

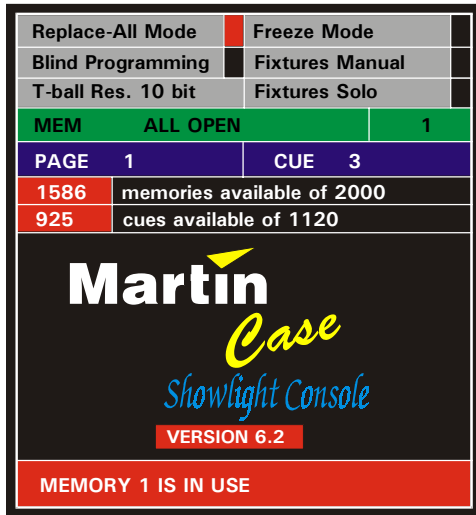
3.1 General view

When returning to the main program, after setting up fixtures in the setup program, the main screen will be shown.

The screenshot displays the main interface of the Martin Case Showlight Console, divided into several functional areas:

- FIXTURE-PAGE 1:** A grid of 100 fixture slots (1-100) with columns 1-4 highlighted in green, 5-8 in blue, and 9-10 in cyan.
- MAC 500 DMX 4 CONTROL CHANNELS:** A vertical strip of 16 control channels including OPEN, DIMMER, WHITE, NO OB, NO GORO, FOCUS, IRIS, NO ARM, PAN, PAN FINE, TILT, TILT FINE, SUB BATT, and SUB CDP.
- SEQUENCE CONTROLS:** Four sequence sections (SEQ-A, SEQ-B, SEQ-C, SEQ-D) each with START/STOP buttons, page/cue numbers, and bar graphs for SYNC, ASYN, XF MANU, and AUTO.
- System Information:** A block containing MAC 500 DMX 4, Replace-All Mode, Blind Programming, T-ball Res. 10 bit, MEM ALL OPEN, PAGE 1 CUE 3, 1586 memories available of 2000, 925 cues available of 1120, and the Martin Case Showlight Console logo.
- Fixture Diagram:** A circular diagram showing 9 fixtures (1-9) arranged around a central point.
- Footer:** A red bar at the bottom left indicates "MEMORY 1 IS IN USE".

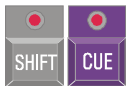
### 3.2 General function screen



The screen gives a general overview of important functions.

#### 3.2.1 Replace All Mode :

**PRESS**



will toggle the console to **cue replace all mode** or to **cue overwrite mode**. In **cue replace all** mode (default), all the sequences and playbacks (when not frozen) will be overwritten when calling another cue. In **cue overwrite** mode, only the programmed sequences and playbacks of the new called cue will overwrite the old cue sequences and playbacks (when not frozen).

#### 3.2.2 Blind programming :

**PRESS**



will toggle the console to a **Blind programming state**. In **Blind programming**, one can change memories, cues and the setup without sending the new values to the fixtures. You can also run through a timecode list in **BLIND** mode, the events in the list will not be activated. As soon as blind is disabled, the new values are activated.

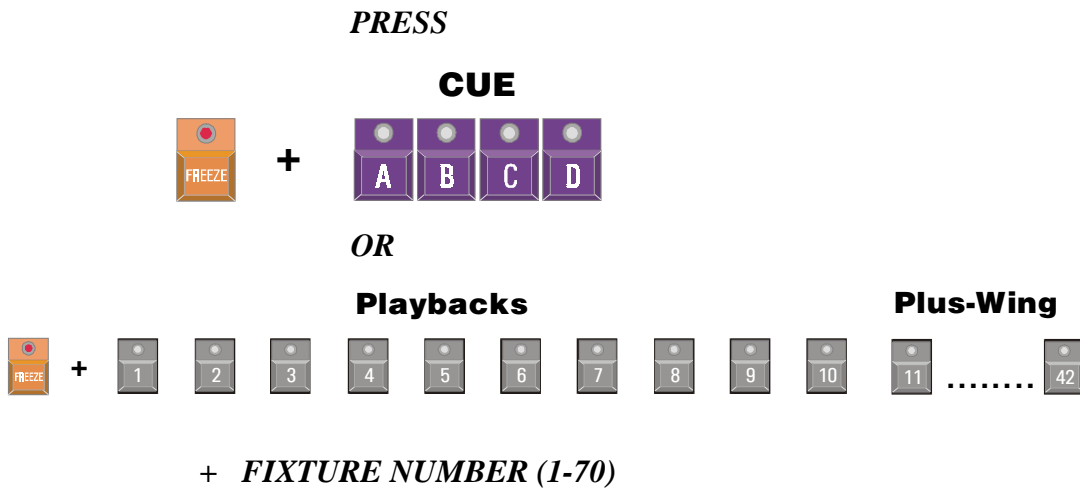
#### 3.2.3 Abs programming :

**PRESS**



will toggle the console to **relative** (default) or **absolute mode**. In **relative** mode, fixtures will move to relative positions upon each other. Pan/Tilt, iris, frost, zoom, dimming and focus values of the fixtures taken manually and moving together can be different. In **absolute** mode, fixtures will move to absolute values, so the above values of fixtures taken manually and moving together will be the same on all the selected fixtures.

### 3.2.4 Freeze Status :



will set sequence, playbacks and/or fixtures in a **frozen** or **not frozen** (default) state. Sequences and/or playbacks of cues that are frozen, will **never** be overwritten by new sequences or playbacks. A frozen fixture can only be changed when you take it manual.

### 3.2.5 Fixtures Manual :

Select fixture(s) and  
**PRESS**



This will cause the chosen fixtures to be in manual mode. In manual mode, all the fixtures control channels can be direct accessed. **Manual mode takes precedence over everything and has the highest priority.**

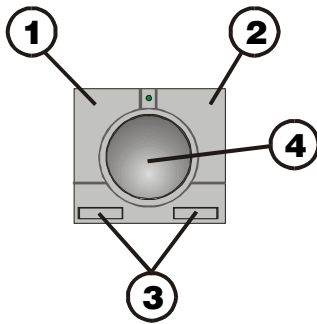
### 3.2.6 Fixtures Solo :

Select fixture(s) and  
**PRESS**



Causes all the **not selected** fixtures to dim, only the selected fixtures will stay open. This function is useful when working with a lot of fixtures together. You can switch between fixtures with the **LAST NEXT** button. **Solo works only if all sequences are turned off.**

### 3.2.7 T-ball Res 10 bit



The resolution of the tracker ball for high resolution channels like Pan/Tilt, can be set with buttons 1 and 2.

