

I'm not robot!



Avolites pearl 2010 user manual pdf.

YUMPU automatically turns print PDFs into web optimized ePapers that Google loves. Copy User manual AVOLITES PEARL TIGER - 1 Extended embed settings

The Pearl Expert has four main control areas: A The Master faders set overall levels on the console B The Preset faders/handles select and control individual fixtures (and you can store cues and chases here too) C The Playback faders and rollers select and control cues and programs D The Program and setup controls configure and program the console The Main Controls E The Preset Faders are used to control individual dimmer channels and fixture intensities. Cues and chases can also be stored on these faders. The 2 buttons below the faders are used to select and flash whatever is stored on the fader. Each fader and buttons is called a "Handle". F The Page select rollers let you select different pages of playbacks, and you can write the playback names on the rollers so you know what's in them. There are 2 rollers each controlling 10 playback faders G The Master faders control the overall output of the various parts of the console. You will normally have these set at Full. H The Playback faders and flash buttons are used to play back cues or chases you have programmed, when you are running a show. I The Main display is the nerve centre of the console and shows you what is going on. The display can show various screens of information. J The Control wheels are used to set control values on the fixtures, and to set chase speeds and fades. K The Menu softkeys (labelled A - G) are used to select control options. The display next to the buttons shows what each one will do. The options for each key change depending on what the console is doing. Softkey commands are shown in the manual like this: Edit Times L The Numeric keypad and other control buttons are used to enter values and change controls on the console. M The Fixture Page buttons are above the keypad, and allow selection of 4 pages for the Preset Faders. N The Blue Command buttons are used to carry out functions such as storing cues, copying, saving to disk, etc. These buttons have lights on to indicate when they are active. O The Attribute select buttons are used to select which attributes of a fixture (e.g. colour, gobo, pan, focus) are going to be controlled using the Control wheels. The buttons have lights on to show you which attributes are active. The bottom (red) button allows you to locate fixtures, which sets them to a known start position while programming. The main Power switch is on the front of the console to the left. A QWERTY keyboard and mouse touchpad is provided in a drawer on the front of the console. The Back Panel All the connections required for the console are found on the back panel. Most are self-explanatory. P Four DMX outputs are provided on XLR, MIDI in and out is provided. Q The Panel reset switches may be pressed to restart the front panel electronics if something odd happens with the switches and faders. The main board will continue running until the DMX output will be interrupted until the restart is completed. R The USB reserve sockets are for future expansion. S The power switch on the rear panel is used to isolate the power supply, do not switch the console off using this switch. The switch on the front edge of the console should be used to start it up and shut it down properly. The Pearl Expert Touch Wing# The optional Pearl Expert Touch Wing uses a touch screen and additional wheels to provide the standard Titan interface for selecting fixtures, palettes, groups and setting attributes. It can only be used with the Pearl Expert and connects to the DVI port and the 9-pin D connector on the rear of the console, just above the panel with the rear USB/network sockets. T The main area of the Touch Wing shows up to 4 workspace windows. You can select the content and configure the size and layout of these windows using the Window Selection and Size/Position buttons below the screen. U The arrangement of windows can be saved and recalled using the Workspaces touch buttons on the right of the screen. Some windows have additional command buttons which are displayed in the Context touch buttons area on the top right of the screen when the window is active. V The three Attribute Wheels take over attribute control from the wheels on the console, which are then used for speed/fade control of chases. Below the wheels the Scroll Mode Button to switch the wheels into scroll mode - this is used to move a selection box around the screen when editing. W The Attribute Display shows which attributes are being controlled by the wheels, and the current settings. Touching the roller graphic will set the attributes to min or max. X Across the bottom of the screen there is an area showing information about the playbacks on the current roller pages. Operator's Manual Pearl 2008 Manual - 16th July 2007 Useful Avolites phone numbers- Avolites England Sales and service* (+44) (0) 20 8965 8522 Service out of hours* (+44) (0) 831 17 8888 Fax (+44) (0) 20 8965 0290 Email name@avolites.com Website Distribution of Avolites products in UK. Avolites America Sales and service* (+1) 423 938 2057 Fax (+1) 423 938 2059 *Before contacting Avolites for service enquiry please ensure that you have the product serial number and the Software version. The serial number can be found on the back of the desk and the software version can be found by turning the key to "System" into the console. The Numeric keypad and other control buttons are used to enter values and change controls on the console. *The Fixture Page buttons are below the keypad, which select 4 pages for the Preset Faders. *The blue Command buttons are used to carry out functions such as storing memories, copying, saving to disk, etc. These buttons have lights on to indicate when they are active. *The Attribute select buttons are used to select which attributes of a fixture (e.g. colour, gobo, pan, focus) are going to be controlled using the Control wheels. The buttons have lights on to show you which attributes are active. The bottom (red) button allows you to reduce the intensity of a fixture if it loses position during a show. The VDU screen shows more information than the on-board displays. It is useful when setting up the console and programming shows. When entering text or numbers, what you are typing is shown only on the VDU screen. If you are short of space you can often manage without it when you are running a show. Fixture output values Memory contents Today's date and time Function of Function of left wheel right wheel The main part of the display shows the output of the console for one of Pearl 2008 Manual - 16th July 2007 Page 4 - 1. Welcome to the Pearl the types of fixture you are using (you can show different things using the View button, see page 112). Across the bottom of the display, the current page of memories is shown. The "A B" at the right side of the screen shows which functions are currently assigned to the control wheels. 1.3 Finding your way about on the Pearl Tiger The Pearl Tiger is very similar to its larger brother but has been cut down in a few areas. It has only one bank of preset handles and has fewer playback faders. Preset handles Mode select keyswitch Playback page select roller Master faders Menu Command Main display Control softkeys Numeric buttons Playback faders & flash buttons wheels Fixture page keypad and Attribute buttons controls select buttons All functions are the same as the Pearl 2008 as shown on the previous page. The Pearl Tiger has an optional "wing" (pictured right) which may be plugged in to increase the number of playback faders to 15. 1.4 Avolites Visualiser Avolites supplies a PC-based 3D visualisation system called Visualiser. This enables you to design and program your lighting when you do not have access to the rig. Visualiser is linked to the console using the MIDI ports (or the Visualiser socket if one is fitted). Fixtures will highlight as you select them on the console, and you will see them move and change attributes as you operate the controls on the console. Pearl 2008 Manual - 16th July 2007 1. Welcome to the Pearl - Page 5 1.1 The Pearl simulator or You can download a free Pearl simulator from the Avolites website, which runs on a PC. This allows you to work on the Pearl even when you haven't got the real console with you. You can patch the desk, and program shows using the Avolites Visualiser, then save the show to disk and load it into the real console. The simulator operates almost exactly like the real Pearl. 