



DLite Reference Guide

Copyright © 2005 Compulite Systems (2000) Ltd. All rights reserved.

This documentation is delivered subject to the following conditions and restrictions:

This document is protected by copyright and distributed under licenses restricting its use, copying, distribution and decompilation. No part of this product or document may be reproduced in any form by any means without the prior express written authorization of Compulite and its licensors (if any). The content of this document is furnished for informational use only and is subject to change without notice. Compulite assumes no responsibility or liability for errors or inaccuracies that may appear in this book.

Document History

Version 10.2	July 2006	Dlite s/w 10.2R1
Version 10.02	March 2006	Dlite s/w 10.0R2
Version 1.0	January 2006	Dlite s/w 10.0R1
Version 0.1	March 2005	

Preface

How to use this guide

Chapter 1, System Overview, allows you to familiarize yourself with the Dlite console and learn about Dlite's displays. Generic procedures, common to most show objects, are explained.

The chapter order, in this guide, is similar to your work flow when starting a new show:

- Patching fixtures
- Selecting fixtures and setting parameter levels
- Storing show objects, such as scenes, chases, and cues.
- Playing back your show
- Saving your show
- All following chapters present Dlite's advanced features

Text conventions

- The actual keys on the console panel are referred to as **KEYS**. Panel **KEYS** are in **BOLD CAPS**.
- The keys on the touch screens are referred to as **BUTTONS**. Touch screen **BUTTONS** are **BOLD, ITALICIZED CAPS**.
- Command line text and messages appear in *italics*. Command line refers to area where the command chain is displayed.
- # refers to numbers entered on the numeric keypad.
- In operation sequences, optional keys or buttons appear in parentheses.
Example: **SPOT # (→#) @ 65**.
- Key strokes are separated by commas when operation sequences are written in a single line.
Example: **SPOT, #, →, #, ACTIVE**
- When + appears between key or button names, it means: Press **THIS** (and) **THAT** at the same time. Example: **SHIFT + FREE**. Generally used only in conjunction with shift pairs.
- The term Tap, Touch, and Click are used interchangeably when referring to the touch screen buttons.
- Fixture is used for any lighting device.
- UKs refers to universal keys. UKs are represented on the touch screen touch screen grid when the editor is active.
- Select key refers to the blank (multi-purpose) keys above the playbacks and looks like this:
SELECT.

- Desk, console, and system are used interchangeably.
- Dlite offers a variety of procedure syntaxes to suit each programmer's preference. When basic procedures are introduced, three procedure syntaxes are explained separately. In subsequent procedures, more general terminology is used. Example: the procedure for storing a scene is, when first discussed, shown using 4 separate syntaxes. In subsequent procedures, that include storing a scene, general language (such as, "Store the scene) is used.

Dlite features

Models

	<i>Length</i>	<i>Width</i>	<i>Height</i>	<i>Weight</i>	<i>Playbacks/ Faders</i>
Compact	67cm (26")	47cm (18.5")	9cm (3.5")	9Kg/17.6Lbs	20/0
24/48	97cm (38")	57cm (22.5")	9cm (3.5")	12kg/ 26.4Lbs	20/48
36/72	105cm (41")	57cm (22.5")	9cm (3.5")	14kg/ 30.8Lbs	20/72

System capacity

Control up to 512 conventional channels, 252 moving lights of up to 48 parameters and 24 Extra fixtures (any DMX controlled device)

- 24 different fixture types (profiles) used simultaneously
- 240 Scenes
- 72 Chases of up to 48 Steps
- 72 Qlists of up to 999.9 Cues
- 72 Snaps
- 108 Groups - 60 (user) + 24 (system 'generic') + 24 (system 'by fixture type')
- 80 libraries - 60 (user) + 20 (system) for each parameter bank
- 72 Effects - 48 (User) +2 4 (System)
- 120 Show files on flash disk
- 120 fixture profile files on flash disk

Hardware

Displays

- One 320x240 graphic LCD touch screen
- One SVGA output

I/O

- Two DMX512 output ports (Up to 1024 attributes)
- One DMX512 input port
- Ethernet port (for DMX over Ethernet distribution)

Storage

- 16MB Internal Flash-Disk for archiving shows and fixture profiles
- Floppy drive

Panel

- 20 playbacks with SELECT and **FLASH** keys, one fader and one tri-color LED
- 0/48/72 preset faders
- Numeric keypad
- 3 encoder wheels with push-buttons
- Trackball
- A/B playback with split cross-faders and dedicated **GO/HOLD/BACK** buttons
- Dedicated submaster for each row of preset faders
- Grab fader with flash key
- Flash master fader to limit the intensity of flash keys
- Master fader, with blackout key, that operates as intensity master or rate master

Synchronization

- SMPTE Time Code input(*)
- MIDI in/through(*)
- Audio input(*)

Accessories

- PS/2 alphanumeric keyboard
- PS/2 mouse/trackball
- 1 dimmable desk-light
- Power supply
- 110-240V Switching PSU
- Internal battery pack (power failure protection)

Software

- 20 playbacks operate cues, scenes, chases, effects and submasters in manual or automated fade modes
- Three fader modes:
 - Wide - control channels 1 through 48 or 72

- 2-Presets - each row controls channels 1-24 or 1-36
- Context - control any object (cues, scenes, chases, groups, etc.) according to console's current state.
- Solo, inverse-solo and latch playback modes
- Park scenes, fixtures or dimmers
- Effects Generator - quick simple and effective wizard for generation of complex effects
- Focus, color and beam libraries. May be stored per fixture or per fixture-type.
- Automatically generated show objects:
 - Color libraries
 - Generic effects
 - Selection groups
- Individual timing for each parameter group (I/F/C/B) within each scene, cue and chase step
- Text tags for any show object, entered using touch-screen or external keyboard
- Live and blind editors
- Fully compatible PC based Off-line Editor - complete shows can be programmed on a PC and loaded into the console(*).
- PC based fixture profiles editor - for building and customizing fixture profiles. Internal Time-Code generator
- Context-sensitive on-line help(*)
- Patching wizard - guides through the entire setup process
- Two user access levels:
 - Programmer - all operations enabled
 - Operator - only playback operations enabled

Show Objects

- Scenes - a basic light picture including channels and moving light parameters, with static values and/or effects.
- Chases - a sequence of steps with the same characteristics as scenes. Chases can run simultaneously on several playbacks with different properties.
- Chase properties include:
 - Fade level between 0 and 100% that defines the transition between the steps.
 - Rate
 - Manual or Automatic run mode
 - Direction
 - Number of loops to run
 - Pattern - Build, Bounce, Random, etc.
- Snaps - capture the playbacks' loads and status, including their state (On/Off), rate, direction and chase properties and trigger in fade, cut, or pending modes.

- Cues - a light picture with optional in/out and delay times, played back as a stack (QList) on crossfader
- QLists - a stack of cues
- Libraries - a data base for F/C/B parameter levels that can be applied to the specific fixture they were stored with or on any fixture of the same type. Libraries may be used in scenes, chase steps and cues. When 'F' (Focus/Position) libraries are updated, the objects in which they were used are updated as well.
- Groups - immediate access to user-defined groups of fixtures for quick selections.
- Effects Library - user-defined building blocks for motion, color and intensity effects that can be used in scenes, chase steps, and cues.

Compulite	
-----------	--

Table of Contents

How to use this guide	i
Text conventions	i
Dlite features	ii
Models	ii
System capacity	ii
Hardware	ii
Displays	ii
I/O	iii
Storage	iii
Panel	iii
Synchronization	iii
Accessories	iii
Software	iii
Show Objects	iv

Chapter 1: System Overview 1

Dlite panels	1
Front panel	1
Back panel	2
Setting up the system	3
User interface	4
Touch screen	4
Adjusting the touch screen	5
External monitor	5
External monitor display modes	6
Navigating and selecting displays	6
Live fixture displays	7
Universal Keys (UKs) display	7
Output source color code on the external monitor	7
Paging displays	8
Scrolling displays	8
Dlite menus	9
Menus and menu options	9
Universal procedures	11
Show objects	11
Selecting objects and fixtures	12

Storing objects	13
Store options	14
Updating (editing) objects	14
Deleting objects	16
Adding text tags to objects	16
Copying objects	17
Dlite default times	18
Console output	18
Output sources	18
Output Level Conventions	18
HTP (Highest Takes Precedence)	18
LTP (Latest Takes Precedence)	18
General master control	19
Getting help	19

Chapter 2: Patching 21

About patching	21
Setting the number of fixtures and assigning DMX addresses	22
Patch wizard	22
Patching channels	24
Patching spots	24
Patching extras	25
More patch features	25
Patching and clearing DMX addresses	26
Deleting fixtures	28
Patching scrollers	28
Patching spot external dimmers	29
Viewing the patch	29
DMX channel properties	30
Proportional Patch	30
Dimmer curves	31
GM on or GM off	32
Pan and tilt orientation	32
Storing a default patch	33
Patching in the editor	34
Viewing the patch	34
Patching fixtures	34
Using park	36
Testing dimmers	38

Chapter 3: Selecting Fixtures and Setting Levels 39

About selecting fixtures	39
Selecting fixtures	40
Selecting fixtures using the console keypad	40
Selecting fixtures using the universal keys	41

Selecting fixtures on the touch screen	42
Selecting fixtures on the external monitor	43
Identifying fixtures	43
Command line numerical default	43
About groups	44
Working with groups	44
Storing groups	44
Deleting groups	45
Copying groups	45
Editing groups	46
Adding text tags to groups	46
Using groups to select fixtures	46
Selecting the last selection	47
Resetting the editor	47
Activating spots	48
Setting parameter levels	48
Wheels in parameter mode	49
Paging wheel banks	49
Wheel and trackball resolution	49
Selecting parameters	49
Setting dimmer intensity	50
Setting pan and tilt	51
Spot parameter modes	51
Using the faders to set parameter levels	52
Flip pan and tilt	53
Changing pan and tilt orientation	53
Resetting parameter levels	53
Releasing parameter levels	54

Chapter 4: Programming Scenes 55

About scenes	55
Working with scenes	55
Storing scenes	56
Storing the next scene	57
Excluding or including parameters in scenes	57
Grabbing all parameters for fixtures in the editor	58
Using scenes as building blocks	58
Using the faders to create lighting states	59
Merging console output	59
Storing roll up parameter scenes	60
Copying Scenes	60
Editing scenes	61
Adding text tags to scenes	63
Deleting Scenes	63
Setting fade times	64

Chapter 5: Programming Chases 67

About chases	67
Working with chases	68
Storing chases	68
Inserting chase steps	70
Excluding or including parameters in steps	70
Grabbing all parameters for fixtures in the editor	71
Copying chases and steps	72
Updating chase steps	73
Changing step order	74
Adding text tags to chases	75
Deleting chases and steps	75
Setting chase fade times	76
Chase attributes and run modes	80
Chase patterns	80
Setting the number of loops	81
Automatic rewind mode	81
Reversing chase direction	81
Setting chases for manual operation	82

Chapter 6: Programming QLists and Cues 83

About QLists and cues	83
Working with QLists	83
Storing QLists	83
Copying QLists	84
Adding text tags to QLists	85
Deleting QLists	85
Working with cues	85
Storing cues	86
Excluding or including parameters in cues	88
Grabbing all parameters for fixtures in the editor	89
Using cues as building blocks	89
Merging console output	90
Copying cues	90
Updating cues	91
Adding text tags to cues	91
Deleting cues	91
Removing fixtures from cues	92
Setting fade times	92
Setting overall cue times	93
Setting fade times for parameter banks	95
Programming a dark move	96
Programming a follow on cue	96
Programming for automatic playback using SMPTE	97
Loops	97
Setting the number of loops	97

Chapter 7: Playbacks and the Crossfader 99

About playbacks	99
Playback screen and options	100
Playback controls	100
Playbacks' LED color code	101
Playing back scenes and chases	101
Loading scenes and chases to playbacks	101
Playback commands for scenes and chases	102
Global off control	102
Pausing the playbacks	102
Restarting paused playbacks	103
Chases on-the-fly	103
Freeing playbacks	103
Playback behavior	104
Controlling fade rates	105
About the crossfader	106
Crossfader masters	107
Fade controls	107
Playing Back QLists on the crossfader	107
Controlling fade rates on the crossfader	108

Chapter 8: Faders 109

About faders	109
Faders and fader controls	109
Fader LEDs	110
LED color code	110
LED intensity	111
Paging faders	111
Fader modes	111
Context mode	111
Wide mode	112
Two preset (manual board) mode	112
Using the grab fader	113
Faders as editor	114

Chapter 9: Show and Device File Management 115

About file management	115
Saving shows	115
Loading shows	116
Deleting shows	117
Deleting devices	118
Using your PC for file management	119

Chapter 10: Programming Libraries 121

About libraries	121
-----------------------	-----

Working with libraries	121
Storing libraries	122
Storing fixture or device libraries	122
Grabbing all bank parameters	123
Copying libraries	124
Adding text tags to libraries	125
Editing Libraries	125
Deleting libraries	126
Using libraries to program scenes, steps, and cues	127

Chapter 11: Effects 129

About effects	129
Effect attributes	129
Fixture selection order	131
Generic effects	131
Movement attributes	131
Customize	132
Base	133
Using libraries as base value for effects	133
Direction and scope	134
Up	134
Down	134
Center	134
Swing examples	135
Size	136
Time attributes	137
Rate	137
Offset	137
Examples of Offset uses	137
Setting an effect to run in a wave or one-on offset	137
Fixture grouping	138
Basic effect programming	139
Releasing effects	139
Programming effect libraries	140
Include base levels in stored effects	140
Copying effect libraries	141
Deleting effect libraries	141
Adding text tags to effect libraries	142
Using effect libraries as building blocks	142
Advanced effect programming	142
Inverting effect size	142
Setting the effect direction	143
Determining fixture progression in effects	143
Synchronizing effects	143
Using fan	145

Chapter 12: Snaps	147
About snaps	147
Working with snaps	147
Storing snaps	148
Copying snaps	149
Updating snaps	149
Adding text tags to snaps	150
Deleting snaps	150
Triggering snaps	151
Snap fade time	152
Chapter 13: System Setup and Operations	153
About the setup screen	153
System options	154
Behavior	154
Defaults	155
Settings	155
In/Out	156
System upgrades	157
Shutdown	158
Diagnostics	158
Connecting to a PC	158
Clearing all data on start up	159
Appendix A: Automated Playback	161
SMPTE	161
Setting up Dlite for SMPTE operation	161
Using the SMPTE clock	161
Setting SMPTE triggers for cues	162
MIDI	163
MIDI commands	163
Sound-to-Light	164
Appendix B: Device Builder	165
About the Device Builder	165
Opening the Device Builder in Dlite or Rave	165
Building and editing devices	167
Mapping parameter types to their DMX offsets	168
Editing parameters	170
Changing the default wheel assignment	171
Generating steps	172
Editing steps	174
Configuring the control parameter	175
Saving and importing devices	176

Index	177
--------------------	------------

Chapter 1 System Overview

This chapter includes:

- Dlite panels (see page 1)
- Setting up the system (see page 3)
- User interface (see page 4)
- Dlite menus (see page 9)
- Universal procedures (see page 11)
- Dlite default times (see page 18)
- Console output (see page 18)
- Getting help (see page 19)

Dlite panels

Front panel

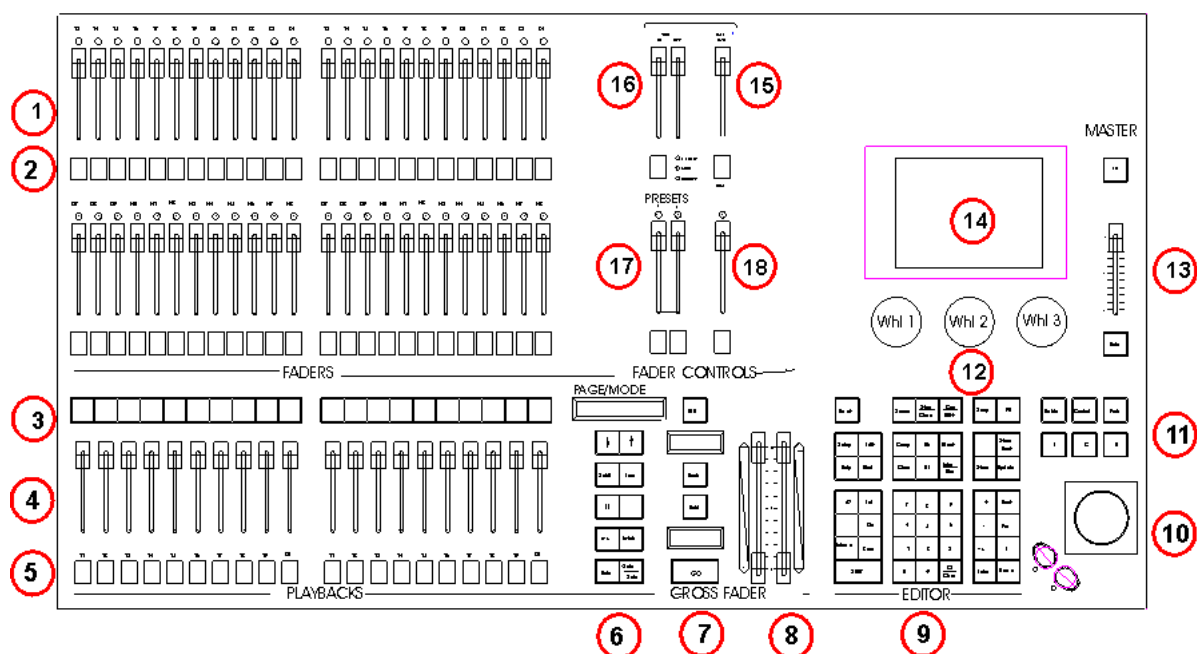


Figure 1: Dlite's front panel with editing keys, integral touch screen, and playback devices

No.	Panel Controls	No.	Panel Controls
1	Faders	10	<ul style="list-style-type: none"> Trackball with pan & tilt locks Trackball can operate as a mouse
2	<ul style="list-style-type: none"> Universal Keys (UKs) in Context mode Fader flash keys in Wide or 2 Preset modes 	11	Parameter banks (Focus, Beam, Color) and editing keys
3	Playback - Select & On/Off keys	12	Wheels
4	Playback sliders	13	General intensity/rate master
5	Flash keys	14	LCD touch screen
6	Playback modes and paging	15	Flash level master
7	Crossfader controls	16	Fade time master for 2 preset manual operation
8	Crossfader handles	17	Preset master faders
9	Editing keypad	18	Grab master

Back panel

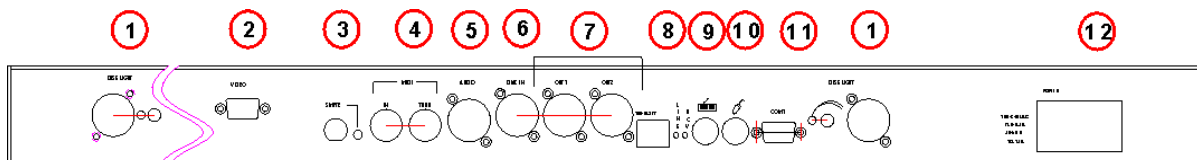


Figure 2: Dlite's back panel

No.	Connectors	No.	Connectors
1	Desklight	7	DMX Out
2	Video (external monitor)	8	Ethernet
3	SMPTE	9	Keyboard serial
4	MIDI	10	Mouse
5	Audio	11	Connection to external PC
6	DMX IN	12	Power

Setting up the system

Prepare a clean and stable work area with enough space for the console, the external monitor, and, if used, a mouse and an alphanumeric keyboard.

Dlite is equipped with an auto-ranging power pack, which selects the correct mains power and voltage.

To set up and power up Dlite

- 1 Place the system on a clean, level surface.
- 2 Connect Dlite to the mains supply using the cable supplied.
- 3 Connect the external monitor, if used, to the connector labelled Video.
- 4 Connect the mouse at the connector labelled with the standard mouse icon.
- 5 Connect the keyboard, if used, at the connector labelled with the standard keyboard icon.
- 6 Connect the DMX communication cables to the DMX-out connectors. The DMX cable should be daisy chained through all of your DMX controlled devices (dimmers, moving lights, smoke machines, etc).
- 7 Turn the power switch to on (—).

Dlite takes a approximately 30 - 45 seconds to boot up.

- 8 To turn off Dlite, it is recommended to use the shutdown option in the System Options menu to shut down the application prior to switching off the power. This will extend the console's battery life. (See [“System Setup and Operations” page 153](#)).

Note: The trackball can also function as a mouse. To enable the trackball as a mouse, press **MOUSE**.

To adjust the touch screen and LEDs

Holding down setup:

- Wheel 1 (touch contrast) adjusts touch screen contrast
- Wheel 2 (touch backlight) toggles the touch screen backlight on and off.
- Wheel 3 (LED's intensity) adjusts the fader LEDs minimum intensity.

User interface

Dlite has two graphical user interfaces:

- The touch screen
- The external monitor

Touch screen

The touch screen contains a grid showing objects or playbacks, context sensitive soft buttons, wheel labels, and a command line.

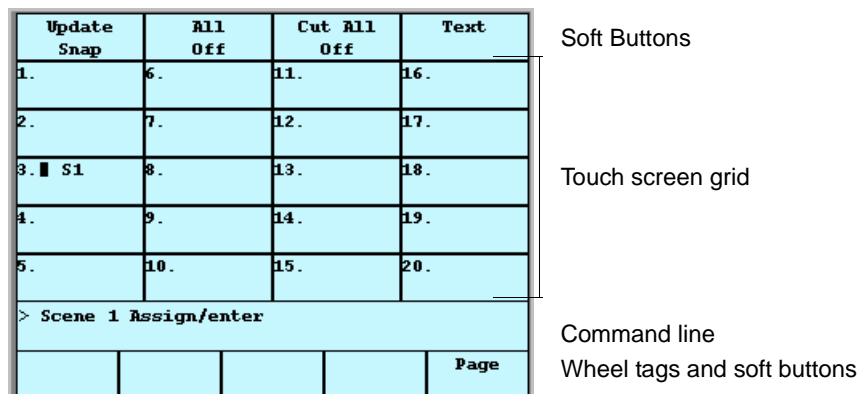


Figure 3: When the editor is idle, the touch screen grid shows the loads on the playbacks

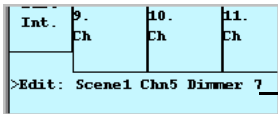
Touch screen area	What it is
Soft buttons	Soft buttons are options available on the touch screen. The soft buttons are context sensitive. When soft button text is italicized, pressing SHIFT displays more soft buttons.
Touch screen grid	In object mode, the touch screen grid represents the UKs (universal keys). Objects can be selected by tapping the object number on the touch screen grid.
Command line	<p>The command line is the area where commands, entered using the console keys or the soft buttons, are displayed.</p>  <p>Command line</p>
Wheel tags	<p>Wheel tags are context sensitive. The touch screen area above each wheel shows the wheel's use in the current operation. Examples:</p> <ul style="list-style-type: none"> • When a spot is selected, the wheels are used to set parameter levels. • When editing fade times, the wheels are used to set the times for the various options. • Wheel 3 is used for paging the touch screen grid.

Figure 4: Touch screen detail showing the command line

Adjusting the touch screen

You can adjust the touch screen's contrast and turn its backlight on or off.

To adjust the contrast

Press and hold **SETUP** and turn wheel 1 to adjust the touch screen's contrast.

To turn the backlight on/off

Press and hold **SETUP** and turn wheel 2 to turn the touch screen's backlight on or off.

External monitor

The display on the optional external monitor can be set to show:

- Live fixtures (spot or channel or extra) display - shows fixtures and their parameter levels.
- Loads for all twenty playbacks or 12 faders/UKeys. The contents of the UKs depends on the active fader mode.
- QList display - analogous to a cue sheet

DLite.

Spots

Spots	Dimmer	X	Y	Cyan	Magenta	Yellow	CWbl	Clr-Spn	BeamShp	Bea
1. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2
2. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2
3. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2
4. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2
5. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2
6. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2
7. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2
8. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2
9. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2
10. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2
11. Mac600m2+	FL	50	43	20	10	27	19.COLOR1		12	2

Channels

Channel	1	2	3	4	5	6	7	8	9	10	11	12
Level		FL	FL	FL	FL	FL						
Channel	13	14	15	16	17	18	19	20	21	22	23	24
Level												
Channel	25	26	27	28	29	30	31	32	33	34	35	36
Level	31	31	31	31	31	31	31	31	31	31	31	31
Channel	37	38	39	40	41	42	43	44	45	46	47	48
Level	31	31	31	31	31	31	31	31	31	31	31	31

Universal Keys

1	2. Scene 2 On >> Sub:100% Rate:100%	3. Scene 3 On >> Sub:100% Rate:100%	4. Scene 4 On >> Sub:100% Rate:100%	5. Scene 5 On >> Sub:100% Rate:100%	6. Scene 6 On >> Sub:100% Rate:100%	7	8	9	10. Scene 7 On >> Sub:100% Rate:100%
11	12. Scene 8 Off Sub:100% Rate:100%	13	14. Scene 9 Off Sub:100% Rate:100%	15	16	17	18	19	20

Command line

SCENE STORED

GM:100% Rate:100%

Figure 5: External monitor display option 7

External monitor display modes

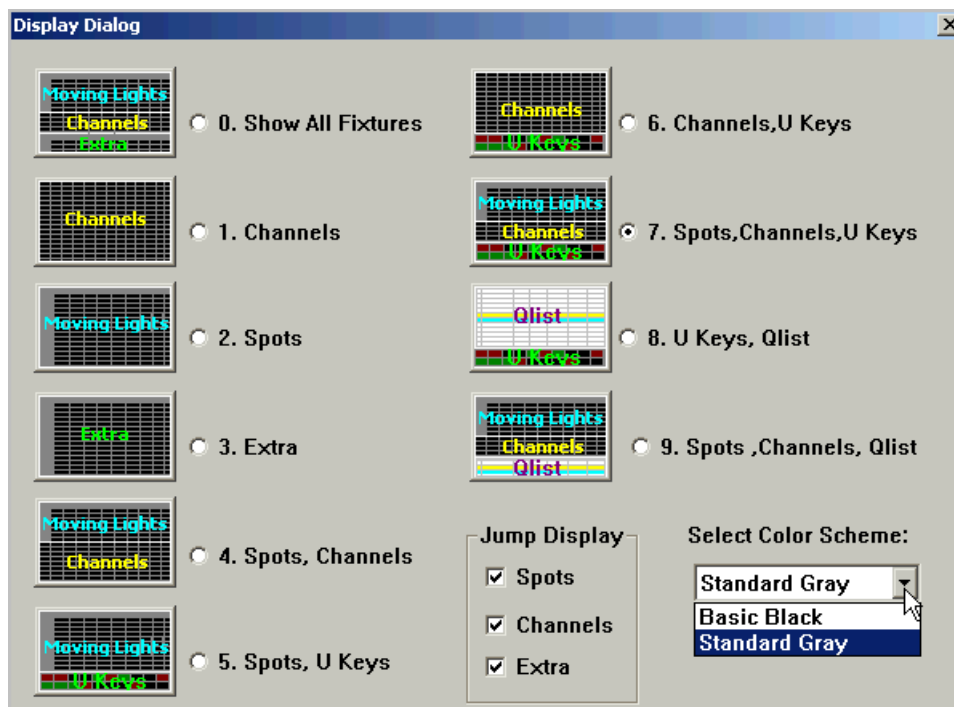


Figure 6: External monitor display dialog box

You can configure the external monitor display to show:

- | | | |
|-----------------|--------------------|----------------------------|
| 0. All Fixtures | 3. Extra | 6. Channels, Ukeys |
| 1. Channels | 4. Spots, channels | 7. Spots, Channels, U Keys |
| 2. Spots | 5. Spots, U Keys | 8. U Keys, QList |
| | | 9. Spots, Channels, QList |

Jump display - When enabled, the display jumps to the selected channel, extra, or spot parameter.

Select color scheme - Choose between standard gray or basic black

Navigating and selecting displays

You can navigate this dialog box and select the display:

- Use the **PREV** and **NEXT** keys to navigate. Press the space bar on the external keyboard or ● on the console keypad to select the display.
- Enter the display number on the console keypad and click **OK** to close the dialog box.
- Using an external mouse, clicking to select the display. Then click **OK** to close the dialog box.
- Using the trackball in mouse mode. Press the X or Y lock keys to select the display. Then click **OK** to close the dialog box.

To select a display

- 1 Tap **DISPLAY**.

Or

Press **DISPLAY (SHIFT + HELP)**.

The view options are shown on the external monitor.

- 2 Use the external mouse or the trackball in mouse mode, to enable the radio button for your choice of views.

Or

Enter the display number using the keypad.

- 3 Tap **OK**, on the touch screen, to confirm your choice.

Live fixture displays

The live fixture displays show:

- Fixtures (spots, channels, or extras)
- Fixtures editor status
- Parameter levels
- Special characters indicate effects and position libraries.
 - # represents effects.
 - * represents position libraries.

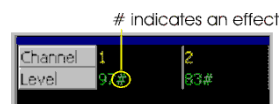


Figure 7: Indications on the live channel display

Universal Keys (UKs) display

What appears on the UKeys display depends on the state of the editor and the fader mode (See “[Fader modes](#)” [page 111](#)):

- When the editor is idle, the UKeys display shows the playback loads.
- When the editor is active, the UKeys display shows the objects in the selected category.
Example: If you pressed **SCENE**, the existing scenes are displayed.

Output source color code on the external monitor

Color	Output source and object
Dark red	Fixture numbers and levels that are selected in the editor and can be edited using the wheels or keypad.
White	Parameter levels output from the editor.
Blue	Output from cues on the crossfader.
Green	Output from scenes on playbacks.
Red	Output from chases on playbacks.

Color	Output source and object
Dark Gray	Parameter levels output from the editor.
Light Gray	Parameter levels from tracking.
Orange	Values output from the faders, in context mode, when previewing scenes, groups, and other objects. See “ preview objects ” page 112.

Paging displays

Paging cycles the faders and the touch screen grid display. The range of items on the current page is shown on the panel display labelled **Page/Mode**. Pages cycle from the last page to the first page.

Each page is divided into sub-pages. Each sub-page contains 12 items. Sub-pages refer to what is displayed on the touch screen object grid and the playback view on the external monitor. When sub-pages reach the upper limit of the general page Dlite jumps to the next page. Page size is determined by the Dlite model you are using. Dlite Compact does not have subpages.

Dlite model	Fader mode					
	Wide		2 Preset (channels only)		Context	
	Page	Sub Page	Page	Sub Page	Page	Sub Page
36/72	72	12	36	12	72	12
24/48	48	12	24	12	48	12
Compact	20	20	20	20	20	20

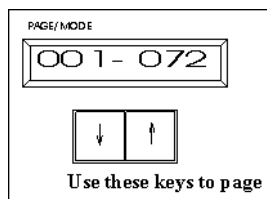


Figure 8: The Page/Mode display showing the current page and the paging keys

To page pages

Press the arrow keys under the Page/Mode display until arriving at the required page.

To page sub-pages

Use wheel 3, when available, or use the arrow keys while holding down **SHIFT** until arriving at the required page.

Scrolling displays

When mouse mode is enabled you can scroll the displays on the external monitor. When mouse mode is operating, the wheels are used to scroll the displays.

- Wheel 1 layer 1 - Scroll live spots
- Wheel 1 layer 2 - Scroll live extras (Press SHIFT to access layer 2)

- Wheel 2 - Scroll live channels
- Wheel 3 - Scroll QList display (if shown)

To scroll the external monitor displays in mouse mode

Press **MOUSE** to enable mouse mode use the wheels to scroll the display.

For horizontal scrolling, press and hold down the wheel.

Dlite menus

Dlite's menus are available in the Setup screen. The menus control many basic functions of the console, such as saving and loading shows, and other advanced functions.

Menus and menu options

<i>Menu</i>	<i>Display grid</i>	<i>Submenus</i>	<i>Features</i>
<i>LOAD</i>	Shows stored on the flash disk	<i>FLOPPY DRIVE</i>	Select a show from the flash disk or floppy and load it to Dlite for editing or playback.
<i>SAVE</i>	Shows stored on the flash disk	<i>FLOPPY DRIVE</i> <i>TEXT</i>	Save a show to Dlite's flash disk or to a floppy disk. Attach a text tag to the show.
<i>DELETE</i>	Shows stored on the flash disk	<i>FLOPPY DRIVE</i>	Select a show from the flash disk or floppy and delete it.
<i>SHUT DOWN</i>	Confirmation request		Shut down application prior to switching off the power.
<i>DIAG</i>	Instructions		Test LEDs, keys, faders, and playback sliders.

Menu	Display grid	Submenus	Features
SYSTEM OPTIONS	<ul style="list-style-type: none"> • Software version • % free memory 	BEHAVIOR See “ <i>Behavior</i> ” page 154	<ul style="list-style-type: none"> • PLAYBACK STOMP • PB GO OFF ZERO • PAGING ON FADERS • OBJECT INFO • TRACK
		DEFAULTS See “ <i>Defaults</i> ” page 155	<ul style="list-style-type: none"> • OBJECT TIME • DIMMER CURVE • CHASE PATTERN • SPOT HOME VALUES • SYSTEM TIME
		SYSTEM SETTINGS See “ <i>Settings</i> ” page 155	<ul style="list-style-type: none"> • CONFIG USERS • CLEAR SYSTEM
		I/O See “ <i>In/Out</i> ” page 156	<ul style="list-style-type: none"> • ETHERNET • CONNECT TO PC • SMPTE • MIDI
	Instructions	SW UPGRADE	Replace old application software with new application software.
	Instructions	OS UPGRADE	Replace old operating system software with new system software.
	Instructions	PANEL UPGRADE	Replace old panel files with new panel files.
	Instructions	OUTPUT UPGRADE	Replace old hardware files with new hardware files.

