

# *Case Pro Playback Wing*

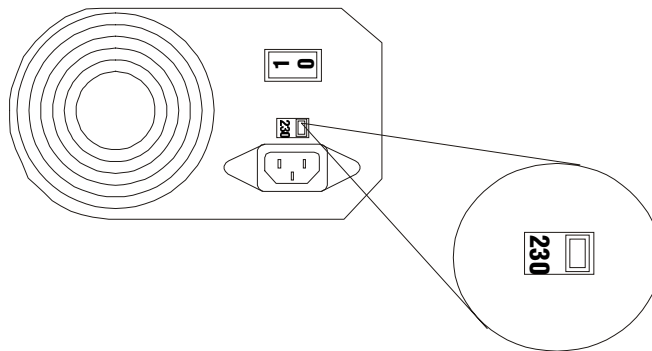
user manual

## 1. Introduction

*Thank you for selecting the stand-alone Playback Wing. The Playback Wing expands Martin Case controllers with additional playback sliders and some user friendly direct access functions that make programming and controlling easier.*

## 2. Setup

***Before connecting the power cable to the controller, check the voltage setting at the back of the controller.***



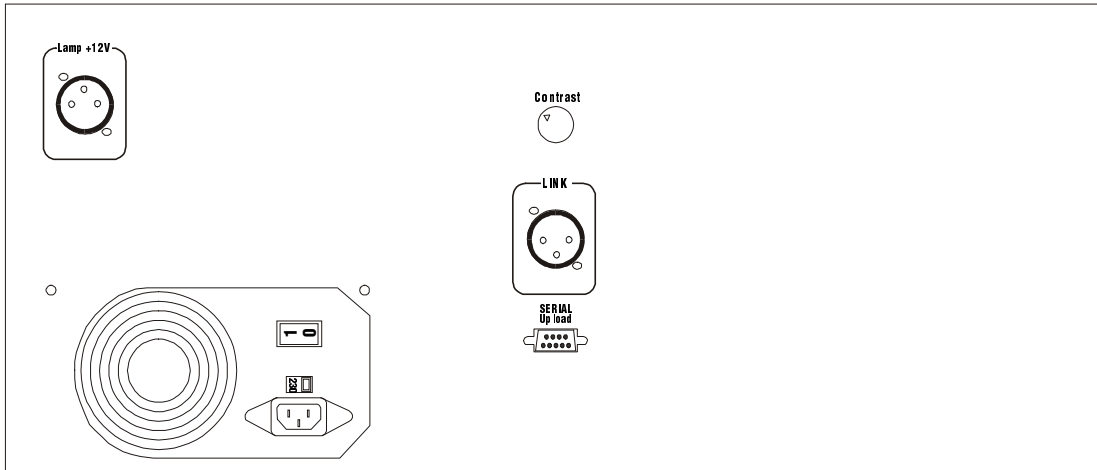
### ***Connect the Power Cable***

***Connect the XLR control cable between the LINK output of the Playback Wing and the LINK output of the Martin Case light controller.***

*Note : If your Martin Case light controller doesn't support the LINK, please order a LINK upgrade kit PN : # 91616004 at your local dealer.*

### ***Power up the Playback Wing.***

### 3. Connections



#### **Lamp +12V**

Connect a standard 3-pin gooseneck lamp to this connector.

- Pin 1 : Not connected
- Pin 2 : +12V
- Pin 3 : GND

#### **Link**

Communication output to the Martin Case controller.

- Pin 1 : GND
- Pin 2 : Signal -
- Pin 3 : Signal +

#### **Serial Upload**

To upload new software to the Playback Wing controller, use a standard serial cable between the Serial Upload output and the Serial output of a Martin Case light controller or a computer. The upload is only necessary for future new hardware options, upload software is needed.

#### **Contrast**

To control contrast of the displays.

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#### 4. Operation

***Your Martin Case controller needs software version 6.24 or higher to work with the Playback Wing. Please check the Martin site for new software updates (<http://www.martin.dk> ) or the Case site (<http://www.caseconsole.com>)***

*Remarks on software versions:*

- Version 6.24 : *The Playback Wing must be connected to the Martin Case controller before starting up both.*
- Version 7.00 : *The Playback Wing can be connected at all times.*

*When the link connection is made between the Playback Wing and the Martin Case controller, and both controllers are powered-up, the Martin Case controller will start searching for the Playback Wing. The leftmost display of the Playback Wing will show:*

**Wait for interface...**

*And after a while:*

**Can't find link**

*This text will disappear as soon as the Martin Case controller has found the Playback Wing.*

*If the text 'Can't find link' doesn't disappear, something is wrong in the connection between the Playback Wing and the Martin Case controller. Please check the XLR cable.*

