Illumination 110 Lighting Console
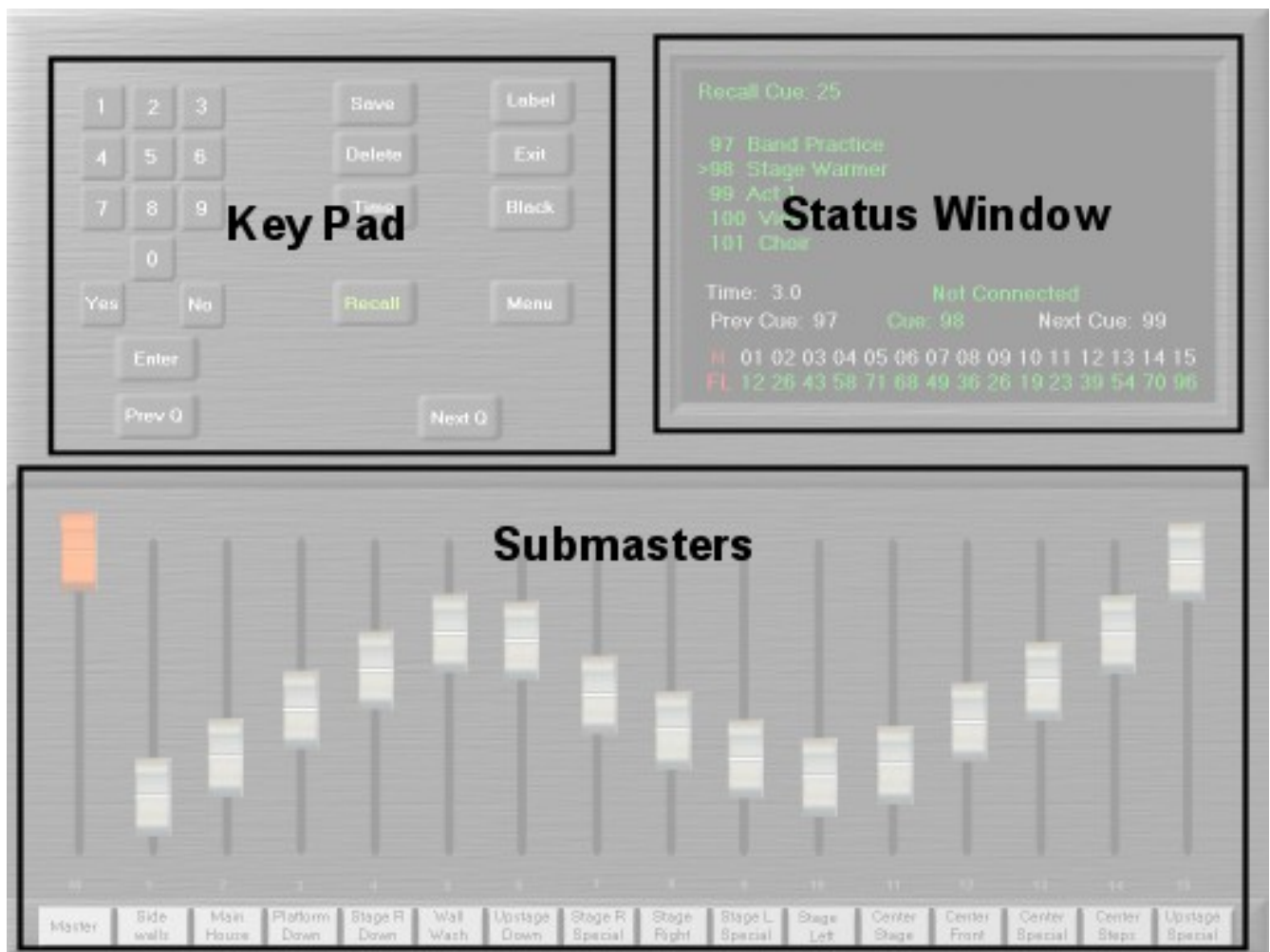
Documentation

