ABSOLUTE SATISFACTION GUARANTEE and FACTORY WARRANTY

Your Cyber Commander™ remote arrives with a **60-Day Absolute Satisfaction Guarantee**. If you are not satisfied with this product, you can return it within 60 days for a refund, minus the shipping costs. If you are in the U.S. and wish to return the unit, please package it carefully for shipment (using the original packaging if possible). Include all components that originally arrived with the item along with a quick note stating that you are returning the item for a refund. You can ship the item to us using your choice of shipping method and carrier. We advise using a method with tracking. You may wish to purchase insurance as we cannot be responsible for items that you ship to us. You can send the item to us at 2725 Bransford Ave., Nashville, TN, 37204. Upon receipt of your returned item, we will inspect it and process the refund within two business days. The refund will be applied to the credit card that was originally used to place the order and you will be refunded the price that you paid for the item. Shipping charges (to deliver the item to you originally and to return the item to our offices) are not included in the refund. If you have any questions, please contact us.

Your Cyber Commander™ remote arrives with a **2-Year Factory Warranty** covering the repair or replacement of the unit should it become defective under normal use, as outlined in this manual. The warranty does not apply to the batteries or memory card (except in the unusual case of unexpected manufacturer's defect) as these become exhausted based on normal use. Repair service includes shipment via UPS Ground to the original destination (where the equipment was originally sent) for customers in the U.S.

Customers outside of the U.S., please contact us for details on your Guarantee and Factory Warranty.

Paul C. Buff. Inc.™
2725 Bransford Avenue
Nashville, Tennessee 37211
Toll Free Line: 1-800-443-5542
Local Line: 1-800-443-5542
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user manual
CYBER COMMANDER™

by **Paul C. Buff. Inc.**™

user manual
CYBER COMMANDER™

The Cyber Commander™ remote control is part of the CyberSync™ product line (also including the CSR+ Cyber-Sync™ Plus AC-Powered Receiver, the CSRB+ CyberSync™ Plus Battery-Powered Receiver, the CSR CyberSync™ AC-Powered Receiver, the CSRB CyberSync™ Battery-Powered Receiver, the CSXCV CyberSync™ Transceiver, and the CST CyberSync™ Transmitter), available exclusively from Paul C. Buff, Inc.™

For questions and assistance with your Cyber Commander™ or any other Paul C. Buff, Inc.™ product, please contact our friendly customer service department. We're here, ready to take your calls and answer your emails, Monday through Friday, from 9:00am to 5:00pm, CT. You can email our customer service team and ask questions on our online technical forum as well, located on our website (www.paulcbuff.com).

Toll Free Customer Service Line: 1-800-443-5542

Local Line (Nashville, Tennessee, USA): 615-383-3982

Customer Service Email Address: info@paulcbuff.com

v. 07/2014

CYBER COMMANDER™ USER MANUAL CONTENTS

CYBER COMMANDER™ GENERAL SPECIFICATIONS

Operating Range: up to 400 feet, depending on physical obstructions or adverse conditions such as metal buildings, walls, bodies of water, etc. (though line-of-sight is *not* required)

Flash Unit Load: up to 16 flash units, power packs, and/or speedlights on 16 unique channels on 16 different frequencies (complete control for Paul C. Buff™ units; triggering, grouping, and metering only with other brands of flash units, power packs and/or speedlights)

Frequency Range: 16 frequencies spaced 2MHz apart, from 2.427GHz to 2.457GHz

Memory / Storage: stores the complete information for up to 50 unique setups in 50 locations on the supplied MicroSD card (compatible with MicroSD and MicroSDHC) , plus 2 additional internal locations *(only setups saved to the MicroSD card can be saved and locked)*

Power / Batteries: powered by two AAA alkaline batteries *(two batteries supplied with unit)*

Battery Life: 6.5 to 8.5 hours of constant screen on-time under normal use with premium alkaline batteries at the default setting of 20% screen brightness *Note: The screen is not on continuously throughout remote use - it is set to "time out" and go dim when not actively in use. Battery lifespan will vary based on this time out setting and the screen brightness setting.*

Sync Voltage: syncs at less than 4VDC at the camera

Physical Specs: 2" width x 4.75" height (including antenna) x 0.75" depth; 1.5" x 2" LCD screen

Encoding: 256-bit binary encoded packet, with validity verification

Latency / Delay: 1/4000 second typical delay from the closing of the camera contact to the receiver sync output signal

Arrives With: the encased remote control unit arrives with the SC-CST 2.5mm to PC sync cord, a MicroSD card *(in place inside the MicroSD card slot)*, and two AAA alkaline batteries *(to be installed by the user)*

WARNINGS and SAFETY INSTRUCTIONS

The Cyber Commander™ remote control and CyberSync™ system are designed for professional photographic use. Carefully read all operating instructions, observe all warnings, and follow all safety instructions before use.

No claim is made for the suitability of this product for any intended use and no liability is implied or assumed beyond the repair or replacement of this product.

⚠ WARNING! DANGER! WATCH CHILDREN AROUND EQUIPMENT!
Do not allow unattended children around your Cyber Commander™ remote, your CyberSync™ receivers or your flash units as potentially dangerous conditions may result. These dangers may include burns and electrical shock hazards, with the possibility of falling equipment if cords are tripped over.

⚠ WARNING! DO NOT USE IN WATER!
The Cyber Commander™ remote is not designed for use in or around water. Do not operate the unit in wet, damp or moist conditions, or in environments where water or other liquid could be dropped, splashed, sprayed or spilled on the unit. Like your camera, the Cyber Commander™ unit should only be used in dry, moderate conditions where the equipment is protected from rain, dirt, sand and dust. If the unit should get wet, discontinue use, remove the batteries and MicroSD card, and allow the components to dry thoroughly. Contact our customer service team if the unit appears to be damaged or malfunctioning.

⚠ WARNING! NO USER-SERVICEABLE PARTS!
The Cyber Commander™ remote contains no user-serviceable parts. Never open or disassemble your unit. Repairs should only be performed by authorized, competent service engineers. Likewise, do not attempt to make any changes or modifications to your unit. Changes and/or modifications made, outside of those performed or approved by Paul C. Buff, Inc.™, may present hazardous conditions and void the warranty.

Long Term Storage: When not in use, the Cyber Commander™ remote should be stored in moderate climate conditions (between 0ºC / 32ºF and 40ºC / 104ºF), protected from water, dirt, sand and dust. It is best to remove the batteries from the battery compartment before long term storage to prevent damage from corrosion.

THE CYBERSYNC™ SETUP: What Else Do You Need To Use Your Cyber Commander™ Remote?

The CyberSync™ system is a transmitter-and-receiver system where commands are established at the transmitter, then sent to the associated receivers. The Cyber Commander™ remote serves as the transmitter at camera position, and each light (flash unit, power pack, and/or speedlight) in the setup requires its own receiver in order to receive commands and perform accordingly. In order to use the Cyber Commander™ remote, you will need to **use one of the following receivers on each light in your setup**:

CSR+ CyberSync™ AC-powered plus model receiver
• for use with Paul C. Buff™ AlienBees™, White Lightning™, and Zeus™ units - allows full use of Cyber Commander™ features and adjustment parameters
• for use with monolights and power packs by other manufacturers - with non-Buff™ units, this receiver allows units to be remotely fired, included in groups, and metered (all other Cyber Commander™ features are exclusively available for Paul C. Buff™ units)

CSRB+ CyberSync™ battery-powered plus model receiver
• for use with Paul C. Buff™ AlienBees™, White Lightning™, and Zeus™ units - allows full use of Cyber Commander™ features and adjustment parameters
• for use with monolights, power packs and speedlights by other manufacturers - with non-Buff™ units, this receiver allows units to be remotely fired, included in groups, and metered (all other Cyber Commander™ features are exclusively available for Paul C. Buff™ units)

CSXCV CyberSync™ "transceiver" receiver
• for use with Paul C. Buff™ Einstein™ units only - allows full use of Cyber Commander™ features and adjustment parameters

CSR and CSRB CyberSync™ non-plus model receivers
• these *can* be used with Paul C. Buff™ units and non-Buff™ units, but they are *NOT RECOMMENDED for use with the Cyber Commander™ unit* - they will only allow a light to be triggered or metered as part of the entire setup

The CyberSync™ **CST** Transmitter may be used in conjunction with the Cyber Commander™ unit as well, allowing you to hand hold the Cyber Commander™ unit for adjustments and flashmeter readings while the CST remains in your camera's hot shoe for triggering. If CSR+ or CSRB+ receivers are connected to your lights, all settings established by your Cyber Commander™ will be honored when the system is fired from the CST.

Note: All CyberSync™ transmitters, receivers and transceivers are sold separately. Please call us if you need assistance selecting the appropriate receiver(s) for your specific lights.

CAMERA COMPATIBILITY: Connecting the Cyber Commander™ Remote To Your Camera

The Cyber Commander™ remote connects to your camera, fitting inside your camera's hot shoe or connected with the supplied sync cord. The Cyber Commander™ remote does not *have* to be connected to your camera to make adjustments and take flashmeter readings, but it must be connected to fire via the shutter button.

Hot Shoe Connection: The Cyber Commander™ hot shoe base fits standard ISO hot shoes - the common connection found on most** cameras. From the backside of the camera, slide the Cyber Commander™ unit forward into your camera's hot shoe (the unit's LCD screen should be facing you) until it is fully seated and snug. Once in place, the unit can be angled forward to optimize viewing.

Sync Cord Connection: Cameras with an absent or occupied hot shoe can be hardwire connected using the provided SC-CST sync cord. The cord plugs into the 2.5mm sync jack located on the left side of the Cyber Commander™ unit and into the camera's PC sync (flash terminal) connection.

Note: Only use one connection method for the Cyber Commander™. If you are connecting via hot shoe, we do NOT recommend connecting via sync as well.

INSTALLING BATTERIES: Turning Your Cyber Commander™ Unit On

The Cyber Commander™ unit runs on two AAA batteries that are provided with each unit, but not shipped inside. You must install the batteries.

1. Locate the batteries. Locate the two AAA batteries (in their plastic bag) in the Cyber Commander™ box.

2. Locate the battery compartment. Open the battery compartment cover on the back side of the Cyber Commander™ unit. Install the two provided AAA batteries, noting the polarity assignments shown inside the compartment and on the cover. Replace the compartment cover.

3. The unit will turn on automatically. As soon as power is received from properly installed batteries, the Cyber Commander™ unit should instantly power on, first displaying the currently installed firmware version on the front LCD screen, then displaying the primary FLASH menu screen.

With premium alkaline batteries, you should expect 6.5 to 8.5 hours of display time under normal use at the default, factory-shipped settings of 20% screen brightness and 20 second timeout. *Note: This estimate refers to solid display time for the screen and does not include time when the screen goes dim between adjustments.* Lifespan will vary with other brightness and timeout settings.

How Do I Know When the Batteries Are Getting Low? When the batteries get low, a warning appears on the screen (**LOW BATT**). The unit may freeze or reboot as the batteries continue to lose power. For replacement, you can use alkaline AAA batteries. Do not use lithium or NiMH batteries, as they will cause the unit to function unreliably. Do not mix battery types or ages, and be sure to observe polarity when installing the batteries.

Low Battery Display: On the bottom of the primary FLASH screen, **LOW BATT** displays in red type above the right joystick.

CYBER COMMANDER™ PERFORMANCE Overview

The Cyber Commander™ unit remotely controls your lights, triggers your lights and serves as a flashmeter, directing and displaying virtually every parameter of a complex flash setup of up to 16 Paul C. Buff™ flash units and flash heads / power packs. When using lights by other manufacturers (including monolights, speedlights, etc.), it can remotely trigger and meter the lights individually, as part of a group, or as a total setup. The unit controls any light that has been fitted with a CyberSync™ receiver (sold separately) and is set to a common frequency. For shutter synchronization, the unit connects to your camera either through the standard hot shoe or sync jack. Additionally, the unit arrives with a MicroSD card that can be used to store up to 50 saved setups and used to update firmware as it becomes available. *Note: Please see the Cyber Commander™ page on our website (www.paulcbuff.com/cc.php) to see the most current firmware version.*

THE DISPLAY SCREEN Overview

The Cyber Commander™ remote offers three revolving display screens: the FLASH screen, the MODEL screen, and the SETUP screen. The name of the active screen appears in the lower center of the LCD screen, each appearing in a different color. The screens can be accessed (in FLASH, MODEL, SETUP order) by pressing the right joystick to the left or right. The FLASH screen is the default screen (dominated by a center graph with blue, white, and yellow text throughout the screen), first appearing when the unit is powered on. The MODEL screen is similar, but has red text. The SETUP screen has several tabs that access additional menu screens for setup.