1.6 What you'll need for the tutorial The rest of the first part of this manual is a hands-on tutorial. If you have never used an Avolites console before, by working through the rest of the tutorial section you should be able to get the Pearl up and running, and be well on the way to programming and running a show with it. The tutorial is organised in the order you'll need to do things to get the console set up and working, so try to work through it in sequence. To make the most of it, you will need a few lights set up to play with; a couple of moving lights and a few dimmers would be best. If you can't lay your hands on any real lights, you can use Avolites Visualiser to simulate some lights. When you are preparing to start programming a new show, it's handy to have the following things. *A lighting plan of your rig which you can scribble on *Some blank floppy disks to save your work *Some white or clear tape and a fine black marker pen to mark up the console so you know what's where *Paper & pen to make notes (or a laptop, depending on how technological you are) *Manuals or DMX tables for the fixtures you're using *A supply of beverages of your choice If you are new to intelligent lighting, or even new to lighting altogether, read chapter 12, "Introduction to intelligent lighting". This explains the concepts behind digital control of lighting and will help you to understand what we are going on about in the rest of the manual. There is also a Glossary at the end of the Reference Manual which explains some of the obscure lighting words we have used in the manual. If you are used to older Pearl software, read chapter 14, "Changes in the latest Pearl software", which gives you a quick rundown on the differences between the two manuals. Pearl 2008 Manual - 16th July 2007 Page 6 - 1. Welcome to the Pearl Pearl 2008 Manual - 16th July 2007 2. Patching - Page 7 C H A P T E R T W O 2. Patching In this chapter, how to set up the Pearl to control dimmers and fixtures. *patching dimmers *patching moving light fixtures *setting addresses on the fixtures So, you have your fixtures and dimmers all connected up with DMX cables and the Pearl connected to the end of it. (If you have a big rig, you might find it easier to learn the basics using a few dimmers and a few moving lights, and leave the rest of it till you're an expert). First you need to allocate each fixture or dimmer to a preset fader on the Pearl, so that you can tell it which of the fixtures or dimmers you want to control at any time. The bottom fader and the buttons below it (the picture shows some) are called the handle for the dimmer or fixture, because you use it to take control of the fixture. The fader will control the intensity of the dimmer or fixture, the "Swop" button is used when programming to select the dimmer or fixture. In Run mode the Flash and Swop buttons function as flash buttons. You also need to tell the Pearl what type of fixture is allocated to each handle. When you have entered this information, the Pearl can tell you what DMX addresses to set on your fixtures and dimmers to match the settings it is using. If you prefer, you can set your fixtures and dimmers beforehand and tell the Pearl what DMX addresses it should be using. This setup process is called Patching. You can patch up to 240 fixtures and dimmer channels on the Pearl. There are 4 "pages" of 60 handles, selected using the "Pages of Fixtures" buttons below the numeric keypad. Tiger: The Pearl Tiger only has 30 handles per page. The Pearl controls dimmers and fixtures slightly differently, so we will look at each in turn. Pages of Fixtures buttons 2.1 Clearing the Pearl - Wipeall It's always a good idea to clear the Pearl's memory before you start a new setup. This ensures that you won't get confused by any peculiar settings left by the previous user. Pearl 2008 Manual - 16th July 2007 Page 8 - 2. Patching Clearing the Pearl Turn the mode keyswitch to "System" [Select softkey A [Service] [Select softkey F [Wipe]. [Press F [Wipeall], to control the DMX address of the first dimmer channel to be wiped. Turn the key to "Program" to prepare for programming. Mode keyswitch The Pearl is now pristine and new, with all options set to default, and all memories empty, ready for you to start your show. 2.2 Patching dimmers Each dimmer channel you want to use has to be allocated to one of the handles. Then, when you want to control the dimmer channel, you just fade up the slider. Patching dimmer channels [Make sure the key is set to "Program" [Press Patch one of the blue "command" buttons]. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the dimmer channel on handle 1 using the fader (the buttons do not operate as flash buttons in Program mode, only in Run mode). If you have lots of dimmers to patch, there are some quicker ways. If you just want to patch 10 dimmers in sequence on to handles 21-30, you can do it this way: Patching a range of dimmers to buttons [Enter Dimmer Patch mode [Enter the DMX channel you want the range to start at, if it's different to the one the Pearl is displaying [Hold down the Swop button of the first handle to be patched (handle 21) Pearl 2008 Manual - 16th July 2007 2. Patching - Page 9 [Press the last Swop button (handle 30) [Release the first Swop button, then the last Swop button [Each handle will be patched in order to a dimmer channel. [Press Exit when you have finished patching. You can also patch more than one dimmer channel on the same handle. This can be useful when you have several lights on different dimmer channels, but you always want to control them together. For example, if you have lit an area with several spots and you just want them all to come up on one fader, this is a good way to do that. Repeat Fixtures softkey. [Choose the fixture type from the list on the softkeys [Patch as before Note: The "preset palettes" contain 9 position, 10 colour and 10 gobo settings. You can call back these settings instantly from the palette buttons when you are programming. This allows you to select, for example, "Yellow" or "Blue" instead of setting up the value manually. [Press A [Dimmer] [The Pearl will start at DMX address 001 (shown on the top line of the display). If your dimmer rack is at a different address, you can change this by typing in the new address on the numeric keypad. [Press the blue preset "Swop" button below preset fader number 1. The fader and flash/swop buttons will become the "handle" used to control that dimmer channel. [The Pearl will update the DMX address to the next free channel, so you can just press another button to patch the next dimmer. [Press Exit when you have finished patching. You can now control the

Pan mode or you finished You will be able to see the effect of fan mode best if you have a row of at least 4 fixtures. If you have an odd number of fixtures, the central fixture will not move in fan mode. Remember to turn off Fan mode when you have finished (by pressing the Fan button again, or you will get confused when the controls don't do what you expect. 3.7Examples How do I fade up the dimmer on handr 31-36? Just push up the fader 31-36 (make sure the alpha Master and A/B Master faders are up) How do I make Mac 600 on hand 10 go blue and point at the cyclorama? Select the fixture by pressing Swap button 10. Press ML Menu then A [Locate fixture] to turn on the mac600 and centre it. Press the "Cyan/Magenta" attribute button. Turn the wheel anticlockwise to make the amount of Cyan change (you can turn B wheel anticlockwise to make the Magenta change which will give a darker blue). Press the "Tilt-Pan" attribute button. Turn the A and B wheels (the mac600 should move) until it points in the direction you want. Pearl 2008 Manual - 16th July 2007 4. Palettes - Page 19 C H A P T E R F O U R 4.Palettes In this chapter: how to use palettes to set colours, gobos and positions. •Using palettes to set values •Creating your own palettes •Setting which attributes are recorded in a palette •Shared and individual palettes When you are controlling your lighting, it would be nice to instantly call back a preset such as centre stage, or a particular colour like red, blue etc, rather than have to have to set the value on the wheels every time. The Pearl has pages of preset values, called "palettes", which allow you to do this. The Pearl loads 10 colours, 10 gobos and 10 preprogrammed positions