

# Premiere®

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**Operations Manual**

## Strand Lighting

Instruction Sheet Part #:	2-450093-010
Revision Level:	B0
Revision Date:	08/19/92
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# Table of Contents

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<b>Introduction and Assistance.....</b>	<b>1</b>
Manual Organization .....	1
Conventions .....	2
Glossary of Terms .....	3
Technical Assistance.....	4
Problems .....	4
Technical Questions.....	4
Parts Purchases .....	4
Comments and Suggestions .....	4
Addresses .....	4
<b>Operational Features.....</b>	<b>5</b>
Central Processor.....	5
Configuration .....	5
Control Output .....	5
Channel & Room Control.....	6
Control Stations.....	6
Astronomical Clock .....	6
Macros .....	6
A/V Interface.....	7
Off-line Storage .....	7
<b>Hardware Description.....</b>	<b>9</b>
Processors .....	9
2010 Processor .....	9
2020 Processor .....	10
Control Stations.....	10
Pushbutton Control .....	10
Programmable Presets.....	11
Slider with Take Control .....	11
Slider with Presets .....	11
LCD Display Station .....	13
Command Station .....	13
Smart Jack.....	13
Infrared Control Station .....	13
Infrared Receiver .....	14
Audio-Visual (A/V) Interface .....	14
Remote Device Interface .....	14
Relay Driver .....	14

<b>Installation.....</b>	<b>15</b>
Preparing for Installation .....	15
Environmental Considerations .....	15
Power Requirements .....	15
Laying Out the System.....	16
Cabinet Installation.....	17
Install Processor Cabinet.....	17
Open Up the Cabinet.....	17
Cut Conduit Holes .....	18
Connect Power.....	18
Connect C-LAN Wiring .....	18
Connect Dimmer Wiring .....	19
AMX192 Control Wiring.....	19
DMX512 Dimmer Control Wiring .....	20
Connect Multiplex Input .....	20
Installing Control Stations.....	22
Reassembling the System .....	24
 <b>Basic Trouble-shooting .....</b>	 <b>27</b>
 <b>Operation.....</b>	 <b>29</b>
Processor Cabinet .....	30
Processor Module .....	30
Disk Drive .....	31
Loading a Configuration .....	31
Formatting a Disk .....	32
Saving the System Configuration.....	32
Configuration Information.....	34
Commands.....	35
Push-button Control Stations (2100 Series) .....	43
Select a Preset .....	43
Programmable Preset Stations (2208).....	45
Recall a Preset .....	45
Raise or Lower Preset Levels .....	45
Record New Channel Levels .....	45
Slider Control Stations (2300 Series).....	47
Set Levels Manually .....	47
Release control .....	47
Programmable Slider Station (2800 series) .....	49
Recall a Preset.....	49
Set Levels Manually .....	49
Record Slider Levels .....	49
Turn Lights OFF .....	50
Release control .....	50
Infrared Control Station (2108IR) .....	51
Infrared Receiver (2100IR) .....	51

Command Station (2300)	53
Standard Time Functions	53
Displaying the Current Date	53
Changing the Current Date	54
Viewing the Current Time	54
Changing the Current Time	54
Seasonal Adjustment of Events	54
Viewing the Current Latitude	54
Changing the Current Latitude	55
Setting Sunrise Time	55
Selecting Rooms	55
Selecting Presets	56
Adjusting Channel Levels	56
Adjusting One Channel	56
Adjusting Multiple Channels	57
Recording Presets	58
Modifying Presets	58
Setting Fade Times	58
Setting Hold Times	59
Setting Delay Times	60
Control Station Lockout	61
Total Lockout	61
Remainder Lockout	61
Record Lockout	62
Unlock Stations	62
View Lockout Status	62
Time Clock Events	63
Set the Event Date	63
Set an Absolute Event Time	63
Set a Time Relative to Sunset	64
Set a Time Relative to Sunrise	64
Set a Preset Event	65
Set a Template Event	65
Set a Lockout Event	66
Preview & Clear Events	66
Lock Out Events	67
Clear an Incorrect Entry	67
LCD Display Station (2200)	69
Main Menu	69
Preset Recall	70
Change Presets	70
Functions Menu	71
Channel Menu	72
Setting Levels	72
Record Menu	72
Set a Numeric Entry	73
Select a Preset	74
Modify a Time Value	74
Record a Preset	74

Smart Jack.....	75
Audio Visual Interface (2600).....	75
Remote Device Interface (2610).....	75
Relay Driver (2620).....	76
Combining Rooms .....	77
Setting Up the Room Combination Configuration .....	77
Choosing the Master Room .....	77
Room Combination Switches .....	78
Link Rooms .....	78
Multiple Room Combinations.....	78
Unlink Rooms .....	78
Check Room Link Assignments.....	79
Linking with Macros .....	79
<b>Keycap Index.....</b>	<b>81</b>
<b>Index .....</b>	<b>83</b>

## Table of Figures

Premiere Processor and Cabinet .....	17
Premiere Cabinet Prepared for Wiring.....	17
XLR to TA4 Series Adapter.....	19
AMX192 Extension Cable .....	20
DMX512 Dimmer Control Extension Cable .....	20
Installing a Control Station .....	23
Premiere Processor Indicators .....	30
Disk Drive and Controls.....	31
Push-button Control Station.....	43
Programmable Preset Station .....	45
Slider Control Station .....	47
Programmable Slider Station.....	49
Infrared Remote Control .....	51
Command Station .....	53
LCD Control Station.....	69
Smart Jack.....	75
Custom Room Combination Panel.....	78

## Table of Tables

C-LAN Control Outputs .....	18
AMX192 Control Outputs .....	19
DMX512 Control Outputs .....	20
DMX512 Control Inputs.....	20
C-LAN Input to Control Stations .....	22
Premiere Processor Switch Settings.....	24

## Introduction and Assistance

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A controlled architectural lighting system consists of three basic elements:

- Control Stations (also called outstations) let you communicate requirements to a central processor, usually by means of pushbuttons or faders.
- A control system with a central processor coordinates and interprets your commands and produces the required control signals for dimmers.
- Through a process known as phase control, the dimmers regulate the voltage applied to the load to vary the light output.

The Premiere system consists of a central processor and a comprehensive range of control stations and accessories which makes it the most flexible architectural lighting control system available today. It is used with a variety of dimmers to create a complete architectural lighting system.

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## Manual Organization

This manual provides information on the installation and operating procedures for the Premiere Processor and its control stations in *standard* configurations. Please see your configuration information for information on station operation if your stations are not standard configuration stations. Please see your dimmer manual for information about the particular dimmers in your system. For information on using the Premiere Configuration software, please refer to the Premiere Configuration Software User's Manual (2-450098-010).

This manual contains the chapters shown below, plus an Index.

**Introduction** (chapter 1) - tells you about the organization of this manual, plus definitions and conventions used. Also tells you how to get technical help if necessary

**Operational Features** (chapter 2) - gives an overview of the operational features of this equipment.

**Hardware Description** (chapter 3) - gives an overview of the construction, mechanical and electronic features of this equipment.

**Installation** (chapter 4) - tells you about the installation requirements for the equipment, and how to set it up in various configurations.

**Basic Trouble-shooting** (chapter 5) - tells you how to conduct initial trouble-shooting in case you have problems with the equipment.

**Operation** (chapter 6) - Gives an overview of all standard control stations and how they operate. Also contains a list of commands and command descriptions in case you have non-standard stations.

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## Conventions

The following additional conventions are used in this manual.

- ON** (all capital Times text) shows the the status of a function or switch, as in "Turn the switch ON."
- Live** (normal Times text with first letter capitalized) shows the name of a function or mode of operation, as in Live mode, Group function, or Preview display.
- DINNER** (Arial small caps bold) is used to indicate the actual legend associated with a control or the actual text on an LCD display.
- H/MM/SS/T** Refers to the time format used to specify fade times, hold times, etc., where:
- H = hours digit
  - M = minutes digit
  - S = seconds digit
  - T = tenth seconds digit
- The number of characters of each type indicate the number of digits allowed for the function being discussed. You can use from one to six digits to specify this value. The system scans the input from right to left, so a single digit is assumed to be a tenth second digit, two digits are assumed to be a one second digit and a tenth second digit, etc. Do not include the "/" characters when entering the digits.
- HH/MM/SS** Refers to the time format used to specify clock times. You must include all six digits when specifying times for the astronomical clock. Do not include the "/" characters when entering the digits.
- Press** means to press the indicated pushbutton(s) once each.  
e.g., "Press **SHIFT**  **ROOM** .
- Enter** means to "type" in the required number on the numeric keypad, without any additional actions. e.g., "Enter the room number."
- Set** means to go through the entire procedure indicated. The procedure will be detailed elsewhere in the manual. e.g., "Set the current time."
- Select** means to do all of the steps necessary to select the indicated object. e.g., "Select the room number." When referring to the LCD station this will be in the form "Select **DINNER**" where **DINNER** is in small caps and is the legend currently showing next to the button you must press. When referring to a preset button on a Push-button Control Station this will be in the form "Select a preset ( 1 ) through ( 8 )."

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## Glossary of Terms

The following terms are used in association with Strand Lighting Premiere architectural lighting systems.

- Astronomical Time Clock** The Premiere Processor has an internal clock that keeps track of both time and date for use with automatic events programming. The events can be programmed to occur at a specific time and date, and also at sunset or sunrise. The processor can calculate these varying times throughout the year from knowing the latitude of the installation and the sunrise time entered on the day of installation.
- Cleanup** One of the 128 presets available per room. This preset lets you assign the appropriate lighting channels for cleanup purposes, and automatically fades out after one hour. Channels are assigned to the preset during system configuration.
- Channel** An arbitrary group of one or more dimmers controlled as a fixed group. The allocation of dimmers to channels is called "Patching". System patching is accomplished through the Premiere Configuration Program.
- Configuration Software** Premiere offers the ability to customize pushbuttons and faders on control stations to perform different functions at any time. The configuration software is used to define the number of rooms, channels, stations so that the system meets the requirements of a specific installation. It can also be used to assign any one of over 80 functions to pushbuttons or faders on each control stations.
- Delay Time** The amount of elapsed time from selecting a preset to the beginning of the preset fade. You can set the delay time range for each preset to a value between 0.1 seconds and 9 hours (inclusive) during system configuration or from the 2200 or 2300 control stations. When delay time is set to a value between 0.1 seconds and 30 minutes, it can be set in 0.1 second increments. When delay time is set to a value between 30 minutes and 9 hours, it can be set in 1 minute increments.
- Fade Time** The programmed time for fading from one lighting level to another. You can set the fade time range for each preset to a value between 0.1 seconds to 9 hours (inclusive) during system configuration or from the 2200 or 2300 control stations. When fade time is set to a value between 0.1 seconds and 30 minutes, it can be set in 0.1 second increments. When fade time is set to a value between 30 minutes and 9 hours, it can be set in 1 minute increments.
- Hold Time** The programmed time that presets wait after completion before moving to the next preset. The "next preset" is assigned using the Premiere Configuration software running on an MS-DOS personal computer under Windows 3.0 or later. You can use Hold Time to program a series of automatic fades or loops. Hold times can be set between 0.1 seconds and 9 hours (inclusive).
- Level** The level of an individual channel, expressed as a percentage (i.e., 00-99).



- Preset** A pre-defined arrangement of intensities for a group of channels that is stored in memory for recall when required.
- Template** A set of definitions for the functions of control station buttons. Each control station can have 16 templates, which lets you define 16 completely different functions for each pushbutton and fader. The most common use for multiple templates is to provide additional "pages" of presets.
- Toggle** An alternate action pushbutton.

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## **Technical Assistance**

Premiere architectural lighting products are designed to require a minimum of maintenance and servicing.

- Problems** If equipment fails to operate properly upon installation, or under normal load and temperature conditions, and basic trouble-shooting procedures are not effective, please contact Strand Lighting Field Service at the office serving your area. Strand Lighting will issue a Return Goods Authorization before the return of any defective materials. This allows tracking of returned equipment, and speeds its return to you.

- Technical Questions** For technical questions regarding setup, operation, or maintenance of this equipment, please contact the Strand Lighting Field Service office serving your area.

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

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

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

## Operational Features

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The Premiere lighting system is a custom programmed, microprocessor based controller specifically designed to handle the needs of architectural lighting. It provides a powerful and flexible system for controlling lighting via dimmers in a variety of applications, including residences, businesses, hotels, conference rooms, etc.

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### Central Processor

The central processor can be located in the principal dimmer rack or other centralized location. All wiring to the various control stations originate from this location.

All control functions, including system functions, operation, dimmer intensity information, and supervision are managed by this central processor.

System configuration information and user-programmed information is held in battery backed RAM for up to two years without power to the system.

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### Configuration

Basic system configuration is recorded using a standard MS/PC-DOS compatible computer running the Premiere Configuration software under Windows 3.0 or later, and transferred to the Premiere processor using 3.5" floppy disks. The Premiere Configuration software is available from Strand Lighting as an option to the Premiere system.

Preset information (i.e., lighting levels, fade times, etc.) and Template and Preset event programming can be added to the configuration information by making changes using the Premiere system. These changes can then be stored on disk for backup or for additional modification using the Premiere Configuration software.

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### Control Output

For maximum flexibility, Premiere is designed to operate with a variety of dimming systems, depending on the needs of the installation. The following output protocols are supported by Premiere without the need to modify the processor. All control terminations are onto screwless terminal strips.

- DMX512 for control of up to 512 dimmers or contactors for a single.
- AMX192 for control of up to 384 dimmers or contactors from two separate outputs.

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## Channel & Room Control

- Up to 16 or 64 control stations per system.
- Up to 96 or 128 channels of control.
- Up to 16 or 32 separate rooms.
- Up to 128 preset per room.
- Channels, rooms, presets, and groups are identified by 11 character names, which appear in the Configuration Software and on control stations with LCD displays.
- Programmable fade times between 0.1 seconds and 30 minutes with 0.1 second resolution, or between 30 minutes and 9 hours with 1 second resolution.
- Programmable Hold times let you set up cues which will automatically start the next cue after a specified time. The next cue is specified in the configuration file, and can be modified using the Premiere Configuration software.
- Each room can have two active presets or loops of presets.
- Divisible rooms can be "joined" (each room maintains its own presets and levels) or "linked" (the "master" room drives channels in other rooms to its presets and levels).

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## Control Stations

Control stations provide the input necessary for day to day control of the Premiere system.

- Stations are uniquely addressable for maximum flexibility.
- Each of the controls on all types of control stations can be assigned any standard Premiere function using the optional Premiere Configuration Software.
- Up to 16 templates per control station let you change the functions of the buttons as required.
- Any button can be assigned a keystroke sequence (macro). You can have a total of 800 keystrokes in all of your macros combined. All 800 keystrokes can be used in a single macro if required.

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## Astronomical Clock

An astronomical clock provides automatic timing of events.

- Events can be programmed to happen on a specific date, or for repetitive activation in the following categories:
  - Specific day of the week
  - Weekday (Monday through Friday)
  - Weekend (Saturday & Sunday)
  - Monday through Saturday
  - Every day
- Events can take the form of any assignable command such as CONTROL STATION LOCKOUT, TEMPLATE, CLEANUP, PRESET, MACRO, etc.
- Event times can be set for a specific time of day.
- Event times can be set to happen 1 hour and 59 minutes before or after sunrise or sunset.

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## Macros

Any event can be assigned a keystroke sequence (macro). You can have a total of 800 keystrokes in all of your macros combined. All 800 keystrokes can be used in a single macro if required, or split across macros. Macros can be set up using the Premiere Configuration software.

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## A/V Interface

Several A/V system interface PCBs provides up to 16 additional programmable inputs and/or outputs to the system.

- An A/V input can be assigned any of the available commands such as CONTROL STATION LOCKOUT, TEMPLATE, CLEANUP, PRESET, MACRO, etc.
- Each A/V input can accept momentary or maintained contact closures.
- Inputs on the 2600 A/V Interface can accept analog input signals in the range of 0-5VDC in addition to momentary or maintained contact closures.

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## Off-line Storage

A 720Kb, 3.5" floppy disk drive provides off-line storage of cues and configuration, and lets you transfer data between the configuration computer and the Premiere processor.



## Hardware Description

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The Premiere architectural lighting system includes a variety of processors and control stations to let you configure your system exactly as required for your application.

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### Processors

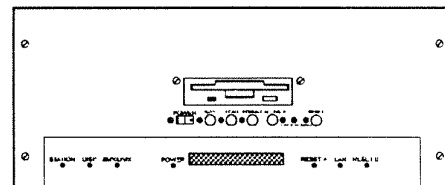
The Premiere processor forms the heart of the Premiere control system. It interprets operator commands received from control stations and provides control signals to the load devices (dimmers or contactors) accordingly.

The processor is housed in a cabinet which contains the system power supply, disk drive, and cable termination area. Connections to the processor module include the control station network cable (C-LAN, or Control Local Area Network). Up to 4 C-LANs can be connected, depending on processor type. Each C-LAN supports up to 16 control stations.