Key Pad
This is where all of the cue input, deletion, and other cue related functions happen
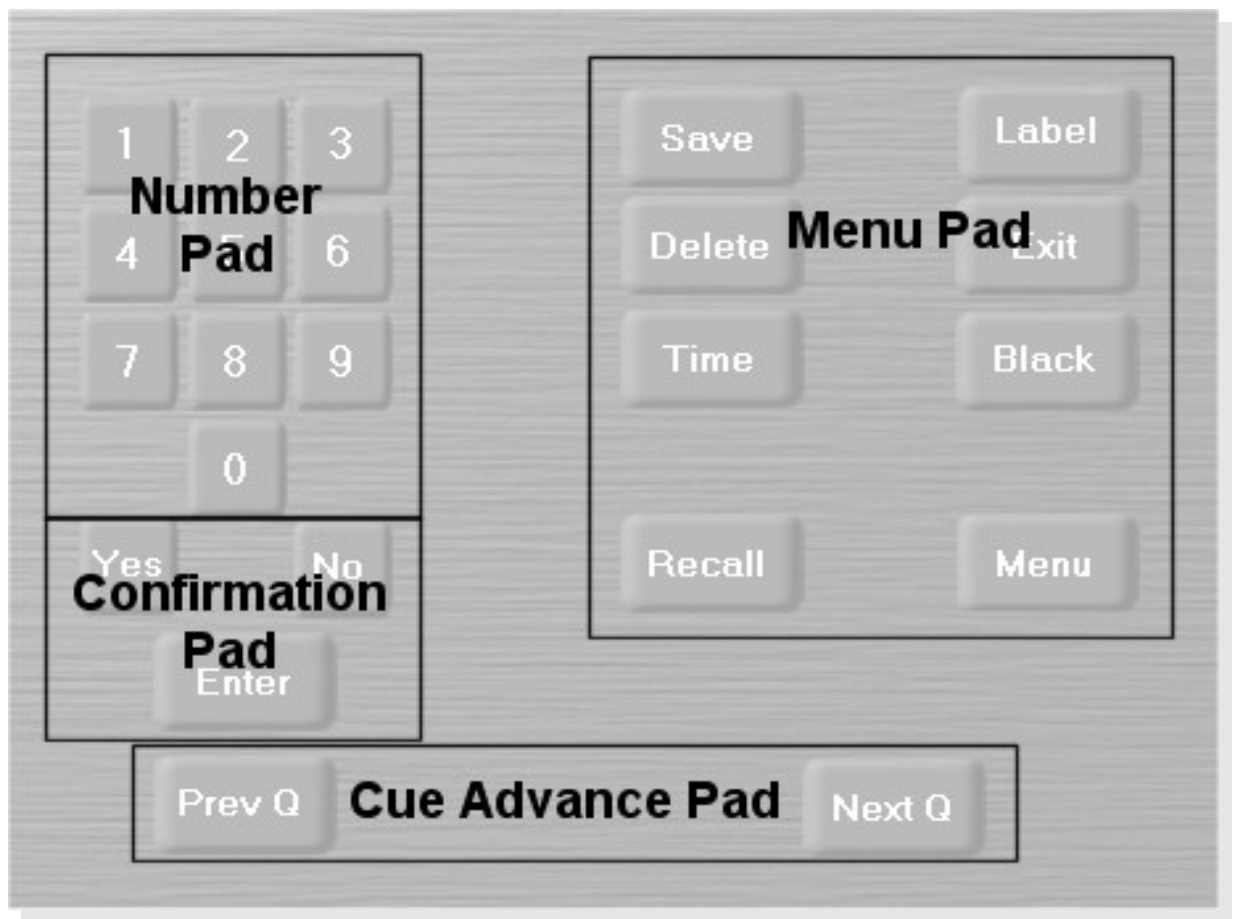
Status Window
This is the series of displays that provide information for your lighting show.

Submaster Panel
This is where all of the submaster input takes place.

Menu Pad

- **Save**

  The save button saves the current lighting scene set by the submasters to the cue list. Pressing this button will bring up a prompt on the status menu asking you to enter the number you would like to save the cue as. The cue must be between the numbers of 1 and 999. To save a lighting cue, press the save button, enter the number you wish to save it as, then press the enter button.

- **Delete**

  The delete button deletes a lighting cue from the cue list. Pressing this button will bring up a prompt to enter the cue number that you wish to delete. To delete a lighting cue, press the delete button, enter the cue number you wish to delete, and press the enter button. You will be asked to verify whether or not you wish to delete the cue.

- **Time**

  The time button allows you to set the transition time on the current cue. The time is set in 1/10ths of a second. For example: for a 3.5 second transition enter "35", for a 0.7 second fade enter "7". To set the transition time on a cue, press the time button, enter the transition time and then press the enter button. The minimum time for a transition is 0.2 seconds.

  Note: The transition time does not necessarily relate to real seconds. This varies with the speed of each individual computer.

- **Recall**

  The recall button loads a cue from the cue list. Pressing this button will prompt you to enter the number of the cue to be recalled. To recall a lighting cue, press the recall button, enter the number of the cue to be recalled, and then press the enter button.

- **Label**

  The label button sets the text label on the current cue. Pressing this button will prompt you to enter the label that you want to assign to the current cue. To assign a label to the current cue, press the label button, enter the label to be used, and then press then enter button.