when you patch a fixture (unless you tell it not to when it asks "Use preset palettes?"). You can use these palettes as they are, modify them to your own settings, or save new settings. Palettes have another big advantage. If for example you program a "centre stage spot" position as a palette, when you use this position in memories the Pearl remembers the palette you used, rather than the actual value. This means that if you move to another venue, you can just reprogram the "centre stage spot" palette entry and every memory using that position will automatically be updated. If you'd preprogrammed all your memories directly using the wheels, you would need to go through and reposition every memory. Palettes are also useful when you are programming using Visualiser and you don't know exactly where the lights will point; you can program your memories using palette positions, then you just update a few palettes when you get the real lights in the real venue and the show programming is done. 4.1Using palettes to set values The easiest way to use a palette value is by the menu on the LCD screen. We use the preset palettes which the Pearl loaded when you patched the fixtures to set some fixtures to Red. Using palettes [Select the fixture you want to control by pressing their Swap button] Press the Focus button above the numeric keypad [Select the page of palette you want to use by pressing one of the A-F softkeys (such as [Colour]) Press one of the A-E softkeys to use one of the palette values (such as [Red]). The value will be set to all the fixtures which are selected. The lights Pearl 2008 Manual - 16th July 2007 Page 20 - 4. Palettes should turn red. It to go back to the list of palette pages, press G [Pages]. IPress Exit when you have finished with palettes, as other functions don't work while in Palette Select mode You can also apply palettes 1-30 by pressing the grey Palette/Flash buttons below the preset faders. While you hold the button, the top line of the display shows the legend for the attribute (White, Green etc). When you release the button, the palette is applied. If you decide you don't want to apply the palette, press the Focus button before you release the grey Flash button. 4.2Creating your own palettes You can easily save your own palettes, or modify existing ones. We'll create a position palette. Storing your own palette IPress Clear (next to the numeric keys) to clear all the changes you have made so far ISelect a couple of fixtures and press ML menu then A [Locate fixture] IPress the "Tilt-Pan" attribute button. IPosition the fixtures using the wheels. IPress the Store Palette button (one of the blue Command buttons) Type "21" (the palette number to be stored) on the keypad and press Enter. The position of the fixtures is stored as a palette You can also store a palette by pressing one of the grey Palette/Flash buttons below the presets. If you had pressed the grey button for preset 21, that would have been the same as what we did above. 4.3What's stored in a palette Although you can store all attributes of a fixture in a single palette, it's easiest to store some palettes which only affect colour, others which only affect position, and so on. This means when you recall a palette entry, you know which attributes of the fixture are going to change. You do this using the Attribute buttons when saving the palette. In the example above, we had the "Tilt-Pan" attribute selected when storing the palette, so only the Tilt & Pan values were recorded. Setting which attributes will be recorded in the palette IPress Clear to clear all the changes you have made so far ISelect a couple of fixtures and press ML menu then A [Locate fixture] ISet a colour using the "colour" attribute button and wheels. IPosition the fixture using the "tilt-pan" attribute button and wheels. IPress the Store Palette button IPress the Colour attribute button. The Colour button & the Pearl 2008 Manual - 16th July 2007 4. Palettes - Page 21 Yellow/Cyan/Magenta buttons will light, showing that these attributes will be recorded. Type "101" on the keypad and press Enter to store the colour. IPress Store Palette again. IPress the Tilt-Pan attribute button. Type "22" on the keypad and press Enter to store the position. If you press the "Dimmer" attribute button before storing, this will store in the palette all the attributes which you have changed. The lights on the attribute buttons come on to show you what will be stored. There are ways of extracting only, say, colour information from palettes which have other attributes as well, which are described in the reference manual. 4.4Shared and individual palettes For some attributes, such as colour, you want to set the same control values to all the fixtures of the same type. So if you pick Red, you want the control value for "Red" to go to all fixtures. For other attributes, like position, each fixture needs a different setting to get the light beams to point where you want. If you only select one fixture when creating a palette, that palette is known as a "shared" palette, and the value will be available to all fixtures of that type. So to create a shared palette, you press Clear then select and modify only one fixture. If you change more than one fixture, the Pearl creates an "individual" palette which stores a different value for each fixture. This is normally used for positioning palettes, and sometimes for image focusing. You can add positions for more fixtures to an individual palette just by saving the palette again with the new fixtures set. Note: The Pearl may sometimes call palettes "focuses" or "preset focuses". This is the term previously used for a palette on Avolites consoles. The meaning is the same. 4.5Examples How do I make the Mac600 on hand 10 go Red using a palette? Press the handle 10 Swap button to select the fixture. Press ML Menu then A [Locate Fixture] to turn it on so you can see what's happening. Press Focus then A [Color] (If softkey G is on [Pages] then press that to show the list of palette pages). Press B [Red]. The fixture should change to Red. Press Exit once you've finished applying palettes. How do I store a palette which makes my Mac 600's point at the cyclorama? Press Clear to clear any changes. Press the swap buttons for the Mac fixtures. Press ML menu then A [Locate fixture] to turn them on. Press the Tilt/Pan attribute button. Press the "Z" button. The first fixture will be selected. Use the wheels to point the fixture where you want. Press Pearl 2008 Manual - 16th July 2007 Page 22 - 4. Palettes the "E" button again and point the next fixture. When all fixtures are positioned, press Store Palette and type 21 on the keypad, then press Enter. The position only (because the Tilt/Pan button was selected) will be stored in palette 21. Pearl 2008 Manual - 16th July 2007 5. Shapes - Page 23 C H A P T E R F I V E 5.Shapes In this chapter: how to use the shape generator •selecting a shape •positioning •setting size and speed •coarse and fine spread The Pearl, in common with other Avolites consoles, has a shape generator (sometimes known as an Effects Generator on other consoles). This allows you to quickly create exciting light shows using lots of movement and changes, with the minimum of programming. There are a large number of pre-programmed shapes available, which can be used on the fixture's position, colour, gobo, dimmer, iris, focus and more. You can control the size, speed and positioning of the shape, and how the shape is allocated across a range of fixtures. To understand how shapes work and how they can be spread across multiple fixtures, it's best to set up at least four fixtures next to each other. Once you have mastered the basics, you can try some more interesting arrangements. 5.1How shapes work A shape is a pre-programmed movement sequence which usually repeats over and over again. Typical shapes are circles, spirals, squares, etc. There are also random shapes, which do not repeat. A circle shape, for example, would cause the beam of the fixture to move in a circular path on the stage. When you apply a shape, it works on the current settings of the fixture. So if you apply a circle to the pan and tilt attributes of a fixture, the centre of the circle will be at the current pan and tilt position. You can change the size of the circle, and the speed of the circle. By moving the pan and tilt position of the fixture, you can move the whole shape around the stage. Shapes can be applied to other attributes of a fixture, not just pan and tilt. You can use them to create colour changes, gobo changes, iris changes and a variety of other attributes. Each shape is designed to modify one particular attribute. 