mini LIGHT PALETTE®

OPERATION

INSTRUCTIONS



A Subsidiary of Rank Industries America Inc.

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This manual is an abbreviated format and is intended for experienced operators or maintenance personnel.

For detailed operation and maintenance procedures refer to the manual supplied with the mini Light Palette.

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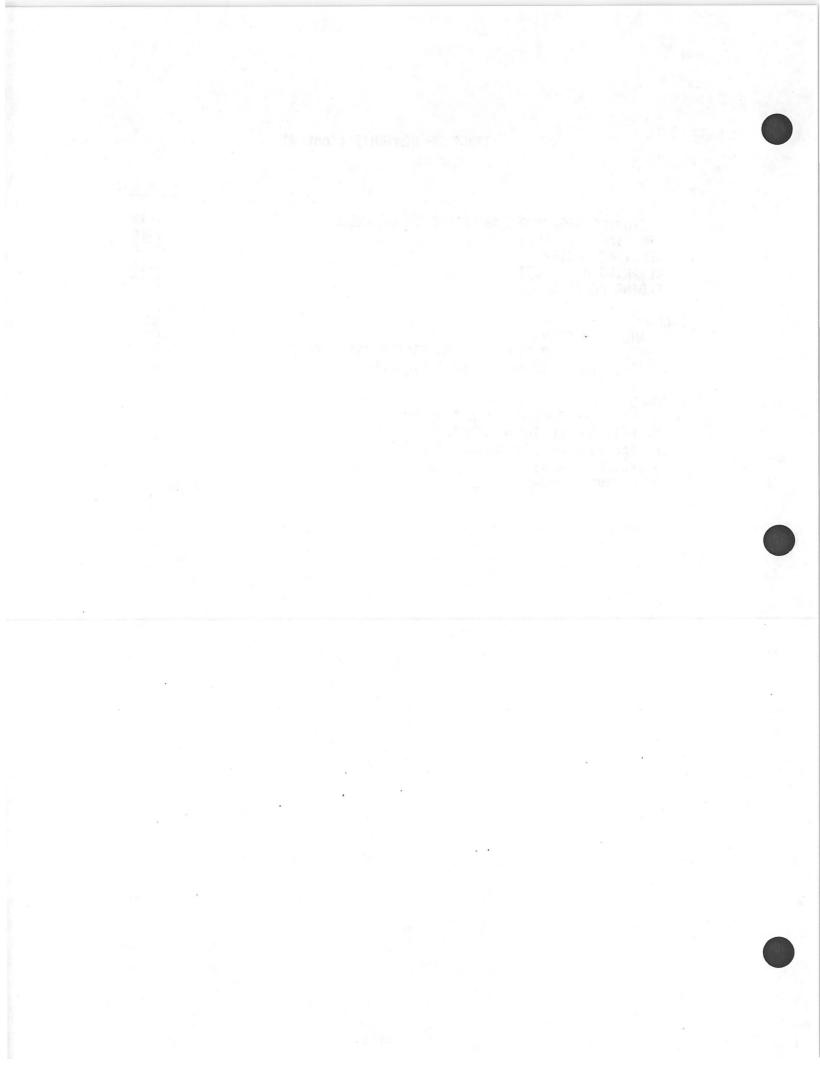
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INTRODUCTION

The mini Light Palette is a random access memory lighting control console. The console utilizes a solid-state memory for rapid storage and retrieval of all recorded information. The recorded information is accessible at any time in the active (stage) or preview mode and may be played or modified at any time. The data processing system is micro-computer based, and programmed specifically for processing and control of lighting systems.

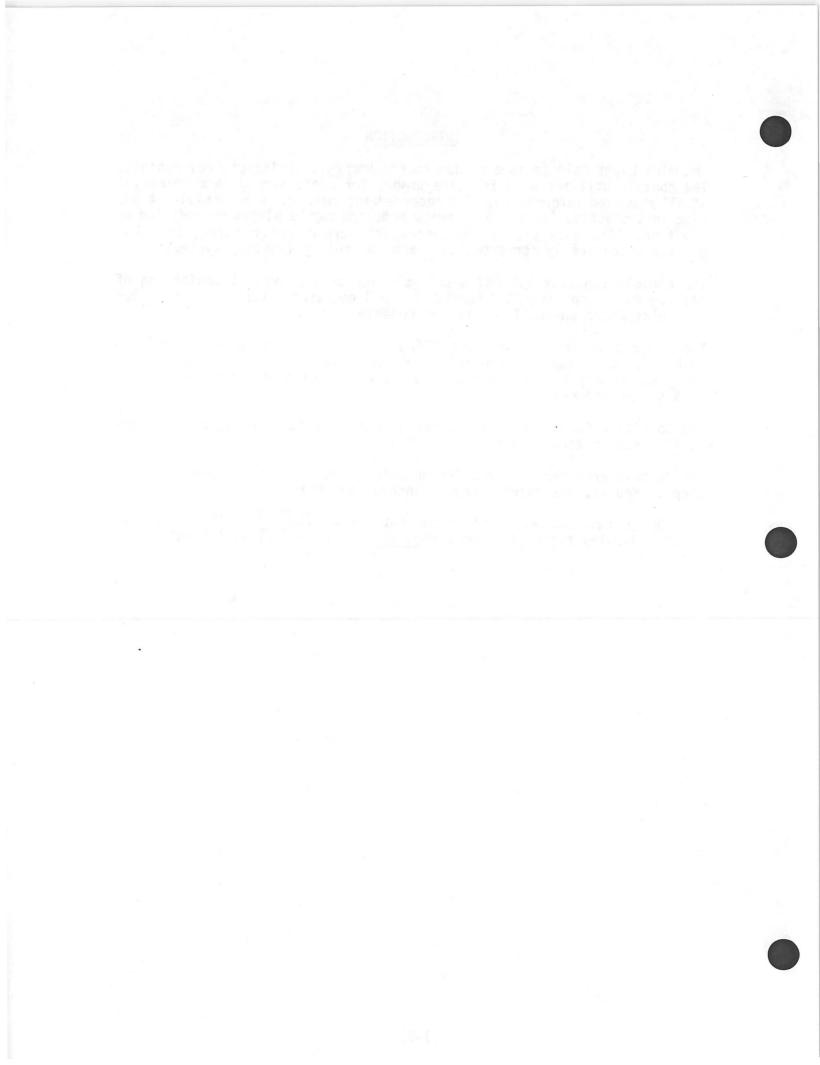
The console contains two CRT displays which provide visual monitoring of all cue sheet and channel information. All operator interface is provided by the keyboard on the front of the console.

The console is capable of controlling up to 200 channels or interfacing with up to 384 dimmers. Proportional patching permits maximum levels to be assigned to each dimmer which provides for balancing of groups of dimmers on a single channel.

The special effects capability provides for up to 100 effects with as many as 80 steps in each effect.

The console provides for interfacing with a Remote Control Module, Remote Stop/Go Module, Designer's Remote Console, and Printer.

Throughout this manual, display segments shown <u>boxed</u> indicate reverse video. Display segments shown underlined indicate $\frac{1}{2}$ video intensity.



CONTROLS AND DISPLAYS

This section provides a brief description of each control and display function.

ON/OFF Keyswitch -- Turns the console on and off.

BACKUP/NORMAL Keyswitch -- Selects the normal or backup mode of operation.

OVERTEMP Indicator -- Lights when over-temperature condition exisits in the dimmer bank.

<u>Auxiliary Panel</u> -- When houselights control option is supplied, controls are located on this panel.

Left Screen Display -- Displays cue sheet and playback information.

<u>Right Screen Display</u> -- Displays the information required for setup, recording cues, assigning submasters, groups, effects, etc.

<u>Disk Drive</u> -- On consoles with a standard backup, a single drive is located as shown. On consoles with full backup, two drives, are located in the position shown. The drives are redundant.

DISPLAYS Keys -- Provides for selecting the operating mode as engraved on the key and places the operating mode format on the display except the LAST and NEXT key.

- a. STAGE Key -- Selects the stage mode.
- b. PREVIEW Key -- Selects the preview mode.
- c. SUBMASTER Key -- Selects the submasters mode.
- d. GROUP Key -- Selects the group mode.
- e. EFFECT Key -- Selects the special effects mode.
- f. SETUP Key -- Selects the setup mode.
- g. <u>LAST Key</u> -- Moves the display to the previous cue, submaster, group and effect. Pages stage, patch, and backup displays to previous page.
- h. <u>NEXT Key</u> -- Moves the display to the next cue, submaster, group and effect. Pages stage, patch, and backup displays to next page.

<u>COMMAND Keys</u> -- Selects the function or inputs the data as engraved o_{11} the key.

- a. RECORD Key -- Selects the record function for cues, groups and effects.
- b. GROUP Key -- Selects the group function when recording groups in cues.
- c. <u>EFFECT Key</u> -- Selects the effect function when recording effects in cues.
- d. <u>DIMMER</u>. Key -- Selects dimmer function for dimmer previewing. Means decimal when setting times less than 1 second or adding cues such as 2.1, 2.2, etc.
- e. CUE Key -- Selects the cue function when recording or modifying cues.
- f. <u>PART Key</u> -- Selects the part function when recording or modifying multipart cues.
- g. <u>TIME Key</u> -- Selects the time function when recording or modifying fade time or effect time in cues.
- h. <u>DELAY Key</u> -- Selects the delay function when recording or modifying delays in cues.
- i. <u>WAIT Key</u> -- Selects the wait function when recording or modifying wait times for cues.
- j. <u>RATE Key</u> -- Selects the rate function for placing fade times and effect times under wheel control.
- k. GO TO Key -- Selects the fade to function for the specified cue.
- 1. <u>Q ONLY Key</u> -- Prevents level information from tracking into the following cue when adding new cues, or modifying existing cues.
- m. <u>* Key</u> -- Referred to as command execute. Must be pressed to complete any command.
- n. <u>+ Key</u> -- Means (and) when a series of dimmers and channels are being assigned.
- o. \geq Key -- Means (through) when groups of channels and dimmers are being assigned.
- p. <u>@ Key</u> -- Used to assign levels to channels or patch channels to dimmers.
- q. F Key -- Means full (100%) when setting channel and dimmer levels.
- r. <u>C Key</u> -- Performs clear function. Can clear any keyboard input when pressed before * key.
- s. O through 9 Keys -- Input numerical value as engraved.

2-2

<u>Wheel</u> -- Used to set or modify light levels in stage mode. During time fades, can be used to modify rate.

STOP/BACK Key -- When pressed during a fade stops the fade. When pressed a second time, backs the active cue up by one.

GO Key -- When pressed will activate the next cue.

<u>Pile-On SUBMASTERS</u> -- Acts as a proportional master on the level of each assigned channel, and if the resulting level is greater than the current stage level, sets the level on stage.

Fader 1 Key -- During timed fade, stops fade of cue on fader 1 and converts the fade to manual. Fade can be completed with the fader 1 handle.

Fader 2 Key -- During timed fade, stops fade of cue on fader 2 and converts the fade to manual. Fade can be completed with the fader 1 handle.

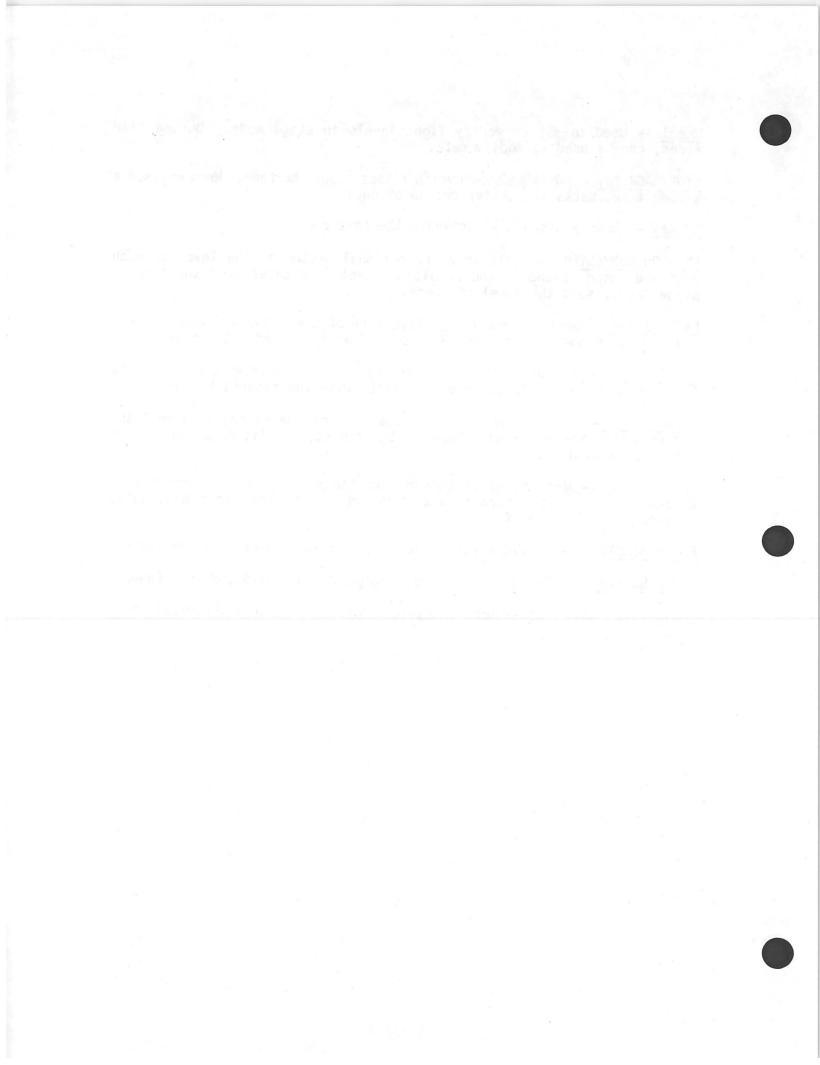
Fader 3 Key -- During timed fade, stops fade of cue on split fader 3 and converts the fade to manual. Fade can be completed, split or piled on with the fader 3 handles.

<u>Split Fader</u> -- When moved in unison, functions as a dipless crossfader. When moved separately, provides a means of performing stage blackouts, pile-ons, and lead-lag fades.

Fader Handle 2 -- Provides for manual fades of cues loaded on the fader.

Fader Handle 1 -- Provides for manual fades of cues loaded on the fader.

<u>Inhibitive SUBMASTERS</u> -- Acts as a proportional master on the current stage levels.



SETUP

The setup mode is selected whenever the DISPLAYS SETUP key is pressed. When the setup mode is active, the setup commands menu is shown on the right hand screen display. The menu is different for consoles with standard and full backup. The menu for a standard backup is shown in figure 1, and the full backup menu is shown in figure 2. Figures are located in the back of this manual.

The printer commands, items 19 through 24 are used only when an optional printer is connected to the console.

STANDARD BACKUP SETUP COMMANDS

<u>1 MINILIGHT PALETTE 1</u> -- Current program version. Automatically displayed whenever setup mode is active.

<u>2 MEMORY AVBL XXX%</u> -- Percentage of cue memory remaining cannot be altered in setup mode.

NOTE

In consoles with standard backup, the BACKUP/NORMAL switch should always be set to the NORMAL position. The BACKUP position is used only when the computer fails as described in the Backup Section of this manual.

3 -- Not used.

<u>4 LOAD MEMORY</u> -- Used to load information from a pre-recorded disk into memory with the command 4, *, *.

Command line is:

SETUP : 4 LOAD MEMORY ? * ARE YOU SURE ?

After memory is loaded, command line is:

SETUP : TRANSFER OK *

If memory load fails, command line is:

SETUP : 4 LOAD MEMORY ? * ARE YOU SURE ? TRY AGAIN * ERROR

5 -- Not used.

<u>6 RECORD DISK</u> -- Used to record information in memory on a disk with the command 6, \star , \star .

Command line is:

SETUP : 6 RECORD DISK ? * ARE YOU SURE ?

After memory is loaded on disk, command line is:

SETUP : TRANSFER OK *

If record disk fails, command line is:

SETUP : 6 RECORD DISK ? * ARE YOU SURE ? TRY AGAIN * ERROR

7 -- Not used.

<u>8 BACKUP DISPLAY</u> -- Brings the backup dimmer to submaster assignment display on the right screen display with the command 8, *.

In NORMAL mode, backup format is brought on right screen display.

In BACKUP mode, command line is:

SETUP : 8 BACKUP DISPLAY ? * IN BACKUP MODE

9 -- Not used.

<u>10 REMOTE CONSOLE</u> -- Used to turn remote console on and off with the command 1, 0, *. If off, command turns console on. If on, command turns console off.

If remote console is off, display is:

10 REMOTE CONSOLE

If remote console is on, display is:

10 REMOTE CONSOLE

<u>11 REMOTE CONTROL</u> -- Used to turn remote control on and off with the command 1, 1, *. If off, command turns control on. If on, command turns control off.

If remote control is off, display is:

11 REMOTE CONTROL

If remote control is on, display is:

11 REMOTE CONTROL

12 -- Not used.

13 -- Not used.

<u>14 CLEAR MEMORY</u> -- Used to clear all console memory except patch with the command 1, 4, *, *.

