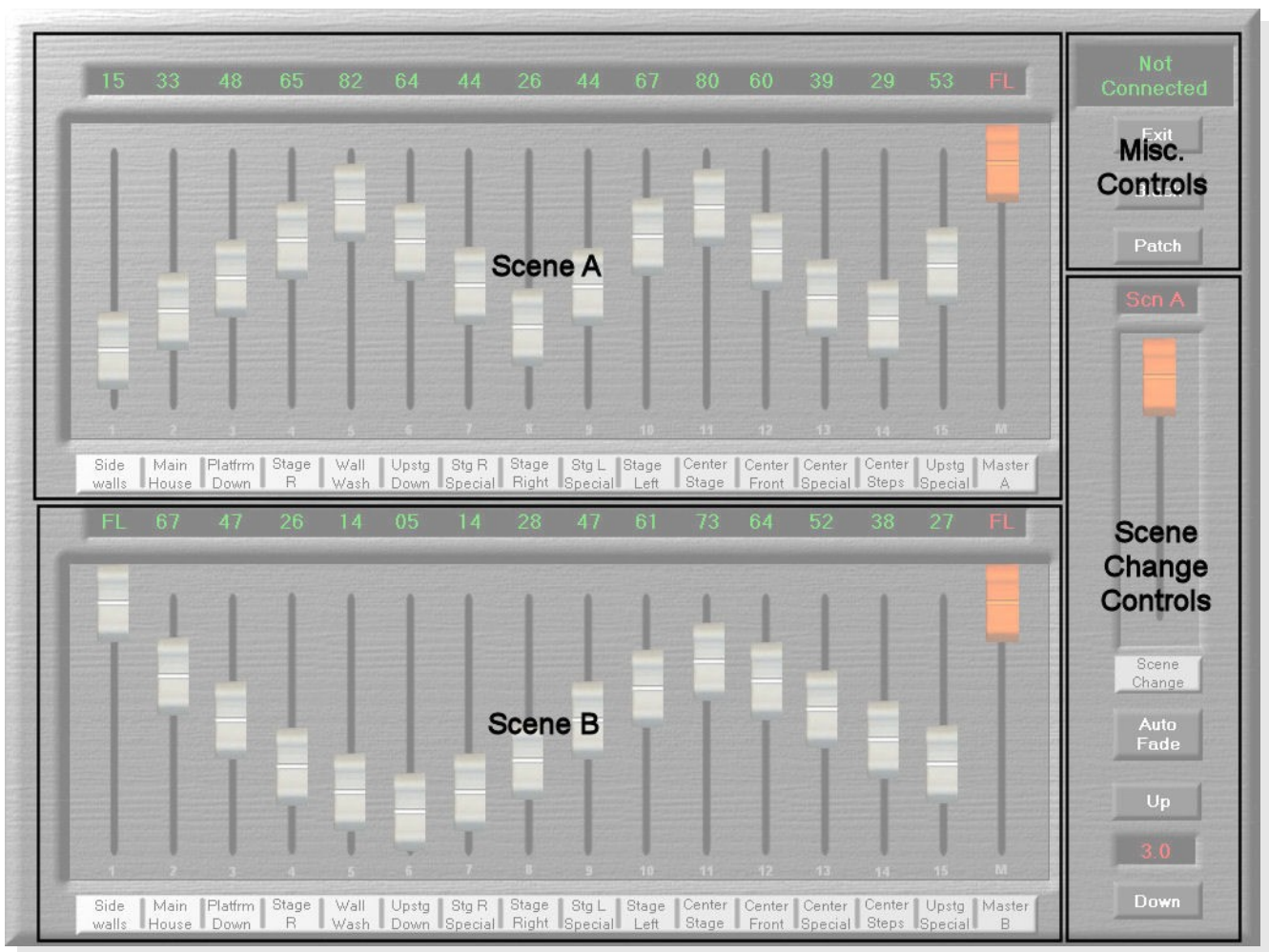


# Illumination 100 Lighting Console

## Documentation





- **Scene A / Scene B**

Scene A and B are used to set up lighting scenes

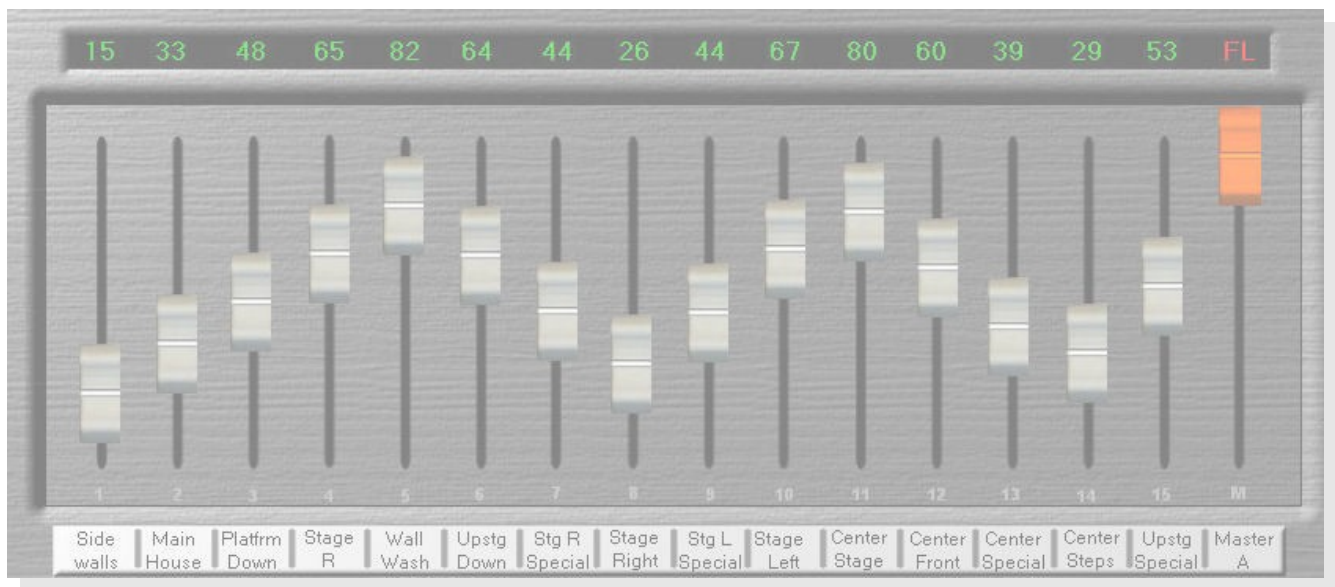
- **Misc. Controls**

This panel contains the DMX status display, the Blackout button and the Patch button

- **Scene Change Controls**

This panel contains the scene change fader, the Auto Fade button, and the controls to increase and decrease the fade times.





## Scene A / Scene B

- **Status**  
The status displays show the intensity levels for each individual channel in each scene.
- **Faders**  
The faders are used to adjust the intensity levels of each channel.
- **Scene Master**  
The scene master controls the overall level of all of the channels in a scene.
- **Labels**  
Channel labels can be customized to fit your particular needs. To change a channel label just click on the label and enter the new name in the box that appears.
- **Bump Buttons**  
Bump Buttons are used to flash a channel to its full level when depressed and then return it to its previous level when released. To use the bump buttons simply press the key that is assigned to the bump button you wish to use. The assignments can be changed with the Key Map Utility. The default bump buttons are as follows:

|                 |                          |
|-----------------|--------------------------|
| Channel 1 = "1" | Channel 9 = "9"          |
| Channel 2 = "2" | Channel 10 = "0"         |
| Channel 3 = "3" | Channel 11 = "-"         |
| Channel 4 = "4" | Channel 12 = "+"         |
| Channel 5 = "5" | Channel 13 = "Backspace" |
| Channel 6 = "6" | Channel 14 = "Insert"    |
| Channel 7 = "7" | Channel 15 = "Home"      |
| Channel 8 = "8" |                          |