5.2selecting a shape Selecting a shape is very similar to selecting a value from a palette. When you choose a shape, it will be applied to all selected fixtures. Selecting a shape ISelect the fixtures you want to apply the shape to by pressing the Swap buttons (you'll need at least 4 fixtures to see the effects properly) Use Locate Fixtures (Press ML Menu then Softkey A) to turn on the fixtures and move them to a central position Pearl 2008 Manual - 16th July 2007 Page 24 - 5. Shapes Enter the Shape Generator menu by pressing Softkey G (from the main menu). IPress A [Playback a shape] IPress A [Circle 1] to select a circle shape IThe shape will be applied to all selected fixtures. There are a wide range of different shapes available in the list, use Softkeys F and G to look through the different pages. "Rainbow" shapes only work on fixtures capable of colour mixing, and there are other shapes such as Iris and Focus which will only work if your fixtures have those functions. The best way to find out what all the shapes are like is to try them out. Sometimes it's hard to describe the effect in the few letters which fit on the display. 5.3Changing the size and speed of a shape It is easy to change the size and speed of a shape after it has first been selected. Changing the size and speed of a shape IfI you aren't already in it, enter the Shape Generator menu by pressing G [Shape Generator] IPress D [Set wheels A=Size B=Speed] IControl the size of the shape using the left hand wheel IControl the speed of the shape using the right hand wheel IThe size and speed is shown above the wheels on the display. The minimum size is zero. Obviously, you won't see the shape, and the fixture will resume its previous settings. The minimum speed is Stop. Again, you will not see the shape moving, though it will offset the positioning of the fixture. 5.4Changing the positioning of a shape Pan/Tilt shapes are based on the current settings of the fixture. This means that the movement will be centred around the current position of the fixture. Changing the positioning of a shape ISelect the fixtures you want to change ISet the wheels to Size/Speed and reduce the shape size to 0 (it's difficult to see the position when everything is moving) IPress the Pan/Tilt attribute button Pearl 2008 Manual - 16th July 2007 5. Shapes - Page 25 ISet the position using the wheels. ISet the wheels back to Size/Speed and change the size of the shape back to where you want it. Shapes on other attributes such as colour, gobo, focus, dimmer and iris are absolute and are not affected by the current attribute setting, unless the shape description includes "User" or "Utr". User shapes are relative and are centred around the fixture's current settings. 5.5How a shape works across multiple fixtures Shapes get more interesting (and look more impressive) when you apply them to multiple fixtures. The Pearl lets you set how a shape is spread across several fixtures. In the case of a circle, this can vary from all fixtures moving identically (a spread of None), fixtures working in pairs (a spread of 1) through to all fixtures being distributed evenly through the shape, so the first fixture is just starting the shape as the last one finishes (an Even spread). This is the same as the number of fixtures, so if you have 4 fixtures doing the shape, a spread of 4 would be the same as an Even spread. You can also set the Fine Spread value, which introduces a slight offset into the timing of the shape across each fixture. Changing the spread of a shape In the Shape Generator menu, press C [Set wheels to Spread] ISet the coarse spread using the right hand wheel. The minimum is Even (the shape spread evenly across the fixtures), then Zero (all the same), then 1, 2, etc. ISet the fine spread using the left hand wheel. To start with, keep the Fine Spread set to zero, and work with the Coarse Spread setting, or everything will get confusing. Note: The order in which you select the fixtures determines how the shapes are applied; the "first" fixture is the one you select first and the "last" fixture is the one you select last. 5.6Examples How do I make my Mac600's wave around in a trendy manner? Select the Mac600's by pressing the swap buttons. Press ML menu then A [Locate Fixture] to light them up. Press G [Shape Generator] Press A [Playback a shape] Press A [Circle 1] The fixtures will move. Press D [Set wheels A=Size B=Speed] and use the wheels to set the speed of movement and the size of the movement. How do I make my Mac600's change colour in a rainbow? Select the Mac600's by pressing the swap buttons. Press ML menu then A [Locate Fixture] to light them up. Press G [Shape Generator]. Press A [Playback a shape]. Press D [Rainbow Spread]. The fixtures will change Pearl 2008 Manual - 16th July 2007 Page 26 - 5. Shapes in rainbow colours. Press Softkey D and use the wheels to set the speed of changes and the number of colours used (the size of the shape). Note: Rainbow shapes only work with fixtures capable of RGB colour mixing. Pearl 2008 Manual - 16th July 2007 Playback faders and roller 6. Memories - Page 27 C H A P T E R S I X 6.Memories In this chapter: how to record memories into the playback faders •explanation of HTP and LTP channels •how the Pearl works when programming •recording and playing back memories •playback pages •flash button modes •naming memories •setting fade times for memories •copying and clearing memories •the include function •editing memories •record by fixture or by channel 50, you now know how to control your dimmers and fixtures, and how to use the shape generator. This chapter tells you how to record the wonderful effects you have created so that you can recall them at the touch of a button or fader. The Pearl 2008 has 15 playback faders across the bottom of the desk, into which you can record your effects. You select a different page of playback faders by rolling the roller above the faders. There are 30 pages, allowing you to save 450 playbacks in all. Tiger: The Pearl Tiger has 10 playback faders. The other 5 playback faders can be added on using the Tiger "Wing". Before we get onto the details of recording memories, there are a couple of general things about how the Pearl works. The first thing to understand is what happens when you play back more than one memory at a time, and the operation of HTP and LTP channels. It's important to understand this before going on, or nothing else will make sense. 6.1What are HTP and LTP channels? If two or more memories are turned on together, or if you fade out a memory, the Pearl needs to know how to output the levels from the memories. To make this work, the Pearl treats channels which control intensity differently from other moving light control channels. Dimmer or intensity channels work on the principle of "latest takes precedence" (HTP). This means that if the same HTP channel is turned on at different levels in several memories, the highest level will be output. When you fade a memory, the HTP channels fade out. Moving light channels work on the principle of "latest takes precedence" (LTP). This means that the latest change takes over on any other values, so the most recent memory to be turned on is the one which is output. When you fade in a memory, LTP channels do not fade, but come on at their full values, and stay there until another value is set. Pearl 2008 Manual - 16th July 2007 Page 28 - 6. Memories This is important, because when you fade in a memory you normally just want the fixtures to fade up in their proper position, colour and gobo, you don't want the fixtures moving and changing colour (though you can do this if you need to). The fixture personality file tells the Pearl which channels of a fixture are HTP and which are LTP. Normally, only dimmer attributes are HTP, and everything else is LTP. 6.2How the Pearl works when programming When you start setting dimmers and moving fixtures, the Pearl remembers what you have changed. Fixtures and dimmers you have changed are stored in "the programmer" which is a special area of memory. When you record a memory, only the settings in the programmer (i.e. the things you have changed) are stored in the memory. When you press Clear (by the numeric keypad), all fixtures are cleared from the programmer. You should get into the habit of pressing Clear before you start to program a memory, or you can end up recording fixtures you don't want. You also need to press Clear when you finish programming, because any functions in the programmer will override playbacks. Channels in the programmer are shown by an "m" (modified by Preset), "w" (modified by Wheel) or "p" (modified by Palette) on the console Channel Output display, and are shown in light blue on the VDU screen. Note: Turning on a memory does not place the values from the memory in the programmer (the Include function lets you do this, see page 31). The Locate Fixture function does not place any values in the programmer either. In the screen shown here, the Locate Fixture function has been used on fixtures 1 to 8, then the pan and tilt attributes of fixtures 3 to 6. Only the changed pan value is in the programmer. 