JOYSTICK CONTROL Overview

The left and right five-way-control joysticks are used to navigate and control the parameters of your Cyber Commander™ unit. Each joystick moves LEFT, RIGHT, UP, DOWN, and IN. Please note the difference in our instructions between IN (pressing IN toward the body of the unit) and DOWN (pressing DOWN towards the bottom of the unit, the direction opposite the screen). Above each joystick on each individual screen, prompts appear with arrows to serve as reminders for the joystick actuations. The function prompt for the IN command on the right joystick will appear in the bottom center of the screen in yellow. *Note: Not all directions of each joystick will be used in every screen. On different screens, the functions and prompts may change.*

> The FLASH Screen

When your Cyber Commander™ remote is first powered on, the default, primary screen appearing is the FLASH screen (sample screen shown above). You can familiarize yourself with the screen by reading though the labeled displays and descriptions on the following pages.

The FLASH Screen: The Flashmeter Display

The highly accurate built-in flashmeter can be used to meter individual lights, preset groups of lights, or all connected lights in the setup.

A. ISO100   **the flashmeter setting: ISO**
- displays the current ISO setting for the flashmeter
- can be set in full stop increments between ISO50 and ISO3200

B. 1/250   **the flashmeter setting: shutter speed**
- displays the current shutter speed setting for the flashmeter
- can be set in full stop increments between 1 and 1/1000 second

C. f8.0'3   **the exposure/flashmeter reading for the selected light(s)**
- displays the meter reading for a Channel (CH) / light or Group (GRP)
- displays the meter reading for all lights if All Lights (ALL) is selected
- displays as an f-stop based on the chosen ISO and shutter speed
- dispays in whole f-stops, plus tenths of the next f-stop ('3 = +3/10)
  - **f - . -** = a meter reading has not been made at the current setting
  - **f < 1.0** = not enough light to meter at f1.0 or higher
  - **f > 128** = more light than is required to meter at f128 or lower

D. CH 02   **the selected light(s) being metered**
- displays the Channel (CH) / light or Group (GRP) selected
- displays ALL if all connected lights are selected

E. 5425 K   **the color temperature value in Kelvin (K)**
- displays the calculated temperature of a Channel (CH) / light
- for individual lights (will not display when ALL or GRP is selected)
- only accurate for Paul C. Buff™ lights

Note: *For more information on the flashmeter settings, see page 52.*

The FLASH Screen: Individual Light Output Display

F. 1/475 t.1   **the flash duration (t.1)** of the selected Channel (CH) / light
- only accurate for individual lights (will not display when ALL or GRP is selected)
- the value changes based on adjustments made in the flashpower

G. FLASH   **the flashpower output bar** (text bar above the center graph, highlighted in blue)

The flashpower output settings for the Channel (CH) / light selected are displayed digitally in this text bar. In the sample screen, Channel 2 is selected, displayed as **CH 2** above the highlighted row.

130WS   displays the flashpower output of the selected light in Wattseconds (**WS**)
EU4.4   displays the EU Number (**EU**) for the current flashpower setting of the selected light
-2.3f   displays the relative flashpower of the selected light in f-stops (**f**), relative to full power

Any changes made to the output will be reflected here in Wattseconds (**WS**), EU Number (**EU**) and relative f-stops (**f**). The f-stop displayed indicates the setting of the light relative to its full power setting: -1f, for example, indicates that the light has been set to half power, one f-stop less than full.

H. MODEL   **the modeling lamp output bar** (below the flashpower output bar)

The modeling lamp output settings for the Channel (CH) / light selected are displayed digitally in this text bar. In the sample screen, Channel 2 is selected, displayed as **CH 2** above the highlighted row.

30.5W   displays the current modeling lamp output in Watts (**W**)
-2.3f   displays the current modeling lamp output in f-stops (**f**), relative to full brightness

Any changes made to the modeling lamp brightness or dimness will be reflected here. Readouts for lamps in a tracking mode will adjust proportionally based on changing flashpower settings.

Note: *Flashpower ratings and modeling lamp wattage ratings are only available for individual channels; All Lights (ALL) and Group (GRP) settings will display as **BRACKET FLASH** and show the relative settings based on the flashmeter reading obtained for the lights selected at the current settings.*
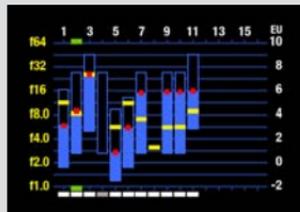
> The Indicator Graph

The graph offers extensive information about individual lights and about the total setup. Each light is fitted with a CyberSync™ receiver and assigned a unique channel; the information for that channel / light is displayed in its corresponding column.

> Channels

Each column represents a channel, labeled across the top of the graph. Only odd numbers are displayed; even numbers (including the final number 16) fall in between.

The FLASH Screen: The Indicator Graph

Column = Channel: Each light in your setup is assigned a unique channel. The odd numbers (displayed 1 - 15) across the top of the graph are the channels. A channel is defined manually on the CyberSync™ receiver attached to each individual light or, in the case of Einstein™ units, on the unit itself. *More info follows in the setup portion of this manual regarding assigning channels.*

Paul C. Buff™ flash units: When a Paul C. Buff™ flash unit is powered on, correctly set up with a CyberSync™ receiver, and specified in the Cyber Commander™ remote *(more info follows in the setup portion of this manual)*, a white dash appears at the bottom of the numbered column corresponding to the channel assigned to that light. A vertical bar appears in the column indicating the flashpower range and setting.

Non-Buff™ flashes: When a light from another manufacturer is powered on and correctly set up with a CyberSync™ receiver, a white dash appears at the bottom of the numbered column corresponding to the channel assigned to that light. Since the Cyber Commander™ remote cannot control the flashpower output of a non-Buff™ light, no black or blue flashpower indicator bar (explained below and on the opposite page) is displayed. The light's flashpower must be manually adjusted on the individual light. *The non-Buff™ light can be triggered, metered and included in groups.*

Flashpower Indicators: A blue vertical bar ranges in height from the maximum available flashpower at the top to the minimum available flashpower at the bottom, corresponding to the EU Number scale on the right side of the column. The blue bars do not extend the entire range of the graph and some blue bars may be longer than others or shifted higher or lower than others. Each light's output range (shown by the position of this bar) is displayed relative to the other lights in the setup.
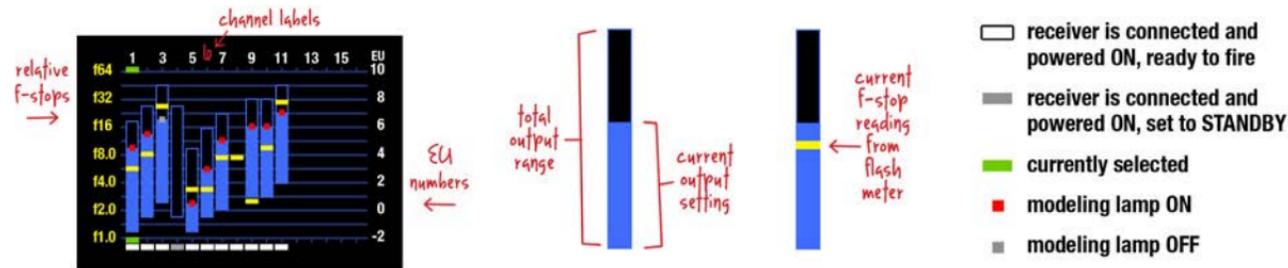
the flashpower indicator bars
• the presence of the bar indicates that a light has been defined for that channel
• the total height of the bar shows the total output range in relative f-stops and EU Numbers
• some bars do not extend the entire range of the graph as each is shown relative to the total setup
• the portion shaded in blue shows the current output setting (as a portion of the total available range)
• a black or "empty" bar indicates a light that is powered ON, but set to STANDBY or minimum power

the modeling lamp indicator: red dot vs. gray dot
• a red dot within the flashpower output bar indicates the output level of the modeling lamp
• a gray dot (in place of the red dot) indicates that the modeling lamp is OFF
• the position of the dot indicates the level to which the modeling lamp is set

the channel / light indicator: white, gray, and green dashes
• a white dash below the column indicates that the channel / light is powered ON and enabled
• a gray dash below the column indicates that the channel / light is powered ON, but is disabled
• a green dash above and below a column indicates a channel / light that is currently selected

the f-stop exposure indicator: yellow dash
• a yellow dash within the column indicates the f-stop exposure based on the meter reading (*Note: the values have no direct correlation to the flashpower bar and can appear above, within, or below it)*
• if changes are made to the flashpower, the position of the yellow dot will automatically adjust

ISO100 f8.0'3 5425 K
1/250 CH 02 1/475 t.1
FLASH 130WS EU4.4 -2.3f
MODEL 30.5W -2.3f

K MAIN L AB 1600 L
◆ POWER I FLASH REFRESH ▲
◆▶ CH 02 J METER MENU ◀▶

> Identifying Lights

During setup, you will se-lect the specific model for each Paul C. Buff™ flash unit in your setup and can assign it a name based on its position or role. This allows the Cyber Com-mander™ to correctly display the range and parameters for that light. *Detailed setup instruc-tions follow; see page 28 for information on speci-fying and naming lights.*

The FLASH Screen: Identifying Lights

I. FLASH the screen indicator
  • located in the center bottom portion of the screen
  • identifies the currently active screen (FLASH, MODEL or SETUP)

J. METER the flashmeter reminder prompt
  • the "METER" prompt appears in the center bottom of the screen
  • pressing IN on the right joystick takes a flashmeter reading

K. MAIN L the light name (optional)
  • displays the programmed name of the light on the selected channel
  • allows easy identification of lights or groups in a multi-light setup
  • names are selected from a list of pre-programmed options
    (MAIN L, FILL L, HAIR R, SKIM L, AUX 2, etc.)
  • names are selected when lights are set up
  • MAIN L, the default name, will appear if no other name is selected

L. AB 1600 the light type / model (required)
  • displays the specific model of light on the selected channel
  • allows easy identification of an individual light (single lights only)
  • individual models are selected from a list of pre-programmed
    options (AB 400, WL X800, WL X3200 FULL, etc.)
  • models are selected when lights are set up
  • if GROUP or ALL LIGHTS is selected, no blue text will appear

Specifying Non-Buff™ flashes: Specific light types and/or models cannot be se-lected for lights made by other manufacturers. As these lights must be adjust-ed manually and are only triggered or metered by the Cyber Commander™ unit, it is not necessary to have the individual model identified. When speci-fying a non-Buff™ light, the OTHER category allows you to identify the light broadly as a SPEED LIGHT, POWER PACK, MONOLIGHT or UNDEFINED.

SAMPLE SETUP: Identifying Sample Lights on the FLASH Screen

CH 01 Einstein E640 with CSXCV receiver
  Frequency: 1 (set on flash unit)
  Channel: 1 (set on flash unit)
  Light Type: Einstein 640WS (automatically specified)
  Name: MAIN L (set in the Cyber Commander™)

CH 02 AlienBees B800 with CSR+ receiver
  Frequency: 1 (set on CSR+ receiver)
  Channel: 2 (set on CSR+ receiver)
  Light Type: AB 800 (specified in the Cyber Commander™)
  Name: FILL L (set in the Cyber Commander™)

CH 03 White Lightning X1600 with CSRB+ receiver
  Frequency: 1 (set on CSRB+ receiver)
  Channel: 3 (set on CSRB+ receiver)
  Light Type: X 1600 (specified in the Cyber Commander™)
    Power Setting: FULL (specified in the Cyber Commander™)
  Name: BACK L (set in the Cyber Commander™)

CH 04 NON-BUFF Flash Unit with CSR+ receiver*
  Frequency: 1 (set on CSR+ receiver)
  Channel: 4 (set on CSR+ receiver)
  Light Type: MONOLIGHT (specified in the Cyber Commander™)
  Name: HAIR C (set in the Cyber Commander™)

CH 05 NON-BUFF Speedlite with CSRB+ receiver*
  Frequency: 1 (set on CSRB+ receiver)
  Channel: 5 (set on CSRB+ receiver)
  Light Type: SPEED LIGHT (specified in the Cyber Commander™)
  Name: SKIM L (set in the Cyber Commander™)

ISO100 f5.6'0 5600 K
1/250 CH 01 1/3226 t.1
FLASH 80.0WS EU3.7 -3.0f
MODEL 31.3W -3.0f
MAIN L Einstein 640WS
◆ POWER FLASH REFRESH ▲
◆▶ CH 01 METER MENU ◀▶
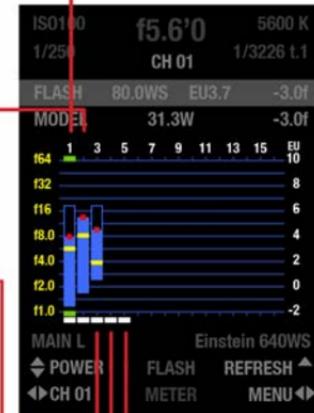
* blue flashpower output bars DO NOT appear for Non-BUFF™ flashes; white dashes indicate that the receivers are connected, powered on, and ready to fire their connected lights