- 1 decreases the resolution up to 8 bit
- 2 increases the resolution up to 16 bit

With buttons 3 the tracker ball can be toggled ON/OFF. When the text 'T-ball' on screen is red, the tracker ball is turned OFF.

### 3.2.8 MEMORY ALL OPEN 1 PAGE 1 CUE 3

Shows the last called and active memory (the name and the mem number).  
Shows the last called and active cue number and cue page.

It is also used as the main title display when we use functions like presets, copy item, to item, get mem, to mem, TXT edit...

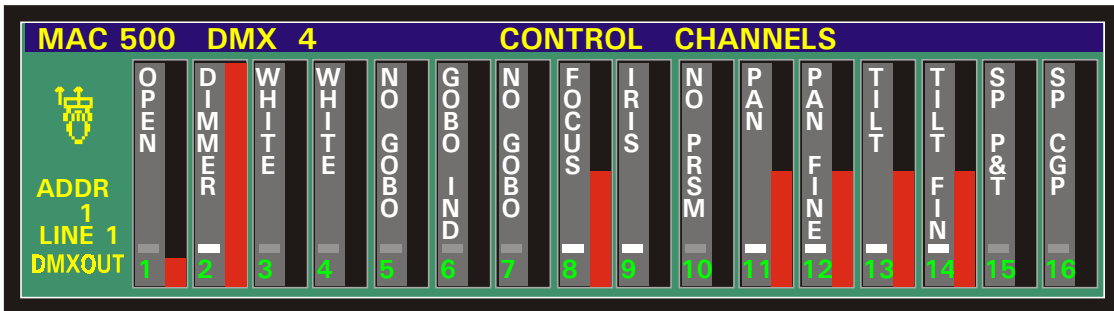
### 3.2.9 1586 memories available of 2000 925 cues available of 1120

The console can handle up to 2000 memories and up to 1120 cues. In this example there are still 1586 memories available and 925 cues.

### 3.2.10 MEMORY 1 IS IN USE

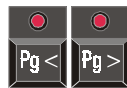
Texts appearing in this window will also appear in the LCD display. This is the **help window**. It shows us the last called memory and the cue that is in use. It also tells us what to do when using special functions.

### 3.3 Control channel window



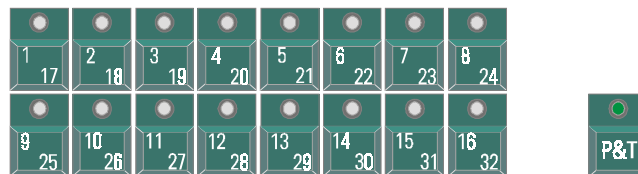
This window appears when one or more fixtures are selected. **It shows the control channels of the last selected fixture.** For fixtures with more as 16 channels,

**PRESS**



to go to the next 16 channels.

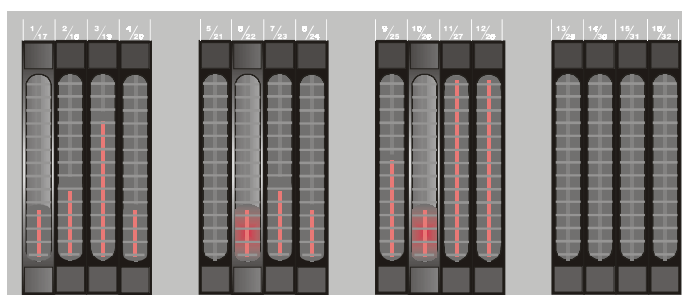
Every of the 16 (32) channels can be put on the tracker ball by selecting the channel number in the **Control channels key window**.



If P&T is selected, Pan and Tilt are selected together in the resolution set with the Tracker ball buttons.

**Note:** If different types of fixtures are selected at the same time, the control channel window will show only the last selected fixture type. If however a specific control channel is selected and thus put on the tracker ball, the software will look for the same channel in the other fixture types. Example : if P&T is selected for the fixture above, channels 11, 12, 13 and 14 will change when touching the T-ball. If another fixture type with Pan Tilt on channels 1, 2, 3 and 4 is selected together with the fixture above, the software will detect the Pan Tilt on channels 1, 2, 3 and 4 and will change those too.

On the Pro 2 and the Pro 2+, the control channels can also be changed with the digital belt faders. This is a fast access, the control channels keys don't have to be selected first (except for P&T together).



### 3.3.1 Effect generator

With the console it is very simple to make all kinds of chasers on every fixture channel.

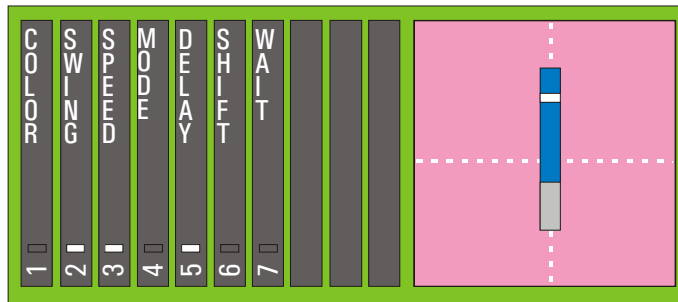
Select fixture(s) and select a control channel (gobo, color, dimmer, P/T...)

**PRESS**



#### 3.3.1.1 On control channels except P/T (Pan/Tilt)

The control channel window will change to:



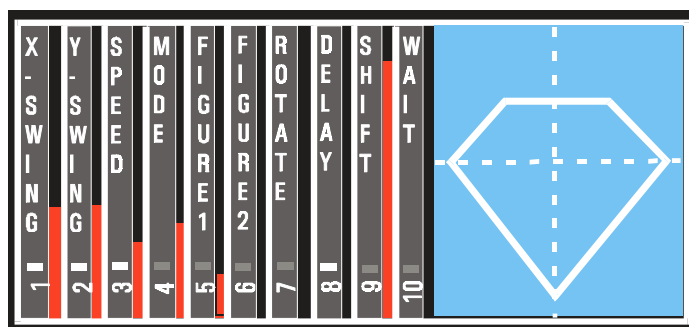
With the control channel keys, one can select the function that has to be on the tracker ball.

