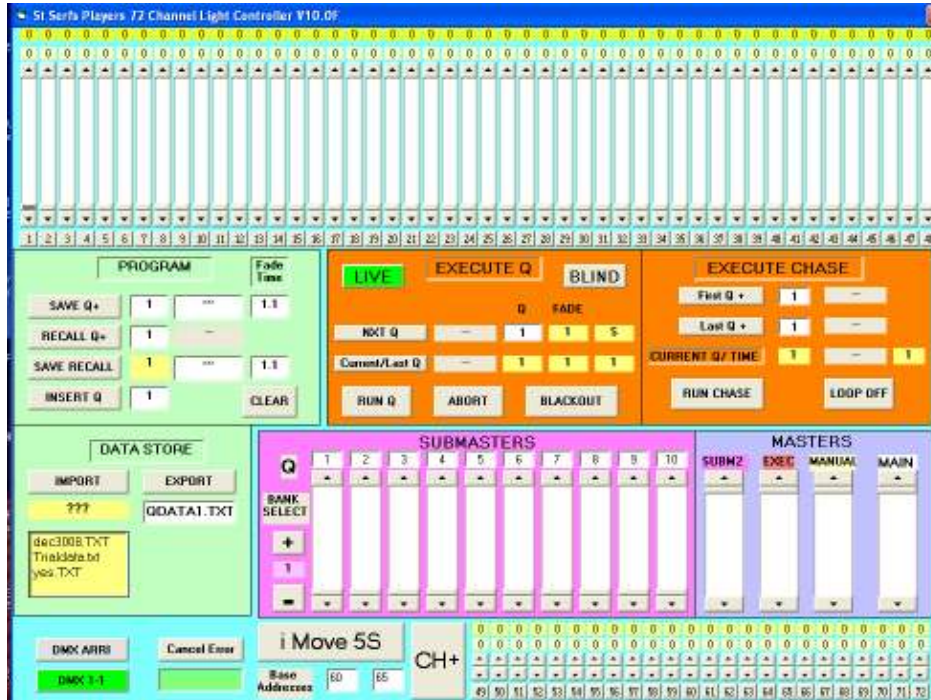# St Serf's Players PC Lighting Control Version 10F

PC Based Lighting Controller

72 output channels

990 Named Q's

Fade times up to 999 seconds

Chase sequencer with loop option

10 Sub masters

St Serf's Players PC Lighting Control Version 10F

The program enables the control of 72 DMX channels and provides :-

> 72 output channels
> 990 Named Q's
> Fade times up to 999 seconds in 0.1 second increments
> Chase sequencer with loop option
> 10 Sub masters
> Program store only limited by hard disk capacity.

The software operates in conjunction with the Velleman VM116/ K8062 USB controlled DMX interface and drivers.

Setting up a Q

With LIVE selected, a Q is setup by moving the sliders up/down until the desired lighting setting is achieved. (Channel 1 to 48 are on the main panel, to access 49 to 72, select CH+)

Storing a Q

To store a Q, enter the Q number in the box to the RHS of SAVE Q+, type a description in the adjacent box and a X fade time in the next box and select SAVE Q+. (The Q is now saved and the Q number is automatically incremented but can be overwritten)

Run a Q

To run a Q , enter the Q number in the box to the RHS of NXT Q, under Q and select RUN Q when you want it to start. (The Q will start and the running time is shown in the current/Last Q row)

Run a Chase

To run a chase (having stored several sequential Q's), enter the first and last Q numbers to the RHS of First Q+ and Last Q + and select RUN CHASE when you want it to start. (The chase will finish when the last Q is completed)

Run a loop Chase

To run a chase that repeats, do as above for a Run A Chase but select the 'LOOP OFF' button , which will change to LOOP ON.
Select RUN CHASE to start the chase, the chase will continue until :- .
You press the RUN CHASE button which stops the chase immediately.
You press the 'LOOP ON' button which stops the chase at the end of the sequence.
Yoe press the RUN Q button which starts running another Q from whatever the lighting state is.