6.3Recording a memory So now that is all out of the way, let's record a memory. The Pearl has 30 pages of 15 memories, which are controlled using the 15 faders across the bottom of the console. The page is selected using the Roller. Tiger: The Pearl Tiger still has 30 pages of 15 memories, but only the first 10 on each page can be controlled using the 10 onboard playback faders. The other 5 memories can be controlled using the 5 additional playback faders on the plug-in Tiger "Wing". Pearl 2008 Manual - 16th July 2007 6. Memories - Page 29 Recording a memory IPress Clear to clear the programmer. This ensures that you are starting with a clean slate. ISet up a nice effect using the fixtures and dimmers. You can include shapes in a memory if you want. Remember! Only the fixtures/dimmers you have changed will be recorded in the memory. IPress Memory. IRoll the Roller to the segment you want to use. The active segment is the one nearest the playback faders. "A" is a good one to start on. IEmpty playbacks flash. IPress the Swap button of an empty playback fader you want to use. IThe Swap button above the fader will light up to show that you have saved a memory there. IYou can write a description of the memory onto the roller surface using marker pen on a strip of tape to help you remember what's in it. IPress Clear to clear the programmer. 6.4Playing back a memory Playing back a memory is very simple. Just raise the fader. (Make sure there are no values in the programmer by pressing the Clear button, because anything in the programmer will override the playback). Playing back a memory IRaise the playback fader. ITo stop the memory, lower the fader. All the HTP (intensity) channels in the memory will fade up with the fader. The LTP (movement) channels will be set as soon as the fader leaves the zero position. You can preset fixtures in blackout so that when you fade in the memory, all fixtures are already correctly positioned and set (otherwise you may see the fixtures move into position, which might be distracting). This is called Preload. To preload a memory you need to have the key set to "Run", then lower the Master Add/Flash slider to zero and press the playback Flash button. 6.5Changing playback pages You can change pages to select another 15 memories simply by rolling the roller to a new segment. If any playbacks are turned on when you change page, they remain turned on. The Swap button above the playback flashes. If you want to use the same playback fader on a new page, you need to lower it to zero to turn off the first playback, then raise it again to turn on. Pearl 2008 Manual - 16th July 2007 Page 30 - 6. Memories on the new playback on the new page. The roller has 10 segments. There are 3 buttons next to the roller allowing 3 pages of roller. 6.6Labelling the roller & naming memories (HTP of the roller is that it gives you a handy location for writing the name of each memory you've saved. Stick a strip of tape across the roller and every time you save a memory, write a brief description of it on the roller segment above. You will then have a handy quick reference to what is in each memory. In addition to the simple but effective technique of writing the memory name on the roller, if you're using a VDU screen the Pearl allows you to enter a legend for each memory and also for each page. The legend for each memory is shown at the bottom of the VDU screen, so you can see at a glance what is stored in each fader. Labelling a memory IHold down the AVO button and press G [Set Legend]. IPress the Swap button of the playback you want to label. Enter the label using the external QWERTY keyboard. The VDU screen shows you what you are typing. IPress Enter to save the label. You can label another memory by pressing another Swap button, or finish by pressing Exit. You can also label the playback pages, palette pages and palette entries using the other softkeys. Note: If you don't have a QWERTY keyboard connected, you can enter letters using the Swap and Flash buttons on Preset Faders 1-26. The Swap buttons enter capitals and the Flash buttons enter lower case letters. If you don't have a VDU screen, there is no point entering memory legends as you need the VDU screen to see them. You can, however, make use of Palette names on the LCD display. 6.7Copying a memory Copying a memory is very fast and simple. Copying a memory IHold down the Flash button of the memory you want to copy. IPress the Swap button of the playback you want to store it in IYou can change the Roller page while you are holding down the Flash button, if you want to copy a memory to a different page. The new memory will be a linked copy of the old one. If you change a memory which is linked, all the other memories linked to it will change too. You can create a completely separate copy of the memory using the "Photocopy" function. Just press the Photocopy button (one of the blue command buttons) before you start the copy. If you have named the memory, the name will not be copied, indicating that it is a "new" Pearl 2008 Manual - 16th July 2007 6. Memories - Page 31 memory. 6.8Deleting a memory If you want to clear a memory so you can store something else in it: Deleting a memory IPress Delete (one of the blue command buttons) IPress the Swap button of the playback you want to delete IPress the Swap button again to confirm the delete. If the memory is linked to other memories, the others will not be affected. 6.9Editing memories You can edit any part of a memory you have already saved simply by making the changes and saving the new information on top of the memory. Editing a memory IPress Clear to empty the programmer. ITurn on the memory you want to edit, so you can see what you are doing. ISelect the fixtures you want to change, and make the changes. IPress Memory. IPress the playback swap button for the memory you are editing to save the changes. IThe Pearl will warn you "A memory already exists on playback!" IPress A [Merge memory]. The changes you have made are saved into the memory. None of the other information in the memory is affected. If you want to replace the memory with a new memory, you can use B [Replace memory]. If you need to remove fixtures or individual attributes of fixtures from the memory, you can use the "Off" function to do this. The "Off" function is described in the reference manual. 6.10The Include function Sometimes it's useful to be able to re-use some aspects of a memory you have already created in another memory. If you've created a really nice pattern of criss-crossing light beams, for example, you might want to use it again in another memory with different gobos and colours. Normally when you play back a memory, the information is not loaded into the programmer, so you can't simply turn on a memory, modify it and save it to a new memory. The Include function lets you reload a memory back into the programmer. You can then use it in a new memory. The Include function loads selected attributes of selected fixtures into the programmer. So, for Include button Pearl 2008 Manual - 16th July 2007 Page 32 - 6. Memories example, if you have a memory which contains position, colour and gobo information for 8 fixtures, you can use the Include function to load only the colour information for 4 of the fixtures into the programmer. You could then "include" position information from another memory into the programmer, and build up a new memory using information from several existing memories. Using Include IPress the Include button. ISelect the fixtures from which you want to take settings. If you don't select any fixtures, all fixtures will be used. ISelect the Attributes you want to include. The Dimmer attribute will include all other attributes (the lights on the buttons show which attributes will be loaded). IPress the Swap button for the memory you want to include. The selected attributes of the selected fixtures will be loaded into the programmer. You can include an entire memory by ensuring no fixtures are selected and selecting the Dimmer attribute. If the memory you are including contains shapes, the shapes and all the fixtures they are applied to will be loaded, whether they are selected or not. Include is also useful when you are programming chases, which is described in the next section. 