

CUEMASTER



THEATR LIGHT NZ

CUEMASTER QUICK OPERATION

The SCENES and GRAND Masters should be UP, the Record LED ON.

TWO PRESET OPERATION

Both CHANNELS and PARK Masters should be moved up and down together. Start with both Masters DOWN:

- 1 **Preset the first Scene on the Channel faders.**
- 2 **On cue, move both Masters UP to fade to the new cue, press [PARK], then take both Masters DOWN.**

Repeat these two steps to preset and fade in the next cues.

MANUAL SCENES AND CHASES

- 1 **Set up a Scene on the Channel faders and press [RECORD]. Repeat the step to record a Chase.**
- 2 **Hold [RECORD] and press a Scenemaster Flash key to assign the recording.**
- 3 **For playback, set the Scene LEDs On, then fade the Scenemaster to Full, or press the Scenemaster Flash key.**

RECORDING FADE-SCENES AND SHOWS

- 1 **Set up a Scene, set its fade time, and press [RECORD]. Repeat this step to record a Show.**
- 2 **Hold [RECORD] and press a Scenemaster Flash key to assign the recording.**

A recording is assigned as a Scene or a Chase. For auto-timed playback, you must convert the recording:

- > **To convert a Manual to a Fade-Scene, hold [RECORD] and [MAN<<>>FADE], and press the Scenemaster Flash key.**
- > **To convert a Chase to a Show, hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster Flash key.**

FADE-SCENE AUTO-TIMED PLAYBACK

- 1 **Set SCENE FADE at Auto, then set the Scenemaster 1-24 to Full: the Scene fades up at its recorded fade time.**

SHOW CUE AUTO-TIMED PLAYBACK

- 1 **Set SCENE FADE at Auto, SPEED at Step Mode, then set the Scenemaster 1-24 to Full: Cue 1 fades up at its recorded fade time.**
 - 2 **Press [CUE GO] to cross-fade to subsequent cues at their auto fade times. To go back a cue, press [CUE BACK].**
- For further instructions refer to the Table of Contents or the Index.

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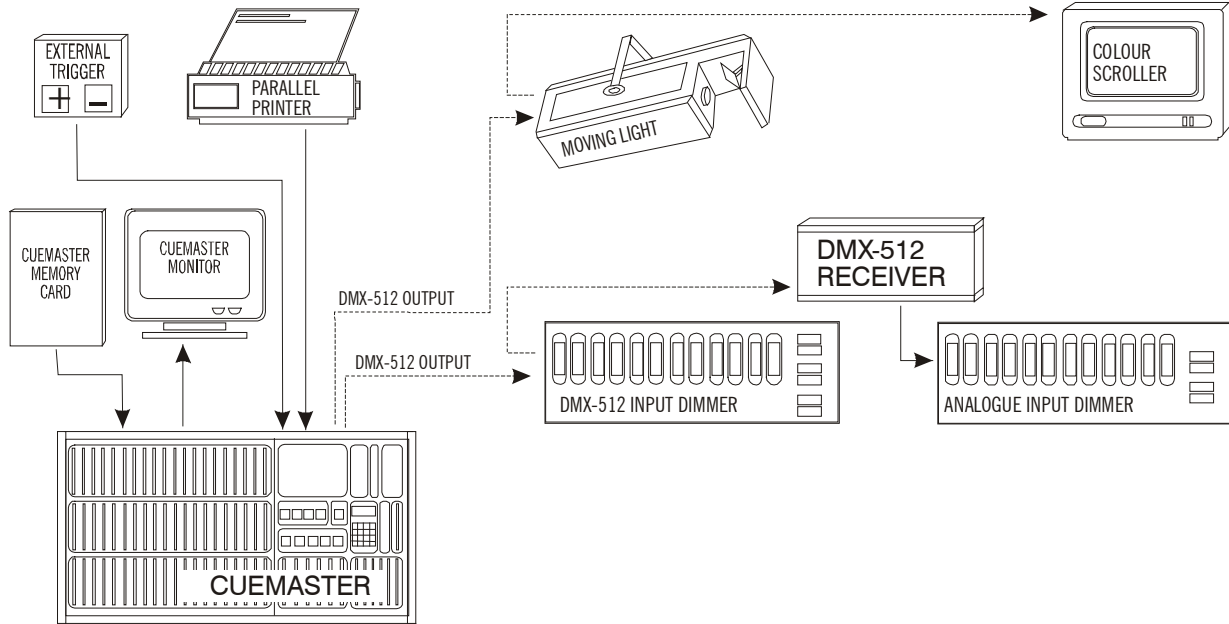
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SYSTEM SETUP



CUEMASTER INTRODUCTION

The Theatrelight Cuemaster is a general purpose lighting control desk with the best features of both manual and memory desks—a fader per channel for fast plotting, and fast parallel access to Scenes, Chases and Shows. In contrast to desks which switch fader functions from Masters to Channels ('Wide Mode'), the Cuemaster's dedicated Channel and Scenemaster faders make the desk simpler and faster to operate. The single preset of 48 or 120 Channel faders is complemented by a second preset 'Park' facility with dipless cross-fade, which allows the Cuemaster to emulate a two preset manual desk when required without the space and expense of a second set of faders.

The 24 playback Master faders are arranged in 10 pages for a total of 240 Scenemasters. Page overlay memory keeps the last page active until the master is returned to zero thus allowing access to any page without change to the current lighting state. Each of the 240 Scenemasters can be recorded as a Manual Scene for manually timed fades; as a Fade-Scene for automatic fades from 0.5 second to 1 hour; as an auto-speed Chase, each Chase having its own chase rate; or as a Show, a sequence of auto-fade cues. Each Show cue can also be programmed to link up to 16 Chases and Fade-Scenes for synchronised multi-part fades, snaps, effects lighting, colour scrollers or moving lights at the push of a button.

A remote control input allows cue operation for automated or Audio-Visual applications from external devices such as projector control boxes, and a variety of decoders. The Cuemaster can also be set up to provide a self automated lighting show incorporating hundreds of snaps, fades, chases and delays for automated signage, display and exhibition purposes. Apart from controlling lighting dimmers, the channel and scene latch functions built into the desk make it suitable for the manual or automatic control of many other effects such as motors, strobes, colour scrollers, moving lights, smoke machines and pyrotechnics used in Disco and Rock lighting.

The Cuemaster can be supplied with an economical dynamic monitor display with help functions, a memory card show storage system for backup or library purposes, and a printer socket for a hard copy of all recorded levels and times on an IBM standard printer.

The Cuemaster desk can be supplied with a companion desk, the DMX-Link, which incorporates a DMX mixer for combining the output of a second Cuemaster or other DMX desk up to a total of 240 input channels, a soft-patch module, a set of 10 backup masters in 10 pages to record 100 cue states of the 240 input channels, keypad set-up of any of the 100 backup cue states, a timed fader for backup cross fades up to 1 hour, and a separate display monitor, printer output, and memory card. The four pages of the DMX-Link soft-patch enables allocation of any of up to 512 dimmers at any level to any of the 240 input channels. The DMX-Link module is provided with channel and dimmer test facilities, and with completely independent electronics and power supply is the ideal backup desk.

The facilities designed into the Cuemaster result in an easy to learn, easy to operate, hands-on control panel for Theatre, Television, Disco, Rock, and Audio Visual or other automated presentations. It is ideally suited for venues where little time is allowed between plotting and performance.

CHANNELS 1 - 24

○ 1 ○ 2 ○ 3 ○ 4 ○ 5 ○ 6 ○ 7 ○ 8 ○ 9 ○ 10 ○ 11 ○ 12 ○ 13 ○ 14 ○ 15 ○ 16 ○ 17 ○ 18 ○ 19 ○ 20 ○ 21 ○ 22 ○ 23 ○ 24

CHANNELS 25 - 48

○ 25 ○ 26 ○ 27 ○ 28 ○ 29 ○ 30 ○ 31 ○ 32 ○ 33 ○ 34 ○ 35 ○ 36 ○ 37 ○ 38 ○ 39 ○ 40 ○ 41 ○ 42 ○ 43 ○ 44 ○ 45 ○ 46 ○ 47 ○ 48

SCENE MASTERS

○ 1 ○ 2 ○ 3 ○ 4 ○ 5 ○ 6 ○ 7 ○ 8 ○ 9 ○ 10 ○ 11 ○ 12 ○ 13 ○ 14 ○ 15 ○ 16 ○ 17 ○ 18 ○ 19 ○ 20 ○ 21 ○ 22 ○ 23 ○ 24

THEATRELIGHTNZ

CUEMASTER

PAGE ○	ALL	EDIT DOWN	UP	○ COMPARE	RECORD ○
PAGE DOWN	PAGE UP	KILL	CHASE REV	CUE BACK	PREVIEW SCENES
CHNS FLASH	MASTERS PARK STORE	SCENES LATCH	SCENE FADE HOLD	SPEED ○ CUE GO	G.M ○ D.B.O.

CUEMASTER FEATURES

- Large cue capacity—over 800 cue states with 5 year memory retention during power off.
- DMX-512 international communication standard to dimmers.
- Channel faders for faster plotting than keyboard entry desks.
- Fast editing of all Channels via Up/Dn keys.
- Two preset operation with dipless cross-fade between presets.
- Flash, Add/Kill, and Latch on/off modes on both Channel and Scenes , with Flash Disable mode.
- Up to 24 Scenemasters per page.
- 10 pages of Scenemasters for a total of 240, with page overlay memory.
- Scenemasters can be programmed as a manual or auto-fade scene, a chase, or a show.
- Independent auto-loading fade times (instant, or half second to 1 hour) for fade-scenes and show cues.
- Single button auto-fade auto-effects cue operation simplifies complex shows.
- Any cue of a show can link up to 16 auto-speed chases, or auto fade-scenes for split or stacked fades.
- Chases are level sensitive, and can be of any length up to the maximum cue capacity.
- Multiple chase speeds—up to 24 independent speed chases simultaneously.
- Chase beat function for synchronising chase speeds to live music.
- External control of chases or auto-fade auto-effects shows, for Audio-Visual applications or remote single button operation.
- Auto-sequence mode allows shows to run automatically with programmable cue intervals from one tenth second to one hour.
- Fast editing of stored cue levels, fade-times, and chase speeds, and insertion or deletion of chase steps or show cues.
- Dust guard protection on all faders for extended life.
- Colour display output provides live monitoring of desk operation, cue preview, and on-screen help.
- Printer output for memory dump to PC standard parallel printer.
- Memory card socket for memory extension, backup or library purposes.

CHANNELS 1 - 24

○ 1 ○ 2 ○ 3 ○ 4 ○ 5 ○ 6 ○ 7 ○ 8 ○ 9 ○ 10 ○ 11 ○ 12 ○ 13 ○ 14 ○ 15 ○ 16 ○ 17 ○ 18 ○ 19 ○ 20 ○ 21 ○ 22 ○ 23 ○ 24

CHANNELS 25 - 48

○ 25 ○ 26 ○ 27 ○ 28 ○ 29 ○ 30 ○ 31 ○ 32 ○ 33 ○ 34 ○ 35 ○ 36 ○ 37 ○ 38 ○ 39 ○ 40 ○ 41 ○ 42 ○ 43 ○ 44 ○ 45 ○ 46 ○ 47 ○ 48

SCENE MASTERS

○ 1 ○ 2 ○ 3 ○ 4 ○ 5 ○ 6 ○ 7 ○ 8 ○ 9 ○ 10 ○ 11 ○ 12 ○ 13 ○ 14 ○ 15 ○ 16 ○ 17 ○ 18 ○ 19 ○ 20 ○ 21 ○ 22 ○ 23 ○ 24

CUEMASTER

PAGE ○	ALL	EDIT DOWN	UP	COMPARE	RECORD
PAGE DOWN	PAGE UP	KILL	CHASE REV	CUE BACK	PREVIEW SCENES
CHNS FLASH	MASTERS PARK STORE	SCENES LATCH	SCENE FADE HOLD	SPEED CUE GO	G.M D.B.O.

THEATRELIGHTNZ

CUEMASTER PANEL LAYOUT

A DESK LIGHT SOCKETS are provided for plug-in goose-neck working lights.

INSTRUCTION SUMMARY commands summary for most Cuemaster functions are listed underneath as a convenient memory aid for the desk operator.

B CHANNEL FADERS allow setting of lighting levels for manual playback or recording.

CHANNEL FLASH KEYS Channel flash keys give an instant flash of any channel to Full. These keys are also used with the Up and Down keys to edit recorded levels.

CHANNEL MIMIC DISPLAY shows all live channel outputs, and previewed channel outputs.

TAPE AREAS are provided for identification of Channels and Masters above each Flash key.

C SCENEMASTER FADERS can store a Manual Scene, an auto-timed Fade-Scene, an auto-speed Chase, or a Show with auto-timed fades and up to 16 links on every cue.

SCENEMASTER FLASH KEYS give an instant flash of any Manual Scene, Fade-Scene, or Chase to Full. Flashed levels are controlled by the Grand Master. These keys are also used to assign recorded cues, and to record Fade times, Chase speeds, and Show cue links.

SCENEMASTER MIMIC DISPLAY uses Red/Green LEDs to show the type of recording under each Scenemaster.

D CHANNELS MASTER FADER controls the output of the Channel faders. When used with the Park Master, it enables split dipless cross-fades between Channel fader levels and levels stored under the Park fader, giving the Cuemaster an extra preset for the first 72 channels.

CHANNELS MASTER FLASH KEY instantly flashes the Channels Master to Full. With Record, this key enable blind recording from the 72 preset faders when the Channels Master is at zero.

PARK KEY instantly stores the current lighting levels for the first 72 channels under the Park Master Fader.

PARK MASTER FADER controls the output of the Park Store, in effect an extra preset. When used with the Channel Master, it enables split dipless cross-fades between Channel fader levels and levels stored under the Park fader for the first 72 channels.

SCENES MASTER FADER controls the output of all Scenemasters 1-48, and Scenemasters 1-24—Manual Scenes, Fade-Scenes, Chases, or Shows. s

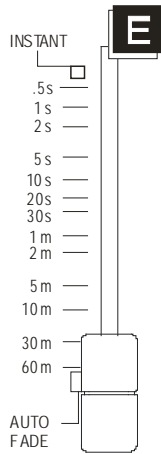
SCENE FADE LED flashes while a timed Fade-Scene cross-fade is in progress.

SCENE FADE

HOLD



REC FADE



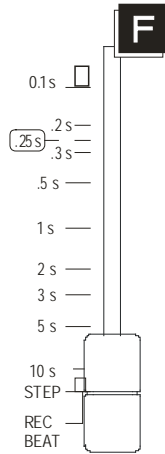
SPEED



CUE GO



REC SPEED



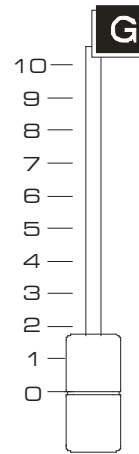
G.M

FLASH OFF

D.B.O



FLASH OFF



D SHOW FADE LED flashes while a timed Show cue cross-fade is in progress.

LATCH KEY allows changing the Scenemaster Flash keys from the normal Momentary Flash mode to a touch on-touch off mode, either Solo (the latest key pressed cancels all others), or Latch (push on-push off latch).

SCENES LATCH LED indicates the state of the Scenemaster Flash keys. Off represents normal Momentary Flash mode, Green shows Scenes Solo is on, Red shows Scenes Latch mode is on. Latched Scenemasters levels are controlled by the Scenes Master fader.

CHANNELS LATCH LED indicates the state of the Channel Flash keys. Off represents normal instant flash to Full Momentary mode, Yellow shows that the preset Flash keys are in push on-push off Latch mode. Channels Latch mode can be turned on and off by holding the Latch key, and then touching the Channels Master Flash key. Channels Latch can be set independently of Scenes Latch mode. Latched channels are controlled by the Grand Master fader.

E SCENE FADE MASTER defines the fade time of all recorded Fade-Scenes, and all Show cues. The time scale extends from 0.5 second to 60 minutes, and includes an instant setting. Manual scenes and Chases are not affected by the fade timer.

HOLD KEY freezes the current fade while pressed. With Record, Hold enables the setting of the Scene Fade master to be recorded onto Fade-Scenes or designated cues of a Show for automatic fades. Hold key is also used to cancel a printout.

AUTO FADE setting of the Fade Time master enables Fade-Scenes or cues of a Show to load their pre-recorded fade times and then execute the fades automatically.

F SPEED MASTER controls the speed at which cues of a Show are stepped, from 10 per second (600 beats per minute) to one step every 10 seconds (6 beats per minute). Chases are initially recorded with a default speed of 288 beats per minute (0.25 second). This speed setting can be edited in any Chase, so that every Chase can play back at its own pre-recorded speed.

STEP MODE setting of the Speed Fader is used for single stepping through the cues of a Show.

CUE GO KEY steps forward through the cues of the current Show if the Speed fader is set at Step Mode, and stops Show auto step if the Speed fader is up. With Record, this key allows recording of automatic Chase speeds, and Chase Beat.

STEP LED blinks to mimic the step rate of the Speed Master, as well as indicating cue steps from the Cue Go key.

G GRAND MASTER FADER controls the entire output of the desk. If set at zero, all lighting will be blacked out. The normal setting for this master is at Full.

DBO KEY gives a dead blackout onstage (DBO) when pressed. With Record, this key enables or disables all Flash modes.

FLASH DISABLE LED lights to indicate Flash modes are disabled.

PAGE



ALL



REC STACK

DOWN



DELETE

EDIT



UP



INSERT

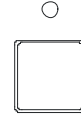
EDIT CLEAR

COMPARE



MODIFY

RECORD



PAGE DOWN



REC CLEAR

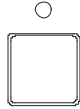


PAGE UP



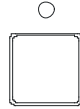
LINKS 1-16

KILL



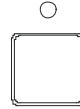
REC DISABLE

CHASE REV



MAN ◀▶FADE

CUE BACK



CHASE ◀▶SHOW

PREVIEW SCENES



HELPSCREEN



H PAGE NUMBER DISPLAY shows the current Scenemaster page. The Page Changed LED (above the Page Number display) flashes if a Scenemaster from a previous page is still up.

PAGE UP AND DOWN KEYS change the current Scenemaster page. With Record, Page Down key enables the Record buffer to be cleared, and Page Up key allows linking of Chases and Fade-scenes to cues of Shows.

I KILL KEY sets the flash mode for channels and scenes to either Add mode or Kill mode. The Kill LED lights when Kill is on. With Record, this key disables Record mode, while the entry of a 4 digit code erases the entire memory of the desk.

CHASE REVERSE KEY stops all Chases when held, and reverses them when released. The Chase Reverse LED lights when Chases are reversed. With Record, this key changes Manual scenes to Fade-scenes and vice-versa.

CUE BACK KEY steps backwards through the cues of the current Show if the Speed fader is set at Step Mode. If the Speed fader is up, any stepped Show is stopped while the Cue Back key is held down, and reversed when released. The Cue Back LED lights when Shows are reversed. With Record, this key changes Chases to Shows and vice-versa.

PREVIEW KEY shows the contents of any Scenemaster recording. With Record, Preview displays on-screen Help.

