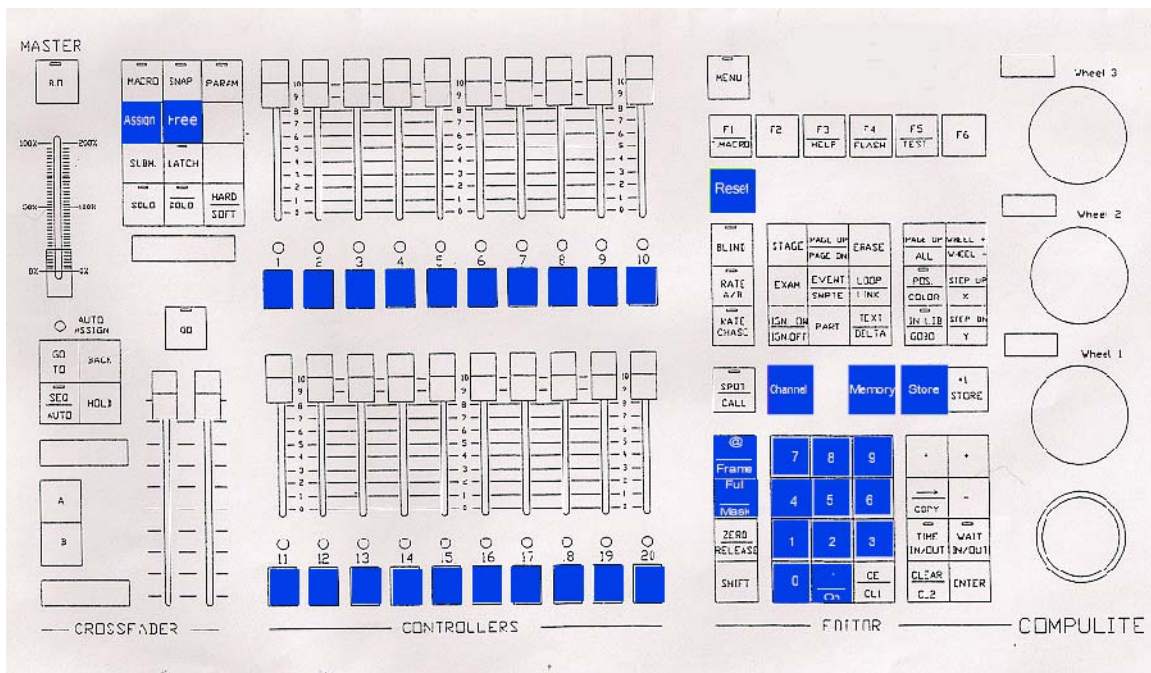


Programming the lighting board



The keys in blue above are those that might be used when programming the board.
Names in square brackets below refer to key presses

When programming the board it is advisable to have the VDU attached to board as the keystrokes are not always recorded correctly and you need to check the screen to see what is being received and for error messages.

Assigning lights to sliders

Assuming that the state the board is unknown from the previous production it is possibly best to start with an “empty” board.

To begin we need to free all the sliders from previous programming.

To do this work through the board pressing [FREE] and then the [tab] below the slider.

Then you need to get each of the sliders “working” again.

This is achieved by [ASSIGN] [Channel][number][tab] below slider

At Rackheath we have the ability to use up to 18 channels.

To program a scene.

What you will be doing next is setting a number of lights for one scene or act. Each scene is consigned to its own memory (i.e memory 1, memory 2, etc). Once they are all stored in the memories they can be assigned to specific sliders.

So as an example – assume you have a scene and you are happy with the lighting you have designed for it which uses the lights on Channel 3, 5 and 17. So you would like all of these lights to be controlled by a single slider.

For each light you want on one slider.

To select channel/light – [CHANNEL] [key pad number]

To set each lamp – press [@] then the number. For example to set the light at 40% press 4. To set the light at 45% press 4.5
To set the light to full power press [FULL]

So assuming you have a lamp on Channel 5 that you want to set at 64% the keystrokes would be [CHANNEL] [5] [@] [6][.][4]

Repeat the above for each light.

When complete save to a memory
[MEMORY] [number] [STORE][STORE]

Press [RESET] and move onto next scene.

Assigning memories to sliders

When all scenes are completed they can be assigned to a slider.

[MEMORY] [number] [ASSIGN] [tab]