When you arrive…
*Check room cleanliness
*Make sure all equipment is in place and not left out
  *If room is dirty or equipment is missing or out of place, please notify technical staff ASAP

Lighting grid power…
For basic (full) power, plug a light into outlets 1-12 only. Outlets 13-17 are not active.
  *TURN DIMMER CONSOLE ON
  *Slide Grand Master fader to 10
  *Slide Preset A to 10
  *Slide the fader of the number you are plugged into to 10

For further instructions on the dimmer capabilities, please refer to the manual.

ALL LIGHTS HUNG FROM THE GRID MUST HAVE A SAFETY CABLE ON AT ALL TIMES

DO NOT PUT ANY WEIGHT ON THE GREEN SCREEN CURVE

Some lighting accessories available for checkout from the Media Center…
*Studio Lighting Kit – contains gloves, a wrench and 3 safety cables
*Mafer Clamps – to hang additional lights
*Backdrop Stand Kit (to hang paper rolls)

When you leave…
*Turn off all lights on the grid, bring all faders to 0.
*Put away lights not secured to grid and all accessories to the closet
*Take all personal belongings – NO PERSONAL STORAGE IN STUDIO ALLOWED
Quick Guide

Grand Master – an inhibitive fader that proportionately controls all other faders. This determines maximum output of all faders at all times. The grand master is always active.

Playback A – an inhibitive fader that proportionately controls all faders for the A scene.

Playback B / Effect Master – when not running the effect, an inhibitive fader that proportionately controls all faders for the B scene. When running the effect, the fader is an inhibitive master for the effect.

Channel Faders – a fader that controls the output of the corresponding dimmer number.

Fader Flash Buttons – a momentary button that flashes the level of the corresponding fader to full. Which fader is corresponding depends on the setting of the FLASH BUTTON. See below.

Mode Button – toggles between the two modes of operation of the console. 1 scene 24 channel mode or 2 scene 12 channel mode. The default is two scene mode.

Hold Button – this button will freeze the output of the faders so that the operator can reset the channel faders for a different look. This is only available in single scene mode.

Flash Button Mode Button – there are only 12 fader flash buttons and this button toggles the fader flash buttons between OFF, faders 1 – 12 and faders 13 – 24.

Fade Time / Effect Speed Dial – when not running the effect, this will allow the operator to set the fade time of the scene masters. When running the effect, this will allow the operator to set the rate at which the effect is running. See the LED display for time / speed readout.
**Effect Options Buttons** – these will allow the operator to change the stepping options of the effect.

- **Forward** – this will allow the faders that have a level to step through their appropriate levels from the lowest number fader number to the highest.

- **Reverse** – this will allow the faders that have a level to step through their appropriate levels from the highest number fader number to the lowest.

- **Random** - this will allow the faders that have a level to step through their appropriate levels in a randomly generated order.

- **Bounce** - this will allow the faders that have a level to step through their appropriate levels from the lowest number fader number to the highest then back to the lowest number fader.

**LED Display** – this will show alpha / numeric information about the console. Such as fade time, effect step rate and whether the black out button is active.

**LED Lights** – all channel faders have LEDs that mimic the output level of each fader. LEDs also are indicators of the channel mode as well as when all features are activated. All LEDs are green.

**Black Out Button** – this will allow the operator to instantly stop all fader output. Press again to restore fader output.
Operation

Two Scene Operation

The first time you power up the console, it will default to two scene mode. The corresponding light will confirm that the console is in two scene mode.

Now playback A will be the scene master for the top bank of channel faders and playback B will be the scene master for the bottom bank of channel faders. These two banks of faders both correspond to dimmers 1 – 12.

Manual Crossfades

Playback A is at full when the fader is in the UP position and at 0 when the fader is in the DOWN position. Playback B is just the opposite of playback A. (Refer to the vertical numbering beside the playbacks). This allows for proportional crossfades by moving both faders simultaneously in the same direction.

Individual channel fader control works the same in two scene mode as it does in one scene mode.

Timed Crossfades

For timed crossfades – use the same procedure as the manual crossfade but with the fade timer set to the preferred fade time. The LED display will show the fade time that is set. Timed crossfades can vary from 0 (Manual) to 15 minutes.
Single Scene Operation

Make sure the channel mode button has the console in the single scene mode. Change the mode by pressing the channel mode button. (The corresponding light will be on)

Make sure the grand master is at full or at the desired level.

Make sure the playback A master is at full or at the desired level.

Once the above are set, simply set the faders (1 – 24) to the appropriate levels. At this point, the dimmers should correspond to the level of the faders. The fader output of the fader that is being adjusted will be shown in the LED display on a scale from 0 to 100.

Refer to the HOLD section for crossfade information.
Effect – Single Scene Mode

An effect is a way to get fast changing output of dimmer levels in a specific order. The effect capability of this console is limited but simple to do. The console can run one effect.

Set the console to single scene mode. Set playback A to 0 (Down) and playback B to 4 (Up). Playback B will become the effect master. (See the colored information beside the Playback B). Set current fader levels to include only the faders that will be in the effect. Set them to any level from 1 to 100.

Press one of the effect buttons (Forward, Reverse, Random, Bounce).

*Forward* will allow the active faders to chase in order from the lowest number to the highest number. (1 – 24).

*Reverse* will allow the active faders to chase in order from the highest number to the lowest number (24 – 1).

*Random* will allow the active faders to chase in a randomly generated order.

*Bounce* will allow the active faders to chase, first, in order from the lowest number to the highest and then, from the highest number to the lowest.

The lights will now be chasing in one of the 4 directional modes. The effect master will inhibit the levels of all effect channels. The fade time rotary becomes the SPEED dial. Set the speed of the effect appropriately. Check the LED display for your rate.

The effect can be faded in rather than the effect starting abruptly by pulling down the effect Master and fading it up at the appropriate time.
Effect – Two Scene Mode

To run the effect in two scene mode, just switch the channel mode to two scene. (Check the LED for indication of the appropriate mode setting). Now all of the fader levels from the bottom fader bank will become the faders in the effect. With both playbacks in the up position, just press any of the effect directional keys and the effect will start immediately.

Once the effect is running, adding new fader levels will add those faders into the effect.

Conclusion

This concludes the instructional manual for Strand’s 100 series console.