J ALL KEY, when pressed with either the Up or the Down keys, fades all live channels up or down at the time set by the Scene Fade master. With Record, this key enables recording of cue stacks.

UP/DOWN KEYS enable channels selected by the channel flash keys to be edited at the rate set by the Fade master. With the Channels Edit Keys, they allow editing of all 48 or 120 channels using the preset flash keys. With Record, these keys enable insertion and deletion of cues in any Show, or steps in any Chase.

COMPARE KEY swaps between original and edited levels, shown by the Compare LED, for live comparison of changed levels. Pressing Up with Compare clears edited levels. With Record, this key enables modification of pre-recorded scenes.

K RECORD ENABLE LED shows the Record status, and can only be turned on by correct entry of a three digit record code.

RECORD KEY records the current output of the desk into spare memory. Record is also used as a shift key for other functions.

L MEMORY CARD socket takes standard 5 year life lithium battery powered Memory Cards for secure backup.

POWER SUPPLY socket can be switched for 120 or 230 volts AC, 50/60 Hertz supplies.

REMOTE STEP socket enables show control from a push-button, or from external Audio-Visual, Midi, or SMPTE decoders.

DMX-512 OUTPUT from the Cuemaster carries multiplexed dimmer levels to the remote dimmers.

PRINTER AND DISPLAY PORTS provide outputs to a dynamic display monitor, and to an PC compatible printer for hard-copy print-outs of all recorded levels and fade times.

FUSES are provided for mains and work lights power.

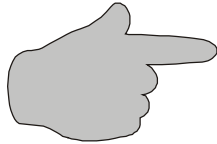
DESK LIGHTS

The Cuemaster is fitted with sockets for Littlite or similar BNC goose-neck working lights. Please note the following points:

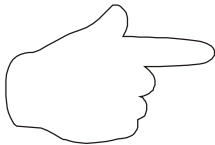
The bulbs specified for use in the worklights fittings are 24 Volt, 2.8 Watts, Lucas LLB 865 or equivalent, and are easily obtainable at any automotive electrical supply house.

If you attempt to use bulbs of a lower voltage, or higher wattage than that specified, the worklight fuse on the back panel may blow.

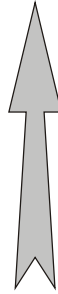
SYMBOLS USED IN THIS MANUAL



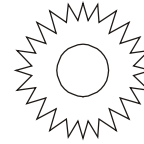
Hold down the indicated key and keep it held down for the following operation



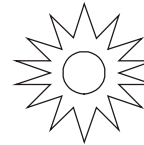
Press the indicated key once and then release it



Move the indicated fader in the direction of the arrow



LED **MUST** be On before starting the operation



LED is on

CUEMASTER SET-UP

The Cuemaster has a 110/230 volt power select switch on the back panel. Check that the switch is correctly set for your mains supply. Plug up a correctly wired DMX-512 cables between the Cuemaster and the dimmers, and power up the dimmers and the desk. The Cuemaster powers up in the state in which it was last turned off—for a clean start, set the following:

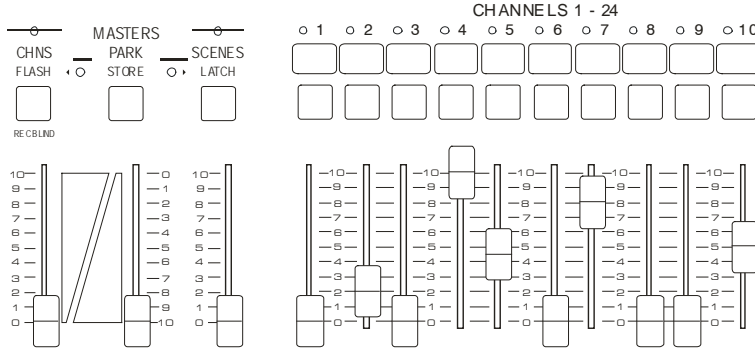
- 1 **Set all Channel and Scenemaster faders DOWN.**
- 2 **Set the Channels, Park, Scenes, Scene Fade, and Grand Master faders UP.**
- 3 **Set the Speed Master down (at Step Mode).**
- 4 **If the Kill LED is on, press the Kill key to turn the LED off.**
- 5 **If the Chase Rev LED is on, press the Chase Rev key to turn the LED off.**
- 6 **If the Cue Back LED is on, press the Cue Back key to turn the LED off.**
- 7 **If the Solo/ Latch LED is on, press the Latch key once or twice to turn the LED off.**
- 8 **If the Channels Latch LED is on, hold the Latch key, then touch the Chns Flash key to turn the LED off.**
- 9 **If the Compare LED is on, hold the Compare key, then touch the Up key to turn the LED off.**
- 10 **Press Page Up or Page Down to select Page 1 in the Page display.**
- 11 **Press the Park Park key to clear levels stored under the Park master.**

THIS PROCEDURE IS NECESSARY FOR CORRECT OPERATION OF THE EXAMPLES ON THE FOLLOWING PAGES

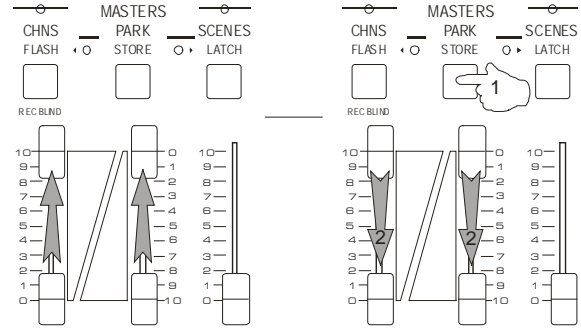
- The symbols opposite are used to describe operation on the the following pages.

CROSS-FADING PRESETS

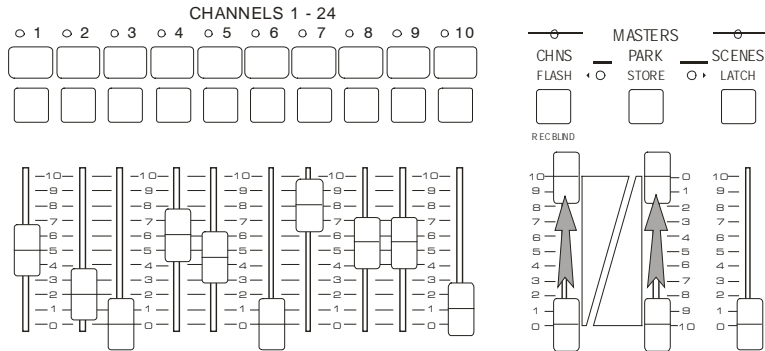
STEP 1



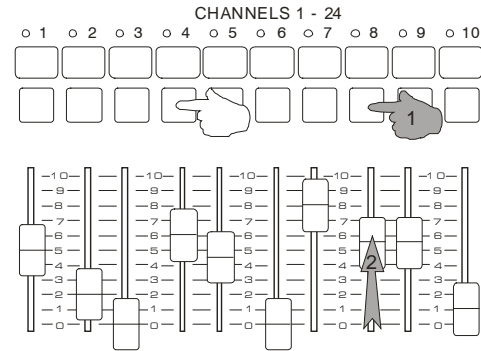
STEP 2



STEP 3



FLASHING CHANNELS



MANUAL OPERATION

SETTING A SCENE

You can set up a lighting state (a Scene) on the first 72 channels by setting levels on the Channel faders:

- 1 Ensure that the Channels Master and the Grand Master are at Full.**
- 2 Move some Channel faders up: the levels on stage fade up.**
- 3 Move the Channels Master down then up: all the levels on stage fade together.**

Live channels are shown by the Channel Mimic LEDs. Channel Fader output is not affected by the Scene Fade timer.

TWO PRESET OPERATION

The Park function allows the Cuemaster to emulate the operation of a two preset desk. Pressing the Park key copies the levels of the current lighting state into a single scene memory, the Park store, which is controlled by the Park Master. The Park Master thus provides a memorised 'Preset' to hold the current levels while the Channel faders are set to the next scene levels. The Park fader is intentionally upside down to make dipless cross-fades easier to operate.

CROSS-FADING PRESETS

Both CHANNELS and PARK Masters should be moved up and down together. Start with both Masters DOWN:

- 1 Preset the next (new) Scene on the Channel faders.**
- 2 On cue, fade UP both Masters together, press [PARK], and take both Masters DOWN together.**
- 3 Repeat these two steps to pre-set and cross-fade to the next cue.**

Park-Channel cross-fades are not affected by the time fader.

- If the Park Master is left at Full, new flash or fader levels can be added to the total by pressing the Park key after each addition.

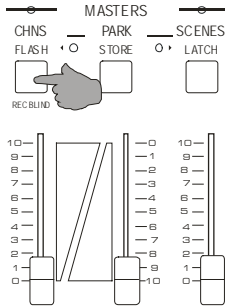
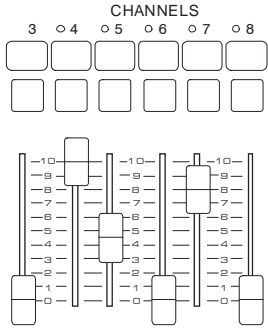
The Park key is always active, and can be used for an instant 'snapshot' recording at any time.

FLASHING CHANNELS

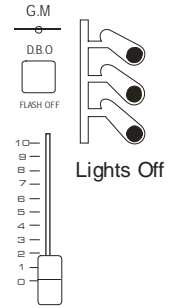
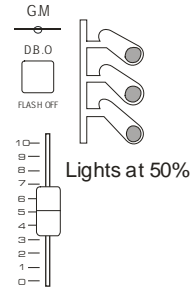
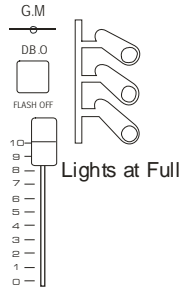
If you press any of the Channels Flash keys, the output level of that channel is set at Full instantly:

- 1 Press any Channel Flash keys: those channels flash instantly to Full.**
- 2 To flash a channel and hold it on, press the Flash key and raise the fader to full.**

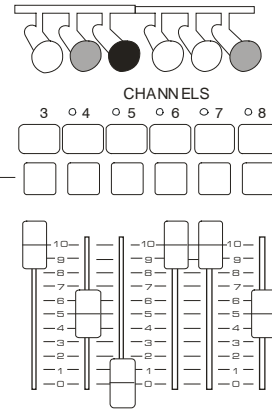
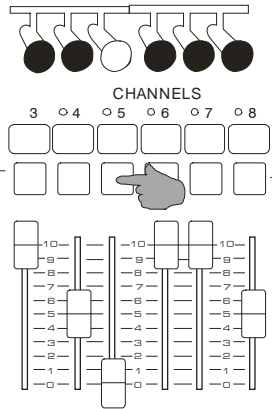
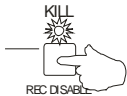
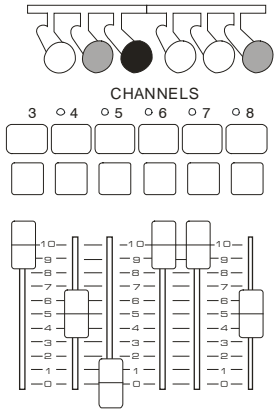
FLASHING PRESET CHANNELS



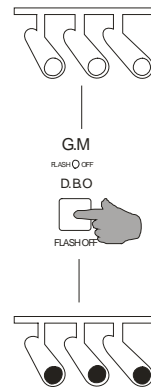
GRAND MASTER



KILL MODE



BLACKOUT



FLASHING PRESET CHANNELS

If you press the FLASH key (the key above the Channels Master) the Channels Master is set instantly to Full:

- 1 Set the Channels Master at zero.**
- 2 Move some channel faders up.**
- 3 Press [FLASH]. The channels flash instantly to the level of the channel faders.**

KILL MODE

Normally, pressing a Channel Flash key sets that channel to Full without affecting other levels (Add Mode). If Kill is on, all other output is blacked out while the key is held down. Pressing Kill again cancels Kill Mode and restores the normal Add Mode.

- 1 Press [KILL]: the Kill LED lights red to show that Kill Mode is on.**
 - 2 Set some levels live on stage using the Channel faders, with the Channels Master at Full.**
 - 3 Press a Channel Flash key: the selected channel goes instantly to Full, and all other levels are blacked out.**
 - 4 Release the Channel Flash Key: the original lighting is restored.**
 - 5 Press [KILL] again to cancel Kill Mode and restore normal Add Mode.**
- Note that pressing a channel with no light connected on stage will cause a blackout in Kill Mode. Kill mode (sometimes called Solo) is often used for highlighting performers.

GRAND MASTER

The Grand Master fader controls the entire output of the Cuemaster, including flashed and latched channels, and edited levels. The Grand Master is left at Full for normal operation, and used only for an overall fade to Blackout. If the Grand Master is at zero, there will be no light on stage.

BLACKOUT

Pressing the DBO key gives an instant dead blackout (DBO) on stage: the blackout is held as long as the key is down, and the original lighting restored instantly when the key is released. If you want to remain in a blackout, you can set the Grand Master to zero before releasing the DBO key:

- 1 With some Channel faders live on stage, hold [DBO] down: the lighting will go immediately to black.**
- 2 Release the DBO key: the original lighting is restored.**
- 3 To blackout and hold the blackout, press the DBO key and take the Grand master fader to zero.**
- 4 To restore instantly, press the DBO key, raise the Grand master fader to full, then release the DBO key on cue.**

MEMORY OPERATION

SCENEMASTER RECORDINGS

The Cuemaster has 10 pages of 24 memory playback masters called Scenemasters, giving a total of 240 Scenemasters. Each of the 240 Scenemasters can hold any one of four types of recordings—a Manual Scene, a Fade-Scene, a Chase, or a Show, each of which can be used for a variety of lighting applications.

RECORDING TYPES

Each recording under a Scenemaster is composed of one or more cue states. Each cue state lists all Channel levels, and may also include a Fade time, and a Link descriptor. Manual Scenes and Fade-Scenes are one Cue long, while Chases and Shows must have a minimum count of two Cues. The maximum Cue count of a Chase or a Show is limited only by the memory capacity of the desk.

MANUAL SCENE: A Manual Scene is a single Cue recording of all Channel levels under a Scenemaster. Manual Scenes fade at the same speed that the fader is moved and are not affected by the Scene Fade timer.

FADE-SCENE: A Fade-Scene is a single Cue recording of all Channel levels with an fade time recorded under a Scenemaster. Fade-Scene playback is affected by the setting of the Scene Fade timer, and if this is set to Auto position, raising a Fade-Scene fader loads the timer with its recorded fade time and then executes the fade.

CHASE: A Chase is a number of Cues recorded under a Scenemaster. Each Cue lists all Channel levels. In addition each Chase can be recorded with a separate Chase Speed, which automatically cycles the Chase through all the Cues. Chases fade up and down at the same speed that the fader is moved. Chase playback is not affected by the Scene Fade timer.

SHOW: A Show is a number of Cues recorded under a Scenemaster. Each Cue of a Show lists all Channel levels, a recorded Fade time, and a Link descriptor. Show playback is affected by the setting of the Scene Fade timer, and if this is set to Auto position, each Cue loads the timer with its recorded fade time and then executes the fade. The Link descriptor of each Cue of a Show in Scenemasters 17 to 24 can be programmed to drive any or all of 16 Chases or Fade-Scenes under Scenemasters 1-16 on the same page.

SCENEMASTER MIMIC LEDS

For easy identification the type of recording under each Scenemaster is indicated by the colour of the LED above it:

OFF	Empty
GREEN	Manual Scene (as for Scenemasters 1-48)
GREEN FLASH	Chase
AMBER	Fade-Scene
AMBER FLASH	Show

SCENEMASTER FLASH KEYS

The Scenemaster flash keys can be used for instant flash to Full of any Manual Scenes, Fade-Scenes, or Chases. The flash operation of Shows is disabled. To decrease the possibility of mistakes, all flash functions can be disabled. The Scenemaster flash keys can be set to two types of latched operation, and are also used to assign recordings, and for various editing functions.

SCENEMASTER FADERS

The Scenemaster faders are used to fade up and down all Manual Scenes, Fade-Scenes, Chases, and Shows. You can have any number of Manual Scenes or Chases (up to 24) up at once. Fade-Scenes are normally cross-faded in pairs—the new scene up with the old scene down. If you are running a Show using the Cue Go key, only one Show fader should be up at a time.

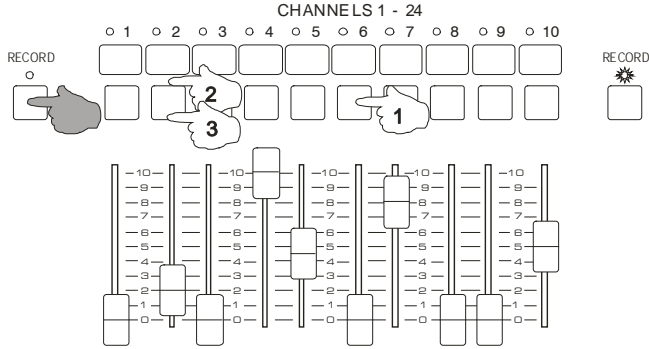
SCENEMASTER PAGES

You can change the current Page of 24 Scenemasters by pressing the Page Up or Page Down keys. The Page memory feature ensures that the playback of any Scenemasters which are up remain unaffected, but the Page LED flashes to show that masters are still live on the previous page. New masters can be faded up the on the new page to add to those from the previous page. When all the previous page masters are returned to zero, the Page LED stops flashing.

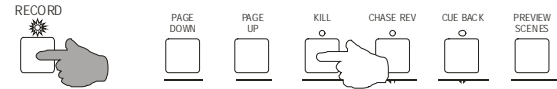
RECORDING METHOD

Each time the Record Key is pressed, the current output channels levels and the time setting of the Scene Fade master are stored in spare memory. Pressing Record again adds another Scene to that already in memory. In this way you can record either one or a number of Scenes, each with a fade time. This single or multiple recording must then be assigned to a master for playback by holding Record and selecting a master Flash key. A single Scene is always assigned as a Manual Scene, while multiple Scenes are always assigned as a Chase. Manual Scenes can then be changed to Fade-Scenes if required for auto fade operation. Similarly Chases can be changed to Shows and vice versa for ease of editing levels, and inserting and deleting cues. All recording operations can only be performed if the Record LED is lit.

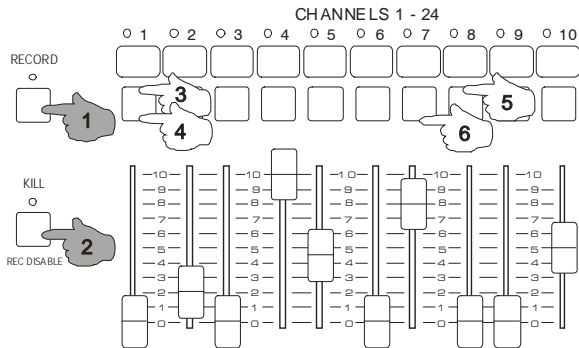
RECORD ENABLE



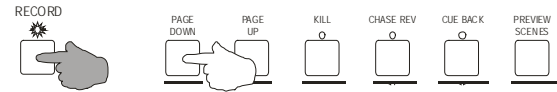
RECORD DISABLE



ERASE MEMORY



RECORD CLEAR



RECORD AND ERASE ENABLE

Before you can record scenes the Record Enable LED must be set on using a key code.