<i>Menu</i>	<i>Display grid</i>	<i>Submenus</i>	<i>Features</i>
FIXT	Channels, moving lights, or extras	XY PATCH	Set pan and tilt orientation. Note: Available when moving lights are selected.
		DIMMERS	<ul style="list-style-type: none"> • GM (general master) ON • GM OFF • CURVE • PROP(ORTIONAL) PATCH
DMX ADDRS	Current channel, moving light, or extras patch	CLEAR	Clear DMX addresses for the selected fixtures.
		SELECT ADDRESS	Select a DMX address and access: <ul style="list-style-type: none"> • CLEAR • 1-TO-1
PATCH	Current channel, moving light, or extras patch	DMX ADDRS	View fixture patch. Access: <ul style="list-style-type: none"> • SELECT ADDRESS • CLEAR
		CLEAR	Clear selected fixture and DMX assignment.
		WIZARD	Access the patch wizard to add fixtures.
		SAVE DEFAULT	Save the current patch as the system default patch.
	Devices in use	DEVICE	<ul style="list-style-type: none"> • DELETE (device from the Devices in Use list) • FROM DISK - View devices stored on flash disk or floppy disk.
		DELETE DEVICE	Delete devices stored on the flash disk or on a floppy disk.

To access the setup screen

Press **SETUP**. The touch screen buttons now show the Setup options.

Universal procedures

Selecting objects and fixtures, copying objects, adding text tags to objects, deleting objects, and editing objects, follow the same basic procedures. This section provides general guidelines for basic procedures. More detailed explanations appear in sections dealing with specific objects.

Show objects

Objects that can be selected, edited, copied, and stored are:

- Scenes - a lighting state.
- Chases - dynamic lighting looks.
- Chase steps - a lighting state in a chase.
- QLists - containers for cues.
- Cues - a lighting state in a QList.
- Libraries - user defined, tracked database of frequently used parameter settings.
- Groups - database of frequently used fixture selections.

Selecting objects and fixtures

You can select fixtures (channels, moving lights, and extras) and objects (scenes, chases, chase steps, cues, QLists, snaps, groups, and libraries) using a key sequence, the touch screen grid, or the UKs (universal keys).

To select objects and fixtures using console keys

Press the object key (**CHANNEL**, **SCENE**, **GROUP**, etc.) and enter its number on the keypad.

To select objects and fixtures using the touch screen grid

- 1 Press the object key (**CHANNEL**, **SCENE**, **GROUP**, etc.).
- 2 Tap its number on the touch screen grid.
- 3 Select additional objects by tapping their number on the touch screen grid.

To select objects and fixtures using UKs

Press the object key (**CHANNEL**, **SCENE**, **GROUP**, etc.) and press the UK that corresponds with the object's number.

IMPORTANT! Faders must be in Context mode when selecting objects using the UKs.

To select the next or previous fixture or object

Example: The previous selection was spot 10. Select spot 11 or spot 10.

- 1 Press **SPOT**.
- 2 Press **NEXT** or **PREV**.

If you pressed **NEXT**, spot 11 is selected.

If you pressed **PREV**, spot 10 is selected.

Note: Pressing **SHIFT + NEXT** or **SHIFT + PREV**, adds the next or previous fixture or object to the current selection. Example: If the current selection is spot 10, pressing shift + next adds spot 11 to the selection.

Storing objects

You can store scenes, chases, chase steps, cues, QLists, snaps, groups, and libraries using a key sequence, the touch screen grid, or the UKs (universal keys). With most objects, you generally select fixtures and edit them before storing the object.

To store an object using console keys - method 1

- 1 Press **STORE**.
- 2 Optional - select a store option.
- 3 Select the object type by pressing its key on the editing keypad. Example: Press **SCENE** to store a scene.
- 4 Choose a number on the keypad.
- 5 Press **ENTER** or **STORE**.

The object is stored. Example: If you chose number 6 on the keypad, scene 6 is stored.

To store objects using the touch screen grid - method 2

- 1 Press **STORE**.
- 2 Optional - select a store option.
- 3 Select the object type by pressing its key on the editing keypad. Example: Press **SCENE** to store a scene.
- 4 Tap an object number on the touch screen grid.

The object is stored. Example: If you tapped number 6 on the touch screen grid, scene 6 is stored.

To store objects using UKs - method 3

- 1 Press **STORE**.
- 2 Optional - select a store option.
- 3 Select the object type by pressing its key on the editing keypad. Example: Press **SCENE** to store a scene.
- 4 Press the UK that corresponds with the object's number.

The object is stored. Example: If you pressed UK 6 on the keypad, scene 6 is stored.

Note: Faders must be in Context mode when selecting objects using the UKs.

Store options

There are three options available when storing scenes, chase steps, and cues.

<i>Options</i>	<i>What is stored</i>
INCLUDE FADERS	All active output from the faders is included when storing the new scene, chase step, or cue.
INCLUDE ALL STAGE	Everything that comprises the stage picture is included when storing the new scene, chase step, or cue. The output can originate from the cross-fader, playbacks, faders, and editor.
ALL IF ACTIVE	For spots and channels with scrollers! If you have set a level for only one parameter, all the parameters are stored in the new scene, chase step, or cue. Example: Select spot 1, set a level for cyan. Storing a new scene using this option includes all of spot 1's parameters in the scene. See “Grabbing all parameters for fixtures in the editor” page 58.

When using these store options all output that is included in the new scene, chase step, or cue is captured in the editor. You can continue using the editor output to build the next object or press **RESET** to put the editor in idle.

IMPORTANT! When storing the next object the last store option used is still enabled. If you do not want to use the option, tap it to disable.

To store an object using the store options

Example: Playbacks 1 through 6 are active, outputting scenes 1 through 6. Store a new scene that includes the fixtures active in the editor and the output from playbacks 1 through 6.

- 1 Fade the scenes on playbacks 1 through 6 to the desired levels.
- 2 Select fixtures and set levels.
- 3 Press **STORE**.

The store options are now available on the touch screen.

- 4 Tap **INCLUDE ALL STAGE**.
- 5 Press **SCENE** and select scene a scene number.
- 6 Press **ENTER**.

The new scene consists of the editor output and the output from playbacks 1 through 6.

Note: Everything that was stored in the new scene, chase step, or cue is now captured in the editor. Either continue programming or press **RESET** to release the fixtures and levels in the editor.

Updating (editing) objects

Objects can be updated, or edited, with new information from the editor or by changing the objects properties, such as fade times or adding text tags.

When changing the objects properties, the procedure always begins by pressing **EDIT**.

When updating exiting objects with new information from the editor you can either overwrite the object's content or merge the editor into the existing objects.

- Pressing **STORE** overwrites the data in the object with data from the editor.
- Pressing **UPDATE** merges new data, from the editor, into the object without overwriting the object's contents.

To update stored lighting looks - method 1

- 1** Select and edit fixtures.
- 2** Press **UPDATE**.
- 3** Select the object type by pressing its key on the editing keypad. Example: Press **SCENE** to update a scene.
- 4** Choose the object's number on the editing keypad.
- 5** Press **ENTER**.

The object is updated. The new information merged into the existing content.

To update stored lighting looks - method 2

- 1** Select and edit fixtures.
- 2** Press **UPDATE**.
- 3** Select the object type by pressing its key on the editing keypad. Example: Press **SCENE** to update a scene.
- 4** Tap the object's number on the touch screen grid.

The object is updated. The new information merged into the existing content.

To update stored lighting looks - method 3

- 1** Select the object type by pressing its key on the editing keypad. Example: Press **SCENE** to update a scene.
- 2** Tap the object's number on the touch screen grid.
- 3** Select and edit fixtures.
- 4** Press **UPDATE**.

The object is updated. The new information merged into the existing content.

To overwrite stored lighting looks

- 1** Select and edit fixtures.
- 2** Select the object type by pressing its key on the editing keypad. Example: Press **SCENE** to overwrite the existing scene.
- 3** Choose the object's number on the editing keypad.
- 4** Press **STORE**.

Dlite requests confirmation when overwriting.

- 5** Press **STORE** again.

The object is stored. The object's contents has been overwritten with the new information.

Deleting objects

To delete objects

- 1 Press **DELETE**.
- 2 Select the object type by pressing its key on the editing keypad. Example: Press **SCENE** to delete a scene.
- 3 Choose the object's number on the editing keypad.

Or

Select a range of objects. Example: **SCENE # → #**.

- 4 Press **ENTER**.
Confirmation is requested.
- 5 Tap **OK** or press **ENTER**.
The object is deleted.

Adding text tags to objects

You can tag all objects with text tags for easy identification. Text is entered using the touch screen text or an external keyboard. The maximum number of characters displayed on the touch screen is 18-20.

jkl14	mno5	pqr6	stu7
ghi3	preset>		vwx8
def2			yz90
abc1			-->

Figure 9: Touch screen text "keyboard"

To tag objects

- 1 Select the object.
- 2 Press **SHIFT + COPY** or tap **TEXT**.
The text box opens.
- 3 Type text on the external keyboard or tap the touch screen text characters until the desired character is displayed in the text field.
- 4 Tap **OK** or press **STORE** or press **ENTER**.
The object is stored with its text tag.

OR

- 1 Press **EDIT**.
- 2 Select the object.
- 3 Tap **TEXT** or press **SHIFT + COPY**.
The text box opens.

- 4 Type text on the external keyboard or tap the touch screen text characters until the desired character is displayed in the text field.
- 5 Tap **OK** or press **STORE** or press **ENTER**.
The object is stored with its text tag.

Tip! Press **SHIFT** for capital letters when using the touch screen text editor.

Copying objects

When copying objects, you first select the target object before selecting the source object.

To copy objects

- 1 Press **EDIT**.
- 2 Select the object.
- 3 Select the target object.
- 4 Press **COPY**.
The message *Edit: Object # Copy from Object* is displayed in the command line.
- 5 Select the source object on the keypad and press **ENTER**.

Or

Tap object number on the touch screen.

Or

With the faders in Context mode, press the object's UK.

The target object is stored.

DLite default times

You can set default fade times for a number of operations.

For details, See [“Defaults” page 155](#).

Console output

Output can originate from the editor, faders, playbacks, and crossfader. Output source is color coded on the external monitor.

Output sources

Source	What is output	Color code on the external screen
Editor	Levels for the active parameters	<ul style="list-style-type: none"> Red - active on the wheels White - present in the editor
Faders	Channels in Wide and 2 Preset modes	Gray
Playbacks	Scenes or chase steps	<ul style="list-style-type: none"> Green (scenes) Red (chases)
Crossfader	Cues	Light blue

Output Level Conventions

Output priority is determined by the parameter definition as defined in the Device Builder. (See [“Device Builder” page 167](#).) Dimmers, normally channels, are usually output as HTP, although for moving lights dimmers may also be LTP. Most other parameters are output as LTP.

HTP (Highest Takes Precedence)

Intensity output works according to HTP (Highest Takes Precedence). When the dimmer is controlled by more than one source, the highest intensity level between the sources is output. Example: Channel 6 is in scene 1 @50%, in scene 5 @ FL, and in scene 9 @ 25%. Scene 1 is loaded to playback 1, scene 5 to playback 5, and scene 9 to playback 9 and all the playback sliders are full, therefore channel 6 is output according to its dimmer setting in scene 5 (FL). Pulling down playback 5 fades channel 6 to 50% as output from scene 1 on playback 1.

LTP (Latest Takes Precedence)

The last playback device that executed a playback command grabs output priority. Go commands, a slider moved off its 0% limit, and pressing the flash key are playback commands.

Most parameters, except dimmer, usually work on the principle of LTP (Latest Takes Precedence). LTP parameters may fade or jump between values.

General master control

The general master controls the dimmer output for the entire console, its level overriding all other playback devices. The general master consists of a slider and a black out key.

Use the slider to determine the upper output level. The black out key can be used for a quick blackout of all dimmer output.

The general master can also be used for rate control. The rate level set by the general master affects the rate on all playback devices.

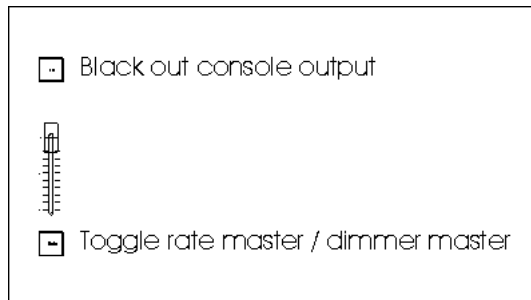


Figure 10: General dimmer and rate master

Getting help

Dlite features key help. When in help mode, pressing a key displays a help screen for the selected key.

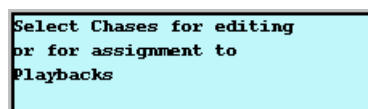


Figure 11: Typical help screen

To view help

Example: View the help screen for chases,

Press **HELP** and then press **CHASE**.

Chapter 2 Patching

This chapter includes:

- [About patching \(see page 21\)](#)
- [Setting the number of fixtures and assigning DMX addresses \(see page 22\)](#)
- [Viewing the patch \(see page 29\)](#)
- [DMX channel properties \(see page 30\)](#)

About patching

When beginning work on a new show, you must:

- Define type of devices used in the show
- Set the number of fixtures for each device
- Patch the fixtures to DMX addresses

Three types of fixtures can be patched:

- Channels (Chns)
- Spots
- Extras (other DMX controlled devices)

Channels typically use one DMX channel. Spots use more than one DMX channel, depending on the number of parameters in the particular device.

When accessing the patch for the first time, you can choose to use the patch wizard for basic patching or tap **MORE...** to access additional patch options. Basically:

- Use the patch wizard for configuration and assigning DMX addresses.
- Use the features available under **MORE...** for soft patching, assigning DMX addresses, editing the patch by clearing DMX addresses, deleting and updating devices.

The patch is accessed by pressing **SETUP** to display the setup screen.

Load	Save	Delete	System Options
Patch 1.	6.	11.	16.
2.	7.	12.	17.
DMX Addr 3.	8.	13.	18.
Fixt 4.	9.	14.	19.
5.	10. S1	15.	20.
>Setup: Select Operation:			
		Back <<	Page

Figure 12: Setup screen

Tip! Use **SHIFT + SETUP** for quick access to the patch screen.

Setting the number of fixtures and assigning DMX addresses

The patch work flow is:

1. Access the patch menu and choose the patch wizard or **MORE...**
2. Select the fixture type by pressing **CHANNEL**, **SPOT**, or **EXTRA**.
3. Select the number of fixtures to add to the show.
4. Select the start number for the first fixture.
5. Set the starting DMX address.
6. Select the device type from the device list.
7. Assign DMX addresses.

Dlite boots up with 48 or 72 channels (depending on the Dlite model) already patched to DMX connector 1 and consecutively numbered from DMX address 1. See [“Storing a default patch” page 33.](#)

Note: In Dlite Compact, there are no patched channels on start up.

Patch wizard

The patch wizard simplifies configuring the system for fixture types and assigning DMX addresses one DMX address to one fixture number:

- For channels - The first channel fixture is patched to the first DMX start address, the second fixture to the next DMX address., etc.
- For spots - The first spot is patched to the DMX start address. Dlite automatically patches the next spot to the next available DMX address. The interval depends how many DMX channels are used by the type of spot.

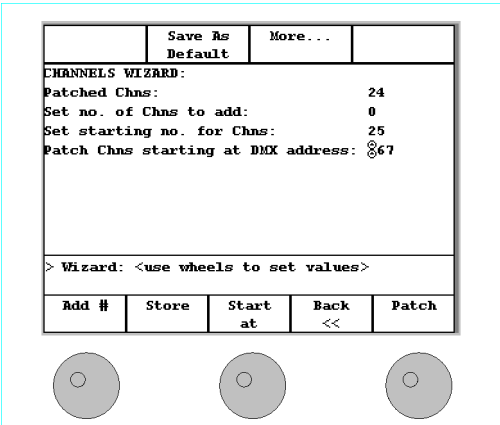


Figure 13: Patch wizard - main screen

In the patch wizard, use the wheels or the keypad to set numeric information.

- Wheel 1 - Set the number of fixtures you are intending to add.
- Wheel 2 - Set the start number for the channels, spots, or extras.
- Wheel 3 - Set the starting DMX address.

To access the patch wizard

- 1 Press **SETUP**.
- 2 Tap **PATCH**.
The touch screen is now in patch mode.
- 3 Click **YES** to use the patch wizard.
Existing fixtures and free DMX addresses are displayed.

To navigate the fields and use the numeric keypad

- 1 Navigate fields, (adding fixtures, setting the fixture start number, or the starting DMX address), by pressing →.
A small arrow indicates the active field.
- 2 Enter the numerical data using the numbers on the console’s keypad. or the wheels.

To clear an entry

Press **CE**.

To enter an address in DMX universe 2

Use the keypad to enter an absolute value higher than 512. Example: for DMX universe 2, offset 1 enter **513**.

OR

Enter the universe number and then the offset separated by /. Example: for DMX universe 2, offset 1 enter **2/1**.

Patching channels

Channels are, typically, lighting fixtures that use 1 DMX channel to control dimmer intensity.

To patch channels

- 1 Follow the steps to access the patch wizard.
- 2 Press **CHANNEL**.
- 3 Use wheel 1 or enter a number on the keypad to set the number of channels being added.
- 4 Set the first fixture number for the channels you are adding.
- 5 Set the starting DMX address.
- 6 Press **STORE** or **ENTER** to store and continue.

A list of the patched channels and their DMX addresses is displayed.

1.Ch	2.Ch	3.Ch
001	002	003

Figure 14: Channels patched to DMX port 1 addresses

- 7 Tap **OK**.
The main patch wizard page is displayed.
- 8 Optional - To continue, press **SPOT** to patch spots, press **EXTRA** to patch extras, or to add channels repeat steps 3 through 7.
- 9 Press **RESET** to exit the patch wizard.

Patching spots

Spots, or moving lights, are lighting devices that have more than one parameter. spots may have pan and tilt, color, beam shaping, and focus parameters. Generally, each parameter requires one DMX channel, therefore a spot device is patched to more than one DMX address. When patching spots Dlite automatically patches the required number of DMX channels to the device.

To patch spots

- 1 Follow the steps to access the patch wizard.
- 2 Press **SPOT**.
- 3 Set the number of spots being added.
- 4 Set the start number.
- 5 Set the starting DMX address.
- 6 Tap **NEXT**.
A list of devices in use is displayed. The list appears in alphabetical order. The default device is channel.
- 7 If your device does not appear in the list of devices in use, tap **FROM DISK**.
A list of the device types, stored on Dlite's flash disk, is displayed.
- 8 Choose a device from the list. Use wheel 3 or the arrow keys to scroll the device list.
- 9 Tap **STORE** to apply.

10 Tap **OK**.

A list of the patched spots is displayed.

11 Press **RESET** to exit the patch wizard.

Note: If the device you need does not appear in the list, insert the supplied floppy disk into the floppy drive, and tap **FLOPPY DRIVE**. If the device is not found on the floppy disk, check www.compulite.com/download for updates or use the Device Builder to configure it yourself.

Patching extras

Extras include smoke machines and other DMX controlled devices. Extras are similar to the spot patch behavior, as they usually require more than one DMX Address

To patch extras

1 Follow the steps to access the patch wizard.

2 Press **EXTRA**.

3 Set the number of extras being added.

4 Set the start number.

5 Set the starting DMX address.

6 Click **NEXT** to advance to the next step.

A list of extras in use is displayed.

7 If the device has not been used and is therefore not available in the list of devices in use, tap **FROM DISK**.

8 Choose the device from the list.

9 Click **STORE** to apply.

The patched extras and their DMX addresses is displayed on the touch screen.

10 Tap **OK** to return to the main patch screen.

11 Press **RESET** to exit the patch wizard.

More patch features

Additional patch features are available when tapping **MORE...** in patch mode.

The features available are:

- Setting DMX addresses. Use this when soft patching (patching more than one dimmer to a fixture number), patching scrollers, patching external dimmers.
- Clearing DMX addresses
- Deleting fixtures
- Deleting devices from the flash disk or floppy disk.

DMX Addr	Save As Default	Wizard	Clear	
1.	2.	3.	4.	Delete Device
5.	6.	7.	8.	
9.	10.	11.	12.	
>Setup: Patch Select:				
	Device		Back <<	Page

Figure 15: More patch features display

To access more patch features

- 1 Press **SETUP**.
- 2 Tap **PATCH**.
The touch screen is now in patch mode.
- 3 Tap **MORE....**

Patching and clearing DMX addresses

Instead of using the patch wizard, you can manually set DMX address.

One fixture channel can control more than one dimmer by patching the channel to more than one DMX address. This is known as soft patching. Example: a number of PAR cans always work together. You can control all these PAR cans through one fixture channel.

DMX address assignments are protected from accidental overwriting. To overwrite a fixture's DMX address, you must first clear the current address.

To patch a channel to multiple DMX addresses (soft patch)

Example: Patch DMX address 101, 201, 301, 401, to channel 11 which is currently patched to DMX 11.

- 1 Press **SETUP**.
- 2 Tap **PATCH**.
The touch screen is now in patch mode.
- 3 Tap **MORE....**
- 4 Select channel 11.
- 5 Tap **DMX ADDRS**.
- 6 Tap **SELECT ADDRESS**.
- 7 Tap the new address. In this example, tap **101, 201, 301, 401**. Page the DMX address display as required.
- 8 Tap **SET**.

Fixture channel 11 controls dimmers 11, 101, 201, 301, and 401.

To unpatch fixtures

1 Press **SETUP**.

2 Tap **PATCH**.

The touch screen is now in patch mode.

3 Tap **MORE....**

4 Tap **DMX ADDRS**.

You are prompted for a fixture channel number.

5 Select channel 10.

6 Tap **CLEAR**.

Channel 10's DMX address is cleared. Asterisks (***) are displayed instead of the DMX address.

To unpatch dimmers

1 Press **SETUP**.

2 Tap **PATCH**.

The touch screen is now in patch mode.

3 Tap **MORE....**

4 Tap **DMX ADDRS**.

5 Tap **SELECT ADDRESS**.

You are prompted for a DMX address.

6 Select channel 10.

7 Tap **CLEAR**.

Channel 10's DMX address is cleared. Asterisks (***) are displayed instead of the DMX address.

To change DMX addressing

Example: Fixture channel 10 is patched to DMX channel 10. Patch it to DMX 22.

1 Press **SETUP**.

2 Tap **PATCH**.

The touch screen is now in patch mode.

3 If necessary, tap **MORE....**

4 Tap **DMX ADDRS**.

You are prompted for a fixture channel number.

5 Select channel 10.

6 Tap **CLEAR**.

Channel 10's DMX address is cleared. Asterisks (***) are displayed instead of the DMX address.

7 Tap **SELECT ADDRESS**.

8 Tap the new address. In this example, tap **22**. If the required address does not appear on the touch screen, use the arrow keys or the page wheel to page the DMX address display.

9 Tap **SET**.

Fixture channel 10 is now patched to DMX address 22.

Note: If you are overwriting DMX address, a warning message appears. Choosing No, exits the procedure.

Deleting fixtures

To delete fixtures

1 Press **SETUP**.

2 Tap **PATCH**.

The touch screen is now in patch mode.

3 If necessary, tap **MORE....**

4 Press **CHANNEL**, **SPOT**, or **EXTRA** and select the fixtures for deletion.

5 Tap **CLEAR, ON** the touch screen, or press **DELETE**.

Patching scrollers

Channels with scrollers are defined as unique devices. The device list contains 4 channel/scroller devices:

- Ch+Scrl 11F(rames)
- Ch+Scrl 16F(rames)
- Ch+Scrl 20F(rames)
- Ch+Scrl 32F(rames)

These devices use 2 DMX channels; one channel that controls the fixture's dimmer and a second DMX channel that controls the scroller mounted on the fixture. It is necessary to select only the fixture's channel number to access the dimmer and the scroller.

To patch scroller channels

Example: Patch the dimmer of scroller channels 1 through 12 to DMX address 1 through 12. Then patch scrollers 1 through 12, mounted on the fixtures, to DMX 101 through 112.

1 Press **SETUP**.

2 Tap **PATCH**.

The LCD screen is now in patch mode.

3 Tap **MORE....**

4 Press **CHANNEL** and select the channel numbers.

5 Tap **DEVICE**.

6 Select the Ch+Scrl device with the appropriate number of frames.

7 Tap **SET**.

- 8 Select the channels and tap **DMX ADDRS.**
- 9 Tap **SELECT ADDRESS.**
- 10 Tap DMX address 1 to select it.
Dlite will automatically set consecutive DMX addresses for the selected channels.
- 11 Tap **SET.**
- 12 Select the channels again.
- 13 Tap **SELECT ADDRESS.**
- 14 Tap **SCROLLER.**
- 15 Page until DMX 101 is visible and tap to select it.
Dlite will automatically set consecutive DMX addresses for the selected scrollers.
- 16 Tap **SET.**

IMPORTANT! The scroller's local address and its DMX address must be identical.

Patching spot external dimmers

Some spots use a separate external DMX address for dimming.

To patch external dimmers (spots)

Example: Patch DMX address 300 to spot 1 and DMX address 320 to spot 1.

- 1 Patch the spots using the patch wizard.
- 2 Tap **MORE...**
- 3 Tap **DMX ADDRS.**
- 4 Select the fixtures that use external dimmers.
- 5 Tap **SELECT ADDRESS.**
- 6 Tap **EXTERN(al).**
- 7 Choose addresses by tapping them.
- 8 Tap **SET.**

Viewing the patch

The patch is displayed on an external monitor in spread sheet format. If you are not using an external monitor, the patch can be viewed on the touch screen.

To view the entire DMX grid

- 1 Press **SETUP.**
- 2 Tap **PATCH.**
- 3 Tap DMX Addresses.

The complete patch information is displayed on the external monitor.

- 4 Use the up and down arrows or the page wheel to page the display.

To view the spot, channel, or extra patch

- 1 Press **SETUP**.
- 2 Tap **PATCH**.
- 3 Press **CHANNEL**, **SPOT**, or **EXTRA**.

The patch information is displayed on the touch screen and on the external monitor.

To page the spot, channel, or extra patch

- 1 Press and hold **CHANNEL**, **SPOT**, or **EXTRA**.
- 2 Turn wheel 1 to page the display.

DMX channel properties

DMX channel properties can be modified.

- Set dimmer curves
- Set a proportional patch
- Enable GM control
- Change pan and tilt orientation - invert or swap pan and tilt.

XYptch	Dimmers		
1.Sc/001	2.Sc/002	3.Sc/003	4.Sc/004
5.Ch/005	6.Ch/006	7.Ch/007	8.Ch/008
9.Ch/009	10.Ch/010	11.Ch/011	12.Ch/012
>Setup: Fixt prop Select: Chn			

Figure 16: DMX properties screen

Proportional Patch

The proportional patch defines the dimmer intensity limits. Example: The output for a channel proportionally patched at 60%, when the dimmer wheel is at FL, the output level is actually 60%.

DMX Port 2	GM on	GM off	Curve
1.gm/60 Linear	2.gm/60 Linear	3.gm/60 Linear	4.gm/60 Linear

Figure 17: Proportionate patch display

To define the proportional patch

Example: Set 60% as the highest level output for dimmers 10-12.

1 Press **SETUP**.

2 Tap **FIXT**.

The DMX Channel screen is displayed.

3 Tap **DIMMERS**.

Dimmer information (curve, proportional patch, and GM status) is displayed on the touch screen and the external monitor.

4 Select the dimmers.

5 Tap **PROP. PATCH**.

6 Use wheel 1 to set the dimmers Full level at 60%.

7 Tap **OK**.

Dimmer curves

The dimmer curve is the dimmer behavior when fading from 0%-100%. There are 5 dimmer curves available.

Curve Type	Description	System	Output
Linear	Dimmer behavior default.	10%	10%
Inverted	Output is inverted	10%	90%
Non-dim	Output is either 0 or FL	< 50% > 50%	0 FL
Park	Dimmer output level is always at the parked level. Dimmers can only be parked at 100%.	—	—
Preheat	The dimmer is always maintained at 5%.	—	5%
Pulse	The dimmer fades from 0% to Full and back to 0%.	0% 50% Full	0% Full 0%
25% -100%	The dimmer begins its fade when reaching 25%/		

To set the dimmer curve

Example: Set preheat for dimmer 10.

1 Press **SETUP**.

2 Tap **FIXT**.

The DMX Channel Properties screen is displayed on the touch screen. The patch is displayed on the external monitor.

3 Tap **DIMMERS**.

Dimmer information is displayed on the touch screen and the external monitor.

- 4 Select the dimmers.
- 5 Tap **CURVE**.
- 6 Tap **PREHEAT**.
- 7 Tap **OK**.

GM on or GM off

By default, all dimmers are under general master control. You can remove dimmers from general master control. This is used for fixtures that should never go to black.

To remove dimmers from general master control

Example: Remove channel 10 from general master control.

- 1 Press **SETUP**.

- 2 Tap **FIXT**.

The DMX Channel Properties screen is displayed on the touch screen. The patch is displayed on the external monitor.

- 3 Tap **DIMMERS**.

Dimmer information (curve, proportional patch, and GM status) is displayed on the touch screen and the external monitor.

- 4 Select the dimmers.

- 5 Tap **GM OFF**.

- 6 Tap **OK**.

To return dimmers to general master control

Example: Remove channel 10 from general master control.

- 1 Press **SETUP**.

- 2 Tap **FIXT**.

The DMX Channel Properties screen is displayed on the touch screen. The patch is displayed on the external monitor.

- 3 Tap **DIMMERS**.

Dimmer information (curve, proportional patch, and GM status) is displayed on the touch screen and the external monitor.

- 4 Select the dimmers.

- 5 Tap **GM ON**.

- 6 Tap **OK**.

Pan and tilt orientation

Sometimes spots are positioned so that the pan and tilt movement is not logically oriented to the trackball. For example, one spot may be positioned with its head pointed to stage right, one with its head pointed stage left, and another one lying on its back somewhere upstage.

You can change the axes orientation, so work with the trackball is logical.

Symbols	XY Patch
-Y	Invert tilt
-X	Invert pan
X ↔ Y	Swap pan and tilt
NORMAL	Return pan and tilt to normal orientation

Each fixture selected is automatically turned on so you can check the orientation using the X/Y wheels or the trackball.

To set pan and tilt orientation

Example: Swap pan (X) and tilt (Y) orientation for fixtures 1 through 5.

- 1** Press **SETUP**.
- 2** Tap **FIXT**.
The DMX Channel Properties screen is displayed on the touch screen. The patch is displayed on the external monitor.
- 3** Select spots 1 through 5.
The dimmers for spots 1 through 5 are automatically turned on so you can check their orientation.
- 4** Tap **XY PATCH**.
- 5** Tap **X ↔ Y**.
- 6** Tap **OK**.

Tip! Use +/- keys to scroll through fixtures and set their orientation. Lock the X or the Y-axis to check orientation on each axis.

Storing a default patch

You can save a specific patch as default patch. The default patch is not erased after clearing all system data (See [“Clear System” page 156](#)). Each new show you open already contains the default patch.

To store a default patch

- 1** Follow the regular procedure for patching fixtures.
- 2** When patching is complete, tap **SAVE AS DEFAULT**.
Dlite always reverts to this patch after cold start.

Patching in the editor

You can change the patch or patch any unpatched fixtures (channels, spots, extras) using the keypad's **DIM** key. Patch functions that can be done in the editor:

- Clearing patch
- Patching fixtures to DMX offsets

DMX numbers can be entered as absolute numbers or in port/DMX channel format. Example: 513, or 2/1, is DMX channel 1 on port 2. Dimmer numbers can also be selected on the touch screen grid in DMX Address mode or on the UKs.

Viewing the patch

You can view the patch on the touch screen grid or on the external monitor. **DMX PORT 2** on the touch screen toggles between viewing port 1 and port 2.

To view the patch

- 1 Press **DIM**.

The grid shows the DMX addresses on the selected port and the patched fixtures.

- 2 Tap **DMX PORT 2** toggle between DMX port 1 and DMX port 2.

To view the patch for specific fixtures

- 1 Press **DIM**.

The grid shows the DMX addresses on the selected port and the patched fixtures.

- 2 If necessary, tap **DMX PORT 2** toggle between DMX port 1 and DMX port 2.

- 3 Press **CHANNEL**, **SPOT**, or **EXTRA**.

The grid shows the selected fixture type and the fixture's DMX addresses.

Patching fixtures

To patch a single fixture

Example: Patch channel fixture 5 to DMX address port 1 dimmer 50.

- 1 Press **CHANNEL** and **5** to select the channel.
- 2 Press **DIM**.
- 3 Enter the dimmer number on the numeric keypad.
- 4 Press **ENTER** or **STORE**.
- 5 Press **RESET** to exit the DMX port display.

OR

- 1 Press **CHANNEL** and **5** to select the channel.
- 2 Press **DIM**.