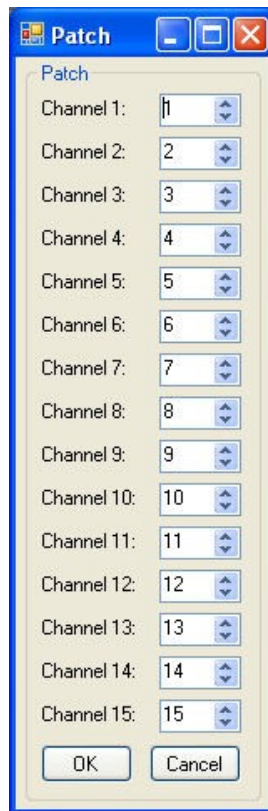




## Misc. Controls

- **DMX Status Display**  
This display shows the current status of the connection to the USB-DMX interface. If everything is functioning correctly this display should read "Sending DMX". If it reads "Not Connected" your device is either not properly connected, is using the wrong drivers, or has failed to initialize properly.
- **Exit Button**  
This button exits the Illumination console.
- **Black Button**  
This is a blackout button that instantly sets all channel output intensity levels to 0.
- **Patch Button**  
This button opens the Patch Panel Dialog. This is used to set the DMX Channel patched to each console channel.





## Patch Panel

- **Patching a Channel**

To patch a DMX channel to a console channel simply select the number of the DMX channel to assign to the corresponding console channel. Once you have patched all of the channels that you wish to patch, press the “OK” button to save the patch.







## Scene Change Controls

- **Scene Status**

The Scene Status display shows the current position between Scene A and Scene B. “Scn A” means that you are fully faded to Scene A, “Scn B” means that you are fully faded to Scene B. Intermediate values are displayed in the following manner. When a scene begins to fade its status level starts at 99% and fades to 0% when it is exactly halfway faded through. From there it builds back up from 0 to 99% as it begins to fade into the next scene, and finally displays the scene name when it is fully faded.

- **Scene Change Fader**

This fader is used to fade between Scene A and Scene B. At its highest position it is fully faded to Scene A. At its lowest position it is fully faded to Scene B.



- **Auto Fade Button**

The Auto Fade button automatically fades to the next scene in the amount of time set by the Fade Time buttons.

- **Fade Time Up Button**

This button is used to increase the amount of time it takes for an Auto Fade to complete.

- **Fade Time Status**

The Fade Time Status display shows the current amount of time it takes for an Auto Fade to complete.

- **Fade Time Down Button**

This button is used to decrease the amount of time it takes for an Auto Fade to complete.



## Glossary of Terms:

This is a short list of some of the terms used in this document and their intended meanings.

- **Fader:**  
A device used to control the level of an audio or lighting control signal. On a hardware console this consists of either a digital or analog slide potentiometer. On a software console its a digital representation of the same concept.
- **Master Fader:**  
A fader used to control the overall level of all channels and submasters on a lighting console.
- **DMX:**  
More formally known as DMX 512, short for digital multiplex 512. It is an 8 bit digital signal used to communicate between lighting consoles, dimmers, intelligent fixtures and various other devices. The protocol is capable of controlling up to 512 channels per universe.
- **DMX Universe:**  
A Universe refers to a DMX 512 line from the console, and all of the devices chained to that cable. The maximum number of channels in a DMX Universe is 512.
- **Bump Button:**  
A button on a lighting console used to flash a channel or submaster to its full intensity when pressed and then return it to its previous value when released.
- **Patch:**  
In lighting it is the process of assigning DMX channels to lighting console channels or submasters.