EXPORT a file

To save all the data in memory, all 900 Q's and fade times for 72 channels, type in the file name that you want to save it to in the box under the EXPORT button and select EXPORT.
(WARNING THIS WILL OVERWRITE A FILE IF IT ALREADY EXISTS)

IMPORT a File

To import file, the file must be in the c:/SSP_LIGHTING directory or it will not appear in the selection box. Click on the filename that you wish to IMPORT, the filename should appear in the box below IMPORT, select IMPORT.
(WARNING ALL THE DATA IN MEMORY WILL BE OVERWRITTEN)

SUBMASTERS

Submasters are useful if you are going to repeatedly reuse certain plots eg an area of the stage. Area(s) of the stage would be setup as a Q(s) and stored as normal. They can then be used to build up new Q's by allocating a Q to a submaster by typing the Q number into the box above the particular submaster, (they do not need to be sequencial). When the desired state is reached, the new state can be stored as a new Q.

+ (BANK SELECT)

Selecting this button increment the bank number below it. This will replace the Q numbers above the Sub Masters starting with the new Bank Number x 10 ie 3 = channels 21 to 30.

- (BANK SELECT)

Selecting this button decrements the bank number below it. This will replace the Q numbers above the Sub Masters starting with the new Bank Number x 10 ie 3 = channels 21 to 30.

CLEAR

The clear button resets all fader values and all submaster to zero. This enables a clean start to any new Q.

Cancel Error

Should an error occur, the reason will be displayed in the box under the button. Selecting the button will clear the error description.

SET to 100% (FULL ON)

Any channel can be set to 100% by selecting the top box above the fader for that channel, it will change colour to RED. Selecting the box again will revert the channel to normal operation.

SET to 0% (OFF)

Any channel can be set to 0% by selecting the box below the fader for that channel, it will change colour to RED. Selecting the box again will revert the channel to normal operation.

Offline changes to the data files

The data is stored in a text comma format and as such can be read using text editors such as notepad. It is possible to change the data but the format must be maintained. Offline changes can be useful for duplicating parts of chase routines where the changes between Q's are minimal or adjustments have to be made to avoid scroller rapid changes.

DMX Connections

DMX standard is to use 5pin XLR connectors, however these are often converted and used as 3pin due to the popularity and availability of 3 pin XLR cables

Pin	Signal	Description
1	Signal Common	
2	Data Minus	
3	Data Plus	
4	Not used	
5	Not used	originally intended for feeding diagnostic data back to the DMX512 controller, but never been implemented. Sometimes used to carry other data or power

If you require further explanation or spot any anomaly or have any suggestions, then please email me at trevor.garlick@btinternet.com.

March 2010

St Serf's Players PC Lighting Control Version 10F

Layout of the St Serf's Players PC Lighting Control Version 10F

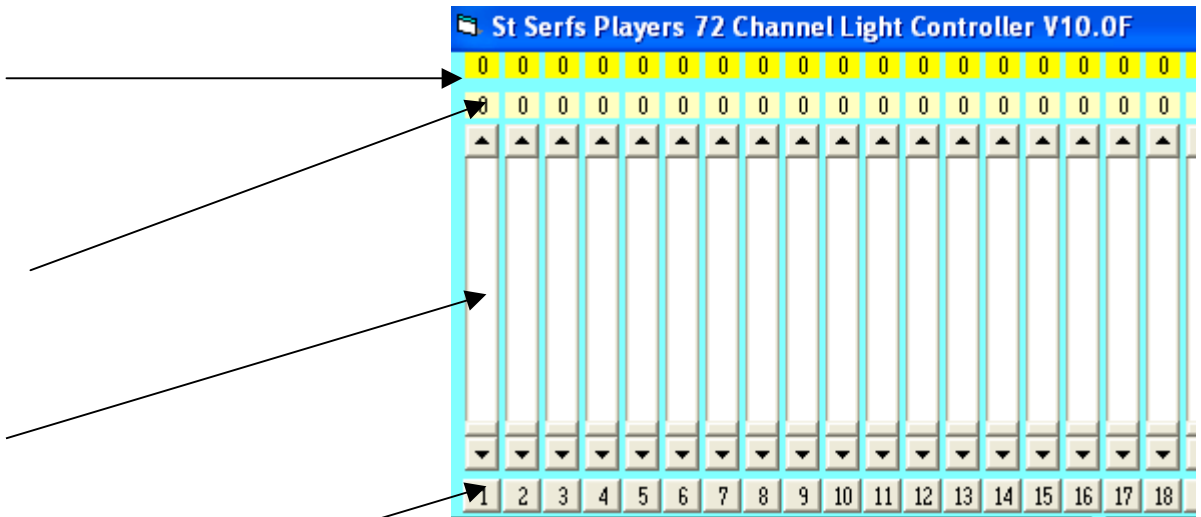# St Serf's Players PC Lighting Control Version 10F