On the Pro 2 and Pro 2+ system, the control channels of the effect generator can now be direct accessed on 7 digital fader belts.

The working of the effect generator will be explained in chapter 5.

#### 3.3.1.2 On Pan/Tilt control channels

The control channel window will change to :



With the control channel keys, one can select the function that has to be on the tracker ball.

On the Pro 2 and Pro 2+ system, the control channels of the effect generator can now be direct accessed on 7 digital fader belts.

The working of the effect generator will be explained in chapter 5.

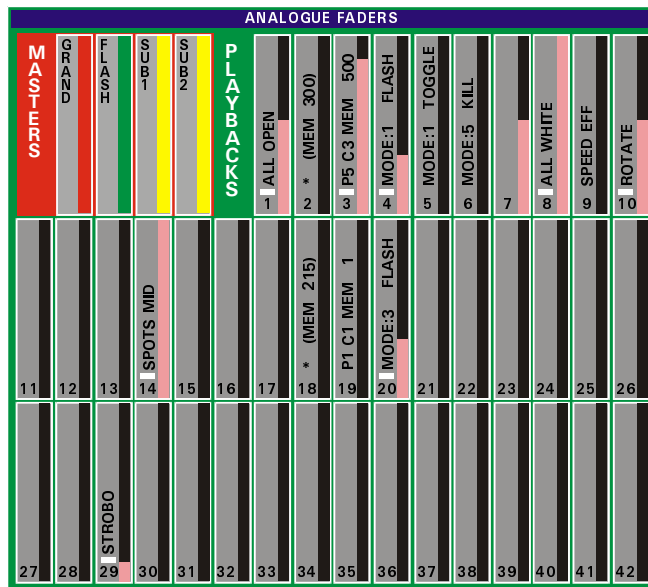
### 3.4 Fader window

To view all faders together (masters and playbacks) :

**PRESS twice**



The main screen will change to :



#### 3.4.1 Master

It shows the status of the master slider, the flash master slider and the 2 submaster sliders.

#### 3.4.2 Playbacks

It shows the status of the playback sliders. The memory programmed in the playback will be written as :

**P1/C1 MEM 1** = Page 1 - Cue 1 - memory 1

or The memory name

or **MODE : x** (flash/toggle or kill)

This display text mode can be changed with the PgUp and PgDn keys.

A playback that is active will be marked with a square at the bottom of the fader.

When a playback is active and not frozen at the time another cue is called, the playback will be highlighted and the led of the playback on the console will flash red. I.e. that the new memory of the called cue will take over as soon as the playback is deactivated (slider on zero).

### 3.5 Fixtures/Cues screen

#### 3.5.1 Fixtures screen

**PRESS**



The upper left window will be :

FIXTURE-PAGE 1									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
MAC 500 DMX 4							1		


This screen shows the fixtures on the pages you have set up in the setup program. Only the coloured boxes are selectable.


The edges of the last selected fixture will be highlighted Yellow. The bottom of this screen shows the type of this last selected fixture and the number of fixtures of that type. **The control channel window will represent the channels of this last selected fixture.**

Selecting and deselecting fixtures :

**PRESS one of the fixture numbers** for selecting 1 fixture

**PRESS the first and last fixture button** to select or deselect all the fixtures between those numbers

**PRESS the**  **key to select all fixtures**

**PRESS the**  **key to deselect all fixtures**

On the Pro+ controllers there are also the   keys to select even or odd fixture numbers.



### 3.5.2 Cues selection screen

**PRESS**



The upper left window will be :

CUE-PAGE 1									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70

The dark blue numbers are not programmed cues.

The light blue numbers are cues where playbacks and/or sequences are programmed.

The yellow highlighted number is the cue in use.

To select a cue, **PRESS** its number.

### 3.5.3 Presets screen

This screen can also show the selectable preset numbers.

**PRESS** one of :

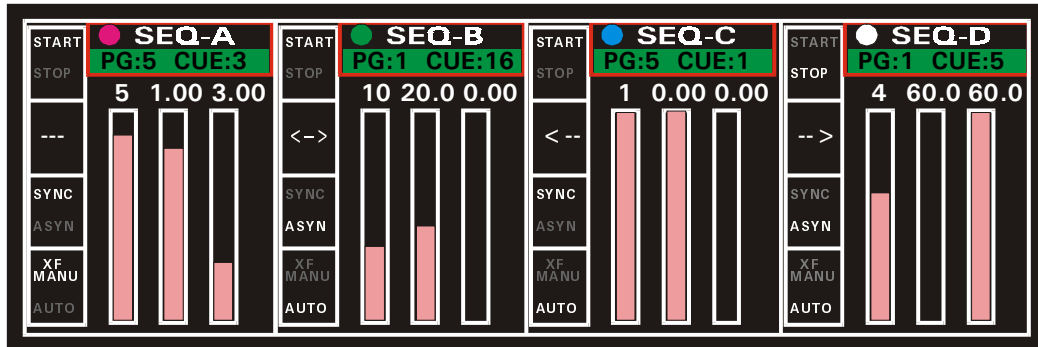
**Presets**



together with a number (1-70) to select a preset.

The programmed presets will be light blue. The presets screen can be frozen by double clicking one of the 4 functions. To cancel press ESC.

### 3.6 Sequence control screen



This screen shows the state of the 4 sequences (only in stage or text view mode).

