

ELTEC ELTEC ELTEC

SCENESTEALER INSTRUCTIONS

GENERAL

Many people require the speed and efficiency of a memory desk while retaining the ability to replay lighting states manually. This is the philosophy behind SCENESTEALER.

Up to 99 lighting states may be recorded into the desk and replayed at any time through one of a number of playbacks. SCENESTEALER is effectively a 99 preset manual desk, which only needs to be programmed once.

RECORDING OF LIGHTING STATES

Lighting states are recorded into the desk in basically one of two ways.

1. A lighting arrangement is set up on the manual preset and the PLOT IN function used to record the arrangement.
2. The total output from the desk can be recorded into any memory using the PLOT OUT function.

PLAYBACK OF LIGHTING STATES

1. Any lighting state (memory) can be assigned to any of 12 playbacks using the appropriate LOAD keys.
2. Any 12 consecutive lighting states can be assigned simultaneously to the 12 playbacks using the GANG LOAD key.
3. The manual preset can be switched on and off (live or blind) using the MANUAL DESK key.

ADDITIONAL FEATURES:

1. A Grand Master will proportionally override all playbacks, including the manual preset.
2. Memories can be cleared (all channels to zero) using the ERASE key.
3. The level of a channel can be raised or lowered in a memory using the ↑ and ↓ keys.

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TO LOAD A MEMORY WITH THE CONTENTS OF THE MANUAL PRESET - enter a memory number (1-99) followed by the PLOT IN key.

This can be done live or blind depending on the position of the manual desk switch. This position may be altered using the MANUAL DESK key. If the LED is illuminated, the manual desk is live.

TO LOAD A MEMORY WITH THE OVERALL DESK OUTPUT - enter a memory number (1-99) followed by the PLOT OUT key. The overall desk output will be affected by the contents of each of the playbacks (along with the levels of the masters), the setting of the Grand Master and the levels of the manual preset (if it is live).

TO LOAD A MEMORY INTO A PLAYBACK - enter a memory number (1-99) followed by the LOAD key above the required playback.

TO LOAD 12 SEQUENTIAL MEMORIES (Page) - enter the first memory number (1-99) followed by the GANG LOAD key.

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- TO ERASE A GROUP OF MEMORIES - enter the first memory to erase and press the ERASE key. If this key is NOT released, the display will count upwards slowly erasing memories. Release the ERASE key to finish erasing memories.

TO INCREASE OR DECREASE THE LEVEL OF A CHANNEL WITHIN A MEMORY - load the memory into the playback (or press the LOAD key of the playback already containing the required memory). Then enter the channel to adjust and use the ↑ and ↓ keys to alter the level. When these keys are released, the channel must be re-selected if further adjustment is required. When the level of a channel is being adjusted, its intensity in that memory is shown on the display.

TO DISPLAY THE CONTENTS OF A PLAYBACK (MEMORY NUMBER) - press the appropriate LOAD key at any time when the display is blank. This procedure also indicates a memory for channel adjustment (as outlined in the foregoing).

TO PRODUCE A SNAP BLACKOUT IN A PLAYBACK - LOAD memory 0 into it.

AUXILIARY SOCKET

An effects desk can be connected to the auxiliary socket. This desk can then be used to chase through programmed lighting states via sound to light or manual effects control. The Eltec CARNIVAL is ideal for this purpose.

BATTERY BACKUP

Since SCENESTEALER desks contain non-volatile memory, all lighting states and desk settings are remembered for several months while power is removed.

CONNECTIONS

Inputs from manual desk:

Channels 1-6	Pin 1	Channel a
7-12	Pin 2	Channel b
13-18	Pin 3	Channel c
19-24	Pin 4	Channel d
	Pin 5	Channel e
	Pin 6	Channel f
	Pin 7	Power to desk
	Pin 8	Ov

All channels +10V full scale.

These connectors are only required on SCENESTEALER I for connection to an external manual preset.

Outputs to racks :

Channels 1-6	Pin 1	Channel a
7-12	Pin 2	Channel b
13-18	Pin 3	Channel c
19-24	Pin 4	Channel d
	Pin 5	Channel e
	Pin 6	Channel f
	Pin 7	Power from rack
	Pin 8	Ov

All channels +10V full scale.

Auxiliary:

Pins 1-12	
Override playback masters 1 - 12	+10V full scale
Pin 13 overrides Grand Master	+10V full scale
Pin 14 power (100MA) to effects desk.	
Pin 15 Ov.	