- **Exit**

  The exit button exits the software. When this button is pressed you will be asked to verify whether or not you want to exit. If the "Fade to Black Prompt on Exit" setting in the control panel is on then you will also be asked to verify if you want to fade to black before exiting. To exit the software, press the exit button, press the yes button to verify that you want to exit, and then press yes or no depending on whether or not you want to fade to black.

- **Black**

  The black button causes the console to fade to black. When this button is pressed the console will immediately fade to black in the amount of time set by the "Fade to Black Time" setting in the control panel. When it's pressed again it will fade back up from Black to the previous cue.

- **Menu**

  The menu button brings up the Illumination 110 control panel. From the control panel you can rearrange lighting cues, patch channels to faders, save and load shows, change preferences and monitor DMX output.

Confirmation Pad

This pad is used to confirm and enter menu pad entries.

Cue Advance Pad

- **Next Q**

  This button advances to the next cue. In order to use this button you must first have a cue loaded.
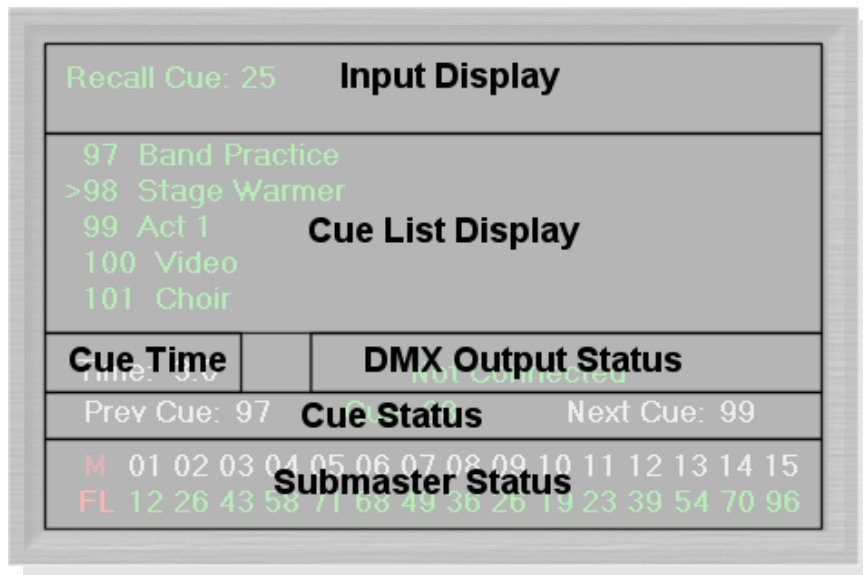
- **Prev Q**

  This button moves to the previous cue. In order to use this button you must first have a cue loaded.

- **Number Pad**

  The number pad is a basic input panel. It mirrors the number pad on most keyboards.

Status Window

- **Input Display**

  The Input Display is where all of the input prompts occur for cue recall, delete, save, time, exit and various others.

- **Cue List Display**

  When you recall a cue, the Cue List Display shows a short list of cues immediately preceding and several cues in advance of the current cue.

- **Cue Time Display**

  The Cue Time Display shows the transition time of the current cue.

- **DMX Output Status**

  The DMX Output Status Display shows the output status of the DMX interface. During normal operation this display will read "Sending DMX". If there is a problem connecting to the DMX interface it will read "Not Connected".
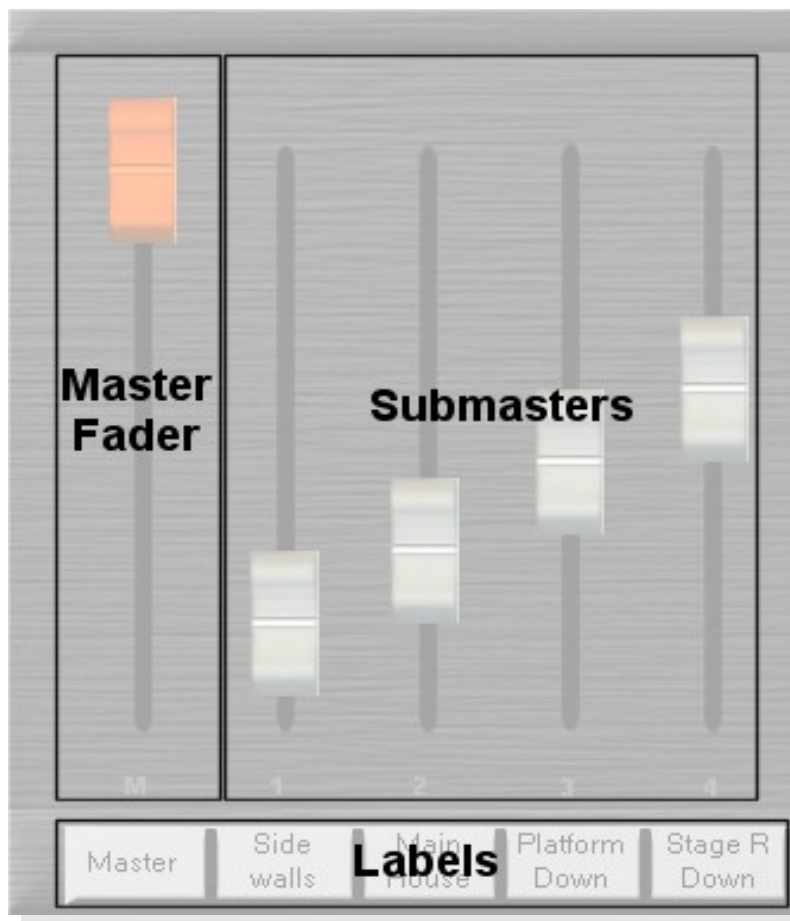
- **Cue Status**