3 Press **1** (the port) / (slash) **50** (dimmer) or use the direct dimmer number, in this example, 50.

4 Press **ENTER** or **STORE**.

5 Press **RESET** to exit the DMX port display.

OR

1 Press **CHANNEL** and **5** to select the channel.

2 Press **DIM**.

The touch screen is in DMX Address mode.

3 Page until dimmer 50 is visible and tap dimmer 50 to select.

4 Tap **SET**.

The new DMX offset for channel 5 is stored.

5 Press **RESET** to exit the DMX port display.

To patch a range of fixtures

Example: Patch channels 1 through 10 to dimmers 51 through 60.

1 Select channels 1 through 10.

2 Press **DIM**.

The touch screen is in DMX Address mode.

3 Select DMX 51 either on the keypad or on the touch screen.

4 Press **ENTER** or **STORE** or tap **SET**.

Channel 1 is patched to DMX 51, channel 2, to DMX 52, channel 3 to DMX 53, etc.

5 Press **RESET** to exit the DMX port display.

To patch scrollers

Example: Patch scrollers for channel fixtures 4 through 8 to DMX addresses 104 through 108.

1 Select channels 4 through 8.

2 Press **DIM**.

3 Tap **SCROLLER**.

4 Enter the first DMX address, in this example the first DMX address is 104.

5 Press **ENTER**.

Or

Tap **SET**.

The scroller patch is stored.

To patch more than 1 DMX address to a channel (soft patching)

Example: Patch Port 2, DMX addresses 12 - 24 to channel 1.

1 Select channel 1.

2 Press **DIM**.

The touch screen is in DMX Address mode.

- 3 Select the DMX addresses on the keypad: **2/12 → 2/24**.
- 4 Press **ENTER** or **STORE**.
- 5 Press **RESET** to exit the DMX port display.

To clear patching

Example: Clear the patch assignment for channel 5 which is patched to port 1, DMX offset 5.

- 1 Press **DIM**.

The touch screen is in DMX Address mode.

- 2 Select dimmer 5.
- 3 Press **DELETE**.

Confirmation is requested.

- 4 Press **DELETE** or **ENTER** or tap **OK**.

The DMX address is cleared. Now a new DMX offset can be set for channel 5.

- 5 Press **RESET** to exit the DMX port display.

OR

- 1 Press **DIM**.
- 2 Select dimmer 5.
- 3 Tap **CLEAR**.

You are prompted to confirm the delete command.

- 4 Press **DELETE** or **ENTER** or tap **OK**.

The DMX address is cleared. Now a new DMX offset can be set for channel 5.

- 5 Press **RESET** to exit the DMX port display.

Using park

Fixture parameter levels, dimmer levels, and scenes can be parked at specific levels. Parked items constantly output at their parked level and do not respond to level changes in the editor or to the general master.

Note: The general black out key (**B.O.**) overrides parked items.

Pressing **PARK**, displays the park options on the touch screen.

Park Options	What it does
PARK	Park selected items at the specified levels.
UNPARK	Free the selected items from their parked state.
UNPARK ALL	Free the all parked items from their parked state.

To park fixture parameters

- 1 Select the fixtures. Select the parameters you want to park and set the parked output level.
- 2 Press **PARK**. The park options are displayed on the touch screen.
- 3 Tap **PARK**.
- 4 Tap **OK** to exit the park options screen.

To park DMX channels

- 1 Press **PARK**.
The park options are displayed on the touch screen.
- 2 Tap **PARK DIMMER**.
DMX port 1 or 2 is displayed on the touch screen grid.
- 3 If necessary, toggle **DMX PORT 2** to display the correct DMX port.
- 4 Select the DMX channels.
- 5 Tap **PARK**.
- 6 Tap **OK** to exit the park options screen.

To unpark fixture parameters

- 1 Select the fixtures. Select the parameters you want to unpark.
- 2 Press **PARK**.
The park options are displayed on the touch screen.
- 3 Tap **UNPARK**.
The selected parameters are removed from their parked state.
- 4 Tap **OK** to exit the park options screen.

To unpark DMX channels

- 1 Press **PARK**.
The park options are displayed on the touch screen.
- 2 Tap **PARK DIMMER**.
DMX port 1 or 2 is displayed on the touch screen grid.
- 3 If necessary, toggle **DMX PORT 2** to display the correct DMX port.
- 4 Select the DMX channels.
- 5 Tap **PARK**.
- 6 Tap **OK** to exit the park options screen.

To unpark everything

- 1 Press **PARK**.
The park options are displayed on the touch screen.
- 2 Tap **UNPARK ALL**.
- 3 Tap **OK** to exit the park options screen.

Testing dimmers

You can test the DMX channels. In test mode, the selected dimmer is automatically set to 80%.

To test dimmers

- 1 Press **PARK**.
- 2 Select a DMX address on the touch screen grid.
- 3 Tap **TEST**.
The selected dimmer turns on at 80%.
- 4 Press **NEXT** or **PREV** to cycle through the dimmers.
- 5 Press **RESET** to exit.

OR

- 1 Press **DIM** and select a dimmer number.
The patch is displayed on the external monitor.
- 2 Press **SHIFT + PARK**.
The park screen is displayed. **TEST** is selected.
Dimmer 1 is turned on at 80%. All other dimmers are forced to zero.
- 3 Press **PREV** or **NEXT** to cycle through the dimmers.
- 4 Exit by pressing **RESET** or clicking **OK**.

Chapter 3 Selecting Fixtures and Setting Levels

This chapter includes:

- [Selecting fixtures \(see page 40\)](#)
- [About groups \(see page 44\)](#)
- [Resetting the editor \(see page 47\)](#)
- [Activating spots \(see page 48\)](#)
- [Setting parameter levels \(see page 48\)](#)

About selecting fixtures

Fixtures must be selected, so they are available for editing. Parameter levels for the selected fixtures are output from the editor and comprise all or part lighting look. The lighting look can be stored as a scene, a chase step, or a cue in a QList (See [“Show objects” page 11](#)).

The touch screen has a context sensitive display mode for each fixture types. The touch screen includes soft buttons relevant to the fixture type and a touch screen grid that shows the fixtures, the currently selected parameter, and the parameter’s output level. The touch screen grid can be used to select fixtures.

Press	What the touch screen shows	Soft Buttons	
CHANNEL	All channels. Intensity levels for channels.	<ul style="list-style-type: none">• FAN• ALL IF ACTIVE• FLASH• HOME• LAST INT (ensity)	<ul style="list-style-type: none">• STEP UP• STEP DN• RELEASE• EXCLUDE• INCLUDE
EXTRA	All extras. Parameter levels for extras.	<ul style="list-style-type: none">• FAN• ALL IF ACTIVE• FLASH• HOME• LAST INT (ensity)	<ul style="list-style-type: none">• STEP UP• STEP DN• RELEASE• EXCLUDE• INCLUDE
GROUP	The existing groups and their text tags.	<ul style="list-style-type: none">• LAST SELECTION• SELECT EDITOR	

<i>Press</i>	<i>What the touch screen shows</i>	<i>Soft Buttons</i>
SPOTS	All spots. Parameter levels for spots.	<ul style="list-style-type: none"> • <i>FAN</i> • <i>ALL IF ACTIVE</i> • <i>FLASH</i> • <i>HOME</i> • <i>LAST INT</i> (ensity) • <i>RELEASE</i> • <i>STEP UP</i> • <i>STEP DN</i> • <i>EXCLUDE</i> • <i>INCLUDE</i> • <i>FLIP</i> • <i>HOME F, C, B</i>

ATTENTION! When soft button text is italicized, pressing **SHIFT** displays more options.

Selecting fixtures

Fixture selections can be made on the touch screen grid on the touch screen, by pressing the faders Universal Keys, using console keys, or on the external monitor. The faders must be set to Context (sensitive) mode to select fixtures using the UKs.

Note: Although Dlite Compact has no faders, the playbacks' SELECT keys can be used to select objects.

Selecting fixtures using the console keypad

<i>Console keys used for fixture selection</i>	
<i>Key</i>	<i>What it does</i>
SPOT	Set the keypad for spot selection.
CHANNEL	Set the keypad for channel selection.
EXTRA	Set the keypad for extra selection. Extras are DMX controlled devices, such as smoke machines.
0 - 9	Use for numeric entries.
→	'Thru' for range selections.
—	Use to remove a channel/spot from a range selection. Example: CHANNEL, 1, →, 5, —, 4 , selects channels 1, 2, 3, 5.
+	Functions as an "and" key when used between channel selections. Example: CHANNEL, 1, +, 3, +, 7, +, 11 , selects channels 1, 3, 7, and 11.
●	Makes the last selection available.

To select a single fixture

SPOT, 1

Spot is displayed in the command line. All spot 1 parameters can now be selected and edited using the parameter wheels or console keys.

CHANNEL, 1

Chn1 is displayed in the command line. You can now set a dimmer level for the channel.

EXTRA, 1

Extra1 is displayed in the command line. You can now set a level for the extra's parameters.

To select a sequential range of fixtures

SPOT, 1, →, 24. Selects all the spots in the range.

CHANNEL, 1, →, 24. Selects all the channels in the range.

EXTRA, 1, →, 20. Selects all the extras in the range.

To select a non-sequential range of fixtures

SPOT, 1, +, 6, +, 9. Selects spots 1, 6, and 9.

CHANNEL, 1, +, 6, +, 9. Selects channels 1, 6, and 9.

EXTRA, 1, +, 6, +, 9. Selects extras 1, 6, and 9.

To remove fixtures from a range selection

SPOT, 1, →, 24, —, 12. Selects all the spots in the range except spot 12.

CHANNEL, 1, →, 24 —, 12. Selects all the channels in the range except channel 12.

EXTRA, 1, →, 20 —, 12. Selects all the extras in the range except extra 12.

To cancel a selection

- 1 Press **RESET**.

To retrieve the last selection

- 1 Press the fixture type (channel, spot, or extra).
- 2 Press ●. The fixtures in the last selection are now available for editing.

Selecting fixtures using the universal keys

A quick way to select fixtures is to use the U(niversal) K(ey)s.

ATTENTION! UKs are active when the faders are in Context mode.

To select fixtures

- 1 Select the fixture type by pressing **CHANNEL**, **SPOT**, or **EXTRA**.
- 2 Press the UKs that correspond to the fixture numbers.

The respective UK LEDs are blinking. The fixtures are selected and can be edited.

To deselect fixtures

Pressing a UK with a blinking LED (selected) removes the fixture from the selection.

To select a range of fixtures

- 1 Select the fixture type by pressing **CHANNEL**, **SPOT**, or **EXTRA**.
- 2 Press the first UK in the range.
- 3 Press and hold **SHIFT** and press the last UK of the range.

The LEDs for the selected range blink.

Selecting fixtures on the touch screen

You can select fixtures on the touch screen's fixture grid. The fixture grid is displayed after pressing **CHANNEL**, **SPOT**, or **EXTRA**.

Edit Library	Fan	All If Active	Flash
Exc- tude	1. 15 Ch	2. 20 Ch	3. 25 Ch
Rele- ase	5. 40 Ch	6. 45 Ch	7. 50 Ch
	9. 70 Ch	10. 50 Ch	11. 90 Ch
			12. FL Ch
> Chn12 Dimmer TIME In : Cut Out : Cut * Dimmer			
	View		Page

Intensity level

Channel number

A black corner represents channels active on the wheel

Dimmer is the active parameter

Figure 18: The touch screen in fixture mode showing channels

To select fixtures

- 1 Select the fixture type by pressing **CHANNEL**, **SPOT**, or **EXTRA**.

The live grid is now displayed.

- 2 Tap the live grid numbers to select fixtures.

The selected fixtures appear on a dark field. The fixtures' parameter levels can be set now.

Note: The live spot display shows the selected parameter.

To deselect fixtures

Tapping a selected fixture removes it from the selection.

To select a range of fixtures

- 1 Select the fixture type by pressing **CHANNEL**, **SPOT**, or **EXTRA**.
- 2 Tap the first fixture in the range.
- 3 Press and hold **SHIFT** and tap the last fixture of the range.

The selected fixtures appear on a dark field.

Selecting fixtures on the external monitor

Fixtures can be selected on the external monitor also.

To select fixtures on the external monitor

Click on the spot, channel, or extra live displays, as well as the UK section, on the external monitor. When selected the cell appears on a dark field.

To deselect fixtures on the external monitor

Click again on the spot, channel, or extra in the live displays. The fixture now appears on a light field.

Identifying fixtures

If there are many fixtures active, you may want some help identifying a fixture. Dlite's flash feature can help you do this, by flashing the dimmer for the selected fixture.

To flash a fixture

- 1 Select the fixture.
 - 2 Tap **FLASH** on the touch screen.
- The selected fixture's dimmer flashes.

Command line numerical default

A command line default can be set so Dlite recognizes the first number entered as a belonging to the default object. The default selection makes it unnecessary to select the object type. The command line numerical default can be set for:

- Spot selection
- Channel selection
- Extra selection

To set the command line selection default

Example: Set the command line default for spot or channel.

- 1 Press **SPOT** twice. *Spot* appears in the command line. Dlite now recognizes the first number selection as a spot selection, making it unnecessary to press this key before the number selection.

OR

- 1 Press **CHANNEL** twice. *Chn* appears in the command line. Dlite recognizes the first number selection as a channel without needing to press this key.

Note: In the selection sequences examples, the instruction to press the keys **SPOT** or **CHANNEL** is included for clarity. If the command line default is appropriate to the type of fixture selection there is no need to press these keys.

About groups

Groups are collections of frequently used fixture selections. They are used for quick selections. Groups can be combined and manipulated like all other selection sequences. Dlite supports 108 groups. 60 groups can be defined by you, 24 generic system generated groups, and up to 24 groups for devices.

Dlite automatically creates fixture groups according to the patched devices. You can, of course, define groups to suit your show and work methods.

Auto Group #	Auto Group
61	All Chns (channels)
62	Even Chns (channels)
63	Odd Chns (channels)
64	3rd Chns (every third channel)
66	All spots
67	Even spots
68	Odd spots
69	3rd spots
from 70	One group for each device type

Auto Groups cannot be edited or updated manually. They are updated when fixtures are deleted from or added to the patch.

Working with groups

Groups are stored, updated, and copied like all other objects.

Storing groups

Groups can contain any number of fixtures and fixture types.

To store groups

- 1 Select fixtures using any selection sequence.
- 2 Press **STORE**.
- 3 Press **GROUP** and enter a number on the numeric keypad.
- 4 Press **ENTER**

The group is stored

OR

- 1 Select fixtures using any selection sequence.
- 2 Press **STORE**.

- 3 Press **GROUP** and select a group number using the touch screen grid, or, if the faders are in context mode, the UKs.

The group is stored

Tip! The selection order is saved with the group. Selection order controls how effects and fan are applied to the selection.

Deleting groups

To delete groups

- 1 Press **DELETE**.
- 2 Select the group or select more than one group: **GROUP # → #**.
- 3 Press **ENTER**.
Dlite requests confirmation.
- 4 Press **ENTER** again or tap **OK**.

OR

- 1 Press **DELETE**.
- 2 Select the group on the touch screen grid.
Confirmation is requested.
- 3 Press **ENTER** again or tap **OK** or tap **DELETE** again.

Copying groups

To copy groups

Example: Copy group 4 from group 2.

- 1 Press **EDIT**.
- 2 Press **GROUP**.
The Edit Group screen is displayed
- 3 Select the target group - group 4.
- 4 Tap **COPY**.
The message *Edit: Group 4 Copy from Group* is displayed in the command line.
- 5 Select the source group 2 - on the keypad and press **ENTER**.

Or

Tap number 2 on the touch screen.

Or

Press UK 2 with the faders in Context mode.

Group 4 is stored.

Editing groups

To add fixtures to groups

- 1 Select the fixture(s).
- 2 Press **UPDATE**.
- 3 Press **GROUP**.
The touch screen shows the existing groups.
- 4 Tap the target group on the touch screen. The message *Group Stored* is displayed.

Or

Choose the target group's number on the keypad and press **ENTER**.

To remove fixtures from groups

- 1 Press **EDIT**.
- 2 Select the group.
The touch screen displays the fixtures in the selected group.
- 3 Press **CHAN**, **SPOT**, or **EXTRA** to select the type of fixture.
- 4 Select the fixture(s) using the keypad or tap the fixture(s) on the touch screen.
- 5 Press **RELEASE**.
- 6 Press **UPDATE**.

The message *Group Stored* is displayed.

Adding text tags to groups

Giving meaningful text tags to groups makes it easy to identify them. Groups' text tags are displayed on the touch screen in Group mode.

To add text tags to scenes

Example: Tag group 5.

- 1 Press **EDIT**.
- 2 Press **GROUP**.
- 3 Select group 5.
- 4 Tap **TEXT** and type your text on the keyboard or use the soft keyboard on the touch screen.
- 5 Press **ENTER** or **STORE** or tap **OK**.

Using groups to select fixtures

To select fixtures using groups

- 1 Press **GROUP**.
- 2 Tap the group on the touch screen or choose the group number on the editing keypad or press the UK, with the faders in Context mode, corresponding to the group number.

The fixtures in the selected group are now available for editing.

To select a range of groups

- 1 Press **GROUP**.
- 2 Select a range of groups using the editor keypad (**# → #**) or the UKs.

To remove a group from the selection

Press **SHIFT + GROUP #** to remove a group from the range selection.

Selecting the last selection

You can instantly recall the last selection

To recall the last selection

- 1 Press **GROUP**.
 - 2 Tap **LAST SELECTION**.
- The last selection is now active.

OR

- 1 Select a fixture type by pressing **CHANNEL**, **SPOT**, or **EXTRA**.
- 2 Press **●**.

To select the active editor

Example: Some channels and spots are active in the editor. You want to select all of them.

- 1 Press **GROUP**.
 - 2 Tap **SELECT EDITOR**.
- All the fixtures in the editor are selected.

Resetting the editor

Resetting the editor clears all selections and levels in the editor.

To reset the editor

Press **RESET**. All levels held in the editor are released in a 2 second fade.

Or

Press **RESET RESET** quickly. All levels held in the editor bump out.

Activating spots

CONTROL is a dedicated key for spot ignition, shut down, and reset.

To turn the lamp on

- 1 Select the spots.
- 2 Press **CONTROL**.
- 3 The touch screen is now in control mode.
- 4 Tap **LAMP ON**.

To turn the lamp off

- 1 Select the spots.
- 2 Press **CONTROL**.
The touch screen is now in control mode.
- 3 Tap **LAMP OFF**.

To reset spots

- 1 Select the spots.
- 2 Press **CONTROL**.
The touch screen is now in control mode.
- 3 Tap **RESET**.

IMPORTANT! The lamp on, lamp off, and reset are mapped to a dedicated control channel by the device's manufacturer.

Setting parameter levels

Channels usually have 1 parameter, usually dimmer. Spots contain more than one parameter. The number and type of parameters controlled by a spot depends on the type of device.

Spot parameters are organized into parameter banks:

- Focus (F)
- Color (C)
- Beam (B)

<i>Parameter bank</i>	<i>Possible parameters</i>
F (ocus)	Dimmer, strobe, pan, tilt, movement speed
C (olor)	Cyan, yellow, magenta, color wheels, color speed.
B (eam)	Focus, zoom, iris, gobo wheels, prism, gobo spin

Parameter levels are set using:

- Wheels
- Editing keypad

Wheels in parameter mode

When fixtures are selected, the wheels are available for setting parameter levels. The first wheel defaults to dimmer (intensity) for both channels and spots. For multiparameter spots, the wheels are organized in banks according to the parameter type. Parameters are organized into F(ocus), C(olor), or B(eam) types. Dimmer belongs to parameter type F(ocus).

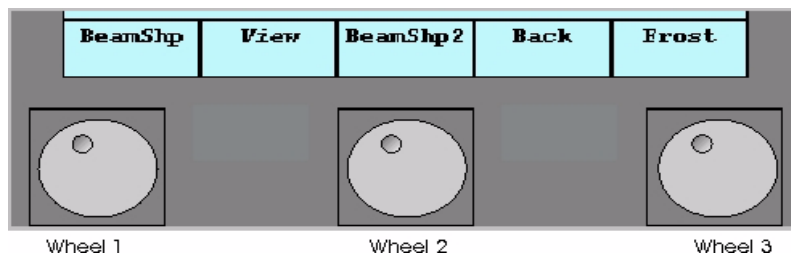


Figure 19: Wheel assignments are displayed on the touch screen above the wheels

Paging wheel banks

If the number of parameters in the selected bank exceed three parameters, then there is more than one page in the wheel bank.

To page wheel banks

Page to the next layer by pressing **F**, **C**, or **B** again.

Pressing and holding **SHIFT** and pressing a bank key will return to the previous layer.

Wheel and trackball resolution

Some parameters may require finer wheel or trackball resolution.

To switch to fine wheel or trackball resolution

Press the wheel (or trackball) and turn it.

OR

Press and hold **SHIFT** while turning the wheel (or trackball).

Selecting parameters

You may want to select specific parameters and set levels using the keypad.

To select a parameter

- 1 Select the spots.
- 2 Press **F**, **C**, or **B** to select the parameter bank.

- 3 Press the wheel for the required parameter. If the parameter is not in the first wheel layer, page the layers until it appears.

The parameter is now selected in the editor. You can set a level using the keypad.

Setting dimmer intensity

Dimmer intensity can be set for all fixtures using:

- The dimmer wheel
- The keypad
- Quick level keys
- Faders -Dimmer intensity for channels and spots can also be set using the faders in Context mode. When the faders are in Wide or 2 Preset modes they control dimmer intensity for channels only.
- The trackball, if the selected fixtures do not have pan and tilt parameters.

Quick level keys are:

- Full - Fades the selected fixture's dimmer to 100%.
- On - Fades the selected fixture's dimmer to 50%.
- Zero - Fades the selected fixture's dimmer to black (0%).

To set dimmer levels using quick level keys

- 1 Select the fixtures.
- 2 Press **FULL**, **ON**, or **ZERO**.

To set dimmer levels using the wheel

- 1 Select the fixture(s) using the editor keypad or on the touch screen.
- 2 Use wheel 1 to set the intensity level.

Dimmer levels are displayed on the touch screen (in channel mode) or, if present, on the external monitor.

To set dimmer levels using the keypad

Example: Set the dimmer level for spots 1 through 12 at 85%.

- 1 Select spots 1 through 12 (**SPOT 1 → 12**).
- 2 Press **@**.
- 3 Press **8** and **5**. The selected fixtures fade to 85% intensity.

To set dimmer levels for channels using the faders

- 1 Select the fixtures.
- 2 Make sure the faders are in Wide mode.
- 3 Raise the fader handles to the desired level.

IMPORTANT! If the dimmers of the selected fixtures are output from the editor or from a playback, you must move the fader handle until the fader level matches the output level. When the fader reaches the output level, the fader grabs control of the fixture's dimmer.

Setting pan and tilt

Pan and tilt are controlled by the trackball.

You can lock either pan or tilt in order to adjust just one of the axes.

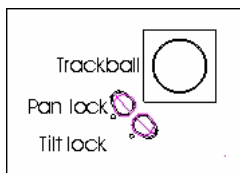


Figure 20: The trackball with pan and tilt locks

To set position

Select the fixtures and use the trackball to set pan and tilt

To set only pan or only tilt

- 1 Lock one of the axes, by pressing the its lock key.
- 2 Use the trackball to set the pan or tilt level.

Spot parameter modes

There are two modes of parameters:

- Continuous parameters wheel up from 0 (ZR) to 100% (FL) with no internal divisions.
- Step parameters are defined with internal divisions. There can be continuous control between steps or a step can transmit a preset value. Steps are commonly used for channels controlling both dimmer intensity and strobe, for gobo wheels, and for color wheels.
The display format for step parameters depends on the step's definition in the device builder application. Some examples of step displays are: 2.FL (step at its maximum value) or text, such as, Fast Strobe. See [“Device Builder” page 167](#).

FULL, **ON**, and **ZR** can also be used to set parameter levels.

To set parameter levels

Example: Set levels for color and beam parameters.

- 1 Select the spots.
- 2 Set the dimmer intensity.
- 3 Press **C** to switch wheels to the color bank.
- 4 Set levels using the wheels.

Or

Select a parameter press **@** and choose a level using the keypad.

Note: If the parameter you are looking for is not visible, press **C** again to page to the next 3 parameters in the bank.

- 5 Press **B** to switch wheels to the beam bank.
- 6 Set levels using the wheels.

Or

Select a parameter press **@** and choose a level using the keypad.

To step through indexed parameters

Example: Jump from color to color on the color wheel (CW).

- 1 Select the spots.
- 2 Set the dimmer intensity.
- 3 Press **C** to switch wheels to the color bank.

Note: If the parameter you are looking for is not visible, press **C** again to page to the next 3 parameters in the bank.

- 4 Press the (CW) wheel.
- 5 Tap **STEP UP OR STEP DN**.

The color wheel jumps from color to color.

Using the faders to set parameter levels

You can also use the faders in Context mode to set parameter levels. Example: You have selected 4 spots of the same device type. This device uses 10 DMX channels. Pressing **PARAM CONTROL** results in each fader controlling one parameter.

To set spot parameter levels using the faders

- 1 Select the spots.
- 2 Make sure the faders are in Context mode.
- 3 Tap param **CONTROL**.
- 4 Raise the fader handles to fade a parameter to the desired level.

IMPORTANT! If the parameter is output from the editor or from a playback, you must move the fader handle until the fader level matches the output level. When the fader reaches the output level, the fader grabs control of the parameter.

Flip pan and tilt

The flip feature reverses the pan and tilt axes 180 degrees, returning to the fixture's current position. This is useful for yokes and fixtures whose heads have 360 degree movement.

Example: In its current position, a yoke is at the limit of its pan movement. To continue moving the yoke on its pan axis, apply the flip feature. The yoke returns to its current position without the movement limit.

To flip pan and tilt

- 1 Select the spot(s).
The touch screen is now in spot mode.
- 2 Press and hold **SHIFT**.
More options are displayed on the touch screen.
- 3 Tap **FLIP**.

Changing pan and tilt orientation

See [“Pan and tilt orientation”](#) page 32.

Resetting parameter levels

Pressing **RESET** returns all parameters, for fixtures active in the editor, to their home levels. Home levels are defined in the Device Builder application for each device type.

You can home all active parameters, selected parameters, or parameters grouped in the same wheel bank. The **HOME** button appears on the touch screen in spot mode.

Occasionally, there are specific fixtures and parameters that require home levels that are different than those in the device definition. You can create a special “home” scene for these specific levels. See [“create a scene for unusual home level requirements”](#) page 54.

To home all active parameters

Select the spots and tap **HOME**.

To home parameters grouped in the same wheel bank

Example: Home levels for all parameters in the beam bank.

- 1 Select the fixtures.
- 2 Press **BEAM**.
- 3 Press and hold **SHIFT** and tap **HOME FCB**.

All parameters in the selected bank fade to their home levels.

To home selected parameters

- 1 Select the spots.
- 2 Select the parameters.
- 3 Press **HOME**.

To create a scene for unusual home level requirements

Parameters in some fixtures may require home levels that are different than those defined in the device definition. A few examples of this: an unusual hanging position that requires special home levels for pan and/or tilt, a gobo or color wheel that is not identical to the wheels in the same devices. In these instances, you create a scene that contains levels that are referenced when the parameters return to their home values.

- 1 Select the spots that have special home level requirements.
- 2 Select the parameter that has special home value requirements and set its unique home level.
- 3 Repeat steps 1 and 2 for all fixtures and parameters as necessary.
- 4 Save as a scene: **STORE, SCENE #, ENTER.**

Tip: Label this scene as “special home levels” or any other name that helps identify it as the special home value scene.

- 5 Press **SETUP**.
- 6 Tap **SYSTEM OPTIONS**.
- 7 Tap **DEFAULTS**.
- 8 Tap **SPOT HOME VALUES**.

The touch screen grid is now in scene mode.

- 9 Select the special home value scene.
- 10 Tap **OK**.

Releasing parameter levels

You can release fixtures, single or multiple parameters, or all parameters in the selected bank from the editor. Released parameters and fixtures are not included when storing a scene, chase step, or cue. Released parameters fade to home levels.

To release fixtures

Select fixtures and tap **RELEASE**.

To release one or more parameters

- 1 Select fixtures.
- 2 Press **F**, **B**, or **C** to choose the parameter bank and then press one or more parameter wheels.
- 3 Tap **RELEASE**.

To release all the parameters in a parameter bank

Example: Release all parameters in the color bank.

- 1 Select fixtures.
- 2 Press **C**.
- 3 Tap **RELEASE**.

Chapter 4 Programming Scenes

This chapter includes:

- [About scenes \(see page 55\)](#)
- [Working with scenes \(see page 55\)](#)
- [Setting fade times \(see page 64\)](#)

About scenes

A scene is a lighting state. Scenes can contain channels, moving light parameters, extras, libraries, and effects. Dlite supports up to 240 scenes. Scenes run on the playbacks.

Scenes may be a complete lighting look or used modularly as building blocks. You can also store a single spot parameter in a scene, use the scene to roll the parameter on the playback faders and build the lighting look live using the playbacks.

Fade times can be set for the entire scene or for parameters stored in the scene.

The touch screen has a context sensitive display mode for scenes. The touch screen includes soft buttons relevant to scenes and a touch screen grid that shows the existing scenes. The touch screen grid can be used to select scenes.

<i>Press</i>	<i>Soft Buttons</i>	<i>What it does</i>
SCENE	TEXT	Allows you to add text tags to scenes. Tapping this button opens a text field with letter selections.
	VIEW SOLO	Fades out all console output except the selected scene.

Working with scenes

Scenes are stored using the editing keypad, the touch screen grid, or UKs. Scenes can also be stored directly on the playbacks using the playback's SELECT key. Dlite gives the new scene the first available scene number or you can choose a specific scene number.

There are three options available when storing a scene. The store options are displayed on the touch screen after **STORE** is pressed. All store options and the include/exclude parameters features can be used when storing scenes. Unless you choose one of the store options, the fixtures and parameters active in the editor are stored in the scene.

Store Options	What it does
INCLUDE FADERS	Include fader output in the stored scene.
INCLUDE ALL STAGE	Include all output comprising the stage picture in the stored scene.
ALL IF ACTIVE	Include all parameters in stored scenes for fixtures whose dimmer level is more than zero.

Pressing **STORE+** stores the current look and increments the scene by one whole number, so you can continue building new scenes.

Storing scenes

To store scenes using the keypad - method 1

- 1 Select fixtures and set levels.
- 2 Press **STORE**.
- 3 Press **SCENE**.
The Store Options buttons are displayed on the touch screen.
- 4 Choose the scene number on the keypad.
- 5 Press **ENTER** or **STORE**.
The scene is stored.

To store scenes using the touch screen grid - method 2

- 1 Select fixtures and set levels.
- 2 Press **STORE**.
- 3 Press **SCENE**.
The Store Options screen is displayed on the touch screen.
- 4 Tap the scene number on the touch screen grid.
The scene is stored.

To store scenes using UKs - method 3

- 1 Select fixtures and set levels.
- 2 Press **STORE**.
- 3 Press **SCENE**.
The Store Options screen is displayed on the touch screen.
- 4 With the faders in Context mode, press the UK that corresponds with the scene number.
The scene is stored.

To store scenes directly on the playbacks

Example: Store a scene and store it directly on playback 1.

- 1 Select fixtures and set levels.

- 2 Press **STORE**.
- 3 Press the SELECT key for playback 1 or tap playback 1 on the touch screen grid.



Figure 21: Playback with select key and flash key

The first available scene number is given to this scene. The touch screen display shows the scene loaded to playback 1. The editor is cleared.

- 4 Repeat steps 1 through 4 to store the next scene and store it to the next playback.
Dlite automatically increments the scene number by 1.

To store specific scenes directly on the playbacks

Example: Store scene 12 and store it directly on playback 1.

- 1 Select fixtures and set levels.
- 2 Press **STORE**.
- 3 Press **SCENE** and press **12** on the keypad.
- 4 Press the SELECT key for playback 1.

The touch screen display shows the scene loaded to playback 1. The editor is cleared.

Storing the next scene

To store the next scene

- 1 Select fixtures and set levels.
- 2 Press **STORE+**.

The next available scene number is assigned.

Excluding or including parameters in scenes

Parameters in the editor can be excluded when storing a scene. Parameters that were excluded can be later included in a scene. This is useful, for example, when programming a scene with color levels only, but obviously you need to bring up the dimmer to see what you are doing.

To exclude a parameter from the scene

Example: Store a scene that contains only color parameters, excluding the dimmer parameter.

- 1 Select spots, turn dimmer on, and set color parameters levels.
- 2 Select spots, turn dimmer on, and set color parameters levels.
- 3 Return to the **F**(ocus) wheel bank and press the dimmer wheel to select the dimmer parameter.
- 4 Tap **EXCLUDE**.

A tilde (~), signifying that this parameter will not be included when storing the step, appears next to the dimmer levels

- 5 Store the scene using your preferred method.

The dimmer is not included in the stored scene.

To include an excluded parameter

Example: While programming a scene you have excluded the dimmer parameter. You decide that you want the dimmer parameter included in the scene.

- 1 Select the dimmer parameter again.
- 2 Press and hold **SHIFT** and tap **INCLUDE**.

The tilde (~) disappears from the dimmer parameter display. The dimmer levels will be included when storing the scene.

