time You can assign step times for each effect from .1 to 999.9 seconds. All of the steps in a single effect will be the same duration.

Press

to assign a step time of one second to this effect.

FX MEMOR	Y	STEP I	1HE 1	.0								
CH ON NET	1 25	2 26	3 27	4 28	5 29	6 30	7	8	9	19	11	12
STEP CHANNEL	13	14	15	15	17	18	19	28	21	22	23	24
CHUNNET 2166	25	26	27	28	29	38	31	32	33	34	35	36
CHUMET Sleb	37	36	39	48	41	42	43	44	45	46	47	48
GH - FL Bunp Fi Level F	ash	A - PRESE TIME	ī	SEQ	B - PRESE	.T		2.0 3.0	Down Walt Up	15.8 15.8 38.8 28.8		SEO
Patch Record		FX1: FX2:						1.0	Down Link t Up		1.0	
FX HEHORY	150		1 •									

Modify an Effect You can easily modify an effect after it has been recorded. The only restriction is that a channel effect cannot be changed into a memory effect, or a memory effect into a chanel effect.

Do not modify an effect while it is running.

[#] ***** [type #] ***** to modify a channel effect type.

Press [#] * and change the required step(s) to modify or add steps to an existing effect.

Press [#] * to change the recorded step time for an effect.

Play Back an Effect Channel levels of effects FADER FX1 are piled-on to levels derived from FADER FX2, FADER A/B, FADER X and the submasters. This demonstration assumes that all sources of channel levels besides FADER FX1 are OFF. The procedure for playback on FADER FX2 is identical to playback on FADER FX1.

Do not modify an effect while it is running.

Press

TAGE

to return to the Stage dislay.

Turn

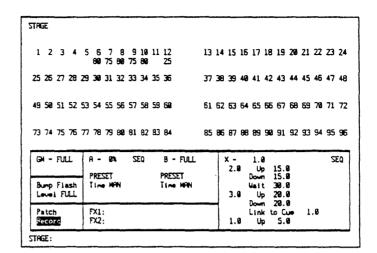
FADER FX1 Time Control to MEM.

Move

FADER FX1 to its lower limit (0%).

-Press

to load effect memory #150 onto FADER FX1.



STRGE		
1 2 3 4	5 6 7 8 9 18 11 12 98 75 89 75 80 25	13 14 15 16 17 18 19 20 21 22 23 24
25 26 27 28 2	29 39 31 32 33 34 35 36	37 38 39 48 41 42 43 44 45 46 47 48
49 50 51 52 5	53 54 55 56 57 58 59 60	61 62 63 64 65 66 67 68 69 78 71 72
73 74 75 76	77 78 79 89 81 82 83 84	85 86 87 88 89 98 91 92 93 94 95 96
GM - FULL	A - Øs SEQ B - FULL	X - 1.8 SEQ 2.8 Up 15.8
Bump Flash Level FULL	PRESET PRESET Time MON Time MON	Down 15.8 Uait 38.8 3.8 Up 28.8 Down 28.8
Patch record	FX1: 150.0 0% 1.0 STOP FX2:	Link to Cue 1.8 1.0 Up 5.6
STAGE: FXM 1	50 FX1 LOAD +	

Press SS under FADER FX1 to start the effect.

Effect 150 starts but does not appear on stage because FADER FX1 is at its lower limit (0%).

Move

FADER FX1 to its upper limit to fade the effect on stage.

98 75 98 75 98 25 25 26 27 28 29 38 31 32 33 34 35 36 37 38 39 48 41 42 43 44 45 46 47 49 58 51 52 53 54 55 56 57 58 59 68 61 62 63 64 65 66 67 68 69 78 71 73 74 75 76 77 78 79 88 81 82 83 84 85 86 87 88 89 98 91 92 93 94 95 GH - FULL A - 94 SEQ B - FULL PRESET PRESET Time MAN Time MAN Level FULL PRESET PRESET Time MAN Time MAN Level FULL 3.8 Up 28.8 Bump Flash Level FULL 3.9 Up 28.8 Boom 28.8	_	tc)				FX1 FX2		50.1	3	94		1.8	START			1.		Lin	k t			1	. 0		
25 26 27 28 29 38 31 32 33 34 35 36 37 38 39 48 41 42 43 44 45 46 47 49 58 51 52 53 54 55 56 57 58 59 68 61 62 63 64 65 66 67 68 69 78 71 73 74 75 76 77 78 79 88 81 82 83 84 85 86 87 88 89 98 91 92 93 94 95 GH - FULL A - 9% SEQ B - FULL X - 1.8 2.8 Up 15.8																3.	•	Ue i U		38. 28.	9				
25 26 27 28 29 38 31 32 33 34 35 36 37 38 39 49 41 42 43 44 45 46 47 49 58 51 52 53 54 55 56 57 58 59 68 61 62 63 64 65 66 67 68 69 78 71	9	١ -	FU	ц_			Ī		2	EQ		_			1		•	U	•					S	E
25 26 27 28 29 38 31 32 33 34 35 36 37 38 39 48 41 42 43 44 45 46 47	73	74	75	76	77	78	79	98	81	82	83	84		85	86	87	88	89	98	91	92	93	94	95	•
	49	50	51	52	53	54	55	56	57	58	59	58		51	62	63	54	65	55	5 7	58	59	78	п	
1940 75 840 75 840	25	26	27	28	29	36	31	32	33	34	35	36		37	38	39	40	41	42	43	44	45	45	47	
1 Z 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23	1	Z	3	4										13	14	15	16	17	18	19	20	21	22	23	:

STRE	Œ	_																						
1	2	3	4	5			8 88				12 25	13	3	14	15	16	17	18	19	29	21	22	23	24
25	26 FL	27	28	29	30	31	32	33	34	35	36	3	7 :	36	39	48	41	42	43	44	45	45	47	48
STAC	Œ													_										
1	2	3	4	5			8				12 25	1	3	14	15	15	17	18	19	20	21	22	23	24
25 FL	26	27	28	29	30	31	32	33	34	35	36	3	7	38	39	48	41	42	43	44	45	46	47	48

Stop an Effect You can stop or start an effect any time while it is in progress. The step that was ON when you stopped the effect will remain on stage.

Press

S/S

below FADER FX1 to stop the effect.

STAGE		
1 2 3 4	5	13 14 15 16 17 16 19 29 21 22 23 24
25 26 27 28 3 FL	29 30 31 32 33 34 35 36	37 38 39 49 41 42 43 44 45 46 47 48
49 50 51 52 5	53 54 55 56 57 58 59 68	61 62 63 64 65 66 67 68 69 78 71 72
73 74 75 76	77 78 79 88 81 82 83 84	85 86 87 88 89 99 91 92 93 94 95 96
GM - FULL	A - 8% SEQ B - FULL	X - 1.9 SEQ 2.8 Up 15.8
Bump Flash Level FULL	PRESET PRESET Time MAN Time MAN	Down 15.8 Uait 38.8 3.8 Up 28.8 Down 29.8
Patch Record	FX1: 159.9 8% 1.9 STOP FX2:	Link to Cue 1.8 1.8 Up 5.8

Fade Effect Levels You can fade the effect in and out while it is running by using FADER FX1 as the level control for the effect.

Modify the Effect Step Rate

You can use the time control above the effect fader to control the step rate of an effect while the effect is running. The 9 o'clock position represents 0.1 second while the 3 o'clock represents 3 seconds. The effect freezes if the time control is set to its 7 o'clock position ("MAN"). In this position, each push of SS advances the step list by one. Normal operation requires the controller to be set at 5 o'clock ("MEM").

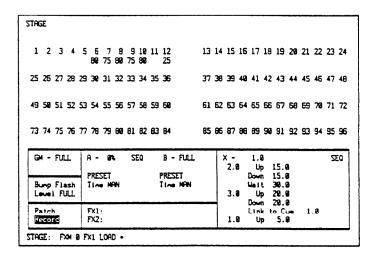
Effect Fader fader.

Clear an Effect from an To clear an effect from an effect fader, load effects memory ZERO to the

Press

[XM] (O) (*)

to cancel the effect from the fader.



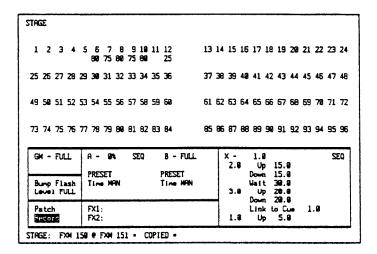
If the effect is currently running, it is cancelled. All lights associated with the effect will go OFF.

Copy an Effect You can copy an effect from the Stage display or any Preview or FX Memory display.