  The Cue Status Display shows the current cue, the next cue and the previous cue.

- **Submaster Status**

  The Submaster Status Display shows overall levels for each submaster as well as the master fader.

Submaster Panel

- **Master Fader**

  The Master Fader controls the overall output level of the lighting console. For example, if you set up a lighting scene with the submasters and then adjust the Master level, all of the submaster levels will be proportionally affected.

- **Submasters**

  The submasters are the standard method of setting up a lighting scene with the Illumination Console. A submaster is a series of channels assigned to a single fader at various levels. There are currently no limits to how many channels you can add to a single submaster, however your computers speed will probably dictate this for your uses. Channels are assigned to submasters in the Patch Panel tab on the control panel.

- **Labels**

  The Master fader and each submaster have individual labels in order to make identifying submasters quickly much easier. To change a label simply click on the label to be changed. This will bring up a dialog asking you to input the new label. Once the label has been entered just press the dialogs "OK" button.

- **Bump Buttons**

  Bump buttons are used to flash all the channels assigned to a specific submaster to their full intensity at the press of a single button. The keys that these buttons are assigned to are listed in the preferences menu and can be changed to suit your particular needs.

Control Panel

The control panel is where all major settings changes take place. It is divided up into 4 sections, accessible by tab pages.

● **Cue List Editor**

From this menu you can rearrange cue lists, delete cues, rename cues and several other task.

● **Patch Panel**

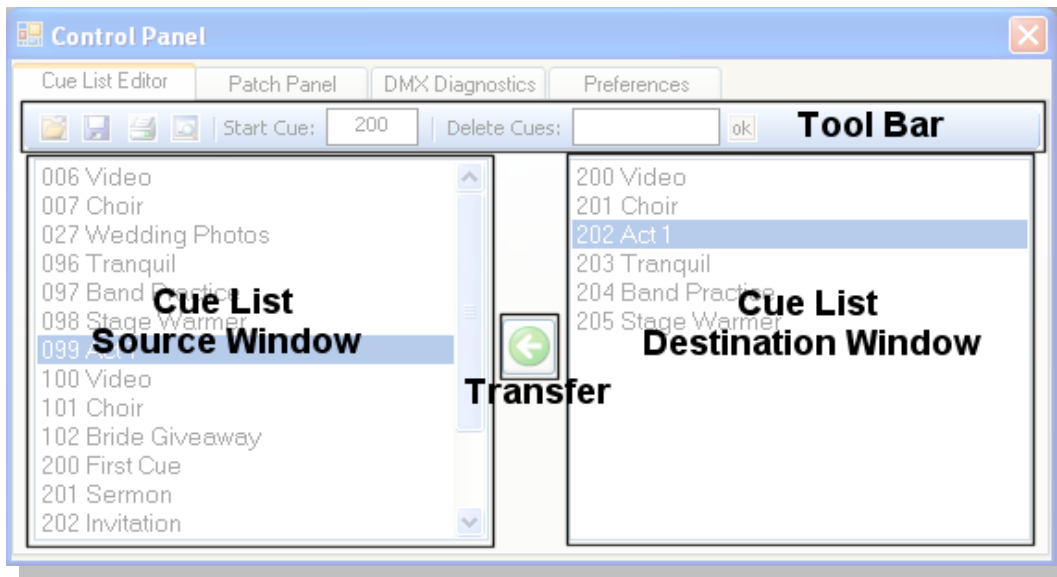From this menu you can patch and remove channels to and from submasters.

● **DMX Diagnostics**

This menu gives a digital readout of all DMX channels being used.