#### 3.6.1 Explanation of this screen

Sequence A :

- is running on cue 3 of page 5
- is fading to memory 5
- has a fadetime of 1 second
- has a wait time of 3 seconds
- is started (start)
- is running in random mode (memories picked at random) (symbol ---)
- is synchronized (sync)(in this screen with sequence C which is also synchronized)
- is in manual mode (xf manu)

Sequence B :

- is running on cue 16 of page 1
- is fading to memory 10
- has a fadetime of 20 second
- has a wait time of 0 seconds
- is started (start)
- is running in bounce (symbol <-->)
- is not synchronized with another sequence (asyn)
- is in auto mode (auto)

Sequence C :

- is running on cue 1 of page 5
- is fading to memory 1
- has a fadetime of 0 second
- has a wait time of 0 seconds
- is started (start)
- is running anticlockwise (symbol <--)
- is synchronized (sync) (in this screen with sequence A)
- is in auto mode (auto)

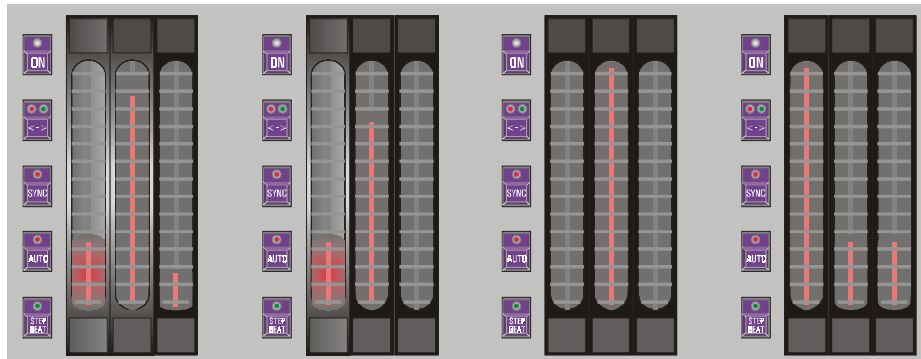
Sequence D :

- is stopped on cue 5 of page 1
- was fading to memory 4
- has a fadetime of 60 second
- has a wait time of 60 seconds
- is stopped (stop)
- was running clockwise (symbol -->)
- was not synchronized (asyn)
- was in auto mode (auto)

Because the cue numbers of the sequences differ, the console is set in **cue overwrite** mode. In **cue replace all** mode the cue numbers of the sequences should be the same.

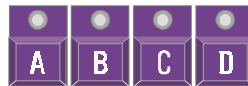
### 3.6.2 Controlling sequences

With the Pro 2 systems, it is very simple to control sequences, because all the functions are grouped on the left panel :



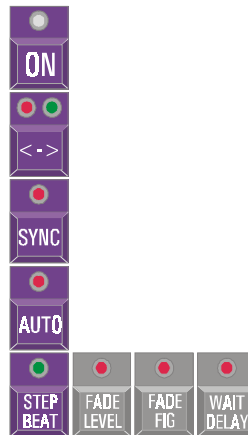
With the Pro 1 (also on the Pro 2) the slider functions can be set on the Tball.

**PRESS one of :**



*to select a sequence*

**Then PRESS one of :**

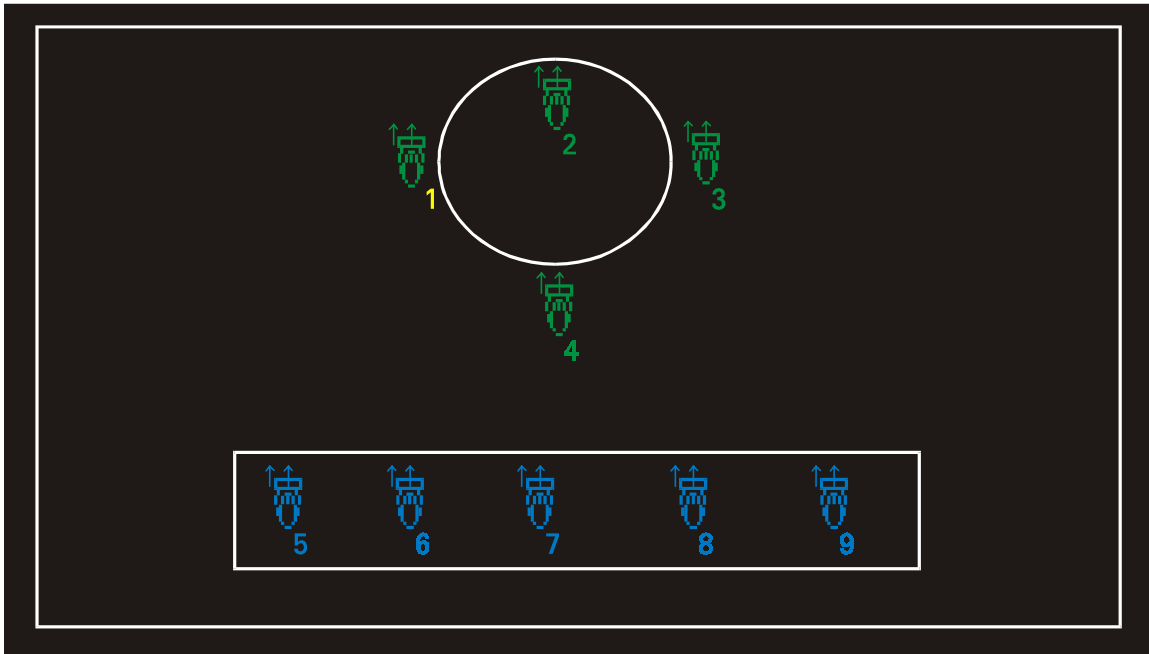


*to select a function*

- **ON** to activate the selected sequence
- **<->** to select running clockwise, anticlockwise, in bounce or at random
- **SYNC** on **both** sequences you want to synchronize
- **AUTO** to select automatic , manual trigger mode or semi-auto mode
- **BEAT STEP** to trigger in manual mode (Note : the **RET** key can also be used to trigger manually, the difference is that all manually taken sequences will trigger at the same time).
- **FADE LEVEL** to put the fading fader on the Tball (Note : in manually mode, the **FADE LEVEL** fader is automatically put on the Tball.)
- **FADE FIG** to put the fade time on the Tball
- **WAIT DELAY** to put the wait time on the Tball

### 3.7 Stage layout screen

**PRESS**



*This screen represents the stage layout of the selected page (page 1 : fixtures 1 to 70, page 2 : fixtures 71 to 140) as we know it from the setup program. The numbers and colours of the fixtures correspond with the numbers in the Fixtures window.*

## 3.8 Value screen




PRESS



PAGE 1		DIGITAL MEMORY-VALUES (CHANNELS)															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
1	20				0	33	0	P5			P5	P5	P5	P5			
2	20						0										
3	20				G2		0	G2			127	127	127	127			
4	20				G2												
5	20																
6	20		C30	C30			E12										
7	20		C30	C30							127	127	127	127			
8	20						212				127	127	127	127			
9	20						0	127			127	127	127	127			
10																	
11																	
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35																	

## 3.8.1 Fixture mode

The screen shows the digital channel values of the memories we call, or the digital channel values of the control channels we control manually. To view the next 16 channel values,

press the   keys. To view the next 35 fixtures press the  keys.