Command line is:

SETUP : 14 CLEAR MEMORY ? * ARE YOU SURE ? *

<u>15 CHANNELS XXX</u> -- Used to set or change the number of channels (1 to 200) in the system, with the command 1, 5, (#), *, *. The number of channels cannot be more than the number of dimmers.

Command line is:

SETUP : 15 CHANNELS ? 100 * CLEARS MEMORY ! *

Setup display item 15 is:

15 CHANNELS 100

<u>16 DIMMERS XXX</u> -- Used to set or change the number of dimmers (1 through 384) in the system with the command 1, 6, (#), *, *. The number of dimmers cannot be less than the number of channels in item 15.

Command line is:

SETUP : 16 DIMMERS ? 288 * CLEARS MEMORY ! *

Setup display item 16 is:

16 DIMMERS [288]

<u>17 PATCH DISPLAY</u> -- Used to select the patch mode for patching dimmers to channels or previewing patch with the command 1, 7, *. Brings patch format on right screen display.

Command line is:

SETUP : 17 PATCH DISPLAY ?

18 -- Not used.

<u>19 PRINT CUE SHEET</u> -- Used to print out hard copy of cue sheet, (cue number, time, delay, and wait) with the command 1, 9, *. Will print out complete cue sheet unless specific cues are specified with command 1, 9, (#), *.

Command line is:

SETUP : 19 PRINT CUE SHEET ? *

If specific cues are to be printed, enter cue number or range (1 through 10) and execute printer by pressing * key.

Command line is:

SETUP : 19 PRINT CUE SHEET ? 1 >10 *

<u>20 PRINT CUES</u> -- Used to print out hard copy of cues (cue number, time, delay, wait, and stage levels) with the command 2, 0, *. Will print out complete cue list unless specific cues are specified with command 2, 0, (#), *.

Command line is:

SETUP : 20 PRINT CUES ? *

If specific cues are to be printed, enter the numbers or range (6 through 15) and execute the printer by pressing * key.

Command line is:

SETUP : 20 PRINT CUES ? 6 >15 *

<u>21 PRINT GROUPS</u> -- Used to print out hard copy of groups with the command 2, 1, *. Will print out complete list unless specific groups are specified with command 2, 1, (#), *.

Command line is:

SETUP : 21 PRINT GROUPS ? *

If specific groups are to be printed, enter the numbers or range (2 through 5) and execute the printer by pressing * key.

Command line is:

SETUP : 21 PRINT GROUPS ? 2 >5 *

<u>22 PRINT EFFECTS</u> -- Used to print out hard copy of effects with the command 2, 2, *. Will print out complete list unless specific effects are specified with command 2, 2, (#), *.

Command line is:

SETUP : 22 PRINT EFFECTS ? *

If specific effects are to be printed, enter the number or range (1 through 5) and execute the printer by pressing * key.

Command line is:

SETUP : 22 PRINT EFFECTS ? 1 > 5

23 PRINT PATCH, BACKUP, SUBS -- Used to print out hard copy of all patch, backup and submasters data with the command 2, 3, *.

Command line is:

SETUP : 23 PRINT PATCH, BACKUP, SUBS ? *

<u>24 HALT PRINTER</u> -- Used to stop printer before the executed print command is complete with the command 2, 4, *.

Command line is:

SETUP : 24 HALT PRINTER ? *

25 -- Not used.

26 -- Not used.

 $\frac{27 \text{ RUN DIAGNOSTICS}}{7, *, *}$ -- Runs memory and disk diagnostics with the command 2,

If memory diagnostic passes, command line is:

SETUP : 27 RUN DIAGNOSTICS ? * ERASES DISK !! -MEMORY PASS

If memory diagnostic fails, command line is:

27 RUN DIAGNOSTICS ? * ERASES DISK !! -MEMORY FAIL * ERROR

While disk diagnostic is being run, both displays flash full screen dot matrix and \$ matrix. When diagnostic is complete, setup display is shown in right screen display. Any cue data will be shown on left screen display.

If disk diagnostic passes, command line is:

27 RUN DIAGNOSTICS ? * ERASES DISK !! -MEMORY PASS-DISK PASS *

If disk diagnostic fails, command line is:

IAGNOSTICS ? * ERASES DISK !! -MEMORY PASS-DISK FAIL * ERROR

28 INITIALIZE DISK -- Initializes disk and executes disk diagnostic with the command 2, 8, *, *.

If initialization passes, command line is:

SETUP : 28 INITIALIZE DISK ? * ERASES DISK !! -DISK PASS *

If initalization fails command line is:

28 INITIALIZE DISK ? * ERASES DISK !! -DISK FAIL *

FULL BACKUP SETUP COMMANDS

The setup commands for a console with full backup is the same as for standard backup with the following exceptions:

4 LOAD MEMORY -- Same function as standard backup. Command line display is different.

5 LOAD BACKUP -- Added for full backup.

6 RECORD DISK -- Same function as standard backup. Disk drive used will depend on what memory, main or backup, is to be recorded.

8 BACKUP DISPLAY -- Not used for full backup.

Consoles with full backup are equipped with redundant memory as well two disk drives. The disk drives are dedicated to the position of the BACKUP/NORMAL keyswitch. When the left-hand disk drive is used, the keyswitch must be set to NORMAL. When the the right-hand disk drive is used, the keyswitch must be set to BACKUP.

To record data in the main memory on a disk, the disk must be installed in the left-hand disk drive and the BACKUP/NORMAL keyswitch must be set to NORMAL before the Record Disk command is executed. If the data in the backup memory is to be recorded, the disk must be installed in the righthand disk drive and the BACKUP/NORMAL keyswitch must be set to BACKUP.

When the contents of a disk are being loaded into memory, either disk drive can be used. If the disk is installed in the left-hand disk drive and the BACKUP/NORMAL switch is set to NORMAL, the contents will be loaded into the main memory. The contents of the main memory can now be loaded into the backup memory by executing the Load Backup command. If the disk is installed in the right-hand disk drive and the BACKUP/NORMAL switch is set to BACKUP, the contents will be loaded into the backup memory. The contents of the backup memory can now be loaded into the main memory by executing the Load Backup command.

4 LOAD MEMORY -- Used to load information from a pre-recorded disk into memory with the command 4, *, *.

BACKUP/NORMAL Keyswitch set to NORMAL

Verify that disk is installed in left-hand disk drive.

After memory is loaded, command line is:

SETUP : TRANSFER OK RELOAD BACKUP? *

If memory load fails, command line is:

SETUP : 4 LOAD MEMORY ? * ARE YOU SURE ? TRY AGAIN * ERROR

BACKUP/NORMAL Keyswitch set to BACKUP

Verify that disk is installed in right-hand disk drive.

NOTE

The load command is the same as for the NORMAL Keyswitch position. The right-hand disk drive runs and the red indicator is on after the * key is pressed the second time.

5 LOAD BACKUP -- Used to load contents of main memory into backup memory (with the command 5, *, *) when BACKUP/NORMAL keyswitch is set to NORMAL. With the keyswitch set to BACKUP, the contents of the backup memory is loaded into the main memory.

When the backup is loaded, command line is:

SETUP : 5 LOAD BACKUP ? * ARE YOU SURE? * TRANSFER OK

6 RECORD DISK -- Used to record contents in memory on a disk with the command 6, *, *.

BACKUP/NORMAL keyswitch set to NORMAL

Install disk in left-hand disk drive. NOTE that contents of main memory will be recorded on the disk.

After memory is load on disk, command line is:

SETUP : TRANSFER OK *

If record disk fails, command line is:

SETUP : 6 RECORD DISK ? * ARE YOU SURE ? TRY AGAIN * ERROR

BACKUP/NORMAL keyswitch set to BACKUP

Install disk in right-hand disk drive. NOTE that contents of backup memory will be recorded on the disk.

NOTE

The record command is the same as for the NORMAL keyswitch position. The right-hand disk drive runs and the red indicator is on after the * key is pressed the second time.

BASIC OPERATION

The operation procedures contained in this chapter are designed to demonstrate the basic operation of the mini Light Palette.

The basic operation deals with the tasks such as patching dimmers to channels, setting light levels, recording cues, previewing cues, and modifying cues. The tasks such as patch, groups, submasters, and effects are demonstrated in separate chapters. The demonstration in this chapter uses examples which will make the operator familiar with the key actions, commands and displays common to the basic operation of the console.

The demonstrations are presented in a continuation scenario. That is, for best understanding, the procedures should be performed in series.

The data covered in this chapter are:

- -- COMMAND FORMATS
- -- PATCH
- -- RECORD/PLAYBACK OF CUES
- -- PREVIEW CUES
- -- MODIFY CUES

COMMAND FORMATS

The command formats are made up of a sequence of key actions terminated by the command execute (*) key. Any time, up to the pressing of the * key, the clear (C) key can be used to back up in the key sequence to correct or change an entry. If a key entry does not fit the format of the specific command line, the word ERROR in reverse video will be diplayed. An error display is cleared by pressing the C key. When data is already in memory, that will be changed, when the * key is pressed, the command line will display ARE YOU SURE? in reverse video the first time the * key is pressed. In this case, the command will not be executed until the * key is pressed a second time.

In many of the commands, lists of channels and dimmers are required. In these commands, the + key means (and) and the > key means (through).

The command keys are displayed on the command line as they are entered. The command key words are abbreviated to allow the entire command to be displayed. If the abbreviated command line is still too long, the extra characters on the left of the display will not be shown.

BASIC OPERATION COMMANDS SUMMARY

PATCH

DIMMERS (list) @ CHANNEL (#) * -- Assigns the specified dimmers to the specified channel at full (100%).

DIMMERS (list) @ CHANNEL (#) @ (#) * -- Assigns the specified dimmers to the specified channel at the specified proportional level.

DIMMERS (list) * -- Removes specified dimmers from a channel assignment (disables the dimmer).

STAGE MODE

STAGE: -- Selected by pressing STAGE key. In this mode, stage levels are displayed; stage levels can be set or changed; cues can be recorded, changed, or deleted.

CHANNELS (list) @ (level) * -- Sets the specified channels at the specified levels, and activates the wheel.

CHANNELS (list) * -- Activates wheel for specified channels.

CHANNELS * -- Activates wheel for all stage levels.

CHANNELS (list) @ * -- Activates wheel for specified channels and sets their levels to zero.

RECORD IN CUE (#) * -- Records stage levels in specified cue.

RECORD IN CUE (#) TIME (#) \star -- Records stage levels in specified cue with specified fade time in seconds.

RECORD IN CUE (#) TIME (#) DELAY (#) * -- Records stage levels in specified cue with specified fade time and delay time in seconds.

RECORD IN CUE (#) PART (#) * -- Records stage levels in specified cue and part.

RECORD IN CUE (#) PART (#) TIME (#) * -- Records stage levels in specified cue and part with specified fade time in seconds.

RECORD IN CUE (#) PART (#) DELAY (#) * -- Records stage levels in specified cue and part with specified fade time and delay in seconds.

CUE (#) WAIT (#) * -- Assigns or modifies wait time for specified cue.

CUE (#) TIME (#) * -- Assigns or modifies fade time for specified cue.

CUE (#) DELAY (#) * -- Assigns or modifies delay time for specified cue.

CUE (#) TIME (#) DELAY (#) * -- Assigns or modifies fade time and delay for specified cue.

CUE (#) PART (#) TIME (#) * -- Assigns or modifies fade time for specified cue and part.

CUE (#) PART (#) DELAY (#) * -- Assigns or modifies delay time for specified cue and part.

CUE (#) PART (#) TIME (#) DELAY (#) * -- Assigns or modifies fade time and delay time for specified cue and part.

CUE (#) TIME * -- Changes fade time to manual for specified cue.

CUE (#) DELAY * -- Deletes delay time for specified cue.

CUE (#) WAIT * -- Deletes wait time for specified cue.

CUE (#) @ * * -- Deletes specified cue.

CUE (#) PART (#) @ * * -- Deletes specified part of specified cue.

CUE (#) @ CUE (#) * -- Copies first cue number into the second cue number.

RECORD IN CUE (#) Q ONLY * -- Records stage levels into specified cue without tracking.

RECORD IN CUE (#) PART (#) Q ONLY * -- Records stage levels into specified cue and part without tracking.

GO TO (#) * -- Causes stage levels to fade to specified cue in one second.

GO TO (#) TIME (#) * -- Causes stage levels to fade to specified cue in specified time.

GO TO (#) TIME * -- Loads specified cue on faders with manual fade time.

RATE (#) * -- Places specified fader number on wheel for rate modification.

PREVIEW MODE

PREVIEW: -- Selected by pressing PREVIEW key. In this mode, cue levels, fade times, delays, and wait can be displayed. All cue data can also be recorded blind, changed, or deleted.

CUE (#) CHANNELS (list) @ (level) * -- Sets the specified channels at the specified levels for the specified cue.

CUE (#) PART (#) CHANNELS (list) @ (level) * -- Sets the specified channels at the specified levels for the specified cue and part.

CUE (#) CHANNELS * -- Activates wheel for all levels of specified cue. CUE (#) TIME (#) * -- Assigns or modifies fade time for the specified cue. CUE (#) DELAY (#) * -- Assigns or modifies delay time for the specified cue. CUE (#) TIME (#) DELAY (#) * -- Assigns or modifies fade time and delay for the specified cue. CUE (#) PART (#) TIME (#) * -- Assigns or modifies fade time for the specified cue and part. CUE (#) PART (#) DELAY (#) * -- Assigns or modifies delay time for the specified cue and part. CUE (#) PART (#) TIME (#) DELAY (#) * -- Assigns or modifies fade time and delay time for the specified cue and part. CUE (#) TIME * -- Changes fade time to manual for the specified cue. CUE (#) DELAY * -- Deletes delay time for the specified cue. CUE (#) WAIT * -- Deletes wait time for the specified cue. CUE (#) @ * * -- Deletes specified cue. CUE (#) PART (#) @ * * -- Deletes specified part of specified cue. CUE (#) @ CUE # * -- Copies first cue number into the second cue number. GO TO (#) * -- Causes stage levels to fade to specified cue in one second. GO TO (#) TIME (#) * -- Causes stage levels to fade to specified cue in specified time. GO TO (#) TIME * -- Loads specified cue on faders with manual fade time. RATE (#) * -- Place specified fader number on wheel for rate modification.

4-4

PATCH

In the patch mode, patch assignment, and dimmer types can be displayed, assigned, or changed.

At a cold start reset, C key depressed and keyswitch set to OFF then back to ON, the dimmer-to-channel assignments are set to a 1-to-1 correspondence for the number of channels (200 maximum) in the system. Systems with more dimmers (384 maximum) than channels will have excess dimmers disabled until they are patched to a channel. Dimmer types are set at 2.4kW for all dimmers at a cold start reset.

In systems which include 6kW and 12kW dimmers, the 6kW and 12kW dimmers must be assigned before any attempt to run the system or demonstrate its operation is made. The operator should be aware that one 6kW or 12kW dimmer is equal to two 2.4kW dimmer spaces. If the system contains the maximum (384) 2.4kW dimmers, the 6/12K function is disabled.

TURN ON AND MEMORY CLEAR

- 1. Set ON/OFF keyswitch to ON and BACKUP/NORMAL keyswitch to NORMAL.
- 2. Select setup mode by pressing SETUP key.
- 3. Right screen display is setup menu, figure 1, for standard backup and, figure 2, for full backup.
- 4. Clear memory (setup menu item 14) by pressing 1, 4, *, and * keys.

Command line is:

SETUP : 14 CLEAR MEMORY ? * ARE YOU SURE ? *

NOTE: Left screen is cleared of all cue sheet data. Right screen, menu item 2 should show 100%.

ASSIGN 6K/12K DIMMERS

If the system contains no 6kW or 12kW dimmers, the following procedure should not be performed.

When assigning 6kW and 12kW dimmers, the first dimmer must be an odd numbered dimmer, the next even, etc. Assign 6kW and 12kW dimmers as follows:

5. Select patch display (setup menu item 17) by pressing 1, 7 and * keys.

Command line is:

PATCH : DIMMERS

Right screen display is patch format.

6. Assign dimmer 1 as a 6K/12K by presssing 1 and * keys. Command line is: PATCH : DIMMERS 1 * Right screen display is: DIM CHN 7. Assign dimmer 1 as a 2.4K dimmer by pressing 1 and * keys. Command line is: PATCH : DIMMERS 1 * Right screen display is: DIM CHN 8. Assign dimmers 3 through 8 as 6K/12K by pressing 3, >, 8, and * keys. Command line is: PATCH : DIMMERS 3 > 8 * Right screen display is: DIM CHN 9. Assign dimmer 6 as a 2.4K dimmer by pressing 6 and * Command line is: PATCH : DIMMERS 6 * ERROR NOTE: A single dimmer within a group can not be changed back to 2.4K when the group contains 6K/12K assignments. 10. Press C key then assign dimmers 5 and 6 as 2.4K dimmers by pressing 5, +, 6, and * keys. Command line is: PATCH : DIMMERS 5+6 * Right screen display is: DIM CHN

11. Assign dimmer 1 as a 6K/12K dimmer by pressing 1 and * keys.

Command line is:

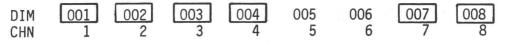
PATCH : DIMMERS 1 * ERROR

- NOTE: A single dimmer preceding dimmers already assigned as 6K/12K cannot be assigned.
- 12. Press C key then assign dimmers 1 and 2 as 6K/12K by pressing 1, +, 2, and * keys.