Grabbing all parameters for fixtures in the editor

The **ALL IF ACTIVE** feature grabs all the parameters, for all fixtures active in the editor, when storing a scene. The stored scene includes the levels for all parameters in the selected fixtures. This ensures that the lighting look is reproduced no matter where the parameters were left after the last playback or editing operation.

To grab all parameters

Example: Grab all parameters even though levels are set only for pan, tilt, cyan, and magenta.

- 1 Select fixtures and set levels for pan, tilt, cyan, and magenta.
- 2 Tap **ALL IF ACTIVE**.
- 3 Press **STORE**.
- 4 Press **SCENE**.
- 5 Select the scene number on the keypad and press **ENTER**.

Or

Tap the scene number on the touch screen.

Or

Press the UK for the desired scene number. The faders must be in Context mode.

All parameter levels, those active in the editor and those in gray tracking, will be stored in this scene.

Using scenes as building blocks

You can use scenes as building blocks for programming new scenes. Example: You have a scene containing blue back wash, specials for the musicians, and a projection on back wall of the stage. You can use this scene to create a new scene.

To use scenes as building blocks

- 1 Press **SCENE** and select a scene.

- 2 Press **ENTER**.

The contents of the scene (fixtures and levels) are entered to the editor.

- 3 Select fixtures and adjust levels and/or add new fixtures or call more scenes to the editor.

- 4 Press **STORE**.

- 5 Press **SCENE**, choose the new scene number on the keypad, and press **ENTER**.

Or

Tap the new scene number on the touch screen.

Or

Press the UK for the new scene number. The faders must be in Context mode.

Note: You can call more than one scene to use as a building block.

Using the faders to create lighting states

In WIDE mod (See “Wide mode” page 112), the faders control channel levels. You can build a lighting state, with channels. Call the lighting state to the editor, saving as a scene, chase step, cue, or library, or merge it with the output from the editor or playbacks (see [Merging console output](#)).

Merging console output

You can capture the current lighting look, whether it comes from the editor, playbacks, or faders and store it as a scene. The Include All Stage feature enables you to use scenes as building blocks for lighting looks. Example: A scene includes mirror balls and their light sources which is output from a playback, a blue wash that is channels output from the faders in wide mode, and a scene that has some moving lights running an effect in the editor. To merge these scenes and store a new scene use Include All Stage.

To merge output when storing

Example: Store the stage lighting state to the scene.

- 1 Build the lighting picture using the editor, playbacks, and faders.

- 2 Press **STORE**.

- 3 Tap **INCLUDE ALL STAGE**.

- 4 Press **SCENE**.

The Edit Scene screen is displayed.

- 5 Select the scene number on the keypad and press **ENTER**.

Or

Tap the scene number on the touch screen.

Or

Press the UK for the desired scene number. The faders must be in Context mode.

Storing roll up parameter scenes

Scenes that contain just one parameter can be used, when loaded on a playback, to fade the parameter levels during live operation.

The parameter fades proportionately from zr to the stored value. Example: Store a scene with the iris set to 80%; when the playback is at FL the iris is at 80%. To allow the full level range, set the parameter to full before storing the roll up scene.

Of course, roll up parameter scenes can be used as building blocks when creating lighting states and storing scenes using the Include features.

IMPORTANT! Roll up scenes can contain as many fixtures as required, but only one parameter.

To store a roll up scene

Example: Capture the color wheel at pink, for spots 1 through 12, in scene 6.

- 1 Press **SPOT** and select spot 1 through 12.
- 2 Press **C** to change the color parameter bank.
- 3 Move the wheel labelled CWhl (color wheel) until pink appears in the moving light live display.
- 4 Press **STORE**.
- 5 Press **SCENE**.
The Store Options screen is displayed.
- 6 Select the scene number on the keypad and press **ENTER**.

Or

Tap the scene number on the touch screen.

Or

With the faders in Context mode, press the UK for the desired scene number.

Copying Scenes

Scenes can be copied from existing scenes.

To copy scenes

Example: Copy scene 2 (source) to scene 4 (target).

- 1 Press **EDIT**.
- 2 Press **SCENE**.
The Edit Scene screen is displayed
- 3 Select the target scene 4.
- 4 Press **COPY**.

The message *Edit: Scene 4 Copy from Scene* is displayed in the command line.

- 5 Select the source scene (scene 2) on the keypad and press **ENTER**.

Or

Tap number 2 on the touch screen.

Or

With the faders in Context mode, press UK 2.

Scene 2 is stored.

Editing scenes

UPDATE and **STORE** are used to edit scenes.

As a rule of thumb:

- Use **UPDATE** to add new information to the scene.
- Use **STORE** to overwrite all current data in the scene.

The exception to this rule is when the entire scene is active in the editor. In this case, either **UPDATE** or **STORE** can be used to store the editor. When a few scenes or cues comprise the stage picture, you can isolate a particular scene by tapping **VIEW SOLO**.

To update scenes

Example: Edit scene 5 by adding some channels.

- 1 Select channels and set dimmer levels.
- 2 Press **UPDATE**.
- 3 Press **SCENE**.
- 4 Select scene 5.
- 5 Select the scene number on the keypad and press **ENTER**.

Or

Tap the scene number on the touch screen grid.

Or

With the faders in Context mode, press UK 5.

Scene 5 is updated with the new information.

To update scenes directly on playbacks

- 1 Select fixtures and adjust levels in the editor.
- 2 Press **UPDATE**.
- 3 Press **SELECT** for the playback loaded with the scene.

Note: If some levels originate from F(ocus) libraries, you have the option of updating the library now.

To overwrite a scene

Example: Scene 6 contains channels 1 through 4 at 100%. The new scene 6 will contain only channel 10 at 50%.

- 1** Select channel 10 and set the dimmer to 50%.
- 2** Press **STORE**.
- 3** Press **SCENE**, select 6 on the keypad, and press **ENTER**.

Or

Tap scene 6 on the touch screen

Or

With the faders in context mode, press the UK for scene 6.

Confirmation is requested.

- 4** Press **ENTER** or **STORE** or tap **OK**.

Scene 6 is stored. It now contains channel 10 at 50%.

To call a scene into the editor and update it

Example: Edit scene 6.

- 1** Press **EDIT**.
- 2** Press **SCENE** and select scene 6.
- 3** Press **CHANNEL**, **SPOT**, or **EXTRA**.

All of the fixtures and levels in scene 6 are now active in the editor.

- 4** Select fixtures and adjust levels.
- 5** Press **UPDATE**.

Scene 6 is stored. All fixtures and levels active in the editor are stored in scene 6.

To call a scene from a playback and update it

Example: Edit scene 6, which is loaded to playback 1.

- 1** Press **EDIT**.
- 2** Press **SELECT** for the playback 1.
- 3** Tap **EDIT SCENE**.

Dlite warns you that you are editing an existing object.

- 4** Tap **OK** to confirm.

The Edit Scene screen is displayed. Scene 6 is automatically selected.

- 5** Optional - Tap **VIEW SOLO** to see only the scene you are editing (See [“use view solo” page 63](#)).

- 6** Press **CHANNEL**, **SPOT**, or **EXTRA**.

All of the fixtures and levels in scene 6 are now active in the editor.

- 7** Select fixtures and adjust levels.
- 8** Press **STORE** or **UPDATE**.

Scene 6 is stored. All fixtures and levels active in the editor are stored in scene 6.

Note: You can also store the modified scene as new scene.

To use *VIEW SOLO*

Example: Scenes 1 through 6 are output from the playbacks. You want to isolate scene 2 for editing.

- 1 Select scene 2.
- 2 Tap **VIEW SOLO**.
All output, except the selected scene, fades to zero.
- 3 Optional - edit the scene and press **UPDATE** to store.

To remove fixtures from scenes

- 1 Press **EDIT**.
- 2 Press **SCENE** and select the scene number.
- 3 Select the fixture.
- 4 Press **RELEASE** or tap **RELEASE** on the touch screen.
- 5 Press **UPDATE**.
The fixture is removed form the cue.

Adding text tags to scenes

Giving meaningful text tags to scenes makes it easy to identify them. Scenes' text tags are displayed on the touch screen, in the Scene mode and in the Playback Assignment screen.

To add text tags to scenes

Example: Tag scene 5.

- 1 Press **EDIT**.
- 2 Press **SCENE**.
- 3 Select scene 5.
- 4 Tap **TEXT** and type your text on the keyboard or use the soft keyboard on the touch screen.
- 5 Press **ENTER** or **STORE** or tap **OK**.

Deleting Scenes

To delete scenes

Example: Delete scene 4.

- 1 Press **DELETE**.
- 2 Press **SCENE**.
The Edit Scene screen is displayed
- 3 Select scene 4.

Confirmation is requested.

- 4 Press **ENTER** or tap **OK**.

Scene 4 is deleted.

Setting fade times

The default fade time for scenes is fade in 0:02.0 seconds and no delay. The default fade time can be changed in **System Settings > Scene**. Unique fade in and delay fade times can be set for each scene. More than one scene can be selected when editing fade times.

Parameter banks may have different fades than the overall scene. For instance, set a unique fade time for the beam bank, so gobos jump in while all other parameters are fading in.

Fade times are set in the Edit Time screen. The options are:

Buttons	What they do
OVERALL	Set fade time for the entire scene. This is the default selection.
FADE	Fade in time for entire scene or parameters. This is the default selection.
DELAY	Delay (wait) time. How long the scene or parameters waits before beginning to fade in.

Use the wheels to set time:

- Wheel 1 - Minutes
- Wheel 2 - Seconds
- Wheel 3 - Tenths (1/10) of seconds

Time values can also be set using the keypad, entering the time in seconds. Example: To set a fade time of 1 minute and 30 seconds, enter 90 (seconds) on the keypad.

Navigate the fields in the time screen by:

- Tapping **FADE** or **DELAY**
- Pressing →

To set overall fade times

Example: Set scene 4 to fade in time over 1 minute and 30 seconds.

- 1 Press **EDIT**.
- 2 Press **SCENE**.

The Edit Scene screen is displayed.

- 3 Select scene 4.
- 4 Press **TIME**.

The fade time fields are displayed.

- 5 Turn wheel 1 until arriving at 1 (minute).
- 6 Turn wheel 2 until arriving at 30 (seconds).

Note: Instead of using the wheels, you can enter 90 (seconds) on the keypad.

- 7 Press **ENTER** or **STORE** or tap **OK**.

OR

- 1 Press **SCENE**.
- 2 Select scene 4.
- 3 Press **TIME**.

The fade time fields are displayed.

- 4 Select the time field and use the wheels to set the fade times.
- 5 Press **ENTER** or **STORE** or tap **OK**.

To set delay times

Example: Delay the beginning scene 4's fade by 6 seconds.

- 1 Press **EDIT**.
- 2 Press **SCENE**.
The Edit Scene screen is displayed.
- 3 Select scene 4.
- 4 Press **TIME**.
The fade time fields are displayed.
- 5 Tap **DELAY**.
- 6 Turn wheel 2 until arriving at 6 (seconds).

Note: Instead of using the wheels, you can enter 6 (seconds) on the keypad.

- 7 Press **ENTER** or **STORE** or tap **OK**.

OR

- 1 Press **SCENE**.
- 2 Select scene 4.
- 3 Press **TIME**.

The fade time fields are displayed.

- 4 Tap **DELAY**.
- 5 Turn wheel 2 until arriving at 6 (seconds).

Note: Instead of using the wheels, you can enter 6 (seconds) on the keypad.

- 6 Press **ENTER** or **STORE** or tap **OK**.

To set fade times for multiple scenes

You can set the same fade time for more than scene. Example: Set fade times for scenes 1 through 6.

1 Select scenes 1 through 6.

2 Press **TIME**.

The fade time fields are displayed.

3 Select the time option.

4 Use the wheels to set the time.

Or

Enter the fade time, in seconds, on the keypad.

5 Press **ENTER** or **STORE** or tap **OK**.

the selected scenes all have the same fade time.

To set parameter fade times

Example: Set scene 4 to fade in over 15 seconds and set the beam bank to fade in 0 (zero) seconds.

1 Press **EDIT**.

2 Press **SCENE**.

The Edit Scene screen is displayed.

3 Select scene 4.

4 Press **TIME**.

The fade time fields are displayed.

5 Turn wheel 2 until arriving at 15 (seconds).

6 Press **B** to select the beam bank.

7 Turn wheel 2 until *Cut* is displayed.

8 Press **ENTER** or **STORE** or tap **OK**.

OR

1 Press **SCENE**.

The Edit Scene screen is displayed.

2 Select scene 4.

3 Press **TIME**.

The fade time fields are displayed.

4 Turn wheel 2 until arriving at 15 (seconds).

5 Press **B** to select the beam bank.

6 Turn wheel 2 until *Cut* is displayed.

7 Press **ENTER** or **STORE** or tap **OK**.

Chapter 5 Programming Chases

This chapter includes:

- [About chases \(see page 67\)](#)
- [Working with chases \(see page 68\)](#)
- [Setting chase fade times \(see page 76\)](#)
- [Chase attributes and run modes \(see page 80\)](#)

About chases

Chases are dynamic lighting looks. Chases consist of one or more steps. You can store up to 72 chases. Each chase can have up to 48 steps.

Chases attributes include:

- Run patterns
- Infinite or finite number of loops
- Unique fade times for each step
- General fade in time
- Chase playback rate
- Chase character - hard or soft

Chases are run on the playbacks.

The touch screen has a context sensitive display mode for chases and chase steps. The touch screen includes soft buttons relevant chases and their steps and a touch screen grid that shows the chases or steps. The touch screen grid can be used to select chases or steps.

<i>Press</i>	<i>What the touch screen shows</i>	<i>Soft Buttons</i>	
CHASE	Stored chases and their text tags.	<ul style="list-style-type: none">• <i>TEXT</i>• <i>PREVIEW CHASE</i>	
STEP	Steps for the selected chase and their text tags.	<ul style="list-style-type: none">• <i>ALL IF ACTIVE</i>• <i>TEXT</i>• <i>STORE STAGE</i>	<ul style="list-style-type: none">• <i>EXCHANGE</i>• <i>VIEW SOLO</i>

Working with chases

Chase steps are stored using the editing keypad, touch screen grid, or UKs. Chase steps can also be stored directly on the playbacks using the playback's SELECT key. Dlite gives the new step the first available step number or you can choose a specific step number.

All store options and the include/exclude parameters features can be used when storing steps. Unless you choose one of the store options, the fixtures and parameters active in the editor are stored in the chase step.

There are three options available when storing a step. The store options are displayed on the touch screen after **STORE** is pressed.

Store Options	What it does
INCLUDE FADERS	Include fader output in the stored step.
INCLUDE ALL STAGE	Include all output comprising the stage picture in the stored step.
ALL IF ACTIVE	Include all parameters in stored steps for fixtures whose dimmer level is more than zr.

Storing chases

To store chases using the keypad - method 1

Example: Create chase 1 and store step 1.

- 1** Select fixtures and set levels.
- 2** Press **STORE**.
- 3** Press **CHASE**.

The Store Options buttons are displayed on the touch screen.

- 4** Press **1** to store chase 1.
- 5** Press **ENTER** or **STORE**.

The chase and its first step are stored.

To store chases using the touch screen grid - method 2

- 1** Select fixtures and set levels.
- 2** Press **STORE**.
- 3** Press **CHASE**.

The Store Options buttons are displayed on the touch screen.

- 4** Tap the chase number on the touch screen grid.

The chase and its first step are stored.

- 5** Repeat procedure steps 1 through 4 to store more steps. Each time you tap the chase number, the next step is saved. Dlite increments the current step by 1.

To store chases and chase steps using UKs - method 3

- 1 Select fixtures and set levels.
- 2 Press **STORE**.
- 3 Press **CHASE**.
The Edit Chase is displayed on the touch screen.
- 4 With the faders in Context mode, press the UK that corresponds with the chase number.
The chase and step 1 is stored.
- 5 Repeat procedure steps 1 through 4 to store more steps. Each time you press the UK, the next step is saved. Dlite increments the current step by 1.

To store chase steps directly on the playbacks

Example: Create a chase and store steps 1 and 2 directly on playback 6.

- 1 Select fixtures and set levels.
- 2 Press **STORE**.
- 3 Press **CHASE**.
- 4 Press the SELECT key for playback 6 or tap playback 6 on the touch screen grid.
The first available chase number is assigned to playback 6 and step 1 is stored.



- 5 To add the next step, select fixtures and set levels.
- 6 Press **STORE** and the same SELECT key.
Step 2 is stored in the chase.
- 7 Repeat step 5 through 6 until the chase is complete.
Each time you press the SELECT key, the next step is saved. Dlite increments the current step by 1.

Note: This sequence is not valid for Dlite Compact.

To store specific steps

Example: Store step 25 in chase 1.

- 1 Select fixtures and set levels.
- 2 Press **STORE**.
- 3 Press **CHASE**.
- 4 Select chase 1 on the keypad.
- 5 Press **SHIFT + STEP**.
The chase steps are displayed on the touch screen grid. Dlite prompts for a step number.

- 6 Select step 25 on the keypad or tap step 25 on the touch screen grid.
- 7 If you choose the step number on the keypad, press **ENTER** or **STORE**.
The editor is stored as step 25.

Inserting chase steps

Inserted steps replace the original step and the original step is bumped to the next step number. Example: Chase 1 has 5 steps. You want to insert a step between steps 2 and 3. Store the inserted step as step 3. The original step 3 is now step 4, step 4 becomes step 5, step 5 becomes step 6.

To insert steps

Example: Add a step, between steps 2 and 3, to chase 1.

- 1 Select fixtures and set levels.
- 2 Press **EDIT**.
- 3 Press **CHASE**.
- 4 Select chase 1 on the keypad.
- 5 Tap **INSERT STEP** and tap cell 3.

Or

If you choose the step number on the keypad, press **UPDATE** or **STORE** or **ENTER**.

The editor is stored as step 3. The original step 3 is bumped to step 4 and any subsequent steps are also bumped to the next step number.

- 6 Optional: Tap **TEXT** and type a text tag the step. Enter the text on the keyboard and tap **OK**.

Excluding or including parameters in steps

Parameters in the editor can be excluded when storing a step. Parameters that were excluded easily recalled. This is useful, for example, when programming a step with color levels only, but obviously you need to bring up the dimmer to see what you are doing.

To exclude a parameter when storing a step

Example: Store a scene that contains only color parameters, excluding the dimmer parameter.

- 1 Select spots, turn dimmer on, and set color parameters levels.
- 2 Return to the **F**(ocus) wheel bank and press the dimmer wheel to select the dimmer parameter.
- 3 Tap **EXCLUDE**.

A tilde (~), signifying that this parameter will not be included when storing the step, appears next to the dimmer levels

- 4 Store the step using your preferred method.

The step contains only the cyan and yellow parameters.

To edit a step and exclude a parameter

Example: Store a scene that contains only color parameters, excluding the dimmer level.

- 1 Press **EDIT**.
- 2 Press **CHASE**.
- 3 Select the chase and choose a step.
- 4 Press **SPOT**.

The step is now active in the editor.

- 5 Select spots.
- 6 Press the dimmer wheel to select the dimmer parameter.
- 7 Tap **EXCLUDE**.

A tilde (~), meaning that this parameter will not be included in the step, appears next to the dimmer levels.

- 8 Press **STORE** or **UPDATE**.

The step is updated and contains only the cyan and yellow parameters.

To include an excluded parameter

Example: While programming a step you have excluded the dimmer parameter. You decide that you want the dimmer parameter included in the step.

- 1 Select the dimmer parameter again.
- 2 Press and hold **SHIFT** and tap **INCLUDE**.

The tilde (~) disappears from the dimmer parameter display. The dimmer levels will be included when storing the step.

Grabbing all parameters for fixtures in the editor

The **ALL IF ACTIVE** feature grabs all the parameters, for fixtures in the editor, when storing a step. The stored scene includes the level for all parameters in the selected fixtures. This ensures that the lighting look is reproduced no matter where the parameters were left after the last playback or editing operation.

To grab all parameters

Example: Grab all parameters even though levels are set only for pan, tilt, cyan, and magenta.

- 1 Select fixtures and set levels for pan, tilt, cyan, and magenta.
- 2 Tap **STORE**.
- 3 Tap **ALL IF ACTIVE**.
- 4 Press **CHASE**.
- 5 Select the Chase number on the keypad, then select the step number on the keypad, and press **ENTER**.

Or

Tap the step number on the touch screen.

Or

Press the UK for the desired step number. The faders must be in Context mode.

All parameter levels, those active in the editor and those in gray tracking, will be stored in this step.

Copying chases and steps

Copy new chases from existing chases. Chase steps can be copied from existing chase steps and from scenes.

To copy chases

Example: Copy chase 4 from chase 2.

1 Press **EDIT**.

2 Press **CHASE**.

The Edit Chase screen is displayed

3 Select chase 4.

4 Tap **COPY**.

The message *Edit: Chase 4 Copy from Chase* is displayed in the command line.

5 Select the source chase (chase 2) on the keypad and press **ENTER**.

Or

Tap number 2 on the touch screen.

Or

With the faders in Context mode, press UK 2.

Chase 4 is stored.

To copy steps

Example: Copy step 1 in chase 4 from step 3 in chase 2.

1 Press **EDIT**.

2 Press **CHASE**.

The Edit Chase screen is displayed.

3 Select chase 4 (target chase).

4 Choose step 1 (target step).

5 Tap **COPY**.

The message *Edit: Chase 4 Step 1 Copy from Chase* is displayed in the command line.

6 Select the source chase and step (chase 2, step 3) on the keypad and press **ENTER**.

Or

Select the source chase and step. Then tap number 1 on the touch screen grid.

Chase 4, step 1 is stored.

To copy steps from scenes

Example: Copy step 1 in chase 2 from scene 25.

- 1** Press **EDIT**.
- 2** Press **CHASE**.
The Edit Chase screen is displayed
- 3** Select chase 2.
- 4** Select step 1.(target step)
- 5** Tap **COPY**.
- 6** Press **SCENE**.
- 7** Select the source scene (scene 25) on the keypad and press **ENTER**.

Or

Tap number 25 on the touch screen.

Chase 2, step 1 is stored.

Updating chase steps

UPDATE and **STORE** are used to edit chase steps.

As a rule of thumb:

- Use **UPDATE** to add new information to the step.
- Use **STORE** to overwrite all current data in the step.

The exception to this rule is when the entire step is active in the editor. In this case, either **UPDATE** or **STORE** can be used to store the editor.

To update steps in the editor

Example: Update step 1 in chase 5 by adding some channels.

- 1** Press **EDIT**.
- 2** .Press **CHASE**.
- 3** Select chase 5.
- 4** Choose step 1.
- 5** Optional - press **VIEW SOLO** to black out all output except the selected step.
Step 1 is output from the editor.
- 6** Select channels and set dimmer levels.
- 7** Press **NEXT** or **PREV**.

The contents of chase 5 step 1 are now updated. The next or previous step is now ready for editing.

OR

- 1 Select fixtures and set levels.
- 2 Press **UPDATE**.
- 3 Press **CHASE**.
- 4 Select chase 5.
- 5 Select the step number on the keypad and press **ENTER**.

Or

Tap the step number on the touch screen grid.

Or

With the faders in Context mode, press UK 5.

Chase 5, step 1 is updated with the new information.

Note: If some of the levels originated from F(ocus) fixture libraries, you are offered the option of updating the library at this time.

To overwrite a step

Example: Chase 1 Step 6 contains channels 1 through 4 at 100%. The new step 6 will contain only channel 10 at 50%.

- 1 Select channel 10 and set the dimmer to 50%.
- 2 Press **STORE**.
- 3 Press **CHASE** and select chase 1.
- 4 Select step 6.
- 5 Press **ENTER**.

Confirmation is requested.

- 6 Press **ENTER** or **STORE**.

Step 6 is stored.

To use VIEW SOLO

Example: The lighting look is comprised of scenes and chases output from the playbacks. You want to isolate chase 1 step 5 for viewing or editing

- 1 Select chase 1 step 5.
- 2 Tap **VIEW SOLO**.
All output, except the selected step, fades to zero.
- 3 Optional - edit the step and press **UPDATE** to store.

Changing step order

You can swap steps.

To change step order

Example: Exchange step 1 and step 5 in chase. Step 1 becomes 5 and step 5 becomes 1.

- 1** Press **EDIT**.
- 2** Press **CHASE**.
- 3** Select chase 1.
- 4** Press **STEP**.

The touch screen shows the steps in chase 4.

- 5** Choose step 1.
- 6** Tap **EXCHANGE**.
- 7** Tap step 5.

The message Step Stored is displayed. The selected steps have been exchanged.

Adding text tags to chases

Giving meaningful text tags to chases and steps makes it easy to identify them. Chases' text tags are displayed on the touch screen, in the Edit Scene screen and in the Playback Assignment screen

To add text tags to chases

Example: Label chase 5.

- 1** Press **EDIT**.
- 2** Press **CHASE**.
- 3** Select chase 5.
- 4** Tap **TEXT** and type your text on the keyboard or use the soft keyboard on the touch screen.
- 5** Press **ENTER** or **STORE** or tap **OK**.

Deleting chases and steps

You can delete entire chases or chase steps.

To delete chases

Example: Delete chase 4.

- 1** Press **DELETE**.
- 2** Press **CHASE**.

The Edit Chase screen is displayed

- 3** Select chase 4 by pressing **UK 4** (with the faders in Context mode) or tap chase 4 on the touch screen.
- 4** Press **ENTER**.

Confirmation is requested.

- 5** Press **ENTER** again or tap **OK**.

Chase 4 is deleted.

To delete chase steps

Example: Delete step 2 in chase 4.

1 Press **DELETE**.

2 Press **CHASE**.

The Edit Chase screen is displayed

3 Select chase 4 using one of the selection methods.

4 Press **STEP**.

The touch screen shows the steps in chase 4.

5 Select step 2.

6 Press **ENTER**.

Confirmation is requested.

7 Press **ENTER** again or tap **OK**.

Chase 4, step 2 is deleted.

Setting chase fade times

Chases' fade-in time is the speed at which the chase fades in. Each step can have unique fade and delay times and parameters within steps can have different fade and delay times. The actual length of the chase is the total fade and delay times set for the steps.

The chase's fade-in time can be longer than the fade time of the first few steps. Example: the fade time for a 6 step chase is 10 seconds. All steps are set to fade in 4 seconds. In this case, the dimmers that are fading in will reach their maximum level during the fade to step 3.

The default fade-in time for chases and chase steps is 0:02:0 seconds and no delay.

The chase fade percentage determines the general speed of the chase:

Fade time options are:		
Wheel		What they do
1	TIME	This setting determines the time it takes the chase to fade in.
2	RATE	This determines the speed of fades from step to step. Example: Steps are programmed to fade in 6 seconds. If the rate is set at 200, the steps fade in 3 seconds.
2	FADE	Determine the speed of the chase. When set to 0% the chase jumps from step to step. Any percent greater than 0, the chase fades from step to step. The larger the percent, the slower the fade from step to step.

To further refine chase looks give parameters unique fade times.

To set chase fade time

Example: Set chase 4 to fade in over 1 minute and 30 seconds and delay the beginning of the fade by 6 seconds.

1 Press **EDIT**.

2 Press **CHASE**.

The Edit Chase screen is displayed.

3 Select chase 4.

4 Press **TIME**.

The fade time fields are displayed.

5 Turn wheel 1 until *1:00.0* is displayed.

6 Turn wheel 2 until *1:30.0* is displayed.

Note: Instead of using the wheels you can enter 90 (seconds) on the keypad.

7 Tap **DELAY**.

8 Turn wheel 2 until *0:06.0* is displayed.

9 Press **ENTER** or **STORE** or tap **OK**.

OR

1 Press **CHASE**.

The Edit Chase screen is displayed.

2 Select chase 4.

3 Tap **TIME**.

The fade time fields are displayed.

4 Select the time field and use the wheels to set the fade times. Repeat as necessary.

5 Press **ENTER** or **STORE** or tap **OK**.

To set step fade times

Example: Set step 6 in chase 4 to fade in time in 8 seconds.

1 Press **EDIT**.

2 Press **CHASE**.

The Edit Chase screen is displayed.

3 Select chase 4.

4 Select step 6.

5 Tap **TIME**.

The fade time fields are displayed.

6 Turn wheel 2 until *0:08.0* is displayed.

Note: Instead of using the wheels you can enter 8 (seconds) on the keypad.

- 7 Press **ENTER** or **STORE** or tap **OK**.

Or

Press **NEXT** and **PREV** to store and set time parameters for the next or previous step.

OR

- 1 Press **CHASE**.

The Edit Chase screen is displayed.

- 2 Select the chase.

- 3 Select the step.

- 4 Tap **TIME**.

The fade time fields are displayed.

- 5 Select the time field and use the wheels to set the fade times. Repeat as necessary.

- 6 Press **ENTER** or **STORE** or tap **OK**.

Or

Press **NEXT** and **PREV** to store and set time parameters for the next or previous step.

To set parameter fade times

Example: Set step 6, in chase 4, to fade in time over 3 seconds and set the beam bank to fade in 0 (zero) seconds.

- 1 Press **EDIT**.

- 2 Press **CHASE**.

The Edit Chase screen is displayed.

- 3 Select chase 4.

- 4 Select step 6.

- 5 Tap **TIME**.

The fade time fields are displayed.

- 6 Turn wheel 2 until 0:03.0 is displayed.

Note: Instead of using the wheels, you can enter 3 (seconds) on the keypad.

- 7 Press **B** to select the beam bank.

- 8 Turn wheel 2 until *Cut* is displayed.

- 9 Press **ENTER** or **STORE** or tap **OK**.

OR

Example: Set fade for the beam bank.

- 1 Press **CHASE**.

The Edit Chase screen is displayed.

- 2 Select the chase.

- 3 Select the step.

- 4 Tap **TIME**.

The fade time fields are displayed.

- 5 Press **B** to select the beam bank.
- 6 Use the wheels to set the fade time.
- 7 Press **ENTER** or **STORE** or tap **OK**.

Or

Press **NEXT** and **PREV** to store and set time parameters for the next or previous step.

Note: Navigate fields in the time screen by: Tapping **FADE** or **DELAY** or pressing →.

To set fade times for multiple chases

You can set the same fade time for more than chase. Example: Set fade times for chases 1 through 6.

- 1 Select chases 1 through 6.
- 2 Press **TIME**.
The fade time fields are displayed.
- 3 Select the time option.
- 4 Use the wheels to set the time.

Or

Enter the fade time, in seconds, on the keypad.

- 5 Press **ENTER** or **STORE** or tap **OK**.

To change the chase's fade mode

- 1 Select the chase.
- 2 Tap **TIME**.
- 3 Use wheel 3 to set the chase to hard (bump from step to step) or soft (fade from step to step).
- 4 Press **ENTER** or **STORE** or tap **OK**.

To set fade times for chase steps

- 1 Select the chase.
- 2 Select one or more chase steps.
- 3 Press **TIME**.
The fade time fields are displayed.
- 4 Select the time option.
- 5 Use the wheels to set the time.

Or

Enter the fade time, in seconds, on the keypad.

- 6 Press **ENTER** or **STORE** or tap **OK**.

Chase attributes and run modes

There are two operation modes for running chases:

- **Automatic** - Chases that run automatically are initiated on receiving a go command; the chase continues running until a stop command is given or until it completes its number of loops.
- **Manual** - Chases that are operated manually require a go command to initiate a fade to each step.

The number of repeats depends on the number of loops set for the chase.

Chase attributes are:

- **Number of repeats (loops)** - Chases can loop infinitely or the number of loops can be specified.
- **Direction** - Set the chase direction.
- **Pattern** - A prebuilt pattern can be assigned to the chase.

The chase direction and operation modes can be set on-the-fly for chases running on the playbacks or by editing the chase. When setting these attributes through the chase edit screen, the direction and operation modes are saved with the chase. When changing the direction or operation mode for chases running on playbacks, these attributes can be temporary or you can save them to the chase.

Chase patterns

Dlite provides four chase patterns:

- **Normal** - This is the default pattern.
- **Build** - Adds each step to the previous steps
- **Random** - Runs chase steps in random order
- **Bounce** - The pattern runs the step forwards and backwards. Example: A 5 step chase runs steps 1,2, 3, 4, 5, and then steps 4, 3, 2, 1.

The default pattern is Normal. The default pattern can be changed in System Options > Defaults > Chase Pattern.

To assign a chase pattern

- 1** Press **EDIT**.
- 2** Press **CHASE**.
The Edit Chase screen is displayed.
- 3** Select the chase.
- 4** Tap **PATTERN**.
- 5** Tap the required pattern.
- 6** Press **STORE** or **UPDATE**.

Setting the number of loops

The number of loops determines how many times the chase repeats. When the loop setting is 0 (zero) the chase repeats an infinite number of times. Chases are to loop infinitely require operator action to stop the chase.

Use the keypad or the wheels to set the number of loops:

Wheel 1 - x1 (units of 1)

Wheel 2 - x10 (units of 10)

Wheel 3 - x100 (units of 100)

To set the number of loops

Example: Set chase 4 to repeat 26 times

1 Press **EDIT**.

2 Press **CHASE**.

The Edit Chase screen is displayed.

3 Select the chase.

4 Tap **# OF LOOPS**.

The wheels or the keypad can be used to set the number of loops.

5 Turn wheel 2 until arriving at 20.

6 Turn wheel 1 until arriving at 6.

7 Press **STORE** or **UPDATE**.

Automatic rewind mode

When rewind is enabled, a chase is automatically reset to begin at step 1 each time it receives a go command. When rewind is not enabled, the chase continues running from the step where it stopped.