● **Preferences**

This menu allows you to set the various options that are used by the Illumination 110 console.

Source Window Functions

Building a Cue List

To build a new cue list from pre-saved cues, drag the cue you want to use from the The Cue List Source Window into the Cue List Destination Window. It will be automatically assigned a cue number starting with the number that is set in the "Start Cue" box on the tool bar. Cues and be dropped in the middle of the list on the destination window and will automatically be renumbered.

You can also rearrange the cues in the destination window by dragging and dropping them. Once you have finished arranging your cue list, press the "Transfer Button" to move your cue list into the cue list file and overwrite any cues that have the same numbers as the cues on your new list. Every time you save a new cue list your old cue list is copied into a backup folder in case you need it again.

Deleting Cues:

To delete a cue from the Source Window and therefore remove it permanently from your show, use the "Delete Cues" box on the tool bar. This box accepts several styles of input. You can delete a single cue, multiple separate cues, or a list of consecutive cues.

- **Delete a single cue:**

  To delete a single cue, type in the number of the cue you wish to delete and press the tool bar "OK" button.

  Example:
  12 would delete cue 12.

- **Delete multiple separate cues:**

  To delete multiple separate cues, type in the first cue you wish to delete, then separate it from the next cue to be deleted with a comma.

  Example:
  12,16,32,84 would delete cues 12 16 32 and 84.

- **Delete a list of consecutive cues:**

  To delete a list of consecutive cues, type in the starting number of the list to be deleted, then place a dash between the first number and the last number to be deleted.

  Example:
  12-84 would delete cues 12 through 84.

Destination Window Functions

- **Deleting Cues From the Destination Window**

  To delete a cue from the temporary cue list in the destination window, select the cue to be deleted, right click on the cue, and click delete on the menu that you are presented with.

  Renaming Cues in the Destination Window

  To rename a cue in the temporary cue list in the destination window, select the cue to be renamed, right click on the cue, and click rename on the menu that you are presented with. This will bring up a dialog asking yo to enter the new label for this cue. Enter the label and press the "OK" button on the dialog.

Printing a Cue List

To print a cue list, use the "Print" button on the tool bar. The "Print" button prints the cues in the cue list between the "First Cue" and "Last Cue" specified by the preferences menu. Pressing the print button will bring up a print settings dialog. Select the applicable settings and press the "Print" button.

Previewing a Cue List Before Printing

To preview your cue list before printing, use the "Print Preview" button on the tool bar. The "Print Preview" button displays a preview of the cues in the cue list between the "First Cue" and "Last Cue" specified by the preferences menu.

Saving a copy of a cue list:

To save a copy of a cue list, press the "Save Copy" button on the tool bar. This will bring up a dialog asking you to specify where you wish to save the file and under what file name.

Loading a Pre-Saved Cue List

To load a pre-saved cue list use the "Load" button in the tool bar. This button will bring up a dialog asking you to select the file that you wish to load. Select the file to be used and then press the "Open" button on the dialog

Note: When loading a cue list the software does not read it from its current location, it overwrites the main cue list file with the selected file and moves the previous main cue list file into the backup folder.