The FLASH Screen: The LEFT Joystick

LEFT / RIGHT
◀▶
◀▶ CH 01

Light / Channel / Group Selection
• toggling the left joystick **LEFT** and **RIGHT** scrolls through the available Channel (CH) / light options, Group (GRP) options or All Lights (ALL)
• selects from Channels (CH) 1 through 16, Groups (GRP) 1 through 8, and All Lights (ALL)
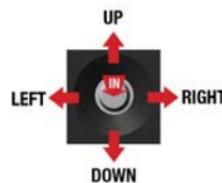
UP / DOWN
▲▼
▲▼ POWER

Flashpower Adjustment
• toggling the left joystick **UP** and **DOWN** adjusts the flashpower of the selected Channel (CH) / light, Group (GRP) or All Lights (ALL)
• when the flashpower of multiple lights is adjusted, flashpower will be bracketed, adjusted proportionally based on the initial meter reading and starting point of each light *(see page 49 for more)*

IN

Test Firing
• pressing **IN** on the left joystick test fires the selected Channel (CH) / light, selected Group (GRP) or All Lights (ALL)
• test firing allows you to check connectivity and/or dump excess power

IN and hold

Hibernate Mode
• pressing and holding the left joystick **IN** for two seconds places the Cyber Commander™ unit in Hibernate Mode
• Hibernate Mode is essentially a power-off mode that allows for an immediate wake up (pressing either joystick wakes the unit)
• Hibernate Mode additionally allows you to fire your associated lighting setup from the camera hot shoe without having to turn on the LCD screen
• connected lights will fire when the joystick is pressed **IN**

LEFT JOYSTICK

The FLASH Screen: The RIGHT Joystick

LEFT / RIGHT
◀▶
MENU ◀▶

Screen Selection Navigation
• toggling the right joystick **LEFT** and **RIGHT** scrolls through the Cyber Commander™ unit's three screens (FLASH, MODEL and SETUP)
• the current screen is identified in the lower center portion of the screen and prompts that are specific to each screen appear

UP
▲
REFRESH ▲

Refresh
• pressing the right joystick **UP** sends the REFRESH command to rebroadcast the current setup to all active receivers / lights
• the REFRESH command is useful for receivers that may have lost their settings due to a power loss or other inadvertent input

IN
METER

Flashmeter / Exposure Reading
• pressing the right joystick **IN** takes a flashmeter reading of the selected Channel (CH) / light, Group (GRP) or All Lights (ALL)
• the selected light(s) will flash when the joystick is pressed
• for a single light exposure reading, the resulting f-stop is displayed in yellow in the top center of the screen and displayed as a yellow dash in the column for the selected channel
• for an exposure reading of multiple lights, the result is displayed as a +/- bracketing guide
• after a meter reading is taken, changes in flashpower made to any Channel (CH) / light, selected Group (GRP) or All Lights (ALL) will automatically update the previous meter reading, as shown by the yellow dashes and the yellow digital f-stop display
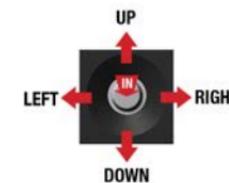
RIGHT JOYSTICK
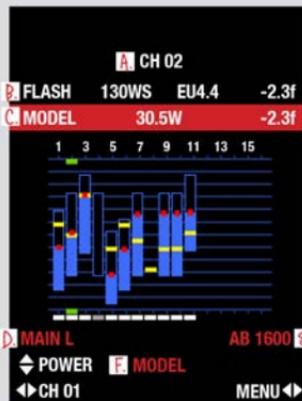
> The MODEL Screen

The MODEL screen is very similar to the FLASH screen. This screen, however, only applies to the modeling lamps. Settings not applicable to the modeling lamps (such as ISO, shutter speed, color temperature and t.1 values) are not displayed.

Note: *This screen is for Paul C. Buff™ lights only.*

The MODEL Screen

A. **CH 02** **the selected light(s) for modeling lamp adjustment**
• displays a Channel (CH) / light, a Group (GRP) or All Lights (ALL)
• for multiple lights (groups or all lights), adjustment is bracketed

B. **FLASH** **the flashpower output bar** (first text bar above the center graph)
• displays the flashpower for the Channel (CH) / light selected
• displays the Wattseconds (**WS**), EU Number (**EU**), and the current relative flashpower in f-stops (**f**), relative to full power

C. **MODEL** **the modeling lamp output bar** (second text bar, highlighted in red)
• displays the modeling settings for the Channel (CH) / light selected
• displays the current modeling lamp output in Watts (**W**) and in relative f-stops (**f**), relative to full brightness

Note: Modeling lamp wattage ratings are only available for individual channels; All Lights (ALL) and Group (GRP) settings will display as **BRACKET MODEL** and show the relative, incremental adjustment.

D. **MAIN L** **the light name (optional)**
• displays the programmed name of the light on the selected channel (if a name has been programmed)

E. **AB 1600** **the light type / model (required)**
• displays the specific model of light on the selected channel
• if GROUP or ALL LIGHTS is selected, no red text will appear

F. **MODEL** **the screen indicator**
• identifies the currently active screen (FLASH, MODEL or SETUP)

The MODEL Screen: The Indicator Graph

On the MODEL screen, like on the FLASH screen, the presence of the blue flashpower bar indicates that the light in that channel is powered ON and available to fire, while the height of the bar shows the relative output range. The portion shaded in blue shows the current output setting (as a portion of the total available range), and a black or "empty" power bar indicates a light that is powered ON, but set to STANDBY or minimum power. The dashes above and below the channel serve as the same indicators with a white dash indicating an enabled, powered ON light, a gray dash indicating a powered ON light that has been disabled, and green dashes indicating the light currently selected.

Note: **The MODEL screen is ONLY for Paul C. Buff™ flash units and flash heads / power packs.** When a light from another manufacturer is powered on and correctly set up with a CyberSync™ receiver, a white dash appears at the bottom of the numbered column corresponding to the channel assigned to that light on the MODEL screen just as it does on the FLASH screen, but blue flashpower bars and modeling lamp indicator dots are not available. If you are using a Non-Buff™ light that has a modeling lamp, it will have to be adjusted manually on the light.

The MODEL Screen: The LEFT and RIGHT Joysticks

The controls on the MODEL screen have the same application that they had on the FLASH screen, but adjustments made on the MODEL screen are made to the modeling lamps only, independent of the flash settings. The modeling lamps in each individual flash unit must be turned ON and set to the Adjust (ADJ) or Tracking (TRACK) modes in the Cyber Commander™ Light Setting menu in order to be adjusted in this screen. *This is done when the light is initially specified and opened; detailed information follows in the setup portion of the manual.*

Text prompts with directional arrows at the bottom of the screen serve as reminders of the joystick functions:

LEFT JOYSTICK:

◀▶ **LEFT / RIGHT:** Light / Channel / Group Selection

▲▼ **UP / DOWN:** Power / Output Adjustment

RIGHT JOYSTICK:

◀▶ **LEFT / RIGHT :** Screen Selection Navigation

SAVE AS	OPEN MEMORY
GROUPS	FLASHMETER
LIGHT SETTINGS	NAMES
SPEC LIGHTS	FREQUENCY
ADVANCED CONFIGURATION	

SETUP   FUNCTION ⬍
SELECT   MENU ◀▶

> The SETUP Screen

The SETUP screen con-
sists of nine text-labeled
tabs, each representing
a specific area for setting
up, controlling and/or ad-
justing the settings of in-
dividual lights, groups, or
the setup as a whole.

Moving the right joy-
stick **UP** and **DOWN** scrolls
through the tabs; press-
ing in on the joystick se-
lects and opens a tab.

The SETUP Screen: Tab / Screen Overview

The tabs in the SETUP screen each open new screens where various settings and parameters for individual lights, for groups of lights, for entire setups and for the Cyber Commander™ unit itself can be adjusted. *Note: This is simply an overview of the tabs, allowing you to familiarize yourself with the screen. Detailed information and setting adjustment for each tab follows in this manual.*

SAVE AS: Once you have established connection and specified the light(s) and settings for your setup, this screen allows you to save those settings to one of 52 locations (Internal 1, Internal 2, and SD 1 through SD 50) to be recalled later.

OPEN MEMORY: This is the typical starting screen for defining new setups, adding lights to existing setups, or recalling saved setups. For first time setups, you can open from STUDIO, opening all lights set to a common frequency. Once setups have been specified and saved, you can open an existing setup from one of the 52 available saving locations. With an already open setup, you can add lights to the setup through this screen as well.

GROUPS: This screen allows you to assign lights to one or more groups, allowing multiple lights to be treated as one light. For example, two background lights can be treated as one light in metering, power adjustment, and virtually all other parameters, while leaving the rest of the lights in your setup untouched. Group-ing can also be used to disable a light conveniently. Any one group can contain 0 to 16 lights / channels. Any one light / channel can be in 0 to 8 groups.

FLASHMETER: The parameters for the flashmeter are set in this screen. The left joystick adjusts the ISO up or down, moving left and right to adjust the shut-ter speed (TIME). This screen additionally allows you to calibrate the meter to match another third-party meter being used or to match your particular shoot-ing style of over or under exposing *(see page 52 for more info on Calibration).*

The SETUP Screen: Tab / Screen Overview

LIGHT SETTINGS (Buff™ units only): This screen is for defining various light settings and modes. The modeling lamp mode and power setting can be defined for all compatible Paul C. Buff™ units and for Einstein™ units, the recycle indicator, slave cell status and color / action mode can additionally be defined.

NAMES: This screen allows you assign names to individual lights / channels, choosing from a set of prepro-grammed names. A name helps to indicate which light is being adjusted, rather than relying on remembering which channel corresponds to which light.

SPEC LIGHTS (for **spec**ifying **lights**)**:** This screen is for defining the type of light associated with each individual channel. *Note:* This menu is not necessary for Einstein™ units as the CSXCV transceiver automatically trans-mits information to the Cyber Commander™ when the OPEN MEMORY > STUDIO function is performed.

FREQUENCY: This screen allows you to choose the frequency. 16 frequencies are made available to allow multiple photographers to work in the same area. In the unlikely event interference is experienced, multiple frequency options allow you to dial out of that interference by choosing a different frequency. The chosen frequency will be displayed as FREQUENCY XX (where XX is any frequency between 01 and 16) and as the actual frequency used (ex. 2.427GHz). Use the FREQUENCY XX to match to the frequency used on your receivers.

ADVANCED CONFIGURATION: This screen gives you access to more intricate parameters of the remote. The CYBER COMMANDER SETUP screen allows you to adjust the unit's backlight LCD brightness and screen review time, and the SD UTILITIES screen allows you to lock (and unlock) SD locations and format the MicroSD card. We recommend limiting yourself to these two options, unless given specific instructions by our staff. If necessary, we will assist you with using the remaining FACTORY CALIBRATION and BOOTLOAD screens. *See page 53 for more information on adjusting these parameters.*

CONNECTING LIGHTS: First-Generation Paul C. Buff™ Lights
AlienBees™, White Lightning™, and Zeus™ Systems

> *for Einstein™ units, skip to page 24, for all Non-Buff™ lights, skip to page 26*

1. Ensure that you have the appropriate receiver for each light. For each AlienBees™, White Lightning™ and Zeus™ flash unit or power pack, you will need a CyberSync™ CSR+ (AC-powered) or CSRB+ (battery-powered) receiver. Each individual flash unit / power pack must have its own CyberSync™ plus-model receiver; non-plus model CyberSync™ receivers (CSR and CSRB) are NOT recommended as these receivers will NOT allow adjustment of flashpower and other parameters. *Note: CyberSync™ receivers are each sold separately. If you need help selecting a receiver for your light, give us a call or send us an email and we'll be happy to help.*

2. Set each receiver to the same frequency. Using the frequency dial on the CSR+ or CSRB+ receiver, set the frequency of each receiver. The CSRB+ dial can be turned using your thumbnail; the CSR+ dial can be turned using your fingernail or a small flathead screwdriver (around 3.0mm). Use one frequency for your entire setup: you will set each receiver to the same frequency, later setting the Cyber Commander™ unit to the same frequency. There are 16 available frequencies.

3. Set each light to its own separate channel. Using the second dial, set each receiver to its own separate channel. When the receiver is connected to the light, that light will be the only light on the indicated channel. There are 16 available channels. *Note: Each light must have its own channel. Setting multiple lights to the same channel can cause display errors. If you have more than one light (of the same model and output) that you wish to control identically, you can use the Groups capability. See page 48 for more on Groups.*

4. Press the TEST button on each CSRB+ battery-powered receiver. This wakes the receiver from Hibernation Mode.


CSRB+   CSR+

Receiver Model CSR+

set ALL receivers to the **SAME FREQUENCY**

CSR+ dial   CSRB+ dial

set to 1   set to 9

set to 14   set to 6

5. Set the modeling lamp features for each flash unit or power pack.

On **AlienBees™ flash units**, turn on the modeling lamp (press in the white ON button), the tracking feature (press in the dark grey TRACK button) and the cycle feature (press in the light grey CYCLE button).

