

Short Manual

for

expert
by AVAD

291-310

SYSTEM SECTION

DISK DISK: Selects the Disk operations menu. Choose a function with the arrow keys and press ENTER/SELECT to complete a command. Make sure you have a disk in the disk drive before pressing DISK.

CHAIN DISK CHAIN DISK: This function is currently not implemented.

MACRO MACRO: This is one of the Experts user programmable macro keys.

BEEP BEEP: This key allows you to set the volume of the acoustic warning signal. You can set a level from 1-7 or turn the signal off by pressing BEEP with no preceeding number. When BEEP is off, it will be replaced by a red warning line on the top of the monitor.

LIGHT LIGHT: This key allows you to set the background light intensity in the keys of the Expert. You can set a level from 0-7.

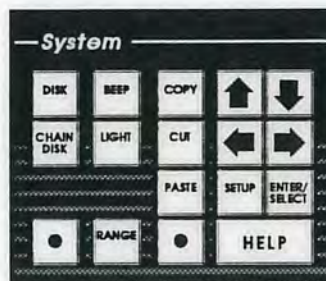
RANGE RANGE: This key is used for defining a certain range for functions where such are needed. For example, if you want to print only a specific range of presets.

COPY COPY: This key will copy channel levels from the active field (or the channels currently selected in the active field, if any) to a buffer from which they can be retrieved with the PASTE key.

CUT CUT: This key will when pressed cut the contents of the active field (or the currently selected channels in the active field, if any) to a buffer from which they can be retrieved with the PASTE key.

PASTE PASTE: This key will PASTE the information selected with the CUT or COPY keys back to the active field. You can PASTE all or some information by selecting the channels you want to affect as a group.

ARROWS ARROWS: These keys are used to select functions in the menus. You will find them useful in the SETUP, DISK and EFFECT menus.



General

This section contains the keys used for system functions such as DISK, HELP, BEEP, LIGHT and SETUP. The Setup is a menu-oriented program where several system functions such as Patch, Editor, MIDI, Parameters, Printer and much more can be reached.

SETUP SETUP: Selects the Setup menu. Use the arrow keys to select an item and the ENTER/SELECT key to execute. When you are working in a menu, you can press HELP for more information about that menu. You can always exit by pressing SETUP.

ENTER/SELECT ENTER/SELECT: Executes menu commands and toggles between given choices.

HELP HELP: The HELP function will give you on-screen information about any key in the Expert. Hold down HELP and press any key. A popup will appear on the screen with information about that key. Press any key to continue. You can also press HELP when you are operating in a SETUP menu to display help information about that menu.

MONITOR SECTION



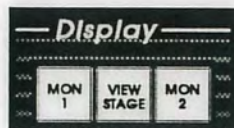
MON 1: Displays the monitor format you have selected on the keypad on the monitor connected to the MON 1 output. Use the HELP key to list the different monitor formats available.



MON 2: Displays the monitor format you have selected on the keypad on the monitor connected to the MON 1 output. Use the HELP key to list the different monitor formats available.



VIEW STAGE: Selects if channel monitor pages are to show channel information for the active field or for the total output (stage). The key is lit when total output is shown. The position of VIEW STAGE also affects the effect of the RECORD key.



General

This section contains functions controlling the two monitors.

Here you can also select if Stage or Field levels shall be shown on the channel monitors.

SEQUENCE SECTION

MASTER LINK

MASTER LINK: Activates Master Link mode, in which you can link certain master functions to the sequence. The keys working in this mode will light up when you press MASTER LINK.

TEXT

TEXT: Enters text mode for the sequence step in X2 (or the one selected with MODIFY SEQ). The Master Assign keys are used to enter text. Press TEXT again to exit.

BUILD SEQ

BUILD SEQ: When lit (on) all presets recorded in the X1-field will automatically be placed in the sequence in numerical order. When not lit (off) presets recorded will be memorised but not placed in the sequence.

TARGET

TARGET: Is active only when MASTER LINK is selected. To Link a Master with a Target level to the sequence: Hold down TARGET and press the assign key of that master.

JUMP

JUMP: Defines a conditional jump from one sequence step to another. A master is used as condition for the jump.