Command line is:

PATCH : DIMMERS 1+2 *

Right screen display is:



13. Assign dimmers 1 through 4 and 7 and 8 as 2.4K by pressing 1, 4, +, 7, +, 8, * keys.

Command line is:

PATCH : DIMMERS 1 > 4+7+8 *

Right screen display is:

DIM	001	002	003	004	005	006	007	008
CHN	1	2	3	4	5	6	7	8

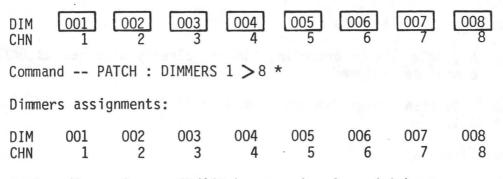
- When changing dimmers from 2.4K to 6K/12K or from 6K/12K to 2.4K NOTE: the specific dimmer numbers must be part of the command because the command DIMMERS (list) * interprets the list as follows:
- (1) If any dimmer in the list is a 2.4K then all dimmers in the list are assigned as 6K/12K.

Assume:

DIM CHN	001	002	003 3	004 4	005 5	006 6	007	008 8
Comma	and P	ATCH :	DIMMERS	1 > 8	*			
Dimme	er assig	nments:						
DIM CHN	001	002	003	004	005	006	007	008

(2) If all dimmers in the list are 6K/12K then all dimmers in the list will be assigned as 2.4K.

Assume:



14. Assign dimmer 2 as a 6K/12K by pressing 2, and * keys.

Command line is:

PATCH : DIMMERS 2 * ERROR

NOTE

An error is displayed any time the first dimmer is assigned as an even number.

DIMMER-TO-CHANNELS PATCH

Each dimmer can be patched to any one or all of the available channels. Each dimmer-to-channel patch may have an associated proportion assigned. This allows dimmers patched to the same channel to have different relative levels. Dimmer proportions are set to (100%) full at cold start reset. Dimmer proportions of (100%) are not displayed.

NOTE

The demonstration in this section assumes a 1-to-1 patch correspondence of the channels and dimmers as well as a prior demonstration of the Setting Light Levels on Stage through Modifying Cues sections of this chapter. If the assumed conditions do not exist, the patch commands can be demonstrated but the displays may be different.

- 1. Select patch mode by pressing SETUP, 1, 7, and * keys.
- Patch dimmers 13 and 14 to channel 2 by pressing 1, 3, +, 1, 4, 0, 2, and * keys.

Command line is:

PATCH : DIMMERS 13+14 @ CHANNEL 2 *

Right screen display is:

009 014 DIM 010 011 012 013 015 016 9 10 11 12 2 15 CHN 2 16 3. Set proportional level for dimmers 13 and 14 at 50% by pressing 1, 3, +, 14, 0, 2, 0, 5, and \star .

Command line is:

PATCH : DIMMERS 13+14 @ CHANNEL 2 @ 50 *

Right screen display is:

DIM CHN

4. Assign dimmer 15 and 16 to channel 4 and set proportional level at 75% by pressing 1, 5, +, 1, 6, 0, 4, 0, 7, 5, and *.

Command line is:

PATCH : DIMMERS 15+16 @ CHANNEL 4 @ 75 *

Right screen display is:

DIM CHN 4@75

5. Patch dimmers 17 and 18 to channel 6 and leave proportional level at full by pressing 1, 7, +, 1, 8, 0, 6, and *.

Command line is:

PATCH : DIMMERS 17+18 @ CHANNEL 6 *

Right screen display is:

DIM	009	010	011	012	013	014	015	016
CHN	9	10	11	12	2 <u>@50</u>	2 <u>@50</u>	4 <u>075</u>	4 <u>@75</u>
DIM	017	018	019	020	021	022	023	024
CHN	6	6	19	20	21	22	23	24

NOTE: When proportional level is full, the level is not shown on the display. After a memory clear, all dimmers are patched at full. Therefore, the set level operation is not necessary for full levels.

4-9

DIMMER CHECK

The dimmer check provides the capability of checking each dimmer in the system as a separate unit. The capability allows the operator to sequentially check all of the dimmers in the system or selectively check any one of the dimmers. When a dimmer is selected, a level from 0% to full (100%) may be assigned. When a sequential dimmer check is made, the level need only be set for the first dimmer in the sequence. The dimmer check can be performed at any time during the operation. The operator <u>MUST BE AWARE</u> that the lights associated with the selected dimmer will fade in live at the check level.

- 1. Select stage mode by pressing STAGE key.
- 2. Right screen display is stage format, figure 3.
- Select dimmer 1 and set level at 50% by pressing DIMMER, 1, @, 5, and * keys.

Command line is:

STAGE : DIMMER 1 @ 50 *

Lights associated with dimmer 1 fade in at 50%.

4. Press NEXT key.

Command line is:

STAGE : DIMMER 2 @ 50 *

Lights associated with dimmer 2 fade in at 50%.

5. Press NEXT key.

Command line is:

STAGE : DIMMER 3 @ 50 *

Lights associated with dimmer 3 fade in at 50%.

NOTE

LAST key can be used to sequence the dimmers in the reverse order.

SETTING LIGHT LEVELS ON STAGE

Light levels are set on stage using the keyboard and wheel. As the channels and level data are being keyed in, the command line on the bottom of the right screen display will show the data. When the command line is executed by pressing the * key, the levels, by channel will also be shown on the right screen display. To more clearly demonstrate setting light levels on stage, the memory should be cleared. If data is in memory that should be saved, the data should be recorded on a disk in accordance with the procedure in the Setup chapter.

SET LIGHT LEVEL FOR SINGLE CHANNEL

- 1. Select stage mode by pressing STAGE key.
- 2. Set channel 1 light level at 50% by pressing 1, 0, 5, and * keys. (For levels ending in zero, the zero is assumed).

Command line is: STAGE : CHANNELS 1 @ 50 * Right screen display is: (Only partial view is shown) 001 02 03 04 05 06 07 08 09 10 11 12 [50]

NOTE: Wheel can now be used to master the stage level.

- 3. Using wheel, lower channel 1 light level to 25%. Right screen display is: 001 02 03 04 50 60 07 08 09 10 11 12 25
- 4. Using wheel, raise channel 1 light level to 75%. Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75

 Release control of channel 1 from wheel by pressing C key. Command line is:

STAGE :

75

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

6. Move wheel up and down.

Command line, stage lights, and right screen do not change.

7. Put wheel in control of channel 1 by pressing * key.

Command line is:

STAGE : CHANNELS *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

Stage lights do not change.

8. Move wheel up and down.

Right screen display follows wheel.

9. Using wheel, set channel 1 light level to 75%.

Command line is:

STAGE : CHANNELS *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75

SET LEVEL FOR MULTIPLE CHANNELS

10. Set channels 2, 4, 5, 6, and 7 lights level at 25% by pressing 2, +, 4, → 7, 0, 2, 5, and * keys.

Command line is:

STAGE : CHANNELS 2+4 >7 @ 25 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 25 25 25 25 25

11. Using wheel, raise channels 2, 4, 5, 6, and 7 light level to 50%.

Command line does not change.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 50 50 50 50 50

12. Release control of channels 2, 4, 5, 6, and 7 from wheel by pressing C key.

Command line is:

STAGE :

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 50 50 50 50 50 13. Set channels 11 and 12 light level at full by pressing 1, 1, +, 1, 2, 0, F, and * keys.

Command line is:

STAGE : CHANNELS 11+12 @ FL *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 50 50 50 50 50 FL FL

> PUT WHEEL IN CONTROL OF CHANNELS AND SET LIGHT LEVEL TO 0%

14. Put wheel in control of channels 6 through 9 and set light level to 0% by pressing 6, > 9, 0, and * keys.

Command line is:

STAGE : CHANNELS 6 >9 @ *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 50 50 50 0 FL FL

15. Using wheel, raise channels 6, 7, 8, and 9 light level to full.

Command line does not change.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 50 50 50 FL FL FL FL FL FL FL FL FL

> PUT WHEEL IN CONTROL OF CHANNELS AND NOT AFFECT THE LIGHT LEVELS

16. Put wheel in control of channels 2, 4, 11, and 12 and not affect the light levels by pressing 2, +, 4, +, 1, 1, +, 1, 2, and *.

Command line is:

STAGE : CHANNELS 2+4+11+12 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 50 50 50 FL FL FL FL FL FL 17. Using wheel, lower channels 11 and 12 light level to 50%. Channels 2 and 4 lower to 25%.

Command line does not change.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 25 25 50 FL FL FL FL 50 50

18. Release control of channels 2, 4, 11, and 12 by pressing C key.

Command line is:

STAGE :

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 25 25 50 FL FL FL FL 50 50

CUES RECORD/PLAYBACK

This section demonstrates the recording and playback of cues. Cues can be single part or multipart and can be recorded live in the stage mode or blind in the preview mode. In addition to the light levels being assigned to the cues, the cues may have fade times, delay times, and wait times assigned. Cues that do not have fade times assigned will automatically be assigned as manual fade.

PRERECORD SETUP

1. Select setup mode by pressing SETUP key.

Right screen display is setup mode menu, figure 1, for standard backup and figure 2 for full backup.

2. Clear memory (setup menu item 14) by pressing 1, 4, *, and * keys.

Command line is:

SETUP : 14 CLEAR MEMORY ? * ARE YOUR SURE ? *

NOTE: Left screen is cleared of all cue sheet data. Right screen, menu item 2 should show 100%. All stage lights go off.

RECORDING SINGLE PART CUES LIVE WITHOUT FADE TIME

3. Select stage mode by pressing STAGE key.

Right screen display is stage format, figure 3.

Set channels 6 through 10 at full by pressing 6, >, 1, 0, @, F, and * keys.

Command line is:

STAGE : CHANNELS 6 > 10 @ FL *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL

5. Record stage in cue 1 by pressing RECORD, CUE, 1, and * keys. Command line is:

STAGE : RECORD IN Q 1 TIME MAN *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL

<u>NOTE</u> Channels level display changes to half intensity indicating recorded state.

Left screen display is:

>Q 1 TIME MAN

6. Set channels 6 through 10 to 0% by pressing 6, , 1, 0, @, and * keys. Command line is:

STARE : CHANNELS 6 >10 @ *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

7. Set channels 1 through 5 at 50% by pressing 1,>, 5, @, 5, and * keys. Command line is:

STAGE : CHANNELS 1 > 5 @ 50 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50

8. Record stage in cue 2 by pressing RECORD, CUE, 2, and * keys.

Command line is:

STAGE : RECORD IN Q 2 TIME MAN *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 50

Channels level display changes to half intensity indicating recorded state.

Left screen display is:

>0 2 TIME MAN

9. Set channels 1 through 5 at 75% by pressing 1, , 5, @, 7, 5, and * keys.

Command line is:

STAGE : CHANNELS 1 > 5 @ 75 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75

10. Set channels 6 through 10 at 25% by pressing 6, , 1, 0, @, 2, 5, and * keys.

Command line is:

STAGE : CHANNELS 6 > 10 @ 25 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 25 11. Set channels 11 and 12 at full by pressing 1, 1, +, 1, 2, @, F, and * keys.

Command line is:

STAGE : CHANNELS 11+12 @ FL *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 <u>11</u> 12 75 75 75 75 75 25 25 25 25 <u>25</u> <u>25</u> <u>FL</u>FL

12. R^cord stage in cue 3 by pressing RECORD, CUE, 3, and * keys.

Command line is:

STAGE : RECORD IN Q 3 TIME MAN *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 FL FL

Left screen display is:

>Q 3 TIME MAN

RECORDING SINGLE PART CUES BLIND WITHOUT FADE TIME

13. Select preview mode by pressing PREVIEW key

Command line is:

PREVIEW : Q 3 TIME MAN *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 FL FL

14. Select cue 4 for blind recording by pressing CUE, 4, and * keys. Command line is: PREVIEW : Q 4 TIME MAN *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 FL FL

NOTE: Stage will remain cue 3 throughout blind recording procedure.

Left screen display is:

Q 3 TIME MAN

NOTE: Reverse video indicates that cue 3 is active on stage. >Indicates that cue 4 is active for blind recording.

15. Set channels 1 through 5 at 25% by pressing 1, >, 5, 0, 2, 5, and * keys.

Command line is:

PREVIEW : Q 4 CHANNELS 1 > 5 @ 25 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 25 25 25 25 25 25 25 25 25 FL FL

16. Set channels 6 through 10 at 0% by pressing 6, >, 1, 0, @, 0, and *
 keys.

Command line is:

PREVIEW : Q 4 CHANNELS 6 10 @ 00 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 25 25 25 25 25 0 0 0 0 0 FL FL

17. Set channels 11 and 12 at 50% by pressing 1, 1, +, 1, 2, 0, 5, and * keys.

Command line is:

PREVIEW : Q 4 CHANNELS 11+12 @ 50 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 25 25 25 25 25 0 0 0 0 0 0 50 50

- NOTE: In the preview mode, the levels are recorded in the cue as they are entered.
- 18. Select cue 5 by pressing CUE, 5, and * keys.

Command line is:

PREVIEW : Q 5 TIME MAN *

Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 25 25 25 25 25 50 50 Left screen display is: TIME MAN 0 5 19. Set channels 1, 3, 5, 7, and 9 at full. Command line is: PREVIEW : Q 5 CHANNELS 1+3+5+7+9 @ FL * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL 25 FL 25 FL FL FL 50 50 20. Set channels 2 and 4 at 0%, Command line is: PREVIEW : Q 5 CHANNELS 2+4 @ 00 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL O FL O FL FL FL 50 50 NOTE Channels 11 and 12 were not changed from the cue 4 levels as part of forming cue 5. Channels 11 and 12 remain at the previous cue levels and stay at half intensity. This is referred to as "Tracking". 21. Select cue 6 by pressing CUE, 6, and * keys. Command line is: PREVIEW : Q 6 TIME MAN *

Right screen display is:

Left screen display is:

FL

FL

6

FL

>0

001 02 03 04 05 06 07 08 09 10 11 12 FL

TIME

4-19

50 50

FL

MAN

22. Set channels 1, 3, 5, 7 and 9 at 0%. Command line is: PREVIEW : Q 6 CHANNELS 1+3+5+7+9 @ 00 * Right screen display is: Q01 02 03 04 05 06 07 08 09 10 11 12 1 01 1 01 0 50 50 23. Set channels 2, 4, 6, 8, and 10 at full. Command line is: PREVIEW : Q 6 CHANNELS 2+4+6+8+10 @ FL * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 0 FL 0 FL 0 FL 0 FL 0 FL 0 FL 50 50 NOTE Channels 11 and 12 "tracked" into cue 6 also.

VERIFY BLIND RECORDING

24. Select stage mode by pressing STAGE key.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 FL FL

Left screen display is:

>0 3 TIME MAN

NOTE: >Indicates that cue 3 is the active stage level.

25. Place cue 4 light levels on stage by pressing GO TO, 4, and * keys.

Command line is: STAGE : GOTO Q 4 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 25 25 25 25 25

50 50

Left screen display is:

>Q 4 TIME MAN

26. Place cue 5 light levels on stage by pressing GO TO, 5, and * keys. Command line is: STAGE : GOTO Q 5 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL 50 50 Left screen display is: >0 5 TIME MAN 27. Place cue 6 light levels on stage by pressing GO TO, 6, and * keys. Command line is: STAGE : GOTO Q 6 * 01 02 03 04 05 06 07 08 09 10 11 12 FL FL 50 50 FL FL FL Left screen display is: >0 6 TIME MAN RECORD BLACKOUT CUE 28. Set channels 2, 4, 6, 8 and 10 through 12 at 0%. Command line is: Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 0 0 0 0 0 0 0 29. Record stage levels in cue 7. Command line is: STAGE : RECORD IN Q 7 TIME MAN *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

Left screen display is

>Q 7 TIME MAN

PLAYBACK OF CUES WITH MANUAL FADE TIME

Manual fades require that a fader control be used to bring the cue on stage. The fade rate is a function of the fader movement.

30. Select stage mode by pressing STAGE key.

31. Go to cue O by pressing GOTO, O, and * keys.

Command line:

STAGE : GOTO Q 0 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

Left screen display is:

>0 1 TIME MAN

>indicates that cue 1 will be active when GO key is pressed.

MAN On screen above fader 1, indicates that cue 1 will be loaded on Q 1 fader 1.

32. Activate cue 1 by pressing GO key.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 0 0 0 0 0

NOTE: Zeros under channels 6 through 10 indicate that these channels are associated with cue 1.

Left screen display is:

>Q 1 TIME MAN

NOTE: Reverse video of number 1 indicates that cue 1 is active.

[MAN] On screen above fader 1 indicates that cue 1 levels can be Q 1 brought on stage by moving fader to 10.