On **White Lightning™ X-Series™** and **White Lightning™ UltraZAP™ units**, turn on the modeling lamp (press in the white MODEL button) and the cycle feature (press in the dark grey READY button). Set the modeling lamp output to full power with the modeling lamp slider (the lower of the two sliders, labeled with a bulb).

On **White Lightning™ Ultra™ Series units**, turn on the modeling lamp and set it to full power (slide the switch to the center 'full' position).

On **Zeus™ power packs**, turn on the modeling lamp (press in the white MODEL button) and the cycle feature (the light grey MODEL button). Set the modeling lamp output to full power with the modeling lamp slider. *Note: The audible recycle feature (AUDIO) cannot be controlled by the Cyber Commander™.*

6. Set the output to Full Power on each unit. Use the flashpower adjustment slider to set the flash unit or power pack to full power (0f). For White Lightning™ X-Series units, you will be able to specify whether the unit is in full power or quarter power mode later when you specify the light type. For Zeus™ power packs, you will be able to specify the power distribution later when you specify the light type. You will specify the X-Series mode or Zeus™ power distribution in the Cyber Commander™ unit to match the physical setting on the flash unit or power pack. *Note: You must still initially set the flash unit or power pack as desired. You will set the parameters in the Cyber Commander™ remote to match these parameters defined on each unit.*

plug a blank "dummy" plug or sync cord into the SYNC jack

set to full power

* use a 1/4-inch dummy plug or sync cord on White Lightning flash units and Zeus power packs

* use a 1/8-inch dummy plug or sync cord on AlienBees flash units

7. Insert a dummy plug in the sync jack of each flash unit or power pack. The dummy plug will disable the slave eye, preventing the flash from being tripped and fired whenever the flash of light from another unit is detected. *Note: To disable the sync jack, you can insert a dummy plug (sold separately on our website) or plug in the sync cord that came with the flash unit or remote, plugging in the 1/8-inch or 1/4-inch sync jack end only.*

CONNECTING LIGHTS: First-Generation Paul C. Buff™ Lights
continued...

8. Turn on each individual flash unit or power pack in your setup. If you are using any CSR+ (AC-powered) receivers, connect the power cord on each receiver to the associated flash unit, then connect the flash unit's power cord to the bottom of the receiver and into a suitable AC power source. With each unit connected to its power source, turn each unit ON by pressing its Power button.

9. Connect the RJ11 telephone cord. For each light in your setup, connect the RJ11 telephone cable (provided with each CyberSync™ CSR+ and CSRB+ receiver). The short RJ11 to RJ11 cord connects from the REMOTE port on the face of the receiver to the REMOTE port on the back control panel of the flash unit or top control panel on the Zeus™ power pack.

>> Any AlienBees™, White Lightning™, and Zeus™ units in your setup should now be properly set, connected and turned ON. All units should be set to the same frequency on their associated receivers and each unit should be set to its own unique channel. *Skip to page 28, **Specifying Lights**.*

CONNECTING LIGHTS: Einstein™ Flash Units

1. Ensure that you have the appropriate receiver for each light. With the Einstein™ E640 flash units, the CSXCV transceiver is required for use with the Cyber Commander™ remote. The CSXCV transceiver slides into the transceiver receptacle slot on the top rear side of the Einstein™ unit. ***Note:** The CSXCV transceivers, like all other Cyber-Sync™ receivers, are sold separately from flash units.*

2. Turn on each Einstein™ unit. With the CSXCV transceiver in place, connect each Einstein™ unit to a suitable AC power source (using the power cord provided with each unit) and turn each unit ON.

The sample above shows a CyberSync™ CSR+ Receiver connected to an AlienBees™ flash unit.
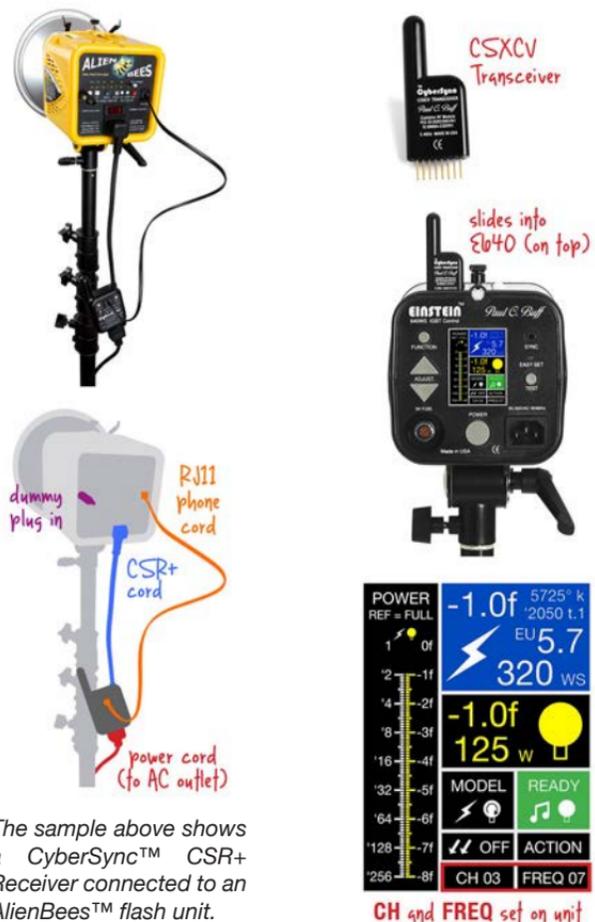
3. Set each Einstein™ unit / CSXCV transceiver to the same frequency. Using the FUNC-TION button on the back control panel of the Einstein™ flash unit, scroll to the FREQ (frequency) portion of the screen. When this box is highlighted, use the up and down ADJUST arrows to select a frequency. Use one frequency for your entire setup: you will set each flash unit / receiver to the AC-same frequency, later setting the Cyber Com-mander™ unit to the same frequency. There are sixteen available frequencies.

3. Set each Einstein™ unit / CSXCV transceiver to its own separate channel. Using the FUNCTION button again, scroll to the CH (channel) portion of the screen. When this box is highlighted, use the up and down ADJUST arrows to select a unique channel for each light. There are sixteen available channels. ***Note:** Each light must have its own channel. Setting multiple lights to the same channel can cause display errors. If you have more than one light (of the same model and output) that you wish to control identically, you can use the Groups capability. See page 48 for more on Groups.*

4. Set the initial parameters for each flash unit (optional). On the back control panel of the Einstein™ unit, you can adjust the various settings, selecting flashpower out-put, modeling lamp settings, recycle indication settings, and Color Mode vs. Action Mode. For first time setup, we recommend setting the flashpower output to Full Power initially.

5. Disable the slave eye. Using the FUNCTION button on the back control panel of the Einstein™ flash unit, scroll to the SLAVE EYE portion of the screen (labeled with two arrows facing the lower left corner). When this box is highlighted, use the up and down ADJUST arrows to turn the slave OFF. This will prevent the flash from being tripped and fired whenever the flash of light from another unit is detected.

>> Any Einstein™ units in your setup should now be properly set, connected and turned ON. All units should be set to the same frequency (on the back control panel) and each unit should be set to its own unique channel (also displayed on the back control panel). *Skip to page 28, **Specifying Lights**.*

CONNECTING LIGHTS: Flashes and Speedlights By Other Manufacturers

Many flash units, power packs and speedlights made by other manufacturers can be used with the CyberSync™ system, but not all are compatible. The capabilities of the Cyber Commander™ remote, however, are limited to firing, grouping and metering when used with lights by other manufacturers.

1. Ensure that you have the appropriate receiver and sync connection for each light. For each Non-Buff™ light in your setup, you will need a CyberSync™ CSR+ (AC-powered) or CSRB+ (battery-powered) receiver. For speedlights, we recommend the CSRB+. With each receiver, we provide various adapters for different connection configurations, though we cannot account for all possible connections.

For **units with PC outlet connection**, use the SC-CSRAUX PC to 1/8" sync cord (provided with each CSR+ and CSRB+ receiver). The PC sync connects to your light and the 1/8" plug connects to the receiver.

For **units with 1/4" sync jack connection**, use the CSSC-WL 1/4" to 1/8" sync cord (provided with each CSR+ and CSRB+ receiver). The 1/4" plug connects to your light and the 1/8" plug connects to the receiver.

For **units with 1/8" sync jack connection**, use the CSSC 1/8" to 1/8" sync cord (provided with each CSR+ and CSRB+ receiver). The 1/8" plug connects to your light and the 1/8" plug connects to the receiver.

For **speedlights without a connection, you may be able to use our SLFA Speedlight Foot Adapter (sold separately). The speedlight slides onto the hot shoe of the adapter, which has both PC outlet and 1/8" sync jack connections for use with either the SC-CSRAUX or CSSC cord. *Note: SLFA will not work with all Sony/Minolta units.*

For **units with an "H-style" or other specialty connection, you can check with specialty cord retailers such as FlashZebra (www.flashzebra.com) to find a sync cord that includes your specific connection on one end and a 1/8" plug on the other.

SC-CSRAUX
1/8" plug   PC sync

CSSC-WL
1/8" plug   1/4" plug

CSSC
1/8" plug   1/8" plug

SLFA
adaptor

CSRB+   CSR+

set ALL receivers to the
SAME FREQUENCY

Receiver Model CSR+

CSR+ dial   CSRB+ dial

set to 1   set to 9

set to 14   set to 6

Need help choosing a receiver or finding the right sync cord? Please contact our Customer Service Team for specific compatibility questions. We'll do our best to help determine the appropriate receiver and sync option for the products that you wish to use.

2. Set each receiver to the same frequency. Using the frequency dial on the CSR+ or CSRB+ receiver, set the frequency of each receiver. The CSRB+ dial can be turned using your thumbnail; the CSR+ dial can be turned using your fingernail or a small flathead screwdriver (around 3.0mm). Use one frequency for your entire setup: you will set each receiver to the same frequency, later setting the Cyber Commander™ unit to the same frequency. There are sixteen available frequencies.

3. Set each light to its own separate channel. Using the second dial, set each receiver to its own separate channel. When the receiver is connected to the light, that light will be the only light on the indicated channel. There are sixteen available channels. *Note: Each light must have its own channel. Setting multiple lights to the same channel can cause display errors. If you have more than one light (of the same model and output) that you wish to control identically, you can use the Groups capability. See page 48 for more on Groups.*

4. Press the TEST button on each CSRB+ battery-powered receiver. This wakes the receiver from Hibernation Mode.

5. Turn ON and set the initial parameters for each light. All parameters on non-Buff™ lights must be set manually on each unit. *Note: With speedlights, we recommend using the 'M' (manual) mode with remote functions and auto shutoff functions turned OFF.*

6. Disable the slave eye (if applicable). If your flash unit or power pack has a slave eye, follow the instructions in your unit's manual to disable it. This will prevent the flash from being tripped and fired whenever the flash of light from another unit is detected.

>> Any lights in your setup should now be properly set, connected and turned ON. All units should be set to the same frequency and each unit should be set to its own unique channel. On the following page, you will begin specifying the lights.

IDENTIFYING LIGHTS: Establishing Your Lighting Setup

All flash units, speedlights, power packs or other lights that you wish to include in your setup should now be positioned where you want them and powered on. Each light should be connected to its own receiver and set to its own unique channel. All receivers, however, should be set to the same frequency.

You are now ready to specify the lights in the Cyber Commander™ remote. This process is necessary each time you have a new setup or have additional lights that you wish to add to an existing setup. Ensure that you have properly installed the two AAA batteries (provided) and press either the left or right joystick to wake the unit.

IDENTIFYING LIGHTS: Setting the Frequency

1. Scroll to the SETUP menu. Press the **RIGHT JOYSTICK** to the **LEFT** or **RIGHT**, scrolling through the menu screens until you reach the SETUP screen, indicated by the word "SETUP" in the lower center of the screen.

2. Select the FREQUENCY menu. On the SETUP screen, use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to scroll to the FREQUENCY tab. When FREQUENCY is highlighted, press **IN** on the **RIGHT JOYSTICK** to select it. The SELECT FREQUENCY menu should appear.

3. Select the frequency. Using the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** again, select the same frequency (01 through 16) that you selected for your receiver(s). Setting your Cyber Commander™ remote and CyberSync™ receivers to the same frequency enables their communication.

4. Return to the SETUP menu. Press the **RIGHT JOYSTICK** to the **RIGHT** to return to the SETUP menu.

Select FREQUENCY on the SETUP screen.