MODIFY SEQ

MODIFY SEQ: When pressed with no preceding number, it will deactivate all wait times, jumps and master links.
If you enter a number and press MODIFY SEQ you will be able to edit sequence step and channel information for the preset with that number.

SELECT TIME GROUP

SELECT TIME GROUP: Selects the master field for a time group and enters programming mode for that time group.

RECORD TIME GROUP

RECORD TIME GROUP: Records the information set to the currently selected time group.

INSERT

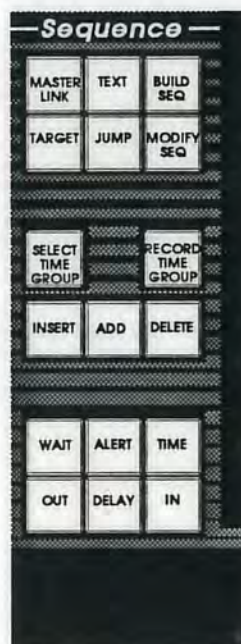
INSERT: You can insert a preset anywhere in the sequence with this key. The preset will be inserted before the current preset in X2 of the sequence. Press twice to execute. When MASTER LINK is activated this key is used to insert masters in the sequence. When MODIFY SEQ is activated for a specific step in the sequence, the preset will be inserted before that step.

ADD

ADD: You can add a preset to the end of the sequence with this key. Enter the number of the preset and press ADD twice to execute.

DELETE

DELETE: You can delete any preset from the sequence with this key. The current preset in the X2 position of the sequence will be deleted. Press twice to execute. When MASTER LINK is activated this key is used to delete master links from the sequence. When MODIFY SEQ is activated for a specific step in the sequence, that step will be affected by DELETE.



General

In this section all the sequence functions are located. There are keys for setting times, recording time groups, writing text and linking master functions to the sequence. There are also keys for editing sequence steps and rearranging the sequence order. The keys for moving around in the sequence are found in the playback section.

WAIT

WAIT: Defines a wait time for the sequence step in X2. Enter the time and press WAIT.

ALERT

ALERT: Defines an alert time for the sequence step in X2. Enter the time and press ALERT. If you press ALERT without a preceding number, you will record the time that has passed since the last crossfade was completed. This time is showed in the lower right corner of the monitors.

OUT+IN

OUT+IN: Defines a common Out and In time for the next crossfade. When MASTER LINK is activated this key is used to assign a timed master to the sequence.

OUT

OUT: Defines a time for the outgoing channels of the next crossfade.

DELAY

DELAY: Defines a delay time for the out or incoming channels of the next crossfade. Hold down DELAY and press OUT or IN to define which channels are going to be delayed. When MASTER LINK is activated this key is used to set a delay time to a master fade assigned to the sequence.

IN

IN: Defines a time for the incoming channels of the next crossfade.

PRESET SECTION

MODIFY
PRS

MODIFY PRS: Loads a preset to the Modify field for modification. Enter the number of the preset and press MODIFY PRS.

COM
PARE

COMPARE: Compares a modified preset with the recorded version. To compare the light in the active field with any preset, enter the number of that preset and press COMPARE. Press COMPARE again to exit.

BAL
ANCE

BALANCE: Temporarily mutes the levels of all channels except the currently selected channel group for balancing purposes. Press twice to execute. Press twice to exit.

RECORD

RECORD: Records presets or Gang Load presets. Enter a number and press RECORD to record a preset with that number. If VIEW STAGE is on (lit), you will record the output from all fields when you press RECORD.

If VIEW STAGE is off, you will record only the channel information in the active field. If you press RECORD without a preceeding number, you will re-record the currently selected preset in the active field including any changes made recently.

NEXT
#

NEXT #: Gives you the next empty preset number in the system.

ADD
PRESET

ADD PRESET: Selects the channels in a preset as a group. Enter the number of the preset and press ADD PRESET.

INVERT
GROUP

INVERT GROUP: Selects all channels except the currently selected as a group.

THRU

THRU: Is used together with CH, +, - and ADD PRESET to select a range of channels.

CH

CH: Is used to select a single channel, or the first channel in a channel group.

+

+: Adds a channel or a channel range to the channel group.