The output signal from the processor to the contactors or dimmers is multiplexed and can be AMX192 or DMX512 protocol depending on the dimmers used. This selection is made with switches on the processor circuit board. A 4-wire (for AMX192) or 5 wire (for DMX512) data cable carries the control signal to the dimmer/contactor rack(s).

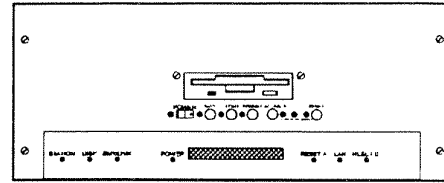
There are two basic processors in the Premiere family. Each of processor can be ordered in a standalone enclosure or in a rack mount configuration for installation in other enclosures.

**2010 Processor** The 2010 processor is ideal for small to medium sized installations. A disk drive on the front of the processor module lets you save current configurations and presets from the system or download new system configuration information recorded using the optional Configuration software on a personal computer. The 2010 processor comes with the following features:



- Up to 96 dimmers or relays.
- Up to 96 channels.
- Up to 128 presets per room.
- One C-LAN (up to 16 control stations).
- Disk drive.
- Astronomical clock

**2020 Processor** The 2020 processor is ideal for medium to large installations. With the built-in disk drive and optional Configuration software running on a personal computer, reconfiguring the system is easy. The 2020 processor comes with the following features:



- Up to 512 dimmers or relays.
- Up to 128 channels.
- Up to 128 presets per room.
- Four C-LANs (up to 64 control stations).
- Disk drive.
- Astronomical clock

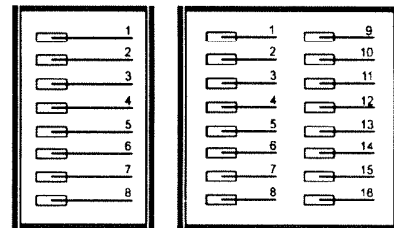
## Control Stations

A variety of control stations are offered for use with the Premiere processor. All control stations offer the following features

- Available in soft white finish.
- Brushed brass or natural anodized finishes are available as custom finishes if required.
- No visible screws or other fasteners.
- Optional custom silkscreening upon request.
- Pushbuttons can be assigned any function using the configuration software.




**Pushbutton Control** The 2100 series pushbutton control stations let you recall previously recorded presets from the station. They include the following features:

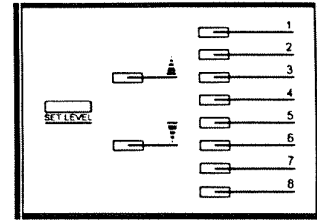
- One to eight or 16 pushbuttons.
- Indicator LEDs in each pushbutton.



## Programmable Presets




The 2208 programmable preset stations let you recall previously recorded presets from the station. In addition, these stations let you adjust the presets and re-record them. They include the following features:

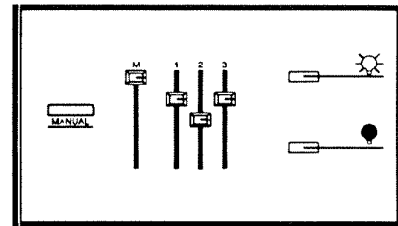
- Eight preset/channel pushbuttons.
- Indicator LEDs in each pushbutton.
-  (RAISE) and  (LOWER) buttons for control of lighting levels.
-  button for putting the station into channel adjust mode and recording preset levels after adjusting.
- Indicator LEDs in each pushbutton.



## Slider with Take Control




The 2300 series slider stations let you control lighting levels manually, and include a take control function. They include the following features:

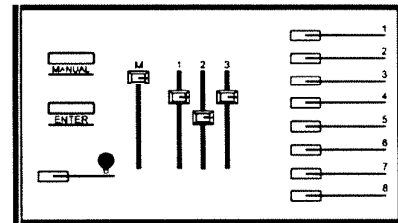
- 3, 6, 9, 12, or 15 sliders.
- Master slider for adjusting overall lighting levels.
-  (ON),  (OFF), and  pushbuttons.
- Indicator LEDs in each pushbutton.



## Slider with Presets

The 2800 series slider stations let you control lighting levels manually or from presets, and let you record the manual levels into presets for later recall. They include the following features:

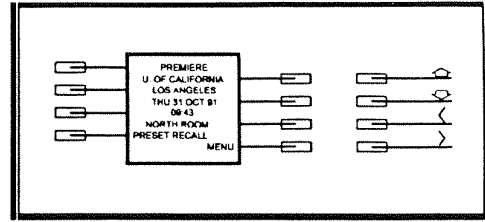
- 3, 6, 9, 12, or 15 sliders.
- Master slider for adjusting overall lighting levels.
-  pushbutton for taking manual control of lights.
- Eight preset pushbuttons.
-  (OFF) pushbutton for blackout.
-  pushbutton to allow recording manual lighting levels into a preset.
- Indicator LEDs in each pushbutton.





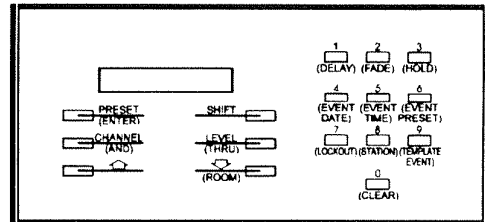
**LCD Display Station** The 2200 LCD Display Station uses an LCD display to provide "softkeys." It includes the following features:

- Eight "softkeys" for menu function selection.
- Four "control" pushbuttons to let you control the LCD station functions.
- Indicator LEDs in each pushbutton.
- LCD display to show softkey functions.

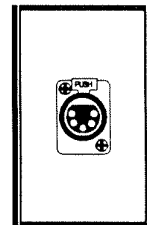


**Command Station** The 2300 Command Station lets you control many of the processor's programmable functions and advanced features. It includes the following features:

- Numeric keypad for easy entry.
- Six function keys with LED indicators.
- Shift pushbutton to allow additional functions.
- 16 character backlit LCD display.

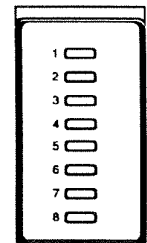


**Smart Jack** The 2500 Smart Jack lets you use portable control stations in a system. It is a single gang faceplate with a 5-pin XLR style female receptacle which can recognize any one type of portable station determined during system configuration.



**Infrared Control Station** The 2108IR Infrared Control Station is an 8 button controller which works with the 2100IR Infrared Receiver to let you control the lights in a room remotely. It includes the following features:

- Can be used from up to 50 feet away from the receiver.
- 8 programmable pushbuttons.



**Infrared Receiver** The 2100IR Infrared Receiver decodes infrared control signals from the 2808IR Infrared Control Station to let you control the lights in a room remotely.

**Audio-Visual (A/V) Interface** The 2600 A/V Interface station lets you input external signals to activate presets, macros, or other control functions. It includes the following features:

- 16 programmable inputs.
- Dedicated input on each C-LAN so it does not take up a station position.
- Can be located with the processor or remotely.
- 0-5VDC analog signal input can be used for functions needing a variable voltage, or can be used with momentary or maintained contact closures.

**Remote Device Interface** The 2610 Remote Device Interface is a C-LAN station that can act as an A/V Interface. It includes the following features:

- 16 programmable inputs that accept momentary or maintained contact closures.
- Output drivers for 16 LEDs.
- Uses one C-LAN station location.

**Relay Driver** The 2620 Relay Driver is a C-LAN station that can act as an A/V Interface. It includes the following features:

- 16 programmable inputs that accept momentary or maintained contact closures.
- Output drivers for 16 LEDs.
- 16 opto-isolated relay driver outputs.
- Uses one C-LAN station location.



## Installation

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### Preparing for Installation

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

#### Environmental Considerations

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

- Ambient Temperature Extremes: 0 to 40°C ambient
- Recommended Operating Temperature: 18 to 25°C
- Relative Humidity: 10-95% non-condensing
- General Conditions: Office level cleanliness

#### Caution



*Typical dimmer racks will dissipate 2% to 8% of their load as heat. If the Premiere processor is being installed in the same room as the dimmer rack you should make sure that this extra heat source is taken into account. Consult your dimmer rack documentation to find out how much heat a particular dimmer rack will dissipate.*

#### Power Requirements

A single phase power source (50 or 60Hz, 10A at 100-120VAC or 5A at 220-240VAC) must be provided to the power supply in the Premiere enclosure. The power supply is preset at the factory for 100VAC, 120VAC, 220VAC, or 230/240VAC. If you have **any** questions about the input voltage rating of your system, please contact the Strand Lighting office from which you purchased the equipment.

#### Warning



*Make sure that the power you are providing to the Premiere power supply is the correct voltage. Applying incorrect power may result in damage to the equipment. Do not install this equipment with power applied. Make sure that incoming power is disconnected before proceeding.*

**Laying Out the System** When you are laying out the conduit runs and locations for the various pieces of equipment, there are a few things that you should keep in mind.

### **Do**

- When using U.S. backboxes, use either a double-gang backbox with a reducer plate or a single gang box that is at least 3.5" (90mm) deep if you are installing any single gang control stations. This lets you have enough slack in the wire to get the station out of the backbox, and enough room in the box for the extra wire when you put the station back in the box.

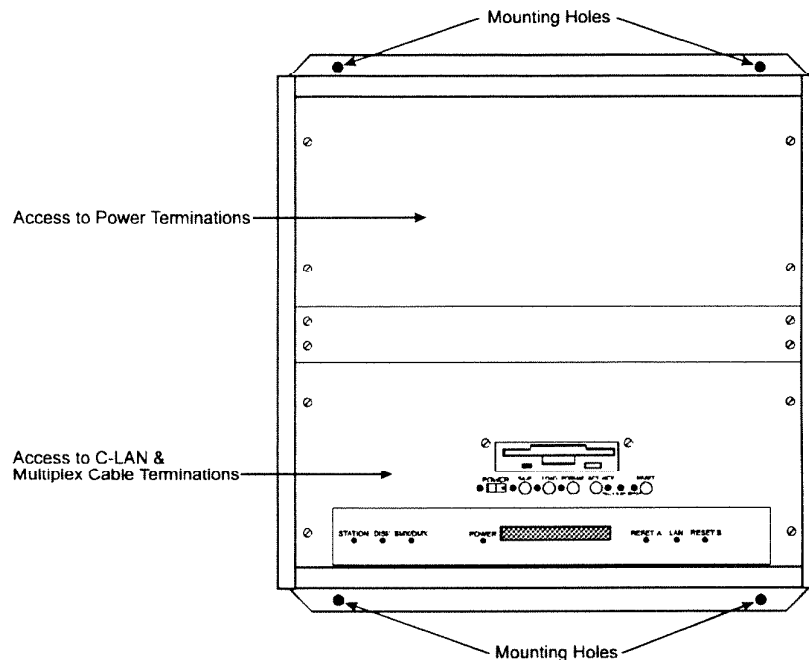
### **Do Not**

- **Do not** run power feed or load wires in the same conduit or wireway as control wiring.
- **Do not** run wiring from other unrelated equipment in the same conduit with Premiere wiring.
- **Do not** use cables other than those specified by Strand Lighting, or run wiring in ways other than shown on the system riser diagram. Premiere systems are designed to be installed in a specific manner.
- **Do not** substitute plastic conduit for metal where conduit is called for. Metal conduit acts as a ground and shield.

## Cabinet Installation

Once you have determined that all required conditions for the installation will be met, you can install and wire the Processor module.

*Earthed wrist straps should be worn during handling and installation of all electronic equipment to prevent damage due to static discharge.*



**Figure 1. Premiere Processor and Cabinet**

### Install Processor Cabinet

You can install the Premiere Processor cabinet on a flat surface using the four mounting holes provided in the support flanges.

*The only access to the Processor cabinet is from the top of the unit. Do not try to cut holes or mount conduit anywhere but through the top.*

### Open Up the Cabinet

In order to cut conduit holes, you must remove the Processor module, disk drive, and upper access panel, and cover the power supplies in the cabinet to ensure that no metal fragments fall into them. Refere to figure 1 for the following sequence.

1. Loosen the Captive screws on the lower front of the Processor module and gently slide the processor out on its guide rails.

## Caution



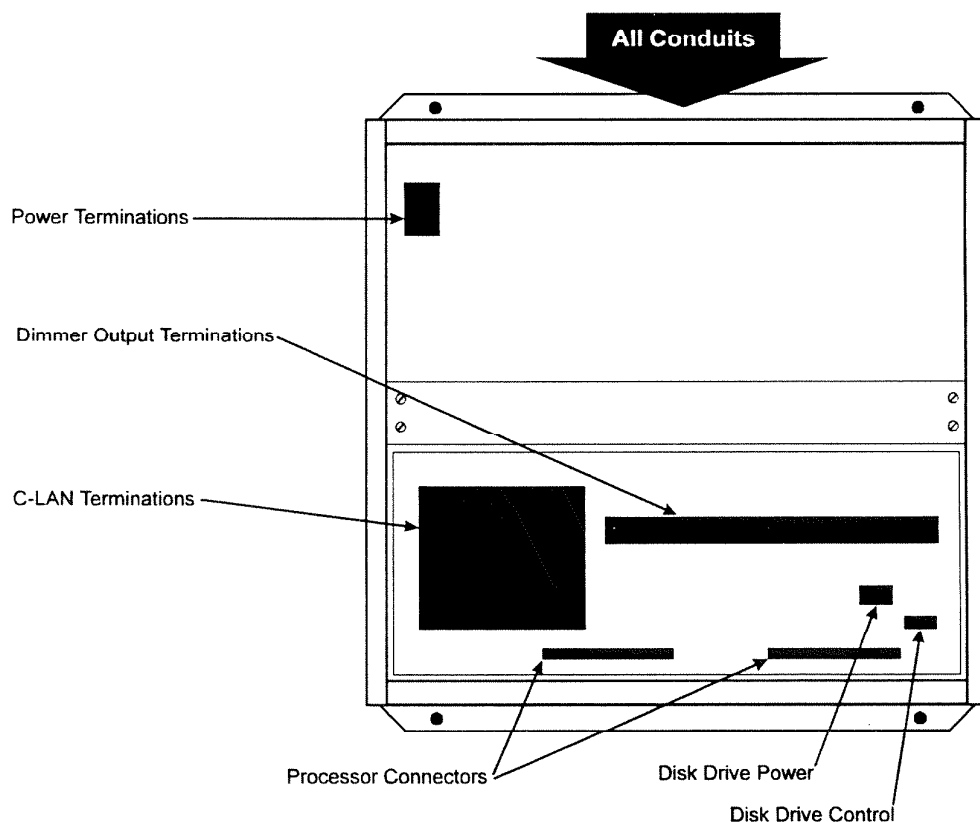
*Do not place the processor on a metal surface as the battery on some older circuit boards could short circuit.*

*Avoid touching the circuit board (hold it by its handles) as the components are static sensitive and you could damage the circuitry.*

2. Carefully remove the four screws holding the lower front panel to the cabinet.

*The disk drive is mounted on this panel, so always remember that the panel will be a bit "back heavy."*

3. Carefully move the disk panel so that you can reach the connector into which the disk drive cable is terminated.
4. Disconnect the disk drive ribbon cable from the cabinet by opening the catches on each end of the connector. Make sure that you note the orientation of this connector for when you reassemble the cabinet.
5. Unplug the disk drive power cable from the cabinet.
6. Remove the upper access panel of the enclosure.
7. Cover all of the power supplies and printed circuit boards that are still left in the cabinet.



**Figure 2. Premiere Cabinet Prepared for Wiring**

**Cut Conduit Holes** Once the cabinet is prepared, you can cut the required access holes for conduit and install the conduit.

**Connect Power** Connect your power feed to the power terminal block in the upper left corner of the cabinet.

The incoming power should be as "clean" as possible, and must include a live and neutral conductor suitably protected by fuse or circuit breaker. Ground should be connected to a known earth ground for maximum protection.

**Connect C-LAN Wiring** Depending on the size of the system, the Premiere processor will support either 16 control stations (2010 processor) or 64 stations (2020 processor). The stations are connected to the processor via a C-LAN (Control Local Area Network).

Each C-LAN can support up to a maximum of 16 control stations and one A/V Interface (cat. #2600). Cable must be connected to the processor in a daisy chain (a single cable "chains" to all stations). The total cable length attached to any single C-LAN cannot exceed 1000 feet (300 meters).

*Only C-LAN 1 is available for use on 2010 processors.*

**Table 1. C-LAN Control Outputs**

Cable: Belden 9773 or equal.					
Max Length: 1000 feet (300m - daisy chained runs only for each C-LAN).					
Connector: Terminal block in processor cabinet and in dimmer rack.					
Term. #	Terminal Label	Signal	Comments	Pairs	Cable Color
4	V +	POWER +	Control Station power +	pair 1	black
1	V -	POWER -	Control Station power -		white
2	LAN +	LAN +	LAN Signal True	pair 2	black
3	LAN -	LAN -	LAN Signal Complement		red
5					
6	SCRN	SCREEN			Screen wire

*If more than one 2200 or 2300 station is connected to a single C-LAN, connect the third twisted pair (black/green) to C-LAN terminals 4 & 1.*

Belden 9773 cable consists of 3 twisted pairs of cable, each pair with its own foil screen and uninsulated conductor (this is in contact with the foil along the length of the cable). The uninsulated conductor must be connected to the terminal marked SCRN, which is connected to earth ground within the processor cabinet.