Select OPEN MEMORY on the SETUP screen.
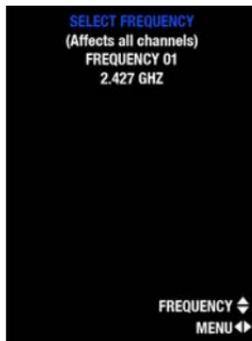
RIGHT JOYSTICK: use the **UP / DOWN** arrows to scroll through the frequency options
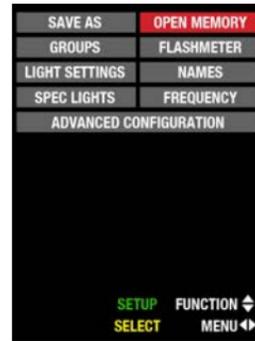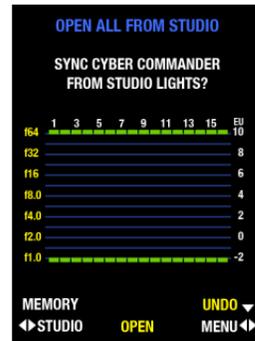
LEFT JOYSTICK: use the **LEFT / RIGHT** arrows to scroll through the memory location options

IDENTIFYING LIGHTS: Opening the Studio / Locating Lights in the Setup

1. Select the OPEN MEMORY menu. On the SETUP screen, use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to scroll to the OPEN MEMORY tab. When OPEN MEMORY is highlighted, press **IN** on the **RIGHT JOYSTICK** to select it. The OPEN MEMORY menu should appear.

2. Select the location to open. Using the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK**, scroll the MEMORY button through the available opening locations:

>> STUDIO: This is the starting point for recognizing lights and creating new setups. The **OPEN ALL FROM STUDIO** command allows the Cyber Commander™ unit to discover all of the lights in the area with CyberSync™ receivers (CSXCV, CSR+, and CSRB+) that are powered on and set to the same frequency. When the open command is sent, the Cyber Commander™ unit scans the area and will identify each receiver by its channel. Recognized receivers will be displayed on the screen's graph with white or gray dashes located at the bottom of the vertical column for their corresponding channel. Channels with Einstein™ lights using the CSXCV receiver module will also show a vertical bar on the graph as the settings are already transmitted by the CSXCV receiver.

The **OPEN ALL FROM STUDIO** command is only necessary when first setting up your lights and specifying them in the Cyber Commander™ unit. Once you have identified and assigned settings for each light, you can save the setup and open your studio from memory each additional time you are ready to shoot. In the following pages of this manual, you'll learn more about saving setups, opening your studio from memory, and adding to or removing lights from a setup.

>> Channels 1 through 16 (CH01 - CH16): When the **OPEN CH _ from STUDIO** command is sent, the unit polls the area for a receiver that is in the same frequency and set to the individual channel selected. This command is used to add individual lights to an existing setup, while preserving the information of the setup.

IDENTIFYING LIGHTS: Opening the Studio *continued...*

>> Saved Setup Locations (SD 1 - SD 50 and Internal 1 and Internal 2): The **OPEN ALL FROM MEMORY** command recalls previously saved setups, saved to one of these 52 specific, named locations. If all receivers are assigned to the same lights and all are set to the same frequency and channel, the Cyber Commander™ unit will restore the settings that existed when the setup was last saved to that location.

3. Open the selected location. With the selected location name displayed, open the location by pressing **IN** on the **RIGHT JOYSTICK**

Note the UNDO function. This function is provided to prevent loss of programming if you should accidentally open from a location that you did not intend to open from, potentially erasing any programming that was previously set. As long as you have not exited this screen, pressing **DOWN on the **RIGHT JOYSTICK** will UNDO the last open command and revert back to the previous settings.

4. Return to the SETUP menu. Press the **RIGHT JOYSTICK** to the **RIGHT** to return to the SETUP menu.

IDENTIFYING LIGHTS: Specifying Light Type, Make, and Model

Now that all of the available lights in the setup have been recognized by the Cyber Commander™ unit, you are ready to specify and assign settings for each particular light on each individual channel. *Note: This section of the instructions is not necessary for Paul C. Buff™ Einstein™ flash units as the light type, make and model specifications are transmitted by the CSXCV transceiver.*

1. Select the SPEC LIGHTS menu. On the SETUP screen, use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to scroll to the SPEC LIGHTS tab. When SPEC LIGHTS is highlighted, press **IN** on the **RIGHT JOYSTICK** to select it. The DEFINE LIGHT UNITS menu should appear.
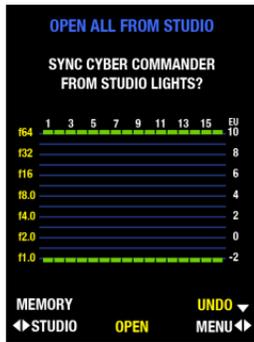
RIGHT JOYSTICK: the **UNDO** function removes the last command and reverts the screen back to the previous settings
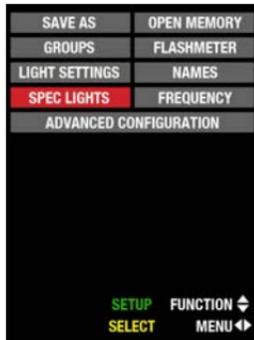
Select SPEC LIGHTS on the SETUP screen.
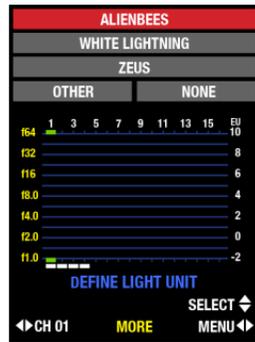
LEFT JOYSTICK: select the channel / light

RIGHT JOYSTICK: define the light type

2. Choose an individual light to specify. Initially, you will define a single light at a time (defined as an individual channel, numbered 1 through 16). Use the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK** to scroll through the individual channel options. To define a single light, select the unique channel number (CH XX) that you designated for that light when you setup its receiver. You can select Group (GRP) if all of the lights in a particular group are the same or select All Lights (ALL) if all of the lights in the entire setup are the same (this will define ALL 16 lights).

3. Specify the make of the light selected. Using the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK**, scroll to the appropriate specification for the defined light(s).

    ALIENBEES
    WHITE LIGHTNING
    ZEUS
    OTHER
    NONE

Selecting NONE allows you to remove specifications that have been assigned to the defined channel, group or all lights. The grey or white dash will disappear.
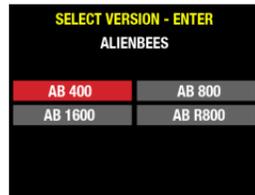
4. Specify the model of the light selected. Select the specific model for Paul C. Buff™ lights (for example, AlienBees™ B400 or Zeus™ Z2500SH with the Z2500 power pack) or select the light type for speedlights, monolights, power packs or other lights made by other manufacturers. For White Lightning™ X-Series flash units X1600, X2400, and X3200 units, you will select the individual model defined either in full power mode or 1/4 power mode. For all Zeus™ heads, you will select the power pack model, the individual head and the power distribution assignment for that head (1/4 power, 3/4 power or full power).

5. Specify the wattage of the modeling lamp (Paul C. Buff™ lights only). With Paul C. Buff™ flash units, many units have various wattage options for the modeling lamp. Select the modeling lamp wattage for each flash unit or power pack / flash head.

OPEN ALL FROM STUDIO

SYNC CYBER COMMANDER
FROM STUDIO LIGHTS?

								EU
	1	3	5	7	9	11	13	15	10

f64   10
f32   8
f16   6
f8.0   4
f4.0   2
f2.0   0
f1.0   -2

MEMORY   UNDO
◄►STUDIO   **OPEN**   MENU◄►

SAVE AS	OPEN MEMORY
GROUPS	FLASHMETER
LIGHT SETTINGS	NAMES
SPEC LIGHTS	FREQUENCY
ADVANCED CONFIGURATION	

SETUP   FUNCTION
SELECT   MENU◄►

ALIENBEES
WHITE LIGHTNING
ZEUS

OTHER	NONE

f64   10
f32   8
f16   6
f8.0   4
f4.0   2
f2.0   0
f1.0   -2

DEFINE LIGHT UNIT

    SELECT
◄►CH 01   **MORE**   MENU◄►

SELECT VERSION - ENTER
ALIENBEES

AB 400	AB 800
AB 1600	AB R800

SELECT MODEL WATTS - ENTER

40 W	100 W
60 W	150 W
75 W	250 W

IDENTIFYING LIGHTS: Defining Light Type, Make, and Model *continued...*

6. Define the light make, type, and model for each of the remaining lights in your setup. Repeat steps two through five for each remaining light in your setup, choosing a light by its channel and assigning its settings.

7. Return to the SETUP menu. Press the **RIGHT JOYSTICK** to the **RIGHT** to return to the SETUP menu.

IDENTIFYING LIGHTS: Light Settings

The Light Settings menu allows you to set various parameters for each of the lights and enable or disable individual lights.

1. Select the LIGHT SETTINGS menu. On the SETUP screen, use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to scroll to the LIGHT SETTINGS tab. When LIGHT SETTINGS is highlighted, press **IN** on the **RIGHT JOYSTICK** to select it. The LIGHT UNIT SETTINGS menu should appear.

2. Choose one light for assigning settings. Initially, you will define the light settings for either a single light at a time (defined as an individual channel, numbered 1 through 16) or ALL lights. Use the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK** to scroll through the channel options. To assign light settings to a single light, select the unique channel number (CH XX) that you designated for that light when you setup its receiver.

    All Lights (ALL): You can select ALL in order to assign common settings to all lights.

    Group (GRP): You can additionally select Group (GRP) in order to assign common settings to all lights in a group once a group has been established. *For more information on groups, see page 48.*
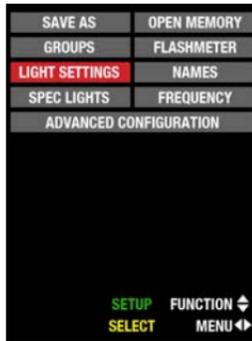
Select LIGHT SETTINGS on the SETUP screen.

LEFT JOYSTICK: use the **LEFT / RIGHT** arrows to scroll through the channel / light options

---

RIGHT JOYSTICK: use the **UP / DOWN** arrows to select the parameter (the selected parameter will be highlighted in red):

    MODEL MODE
    POWER
    RECYCLE INDICATOR*
    SLAVE CELL*
    COLOR MODE*

*these parameters are for Einstein™ units only

LEFT JOYSTICK: use the **UP / DOWN** arrows to adjust the setting within that parameter (again, the selected setting will be highlighted in red)

---

3. Assign light settings. With the desired light(s) selected, scroll between the five parameters to assign the light settings. Using the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK**, scroll to each parameter to make assignments. When the desired parameter is highlighted in red, use the **UP** and **DOWN** actuations on the **LEFT JOYSTICK** to toggle through the setting options for that specific parameter.

MODEL MODE: assigns the settings for the modeling lamp(s) in your flash unit *only for Paul C. Buff™ flash units / power packs*

    FULL: sets the modeling lamp(s) to remain on full brightness at all times

    ADJ: allows the modeling lamp(s) to be adjusted independently of the flashpower (independent adjustments are made in the MODEL screen)

    TRACK: sets the modeling lamp(s) to track the changes made in flashpower, dimming and brightening proportionally as the flashpower is raised and lowered
    NOTE: In TRACK mode, the modeling lamp(s) can still be set at an offset from the relative flashpower for various needs, but even with the offset, the adjustment will still be proportional. The modeling lamp offset can be set in the MODEL screen. The available offset range will still be limited to the upper and lower limits of the total available modeling lamp range.

    OFF: turns the modeling lamp(s) off

POWER: defines the light as on or in standby mode

    ON: the defined light is on to receive cues from the Cyber Commander™

    STANDBY: puts the defined light in standby mode, turning the flashpower and modeling lamp output to zero (though the unit may still be plugged into its power source, it will not receive commands to fire); on the Einstein™ E640 unit, the back control screen will go dim.

IDENTIFYING LIGHTS: Light Settings *continued...*

RECYCLE INDICATOR: settings for recycle indication
only for Paul C. Buff™ Einstein™ units

AUDIO: enables the audible recycle indicator where a chirp will sound when the unit has completed recycling and is ready to fire again at the current settings

MODEL: enables the visual recycle indicator where the lamp(s) dim during recycle then return to the previous level of brightness to indicate that recycle is complete

BOTH: enables both the audio and visual recycle indicators

NONE: no recycle indicators are enabled

SLAVE CELL: settings for engaging or disengaging the slave cell
only for Paul C. Buff™ Einstein™ units

**ON:** the slave eye is on and the unit will fire whenever it detects another flash

OFF: the slave eye is off and the unit waits for a command to fire

COLOR MODE: assigning Color Mode vs. Action Mode
only for Paul C. Buff™ Einstein™ units

COLOR: the defined light is set to Constant Color Mode where the color temperature remains at a constant 5600K (+/- 50K) regardless of flashpower setting

ACTION: the defined light is set to Action Mode, used when the fastest possible flash durations are desired and where constant color is a secondary consideration

Note on Einstein™ Light Settings: When you open an Einstein™ unit in the Cyber Commander™ remote, the light settings defined on the unit at the time of connection are automatically displayed in the remote. This area simply allows you to make changes.