● **Changing the Cue List Start Number**

To set a new starting number for the Destination window, enter a number between 1 and 999 in the "Start Cue" box on the tool bar. Existing items in the Destination Window will automatically be updated to reflect this new number.
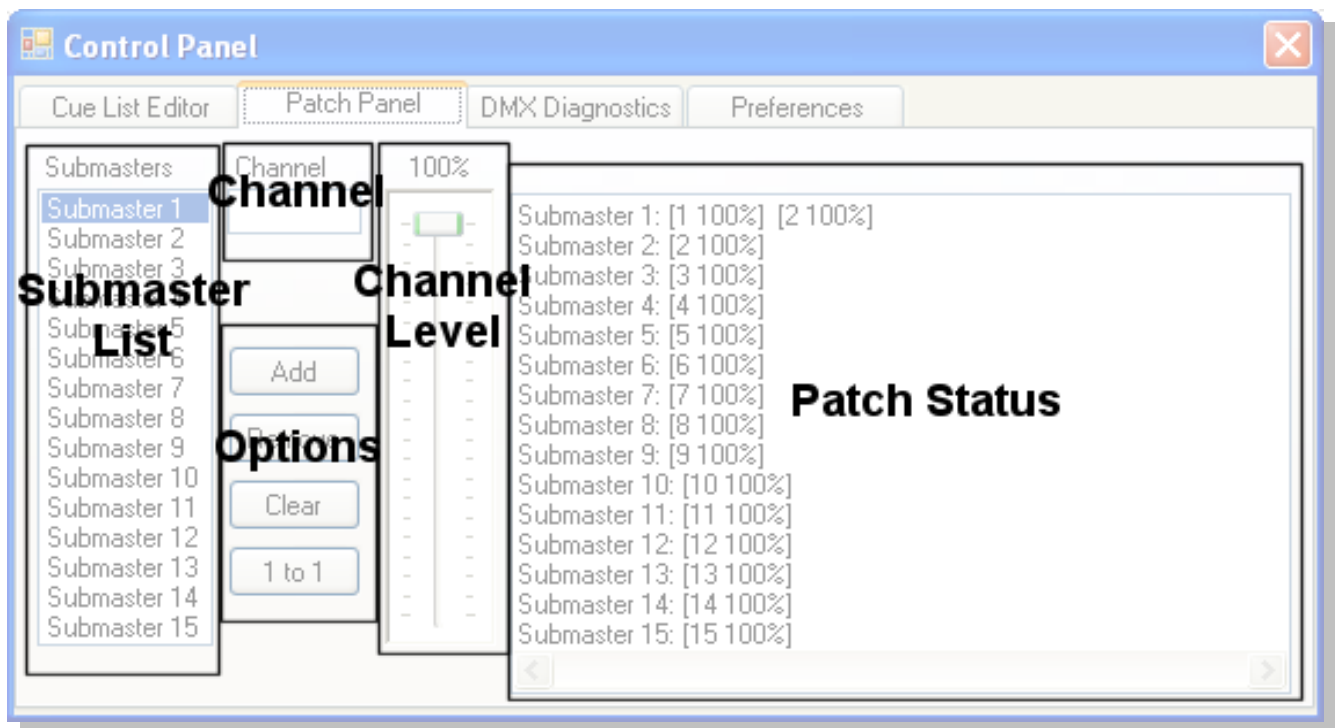
Patch Panel

- **Adding a Channel To a Submaster**

  To add a channel to a submaster, first select the submaster you wish to use from the submaster list. Next, enter the channel or channels that you wish to assign to the submaster in the channel input box. Next, set the channel level fader at the percentage that you wish the channels to be assigned at. Finally, press the "Add" button to add the channel to the submaster.

  To add multiple channels, separate the channels with a comma.

  Example: "5,9,27" would add channels 5 9 and 27 to the selected submaster.

  To add a range of channels, put a dash between the first channel to be added and the last channel.

  Example: "5-25" would add channels 5 through 25 to the selected submaster.

  Note: There is currently no limit to the amount of channels that can be added to a submaster. You can add an entire DMX universe to one submaster if you wish to do so, however performance may suffer because of this. Each additional channel added to a submaster requires additional processing power to handle.

● **Removing a Channel From a Submaster**

To remove a channel or channels from a submaster, first select the submaster you wish to use from the submaster list. Next, enter the channel or channels that you wish to remove from the submaster in the channel input box. Finally, press the "Remove" button to remove the channel from the submaster.

To remove multiple channels, separate the channels with a comma.

Example: "5,9,27" would remove channels 5 9 and 27 from the selected submaster.

To remove a range of channels, put a dash between the first channel to be removed and the last channel to be removed.

Example: "5-25" would remove channels 5 through 25 from the selected submaster.

● **Editing the Level of a Channel**

To edit the level of a channel, first select the submaster that contains the channel you wish to edit. Next enter the channel that you wish to edit in the channel input box. Now adjust the level of the fader to suit your needs, and then press the "Add" button.

● **Clearing All Patched Channels**

To clear all patched channels, press the Clear button. This will bring up a dialog asking you to confirm whether or not you wish to clear all channels from all submasters.