*The SCRN conductor must not come into contact with any metalwork along the length of the C-LAN.*



**Connect Dimmer Wiring** The Premiere processor has a multiplexed dimmer output. The output can be set to generate AMX192 or DMX512 protocol signals. See under "Setup" later in this chapter for the switch settings necessary to configure the Processor module.

## AMX192 Control Wiring

The three types of connections provided in Strand Lighting equipment for the AMX192 signal are the XLR style connector, the TA4/TY4 Series Mini-SwitchCraft connector, and terminal blocks. Unless otherwise specified, Premiere cabinets use terminal block connections (see table 2 for pin assignments).

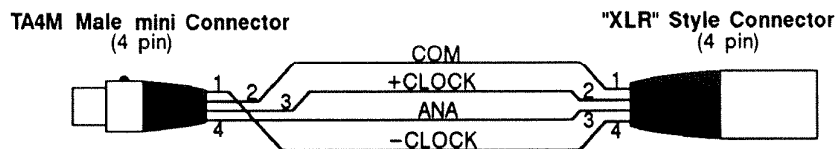
**Table 2. AMX192 Control Outputs**

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

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

*There are two AMX192 inputs. One is labelled "A" and the other is labelled "B." Use only the "A" terminals in systems with 192 AMX192 dimmers or less. Use both the "A" and "B" terminals for AMX192 systems with more than 192 dimmers.*

Interconnection between equipment with different plug types requires an adapter cable. The plugs on this adapter are not connected pin to pin (see figure 3).



**Notes:**

1. Use Belden 8723 Cable.
2. Sex of 'XLR style connector depends on application.
3. Maximum adapter length = 100 feet (30m).

**Figure 3. XLR to TA4 Series Adapter**

Short extensions of the multiplex signal, where TA4/TY4 connectors are used, are made with Belden cable #8723 (2 pairs of shielded 24 gauge wire). Do not use this cable for runs greater than 100 feet. All other runs (in or out of conduit) are made with Belden #9156 (2 pairs of unshielded 18 gauge wire). The maximum allowable distance from the control console to the last dimmer cabinet is 1000 feet.

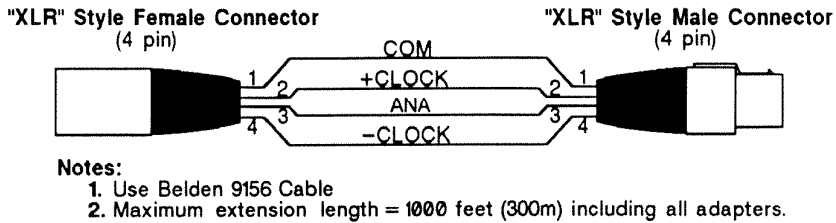


Figure 4. AMX192 Extension Cable

### DMX512 Dimmer Control Wiring

The two types of connections provided in Strand Lighting equipment for DMX512 dimmer control signals are the XLR style connector and terminal blocks. Unless otherwise specified, Premiere cabinets use terminal block connections (see table 4).

Table 3. DMX512 Control Outputs

Cable:	Belden 9829 or equal.				
Max Length:	Standard RS485 electrical characteristics apply, including line driver and receiver characteristics, line loading, and multi-drop configurations.				
Connector:	Terminal Block in Premiere cabinet. Terminal block in dimmer rack.				
XLR Pin #	Terminal Label	DMX Signal	Comments	Pairs	Wire Color
1	D-GND	COMMON	Dimmer Common (shield)	pair 1	shield
2	DATA- OUT	DATA 1-	Dimmer Drive Complement		black
3	DATA+ OUT	DATA 1+	Dimmer Drive True	pair 2	red
4	Not used	DATA 2-	Optional #2 Data Link Complement		black
5	Not used	DATA 2+	Optional #2 Data Link True		white

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

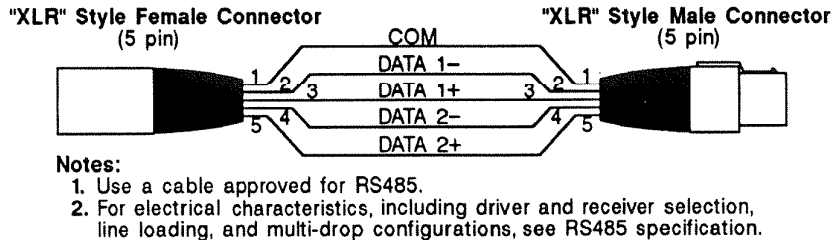


Figure 5. DMX512 Dimmer Control Extension Cable

**Connect Multiplex Input** Premiere has the facility for a DMX console (such as an MX control desk, Light Palette 90, etc.) to be connected to the processor so that both the console and the Premiere lighting system can control the same dimmers.

**Table 4. DMX512 Control Inputs**

Cable:		Belden 9829 or equal.			
Max Length:		Standard RS485 electrical characteristics apply, including line driver and receiver characteristics, line loading, and multi-drop configurations.			
Connector:		"XLR" style connector in control equipment. Terminal Block in Premiere cabinet.			
XLR Pin #	Terminal Label	DMX Signal	Comments	Pairs	Wire Color
1	D-GND	COMMON	Dimmer Common (shield)		shield
2	DATA- OUT	DATA 1-	Dimmer Drive Complement	pair 1	black
3	DATA+ OUT	DATA 1+	Dimmer Drive True		red
4	Not used	DATA 2-	Optional #2 Data Link Complement	pair 2	black
5	Not used	DATA 2+	Optional #2 Data Link True		white

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

## Installing Control Stations

Once you have mounted the cabinet and connected wiring at the cabinet end you can mount and connect the control stations.

- ① Fit the backbox flush with the wall (please consult Strand Lighting for sizes). Make sure it is level so that the station will be level when installed.
- ② Loosen the set screws on the bottom edge of the control station with the included Allen Key and remove the sub plate by swinging its bottom edge away from the station.
- ③ Mount the sub plate to the backbox with the supplied countersunk screws. **Do not** overtighten screws as you may bend the sub plate. **Do not** substitute other types of screws for the supplied screws.
- ④ Set the station address using rotary switch S1 on the back of the control station. Refer to your system drawings for the station address.
- ⑤ Turn the Premiere system OFF and connect the C-LAN cable to the terminal block on the rear of the station (see table 5). Connect an earth ground to the backbox in accordance with current IEE or equivalent European regulations. Earth ground must be kept separate from the C-LAN SCREEN terminal.
- ⑥ Hook the top of the station onto the tabs on the sub plate and swing it down flush with the wall. **Do not force the station.** If the fit seems too tight, make sure you have the correct backbox and have installed the sub plate correctly.

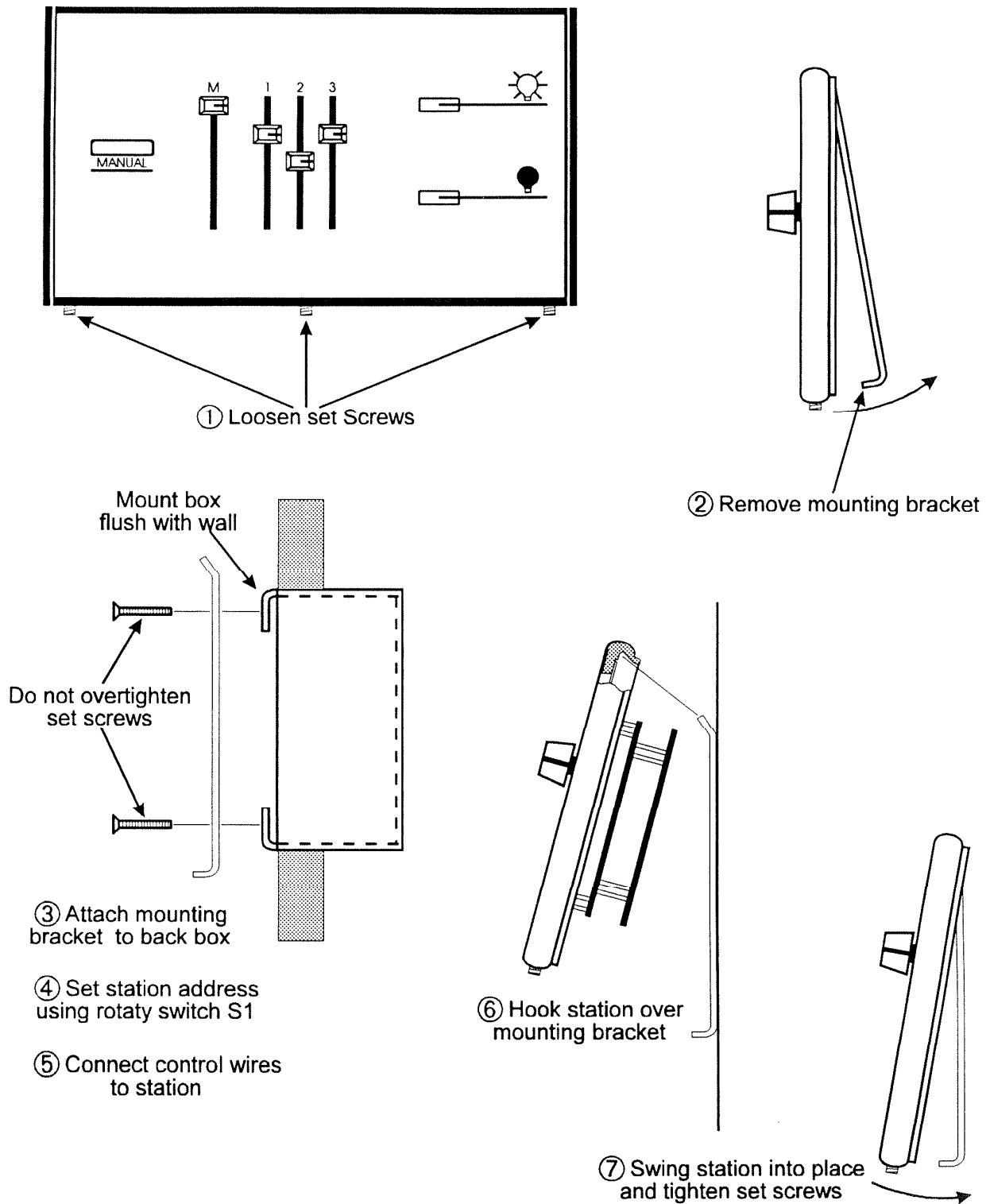
*Make sure that the C-LAN cable does not put undue pressure on the control station printed circuit board or its components.*

- ⑦ Lightly tighten the set screws and store the Allen Key in a safe place.

**Table 5. C-LAN Input to Control Stations**

Cable:		Belden 9773 or equal.			
Max Length:		1000 feet (300m - daisy chained runs only for each C-LAN).			
Connector:		Terminal block in processor cabinet and in dimmer rack.			
Term. #	Terminal Label	Signal	Comments	Pairs	Cable Color
4	V +	POWER +	Control Station power +	pair 1	black
1	V -	POWER -	Control Station power -		white
2	LAN +	LAN +	LAN Signal True	pair 2	black
3	LAN -	LAN -	LAN Signal Complement		red
5					
6	SCRN	SCREEN			Screen wire

*If more than one 2200 or 2300 station is connected to a single C-LAN, connect the third twisted pair (black/green) to C-LAN terminals 4 & 1.*



**Figure 6. Installing a Control Station**

## Reassembling the System


Once all connections have been made, you need to set the processor for the correct type of dimmer output and reassemble the cabinet.

1. Reinstall the disk drive panel in the cabinet, making sure that you replace the ribbon cable in its original orientation.
2. Reinstall the upper access panel of the cabinet to close the cabinet.
3. Set the switches on the processor board as shown in table 6. You must set these switches to match the type of multiplexed output you connected the control wiring to, and to indicate whether or not the Premiere processor will listen to an external DMX console signal.

**Table 6. Premiere Processor Switch Settings**

	SW1	SW2	SW3	SW4
DMX Out	ON	OFF		
AMX192 Out	ON	ON		
Console Input Enabled			ON	OFF
Console Input Disabled			OFF	ON

*"ON" may be marked as "CLOSED" or "1", "OFF" may be marked as "OPEN" or "0" depending on the make of switchpack used in manufacture. If fitted, switches 5-8 should be switched to the OFF position.*

4. Insert the processor module carefully into the cabinet. Press firmly to seat it snugly into its connectors and secure it in place with the two captive screws.
5. Turn the system ON. The system will be fully operational in a few seconds. It will contain the configuration information with which it left the factory.
6. If necessary, load the system configuration using the disk drive. After loading is complete, press  on the processor module.



## Basic Trouble-shooting

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Premiere is designed to provide reliable operation when installed properly. However, if you should encounter problems, you should check the following before calling Strand Lighting.






### Power is ON but front panel indicators do not illuminate

1. Turn power OFF and make sure that the processor is properly seated on its guide rails and secure with the two locking screws.
2. Turn power OFF and check the fuse mounted on the left side of the cabinet just below the upper access panel.

### The Processor module seems operational but one or more control stations do not respond and their indicators are OFF.

1. Turn power to the processor OFF and remove the processor and disk drive. Make sure that all of your C-LAN connections are secure and wired correctly.
2. Remove the offending control station(s) and make sure that their C-LAN connections are secure and wired correctly.

### Control Stations have at least one indicator illuminated, but will not respond to button operations.

1. Make sure that  on the processor front panel illuminates when you press a button. If not, press .
2. If  does not solve the problem, turn the processor power OFF for 4-5 seconds and then back ON. Then press  again.
3. Make sure that the offending control stations have their addresses set correctly.
4. If stations are still not functional, reload the configuration file and press .

### Control Stations and Processor appear functional but the system will not control lights.

1. Check the details of the configuration to see if there is an operational reason that the lights are not under control, such as:
  - Presets have channel levels recorded at 00.
  - Dimmer patch does not match settings at the dimmers (e.g., demux card addresses, etc.)



2. Make sure that SW1 and SW2 on the Processor PCB are set according to the multiplex protocol required for the installed dimmers.
3. Refer to the instructions for your dimmers to make sure all settings at the dimmer end are correct.

**The Processor does not seem to be responding correctly to a newly recorded configuration.**

Reload the configuration. While the configuration is loading, see how the Control Stations are responding.

- The control stations should not respond to any button operation.
- With a 2010 processor the control stations will flash about every 4 seconds during a transfer.
- The green LAN LED on the front of the processor will go OFF while you are loading from or saving to disk.

If control stations are not reacting as above and the disk drive seems to be functioning normally, turn power to the Processor OFF, remove the processor and disk drive, and reverse the disk drive data cable where it plugs into the motherboard.

**All Control Stations seem functional but the disk drive is not working.**

1. Turn power to the processor OFF, remove the disk drive, and make sure that the drive power connector is plugged in.
2. Turn power to the Processor OFF and check the disk drive fuse located on the right side of the motherboard near the transformer.

**The DMX console connected to the Processor is not controlling lights.**

1. Make sure that the console is set to output a DMX signal.
2. Check your configuration information and make sure that there is a button assigned to be "Console Input" within the area you wish to control. Make sure that this button is selected.
3. Turn the Processor power OFF and remove the Processor module. Make sure that SW3 is ON or CLOSED and that SW4 is OFF or OPEN.
4. Turn power to the Processor OFF and remove the disk drive. Make sure that the multiplex cable from the console is connected correctly.
5. Check to make sure that you have continuity and no shorts in the wiring between the console and the Premiere cabinet.

## Operation

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This section shows the operation of standard Premiere stations and controls. It is organized logically from the simplest controls to the most complicated. Blank pages are inserted so that the instructions for each station start on an odd page, and you can remove and copy instructions for individual stations as required.

*Each of the controls on all types of control stations can be assigned any standard Premiere function using the optionally available Premiere Configuration software. If you have stations that have been customized in this manner, you should check your configuration information to see how they function.*

Processor Cabinet .....	30
Push-button Control Stations (2100 Series) .....	43
Programmable Preset Stations (2208) .....	45
Slider Control Stations (2300 Series) .....	47
Programmable Slider Station (2800 series) .....	49
Infrared Control Station (2108IR) .....	51
Infrared Receiver (2100IR) .....	51
Command Station (2300) .....	53
LCD Display Station (2200) .....	69
Smart Jack .....	75
Audio Visual Interface (2600) .....	75
Remote Device Interface (2610) .....	76
Relay Driver (2620) .....	76
Combining Rooms .....	77

## Processor Cabinet

The Processor Cabinet contains the Premiere Processor Module, the Disk Drive, and terminal blocks for control and power connection.