RECORD ENABLE

To allow any change to the permanent memory, the LED above the Record key must be on; if it is off all recordings are protected from modification. To turn on this LED (if it is off), enter the code as follows: (if for example Record Code is 622):

- > **Hold down [RECORD], then press 6, then 2, then 2 in succession on the top row of Channel Flash keys: after a Mimic flash, the Record LED will light to show Record is enabled.**

ERASE MEMORY

Every Cuemaster has a 4 digit code for erasing all recordings. This is only necessary if you are planning to record a completely new show. If your Erase code is for example, 1187:

- 1 **Ensure that the Record LED is lit by correct entry of the Record code.**
- 2 **Hold down [RECORD] and [KILL], then press 1, 1, 8, and 7 in succession on the top row of Channel Flash keys.**
- 3 **Release [RECORD] and [KILL]: a long Mimic flash indicates that all previous recordings have been erased.**

As with the Record code, the Erase code can only be entered on the Channel Flash keys, 1 through 9. Entering the wrong Erase code affords extra protection by cancelling the Record LED, which must be enabled again before attempting an erase.

RECORD DISABLE

To protect your recordings, you can disable Record (if it is on) as follows:

- > **Hold [RECORD] then press [REC DISABLE] (the Kill key): after a Mimic flash the Record LED will be turned off.**

Recording or modifying recorded scenes is now disabled.

RECORD CLEAR

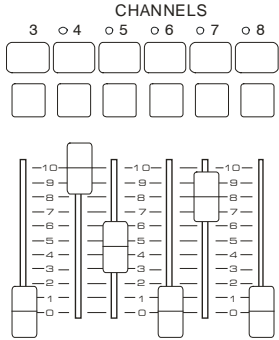
If you press Record while enabled, the Record LED will flash to indicate a Recorded Scene. You can clear the recording as follows:

- > **Hold [RECORD] then press [REC CLEAR]: after a Mimic flash the Record LED will stop flashing.**

Only the Record Buffer memory is cleared. This function is useful if you make a mistake in recording, or if you press the Record key accidentally.

RECORDING AND ASSIGNING A SCENE

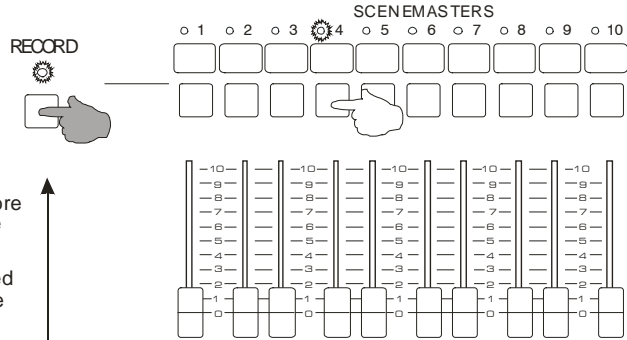
STEP 1



STEP 2

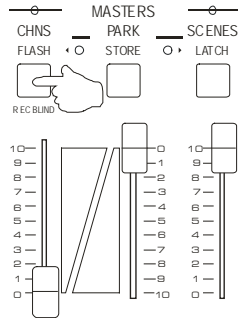
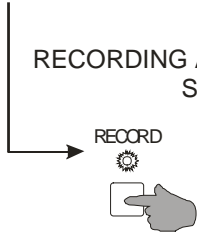


STEP 3

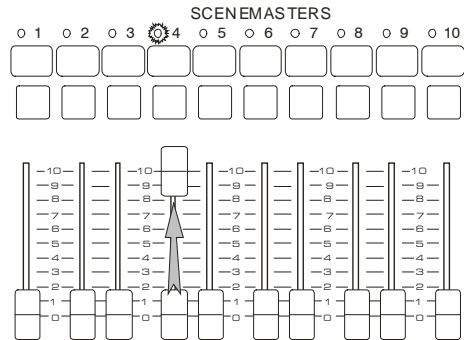


- The Record LED must be on before any scenes can be recorded (see Record Enable).
- When a Manual Scene is assigned to a Scenemaster, the LED above the Scenemaster shows *Green*.

RECORDING AND ASSIGNING A SCENE BLIND
STEP 2



MANUAL SCENE PLAYBACK



MANUAL SCENE RECORDING AND PLAYBACK

RECORDING AND ASSIGNING A SCENE

- 1 Set up a lighting state on the Channel faders.
- 2 Press and release [RECORD] to record the scene in spare memory.
- 3 Hold [RECORD] and press any Scenemaster flash key to assign the recording.

After a short mimic flash, the Record LED stops flashing—the Record Buffer memory is now empty, its contents having been recorded under the Scenemaster. A Scene is always recorded initially as a Manual Scene. Manual Scene playback is not affected by the setting of the Scene Fade master.

RECORDING AND ASSIGNING A SCENE BLIND

You can also set up a Scene blind (not showing on stage) on the Channel Faders with the Channels Master at zero, and then record and assign it to a Scenemaster as follows:

- 1 Set the Channels Master at zero, then set up a lighting state on the Channel faders.
- 2 Hold [RECORD], then press [FLASH] the key above the Channels Master, and release both keys.
- 3 Hold [RECORD] and press a Scenemaster flash key to assign the recording.

MANUAL SCENE PLAYBACK

Raising the fader level of a Manual Scene brings up the levels of that scene at the same speed as you move the fader. Manual Scenes add levels on a highest takes precedence basis, and all levels are controlled both by the Scenes and the Grand Master faders.

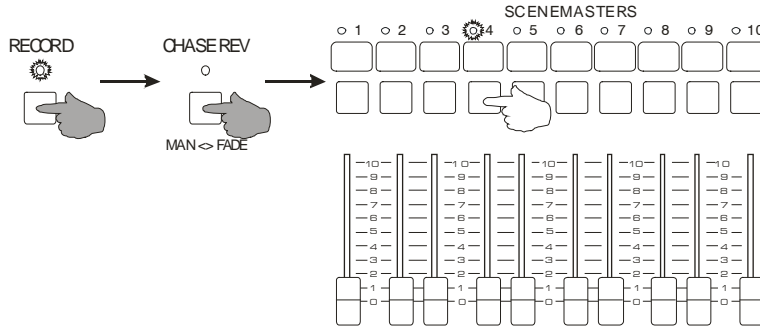
FLASHING MANUAL SCENES

Pressing the Flash key of a Manual Scene instantly recalls the levels of that scene. A flashed Manual Scene adds levels on a latest takes precedence basis—flashed levels over 5% over-ride any other output level. This mode of operation is useful for turning some channels effectively off (flashed scene levels recorded at 5%), while others are turned on. Flashed levels are only controlled by the Grand Master Fader.

KILL MODE

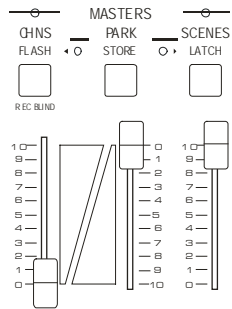
Scenes Kill Mode operation is similar to pressing a Channel Flash key—when the LED in the Kill key is on, pressing any Scene Flash key blacks out all other output, leaving only that Scene.

CHANGING A MANUAL SCENE TO A FADE SCENE

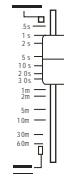


- When a Manual Scene has been converted to a Fade-Scene, the LED above the Scenemaster shows *Yellow*.

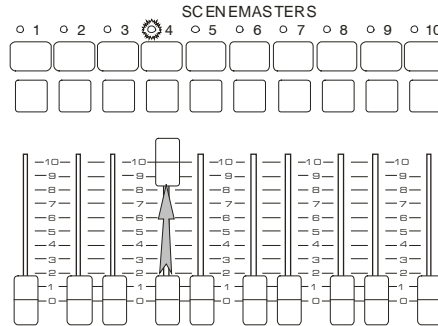
TIMED CROSSFADING



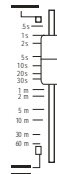
STEP 1



STEP 2



HOLDING A TIMED FADE



FADE-SCENE RECORDING AND PLAYBACK

Manual Scenes are not affected by the time fader. For applications requiring accurate fade times, the Cuemaster has provision for changing any Manual Scene on the bottom preset to a Fade-Scene, allowing fade times from .5 second to 60 minutes duration.

CHANGING A MANUAL SCENE TO A FADE-SCENE

To use timed fade playback, you must first record a Manual Scene and assign it to a Scenemaster as described previously, then change it to a Fade-Scene as follows:

- > **Hold [RECORD] and [MAN<<>>FADE] (the Chase Reverse Key), then press the Scenemaster Flash key.**

After a short mimic flash the LED above the selected Scenemaster turns from Green to Yellow: the Manual Scene has now been changed to a Fade-Scene, and on playback will be affected by the setting of the Scene Fade Master.

TIMED CROSS-FADING

You can play back a Fade-Scene recorded as above using a timed fade as follows:

- 1 Set the Speed fader to Step Mode, then set a suitable fade time, say 5 seconds, on the Scene Fade Master.**
- 2 Set the Scenemaster with the Fade-Scene to Full: the Scene Fade LED (above the Channels Master) flashes to show a fade in progress, and at the end of 5 seconds, goes off to indicate the fade is complete.**

The Fade time can be changed during the fade—the fade will continue at the latest fade rate selected. Fade-Scenes can be cross-faded by first pre-setting the time, then raising the new master QUICKLY to full, and then taking the last master QUICKLY to zero. A timed scene playback will always give a dipless cross-fade, but where thermal lag of higher wattage lamps is a problem, the new scene can be warmed by setting it at 10% for a few seconds, or raised a second before the last scene is taken out. Note that the Speed Master must be down to use a manually selected fade time.

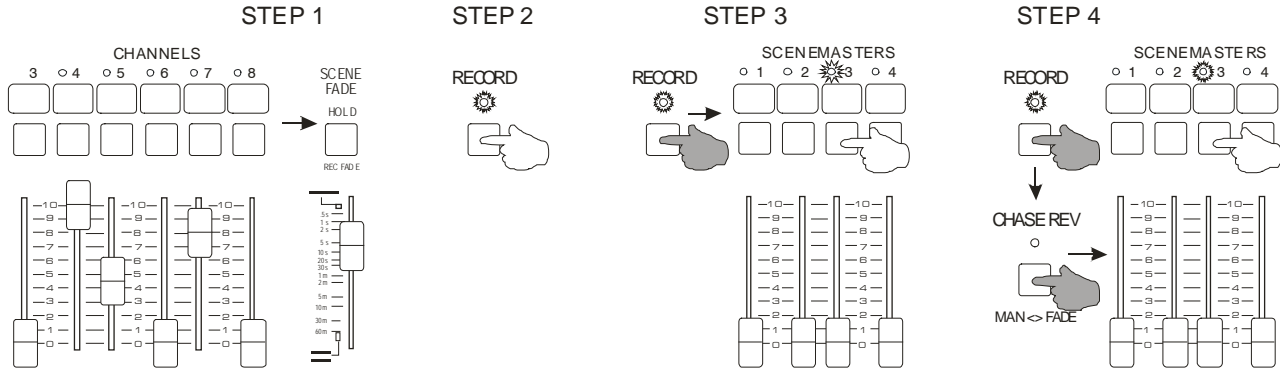
HOLDING A TIMED FADE

While the Hold key remains down, the action of the fade timer is halted, and the current output lighting state will be held until the key is released. You can use the Hold key to stop a fade in progress, or to cue fades (and snap cross-fades) of scenes:

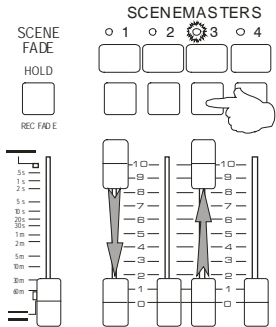
- 1 Set the Scene Fade master at Instant.**
- 2 Set a Fade-Scene at Full.**
- 3 While keeping [HOLD] down, set a new Fade-Scene at Full, and set the last one off.**
- 4 On cue, release [HOLD]: the lighting will snap instantly to the new scene.**

Fade-Scenes can be flashed instantly to full (in Add or Kill Mode), exactly as for Manual Scenes.

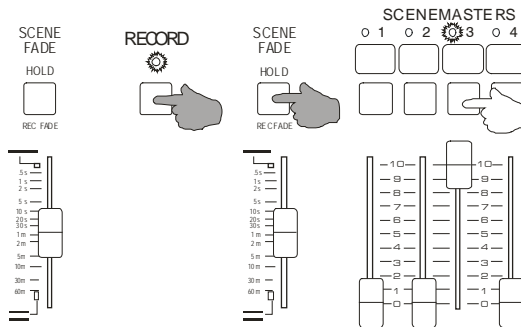
RECORDING AUTO FADE-SCENES



CROSSFADING AUTO FADE-SCENES



EDITING RECORDED AUTO FADE TIMES



AUTO FADE-SCENES

You can record Fade-Scenes with Up and Down fade time so that in Auto Fade mode, each new Fade-Scene loads and executes at its own pre-recorded fade times. Auto fade playback occurs when the Scene Fade Master is set to Auto—the bottom of the scale.

RECORDING AUTO FADE-SCENES

Every press of the Record Key records the Channel levels and the current setting of the Scene Fade timer as both Up and Down fade times. When Manual scenes on the bottom preset are changed to Fade-Scenes, and the Scene Fade time set to Auto Fade, raising the Fade-Scene Scenemaster will load the recorded Up and Down fade times and initiate a new cross-fade.

- 1 Set up a scene on the Channel Faders, and set a fade time on the Scene Fade master. Use the LCD display for accuracy.**
- 2 Press [RECORD] to record both the levels and the fade time setting.**
- 3 Hold [RECORD] and press a Scenemaster Flash key to assign the scene to a Scenemaster.**
- > Repeat the first three steps for a number of scenes in order on the page under different Scenemasters.**
- 4 Hold [RECORD] and [MAN<>FADE], then press the Flash keys of the Scenemasters you have recorded.**

After a short Mimic flash, the Scenemaster LEDs change from Green to Yellow—the Manual Scenes have now been changed to Fade-Scenes and are now affected by the setting of the Scene Fade master.

CROSS-FADING AUTO FADE-SCENES

You can play back a number of Fade-Scenes (recorded as above) using their recorded times as follows:

- 1 Set the Scene Fade timer at Auto.**
- 2 Set the first Scenemaster to Full: the Scene Fade LED starts flashing to show a fade is in progress.**
- 3 When the first fade is complete, raise the next Scenemaster to Full and take out the previous Scenemaster.**

Repeating this operation gives a series of dipless cross-fade between scenes, each new scene introducing its own pre-recorded fade time. Auto time fading works on a latest takes precedence basis, that is all levels fade at the latest fade time.

- Note that if the Speed Master is up, an Auto time fade is performed regardless of the setting of the Scene Fade master.

EDITING RECORDED AUTO FADE TIMES

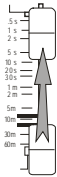
You can change both the Up and Down fade times, or set different Up and Down times on any Fade-Scene as follows:

- 1 Set the Scene Fade master to the new fade time. Use the time displayed on the LCD screen for accuracy.**
- 2 Hold [RECORD] and [REC FADE] (the Hold key), then press the selected Scenemaster Flash key on the bottom preset.**
- 3 For different Up or Down times, .press [REC][REC FADE] then [UP] or [DN,] and then the Flash key**

A short Mimic flash shows the time/s have been recorded. When the Fade-Scene is next changed, it will fade at the new time/s.

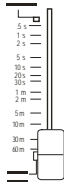
OVERRIDING AN AUTO FADE TIME

SCENE
FADE
HOLD
REC FADE



HOLDING AN AUTO FADE

SCENE
FADE
HOLD
REC FADE



COMPLETING A FADE

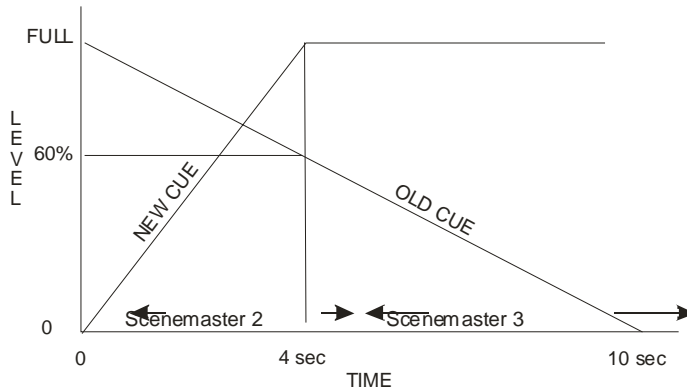
SCENE
FADE
HOLD
REC FADE



SCENES
LATCH



SPLIT FADES



OVER-RIDING AN AUTO FADE TIME

During an auto fade you can move the Scene Fade master to a new time—the fade will continue at the new rate. You should then reset the time to Auto for the next cue. Alternatively, if you need a preset time or a different time for a fade out, you can add a Fade-Scene recorded as a blackout with the required fade time—this will change the fade time, but not the levels.

HOLDING AN AUTO FADE

While the Hold key remains down, the action of the fade timer is stopped, and the current output lighting state will be held until the key is released. You can use this if a fade is progressing too fast for the action on stage.

AUTO SNAP FADES

For a snap fade (or a short cross-fade), better results may be obtained in auto fade mode by using the Hold key than by moving the Scenemaster faders. You can cue Fade-Scenes recorded with an Instant or very fast fade time as follows:

- 1 **Prior to the cue, keep [HOLD] down and set the new Fade-Scene at Full, and the last Fade-Scene off.**
- 2 **On cue, release [HOLD]: the lighting will snap instantly (or fast fade) to the new scene.**

COMPLETING A FADE

During rehearsal, you may need to instantly go to a new scene state without waiting for the auto fade to complete. You can do this by moving the Scene Fade timer to Instant, or by using the Hold and Latch keys as follows to complete the fade instantly:

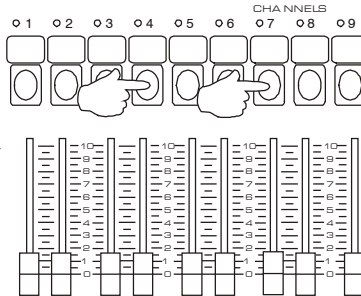
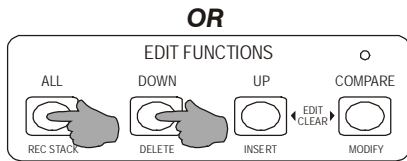
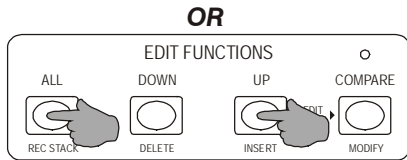
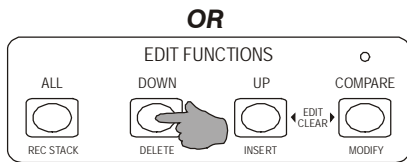
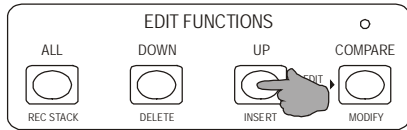
- > **Hold down [HOLD], then press [LATCH]: the lighting will snap instantly to the new scene.**

SPLIT FADE TIMES

The Cuemaster can perform split fade cues by recording under two Scenemasters, the second master being a follow-on cue. Take as example a new cue up time of 4 seconds with an old cue fade out time of 10 seconds. In this case, when the new cue is complete after 4 seconds, the old cue has come down 40% and still has 6 seconds to fade out completely. Assume the old cue is in Scenemaster 1:

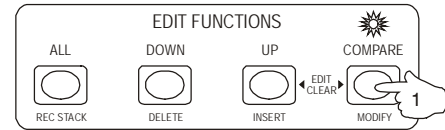
- 1 **Plot levels for the new cue, and set the fade time at 4 seconds, the new cue up time.**
- 2 **Add Master 1 at 60% (i.e. down 40%) to the new cue levels, record, and assign to Master 2 (new cue up).**
- 3 **Set Master 1 off, set the fade time at 6 seconds, record, and assign to Master 3 (old cue down).**

Operating the split fade is then simple: on cue, set Master 2 Full and Master 1 Off; when the Scene Fade LED stops flashing (after 4 seconds), follow on by setting Master 3 Full and Master 2 Off, so that the old cue has taken a total of 10 seconds to fade out. Using this proportional technique, all types of split fades may be executed.