-

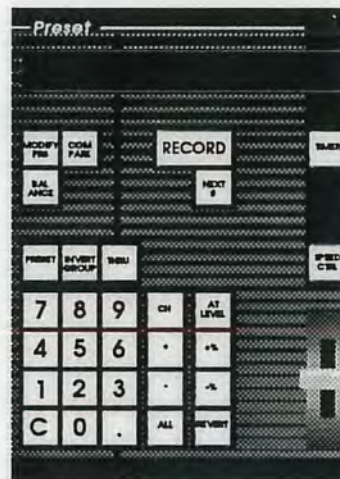
-: Subtracts a channel or a channel range from the channel group.

ALL

ALL: Selects all channels with a level in the active field as a group.

AT
LEVEL

AT LEVEL: Sets a level for the channel group. If you press AT LEVEL with no preceeding number, you will have the last level for the selected channel. If you press a second time, you will set the selected channels to 70%.



General

This section includes all the functions for working with channels, levels and for recording presets. It also includes the numerical keypad and its numerical display. The channel and speed control joystick and the TIMER key is located between this section and the playback section.

+%

+%: Increases the channel group by 5%.

-%

-%: Decreases the channel group by 5%.

REVERT

REVERT: Reverts the levels of the channel group to its previous levels after making a change using the joystick. It can also be used to copy levels from any recorded preset to a channel group. Select the channel group, enter the number of the preset you want to copy the levels from and press REVERT.



KEYPAD: The keypad has numerical keys to be used for all numerical entries.



JOYSTICK: The joystick is used in the Preset Section to set levels to channels or groups of channels. Enter the number of a channel and move the joystick, OR select a channel group using the channel control keys and move the joystick.

TIMER

TIMER: Toggles the TIMER function Start/Stop/Reset.

SPEED
CTRL

SPEED CTRL: Is explained in the Playback section.

MASTER FADERS SECTION

MASTER FADERS: These are used to control the contents of the master fields. If there is an ">" beside the level indication of a master, it means that you have to match that level manually with the fader to get control of the master.

ASSIGN KEYS: These are mainly used to assign preset, time and effects information to the different master fields. They are also used for Flashing the contents of the master fields, for starting fades using START and for entering text.



MASTER FADERS SECTION

This section includes the Master faders which control the contents of the master fields and the ASSIGN keys which are used to assign information to the master fields. The ASSIGN keys are also used for entering text information.

MASTER ASSIGN SECTION

**GANG
LOAD**

GANG LOAD: Records or loads a Gang Load preset.

**SELECT
FIELD**

SELECT FIELD: Selects working field OR finds the field with the Highest Level for a channel.

START

START: Starts a fade on a master. Hold down START and press the assign key for the master(s) you want to start.

TIME

TIME: Assigns a fade time to a Master field. Enter the time, hold down TIME and press the assign keys for the master(s) you want to assign that time to.

LOAD

LOAD: Loads a preset or a channel group to a Master field. To load a preset, enter the number of the preset, hold down LOAD and press the assign key for a master. To Load a group, select the group, hold down LOAD and press the assign key for a master.

INHIB

INHIB: Press twice to assign the currently selected channel group to the Inhibit Master. Hold down and press the assign key of a master to define that master as an Inhibit master. The Inhibited channels will be marked with red on the channel pages.

FLASH SECTION

FLASH

FLASH: Toggles Flash mode on/off. To set a Flash level to a master, enter the level on the keypad, hold down FLASH and press the ASSIGN key of the master(s) at the same time. To deactivate Flash mode for a master(s), hold down FLASH and press the ASSIGN key of the master(s) at the same time.

SOLO

SOLO: Toggles Solo Flash mode on/off OR activates the Absolute master function.

LOCK

LOCK: Toggles Lock Flash mode on/off.

FLASH SECTION

This section contains the keys used for activating the different Flash modes. The different Flash modes can be combined. You can also set Flash levels 1-100% or deactivate Flash mode individually for all masters.

EFFECT SECTION

This section includes all keys that are related to building, modifying and starting effects.

MASTER ASSIGN SECTION

This section includes keys for assigning information to the masters. The Gang Load function is situated here. The special Inhibit master is also positioned here.