### Processor Module

The Premiere Processor forms the heart of the control system. It interprets the operators commands recieved from the control stations and provides control signals to the load devices or dimmers accordingly.

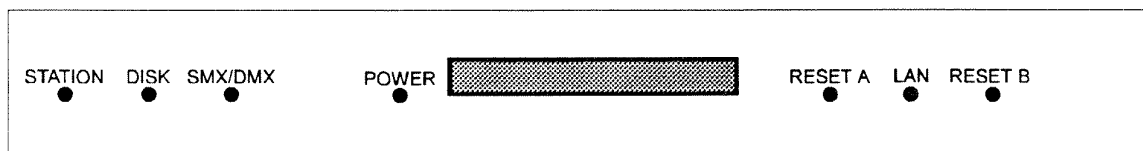














Figure 7. Premiere Processor Indicators

Indicators on the front panel of the processor can provide a useful guide to system status.

-  STATION Flashes once whenever a station push-button is pressed.
-  DISK Illuminates during disk transfers.
-  SMX/DMX Flickers to indicate that the DMX input is present.
-  POWER Illuminates when the power supply is ON and functional.
-  RESET A Turns preset #128 ON in all rooms. This function uses the current preset and patch, and will not turn the desired circuits ON if the data is corrupted. Clears the configuration if pressed and held while you press  RESET B.
-  RESET B  RESET A Reloads the configuration EPROM data if your system has an EPROM. If you have an older system without a disk drive and do not know whether or not you have a configuration EPROM, do not use this command. The correct sequence for this command is:
  1. Press and hold  RESET A
  2. Press and hold  RESET B
  3. Release  RESET B
  4. Release  RESET A

### Caution

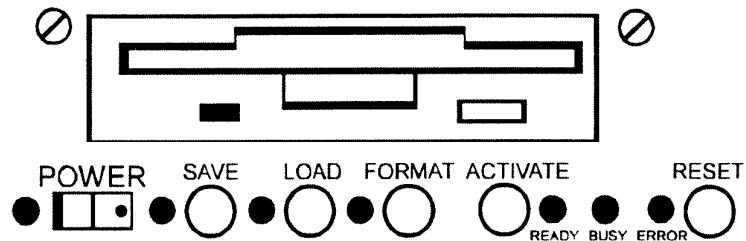


*This control will clear all of your configuration unless you have a configuration EPROM. Not all systems are equipped with a configuration EPROM. Do not use this control unless instructed to by Strand Lighting personnel.*

● LAN Flickers if LAN's are communicating (2020 processor) or ON if LAN's are communicating (2010 processor).

● RESET B Resets the processor only. This button alone will not clear or reload your configuration.

**Disk Drive** The disk drive lets you load a configuration file created on a personal computer, or save a configuration file from the Premiere Processor.



**Figure 8. Disk Drive and Controls**

POWER Turns power to the disk drive ON or OFF.

● SAVE Lets you save configuration information to disk.

● LOAD Lets you load configuration information from a disk into the processor.

● FORMAT Lets you format a disk so that you can save information to it.



*If you format diskettes on a Personal Computer you must format them as 720Kb disks. Premiere will not write to diskettes formatted for 1.4Mb.*

● ACTIVATE Activates the disk drive functions. This button must be pressed within three seconds after pressing ● SAVE, ● LOAD, or ● FORMAT.

● READY Illuminates when the disk drive is ON, there is a disk in the drive, and it is ready for a command.


● BUSY Illuminates when the disk drive is transferring data or formatting a disk.


● ERROR Illuminates when there is a disk error during disk drive operation. If an error occurs during a disk transfer, make sure that the disk is the correct type, has been formatted, and is not write protected. If no problems are found, you probably have bad sectors on the disk. Throw it away and use another disk. You must reset the disk drive after an error.







● RESET Lets you reset the disk drive after a disk error.

## Loading a Configuration


You can use the disk drive to load a configuration into the Premiere Processor. Loading configuration information takes about 3 minutes, during which the Premiere system is inoperative.



**Turn ON** the disk drive with  POWER.

**Insert** the disk (label side up, metal slide first).  should illuminate.

**Press**  . If you do not press  within three seconds the LOAD command is cancelled. If successful,  illuminates in place of . Once the transfer is complete,  will come back ON.



**Remove** the disk by pressing the button on the front of the disk drive.

**Turn OFF** the disk drive with  POWER.

*If  illuminates during a transfer, press  and check that the disk contains the Premiere configuration file. The file is called FILE1.E3.*


### Warning










*Never press  while  is ON. Never turn the disk drive ON or OFF with a disk in the drive.*

**Formatting a Disk** You must format disks before you can use them to save system configuration data.


*Formatting a disk takes about 3 minutes, during which the Premiere system is inoperative.*



**Turn ON** the disk drive with  POWER.

**Insert** the disk to format (label side up, metal slide first).  should illuminate.

**Press**  . If you do not press  within three seconds the FORMAT command is cancelled. If successful,  illuminates in place of . When formatting is complete,  will come back ON. The disk will now accept configuration information.

**Remove** the disk by pressing the button on the front of the disk drive.

**Turn OFF** the disk drive with  POWER.

*If  illuminates during formatting, press . The disk may not be the correct type, or it is write protected.*

## Saving the System Configuration


You can save the system configuration directly from the Premiere processor to disk if required.


*Saving configuration information takes about 3 minutes, during which the Premiere system is inoperative.*







### Caution




*Saving the configuration to disk will overwrite any file named FILE1.E3 on the disk. If you wish to save your original configuration as well as the new configuration, use a blank disk.*



**Turn ON** the disk drive with  POWER.

**Insert** a formatted disk (label side up, metal slide first).  should illuminate.

**Press**  . If you do not press  within three seconds the SAVE command is cancelled. If successful,  illuminates in place of . Saving configuration information takes about 3 minutes, after which  will come back ON.

**Remove** the disk by pressing the button on the front of the disk drive.

**Turn OFF** the disk drive with  POWER.

*If  illuminates during a transfer, press . The disk may not be the correct type, may not be formatted, or may be write protected.*

*You can verify that the configuration has been saved on the disk as FILE1.E3 using a personal computer.*

## Configuration Information

Premiere requires certain information to let it operate according to requirements which are specific to your application.

Some of this information can be recorded from the control stations or can be pre-recorded using the Premiere Configuration software running on a personal computer. This information includes:

- Preset lighting levels
- Fade, Hold, and Delay times
- Automatic events, etc.

Other configuration data can only be recorded using the optional Premiere Configuration software. This information is usually recorded initially at the factory, and includes:

- The number and type of control stations
- The number of rooms
- The number of channels in each room
- The number and patching of the dimmers
- Control station templates

The Premiere configuration software runs on an MS/PC-DOS compatible personal computer under Microsoft Windows (ver. 3.0 or later). Once you have recorded a configuration file you can transfer it to the Premiere system using the disk drive.

You can also record the configuration from the Premiere processor (including any changes made using Premiere) to disk for library storage or for modification of the current configuration using the Premiere Configuration software.

You should always keep a copy of the current configuration on disk so that it can be reloaded if you have any problems with the system or with people tampering with the setup.

*Premiere has a battery **and** a super capacitor to maintain its memory contents when the main supply is turned off. Normally you should not need to re-load the configuration even when the system has been turned off for some time.*

*However, some configuration data (such as preset levels, fade times, etc.) can be changed from Control Stations. If you reload the configuration disk you will lose any changes you made since the disk was last loaded into the system.*

**Commands** The descriptions of stations included in this chapter are for the standard station configuration. However, there are over 80 Premiere commands that can be assigned to station buttons or to events using the Premiere Configuration software, thus changing the station functionality. Commands are listed alphabetically. Where command codes are optional or required, they are listed below the main command entry.

Many of the functions mention operating in the second fader. The Premiere processor is structured similarly to many control consoles. The presets are played back on one of two faders. This means that each room can have two presets active at the same time. Presets assigned to the same fader replace one another as each new preset is called. Presets on different faders do not replace each other.

*"Off" affects only fader A. If there are presets on both faders, only the preset on fader A goes off.*

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

**0-9** Numeric entry buttons used on the 2300 Command Station for selected rooms, stations, presets, channels, levels, etc.

**And** Used for grouping channels on the 2300 Command Station.

**Bypass** Takes all channels to their assigned bypass level (Panic). Normal operation is restored with the Reset key. Channels are assigned to the Bypass function during system configuration.

**Channel** Selects a channel within the room currently addressed by the control station. The command code represents the channel number. In the case of the 2300 Command station, the command code should be set to 1 as the required channel number is entered on the 0-9 keypad.

**Channel 2200** Lets you display channel information in a format compatible with the 2200 LCD Display Station. The command code is the channel number to be displayed, and is usually set between 1 and 6. Additional channel data is accessed by using "Page+" and Page-."


**Channel Ramp** Lets you hold a button with the intensity of a channel moving from the beginning intensity to FULL, then ramping back to ZERO. When you release the button the channel will remain at the released level. You can then use the "Channel Ramp" button to toggle the channel instantly between OFF and the new level. The command code represents the local channel number in the room currently being addressed.



- Cleanup** One of 128 presets available per room (the default is preset #126). This lets you assign lighting channels for use during room cleanup. The Cleanup preset automatically fades out after a programmable delay.
- Clear** Used to clear an incorrect entry or cancel an incorrect command on the 2300 or 2200 stations.
- Console Input** Activates the Console Input facility within the room currently addressed by the control station.
- Local channels can be set to "Pile-On" or "Replace" one of the first 128 dimmer channels on the console dimmer signal. This assignment is made in the "Channel Info" window of the Configuration Software.
- This button has a toggle action. The first time it is pressed, the "Console Input" is activated. The second time it is pressed the "Console Input" is deactivated.
- The command code should be set to 1.
- Date Set** Lets you set the current system date.
- Dec** Decrements the ones digit in a number entry field on a 2200 station. The digit underlined by a flashing cursor will scroll from 9-0 repetitively while the button is pressed.
- Delay Time** When accessing presets, the amount of elapsed time between selection of a preset and the start of the actual fade. The delay time range is from 0.1 seconds to 8 hours 59 minutes. Between 0.1 seconds and 30 minutes you can set the delay time in 0.1 second increments. Between 30 minutes and 8 hours 59 minutes you can set the delay time in 1 minute increments.
- Enter 2300** Lets you record the current room lighting levels from a 2300 station.
- Event Clear** Clears the selected clock event on the 2300 Command station.
- Event Date** Lets you work on the 2300 station with the astronomical time clock and program a date for events which will be controlled by the clock. Dates are in MM/DD format.
- Event Lockout** Provides the ability to enable or disable clock events from a station pushbutton directly, or via a Macro.
- The command codes for direct operation are:
- 1 to 32 Enable/Disable events in a specified room.
- The command codes for macro use (where the required room is identified within the Macro) are:
- 254 Disable events in this room  
 255 Enable events in this room  
 256 Toggle clock events in this room

<b>Event Lockout Maintained</b>	As "Events Lockout" but operation from a key switch or other maintained contact. Command code options are as follows <ul style="list-style-type: none"> <li>1 to 32 Enable/Disable events in specified room</li> <li>255 Enable/Disable events in all rooms</li> <li>256 Enable/Disable events in this room (i.e. the room currently being addressed by the local control station)</li> </ul>
<b>Event Lockout 2300</b>	Provides the ability to enable or disable events within selected rooms using the 2300 Command station.
<b>Event Page 2</b>	Displays the second page of clock information on a 2300 station.
<b>Event Preset</b>	Digits keyed into the 2300 Command station in the range of 1-128 are entered as "Event Preset."
<b>Event Template</b>	Lets you record a template event.
<b>Event Time</b>	Lets you work on the 2300 station with the astronomical time clock and program events which will be controlled by the clock. Times are in HH/MM format.
<b>Exit</b>	The Exit function lets you press a button and have the lights fade out after a programmed interval. Exit fade and delay times are programmable on a room by room basis in the configuration software.
<b>Fade Time</b>	The programmed time for fading from one lighting level to another. The fade time range is from 0.1 seconds to 8 hours 59 minutes. Between 0.1 seconds and 30 minutes you can set the fade time in 0.1 second increments. Between 30 minutes and 8 hours 59 minutes you can set the fade time in 1 minute increments.
<b>Full</b>	Recalls the ON preset with a fade time of zero..
<b>Go</b>	Lets you step to the "next" preset. The next preset for this command is taken from the preset link field of the current preset. This command only steps to the next preset. It does not start the program loop.
<b>Group On</b>	Lets you turn the channels assigned to one of 16 groups ON. The group number is determined by the command code. Channels are assigned to groups during system configuration.
<b>Group Off</b>	Lets you turn the channels assigned to one of 16 groups OFF. The group number is determined by the command code. Channels are assigned to groups during system configuration.
<b>Hold Room</b>	Prohibits any changes to the lighting control in a room.

<b>Hold Time</b>	The programmed time that a preset will wait after it is completed and before moving to the next preset. Hold times can be used to create a series of automatic changes, or loops in lighting sequences. The hold time range is from 0.1 seconds to 8 hours 59 minutes. Between 0.1 seconds and 30 minutes you can set the hold time in 0.1 second increments. Between 30 minutes and 8 hours 59 minutes you can set the hold time in 1 minute increments.								
<b>Inc</b>	Increments the ones digit in a number entry field on a 2200 station. The digit underlined by a flashing cursor will scroll from 0-9 repetitively while the button is pressed.								
<b>Inhibit</b>	Turns all lights assigned to the function OFF. Use Reset to restore lights.								
<b>Latitude</b>	Lets you enter the latitude for sunrise/sunset calculations. The current latitude setting is displayed if no numbers have been entered.								
<b>Level</b>	Terminates a level entry.								
<b>Link Interlock</b>	<p>This command is required for room combinations. The button assigned as "Link Interlock" must be pressed and held while "Link Room" buttons are selected to identify the rooms to be combined. On release, the rooms combine. When rooms are combined manually, using the above sequence, no command code is required, however when using Macros the following command codes are used:</p> <table> <tr> <td>129</td><td>Begin Link Interlock on key press</td></tr> <tr> <td>130</td><td>End Link Interlock on key press</td></tr> <tr> <td>131</td><td>Begin Link Interlock on key release</td></tr> <tr> <td>132</td><td>End Link Interlock on key release</td></tr> </table>	129	Begin Link Interlock on key press	130	End Link Interlock on key press	131	Begin Link Interlock on key release	132	End Link Interlock on key release
129	Begin Link Interlock on key press								
130	End Link Interlock on key press								
131	Begin Link Interlock on key release								
132	End Link Interlock on key release								
<b>Link Room</b>	Used with Link Interlock to specify the room to link. The command code is the room number.								
<b>Lockout</b>	<p>Locks out the local station with a toggle action in one of three ways depending on the command code used as follows:</p> <ol style="list-style-type: none"> <li>1. Total Lockout</li> <li>2. All other station in room locked</li> <li>3. Record Lockout</li> </ol> <p>On the 2300, the "Lockout" command code should be set to 1 as the required lockout number is entered on the 0-9 keypad following selection of the "Station Number".</p>								
<b>Lockout Maintained</b>	A lockout function which requires a maintained closure contact such as a keyswitch.								
<b>Lower</b>	<p>When a preset is selected, fades all channels in the preset towards OFF while the button is held.</p> <p>When a channel is selected, fades the level of that channel towards OFF.</p>								

<b>Macro 1-256</b>	Lets you select a macro between 1 and 256 (inclusive). The command code is the macro number.
<b>Macro 257-512</b>	Lets you select a macro between 257 and 512 (inclusive). The command code is the macro number minus 256.
<b>Macro 513-768</b>	Lets you select a macro between 513 and 768 (inclusive). The command code is the macro number minus 512.
<b>Macro 769-800</b>	Lets you select a macro between 769 and 800 (inclusive). The command code is the macro number minus 768.
<b>Manual</b>	Lets you take manual control at a programmable fade rate control station.
<b>Menu 2200</b>	Lets you display a number of standard items on a 2200 LCD Display Station. The command codes determine the item to be displayed. <ol style="list-style-type: none"> <li>1. "PREMIERE"</li> <li>2. Job name</li> <li>3. Job location</li> <li>4. Todays date</li> <li>5. Current time</li> <li>6. Room name</li> <li>7. Entry field. The  button must be assigned the "Number Shift" function if you use this display.</li> </ol>
<b>N/A</b>	Not assigned.
<b>Non-Dim</b>	A push-button which lets you toggle a channel ON or OFF. The command code is the channel number. Non-dims can be programmed on Fader B by adding 128 to the command code.
<b>Non-Dim Maintained</b>	A push-button which turns a channel ON when pressed and OFF when released. The command code is the channel number. Non-dims can be programmed on Fader B by adding 128 to the command code.
<b>Number Shift</b>	Shifts the number in the Entry field of a 2200 station (see <i>Menu 2200</i> above) over one digit, leaving a ZERO in the right most digit.
<b>Off</b>	One of the 128 presets per room (the default is preset #127) which is assigned to the Off function. Usually this turns lights OFF, although in certain cases, some lights may be left at a low level for safety or security. A fade to OFF always starts immediately. If the command code is 256, the LED associated with this command will be ON all of the time, providing a "night light." For all other command codes, the LED is illuminated only when the OFF preset is active.
<b>On</b>	One of the 128 presets per room (the default is preset #128). Brings the lights to a predetermined level. A fade to ON always starts immediately. If the command code is 256, the LED associated with this command will be ON all of the time, providing a "night light." For all other command codes, the LED is illuminated only when the ON preset is active.