MAN On screen above fader 2 indicates that cue 2 will be loaded on Q 2 fader 2.

33. Move fader 1 to 10. Cue 1 fades in with fader movement. When fade is complete screen display above fader 1 disappears from screen.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL

34. Move fader 1 to 0. Fader has no affect on stage or displays.

35. Activate cue 2 by pressing GO key.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 0 0 0 0 0 FL FL FL FL FL

Left screen display is:

>0 2

TIME MAN

MAN On screen above fader 2 indicates that cue 2 levels can be Q 2 brought on stage by moving fader to 10.

MAN On screen above fader 1 indicates that cue 3 will be loaded on Q 3 fader 1.

36. Move fader 2 to 10. Cue 2 levels fade in with fader movement. When fade is complete, screen display above fader 2 disapppears from screen.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 0 0 0 0 0 0 37. Move fader 2 to 0. Fader has no affect on stage or displays.

FADE TIMES

When fade times are asigned to a cue, the cue will automatically fade up at the rate determined by the set fade time, when the cue is activated. When a single fade time is set, the fade in time of the active cue and the fade out time of the on stage cue is the same. Split fade times allow channels increasing in intensity to move separately, and at a different rate, from the channels decreasing in intensity. This is known as "Lead-lag Fades".

SETTING SINGLE FADE TIMES

1. Select stage mode by pressing STAGE key.

Command line is:

STAGE :

- NOTE: The last active stage levels will be shown on the right screen display and on the stage lights. The left screen display will show the last active cue number in reverse video.
- Set cue 1 fade time at 10 seconds by pressing CUE, 1, TIME, 1, 0 and * keys.

Command line is:

STAGE : Q 1 TIME 10 *

Left screen display is:

>0 1 TIME 10

Set cue 2 fade time at 15 seconds by pressing CUE, 2, TIME, 1, 5, and * keys.

Command line is:

STAGE : Q 2 TIME 15 *

Left screen display is:

>Q 2 TIME 15

 Set cue 3 fade time at 20 seconds by pressing CUE, 3, TIME, 2, 0, and * keys.

Command line is:

STAGE : Q 3 TIME 20 *

Left screen display is:

>Q 3 TIME 20

 Set cue 4 fade time at 5 seconds by pressing CUE, 4, TIME, 5, and * keys.

Command line is:

STAGE : Q 4 TIME 5 *

Left screen display is:

>Q 4 TIME 5

SETTING SPLIT FADE TIMES

 Set cue 5 fade in time at 20 seconds and fade out time at 10 seconds by pressing CUE, 5, TIME, 2, 0, +, 1, 0, and * keys.

Command line is:

STAGE : Q 5 TIME 20+10 *

Left screen display is:

>0 5 TIME 20+ 10

 Set cue 6 fade in time at 15 seconds and fade out time at 30 seconds by pressing CUE, 6, TIME, 1, 5, +, 3, 0, and * keys.

when the 60 her is pressed

Command line is:

STAGE : Q 6 TIME 15+30 *

Left screen display is:

>0 6 TIME 15+ 30

SETTING BLACKOUT FADE TIME

8. Set cue 7 fade time at 10 seconds.

Command line is:

STAGE : Q 7 TIME 10 *

Left screen display is:

>Q 7 TIME 10

PLAYBACK OF CUES WITH FADE TIMES

9. Select stage mode by pressing STAGE key.

10. Go to cue 0 by pressing GOTO, 0, and * keys.

Command line is:

STAGE : GOTO Q O *

Right screen display is:

001 002 03 04 05 06 07 08 09 10 11 12

Left screen display is:

>0 1 TIME 10

>indicates that cue 1 will be active when GO key is pressed.

10 On screen above fader 1 indicates that cue 1 will be loaded on Q 1 fader 1 and the fade time is 10 seconds.

NOTE: When a fade time is assigned to a cue, the fader does not have to be moved to initiate the fade. The fade starts automatically when the GO key is pressed.

11. Activate cue 1 fade time by pressing GO key.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 0 0 0 0 0 Left screen display is:

>0 1

10 On screen above fader 1 counts down to zero in 10 seconds as Q 1 cue 1 lights fade in. When fade is complete display above fader 1 disappears from screen.

After 10 seconds, right screen display is:

10

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL

TIME

15 On screen above fader 2 indicates that cue 2 will be loaded on Q 2 fader 2, and fade time is 15 seconds.

12. Activate cue 2 fade by pressing GO key.

Left screen display is:

>Q 2 TIME 15

15 On screen above fader 2 counts down to zero in 15 seconds as Q 2 cue 2 fadesin.

After 15 seconds, right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 0 0 0 0 0 0

20 On screen above fader 1 indicates that cue 3 will be loaded on Q 3 fader 1 and fade time is 20 seconds.

13. Activate cue 3 fade by pressing GO key.

Left screen display is:

>Q 3 TIME 20

20 On screen above fader 1 counts down to zero in 20 seconds as Q 3 cue 3 fades in.

After 20 seconds, right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 FL FL

5 On screen above fader 2 indicates that cue 4 will be loaded on Q 4 fader 2 and fade time is 5 seconds. 14. Activate cue 4 fade by pressing GO key.

Left screen display is:

>Q 4 TIME 5

5 Counts down to zero in 5 seconds as cue 4 fades in. Q 4

After 5 seconds, right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 25
 25
 25
 25
 0
 0
 0
 0
 50
 50

20+ 10 Above split fader 3 indicates that cue 5 fade in time is 20 Q 5 seconds and cue 4 fade out time is 10 seconds.

15. Activate cue 5 fade by pressing GO key.

Left screen display is:

>0 5 TIME 20+ 10

20+ 10 Above fader 3 starts counting down as cue 5 fades in. Q 5

10+ 0 After 10 seconds indicates that the fade out is complete and Q 5 the fade in will be complete in 10 seconds.

After 20 seconds, left screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL 0 FL 0 FL FL 50 50

15+ 30 Above split fader 3 indicates that cue 6 fade in time is 15 Q 6 seconds and fade out time is 30 seconds.

16. Activate cue 6 fade by pressing GO key.

Left screen display is:

>Q 6 TIME 15+ 30

15+ 30 Above fader 3 starts counting down as cue 6 fades in. Q $\,$ 6 $\,$

0+15 After 15 seconds indicates that the fade in is complete and Q 6 the fade out will be complete in 15 seconds.

After 30 seconds, left screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 OFL OFL OFL OFL OFL 50 50 10 Above fader 1 indicates that cue 7 fade time is 15 seconds. 0 - 7 17. Activate cue 7 fade by pressing GO key. 10 Above fader 1 counts down to zero in 10 seconds as stage fades 0 7 to blackout. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 0 0 0 0 0 0 0 Left screen display is: >Q 7 TIME 10 STOPPING TIMED FADES 18. Go to cue 1 by pressing GOTO, 1, and * keys. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL Left screen display is: >0 | 1 |10 TIME Indicates that cue 2 fade time is 15 seconds. 15 Q 2 19. Press GO key. Left screen display is: >0 2 TIME 15 15 Above fader 1 starts counting down as cue 2 fades in. Q 2

20. When countdown reaches 7 seconds, press fader 1 key. Fade stops. MAN Above fader 1 indicates that the remainder of cue 1 fade is Q under manual control of fader 1. 2 Right screen display is approximately: 001 02 03 04 05 06 07 08 09 10 11 12 25 25 25 25 25 50 50 50 50 50 21. Move fader 1 to 10. Fade is completed in unison with fader movement. Made fader 1 to 0. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 0 0 0 0 0 20 Above fader 2 indicates that cue 3 fade time is 20 seconds. 0 3 22. Go to play cue 4 by pressing GOTO, 4, and * keys. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 25 25 25 25 25 0 50 50 20+ 10 Indicates that cue 5 fade in is loaded on left split-fader and 0 5 fade out is loaded on right split-fader. 23. Press GO key. Left screen display is: >0 5 TIME 20+ 10 20+ 10 Above split-fader 3 starts counting down as cue 5 fades in. 0 5 24. When countdown reaches 15+5 seconds, press fader 3 key. Fade stops. MAN+MAN Above fader 3 indicates that the remainder of cue 5 fade is under manual control of fader 3. 5 0 Right screen display is approximately: 001 02 03 04 05 06 07 08 09 10 11 12

50 50

43 13 43 13 43

24

24

25. Move split-fader 3 to 10. Fade is completed in unison with fader movement. Move fader 3 to 0.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL 0 FL 0 FL FL FL 50 50

15+ 30 Indicates that cue 6 fade in is loaded on left split-fader and Q 6 fade out is loaded on right split fader.

TIMED FADE PAUSE

26. Go to cue 0 by pressing GOTO, 0, and * keys.

Left display is:

0 1 TIME 10

Right display is:

001 02 03 04 05 06 07 08 09 10 11 12

27. Press GO key.

10 Above fader 1 starts to count down as cue 1 fades in. Q 1

the manage second

28. When countdown reaches 5, press STOP/BACK key.

Fade stops.

Left screen RATE display is STOP .

Right display is approximately:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 50

29. Re-initiate cue 1 fade by pressing GO key.

5 Above fader 1 counts down to zero and disappears from screen. Q 1 Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL 30. Press GO key.

15 Above fader 2 starts to count down. Q 2

Left screen display is:

>Q 2 TIME 15

31. Press STOP/BACK key.

Fade stops.

Left screen RATE display is STOP.

32. Press STOP/BACK key.

System returns to cue 1.

Left screen display is:

>0 1 TIME 10

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 <u>FL</u> <u>FL</u> <u>FL</u> <u>FL</u> <u>FL</u> <u>FL</u>

33. Press STOP/BACK key.

System returns to CUE 0.

Left screen display is:

>0 1 TIME 10

Right display is:

001 02 03 04 05 06 07 08 09 10 11 12

FADE RATE CHANGES

10 Indicates that cue 1 fade time is 10 seconds. Q 1 34. Select fade rate mode by pressing RATE and * keys.

Command line is:

STAGE : RATE *

- 35. Activate cue 1 fade time by pressing GO key.
- 36. Using wheel, decrease left screen RATE display to 50%. This reduces the cue 1 fade rate to 1/2 normal and increases the fade time to approximately 20 seconds.

Left screen display is:

>Q 1 TIME 10

10 Counts down to zero in approximately 20 seconds as cue 1 fades Q 1 on stage.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL 15 Indicates that cue 2 fade time is 15 seconds. 0 2

37. Press GO key.

NOTE

RATE display returns to 100%.

Using wheel, increase left screen RATE display to 200%. This increases the cue 2 fade rate to 2 times normal and decreases the fade time to approximately 7 seconds.

Left screen display is:

>0 2 TIME 15

15 Counts down to zero in approximately 7 seconds as cue 2 fades Q 2 up and cue 1 fades down.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 0 0 0 0 0 38. Press GO key.

NOTE

RATE display returns to 100%.

- 39. Using wheel, set RATE display to 0%. Fade stops.
- 40. Using wheel, raise RATE display to 999% (maximum). Fade accelerates as rate is increased.
- 41. Clear rate function by pressing C key.

SPLIT/PILE ON FADES

42. Go to cue 5.

Command line is:

STAGE : GOTO Q 5 *

Left screen display is:

>0 5 TIME 20+ 10

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 FL
 FL
 FL
 FL
 FL
 50
 50

15+ 30 Indicates that cue 6 fade in is loaded on left split-fader
Q 6 and fade out is loaded on right split fader.

43. In immediate sequence, press GO and 3 fader keys.

MAN+MAN Indicates that cue 6 fade is manual. Q 6

Left screen display is:

>0 6 TIME 15+ 30

Right screen display is approximately:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 99
 1
 99
 1
 99
 1
 99
 1
 50
 50

Right screen display is approximately: 001 02 03 04 05 06 07 08 09 10 11 12 0 1 0 1 0 1 0 1 0 1 50 50 Channels 11 and 12 are at half intensity indicating tracking from previous cue. 45. Move right split fader to 0 to bring fade out portion of cue 6 back on stage. Right screen display is approximately:

44. Black out fade out portion of cue 6 by moving right split fader to 10.

001 02 03 04 05 06 07 08 09 10 11 12 99 1 99 1 99 1 99 1 99 1 50 50

46. Pile fade in portion of cue 6 on stage by moving left split-fader to 10.

Right screen display is approximately:

001 02 03 04 05 06 07 08 09 10 11 12 99 FL 99 FL 99 FL 99 FL 99 FL <u>50 50</u>

47. Complete fade by moving right split-fader to 10.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 0 FL 0 FL 0 FL 0 FL 0 FL <u>50</u> 50

PLAYING CUES OUT OF SEQUENCE

48. Go to cue 0 by pressing GO TO, 0, and * keys.

Command line is:

STAGE : GOTO Q O *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

Left screen display is:

TIME 10 >0

49. Play cue 1 by pressing GO key.



10 Above fader 1 counts down to zero as cue 1 levels fade on 1 stage.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL

Left screen display is:

>0 1 TIME 10

50. Go to cue 4 by pressing GO TO, 4, and * keys.

Command line is:

STAGE : GOTO Q 4 *

In one second right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 25
 25
 25
 25
 25
 25
 50
 50

Left screen display is:

>Q 4 TIME 5

51. Go to cue 2 with 10 second fade time by pressing GO TO, 2, TIME, 1, 0, and * keys.

Command line is:

STAGE : GOTO Q 2 TIME 10 *

10+ 10 Above split fader 3 counts down to zero in 10 seconds as cue Q 2 2 fades in.

In ten seconds right screen display is:

Left screen display is:

>Q 2 TIME 15

52. Go to cue 5 with manual fade by pressing GO TO, 5, TIME, and * keys.

Command line is:

STAGE : GOTO Q 5 TIME *

 $\left[\frac{MAN+MAN}{Q} \right]$ Above split fader 3 indicates that cue 5 fade is manual. Q 5

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 50

Left screen display is:

>Q 5 TIME 20+ 10

53. Move split fader 3 to 10. Cue 5 fades up with split fader movement.

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 FL
 FL
 FL
 FL
 FL
 50
 50

WAIT TIME

Wait times are used when automatic playback of a series of cues is desired. Without a wait time, each cue must be activated with the GO key. With wait times assigned, the next cue will be activated automatically when the wait time has elapsed. When setting a wait time, any fade or delay times must be considered because the wait time countdown starts when the cue is activated. For example: a cue with a 10 second delay, 20 second fade, and 90 second wait would be fully on stage for 60 seconds because 30 seconds of the wait is used for the delay and fade.

SETTING WAIT TIMES

1. Select stage mode.

Command line is:

STAGE :

NOTE: The last active stage levels will be shown on the right screen display and on the stage lights. The left screen display will show the last active cue number in reverse video.

 Set cue 1 wait time at 60 seconds by pressing CUE, 1, WAIT, 6, 0, and * keys.

Command line is:

STAGE : Q 1 WAIT 60 *

NOTE: The fade time for cue 1 is 10 seconds. A 60 second wait time will provide a 50 second wait after the fade is complete since the wait and fade times start the countdown simultaneously.

Left screen display is:

Q 1 TIME 10 > WAIT 60

Set cue 2 wait time at 70 seconds by pressing CUE, 2, WAIT, 7, 0 and * keys.

Command line is:

STAGE : Q 2 WAIT 70 *

Left screen display is:

Q	2	TIME	10
>		WAIT	70

PLAYBACK OF CUES WITH FADE TIMES AND WAIT

- 4. Select stage mode.
- 5. Go to cue 0 by pressing GO TO, 0, and * keys.

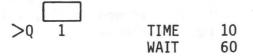
Command line is:

STAGE : GOTO Q O *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

Left screen display is:



indicates that cue 1 will be active when the GO key is pressed.

10 On screen above fader 1 indicates that cue 1 will be loaded Q 1 on fader 1 and the fade time is 10 seconds.

NOTE: When wait times are assigned to a cue, the next cue is automatically activated at the end of the wait time. It is not necessary to press the GO key after each cue.

6. Initiate playback by pressing GO key.

Left screen display is:

>Q 1 TIME WAIT

10 On screen above fader 1 counts down to zero in ten seconds 0 1 as cue 1 fades in.

After 10 seconds, right screen display is:

10

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL

15 On screen above fader 2 indicates that cue 2 will be loaded Q 2 on fader 2 and the fade time is 15 seconds.

50 seconds after cue 1 fade is complete, (10 seconds fade + 50 seconds hold = 60 seconds wait), cue 2 fade is automatically activated.

Left screen display is:

>Q 2 TIME 10 MAIT 70

15 On screen above fader 2 counts down to zero in 15 seconds as
 Q 2 cue 1 levels fade in.

After 15 seconds, right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 0 0 0 0 0

20 On screen above fader 1 indicates that cue 3 will be loaded Q 3 on fader 1 and fade time is 20 seconds.

55 seconds after cue 2 fade is complete, cue 3 fade is automatically activated.

Left screen display is:

4

0

>Q 3 TIME 20

20 Counts down to 0 in 20 seconds as cue 3 fades in. Q 3

5 Indicates cue 4 fade time is 5 seconds.

After 20 seconds, right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 FL FL

- NOTE: Cue 3 does not have a wait time assigned, therefore the GO key must be pressed to activate cue 4.
- NOTE: At any time during a wait the next cue can be activated by pressing the GO key.