To set chase for rewind

1 Press **EDIT**.

2 Press **CHASE**.

The Edit Chase screen is displayed.

3 Select the chase.

4 Tap **REWIND**.

5 Press **STORE** or **UPDATE**.

Reversing chase direction

Chase steps can run increment consecutively (step 1, 2, 3, etc) or run in the opposite direction (step 3, 2, 1, etc.). You can reverse the direction and save the chase or reverse direction on-the-fly (See [“reverse chase direction on-the-fly”](#) page 103)

To reverse chase direction

1 Press **EDIT**.

2 Press **CHASE**.

The Edit Chase screen is displayed.

3 Select the chase.

4 Tap **↔**.

5 Press **STORE** or **UPDATE**.

The chase now runs in the reverse direction.

Setting chases for manual operation

The default playback for chases is automatic fading from step to step. A single go command initiates the chase and, once it is running, the fade from step to step occurs automatically. You can save chases as manual operation chases or change to manual operation on the fly (See [“set chase for manual operation on-the-fly”](#) page 103).

Manually operated chases require a go command to advance each step. Go commands are given by pressing the flash key or the select key for the playback.

IMPORTANT! When the chase is saved as a manual chase, the go command for each step is pressing the playback’s SELECT key. When the manual operation was chosen on the fly, advance from step to step by pressing on the playback’s flash key.

To set and save a manual operation chase

1 Press **EDIT**.

2 Press **CHASE**.

The Edit Chase screen is displayed.

3 Select the chase.

4 Tap **MANUAL**.

5 Press **STORE** or **UPDATE**.

Now each press on the playback’s select key advances the chase by one step.

Chapter 6 Programming QLists and Cues

This chapter includes:

- [About QLists and cues \(see page 83\)](#)
- [Working with QLists \(see page 83\)](#)
- [Working with cues \(see page 85\)](#)
- [Setting fade times \(see page 92\)](#)
- [Loops \(see page 97\)](#)

About QLists and cues

QLists are a collection of sequential cues that are played back on the crossfader. Dlite supports up to 72 QLists. Each QList can contain up to 999.9 cues.

You can create a new QList and store its first cue at the same time.

The touch screen has a context sensitive display mode for QLists and cues. The touch screen includes soft buttons relevant QLists and their cues and a grid that shows the QLists or cues. The touch screen grid can be used to select QLists or cues.

<i>Press</i>	<i>What the touch screen shows</i>	<i>Soft Buttons</i>
CUE	The cues in the selected QList and their text tags.	• TEXT
QLIST	The existing QLists and their text tags.	• TEXT

Working with QLists

Storing QLists

To store new QLists using the keypad - method 1

- 1** Press **STORE**.
- 2** Press **QLIST**.
- 3** Choose the QList number on the keypad.
- 4** Optional - tap **TEXT** to attach a tag.

- 5 Press **ENTER** or **STORE**.

An empty QList is stored.

To store new QLists using the touch screen grid - method 2

- 1 Press **STORE**.
- 2 Press **QLIST**.
- 3 Tap an available number on the touch screen grid.

An empty QList is stored.

To store new QLists using UKs- method 3

- 1 Press **STORE**.
- 2 Press **QLIST**.
- 3 Press the UK that corresponds to the QList number.

An empty QList is stored.

To store new QLists directly on the crossfader

- 1 Press **QLIST**.
- 2 Choose a number for the QList by selecting a number on the keypad.
- 3 Press the crossfader's **SELECT** key.

An empty QList is stored and loaded on the crossfader.

To store new QLists with cue 1

- 1 Select fixtures and set levels.
- 2 Press **STORE**.
- 3 Press **SELECT** (A/B).

The editor is stored as cue 1 in a new QList. The new QList is given the first available number.

Copying QLists

When copying QLists, you first select the target QList before selecting the source QList. All cues in source QList are copied to the target QList.

To copy a QList to a new QList

Example: Copy QList 1 to QList 6.

- 1 Press **EDIT**.
- 2 Press **QLIST** and select QList 6 (the target QList).
- 3 Press **COPY**.

The command line displays: *Edit QList 6 Copy from.*

- 4 Select the source QList (scene 1) on the keypad and press **ENTER**.

Or

Tap number 1 on the touch screen.

Or

With the faders in Context mode, press UK 1.

QList 6 is now a copy of QList 1.

Adding text tags to QLists

Giving QLists meaningful text tags makes it easy to identify them.

To add text tags to QLists

- 1 Press **EDIT**.
- 2 Select the QList.
- 3 Tap **TEXT**.
- 4 Type the text on the external keyboard or use the soft keyboard on the touch screen.
- 5 Press **ENTER** or **STORE** or tap **OK**.

The QList text is displayed under the QList number on the touch screen in cue mode and on the external monitor when the QList is loaded on the crossfader.

Deleting QLists

To delete QLists

Example: Delete QList 1.

- 1 Press **DELETE**.
- 2 Press **QLIST**.
The Edit QList screen is displayed
- 3 Select QList 1.
Confirmation is requested.
- 4 Press **ENTER** or **STORE** or tap **OK**.
QList 1 is deleted.

Working with cues

Cues are always stored in a QList. Cues can be numbered from 0.1 to 999.9

Each cue can have:

- Unique fade times
- Text tag

All store options and the include/exclude parameters features can be used when storing cues. Unless you choose one of the store options, the fixtures and parameters active in the editor are stored in the scene.

There are three options available when storing a scene. The store options are displayed on the touch screen after **STORE** is pressed.

Store Options	What it does
INCLUDE FADERS	Include fader output in the stored scene.
INCLUDE ALL STAGE	Include all output comprising the stage picture in the stored scene.
ALL IF ACTIVE	Include all parameters for fixtures whose dimmer level is more than zr.

Storing cues

There are a few methods you can use to store cues.

To store cues using console keys - method 1

Example: Store cue 2 in QList 1.

- 1** Select the fixtures and set levels.
- 2** Press **STORE**.
- 3** Press **QLIST** and press **1** on the keypad.
- 4** Press **CUE** and select **2** on the keypad.
- 5** Press **ENTER** or **STORE**.

Cue 2 is stored.

To store cues using the touch screen grid - method 2

Example: Store cue in QList 1.

- 1** Select the fixtures.
- 2** Set parameter levels.
- 3** Press **STORE**.
- 4** Press **QLIST**.
- 5** Tap Qlist 1.

The editor is stored to the first available cue number.

To store cues using UKs - method 3

Example: Store cue in QList 1.

- 1** Select the fixtures.
- 2** Set parameter levels.
- 3** Press **STORE**.

- 4 Press **QLIST** and select the QList number on the keypad.

The Store Options screen is displayed on the touch screen.

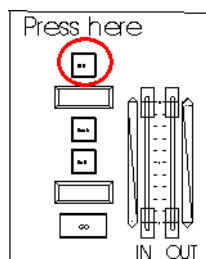
- 5 With the faders in Context mode, press the UK that corresponds with the cue number.

The cue is stored.

To store cues directly on the crossfader

Example: Cue 1 in QList 1 is the current cue on the crossfader. Store the next cue in QList 1.

- 1 Select the fixtures.
- 2 Set parameter levels.
- 3 Press **STORE**.
- 4 Optional - select store options or include/exclude parameters.
- 5 Press the crossfader's **SELECT** key.



Cue 2 is stored in QList 1. The crossfader executes a fade from cue 1 to cue 2.

To store the next cue

Example: Cue 1 in QList 1 is the current cue on the crossfader. Store the next cue in QList 1.

- 1 Select the fixtures.
- 2 Set parameter levels.
- 3 Press **STORE+**.

Cue 2 is stored in QList 1.

- 4 If desired, press **GO** to fade to cue 2.

To store a cue to the Qlist on the crossfader

Example: Store cue 25 to the QList loaded on the crossfader.

- 1 Select the fixtures and set levels.
- 2 Press **STORE**.
- 3 Press **CUE** and select **25** on the keypad.
- 4 Press **ENTER** or **STORE**.

Cue 25 is stored.

To store a point cue

Example: Insert cue 5.2.

- 1 Select the fixtures.

- 2 Set parameter levels.
 - 3 Optional - select store options or include/exclude parameters.
 - 4 Press **STORE**
 - 5 Press **QLIST** and select the QList number using the keypad.
 - 6 Press **CUE** and press **5**, **●**, **2** on the keypad.
 - 7 Press **ENTER** or **STORE** or tap **OK**
- Cue 5.2 is stored.

To store a cue without selecting a QList

This sequence assumes there is no QList on the crossfader. A new QList is automatically stored on the crossfader when storing the cue.

- 1 Select fixtures and set parameter levels.
- 2 Press **CUE** and select a cue number.
- 3 Press **STORE**.

The editor is stored as a cue in a new QList using the first available QList number.

OR

- 1 Select fixtures and set parameter levels.
- 2 Press **STORE**.
- 3 Press **CUE** and select a cue number.
- 4 Press **ENTER**.

The editor is stored as a cue in a new QList using the first available QList number.

For programming cues using libraries: See [“Using libraries to program scenes, steps, and cues”](#) page 127.

Excluding or including parameters in cues

Parameters in the editor can be excluded when storing a cue. Parameters that were excluded can be later included in a cue. This is useful, for example, when programming a cue with color levels only, but obviously you need to bring up the dimmer to see what you are doing.

To exclude a parameter from the cue

Example: Store a scene that contains only color parameters, excluding the dimmer parameter.

- 1 Select spots, turn dimmer on, and set color parameters levels.
 - 2 Return to the **F**(ocus) wheel bank and press the dimmer wheel to select the dimmer parameter.
 - 3 Tap **EXCLUDE**.
- A tilde (~), signifying that this parameter will not be included when storing the step, appears next to the dimmer levels
- 4 Store the cue using your preferred method.

The cue contains only the cyan and yellow parameters.

To include an excluded parameter

Example: While programming a cue you have excluded the dimmer parameter. You decide that you want the dimmer parameter included in the cue.

- 1 Select the dimmer parameter again.
- 2 Press and hold **SHIFT** and tap **INCLUDE**.

The tilde (~) disappears from the dimmer parameter display. The dimmer levels will be included when storing the cue.

- 3 Store the cue.

Grabbing all parameters for fixtures in the editor

The **ALL IF ACTIVE** feature grabs all the parameters, for all fixtures active in the editor, when storing a cue. The stored cue includes the levels for all parameters in the selected fixtures. This ensures that the lighting look is reproduced no matter where the parameters were left after the last playback or editing operation.

To grab all parameters

Example: Grab all parameters even though levels are set only for pan, tilt, cyan, and magenta.

- 1 Select fixtures and set levels for pan, tilt, cyan, and magenta.
- 2 Tap **ALL IF ACTIVE**.
- 3 Press **STORE**.
- 4 Press **QLIST**.
- 5 Select the QList number on the keypad, then select the cue number on the keypad and press **ENTER**.

Or

Tap the QList number on the touch screen. The lighting state is saved to the first available cue number.

Or

Select the QList and press the UK for the cue number. The faders must be in Context mode.

All parameter levels, those active in the editor and those in gray tracking, will be stored in this cue.

Using cues as building blocks

You can use cues as building blocks to store new cues, scenes, or chase steps. Example: You have a cue that contains blue back light wash, specials for the musicians, and a projection on back wall of the stage. You can call this cue to the editor and edit it to create a new object or save it as is.

To use cues as building blocks

- 1 Press **CUE** and select a cue.

Note: If the cue is not on the crossfader, select a QList before selecting a cue.

2 Press **ENTER**.

The contents of the cue (fixtures and levels) are entered to the editor.

3 Optional - Adjust levels and/or add new fixtures.**4** Save as a new cue, scene, or chase step.

Note: You can call more than one cue to use as a building block. This procedure can also be used to copy cues.

Merging console output

The Include All Stage feature captures the current lighting look, whether it comes from the editor, playbacks, or faders and store it as a cue. Example: You have a scene that includes all the mirror balls and their light sources which is output from a playback, a blue wash that is channels output from the faders, a cue that has some moving lights running an effect in the editor., and some fixtures active in the editor. To merge all these objects and store a new cue use Include All Stage.

To merge output when storing

Example: Store the stage lighting states a new cue.

1 Build the lighting picture using the editor, playbacks, and faders.**2** Press **STORE**.**3** Tap **INCLUDE ALL STAGE**.**4** Store as a cue.

The current lighting picture is stored as a scene.

Copying cues

When copying cues, you first select the target QList and cue before selecting the source QList and cue.

To copy a cue

Example: Copy QList 1 cue 1 to QList 6 cue 6.

1 Press **EDIT**.**2** Press **QLIST** and tap QList 6 (target QList).**3** Press **CUE** and tap cue 6 (target cue).**4** Press **COPY**.

The command line displays: *Edit QList 6 Cue 6 Copy from.*

5 Press **QLIST** and select QList 1 (source QList).**6** Press **CUE** and select cue 1(source cue).**7** Press **ENTER** or **STORE** or tap **OK**

QList 6 cue 6 is now a copy of QList 1 cue 1.

Updating cues

There are 2 methods for updating cues. The method you chose depends on whether the cue is currently output or not.

To update cues active on the crossfader

Example: Cue 1 in QList 1 is currently output on the crossfader. Update this cue.

- 1 Select fixtures and set levels.
- 2 Press **UPDATE**.
- 3 Press **SELECT** for the crossfader.

To update cues

Example: Call cue 1 in QList 1 and update it.

- 1 Select fixtures and set levels.
- 2 Press **UPDATE**.
- 3 Press **QLIST** and press **1**.
- 4 Press **CUE** and press **1** (on the editing keypad).
- 5 Optional - select store options or include/exclude parameters.
- 6 Press **ENTER** or tap **OK**.
A confirmation message is displayed.
- 7 Press **ENTER** or tap **OK**.

Adding text tags to cues

Giving cues meaningful text tags makes it easy to identify them.

To add text tags to cues

- 1 Press **EDIT**.
- 2 Select the Qlist.
- 3 Select the cue.
- 4 Tap **TEXT**.
- 5 Type the text on the external keyboard or use the soft keyboard on the touch screen.
- 6 Press **ENTER** or **STORE** or tap **OK**

The cue's text is displayed under the cue number on the touch screen in cue mode and on the external monitor when the cue is playing back on the crossfader.

Deleting cues

To delete cues

Example: Delete cue 4 in QList 1.

- 1 Press **DELETE**.

- 2 Press **QLIST** and select QList 1.
- 3 Press **CUE** and select cue 4.
Dlite requests confirmation.
- 4 Press **ENTER** or tap **OK**.
QList 1, cue 4 is deleted.

Removing fixtures from cues

To remove fixtures from cues

- 1 Press **EDIT**.
Note: If the cue is not on the crossfader, select a QList before selecting a cue.
- 2 Press cue and select the cue number.
- 3 Select the fixture.
- 4 Press **RELEASE** or tap **RELEASE** on the touch screen.
- 5 Press **UPDATE**.
The fixture is removed form the cue.

Setting fade times

The default fade time for scenes is fade in 0:02.0 seconds and no delay. The default fade time can be changed in System Settings > Object Time. Unique fade in and delay fade times can be set for each cue.

Fade times are set in the Edit Cue screen. Tap the fade type buttons on the touch screen to access the time field options.

Buttons	What they do
IN	Enable the In field for fade in time.
OUT	Enable the Out field for fade out time.
FADE	Set fade in/out times. This is the default selection.
DELAY	Set delay (wait) in/out times. How long the scene or parameters wait before beginning their fades.
FOLLOW	Enable the Follow field for follow on cues.
SMPTE	Enable the SMPTE field for setting SMPTE time codes.

Use the wheels to set fade times.

Wheels	
Wheel 1	Minutes or hours. Minutes is the default. Hours are valid only for SMPTE. To set hours Press and hold SHIFT and turn wheel 1.
Wheel 2	Seconds
Wheel 3	Fine. Tenth of seconds or SMPTE frames. SMPTE time code can be set for up to 30 frames.

Tapping a time option button gives you access to the time field. There are seven time fields. The active field is designated by an arrow head.

Options	What fades
IN	Set cue fade time for levels that are fading up from their current levels.
OUT	Set cue fade time for levels that are fading down from their current levels.
FOCUS	Set fade times for the parameters belonging to the focus (F) bank.
COLOR	Set fade times for the parameters belonging to the color (C) bank.
BEAM	Set fade times for the parameters belonging to the beam (B) bank.
FOLLOW	Store a follow on cue.
SMPTE	Set the time for automatic fades using SMPTE.

Navigate the fields in the time screen by:

- Tapping **FADE** or **DELAY**
- Pressing →

Setting overall cue times

The overall cue times control the fade in and fade out of the all fixture levels. [Fade] In determines the speed of the levels that are fading to a higher level. [Fade] Out determines the speed of the levels that are fading to a lower level.

If no [fade] out time is set, the out time is identical to the in time.

Note: Dimmer (intensity) uses the overall cue time. Pan and tilt times belong to the F(ocus) bank time.

To set cue fade times

Example: Set cue 4 to fade in over 1 minute and 30 seconds and delay the beginning of the fade by 6 seconds.

- 1 Press **EDIT**.
- 2 If the cue is not in the active QList, press **QLIST** and select a QList.

- 3 Press **CUE**.

The Edit Cue screen is displayed.

- 4 Select cue 4.

- 5 Press **TIME**.

The fade time options are displayed on the touch screen.

- 6 Tap **IN**.

The fade time fields are displayed.

- 7 Turn wheel 1 until arriving at 1 (minute).

- 8 Turn wheel 2 until arriving at 30 (seconds).

Note: Instead of using the wheels, you can enter 6 (seconds) on the keypad.

- 9 Tap **DELAY**.

- 10 Turn wheel 2 until arriving at 6 (seconds).

- 11 Press **ENTER** or **STORE** or tap **OK**

OR

- 1 If the cue is not in the active QList, press **QLIST** and select a QList.

- 2 Press **CUE**.

The Edit Cue screen is displayed.

- 3 Select a cue.

- 4 Press **TIME**.

The fade time options are displayed on the touch screen.

- 5 Select the time field and use the wheels or the keypad to set the fade times. Repeat as necessary.

- 6 Press **ENTER** or **STORE** or tap **OK**.

Or

Press **NEXT** and **PREV** to store and set time parameters for the next or previous cue.

To set fade times for multiple cues

You can set the same fade time for more than cue. Example: Set fade times for cues 1 through 6.

- 1 Select the QList.

- 2 Select cues 1 through 6.

- 3 Press **TIME**.

The fade time fields are displayed.

- 4 Select the time option.

- 5 Use the wheels to set the time.

Or

Enter the fade time, in seconds, on the keypad.

- 6 Press **ENTER** or **STORE** or tap **OK**.

Setting fade times for parameter banks

Parameter banks have different fades than the overall cue. For instance, set a unique fade time for the beam bank, so gobos jump in while all other parameters are fading in.

To set parameter fade times

Example: Set cue 4 to fade in time over 15 seconds and set the beam bank to fade in 0 (zero) seconds.

- 1 Press **EDIT**.
- 2 If the cue is not in the active QList, press **QLIST** and select a QList.
- 3 Press **CUE**.
The Edit Cue screen is displayed.
- 4 Select cue 4.
- 5 Press **TIME**.
The fade time fields are displayed. on the touch screen.
- 6 Turn wheel 2 until arriving at 15 (seconds).
- 7 Press **B** to select the beam bank.
The Beam field is enabled.
- 8 Turn wheel 2 until arriving at *Cut* is displayed.
- 9 Press **ENTER** or **STORE** or tap **OK**.

OR

- 1 If the cue is not in the active QList, press **QLIST** and select a QList.
- 2 Press **CUE**.
The Edit Cue screen is displayed.
- 3 Select cue 4.
- 4 Press **TIME**.
The fade time fields are displayed. on the touch screen.
- 5 Press **B** to select the beam bank.
The Beam field is enabled.
- 6 Use the wheels to set the fade times. Repeat as necessary.
- 7 Press **ENTER** or **STORE** or tap **OK**.

Programming a dark move

If your cue has moving lights that are changing positions, you use fade times to change the position in the dark.

To program a dark move

Example: This procedure presumes the dimmer is not in the previous cue. The dimmer parameter takes its fade time from the general cue time. A unique fade time is set for pan and tilt (the focus parameter).

- 1 Press **EDIT**.
- 2 If the cue is not in the active QList, press **QLIST** and select a QList.
- 3 Press **CUE**.
The Edit Cue screen is displayed.
- 4 Select cue 4.
- 5 Press **TIME**.
The fade time fields are displayed on the touch screen.
- 6 Tap **DELAY**.
The cue Delay field is enabled.
- 7 Set a delay time using the wheels.
- 8 Press **F**.
The Focus bank field is enabled.
- 9 Tap **FADE**.
The Focus bank fade column is enabled.
- 10 Set the fade in for focus at Cut (0).
- 11 Press **ENTER** or **STORE** or tap **OK**.
- 12 Optional - make this a follow on cue (see tip).

Tip! If you want a dark move, but the dimmer is one in the cue preceding the move, insert a cue that brings the dimmer to zero.

Programming a follow on cue

You can program a cue to automatically begin its fade when the preceding cue completes its fade.

To program a follow on cue

Example: Program cue 5 to begin fading in as soon as cue 4 completes its fade.

- 1 Press **EDIT**.
- 2 Select cue 4.
- 3 Press **TIME**.
- 4 Tap **FOLLOW**.

The Follow field is enabled.

- 5 Use the wheels to set the fade time.
- 6 Press **ENTER** or **STORE** or tap **OK**.

Programming for automatic playback using SMPTE

To program automatic playback with SMPTE time codes

- 1 Press **EDIT**.
- 2 Select cue 4.
- 3 Press **TIME**.
- 4 Tap **SMPTE**.

The SMPTE field is enabled.

- 5 Use the wheels to set the fade time.

Loops

The loop feature strings together sequential cues. Loops can be used within QLists, like mini chasers, to repeat a series of cues. Cues in loops fade according to their set fade times.

Setting the number of loops

The number of loops determines how many times the sequence of cues repeat. When the loop setting is 0 (zero) the loop repeats an infinite number of times. Use the wheels to set the number of loops:

- Wheel 1 - x1 (units of 1)
- Wheel 2 - x10 (units of 10)
- Wheel 3 - x100 (units of 100)

To set the number of loops

Example: Set a loop for QList 5, cues 4 through 8 to repeat 12 times

- 1 Press **EDIT**.
- 2 Press **QLIST**.
- 3 Select the QList and first cue in the loop.
- 4 Tap **LOOP**. The command line displays: *Edit: QList 5 Cue 4.0 Loop to cue .*
- 5 Select cue 8.
- 6 Turn wheel 2 until arriving at 10.
- 7 Turn wheel 1 until arriving at 2.
- 8 Tap **OK**.
- 9 Press **RESET** to exit the edit QList mode.

To clear loops

- 1** Press **EDIT**.
- 2** Press **QLIST**.
- 3** Select the QList.
- 4** Select the first cue in the loop.
- 5** Tap **LOOP**.
- 6** Tap **CLEAR LOOP**.
- 7** Tap **OK**.
- 8** Press **RESET** to exit the edit QList mode.

Chapter 7 Playbacks and the Crossfader

This chapter includes:

- [About playbacks \(see page 99\)](#)
- [Playing back scenes and chases \(see page 101\)](#)
- [Playback behavior \(see page 104\)](#)
- [Controlling fade rates \(see page 105\)](#)
- [About the crossfader \(see page 106\)](#)

About playbacks

Dlite runs scenes and chases on its 20 playbacks. Each playback has a SELECT (multi-purpose) key with a colored LED, a slider that controls the dimmer intensity, and a flash key. Playback loads can be saved in snaps for quick retrieval.

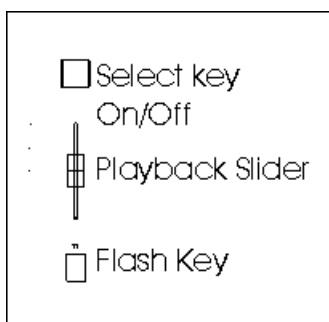



Figure 22: A playback and its control keys

Playback screen and options

When the editor is idle, the touch screen grid shows the playbacks and what is loaded on the playbacks.

Press	What the touch screen grid shows	Soft Buttons
PLAYBACK	The scenes and chases loaded on the playbacks. This is the default display. It is always shown when the editor is in idle.	<ul style="list-style-type: none"> • UPDATE SNAP - Save the current snap. See “Updating snaps” page 149 • ALL OFF - Fade all playback output to zr. • CUT ALL OFF - Bump all playback output to zr. • TEXT - add a text tag
 Pause	The scenes and chases loaded on the playbacks.	<ul style="list-style-type: none"> • HOLD ALL - Pause all chases and effects. • GO ALL - Restart all paused playbacks. • HOLD ALL EFFECTS - Pause all effects. • RESUME ALL EFFECTS - restart paused effects.

Playback controls

Control	What it does
SELECT and ON/OFF	<ul style="list-style-type: none"> • Load playbacks or store scenes and chase steps. • The On/Off function turns the playback on or off for playing back scenes and chases. See, Touch screen grid.
Slider	Controls the dimmer level of fixtures in the scene or chase step. Moving the slider off its bottom end stop may turn the playback on and initiate a fade. Slider on/off behavior is determined by the PB GO OFF ZERO setting in System Options.
Flash Key	<ul style="list-style-type: none"> • When the playback is off, flash the scene loaded on the playback or advance the chase step. • Press LATCH to lock the flash keys. Pressing a flash key turns the playback on and its output remains until pressing the flash key again. • Use with SOLO to blackout all playback output except the selected one. Use with -SOLO to blackout the output from the selected playback only. Not implemented yet.
Touch screen grid	In idle, the touch screen grid shows the playbacks. Tapping a playback toggles it on or off.

ATTENTION! QLists run only on the crossfader.

Playbacks' LED color code

The colored LEDs are coded according to the type of object loaded to the playback and indicate the playback status.

Color	What it means
Red	A chase is loaded.
Red flashing	A chase is running.
Green	A scene is loaded.
Green flashing	A scene is active.
Amber flashing	<ul style="list-style-type: none"> The playback's output is paused. The playback is running a manual chase. See “Setting chases for manual operation” page 82
Green &amber flashing	A roll up scene when the playback is off. See “Storing roll up parameter scenes” page 60

Playback priority can be LTP (Latest takes Precedence) or HTP (Highest Takes Precedence) depending how the parameters were defined in the Device Builder.

Playing back scenes and chases

Loading scenes and chases to playbacks

Scenes and chases are loaded to the playbacks. You can load up to 20 scenes and chases, per snap, to playbacks. You can fade or flash scenes on the playbacks. When there is a scene or chase loaded to a playback, the playback soft key operates as a **GO** key.

A scene or chaser that is loaded to a playback is immediately active if the playback slider is off its bottom stop (above 0%)

To load scenes or chases to playbacks

- 1 Press **SCENE** or **CHASE**.
- 2 Select the scene or chase number on the keypad.

Or

Tap the scene or chase you want to load.

Or

With the faders in Context mode, press **SCENE** or **CHASE** and select a scene or chase using the UKs.

- 3 Dlite Compact only! Press **PLAYBACK**.

- 4 Press the playback's SELECT key.

Or

Tap the playback on the touch screen grid.

- 5 Repeat steps 1 through 3 for each scene or chase.

ATTENTION! For Dlite Compact only! Press **PLAYBACK** before loading to a specific playback.

Playback commands for scenes and chases

When there is a scene or chase loaded on the playback, the SELECT keys function as ON and OFF keys. Moving the slider off its zero limit turns the playback on. The fade behavior is determined by the PB Go Off Zero setting in the Setup menu. See [“Playback behavior” page 104](#).

To fade in scenes and chases

Press the playback's ON key.

OR

Move the playback slider off zero.

To fade out scenes and chases

Press the playback's OFF key.

OR

Move the playback slider to zero.

To flash scenes and chases

With the playback slider at zero, press the playback's flash key.

Note: Enabling **LATCH**, makes the flash key an ON/OFF key.

Global off control

The buttons **ALL OFF** and **CUT ALL OFF** give you one press control over all the active playbacks.

- **ALL OFF** - Fades all active playbacks to zero in system time.
- **CUT ALL OFF** - Bumps all active playbacks to zero.

Pausing the playbacks

You can pause one or multiple playbacks at the same time.

To pause one playback

- 1 Press **||**.
- 2 Press SELECT for the playback you want to pause.

To pause multiple playbacks

- 1 Press and hold **||**.
- 2 Press SELECT for as many playbacks as is necessary.

To pause all playbacks

Press and hold **SHIFT** and press **||**.

Note: This pauses the crossfader also.

Restarting paused playbacks

Pressing **||**., changes the soft buttons available on the touch screen. See “Pause” page 100. Use these options to restart paused playbacks.

Chases on-the-fly

Some chase settings can be changed on the fly.

To set chase for manual operation on-the-fly

Example: Set chase 5, loaded to playback 5, for manual operation.

- 1 Press **||**.
 - 2 Press the ON key for playback 5.
- Now press the flash key to advance the chase by one step.

To reverse chase direction on-the-fly

Example: Reverse the direction for chase 5, running on playback 5.

- 1 Press **↔**.
- 2 Press the SELECT key for playback 5.

To reverse chase direction on multiple playbacks

- 1 Press and hold **↔**.
- 2 Press SELECT for as many playbacks as is necessary.

To reverse chase direction on all playbacks

Press and hold **SHIFT + ↔**.

Note: This reverse the cue sequence on the crossfader also.

Freeing playbacks

You can free just one or multiple playbacks at the same time.

To free one playback

- 1 Press **FREE**.
- 2 Press SELECT for the playback you want to unload.

To free multiple playbacks

- 1 Press and hold **FREE**.
- 2 Press **SELECT** for as many playbacks as is necessary.

To free all playbacks

Press and hold **SHIFT** and press **FREE**.

Note: This frees the crossfader also.

Playback behavior

Behavior setting	Operation	Playback behavior
PB Go Off Zero - Enabled	Move a playback slider off zero.	All parameters, except dimmer, jump to their stored levels. The dimmer value is controlled by the slider and fades with the playback slider movement.
	Press and hold SHIFT and move a playback slider off zero.	All parameters fade to their stored levels.
	With the slider at zero, press the select key to initiate a go.	All parameters, except dimmer, fade to their stored levels. The slider controls the dimmer level.
	With the slider at full, toggle the select key.	All parameters are released and fade to their home levels. Dimmer fades to zero.
PB Go Off Zero - Disabled	Moving the slider off zero (without pressing the ON key).	Nothing happens.

Behavior setting	Operation	Playback behavior
	Press ON.	All parameters, except dimmer, fade to their stored levels. The slider controls the dimmer level.
Playback Stomp (for LTP parameters) Enabled		When all parameters output from a playback are overridden, the playback is released or turned off. Example: Playback 1 is active and outputs fixtures 1 through 4 set to blue and focussed on the drum riser. If you now activate playback 2 which outputs the same moving lights running position and color effects, playback 1 is released and no longer active. If you stop playback 2, the parameters go to their home levels or tracking.
Playback Stomp (for LTP parameters) Disabled		The system never stomps (overrides) the previously active playback. Referring to the example above, if you stop playback 2, the moving lights revert to the output from playback 1.

To set the slider behavior

- 1 Press **SETUP**.
- 2 Tap **SYSTEM OPTIONS**.
- 3 Tap **BEHAVIOR**.
- 4 Enable or disable **SLIDER GO OFF ZERO** or **PLAYBACK STOMP**.

Controlling fade rates

Wheels 1, 2, and 3 provide override controls for fade rates on individual playbacks.

- Wheel 1, labelled **RATE**, controls the fade rate for scenes and chases.
- Wheel 2, labelled **EFFECT**, controls the fade rate for effects.
- Wheel 3, labelled **% FADE** controls the jump/fade percentage for chases.

Fade rates set in override can be saved in snaps.

Fade rates for all playbacks can be controlled using the general master in its rate master mode.

To control fade rates

- 1 Press **RATE**.
Wheels 1 is available to control fade rates.
- 2 Tap the playback on the touch screen or press the playback's **SELECT** key.
- 3 Turn wheel 1 to override the scene's or chase's fade rate.
The adjusted rate is displayed on the external monitor.

- 4 Press **RESET** to exit rate mode.
- 5 Optional - update the snap to store the new fade rate. (See “Updating snaps” page 149).

To control fade rates with the general master

- 1 Press **RATE**, which is located under the general master slider.
- 2 Use the slider to set the rate.

IMPORTANT! Using the general master as a rate master mode affects all playbacks and the crossfader.

About the crossfader

QLists are played back only on the crossfader. When a QList is loaded on the crossfader, cue 0 is the active cue and the first cue is the incoming cue. You can sequence through the cues or preload a cue out of sequence. Cues fade according to the fade times stored in the cue. On-the-fly, you can fade to a cue using system time, ignoring the cue time.

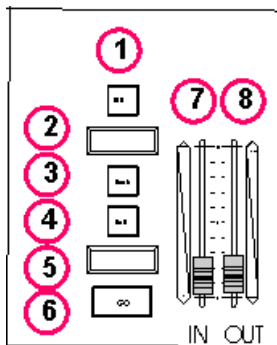


Figure 23: The crossfader for QList playback

No.	Controls	No.	Controls
1	SELECT key to load the device	5	Next or current cue display
2	Next or current cue display	6	GO - initiate a fade to the next cue.
3	HOLD - pause the fade	7	Master incoming values
4	BACK - fade back to previous cue	8	Master outgoing values

Crossfader masters

The masters can be at the bottom end stop, the top end stop, or split.