Note on adjustments for multiple lights: If you are adjusting the settings of a Group (GRP) of lights or All Lights (ALL) in your setup, it is best to make adjustments in each applicable parameter regardless of the default position displayed. If you wish to have the selected lights in tracking mode for example, even if the setting is displayed as TRACK, adjust the setting to OFF, then adjust back to TRACK. This will ensure that the setting is changed for all selected lights in the setup.

4. Assign settings for each of the remaining lights in your setup. Repeat steps two and three for each remaining light in your setup, choosing a light by its channel and assigning its settings. *Note: For non-Buff™ lights, the only light setting that you will assign is the Power (On vs. Standby) setting, which only keeps the light from firing.*

5. Return to the SETUP menu. Press the **RIGHT JOYSTICK** to the **RIGHT** to return to the SETUP menu.
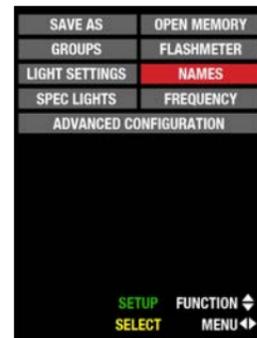
Select NAMES on the SETUP screen.

RIGHT JOYSTICK: use the **UP / DOWN** arrows to scroll through the predefined name options (MAIN L, HAIR R, SKIM R, etc.)

IDENTIFYING LIGHTS: Naming Lights *optional step*

After you have specified all of the lights in your setup, you have the option to name each individual light. This optional setting can help you identify lights based on their position and intended use.

1. Select the NAMES menu. On the SETUP screen, use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to scroll to the NAMES tab. When NAMES is highlighted, press **IN** on the **RIGHT JOYSTICK** to select it. The NAMES menu should appear.

2. Choose the light that you wish to name. Use the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK** to scroll through the light / channel options. The chosen light that is selected for naming will be displayed in the lower left corner. *Note: Defined groups of lights or ALL lights can be selected for naming, but for the purposes of distinguishing lights, you will most likely wish to name lights individually.*

3. Name the selected light. Use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to scroll through the available name options. The selected name will be highlighted in red and assigned to the selected light.

4. Assign names for each of the remaining lights in your setup. Repeat steps two and three for each remaining light in your setup, choosing a light by its channel and assigning its name.

5. Return to the SETUP menu. Press the **RIGHT JOYSTICK** to the **RIGHT** to return to the SETUP menu.

IDENTIFYING LIGHTS: Saving Your Setup Specifications

After you have specified all of the lights in your setup, you'll want to save the specifications and settings that you've entered. Ensure that the MicroSD card (provided with the unit, shipped already installed along the left side of the housing) is in place in your Cyber Commander™ remote.

1. Select the SAVE AS menu. On the SETUP screen, use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to scroll to the SAVE AS tab. When SAVE AS is highlighted, press **IN** on the **RIGHT JOYSTICK** to select it. The SAVE ALL TO menu should appear.

2. Choose the location where you wish to save your setup. Use the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK** to scroll through the location options (Internal 1 and 2 and SD 1 through 50 - locations without information saved to them appear in white, locations with saved information that is unlocked appear in **BLUE**, locations with saved information that is locked appear in **RED**). With your chosen location displayed in the lower left corner, press **IN** on the **RIGHT JOYSTICK** to save the setup information to that location. SAVE COMPLETE will be displayed in yellow text above the graph indicating that your setup is now saved to the chosen location to be recalled as needed.

When a setup is SAVED it means that the information entered for that setup (indivdual light specifications, settings, names, etc.) will remain in that location unless it is overwritten. As long as you keep the same setup of lights, keeping each light with its same associated CyberSync™ receiver, you can recall the setup each time you begin working with the lights and Cyber Commander™ remote. If you have chosen to save the setup to one of the 50 SD locations, you can additionally lock the location for added security. *For more information on locking setups, see page 53.*

3. Return to the primary FLASH screen. Press the **RIGHT JOYSTICK** to the **RIGHT** to return to the SETUP menu, then press the **RIGHT JOYSTICK** to the **RIGHT** to return to the primary FLASH screen to view your setup.

Select SAVE AS on the SETUP screen.
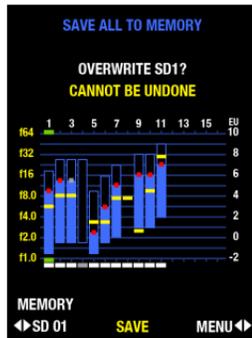
LEFT JOYSTICK: use the **LEFT / RIGHT** arrows to scroll through the location options
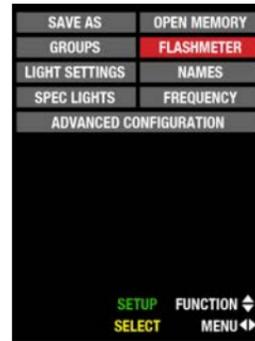
Select FLASHMETER on the SETUP screen.
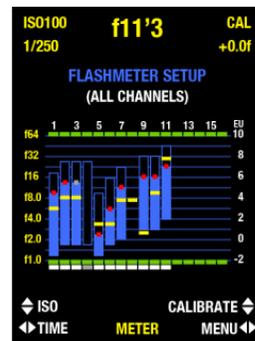
LEFT JOYSTICK: use the **UP / DOWN** arrows to adjust the ISO; use the **LEFT / RIGHT** arrows to adjust the shutter speed (TIME)

SETTING UP THE FLASHMETER

In order to choose proper settings for exposure in your camera, you will need to set the ISO and shutter speed settings in the flashmeter so that they match the ISO and shutter speed settings in your camera.

On the main FLASH screen, the ISO and shutter speed are displayed in the top left corner and the resulting f-stop reading from the flashmeter will be displayed in the top center of the screen in yellow. Follow the steps below if you need to adjust the ISO and / or shutter speed setting in the Cyber Commander™ unit to match the settings in your camera:

1. Scroll to the SETUP screen. From the main FLASH screen, use the **LEFT** and **RIGHT** actuations on the **RIGHT JOYSTICK** to scroll to the SETUP screen.

2. Select the FLASHMETER menu. On the SETUP screen, use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to scroll to the FLASHMETER tab. Press **IN** on the **RIGHT JOYSTICK** to select FLASHMETER. The FLASHMETER SETUP screen should open.

3. Adjust the ISO and Shutter Speed. Use the **LEFT JOYSTICK** to make adjustments to the ISO and shutter speed (TIME) settings. The **UP** and **DOWN** actuations adjust the ISO (ISO50, ISO100, ISO200, ISO400, ISO800, ISO1600, ISO3200). The **LEFT** and **RIGHT** actuations adjust the shutter speed (1, 1/2, 1/4, 1/8, 1/15, 1/30, 1/60, 1/125, 1/250, 1/500, 1/1000). As you make adjustments, the settings will change in the top left corner of the screen. Set the ISO and shutter speed to match the chosen settings in your camera.

4. Return to the primary FLASH screen. Press the **RIGHT JOYSTICK** to the **RIGHT** to return to the SETUP menu, then press the **RIGHT JOYSTICK** to the **RIGHT** to return to the primary FLASH screen to view your setup.

SETUP CHECKLIST

✓ All of the lights in your setup are positioned where you want them, on appropriate light stands and with your choice of accessories in place. Each light is powered ON.

✓ Each light in your setup has its own dedicated CyberSync™ receiver and each receiver is connected and receiving power (either via battery or pass-through power).

✓ The Cyber Commander™ remote and all lights / receivers are set to the same frequency.

✓ Each light / receiver is set to its own unique channel (On the Cyber Commander™ remote's primary FLASH screen, a white dash appears on the indicator graph in the corresponding column for each channel).

✓ Each light has been specified within its channel. Using the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK**, scroll through each channel to which a light has been assigned. As a new channel is selected, green dashes should appear above and below the channel's corresponding column in the indicator graph.

For all Paul C. Buff™ lights in the setup, the make and model of each light (for example, AB 1600 or Einstein 640) should appear on the right side of the screen, below the indicator graph. The total flashpower output range for the light should appear as a blue vertical bar in the channel's column. In the top horizontal FLASH row (highlighted in blue), the flashpower output for each light should be listed at its highest WS output and EU Number at 0f.

For all non-Buff™ lights in the setup, there will not be a blue vertical bar in the corresponding column (as flashpower is not controlled from the Cyber Commander™ unit), but the light type that you chose for each light (speedlight, monolight, power pack or undefined) should appear on the left side of the screen, below the indicator graph.

✓ Any light settings applicable to each light (modeling lamp mode, slave eye status, recycle indicator, color vs. action mode, and enabled vs. disabled status) have been assigned.

SETUP CHECKLIST

✓ Each Paul C. Buff™ Einstein™ unit in your setup has the slave eye disabled. Each Paul C. Buff™ Alien-Bees™, White Lightning™ and/or Zeus™ unit has a dummy plug or sync cord inserted into the sync jack to manually disable the built-in slave sensor.

✓ **(**OPTIONAL)** Each light in your setup has been named for identification purposes.

✓ The flashmeter is set to the same ISO and shutter speed to which your camera is set.

✓ **(**OPTIONAL)** You have saved your setup to one of the 50 MicroSD card locations.

✓ You have chosen your synchronization option for the Cyber Commander™ remote and your camera, determining whether you will be using the hot shoe or the sync cord for connection. If you plan to trigger the lights using a CyberSync™ CST Transmitter instead, using the Cyber Commander™ remote for adjustment and flashmeter purposes only (see page 6 for details), you will not need to connect or synchronize the Cyber Commander™ unit and your camera.

INITIAL SETUP COMPLETE

With all of the initial setup processes complete, you should now be ready to return to the main FLASH screen, take your initial flashmeter readings, make adjustments to the flashpower of your light(s) and begin shooting. The pages that follow in this manual will walk you through **taking flashmeter readings** (and understanding flashmeter readings), **making adjustments to your light(s)**, and lastly, **connecting your Cyber Commander™ remote** to your camera to begin shooting.

Note: You may already have desired output ratios in mind for the different lights based on their position, desired effect, etc. If you know ratios that you'd like to start with, you may wish to set the intial output ratios before taking meter readings, then adjust accordingly. *If you wish to make these output adjustments first, see the flashpower adjustment instructions on page 44.*

TAKING A FLASHMETER READING: One Light at a Time

To take a flashmeter reading, stand at the subject position and point the white dome on the back of the Cyber Commander™ remote toward the camera.

1. Use the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK** to select a single Channel (CH) / light.

2. Select METER by pressing **IN** on the **RIGHT JOYSTICK**. The light on that channel should flash. This will take a reading of the one light on the selected channel only and display the resulting f-stop in the top center of the screen. A yellow dash will additionally appear in the bar graph for that channel. The yellow bar corresponds to the f-stop scale along the left side of the screen indicating the metered f-stop for that light / channel.

You can continue this process to take a flashmeter reading for each active light in the setup. As you scroll through the channels, you will see the metered f-stop from each individual light displayed in the top center of the screen. If you now adjust the flashpower of any channel (a function available for Paul C. Buff™ lights fitted with a CSR+, CSRB+, or CSXCV receiver only), its captured f-stop reading will be altered accordingly, as will the position of its yellow dash. This allows you to set the resulting f-stop to exactly what you want by changing flashpower, without the need to re-meter.

TAKING A FLASHMETER READING: All Lights in the Setup

1. Use the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK** to select All Lights (ALL) for metering.

2. Select METER by pressing **IN** on the **RIGHT JOYSTICK**. All lights in the setup should flash. This will take a reading of all lights and display the resulting f-stop in the top center of the screen. *Note: Yellow dashes will NOT appear in the channel columns for each light when the reading is taken for all lights together. If individual lights were previously metered by themselves, the yellow dash in their individual channels will not move.*

If the combined f-stop is higher or lower than desired, you can now adjust the flashpower of all lights in the setup collectively (a function available for Paul C. Buff™ lights fitted with a CSR+, CSRB+, or CSXCV receiver only). This will change the total output of the setup while maintaining the current ratios. This allows you to set the resulting f-stop to exactly what you want by changing flashpower, without the need to re-meter.