DELAY TIMES

Delay times are used when it is desirable to start the fade at some time after the cue is activated. A single delay time will delay both the fade in of the active cue and the fade out of the on stage cue for the same period. A split delay time allows the operator to have separate and different delay times for the on stage cue fade out and fade in.

SETTING DELAYS

- 1. Select stage mode.
- 2. Go to cue 1.

Command line is:

STAGE : GOTO Q 1 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL

Left screen display is:

>Q 1 TIME 10

3. Set cue 1 delay at 15 seconds by pressing DELAY, 1, 5 and * keys.

Command line is:

STAGE : Q 1 TIME 10 DELAY 15 *

Left screen display is:

>Q 1 TIME 10 DELAY 15

4. Set cue 2 fade in delay time at 15 seconds and cue 1 fade out delay time at 10 seconds by pressing CUE, 2, DELAY, 1, 5, +, 1, 0, and * keys.

Command line is:

STAGE : Q 2 TIME 15 DELAY 15+10 *

Left screen display is:

Q 2 TIME 15 DELAY 15+ 10

PLAYBACK OF CUES WITH WAIT, FADE TIME AND DELAY

5. Select stage mode.

Go to cue 0 by pressing GOTO, 0, and * keys.

Command line is:

STAGE : GOTO Q O *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

TIME

Left screen display is:

>0

.

10 DELAY 15

>indicates that cue 1 will be active when the GO key is pressed.

10 On screen above fader 1 indicates that cue 1 will be loaded Q 1 on fader 1 and the fade time is 10 seconds.

NOTE: When wait times are assigned to a cue, the next cue is automatically activated at the end of the wait time. 7. Initiate playback by pressing GO key.

Right screen display is:

Left screen display is

>Q 1 TIME 10 DELAY 15

0n screen above fader 1 counts down the 15 second delay. 0 1 The reverse video indicates that the time is a delay time.

After 15 second delay period, the cue 1 fade begins.

10 On screen above fader 1 counts down to zero in 10 seconds as Q 1 cue 1 fades in.

After 10 seconds right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL

15+ 15 Above split fader 3 indicates that fade time for cue 2 is Q 2 split but both times are 15 seconds.

35 seconds after cue 1 fade is complete, cue 2 delay is automatically activated.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 0 0 0 0 0 FL FL FL FL FL FL

Left screen display is:

>Q 2 TIME 15 DELAY 15+ 10

15+10 On screen above split fader 3 counts down the delays. Q 2

After 10 second delay period, cue 2 begins to fade out. After 15 second delay period, cue 2 begins to fade in.

After 30 seconds (15 second delay + 15 second fade), right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 0 0 0 0 0

40 seconds after cue 2 fade is complete, cue 3 delay is automatically activated.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 0 0 0 0 0 0 0 0

Left screen display is:

>Q 3 TIME 20

20 On screen above fader 1 counts down to zero in 20 seconds as Q 3 cue 3 fades in.

After 20 seconds, right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 FL FL

MULTIPART CUES

Any cue may be broken into a maximum of 3 parts. Each part can contain specific channels and levels for the desired effect. Each part can have its own fade time as well as its own delay time. A multipart cue can only have one wait time. Multipart cues can be created as multipart or a single part can be broken into parts.

CREATING MULTIPART CUES

1. Select stage mode.

2. Go to cue O to black out the stage.

Command line is:

STAGE : GOTO Q O *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

Left screen display is:

>0 1 TIME 10 DELAY 15

3. Set channels 1 through 4 at 50%.

Command line is:

STAGE : CHANNELS 1 > 4 @ 50 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50

Left screen display does not change.

 Record stage levels in cue 8, part 1 by pressing RECORD, CUE, 8, PART, 1, and * keys.

Command line is:

STAGE : RECORD IN Q 8 P 1 TIME MAN *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50

Left screen display is:

Q 8 P1 TIME 10

5. Set part 1 fade time at 10 seconds and delay time at 15 seconds by pressing TIME, 1, 0, DELAY, 1, 5, and * keys.

Command line is:

STAGE : Q 8 P 1 TIME 10 DELAY 15 *

Left screen display is:

>Q 8 P 1 TIME 10 DELAY 15

6. Set channels 5 through 8 at 75%.

Command line is:

STAGE : CHANNELS 5 > 8 @ 75 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 75 75 75 75

	NOTE Channels 1 through 4 track into part 2.
	Left screen display does not change.
7.	Record stage levels in cue 8 part 2 by pressing RECORD, PART, 2, and \star .
	Command line is:
	STAGE: RECORD IN Q 8 P 2 TIME MAN *
	Right screen display is:
	001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 75 75 75 75
	Left screen display is:
	> P 2 TIME MAN
8.	Set part 2 fade time at 20 seconds and delay time at 25 seconds by pressing TIME, 2, 0, DELAY, 2, 5, and * keys.
	Command line is:
	STAGE : Q 8 P 2 TIME 20 DELAY 25 *
	Left screen display is:
	> P 2 TIME 20 DELAY 25
9.	Set channels 9 through 12 at full. Command line is:
	STAGE : CHANNELS 9 >12 @ FL *
	Right screen display is:
	001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 75 75 75 75 FL FL FL FL
	<u>NOTE</u> Channels 1 through 8 track into part 3.
10.	Record stage levels in cue 8 part 3 by pressing RECORD, PART, 3, and \star .
	Command line is:
	STAGE : RECORD IN Q 8 P 3 TIME MAN * STAGE CONSISTENT AND THE STAGE CONSISTENT AND THE STAGE CONSISTENCE OF A STAG

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 75 75 75 75 FL FL FL FL FL

Left screen display is:

> P 3 TIME MAN

11. Set part 3 fade time at 30 seconds and delay time at 35 seconds.

Command line is:

STAGE : Q 8 P 3 TIME 30 DELAY 35 *

Left screen display is:

> P 3 TIME 30 DELAY 35

12. Set channels 1 through 6 at 25%.

Command line is:

STAGE : CHANNELS 1 > 6 @ 25 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 25 25 25 25 25 25 75 75 FL FL FL FL FL

 Record stage levels in cue 9 part 1 with a 20 second fade and delay time by pressing RECORD, CUE, 9, PART, 1, TIME, 2, 0, DELAY, 2, 0, and * keys.

Command line is:

STAGE: RECORD IN Q 9 P 1 TIME 20 DELAY 20 *

Right screen display is:

>Q 9 P 1 TIME 20 DELAY 20

14. Set channels 7 through 12 at 50%.

Command line is:

STAGE : CHANNELS 7 >12 @ 50 *

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 25
 25
 25
 25
 25
 25
 50
 50
 50
 50
 50
 50
 50

Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 FL FL Left screen display is: $>Q$ $\boxed{3}$ TIME 20 17. Assign channels 1 through 5 to part 1 with 10 second fade t pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: $>Q$ $\boxed{3}$ P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,	nd fade time and a 15 5, DELAY, 1, 5, and
Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 25 25 25 25 25 25 05 50 50 50 50 Left screen display is: > P 2 TIME 25 DELAY 15 BREAK EXISITNG CUE INTO PARTS 16. Go to cue 3 by pressing GO TO, 3, and * keys. Command line is: STAGE : GOTO Q 3 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 25 FL FL Left screen display is: >Q 3 7 TIME STAGE : CHANNELS 1 through 5 to part 1 with 10 second fade t pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 ITIME 10 P 3 P 1 P 1 STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q P 1 P 1 P 1	
001 02 03 04 05 06 07 08 09 10 11 12 25 25 25 25 25 25 25 50 50 50 50 50 50 Left screen display is: $\begin{array}{c c c c c c c c c c c c c c c c c c c $	
25 25 25 25 25 25 25 25 25 25 25 25 25 2	
$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	
BREAK EXISITNG CUE INTO PARTS 16. Go to cue 3 by pressing GO TO, 3, and * keys. Command line is: STAGE : GOTO Q 3 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 FL FL Left screen display is: >Q 3 TIME 20 17. Assign channels 1 through 5 to part 1 with 10 second fade t pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,	-
<pre>16. Go to cue 3 by pressing GO TO, 3, and * keys. Command line is: STAGE : GOTO Q 3 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 FL FL Left screen display is: >Q 3 TIME 20 17. Assign channels 1 through 5 to part 1 with 10 second fade t pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,</pre>	
Command line is: STAGE : GOTO Q 3 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 75 FL FL Left screen display is: >Q 3 TIME 20 17. Assign channels 1 through 5 to part 1 with 10 second fade t pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,	
STAGE : GOTO Q 3 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 75 FL FL Left screen display is: >Q 3 TIME 20 17. Assign channels 1 through 5 to part 1 with 10 second fade t pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,	inan berne dan seria s
Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 5 FL FL Left screen display is: >Q 3 TIME 20 17. Assign channels 1 through 5 to part 1 with 10 second fade t pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,	
001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 75 FL FL Left screen display is: >Q 3 TIME 20 17. Assign channels 1 through 5 to part 1 with 10 second fade t pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,	
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	
<pre>Left screen display is: >Q 3 TIME 20 17. Assign channels 1 through 5 to part 1 with 10 second fade t pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,</pre>	
<pre>>Q 3 TIME 20 17. Assign channels 1 through 5 to part 1 with 10 second fade t pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1>5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,</pre>	
<pre>pressing 1,>, 5, RECORD, PART, 1, TIME, 1, 0, and *. Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,</pre>	
<pre>Command line is: STAGE : CHANNELS 1 > 5 RECORD IN Q 3 P 1 TIME 10 * Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,</pre>	1*.
Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME,	
 Left screen display is: >Q 3 P 1 TIME 10 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME, 	* * 20 00 00
 P 3 TIME 20 18. Assign channels 6 through 10 to part 2 with 15 second fade time second delay by pressing 6, >, 1, 0, RECORD, PART, 2, TIME, 	
second delay by pressing $6, >, 1, 0, RECORD, PART, 2, TIME,$	
DELAY, 1, 0, and * keys.	ond fade time and 10 .RT, 2, TIME, 1, 5,

Command line is:

STAGE : CHANNELS 6 > 10 RECORD IN Q 3 P 2 TIME 15 DELAY 10 \star

	Right screen display is:
	> P 2 TIME 15 DELAY 10 P 3 TIME 20
19.	Assign channels 11 and 12 to part 3 with 20 second fade time and 25 second delay by pressing 1, 1, +, 1, 2, RECORD, PART, 3, TIME, 2, 0, DELAY, 2, 5, *, and * keys.
	Command line is:
	S 11+12 RECORD IN Q 3 P 3 TIME 20 DELAY 25 * ARE YOU SURE ? *
	Left screen display is:
	> P 3 TIME 20 DELAY 25
	PLAYBACK OF MULTIPART CUES
20.	Select stage mode.
21.	Go to cue 2 by pressing GO TO, 2, and * keys.
	Command line is:
	STAGE : GOTO Q 2 *
	Right screen display is:
	001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50
	Left screen display is:
	>Q 2 TIME 15 DELAY 15+ 10
	10 On screen above fader 1 indicates that part 1 of cue 3 is 3 P1 loaded on fader 1 and the fade time is 10 seconds.
	15 On screen above fader 2 indicates that part 2 of cue 3 is 3 P2 loaded on fader 2 and the fade time is 15 seconds.
	20+ 20On screen above split fader 3 indicates that part 3 of cue 33 P3is loaded on split fader 3 and fade time is 20 seconds.
	NOTE: Throughout this procedure, the STOP/BACK key can be used to halt the fade to ensure that the events are happening in the right sequence. The fade is re-initiaited by pressing the GO key.

4-48

22. Initiate cue 3 playback by pressing GO key.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 0 0 0 0 0 0 0 0

Left screen display is:

>Q 3 P 1 TIME 10

10 On screen above fader 1 starts to count down as part 1 fades in. 3 P1



On screen above fader 2 starts to count down part 2 10 second 2 delay.

25+ 25 On screen above fader 3 starts to count down part 3 25 second 3 P3 delay.

After 10 seconds, part 1 has faded in, part 2 delay has counted down and channels 6 through 10 start fading in

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 75
 75
 75
 75
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
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 0
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 0
 0
 0
 0

15 On screen above fader 2 counts down to zero in 15 seconds as 3 P2 part 2 fades in.

After 25 seconds parts 1 and 2 have faded in, part 3 delay has counted down, and channels 11 and 12 start fading up.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 0 0

20+ 20 On screen above fader 3 counts down to zero in 20 seconds as 3 P3 part 3 fades in.

After 45 seconds parts 1 through 3 lights are on stage.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 FL FL

PREVIEW

The preview mode is used to preview data as well as record and modify cues blind. This section demonstrates only the preview of cues function. The recording and modifying cues blind is demonstrated in the recording cues and modify cues sections.

PREVIEW CUES

1. Select stage mode.

2. Go to cue 1.

Command line is:

STAGE : GOTO Q 1 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 <u>FL</u> <u>FL</u> <u>FL</u> <u>FL</u> <u>FL</u> <u>FL</u>

Left screen display is:



- 3. Select preview mode by pressing PREVIEW key. Command line is cue 1 time and delay. PREVIEW : Q 1 TIME 10 DELAY 15 * Right screen display is cue 1 levels. 001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL
- 4. Press NEXT key.

Command line is cue 1 wait time. PREVIEW : Q 1 WAIT 60 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 <u>FL FL FL FL FL FL</u> Left screen display cursor is: > WAIT 60

4-50

5. Press NEXT key.

Command line is cue 2 time and delay. PREVIEW : Q 2 TIME 15 DELAY 15+10 * Right screen display is cue 2 levels. 001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 0 0 0 0 0 Left screen display cursor is: >Q 2 TIME 15 DELAY 15+ 10

6. Press NEXT key.

>

Command line is cue 2 wait time.

PREVIEW : Q 2 WAIT 70 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 50

Left screen display cursor is:

WAIT 70

NOTE: The total cue sheet can be previewed by pressing the NEXT and LAST keys. Each time either key is pressed, the displays will advance or backup one entry in the cue list.

MODIFYING CUES

This section demonstrates the modifying of cues which consists of changing levels; changing, deleting, and adding fade times, delay times, and wait times; copying cues; adding cues; and deleting cues and cue parts.

MODIFY CUE LEVELS LIVE

1. Select stage mode.

2. Go to cue 1 by pressing GO TO, 1, and * keys.

Command line is:

STAGE : GOTO Q 1 *

Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL Left screen display is: >0 | 1 |TIME 10 DELAY 15 3. Change level of channels 7 and 9 to 75%. Command line is: STAGE : CHANNELS 7+9 @ 75 * Right screen display is: 001 02 03 04 05 06 <u>07</u> 08 <u>09</u> 10 11 12 FL 75 FL 75 FL 4. Record new levels in cue 1 by pressing RECORD and * keys. Command line is: RECORD IN Q 1 TIME 10 DELAY 15 * ARE YOU SURE ? STAGE : NOTE: Command line displays ARE YOU SURE ? because cue 1 already has recorded levels in memory. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL 5. Press * key. Command line is: STAGE : RECORD IN Q 1 TIME 10 DELAY 15 * ARE YOU SURE ? * Right screen display is; indicating new levels for cue 1. 001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL Set channel 12 at 25% 6. Command line is: STAGE: CHANNELS 12 @ 25 *

8.

001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL 25

7. Record new levels in cue 1 by pressing RECORD, Q ONLY, *, and * keys.

NOTE To ensure that channel 12 level does not track into cue 2, the Q ONLY key was used. This informs the computer that the channel 12 level change is intended for cue 1 only. Command level is: STAGE : RECORD IN Q1 TIME 10 DELAY 15 () * ARE YOU SURE ? * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL 25 Go to cue 2. Command line is: STAGE : GOTO Q 2 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 Left screen display is: >Q | 2 | 15 TIME DELAY 15 + 109. Change level of channels 2 and 4 to 75%. Command line is: STAGE : CHANNELS 2+4 @ 75 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 75 50 75 50

10. Record new levels in cue 2 by pressing RECORD, *, and * keys.

NOTE

The Q ONLY key is not required if it is desirable for the change to track into the next cue or it the channels involved are changed by the next cue.

Command line is: RECORD IN Q 2 TIME 15 DELAY 15+10 * ARE YOU SURE ? * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 75 50 75 50 11. Go to cue 3. Command line is: STAGE : GOTO Q 3 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75 75 25 25 25 25 25 FL FL Left screen display is: 0 3 P1 TIME 10 12. Change level of channels 4 and 5 to 60%. Command line is: STAGE : CHANNELS 4+5 @ 60 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 60 60 25 25 25 25 25 FL FL 13. Record new levels in cue 3 by pressing RECORD, *, and * keys. Command line is: RECORD IN Q 3 P 1 TIME 10 * ARE YOU SURE ? * STAGE : Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 60 60 25 25 25 25 25 FL FL

MODIFY CUE LEVELS BLIND

14. Select preview mode by pressing PREVIEW key. Command line is: PREVIEW : Q 3 P 1 TIME 10 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 60 60 <u>25 25 25 25 25 FL FL</u> Left screen display is: >0 3 P1 TIME 10 15. Select cue 5 by pressing CUE, 5, and * keys. Command line is: PREVIEW : Q 5 TIME 20+10 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL 0 FL 0 FL FL FL 50 50 Left screen display is: TIME 20+ 10 >05 16. Change level of channel 1 to 50%. Command line is: PREVIEW : Q 5 CHANNELS 1+ @ 50 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL 50 50 50 0 FL 0 FL FL NOTE: In the preview mode, the levels are recorded in the cue as they are entered. The RECORD cue function is not required. 17. Change level of channel 11 to 25% by pressing 11, 0, 2, 5, Q ONLY, and * keys. NOTE

To ensure that channel 11 level does not track into cue 6, the Q ONLY key was used.