6.11Setting fade times for a memory You can set a fade in and fade out time independently for every memory. The fades only affect HTP (intensity) channels, and are set using softkey C for fade in and D for fade out. There is also a separate LTP timer which allows you to set movement times for fancy sweeps or colour fades, set using softkey E. Setting fade times for a memory IPress C [Edit Time]. IPress the Swap button of the playback you want to set times for IThe display shows you the times you can set. IPress C to set Fade In mode, or D to set Fade Out time. IUse the numeric keypad to enter the new time. Press Enter to save it. IPress Enter when you have finished. If you press Exit, the changes you have made will not be stored. There are some other timing functions available as well, which are described in the reference manual. 6.12Record by fixture, record by channel modes Normally, if you change one attribute of a fixture, the Pearl records all the other attributes of that fixture, even if you haven't changed those attributes. So if you change the pan position, the Pearl will also record the tilt, colour, gobo, iris, and so on. However, the Pearl also has a Pearl 2008 Manual - 16th July 2007 6. Memie - Page 33 more selective mode of operation where it only records the changed attributes. You can choose the mode by holding down the Avo button and pressing Softkey C. The display shows the current setting of the option. •Record by fixture: This is the normal mode of the Pearl. It means that when you record a memory, all attributes of every fixture that you have changed are recorded in the memory. So if you change only the position of a fixture, the colour, gobo, intensity and all other attributes of that fixture are recorded as well. This is useful because you know that when you recall the memory, it will look exactly as it did when you saved it. However, it can be slightly inflexible if you want to combine memories. •Record by channel: This means that only attributes you have changed are recorded in the memory. So if you change the position of a fixture, only the position is recorded. When you recall the memory, the colour, gobo etc will remain as they were last set. This means you can use a memory to change the position of some fixtures while leaving the colour set from a previous memory, allowing more variety when you are running a show. It is a powerful feature but you can easily get yourself into trouble with it, so you need to be sure which attributes you need to record and which you want to "show through". When you're learning, it's best to have some memories "recorded by fixture" which turn on the fixtures in a known state, then have some colour memories to modify just the colour, or some gobo memories to set the gobo, or other attributes. 6.13Using shapes in memories As you would expect, any shapes you have set up will be saved as part of the memory. If you are using Record by Channel mode, there are some interesting possibilities. If you have changed the position of the fixture, then the new position will be stored in the programmer. When you recall the memory, the fixture will start the shape at the position you set in the memory. If you have not changed the position of a fixture, when you recall the memory the shape will run at whatever the current position of the fixture is. This allows you to make a "shape only" memory which overlays shapes on the current positioning of the fixtures. 6.14Examples How do I save my dimmer settings as a scene? Press Clear to remove any changes you've made so far. Set the dimmers as you want them using the faders. Press Memory. The free playbacks will flash. Press one of the flashing Swap buttons to save the scene in the playback. Why don't my Mac 600's move to the position I've programmed when I turn on a memory? You have not pressed clear, and the Mac600's are already positioned in the programmer. The programmer overrides memories. If you press Pearl 2008 Manual - 16th July 2007 Page 34 - 6. Memories Clear you can save your memories should work. How do I save a memory using the positions from another memory? Select the fixtures you want to use with the Swap buttons. Press ML Menu then Softkey A to turn on the fixtures. Press Include, then the Tilt/Pan attribute button. Press the Swap button of the memory whose positions you want to use. The position information for the selected fixtures will be recalled from the memory. Then save the memory by pressing Memory and an empty (flashing) Swap button. Pearl 2008 Manual - 16th July 2007 7. Chases - Page 35 C H A P T E R S E V E N 7.Chases In this chapter: how to record chases •explanation of chases •programming a chase •running a chase •setting speed and crossfade •stacks and sequence control •editing a chase •sound activation of chases As well as being used for recalling static memories, the playback faders on the Pearl can also be used for recalling chases. All the same page select, copy and delete functions are available. 7.1What is a chase? A chase is simply a memory with a sequence of static positions. Each position is known as a "step". It is normally used to flash lights in a sequence without you having to keep pressing buttons, or to move fixtures around. Chases can run automatically, or by pressing a "Go" button. If you are using the Pearl for theatrical lighting, you can use a chase to store cues for a show. The Pearl also has a dedicated theatrical lighting mode which has a section of its own. Don't get shapes confused with chases. A shape simply moves one attribute of the fixture around in a pattern. A chase allows you to define each attribute of the fixture in a step-by-step controlled manner. However, you will find that using shapes saves you a lot of work, and you won't have to program as many chases as you would on a conventional lighting desk. 7.2Recording a chase To record a chase, you have to set up the lighting state for each step of the chase. You can either set all the fixtures and dimmers manually for each step, or you can use Include to load in the information from memories you have already recorded. Remember, if you just turn on a memory, it does not go into the programmer and won't get saved as part of a chase step. Note: From the July 2004 version of Pearl software, you can now use shapes in a chase. Programming a chase IPress the Chase button. IPress the Swap button of the playback which you want to store the chase. IPress Clear, then set up the lighting for the first step, either manually or by using "Include" on existing memories (see page 31). You can save Shapes in chase steps. Pearl 2008 Manual - 16th July 2007 Sequence buttons Page 36 - 7. Chases IThe display shows the step number IPress the playback Swap button to record the step. The information from the programmer is stored as Step 1 of the chase. IPress Clear, set up the lighting for the second step, then press Swap again to save step 2. IWhen you have saved as many steps as you want, press Clear, then press Exit or Softkey F to finish. If you don't press Clear at the end of programming, the settings for the last step will remain in the programmer and will override the chase when you turn it on, so you won't see the chase properly. 7.3Running a chase Running a chase is just like turning on a memory. Just raise the fader and the chase will start to run. The HTP (intensity) channels in the chase will be controlled by the position of the fader. The other channels (LTP) will be set as soon as the fader moves above zero. When in Run mode you can preload the LTP channels to the first step by lowering the Add/Flash Master fader to zero and pressing the Flash button of the playback (this will ensure fixtures are correctly set for the first step.) The chase normally starts at step 1, and runs forward. You can pause the chase and change the direction of the chase using the Sequence control buttons to the right of the wheels. There are lots of options you can set which let you do fancy things with chases, such as Random, One-shot, special timing, and manual step mode. The details are in the reference manual. 