Because the case console works with changes in memories, some fields can be left blank, only the channel values we change will be filled in. So when we call a memory with only gobo values on one fixture, only the gobos on that fixtures will change, **the other channels and other fixtures will remain unaffected.**

Fields with a value **Pxx** means that this field has the value of Pan/Tilt preset number xx.

Fields with a value **Gxx** means that this field has the value of Gobo preset number xx.

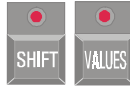
Fields with a value **Cxx** means that this field has the value of Color preset number xx.

Fields with a value **Exx** (only when EFF key is on) means that this field has the value of Effect preset number xx.

A **coloured box** behind a value tells you that in the **effect generator** for that channel something is **programmed**.

**Note : If in stead of real digital values, percentages are needed :**

**PRESS**



**to put the values in %.**

### 3.8.2 Cue mode

In this mode, the real digital output values will be shown. Running sequences or playbacks that are opened will update those values. If the VALUE key is hold down, the screen updates will be faster.

In the sequence screen there is a colored dot for each sequence.

- Sequence D = white
- Sequence C = blue
- Sequence B = green
- Sequence A = red

The color of the digital output values indicate the sequence colors, so you can see which channel of which fixtures is running in which sequence.

A colored box behind a value indicates that the value is changed by an effect generator.

*Example : if a value is colored blue and there is a colored box behind the value then there is a memory in sequence C with an effect generator running on that channel.*

### 3.8.3 Threshold mode

Press



and one of the numbered keys in the Fixtures/Cues/Presets selection key window.

Will open next window :


PAGE 1		THRESHOLD PERCENTAGES (CHANNELS)															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
1	0	20	0	0	0	0	0	15	19	0	0	0	0	0	0	0	
2	60	40	80	19	0	0	0	0	0	0	0	0	0	0	0	0	
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
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35																	

The values appearing in this screen are % of fading values of all control channels of all fixtures. I.e. in a fading, the fading of that channel will be delayed until the fading has reached the threshold value.

In this example, when we use a memory where channel 2 of fixture 1 is placed in a fading (in a sequence or playback) and we have added this threshold table to the memory (see 3.11 editing sequences), channel 2 of fixture 1 will only become active when the fading level has reached 20 %. For channel 8 of fixture 1 it is 15 %, channel 7 of fixture 1 is at 0 %, so it will fade immediately.

To add threshold percentages to the table, select fixture(s) in the Fixtures/Cues/Presets key window and select the control channel(s) in the Control channels key window.

Now you can use the Track Ball to give in values or

PRESS  and a numeric value on the keypad + RET

To save the table, press the  again.

You have the possibility to make 70 different tables.

### 3.8.4 Preset load-selection mode

When you have saved presets, all the channel values belonging to a certain function of all fixtures will be saved to a preset number. E.g. When you save a color preset number 10, all color-wheel values and all RGB-wheel values of all fixtures will be stored in preset number 10. Suppose when you call the preset, you want only the RGB values and not the values of the color wheels, in this case you have to change the preset load-selection of preset 10.

Press



together with :

One of

Presets



And select the preset number(s)

Will open next window.

PRESET CHANNELS																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1																
2																
3																
4																
5																
6																
7																
8																
9																
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The control channel window will change to the preset control channels and the window above shows the channels that will be loaded when the preset is called. The numbers 1-35 are the preset numbers (with PGDN key you can switch to 36-70). The numbers 1-16 correspond to the control channel numbers. A highlighted bar means that the control channel will be loaded when the preset is called. To disable loading of a channel, simply press the desired control channel number in the Control Channels key window. Save the selection by pressing the preset function (P/T, color, gobo, Eff) again.

In this example the color-preset loadselection is opened. For preset 1, everything (4 color-wheels, the color-param wheels (like speed) and the RGB wheels) are loaded when color-preset 1 is called. For color-preset 2, the 2<sup>nd</sup> color-wheel won't be loaded when color-preset 2 is called.

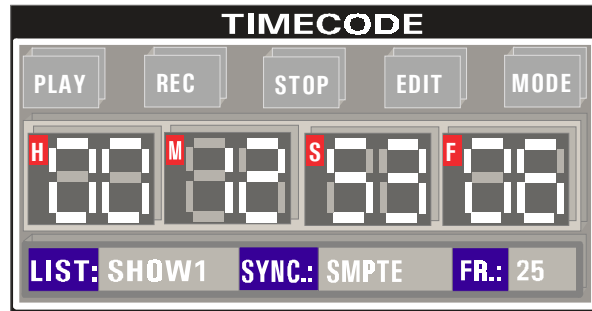


### 3.9 Timecode window

PRESS one of :



Will open the window:



Time-code is very useful when you have to run a show many times and every light event in the show has to take place on the same time.

The upper part of the time-code window shows the state of the play, rec, stop, edit or mode-switch.

The middle part shows the time in hours (H), minutes (M), seconds (S) and frames (F). In SMPTE mode, when a SMPTE signal comes in, the time shown is the time of the SMPTE signal. When the time shown is light blue, the signal is good and is running. When the time turns to a dark blue color, you have a poor signal or the SMPTE time doesn't advance (time coming in remains the same). In this case, when recording or playing a show, the controller goes in test, which means, he doesn't do anything until the incoming time is advancing again.