4-55

Command line is: PREVIEW : Q 5 CHANNELS 11 @ 25 () * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 25 50 50 0 FL 0 FL FL FL 18. Select cue 6 by pressing CUE, 6, and * keys. Command line is: PREVIEW : Q 6 TIME 15+30 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 0 FL 0 FL 0 FL 0 FL 0 FL 50 50 NOTE The level change for channel 11 in cue 5 did not track into cue 6. Left screen display is: >0 6 TIME 15 + 3019. Change channel 6 level to 25%. Command line is: PREVIEW : Q 6 CHANNELS 6 @ 25 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 0 FL 0 FL 0 25 0 FL 0 FL 50 50 20. Select cue 8, Part 2 by pressing CUE, 8, PART, 2, and * key. Command line is: PREVIEW : Q 8 P 2 TIME 20 DELAY 25 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 75 75 75 75 FL FL FL FL Left screen display is: > P 2 TIME 20 25 DELAY

21. Change channel 6 level to 50%. Command line is: PREVIEW : Q 8 P 2 CHANNELS 6 @ 50 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 75 50 75 75 FL FL FL FL 22. Select part 3 by pressing PART, 3, and * keys or NEXT key. Command line is: PREVIEW : Q 8 P 3 TIME 30 DELAY 35 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 75 50 75 75 FL FL FL FL Left screen display is: > P 3 TIME 30 DELAY 35 23. Change channel 10 level to 75%. Command line is: PREVIEW : Q 8 P 3 CHANNELS 10 @ 75 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 75 50 75 75 FL 75 FL FL MODIFY TIME (STAGE MODE) 24. Select stage mode. 25. Go to cue 1. Command line is: STAGE : GOTO Q 1 * Left screen display is: >0 | 1 | 15 TIME 10 DELAY

4-57

26. Change cue 1 fade time from 10 to 15 seconds by pressing TIME, 1, 5, and * keys. Command line is: STAGE : Q 1 TIME 15 DELAY 15 * Left screen display is: >0 | 1 TIME 15 DELAY 15 27. Change cue 4 fade time from 5 to 10 seconds by pressing CUE, 4, TIME, 1, 0, and * keys. Command line is: STAGE : Q 4 TIME 10 * Left screen display is: >0 4 TIME 10 28. Change cue 6 fade time to manual by pressing CUE, 6, TIME, and *. Command line is: STAGE : Q 6 TIME MAN * MODIFY TIME (PREVIEW MODE) 29. Press PREVIEW key. Command line is: PREVIEW : Q 6 TIME MAN * Left screen display is: >0 6 MAN TIME 30. Change cue 8 part 1 fade time from 10 to 15 seconds by pressing CUE, 8, PART, 1, TIME, 1, 5, and * keys. Command line is: PREVIEW : Q 8 P 1 TIME 15 DELAY 15 * Left screen display is: 8 P 1 >0TIME 15 DELAY 15

MODIFY DELAY (STAGE MODE)

31. Select stage mode.

Left screen display is:

>0 1 TIME 15 DELAY 15

32. Change cue 2 delay time from 15+ 10 to 20+ 10 by pressing CUE, 2, DELAY, 2, 0, +, 1, 0, and * keys.

Command line is:

STAGE : Q 2 TIME 15 DELAY 20+10 *

Left screen display is:

>Q 2 TIME 15 DELAY 20+ 10

33. Change cue 3 part 3 delay time from 25 to 15 seconds by pressing CUE, 3, PART, 3, DELAY, 1, 5, and * keys.

Command line is:

STAGE : Q 3 P 3 TIME 20 DELAY 15 *

Left screen display is:

> P 3 TIME 20 DELAY 15

34. Add delay time of 15 seconds to cue 7 by pressing CUE, 7, DELAY, 1, 5, and * keys.

Command line is:

STAGE : Q 7 TIME 10 DELAY 15 *

MODIFY DELAY (PREVIEW MODE)

35. Preview cue 7 change by pressing PREVIEW key.

Command line is:

PREVIEW : Q 7 TIME 10 DELAY 15 *

Left screen display is:

>Q 7 TIME 10 DELAY 15

36. Delete delay time from cue 9 part 1 by pressing CUE, 9, PART, 1, DELAY, and * keys.

Command line is:

PREVIEW : Q 9 P 1 TIME 20 DELAY *

Left screen display is:

>Q 9 P1 TIME 20

MODIFY WAIT (STAGE MODE)

37. Select stage mode.

Right screen display is:

Left screen display is:

>Q 1 TIME 15 DELAY 15

38. Change cue 2 wait time from 70 to 60 seconds by pressing CUE, 2, WAIT, 6, 0, and * keys.

Command line is:

STAGE : Q 2 WAIT 60 *

Left screen display is:

> WAIT 60

39. Delete cue 1 wait time by pressing CUE, 1, WAIT, and * keys.

Command line:

STAGE : Q 1 WAIT *

Left screen display is:

>Q 2 TIME 15 DELAY 20+ 10

MODIFY WAIT (PREVIEW MODE)

40. Select preview mode by pressing PREVIEW key.

Command line is:

PREVIEW : Q 2 TIME 15 DELAY 20+ 10

41. Add wait time of 80 seconds to cue 8 by pressing CUE, 8, WAIT, 8, 0, and * keys.

Command line is: PREVIEW : Q 8 WAIT 80 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 75 50 75 75 FL 75 FL FL Left screen display is: > WAIT 80

ADD CUES LIVE

42. Select stage mode. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 <u>FL 75 FL 75 FL</u> 25 Left screen display is: > 0 1TIME 15 DELAY 15 43. Go to cue 2. Command line is: STAGE : GOTO Q2 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 75 50 75 50 Left screen display is: >Q | 2 | TIME 15 DELAY 20+ 10 44. Set channels 3 through 5 at full. Command line is:

STAGE : CHANNELS 3 > 5 @ FL *

001 02 03 04 05 06 07 08 09 10 11 12 50 75 FL FL FL

45. Record stage levels in cue 2.1 with a 10 second fade time by pressing RECORD, CUE, 2, DIMMER ., 1, TIME, 1, 0, and *. Command line is: STAGE : RECORD IN Q 2.1 TIME 10 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 <u>50 75 FL FL FL</u>

Left screen display is:

>Q 2.1 TIME 10

ADD CUE BLIND

46. Select preview mode.

Command line is:

PREVIEW : Q 2.1 TIME 10 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 75 FL FL FL

47. Select cue 6.1 by pressing CUE, 6, DIMMER ., 1, and * keys.

Command line is:

PREVIEW : Q 6.1 TIME MAN *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL 25 FL FL 50 50

Left screen display is:

>Q 6.1 TIME MAN

48. Set channels 1, 3, and 5 at 50% by pressing 1, +, 3, +, 5, 0, 5, Q ONLY, and * keys.

Command line is:

PREVIEW : Q 6.1 CHANNELS 1+3+5 @ 50 () *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 FL 50 FL 50 25 FL FL 50 50

49. Set channels 8 and 10 at 0% by pressing 8, +, 1, 0, @, 0, Q ONLY, and * keys.

Command line is:

PREVIEW : Q 6.1 CHANNELS 8+10 @ 00 () *

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 50
 FL
 50
 FL
 50
 25
 0
 0
 50
 50

50. Set cue 6.1 fade time at 20 seconds.

Command line is:

PREVIEW : Q 6.1 TIME 20 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 FL 50 FL 50 25 0 0

Left screen display is:

>Q 6.1 TIME 20

COPY CUES

51. Copy the contents of cue 3 into Q10 by pressing CUE, 3, @, CUE, 1, 0, and * keys.

Command line is:

PREVIEW : Q 3 @ Q 10 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 60 60 25 25 25 25 5 FL FL Left screen display is:

Q	10	Р	1	TIME	10		
~		Ρ	2	TIME	15	DELAY	10
>		Ρ	3	TIME	20	DELAY	15

DELETE CUES

52. Delete cue 7 by pressing CUE, 7, 0, *, and * keys.

Command line is:

PREVIEW : Q 7 @ * ARE YOU SURE ? *

Left screen display is:

>Q 8 P 1 TIME 15 DELAY 15

DELETE PART OF MULTIPART CUE

53. Delete part 3 of cue 10 by pressing CUE, 1, 0, PART, 3, @, *, and *. Command line is: PREVIEW : Q 10 P 3 @ * ARE YOU SURE ? * Left screen display is: Q 10 P 1 TIME 10 P 2 TIME 15 DELAY 10

GROUPS

Groups are usually used as building blocks in creating the final stage look. Any number of channels at various levels can be assigned to a group. Any channel can be assigned to more than one group. Once a group is formed, it can be brought on stage as a pile on to an existing cue or as a building block in forming a new cue.

COMMAND SUMMARY

GROUP: -- Selected by pressing DISPLAYS GROUP key. In this mode, groups can be formed, blind.

GROUP (#) * -- Selects the specified group number.

CHANNELS (list) @ (level) -- Sets the specified channels at the specified levels and activates the wheel.

CHANNELS (list) * -- Activates wheel for specified channels.

CHANNELS * -- Activates wheel for all channels in the group.

RECORD IN GROUP (#) * -- In stage mode, records stage levels in specified group.

GROUP (#) @ (level) * -- In stage mode, brings specified group on stage at specified percent of set level.

GROUP (#) @ * -- Deletes specified group from stage.

ASSIGN CHANNELS TO GROUPS

1. Select group mode by pressing DISPLAYS GROUP key.

Command line is:

GROUP

Right screen display is groups format (figure 3).

2. Select group 1 by pressing 1 and * keys.

Command line is:

GROUP 1 :

3. Assign channels 1, 3, and 5 to group 1 at full by pressing 1, +, 3, +, 5, 0, F, and * keys.

Command line is:

GROUP 1 : CHANNELS 1+3+5 @ FL *

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL

4. Select group 2 by pressing DISPLAYS GROUP, 2, and * keys.

Command line is:

GROUP 2 :

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

5. Assign channels 2, 4, and 6 to group 2 at 50%.

Command line is:

GROUP 2 : CHANNELS 2+4+6 @ 50 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50

6. Select group 3, by pressing 3 and * keys.

Command line is:

GROUP 3 :

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

7. Put wheel in control of channels 7, 9, and 11 by pressing 7, +, 9, +, 11, and * keys.

Command line is:

GROUP 3 : CHANNELS 7+9+11 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 0 0 0 0

- 8. Use wheel to set group 3 level to 75%. Command line does not change. Right screen display is:
 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75
- 9. Remove group 3 channels from wheel control by pressing C key. Command line is: GROUP 3 :

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 75

10. Select group 4

Command line is:

GROUP 4 :

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

11. Assign channels 8, 10, and 12 to group 4 at full.

Command line is:

GROUP 4 : CHANNELS 8+10+12 @ FL *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL

RECORDING THE STAGE INTO GROUPS

12. Select stage mode.

13. Go to cue 1.

Command line is:

STAGE : GOTO Q 1 *

001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL 25

14. Record stage levels in group 5 by pressing RECORD, COMMANDS GROUP, 5, and * keys.

Command line is:

STAGE : RECORD IN GROUP 5 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL 25

15. Go to cue 2.

Command line is:

STAGE : GOTO Q 2 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 75 50 75 50

 Record stage levels in group 6 by pressing RECORD, COMMANDS GROUP, 6, and * keys.

Command line is:

STAGE : RECORD IN GROUP 6 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 75 50 75 50

RECORDING PART OF STAGE INTO A GROUP

17. Go to cue 3.

Command line is: STAGE : GOTO 3 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 60 60 25 25 25 25 25 FL FL 18. Record channels 2, 4, 6, and 11 in group 7 by pressing 2, +, 4, +, 6, +, 1, 1, RECORD, COMMANDS GROUP, 7 and * keys.

Command line is:

STAGE : CHANNELS 2+4+6+11 RECORD IN GROUP 7 *

PREVIEW GROUP LEVELS

19. Select group 5 by pressing DISPLAYS GROUP, 5, and * keys.

Command line is:

GROUP 5 :

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL 25

20. Press NEXT key

Command line is:

GROUP 6 :

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 75 50 75 50

NOTE

All groups can be previewed by pressing the NEXT and/or LAST keys.

USING GROUPS

21. Select stage mode.

22. Go to cue 1.

Command line is:

STAGE : GOTO Q 1 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL 25 23. Bring group 1 on stage at 75% of set level by pressing COMMANDS GROUP, 1, 0, 7, 5, and * keys.

Command line is:

STAGE : GROUP 1 @ 75 *

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 75
 75
 75
 FL
 75
 FL
 75
 FL
 25

NOTE: GROUP 1 levels were set at full. When brought on stage, they will come on at 75%.

24. Bring group 3 on stage at 50% of set level by pressing COMMANDS GROUP, 3, @, 5, and * keys.

Command line is:

STAGE : GROUP 3 @ 50 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 FL 38 FL 38 FL 38 25

NOTE: Group 3 levels were set at 75%.

25. Record on stage levels into cue 11 with 20 second fade time by pressing RECORD, CUE, 1, 1, TIME, 2, 0, and * keys.

Command line is:

STAGE : RECORD IN Q 11 TIME 20 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 FL 38 FL 38 FL 38 25

Left screen display is:

>0 11 TIME 20

26. Bring group 4 on stage at full.

Command line is:

STAGE : GROUP 4 @ FL *

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 75
 75
 75
 FL
 38
 FL
 38
 FL
 38
 FL

27. Delete group 1 from stage by pressing COMMANDS GROUP, 1, 0, and * keys. Command line is: STAGE : GROUP 1 @ * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL 38 FL 38 FL 38 FL 28. Record stage levels in cue 12. Command line is: STAGE : RECORD IN Q 12 TIME MAN * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL 38 FL 38 FL 38 FL Left screen display is: >0 12 TIME MAN 29. Go to cue 1. Command line is: STAGE : GOTO Q 1 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL 25 30. Bring group 1 on stage under wheel control at 0% by pressing COMMANDS GROUP, 1, @, and * keys. Command line is: STAGE : GROUP 1 @ * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 0 0 0 FL 75 FL 75 FL 25

31. Using wheel, raise group 1 level to 75%.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 75 75 75 FL 75 FL 75 FL 25

32. Record stage levels in cue 13 with 10 second fade time and 15 second delay time.

Command line is:

STAGE : RECORD IN Q 13 TIME 10 DELAY 15 *

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 75
 75
 75
 FL
 75
 FL
 75
 FL
 25

Left screen display is:

>Q 13 TIME 10 DELAY 15

33. Go to cue 4.

Command line is:

STAGE : GOTO Q 4 *

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 25
 25
 25
 25
 25
 50
 50
 50

34. Bring group 3 on stage at full.

Command line is:

STAGE : GROUP 3 @ FL *

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 25
 25
 25
 25
 25
 75
 75
 75
 50

35. Bring group 2 on stage under wheel control.

Command line is:

STAGE : GROUP 2 @ *

001 02 03 04 05 06 07 08 09 10 11 12 75 75 25 25 25 75 50 36. Using wheel, raise group 2 levels to full. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 25 FL 25 FL 25 FL 75 75 75 50 37. Pile group 4 on stage at 30%. Command line is: STAGE : GROUP 4 @ 30 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 25 FL 25 FL 25 FL 75 30 75 30 75 30 38. Record stage level in cue 14 with 10 second fade time and 30 second delay. Command line is: RECORD IN Q 14 TIME 10 DELAY 30 * STAGE : Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 25 FL 25 FL 25 FL 75 30 75 30 75 30 Left screen display is: >0 14 10 TIME DELAY 30 COMBINING GROUPS 39. Bring group 5 on stage at full. Command line is: STAGE : GROUP 5 @ FL * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 25 FL 25 FL 25 FL 75 FL 75 FL 75 Z5

40. Bring group 6 on stage at full.

Command line is:

STAGE : GROUP 6 @ FL *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 75 50 75 50 FL 75 FL 75 FL <u>75</u> 25

41. Set channels 11 and 12 at 0%

Command line is:

STAGE : CHANNELS 11+12 @ 00 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 75 50 75 50 FL 75 FL 75 FL 0 0

42. Record stage levels in group 8.

Command line is:

STAGE : RECORD IN GROUP 8 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 75 50 75 50 FL 75 FL 75 FL 0 0

SUBMASTERS

Groups of channels can be controlled by each of 10 overlapping submasters. Submasters 1 through 7 are used as pile on submasters and 8 through 10 are used as inhibitive submasters.