Press

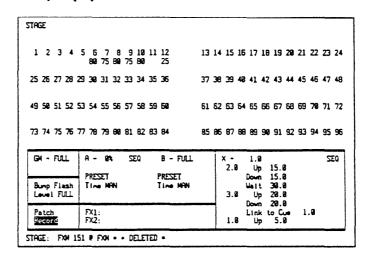
M150@

to copy the contents of effects memory #150 into effects memory #151.



Delete an Effect You can delete an effect from the Stage display or any Preview or FX Memory display.

Press EXM (1) (5) (1) (@) (*) (*) to erase effects memory #151.



The system will ask >>>DELLETE ? <<< after the first 🖈 to make sure you wish to delete this effect.

Submasters

Groups of channels can be controlled by each of 24 or 48 overlapping submasters in the console, and each of 8 remote submasters.

Submasters add levels to total stage output in a highest takes precedence manner. Submasters are normally OFF (set at bottom limit) and are brought on stage by moving the submaster towards its top limit. Channels fade to their required levels as the submaster is moved to to 100% ("10").

Any number of channels can be assigned to a submaster. The same channels can be assigned to different submasters at different levels. Channels or cue memories may be assigned to submasters. Submasters can only be assigned using the keypad.

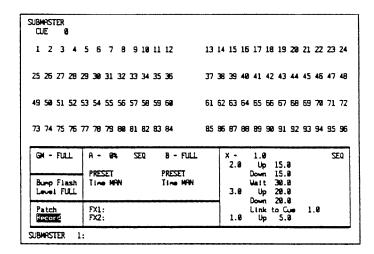
The system stores submaster levels provided by cues and channels on disk during a Save Memory To Disk procedure in the Setup Menu.

This demonstration assumes that basic data input in other sections of this manual is still in memory.

Load Cues On You can load submasters with cues from the Stage display or from any of Submasters the Submaster or Preview displays.

Press

to get to the Submaster 1 display.



The color of the cue entry shows the current status of the submaster.

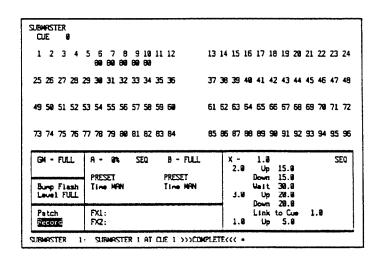
- Yellow 0 shows submasters with channel assignments only.
- Green # shows channels were assigned by cue
- Yellow # shows channels were modified after assignment by cue.

Channel level colors also indicate the source of the current level.

- Aqua channel level shows channel was assigned by cue.
- Yellow channel level shows channel was modified directly.

Press

to load cue 1 onto Submaster 1.

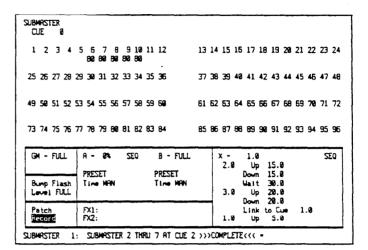


on Multiple Submasters save time.

Loading Multiple Cues You can load a series of cues to a list of submasters in a single command to

Press

to load submasters 2 through 7 with cues starting at cue 2.



Press

to see that cue 2 was loaded onto submaster 2.

CUE CUE																					
1 2 50 50 5			5	7 8	9	10	11	12		13	14	15	16	17	18	19	20	21	22	23	24
25 26 2	7 28	29 3	38 3	32	33	34	35	36		37	38	39	40	41	42	43	44	45	46	47	48
49 58 5	51 52	53 5	54 5	5 56	57	58	59	50		61	52	63	54	65	56	67	58	69	78	71	72
73 74 7	5 76	77 ?	79 7	3 88	81	82	83	84		85	3 6	87	88	89	98	91	92	93	94	95	96
GM - F	ULL	1	ESE		2	EQ		B -	FULL	···	1	X - 2.1	8	1.0 U	,	15. 15.				S	EQ
Bump f Level				4FIN					MAN			3.1	2	Down Us (U) Down	t :	38. 28. 28.	8				
Patch			(1: (2:									1.1		Lin	k t			1.	. 0		

Assigning Channels The Submaster display lets you set channel levels for individual to Submasters submasters. You access this display by specifying he submaster you wish to look at or modify.

Press

SUB (8) (*)

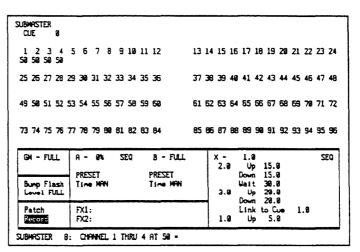
to see the Submaster display for submaster 8.

SUBMAST CUE				
1 2	3 4	5 6 7	8 9 10 11 12	13 14 15 16 17 18 19 20 21 22 23 24
25 26	27 2 8	29 30 31	32 33 34 35 36	37 38 39 48 41 42 43 44 45 46 47 48
49 50	51 52	53 54 55	56 57 58 59 58	61 62 63 64 65 66 67 68 69 78 71 72
73 74	75 76	77 78 79	80 81 82 83 84	85 86 87 88 89 98 91 92 93 94 95 96
GH -	FULL		SEQ B - FULL	2.0 Up 15.0
	Flash FULL			Down 15.0 Us 20.0 3.0 Up 20.0
Patci Reco		FX1: FX2:		Link to Cue 1.8 1.8 Up 5.8
SUBMAST	ER	8:		

Press

1-4@50

to set channels 1 through 4 in submaster 8.



Press

4@00

to set channel 4 to ZERO.

Pat					FX1 FX2										1	1.0		Lin	k t		ue	1	. 8		
Bur					PRE		3 N				PRES	ET MAN	(3.0	2	Dou Va I	n t	15. 30. 20.	9				
GH	-	FU	i	1	٦ -	81	`	SI	<u> </u>		В -	FUL	Ţ		,	< - 2.1		1.1	-	15.	9			21	EQ
73 7	74	75	76	77	78	79	80	81	82	83	84		E	35	9 6	87	98	89	90	91	92	93	94	95	96
49 5		51	52	53	54	5 5	56	57	58	59	60		ξ	51	62	63	54	65	66	57	68	69	76	71	72
25 2	5	27	28	29	30	31	32	33	34	35	36		3	17	38	39	48	41	42	43	44	45	46	47	48
1 50 5			4	5	5	7	8	9	10	11	12		1	.3	14	15	16	17	18	19	20	21	22	23	24
CUE		ER	0																						

Press

NEXT +1

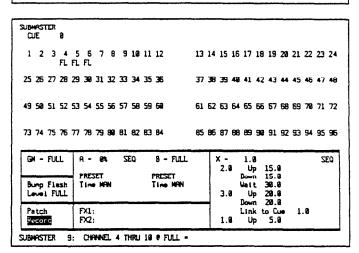
to see the Submaster 9 display

CUT			2																					
ı	2	3	4	5	6	7	8	9	19	11	12		13	14	15	15	17	18	19	20	21	22	23	24
25 :	26	27	28	29	30	31	32	33	34	35	36		37	38	39	48	41	42	43	44	45	45	47	48
49 5	50	51	52	53	54	55	56	57	58	59	58		51	62	63	54	65	66	67	68	69	70	71	72
73 :	74	75	76	77	78	79	80	81	82	83	84		85	86	67	88	89	90	91	92	93	94	95	96
GM	-	FU	L		re	_		21	Q			FULL	•	1	2.6	3	1.6	Þ					S	EQ
		Fla] ;							RES (I~	HAN			3.6	3	Down Ua! Un Down	t i	38.0 29.0	3				
Pat					XI XZ										1.6		Lin	k t		Je	1	. 0		

Press

4 R 6 @ FU

to set channel levels for submaster 9.



Press

9748975

to set channel levels for submaster 10.

	PST E		8																					
1	2	3	4	5	6		8 75	9	10	11	12		13	14	15	15	17	18	19	28	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	3 6		37	38	39	48	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	59		51	62	63	64	65	5 6	57	68	69	79	71	72
73	74	75	76	77	78	79	86	81	82	83	84		85	86	87	88	89	98	91	92	93	94	95	96
B.	- mp	Fla	ışh	!	RE:	T32		21	Q		RES	FULL ET MAN		1		3	1.i	t i	15.1 30.1 20.1	e 8			SI	EQ
	tel	_			X1 X2						***				1.1		Down Lini U	k t	ا. 29 تام ا. 5		1	.0		

Preview Submasters To preview a submaster, go to the submaster you wish to see and do not make any changes while you are in the submaster.