<b>Out</b>	Lights go to OFF in a programmable fade time.
<b>Page</b>	Scrolls through station templates. Pressing "Page" loads the next template in numerical sequence onto the local control station.
<b>Page+</b>	Loads the next set of channels or presets into the 2200 control station.
<b>Page-</b>	Loads the previous set of channels or presets into the 2200 control station.
<b>Preset</b>	A pre-defined lighting setup. Presets store lighting intensities, fade time, hold time, and delay time in memory for later recall. The command code is the preset number. Adding 128 to the preset number puts the preset onto the second fade processor. If you input any number larger than 256, the system will subtract 256 from the number enough times to make it less than 256.
<b>Preset 2300</b>	Lets you display presets in a manner compatible with the 2200 LCD Display Station. This function does not use a command code. The user must enter the preset number and then select this button.
<b>Preset Ramp</b>	Lets you hold a button with the intensity of lights moving from the beginning intensity to FULL, then ramping back to ZERO. When you release the button the lights will remain at the released level. This button can then be used to toggle lighting levels between the new level and OFF. The command code is the preset number. Adding 128 to the preset number puts the preset onto the second fade processor. If you input any number larger than 256, the system will subtract 256 from the number enough times to make it less than 256.
<b>Preset Toggle</b>	Acts as an ON/OFF button for a preset. Pressing the button once turns the preset ON. Pressing it again turns the preset OFF. The command code is the preset number. Adding 128 to the preset number puts the preset onto the second fade processor. If you input any number larger than 256, the system will subtract 256 from the number enough times to make it less than 256.
<b>Raise</b>	When a preset is selected, fades all channels with levels above ZERO towards FULL while the button is pressed.  When a channel is selected, fades the channel towards FULL while the button is pressed.
<b>Record Blind</b>	Lets you record a preset without seeing the changes you have made.
<b>Record Look</b>	Lets you record the lighting levels currently in the room.
<b>Record Look 2300</b>	Lets you record the lighting levels currently in the room on the 2300 station. No command code is required, since the preset number is entered from the numeric keypad.
<b>Record One-Button</b>	Used specifically on the 2208 station, this command performs two functions. The first is a record action recording the current lighting levels into the previously selected preset. The second is to change the station template to template 1 (this reverts the station back to preset recall mode from channel mode in which channel levels have been adjusted)

**Reset** Restores the system from the Bypass or Inhibit functions.

**Room** Lets you address different rooms from a master control station.

**Shift** Lets you access another template in the 2300 station without changing the room number. The command code is the template number.

**Shift 2200** Labels the text line on a 2200 LCD Display station and determines which template the button will select. The command code is the sum of the label value and the template number minus 1. Label values are:

0	"PRESET RECALL"
16	"MENU"
32	"CHANNEL MENU"
48	"RECORD MENU"

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

**Station** Lets you enter a station number between 1 and 64 (inclusive) on the 2300 station.

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

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

**Station Lockout** Used within Macros to lockout one control station from another. The command code determines whether a momentary (i.e. toggle action such as a pushbutton), or a maintained (latching such as a key switch) action is being used to implement the lockout. The station number is defined within the Macro, followed by the 'Station Lockout' command with one of the following command codes:

Maintained:

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

Momentary:

129	Total Lockout (Control Surface Lockout)
130	All other stations in room locked (Remote Lockout)
131	Record Lockout
132	Partial Record Lockout

**Sunrise Enter** Lets you enter today's sunrise time.

**Template** Lets you have up to 16 different sets of functions using the same controls on a control station. Each template can be accessed by using a button or can be changed by the astronomical time clock. The command code is the template number.

**Template 2300** Lets you change a template on another station from a 2300 station.

**Template LED** Lets you have up to 16 different sets of functions using the same controls on a control station. Each template can be accessed by using a button or can be changed by the astronomical time clock. The LED tracks the template you are in.

**Thru** Lets you group numbers together to facilitate programming on the 2300 station.

**Time Set** Lets you set the current system time.

## Push-button Control Stations (2100 Series)

The 2100 series Push-button Control Stations are single or two gang stations with 1 to 8 or 16 pushbuttons.

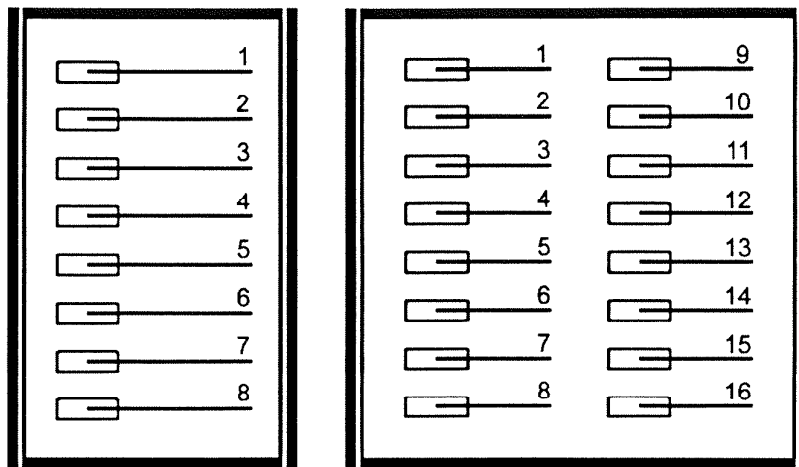




Figure 9. Push-button Control Station

Standard 2100 stations are configured to recall presets in a particular room. For convenience, they are usually mounted in the room they control so that the operator can view the lighting scenes that are being recalled.

When rooms are combined for a large function in a multifunction suite, all of the control stations will recall presets within the combined area. (Refer to the section on Room Combination).

Although each room has 128 possible presets, Push-button Control Stations are usually configured to recall one preset for each push-button on the station.

**Select a Preset** To select a preset, push a preset button (<sup>1</sup> through <sup>8</sup>).

*The standard functions offered on these stations make them either entrance stations or preset recall stations. Each station may be reconfigured to meet the customers requirements for the project using the Premiere Configuration Software.*





## Programmable Preset Stations (2208)

The 2208 Programmable Preset Station lets you select one of eight presets and adjust it as required. You can record the adjusted levels back into the same preset.

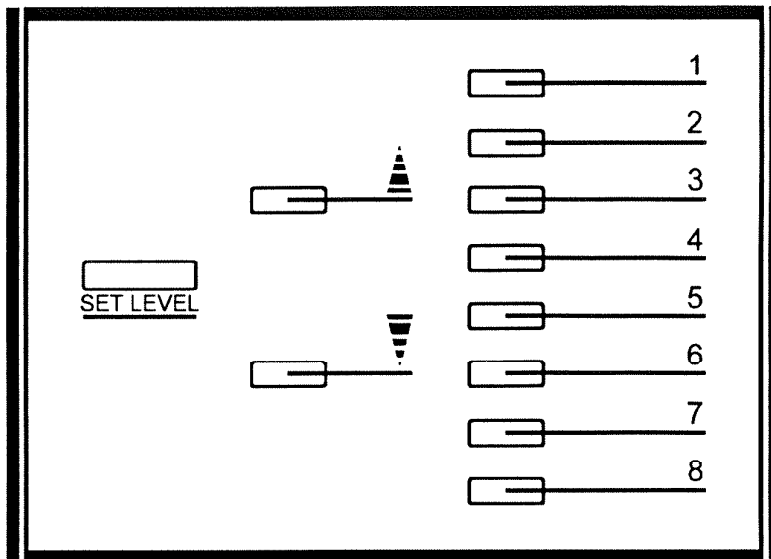










Figure 10. Programmable Preset Station



The 2208 has 8 scenes of preset,  (raise) and  (lower) buttons and a SET LEVEL button.












**Recall a Preset** You can recall a preset that is assigned to a preset button by pressing the appropriate button ( through .

**Raise or Lower Preset Levels** You can proportionally raise or lower the lighting levels in the room once you have selected a preset by using  or  to raise or lower all of the lights in the preset proportionally. This does not rerecord the selected preset. Press  and  at the same time to return lighting levels to the original preset settings.




**Record New Channel Levels** You can record completely new channel levels for the selected preset if required.

**Press** a preset button ( through ) to select the preset to modify.

**Press** SET LEVEL to switch the buttons to channel select mode. The preset buttons ( through ) change to channel buttons.

- Press** a channel button ( through ) to select the channel to modify. You can press additional buttons to select more than one channel to modify. Once a channel is selected, you must press another button (e.g.,  or ) to release the channel from control. You can then select a new series of channels.
- Press**  or  until the lights reach the desired level. The  LED is ON when the channel is above its original level. The  LED is ON when the channel is below its original level. You can press  and  at the same time to reset the channel to its original level.
- Repeat** the previous two steps until all channels are modified as required.
- Press**  to switch the buttons back to preset select mode and record the changes.

## Slider Control Stations (2300 Series)

The 2300 series control stations are manual slider stations. These stations are available with up to 15 channels of control. For more than 15 channels, consult the factory. A  button and  (ON) and  (OFF) buttons are standard on these stations.

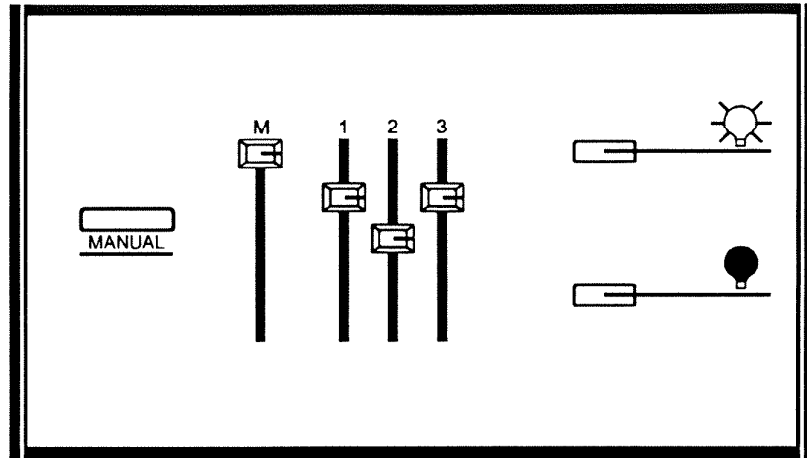




Figure 11. Slider Control Station

*Buttons and sliders on this station can be reconfigured using the optional Premiere Configuration software. If your system has been reconfigured, please consult your system setup to see what function has been assigned to each button*


*Depending on the configuration, each slider may control more than one dimmer.*


### Set Levels Manually

**Press**  to take control of the sliders. The  LED will illuminate to let you know that you have control. Lights will fade from their current level to the levels set on the faders. The fade time for this is preset using the optional Premiere Configuration software. While the fade is in progress, moving the faders will have no effect. Once the fade is complete, the lights will jump to the fader levels if you modified them during the fade. The fade time can be set to zero in the Configuration software, in which case the button acts as a standard "Take Control" button.

**Set** the Proportional Master Slider to FULL by sliding it to the top.

**Set** each channel to the desired selection by moving its slider up or down.


**Press**  to turn the station full ON.

**Press**  to turn the station full OFF.

## Release control

To release control from manual mode, press **MANUAL** again. The lights will either fade to the last preset used or to blackout depending on settings in your system setup.

## Programmable Slider Station (2800 series)

The 2800 series Programmable slider stations let you manually control lighting levels if required, and record those lighting levels on 8 preset pushbttons. Each Programmable Preset station also has an  (OFF) button and up to 15 faders and and Master fader.

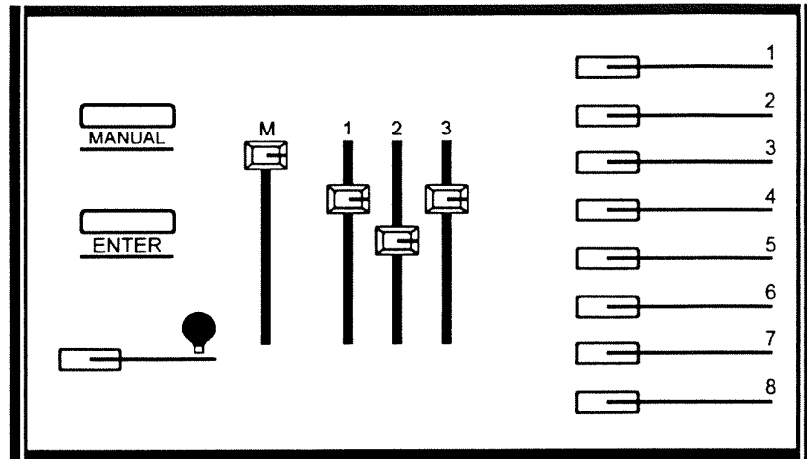


Figure 12. Programmable Slider Station

*Buttons and sliders on this station can be reconfigured using the optional Premiere Configuration software. If your system has been reconfigured, please consult your system setup to see what function has been assigned to each button*

*Depending on the configuration, each slider may control more than one dimmer.*

 **MANUAL**

Lets you activate the sliders.

 **ENTER**

Lets you activate Record Mode to record slider levels into a preset.



 **1 through 8**

Let you select a preset for the room, or record to that preset.





Lets you turn all of the lights OFF.

### Recall a Preset

**Press** a preset button ( **1** through  **8**) to recall a previously recorded preset. Lights will fade from current levels to the levels in the newly selected preset in the recorded Fade time.

### Set Levels Manually


**Press**  to put the station into Manual mode. The  **MANUAL** LED will illuminate to let you know that you have control. Lights will fade from their current level to the levels set on the faders. The fade time for this is preset

using the optional Premiere Configuration software. While the fade is in progress, moving the faders will have no effect. Once the fade is complete, the lights will jump to the fader levels if you modified them during the fade. The fade time can be set to zero in the Configuration software, in which case the button acts as a standard "Take Control" button.

**Set** the proportional master to FULL by sliding it to the top.



**Adjust** sliders as required for lighting levels.




### Record Slider Levels

**Press**  to put the station into Manual mode.


**Set** the proportional master to FULL by sliding it to the top.

**Adjust** sliders as required for lighting levels.


**Press**  to put station into Record Mode. The  LED will illuminate.

**Press** a preset button ( through ) to record the current slider levels. The  LED will go OFF.

### Turn Lights OFF

**Press**  to turn all lights OFF.

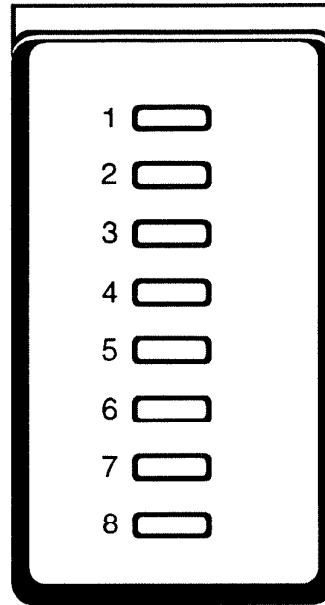
### Release control

To release control from manual mode, press  again. The lights will either fade to the last preset used or to blackout depending on settings in you system setup.

---

## **Infrared Control Station (2108IR)**

The 2108IR Infrared Control Station is an 8 pushbutton station operates just like a standard 2108 station except that it can be operated from up to 50 feet away from the receiver unit. This station requires a 2100IR Infrared Receiver attached to the C-LAN



**Figure 13. Infrared Remote Control**

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## **Infrared Receiver (2100IR)**

The 2100IR Infrared Receiver senses signals from the Infrared Control Station , decodes them, and passes them on to the Processor module.