The submasters have a level display that is accessed by pressing the SUBMASTER, (#), and * keys. Any number of channels can be assigned to any submaster. The same channels can be assigned to different submasters at different levels. If both submasters are on stage, the highest level takes precedence.

COMMAND SUMMARY

SUBMASTER -- Selected by pressing SUBMASTERS key. In this mode, channels can be assigned, deleted, or modified for each submaster.

SUBMASTER (#) * -- Selects the specified submaster number.

CHANNELS (list) @ (level) * -- Sets the specified channels at the specified levels and activates the wheel.

CHANNELS (list) * -- Activates the wheel for specified channels.

CHANNELS * -- Activates the wheel for all channels in the submaster.

ASSIGN PILE ON SUBMASTERS 1 THROUGH 7

- 1. Select stage mode.
- 2. Go to cue 0 key by pressing GO TO, 0, and * keys.

Command line is:

STAGE : GOTO Q O *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

Left screen display is:



TIME 15 DELAY 15

3. Select submaster 1 by pressing SUBMASTERS, 1, and * keys. Command line is: SUBMASTER 1 :

6-1

 Set submaster 1 levels, channels 1 through 5 at 50% by pressing 1, , 5, 0, 5, and * keys.

Command line is:

SUBMASTER 1 : CHANNELS 1 > 5 @ 50 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50

5. Select submaster 2 by pressing NEXT key

Command line is:

SUBMASTER 2 :

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

 Set submaster 2 levels, channels 6 through 10 at full by pressing 6, , 1, 0, @, F, and * keys.

Command line is:

SUBMASTER 2 : CHANNELS 6 >10 @ FL *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FLFL FL FL FL FL

7. Select submaster 3 by pressing NEXT key. Command line is: SUBMASTER 3 : Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

8. Set submasters 3 levels, channels 1, 3, 5, and 11 at full. Command line is: SUBMASTER 3 : CHANNELS 1+3+5+11 @ FL * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL

- 9. Set levels for submaster 4, channels 2, 4, and 12 at full by pressing NEXT, 2, +, 4, +, 1, 2, 0, F, and * keys. Command line is: SUBMASTER 4 : CHANNELS 2+4+12 0 FL * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL
 VERIFY SUBMASTER ASSIGNMENTS AND LEVELS
- 10. Select stage mode.
- 11. Move SUBMASTERS 1 to 10 position.

001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 50 50 50

12. Move SUBMASTER 1 to 0 and 2 to 10.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL

13. Move SUBMASTER 2 to 0 and 3 to 10.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 <u>FL</u> <u>FL</u> <u>FL</u> <u>FL</u> <u>FL</u>

14. Move SUBMASTER 3 to 0 and 4 to 10.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 <u>FL</u> <u>FL</u> <u>FL</u> <u>FL</u>

15. Pile SUBMASTER 2 on 4 by moving 2 to 10.

Right screen display is:

16. Pile SUBMASTER 1 on 2 and 4 by moving 1 to 10.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 50 FL 50 FL 50 FL FL FL FL FL FL FL

ASSIGN INHIBITIVE SUBMASTERS 8 THROUGH 10

18. Select submaster 8 by pressing SUBMASTERS, 8, and * keys.

Command line is:

SUBMASTER 8 :

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

19. Assign channel 2 to inhibitive submaster 8 by pressing 2, @, 1 and * keys.

Command line is:

SUBMASTER 8 : CHANNELS 2 @ 10 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

NOTE: The level of an inhibitive submaster is irrelevant. Therefore, any level can be used as part of the assignment.

20. Assign channel 7 to inhibitive submaster 9 by pressing NEXT, 7, @, 1 and * keys.

Command line is:

SUBMASTER 9 : CHANNELS 7 @ 10 *

Right screen display is:

001 02 03 04 05 06 <u>07</u> 08 09 10 11 12 10 21. Assign channel 12 to inhibitve submaster 10 by pressing NEXT, 1, 2, 0, 1, and * keys.

Command line is:

SUBMASTER 10 : CHANNELS 12 @ 10 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 10

VERIFY INHIBITIVE SUBMASTERS ASSIGNMENT

22. Select stage mode.

Command line is:

STAGE :

23. Verify that SUBMASTER 1 through 4 are at 10 and 8 through 10 are at 0. Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL FL FL FL FL FL FL FL FL FL

- NOTE: Channels 2, 7, and 12 are inhibited from coming on stage by submasters 8 through 10.
- 24. Move SUBMASTER 8 to 10. Channel 2 fades to full with control movement.

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 FL
 FL<

25. Move SUBMASTER 9 to 10. Channel 7 fades to full with control movement.

Right screen display is:

26. Move SUBMASTER 10 to 10. Channel 12 fades to full with control movement.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL 27. Move SUBMASTERS 1 through 4 to 0.

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12

PILE SUBMASTERS ON CUES

28. Verify that Inhibitive SUBMASTERS 8 through 10 are set to 10.

29. Go to cue 1 by pressing GOTO, 1, and * keys.

Command line is:

STAGE : GOTO Q 1 *

Right screen display is:

001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL 75 FL 25

TIME

Left screen display is:

>0 1

15 DELAY 15

Stage lights are channels 6 through 10 at full plus patch.

30. Pile 50% of SUBMASTER 1 levels (channels 1 through 5 at 50%) on cue 1 levels by moving SUBMASTER 1 to 5.

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 25
 25
 25
 25
 25
 FL
 75
 FL
 75
 FL
 25

31. Pile 100% of SUBMASTER 4 levels (channels 2, 4, and 12 at full) on stage by moving SUBMASTERS 4 to 10.

Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 25
 FL
 25
 FL
 25
 FL
 75
 FL
 75
 FL

32. Inhibit channel 7 by moving SUBMASTER 9 to 0.

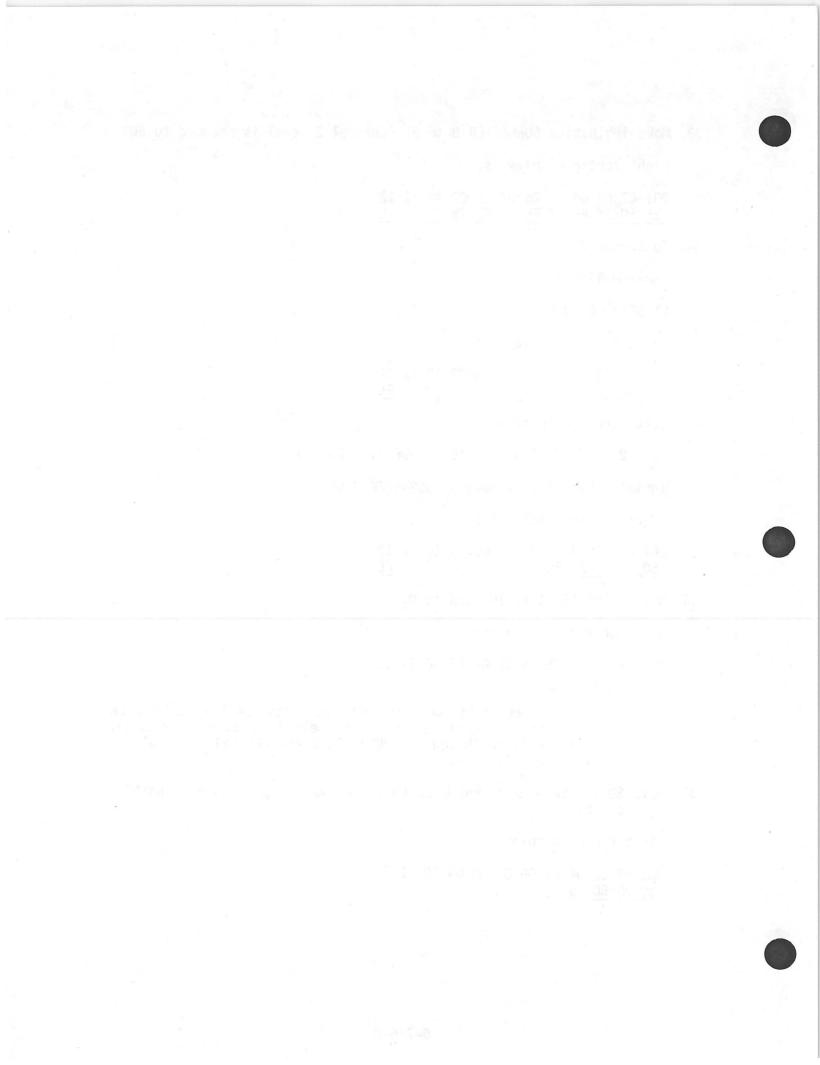
Right screen display is:

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
 12

 25
 FL
 25
 FL
 25
 FL
 FL
 75
 FL
 FL

33. Move inhibitive SUBMASTER 8 to 5. Channel 2 level is reduced to 50%. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 25 50 25 FL 25 FL FL 75 FL FL 34. Go to cue 2. Command line is: STAGE : GOTO Q 2 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 50 50 FL 50 FL Left screen display is: Q 2 TIME 15 DELAY 20+1035. Inhibit channel 2 by moving SUBMASTER 8 to 0. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 50 FL 50 FL 36. Move SUBMASTER 1 to 10 then to 0. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 50 50 FL 50 FL NOTE: The stage levels did not change because the cue 1 and SUBMASTER 1 set levels are the same. (Channels 1 through 5 at 50%). Channel 2 is inhibited by SUBMASTER 8 and channel 4 is held at full by SUBMASTER 4. 37. Move SUBMASTER 4 to 0 and 8 to 10 to remove all pile on and inhibits from cue 2. Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12

50 75 50 75 50



EFFECTS

Special effects is a series of lighting steps executed repeatedly for a specified period of time with a specified time between each step.

A special effect can have up to 80 steps. Each step can have any number of channels assigned so long as the assignment command does not exceed 35 characters. The effect time can be any time between 0.1 and 999 seconds. A time of 999 seconds is treated as indefinite time. In addition to the step-time, the on-state and off-state levels can be specified.

Attributes such as reverse, bounce, build, random, negative and alternate can be assigned to each effect. The attributes define the sequence and format of the effect.

COMMAND SUMMARY

EFFECT -- Selected by pressing DISPLAYS EFFECT key. In this mode, channels at levels and attributes can be assigned to effects.

STEP (#) CHANNELS (#) * -- Assigns specified channels to specified step.

81 @ (#) * -- Sets the high level of the on state at the specified percentage.

82 @ (#) * -- Sets the low level of the off state at the specified percentage.

83 * -- If off, (normal video), turns NEGATIVE attribute on (reverse video). If on, turns attribute off.

84 * -- If off, turns ALTERNATE attribute on. If on, turns attribute off.

85 * -- If off, turns REVERSE attribute on. If on, turns attribute off.

86 * -- If off, turns BOUNCE attribute on. If on, turns attribute off.

87 * -- If off, turns BUILD attribute on. If on, turns attribute off.

88 * -- If off, turns RANDOM attribute on. If on, turns attribute off.

90 * -- Clears specified effect.

ATTRIBUTES COMMANDS DEFINITION

- 83-NEGATIVE --(OFF) At the beginning of each chase, all channels are off. Step 1 will turn its assigned channels on. Step 2 and all subsequent steps will turn its assigned channels on and the previous step channels off.
- 83-NEGATIVE -- At the beginning of each chase, all channels are on. (ON) Step 1 will turn its assigned channels off. Step 2 and all subsequent steps will turn its assigned steps off and the previous step channels on.
- 84-ALTERNATE -- If 83-NEGATIVE is off, the first chase will be negative as described for 83-NEGATIVE (ON). The second chase will be positive as described for 83-NEGATIVE (OFF). The third chase will be negative, the fourth positive, etc.

If 83-NEGATIVE is on, the first chase will be negative, the second positive, the third negative, etc.

- 86-REVERSE -- Causes the steps to be executed in reverse order (ON) (highest number to lowest) instead of the normal (lowest number to highest).
- 86-BOUNCE -- If 85-REVERSE is off, the first chase wil be forward, (ON) the seconds reverse, the third forward, etc. If 85-REVERSE is on, the first chase will be reverse, the second forward, third reverse, etc.
- 87-BUILD --(ON) If 83-NEGATIVE is off at the beginning of the chase, all lights will be off. Step 1 will turn its assigned channels on, step 2 and subsequent steps will turn its assigned channels on and hold all previous steps channels on.

If 83-NEGATIVE is on at the beginning of the chase, all lights will be on. Step 1 will turn its assigned channels off. Step 2 and subsequent steps will turn its assigned channels off and hold all previous steps channels off.

88-RANDOM -- All steps are executed but in a random order. (ON) Attributes 85-REVERSE and 86-BOUNCE do not effect the random attribute.

ASSIGN CHANNELS TO STEPS OF AN EFFECT

1. Select effects mode by pressing DISPLAYS EFFECT key.

Command line is:

EFFECT

2. Right screen display is:

01-		81-
02-		82-
03-		83-
04-		84-
05-		85-
06-		86-
07-		87-
-80		88-
09-		89-
10-		90-
11-		
12-		
13-		
14-		

EFFECT

2. Select effect 1 by pressing 1 and * key.

Command line is:

EFFECT 1 :

Right screen display is:

>01-	81-HIGH LEVEL-FL
02-	82-LOW LEVEL- 0
03-	83-NEGATIVE
04-	84-ALTERNATE
05-	85-REVERSE
06-	86-BOUNCE
07-	87-BUILD
08-	88-RANDOM
09-	89-
10-	90-CLEAR

- 3. Assign channel 25 step 01 by pressing 0, 1, 2, 5, and * keys. Command line is: EFFECT 1 : 01-CHANNELS 25 * Right screen display is: >01- 25
- 4. Assign channel 26 to step 02 by pressing 0, 2, 2, 6, and * keys.

Command line is:

EFFECT 1 : 02-CHANNELS 26 *

Right screen display is:

01- 25

5. Assign channel 27 to step 03.

Command line is:

EFFECT 1 : 03-CHANNELS 27 *

Right screen display is:

02- 26

6. Assign channels 28 to step 04, channel 29 to step 05, and channel 30 to step 06, on at a time as above.

Right screen display is:

01- 25 02- 26 03- 27 04- 28 05- 29 >06- 30

- 7. Select stage mode.
- Record effect 1 in cue 1.1 with a 60 second time period and a 1 second on-state/off-state time by pressing CUE, 1, DIMMER ., 1, TIME, 6, 0, +, 1, COMMANDS EFFECT, 1, and * keys.

Command line is:

STAGE : Q 1.1 TIME 60+1 EFFECT 1 *

Left screen display is: 1.1 TIME 60+ 1 EFFECT 1 0 9. Go to cue 1. Command line is: STAGE : GOTO Q 1 * Right screen display is: 001 02 03 04 05 06 07 08 09 10 11 12 FL 75 FL 75 FL 25 Left screen display is: >0 | 115 TIME 15 DELAY Above fader 1 indicates that effect 1 time is 60 seconds. 60 1.1 0

PLAY EFFECT WITH NO ATTRIBUTES

10. Press GO key.

Left screen display is:

>0 1.1 TIME 60+ 1

60 Above fader 1 starts counting down effect 1 play time. Q 1.1

Right screen display channels 6 through 10 show cue 1 levels while effect cue 1.1 is being played.

Cue 1 will remain on stage while effect 1 is running.

Right screen display channels 25 through 30 sequence as follows:

PLAY EFFECTS WITH SINGLE ATTRIBUTE

11. Bring effect 1 on right screen display by pressing DISPLAYS EFFECT, 1 and * keys.

Command line is:

EFFECT 1 :

12. Set attribute 83-NEGATIVE on by pressing 8, 3, and * keys.

Command line is:

EFFECT 1 : 83-NEGATIVE ON ? *

Attribute 83 is:

>83-NEGATIVE

- 13. Select stage mode.
- 14. Activate effect 1 by pressing STOP/BACK then GO key. Left screen display shows cue 1.1 active.

Right screen display channels 25 through 30 sequence as follows:

Step 1 -- 25 26 27 28 29 30 FL FL FL FL FL Step 2 -- 25 26 27 28 29 30 FL FL FL FL FL Step 3 -- 25 26 27 28 29 30 FL FL <u>FL FL FL</u> Step 4 -- 25 26 27 28 29 30 FL FL FL FL FL Step 5 -- 25 26 27 28 29 30 FL FL FL FL FL Step 6 -- 25 26 27 28 29 30 FL FL FL FL FL

15. Bring effect 1 on right screen display by pressing DISPLAYS EFFECT, 1, and * keys.

Command line is:

EFFECT 1 :

16. Turn attribute 83-NEGATIVE off by pressing 8, 3, and * keys.

Command line is:

EFFECT 1 : 83-NEGATIVE OFF ? *

Attribute 83 :

>83-NEGATIVE

17. Turn attribute 84-ALTERNATE on by pressing 8, 4, and * keys.

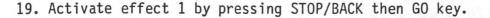
Command line is:

EFFECT 1 : 84-ALTERNATE ON ? *

Attribute 84 is:

>84-ALTERNATE

18. Select stage mode.



Right screen display channels 25 through 30 sequence as follows:

Step 1 -- 25 26 27 28 29 30 <u>FL FL FL FL FL</u> Step 2 -- 25 26 27 28 29 30 <u>FL FL FL FL</u> FL Step 3 -- 25 26 27 28 29 30 FL FL FL FL FL Step 4 -- 25 26 27 28 29 30 FL FL FL FL FL Step 5 -- 25 26 27 28 29 30 FL FL FL FL FL Step 6 -- 25 26 27 28 29 30 FL FL FL FL FL Step 1 -- 25 26 27 28 29 30 FL Step 2 -- 25 26 27 28 29 30 FL Step 3 -- 25 26 27 28 29 30 FL Step 4 -- 25 26 27 28 29 30 FL Step 5 -- 25 26 27 28 29 30 FL Step 6 -- 25 26 27 28 29 30 FL

20. Bring effect 1 on right screen display by pressing DISPLAYS EFFECT, 1, and * keys.

Command line is:

EFFECT 1 :

- 21. Turn attribute 84-ALTERNATE off.