● **Resetting the Patch to 1 to 1**

A 1 to 1 patch is a patch where channel 1 is assigned to submaster 1, channel 2 is assigned to submaster 2, and so on and so forth. To reset the patch to a 1 to 1 patch, use the "1 to 1" button. This button will bring up a dialog asking you to confirm that you wish to reset your patch to 1 to 1.
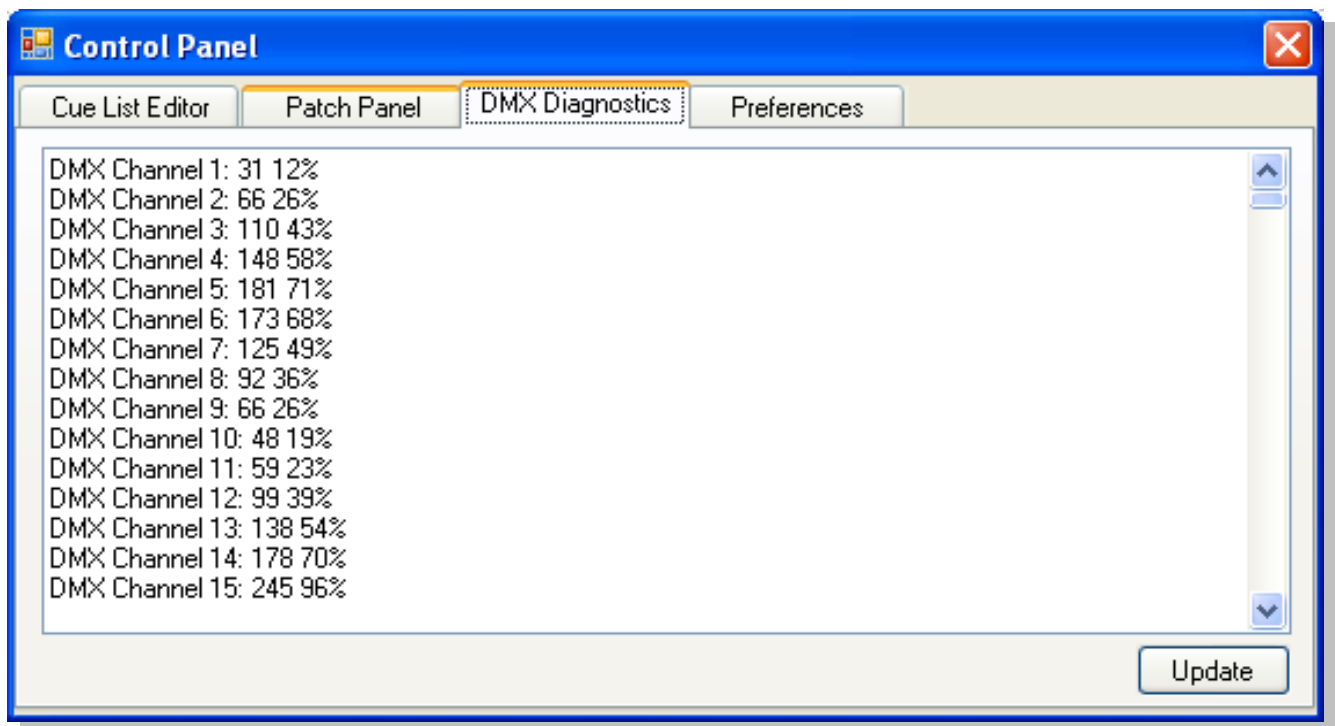
● **The Patch Status Window**

The Patch Status Window displays all of the channels assigned to each submaster, and the levels that they are assigned at.

Example:
"Submaster 8: [53 100%] [87 25%]" would mean Channel 53 is assigned to Submaster 8 at 100%, and Channel 87 is assigned to Submaster 8 at 25%

Control Panel

| Cue List Editor | Patch Panel | DMX Diagnostics | Preferences |

```
DMX Channel 1: 31 12%
DMX Channel 2: 66 26%
DMX Channel 3: 110 43%
DMX Channel 4: 148 58%
DMX Channel 5: 181 71%
DMX Channel 6: 173 68%
DMX Channel 7: 125 49%
DMX Channel 8: 92 36%
DMX Channel 9: 66 26%
DMX Channel 10: 48 19%
DMX Channel 11: 59 23%
DMX Channel 12: 99 39%
DMX Channel 13: 138 54%
DMX Channel 14: 178 70%
DMX Channel 15: 245 96%
```

Update

DMX Diagnostics

When you click on the DMX Diagnostics tab it automatically refreshes the diagnostics window for the first view. If you wish to update it again while you are viewing it, press the update button. The diagnostics window displays channel information in this format: <Channel> <DMX Intensity Value> <Intensity Percentage Value>. <Channel> is the DMX channel being monitored, <DMX Intensity Value> is the value that the console is sending out on the channel, this will be a number between 0 and 255. <Intensity Percentage Value> is a percentage value between 0 and 100% that represents the overall percentage of the channels maximum value.