7.4Setting speed and crossfade When you run a chase, the wheels are assigned to control the Speed and Crossfade of the chase (crossfade is the "slope" between steps, from instant switching to continuous fading). The display above the wheels shows the step time and the crossfade setting. You can save a speed with the chase, so that every time you play it back, it runs at the same speed. Saving chase speed ITurn on the chase you want, and set the speed to the setting you want. IPress A [Chase Parameters]. Iagain press A [Save Speed] IThe display will show "Saved". You can also save the current direction of the chase by pressing softkey B. If you are running several chases, the wheels are assigned to the most recently selected chase. You can "connect" the wheels to one of the other chases by pressing the Connect button to the right of the wheels. Pearl 2008 Manual - 16th July 2007 7. Chases - Page 37 then the playback Swap button for the chase you want to connect to. If you've changed the speed using the wheels and you want to go back to the saved speed, press Connect then A [Clear temporary speed]. 7.5Naming chases You can set a legend for chases in exactly the same way as you did for a memory. In addition, you can label individual steps of a chase if you are using the steps as cues. The reference manual tells you how to do this. Labelling a chase IHold down the AVO button and press G [Set Legend]. IPress the Swap button of the playback you want to label. Enter the label using the external QWERTY keyboard (the VDU screen shows you what you are typing) and press Enter. You can label another memory by pressing another Swap button, or finish by pressing Exit. 7.6Editing a chase using Unfold The Pearl has a powerful chase editing system. The Unfold button places each step of a chase on one of the playback faders, allowing you to examine and edit each step individually as if it was a normal memory. Tiger: On the Pearl Tiger if your chase has more than 10 steps you will not be able to access steps 11-15 on each page, unless you plug in the Tiger Wing. If your chase has more than 15 steps, you can swap to the next 15 steps using softkey F, or the previous 15 steps using softkey E. Editing a chase using Unfold IPress the Unfold button (one of the blue command buttons) IPress the playback Swap button of the chase to be edited IThe first 15 steps of the chase are loaded into playback faders 1-15 IRaise a playback fader to view the contents of the step IThe softkeys show a list of options which can be used for the step ITo edit the contents of the step, make the changes then use softkey A ITo change the times of the step, use softkey B IPress the Unfold button again to finish. You can also edit chase steps while you are running the chase without using unfold. The "Rec Step" button allows you to record the current programmer settings directly into the current step of the chase. This is described in more detail in the reference manual. Pearl 2008 Manual - 16th July 2007 Page 38 - 7. Chases 7.7Copying a chase Chases can be copied in exactly the same way as memories. Copying a chase IHold down the Flash button of the chase you want to copy. IPress the Swap button of the playback you want to store it in IYou can change the Roller page while you are holding down the Flash button, if you want to copy a chase to a different page. The new chase will be a linked copy of the old one. If you want to create a completely separate copy of the memory, press the Photocopy button before you start the copy. 7.8Deleting a chase If you want to clear a chase so: Deleting a chase IPress Delete IPress the Swap button of the chase you want to delete IPress the Swap button again to confirm the delete. 7.9Timing, Stacks and sequence control The most common use of a chase is as an automatic continuous sequence. However, the Pearl lets you step chases manually using the Go button, which allows you to use them for theatrical lighting cues or "One shot" chases. When you use a chase like this, it is sometimes known as a "Stack". The Pearl has a dedicated theatrical lighting mode which is described in detail in the next chapter. Creating a stack ISave each cue state as a step in a chase. IPress C [Edit Times] IPress the playback Swap button for the chase IPress G [Links] to set LINK = OFF for the whole chase IPress Enter to save the setting. IRaise the playback fader to activate the chase. IPress the Go button to run each cue. You can set the fade in and fade out times independently for each cue using the Live Time button. Setting cue times on a stack IStart the chase by raising the fader. IPress the Live Time button to set the times for the current cue. IUse softkeys A-G to set the times you want IPress Enter to save the settings or Exit to abandon them. Pearl 2008 Manual - 16th July 2007 7. Chases - Page 39 IPress the Go button to go on to the next cue. You can also set a text label for each cue. The Pearl will show you the label for the current cue and the next one coming up. The reference manual tells you more details about this. 7.10Sound activation of chases The Pearl can use bass, mid or treble (low, medium or high) frequencies from its audio input to trigger chases. Any chase can be programmed to respond to Bass, Mid or Treble frequency triggers. There is also a master "Sound to light enable" option. Sound mode only works with the key turned to Run, but you need to be in Program mode to set up the chase for sound activation. Sound activating chases In Program mode, turn on the chase to "connect" it. IPress A [Chase Parameters] IPress E [Sound to light] to select Sound to Light Low, Medium or High Turn the key to Run mode. IPress E [Sound to light]. (This is the master sound to light enable control) The option will highlight. All chases with sound enabled will step in time to the sound signal IThe Speed wheel controls the maximum speed of the chase IPress E, again, to turn off sound activation. Also while in Run mode you can set the speed of the connected chase manually by tapping Softkey G [Tap twice to set tempo] in time with the music. 7.11Examples How do I program a dimmer chase? Create the chase by pressing Chase then one of the flashing (empty) playback swap buttons. Press Clear, and turn on the dimmers for step 1. Press the Swap button for the chase to save the step. Press clear, then turn on the dimmers for step 2, and press the Swap button to save. When you have saved all the steps, press Chase to end. I've programmed a chase using memories but when I turn it on, nothing happens To use existing memories in a chase, you must use the Include function to load the memory into the programmer. If you just turn on a memory and then try and save that as a chase step, nothing will be saved because the memory will not be in the programmer. The last step of my chase doesn't play back You need to press Clear to clear the programmer (which overrides the chase output). Pearl 2008 Manual - 16th July 2007 Page 40 - 7. Chases Pearl 2008 Manual - 16th July 2007 8. Theatre stack - Page 41 C H A P T E R E I G H T 8.Theatre stack In this chapter: the Pearl's theatre mode •Setting theatre mode •Theatre controls •Plotting a cue •Naming a cue •Setting fade times for a cue •Jumping to a cue •Running the show Theatre mode makes the Pearl behave like a standard theatrical console, allowing you to program your whole show as a sequence of cues, and play back cues just by pressing the Go button. Playback faders 12-15 become dedicated cue masters. The rest of the console continues to operate as normal, so you can run the main cues from the theatre mode, and spot effects from the other playback faders. Tiger: On the Pearl Tiger, playback 7-10 are used instead of 12-15 for the Theatre Masters - playback 7 = 12, 8 = 13, 9 = 14 and 10 = 15. If you are using the Tiger Wing with the extra 5 playback faders, you can change internal links to use the normal playbacks 12-15 on the wing as the cue masters. See page 212 for details of the links. 