Command line is:

EFFECT 1 : 84-ALTERNATE OFF ? *

Attribute 84 is:

>84-ALTERNATE

22. Turn attribute 85-REVERSE on.

Command line is:

EFFECT 1 : 85-REVERSE ON ? *

Attribute 85 is:

>85-REVERSE

- 23. Select stage mode.
- 24. Activate effect 1.

Right screen display channels 25 through 30.

Sequence as follows:

 Step
 6
 - 25
 26
 27
 28
 29
 $\frac{30}{FL}$

 Step
 5
 - 25
 26
 27
 28
 $\frac{29}{FL}$ 30

 Step
 4
 - 25
 26
 27
 $\frac{28}{FL}$ 29
 30

 Step
 4
 - 25
 26
 27
 $\frac{28}{FL}$ 29
 30

 Step
 3
 - 25
 26
 $\frac{27}{FL}$ 28
 29
 30

 Step
 2
 - 25
 $\frac{26}{FL}$ $\frac{27}{FL}$ 28
 $\frac{29}{9}$ 30

 Step
 2
 - 25
 $\frac{26}{FL}$ $\frac{27}{28}$ $\frac{29}{29}$ 30

 Step
 1
 - $\frac{25}{FL}$ $\frac{26}{27}$ $\frac{28}{28}$ $\frac{29}{29}$ $\frac{30}{20}$

25. Bring effect 1 on right screen display by pressing DISPLAYS EFFECT, 1, and * keys.

Command line is:

EFFECT 1 :



26. Turn attribute 85-REVERSE off.

Command line is:

EFFECT 1 : 85-REVERSE OFF ? * Attribute 85 is:

>85-REVERSE

27. Turn attribute 86 BOUNCE on.

Command line is:

EFFECT 1 : 86-BOUNCE ON ? *

Attribute 86 is:

>86-BOUNCE

- 28. Select stage mode.
- 29. Activate effect 1.

Right screen display channels 25 through 30 sequence as follows:

Step	1	 25 FL	26	27	28	29	30	
Step	2	 25	26 FL	27	28	29	30	
Step	3	 25	26	27 FL	28	29	30	
Step	4	 25	26	27	28 FL	29	30	
Step	5	 25	26	27	28	29 FL	30	
Step	6	 25	26	27	28	29	30 FL	

30. Bring effect 1 on right screen display. Command line is: EFFECT 1 :

31. Turn attribute 86-BOUNCE off.

Command line is: EFFECT 1 : 86-BOUNCE OFF ? * Attribute 86 is: >86-BOUNCE

32. Turn attribute 87-BUILD on.

Command line is:

Attribute 87 is:

>87-BUILD

33. Select stage mode.

34. Activate effect 1.

Right screen display channels 25 through 30 sequence as follows:

ASSIGNING HIGH AND LOW LEVELS TO CHANNELS

- 35. Bring effect 1 on right screen display.
- 36. Turn attribute 84 on.
- 37. Set channels high level at 50% and leave low level at 0%, by pressing, 8, 1, 5, and * keys.

Command line is:

EFFECT 1 : 81-HIGH LEVELS ? 50 *

Attributes display is:

>81-HIGH LEVEL-50 82-LOW LEVEL-0 83-<u>NEGATIVE</u> 84-ALTERNATE 85-REVERSE 86-BOUNCE 87-BUILD 88-RANDOM 89-90-CLEAR

38. Select stage mode.

39. Activate effect 1.

Right screen display channels 25 through 30 sequence as follows at 50%.

	Step	1		25			28 50			
	Step	2		25	26		28 50			
	Step	3		25	26	27		29 50		
	Step	4		25	26	27	28	29 50		
	Step	5		25	26	27	28	29	30 50	10 72 8 S - 1 1
	Step	6		25	26	27	28	29	30	
	Step	1		25 50	26	27	28	29	30	
	Step	2		25 50	26 50	27	28	29	30	
	Step	3			26 50		28	29	30	
	Step	4			26 50			29	30	
	Step	5			26 50				30	
	Step	6			26 50					
40.	Bring	g e	effe	ect	1 (n n	righ	nt s	scr	een
41.	Set	cha	anne	els	hi	gh .	leve	el 1	to	75%

41. Set channels high level to 75% by pressing 8, 1, 7, 5, and * keys. Command line is:

display.

EFFECT 1 : 81-HIGH LEVEL ? 75 *

42. Set channels low level to 25% by pressing 8, 2, 2, 5, and * keys. Command line is:

EFFECT 1 : 82-LOW LEVEL ? 25 *

Attributes display is:

81-HIGH LEVEL-75 >82-LOW LEVEL-25

- 43. Select stage mode.
- 44. Activate effect 1.

Right screen display channels 25 through 30 sequence as follows with hight level at 75% and low level at 25%.

Step	1			27 75			
Step	2			27 75			
Step	3			27 25			
Step	4			27 25			
Step	5			27 25			
Step	6			27 25			
Step	1			27 25			
Step	2	 25 75	26 75	27 25	28 25	29 25	30 25
Step	3			27 75			
Step	4			27 75			
Step	5	 25 75	26 75	27 75	28 75	29 75	30 25
Step	6			27 75			

8

45. Bring effect 1 on right screen display.

46. Set channels high level to full, and low levels to 50%.

Attributes display is:

81-HIGH LEVEL-FL >82-LOW LEVEL-50

47. Select stage mode.

48. Activate effect 1.

Step	1		26 FL					
Step	2		26 50					
Step	3	 25 50	26 50	27 50	28 FL	29 FL	30 FL	
Step	4	 25 50	26 50	27 50	28 50	29 FL	30 FL	
Step	5	 25 50	26 50	27 50	28 50	29 50	30 FL	
Step	6	 25 50	26 50	27 50	28 50	29 50	30 50	
Step	1	 25 FL	26 50	27 50	28 50	29 50	30 50	
Step	2	 25 FL	26 FL	27 50	28 50	29 50	30 50	
Step	3	 25 FL	26 FL	27 FL	28 50	29 50	30 50	
Step	4	 25 FL	26 FL	27 FL	28 FL	29 50	30 50	
Step	5	 25 FL	26 FL	27 FL	28 FL	29 FL	30 50	
Step	6	 25 FL	26 FL	27 FL	28 FL	29 FL	30 FL	

CHANGING EFFECT RATE

The effect rate can be put under control of the wheel with the command -RATE *. Command line will be STAGE : RATE *. This allows the time of the effect as well as the on/off time to be increased or decreased with the wheel.

STOPPING AN EFFECT

An effect can be stopped before it has timed out by pressing the fader number key directly under the countdown indication on the left screen display.

DELETING A STEP

49. Bring effect 1 on right screen display.

50. Delete step 3 from effect 1 by pressing 0, 3, and * keys.

Command line is:

EFFECT 1 : 03- * ARE YOU SURE ?

51. Complete step delete by pressing * key.

Command line is:

EFFECT 1 : 03- * ARE YOU SURE ? *

Effect step display is:

02-26 >03-

04-28

CLEARING AN EFFECT

52. Clear effect 1 by pressing 9, 0, and * keys. Command line is:

EFFECT 1 : 90-CLEAR ? * ARE YOU SURE ?

53. Complete effect clear by pressing * key.

Command line is:

EFFECT 1 : 90-CLEAR ? * ARE YOU SURE ? *

All steps to channel assignments are cleared and all attributes turned off.

FADING EFFECTS

To fade an effect on and off of the stage, assign the channels of the effect to one of the inhibitive submasters (8,9, or 10). Once the channels are assigned, the effect is faded on stage as follows:

a. Set assigned submaster to O.

b. Activate the effect

c. Move the submaster to 10

Fade an effect off stage as follows:

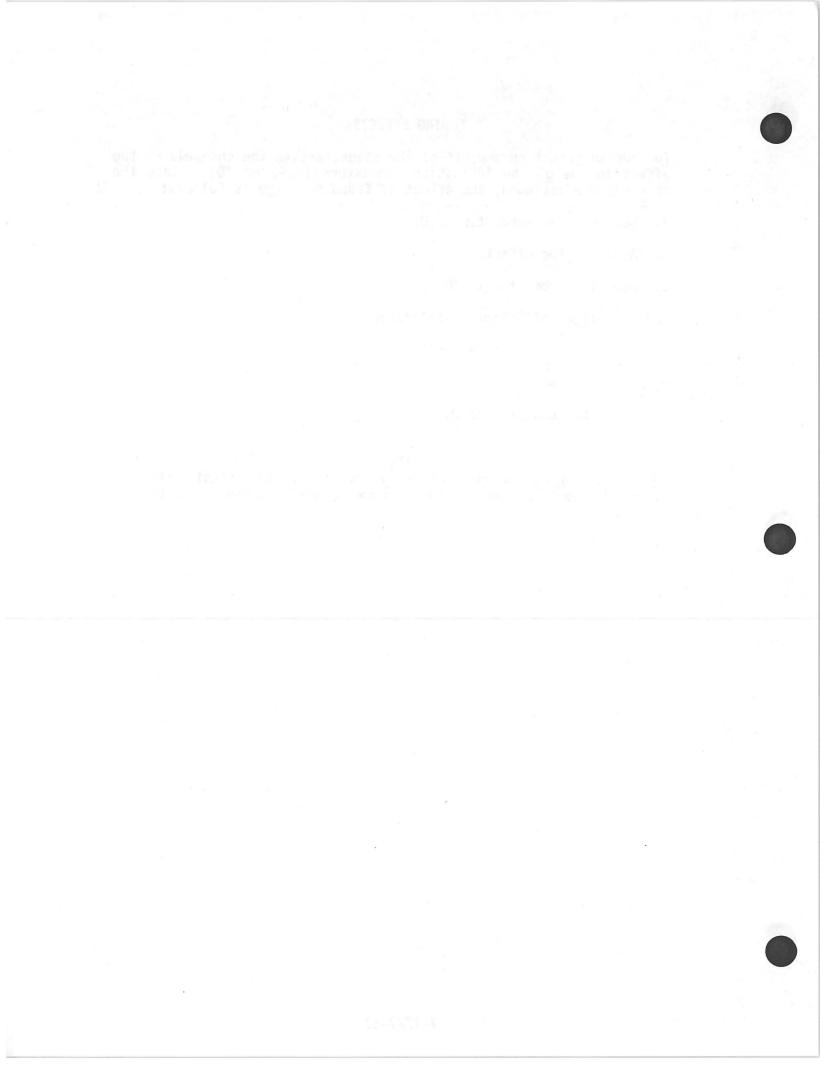
a. Set assigned submaster to 10.

b. Activate the effect

c. Move the submaster to O.

NOTE

Activating a cue which includes channels in the effect will override the effect and fade the common channels to the levels in the cue.



BACKUP

The backup mode is used whenever the main computer in the console fails. The console is supplied with a standard or as a full backup. With a standard backup, the operation of the console becomes a 12-channel manual console when the backup mode is selected. With a full backup, the console operation is the same in the backup as the normal mode.

STANDARD BACKUP

In the console with the standard backup, when the BACKUP/NORMAL keyswitch is set to BACKUP, it becomes a 12 channel manual console. The 12 channels are provided by the 10 submasters and faders 1 and 2. The only dimmers functional in the backup mode are those assigned to the submasters and faders.

STANDARD BACKUP DIMMER TO SUBMASTER ASSIGNMENT

1. Select setup mode by pressing SETUP key.

Right screen display will be standard backup menu (figure 1).

2. Select backup display by pressing 8 key.

Command line is:

SETUP : 8 BACKUP DISPLAY ?

3. Bring backup display on right screen display by pressing * key.

Command line is:

BACKUP : DIMMERS

Display will be dimmers 1 through 40 with (number of dimmers, divided by 12) dimmer to submaster assignment.

 Clear all dimmers to submaster assignments by pressing 1, >, 2, 8, 8, @, and * keys.

Command line is:

BACKUP : DIMMERS 1 > 288 @ SUB *

All dimmers will be assigned to submaster 0.

DIM	001	002	003	004	005	006	007	008	
SUB	0	0	0	0	0	0	0	0	

5. Assign dimmers 1 through 5 to submaster 1 by pressing 1, , 5, 0, 1, and * keys.

Command line is:

BACKUP : DIMMERS 1 > 5 @ SUB 1 *

Right screen display is:

DIM001002003004005006007008SUB1111000

6. Assign dimmers 6, 8, and 10 to submaster 2.

Command line is:

BACKUP : DIMMERS 6+8+10 @ SUB 2 *

Right screen display is:

	003 1	005 1	006 2	007 0	008 2	
				015 0		

7. Assign dimmers 7, 9, and 11 through 15 to submaster 3.

Command line is:

BACKUP : DIMMERS 7+9+11 > 15 @ SUB 3 *

Right screen display is:

DIM SUB	002 1		006 2	008 2
DIM SUB	010 2			

VERIFY DIMMER TO SUBMASTER ASSIGNMENT

8. Set BACKUP/NORMAL keyswitch to BACKUP.

As each submaster or fader is moved from 0 to 10, the lights associated with the assigned dimmers will fade on stage.

1 2 3 4 5	MINILIGHT PAL <u>ETTE</u> 1 MEMORY AVBL 100% LOAD MEMORY	15 16 17 18 19	CHANNELS 100 DIMMERS 288 PATCH DISPLAY PRINT CUE SHEET
6	RECORD DISK	20	PRINT CUES
7		21	PRINT GROUPS
8	BACKUP DISPLAY	22	PRINT EFFECTS
9		23	PRINT PATCH,BACKUP,SUBS
10 11 12	REMOTE CONSOLE REMOTE CONTROL	24 25 26	HALT PRINTER
13	CLEAR MEMORY	27	RUN DIAGNOSTICS
14		28	INITIALIZE DISK

SETUP :

Figure 1. Standard Backup Setup Menu

1 2 3	MINILIGHT PALETTE 1 MEMORY AVBL 100%	15 16 17	CHANNELS 100 DIMMERS 288 PATCH DISPLAY	
4	LOAD MEMORY	18		
5	LOAD BACKUP ON	19	PRINT CUE SHEET	
6		20	PRINT CUES	
7		21	PRINT GROUPS	
8		22	PRINT EFFECTS	
9		23	PRINT PATCH, BACKUP, SUBS	
10	REMOTE CONSOLE	24	HALT PRINTER	
11		25		
12		26		
13		27	RUN DIAGNOSTICS	
14	CLEAR MEMORY	28	INITIALIZE DISK	

SETUP :



0

 001
 02
 03
 04
 05
 06
 07
 08
 09
 10
 11
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NOTE: Command line will be STAGE, PREVIEW, GROUP, or SUBMASTER Press NEXT key

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Figure 3. Stage, Preview, Groups, Submasters Channels Display

DIM	001	002	003	004	005	006	007	008
CHN	1	2	3	4	5	6	7	8
DIM	009	010	011	012	013	014	015	016
CHN	9	10	11	12	13	14	15	16
DIM	017	018	019	020	021	022	023	024
CHN	17	18	19	20	21	22	23	24
DIM	025	026	027	028	029	030	031	032
CHN	25	26	27	28	29	30	31	32
DIM	033	034	035	036	037	038	039	040
CHN	33	34	35	36	37	38	39	40
PATCH	I: DIMM	IERS						

NOTE: Each time NEXT key is pressed, the next 40 dimmer group is displayed, up to the number of dimmers in the system. If the system contains more dimmers than channels, the channel space is blank for the dimmers above the number of channels.

Figure 4. Patch Dimmer-to-Channels Display



DIM	001	002	003	004	005	006	007	008
SUB	1	1	1	1	1	1	1	1
DIM	009	010	011	012	013	014	015	016
SUB	1	1	1	1	1	1	1	1
DIM	017	018	019	020	021	022	023	024
SUB	1	1	1	1	1	1	1	1
DIM	025	026	027	028	02 9	030	031	032
SUB	2	2	2	2	2	2	2	2
DIM	033	034	035	036	037	038	039	040
SUB	2	2	2	2	2	2	2	2
BACKU	P:DIM	MERS						

NOTE: Initially, the dimmers are divided equally between the 12 submasters. (The above display assumes a 288 dimmer system).

Each time NEXT key is pressed, the next group of 40 dimmers is displayed, up to the number of dimmers in the system.

Figure 5. Backup Dimmer-to-Submasters Display