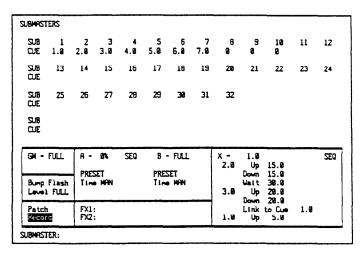
Modify Submasters To modify a submaster, go to the submaster you wish to modify and assign a new cue or change channel levels as required.

Preview Submaster You can see the basic information for all submaster assignments on a single Assignments screen by accessing the Submasters display.

Press



to see the Submasters display.



The Submasters display shows a listing for all the system submasters with their associated assignments. The system shows cues assigned to submasters with green cue number. When channel levels are changed in the submaster buffer, the cue numbers change to amber. If all channel levels are assigned directly in the submaster buffer, the cue number is an amber 0.

Pile Submasters on Levels assigned to a submaster may be piled-on to levels already on stage Submasters or Cues from other sources. Channel levels input by submasters are shown in cyan.

Modified by Submasters

Record Stage Levels Once light levels have been set on stage as required, record these levels in a cue using the same procedure used to record stage looks generated via channel commands.

Press

STAGE

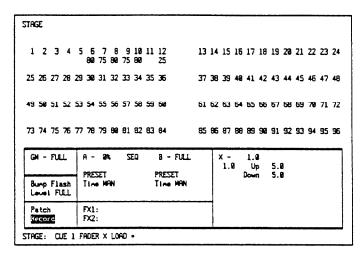
to get back to the Stage display.

Make sure that

FADER X sequencing is OFF.

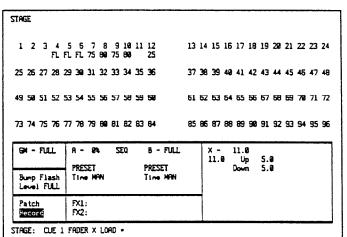
Press

to put cue 1 on stage.



Move

Submaster 9 to 100% ("10").



Press



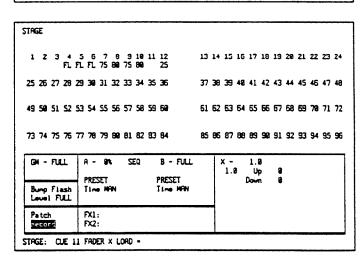
to record the combined stage levels as cue 11.

Move

Submaster 9 to its lower limit.

Press

to try the new cue 11.



Remote Submasters

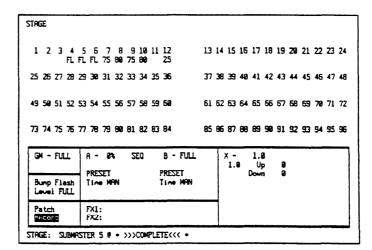
The system treats remote submasters just like internal submasters. Remote submasters are the last 8 submasters in the system. If you have 48 internal submasters the remote submaster information is on the second page of the Submaster Assignment display.

The procedure for loading, previewing, and modifying remote submasters is the same as the procedure for internal submasters.

Delete Submaster Assignments

You can delete submaster assignments from the *Stage* display or from any *Submaster* or *Preview* display.





The system will ask >>>UNLOAD?<

Remote Focus

An optional hand held Remote Focus ("Remote Control," or "Rigger's Remote") is available for LightBoard M. It supports all functions which do not need manual faders. Operation of these functions through the Remote Focus is essentially the same as through the Control Console. Note that [X GO] has two functions. To play back the next pending cue, push [X GO]. To load and play back a specific cue, push [CUE][#][X GO].

The Remote Focus is active only when turned ON in the Setup Menu (see page). Always turn the Remote Focus OFF in the Setup Menu when it is unplugged. If this is not done, the console is still looking for data from the Remote Focus, and may interpret noise on the unterminated line as data.

This unit contains an 8-hour Ni/Cd battery. For maximum battery life, charge the battery for 8 hours, then unplug the charger and store the unit. To keep the battery from developing a "memory" of its discharge parameters, occasionally let the battery fully discharge before recharging, or go through at least 10 full discharge cycles before beginning normal use.

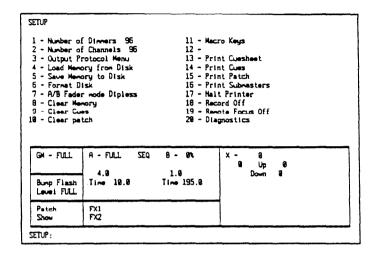
Setup Display

The Setup display lets you set system parameters and use the floppy disk drive

Press



to see the Setup display.



System Setup

The Setup display lets you tell the system how many dimmers and channels vou have.

1 (# of dimmers) (*)

Sets the number of dimmers in the system.

2 * [# of channels] *

Sets the number of channels in the system.



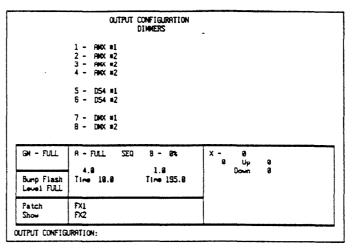
Gets you to the Output Protocol menu.

The Output Protocol menu lets you set set up the dimmer numbers that are to be controlled by each of the output signals. You can assign dimmers to AMX192 and DMX512 outputs or D54 and DMX512 outputs, but you cannot use both the AMX192 and D54 protocols at the same time.

Press

3

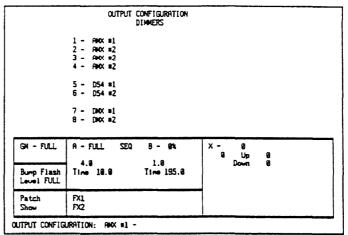
from the Setup display to see the Output Protocol menu.



Press

1

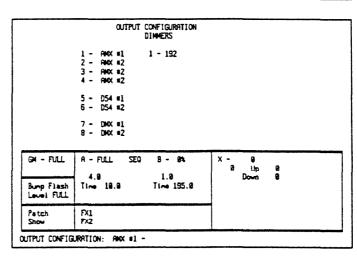
to select the AMX #1 output for dimmer assignment.



Press

1m192x

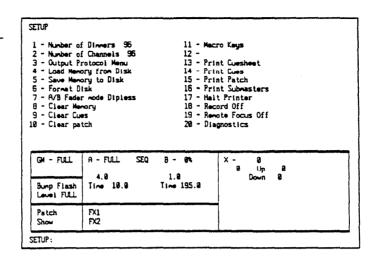
to assign dimmers 1 through 192 to the AMX #1 dimmer output.



Press



to return to the Setup display.



188

Turns the Record option ON/OFF (alternate action). When this is ON, all functions that can change memory are locked out.

1993

Turns the Hand Held Remote ON/OFF (alternate action). You should always turn the hand Held Remote OFF when it is unplugged.

200

Starts a memory diagnostic and displays the current version number.

Library Storage You can use the floppy disk to store shows for backup or for archiving and later retrieval. You can store up to four shows on each 3.5" 720Kb hard shelled floppy disk.



Initiates a Load Memory request. The command line shows SETUP: 4 - LOAD MEMORY FROM DISK (1-4 ?)

#

Loads system memory from one of four shows on a pre-recorded disk. The system assumes show #1 if no number is entered. The system displays >>>LOADING MEMORYCCC during the memory load and >>>COMPLETECCC when memory load is done.



Initiates a Save Memory request. The command line shows SETUP: 5 - SAVE MEMORY TO DISK (1-4 ?).

٠.

[#] (*)

Saves system memory to one of four shows on a disk. The system assumes show #1 if no number is entered. The system displays >>>SAVING MEMORY during the memory save and >>>COMPLETECCO when memory save is done.

6 ★ ★

Requests a disk format and check. You must format all new disks before first use. The command line shows >>>PLEASE CONFIGMCC after the first . Press to cancel request or to format the disk. The system displays >>>FORMATTINGCCC while formatting is in progress and >>>COMPLETECCC when formatting is done.

Clear Memory The Clear Memory functions let you clear all or part of the system memory.

$8 \times \times$

Clears all console memory. The command line shows

>>>PLEASE CONFIRM<</p>
after the first ★. Press to cancel request or
to clear all system memory. The command line shows
>>>COMPLETE<</p>
when memory is cleared.

8 * *

Clears only the cues and cue sheet from memory. The command line shows >>>PLEASE CONFIRM<</p>
after the first *. Press *. to cancel request or * to clear cues and the cue sheet. The command line shows >>>COMPLETECCC when cues and the cue sheet are cleared.

100

Requests a patch table reset. The command line will show SETUP: 10 - CLEAR PATCH?