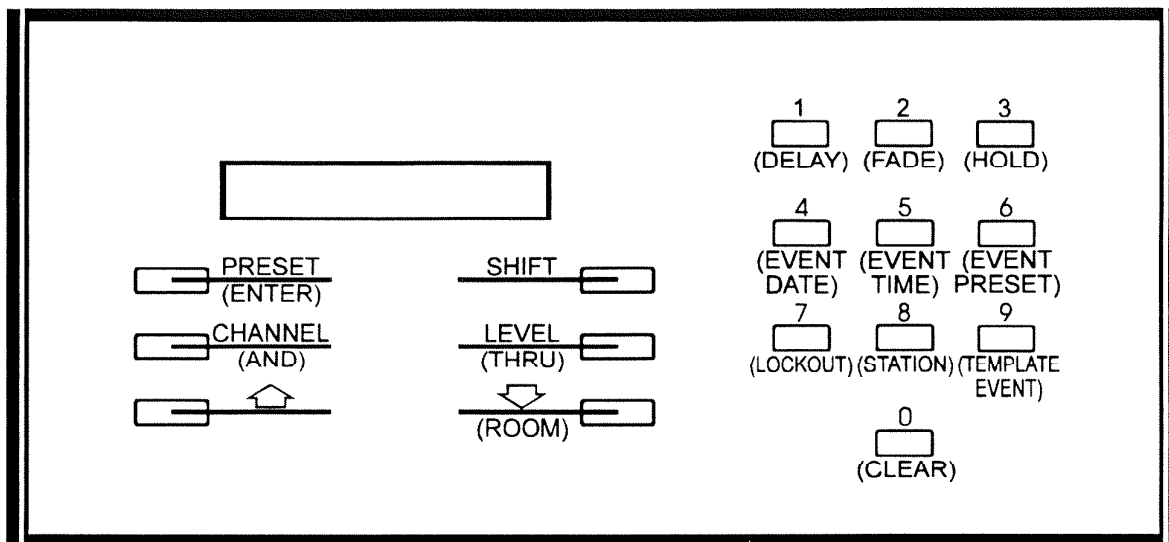
A single 2108IR Infrared Remote Control can operate any number of 2100IR Receivers. However, the function for each button is programmed into the Receiver, so the Remote control may activate different functions depending on which Receiver it is being use on.





## Command Station (2300)

The digital keypad makes the 2300 Command Station the most powerful Premiere control station. It can perform a wide variety of functions, and is the ideal control to be used as a Master Control Station.



**Figure 14. Command Station**

*You do not need to hold the shift button on this station to select a shifted function on another button. A momentary push is sufficient.*

*For any function that requires you to select a room or station number you must select the room or station before proceeding with the desired function. When selecting a room or station, you are electronically "moving" the command station into the room. Once you have done this, all commands apply to the current room.*

## Standard Time Functions




The Astronomical Clock in Premiere lets you set events that occur at specific times of the day. For this clock to work correctly it must first be told the correct date and time of day.









### Displaying the Current Date

Press **SHIFT** **SHIFT** **4** to display the current date.




### Changing the Current Date

**Enter** the current date (in MM/DD/YY format).

**Press**    to change the current date.




**For example, press**          to enter the current date as April 1, 1991.










### Viewing the Current Time

**Press**    to display the current time.

### Changing the Current Time

**Enter** the current time in (in HH/MM/SS format).

**Press**    to change the current time.

**For example, press**          to enter the current time as 8:15 a.m.

*This clock is a 24 hour clock.*



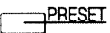
### Seasonal Adjustment of Events

Premiere can perform automatic events one hour and 59 minutes before or after sunset and sunrise throughout the year. To calculate this varying time you need to enter a number representing the latitude of the installation and the sunrise time on the current date.

Latitude numbers in the Southern Hemisphere run from 0 at -64 degrees latitude to 64 at the equator. Latitude numbers in the Northern Hemisphere run from 64 at the equator to 128 at +64 degrees latitude.

To enter your correct latitude you would subtract your latitude from 64 in the Southern Hemisphere or add 64 if you are in the Northern Hemisphere.




### Viewing the Current Latitude







**Press**    to display the latitude recorded in the system.

## Changing the Current Latitude

**Enter** the current latitude.




If you live in Salt Lake City, Utah, the latitude is 43 degrees. You would add  $43 + 64$  which equals 107. You would enter 107 as your latitude. If your latitude was 43 degrees in the Southern hemisphere, you would subtract  $64 - 43$  which equals 21. You would enter 21 as your latitude.







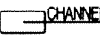
**Press**    to change the latitude recorded in the system.

**For example, press**       to enter the latitude for Salt Lake City.

## Setting Sunrise Time



**Enter** the time of today's sunrise (in HH/MM format).

**Press**    to set the sunrise time. Sunset is calculated from this value and the latitude.

**Press**        to enter today's time of sunrise as 6:30 a.m.

**Selecting Rooms** The 2300 Command Station may be used as an individual room control or as a master station with the ability to program or control lights in any of the possible 32 separate rooms.

In order to control any function of a room, you must first select the room. Once the room is selected you do not need to select a room again unless you wish to work on lights in a different room.

**Press**   to see which room is currently selected.

**Enter** a room number and press   to select a new room.


The command station can now address functions for the selected room.

*With a portable command station, the local room is automatically selected when the station is plugged into the Smart Jack.*

**Selecting Presets** The 2300 Command Station can be used to recall presets or lighting scenes for any of the rooms controlled by the Premiere system. Each room can have up to 128 presets, of which only a limited number are likely to be used. Unused presets are not programmed (i.e. lights are all set to OFF).



**Select** the room you want to work in if it is not already selected.

**Enter** the preset number you wish to recall.

**Press**  **PRESET** to fade in the selected preset. If the preset has a hold time, this will select the preset but not start the hold.

*To start the hold function on a selected preset you must select it a second time. This lets you select a preset with hold without activating the hold function if required.*

Each room has two fade processors so that you can run two fades simultaneously per room for lighting effects or loops. To select a preset on the second fade processor, add 1000 to the required preset number. A channel may have a level programmed in presets active on both fade processors. Its actual level will be the higher of the levels from the two fade processors.





**Adjusting Channel Levels** The command station lets you set channel levels using either the digital keypad or  (RAISE) and  (LOWER).




### Adjusting One Channel


**Select** the room you want to work in if it is not already selected.

**Select** the channel number whose level you wish to change. Any assigned name will appear on the station display when it is selected.

**Press**  **CHANNEL**.

**Enter** the level (0-99%) on the digital keypad or use  and  to adjust the channel level. The  LED will be lit when the channel is above its starting point. The  LED will be lit when the channel is below its starting point.

**Press** **LEVEL**  to set the new level or press  and  at the same time to return the channel to its original level.

*Pressing  **CHANNEL** without entering a level lets you scroll through the channels within the selected room.*

## Adjusting Multiple Channels

**Select** the room you wish to work in.

**Select** the first channel you wish to adjust.

**Press** **SHIFT** **[ ]** **AND** or **SHIFT** **[ ]** **THRU** **[ ]**.

**SHIFT** **[ ]** **AND** lets you select random channels for modification.

**SHIFT** **[ ]** **THRU** **[ ]** lets you select sequential channels for modification.

**Select** the next channel in the series you wish to modify.

**Press** **SHIFT** **[ ]** **AND** or **SHIFT** **[ ]** **THRU** **[ ]** and additional channels if required.

**Press** **[ ]** **CHANNEL** when to activates your selection.

**Enter** the level (0-99%) on the digital keypad or use **[ ]** **↑** and **[ ]** **↓** to adjust the channel level.

*If you use the numeric keypad to set the level, all selected channels will be set to the specified level. If you use **[ ]** **↑** and **[ ]** **↓** to set the levels, relative channel levels will be maintained.*

**Press** **LEVEL** **[ ]** to set the new level or press **[ ]** **↑** and **[ ]** **↓** at the same time to return the channel to its original level.

*You can use **SHIFT** **[ ]** **AND** and **SHIFT** **[ ]** **THRU** **[ ]** in the same selection, and can use each function more than once.*

**For example, press**

**1** **SHIFT** **[ ]** **THRU** **[ ]** **5** **5** **SHIFT** **[ ]** **AND**



**6** **2** **SHIFT** **[ ]** **THRU** **[ ]** **6** **5**

**SHIFT** **[ ]** **AND** **7** **0** **[ ]** **CHANNEL** **6** **0** **LEVEL** **[ ]** to set channels 1 through 55, 62 through 65, and 70 at a level of 60%.


**Recording Presets** When you have completed adjusting the channel levels to create the desired lighting scene you can record the levels as a preset so that you can recall the levels whenever this particular lighting scene is required.

**Select** the room in which you wish to record the levels.

**Set** the lighting levels as required.

**Press**   to put the system in Preset Recording mode.

**Select** the preset number to assign to the current lighting levels.

**Press**  to record the preset. The display will show "Recorded" if the preset was successfully recorded.

**Caution**



*This overwrites information previously recorded in the selected preset.*


**Modifying Presets** You can modify any preset by selecting it and letting it fade ON, then modifying the lighting levels as required and rerecording the new lighting levels using the same preset number. This puts all new information in the preset.

**Setting Fade Times** Fade time is the time it takes the lighting levels to change from existing levels to the levels recorded in a newly selected preset .

Every preset in every room can have its own fade time, ranging from instantaneous to 8 hours 59 minutes. Between 0.1 seconds and 30 minutes you can adjust the time in 0.1 second increments. Between 30 minutes and 8 hours 59 minutes you can adjust the time in 1 second increments.



**Select** the room containing the preset you wish to assign a fade time.

**Enter** the number of the preset you wish to modify.


**Press**  to fade the selected preset ON.

**Enter** the required fade time (in H/MM/SS/T format).

**Press**   to set the fade time.

**Press**   to tell the system you wish to record a preset.

**Enter** the preset number.

**Press**  to record the new fade time. The display will show **RECORDED** if the fade time is successfully recorded.

For example, press

1 SHIFT ROOM 3 PRESET 1 3 0 0  
SHIFT FADE SHIFT ENTER 3 PRESET to record a fade time of 1 minute and 30 seconds in preset 3

*You do not need to enter the entire seven digits of the fade time. The system will assume that the digits you entered were the rightmost digits of the required time, so you can enter a single digit if you only wish to work in tenths of a second.*

## Setting Hold Times

Once a preset has been recalled and the fade completed, you can use a hold time to automatically fade lights to another preset. The hold time is the time from the end of the fade with hold to the start of the next fade.

Every preset in every room can have its own hold time, ranging from instantaneous to 8 hours 59 minutes. Between 0.1 seconds and 30 minutes you can adjust the time in 0.1 second increments. Between 30 minutes and 8 hours 59 minutes you can adjust the time in 1 second increments.

The next preset selected is defined during configuration.

**Select** the room containing the preset you wish to assign a hold time.

**Enter** the number of the preset you wish to modify.

**Press** PRESET to fade the selected preset ON.

**Enter** the required hold time (in H/MM/SS/T format).

**Press** SHIFT HOLD to set the hold time.

**Press** SHIFT ENTER to tell the system you wish to record a preset.

**Enter** the preset number.

**Press** PRESET to record the new hold time. The display will show **RECORDED** if the hold is successfully recorded.

For example, press

1 SHIFT ROOM 4 PRESET 1 5 3 0 0 0  
SHIFT HOLD SHIFT ENTER 4 PRESET to record a hold time of 1 hour and 53 minutes in preset 4. This will cause the system to wait for the specified time after the completion of the preset 4 fade, and then start the next preset if properly activated.

*In order to activate this preset **and** start its hold sequence you will need to select this preset twice when playing it back (i.e., 4 PRESET 4 PRESET).*



*You do not need to enter the entire seven digits of the fade time. The system will assume that the digits you entered were the rightmost digits of the required time, so you can enter a single digit if you only wish to work in tenths of a second.*


## Setting Delay Times

If required, you can set a delay time for fades. This is the time between when the fade is started by pressing a preset button and when the lights actually begin their fade.

Every preset in every room can have its own delay time, ranging from instantaneous to 8 hours 59 minutes. Between 0.1 seconds and 30 minutes you can adjust the time in 0.1 second increments. Between 30 minutes and 8 hours 59 minutes you can adjust the time in 1 second increments.



**Select** the room containing the preset you wish to assign a delay time.

**Enter** the number of the preset you wish to modify.


**Press**  **PRESET** to fade the selected preset ON.

**Enter** the required delay time (in H/MM/SS/T format).















**Press**  **SHIFT**  **DELAY** to set the delay time.

**Press**  **SHIFT**  **ENTER** to tell the system you wish to record a preset.

**Enter** the preset number.

**Press**  **PRESET** to record the new delay time. The display will show **RECORDED** if the delay is successfully recorded.

**For example, press**

 **2**  **SHIFT**  **ROOM**  **6**  **PRESET**  **3**  **0**  **0**  **SHIFT**  **DELAY**  
 **SHIFT**  **ENTER**  **6**  **PRESET** to record a delay time of 30 seconds in preset 6. The system will wait for 30 seconds after you press the preset button before starting the fade. If the fade is a blackout, this would allow enough time for you to leave the room before lights fade to black.

*You do not need to enter the entire seven digits of the fade time. The system will assume that the digits you entered were the rightmost digits of the required time, so you can enter a single digit if you only wish to work in tenths of a second.*

**Control Station Lockout** You can electronically lock a control station if required to prevent unauthorized changes to the lighting.

There are three types of lockout:




1. Total Lockout
2. Remainder Lockout
3. Record Lockout




### Total Lockout

A Total Lockout prevents any activity from the locked station.

**Enter** the station number. You can find the station number in the configuration software in the Station Listing menu, or on your system drawings.

**Press**   to select the station.

**Press**    for a total station lockout of the selected station




**For example, press**       to totally lock out station 8.







### Remainder Lockout

A Remainder Lockout performs a Total Lockout on all stations that are in the same room as the currently selected station.

**Enter** the station number. You can find the station number in the configuration software in the Station Listing menu, or on your system drawings.

**Press**   to select the station.

**Press**    for a total station lockout of all stations in the same room as the selected station except the selected station.

**For example, press**       to totally lock out all stations in the same room as station 2, but leave station 2 fully functional.

### Caution




*You should exercise great care in using Remainder Lockout. If the command station is addressing the room in question, it will also be locked out. To avoid this problem, make sure the command station is not currently addressing the room you are locking out (select a new room on the Command Station if necessary). then perform the lockout type . The currently selected station will still function, and the Command Station will also function.*







## Record Lockout

A Record Lockout prevents any recording functions from the locked station. Slider and preset recall functions will still operate normally.

**Enter** the station number. You can find the station number in the configuration software in the Station Listing menu, or on your system drawings.

**Press**   to select the station.

**Press**    for a Record Lockout of the selected station

**For example, press**       to lock all recording functions on station 6.



## Unlock Stations

The lock function is a toggle. To unlock stations, repeat the actions that locked the stations.

## View Lockout Status

You can check on the lockout status of a station and unlock it at the same time if required.

**Select** the control station number.



**Press**   to show the station lockout status. If the station is locked in any way, the display shows the lockout status.

**STATION # LOCKED** indicates a total lockout

**STATION # REM LOCK** indicates all other stations in the room are locked out

**STATION # REC LOCK** indicates a record lockout

**Press** the lockout type (, , or ) to select the lockout type to clear.

**Press**   to clear the lockout on the station. If the control station has been locked by more than one lockout, the next lockout type applied to the station will appear in the display.

**Time Clock Events** Premiere lets you program events that will be activated by the time clock. To program an event you must enter the Event Date, Event Time, and Event Type. Setting the date and time tells the computer that you are about to program an event. Specifying the event type completes the event programming.







### Set the Event Date




You can set an event date by entering a specific date (in MM/DD format) or by entering a command code between 1 and 11 which represents the repetition pattern. Command codes are:

- 1 = Sunday
- 2 = Monday
- 3 = Tuesday
- 4 = Wednesday
- 5 = Thursday
- 6 = Friday
- 7 = Saturday
- 8 = Weekday (Monday - Friday)
- 9 = Weekend (Saturday & Sunday)
- 10 = Monday - Saturday
- 11 = Every day

**Enter** the event date (in MM/DD format) or command code.



**Press**   to set the date.

**For example, press**       to set an event to happen on December 10.







**Or press**    to set an event to happen every Wednesday.







### Set an Absolute Event Time

**Enter** the time (in HH/MM format).

**Press**   to record the event time.

*This is a 24 hour clock. To specify hours after noon, add 12.*

**For example, press**       to set an event to happen at 2:15 AM.

**Or press**       to set an event to happen at 2:15 PM.

## Set a Time Relative to Sunset

You can program the event time as a time relative to sunset (up to 1 hour and 59 minutes before or after sunset).

### Caution



*Premiere calculates the sunset times each day from the latitude and sunrise information which you provided. Times relative to sunset will not be accurate unless you have accurately set both the longitude and the sunrise time.*

To program an event at sunset, enter a time of 30 hours and 00 minutes. To program a time relative to sunset, add or subtract up to 1 hour and 59 minutes from 30 hours and 00 minutes. Subtracting the time programs an event before sunset. Adding the time programs an event after sunset.

Set the date for the event.

Press       to program a time that will initiate an event 1 hour and 30 minutes after sunset.

*When previewing events, times outside the normal 24 hour clock range will still show in the display as you programmed them.*

## Set a Time Relative to Sunrise

You can set the event time as a time relative to sunrise. Events can be programmed to happen up to 1 hour and 59 minutes before or after sunrise.

### Caution



*Premiere calculates the sunrise times each day from the latitude and sunrise information which you provided. Times relative to sunrise will not be accurate unless you have accurately set both the longitude and the sunrise time.*

To program an event at sunrise, enter a time of 26 hours and 00 minutes. To program a time relative to sunrise, add or subtract up to 1 hour and 59 minutes from 26 hours and 00 minutes. Subtracting the time programs an event before sunrise. Adding the time programs an event after sunrise.

Set the date for the event.