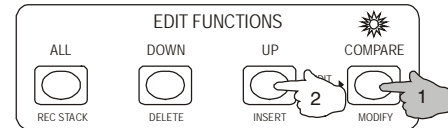


COMPARING LEVELS

Green = Original levels
Red = Edited levels



CLEARING EDITED LEVELS



SCENE EDITING

You can edit the playback levels of any Manual or Fade-Scene using the Channel Edit Page Keys together with the Up and Down keys, and then modify the original scene. Editing must be done with the scene live on stage. Record must be enabled for level editing.

EDITING PLAYBACK LEVELS

The Up, Down, and All keys fade selected playback levels at the rate set by the Scene Fade timer, excepting if the time is set to Instant, when a four second default fade rate is imposed to prevent obvious errors on stage. All edited levels over-ride normal playback.

- 1 **Set the Scene Fade time at Instant (for a 4 second default time).**
- 2 **Set the Manual Scene or Fade-Scene to be modified at Full.**
- 3 **Hold [UP], and press any channel flash keys: the channels will fade up.**
- 4 **Hold [DOWN] and press any flash key: the channels will fade down.**
- 5 **Hold [ALL], and press [UP] or [DOWN]: all live channels will fade up or down together.**

Whenever Up, Down or All are pressed by themselves, the Mimic LEDs display all channels which have been edited—NOT levels.

COMPARING LEVELS

Editing any channel level using the Up, Down, and All keys sets the LED above the Compare key to Red. If you press the Compare key, the edited levels are alternated with the original levels, allowing an instant comparison of changes.

- 1 **After editing levels as above, press [COMPARE]: the lighting reverts to the original levels (Green LED).**
- 2 **Press [COMPARE] again: the edited levels are shown (Red LED).**

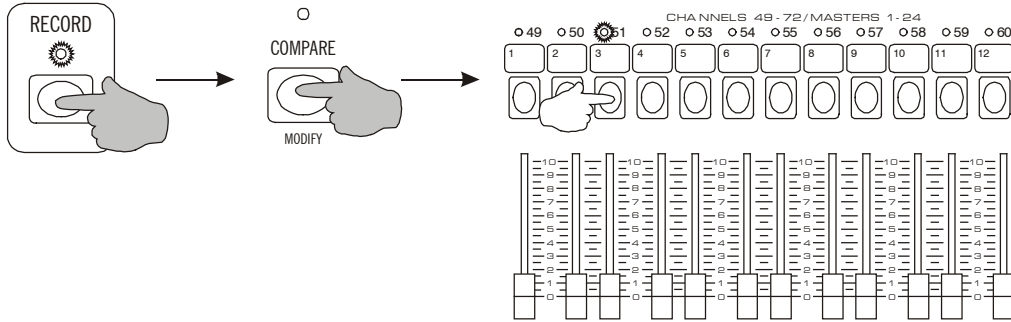
CLEARING EDITED LEVELS

You can clear edited levels as follows:

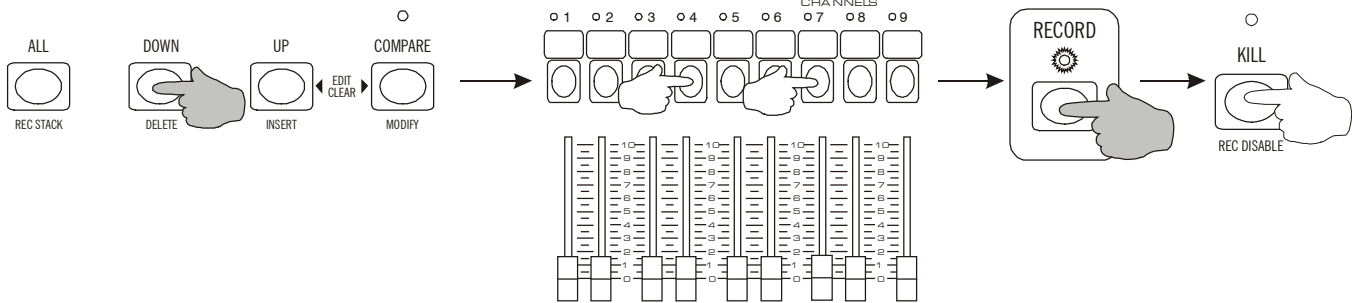
- > **Hold [COMPARE], then press [UP]: the Compare LED flashes while the levels fade back to the original state.**

Levels are restored at the fade rate set by the Scene Fade master, with a default 4 second fade imposed if the time is set at instant. When the levels are equal, the LED above the Compare key goes out—the over-ride has been cancelled. If the Compare LED is Green before an Edit Clear, the over-ride is cancelled immediately with no change in the lighting. The Compare and Up keys can be pressed in any order for an Edit Clear function. Edited channels can be faded out by the Grand Master or blacked out by the DBO key if necessary. Otherwise, they remain at their modified levels until cleared or recorded. This can be used to advantage—you can use the Up and Down keys to set a level for orchestra or work lights, or to kill a light fitting knocked off focus during the performance.

RECORDING MODIFIED LEVELS



PROTECTING CHANNEL USAGE



RECORDING MODIFIED SCENE LEVELS

Having edited the playback levels of a Manual Scene or Fade-Scene as above, you can modify the recorded levels as follows:

- > **Hold [RECORD] and [MODIFY], then press the Scenemaster Flash key.**

A Mimic flash indicates that the Scene has been modified, and the Compare LED is turned off at the same time. Fade-Scenes modified in this way do not change their recorded auto fade times.

PROTECTING CHANNEL USAGE

Channel over-ride using the Down key provides a convenient way of protecting any lighting circuits from unauthorised use; the Up and Edit Clear functions are not enabled if the Record LED is off, hence channels set 'Down' cannot be used by any other operator if Record is disabled. You can lock Channels off as follows:

- 1 Hold [DOWN], then select the Channel flash keys you want to protect.**
- 2 Hold [RECORD] and press [KILL] to disable Record: the Record LED will go off.**

The Edit Clear and Up functions are now inactive, and the disabled channels cannot be used without re-enabling Record, and clearing the edit state. The Down key is left active when Record is disabled to allow you to kill a knocked light during the show.

- Before continuing with these examples you should re-enable Record, and clear the edited channels with the Compare key.

COPYING A SCENE LIVE

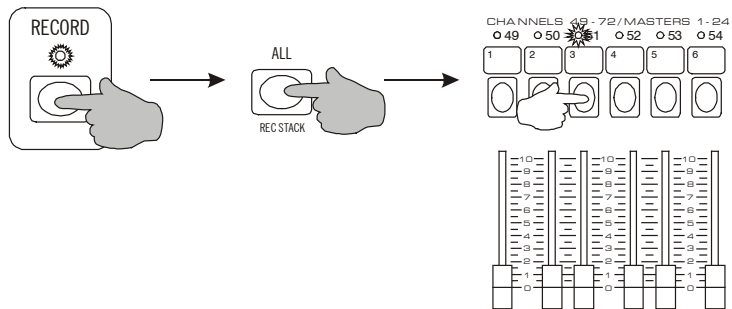
You can copy a Manual Scene or Fade-Scene (or any combination) to another master by playing it back live, recording the output of the desk with or without adding or editing levels, and then assigning the recording as follows:

- 1 Set the Scenemaster to copy at Full. Add other Scenemasters at any level if required.**
- 2 Edit levels using the Up and Down keys, or add new levels from the Channel faders.**
- 3 Press [RECORD] to record the levels.**
- 4 Hold [RECORD], then press the Flash key above the new Scenemaster to assign the recording.**
- 5 If you have used the Up or Down keys, clear edit levels by holding [COMPARE], then pressing [UP].**

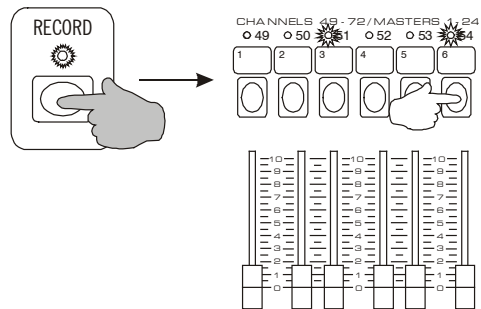
The new Scene is recorded as a Manual Scene and may be changed to a Fade-Scene if required. Times recorded on Fade-Scenes are not transferred. If required, you can set the fade time on the Scene Fade master before pressing Record, or edit the time later. If an auto fade time must be transferred as well, the Fade-Scene should be copied using the Copy Blind method mentioned next.

RECORDING MODIFIED LEVELS

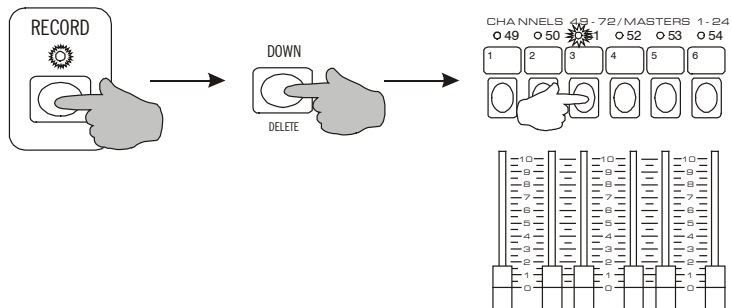
STEP 1



STEP 2



DELETING A SCENE



COPYING A SCENE BLIND

You can copy a Manual Scene or Fade-Scene to any other Scenemaster without it showing on stage:

- 1 Hold [RECORD] and [REC STACK] (the All key), then press the Flash key of the Master to be copied.**
- 2 Hold [RECORD], then press the Flash key above the new Master to assign the recording.**

The new Scene is always recorded as a Manual Scene. If you copy a Fade-Scene, you will need to change the copied Scene back to a Fade-Scene. Then, you will find it has the same auto fade time as the original Fade-Scene. The original recording is not changed by this operation. The first operation using the Record Stack key copies the recorded levels and fade time of the Scenemaster to the Record Buffer memory, a useful technique which can also be applied to stacking a number of Scenes, Chases, and Shows as described later.

TRANSFERRING A SCENE TO ANOTHER PAGE

You can also copy a Scene to any other page as follows:

- 1 Hold [RECORD] and [REC STACK], then press the Flash key of the Scene to be copied.**
- 2 Press [PAGE UP] or [PAGE DOWN] to move to another page.**
- 3 Hold [RECORD], then press the Flash key above the new Scenemaster to assign the recording.**

Again, the new Scene is recorded as a Manual Scene, and if changed to a Fade-Scene, will have the same auto fade time as the original Fade-Scene.

DELETING A SCENE

You can delete any Manual Scene or Fade-Scene as follows:

- > Hold [RECORD] and [DELETE], then press the Flash key of the Scene to be deleted. A short Mimic flash indicates the Scene has been deleted, and the LED above the Scenemaster is turned off.**

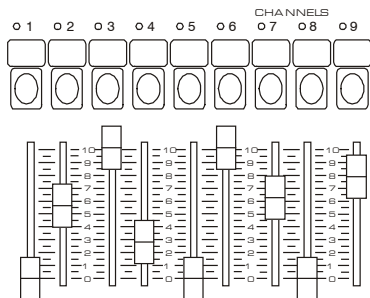
OVER-WRITING A SCENE

You can over-write any Manual Scene or Fade-Scene with a new Scene as follows:

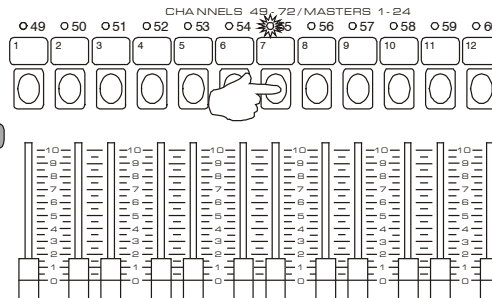
- 1 Set up a new Scene using the Channel faders, and set the fade time if needed for an auto Fade-Scene.**
- 2 Press [RECORD] to record the levels.**
- 3 Hold [RECORD], and press the Flash key of the old Scene. Wait for a long Mimic flash, then press it again.**

The long Mimic flash after the first press of the Scenemaster Flash key is a warning that the Scenemaster holds a recorded Scene. The short Mimic flash on the second press indicates the new Scene has been assigned, and the old Scene over-written.

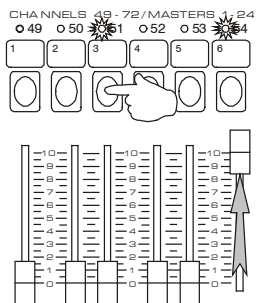
RECORDING AND ASSIGNING A CHASE



Repeat this operation for the next steps of the Chase



CHASE PLAYBACK



STOPPING A CHASE

CHASE REV



REVERSING A CHASE

CHASE REV



CHASE RECORDING AND PLAYBACK

RECORDING AND ASSIGNING A CHASE

You can record a Chase under any Scenemaster on the bottom preset in a similar fashion to a scene. Every time you press the Record key, the current output of the desk is recorded in spare memory. Chases are recorded by pressing the Record key after each scene set-up, and then assigning the recording to a Scenemaster for playback:

- 1 Set up a lighting state on the Channel faders, then press [RECORD]. Repeat this for each step of the Chase. You can also record a simple Chase by pressing a Flash key, then pressing Record while holding the Flash key down.**
- 2 Hold [RECORD] and press a Scenemaster flash key to assign the recording.**

After a short Mimic flash, the Scenemaster Mimic LED flashes Green to indicate a Chase recorded under the Scenemaster.

CHASE PLAYBACK

Raising the fader level of a Chase fades up the levels of the Chase steps. The Chase plays forward from the first step of the Chase if the Chase Reverse LED is off, or in reverse from the last step of the Chase if the Chase Reverse LED is on. Subsequent steps forward or reverse are played back at an initial default playback speed of 0.25 seconds per step, (4 per second, or 288 steps per minute). This can be edited as described in the next section. Chases raised by the Scenemaster fader add levels on a highest takes precedence basis, and all levels are controlled both by the Scenes Master and the Grand Master. Chases are not affected by the Scene Fade timer.

FLASHING CHASES

If the Scenes LED for the bottom preset is On, pressing the Flash key of a Chase instantly adds levels on a latest takes precedence basis—flashed Chase levels over 5% over-ride any other output level. This mode of operation is useful for turning some channels effectively off (5%) while others are turned on. The Chase plays forward from the first step of the Chase if the Chase Reverse LED is off, or in reverse if the Chase Reverse LED is on. Flashed Chase levels are only mastered by the Grand Master Fader.

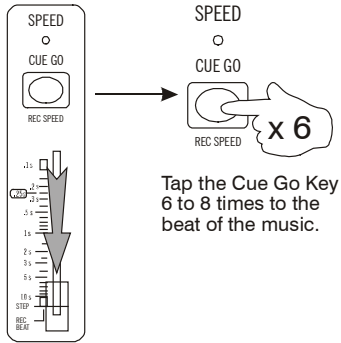
STOPPING AND REVERSING CHASES

The Chase Reverse key stops all Chases while it is held down; when released it reverses all Chase directions:

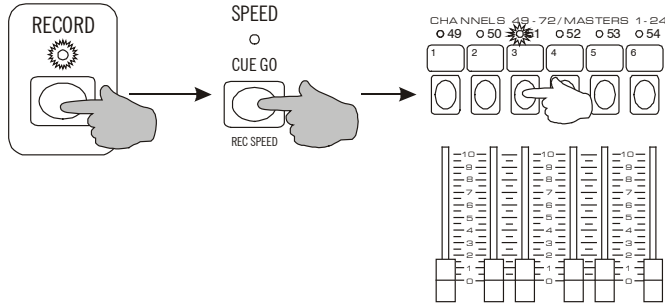
- 1 With a Chase running, hold down [CHASE REV]: the Chase will stop.**
 - 2 Release [CHASE REV]: the Chase will continue but in the reverse direction—Chase Reverse LED on.**
 - 3 Tap the [CHASE REV] key: the Chase reverses with each tap of the key.**
- Chases may be of any number of steps, up to the maximum cue capacity of the Cuemaster, and are level sensitive.

RECORDING CHASE BEAT

STEP 1

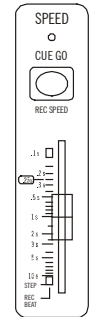


STEP 2

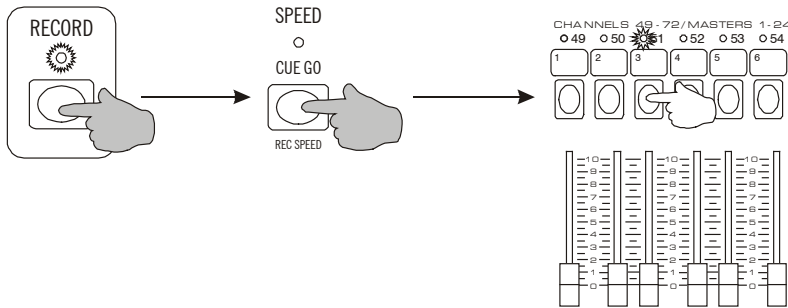


RECORDING CHASE SPEED

STEP 1



STEP 2



CHASE EDITING

Up to 24 Chases can be run simultaneously, each at its own pre-recorded speed. When first recorded, the playback speed of a Chase is always set to a default speed of 0.25 seconds per step (240 beats per minute). You can change this speed as follows:

RECORDING CHASE BEAT

You can set a Chase under any Scenemaster to the same step rate as live music as follows:

- 1 **Set the Speed master to Rec Beat (the bottom of the scale), and tap [CUE GO] to the beat 6 to 8 times.**
- 2 **Hold [RECORD] and [REC SPEED], and press the Flash key of the pre-recorded Chase.**

When you play back the Chase, the step rate will be the average rate which you tapped on the Cue Go button.