EFFECT SECTION

EFFECT

EFFECT: Selects which effect to work with. Enter the number of the effect and press EFFECT. Press EFFECT again to exit.

STEP

STEP: Selects an effect step for editing. Enter the step number and press STEP.

**REC
STEP**

REC STEP: Records the changes made to the currently selected step.

**EFFECT
START**

EFFECT START: Defines a master for an effect and starts the effect as well. Enter the number of the effect, hold down EFFECT START and press the assign key for a master.

**EFFECT
SPEED**

EFFECT SPEED: Defines a Time master for an effect. Enter the number of the effect, hold down EFFECT SPEED and press the Assign key for a master.

PLAYBACK SECTION

SPEED CTRL SPEED CTRL: Selects the joystick as Speed control and can also be used to define which fields to control. The joystick will automatically be selected as Speed control when a timed crossfade is started.

PAUSE PAUSE: Temporarily stops a running crossfade. Press again to continue the fade.

GO BACK GO BACK: Reverses the running crossfade. You can reverse a crossfade which has been completed too.

GO GO: Executes the next crossfade. If no fade times have been programmed, the default time of 5 seconds will be used. If GO is pressed during a running crossfade it will "Go ahead" to the following crossfade from the current position.

SEQ X2 SEQ X2: Jumps to a specified sequence position without affecting the light on stage. Enter the number of the position and press SEQ X2.

PRS X2 PRS X2: Jumps in the sequence to a specified preset without affecting the light on stage. Enter the number of the preset and press PRS X2.

SEQ + SEQ +: Steps one step forward in the sequence. This will affect the light on stage, therefore you will have to press twice to execute.

SEQ - SEQ -: Steps one step backwards in the sequence. This will affect the light on stage, therefore you will have to press twice to execute.

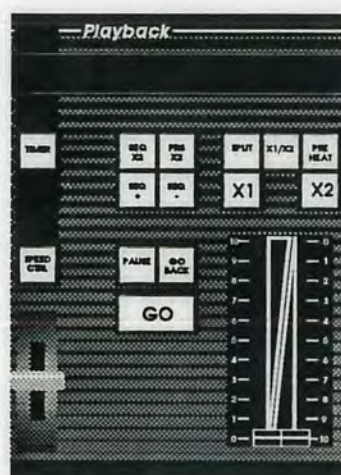
SPLIT SPLIT: This function is currently not implemented.

X1/X2 X1/X2: Toggles between X1 and X2 as the active working field.

PRE HEAT PREHEAT: When activated (lit), it will preheat the channels in the X2 field to the level set in the Parameter Setup.

X1 X1: Assigns a preset to the X1 field. Enter the number of the preset and press twice to execute.

X2 X2: Assigns a preset to the X2 field. Enter the number of the preset and press X2.



General

This section includes two long crossfade faders together with their preset displays. The timed crossfade control keys (GO, PAUSE and GO BACK) are placed between the manual faders and the speed control joystick. The Playback section also includes functions for moving around and jumping in the sequence.



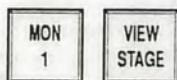
CROSSFADE FADERS: Execute crossfades manually. A paused or running crossfade can be overtaken manually by matching the current status of the crossfade with the faders.



JOYSTICK: The Joystick is automatically set to Speed control when an automatic crossfade is running. You can accelerate the running fade moving the joystick forwards. You can brake the running crossfade moving the joystick backwards until a complete stop. When you let go of the joystick, it will automatically return to the original fade time.

Reset and Restart

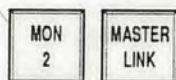
Reset



A Reset will clear all recorded data and restart the operating software of the Expert. Keep the MON 1 and VIEW STAGE keys pressed while turning on the board.

This is used when you want to completely clear the board before starting a new production etc.

Restart



A Restart will restart the operating software of the Expert without clearing recorded data. Keep the MON 2 and MASTER LINK keys pressed while turning on the board.

This can be used if, for some reason, the board does not start when you turn it on normally. Strong electrical discharges can sometimes confuse the powerfail feature.

Powerfail

A Powerfail is when you turn the power off and on again manually or when the mains power disappears for some reason. All data will be kept and the operational software of the Expert will restart at exactly the same point as it was interrupted.