Press       to program a time that will initiate an event 30 minutes before sunrise.

*When previewing events, times outside the normal 24 hour clock range will still show in the display as you programmed them.*

## Set a Preset Event

Preset events act on specified presets. You must first specify the date and time, and then specify the room and preset to set up a Preset event.

**Enter** the required room number.

**Set** the date and time for the event to tell the processor that you are going to program an event rather than execute a direct action.

**Press** **SHIFT** **ROOM** to select the room.

**Enter** the required preset number.

**Press** **SHIFT** **EVENT PRE** to specify a Preset Event and complete the event programming.

**For example, press** **0** **4** **0** **8** **SHIFT** **EVENT DATE** **1** **3** **0** **0** **SHIFT** **EVENT TIME** **5** **SHIFT** **ROOM** **4** **SHIFT** **EVENT PRE** to start preset 4 in room 5 at 1:00 PM on April 8th.

## Set a Template Event

Template events act on specified control stations. You must first specify the date and time, and then specify the station and template number to set up a Template event.

**Enter** the required station number.

**Set** the date and time for the event to tell the processor that you are going to program an event rather than execute a direct action.

**Press** **SHIFT** **STATION** to select the station.

**Enter** the required template number.

**Press** **SHIFT** **TEMP EVENT** to specify a Template Event and complete the event programming.

**For example, press** **0** **9** **SHIFT** **EVENT DATE** **0** **9** **0** **0** **SHIFT** **EVENT TIME** **2** **SHIFT** **STATION** **2** **SHIFT** **TEMP EVENT** to select Template 2 on Station 2 at 9:00 AM every weekend (Saturday & Sunday).

## Set a Lockout Event

Lockout events act on specified control stations. You must first specify the date and time, and then specify the station and lockout type to set up a Lockout Event. The four codes for Lockout Events are:

1. Total Lockout
2. Remainder Lockout
3. Record Lockout
5. Unlock Station

**Enter** the required station number.

**Set** the date and time for the event to tell the processor that you are going to program an event rather than execute a direct action.

**Press**   to select the station.

**Press** , , , or  to specify the lockout type.

**Press**    to specify a Lockout Event and complete the event programming.

**For example, press**                  to completely lock out Station 3 at 9:00 PM every weekend (Saturday & Sunday).

**Preview & Clear Events** You can "scroll" through the events that have been programmed. This lets you verify the programming and clear out any unnecessary events.

**Press**   to display the earliest programmed event (in date and time order).

**Press**    to display the remaining information pertaining to the currently displayed event. Not all events will have additional information.

**Press**   to display the next event in date and time order.

**Continue pressing**   to cycle through all of the preset information.

**Press**    to clear the currently displayed event. The display will show **CLEARED** if the event is successfully cleared.

**Lock Out Events** You can temporarily lock out events in a room or in the entire system by using the Event Lockout function.

*Do not confuse this function with the Lockout Event function. A Lockout Event is a clock event that changes the lockout status of a room, station, or the system. The Event Lockout function is a button that lets you enable or disable all clock events in the current room or in the system.*

You can use this function to temporarily override the events you have programmed for your room or system.

**Press**     to disable all clock events for the current room.

**Press**     to enable all clock events for the current room.

**Press**      to disable all clock events for the system.

**Press**      to enable all clock events for the system.

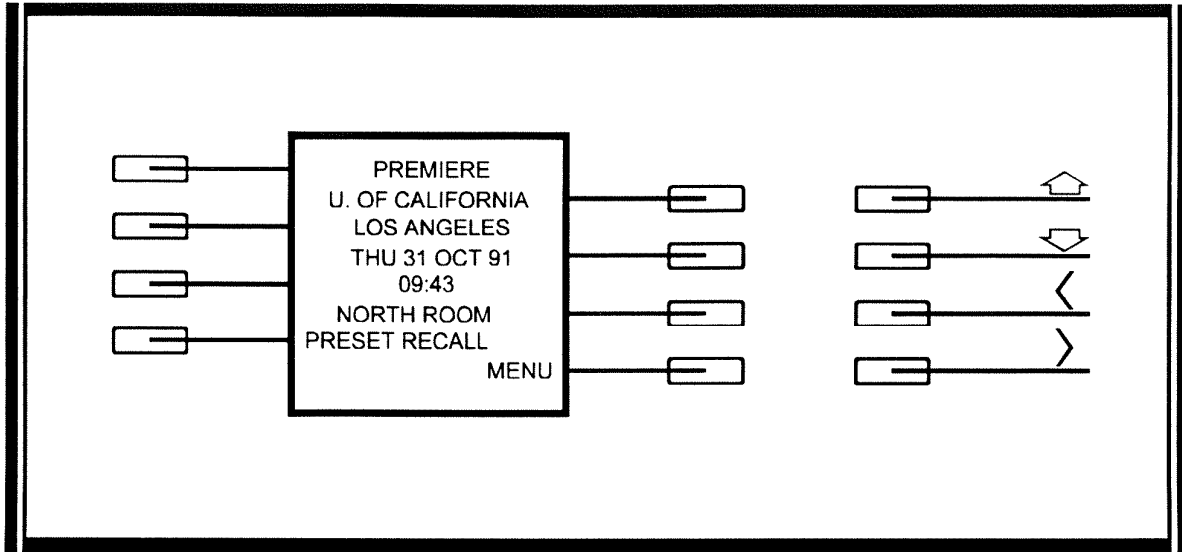
**Clear an Incorrect Entry** You can easily clear any incorrect entry you have made while entering numbers or selection commands by pressing  .





## LCD Display Station (2200)

The 2200 LCD Display Station can be used to provide "soft labels" on the backlit LCD display for the associated push-buttons. This is especially useful for preset recall applications and for more complex custom programming.





**Figure 15. LCD Control Station**

*For any function that requires you to select a room or station number you must select the room or station before proceeding with the desired function. When selecting a room or station, you are electronically "moving" the command station into the room. Once you have done this, all commands apply to the current room.*


**Main Menu** The Main menu (see figure 15) is the default display for the LCD Station. The top of this menu shows the installation name and the city, and the date and time.

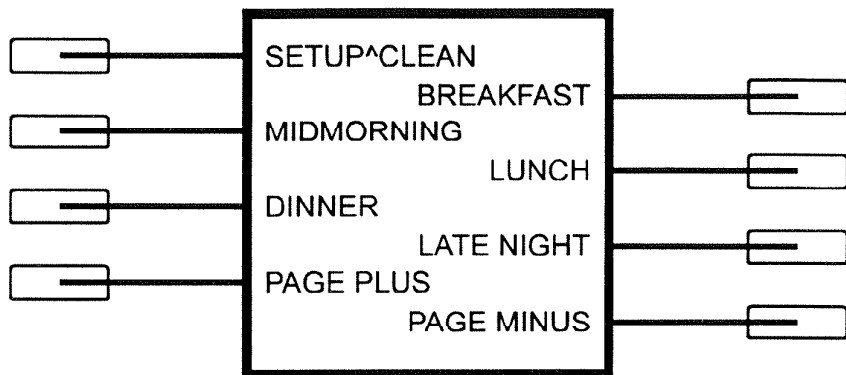
 **PRESET RECALL** Selects the Preset Recall menu


**MENU**  Selects the Function menu


 Turns all lights OFF.


**Preset Recall** The most frequently used menu of the LCD Station is the Preset Recall menu, which lets you recall presets that have been previously established and recorded.


Press  PRESET RECALL from the main menu to see the *Recall* menu.





 Fades channels in the selected preset up proportionally.

 Fades channels in the selected preset down proportionally.


 Turns all dimmers in the room OFF.


 Returns you to the Main menu.


 PAGE PLUS Scrolls to the next page worth of presets (six presets). If you are at the last page of presets, this will scroll around to the first page of presets.

PAGE MINUS  Scrolls to the last page worth of presets (six presets). If you are at the first page of presets, this will scroll around to the last page of presets.


### Change Presets

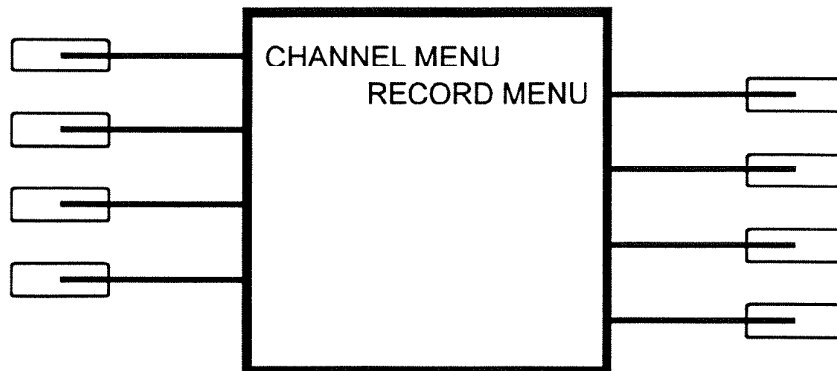
Press  DINNER to fade the lighting from its previous levels to the levels programmed for the "Dinner" preset. The fade will take place in the programmed fade time.


Press  to return to the *Main* menu.


Press MENU  from the Main menu to see the functions menu.


**Functions Menu** The Functions menu lets you select whether you want to modify channel levels or record presets.


**Press** MENU- from the Main menu to see the functions menu.



 Turns all dimmers in the room OFF.

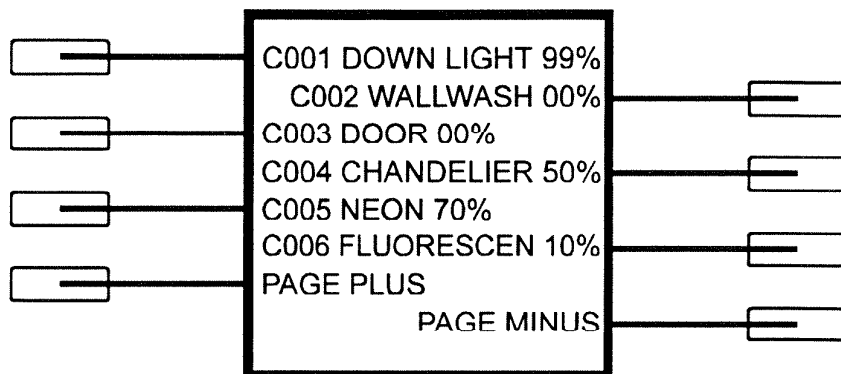
 Returns you to the Main menu.

 CHANNEL MENU Sends you to the Channels menu.

RECORD MENU- Sends you to the Record menu.

**Channel Menu** The Channel menu lets you adjust the levels of any channels belonging to the room.

**Press** MENU   CHANNEL MENU from the Main menu to see the Channel menu.



Fades the selected channel UP.



Fades the selected channel DOWN.



Turns all dimmers in the room OFF.



Returns you to the Functions menu.



PAGE PLUS





Scrolls to the next page worth of channel data (six channels). If you are at the last page of channel data, this will scroll around to the first page of channel data.



PAGE MINUS 

Scrolls to the last page worth of channel data (six channels). If you are at the first page of channel data, this will scroll around to the last page of channel data.



## Setting Levels

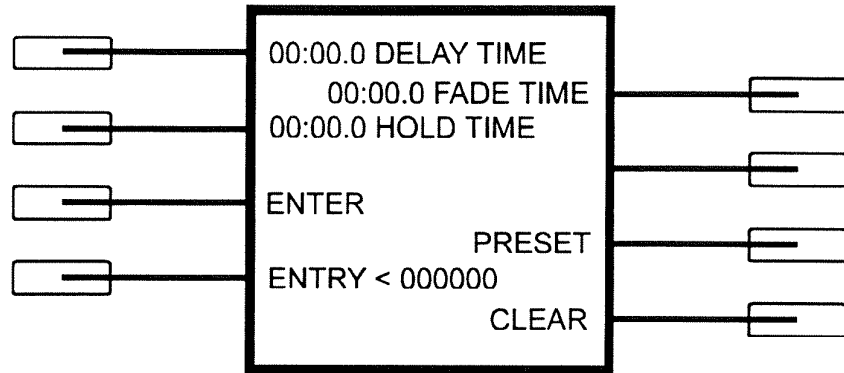
**Press** the button next to a channel readout to select the required channel. The button LED will illuminate to show that the channel is selected.

**Press**  or  to raise or lower the intensity of the selected channel. The  LED is lit if the channel is above its original level. The  LED is lit if the channel is below its original reading.

**Press**  and  at the same time to return the channel to its original setting.

**Record Menu** The Record menu lets you record the current room levels into a preset, along with Fade, Delay, and Hold times.

**Press** MENU   RECORD MENU from the Main menu to see the Record menu.



Increments the currently selected digit in the ENTRY field.



Decrements the currently selected digit in the ENTRY field.



Shifts the digit selection in the ENTRY field one digit left.



Returns you to the Functions menu.

**CLEAR** 

Clears all of the fields on this screen.

### Set a Numeric Entry

**Press**



to increment the right hand digit of the ENTRY field. This will be the most significant digit in your number.

**Press**



to move the digit left one position.

**Press**



to increment the next digit of the ENTRY field. This will be the second most significant digit of your number.

**Repeat**

the previous two steps until you have filled in the required time or cue number.

### Select a Preset

**Set** the preset number in the **ENTRY** field as described above.

**Press** **PRESET**  to fade the preset into the room and display the time values for the selected preset. This will return the cursor in the **ENTRY** field to the right hand digit.

### Modify a Time Value

**Set** the time value in the **ENTRY** field as described above.

**Press** the button next to the proper "FADE", "DELAY," or "HOLD" button to load the new time value. This will return the cursor in the **ENTRY** field to the right hand digit.

### Record a Preset

**Press**  **ENTER** to activate Record mode. The  **ENTER** LED will illuminate.

**Set** the preset number in the **ENTRY** field as described above.

**Press** **PRESET**  to record the selected preset. This records the channel levels currently in the room, along with any changes in the Fade, Delay, and Hold times. The  **ENTER** LED will go OFF. The cursor in the **ENTRY** field will return to the right hand digit.

---

## Smart Jack

The Smart Jack lets you have a portable control station that you can plug into multiple locations.

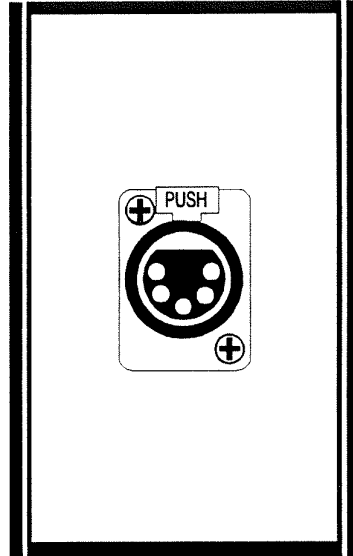


Figure 16. Smart Jack

The Smart Jack is particularly handy if you wish to use a Command Station to set up a room and then remove it from the room, or if you wish to have a single Command Station which you can use in any one of several rooms as required.

Each Smart Jack can only be configured for one type of portable station at a time. This setting is in the system configuration and can only be changed using the Premiere Configuration software. If you need two types of portable stations at the same time you must have two Smart Jacks, each configured for its own type of portable.

---

## Audio Visual Interface (2600)

The 2600 A/V Interface Station lets you input external signals to activate presets, macros, or other control functions (see also *Remote Device Interface*). This lets you trigger events from any device that can output a 0-5VDC variable analog signal, or a 0-5VDC signal from a momentary or maintained contact. You can thus trigger your lights from other A/V equipment if required. The A/V Interface station does not require a position on the C-LAN, since each C-LAN has a dedicated 17th position for it. It can be mounted in the Premiere cabinet, or can be placed remotely if required.



---

## **Remote Device Interface (2610)**

The 2610 Remote Device Interface lets you input external signals to activate presets, macros, or other system commands, and also contains output drivers to control LEDs or other low current external devices. This lets you trigger events from any device that can a momentary or maintained contact closure. You can thus trigger your lights from other A/V equipment if required. You cannot input a variable analog signal through the Remote Device Interface.

Unlike the A/V Interface Station, the Remote Device Interface requires a position on the C-LAN. It can be mounted in the Premiere cabinet or can be placed remotely. The 2610 requires an external 18-24VDC power supply to power the 16 LED mimic outputs.

---

## **Relay Driver (2620)**

The 2610 Relay Device Interface has all the same features as the 2610 Remote Device Interface. In addition, it has 16 relay driver outputs rated at 1.5Amps (momentary) or 0.5Amps (continuous). This lets you control devices with a much higher current need than the 2610.

The Remote Device Interface requires a position on the C-LAN. It can be mounted in the Premiere cabinet or can be placed remotely. The 2620 requires an external 12-18VAC or 15-24VDC power supply.

---

## **Combining Rooms**

The Premiere system can be configured to control up to 32 independent rooms. Control stations connected to the processor are assigned during configuration to operate lighting channels within a particular room.