RECORDING CHASE SPEED

You can set a Chase under any Scenemaster to the same speed as the Speed Master as follows:

- 1 **Set the Speed master to say 1 second.**
- 2 **Hold [RECORD] and [REC SPEED], and press the Flash key of the pre-recorded Chase.**

When you play back the Chase, the time between steps will be 1 second—60 beats per minute.

RECORDING CHASE SPEED LIVE

You can view a Chase at a variable rate defined by the Speed Master, and then record the speed on the Chase as follows:

- 1 **Set the Chase Scenemaster at Full so the Chase is playing onstage, and set the Scene Fade master at Instant.**
- 2 **Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the Chase to a Show.**
- 3 **The step rate is now under the control of the Speed Master. Adjust it to a suitable speed.**
- 4 **Hold [RECORD] and [REC SPEED], and press the Flash key of the Scenemaster.**
- 5 **Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the Show back to a Chase.**

The Chase continues to step at the new speed, which is now recorded.

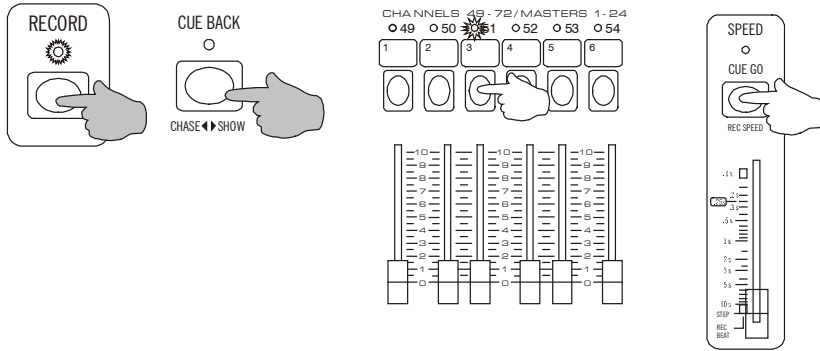
DISPLAYING CHASE SPEED OR CHASE BEAT

You can display the Speed Master rate as time interval in seconds or Beats per Minute on the LCD display screen :

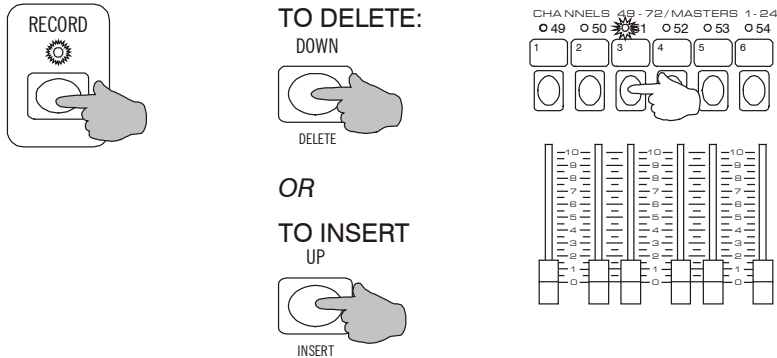
- > **Hold [RECORD] and press [CUE GO] to toggle between seconds and BPM on the LCD display.**

Dance music generally ranges from 90 to 130 beats per minute, with 120 beats per minute, or 0.5 second interval the most common.

CHANGING A CHASE TO A SHOW



DELETING OR INSERTING CHASE STEPS



EDITING CHASE STEP LEVELS

You can edit the playback levels of any Chase step, and subsequently modify the original step. Level editing of a step can only be carried out with the Chase stopped. To stop the Chase you must temporarily change it to a Show, and step through it using the Cue Go and Cue back keys. You can then use the Up and Down keys to edit the step levels as previously described under Scene Editing, before changing the modified steps back to a Chase. Record must be enabled for level editing.

- 1 Set the Scene Fade timer at Instant, and the Speed Master at Step Mode.**
- 2 Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the Chase to a Show.**
- 3 Set the Scenemaster at Full so the first step is live onstage.**
- 4 Press [CUE GO] or [CUE BACK] to select the step to edit. (You can use the Speed master for faster access).**
- 5 Use the Edit Channels Page keys with [UP] or [DOWN] and channel flash keys to edit levels for all 288 channels.**
- 6 Hold [RECORD] and [MODIFY], then press the Scenemaster Flash key to modify the step.**
- 7 Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the Show back to a Chase.**

Pre-recorded Chase speeds are not changed. Remember that the [UP], [DOWN], and [ALL] keys fade channel levels at the rate set by the Scene Fade timer. If the time is set to Instant, a four second default fade rate is imposed.

EDITING CHASE STEPS

You can delete Chase steps, insert one or more new steps, copy Chases, or stack a number of Chases either forward or reversed. In order to insert or delete Chase steps, the Chase must be changed temporarily to a Show as for level editing.

DELETING CHASE STEPS

You can delete steps of a Chase one at a time by temporarily changing it to a Show, and setting the step live on stage using the Cue Go and Cue back keys as at Instruction 4 in the example above. Then proceed as follows:

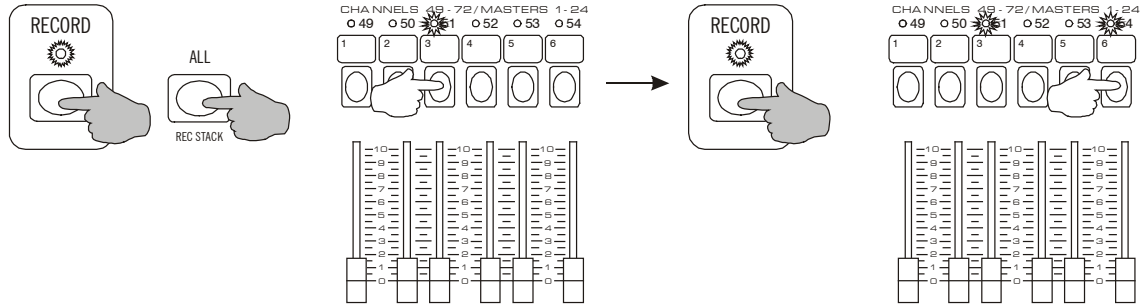
- 5 Hold [RECORD] and [DELETE], then press the Flash key of the Scenemaster to delete the current step.**
- 6 Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the Show back to a Chase.**

INSERTING CHASE STEPS

You can insert one or more new steps from the Record buffer into a Chase AFTER the current step. The new steps may be recorded from the channel faders, or by using the Record Stack feature (see page 49) to stack other pre-recorded Scenes, Chases, or Shows. Assuming you have one or more steps recorded in the Record Buffer, proceed from Instruction 4 in the example above:

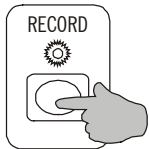
- 5 Hold [RECORD] and [INSERT], then press the Flash key of the Scenemaster to insert the new steps.**
 - 6 Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the Show back to a Chase.**
- Note that you must have previously recorded any insert steps before using this method.

COPYING A CHASE

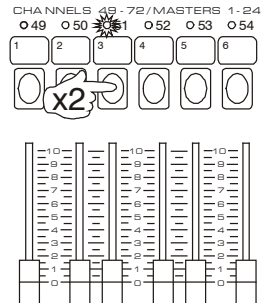


DELETING A CHASE

STEP 1



STEP 2



COPYING A CHASE

You can copy a Chase either Forward or Reversed to any other Scenemaster in the same or any other page as follows:

- 1 Press [CHASE REV] to set the recording direction: LED off is Forward, LED on is Reverse.
- 2 Hold [RECORD] and [REC STACK], then press the Flash key of the Chase to be copied.
- 3 Press [PAGE UP] or [PAGE DOWN] to move to another page.
- 4 Hold [RECORD], then press the Flash key above the new Scenemaster to assign the recording.

The original Chase is not changed by this operation. The Chase speed of the new Chase is set at the default speed and may be edited to suit.

DELETING A CHASE

You can delete any Chase to free up memory as follows:

- > Hold [RECORD], and press the Flash key of the Chase. Wait for a long Mimic flash, then press it again.

The long Mimic flash after the first press of the Scenemaster Flash key is a warning that the Scenemaster holds a recording—the old Chase. The short Mimic flash on the second press indicates the old Chase has been over-written, indicated by the Scenemaster LED going Off. Note that the Record buffer must be empty (Record LED not flashing) to delete the old Chase.

STACKING CHASES

The Record Stack function allows a number of ways of recording Chases. The following example shows how to over-write a Chase with a new Chase which is an auto-reversing version of itself with two extra steps:

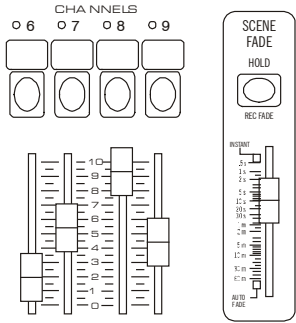
- 1 Record a 10 step Chase, say Channel 1 at Full through Channel 10 at Full, and assign it to Scenemaster 1.
- 2 Set Channel faders 1 to 10 at Full, and press [RECORD]. This records the first step of the new Chase.
- 3 If the Chase Reverse LED is on, press [CHASE REV] to turn it off.
- 4 Hold [RECORD] and [REC STACK], then press the Flash key of Scenemaster 1 to record the old Chase forwards.
- 5 Press [RECORD] to record Channels 1-10 at Full as step 12 of the new Chase.
- 6 Press [CHASE REV] to reverse the recording direction.
- 7 Hold [RECORD] and [REC STACK], then press the Flash key of Scenemaster 1 to record the old Chase reversed.
- 8 Hold [RECORD], and press the Flash key of Scenemaster 1. Wait for a long Mimic flash, then press it again.

The long Mimic flash after the first press of the Scenemaster Flash key is a warning that the Scenemaster holds a recording. The short Mimic flash on the second press indicates the new 22 step Chase has been assigned, and the old Chase over-written.

- The Record Stack function may be used to stack any sequence of cue steps recorded from Scenemasters 1-48, or Scenemasters 1-24, whether Manual Scenes, Fade-Scenes, Chases, or Shows, mixed with live recordings.

RECORDING AND ASSIGNING A SHOW

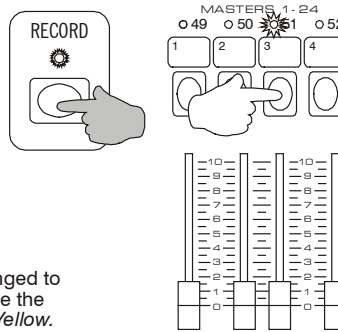
STEP 1



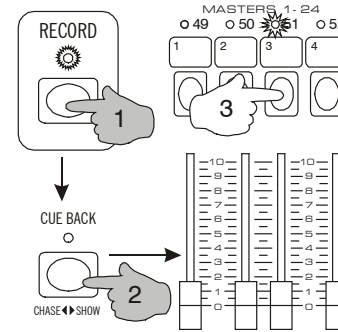
Repeat these steps for the next cues of the Show.

- When a Chase is changed to a Show, the LED above the Scenemaster flashes Yellow.

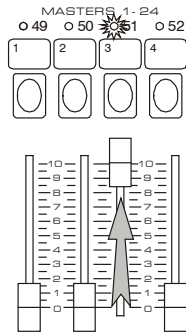
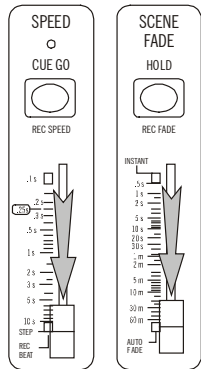
STEP 2



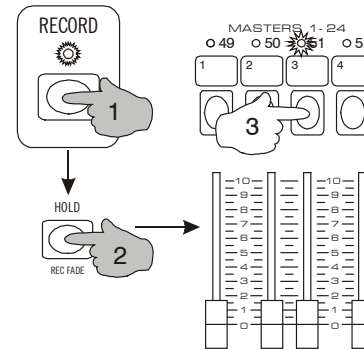
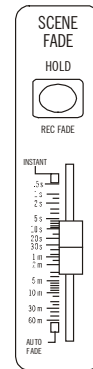
STEP 3



SHOW PLAYBACK



EDITING CUE FADE TIMES



SHOW RECORDING AND PLAYBACK

RECORDING AND ASSIGNING A SHOW

You can record a Show under any Scenemaster as follows

- 1 **Set up a lighting state, set its fade time, then press [RECORD]. Repeat this for each Cue of the Show.**
- 2 **Hold [RECORD] and press a Scenemaster flash key to assign the recording.**
- 3 **Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the Chase to a Show.**

After a short Mimic flash, the Scenemaster Mimic LED flashes Yellow to indicate a Show recorded under the Scenemaster.

SHOW PLAYBACK

When the Scene Fade master is set at Auto, raising the fader level of a Show loads the recorded fade time into the Show cross-fade timer and then fades up the levels of the first cue. Subsequent cues are introduced by pressing the Cue Go key:

- 1 **Set the Scene Fade timer at Auto, and the Speed Master at Step Mode.**
- 2 **If the Cue Back LED is on, press [CUE GO] to turn it off.**
- 3 **Set the Show Scenemaster to Full: the Show Fade LED starts flashing to show Cue 1 fade is in progress.**
- 4 **For subsequent cues, press [CUE GO].**
- 5 **To go back a cue press [CUE BACK].**

Repeated pressing of the Cue Go key gives a series of dipless cross-fades between cues, each new cue introducing its own pre-recorded fade time. Auto time fading works on a latest takes precedence basis, that is all levels fade to the latest cue state at the latest fade time. Only one Show should be up at a time. Note that if the Cue Back LED is on when the Show fader is set to full, the LAST cue of the Show will come up. For safer operation of Shows, the Flash keys of Show Scenemasters are disabled.

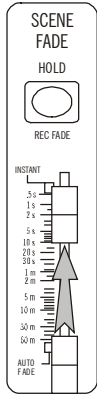
EDITING CUE FADE TIMES

You can change both the Up and Down fade times, or set different Up and Down times on any cue of a Show as follows:

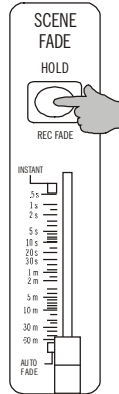
- 1 **Set the Speed Master at Step Mode, and set the Scene Fade Master at Instant (for quick stepping through cues).**
- 2 **Set the Show Scenemaster to Full.**
- 3 **Press [CUE GO] or [CUE BACK] to select the cue. You can use the Speed master for faster access to the cue.**
- 4 **Once the cue is selected, set the Scene Fade master to the new fade time.**
- 5 **Hold [RECORD] and [REC FADE] (the Hold key), then press the Show Scenemaster Flash key.**
- 6 **For different Up or Down times, .press [REC][REC FADE] then [UP] or [DN,] and then the Flash key**

A short Mimic flash shows the time/s have been recorded. When the cue is next used, it will fade at the new time/s.

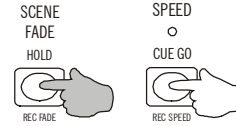
OVER-RIDING AN AUTO FADE TIME



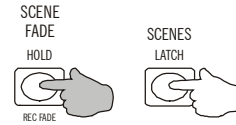
HOLDING AN AUTO FADE



SKIPPING CUES



COMPLETING A FADE



OVER-RIDING CUE FADE TIMES

During a cue fade you can move the Scene Fade master to a new time—the fade will continue at the new rate. You should then reset the fade time to Auto for the next cue.

HOLDING CUE FADES

While the Hold key remains down, the action of the Show fade timer is halted, and the current output lighting state will be held until the key is released. This is useful if a slow fade is progressing too fast for the action on stage.

SKIPPING CUES

If you need to skip a cue or two, or go back several cues, keep the Hold key down while you press the Cue Go or Cue Back keys. Alternatively you can move the Scene Fade master to say 50 minutes until you have found the right cue, and then move the lever to a suitable fade time to introduce the new levels. You should then reset the fade time to Auto for the next cue.

COMPLETING A FADE

During rehearsal, you may need to go to a new cue state without waiting for the auto fade to complete. You can do this by moving the Scene Fade lever to Instant, or by using the Hold and Latch keys as follows to complete the fade instantly:

- > **Hold down [HOLD], then press [LATCH]: the lighting will snap instantly to the new cue state.**

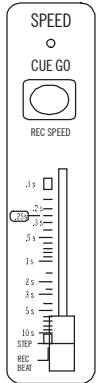
SPLIT FADE TIMES

The Cuemaster can perform split fade cues by splitting the cue over two cue states, the second cue being a follow-on. Take as example a new cue up time of 4 seconds and old cue fade out time of 10 seconds. In this case, when the new cue is complete after 4 seconds, the last cue has come down 40% and still has 6 seconds to fade out completely. Assume that you have just recorded the last cue from the Channel faders, and it is live on stage:

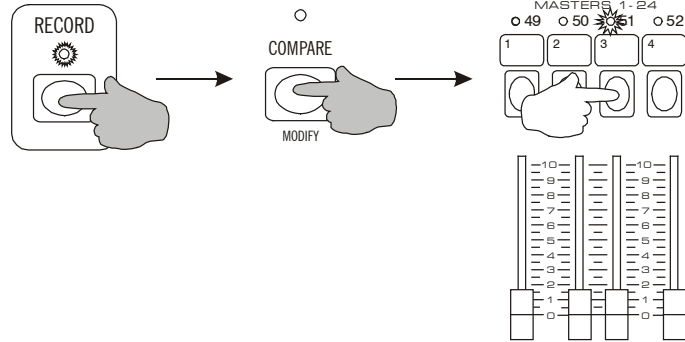
- 1 Press [STORE]<\$IStore key> to temporarily store the last cue in the Park Master (set at zero).**
- 2 Plot levels for the new cue on the Channel faders, and set the fade time at 4 seconds, the new cue up time.**
- 3 Add the Park Master at 60% (i.e. down 40%) to the new cue levels, and press [RECORD]—the new cue up state.**
- 4 Set the Park Master<N>off, set the fade time at 6 seconds, and press [RECORD]—the follow on cue.**

Operating the split fade is then simple: on the new cue, press Cue Go and when the Show Fade LED stops flashing (after 4 seconds), press Cue Go again for the follow on cue. The last cue state has taken a total of 10 seconds to fade out. Using this proportional technique, all types of split fades can be executed.

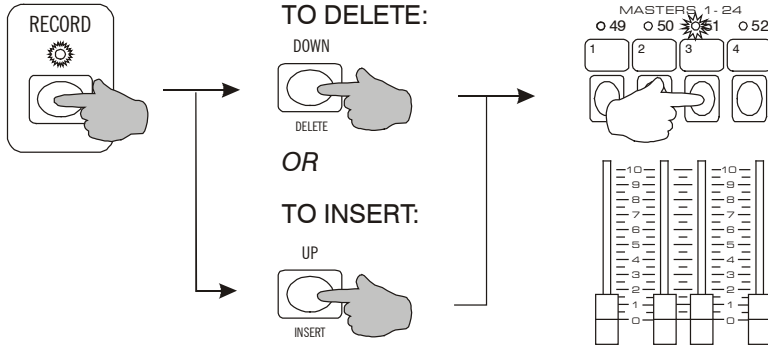
EDITING CUE LEVELS



Press Cue Go or Cue Back to select the cue, then edit the cue as described opposite.