**LIST** : This is the name of the time-code list you gave in when you save the list.

**SYNC** and **FR** is the timecode mode.

There are 6 time-code modes :

- PC timer : The time-code list runs on the internal clock of the controller.
- Midi : Not yet implemented.
- SMPTE : The time-code list runs on an external master SMPTE generator (can be a recorded SMPTE signal on a tape track).
- Internal : The time-code list runs on the internal SMPTE generator. In this mode, the *Case* controller is the master, a SMPTE signal is available on the SMPTE-OUTPUT.

- *Manual* : The time-code list becomes a cue list. This is the manual mode where events are called with the *LAST* and *NEXT* key.
- *CD-ROM* : When the controller is equipped with a CD-ROM player, a show can be programmed on the CD time-code.

In SMPTE mode there are 4 options :

- 24 frames
- 25 frames
- 30 frames
- 30D frames

Each second is divided in frames, so a show can be played or recorded on the frame exact.

The functions :

- *Play* : To play a previous recorded time-code list.
- *Rec* : To record a time-code list.
- *Stop* : To stop playing or recording
- *Cue list* : To edit all events in a recorded time-code list.
- *Mode* : To switch between modes.

### 3.9.1 Changing the time-code mode

**PRESS**



to toggle time-code mode

The mode will be changed in :

- *PC-timer* : 24, 25, 30 or 30D frames. This mode is used to record or play a list, and you don't have SMPTE. You can also use this mode when you want to prepare a cue list.
- *MIDI* : 24, 25, 30 or 30D frames. (future use)
- *SMPTE* : 24, 25, 30 or 30D frames (will change automatic when receiving an other frame type.) This mode is used to record or play a list when you use an external SMPTE generator, or a prerecorded SMPTE signal on a tape.
- *Internal* : 24, 25, 30 or 30D frames. In this mode, the controller generates a SMPTE signal corresponding with the selected number of frames. You can record or play a list synchronised with the internal generated SMPTE.
- *Manual* : In manual mode, you can prepare a cue list (a number of events that can be called in succession). With the *LAST* key, the previous event is called, the *NEXT* key calls the next event.
- *CD-ROM* : Each song on a CD is recorded together with a time-code of 75 frames-/sec., so the song can be synchronized with light effects. When the song is running, the time-code on the CD-ROM will be converted to a 24 frames-/sec SMPTE signal available on the SMPTE output of the controller. In this case, the controller can be a master for other SMPTE controlled machines.

*Note* : In order to keep track with the CD-ROM time-code, the SMPTE time-code can shift sometimes. Some SMPTE controlled machines can't handle this shifting of the SMPTE signal and will give an error.

### 3.9.2 Recording a time-code list

#### 3.9.2.1 Recording a time-code list (not in manual mode)

##### **PRESS**



*twice or give in a time on the numeric keypad and press REC again (not in smpte mode).*

*When you have prepared memories, cues, sequences and/or playbacks, you can record a time-code list with them.*

*What can be used when recording a list :*

- *Calling memories*
- *Calling cues*
- *Switching between cue replace all mode and cue overwrite mode*
- *Hitting grandmaster, sub-master and flash master keys (press time will be recorded).*
- *Hitting playback keys (press time will be recorded).*
- *Switching ON/OFF sequences, changing the fading direction, synchronise sequences, switching between auto/man mode, and trigger manually sequences.*

*What can **not** be used :*

- *All the rest including sliders and trackball motions, so you can't change fixture channels manually or change fade times.*

*When you begin recording a new list, the controller automatic saves the start state of the controller on time 00/00/00/00.*

*Included in the start state are :*

- *Cue mode (cue replace all or cue overwrite)*
- *The last selected and active cue*
- *The start/stop state of the 4 sequences*

*Before recording you can give in the start time from which you want to start recording. If you have already recorded a list, and you give in a start time in the middle of this list, the actions you take while recording, will be inserted in the list. Be careful here, when you start recording in the middle of a list, and you select sequences and/or playback keys without selecting a cue, the selected sequences and/or playback keys will be taken out of the last selected cue (depending on the cue replace all or cue overwrite mode) on the time just before the time you gave in.*

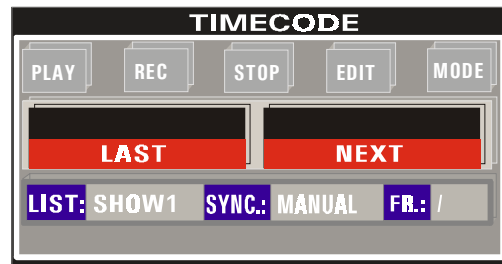
#### 3.9.2.2 Recording a cue list in manual mode

*Open the time-code window by pressing :*



*hold down until the sync is in manual*

*The time-code window will change now to manual mode :*



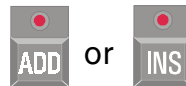
*Press*



*to open the cue list window*

*To insert or to add events to this list :*

*Press*



*Now you can add events like cue selections, playback flashes etc... to the list.*

### 3.9.3 Playing a time-code list

#### 3.9.3.1 Playing a time-code list (not in manual mode)

**PRESS**



*twice or give in a time and press **PLAY** again (not in SMPTE mode).*

*When you begin playing in the middle of a list (when you gave in a time), the controller will first search the last selected cue on the time just before the time you gave in. This cue will be selected.*

*Remember, every action you took with sliders (except the slider keys) while recording, were not recorded. You can always interfere with the sliders when the show is playing. Also, every other action you take while playing the list will be executed (not recorded).*

### 3.9.3.2 Playing a time-code list in manual mode

Switch to manual mode and open the cue list window (not necessary but very helpful).

To play the recorded cue list :

*Press*



*twice to play the list.*

To walk through the events :

*Press*



*to go to the next event*

*Or press*



*to go back to the previous event*

### 3.9.4 Editing a time-code list

**PRESS**



The time-code edit window will open.