In multipurpose suites it is often necessary to combine adjacent rooms for a large function. When this happens, control stations must be able to control channels in the entire combined area rather than just in their own room. One room is then assigned as a master room so that there is no conflict as to which rooms preset levels will be used.

### **Setting Up the Room Combination Configuration**

Room/channel combinations are set up in the optional Premiere Configuration software. Rooms to be combined are usually set up so that like numbered channels in each room are combined, and that these channels control similar loads.

For instance, channel 1 in rooms 1 and 2 may both control the chandeliers. When combined, channel 1 in the combined rooms will control channel 1 in both rooms, and bring up the chandeliers.

The configuration lets you specify alternative channel combinations if required. For instance, if the chandeliers in room 1 are on channel 1 and the chandeliers in room 2 are on channel 3, these channels can be made to work together.

### **Choosing the Master Room**

When you combine rooms you should always make the room with the largest number of channels the master. If you make a room with fewer channels the master, the high number channels in the larger room will not be recorded in the presets of the smaller room (now the master), and will not be accessible for level modification. When a preset is brought up, however, these channels will go to the levels recorded in the equivalent preset of their original room.

## Room Combination Switches

Rooms are usually combined by providing a custom room combination panel with a "Link Interlock" and "Room #" buttons. Room # buttons are geographically laid out on the panel to represent the floor plan of the suite. These switches are connected to a Premiere 2610 Remote Device Interface so that they can be "read" by the Premiere system.

*You can assign room combination functions to standard control stations if required. However, to avoid confusion to the user of the equipment, room combination functions are usually implemented in a standard station with custom silkscreening, or in a completely custom station.*

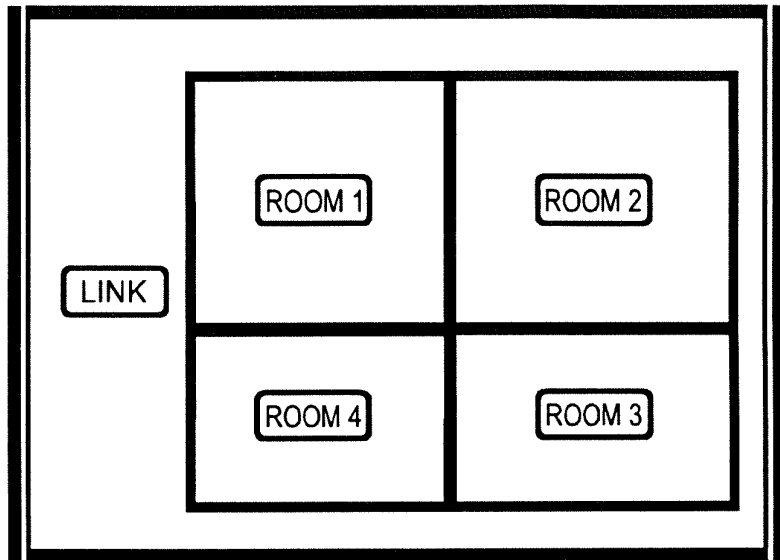


Figure 17. Custom Room Combination Panel

**Link Rooms** When you link rooms, the first room you select while pressing **LINK** will be the master room. This means that you can use different rooms as masters as required.

**Press and hold** **LINK** to start the link sequence

**Press** **Room 1** **Room 2** **Room 3** to link all three rooms with room 1 as master.

**Release** **LINK** to end the linking process.

**Multiple Room Combinations** In a system with many rooms, you can link more than one combination of rooms as long as the combinations do not overlap.

**Press and hold** **LINK** to start the link sequence

**Press** **Room 2** **Room 1** to link rooms 1 and 2 with room 2 as master. This will unlink room 3 from the combination.

**Release**  to end the first link.

**Press and hold**  to start a second link sequence.

**Press**   to link rooms 3 and 4 with room 3 as master. Rooms 1 and 2 remain linked.

**Release**  to complete the linking process.

**Unlink Rooms** To unlink rooms, proceed as though you are linking the rooms but only press one of the room buttons.

**Press and hold**  to start the unlink sequence.

**Press**  to unlink all rooms currently linked to room 1.

**Release**  to finish the unlink sequence.

*When you link multiple rooms, the first room number you press causes all rooms currently linked with that number to be unlinked. Additional numbers you press link the selected rooms with the new master room. If you are working at a panel with illuminating pushbuttons or LEDs the indicators will be ON for any room that is linked. In the example above where room 1 and room 2 are linked, and room 3 and room 4 are linked, all four lights or LEDs will be ON.*

**Check Room Link Assignments** To find out which rooms are linked with a room, press the room button for the room you wish to check. LEDs for all rooms that *are not* linked with the selected room will go OFF, leaving the LEDs for rooms that *are* linked to the selected room ON.

**Linking with Macros** You can also set up a macro to automatically link the required rooms for a particular event. In this case, pressing the single button that activates the macro will combine the rooms in the pre-defined sequence. You can create macros and assign them to controls using the optional Premiere Configuration software.

This facility is best limited to a room that is divisible into a maximum of three sections. Please refer to your local Strand Lighting Projects department for guidance.



# Keycap Index

---

## Command Station

PRESET	54, 56, 58, 59
ENTER	58
CHANNEL	55, 56
AND	57
56	
SHIFT	12, 53
LEVEL	56
THRU	57
56	
ROOM	55, 59
0 through  9	12, 53
DELAY	60
CLEAR	67
FADE	58, 59
HOLD	59
EVENT DATE	63
EVENT TIME	63
EVENT PRE	65, 66
LOCKOUT	61, 62, 66
STATION	61, 62, 65, 66
TEMP EVENT	65

## LCD Station

70, 72, 73	
70, 72, 73	
69, 70, 71, 72, 73	
70, 71, 72, 73	

## Other Stations

1 through  8	10, 11, 43, 45, 49
11, 47, 49, 50	
11, 47	
11, 45	
11, 45	
ENTER	11, 49, 50
MANUAL	11, 47, 49
SET LEVEL	11, 45

## Processor

POWER	30, 31, 32
ACTIVATE	31
LOAD	31, 32
RESET	31
SAVE	31, 33
FORMAT	31, 32
RESET A	30
RESET B	27, 31
STATION	27, 30
SMX/DMX	30
LAN	31
POWER	30
BUSY	31
ERROR	31
READY	31



# Index

---

## A

- A/V Interface 7
- Absolute Event time
  - set 63
- AC power
  - requirements 15
- Adapter
  - XLR to TA4 series 20
- Adapter cable
  - AMX192 20
- Adjust
  - channel levels 56
  - multiple channels 57
  - one channel 56
  - presets 58
- AMX192
  - adapter cable 20
  - control outputs 20
  - control wiring 20
  - extension cable 21
- And 35
- Assistance 1
- Astronomical Clock 6
- Astronomical Time Clock 3
- Audio Visual Interface 75
- Audio-Visual (A/V) Interface 13

## B

- Basic trouble-shooting 27
- Bypass 35

## C

- C-LAN
  - control outputs 19
  - input to control stations 23
- Cabinet 17
  - prepared for wiring 18
- Central processor 5
- Change
  - current date 54
  - current latitude 55
  - current time 54
- Channel 3, 35
- Channel 2200 35
- Channel menu 72
- Channel Ramp 35

## Channels

- adjust levels 56
- adjust multiple channels 57
- adjust one channel 56
- control 6
- record new levels 45

- Cleanup 3, 36
- Clear 36
  - an incorrect entry 67

## Clock

- Astronomical 6
- Combination configurations 77
- Combining rooms 77
- Command Station 12, 53
- Command station 53

## Commands

- And 35
- Bypass 35
- Channel 35
- Channel 2200 35
- Channel Ramp 35
- Cleanup 36
- Clear 36
- Console Input 36
- Date Set 36
- Dec 36
- Delay Time 36
- Enter 2300 36
- Event Clear 36
- Event Date 36
- Event Lockout 36
- Event Lockout 2300 37
- Event Lockout Maintained 37
- Event Page 2 37
- Event Preset 37
- Event Template 37
- Event Time 37
- Exit 37
- Fade Time 37
- Full 37
- Group Off 37
- Group On 37
- Hold Room 37
- Hold Time 38
- Inc 38
- Inhibit 38
- Latitude 38
- Level 38
- Link Interlock 38
- Link Room 38



- Lockout 38
- Lockout Maintained 38
- Lower 38
- Macro 1-256 39
- Macro 257-512 39
- Macro 513-768 39
- Macro 769-800 39
- Manual 39
- Menu 2200 39
- N/A 39
- Non-Dim 39
- Non-Dim Maintained 39
- Number Shift 39
- Off 39
- On 39
- Out 40
- Page 40
- Page+ 40
- Page- 40
- Preset 40
- Preset 2300 40
- Preset Ramp 40
- Preset Toggle 40
- Raise 40
- Record Blind 40
- Record Look 40
- Record Look 2300 40
- Record One-Button 40
- Reset 41
- Room 41
- Shift 41
- Shift 2200 41
- Station 41
- Station Lockout Event 41
- Station Lockout Key 41
- Stop 41
- Sunrise Enter 42
- Template 42
- Template 2300 42
- Template LED 42
- Thru 42
- Time Set 42
- Comments 4
- Conduit 19
- Configuration 5
- Configuration software 3
- Connect
  - AC power to processor cabinet 19
  - C-LAN to processor cabinet 19
  - dimmer wiring to processor cabinet 20
  - multiplex input 22
- Console Input 36
- Control
  - channels 6
  - Infrared Remote 51
  - rooms 6
- Control inputs
  - DMX512 22
- Control output 5
- Control outputs
  - AMX192 20
  - DMX512 21
- Control Station
  - Command Station 12
  - Programmable Preset 11
  - Pushbutton 10
  - Smart Jack 12
- Control station
  - 2100 series 43
  - 2100IR 51
  - 2108IR 51
  - 2200 69
  - 2300 53
  - 2300 series 47
  - 2600 75
  - 2610 76
  - 2800 series 49
  - Audio Visual Interface 75
  - Audio-Visual (A/V) Interface 13
  - Command 53
  - Infrared 12
  - Infrared Receiver 13, 51
  - Infrared Remote Control 51
  - installing 24
  - LCD 69
  - LCD Display Station 12, 69
  - Programmable Preset 45
  - Programmable Preset station 45
  - Programmable Slider station 49
  - Push-button 43
  - Remote Device Interface 13, 76
  - Slider 47
  - Slider Station 47
  - Sliders with Presets 11
  - Sliders with Take Control 11
  - Smart Jack 75
- Control station lockout 61
- Control Stations 10
- Control stations 6
  - 2208 45
  - installing 23
- Control wiring
  - AMX192 20
  - DMX512 dimmer 21

- Controls
  - disk drive 31
- Conventions 2
- Current date
  - change 54
  - display 53
- Current latitude
  - change 55
  - view 54
- Current time
  - change 54
  - view 54
- Custom Room Combination panel 78

## D

- Date Set 36
- Dec 36
- Definitions 3
- Delay Time 36
- Delay time 3
  - set 60
- Dimmer rack
  - heat dissipation 15
- Disk
  - formatting 32
- Disk drive 31
- Display
  - current date 53
- DMX512
  - control inputs 22
  - control outputs 21
  - dimmer control wiring 21
  - Extension Cable 21

## E

- Enter 2300 36
- Environment 15
- Event Clear 36
- Event Date 36
- Event date
  - set 63
- Event Lockout 36
- Event Lockout 2300 37
- Event Lockout Maintained 37
- Event Page 2 37
- Event Preset 37
- Event Template 37
- Event Time 37
- Events
  - clear 66
  - preview 66

- seasonal adjustment 54
- Time Clock 63
- Exit 37
- Extension cable
  - AMX192 21
- Extension Cable
  - DMX512 21

## F

- Fade Time 37
- Fade time 3
  - set 58
- Features
  - operational 5
- Floppy disk 7
- Formatting a disk 32
- Full 37
- Functions
  - time 53
- Functions menu 71

## G

- Glossary 3
- Group Off 37
- Group On 37

## H

- Hardware Description 9
- Heat dissipation 15
- Hold Room 37
- Hold Time 38
- Hold time 3
  - set 59

## I

- Inc 38
- Incorrect entry
  - clear 67
- Indicators
  - processor 30
- Infrared Control Station 12
- Infrared Receiver 13, 51
- Infrared Remote Control 51
- Infrared Remote control 51
- Inhibit 38
- Input
  - AMX192 20
  - DMX512 21

- Input to control stations
  - C-LAN 23
- Installation 15
- Installing
  - control stations 23
  - Processor cabinet 17
  - reassembling the system 25
- Installing a control station 24
- Interface
  - A/V 7
- Introduction 1

## L

- Latitude 38
  - change 55
  - view 54
- LCD control station 69
- LCD Display Station 12, 69
- Level 3, 38
- Link Interlock 38
- Link Room 38
- Link Rooms 78
- Lockout 38
  - control station 61
  - Record 62
  - Remainder 61
  - Total 61
- Lockout event
  - set 66
- Lockout Maintained 38
- Lockout status
  - view 62
- Lower 38
- Lower preset levels 45

## M

- Macro 1-256 39
- Macro 257-512 39
- Macro 513-768 39
- Macro 769-800 39
- Macros
  - linking rooms with 79
- Main menu 69
- Manual 39
- Manual Organization 1
- Master room 77
- Menu
  - Channel 72
  - Functions 71
  - main 69
  - Preset Recall 70

- Record 73
- Menu 2200 39
- Modify
  - channel levels 45
  - preset levels 45
  - presets 58
- Multiple combined rooms 78
- Multiplex input
  - connecting 22

## N

- N/A 39
- Non-Dim 39
- Non-Dim Maintained 39
- Number Shift 39

## O

- Off 39
- Off-line storage 7
- On 39
- Operation 29
- Operational features 5
- Out 40
- Output
  - control 5
- Outputs
  - C-LAN control 19

## P

- Page 40
- Page+ 40
- Page- 40
- Panel
  - Room Combination 78
- Parts purchases 4
- Preparing for installation 15
- Preset 4, 40
  - modify levels 45
  - recall 45
  - select 43
- Preset 2300 40
- Preset event
  - Set 65
- Preset Ramp 40
- Preset Recall menu 70
- Preset Toggle 40

- Presets
  - modify 58
  - recalling 70
  - record 58
  - select 56
- Preview events 66
- Problems 4
- Processor 17
  - 2010 9
  - 2020 10
  - central 5
  - switch settings 25
- Processor cabinet
  - connecting AC power 19
  - connecting C-LAN wiring 19
  - connecting dimmer wiring 20
  - Installing 17
  - installing 17
  - opening 17
  - preparing for conduit 19
- Processor indicators 30
- Processors 9
- Programmable Preset control station 45
- Programmable Preset Station 11
- Programmable Slider station 49
- Push-button Control Station 43
- Push-button control station 43
- Pushbutton Station 10

## Q

Questions 4

## R

- Raise 40
- Raise preset levels 45
- Reassembling the system 25
- Recall a preset 45
- Record
  - new channel levels 45
  - presets 58
- Record Blind 40
- Record Lockout 62
- Record Look 40
- Record Look 2300 40
- Record menu 73
- Record One-Button 40
- Relative time
  - set 64
- Remainder Lockout 61
- Remote Device Interface 13, 76
- Requirements

- environment 15
- Reset 41
- Room 41
- Rooms
  - check linking 79
  - choosing the master 77
  - combining 77
  - control 6
  - Link 78
  - linking using macros 79
  - multiple room combinations 78
  - room combination switches 78
  - select 55
  - setting up combination configurations 77
  - Unlink 79

## S

- Save system configuration 33
- Seasonal adjustment of events 54
- Select
  - presets 56
  - rooms 55
- Select a preset 43
- Set
  - absolute Event time 63
  - Delay time 60
  - Event date 63
  - Fade time 58
  - Hold time 59
  - Lockout event 66
  - Preset event 65
  - sunrise time 55
  - Template event 65
  - time relative to sunrise 64
  - time relative to sunset 64
- Shift 41
- Shift 2200 41
- Slider Control Station 47
- Slider control station 47
- Slider Station with Presets 11
- Slider Station with Take Control 11
- Smart Jack 12, 75
- Smart jack 75
- Station 41
- Station Lockout Event 41
- Station Lockout Key 41
- Stations
  - control 6
  - unlock 62
- Stop 41
- Storage
  - off-line 7

- Suggestions 4
- Sunrise Enter 42
- Sunrise time
  - set 55
- Switch settings
  - processor 25
- Switches
  - room combination 78

## T

- TA4 connector 20
- Technical assistance 4
- Template 4, 42
- Template 2300 42
- Template event
  - set 65
- Template LED 42
- Terminology 3
- Thru 42
- Time
  - Delay 3
  - Fade 3
  - Hold 3
- Time Clock
  - Astronomical 3
- Time Clock Events 63
- Time functions 53
- Time Set 42
- Toggle 4
- Total lockout 61

## U

- Unlink Rooms 79
- Unlock stations 62

## V

- View
  - current latitude 54
  - current time 54
  - lockout status 62

## W

- Wiring
  - in cabinet 18

## X

- XLR connector 20