*If the link connection works but there is **no response on the keys or LEDs** of the Playback Wing, go to the **MENU** (shift-setup) and select **UPDATE - KEYBOARD PATCH**. Select item 4 (keyboard 4 (plus wing)).*

*If the Playback Wing is **used on a P1 PLUS or P2 PLUS** Martin Case controller, the Playback Wing **will work in parallel** with the built-in wing.*

*The **playback faders** however will follow the **HTP** principle.*

*Example : If on the built-in wing fader 11 is at 50% level and on the Playback Wing the same fader is at 70% level, the Playback Wing fader (70%) will take over. If this Playback Wing fader is closed, it will close to 50% which is the level on the built-in wing.*

#### 4.1 Additional playback faders

The Playback Wing will expand you Martin Case controller with 32 additional playbacks. They are used in the same way as on the controller.

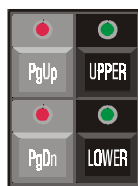
**Remember : The priority of playbacks and sequences:**

Since there are now 32 new playbacks available, playback 42 will have the lowest playback priority. The order of priority results in :

(Lowest priority) — Cue memory (version 7.00) - Seq D - Seq C - Seq B - Seq A - Playback 42 - Playback 41 - ..... - Playback 1 - Manual (highest priority)

#### 4.2 Key functions

**Display functions :**

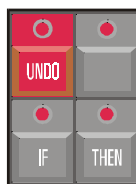


##### **PgUp & PgDn**

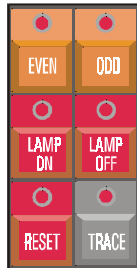
Are used to visualize (on the displays and on screen) the text mode of the playbacks. 3 possibilities : or memory names, or memory numbers, or the playback mode (flash, toggle, kill).

##### **Upper & Lower**

To visualize playbacks 11-26 or 27-42 on the displays.



Not yet in use..

**Fixture functions :**

Only *EVEN* and *ODD* are used to select even or odd fixture numbers.

**Transparent mode functions:****Software version 6.24 :**

To select Replace-All mode *ON* or *OFF*. Both keys will select the same.

**Software version 7.00 and higher :**

From this version, Replace-all mode is replaced by transparent mode and its function is inverted (see version 7.00 manual). Also it is possible to set the mode for sequences and playbacks different and this per cue.

To change the transparent mode setting: Select first a cue, then toggle the function for playbacks and/or sequences by pressing those keys.

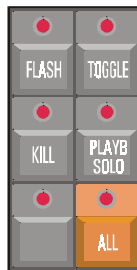
The LEDs will show the state of the transparent mode of the active cue :

**LED blinks :** Sequences and/or playbacks **of the active cue** are at the show defaults.

**LED on :** Sequences and/or playbacks : transparent mode **ON of the active cue**.

**LED off :** Sequences and/or playbacks : transparent mode **OFF of the active cue**.

### Playback mode keys



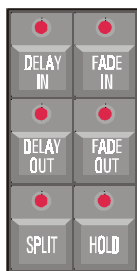
To change the mode of the playbacks :

Press a function (flash, toggle, kill) and select at the same time one or more blinking playbacks or select the ALL key.

**Remark1 :** Only the playbacks of the active cue will blink. If replace-all mode is OFF (version 6.24) or if transparent mode is ON (version 7.00) the playbacks coming from other cues will not blink.

Playb Solo is not in use.

### Timing functions :



#### Software version 6.24 :

Only Fade-in and Fade-out are used to give a fade-in or Fade-out time to a playback for use with the flash keys.

Usage : Press Fade-in or Fade-out and select playback(s).  
Enter the time.

#### Software version 7.00 or higher :

Playbacks :

To give a fade-in or fade-out time to a playback for use with the flash keys.

Usage : Press Fade-in or Fade-out and select playback(s).  
Enter the time.

Cue timers :

1. Default cue timers : Usage :

First select a CUE.

Select (delay-in, fade-in, delay-out, fade-out or hold) and press at the same time the CUE button. You can enter the time now.

2. Channel timers for entire fixtures : Usage :

First go to fixture mode,

Select (delay-in, fade-in, delay-out, fade-out or hold) and press at the same time the fixture number(s). Release both. Enter the time.

### 3. Channel timers : Usage :

*In the previous step, you probably will have noticed that, when the fixtures were selected, the control channel LEDs and preset LEDs were blinking. Default, all channels are selected. It is now possible to deselect the channels by pressing their keys. (Remark, the selections on the presets are functions like (Pan/Tilt, color, gobo or effect), they don't represent presets here.)*

*Split is not in use.*