Slider Control and Channel Override (channel 1 to 48)

Value :- displayed of output to DMX link (0 to 100).
Colour :- If it is Red then output overridden to 100
Click :- switch between 100 and normal DMX output

Value:- displayed of Slider (0 to 100)
Colour:- Shows where output value has originated
eg sub master, execute or manual (same colours as
above masters)

Slider, manually adjusted or represents output value

Value:- Fixed Channel Number
Colour:- If it is RED then output is overridden to 0
Click:- switch between 0 and normal DMX

St Serfs Players 72 Channel Light Controller V10.0F

| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |

St Serf's Players PC Lighting Control Version 10F

Q Save, Recall, Insert

Q Number, can be manually inserted. Q numbers 1 to 900

Description of Q

Q running time, 0 to 990 seconds in 0.1 steps

	PROGRAM		Fade Time
SAVE Q+		***	1.1
RECALL Q+	1	---	
SAVE RECALL	1	***	1.1
INSERT Q	1		CLEAR

SAVE Q+ , selecting this button saves the data from all 72 channels to memory, also description and fade time to the Q number displayed. It also increments the Q number.

RECALL Q+, selecting this button retrieves the data for all 72 channels from memory, also description and fade time from the Q number displayed. It also increments the Q number.

SAVE RECALL, selecting this button saves the data from all 72 channels to memory, also description and fade time to the Q number displayed
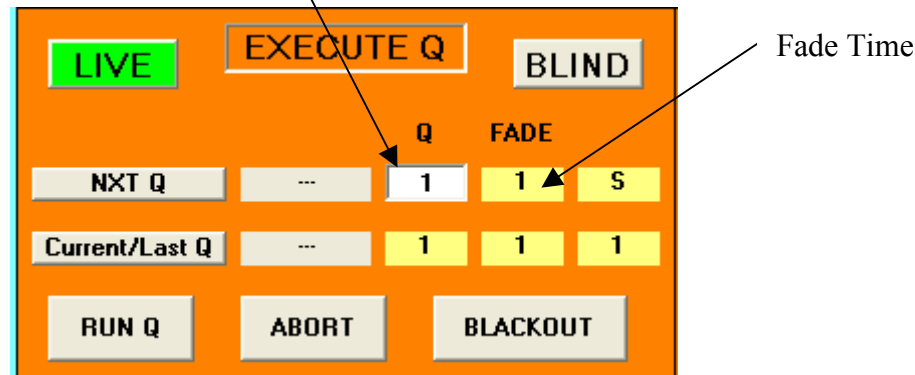
INSERT Q, moves all the data in memory up one Q to generate an empty Q

CLEAR, selecting this button clears all sliders to 0, including sub masters.