<i>In/Out master position</i>	<i>Active cue/output</i>
In master at bottom end stop Out master at bottom end stop	Lower display - cue on stage Upper display - next cue in the sequence
In master at top end stop Out master at top end stop	Upper display - cue on stage Lower display - next cue in the sequence
In master at top end stop Out master at bottom end stop	There is no active cue
In master at bottom end stop Out master at top end stop	Both the current cue (shown in the lower display) and the next cue (shown in the upper display) are active.

Fade controls

The crossfade has three dedicated playback controls.

<i>Control</i>	<i>What it does</i>
GO	Pressing GO initiates a fade to the next cue in the sequence. The fade takes place in cue time.
HOLD	Pressing HOLD stops an ongoing fade.
BACK	Pressing BACK initiates a fade to the previous cue. the fade takes place in system time.

Playing Back QLists on the crossfader

To load QLists

- 1 Press **QLIST**.
- 2 Select the QList on the keypad or the touch screen.
- 3 Press **SELECT** above the crossfader.

The QList is loaded to the crossfader. Pressing **GO**, fades to the first cue.

To playback QLists

- Press **GO** to fade to the next cue.
- Press **BACK** to fade to the previous cue.
- Press **HOLD** to pause the crossfade.

To preload the crossfader out of sequence

Example: Cue 5 is the active cue. Cue 6 is the incoming cue. From cue 5 fade to cue 10.

- 1** Select cue 10.
- 2** Press **SELECT** above the crossfader.

The next go command initiates a fade to the cue 10.

To fade to a cue out of sequence in cue time

- 1** Select the cue number.
- 2** Press **GO**.

The selected cue fades according to its stored time.

To fade to a cue out of sequence ignoring cue time

- 1** Select the cue number.
- 2** Press **SHIFT + GO**.

The selected cue fades according to system time. See “Defaults” page 155.

To pause a cue

Press **HOLD**.

To restart a paused fade

Press **GO**.

To return to the previous cue

Press **BACK**.

Controlling fade rates on the crossfader

Use the rate key to access rate control for the A/B crossfader.

To control the fade rate on the crossfader

- 1** Press **RATE**.
- 2** Press **SELECT** (A/B).
- 3** Use the **RATE** wheel to control the fade speeds on the A/B crossfader.

Chapter 8 Faders

This chapter includes:

- [About faders \(see page 109\)](#)
- [Fader modes \(see page 111\)](#)
- [Using the grab fader \(see page 113\)](#)

About faders

Dlite 36/72 has 72 faders. Dlite 24/48 has 48 faders.

Faders and fader controls

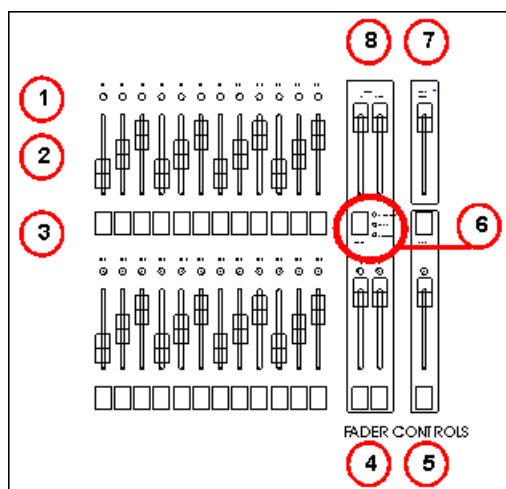


Figure 24: Dlite's front panel detail - faders and fader controls

No.	Panel Controls	No.	Panel Controls
1	LEDS See “Fader LEDs” page 110	5	Grab fader - Grab the current editor output. See “Using the grab fader” page 113
2	Fader handles	6	Fader mode selector - Cycles the fader modes (Wide, Context, 2 Preset) See “Fader modes” page 111
3	Universal Keys (UKs) - In context mode, store and select objects Fader flash keys - In wide and 2 preset mode, flash channels.	7	Fader flash level master - Set the flash feature’s maximum dimmer value.
4	Crossfader handles for fading between presets in 2 Preset mode.	8	Fader rate master -

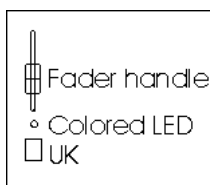


Figure 25: Fader - detail

Each of Dlite’s faders has:

- A fader handle to control levels.
- A universal key (UK) for selecting fixtures and objects or storing objects. this key also functions as a flash key in 2 preset mode.
- A color coded LED.

Fader LEDs

The faders’ LED color indicates the contents of each fader. Blinking LEDs indicate selected objects and active fixtures

LED color code

Mode	Color	What it represents
Wide & 2-Preset	Green	The channel is active in the editor or output from a playback source.
	Red	The channel is not active in the editor and not output from a playback source.
	Orange	The fader level does not match the output level in the editor.

Mode	Color	What it represents
Context	Green	Scenes
	Red	All objects except scenes
	Orange	Spot parameters (See “Using the faders to set parameter levels” page 52)

LED intensity

You can adjust the minimum LED intensity. This is the LED intensity when the fader is at its bottom stop (0%).

To adjust the LED intensity

Press and hold **SHIFT**, press **SETUP**, and turn wheel 3 to set the minimum LED intensity.

Paging faders

See [“Paging displays”](#) page 8.

Fader modes

Dlite’s multi purpose faders work in three modes:

- Wide - faders control channel levels.
- Context - context sensitive, universal keys (UK) can be used to store and select objects. 2 Preset - use for manual playback.

Note: Dlite Compact has no faders.

To switch fader modes

Press **MODE** until the LED next to the required mode is on.

Note: 2-Preset and Wide modes have red LEDs. Context mode’s LED is green.

Context mode

In context mode, you can select using the UKs and preview objects using the fader.

Previewing objects, turns on the dimmers for fixtures used by the object. Example: Group 1 contains all the even channels. Selecting the group on the UKs and bringing up the fader turns on all the even channels. They are not available for editing.

To select objects

Example 2: Select scene 3.

- 1 When the faders are in context mode, press **SCENE**.
- 2 Press the UK (Universal Key) 3.

Scene 3 is selected. Either load it to a playback or edit the scene.

See [“Selecting fixtures using the universal keys”](#) page 41.

To preview objects

Example 3: Preview group 2.

- 1 When the faders are in context mode, press **GROUP**.
- 2 Raise fader 2.

The dimmers, for fixtures in the group, fade in.

Wide mode

When the faders are in Wide mode, they control 48 or 72 channels. In Wide mode, you can:

- Use the faders to manually fade channels.
- Press a flash key to bump the channel to the level allowed by the flash master setting.
Releasing the flash key bumps the channel to zr.

In wide mode, the fader that controls preset 1 can be used as a general master, controlling the fader output level.

Tip! In wide mode, faders can be used to program scenes, chase steps, and cues.

See [“Merging console output”](#) page 59

Two preset (manual board) mode

When the faders are in 2 Preset mode, they control 24 or 36 channels in 2 presets. Each preset (row of faders) has a dedicated fade master.

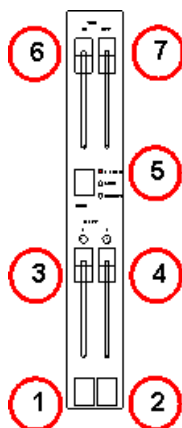


Figure 26: 2 preset controls

No.	Controls	No.	Controls
1	Flash key for preset 1	5	Fader mode indicator
2	Flash key for preset 2	6	Time master for incoming levels
3	Fade master for preset 1	7	Time master for outgoing levels
4	Fade master for preset 2		

The fade masters' position determines which preset is output:

- Both fade masters at the top limit of travel - preset 1 is active.
- Both fade masters at the bottom limit of travel - preset 2 is active.
- Preset 1 fade master at the bottom end stop and present 2 fade master at the top end stop - there is no output as both fade masters are at their zero level.

To set faders for 2 preset mode

Press the mode key until the LED labelled preset is lit.

Using the grab fader

The grab fader captures fixtures and their parameter levels that are active in the editor. The captured lighting look is temporarily saved as scene 0.

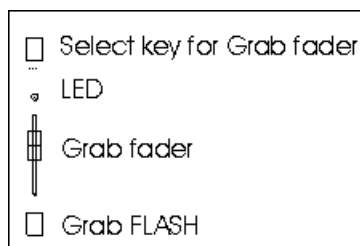


Figure 27: Grab fader

To grab the active editor

- 1 Select fixtures and set parameter levels.
- 2 Press **STORE**.
The **STORE** options are displayed.
- 3 Optional - choose a store option.
- 4 Press the grab fader's **SELECT** key.

Temporary scene 0 is load to the grab fader. Control the grab fader's output level with the fader handle.

To free the grab fader

- 1 Press **FREE**.

- 2 Press the grab fader's SELECT key.

Faders as editor

When **FADERS AS EDITOR** is enabled, values from the faders are active in the editor. The levels in the editor are determined by a fader's amplitude. Example: In wide mode, fade up channel 1. This level is now active in the editor, and appears on a white field.

This feature can provide a convenient way to build a lighting look, which can be saved as a scene, chase step, or cue.

To enable/disable fader as editor

- 1 Press **SETUP**.
- 2 Tap System Options.
- 3 Tap the Behavior tab.
- 4 Tap **FADERS AS EDITOR**.

When enabled, the button's field is dark. When disabled, the button's field is light.

Chapter 9 Show and Device File Management

- [About file management \(see page 115\)](#)
- [Saving shows \(see page 115\)](#)
- [Loading shows \(see page 116\)](#)
- [Deleting shows \(see page 117\)](#)
- [Deleting devices \(see page 118\)](#)
- [Using your PC for file management \(see page 119\)](#)

About file management

Shows are saved to and loaded from Dlite's flash disk or a floppy disk. Load, save, and delete functions are available through menus appearing on the Setup screen.

Menu	Display grid	Submenus	Features
LOAD SHOW	Shows stored on the flash disk	FLOPPY DRIVE	Select a show from the flash disk or floppy and load it to Dlite for editing or playback.
SAVE SHOW	Shows on flash disk	FLOPPY DRIVE TEXT	Save a show to Dlite's flash disk or to a floppy disk. Attach a text tag to the new show.
DELETE SHOW	Shows from flash disk	FLOPPY DRIVE	Select a show from the flash disk or floppy and delete it.
DELETE DEVICE	Devices stored on flash disk	FLOPPY DRIVE	Select a device from the flash disk or floppy and delete it.

Saving shows

You can save shows at any time during programming.

There three methods for assigning show numbers:

- Tap the appropriate number on the touch screen
- Press the UK that corresponds to the show number
- Enter a number on the keypad.

Shows can be saved to Dlite's internal flash disk or to a floppy disk. Giving shows meaningful text names makes it easy identify the shows on the disk.

Tip! Save your show frequently during lighting sessions!

To save shows to the flash disk

Example: Save show 10.

- 1** Press **SETUP**.
- 2** Tap **SAVE** on the touch screen.
- 3** Select the show number.
- 4** Optional - tap **TEXT** and give the show a meaningful tag.
- 5** Tap **SAVE**.

When the show is saved the message *Save Successful* is displayed.

To save shows to the floppy disk

Example: Save show 10.

- 1** Press **SETUP**.
- 2** Tap **SAVE** on the touch screen.
- 3** Press **FLOPPY DISK**.
Dlite activates the floppy disk drive.
- 4** Optional - tap **TEXT** and give the show a meaningful tag.
- 5** Select the show number.
- 6** Tap **SAVE**.

When the show is saved the message *Save Successful* is displayed.

Loading shows

You can view shows saved on the flash or floppy disk, on the touch screen data grid. Show file names are also shown on the external monitor's playback display. Select the show to load by tapping the show on the touch screen or pressing the UK that corresponds to the show number.

Use the page wheel or arrow up/arrow down to view shows not visible on the first screen.

There are two load options. You can load the entire show, which includes the patch and all objects, or load the patch only.

To load shows from the flash disk

Example: Load show 10.

- 1** Press **SETUP**.
- 2** Tap **LOAD** on the touch screen.

- 3 Select the show by tapping it on the touch screen or pressing the UK that corresponds to the show number.

- 4 Tap **LOAD**.

When the show is loaded the message *Load Successful* is displayed.

To load shows from a floppy disk

Example: Load show 10.

- 1 Press **SETUP**.
- 2 Tap **LOAD** on the touch screen.
- 3 Tap **FLOPPY DISK** to activate the floppy disk drive.

The contents of the floppy disk are displayed.

- 4 Select the show.

- 5 Tap **LOAD**.

When the show is loaded the message *Load Successful* is displayed.

To load patch only

- 1 Press **SETUP**.
- 2 Tap **LOAD** on the touch screen.
- 3 Tap a show on the grid, if loading from Dlite's flash disk, or tap **FLOPPY DISK** to activate the floppy disk drive and select a show from the floppy disk files.
- 4 Tap **LOAD PATCH**.

The message *Load Successful* is displayed.

Deleting shows

You can delete shows saved on the flash or floppy disk. Select the show to delete by tapping the show on the touch screen or pressing the UK that corresponds to the show number.

Use the page wheel or arrow up/arrow down to view shows not visible on the first screen.

To delete shows from the flash disk

- 1 Press **SETUP**.
- 2 Tap **DELETE** on the touch screen.
- 3 Select the show by tapping it on the touch screen or pressing a UK.
- 4 Tap **DELETE**.

Confirmation is requested.

- 5 Tap **DELETE** again.

The message *Delete Successful* is displayed.

To delete shows from a floppy disk

- 1** Press the **SETUP** key.
- 2** Tap **DELETE** on the touch screen.
- 3** Tap **FLOPPY DISK** to activate the floppy disk drive.
The contents of the floppy disk are displayed.
- 4** Select the show.
- 5** Tap **DELETE**.
Dlite requests confirmation of the delete command.
- 6** Tap **DELETE** again.
The message *Delete Successful* is displayed.

Deleting devices

You can delete devices saved on the flash or floppy disk. Select the device to delete by tapping the device name on the touch screen.

Use the page wheel or arrow up/arrow down to view shows not visible on the first screen.

To delete devices from the flash disk

- 1** Press **SETUP**.
- 2** Tap **PATCH**.
- 3** If necessary, tap **MORE....**
- 4** Tap **DELETE DEVICE** on the touch screen.
The touch screen displays the devices stored on the flash disk.
- 5** Select the device by tapping it on the touch screen.
- 6** Tap **DELETE**.
Confirmation is requested.
- 7** Tap **DELETE** again.
The message *Delete Successful* is displayed.

To delete devices from a floppy disk

- 1** Press the **SETUP** key.
- 2** Tap **PATCH**.
- 3** If necessary, tap **MORE....**
- 4** Tap **DELETE** on the touch screen.
- 5** Tap **FLOPPY DISK** to activate the floppy disk drive.
The contents of the floppy disk are displayed.
- 6** Select the device.

7 Tap **DELETE**.

Confirmation is requested.

8 Tap **DELETE** again.

The message *Delete Successful* is displayed.

Using your PC for file management

You can connect Dlite to a PC to store back up files for shows and devices. See [“Connecting to a PC” page 158](#)

Chapter 10 Programming Libraries

This chapter includes:

- [About libraries \(see page 121\)](#)
- [Working with libraries \(see page 121\)](#)
- [Using libraries to program scenes, steps, and cues \(see page 127\)](#)

About libraries

Effects starting, saving you the bother of individually updating each object. Libraries can be used for setting base levels when programming effects.

The touch screen has a context sensitive display mode for libraries. The touch screen includes soft buttons relevant to libraries and a grid that shows the existing libraries. The touch screen grid can be used to select libraries.

<i>Press</i>	<i>What the touch screen shows</i>	<i>Soft Buttons</i>
LIBRARY	The existing libraries and their text tags. There is one display each for F, C, B libraries	<ul style="list-style-type: none">• BY FIXTURE• INCLUDE ALL• TEXT

Working with libraries

Libraries are organized by the F, C, and B (Focus, Color, and Beam) banks. Dlite supports up to 72 libraries of each library type.

Dlite automatically generates color libraries 49 through 64:

49 - Yellow	54 - Cyan	59 - CTO	68 - Color Spin
50 - Orange	55 - Blue	60 - CTB	
51 - Red	56 - Congo Blue	61 - UV	
52 - Pink	57 - Aqua	62 - Purple	
53 - Magenta	58 - Green	63 - Open White	

Storing libraries

To store libraries

Example: Store a position library 1 with spots 1 through 5.

- 1 Select spots **1 → 5**.
- 2 Turn on the dimmer so you can see what you are doing.
- 3 Set the pan and tilt positions.
- 4 Press **STORE**.
- 5 press **LIB**.
- 6 Press **F**(ocus).
- 7 Choose number 1 on the keypad and press **ENTER**.

Or

Tap number 1 on the touch screen grid.

Or

Press UK 1 with the faders in Context mode.

Focus library 1 is stored and can be used as a building block for scenes, steps, and cues.

Storing fixture or device libraries

Libraries can be stored as fixture libraries or device libraries.

- Fixture - Library levels are specific to individual fixtures.
- Device - The library levels are specific to the type of device. The parameter levels for the first fixture, of the device type, are stored in the library. These levels can be applied to any fixture belonging to the same device type.

The default for focus libraries is by fixture. The default for color and beam libraries is by device.

To store fixture libraries

Example: Store color library 5 for fixtures.

- 1 Select fixtures.
 - 2 Press **C** and set levels for the color parameters.
 - 3 Press **STORE**.
 - 4 Press **LIB**.
- The touch screen grid displays the color libraries.
- 5 Tap **BY FIXTURE**.
 - 6 Choose number 5 on the keypad and press **ENTER**.

Or

Tap number 5 on the touch screen.

Or

Press UK 5 with the faders in Context mode.

To store device libraries

Example: Store color library 5 for device.

- 1 Select fixtures.
- 2 Press **C** and set levels for the color parameters.
- 3 Press **STORE**.
- 4 Press **LIB**.
- 5 **BY FIXTURE** should be, by default, enabled. Tap to disable and store a device library.
- 6 Choose number 5 on the keypad and press **ENTER**.

Or

Tap number 5 on the touch screen.

Or

Press UK 5 with the faders in Context mode.

Grabbing all bank parameters

When the **INCLUDE ALL** option is enabled, the levels for all the parameters in the bank are stored in the library. When **INCLUDE ALL** is disabled only the edited parameters are stored in the library.

The default for focus and color libraries is **INCLUDE ALL** enabled. The default for beam libraries is **INCLUDE ALL** disabled.

To grab all bank parameters

Example: Grab all parameters when storing beam library 5

- 1 Select fixtures.
 - 2 Press **B** and set levels for some beam parameters.
 - 3 Press **STORE**.
 - 4 Press **LIB**.
- The touch screen grid displays the beam libraries.
- 5 Tap **INCLUDE ALL**.
 - 6 Press **B**.
 - 7 Choose number 5 on the keypad and press **ENTER**.

Or

Tap number 5 on the touch screen.

Or

Press UK 5 with the faders in Context mode.

The library is stored with all the parameters belonging to the beam bank.

To store libraries with active parameters only

Example: The device's color bank includes cyan, magenta, yellow, color wheel 1, and color wheel 2. When storing color library 5, grab only the cyan, magenta, and yellow parameters.

- 1** Select fixtures.
- 2** Press **C** and set levels for cyan, magenta, and yellow.
- 3** Press **STORE**.
- 4** Press **LIB**.

The touch screen grid displays the color libraries.

- 5** Tap **INCLUDE ALL** to disable.

INCLUDE ALL appears on a pale field.

- 6** Press **C**.
- 7** Choose number 5 on the keypad and press **ENTER**.

Or

Tap number 5 on the touch screen.

Or

Press UK 5 with the faders in Context mode.

The library includes the cyan, magenta, and yellow parameters. Color wheel 1 and color wheel 2, also part of the color bank, are not stored in the library.

Copying libraries

You can copy libraries from existing libraries.

To copy libraries

Example: Copy C(olor library) 2 to C(olor library) 4.

- 1** Press **EDIT**.
- 2** Press **C**, for color libraries.
- 3** Select the target library - color library 4.
- 4** Press **COPY**.

The message *Edit: Lib Color4 Copy from Lib Color* is displayed in the command line.

- 5** Select the source library - color library 2 - and press **ENTER**.

Or

Tap number 4 on the touch screen.

Or

Press UK 4 with the faders in Context mode.

Color library 4 is stored.

Adding text tags to libraries

Giving meaningful text tags to your libraries makes it easy to identify them. The text is displayed on the touch screen grid in Library mode.

To add text tags to libraries

Example: Add a text tag for focus library 4.

- 1** Press **F** to view the focus libraries.
- 2** Select library 4.
- 3** Tap **TEXT**, or press **SHIFT + COPY**, and type your text on the keyboard or use the text characters on the touch screen.
- 4** Tap **OK** or press **STORE**.

Editing Libraries

UPDATE and **STORE** are used to edit libraries.

As a rule of thumb:

- Use **UPDATE** to add new information to the library.
- Use **STORE** to overwrite all current data in the library.

To update libraries in the editor

Example: Update color library 1.

- 1** Press **EDIT**.
- 2** Press **C**.
The color libraries are available on the touch screen grid.
- 3** Optional - press **VIEW SOLO** to black out all output except the selected library.
Color library is active in the editor.
- 4** Select spots and set color levels.
- 5** Press **UPDATE**.

The new information is added to color library 1.

OR

- 1** Select fixtures and set levels.
- 2** Press **UPDATE**.
- 3** Press **LIB**.
The color libraries are available on the touch screen grid.
- 4** Select the library number on the keypad and press **ENTER**.

Or

Tap the library number on the touch screen grid.

Or

With the faders in Context mode, press UK 1

Color library 1 is updated with the new information.

To overwrite libraries

Example: Focus library 1 contains spots 1 through 4 with pan at 30% and tilt at 45%. Overwrite the library so it contains only spot 4 with pan at 60% and tilt at 45%.

1 Select spot 4 and set the pan and tilt levels.

2 Press **STORE**.

3 Press **F**.

The touch screen grid displays the focus libraries.

4 Choose number 1 on the keypad and press **ENTER**.

Or

Tap number 1 on the touch screen.

Or

Press UK 1 with the faders in Context mode.

Confirmation is requested.

5 Press **ENTER** or **STORE** or tap **OK**.

The information in the editor is stored as focus library 1.

To use VIEW SOLO

Example: The lighting look is comprised of scenes and chases output from the playbacks. You want to isolate color library 5 for viewing or editing

1 Press **EDIT**.

2 Press **C** to access the color libraries.

3 Select color library 5.

4 Tap **VIEW SOLO**.

All output, except the selected library, fades to zero.

5 Optional - edit the library and press **UPDATE** to store.

Deleting libraries

Deleting libraries breaks the links with scenes, steps, and cues that were programmed using the library levels. The levels originating from the library are now stand alone. All future scenes, chase step, or cue updates must be done in each object.

To delete libraries

Example: Delete color library 1.

1 Press **DELETE**.

2 Press **LIB**.

3 Press **C** to access the color libraries.

- 4 Select color library 1.
Confirmation is requested.
- 5 Press **ENTER** or tap **OK**.
Color library 1 is deleted.

Using libraries to program scenes, steps, and cues

Using libraries to build lighting looks makes scene, chase step, and cue editing easier, quicker, and more accurate.

Use of position libraries is particularly important. If your show moves to a new venue, you only need to update the position libraries to ensure that the positions stored in scenes, chase steps, and cues will be on the mark.

If you have created your own color palette in the color libraries, applying a color library to fixtures saves you fiddling to get exactly the right shade.

You also have the option of updating libraries when updating cues, scenes, and chase steps.

To program using libraries

Example: Program scene 6 using color library 1.

- 1 Select a range of moving lights and set the dimmer levels.
- 2 Press **LIB**.
- 3 Press **C** to access the color libraries.
- 4 Select color library 1.
The color parameter levels are retrieved from the library.
- 5 Continue selecting fixtures and setting parameter using libraries or wheels.
- 6 Press **STORE**.
- 7 Press **SCENE**.
- 8 Choose number 6 on the keypad and press **ENTER**.

Or

Tap number 6 on the touch screen.

Or

Press UK 6 with the faders in Context mode.

To update libraries while updating cues, scenes, and chase steps

Example: Update the x and y levels for spot 2 where these levels are from a position library.

- 1 Press **EDIT**.
- 2 Select the cue, scene, or chase step.
- 3 Select spot 2.

4 Change the x and y levels.

5 Press **UPDATE**.

You are prompted to update the library.

6 To update the library, tap **YES**. To save the x/y levels in this cue without updating the library, tap **NO**.

Note: If you choose **NO**, the link to the library is lost.

Chapter 11 Effects

This chapter includes:

- [About effects \(see page 129\)](#)
- [Movement attributes \(see page 131\)](#)
- [Time attributes \(see page 137\)](#)
- [Basic effect programming \(see page 139\)](#)
- [Programming effect libraries \(see page 140\)](#)
- [Advanced effect programming \(see page 142\)](#)

About effects

Effects are continuously running fades of parameter levels, spread among a number of fixtures. Effects on the pan and tilt parameters can be used, for example, to create circles and figure 8s. Effects running on color parameters can be used to create a rainbow effect. The use of effects is as unlimited as your imagination.

Effects are applied to a parameter like any other value. It can be applied at any time during the programming sequence and stored in scenes, chase steps, and cues.

Effect attributes

Effect attributes are programmed and modified in the **Effect** screen.

Effect buttons on the touch screen	
Button	What it does
Wave / One-On	Cycle among: <ul style="list-style-type: none">• Wave - runs the effect with an offset.• One - the effect runs on one fixture at a time.• All - no offset. See “Setting an effect to run in a wave or one-on offset” page 137
Customize/Generic	Basic movement types. See “Customize” page 132
+Base	Include base when storing. See “Include base levels in stored effects” page 140
More...	Additional options for building and fine tuning effects. See next table.

There are additional effect controls accessed by pressing the effect screen's **MORE...** button.

Swing	Swing settings determine the value range of the effect.
Direction ↔	Switch effect direction. See “Setting the effect direction” page 143
Normal Center Random	These settings control the progression of the effect. See “Determining fixture progression in effects” page 143
Sync	Synchronize effects that are running simultaneously.
Invert Size	Inverting the size reverses the direction of the effect.
Customize/Generic	Basic movement types. See “Customize” page 132
Release	Release???? from effect.

When the Effect screen is open, the parameter wheels control effect attributes:

<i>Wheels in effect mode</i>	
<i>Wheel</i>	<i>What it does</i>
Time	Sets the number of seconds it takes to complete one effect cycle.
Size	Determines direction and scope of the effect in relation to the base value.
Base	Change the base value for parameters participating in the effect.
Offset	Controls the point at which a parameter begins its action within the time cycle.
# (number) of Fixt(ures)	Fixture grouping with offset determines how the offset is spread among the devices. Example: An intensity jump effect is running on spots 1 through 10. All 10 spots turn on and off at the same time. Set the fixture grouping to 2 and tap WAVE . Now the odd spots are on when the even spots are off and vice verse.
# of Loops	Set the number of times the effect repeats.

Fixture selection order

The order in which fixtures are selected determines the order in which the effect is executed.
 Example: If the spot selection was 1 → 12, spot 1 is the first spot to respond, spot 2 is the next, etc.
 If the spot selection was 12 → 1, spot 12 is the first spot to respond, spot 11 is the next, etc. This is also true for non-sequential spot selections.

Generic effects

Dlite is supplied with generic effects. All generic effects attributes can be modified. Note that some of the generic effects are pre-programmed to run on specific parameters, such as Cyan Mag that runs on the cyan and magenta parameters. You can also build your effects from scratch using the movement types and attributes that are available in the Effect screen.

Generic effects range from effect 49 through effect 68.

Dlite is supplied with 20 pre-programmed effects. Pre-programmed effects start at number 49.			
49. Circle	54. Triangle	59. Cyan Mag(enta) Yel(low)	64. Iris Pulse
50. Scan	55. Square	60. Dim On Of	65. Foc(us) Fade
51. Fly Out	56. Cyan Mag(enta)	61. Dim Fade	66. Zoom Fade
52. Scissor	57. Mag(enta) Yel(low)	62. 3 Circ(le) Shadow	67. Frost Fade
53. Spiral	58. Cyan Yel(low)	63. Iris Fade	68. Frost Pulse

To use generic effects

- 1 Press **SPOT** and select fixtures.
- 2 Press **EFFECT**.
- 3 Choose an effect by tapping it on the touch screen.
 The effect starts running immediately.

Movement attributes

Effects' movement attributes are:

- Generic or Customize
- Base
- Up, Down, Center
- Size

Customize

Customize is the effect's basic movement pattern. Different effect types can be assigned to each parameter. Combining effect types is a quick way to create complex effects.

<i>Movement type</i>	<i>What it does</i>
None	No effect is running.
Jump	The parameter level jumps from the base to FL and jumps back to the base.
Fade	The parameter level fades from the base to FL and fades back to the base.
Pulse	The parameter level fades from the base to FL, pauses, fades back to the base, and pauses again before repeating.

Other basic customize types, accessed by tapping **MORE...**, are:

- Cos(ine)
- Trpz (trapezoid)
- Tri(angle)
- Hold
- SprlX (spiral on the pan axis)
- SprlY (spiral on the tilt axis)
- Saw

Note: When no parameter is selected, the effect screen opens to the Generic effects. If you have selected a parameter, the screen opens to Customize effects.

To set a movement type

Example: Set the jump movement type for the dimmer parameter for moving lights 1 through 6.

- 1** Select moving lights 1 through 6.
- 2** Press the dimmer wheel to select the dimmer parameter.

Or

Set a base dimmer level.

- 3** Press **EFFECT**.
- 4** Tap **JUMP**.

The effect begins working immediately.

Base

Base is the parameter level that defines the effect's starting point. Base level are parameter and spot specific. Set the base level prior to accessing the **Effect Editor** screen. When the effect is running, the wheel labelled with the last parameter selected can be used to change the base level.

Base levels can be set:

- Before accessing the effect editor by simply setting levels for the parameters that will be participating in the effect.
- Using the base wheel (wheel 3) in the **Effects Editor**.
- Using libraries.

To modify base levels

Select the fixtures and the parameter. Use the base wheel to change the parameter value.

Using libraries as base value for effects

Libraries may be used as templates for base levels.

To set base levels using libraries

Example: Use beam library 3 to set base levels for a new effect.

- 1 Select fixtures.
- 2 Apply beam library 3.
- 3 Press **B** to access the beam bank and select one of the parameters.
- 4 Press **EFFECT**.

The touch screen is now in effect mode.

- 5 Select the effect.

The effect begins running immediately on the selected beam parameter.

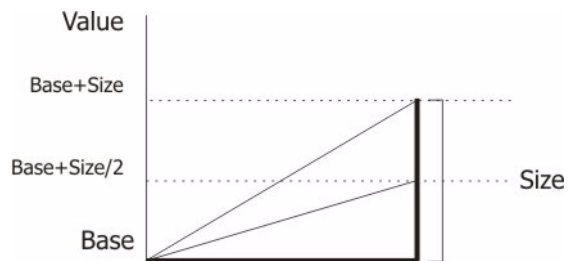
- 6 Repeat steps 3 through 5 until the effect is running on the required parameters.
- 7 Store the effect as a scene, chase step, cue, or effect library.

IMPORTANT! Tap **+BASE** to save the base levels in effect libraries.

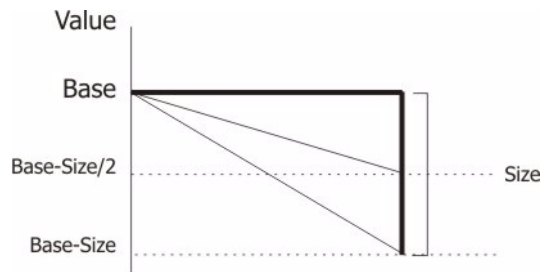
Direction and scope

Up, down, and center determine the direction and scope of the effect in relation to the base value, the starting point. Swing can be up, center, or down.

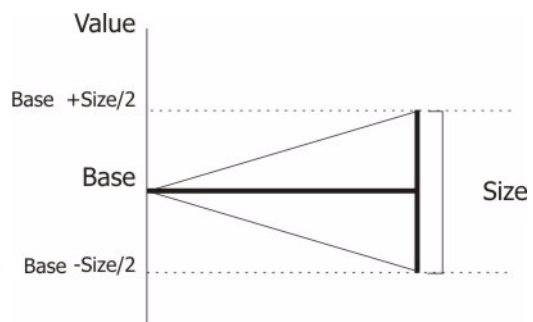
Up



Down



Center

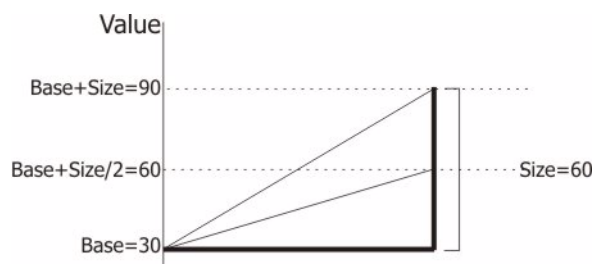


Swing examples

Example 1

- Base 30
- Size 60%
- Swing Up

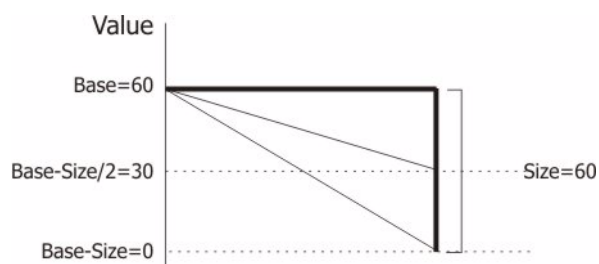
The effect runs from the base (30) to 60 and to 90.