DELETING OR INSERTING CUES



SHOW EDITING

You can edit the playback levels of any cue of a Show, and subsequently modify the original cue. You can delete cues, insert new cues, and chain Fade-Scenes into a Show, or chain Shows under different faders into a push button operated Show under a single master. Shows may also be split up into Fade-Scenes complete with their original fade times for manual operation if required.

EDITING CUE LEVELS

Level editing of a cue can only be carried out with the cue live on stage using the Cue Go and Cue back key keys to find the cue. You can then use the Up and Down keys to edit the cue levels as described on page 37. Record must be enabled for level editing.

- 1 **Set the Scene Fade time at Instant, and the Speed Master at Step Mode.**
- 2 **Set the Show Scenemaster at Full so the first cue is live onstage.**
- 3 **Press [CUE GO] or [CUE BACK] to select the cue. You can use the Speed master for faster access to the cue.**
- 4 **Use the Edit Channels Page keys with [UP] or [DOWN] and press channel flash keys to edit all 288 channels.**
- 5 **Hold [RECORD] and [MODIFY], then press the Scenemaster Flash key to modify the step.**

A short Mimic flash indicates the cue has been modified. Pre-recorded cue fade times are not changed. Remember that the Up, Down, and All keys fade channel levels at the rate set by the Scene Fade timer. If the time is set to Instant, a four second default fade rate is imposed. Modifying a cue automatically performs an Edit Clear operation.

DELETING CUES

You can delete cues of a Show one at a time by setting the cue live on stage using the Cue Go and Cue back keys as per Instruction 3 in the example above. Then proceed as follows:

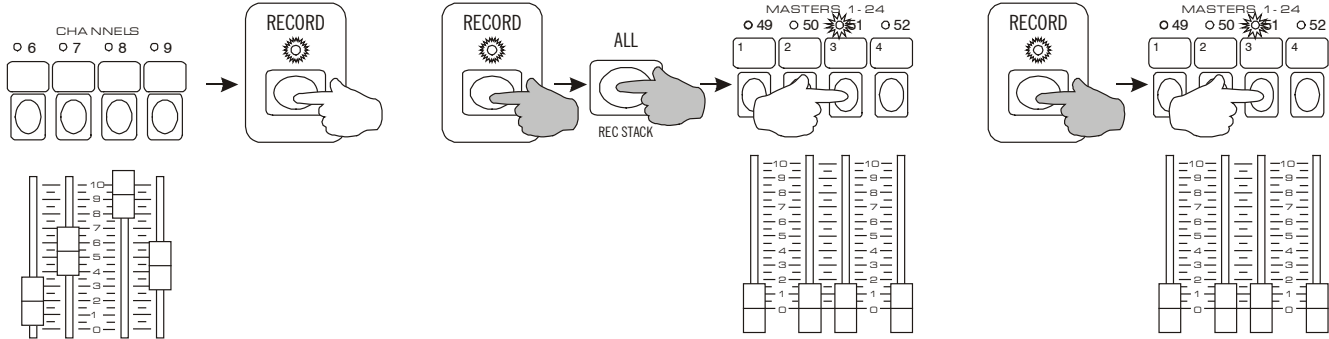
- > **Hold [RECORD] and [DELETE], then press the Flash key of the Scenemaster to delete the current cue. A short Mimic flash indicates the cue has been deleted and the cue left live on stage is the cue before the deleted cue.**

INSERTING CUES

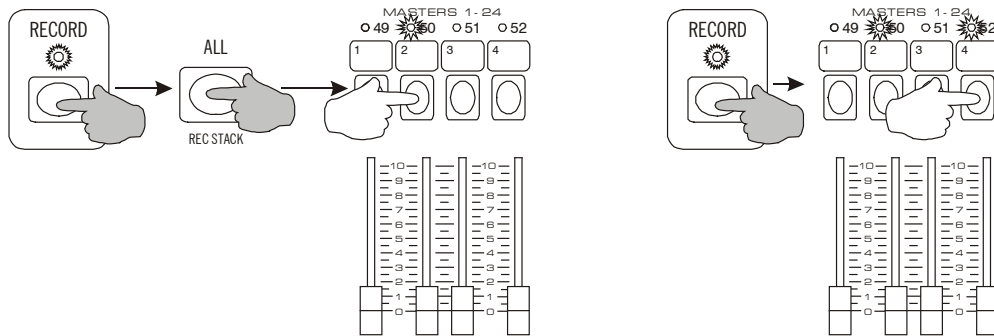
You can insert one or more new cues into a Show AFTER the current cue. The new cues may be recorded from the channel faders, from edited levels, or by using the Record Stack feature (see page 49) to stack other pre-recorded Scenes, Chases, or Shows. Assuming you have one or more cues recorded in the Record Buffer, proceed from Instruction 3 in the example above:

- > **Hold [RECORD] and [INSERT], then press the Flash key of the Scenemaster to insert the new cues.**
- Note that you must have previously recorded any insert cues before using this method. You can insert cues into Manual Scenes and Fade-Scenes on Scenemasters 1-24 as well. To insert steps in a Chase, change it to a Show and set the Speed master at Step Mode.

INSERTING A NEW FIRST CUE



COPYING A SHOW



INSERTING A NEW FIRST CUE

The Insert operation inserts AFTER the current cue. Use the following method if you need to insert a new first cue in a Show:

- 1 **Set up the new Cue 1 levels on the Channel faders or by using the Edit Channels Page keys and the Up/Down keys, and set the Cue 1 fade time on the Scene Fade master.**
- 2 **Press [RECORD] to record the new first cue.**
- 3 **If the Chase Reverse LED is on, press [CHASE REV] to turn it off. This sets the recording direction forward.**
- 4 **Hold [RECORD] and [REC STACK], then press the Flash key of the Show to record the rest of the cues.**
- 5 **Hold [RECORD], and press the Flash key of the Show to assign the new Show under the old Scenemaster. Wait for a long Mimic flash, then press the Flash key again.**

The long Mimic flash after the first press of the Scenemaster Flash key is a warning that the Scenemaster holds a recording—the old Show. The short Mimic flash on the second press indicates the new Show has been assigned, and the old Show over-written.

CHANGING CUE ORDER

You can change the cue order in a Show by using the Record Buffer as a temporary store for the cue to be transferred:

- 1 **Set the Scene Fade master at Auto, the Speed Master at Step Mode, and the Show Scenemaster at Full.**
- 2 **Press [CUE GO] or [CUE BACK] to find the cue to be moved. (Use the Speed master for faster access to the cue).**
- 3 **With the cue selected live on stage, press [RECORD] to record the cue levels.**
- 4 **Hold [RECORD] and [DELETE], then press the Scenemaster Flash key to delete the cue from the old position.**
- 5 **Press [CUE GO] or [CUE BACK] to find the cue BEFORE the new position for the transfer cue.**
- 7 **Hold [RECORD] and [INSERT], then press the Scenemaster Flash key to insert the cue into the new position.**

With the Scene Fade master set at Auto, the cue auto fade time will be recorded with the transferred cue.

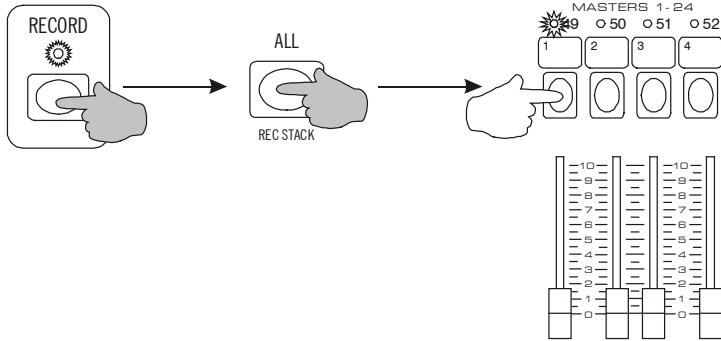
COPYING A SHOW

You can copy a Show to any other Scenemaster in the same or any other page as follows:

- 1 **If the Chase Reverse LED is on, press [CHASE REV] to turn it off. This sets the recording direction forward.**
 - 2 **Hold [RECORD] and [REC STACK], then press the Flash key of the Show to be copied.**
 - 3 **Press [PAGE UP] or [PAGE DOWN] to move to another page.**
 - 4 **Hold [RECORD], then press the Flash key above the new Scenemaster to assign the recording.**
- Note that any Linked Chases or Fade-Scenes if used will need to be moved to the same page. The original Show is not changed by this operation, and may be deleted if required.

STACKING SCENES OR CHASES INTO A SHOW

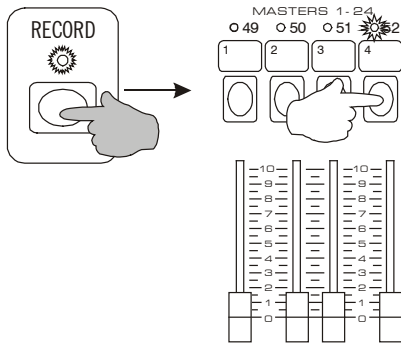
STEP 1



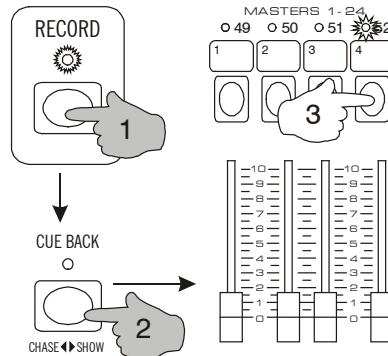
STEP 2

Repeat Step 1 to add any other Scenes to the Show recording.

STEP 3



STEP 4



DELETING A SHOW

You can delete a Show to free up memory as follows:

- > **Hold [RECORD], and press the Flash key of the Show. Wait for a long Mimic flash, then press it again.**

The long Mimic flash after the first press of the Scenemaster Flash key is a warning that the Scenemaster holds a recording. Note that the Record buffer must be empty (Record LED not flashing) to delete any recording under a Scenemaster.

STACKING SCENES INTO A SHOW

It is often convenient to plot levels and record cue states as Fade-Scenes for rehearsal purposes. When the levels are fixed you can stack all the Fade-Scenes (with their fade times) into a Show under one fader for simple push-button operation in auto-fade mode:

- 1 **Hold [RECORD] and [REC STACK], then press the Flash key of the first Fade-Scene, then release all keys.**
- 2 **Repeat step 1 to record all Fade-Scenes, changing to a new page where necessary.**
- 3 **Hold [RECORD], and press the Flash key of the selected Scenemaster to assign the recording.**
- 4 **Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the recording to a Show.**

After a short Mimic flash, the Scenemaster Mimic LED flashes Yellow to indicate a Show recorded under the master. You can now run the Show by setting the Scenemaster to Full for the opening lighting, and pressing the Cue Go key for all subsequent cues.

STACKING SHOWS AND FADE-SCENES

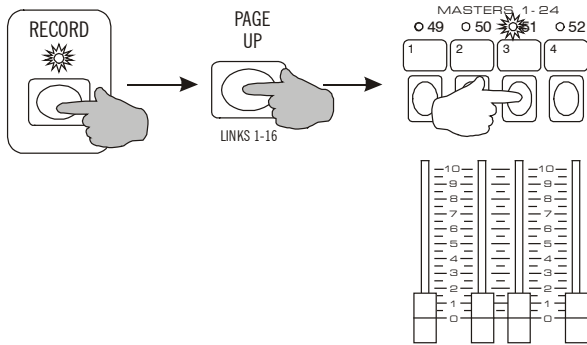
The Record Stack function also allows you to stack parts of a Show with Fade-Scenes under one fader for push-button operation. The following example shows how to stack two Fade-Scenes, say the Opening Preset lighting and the Interval Preset, with the Act 1 Show and the Act 2 Show, and record them all in order with their auto fade times under the old Act 1 Show:

- 1 **If the Chase Reverse LED is on, press [CHASE REV] to turn it off. This sets the recording direction forward.**
- 2 **Hold [RECORD] and [REC STACK], then press the Flash key of the Opening Preset Fade-Scene.**
- 3 **Hold [RECORD] and [REC STACK], then press the Flash key of the Act 1 Show.**
- 4 **Hold [RECORD] and [REC STACK], then press the Flash key of Interval Preset Fade-Scene.**
- 5 **Hold [RECORD] and [REC STACK], then press the Flash key of the Act 2 Show.**
- 6 **Hold [RECORD], and press the Flash key of the Act 1 Scenemaster. Wait for a long Mimic flash, then press it again.**
- 7 **Hold [RECORD] and [CHASE<<>>SHOW], and press the Scenemaster flash key to change the recording to a Show.**

You can now run the Show by setting the Show Scenemaster at Full for the first cue, and pressing Cue Go for all subsequent cues.

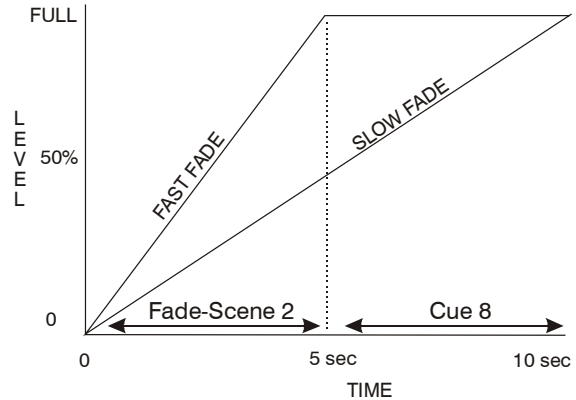
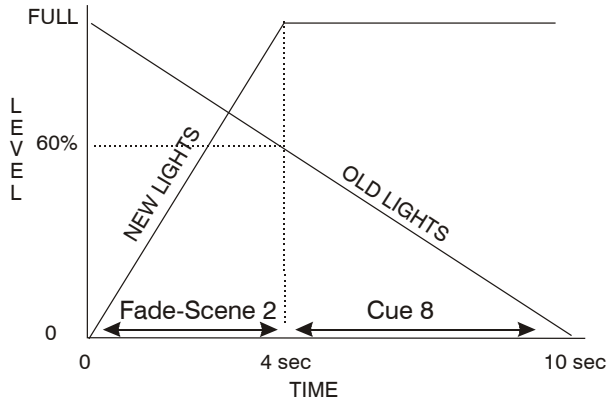
- In Auto-fade mode, Record picks up the Auto time last loaded. This allows you to split Show cues back to Fade-Scenes with their recorded fade times—with the Scene Fade at Auto, press Record after each Cue Go when the fade is complete, and assign the Scene. When changed to a Fade-Scene, the auto fade time will be that of the original cue.

LINKING CHASES AND FADE-SCENES TO CUES



■ When a Linked Chase or Fade-Scene is active, the LED above the

SPLIT FADES



SHOW CUE LINKS

The cues of a Show recorded under Scenemasters 17 to 24 can each link in automatically any or all of the first 16 Scenemasters which hold an auto-speed Chase, or an auto-fade Fade-Scene. You can use this to either fade Chases up or down on Show cues, or to fade or snap a separate Fade-Scene up or down with a different time to the cue fade time.

LINKING CHASES AND FADE-SCENES TO CUES

Suppose you have recorded a Show under one of Scenemasters 17 to 24 on the bottom row of faders, and up to 16 Chases or Fade-Scenes under Scenemasters 1 to 16 which you want to link to different cues in the Show:

- 1 Set the Scene Fade timer at Auto, the Speed Master at Step Mode, and the Show Scenemaster at Full.**
- 2 Press [CUE GO] or [CUE BACK] to find the cue which requires a linked Chase or Fade-Scene.**
- 3 Hold down [RECORD] and [LINKS 1-16], then press Scenemaster Flash keys in the range 1 to 16 to link the Chase or Fade-Scene to the current cue.**
- 4 Repeat steps 2 and 3 for any other cues which require linked Chases or Fade-Scenes.**

The LEDs of linked Chases or Fade-Scenes flash RED. Links which are on can be turned off by selecting the same link again—the action is push-on push-off. Note that Manual Scenes and Shows in Scenemasters 1-16 cannot be linked and that links can only be recorded on cues of a Show which is in Scenemasters 17 to 24.

CUE LINK PLAYBACK

Shows using linked Chases and Fade-Scenes can be played back exactly as for non-linked Shows:

- 1 Set the Scene Fade timer at Auto, and the Speed Master at Step Mode.**
- 2 If the Cue back LED is on, press [CUE GO] to turn it off.**
- 3 Set the Show Scenemaster to Full: the Show Fade LED starts flashing to show Cue 1 fade is in progress.**
- 4 For subsequent cues, press [CUE GO].**

Each new cue introduces its levels at its own auto fade time, and at the same time any linked Chases or Fade-Scenes. Linked Chases fade up and down at the same rate as the cue auto fade time, whereas a linked Fade-Scene fades up and down at its own pre-recorded fade time which may be from Instant to 60 minutes—it is completely independent of the Show cue fade time. This makes Linking an ideal method of performing single button split fades for example by having a 10 second Show Cue linked to a 30 second Fade-Scene. If you require Chases or Fade-Scenes to be up for several cues of the Show, you must record the link on each of the cues. You can link any or all of 16 Chases to a cue, but only one Fade-Scene to ensure correct operation of the scenes timer. If 16 linked Chases or Fade-Scenes are not enough, split the cues over several Shows on different pages—moving to a new page allows a further 16 links, for a total of 64 linked Chases if the entire performance is split over 4 Show Scenemasters, one on each page.

MASTERS CONTROLLING PLAYBACK MODE

The following table lists which masters control levels and fade-times from the various playback sources of the Cuemaster

PLAYBACK SOURCE	CHNS MASTER	PARK MASTER	SCENES MASTER	FADE TIME
CHANNEL FADER	YES			
CHANNEL LATCH				
CHANNEL FLASH / MASTER FLASH				
PARK STORE		YES		
UP / DOWN / ALL KEYS, EDIT CLEAR				YES
MANUAL SCENE FADER			YES	
MANUAL SCENE LATCH			YES	
MANUAL SCENE FLASH				
CHASE FADER / LINK			YES	
CHASE LATCH			YES	
CHASE FLASH				
FADE-SCENE FADER / LINK			YES	YES
FADE-SCENE LATCH			YES	YES
FADE-SCENE FLASH				
SHOW FADER			YES	YES
SHOW LATCH			YES	YES

- If the Speed Master is up, Fade-Scenes default to Auto Fade Mode.
- Speed Master controls Show cue step rate playback only. Chases step at their recorded speeds
- Grand Master and DBO key control ALL levels, including Flashed and Edit levels. Shows cannot be Flashed

AUTOMATIC PLAYBACK MODES

AUTOMATIC SHOW MODE

The Cuemaster can run an automatic Show hundreds of cues long, with linked Fade-Scenes and Chases, and delay times up to 60 minutes between each cue. With the Scene Fade at Auto, and the Speed Master set at a continuous chase rate, the Show cue advance is inhibited until the last fade is complete. The minimum time between cues is set by the Speed fader—if it is set at .1 second, the next cue will be introduced almost immediately at its own auto fade rate. You can make a time delay between cues by recording the same cue levels with a different fade time—the next cue waits until this delay fade is complete:

- 1 Record a cue, with a fade time of say 1 second—the fade up time.**
- 2 Record the same cue with a time of 10 seconds—the delay time.**
- 3 Repeat the first 2 steps for a number of pairs of cues with different fade and delay times.**
- 4 Assign the recording as a Chase, and change it to a Show.**
- 5 Set the Scene Fade Master to Auto, and the Speed Master at .1 seconds.**

Setting the Show to Full then starts a continuous automatic show. Cue fade times can be from Instant to 60 minutes, while Delay times can be from .5 second to 60 minutes between cues. Linked Chases will fade at the cue fade rate, while Fade-Scenes can be linked to any cue at an independent auto fade rate. Moving Lights, Product Displays, Exhibitions, and Display Signs are just a few of the applications of this mode.