St Serf's Players PC Lighting Control Version 10F

Single Q Execution

Q Number, can be manually inserted.
Q numbers 1 to 900

Fade Time

NXTQ, selecting this button increment the Q number

Current/Last Q, displays the last run Q information

RUNQ, selecting this button strats the Q running

ABORT, selecting this button stops the Q from running

BLACKOUT, sets all outputs to 0, overidding everything else

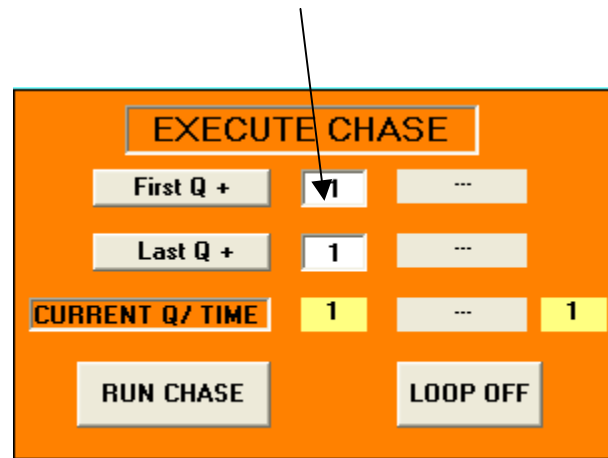LIVE, selecting this button connects the sliders to the output stream

BLIND, the slider values are only stored in manual memory and do not go to the output stream (allows fly changes to Q's)

St Serf's Players PC Lighting Control Version 10F

Chase Execution

Q Number, can be manually inserted.
Q numbers 1 to 900

FIRST Q+, selecting this button increments the Q number

LAST Q+, selecting this button increments the Q number

RUN CHASE, selecting this button starts the chase sequence running

LOOP OFF/ON, selecting this button toggles whether the chase is to loop or not

St Serf's Players PC Lighting Control Version 10F

Import/ Export of data

Selected filename to import from appears here

List of files to select import filename from

DATA STORE

IMPORT   EXPORT

???   QDATA1.TXT

dec3008.TXT
Trialdata.txt
yes.TXT
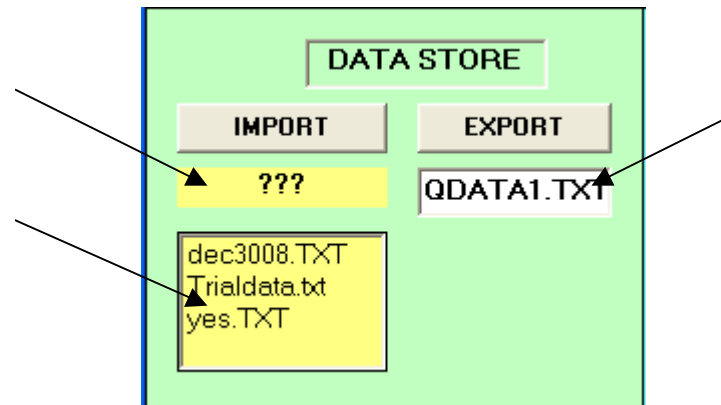
IMPORT, selecting this button transfers the data from the selected filename to the memory, overwriting all data in memory

EXPORT, selecting this button stores all the memory data to the selected filename, this will overwrite any existing file.

Sub Master Controls

Q Number, can be manually inserted.
Q numbers 1 to 900

Slider, manually adjusted to control the overall level
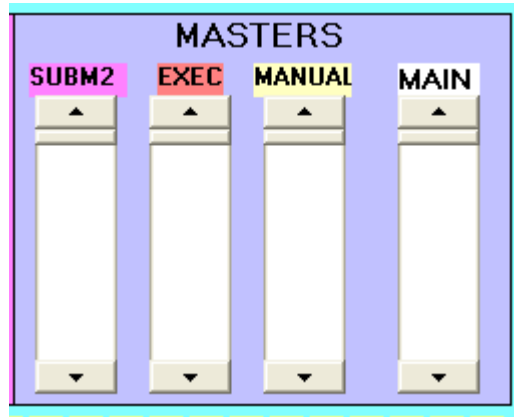of the Q number displayed above value
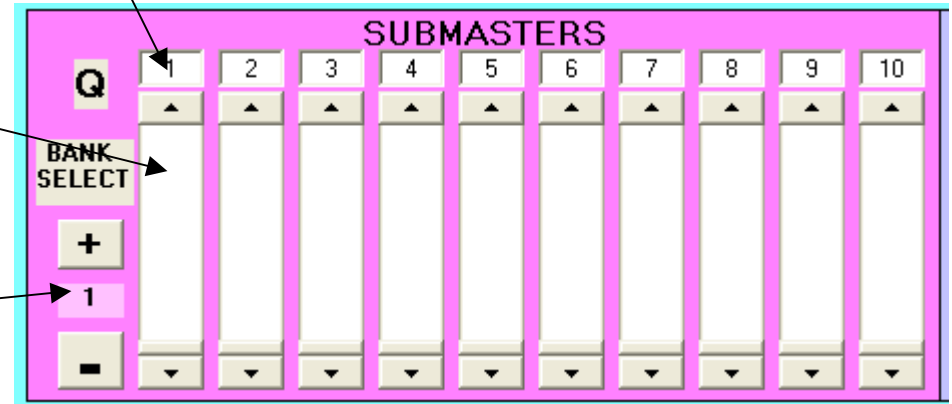
Displays Bank number (Bank 0 is 1-10, Bank 1 is 11-20 etc