Example 2

- Base 60
- Size 60%
- Swing Down

The effect runs from the base (60) to 30 and to 0



To set the swing

- 1 Select the fixtures and set parameter levels.
- 2 Press **EFFECT** to open the Effect screen.
- 3 Tap **SWING** until the desired swing setting is displayed next to the fixture number on the touch screen grid.

Size

Size determines how much movement takes place from the effect's starting point (the base). Size is a percentage. The size range is from 0% to 100%. The size default is zr or 50 or FL depending on the type of parameter.

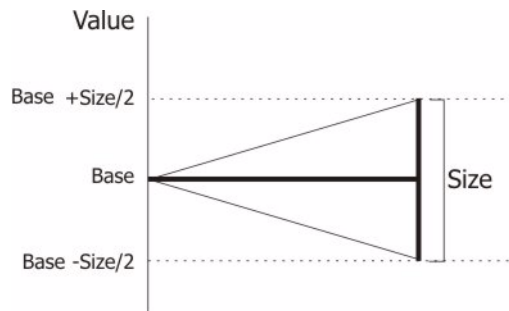
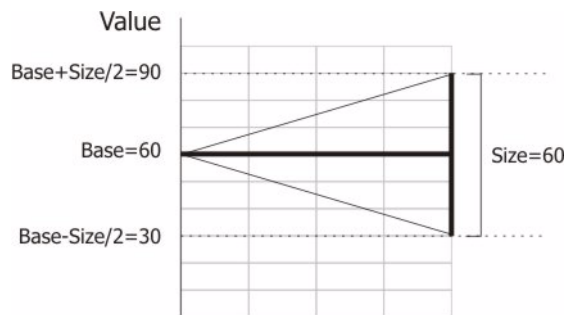
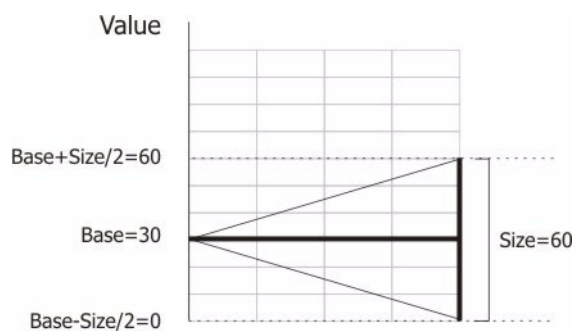


Figure 28: Size schematic

Example 1: The base is 60, size is 60, swing is center. The range of movement is base +30 and base - 30.



Example 2: The base is 30, size is 60, swing is center. The range of movement is base +30 and base - 30. The parameter value limits are 60 at the top of the effect and 0 (zero) at the bottom of the effect.



To change the size

- 1 Select the fixtures and the parameter.
- 2 Press **EFFECT** to open the Effect screen.
- 3 Use the size wheel to set the value.

Time attributes

The time attributes are:

- Rate
- Offset

Rate

The effect's rate is how many seconds it takes to complete an effect cycle. Example: A rate setting of 4 seconds means that the entire effect cycle is completed in 4 seconds.

Rates can be positive or negative. A negative rate causes the effect to switch directions. Example: A circle effect assigned a rate of 10 seconds runs clockwise. A circle effect assigned a rate of -10 seconds runs counter clockwise.

To change the rate

- 1 Select the fixtures and the parameter.
- 2 Press **EFFECT** to open the Effect screen.
- 3 Use the time wheel (wheel 1) to set the rate value.

Offset

The offset controls when a spot begins its action within the time cycle.

To set an offset

- 1 Select the fixtures and the parameter.
- 2 Press **EFFECT** to open the Effect screen.
- 3 Tap **PAGE WHEELS** to see the next page of wheels.
- 4 Use the wheel to set the offset.

Examples of Offset uses

Example: Program an effect where the dimmers channels 1 through 4 are sequentially on or off in a jump effect.

Channel	Offset
1	0
2	25
3	50
4	75

Setting an effect to run in a wave or one-on offset

The **WAVE/ONE-ON** button is a quick way to set a simple offset.

- **Wave** - The effect is fanned evenly over the parameters for selected fixtures.
- **One-On** - The effect is spread over the parameters in the range of selected fixtures, so that one fixture is moving while the others are waiting.
- **All** - The effect runs simultaneously on the selected parameters for all the participating fixtures.

To use wave or one-on in an effect

Example: Offset a jump effect running on the dimmers for moving lights 1 through 6.

1 Select moving lights 1 through 6.

2 Set dimmer levels.

3 Press **EFFECT**.

The touch screen is now in effect mode.

4 Tap **JUMP**.

The effect begins running.

5 Tap **WAVE/ONE-ON**.

The effect is now running with the wave offset. *Wave* appears next to the fixture number on the touch screen.

6 Tap **WAVE/ONE-ON** again to use the One-On offset.

The effect is now running with the one-on offset. *One* appears next to the fixture number on the touch screen.

7 Tap **WAVE/ONE-ON** again cancel the offset and return to the default functioning.

All appears next to the fixture number on the touch screen.

Fixture grouping

Fixture grouping with an offset determines how the offset is spread among the devices and which fixtures are synchronized.

Example: An intensity step effect is running on spots 1 through 10. All 10 spots turn on and off at the same time. Set the fixture grouping to 2 and set an offset. Now the odd spots are on when the even spots are off and vice versa.

To set the fixture grouping

1 Select moving lights 1 through 6.

2 Set dimmer levels.

3 Press **EFFECT**.

4 Tap **JUMP**.

The effect begins running.

5 Tap **WAVE/ONE ON**.

6 Tap **PAGE WHEELS**.

7 Tap **# OF FIXT**.

8 Turn wheel 2 (# of Fixt.) until the required fixture grouping is displayed.

Basic effect programming

All effects parameters can be fine-tuned in order to achieve maximum flexibility.

To program an effect for selected parameter

- 1 Select fixtures.
- 2 Select the parameter by pressing on its wheel.
- 3 Optional, set a parameter level that will be used as the base.
- 4 Press **EFFECT**.
The Effect screen is displayed.
- 5 Chose a movement type by tapping **JUMP**, **FADE**, or **PULSE**.
The effect begins running.
- 6 Optional - adjust base, size, offset, rate, swing.
- 7 Store effect as a scene, chase, step, cue, or effect library.

To program an effect without selecting a parameter

If you do not select a parameter before pressing **EFFECT**, to open the effect editor, the pre-programmed effects are automatically displayed.

- 1 Select fixtures.
- 2 Press **EFFECT**.
The Effect screen is displayed, showing Dlite's pre-programmed effects.
- 3 Tap on one of the pre-programmed effects.
The effect begins running on the appropriate parameters.
- 4 Optional - adjust base, size, offset, rate, swing.
- 5 Store effect as a scene, chase, step, cue, or effect library.

Releasing effects

You can release all or some of the participating fixtures.

To release effects from the editor

Example: An effect is running, in the editor, on fixtures 1 thorough 10. Release fixtures 1-3.

- 1 Select fixtures 1 thorough 3.
- 2 Tap **RELEASE**.
The effect stops running on fixtures 1 through 3, but continues on fixtures 4 through 10.

To release effects stored in scenes, chase steps, or cues

Example: An effect is running, in scene 1, on fixtures 1 thorough 10. Release fixtures 1-3.

- 1 Press **EDIT**.
- 2 Press **SCENE**.

The touch screen is now in **Scene** mode.

- 3 Select the scene.
- 4 Select fixtures 1 through 3.
- 5 Tap **RELEASE**.

The effect stops running on fixtures 1 through 3, but continues on fixtures 4 through 10.

- 6 Press **UPDATE** to store the scene.

Programming effect libraries

You can store effects as libraries that can be retrieved at any time and reused.

Effect libraries are used as patterns and are applied sequentially, as a repeating pattern, to fixtures participating in the effect. Example: The effect library contains levels for fixtures 1, 2, and 3. Apply to fixtures 1 thru 9. The level in the library is applied to every third fixture.

- The levels for fixture 1 are applied to fixture 1, 4, 7.
- The levels for fixture 2 are applied to 2, 5, 8.
- The levels for fixture 3 are applied to 3, 6, 9.

Effect libraries can be applied to the same parameter types for any fixture. Example: You programmed an effect running on channels' dimmers. You can apply this effect to any moving light's dimmer parameter.

To store effect libraries

- 1 Set up the effect.
- 2 Press **STORE**.
- 3 Press **EFFECT**.
- 4 Page to the desired effect number.
- 5 Tap the effect number on the touch screen grid.
The message: *Effect Stored* is displayed.
- 6 Tap **TEXT** and type a meaningful tag for the effect.
- 7 Tap **OK** or press **ENTER**.

Include base levels in stored effects

Base levels are not automatically stored with effects. In some instances, it is desirable to store the base level with the effect. For instance, an effect running on cyan & magenta parameters must have a base level saved with the effect, otherwise when the effect is applied you might get completely different results since the parameters will be referencing different bases.

To include the base level when storing an effect

Example: Include the base value when storing an effect library for cyan

- 1 Select moving lights 1 through 6.
- 2 Press **C**.
- 3 Set cyan levels. This will be the base level.
- 4 Press **EFFECT**.

The touch screen is now in effect mode.

- 5 Select a movement type.
- 6 Tap **+BASE**.
- 7 Press **STORE**.
- 8 Press **EFFECT** and choose an effect number.
- 9 Press **ENTER**.

When this effect starts running it will always start from the stored base level.

Copying effect libraries

You can copy effect libraries to new effect libraries and then edit the new libraries, changing the look of the effect.

To copy an effect

Example: Copy effect 6 (target effect) from effect 2 (source effect).

- 1 Press **EFFECT**.

The touch screen is now in effect mode.

- 2 Tap effect 6 or press UK 6 to select effect 6.

Effect 6 is the target effect.

- 3 Press **COPY**.

The message *Effect 4 Copy from Effect* is displayed.

- 4 Select effect 2 (source effect) by tapping it on the touch screen grid or pressing UK 2.

Effect 6 is stored.

- 5 Edit the effect to create a new look.

Deleting effect libraries

You can delete a single effect.

To delete an effect

Example: Delete effect 4.

- 1 Press **DELETE**.
- 2 Press **EFFECT**.

The touch screen is now in effect mode.

- 3 Tap effect 4 or press UK 4 to select effect 4.
Confirmation is requested.
- 4 Press **DELETE** again or press **ENTER** or tap **OK**.
Effect 4 is deleted.

Adding text tags to effect libraries

Giving meaningful text tags to effects makes it easy to identify them. Effects' text tags are displayed on the touch screen, in the Scene mode and in the Playback Assignment screen.

To add text tags to effects

Example: Label effect 5.

- 1 Press **EFFECT**.
- 2 Select effect 5.
- 3 Tap **TEXT** and type your text on the keyboard or use the soft keys on the touch screen.
- 4 Tap **OK** or press **STORE**.

Using effect libraries as building blocks

You can use existing effect libraries as the basis for programming new effects.

To edit effect libraries

- 1 Select fixtures.
- 2 Press **EFFECT** and select an effect.
- 3 Edit the effect.
- 4 Store as a new effect library.

Advanced effect programming

Advanced effect attributes are accessed on the touch screen when tapping **MORE...** in effect mode.

Inverting effect size

Inverting the effect size reverses the order in which the effect is executed.

Consider this example. The original effect is dimmer base 25 set to the jump movement type. Therefore the participating fixtures' dimmers jump from zr to 25. Inverting the effect results in the dimmers jumping from 25 to FL

To invert the effect

- 1 Program an effect.
- 2 Tap **MORE...**

- 3 Tap **INVERT SIZE**.

Setting the effect direction

You can switch the direction of an effect.

Example: You have a jump, one-on effect running on the dimmer parameter for 6 fixtures. Which means, fixture 1 jumps, then fixture 2, then fixture 3, etc.

To switch direction

- 1 Program an effect.
- 2 Tap **MORE...**
- 3 Tap **↔**.

Determining fixture progression in effects

Normal, Center, and Random control the effect's progression through the participating fixtures.

- Normal is the default progression with the effect running sequentially on the participating fixtures in the order they were selected (1-3 is not like 3-1, or 2,1,3).
- Center progression causes the effect to run in pairs from the center out or reversed if the direction is changed.
- Random progression is a single fixture random sequential motion.

To change the progression

Example: Apply effect library 1 to fixtures 1 through 6 and modify the effect by changing the fixture progression to center.

- 1 Select spots [1-6].
- 2 Press **EFFECT**.

The touch screen is now in effect mode. The pre-programmed and user defined effects are displayed on the touch screen grid.

- 3 Tap effect 1.

Effect 1 is immediately applied to the participating fixtures.

- 4 Tap **MORE...**
- 5 Tap **CENTER**.

Note: Switching the direction runs the effect from the edge to the center instead of from the center to the edge.

Synchronizing effects

The sync feature allows you to synchronize two or more effects that are running on different parameters. You can synchronize one parameter to another by selecting the synchronization type in F, C, or B banks.

Example: You want the pan effect to start when the cyan color effect is at Open White and to reach the maximum pan point when the color effect is at cyan FL. In this case, you apply the sync feature.

To synchronize effects

Example: Program effects on the pan and cyan parameters and synchronize them.

1 Select fixtures.

2 Select pan, by pressing its wheel.

3 Press **EFFECT**.

The touch screen is now in effect mode.

4 Choose a movement type.

It is immediately applied to the participating fixtures.

5 Tap **WAVE**.

An offset on the participating fixtures.

6 Press **C** to switch to the color bank and then press the cyan wheel to select cyan.

7 Press **EFFECT**.

8 Choose the same movement type and press **WAVE**.

The effect is immediately applied to the participating fixtures.

9 Tap **MORE...**

Advanced effect options are available on the touch screen.

10 Tap **SYNC**.

The active effects are displayed on the touch screen grid.

11 Press **F** (ocus) and select the pan parameter by pressing its wheel.

12 Store as a scene, chase step, cue, or new effect library.

Using fan

The fan feature applies spread levels to spot parameters, channel intensity, and scroller levels according to their selection order. The parameter wheels are used to assign the spread. Spot parameters, scrollers, and channels can be fanned from the side, center, or mirrored. The side fan uses the first fixture in the selection as the base reference. The fan is applied to the rest of the selection.

Fan direction is set using the touch screen buttons in fan mode:

<i>Fan options</i>	<i>What it does</i>
←	Left - Spread parameter values from the first fixture in selection. The base value is taken from the first fixture in the selection. The offset values decrease from the base value (the first fixture) to the last fixture.
→	Right - Spread parameter values from the last fixture in selection. The base value is taken from the first fixture in the selection. The offset values increase from the base value (the first fixture) to the last fixture.
↔	Center mirror - Fan equally from center. The base value is taken from the center fixture. Parameter values are fanned from the selection's center fixture to the last fixture and from the center fixture to the first fixture. The offset values increase from the middle to the ends.
→→	Center diagonal - Fan from the center. The base value is taken from the center fixture. Fan from the center fixture to the last fixture in the selection with ascending values and from center to the first fixture in the selection with descending values. This can be used to create a see-saw effect with pan or tilt.
<i>NEGATIVE</i>	Flip the direction of the fan offset.

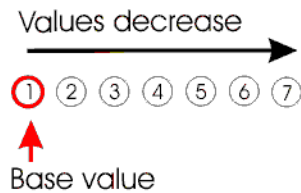
Examples of fan use:

- Colors - Apply fan to cyan. The result is light cyan to dark cyan according the selection order. You can add a fan applied to yellow and get graduated shades of green.
- Iris - Applying fan to the iris, when the starting value of the first spot in the selection is a small iris, gives you beams that ascend or descend in size.

Examples of fan types

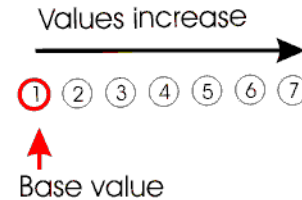
Fan Left

The selection order:
fixtures 1 --> 7



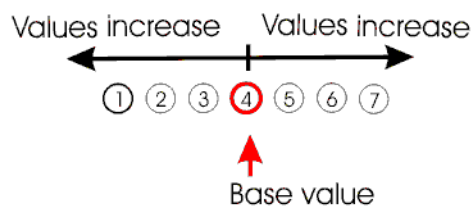
Fan Right

The selection order:
fixtures 1 --> 7



Center mirror

The selection order:
fixtures 1 --> 7



Center diagonal

The selection order:
fixtures 1 --> 7

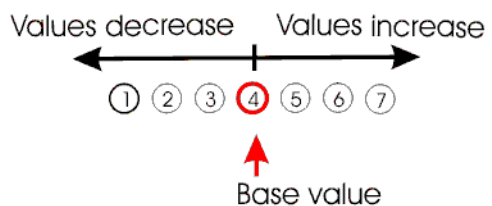


Figure 29: Fan types

Tip! Use fan for quick library programming.

To set the fan direction and spread

- 1 Select fixtures.
- 2 Select the parameter by pressing on its wheel.
- 3 Tap **FAN**.
- 4 Tap the fan direction.
- 5 Move the parameter wheel to adjust the spread.
- 6 Store as a scene, cue, chase step, or library.

Chapter 12 Snaps

This chapter includes:

- [About snaps \(see page 147\)](#)
- [Working with snaps \(see page 147\)](#)
- [Triggering snaps \(see page 151\)](#)
- [Snap fade time \(see page 152\)](#)

About snaps

A snap is a snapshot of the playbacks' loads and state (on or off). Dlite stores up to 72 snaps. Triggering a snap loads the playbacks and the crossfader with the contents of the snap.

There is always an active snap. The active snap's number is displayed in the Page/Mode display. Each new playback load is added to the active snap

When opening a new show, snap 1 is automatically active. When you begin programming a new show all scenes and chases loaded on the playbacks are automatically stored as snap 1. When loading a show, snap 1 is automatically loaded.

The touch screen has a context sensitive display mode for snaps. The touch screen includes soft buttons relevant to snaps and a grid that shows the existing snaps. The touch screen grid can be used to select snaps.

Working with snaps

Snaps are stored using the editing keypad, the touch screen grid, or UKs.

There are three options available when storing a snap. The store options are displayed on the touch screen after **SNAP** is pressed.

Store Options for Snaps	What it does
UPDATE SNAP	Update current snap.
ALL OFF	When the snap is triggered, all the playbacks are turned on and their output fades up in system time.
CUT ALL OFF	When the snap is triggered, all the playbacks are turned off and their outputs fade to zero in cut time.

Storing snaps

You can store a new snap of the playbacks' current state or store an empty snap. Storing a new snap replaces the active snap.

To store new snaps using the keypad - method 1

- 1 Load the scenes and/or chases on the playbacks.
- 2 Press **STORE**.
- 3 Press **SNAP** and choose the snap number on the keypad.
- 4 Optional - tap **TEXT**, or press **SHIFT** + **COPY**, and type your text on the keyboard or use the text characters on the touch screen.
- 5 Press **ENTER** or tap **OK**.

The snap is stored and active.

To store new snaps using the touch screen grid - method 2

- 1 Load the scenes and/or chases on the playbacks.
- 2 Press **STORE**.
- 3 Press **SNAP**.

The snap is stored and active.

To store new snaps using UKs - method 3

- 1 Load the scenes and/or chases on the playbacks.
- 2 Press **STORE**.
- 3 Press **SNAP** and choose the snap number on the keypad.
- 4 Tap the snap number on the UKs.

The snap is stored and active.

To store empty snaps

- 1 Press **SNAP** and choose the snap number on the keypad.
- 2 Select the snap number on the keypad and press **ENTER**.

Or

Tap the snap number on the touch screen.

Or

Press the UK for the desired snap number. The faders must be in Context mode.

The snap is stored and active.

ATTENTION! Notice that when storing an empty snap, the procedure does NOT begin by pressing **STORE**.

Copying snaps

Snap can be copied from existing snaps.

To copy snaps

Example: Copy snap 4 (target) from snap 2 (source).

- 1 Press **EDIT**.
- 2 Press **SNAP**.
- 3 Select the target, snap 4.
- 4 Press **COPY**.

The message *Edit: Snap 4 Copy from Snap* is displayed in the command line.

- 5 Select the snap 2 (the source snap) on the keypad and press **ENTER**.

Or

Tap number 2 on the touch screen.

Or

Press UK 2 with the faders in Context mode.

Snap 4 is stored.

Updating snaps

Each time you load a scene or a chase to an empty playback or a Qlist to the crossfader, this information is added to the active snap.

To save the playbacks' setup after freeing playbacks, or freeing and reloading, requires updating the snap. Snaps can also be updated to save changed fade rates and other properties, such as patterns, manually run chases, etc. The **UPDATE SNAP** button is available on the touch screen in idle and snap modes.

The edit snap mode, offers additional snap options.

Options	What it does
STORE PBS AS SNAP	Updates the selected snap, storing the current playback loads.
PBS ON	Triggering the snaps turns all playbacks on.
PBS OFF	Triggering the snaps turns all playbacks off.

To update snaps

- 1 Load or free the playbacks as required.
- 2 Press SELECT keys to turn the playbacks on or off.
- 3 Tap **UPDATE SNAP** on the touch screen.

The snap is updated with the new playback setup.

To update the current snap using the edit options

Tap **UPDATE SNAP**.

OR

1 Press **EDIT**.

2 Press **SNAP**.

The touch screen is in Edit Snap mode.

3 Tap **STORE PBS AS SNAP**.

The snap is updated with the new playback setup.

To update snaps using the edit options

1 Press **EDIT**.

2 Press **SNAP**.

The touch screen is in Edit Snap mode.

3 Optional - tap **PBS ON** or **PBS OFF**.

4 Tap **STORE PBS AS SNAP**.

The snap is updated with the new playback setup.

Adding text tags to snaps

Giving meaningful text tags to snaps makes it easy to identify them. Snaps' text tags are displayed on the touch screen, in Snap mode and in the external monitor's UK display.

To add text tags to snaps

Example: Label scene 5.

1 Press **EDIT**.

2 Press **SNAP**.

3 Select snap 5.

4 Tap **TEXT** and type your text on the keyboard or use the soft keyboard on the touch screen.

5 Press **ENTER** or **STORE**.

Deleting snaps

To delete snaps

Example: Delete snap 4.

1 Press **DELETE**.

2 Press **SNAP**.

The Edit Snap screen is displayed

3 Select snap 4.

4 Press **ENTER** or **STORE**.

Dlite requests confirmation.

- Press **ENTER** or **STORE** or tap **OK**.

Snap 4 is deleted.

Triggering snaps

Snapshots have three trigger modes:

- **Forcing** - The current playback loads are released and the incoming snap is loaded to all target playbacks.
- **Merging** - The playback loads in the active snap are not released. Playbacks that are empty in the active snap, but have loads in the incoming snap are loaded.
- **Waiting** - When playbacks are active (on), playback loads in the incoming snap wait in the wings until the target playback is off.

Example:

Snap 1 - Scene 1 on playback 12

Snap 2 - Scene 2 on playback 11

Snap 3 - Scene 3 on playback 12

Note: All the playbacks are on

Active Snap	Incoming Snap	Snap Triggering Mode	What happens
Snap 1	Snap 2	Forcing <i>To trigger a forcing snap</i> SNAP, #, ENTER	Playback 12 is released. Scene 2 is loaded to playback 11.
Snap 1	Snap 2	Merging <i>To trigger a merging snap</i> SNAP, #, SHIFT+ ENTER	Playback 12 is not released. Scene 2 is loaded to playback 11.
Snap 1	Snap 3	Waiting <i>To trigger a waiting snap</i> SNAP, SNAP, #, ENTER Note: In waiting mode, the SNAP LED blinks.	Playback loads for active playbacks wait until the playback is turned off by pressing the On/Off key or returning the slider to zero.

Snap fade time

Fixture levels in scenes and chase steps that are loaded to playbacks via snaps can fade in under these conditions:

- In the snap, the playback state is on.
- The playback slider is off its zero limit.
- The snap has a fade in time.

To set a snap fade time

- 1** Press **EDIT**.
- 2** Press **SNAP**.
- 3** If setting time for a snap other than the current snap, select the snap.
- 4** Press **TIME**.
- 5** Use the wheels to set the fade time.
- 6** Press **ENTER** or **STORE** or tap **OK**.

OR

- 1** Press **SNAP**.
- 2** If setting time for a snap other than the current snap, select the snap.
- 3** Press **TIME**.
- 4** Use the wheels to set the fade time.
- 5** Tap **OK**.

Chapter 13 System Setup and Operations

This chapter includes:

- [About the setup screen \(see page 153\)](#)
- [System options \(see page 154\)](#)
- [Connecting to a PC \(see page 158\)](#)
- [Clearing all data on start up \(see page 159\)](#)

About the setup screen

The setup screen is the portal to some basic system functions and system configuration.

Setup screen menus:

- Access the system options.
- Shut down the application.
- Access diagnostics for panel hardware.
- Manage In/Out protocols - SMPTE and MIDI
- Load - Load a show from the flash disk or a floppy disk. See [“Loading shows” page 116](#)
- Save a show to the flash disk or a floppy disk. See [“Saving shows” page 115](#)
- Delete - Delete a show from the flash disk or a floppy disk.
- Delete Device - Delete devices from the flash disk or a floppy disk. See [“Deleting devices” page 118](#)
- Access the patch menu. See [“Patching” page 21](#)
- View and edit DMX address assignments. This is also available as a submenu under Patch.
- View and edit DMX channel properties. This is also available as a submenu under Patch. See [“DMX channel properties” page 30](#)

To access the setup screen

Press **SETUP**.

System options

The system options are used to configure basic Dlite default behaviour.

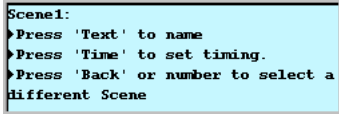
The main System Options screen displays the operating software version and the amount of free memory in KBytes.

Choosing and configuring an option in the System Option screen immediately operates the option without storing or tapping **OK**.

Behavior

Press **SETUP > SYSTEM OPTIONS > BEHAVIOR**

<i>Feature</i>	<i>Setting</i>	<i>Description</i>
Playback Stomp for LTP parameters	ON	When all parameters output from a playback are overridden, the playback is released for turned off. Example: Playback 1 is active and outputs fixtures 1 through 4 set to blue and focussed on the drum riser. If you now activate playback 2 which outputs the same moving lights running position and color effects, playback 1 is released and no longer active. If you stop playback 2, the parameters go to their home levels or tracking.
	OFF	The system never stomps (overrides) the previously active playback. Referring to the example above, if you stop playback 2, the moving lights revert to the output from playback 1.
PB Go off Zero	ON	Moving playback sliders off their bottom end stop (0) automatically turns on the playback. There is no need to press the ON/OFF key.
	OFF	Moving playback sliders off their bottom end stop (0) does not automatically turn on the playback. You must press the ON/OFF key.
Track	ON	When released from the editor or from a playback device, parameter levels are tracked at their last level.
	OFF	When released from the editor or from a playback device, parameter levels return to their home levels. See “Resetting parameter levels” page 53

<i>Feature</i>	<i>Setting</i>	<i>Description</i>
Object Info	ON	When editing objects (example: Press EDIT, SCENE, #) display this screen: 
	OFF	Do not display the information screen.
Paging on Faders	ON	Allows paging faders in wide and 2 preset modes.
	OFF	Does not allow paging faders in wide and 2 preset modes.

Defaults

Press **SETUP > SYSTEM OPTIONS > DEFAULTS**

<i>Feature</i>	<i>Description</i>
Object Time	Default fade time for scenes, chase steps, and cues.
Dimmer Curve	Set system default dimming curve. See “Dimmer curves” page 31
Chase Pattern	Set the chase pattern default for new chases. See “Chase patterns” page 80
Spot Home Values	Designate a specific scene that is referenced when homing fixtures. Fixtures or parameters not included in this home scene, default to home levels as defined in fixture’s device file.
System Time	Used for all system controlled fades. For example, fading out playbacks or clearing the editor by pressing RESET .

Settings

Press **SETUP > SYSTEM OPTIONS > SETTINGS**

In this menu, you can limit the access different users have to system functions.

By default there are two users:

- **Programmer** - Programmers have access to all system features. Programmers can edit and store show objects (libraries, scenes, cues, etc)
- **Operator** - Operators are limited to playback functions. Operators cannot edit or store new show objects.

Feature	Sub menus	Description
Config Users	Change User	Enter the User password.
	Define Password	Enter unique passwords for Programmer and User.
	Enable Password	Require passwords, by enabling this button. When disabled, no passwords are required to access all programming and playback functions.
Clear System	Objects Only	Clear everything except the patch.
	All Data	Clear everything, including the patch.

In/Out

Press **SETUP > SYSTEM OPTIONS > I/O**

The In/Out option controls transmission and reception of VCs over Ethernet, SMPTE, MIDI.

Feature	Sub Menus	Description
Ethernet	Enable VC	Enable / disable DMX transmission over Ethernet. ATTENTION! If the Ethernet cable is not connected make sure that VC transmission is disabled
	Wheels	<ul style="list-style-type: none"> Set the console's IP address. Set the console's Subnet mask. Set the VC. <p>Note: Use ● (dot key) to jump from byte to byte.</p>
Connect to PC		See “Connecting to a PC” page 158. ATTENTION! If the modem cable is not connected make sure that Connect to PC is disabled.
SMPTE	Enable	Enable SMPTE communication.
	Start Clock	Restart the SMPTE clock where it stopped.
	Stop Clock	Stop SMPTE clock.
	Restart Clock	Restart clock from 0:0:0:0
	Teach SMPTE	Teach SMPTE for automatic playback.
	Frame	Wheel 3 sets the number of frames.

<i>Feature</i>	<i>Sub Menus</i>	<i>Description</i>
MIDI	Enable MIDI	
	Load Defaults	
	Wheels	Wheel 1 for channels.
		Wheel 2 for MIDI offset.

To enable VC transmission over Ethernet

- 1** Connect the Ethernet cable
- 2** Turn on Dlite.
- 3** Press **SETUP**.
- 4** Tap **I/O**.
- 5** Tap **ETHERNET**.
- 6** Click **ENABLE VC**.
ENABLE VC appears on a dark field.
Dlite now transmits VC's over Ethernet.

To stop VC transmission

- 1** Press **SETUP**.
- 2** Tap **I/O**.
- 3** Tap **ETHERNET**.
- 4** Click **ENABLE VC**.
ENABLE VC appears on a light field.

System upgrades

<i>System Option</i>	<i>Description</i>
SW Upgrd	Update the application software.
OS Upgrd	Update the operating system.
Panel Upgrd	Update the panel software
Output Upgrd	Update the output controller.

Shutdown

It is recommended to use this option to shut down application prior to switching off the power. this action will extend the console's battery life.

Diagnostics

Allows you to run a test for LEDs, keys, faders, and playback sliders.

To use the diagnostic program

- 1 Press **SETUP**.
- 2 Tap **DIAG**.
- 3 Press any key or move any slider.

The keys' and sliders' mapped ID appears in the crossfader LED display or in the Page/ Mode LED display. All key LEDs are turned on and blink. Fader or slider amplitude is also displayed.

To exit diagnostics

Press **SETUP** again.

Connecting to a PC

You can connect Dlite to a PC and use its hard-drive to backup Dlite data or manage show and device files. The connection is enabled with Microsoft ActiveSync and a Null Modem Cable.

IMPORTANT! Connect the modem cable before turning on Dlite.

To connect to a PC

- 1 Connect the Null Modem Cable to the serial connection on Dlite's back panel.
- 2 Turn on Dlite.
- 3 Open ActiveSync and setup the PC port [COM 1 or COM2].
- 4 On Dlite, press **SETUP**.
The setup main screen is displayed.
- 5 Tap **SYSTEM OPTIONS**.
- 6 Tap **IN/OUT**.
- 7 Tap **CONNECT TO PC**.

If the connection is successful, **CONNECT TO PC** will toggle to ON.

Check for the file "Mobile Devices" in My Computer. This file contains all the show and device data that belongs to Dlite.

ATTENTION! If the modem cable is not connected make sure that Connect to PC is disabled.

Clearing all data on start up

You may want to occasionally clear Dlite of all data. This is called cold starting the console.

To cold start Dlite

- 1** Press **CLEAR + ENTER** and switch on Dlite.
- 2** Continue holding **CLEAR + ENTER** until the message *Loading Application* is displayed.
- 3** Tap **YES** to continue the operation or **NO** to cancel the operation.

If you tapped **YES**, all old data is cleared.

If you tapped **NO**, the current data stored on the flash disk is loaded.

Appendix A Automated Playback

- SMPTE (see page 161)
- MIDI (see page 163)
- Sound-to-Light (see page 164)

SMPTE

SMPTE time codes can be used to trigger automatic playback of scenes, chases, and cues.

The SMPTE trigger originates from an external SMPTE source or the internal SMPTE clock.

The frames per seconds default is 30 frames per seconds.

Setting up Dlite for SMPTE operation

Using the SMPTE clock

The internal SMPTE clock is used in conjunction with the Teach function to assign SMPTE time codes and for playback.