CONTINUOUS CROSS-FADE MODE

If the Speed fader is set at any speed between .1 second and 10 seconds, any Show which is up will be stepped at that rate. If the Scene Fade Master is set to the same time as the Speed Master, a continuous cross-fade will take place.

- 1 Record 3 cues, say Channel 1 at Full, 2 at Full, 3 at Full, then assign the Chase, and change it to a Show.**
- 2 Set the Scene Fade Master to 5 seconds, and the Speed Master to 5 seconds.**
- 3 Set the Show to Full to start a continuous cross-fade between cues.**
- 4 Press [CUE GO] to stop the step, or hold and release [CUE BACK] to stop then reverse direction.**

Note that if you are running a push-button show, you will need to move to Manual Scene or Fade-Scene operation while using the continuous cross-fade mode. The Show can include linked Chases, and linked Fade-Scenes. Since all Fade-Scenes default to Auto Fade Mode if the Speed Master is up, you can program different fade times (including snaps) into the Show. Also, if several Shows of differing numbers of cues are up, the lighting will vary depending on the synchronisation of the cues. The number of different 'looks' can be very large: 3 shows of 8, 9, and 10 steps will produce 720 (8x9x10) combinations. This mode is useful on Product Displays, Exhibitions, or for example to continuously cycle a number of lights through a series of colour combinations.

REMOTE SHOW PLAYBACK

You can operate a Show recorded under any Scenemaster from a remote location by manual push button or musician's foot-switch, or by electronic control from a microphone, daylight sensor, Audio Visual decoder box, SMPTE time decoder, Midi decoder, computers, or a tone decoder from a taped sound-track. Control is provided for Forward Cue, Reverse, and Home—reset to Cue 1. Since Linked Chases and Fade-Scenes can be incorporated in the cues, a very complex sequence of effects can be operated. These events can include not only lighting cues but motor control, colour scroller control, moving light parameters, smoke machines, pyrotechnics etc. The large memory capacity of the Cuemaster will be found very useful in such automated presentations. The Forward, Reverse and Restart commands require a simple three wire connection to two low current make-to-earth contacts, which can be a pair of manual push buttons, small relays, or computer logic outputs. The technical specifications are listed below.

In the following example, assume the remote lines are connected to two push buttons marked Forward and Reverse.

REMOTE SHOW SET-UP

You should record the complete Show in a Scenemaster in the range 17 to 24 so that Chases and Fade-Scenes on Scenemasters 1 to 16 on the same page can be linked to the Show cues if required. Only one Show can be operated remotely at one time, and the 16 linked Chases or Fade-Scenes must be recorded on the same page as the Show. You can record up to 9 other Remote Auto Shows on the other 9 pages if needed, but the Page must be manually changed. Once the Show is recorded, proceed as follows:

- 1 If the Cue Back LED is on, press [CUE GO] to turn it off.**
- 2 Plug the stereo phone jack connected to the remote pushbuttons (or controller) into the Remote Control socket on the back panel of the Cuemaster.**
- 3 Set the Scene Fade master at Auto, and the Speed Master at Step Mode.**
- 4 Set the Show Scenemaster to Full. This sets Cue 1 live on stage.**

The first cue state in automatic mode is more than likely to be a blackout or a reset state which may include public area lighting such as Houselights. The second cue state would then be the true start of the performance. Once the remote lead is connected, the Show can be controlled from the remote contacts, and from the Cuemaster Cue Go and Cue Back keys.

REMOTE CUE FORWARD

If you press the Forward push-button briefly (50 milliseconds to 1 second), the Show will step forward one cue. Repeating pressing of the Forward button gives a series of dipless cross-fade between cues, each new cue introducing its levels at its own pre-recorded fade time with any linked Chases, and any linked Fade-Scene at its own (different) pre-recorded fade time. Cue stepping works on a latest takes precedence basis, that is all cue levels fade to the latest cue state at the latest cue fade time, while Fade-Scenes fade at the latest Fade-Scene auto time.

REMOTE CUE REVERSE

If you press the Reverse push-button briefly (50 milliseconds to 1 second), the Show will step backwards one cue, the new cue introducing its own pre-recorded fade time, and any linked Chases or Fade-Scenes at the same time.

SHOW RESTART

If you hold the Forward push-button down for a period exceeding 2 seconds, the Show will step immediately forward one cue and after 2 seconds reset to Cue 1. Since the Cuemaster cycles back from the last cue to the first cue there will be a smooth restart to the Cue 1 state at the Cue 1 fade time.

REMOTE INPUT SPECIFICATIONS

The remote control input requires a stereo phone jack with the following connections as shown opposite:

TIP	Forward connection
RING	Reverse connection
SLEEVE	Common connection (chassis earth)

The Forward, Reverse and Restart commands are given to the Cuemaster as follows:

Forward Cue Connect tip to sleeve for a period of not less than 50 milliseconds and no greater than 1 second.

Reverse Cue Connect ring to sleeve for a period of not less than 50 milliseconds and no greater than 1 second.

Restart Show Connect tip to sleeve for a period of 2 seconds or more.

The sleeve is connected to the Cuemaster chassis and is at Earth potential. The Forward and Reverse inputs have an internal pull-up resistor of 2200 ohms to 5 volts, and hence may be safely activated by any external switch such as a push-button, relay contact, or computer logic output including TTL, LS-TTL, CMOS, NMOS, open collector transistor output, or any other device which can sink 2 milliamps. Connection diagrams are given in the appendix at the end of this manual.

PREVIEWING THE NEXT CUE

PREVIEW
SCENES



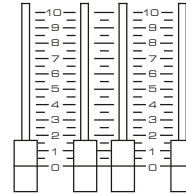
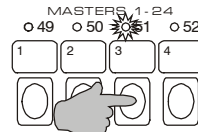
HELP SCREEN

PREVIEWING SCENES, CHASES OR SHOWS

PREVIEW
SCENES



HELP SCREEN

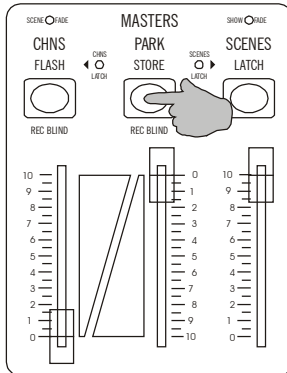


PREVIEWING PARK LEVELS

PREVIEW
SCENES



HELP SCREEN



CUEMASTER PREVIEW MODES

Using the Preview key, you can view the contents of any Scenemaster or the Park Master on the Mimic LEDs and on the LCD display (if installed).

PREVIEWING THE NEXT CUE

You can view channels and links (if any) in the next cue when playing back a Show in Step Mode. Only Show cues in Scenemasters 17-24 are previewed.

- 1 **Set any Scenemaster in the range 17-24 recorded as a Show to Full.**
- 2 **Press and hold [PREVIEW].**

After a short Mimic flash, the Channel LEDs light to show levels on in the next cue, while the Scenemaster Mimic LEDs black out to show links recorded on the next cue. The information is reproduced on the LCD display.

PREVIEWING MANUAL SCENES AND FADE-SCENES

You can view channels in any recorded Manual Scene or Fade-Scene:

- > **Hold [PREVIEW], then press the Scenemaster Flash key of the Manual Scene or Fade-Scene.**

PREVIEWING CHASES AND SHOWS

You can view the steps of any Chase or the cues of any Show in sequence:

- > **Hold down [PREVIEW], and then press the Scenemaster Flash key of the Chase or Show.**

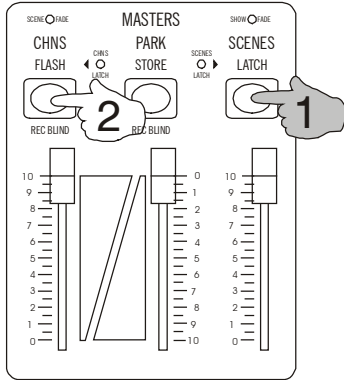
The Mimic LEDs show the channels of each cue as it is stepped forward three times a second from the first step to the last step.

PREVIEWING PARK

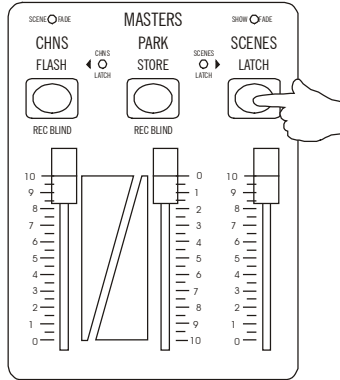
You can view channels stored under the Park Master:

- > **Hold [PREVIEW], then press [PARK].**
- In all Preview operations, the lighting levels on stage are not affected.
- Full data including levels, fade time, speed, links, etc., are shown on the LCD display.

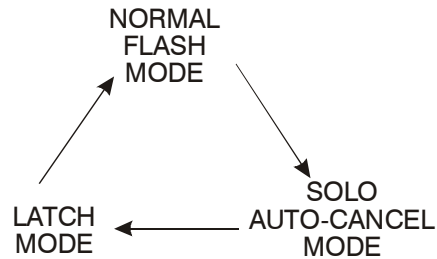
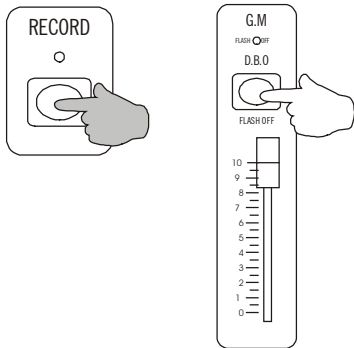
LATCHED CHANNELS



LATCHED SCENES



FLASH DISABLE



FLASH LATCH AND DISABLE MODES

LATCHED CHANNELS

You can set the Channel Flash keys to a push on-push off operation—Latch Mode, useful for single channel on-off control of a variety of devices such as motors, strobe lights, smoke machines, and special effects.

- 1 **Hold [LATCH], then press [FLASH], the key above the Channels Master: the Channels Latch LED will light.**
- 2 **Touch any of the Channel Flash keys to turn the channels on or off.**
- 3 **To cancel all Latched Channels simultaneously, hold [LATCH], then press [FLASH].**

Note that the Mimic LEDs flash to indicate channels which are latched on. To reduce confusion, only latched channels are shown on the Channel Mimic display in this mode. Setting Channel Latch mode cancels Kill mode, and vice-versa—a double press of the Kill key can be used to cancel Channels Latch mode. Latched channel levels are only affected by the Grand Master.

LATCHED SCENES

You can set the Scenemaster Flash keys to either of two latch modes useful for special effects: SOLO AUTO-CANCEL—a single, latched, last takes precedence mode, or LATCH—a push-on push-off, highest takes precedence mode.

- 1 **Press [LATCH]: the Latch LED lights GREEN to show SOLO AUTO-CANCEL Mode.**
- 2 **Touch any Scenemaster Flash key to turn it on and turn off the previous selection (AUTO-CANCEL action).**
- 3 **Press [LATCH] again: the Latch LED will light RED to show LATCH Mode.**
- 4 **Touch any Scenemaster Flash key to turn it on or off (LATCH on-off action).**
- 5 **To cancel all Latched Scenes simultaneously, press [LATCH] again: the Latch LED is turned off.**

The Mimic LEDs Latched Scenemasters show RED when on. Scenemasters not recorded (LED Off) cannot be latched. Setting Scenes Latch Mode cancels Kill mode, and vice-versa—a double press of the Kill key can be used to cancel Scenes Latch mode. Latched Scenes are affected by the Scenes Master and the Grand Master.

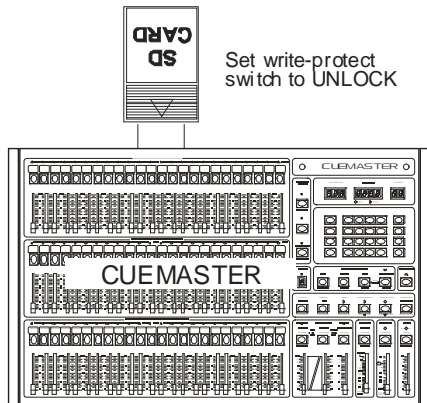
FLASH DISABLE

To prevent unwanted flashes of light, or unwelcome blackouts on stage, you can disable all Flash functions including DBO :

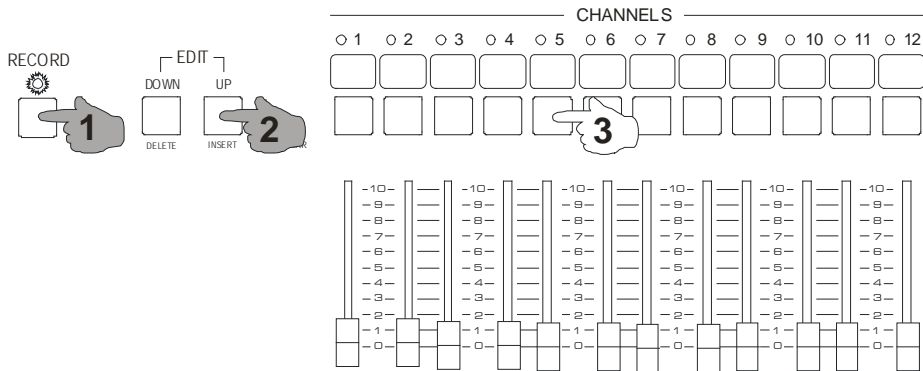
- 1 **Hold [RECORD], then press [DBO]. The Flash Off LED will light green to show all Flash functions are disabled.**
- 2 **Press any Channel Flash key, or the DBO key: note that no output level is changed.**
- 3 **To re-enable Flash Mode, hold [Record], then press [DBO] to turn off the LED.**

The Record LED may be on or off. Flash Disable automatically cancels Kill mode, and both Channels and Scenes Latch Mode.

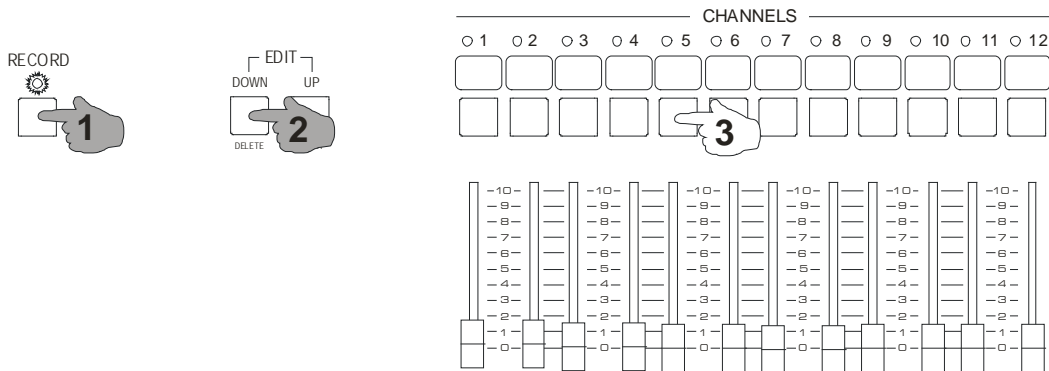
INSERTING THE CARD



SAVING TO CARD



LOADING FROM CARD



CUEMASTER MEMORY CARD BACKUP

The entire memory (all the scenes, chases, and shows on all pages) of the Cuemaster can be saved to SD Card for backup or library purposes, and restored later. Moreover each SD card can save 24 different copies (“volumes”) of the memory to the one card

SAVING TO SD CARD

You can save the entire Cuemaster memory to an SD card volume as follows (Record must be on):

1. **Set the write protect switch on the SD card to Unlock (towards the contact end of the card)**
2. **Push the SD card, label uppermost, into the socket at the back of the Cuemaster**
3. **With the Record LED ON, hold [RECORD] and [UP], then press any Flash key on the top preset**

After a short Mimic flash, the screen shows “Saving to card”. If you pressed flash key 1, the memory is saved to volume 1 in the card, while pressing flash key 5 saves to volume 5 in the same card etc. You can then remove the SD card (push to remove). To prevent accidental overwrites, set the write protect switch on the card to the Lock position. As each card can store up to 24 volumes in the same card, it is advisable to *make a written note of the card and the volume numbers used*.

RESTORING FROM SD CARD

You can restore the entire Cuemaster memory from a SD card volume (saved from the same size Cuemaster):

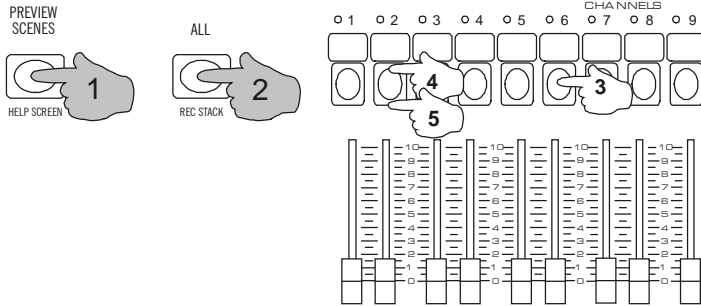
1. **Push the SD card, label uppermost, into the socket at the back of the Cuemaster**
2. **With the Record LED ON, hold [RECORD] and [DOWN], then press a Flash key on the top preset of any previously saved volume**

After a short Mimic flash, the memory starts restoring from the card. If you pressed flash key 1, the memory is restored from volume 1 of the card. If you pressed flash key 5, the memory is restored from volume 5 of the same card etc.

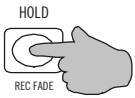
- A long flash of the Mimic display indicates an error. Error codes are shown in the screen display at the top of the page.
- Saved volumes can only be restored to the same model and channel size.
- As save and restore take a few seconds to complete, avoid SD card operations with lights live on stage.
- Each SD card volume may be written 100,000 times without degradation. Read operations are unlimited.

SD card size for Cuemasters can be from 32MB to 1GB. The Cuemaster saves its data to SD card addresses starting at 800000H (8MB) so that if the card is no longer required for backup purposes, it may be re-used in a PC after re-formatting.

PRINTING THE CUE-LIST (RECORD CODE: 622)



PRINT CANCEL



CUEMASTER HARD COPY PRINTOUT

The Cuemaster can provide a full printout of all recorded levels, fade times, cues and links, chase speeds, and the patch status on a PC compatible parallel printer.

CONNECTING THE PRINTER

The Cuemaster is designed to print on cut-sheet or fan-fold paper on PC compatible printers. You can use any other printer which emulates this standard.