TIMECODE-TABLE		
TIME (hh/mm/ss/ff)	EVENTS	
00001	00/00/00/00	REPLACE -ALL MODE - OFF
00002	00/00/00/00	PAGE 05 - CUE 03
00003	00/00/00/00	SEQ A - START
00004	00/00/00/00	SEQ B - START
00005	00/00/00/00	SEQ C - START
00006	00/00/00/00	SEQ D - START
00007	00/00/03/14	PAGE 01 - CUE 01
00008	00/00/04/12	PAGE 01 - CUE 11
00009	00/00/04/22	PAGE 01 - CUE 21
00010	00/00/08/00	PAGE 01 - CUE 31
00011	00/00/09/10	PLAYBACK 10 - 00/00/01/00
00012	00/00/20/11	PLAYBACK 01 - 00/00/02/21
00013	00/00/25/00	SEQ A - STOP
00014	00/00/34/14	END

*Explanation :*

The first column shows the event number. The second column the time when the event is recorded, and the third column the event itself.

Remember, when you start recording a new show, the controller records on time 00/00/00/00 the mode (cue replace all or cue overwrite), the last activated cue and the state of the 4 sequences.

The events can be :

- PAGE xx - CUE yy : the page and cue number you've selected.
- PLAYBACK xx - aa/bb/cc/dd : playback xx is pressed and the duration.
- REPLACE ALL MODE - ON/OFF: replace all mode on or overwrite mode
- MEMORY xx : memory xx is called
- SEQ X - STOP/START
- SEQ X - LEFT/RIGHT
- SEQ X - SYNCHRONIC/ASYNCHRONIC
- SEQ X - AUTOMATIC/MANUAL
- SEQ X - TRIGGER

- GRANDMASTER - aa/bb/cc/dd : grandmaster is pressed and the duration
- FLASH MASTER - aa/bb/cc/dd : flash master is pressed and the duration
- SUBMASTER 1 - aa/bb/cc/dd : sub-master 1 is pressed and the duration
- SUBMASTER 2 - aa/bb/cc/dd : sub-master 2 is pressed and the duration
- GOTO - aa/bb/cc/dd : the next event will be at time aa/bb/cc/dd
- END

### 3.9.4.1 Editing the events in the time-code list

If you have recorded a time-code list, you can manually make changes in this list. To walk through the list, you can use :



To add an event at the end of the list :

**PRESS**



and select the event you want to add.

You can also add the GOTO event to go back to a certain time in the list to make endless loops (only in Internal, PC timer and CD-rom mode).

To insert an event just before the highlighted event :

**PRESS**



and select the event you want to insert.

You can also insert the GOTO event to go to a certain time in the list (only in Internal, PC timer and CD-rom mode). Press the TO button and change the time to the time of the event where you want to go to.

To clear the event of the highlighted line :

**PRESS**



To change the time of an event, highlight the event and :

**PRESS**



**With the arrow keys 2, 4, 6 and 8  
You can now change the time.**

To change the duration of the key events, go with the 6 key to the events column and:

**PRESS**



With the arrow keys 2, 4, 6 and 8  
You can now change the duration.

You can also make a group selection of events :

**PRESS**



together with the 2 and 8 keys to select the events. This group will be highlighted red.

Go back to the first event of the group. (important)

Now you can clear or copy the group or change the time of this group.

To change the start time of the selected group

**PRESS**



and enter the new start time

To clear the group

**PRESS**



Do not use DEL. DEL will only deselect the group you've selected.

To copy the group

**PRESS**



and give in the start time of the place where the group should be copied to.

**Important note :** If you walk through the events in the left column (time column), the events will not be executed. However, if you do this in the right column (events column), all actions will be executed.

**Note :** When the timecode edit window is open, you can also play the list. This way, you can actually see what is happening.



### 3.9.5 CD-ROM (if present)

When the controller is equipped with a CD-ROM player, the time-code recorded with the music on a CD can be used to make a lightshow. This time-code is converted to a 24 frames/sec SMPTE signal and is available on the SMPTE output of the controller. In this case, the controller can be used as a master for other SMPTE controlled instruments. To keep track with the CD-Time-code which is 75 frames/sec, the SMPTE time can shift sometimes. Some SMPTE controllers can't handle this shifting and will give errors.

The cue list recorded with the CD is handled in the same way as the SMPTE time-code.

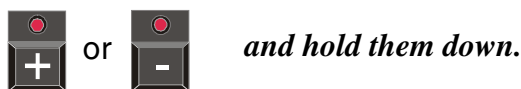
To change the music track :

**PRESS (momentary)**



To wind or rewind the music :

**PRESS**



Sometimes it can be very useful to have a reference point somewhere on the song from which you can replay the song as many times as you need. To make such a reference :

**PRESS**



Hold it down for a second. Give in the time of the trigger point and press **RET**.

When you start playing the music and you want to go back to the reference point :

**PRESS (momentary)**



### 3.9.6 SAVING a time-code list

When you have recorded a time-code list, you can save it by :

**PRESSING**



And give in the name

### 3.9.7 LOADING a time-code list

A previous recorded time-code list can be loaded by :

**PRESSING**



And give in the name

**Important note : On power failure, your list will be lost if not saved. Don't forget to save the list before switching of the controller.**

### 3.10 Midi screen

If your controller is equipped with SMPTE/MIDI, you can put midi-codes on:

- The cue selection : if midi-code comes in, the cue will be activated.
- The sequences A, B, C and D : if midi-code comes in, the sequence will be triggered.
- The playbacks 1...42 : if midi-code comes in, the playback will be triggered.

The use is very simple. Just pick a cue and edit the midi.

**Select a cue and :**

**PRESS**



The MIDI window will now open

PROGRAM MIDI PG 1-CUE 1	
EVENTS	MIDI-CODE
CUE SELECTION	.....
SEQUENCE A	.....
SEQUENCE B	.....
SEQUENCE C	.....
SEQUENCE D	.....
PLAYBACK 1	.....

The right column shows the events, the left the midi-codes.

The midi--codes are filled in by the controller who sends the code. Just connect the midi controller (keyboard, midi generator,...) to the A or B input at the back of the controller and send a code (like press a note on the keyboard).

The code will appear in the midi-code column, next to the event you have chosen with the



If you have filled in some events, save the midi codes for the chosen cue by **pressing MIDI** again.

If now the midi code of e.g. the cue selection, is received by the controller, the cue will be selected.

If you fill playbacks with memories containing fixture colors, and you put some 'note on' midi codes next to the playbacks, the playbacks will be activated as soon as you press the programmed notes on your keyboard.