To use the internal SMPTE clock to teach SMPTE triggers for playback the SMPTE function must be turned on. If it is not turned on the system ignores the SMPTE time clock even though it is running.

Button	What it does
START CLOCK	The SMPTE clock begins counting from its current time.
STOP CLOCK	Tap to stop the clock. The clock stops at its current time.
RESTART CLOCK	Resets the SMPTE clock counter to 0:0:0:0.

To enable SMPTE operation

- 1 Press **SETUP**.
- 2 Tap **SYSTEM OPTIONS**.
- 3 Tap **I/O**.
- 4 Tap **SMPTE**.
- 5 Tap **ENABLE**.
ENABLE appears on a dark field.

To disable SMPTE operation

- 1** Press **SETUP**.
- 2** Tap **SYSTEM OPTIONS**.
- 3** Tap **I/O**
- 4** Tap **SMPTE**.
- 5** Tap **ENABLE**.

ENABLE appears on a light field.

To set the number of frames

In the SMPTE menu (**SETUP > SYSTEM OPTIONS > I/O**), use wheel three to set the number of frames. Up to 50 frames per second is the maximum allowed.

Setting SMPTE triggers for cues

You can manually set a time for SMPTE to trigger cues or use the Teach SMPTE feature.

To set SMPTE time

- 1** Press **EDIT**.
- 2** Select the QList and cue.
- 3** Press **TIME**.
- 4** Tap **SMPTE**.
- 5** Use the wheels to set the time.

Note: To set hours, press and hold **SHIFT** and turn wheel 1.

To use Teach SMPTE with the internal clock

- 1** Load a QList to the crossfader.
- 2** Press **SETUP**.
- 3** Tap **SYSTEM OPTIONS**.
- 4** Tap **I/O**
- 5** Tap **SMPTE**.
- 6** Tap **TEACH SMPTE** to enable.
The SMPTE clock starts running. It can be seen in the command line.
- 7** Each press on **GO**, to fade from cue to cue, captures the SMPTE clock time.
- 8** When complete, disable **TEACH SMPTE**.

MIDI

Dlite supports MIDI input/output. You can use MIDI to carry out panel commands. When MIDI is enabled, Dlite either transmits or receives MIDI commands. When MIDI is disabled, Dlite ignores all MIDI communication.

To enable MIDI operation

- 1 Press **SETUP**.
 - 2 Tap **SYSTEM OPTIONS**.
 - 3 Tap **I/O**.
 - 4 Tap **MIDI**.
 - 5 Tap **ENABLE**.
- ENABLE** appears on a dark field.

To disable MIDI operation

- 1 Press **SETUP**.
 - 2 Tap **SYSTEM OPTIONS**.
 - 3 Tap **I/O**.
 - 4 Tap **MIDI**.
 - 5 Tap **ENABLE**.
- ENABLE** appears on a light field.

To set the MIDI channel

Use wheel 1 to set the MIDI channel.

To set the MIDI offset

Use wheel 2 to set the MIDI offset.

MIDI commands

MIDI	Console command
Note On 61 through 80	PB ON for playbacks 1 through 20
Note Off 61 through 80	PB OFF for playbacks 1 through 20
Note On 0 through 19 Note On 20 through 39	Select playbacks 1 through 20 for solo, change direction, and freeze modes. Select playbacks 21 through 40 for solo, change direction, and freeze modes.
Note On 55	Turn off all active playbacks
Note On 56	Enable/disable Solo mode

MIDI	Console command
Note On 57	Enable/disable direction mode.
Note On 58	Enable/disable freeze mode.
Control Change 7 + 0 -127	Control the general dimmer (rate) master.
Note On 60	Enable/disable the BO key.

Sound-to-Light

Sound-to-Light operates playbacks automatically. Playbacks loaded with scenes flash on the beat. Chasers on playbacks advance one step on the beat.

The wheels control 3 sound-to-light parameters:

- Wheel 1 - F(requency), measured in Hertz.
- Wheel 2 - Q, how much of the band affects the range of frequencies.
- Wheel 3 - T(hreshold), the level at which the fade or flash is triggered.

To connect a sound source

Plug a sound source into the audio 3 pin XLR connector on Dlite's back panel.

Note: Input voltage must be between 1.5 - 30 volts peak to peak. For optimal performance use 3.5 - 10 volts peak to peak inputs.

To enable sound-to-light operation

- 1 Press **SETUP**.
- 2 Tap **SYSTEM OPTIONS**.
- 3 Tap **I/O**.
- 4 Tap **SOUND-TO-LIGHT**.
- 5 Tap **ENABLE**.

ENABLE appears on a dark field.

To set sound-to-light operation for playbacks

- 1 Press **EDIT**.
- 2 Press select for a playback or for the crossfader.
- 3 Tap **SOUND**.
- 4 Use the wheels to set the F, Q, and T levels.
- 5 Tap **OK**.

On the touch screen grid, sound-to-light controlled playbacks are flagged with a musical note. On the external monitor, sound-to-light controlled playbacks are flagged with the word 'Sound'.

Appendix B Device Builder

About the Device Builder

The Device Builder is an application used to define devices (personalities) for Vector, Dlite, and Rave consoles. The devices can then be imported to Vector's patch manager or copied to a floppy disk and loaded to Dlite or Rave.

The device builder is an application used to define devices (personalities). The devices can then be loaded Dlite / Rave using a floppy disk, and used in your show. The file extension for Dlite and Rave devices is *.dev.

Opening the Device Builder in Dlite or Rave

To open the Dlite / Rave off-line device builder

- 1 Open Windows Explorer.
- 2 Go to the drive where the Device Builder is installed.
- 3 Double click on DevBuilder.exe.

Tip! Put a shortcut to the Device Builder on your desktop.

To exit the Device Builder

Tap .

The Device Builder closes.

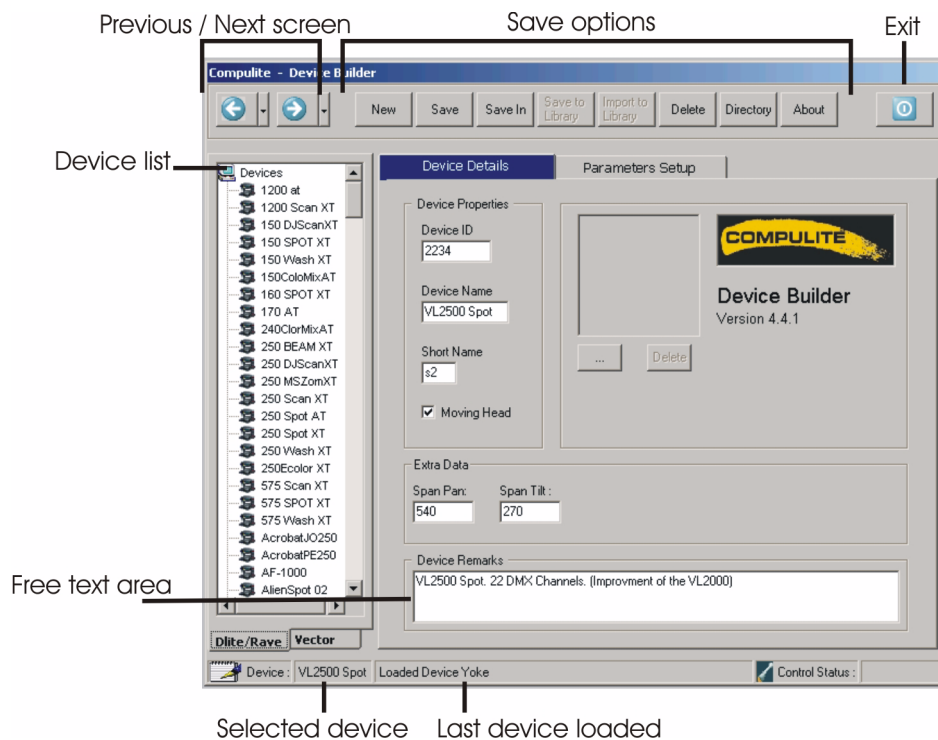


Figure 1: Device details tab - Dlite/Rave

- Dlite/Rave: The left pane shows a list of existing devices organized alphabetically by device name.
- The fields in the right pane tabs are used to edit existing devices and define new devices

Tab	What you do here
Device details	<ul style="list-style-type: none"> • Enter the device ID, device name, pan and tilt spans. • Write remarks.
Parameter Setup	<ul style="list-style-type: none"> • Map parameters to their DMX offset. • Set step ranges and properties. • Enter the control channel settings. • Set external DMX devices (yoke, scroller, etc.)

Building and editing devices

The work flow for building devices is:

Tab	What you do here
Device Details	<ul style="list-style-type: none"> Name and identify the device. Each device must have a unique name and identifier. <p>Device names can be up to 12 characters.</p> <p>Device IDs can be up to 5 digits.</p>
Parameter Setup	<ul style="list-style-type: none"> Map parameters to their DMX offsets and edit parameters. Consult the manufacturer's manual for parameters' DMX offsets.
Wheel Assignments	<ul style="list-style-type: none"> Map parameters to parameter banks and wheel layers. Set wheel sensitivity.

To build a new device

- 1 Make sure that the Device Details tab is on top and the device list is set for your console.
- 2 Locate the folder for the fixture's manufacturer in the device list and open it.
- 3 Tap **NEW** located on the upper button bar.
The New Device dialog box opens.
- 4 Type the device's name in the text field and tap **OK**.
The device is added to the list in the folder that was selected.
- 5 Under Device Properties, enter a unique identifier in the Device ID field.
Note: An error message is displayed, if the ID number that is already in use. Correct the identifier and continue working.
- 6 The text in the Short Name field is the default name for fixtures created from the device.
The short name is automatically generated using the first two letters of the device's name.
You can change the short name.
- 7 Under Extra Data, enter the pan and tilt spans.
Consult the manufacturer's specifications for this information.
- 8 For Dlite / Rave: If you are using a device with a moving head, mark the Moving Head check box.
- 9 Free text can be typed in the Device Remarks field.
- 10 - Tap **SAVE** to save the new device.
A message confirming a successful export is displayed. The file name and path are also displayed.
- 11 Tap **OK** to confirm.

To delete a device

- 1 Select a device in the device list.
 - 2 Tap **DELETE**.
- Note:** There is no undo when deleting devices.
- 3 Tap **YES** to confirm or **NO** to cancel the command.

Mapping parameter types to their DMX offsets

Each parameter must be mapped to its DMX offset. Consult the manufacturer's specifications for the correct DMX offsets.

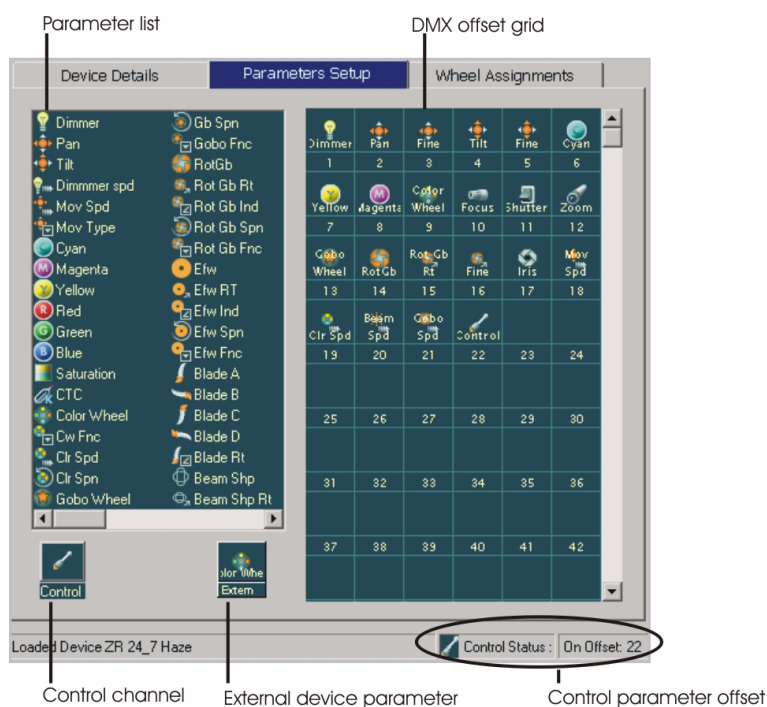


Figure 2: Parameter Setup tab

There may be two or more instances of the same parameter type. Example: a device may have three color wheels. In this case, the same parameter type is mapped to three DMX offsets. In Parameter Properties, the parameter names are automatically set as Color Wheel, Color Wheel 2, Color Wheel 3.

To map parameters to DMX offsets

- 1 Tap the Parameter Setup tab.
 - 2 Drag a icon from the parameter list and drop it in the map cell that corresponds to its DMX offset.
- Consult the manufacturer's specifications for the correct DMX offset for each parameter.
- 3 Repeat Step 2 until all the parameters are mapped to their DMX offsets.
 - 4 Double click the parameter icon to open the Parameter Properties dialog box for parameter editing.

5 Tap **SAVE**.

Note: To configure the control channel, See [“configure the control parameter” page 175](#)

To map external parameters

Select the external parameter in the parameter list and drag it to the Extern area located below the parameter list.

To map shared DMX offsets

Sometimes different parameter types share the same DMX offset. Example: dimmer and the shutter may share DMX offset 1.

- 1 Drag the dimmer icon from the parameter list to the cell for offset 1.
- 2 Drag the shutter icon from the parameter list and drop it in the cell for offset 1.



DMX offset controlling 2 parameter types

- 3 To view all the parameters mapped to offset 1, click the arrow for the drop down list.

Note:

To delete parameters from the DMX offset map

Right click on the parameter and choose **DELETE** in the shortcut menu.

Editing parameters

After mapping parameters to their DMX offsets, by dragging from the list and dropping in the appropriate DMX offset cell, you may want to edit the parameter settings. Parameters are edited in the Parameter Properties dialog box.

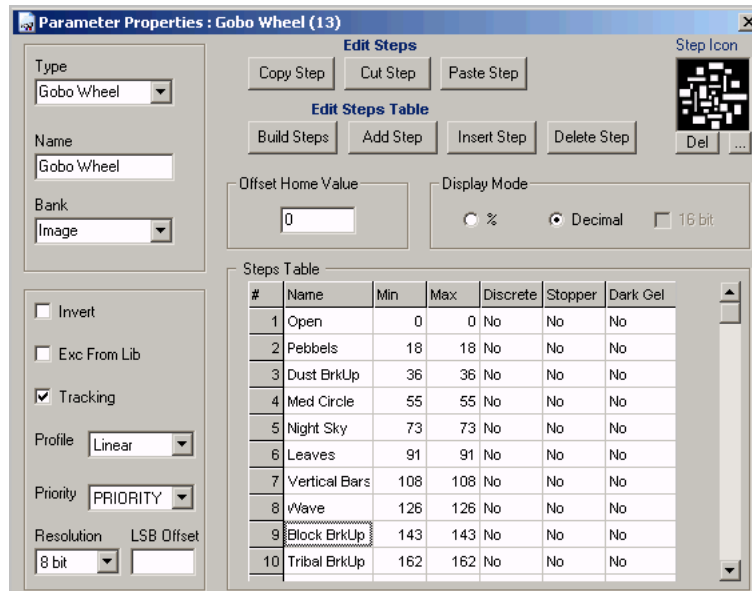


Figure 3: Parameter properties dialog box

To open the Parameter Properties dialog box

Double click on a parameter in the DMX offset map.

OR

Right click on a parameter in the DMX offset map and choose Properties.

The title bar shows the selected parameter and its DMX offset.

To open the Parameter Properties dialog box for external dimmers

Double click on the external parameter located below the parameter list.



Figure 4: External parameter box

OR

Right click and choose Properties.

The title bar shows the selected parameter and its DMX offset.

Field/Group	
Type	The parameter type determines the default wheel bank assignment.
Name	This is the text that appears on the Wheel Assignments display in Vector. Note:
Bank	The default wheel bank. Example: all gobo related parameters are automatically assigned to the image wheel bank and all color related parameters are assigned to the color wheel bank. The default assignment can be easily changed.
Invert	<ul style="list-style-type: none"> • Check to invert the parameter. • Clear to uninvert the parameter.
Exclude from Lib	<ul style="list-style-type: none"> • Check to exclude the parameter from libraries. • Clear to include the parameter in libraries.
Profile	Set the parameter's behavior during fades.
Priority	Set to LTP (Priority) or HTP.
Resolution	Choose 8-bit or 16-bit resolution.
LSB Offset	Set lowest significant bit for 16-bit resolution.
Edit Steps	Buttons for copying, cutting, and pasting steps.
Edit Step Table	Add or delete steps.
Offset Home Value	Set the home value for the parameter. This is the value the parameter goes to when you press HOME or RESET . Example: Pan and tilt home values are usually set to 50% (128 -decimal or, in the case of 16-bit parameters, 32768).
Mode	Set the home value display mode to percent, decimal, hexadecimal.
Step Table	Shows the step settings.

Changing the default wheel assignment

When defining a new device, parameters are automatically assigned to wheels according to the parameter type, as set in the Parameter Properties dialog box: color parameters are assigned to the color bank, gobo parameters to the image bank, etc.

Parameters are assigned to wheels in the order that they appear in the DMX offset map. Example: If the color parameter order is color wheel and color speed, then color wheel is automatically assigned to wheel 1 and color speed to wheel 2.

Tip! If the fixture has only a few parameters, you may want to group all parameters in the same wheel bank.

To change the default wheel bank assignment

- 1 In the DMX offset grid, right click on a parameter.
A short cut menu opens.
- 2 Choose Properties.
The Parameter Properties dialog box opens.
- 3 Open the Bank combo box and select another wheel bank.

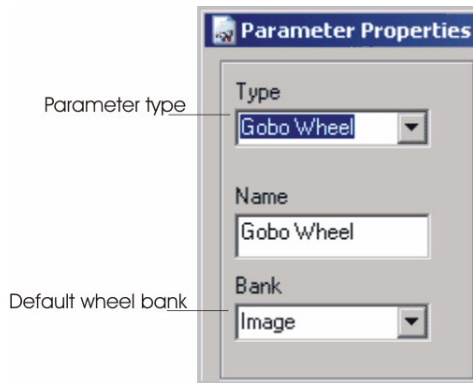


Figure 5: Parameter Properties tab detail

Generating steps

Some parameters, such as dimmer or cyan, have only one step. Other parameters, such as gobo wheels or color wheels, may have many steps. When building a new device, all parameters initially have only one step. Add steps using the Edit Step Table buttons.

Button	What it does
BUILD STEPS	Tapping Build Steps opens the Step Generator dialog box where you set the number of steps. DMX values (0 - 255) are automatically divided equally among the steps. This can be edited later.
ADD STEP	Tap this button to add a step at the end of the step list. Added steps must be further defined in the step generator
INSERT STEP	Tap this button to insert a step above the selected step.
DELETE STEP	Delete the selected step.

After setting the number of steps, fill in the Step Table fields.

Step Table Fields	
# (number)	Enter the number of steps for this parameter.
Name	Type the step's name. For example, you might name a step in the gobo wheel 'Starburst'. Dlite and Rave support 6 character step names. It is recommended to use all capital letters.
Discrete	Click in the cell to toggle between Yes and No. <ul style="list-style-type: none"> No - There is continuous control between steps. This is the default setting. Yes - There is not continuous control between steps. When setting values using the wheel, the value jumps from step to step without any intermediate values.
Stopper	Click in the cell to toggle between Yes and No. <ul style="list-style-type: none"> No - There is no stopper between steps. This is the default setting. Yes - There is a stopper between steps. Use STEP UP and STEP DOWN to move past the stoppers.
Min (from)	The step's DMX start value.
Max (to)	The step's DMX end value.
Dark Gel	For color scrollers! The dark gel feature keeps two consecutive color frames in motion as long as the fixture's dimmer is at more than 10% intensity. This saves on gel burn when using very dark colors, as no single area of the gel is constantly exposed to the heat of the lamp. When assembling the gel ribbon cut a double length for dark colors. Scrollers are usually defined with external DMX offsets. Click in the cell to toggle between Yes and No.

Note: Use **ENTER** and the arrow keys to navigate the Step Table.

To build steps

- 1 Open the Parameter Properties dialog box by double clicking on a parameter in the DMX offset map.

Or

Right click on a parameter in the DMX offset map and choose Properties.

The title bar shows the selected parameter and its DMX offset.

- 2 Tap **BUILD STEPS**. The Step Generator opens.
- 3 Fill in the fields in the Step Generator.
- 4 Tap **BUILD STEPS** to overwrite the current step table.

To add steps

- 1 In the Parameter Properties dialog box, tap **ADD STEP**.
The new step is added to the end of the step table. The added step is labelled *New*.
- 2 Type a text tag for the new step.
- 3 Manually enter the settings for discrete, stopper, and DMX values range.

To insert steps

- 1 In the Parameter Properties dialog box, Step Table, tap a step to select it.
- 2 Tap **INSERT STEP**.
The new step is added above the selected step. The added step is labelled *New*.
- 3 Type a text tag for the new step.
- 4 Manually enter the settings for discrete, stopper, and DMX values range.

OR

- 1 Tap a step to select it.
- 2 Tap **BUILD STEPS**. The Step Generator opens.
- 3 Fill in the fields in the Step Generator.
- 4 Tap **INSERT STEP RANGE**.
The new steps are added above the selected step. The new steps are labelled *Step 1*, *Step 2*, etc.

To delete steps

- 1 In the Parameter Properties dialog box, tap a step to select it.
- 2 Tap **DELETE STEP**.
The number of steps is automatically adjusted to accommodate the deletion.

IMPORTANT! The DMX offsets are NOT automatically reconfigured when you delete a step. You must reset them manually.

Editing steps

To add a text tag

In the Step Table, click the step and type the new text.
Dlite and Rave are limited to up to 6 characters.

To change DMX values

In the Step Table, click the Min or Max for the step and type the new values.

To copy or cut a step

- 1 In the Step Table, stand on the step's name.

2 Tap **COPY** or **CUT**.

OR

In the Step Table, stand on the step's name, right click, and choose Copy or Cut.

To paste a step

In the Step Table, stand on a cell where you intend to paste the step, and tap **PASTE**.

OR

In the Step Table, stand on the cell where you intend to paste step, right click, and choose Paste.

Note: The pasted step overwrites all existing information.

To set scroller steps and dark gel

1 Open the Parameter Properties dialog box by double clicking on the external parameter.

Or

Open the Parameter Properties dialog box by right clicking the external parameter and choosing Properties.

2 Click in the Dark Gel column where you have inserted a double sized frame.

Yes appears in the Dark Gel column.

3 Tap **OK**.

Configuring the control parameter

The control parameter controls the lamp on, lamp off, and reset functions of the fixture. These functions are accessed via the control function on the console. The control parameter is not controlled by a wheel, therefore it has no wheel assignment. The control parameter is configured in the Control Properties dialog box.

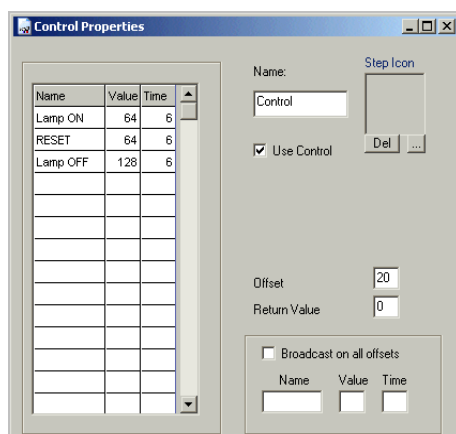


Figure 6: Control Properties dialog box

To configure the control parameter

1 Go to the Parameter Setup tab.

- 2 Open the Control Properties dialog box by tapping the control icon below the parameter list.
- 3 Check the Use Control check box.
- 4 In the Offset field, enter the control channel's DMX offset.

Or

Check Broadcast on all offsets.

- 5 In the Return Value field, enter the return value. Sometimes, the return value is called the safe value. The return value is usually 0.
- 6 In the Name column, type the step names such as: Lamp ON, Reset, Lamp OFF.
- 7 In the Value column, fill in the step's DMX value. Example: The DMX value for Martin fixtures' Lamp ON for is 228; the DMX value for High End fixtures' Reset is 64.
- 8 In the Time column, enter in the number of seconds the value is sent. This is usually 6 seconds.

Saving and importing devices

The save options buttons control where new and modified devices are saved and allow importing devices to the device library.



Figure 7: Save Options buttons

Button	What it does
NEW	Define a new device.
SAVE	Save the selected device with the current show.
SAVE IN	<ul style="list-style-type: none"> Select a folder. Convert a Vector device for use with Dlite / Rave or a Dlite / Rave device for use with Vector.
IMPORT TO LIBRARY	<p>Import a device definition from an external file or the show file to the device library default folder.</p> <p>Its name and ID number are added to the IdToNameTable, an automatic Excel file that is stored in the device library default folder.</p>
DELETE	Delete the selected device.
DIRECTORY	New and modified devices are saved to the default directory selected here.
ABOUT	Shows the current Device Builder version.

Index

Symbols

+base 133, 141

A

active snap 147
all if active 14, 58, 71, 89
all off 100, 102
automatic groups 44

B

base 133
beam 48

C

channels 40
 live display 7
 patching 24
 selecting 41
chase steps 12
chases 12
 all if active 71
 automatic 80
 copying 72
 exclude parameters
 parameters
 exclude 70
 fade times 76
 inserting steps 70
 loops 81, 97
 manual 80
 manual operation 82
 pattern 155
 patterns 80
 programming 67
 rate 76
 reverse direction 81
 rewind 81
 swap steps 74
clear data 156
clear patch 156
clearing
 patch 36
color 48
color code
 fader LEDs 110
 output 7, 18
 playback LEDs 101

 playback LEDs 101
command line 4
 numeric default 43
Compact 40
configuration 153
connect to PC 158
context mode 111
copying
 chases 72
 cues 90
 effects 141
 groups 45
 libraries 124
 QLists 84
 scenes 60
 snaps 149
crossfader 83
 controls 107
 fade rates 108
 masters 107
 playback 107
 QList playback 106
cues 12, 83
 copying 90
 deleting 91
 fade times 92, 93
 follow on 96
 parameter fade times 95
 point cues 87
 storing 86
 text 91
cut all off 100, 102

D

defaults
 dimmer curve 155
 fade time 64
 fade times 92
 home values 155
 patch 33
 system time 155
 time 155
delay 64, 92
deleting
 chases 75
 cues 91
 effects 141
 fixtures 28
 groups 45
 libraries 126
 objects 16

- QLists 85
- scenes 63
- shows 9, 115
- snaps 150
- device builder 25
 - control parameter 175
 - deleting device 168
 - editing parameters 170
 - editing steps 172
 - exiting 165
 - external parameters 169, 170
 - importing devices 176
 - mapping offsets 168
 - new device 167
 - opening 165
 - saving devices 176
 - shared offsets 169
 - wheel assignments 171
- devices 24
 - libraries 122
- diagnostics 158
- dimmer curve 155
- dimmers
 - curve 30, 31
 - non-dim 31
 - preheat 31
 - testing 38
- direction
 - effects 130
- display
 - active snap 147
- displays
 - external monitor 5
 - indications 7
 - live fixture 7
 - Page/Mode 8
- DMX
 - properties 30
- DMX addresses 26

E

- editor
 - faders as 114
- effects 129, 131
 - base 133
 - copying 141
 - customize 129, 132
 - deleting 141
 - direction 130, 143
 - fixture grouping 138
 - generic 129, 131
 - hold all effects 100
 - include base 140
 - indications 7
 - invert size 130
 - libraries 140

- loops 130
- offset 137
- progression 143
- releasing 139
- resume all effects 100
- selection order 131
- size 136
- swing 134
- sync 130
- synchronize 143
- text 142
- time attributes 137
- using libraries 133
- wave 129, 137
- wheels 130
- ethernet 156
- external dimmers 29
- external monitor 4, 5, 43
- extra 40
- extras
 - patching 25
 - selecting 41

F

- fade rate 105
- fade times
 - chase steps 79
 - chases 76
 - cues 92, 93
 - scenes
 - fade times
 - using the keypad 64
- faders
 - as editor 114
 - context mode 111
 - flash keys 110
 - grab 113
 - LED intensity 111
 - mode selector 110
 - modes 111
 - rate master 110
 - set parameter levels 52
 - wide mode 59
- fan 145
- fixture grouping 138
- fixtures
 - indications 7
 - libraries 122
 - live display 7
- flash 110
- flash key 100
- flash master 2, 110
- flip 53
- focus 48
- follow on cue 96

free 103
 free memory 154
 front panel 1
 Full 50

G

general master 19, 30, 32
 go all 100
 grab fader 113
 groups 12, 44
 automatic 44
 deleting 45
 storing 44

H

hard/soft 76
 help 19
 hold all 100
 hold all effects 100
 home 53
 home values 155
 HTP 18

I

ignite 48
 include all 123
 include all stage 14
 include faders 14
 intensity 50
 invert size 130
 IP address 156

L

lamp on 48
 latch 100
 LED intensity 111
 libraries 12
 copying 124
 deleting 126
 device 122
 effects 140
 fixtures 122
 include all 123
 indications 7
 programming 121
 text 125
 updating 127
 loading
 patch 117

 shows 9, 115, 116
 lock
 pan 51
 tilt 51
 loops 81, 97
 LTP 18

M

menus 9
 MIDI 157, 163
 modes
 faders 110
 modifying. See updating
 mouse 2, 3
 mouse mode 8
 moving light 40
 moving lights
 ignition 48
 orientation 32
 patching 24
 selecting 41

N

next 12

O

offset 137
 On 50
 operator
 users
 password 155
 output 18, 101

P

paging 8, 155
 pan 51
 orientation 32
 param control 52
 parameters
 exclude 57, 88
 fade time 64, 95
 fade times 95
 home 53
 modes 51
 release 53
 set position 51
 steps 51
 park 31, 36
 patch
 loading 117

- soft patch 26
- patch wizard 22
- patching
 - access 11
 - channels 24
 - clear address 27
 - default 33
 - delete fixtures 28
 - DMX addresses 26
 - external dimmers 29
 - extras 25
 - moving lights 24
 - navigate fields 23
 - one-to-one 22
 - scrollers 28, 35
 - unpatching 27
 - wizard 23
- patterns. See chases
- pause 102
- PBs off 149
- PBs on 149
- PC 156
- playback stomp 105, 154
- playbacks
 - all off 102
 - cut all off 102
 - free 103
 - LED color code 101
 - LED colors 101
 - output priority 101
 - pause 102
 - rate control 105
 - slider off zero 104
 - solo 100
 - touch screen grid 100
- point cue 87
- power 3
- preheat 31
- prev 12
- preview objects 111
- programmer 155
- programming
 - libraries 121
 - store options 55
 - with libraries 127
- proportional patch 30

Q

- QLists 12, 83
 - copying 84
 - deleting 85
 - new 83
 - text 85

R

- rate
 - chase times 76
 - hard/soft for chases 105
 - playback fades 105
 - wheels 105
- rate master 110
- releasing
 - effects 139
 - fixtures and parameters 54
- reset 47
- resume all effects 100
- rewind 81
- roll up 60

S

- saving 115
 - shows 9, 115
- scenes 12
 - all if active 58, 89
 - copy 60
 - delete 63
 - exclude parameters 57, 88
 - fade time 64
 - merging 59, 90
 - roll up parameter 60
 - store stage 59
- scrollers 28
 - patching 35
- scrolling 8
- selecting
 - channels 41
 - devices 24
 - extras 41
 - fixtures 12, 39
 - fixtures selecting 43
 - moving lights 41
 - on touch screen 42
 - parameters 49
 - range of fixtures 41
 - reset 41
 - using universal keys 41
 - using wheels 49
- selection order 131
- setup 153
- shut down 3, 9, 158
- size 136
- slider off zero 104
- SMPTE 156
- smpte 92
- snaps 147
 - active 147
 - copy 149
 - delete 150

- PBs off 149
- PBs on 149
- storing 148
- text 150
- time 152
- trigger modes 151
- updating 149
- soft buttons 4
- soft patch 26
- solo 100
- spots
 - control (ignition) 48
 - flip 53
 - home 53
 - home values 155
 - live display 7
 - pan / tilt orientation 32
 - position 51
 - reset 48
- store options 55, 68, 86, 147
- store stage 59
- storing
 - all if active 58, 71, 89
 - cues 86
 - groups 44
 - objects 13
 - options 14
 - snaps 148
 - store options 55, 68, 86, 147
- swing 134
- synchronize
 - effects 143
- syntaxes ii
- system configuration 153
- system options 10, 154
 - fader behavior 154
 - paging faders 155
 - playback stomp 105, 154
 - time defaults 155
 - track 154
- system time 155

T

- testing dimmers 38
- text
 - chases 75
 - cues 91
 - effects 142
 - for objects 16
 - libraries 125
 - QLists 85
 - snaps 150
- tilt 51
 - orientation 32
- touch screen 4

- adjust contrast 5
- backlight 5
- grid 4
- select fixtures 42
- track 154
- trackball 49, 50, 51

U

- universal keys 4, 41, 110
- update snap 100
- updating
 - cues 91
 - libraries 127
 - snaps 149
- upgrading
 - operating system 157
 - panel 157
 - software 10, 157
- users 155

V

- VC transmission 156
- view solo 63, 74, 126
- viewing
 - patch 29
- voltage 3

W

- wave 137
- wheels 4
 - for effects 130
 - LED intensity 111
 - patching 23
 - rate control 105
 - resolution 49
- wide mode 59

Z

- Zero 50