[list] *

Resets the selected patch table or patch tables. You can use we and to formulate a list of patch tables. The command line shows

>>>PLEASE CONFIRM
after the first . Press to cancel request or

to reset the selected patch tables. The command line shows

>>>COMPLETECC
when patch tables are cleared.

Macro Keys

You can record a sequence of keystrokes on any one of eight macro keys for later playback. This lets you easily recall sequences of keystrokes that you may use frequently.

Enters the Macro key definition mode.

[#] *****

Starts the record action for the selected Macro key (1-8).

[exact keystrokes]

Tells the system what keystrokes you wish to have recorded as the selected macro.

we2 (★)

Completes the record action for the selected Function Kev.

Print Hard Copy

You can print all or part of the show information you have programmed, so that you can later refer to hard copy if required.

Do not try to use these commands unless a printer is hooked up and is on line.

(1)(3) (1) [list] (1)

Prints a hard copy of the listed CueSheet segment. To print a hard copy of entire CueSheet, do not enter [list].

$\bigcirc 4 \times [list] \times$

Prints a hard copy of the Preview Display for the listed cues. To print a hard copy of all cues, do not enter [list].

15 **(list)**

Prints a hard copy of the specified patch tables. To print a hard copy of all patch tables, do not enter [list].

16★[list]★

Prints data for the selected submasters. To print a hard copy of all submaster data, do not enter [list].

173

Halts output from the console to the printer.

The printer will continue printing until its input buffer is exhausted or until vou turn it OFF.

Patch Dimmers

In Patch mode you can preview, assign, or modify patch assignments, maximum dimmer levels (proportional patching), and dimmer types, and change the active patch table. Each channel can control any number of dimmers. Four different patch tables are available.

You can reset patch to a one-dimmer-to-one-channel correspondence in 2 ways:

- 1. Load a disk with one-to-one patch assignments into the system.
- 2. Execute a Clear Patch in the Setup Menu.

In systems with more dimmers than channels, excess dimmers have no channel assignment until patched. The Clear Patch procedure in the Setup Menu does not change dimmer types (2.4KW, 6/12KW).

This demonstration assumes that patch is set to a one-dimmer-to-one-channel relationship. If not, use Clear Patch in the setup menu.

Patch Tables

LightBoard M contains four dimmer to channel assignments known as patch tables. Multiple patch tables can be useful either when dimmer utilization changes at some point in a show, requiring re-patching, or when maximum levels must be reset because of scenery moves or other changes.

Modifications to the active patch table are visible on stage. The active patch table is displayed in amber. Modifications made to inactive patch tables do not change the stage levels. Inactive patch tables are displayed in cvan.

Press

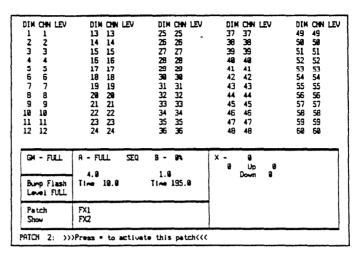
PATCH *

to see the current Patch display.

Bump Flash Level FULL	4.8 Time 18.8	1.0 Ti⇔ 195.0	8 Up 8 Down 8	
GN - FULL	A - FULL SEQ	8 - 84	x - 8	
12 12	24 24	36 36	48 48	68 68
11 11	23 23	35 35	47 47	59 59
9910	21 21 22 22	33 33 34 34	45 45 46 46	57 57 58 58
1	28 28	32 32	44 44	56 S6
4 4 5 5 6 6 7 7	19 19	31 31	43 43	55 55
5 5	17 17 18 18	29 29 30 30	41 41 42 42	53 53 54 54
4 4	15 15	28 28	48 49	52 52
2 2 3 3	15 15	27 27	39 39	51 51
1 1	13 13 14 14	25 25 26 26	37 37 38 38	49 49 58 58

Press

to see the Patch 2 display.



Dimmers are shown in eyan since this patch is not active. You can modify patch settings blind by starting to modify the settings without pressing *\overline* a second time. The results of your patching will not show on stage until you have later selected the patch table.

To exit without changing patch settings, select a new display.

Press of to page forward through the dimmer list 60 dimmers at a time or to page backward through the dimmer list 60 dimmers at a time.

Patch functions work the same in Blind and Live modes. In this tutorial, we will be making all changes live.

Press to activate the Patch 2 display.

DIM CHN LEV 1 1 2 2 3 3 4 4 5 5 6 6 7 7 7 8 8 9 9 10 10	DIM CHN LEV 13 13 14 14 15 15 16 16 17 17 18 18 19 19 20 20 21 21 22 22	DIN CHN LEV 25 25 26 26 27 27 28 28 29 39 30 30 31 31 32 32 33 33 34 34	DIN CNN LEV 37 37 38 39 39 39 40 49 41 41 42 42 43 43 44 44 45 45 46 46	DIN CIN LEV 49 49 58 59 51 51 52 52 53 53 54 54 55 55 56 56 57 57 58 58
11 11 12 12	23 23 24 24	35 35 36 36	47 47 48 48	59 59 68 68
GM - FILL	A - FULL SEQ	B - 9%	X - 8 8 Up 9	
Burn Floor	4.8 Time 18.8	1.0 Time 195.0	Down 8	ŧ.
Bump Flash Level FULL	11A8 18.6	1100 133.0		1
Patch	EXI		1	
Show	FX2			
PATCH 2: >>	Press • to activa	te this patch(((

You needed to repeat the entire command because you pressed keys other than (*) when >>>Press • to activate this patch(<</ appeared the first time.

The Patch display is now amber, showing that it is now active. Changes which represent the differences between the original patch table and Patch table 2 will appear on stage immediately. Changes in patching will be reflected on stage as you make them.

Assign 6K/12K Dimmers

Failure to assign 6KW and 12KW dimmers correctly during system setup will cause dimmer addressing anomalies. Each CD80 dimmer module receives two control signals. Dual 2.4KW dimmers require both control signals. 6KW and 12KW dimmers (one dimmer per module) require only one of these signals. To number dimmers correctly, the system must know which dimmers only require one control signal. This is not necessary with analog dimmers controlled through a demultiplexer interface, since the demultiplexer assigns one dimmer signal to each dimmer.

6K/12K assignments are global, and track through all four patch tables regardless of the patch table in which assignment changes were made. The Clear Memory and Clear Patch procedures in the Setup Menu do not change these assignments.

Assign 6K/2K dimmers in numerical sequence to avoid confusion. The first 6/12KW dimmer must be odd numbered. If your system contains no 6KW or 12KW CD80 dimmers, go to "Dimmer-to-Channel Patch" in this chapter.

Press

to change dimmer 1 to a 6K/12K dimmer.

DIN CHN LEV 1 1 2 2 2 3 3 3 4 4 4 5 5 6 6 7 7 8 8 8 9 9 10 10 11 11 11 12 12	DIN CHN LEV 13 13 14 14 15 15 16 16 17 17 18 18 19 19 20 20 21 21 22 22 23 23 24 24	DIN CHN LEV 25 25 26 26 27 27 28 28 29 29 38 30 31 31 32 32 33 33 34 34 35 35 36 36	DIM CHN LEV 37 37 38 38 39 39 49 48 41 41 42 42 43 43 44 44 45 45 46 46 47 47 48 48	DIM CHN LEV 49 49 59 50 51 51 52 52 53 53 54 54 55 55 56 56 57 57 57 57 58 58 59 59 60 60
GH - FULL Bump Flash Level FULL Patch	A - FULL SEQ 4.9 Time 18.0	8 - 9% 1.8 Time 195.8	X - 8 9 Up 9 Down 8	
2µo~	FX2 MER 1 •			

Press

TI

to change dimmer 1 back to a 2.4Kw dimmer.

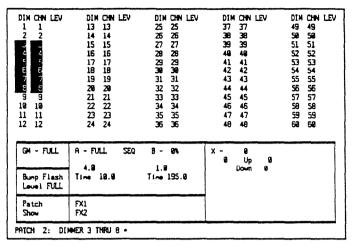
Patch Show	FX1 FX2			
SM - FULL Bump Flash Level FULL	4.0 4.0 Time 19.9	8 - 81 1.8 Tim 195.8	X - 8 9 Up 9 Down 9	
1 2 2 3 3 4 4 5 5 5 5 7 7 8 8 9 9 9 10 10 11 11 11 11 12 12	13 13 14 14 15 15 16 16 16 17 17 18 18 19 19 20 20 21 21 22 22 23 24 24	25 25 26 26 27 27 28 20 29 29 39 39 39 31 31 31 32 32 33 33 34 34 35 35 36 36	37 37 38 38 39 40 40 41 41 41 42 42 43 43 44 44 45 45 45 46 45 47 47 48 48	49 49 59 50 50 51 51 52 52 53 53 54 55 55 56 56 56 59 59 59 69 69

Press

3 Fm 8 *

to change dimmers 3 through 8

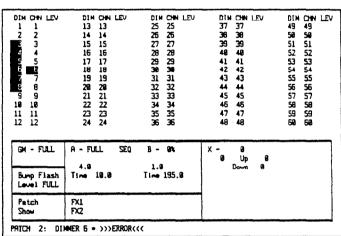
to 6K/12K dimmers.