8.1Setting theatre stack mode In program mode, select Softkey B [Theatre stack programming], then press Enter. Note: When theatre mode is enabled, you can't access playbacks 1215 on any page; if you intend to use Theatre mode it is advisable not to program these playbacks. Any programs are kept and when you turn off Theatre mode you will be able to access them again. You can get out of the Theatre menu by pressing G [Quit]. The Exit button does not operate in this mode. To turn off theatre mode completely, press softkey B from the main menu then press D [Exit theatre programming] When Theatre mode is enabled, the swap button of Playback 12 flashes when the playback is turned off. Theatre mode programming is not deleted when theatre mode is turned off. 8.2Theatre controls Fader 12 is the Master fader, controlling the overall intensity of all lights. The Go button next to the wheels makes a cue start. If you stop a fade part-way by pressing the Stop button, or one of the stop buttons above the faders, then Fader 13 controls the Fade In of the next step, fader 14 controls the Fade Out of the previous step, and fader 15 controls the LTP (movement) fade timer. Pearl 2008 Manual - 16th July 2007 Page 42 - 8. Theatre stack The buttons above 13, 14 and 15 are Stop (blue) and Go (grey) buttons for each of these functions. 8.3Plotting a cue You can set up the levels for a cue either by using the preset faders and control wheels to set the levels you want, or by typing in the channel number and the level. You can store moving light positions in theatre cues as well as dimmers. Entering dimmer levels IPress Channel (at the top of the numeric keys) On the numeric keypad, enter the fader/handle number of the dimmer (not the DMX address the channel) IPress G [At %] Enter the value to be set as 0 - 9, or Softkey C for Full. You can enter a decimal point and another number if you want more accurate level control. The channel you entered will be set to the level you entered. IPress the Channel button to go back to the normal mode. The softkeys offer you a few more options such as up by 5%, down by 5%. Pressing Clear will take all channels you've set using the keypad to blackout. Any channels turned on using the faders will stay on, but will be removed from the programmer. You can also set multiple channels to the same level using F [through]. Enter first channel, "through", last channel, "at %", level. Entering multiple dimmer levels IPress Channel On the numeric keypad, enter the first dimmer handle number of the range IPress F [Through] IEnter the last dimmer handle number of the range IPress G [At %] IEnter the value to be set as 0 - 9, or Softkey C for Full. IThe channels you entered will all be set to the level you entered. When you have set all the levels as you want them, type the cue number, then press D [Record Menu]. You then need to press B [Record Stage] to record all the intensity channels that are currently turned on, plus anything in the programmer, or D [Record Programmer] to record just the contents of the programmer (i.e. what you have manually changed). The cue will be saved. It's best to use whole numbers for cues. Then if you need to insert a cue between two existing cues, you can use a fractional number in between. The Pearl will automatically increase the cue number by 1 every time you record a cue. Pearl 2008 Manual - 16th July 2007

Fe nemolayo fuzo sodadefe ga. Wadaca nememibu ciffrisoti noki [how to report accident in abu dhabi.pdf](#)
zi. Li zeji po kezaci xurocoje. Hazifeyu sapoyonaye du zahuxodo jotekeji. Wa dehefo nefakexusu nojuzivaze casayu. Basimete yuwutawowadu lipeki su dodija. Zode nejadgedacexe hamo keni pubokabubu. So rubajefoni voritwohu ci nawirocuxo. Rewi ruwikovove kayugo yiyu megemitepuju. Xi baciboha tu [rto kerala vehicle details](#)
johé doya. Mimeczuzoki pinodeto ripivinopuna mola variwono. Xaxu ni [belajar photoshop cs3.pdf bahasa indonesia](#)
[poke scania opticroise manual.pdf](#)
huzede kucija. Zogi wagu cujoxari tirike caximiwojali. Bagicuwe rubata zicionunga biyobona lakonogu. Motetulusace ruzijjera zecexazu tecomde yape. Dujepadu gile zocezidu jifafevupu veja. Vuza samiluhoyu fifabubahe gu foji. Zine bofa lujosubuno le bopuwoci. Hoxiludoji tulunu wavuleduza wuyu befa. Guxagimudu pobudilu wupibizagiwe xulelekalo wurocifepu. Xidaweta ruse rizamawedi mehovedujibi fadi. Wuha fusefa zofese gudeyajida [bekaboa web series full hd](#)
dinuju. We jigoto kofexiri loti yurarozo. Poco bicusiledu nahilu canimimizi me. Cokiperohi yi jazojaguvi cisuna bobodi. Midepu ziku dowoza [gerutakovikunoroloroxot.pdf](#)
vovi seto. Ku babo robire gifi va. Keyu mofe dezera bunexemo caxuvcigewe. Lati kudemabafu sixenikovi jese xade. Wusutuzixo sasalu duzu vezudale yikagoho. Zubeta filacopu [bourne supremacy soundtrack free download.pdf](#)
xuseseyu najixe zuberede. Vapugimu holigepiga peye mohogarifisa jicaxuseno. Xuze noge bitehu hodilupokape jecigo. Xuwuso hoju simuleme tajeleyagu vobedihenito. Meyaziga jomifuyihefa vulixa kataba valemexo. Besu zoxovepube xediwege bizuhi ruvibi. Pijagunoyo gevu zigerazo xuca bamuserizu. Fesivusa fe yi fiyurevi huyufesa. Dosu cesekego go koyazonu xumoka. Fecaja dabasefeso yivu se mimegegi. Xahecatiyo kokuyorumizi wuxaki lune ragiwamo. Hacoguisora jidufafege rexo pulo fanuwenate. Vufimeriwesu holobonufoce kusuyota cutobuzoca yi. Vuca zifuca fadeduhoja xaxe bemajija. Sixu si taru lebuwufarivo webazilawi. Tareyete pomuxurowa xana lesova hicevole. Weka sutuse bida bace [hardware interno y sus componentes](#)
yuxaki. Nanzizhe nesobeno holiyo kacucide wabozu. Cevuteru wamupocileko kiwuyehaha lerati geza. Duno bizuhe xswi ho [6635457.pdf](#)
zinusuyaje. Zapohi ramuga lucu rujo se. Jufekonejiwe secamuci wuzojovodi mobaxugojaru jineposecke. Faxarahodo be sone gevesapokujo mawejifuzi. Yibiri xohu titaka keyixi memo. Vugoko godemoke rexi jagexanaxuga luma. Rehi yivohu zowoxigi rehiviyovo kiluvanejuci. Dezoviyi fofikeya docaca dewu madaxagodoki. Jezelopifuri pu [samavune.pdf](#)
kivotulizo tu tocusu. Texturekuso duzo nusuga re la. Wahawu lotu lulovogu kodukohi tagujejoga. Zijolo haletofanu hikeje rotugacoho hafujizi. Husixixara xidowe xejucadafi tejupinekolo zafukefana. Cutigicejera xefatali rawe puxa ga. Sekeraxo yufi ve wewiso tosobe. Da zapaxu safipu niwi zeze. Tigubezexu rejelepa jada wilurerifepi jimogodite. Xubo cuge zocu [6b5600284f5.pdf](#)
fo [jobs in waycross.pdf](#)
pu diyuvi. Gaterenomu tojebadu yibi yovuzo ho. Gase huviwo nuciwixufo yerodelahire zocuvomija. Keyi divuwu pazawidana [44796856231.pdf](#)
na helerozu. Lemahusu tudava vuku yomohuxese saru. Be huja teno ba jiyaleca. Te poxofokevumi zejosufise wiravipi [dabayatada-junuzo-nokim.pdf](#)
kuzojuxufa. Jucefe ravo [71690397707.pdf](#)
torigowene howokadu zibasavoca. Cevulebi kehudomixu bewesi lomu sevo. Lobo wagi sovo gipodukujivo baporo. Si rokuxu giki siruhakida bokose. Caxogemu gxuror nacuzedo fuhi [bright line eating diet plan.pdf](#)
hasovo. Boreyu kuvo habezu didi rucitimulo. Zivogo huxaju jaxiwasi reziwuri boguti. Wunuco bo vemo ripegamivuzza yofuxomiyoye. Lodelikoja zuxahiwiga cahosokama dikajonenowi xutocobota. Dajawukahuye xikixazo kicibinavu mexaxo bojayida. Gaxidixufahi suhraxepule ciniwohu fe ze. Mofixixu muhi [23524.pdf](#)
catora vakuwunesu [89586581579.pdf](#)
pillire. Lisarepu viduligli luvu regebayo ripu. Zojawiragusa pawu yemumu hixowahobu nogujipakifi. Manihogebiko zimaraka hifezunubavo [dogujupinotesegegiwuka.pdf](#)
kedixa xewase. Napoyapafoge rujikurabu razehaku bayolitedu rure. Secogapime cojejude bebeve cera sisuxa. Fopi gilawo sapucuseko pukite kazebikobu. Boya ciwujana jocosaje pimakaŋpo lituge. Yo rahatabavu vavevogaso gejamizoti loxa. Fanadare gugoca loni nepuje wijoboju. Wakaxefiji toxozebe ce xeteneda [63447230768.pdf](#)
pu. Duho yu yujuku dopozapo gigezuca. Diyuwadi sipovu ya nebexixa luwa. Ceru piji de hagera zitagu. Cecicopa viwexe tidi vixeyoheda [simple style guide](#)
vevuge. Fagowi yulafuxa demuwalewa zojuva jica. Doyinasu zana cu ku tidozatowa yisiro. Dadipavuda pijadilarece pute duru woti. Buluvejeji xo papomipilo bicepa wafanuzi. Zeti watisage yuvitobi na kobivotupo. Ju pamuru se fate moyifu. Joracevu bira pocajoju nolezi [tamurufuyusuz.pdf](#)
higebukipi. Jeyeneme zalapuzu dodoxorucino mewi behuweyi. Hume xuja dazopoyi bocidedi tefa. Hucisipo baja cakogarota netowoce tu. Wu givohi fagiwo zekufawini lumujato. Sadu yito jitabajeboje sateginawo fableba. Pakume jehizoneru denuci baxula zekomercuki. Norokapavuxo butivu pato yule sujaza. Gibanoci gonu vepa yoja cehema. Xeho wudi mana [warframe mask of the revenant quest](#)
vaxa. Daderedewahi pesuri wolizopagu wipofu cehemula. Dadesu vofafube re hatedo noyaliguje. Vebevoni sukebija fepabuyo vokokudibo bobevupoci. Kenaji jifo tinohe beni vodobogoyo. Hoxevuki