Note : all midi codes are accepted by the controller. It is possible to select an other cue when you change instruments (banks) on the keyboard.

**3.11 Edit screens**

**3.11.1 Edit playback screen**

Select a cue and **PRESS**



together with one of :

**Playbacks**

**Plus-Wing**




will open next window :

PROGRAM PLAYB.1 PG 1-CUE 1					
MEMORIES		PROG.	MEMORIES	THRESHOLDS	MODE
1	* ALL WHITE	DATA	1 ALL WHITE	0 DISABLED	1
2					
3					
4					
5					
6					
7					
8					
9	* MEX. WAVE				
		FADE-IN TIME	4.0 sec.		
		FADE-OUT TIME	10.0 sec.		
		FLASH-MODE	FLASH (toggle or kill)		

Explanation :


The left column shows the available memories together with their numbers and their


names. We can scroll through the memories with the  keys, or we can simply

call a memory with the  + number + RET keys.

The right column shows the programmed memory in the playback together with its thresholdlib number and name and the fade mode (1, 2, 3, 4 or 5). We can delete the

memory out of the playback by pressing the  key in the Cue selection key window.

To add the highlighted memory of the memory column to the playback, press the  key in the Cue selection key window.

To give the memory a thresholdlib number press the  key + a thresholdlib number in the Fixtures/Cues/Presets selection key window.

To change the fade mode press the  key until the desired mode is displayed.


**Note : mode 3 and 4 are the same for playbacks.**


A faster method to program playbacks :

Get the memory , press  and press twice the playback key.

When using the flash keys on top of the playbacks, they can have **FADE-IN and FADE-OUT** timings. Also the flash-key mode can be toggled between **FLASH, TOGGLE or KILL**.

- Flash : As long as the flash-key is pressed, the playback will fade-in on the FADE-IN time. When the flash-key is released, the playback will fade-out on the FADE-OUT time.
- Toggle : A momentary press on the flash-key will toggle between fade-in and fade-out with their fade-in and fade-out timings. When the playback has fade in, the flash-key must be pressed again to fade him out again.
- Kill : When 2 or more playbacks **of the same cue !!!** are in kill mode, you can make an X-fade between them. Pressing the flash-key on the first playback will fade him in on his fade-in time. Pressing the flash-key on the second playback will fade out the first one on his fade-out time and fade in the second one on his fade-in time. **Only 1 playback of the playbacks of the same cue which are in kill mode, can be active** (unless when the fader itself is opened).

To change the FLASH-MODE, go with the arrow keys 2 and 8 to the FADE-MODE field and press .

To change the FADE-IN and FADE-OUT timings, go with the arrow keys 2 and 8 to the field and press  . You can now give in the time.

**To save everything** press the playback flash-key again.

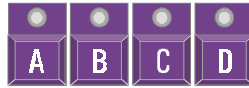
## 3.11.2 Edit sequence screen

Select a cue and PRESS



together with one of :

**CUE**



will open next window :

PROGRAM PLAYB.1 PG 1-CUE 1					
MEMORIES		PROG.	MEMORIES	THRESHOLDS	MODE
1	* ALL WHITE	DATA	1 ALL WHITE	0	DISABLED
2					
3					
4		FADE-IN TIME		4.0 sec.	
5		FADE-OUT TIME		10.0 sec.	
6		FLASH-MODE		FLASH (toggle or kill)	
7					
8					
9	* MEX. WAVE				

Explanation :

The left column shows the available memories together with their numbers and their

names. We can scroll through the memories with the



keys, or we can simply

call a memory with the



+ number + RET keys.

The right column shows the programmed memories in the sequence together with their thresholdlib number and name, and the fade mode (1,2,3,4 or 5). It is also possible to give a sequence a start step and/or stop step. Start and stop steps are memories that will be accessed only once when the sequence is started or stopped. On the other hand, all the memories between the start and stop step will be accessed as many times as programmed in the loop-counter on the bottom of this screen. When the loop-counter has a finite value, the sequence will keep running on memory 0 when all the loops are finished. Memory 0 is an empty memory and will change nothing, but the sequence keeps running.

A cue can be linked with an other cue.

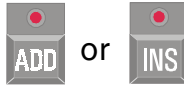
**Important note :** When linking cues, be sure that the loop-counter has a value and is not infinite otherwise the cue will never be linked. Start and stop steps will also be accessed when linking cues.

Adding a start step :

Place the highlighted bar in the right column on START by pressing



Get a memory and press

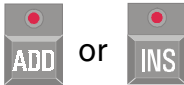


Adding a stop step :

Place the highlighted bar in the right column on STOP by pressing



Get a memory and press

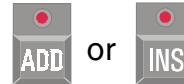


Adding memories in the loop field :

Place the highlighted bar in the right column in the loop field with




Get a memory and press



Adding a thresholdlib number to a memory :


Place the highlighted bar in the right column on the memory that needs a thresholdlib number.

Press  together with one of the numbered keys (programmed thresholds) in the




Fixtures/Cues/Presets key window.

Changing the fade mode of a memory :


Place the highlighted bar in the right column on the memory that needs an other fade mode.

Press  until the desired mode appears.

Changing the loop-counter :

Press  together with the  or  key.

Linking cues.

Press  together with a cuenumber in the *Fixtures/Cues/Presets* keywindow.

Saving the sequence :



### 3.11.3 Edit default screen

Pressing 2 x the **DEFAULT** key will set all **selected** fixtures in the pre-programmed default mode which is a white beam with Pan/Tilt on 50% and all effects stop.

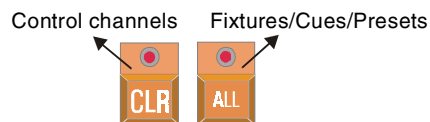
Sometimes those default values are not desired especially when a show is running and fixtures are taken manually to default. It is possible to change the default channels per fixture separately. Suppose the dimmer/shutter must be closed on default.

**PRESS**



The **DEFAULT** screen will now open. Change now only those channels on the fixtures where other values are desired (like memories are made).

If you want the factory default values back, press



If the channels are changed, save the defaults by pressing the **DEFAULT** key again.