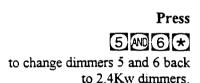
Press

6 *

to change dimmer back to
a 2.4Kw dimmer.



Since 2.4Kw CD80 dimmers are dual dimmers, a single dimmer within a group of 6K/12K dimmers cannot be changed to 2.4KW.



DIM CHN LEV 13 13	DIM CHN LEV 25 25	DIM CHN LEV 37 37	DIM CHN LEV 49 49
14 14	25 26	38 36	50 50 51 51
15 15	28 28	48 49	52 52
19 18	39 39	42 42	53 53 54 54 55 55
			55 55 56 56
21 21	33 33	45 45	57 57
22 22	34 34	45 45	58 58
Z3 Z3 Z4 Z4	35 35 36 36	47 47 48 48	59 59 68 68
A - FULL SEO	B - 8%	×- 9	
4.9	1.0	Down 9	
Time 18.8	Time 195.8		
FX1 FX2		}	
	13 13 14 14 15 15 16 16 17 17 19 18 19 19 20 20 21 21 22 22 23 23 24 24 A - FULL SEQ 4.9 Time 18.8	13 13 25 25 14 14 26 26 15 15 27 27 16 16 28 28 17 17 29 29 19 18 39 39 19 19 31 31 20 20 32 32 21 21 33 33 22 22 34 34 23 23 35 35 24 24 36 35 A - FULL SEQ B - 9% A - FULL SEQ B - 9% Time 18.9 Time 195.8	13 13 25 25 37 37 14 14 14 26 26 38 38 36 15 15 27 27 39 39 16 16 28 28 49 49 49 17 17 29 29 41 41 41 19 19 31 31 43 43 29 29 32 32 44 44 21 21 21 33 33 45 45 22 22 23 33 33 45 45 45 23 23 23 35 35 47 47 24 24 24 36 36 36 49 49 49 49 49 49 49 49 49 49 49 49 49

Press

*

to request all dimmers be changed back to 2.4Kw dimmers.

DIM CHN LEV 1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 10 10 11 11 12 12	DIM CHN LEV 13 13 14 14 15 15 16 16 17 17 18 18 19 19 20 20 21 21 22 22 23 23 24 24	DIM CHN LEV 25 25 26 26 27 27 28 28 29 29 39 39 31 31 31 31 32 32 33 33 34 34 35 35 36 36	DIM CHN LEV 37 37 38 38 39 39 48 49 41 41 42 42 43 43 44 44 45 45 46 46 47 47 48 48	DIM CHN LET 49 49 59 59 51 51 52 52 53 53 54 54 55 56 56 56 57 57 58 58 59 69 69
GM - FULL Bump Flash Level FULL	A - FULL SEQ 4.0 Time 18.0	B - 8% 1.0 Time 195.0	X - 8 9 Up 8 Down 8	
Patch Show	FX1 FX2			

Press

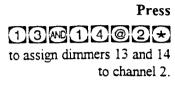


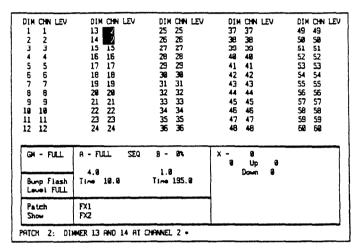
to confirm that all dimmers should be changed back to 2.4Kw dimmers.

DIM CHN LEV 1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 9 9 10 10 11 11 12 12	DIM CPN LEV 13 13 14 14 15 15 16 16 17 17 18 18 19 19 20 20 21 21 22 22 23 23 24 24	DIM CHN LEV 25 25 26 26 27 27 28 28 28 39 39 31 31 32 32 33 33 34 34 35 35 36 36	DIM CHN LEV 37 37 38 39 39 39 48 48 41 41 42 42 43 43 44 44 45 45 46 46 47 47 48 48	DIN CNN LEV 49 49 58 59 59 51 51 52 52 52 53 53 53 54 54 54 55 55 55 56 56 56 59 59 59 68 58
GM - FULL Bump Flash Level FULL	A - FULL SEQ 4.9 Time 19.9	8 - 8% 1.0 Time 195.0	X - 8 8 Up 8 Down 9	
Patch Show	FX1 FX2			

Patch Dimmers to Channels

Any or all dimmers can be patched to any channel in each of the dimmer patch tables. Each dimmer has an associated maximum (proportional) level, which may differ between patch tables. When a channel is at FL on the monitor, actual stage level of each dimmer on the channel is the maximum level set in Patch. The system does not display maximum levels of 100% (the default).





Press

15 No 16 @ 4 +

to assign dimmers 15 and 16

to channel 4.

DIM CHN LEV 1 1 2 2 3 3 4 4 5 5 6 6 6 7 7 8 9 9 9 10 10 11 11 12 12	DIN CHN LEV 13 2 14 2 15 5 6 16 4 17 17 18 18 19 19 20 20 21 21 22 22 23 23 24 24	DIN CIN LEV 25 25 26 26 27 27 28 28 29 39 39 31 31 32 32 33 33 34 34 35 35 36 36	DIM CIN LEV 37 37 38 38 39 39 48 48 41 41 42 42 43 43 44 44 45 45 46 45 47 47 48 48	DIM CHN LEV 49 49 59 59 51 51 51 52 52 52 53 53 54 54 55 55 56 56 56 56 59 59 59 59 59 69 69
GH - FULL Bump Flash Level FULL	A - FULL SEQ 4.0 Time 18.0	B - 8% 1.0 Time 195.9	X - 8 8 Up 8 Down 8	
Patch Show	FX1 FX2			

Press

17M18 @6@75

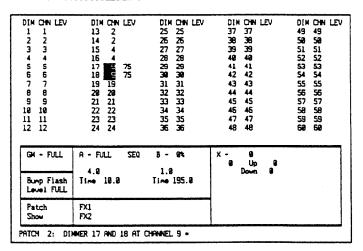
to assign dimmers 17 and 18 to channel 6 with a maximum level of 75%.

DIM CHN LEV 1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 10 10 11 11 12 12	DIN CHN LEV 13 2 14 2 15 4 16 4 17 5 75 18 6 75 19 19 20 20 21 21 22 22 23 23 24 24	DIN CHN LEV 25 25 26 26 27 27 28 28 29 29 30 31 31 31 32 32 33 33 34 34 35 35 36 36	DIM CHN LEV 37 37 38 38 39 39 48 48 41 41 42 42 43 43 43 44 44 45 45 46 46 47 47 48 48	DIM CHN LEV 49 49 59 59 51 51 52 52 53 53 54 54 55 55 56 56 57 57 57 57 58 58 59 59 60 60
GH - FULL Bump Flash Level FULL	A + FULL SEQ 4.8 Time 10.9	8 - 9% 1.9 Time 195.9	X - 8 8 Up 6 Down 9	
Patch Show	FX1 FX2 MER 17 AND 18 AT (CHANNEL 5 AT 75-		

Press

17M18 @9*

to reassign dimmers 17 and 18 to channel 9 with no change in their maximum level.



Press

17@@60&

to reset the maximum level for dimmer 17 to 60%.

Patch Show	FXI FXZ			
GM - FULL Bump Flash Level FULL	A - FULL SEQ 4.8 Time 18.8	B - 0% 1.0 Ti~ 195.0	X - 8 2s Up 3s Down 8s	
DIM CHN LEV 1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 10 10 11 11 12 12	DIM CHN LEV 13 2 14 2 15 4 16 4 17 E 60 18 9 75 19 19 29 29 21 21 22 22 23 23 24 24	DIM CHN LEV 25 25 26 26 27 27 28 28 29 39 39 31 31 32 33 34 34 35 35 36 36	DIM CHN LEV 37 37 38 39 39 39 48 48 41 41 42 42 43 43 44 44 45 45 46 46 47 47 48 48	DIM CHN LI 49 49 50 58 51 51 51 52 52 53 53 54 54 55 55 56 58 59 59 60 60

Proportional levels can be cleared by setting the level to FULL.

Flag Channels Channel flagging lets you flag all dimmers on a specified channel.