SAMPLE SETUP: Taking a Flashmeter Reading of ALL Lights in the Setup

meter reading for ALL lights in the setup

Cyber Commander™ at subject position

ALL lights selected

LIGHT #3:
AlienBees™ B800
with a CSR+ Receiver
Channel 3 (CH 03)

LIGHT #4:
AlienBees™ B800
with a CSRB+ Receiver
Channel 4 (CH 04)

LIGHT #1:
Einstein™ E640
with a CSXCV Transceiver
Channel 1 (CH 01)

LIGHT #2:
X-Series™ X1600
with a CSR+ Receiver
Channel 2 (CH 02)
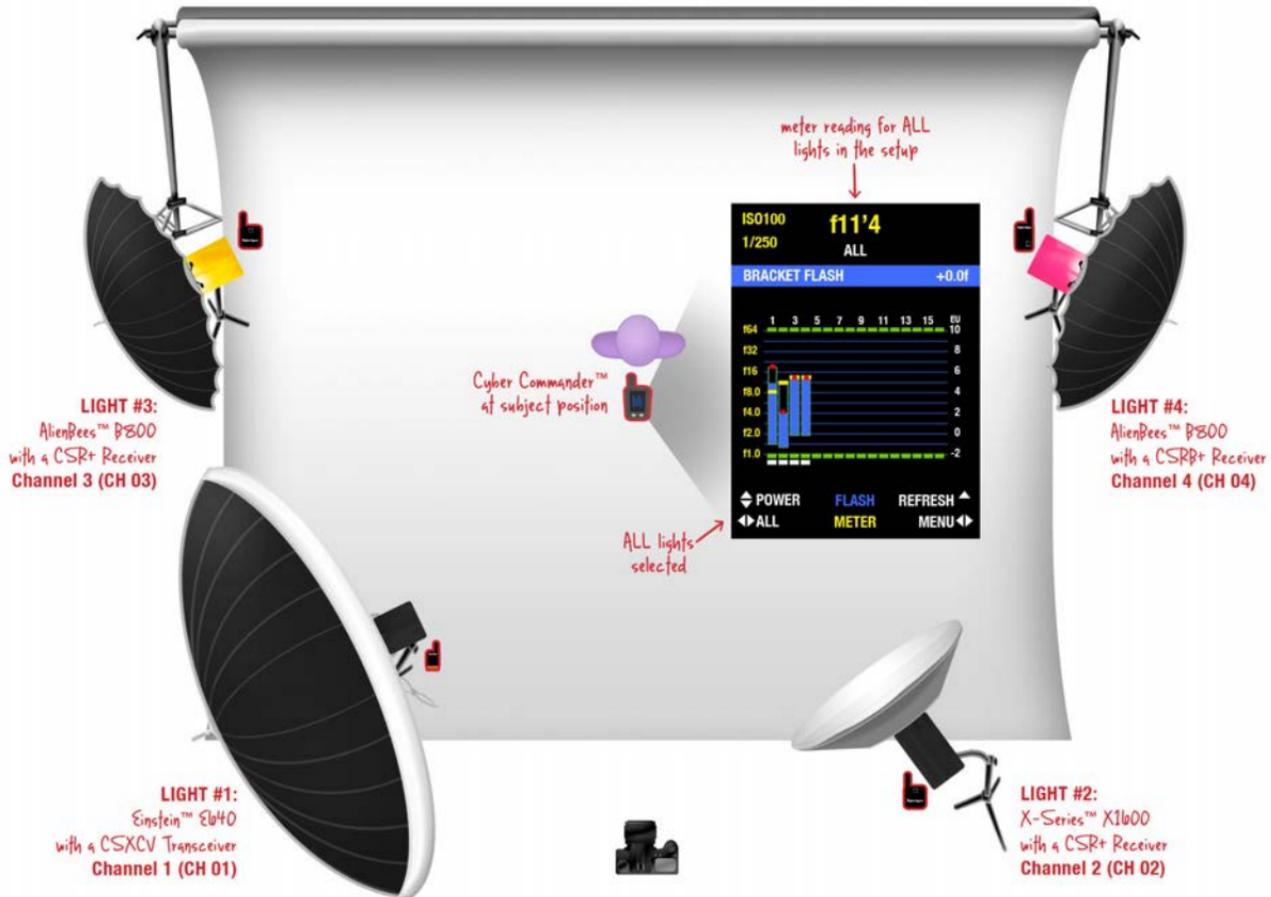
UNDERSTANDING THE FLASHMETER READING

Your Cyber Commander™ unit displays a flashmeter reading in one-tenth f/stop increments. When a reading is taken, the resulting f/stop is displayed in yellow in the top center of the screen, displayed as a normal whole stop aperture value (f2.8, f4, f5.6, f8, etc.) followed by an apostrophe and another digit. This digit after the apostrophe is the tenth f/stop increment. It is important to understand how these increments relate to camera aperture settings as the additional tenths added to each whole stop are actually tenths of the next whole stop. For example, a display reading f8'9 equals f/8 +9/10. Many users think that this is equivalent to f/8.9 which would be closest to f/9, but this is NOT correct. The value f/8 +9/10 is f/8 plus 9/10 of the way to f11 (the next whole f/stop). Using the chart below, we see that f/8 +9/10 equals f/10.9, which is closest to the whole f/stop f/11.

Use the chart below for one-tenth f/stop equivalency. Because the Cyber Commander™ unit has finer control than cameras (typically offering one-third f/stop increments), it is the design intention to set the lights to match camera settings, rather than vice versa.

**closest actual f/stop on your camera

f/stop	+1/10	+2/10	+3/10	+4/10	+5/10	+6/10	**	+7/10	+8/10	+9/10
f/1	f/1.04	f/1.07	f/1.11	f/1.15	f/1.19	f/1.23	f/1.2	f/1.27	f/1.32	f/1.37
f/1.4	f/1.46	f/1.52	f/1.57	f/1.62	f/1.68	f/1.74	f/1.7	f/1.8	f/1.87	f/1.93
f/2	f/2.07	f/2.14	f/2.22	f/2.3	f/2.38	f/2.46	f/2.4	f/2.55	f/2.64	f/2.73
f/2.8	f/2.93	f/3.03	f/3.14	f/3.25	f/3.36	f/3.48	f/3.5	f/3.61	f/3.73	f/3.86
f/4	f/4.14	f/4.29	f/4.44	f/4.59	f/4.76	f/4.92	f/5	f/5.1	f/5.28	f/5.46
f/5.6	f/5.86	f/6.06	f/6.28	f/6.5	f/6.73	f/6.96	f/7.1	f/7.21	f/7.46	f/7.73
f/8	f/8.28	f/8.57	f/8.88	f/9.19	f/9.51	f/9.85	f/10	f/10.2	f/10.6	f/10.9
f/11	f/11.7	f/12.1	f/12.6	f/13.0	f/13.5	f/13.9	f/14	f/14.4	f/14.9	f/15.5
f/16	f/16.6	f/17.1	f/17.8	f/18.4	f/19.0	f/19.7	f/20	f/20.4	f/21.1	f/21.9
f/22	f/23.4	f/24.3	f/25.1	f/26.0	f/26.9	f/27.9	f/27	f/28.8	f/29.9	f/30.9
f/32	f/33.1	f/34.3	f/35.5	f/36.8	f/38.1	f/39.4	f/40	f/40.8	f/42.2	f/43.7
f/45	f/46.9	f/48.5	f/50.2	f/52.0	f/53.8	f/55.7	f/56	f/57.7	f/59.7	f/61.8
f/64	f/66.3	f/68.6	f/71.0	f/73.5	f/76.1	f/78.8	f/80	f/81.6	f/84.4	f/87.4

ISO setting

f/stop
f8'3 = f/8 +3/10

ISO100   **f8.0'3**   5600 K
1/250   1/3226 t.1
         CH 01
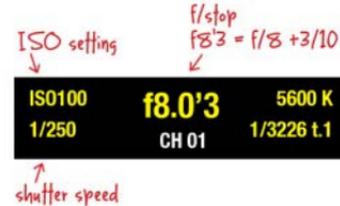
shutter speed

In this example, the camera should be set to **ISO 100** with a shutter speed of **1/250 second** and an aperture (f/stop) of **f/9**.

Why f/9? Using the chart, we see that f/8 +3/10 = f/8.88. The closest available f/stop in most cameras is f/9 (available in cameras that offer one-third f/stops).

MAKING ADJUSTMENTS After a Flashmeter Reading

Changing the ISO: After you have captured a flashmeter reading, you may determine that you need to change the ISO. You will need to change the ISO in your camera and in the Cyber Commander™ unit as well (changed in the SETUP screen: SETUP > FLASHMETER SETUP). This will automatically update each captured reading.

Changing the Flashpower Output of Individual Lights: If you are metering individual lights to set particular ratios between it and other lights, you can take a meter reading for an individual light and then adjust the flashpower for just that light accordingly.

For Paul C. Buff™ lights fitted with CSR+, CSRB+, or CSXCV receivers, adjustments can be made from the Cyber Commander™ unit. As the flashpower is adjusted, the meter reading at the top of the screen will update to a new aperture value automatically. You will not need to re-meter; you can simply adjust the flashpower until the desired f-stop reading is achieved. *See the instructions on the following page for making flashpower adjustments.*

For non-Buff™ lights, you will need to make output adjustments manually at each light then re-meter the channel.

Changing the Flashpower Output of All Lights: If you have your desired ratios between lights set and are metering your entire setup, you can take a meter reading and then adjust the flashpower for the setup accordingly.

For setups of all Paul C. Buff™ lights, all fitted with CSR+, CSRB+, or CSXCV receivers, you can adjust all lights collectively. The Cyber Commander™ remote individually adjusts the flashpower of each separate light unit (proportionally) to achieve the desired f-stop. The limits of adjustment are bound only by any one light reaching the minimum power setting available, or by reaching the maximum power setting available. These limits include lights which are set to standby. As the flashpower of the entire setup is adjusted, the BRACKET FLASH meter reading at the top of the screen will update automatically. You will not need to re-meter; you can simply adjust the total flashpower until the desired f-stop reading is achieved. *See the instructions on the following page for making flashpower adjustments.*

For non-Buff™ lights, you will need to make output adjustments manually at each light then re-meter the channel or setup as a whole.

ADJUSTING FLASHPOWER

Note: Adjusting the flashpower output is a feature reserved for Paul C. Buff™ lights fitted with a CSR+, CSRB+ or CSXCV receiver. Non-Buff™ lights and lights fitted with non-plus receivers must be adjusted manually.

The Cyber Commander™ remote allows you to adjust the flashpower output of your individual Paul C. Buff™ lights, groups of lights or all lights in the setup. Any changes made to an individual light / channel will be made across all parameters of the light / channel. If you select an individual channel and make flashpower adjustments, you will see changes in the display for its output in wattseconds, EU number, f-stop, modeling lamp wattage, flash duration and color temperature (if applicable).
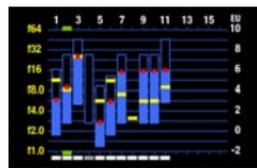
the indicator graph

1. From the main FLASH screen, select the light(s) for which you wish to make flashpower adjutsments. Using the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK**, select an active Channel (CH), Group (GRP) or All Lights (ALL). In the indicator graph, the green dashes above and below the selected channel(s) show that a particular channel is selected (individually, in a group, or all lights).

2. Adjust the flashpower. Using the **UP** and **DOWN** actuations on the **LEFT JOYSTICK**, adjust the flashpower to a higher or lower setting for the selected light(s). Any adjustments will apply only to the selected channel, the selected group or to all lights, as specified.

In the indicator graph, the filled-in portion of the blue flashpower bar will rise or fall as adjustments are made. If the modeling lamp is set to TRACK mode, the red modeling lamp dot will move up or down simultaneously. If an offset has been introduced, the dot will move up or down with the offset. The limits for each light will be based on the light's output range. If you continue to press the joystick **UP** or **DOWN** after a limit has been reached at either end, the vertical bar will be framed in red.

Above the indicator graph, all digital displays will change as adjustments are made, constantly updating the parameters of the light. If multiple lights are selected (either as a group or all lights), **BRACKET FLASH** will display in the text above the graph and the relative adjustment up or down will be displayed in f-stops.

CONNECTING THE CYBER COMMANDER™ REMOTE To Your Camera

Once you have taken flashmeter readings, made any desired adjustments,   and are ready to begin shooting, you will need to connect the Cyber Commander™ unit to your camera to synchronize the firing of the lights with your camera's shutter. With the Cyber Commander™ unit in place on the camera's hot shoe or connected via sync cord (only ONE connection method is recommended), pressing your camera's shutter will simultaneously send a fire signal to all connected, enabled lights in your setup.

Hot Shoe Connection: The Cyber Commander™ hot shoe base fits standard ISO hot shoes. This is the common hot shoe connection found on most cameras.

From the backside of the camera, slide the Cyber Commander™ unit forward into your camera's hot shoe. The Cyber Commander™ unit's LCD screen should be facing you. The unit is in proper position when it is fully pushed forward into the shoe until it cannot be pushed forward any further. Once in place, the unit can be angled to optimize viewing.