Example:
"DMX Channel 35: 178 70%" would mean that DMX Channel 35 is sending an intensity value of 178 which translates to 70% of its maximum value.
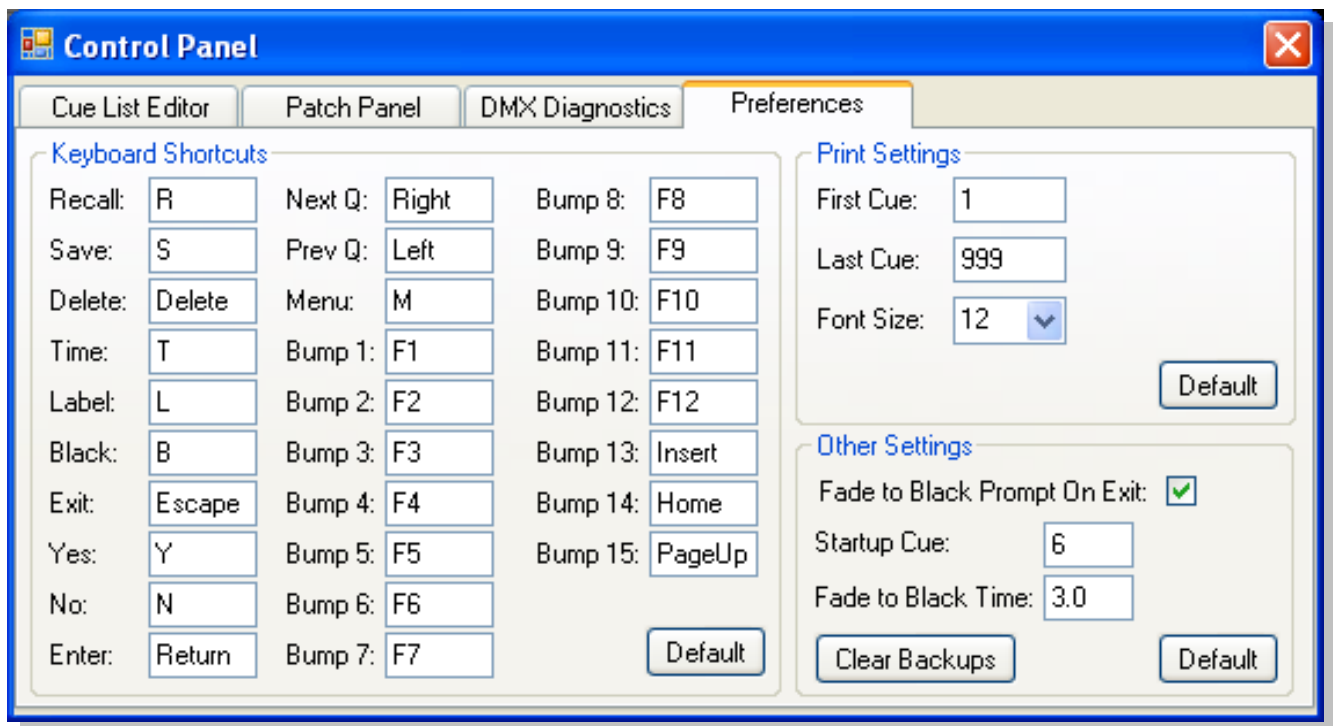
Preferences

- **Keyboard Shortcuts**

  The Keyboard Shortcuts group allows you to change keyboard shortcut assignments for the Illumination 110 Console. To assign a key to a function, click on the input box beside the function you wish to change, and then press the key you wish to assign to it. To restore default settings just press the "Default" button. You can assign almost any key to any function with a few restrictions.

  Restrictions:

  We do not at this time support multiple key combinations.

  Number keys can not be used. They have been permanently assigned to other functions.

  Print Screen can not be used. This is a hardware issue, Print Screen does not call key press events in the same way the other keys do.

  Pause/Break can be used, however its key press events are non standard. It registers a key press, but does not register that a key is held down.

Print Settings

- **First Cue:**
  This sets the first cue to appear on the printed cue list.

- **Last Cue:**
  This sets the last cue to appear on the printed cue list. All cues between the "First Cue" setting and the "Last Cue" setting will be printed.

- **Font Size:**
  This sets the size of the font on the printed cue list.

  To restore Print Settings to default, press the default button.

Other Settings

- **Fade to Black Prompt on Exit:**
  This setting changes whether or not the console prompts you about fading to black before exiting. This may be necessary with some dimmer racks since they often hold the last value that is sent to them when DMX input is terminated.

- **Startup Cue:**
  This is the cue that the lighting console will load when it first starts up. If the entry becomes invalid through deletion of the cue, this will automatically be reset to the first cue of the show.

- **Fade to Black Time:**
  This is the setting that controls the time it takes to fade to black when you press the "Black" button in the main interface. The time is in tenths of a second, therefore if the desired time is 3.5 seconds you should enter 35 as the fade time. The minimum time for a transition is 0.2 seconds.

- **Clear Backups:**
  This button clears all automatic backup files from the backup folder in the applications directory.

- To restore all settings to default, press the "Default" button.

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.

- **Submaster:**
  A fader used to control multiple DMX Channels set at different intensities

- **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.

- **Cue:**
  A recallable lighting scene.

- **Cue List:**
  A series of lighting cues.