Press
@2*
to flag all dimmers
assigned to channel 2.

DIM CHN LEV 1 1 2 2 3 3 3 4 4 4 5 5 6 6 7 7 7 8 8 9 9 9 18 18 18 11 11	DIM CHN LEV 13	DIM CHN LEV 25 25 26 27 27 27 28 28 28 30 39 31 31 32 33 33 33 34 34 35 35 36 36	DIM CHN LEV 37 37 37 38 38 39 39 40 40 41 41 42 42 43 43 44 44 45 45 46 46 47 47 48 48	DIN CHN LEV 49 49 59 51 51 51 52 52 53 53 54 54 55 55 56 58 59 59 50 58
GM - FULL Bump Flash Level FULL	A - FULL SEQ 4.9 Time 18.9	8 - 9% 1.0 Time 195.0	X - 2 9 Up 3 Down 2	
Patch Show PATCH 2: AT	FX1 FX2 CHANNEL Z •			

Press

to clear dimmer flags.

DIM C4N LEV 1 1 2 2 3 3 4 4 4 5 5 6 6 7 7 7 8 8 8 9 9 10 10 10 11 11 12 12	DIM CHN LEV 13 2 14 2 15 4 16 4 17 9 50 18 9 75 19 19 20 20 21 21 22 22 23 23 24	BIM CHN LEV 25 25 26 27 27 28 28 29 36 38 31 31 32 32 33 33 34 34 35 35 36 36	DIM CHN LEV 37 37 38 38 39 39 39 39 40 49 41 41 42 42 43 43 44 44 45 45 46 46 47 48	DIM CHN LEV 49 49 59 59 51 51 51 52 52 53 53 54 54 55 55 56 56 57 57 58 58 59 59 69
GN - FULL Bump Flash Level FULL	A - FULL SEQ 4.9 Time 18.8	B - 9% 1.0 Time 195.0	X - 8 9 Up 9 Down 8	de la companya de la
Patch Show	FX1 FX2 CHRNEL •			

Unpatch Dimmers You can unpatch a dimmer completely by assigning it a null channel.

Press to unpatch a dimmer.

DIM CHN LEV 1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 10 10 11 11 12 12	DIN CHN LEV 13 2 14 15 4 16 4 17 9 60 18 9 75 19 19 20 29 21 21 22 22 23 23 24 24	DIN CHN LEV 25 25 26 26 27 27 28 28 28 30 30 31 31 32 33 34 34 35 35 36 36	DIM CHN LEV 37 37 38 38 39 39 48 48 41 41 42 42 43 43 44 45 45 45 46 46 47 47 48 48	DIM CHN LEV 49 49 59 59 51 51 52 52 53 53 54 54 55 55 56 55 57 57 58 58 59 59
G4 - FULL Bunp Flash Level FULL	A - FULL SEQ 4.9 Time 18.8	8 - 9% 1.8 Time 195.8	X - 6 9 Up 6 Do~n 6	
Patch Show	FXI FX2 MER 14 @ CHANNEL			

Clear All Dimmer To clear all dimmer assignments, press 1 [#] @★ where "#" is the Assignments highest dimmer number in system).

Reset the Patch Table Patch Tables can be set to a one dimmer to one channel correspondence only by doing a "Clear Patch" in the Setup Menu, by re-entering the dimmer/channel data individually, or by loading a new disk.

Check Dimmers

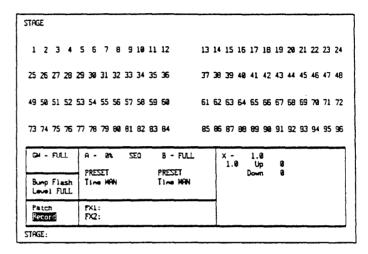
The dimmer check lets you check individual dimmers without bringing up other dimmers patched to the same channel. Dimmers may be brought up at any required level, and are live on stage. A sequential scan of dimmers may be made by bringing up a single dimmer to an assigned level, and then using and to sequence through the dimmers.

Press

STAGE

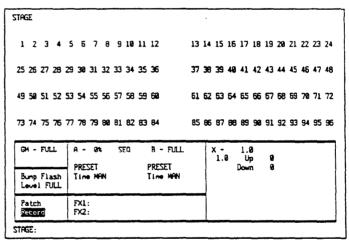
to return to the Stage display.

Make sure that all lights are OFF on stage.



Press

to bring dimmer 1 on stage at FULL.



Since there is no dimmer display, nothing shows on the Stage display. The dimmer is disconnected temporarily from its channel and brought up on stage only.

Press or to move to other dimmers in sequence.

Press [#]@[level] to move to a dimmer that is out of sequence.

Press or select any other function button or display to exit from dimmer check mode.

Keycap Index

Command Keys

- 20, 45, 46, 59, 62, 69, 75, 86, 87, 125, 153, 165
- **★** 20, 45, 46, 57, 59, 70, 76, 77, 87, 88, 136, 166
- (A) and (V) 20, 45, 62, 70, 76, 85, 88, 89
- DIM 20, 45, 171
- 20, 45, 46, 57, 62, 70, 75, 86, 89, 151, 153, 158, 165
- 20, 45, 55, 59, 70, 76, 77, 87, 152, 167
- **L** 55
- 55
- 20, 45, 62, 70, 76, 87
- 0 through 9 20, 45, 46, 57
- 20, 45, 46, 88, 169
- 20, 45, 47, 63, 72, 123, 125, 137
- 解 47
- PATCH 162
- [CUE] 20, 45, 47, 63, 72, 95, 96, 104, 116, 138
- TME 20, 45, 47, 55, 63, 72, 93, 97, 137, 144
- 20, 45, 48, 63, 73, 123, 130, 137
- FP 157
- WAIT 20, 45, 48, 63, 73, 123, 126, 137

Faders

- GO 17, 53, 116
- S/S 18, 49, 145
- (From 17, 53, 117, 124
- A 16, 46, 52, 104
- (B) 16, 52, 104
- SEQ 16, 17, 52, 53, 117
- 17, 53, 116
- FX1 18, 49
- FX2 18, 49

Function Keys

- [45] 19, 47, 54, 58, 61, 69, 71, 75, 77, 140
- 19, 47, 54, 58, 61, 69, 71, 75, 77, 140
- A) 54
- [XM] 19, 54, 141, 148
- 鋼 19, 54, 92
- 19, 54, 69, 80, 93, 171
- 19, 54, 67, 161
- 19, 54, 58
- 19, 54, 72, 92, 132, 155
- 19, 72, 94
- SUB 19, 54, 75, 77, 150
- 19, 54, 91

Index

Α	В
Access cue sheet 47, 140 cues for preview 61, 140 effects 50, 55, 141	Bar graph, LED 16, 17, 52, 53 Blackout switch 16, 56, 82 Blind assign or change attributes 123
Submaster assignments 154 submaster assignments 77	assign or change cue attributes 47, 63 delete attributes 64
Submaster data 150 submaster data 75	delete cue attributes 48 delete delay 48, 64, 138
Adapter cable	delete fade time 48, 64, 138
AMX192 24	delete link 48, 64, 138
Hand Held Remote 28	delete wait 48, 64, 138
Remote In 29	link cues 48, 63, 130
XLR to TA4 series 24	modify cues 63
AMX192	record cues 63, 96
adapter cable 24	record split time fade 101
cable length 12, 24	record split time fades 47, 63
control outputs 24	set delay 47, 63
control wiring 24	set fade time 47, 63, 97
extension cable 24	set levels for all active channels 62
Archive 10, 15, 66, 159	set levels for selected channels 62
Assign	set wait 48, 63
6K/12K dimmers 164 active channels to Scroller 88	Bump buttons 8 22 44 90
channel levels 79	Bump buttons 8, 22, 44, 90 Bump Level control 18, 43
channel levels with Scroller 85	Bump Mode control 18, 43
channels to Scroller 87	Dump Mode condoi 18, 43
channels to scioner 37	
cue attributes 47, 63, 72, 123	С
cues blind 63, 96	
cues live 72	Cable
delay 47, 63, 72	AMX192 adapter 24
delay times 124, 126	AMX192 extension 24
dimmer type 60	DMX512 extension 25
dimmers to channels 167	Hand Held Remote 28
dimmers to outputs 57	lengths 12
effect steps 55, 143	printer 26 Remote In 29
fade time 47, 63, 72	XLR to TA4 adapter 24
maximum levels 60	Cable length
multiple channel levels 86	AMX192 12, 24
number of channels 65, 157	D54 12
number of dimmers 65, 157, 158	DMX512 12, 25
sequencing 48, 63, 73, 130	printer 26
step time to an effect 55, 144	Remote Hand Held Remote 12
unpatch dimmers 170	Remote Remote Function Key 12
wait 48, 63, 73	Remote Submaster 12
	Remote video 12