+, selecting this button increments the Bank number hence overwriting the Q numbers for each sub master

-, selecting this button decrements the Bank number hence overwriting the Q numbers for each sub master

St Serf's Players PC Lighting Control Version 10F
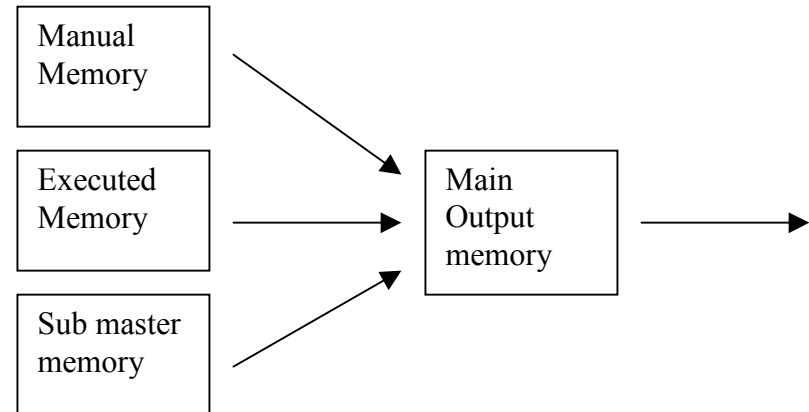
<u>Master Controls</u>

Manual, controls the output of the manually stored memory only
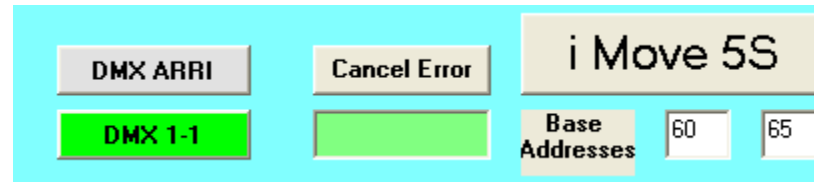
EXEC, controls the output from the executed memory only

SUBM2, controls the output from the submaster outputs

Main Master, controls the output of all channels

Manual
Memory

Executed
Memory

Sub master
memory

Main
Output
memory

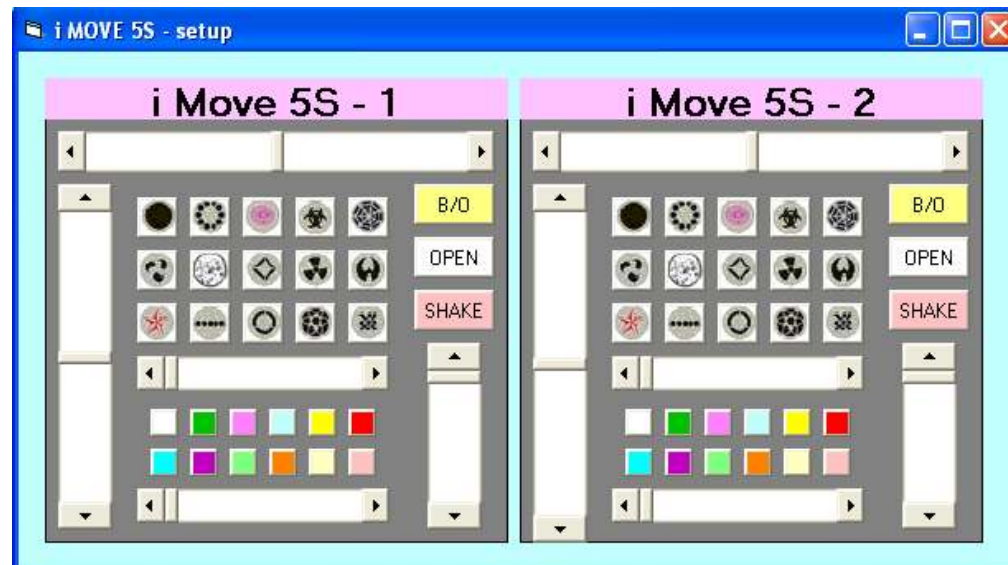# St Serf's Players PC Lighting Control Version 10F