- 1 Plug the printer cable into the 25D printer socket at the back of the Cuemaster.**
- 2 Load a sufficient supply of fan-fold or cut-sheet paper in the printer and switch the printer on.**
- 3 Set the printer to draft mode if available for faster printout.**
- 4 If using fan-fold paper, press the printer Load key to set the first page in correct position.**
- 5 Set the printer On-line.**

PRINTING THE CUE-LIST

You can now print the levels of all Manual Scenes, Fade-Scenes, Chases and Show cues, with cue links and fade times, and chase speeds in both seconds and beats per minute, followed by the Patch listing:

- > Hold [PREVIEW] and [ALL], then enter the Record Code on the Channel flash keys above the top row of faders.**

A space is left at the top of the printout to fill in the production name and date if required. Only valid Scenemaster recordings and channel levels are printed to conserve paper. The printout ends with a Memory Status summary of Scenemasters and memory used, and totals for all Manual Scenes, Fade-Scenes, Chases, Shows, and Cue steps.

- Command key operation is disabled during printing, but all fades and chases in progress are maintained without interruption.
- If there is a printer fault, the Mimic LEDs will give a long flash before the desk restores normal key operation.

PRINT CANCEL

You can cancel a long printout at any time during the printing:

- > Press the [HOLD] key.**

The Cuemaster will return to the keyboard command mode after a long Mimic flash.

A	Mem 5%	Flash Off	THEATRELIGHT CUEMASTER															Record							
	EDIT ON																								
B	1	2	3	4	5	6	7	8	9	10	11	12	1 - 24	13	14	15	16	17	18	19	20	21	22	23	24
	F	50	70	F	20	F	F	F	10	50	F	50	LATCH												
	25	26	27	28	29	30	31	32	33	34	35	36	25-48	37	38	39	40	41	42	43	44	45	46	47	48
	SCENES																								
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
C	Ms	Fs	Ch				Ch				PAGE 1									SH					
D	1	2	3	4	5	6	7	8	9	10	11	12	LATCH	13	14	15	16	17	18	19	20	21	22	23	24
	F	75	50				F				LEVELS									F					
E	FADE-SCENE STATUS																		SHOW 24/1 CUE STATUS						
	Scene 2 of Page 1																		Cue 5 of 57						
	AUTO: 2.2 secs																		AUTO: 25 secs						
	100% complete																		100% complete						
	Auto Fade : 2.2 secs																		Auto fade: 25 secs						
	Next Scene: 2, page 1																		Links: . 2 . . 5						
	Next Fade : 10 secs																		Next Cue: 6, 3 secs						
			Chns		Park		Scenes		Fade		Seq		Grand												
			Mst		Mst		Mst		Time		Speed		Mst												
			Full		Off		Full		AUTO STEP		Full														

CUEMASTER SCREEN DISPLAY

While the Cuemaster can be operated satisfactorily without any other display assistance, you will find that busy shows are easier to operate using the Screen display.

CONNECTING THE LCD DISPLAY

The Cuemaster is fitted with a video display card suitable for use with any colour LCD monitor. A suitable size of screen is a 15 inch display.

- 1 **Plug the monitor video cable into the 15 pin D connector at the back of the Cuemaster.**
- 2 **Connect power to the monitor, and adjust the screen size, contrast and brilliance for correct display.**

Several pages of information provide data on output channel levels, master state, fade state, and output dimmer levels.

SCREEN LAYOUT

A TOP STATUS BAR

MEMORY	Memory used status.
FLASH OFF	Flash Disable status.
CENTRE TITLE	Specifies type of display levels with Preview key.
RECORD	Record status. Flashes number of cues to assign or insert when recording.

B CHANNEL LEVELS

LEVELS	Channel levels display. Edited channel levels are displayed in bold reversed text.
ORIGINAL/EDIT ON	Compare key status. Also indicates Hold key status.
LATCH	Channels Latch key status. Also indicates Kill mode.

C SCENEMASTER STATUS BAR

RECORDING TYPE	Scenemaster Record type: Ms = Manual Scene, Fs = Fade-Scene, Ch = Chase, SH = Show.
PAGE NUMBER	Current Page number.

D SCENEMASTER LEVELS

SCENEMASTER LEVELS	Displays levels of Scenemaster faders in % levels and bargraph form.
LATCH	Scenes Latch status. Also duplicate Kill status.
LEVELS	LEVELS shows when no Last page master is up. Also flashes Last page number active status.

E FADE-SCENE STATUS

SCENE NUMBER	Scenemaster number and Page number of latest Fade-Scene.
FADE TIME	Active fade time (either current or recorded auto fade time) of latest Fade-Scene.
FADE STATE	Progress state of the Scenes auto cross-fader as bargraph and percentage.
AUTO FADE TIME	Recorded auto fade time of latest Fade-Scene.
NEXT SCENE	Master and Page number of next recorded Fade-Scene.
NEXT FADE	Auto time of next recorded Fade-Scene.

F SHOW CUE STATUS

SHOW NUMBER	Scenemaster number and Page number of latest Show.
CUE NUMBER	Current cue number and total cues in Show. Cue number with E indicates End cue (last cue) of Show.
FADE TIME	Active fade time (either current or recorded auto fade time) of current cue.
FADE STATE	Progress state of the Show auto cross-fader as bargraph and percentage.
AUTO FADE TIME	Recorded auto fade time of current cue.
LINKS	Link numbers 1 to 16 recorded on current cue.
NEXT CUE	Number and auto fade time of next recorded cue.

G MASTER LEVELS

CHANNELS MASTER	Bargraph and percentage level of Channels Master.
PARK MASTER	Bargraph and percentage level of Park Master. Flashes as warning if Park Master is up.
SCENES MASTER	Bargraph and percentage level of Scenes Master. Flashes as warning if Scenes Master is not at Full.
FADE TIME	Bargraph and fade time of Scene Fade Master. Indicates Step Mode.
CHASE SPEED	Bargraph and step time in seconds or BPM (Beats per Minute) of Speed Master. Indicates BPM when the Cue Go key is tapped when recording Chase Beat (only if Scene Fade is set at Instant).
GRAND MASTER	Bargraph and percentage level of Grand Master. Flashes as warning if Grand Master is not at Full.

H MEMORY STATUS

When you press the Record key, the Masters Levels box is replaced with a Memory Status display:

SHOWS	Total number of recorded Shows.
CHASES	Total number of recorded Chases.
FADE-SCENES	Total number of recorded Fade-Scenes.
MANUAL SCENES	Total number of recorded Manual Scenes.
SCENEMASTERS SPARE	Total number of Scenemasters yet to be recorded.
MEMORY SPARE	Memory spare as percentage.
CUE STEPS TOTAL	Total count of all Show cues, Chase steps, Fade-Scenes, and Manual Scenes.

Major Functions

RECORD BACKUP SCENE

Set scene levels - Press [RECORD]

ASSIGN BACKUP SCENE

Hold [RECORD], press Backup Flash key

RECORD KEY

RECORD ENABLE

Hold [RECORD], enter Record Code on Backup Flash keys 1-9

RECORD CLEAR

Hold [RECORD], press [0]

RECORD DISABLE

Hold [RECORD], press [HOLD]

ERASE MEMORY

Hold [RECORD] & [HOLD], enter Erase Code on Backup Flash keys 1-9

FOR MORE RECORD HELP

Press other control keys

Other Functions

For Help on a key function, press the key while keeping Help held...

CUEMASTER ON-SCREEN HELP

A total of 17 pages of on-screen Help are available similar to the sample pictured opposite. You can access Help as follows:

- 1 **Hold [RECORD] and press [PREVIEW]. then release [RECORD]. Keep your finger on the Preview key**
- 2 **For Help on other control keys, keep [PREVIEW] held and press the control keys one after the other.**

SCREEN ERROR MESSAGES

Error and warning messages are displayed at the top of the screen. These messages and circumstances are listed below:

ERROR: Last Page Fader still up, or Master Flash key down—**Page Up or Page Down key**

ERROR: Flash Off is set - all Flash functions are disabled—**Kill key, Latch key**

ERROR: Memory Full—**All Record functions if memory full**

ERROR: Scenemaster previously recorded - Press key again to overwrite—**Recording into Scenemaster**

ERROR: Spare master - no cues to delete—**Deleting cues**

ERROR: Spare master - Insert cues not allowed—**Inserting cues**

ERROR: No recorded cues to insert—**Inserting cues**

ERROR: Spare master - no cues to modify—**Modifying cues**

ERROR: Spare master - no cues to record—**Recording a stack**

ERROR: Memory Card write protected or not in socket—**Saving to card**

ERROR: Not a Fade Scene or Show Cue—**Editing fade times**

ERROR: Not a Chase or a Show—**Recording Chase speed**

ERROR: Links must be Chases or Fades in Masters 1 to 16—**Recording links**

ERROR: Show Master 17 to 24 not set at Full—**Recording links**

ERROR: Master 17 to 24 at Full is not a Show—**Recording links**

ERROR: Not a Manual Scene or a Fade Scene—**Changing Manual Scenes to Fade-Scenes**

ERROR: Not a Chase or a Show—**Changing Chases to Shows**

PRINTER ERROR- RESETTING SYSTEM—**Printer errors**

MAINTENANCE

To keep your Cuemaster looking and working well take note of these points:

- Keep the dust cover on when you are not using the desk: dust is detrimental to fader life.
- Do not drink, eat or smoke over the desk.
- Do not use excessive pressure on fader knobs or keys, or lean your elbows on active area of the desk.
- Never use contact cleaner or other solvents on the panel. Touring desks should travel in a sturdy road case with adequate protection from dust and vibration.
- Take care that all connections are firmly in place when operating the desk.
- If your local power supply is subject to low voltage or electrical noise, power the desk from a UPS.
- After plotting, always save to card and make a printed backup of the Cuemaster and patch states.
- If liquids are spilt on the front panel, the desk must be turned off immediately, disassembled, the wetted parts rinsed in clean warm water, air blasted, and dried thoroughly in hot air before reassembly.
- Note that if the CPU card is wet, the Lithium battery must be disconnected before washing. Contact Theatrelight or your agent if necessary.

If you have any questions or suggestions about the Cuemaster or this operation manual, please contact Theatrelight or your Theatrelight agent with the following information:

- Your name and address.
- Your application of the Cuemaster, and your questions or suggestions.

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AUCKLAND

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website: www.theatrelight.co.nz email: sales@theatrelight.co.nz

SPECIFICATIONS

CONSTRUCTION

Extruded, black anodised aluminium frame with polished wooden ends.

Front panels are 2mm thick aluminium, finished and anodised black, three colour screened in abrasion resistant two pot epoxy ink.

FADERS

60mm stroke long life linear faders with custom moulded ABS knobs.

All faders are protected by a built-in dust shield.

FLASH KEYS

Gold contact long life computer keys with custom moulded 19mm keycaps.

ELECTRONICS

CMOS microprocessor with 5 year lithium battery backed CMOS internal memory.

Plug in external memory card with replaceable 5 year lithium battery and write protect switch.

Eight bit (256 step) record and playback of channel levels.

POWER SUPPLY

The Cuemaster and DMX-Link are switchable 120/288 VAC, 50-60Hz. Power consumption is less than 10 watts.

DIMMER OUTPUT

USITT DMX-512 1990 Digital multiplex system requiring twin twisted shielded cable approved for RS-422/485 of up to 600 metres for transmission to remote dimmers. Dimmer data rate is greater than 20,000 dimmer levels per second.

DMX DECODERS

DMX-512 analogue output receivers can be supplied by Theatrelight to drive any make of dimmer requiring plus or minus 10, 12, or 15 volts, with or without diode offset. Each receiver may be programmed with a channel offset. Up to ten of these 64 channel receivers can be used in larger installations. TLRX Receivers are available in either 19 inch, 1 U rack mounting configuration, or as a standalone portable version.

DMX SPLITTERS

DMX-512 splitters and isolators can be supplied by Theatrelight to drive multiple DMX lines for larger installations. The splitter re-shapes and buffers the received DMX signal. Theatrelight DMX Splitters are available in either 19 inch, 1 U rack mounting configurations, or as a standalone portable versions.

EXTERNAL CONNECTIONS

POWER	Switchable 120/288 VAC 50/60 Hz, 30 watts, via IEC 630 male sockets.
DIMMER OUTPUTS	EIA-485 250 K Baud to DMX-512 via 5 pin Cannon XLR female sockets.
REMOTE STEP	Two channel short to earth via 6.25 mm Stereo jack socket.
PRINTER PORT	25D female socket for PC compatible parallel printers.
VIDEO PORT	Standard VGA D type female socket.
DESK LIGHTS	BNC sockets for Littlite model 12G or equivalent gooseneck fittings. Bulbs are 24 volt, 2.8 watt Lucas LLB865 or equivalent
MEMORY CARD	256 KByte write-protectable card. Replaceable long life Lithium battery.

DIMENSIONS

	Length	Depth	Height	Weight
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Cuemaster Dimensions	750mm	490mm	115mm	15kg
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DESK LIGHTS

The Cuemaster is fitted with sockets for BNC goose-neck working lights. Please note the following points:

The bulbs specified for use in the Littlight fittings are 24 Volt, 2.8 Watts, Lucas LLB 865 or equivalent, and are easily obtainable at any automotive electrical supply house.

- If you attempt to use bulbs of a lower voltage, or higher wattage than that specified, the desk light fuse on the back panel may blow.

GLOSSARY

ADD MODE	Mode in which pressing a channel Flash key adds the channel to the other lighting.
ANALOGUE	A smooth changing voltage (as opposed to digital)
ASSIGN	Allocate a recording to a Scenemaster or Scenemaster.
AUTO-FADE	Applied to Scenes or Cues which fade at a pre-recorded fade time.
AUTO-SPEED	Applied to Chases which step at a pre-recorded rate.
BACKUP SCENE	Memory lighting scenes used primarily as backup lighting.
BLACKOUT	All lights out on stage.
BLIND	Not showing on stage.
BO	Blackout; all lights out on stage.
BPM	Beats per minute: applied to music rhythms.
CHANNEL	One of the controlled output lines from a lighting desk; or a dimmer channel.
CHASE	A repetitive pattern of lighting changes.
CROSS-FADE	A smooth change from one lighting state to another.
CUE	An action or time event which results in new lighting on stage; the lighting state following the cue
DBO	Dead Black-out: no light on stage.
DIMMER	A power controller which changes the brilliance of lights connected to it.
DIPLESS	Applied to a cross-fade where a dimmer up at the same level on both the new and the old lighting states does not change level during the cross-fade.
DMX-512	A method of transmitting dimmer levels digitally over a two wire cable. (Digital MultipleX, 512 dimmers)
EEPROM	Electrically Erasable Programmable Read Only Memory: otherwise know as Flash Memory.
EMI	Electro-Magnetic Interference. Electrical noise.
ERASE	To clear and reset the memory.
FADER	A slider control.
FADE- SCENE	In the Cuemaster, a set of recorded levels and a fade time which may be automatically faded.

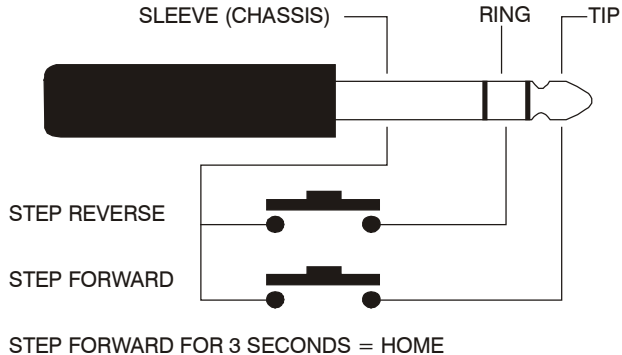
FADE TIME	The time taken to complete a fade from full off to full on.
FLASH KEY	Any key which flashes a channel or scene to Full. Sometimes called Bump keys (USA).
GRAND MASTER	A master fader which controls the final output levels of a lighting desk.
HTP	Highest Takes Precedence: the highest command level is used as the controlling level
KILL	Turn off a light.
KILL MODE	Mode in which pressing a Flash key turns off all other lighting. Sometimes called Solo or Swap mode.
LATCH MODE	In the Cuemaster, a push-on, push-off function of the Scene flash keys.
LCD	Liquid Crystal Display
LED	Light Emitting Diode.
LEVEL	The brightness of a channel or dimmer as a number from 0 (off), to 10 (full on), or from 0% to 100%.
LINK	In the Cuemaster, a Scenemaster on the same page operated by a Show cue.
LTP	Latest Takes Precedence: the latest command level is used as the controlling level
MANUAL SCENE I	n the Cuemaster, a set of recorded levels which must be manually faded.
MASTER	A fader which has overall control of a number of levels or some other major function.
MCB	Miniature Circuit Breaker- a re-settable current protection device.
MIMIC DISPLAY	A display often using Light Emitting Diodes (LEDs).
NON-DIM	A dimmer set to Non-dim acts like a switch: on or off
ONE TO ONE PATCH	A Patch look-up list where Channel 1 drives Dimmer 1 at Full and so on for all channels.
PAGE	A set of Scenemasters.
PARK STORE	A single memory store of all channel levels in the Cuemaster. Sometimes called Grab.
PATCH	To connect a number of dimmers at differing levels to a channel.
PATCH LIST	A look-up list enabling each channel to drive a number of selected dimmers at differing levels.
PRESET	A row of faders representing all the channels in a scene; to set up faders in advance of a cue.
PREVIEW	To view a set of recorded levels without showing on stage.
RECORD BUFFER	In the Cuemaster, spare memory used for recording levels before assigning them to a Scenemaster.
SCENE	A recording which stores a single set of all channel levels.

SCENEMASTER	A master fader which controls the playback of a scene of recorded levels.
SCR	Silicon Controlled Rectifier. A unidirectional power switch used in dimmers
SEQUENCE	A repetitive pattern of lighting changes.
SHOW	A performance. In Theatrelight control panels, a Scenemaster which stores a sequence of cues.
SOFTSTART	A minimum fade up time programmed into a dimmer to enhance lamp life.
SOLO MODE	Another name for Kill mode.
SNAP FADE	An instant change from one lighting state to another.
STEP	To change from one scene or cue to another. Also, one scene of a Show or Chase.
SCENEMASTER	A master fader which controls the playback of a scene of recorded levels.
TRIAC	A bidirectional power switch. Dimmers using triacs should be used with care on inductive loads.
USITT	United States Institute of Theatre Technicians. Arbiters of the DMX-512 standard.
ZERO PATCH	A Patch look-up list where each channel drives no dimmers.

CONTROL CONNECTIONS

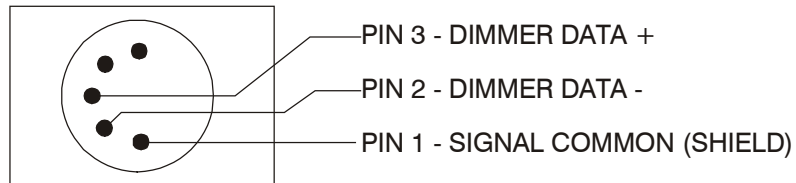
REMOTE CONTROL

6.25mm STEREO JACK



DIMMER MULTIPLEX OUTPUT

USITT DMX-512 1990 PROTOCOL



USE SHIELDED TWISTED PAIR CABLE
APPROVED FOR RS-422 / RS-485

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