Change	restore to fader control 71
channel levels 79	reverse chase 50, 141
channel levels with Scroller 85	reverse chase with build 51, 142
cue attributes 47, 63, 72, 123	set levels 79
cue levels blind 134	set levels for all active channels 62, 70
cue levels live 131	set levels for selected channels 62, 70, 76, 86
cue levels with tracking 135	set levels with Fader A 84
cue parameters 137	set levels with Fader B 84
cues blind 63	timed manual level crossfade 107
cues live 72	tracking 64
delay 47, 63, 72	Chase
delay time 137	bounce channel chase 51, 142
dimmer type 60	bounce channel chase with build 51, 142
effect type 50, 141	bounce memory chase 51, 142
effects 55, 142	forward channel chase 50, 141
fade time 47, 63, 72	forward channel chase with build 51, 142
levels for all active channels 62, 70	forward memory chase 51, 142
levels for selected channels 62, 70, 76, 86	reverse channel chase 50, 141
maximum levels 60	reverse channel chase with build 51, 142
multiple channel levels 86	reverse memory chase 51, 142
number of channels 65, 157	Check dimmers 71, 171
	Circuit 2
number of dimmers 65, 157, 158	
output protocol 57	Clear
patch tables 58	channels from Independent 89
sequencing 137	channels from Scroller 88
wait 48, 63, 73	cue attributes 48
wait time 137	cue links 138
Channel 2	cues attributes 64, 73
Channel lists 62, 69, 75, 86	delay 48, 73
Channels	delay time 138
assign active channels to Scroller 88	dimmer assignments 170
assign to effect steps 55, 143	effect from effect fader 148
assign to Scroller 87	fade time 48, 73
assign to Submasters 152	link 48, 64, 73
bounce chase 51, 142	memory 67, 160
bounce chase with build 51, 142	patch table 170
Bump buttons 8, 22, 44, 90	wait 48, 73
channel lists 69	wait time 138
clear from Scroller 88	Command keys 20, 45
control levels 79	Command Line 7, 46
control levels with Fader A 84	Comments 5
control levels with Fader B 84	Connecting
control levels with keyboard 85	AMX192 24
control multiple channels 86	Dimmers 24
control through Scene A 80	DMX512 25
control through Scene B 80	Hand Held Remote 28
controllers 21, 44, 80	printer 26
flagging 169	Remote In 29
forward chase 50, 141	Console Layout 15
forward chase with build 51, 142	·
number in system 65, 157	
patch dimmers to channels 167	
record live from channel controllers 92	
release from Independent 89	

Control	patch tables 59
bump level 18, 43	Crossfade 2
bump mode 18, 43	manual levels, timed 107
channel levels 79	CRT 22
channel levels with Fader A 84	Cue 2
channel levels with Fader B 84	Cue Link
channel levels with keyboard 85	delete 138
Fader A levels 16, 52	set 48, 63, 73
Fader B levels 17, 52	Cue link
levels for all active channels 62, 70	delete 48, 64, 73
levels for selected channels 62, 70, 76, 86	modify 137
multiple channels 86	set 130
Control inputs	Cue Sheet display 47, 140
Hand Held Remote 28	assign or change cue attributes 47
Remote In 29	delete cue attributes 48
Control outputs	delete delay 48, 138
AMX192 24	delete fade time 48, 138
DMX512 25	delete link 48, 138
printer 26	delete wait 48, 138
Control wiring	link cues 48, 130
AMX192 24	set delay 47
DMX512 25	set fade time 47
Hand Held Remote 28	set wait 48
printer 26	Cue Sheet display display
Remote In 29	assign or change attributes 123
Controls	Cues
Blackout switch 16, 56, 82	assign or change attributes 47, 63, 72, 123
Bump buttons 8, 22, 44, 90	assign to effect steps 55, 143
Bump Level 18, 43	bounce chase 51, 142
Bump Mode 18, 43	copy 138
Channel Controllers 80	delay times 124
Channel controllers 21, 44	delete 139
Command keys 45	delete attributes 48, 64, 73
Fader A 16, 52, 84	delete cue link 138
Fader A Time Control 16, 52	delete delay time 138
Fader A/B 9	delete parameters 138
Fader B 17, 52, 84	delete wait time 138
Fader B Time Control 16, 52	forward chase 51, 142
Fader FX1 9, 18, 49	link out of sequence 48, 63, 73, 130
Fader FX1 Step Time Control 18, 49	load on multiple submasters 151
Fader FX2 9, 18, 49	load on submasters 150
Fader FX2 Step Time Control 18, 49	load out of sequence 113, 120
Fader X 9	modify blind 63
Fader X Time Control 17, 53	modify cue link 137
Grand Master 56	modify delay time 137
Grand Master fader 16, 83	modify levels blind 134 modify levels live 131
Playback 61	
Scroller 85 Submaster 9	modify levels with tracking 135 modify live 72
Submaster controllers 21, 74	modify parameters 137
Conventions 3	modify wait time 137
Copy 138	pile cue on cue 112, 119
cues 138	play back in sequence 117
effects 148	play back individual cues 108, 116

play back on Fader A 103	clear all dimmer assignments 170
play back on Fader B 103 -	connecting 24
play back using channel controllers 103	number in system 65, 157, 158
play back with modified fade time 110, 119	patch 59
record blind 63, 96	patch to channels 167
record live 72	unpatch 170
record with REC_A 94	Disk
reverse chase 51, 142	problems 37
set cue link 48, 63, 73, 130	storage 10, 15, 66, 159
set delay time 124	type 10, 15, 66, 159
set wait time 126	Display
wait times 126	Cue Sheet 47, 140
	FX Memory 55, 142
	Patch 58, 162
D	Preset 131
D54	Preview 61, 140
cable length 12	Setup 65, 157
Definitions 2	Stage 69, 80
Delay	Submaster 75, 150
delete 48, 64, 73	Submasters 77, 154
fade time 64, 73	Display format 8
set 47, 63, 72	DMX512
Delay time	cable length 12, 25
delete 138	control outputs 25
modify 137	control wiring 25
set 124	extension cable 25
Delete	Down-fade 2
cue attributes 48	
cue links 138	E
cue parameters 138	C
cues 139	Effects 9, 141
cues attributes 64, 73	assign step time 55, 144
delay 48, 64, 73	assign steps 55, 143
delay time 138	bounce channel chase 51, 142
effect 149	bounce channel chase with build 51, 142
fade time 48, 64, 73	bounce memory chase 51, 142
submaster assignments 156	clear from an effect fader 148
wait 64	copy 148
wait time 138	delete 149
Description	fade levels 147
electrical 12	fader step time control 18, 49
environment 12	forward channel chase 50, 141
mechanical 12	forward channel chase with build 51, 142
Diagnostics 65, 159	forward memory chase 51, 142
Dimmer 2	modify 144
2 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -	
Dimmer lists 57, 59, 158, 165	•
Dimmer lists 57, 59, 158, 165 Dimmers	modify step rate 147
Dimmers	modify step rate 147 play back 144
Dimmers addressing problems 39	modify step rate 147 play back 144 record 55, 142
Dimmers addressing problems 39 assign 6K/12K status 164	modify step rate 147 play back 144 record 55, 142 reverse channel chase 50, 141
Dimmers addressing problems 39 assign 6K/12K status 164 assign dimmer type 60	modify step rate 147 play back 144 record 55, 142 reverse channel chase 50, 141 reverse channel chase with build 51, 142
Dimmers addressing problems 39 assign 6K/12K status 164 assign dimmer type 60 assign maximum levels 60	modify step rate 147 play back 144 record 55, 142 reverse channel chase 50, 141 reverse channel chase with build 51, 142 reverse memory chase 51, 142
Dimmers addressing problems 39 assign 6K/12K status 164 assign dimmer type 60	modify step rate 147 play back 144 record 55, 142 reverse channel chase 50, 141 reverse channel chase with build 51, 142