iMOVE and Channel Mapping

The program has two additional feature :-

The first which is DMX 1:1 or DMX ARRI, this function remaps the outputs from 1:1 to an alternative mapping, normally used as 1:1

The second assists in using iMOVE 5S moving lights, if the base address of two iMOVE lights are entered (in the range 0 to 67) then by selecting the I MOVE 5S button enables a further window to assist in the programming of the lamps.

# St Serf's Players PC Lighting Control Version 10F

Slider Control and Channel Override (channel 49 to 72)

Value :- displayed of output to DMX link (0 to 100).
Colour :- If it is Red then output overridden to 100
Click :- switch between 100 and normal DMX output

Value:- displayed of Slider (0 to 100)
Colour:- Shows where output value has originated
eg sub master, execute or manual
Click:- N/A

Slider, manually adjusted or represents output value

Value:- Fixed Channel Number
Colour:- If it is RED then output is overridden to 0
Click:- switch between 0 and normal DMX
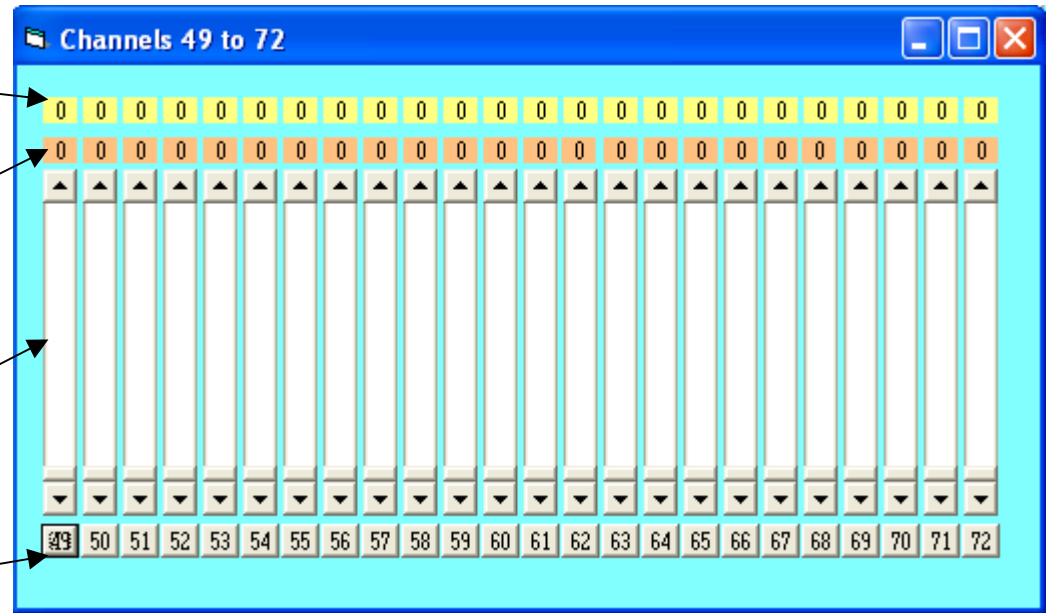
The above panel is displayed by selecting the button CH+ on the main panel, the actual values etc are copied onto the front panel display