Effects Type menu 50, 141	Fader FX2 9
Enable	level control 18, 49
Hand Held Remote 65, 159	load 18, 49
record functions 65, 91, 159	step time control 18, 49
Environment 23	stop/start 18, 49
Extension cable	Fader X 9
AMX192 24	Down-fade time control 17, 53
DMX512 25	LED bar graph 17, 53
Hand Held Remote 28	load 17, 53
	sequencing 17, 53
	stop/back 17, 53
F	up-fade time control 17, 53
•	Fader, Grand Master 16, 56
Fade 2	Failure types 34
down-fade 2	- ·
effect levels 147	Features 7
up-fade 2	Flag channels 169
Fade time	Function keys 19, 54
delete 48	FX Memory display 55, 142
set 47, 63, 72	
set in Preview 97	•
set live 98	G
Fader A	Grand Master fader 16, 56, 83
control channel levels 84	
control Scene A channels 80	
controller 16, 52	Н
fade time control 16, 52	••
LED bar braph 16, 52	Hand Held Remote 13, 56
load 16, 52	adapter 28
play back cues 103	cable length 12
sequencing 16, 52	connecting 28
set channel levels 84	enable 65, 159
	extension 28
Fader A/B 9, 16	Hard copy 12, 68, 161
fade time control 16	Hard reset 35
LED bar braph 16	Hardware description 11
sequencing 16	•
Fader algorithm 66	
Fader B	1
control channel levels 84	
control Scene B channels 80	Independent 2
controller 17, 52	Installation 23
fade time control 16, 52	Intermittent halt 36
LED bar braph 16, 52	Introduction 1
load 16, 52	
play back cues 103	
sequencing 16, 52	
set channel levels 84	
Fader FX1 9	
level control 18, 49	
load 18, 49	
step time control 18, 49	
stop/start 18, 49	

~~

K	M
Keys	Macro Keys 161
Command 20, 45	Macro keys 67
Fader A 16, 52	Macros 8
Fader B 16, 52	Manual Organization 1
Fader X 17, 53	Maximum dimmer levels 60
Function 19, 54	Memory 2
Macro 67	clear 67, 160
record live with 93	corruption 36
Scroller 85	Menu
select channels 85	Effects Type 50, 141
set channel levels 85	Output Protocol 57, 157
set cue attributes 45	Modify
	channel levels 79
	channel levels with Scroller 85
L	cue attributes 47, 63, 72, 123
rma	cue levels blind 134
LED bar graph	cue levels live 131
Fader A/B 16, 52	cue levels with tracking 135
Fader X 17, 53	cue parameters 137
Level Source 2	cues blind 63
Library storage 10, 15, 66, 159	cues live 72
Link	delay 47, 63, 72
delete 48, 64, 73, 137, 138	delay time 137
set 48, 63, 73, 130	dimmer type 60
Link cues 48, 63, 73, 130	effect 144
Lists 62	effect step rate 147
channel 69, 75, 86	effect type 50, 141
dimmer 57, 59, 158, 165	effects 55, 142
submaster 77, 151	fade time 47, 63, 72
Live	levels for all active channels 62, 70
assign or change attributes 123	levels for selected channels 62, 70, 76, 86
assign or change cue attributes 72	maximum levels 60
check dimmers 71, 171	multiple channel levels 86
delete attributes 73	number of channels 65, 157
delete delay 73, 138	number of dimmers 65, 157, 158
delete fade time 73, 138	output protocol 57
delete link 73, 138	patch tables 58
delete wait 73, 138	sequencing 137
link cues 73, 130	split time fade 114, 121
modify cues 72	submasters 154
record cues 72	wait 48, 63, 73
record split time fade 99	wait time 137
record split time fades 72	Monitor 8, 22
set delay 72	· ·
set fade time 72, 98	
set wait 73	0
Load	•
cues on multiple submasters 151	Output
cues on submasters 150	AMX192 24
cues out of sequence 113	DMX512 25
cues out of sequence 120	Output Protocol menu 57, 157

Р	Printer 12
Parts purchases 5	cable 26
Patch 2	cable length 26
assign dimmer type 60	connecting 26
assign maximum dimmer levels 60	setup 27
dimmer lists 59	Problems 5
dimmers to channels 59, 167	dimmer addressing 39
reset patch table 170	disk drive 37
unpatch dimmers 170	failure types 34
Patch display 58, 162	intermittent halt 36
Patch tables 162	memory corruption 36
change 58	system halt 35
copy 59	video 38
Periodic Maintenance 41	71000 30
Pile-on	
15	Q
cues on Fader A/B & Fader X 119 Fader A & Fader B cues 112	
Scene A & Scene B controllers 105	Questions 5
submasters to cues 154	
submasters to cues 154	
Play back	R
cues in sequence 117	Re-start a timed fade 108
cues with modified fade time 110, 119	Record
effect 144	channels with REC_A 94
individual cues 108, 116	cues blind 63, 96
Playback controls 61	cues live 72
Preparing for installation 23	effect type 50, 141
Preset 2	effects 55, 142
Preset display 131	enable 65, 91, 159
Preview	live from channel controllers 92
	live from the lembered of
submaster assignments 154	live from the keyboard 93
submasters 154	split time fade blind 101
Preview display 61, 140	split time fade in Preview 101
assign or change attributes 123	split time fade live 99
assign or change cue attributes 63	split time fades blind 47, 63
channel tracking 64	split time fades in Preview 47, 63
delete attributes 64	split time fades live 72
delete delay 64, 138	stage levels modified by submasters 155 Reference 43
delete fade time 64, 138	Release 43
delete link 64, 138	
delete wait 64, 138	channels from Independent 89 Remote Control 156
link cues 63, 130	Remote Focus 13, 156
modify cues blind 63	Remote Function Key
record cues blind 63, 96	cable length 12
record split time fade 101	Remote In
record split time fades 47, 63 set delay 63	adapter 29
set fade time 63, 97	connecting 29
set levels for all assistant	Remote Submaster
set levels for all active channels 62	
set levels for selected channels 62 set wait 63	cable length 12 Remote Submasters 156
	Requirements
Print 68, 161	environment 23
	OLIVEI LINGER LO

Reset	Split time fade
hard 35	modify 114, 121
patch table 170	record blind 47, 63, 101
soft 35	record live 72, 99
Reverse	Stage display 69, 80
timed fades on Fader A/B 107	assign or change attributes 123
timed fades on Fader X 17, 53, 118	assign or change cue attributes 72
Rigger's Remote 13, 156	channel lists 69
,	check dimmers 71
	delete attributes 73
S	delete delay 73, 138
	delete fade time 73, 138
Scroller 20, 45, 62, 70, 76, 85, 88, 89	delete link 73, 138
Sequencing 48, 63, 73, 130	delete wait 73, 138
Fader A/B 16, 52	link cues 73, 130
Fader X 17, 53	modify cues 72
Set	record cues 72
6K/12K dimmers 164	record split time fade 99
channel levels 79	record split time fades 72
channel levels with Fader A 84	set delay 72
channel levels with Fader B 84	set fade time 72
channel levels with keyboard 85	set wait 73
channel levels with Scroller 85	Stop
cue attributes 47, 63, 72, 123	effect 147
cues blind 63, 96	effects on Fader FX1 18, 49
cues live 72	effects on Fader FX2 18, 49
delay 47, 63, 72	timed fades on Fader A/B 107
delay times 124, 126	timed fades on Fader X 17, 53, 120
dimmer to channel patch 167	
dimmer type 60	Storage 10, 15, 66, 159
effect type 50, 141	Submaster 2
effects 55, 142	Submaster display 75, 150
fade time 47, 63, 72	Submaster lists 77, 151
fade time in Preview 97	Submasters
fade time live 98	assign channels 152
levels for all active channels 62, 70	controllers 9, 21, 74
levels for selected channels 62, 70, 76, 86	delete assignments 156
maximum levels 60	load cues on submasters 150
multiple channel levels 86	load multiple 151
number of channels 65, 157	modify 154
number of dimmers 65, 157, 158	pile on to submasters or cues 154
output protocol 57	preview 154
sequencing 48, 63, 73, 130	preview assignments 154
wait 48, 63, 73	record stage levels modified by submasters 155
Setup	remote 156
dimmer lists 57, 158	submaster lists 77, 151
printer 27	Submasters display 77, 154
system 33, 65, 157	Suggestions 5
Setup display 65, 157	Switch
Soft reset 35	Blackout 16, 56, 82
Special effects 9, 50, 55, 141	System halt 35
	System setup 33, 65, 157

```
T
TA4 connector 24
Technical Assistance 5
Time Controls
  Fader B 16, 52
   Fader FX1 18, 49
   Fader FX2 18, 49
Time controls
  Fader A 16, 52
   Fader X 17, 53
Timed fade
   re-start 108
   reverse 107
   stop 107
Tracking 64
Trouble-shooting 33
Tutorial 79
U
Unpatch dimmers 170
Up-fade 2
٧
Video
   cable length 12
  problems 38
W
Wait
   delete 48, 64, 73
   set 48, 63, 73
Wait time
   delete 138
   modify 137
   set 126
X
XLR connector 24
```