Sync Cord Connection: Cameras with an absent or occupied hot shoe can be hardwire connected using the provided SC-CST sync cord.

First, plug the SC-CST cord into the 2.5mm sync jack located on the left side of the Cyber Commander™ unit. Plug the other end of the cord into your camera's PC sync jack (flash terminal) outlet. This outlet may have a protective cover. Refer to your camera manual to locate your camera's PC / flash outlet, if one is available.

Note: You will not, of course, need to connect the Cyber Commander™ unit if you are using a CyberSync™ CST Transmitter for firing. See page 7 for more information on using the CST with the Cyber Commander™ remote.

hot shoe connection

sync cord connection

SC-CST sync cord

PC sync jack on your camera

ADJUSTING MODELING LAMPS

For Paul C. Buff™ lights fitted with CSR+, CSRB+ or CSXCV receivers, the Cyber Commander™ remote allows you to adjust the modeling lamp of individual lights, groups of lights or all lights in the setup *(see pages 18 - 19 for control and adjustment details)*. The modeling lamp adjustment capabilities can be also be used to equalize lights in a setup that have the same modeling lamp wattage with differing flashpower output.

TRACKING, PROPORTIONAL OUTPUT, and EQUALIZING MODELING LAMPS

The modeling lamp tracking feature (TRACK) in Paul C. Buff™ lights sets the modeling lamp in a unit to brighten and dim proportionally based on the adjustments made to the flashpower. Tracking allows you to maintain a true WYSIWYG (What-You-See-Is-What-You-Get) preview of the effect and pattern of the flash. If you have multiple Paul C. Buff™ lights in your setup, all with the same flashpower range and same wattage modeling lamps (for example, three Einstein™ E640 units, each fitted with a 250 Watt bulb), even as you adjust individual lights differently, the modeling lamps in each will adjust proportionally.

If you are mixing lights with different flashpower ratings and modeling lamp wattages however, you will not see an accurate exposure preview from the modeling lamps as the ratios are different. For example, if your setup includes one AlienBees™ B1600 unit (640 Ws) and one B800 unit (320 Ws), both units have 150 Watt model lamps. Even though the B800 unit is half as powerful as the B1600 unit, both models have 150 Watt bulbs that equally put out 150 W. Even with the units set to TRACK mode, you are not seeing an accurate preview that displays the power difference between the two models. In order to obtain accurate previews, you must adjust the modeling lamp in the B800 unit to equal half of the wattage of that in the B1600 unit. You could do this by physically changing out the modeling lamp, but the Cyber Commander™ remote allows you to alter the relationship of modeling power to flashpower. You can equalize the modeling lamps (in individual channels, by group, or with all applicable lights in the setup), while still tracking flashpower changes.

Equalizing Modeling Lamps

To equalize the modeling lamps in your setup, first ensure that all flash units in the setup are set to the TRACK mode (*see page 33 for modeling lamp MODEL MODE settings).*

1. Determine a baseline flashpower to modeling wattage ratio using the highest powered unit in your setup.

Example: one AlienBees™ B1600 unit and one B800 unit (150 W lamps in both). The full power flashpower of a B1600 unit is 640 Ws and the full power modeling output is 150 W. 150 W ÷ 640 Ws = 0.23 ratio of modeling watts per flash wattseconds. The full power flashpower of a B800 unit is 320 Ws and the full power modeling output is 150 W (150 W ÷ 320 Ws = 0.47 ratio of modeling watts per flash wattseconds). We know that these are unequal ratios for modeling and need to equalize the lamp output. We will use the baseline ratio from the B1600 unit (0.23) to calculate the appropriate modeling lamp wattage for the B800 unit. We will multiply the baseline ratio (0.23) by the wattseconds for the B800 unit (320 Ws) to get the equalized wattage (0.23 x 320 = 73.6). The modeling lamp in the B800 units should be set to 73.6 Watts at full power.

B1600 flash unit: baseline 0.23 ratio x 640 Ws = **150 W**   **B800 flash unit:** baseline 0.23 ratio x 320 Ws = adjust lamp to **73.6 W**

2. To adjust the wattage, use the **LEFT** and **RIGHT** actuations on the **RIGHT JOYSTICK** to scroll to the MODEL screen. Once on the MODEL screen, use the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK** to select the light(s) for adjustment. With the desired light(s) selected, adjust the modeling lamp output (POWER) to the desired wattage. As you make this adjustment, you will see the Watt (W) notation change, and the red dot that indicates modeling output move up or down accordingly. After this adjustment, the modeling lamp will continue to proportionally track the power of the flash, but with the wattage offset you introduced.

Global Modeling Lamp Adjustment

Once you have equalized the modeling lamps in your setup, you may find that the flashpower of your units is set below full power for a particular shoot and that your modeling lamps are thus dimmer than you would like. In this event, you can select ALL while in the MODEL screen and use the POWER joystick to raise (or lower) all of the modeling lamps simultaneously. You will see the red dots in the indicator graph move and the BRACKET MODEL display change incrementally as you do this.

If you attempt to raise or lower any one modeling lamp above or below its available range, global adjustment will be halted and the offending channel will blink red. This prevents you from undoing the equalization. When you return to an individual channel after performing an ALL adjustment, you will see that the ratio of modeling watts to flashpower wattseconds has been altered.

GROUPS

Your Cyber Commander™ remote has the capacity to organize your lights into eight different groups, identified as GRP1 through GRP8. All lights in a group that are fitted with appropriate receivers and powered ON will be affected simultaneously by power changes (bracketing) and all other applicable parameter changes made while the group is selected.

When a group is selected, the firing cue will only be sent to lights that are enabled in the group. Lights excluded from a group will have their modeling lamps turned off and they will be disabled from firing while the group is selected. Additionally, groups can be selected for flashmeter readings so that only lights in the selected group are included in a reading.
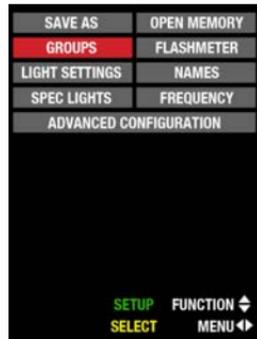
Select GROUPS on the SETUP screen.

Setting Up Groups

1. Navigate to the SETUP menu. From the primary FLASH screen, press the **RIGHT JOY-STICK** to the **RIGHT** to navigate to the SETUP screen.

2. Select the GROUPS menu. Using the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to select a particular function, scroll to the GROUPS function. When GROUPS is highlighted, press **IN** on the right joystick to select it. The SET UP GROUPS screen should appear.

3. Choose a group number. Using the **LEFT** and **RIGHT** actuations on the **LEFT JOYSTICK**, scroll through group options (GRP1 through GRP8) and select a group number for identification of your group.

4. Add and remove lights / channels to your group. Using the **UP** and **DOWN** actuations on the **LEFT JOYSTICK**, select a light / channel that you wish to add to or remove from your group. With the desired channel selected, use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to add or remove the channel. Green bars at the top and bottom of the chart for the specified channel indicate that the channel is included in the group. The green bar is removed when the channel is removed.

UNDERSTANDING BRACKETING

The term *bracketing* in photography involves making exposures at incremental settings, usually above, below and at the "proper" exposure setting. This helps ensure a properly exposed photograph under difficult metering situations. For example, an exposure value of f/11 at a shutter speed of 1/200 second can be bracketed down one f/stop to f/8 or up one f/stop to f/16 (at the same shutter speed). Similarly, the Cyber Commander™ remote allows you to bracket light output settings based on an initial flashmeter reading, ensuring both proper exposure and desired outcome. This is done by selecting ALL or GROUP, allowing the adjustment of every light proportionate to its starting point. *Note: This is NOT auto-bracketing. The changes will still need to be made manually. See below to learn more.*

Metering and Bracketing Groups

With a group (GRP) selected for metering, the flashmeter will take a reading of all lights / channels in the selected group only and display the resulting f-stop for the total group in the top center of the screen. If you make adjustments using the POWER function, only lights / channels in the group will be adjusted (bracketed).

The group function allows you to independently adjust lights in groups. For example, you may wish to adjust your background lights independent of your main and fill lights. Additionally, groups can be used for measuring each new layer of light. You could specify a group with a main and fill light to meter the two as a pair, then specify a group that includes the main, fill and background lights to meter the cumulative effects of all lights. The possibilities are endless, and each user can manipulate the settings to best suit their shooting style.

Note: If you adjust or bracket individual lights or groups after an ALL meter reading has been taken, the ALL reading will be overridden because the settings of the lights / channels that comprised the group have changed. If you make any changes to individual lights / channels or groups within your setup, you will have to take another flashmeter reading of ALL lights. The same applies if you alter an individual light that is contained within a group, move lights, change modifiers, etc. Naturally, saved readings will be invalid unless the studio is set up exactly as it was when the setup was saved.

OPENING A SAVED SETUP

1. Use the **RIGHT JOYSTICK** to scroll to the SETUP screen.

2. Inside the SETUP screen, use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to scroll to the OPEN MEMORY function. Press **IN** on the **RIGHT JOYSTICK** to select OPEN MEMORY. The OPEN STUDIO FROM screen should be displayed.

3. Locate your saved setup. Using the **LEFT** and **RIGHT** actuations on the **LEFT JOY-STICK**, scroll through the savable location options (Internal 1, Internal 2, and SD 1 through 50) to find your saved setup. *Note:STUDIO and CH 1 through CH 16 will display, but these are not savable locations.* With your chosen location displayed in the lower left corner, press **IN** on the **RIGHT JOYSTICK** to OPEN the setup in that location. Locations displayed in BLUE are unlocked saved setups, while locations displayed in RED are locked setups (locations displayed in white are open locations).

Note: If you open the wrong setup, use the UNDO function. As long as you have not exited the OPEN MEMORY screen, pressing **DOWN** *on the* **RIGHT JOYSTICK** *will UNDO the last open command and revert back to the previous settings.*

Adding a Light to an Existing Setup

After specifying your initial setup, you may decide to add or remove lights. To ensure that you don't lose the setup information that you have already defined for the other lights, do not perform a new OPEN ALL FROM STUDIO operation after plugging in the new light. Instead, use the following procedure:

1. Set up the receiver for your new light. *(Refer back to page 6 for more information.)*

2. Set the frequency and channel for the new light and receiver. Use the same frequency chosen for the rest of your setup, but select a new, unique channel. Be careful not to select a channel that you have already assigned to another light in your existing setup as this will overwrite the settings.

Select OPEN MEMORY on the SETUP screen.
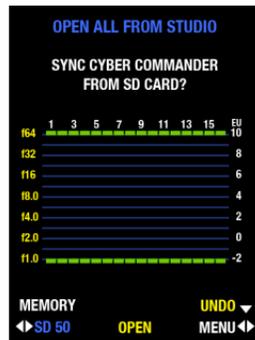
LEFT JOYSTICK: use the **LEFT / RIGHT** arrows to scroll through the memory location options
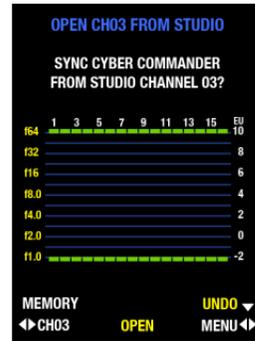
LEFT JOYSTICK: use the **LEFT / RIGHT** arrows to scroll through the options and locate the channel that you assigned to the new light in the setup
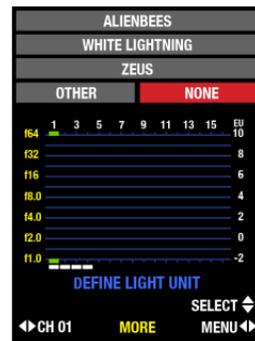
3. Wake a battery-powered receiver. If you are using a battery-powered receiver, press the TEST button to wake the receiver from Hibernation Mode.

4. Set up the new light. Turn the light ON. For Paul C. Buff™ units, set the modeling lamp features (the recycle indicators) as desired and set the flashpower to full power (0f). Disable the slave eye by inserting a dummy plug in the sync jack or by using the slave eye ON / OFF function (on Einstein™ units only). With the CSR+ and CSRB+ receivers, connect the provided RJ11 telephone cable.

5. Identify the new light in your Cyber Commander™ unit. Scroll to the SETUP menu and select OPEN MEMORY. Use the **LEFT JOYSTICK** to locate the channel that you assigned to the new light / receiver and press **IN** on the **RIGHT JOYSTICK** to select it.

6. Set the parameters of the new light. Follow the same procedure outlined for your initial setup to set the various parameters for the new light *(refer back to page 30 if needed)*. If your new light introduces a different power mode or modeling lamp to your setup, you may also need to equalize the modeling lamps *(see page 46)*.

Note: You will be able to add this light to new or existing groups, but remember, you will need to re-meter both the updated group and your ALL LIGHTS setting. Once the new light is added, be sure to save the updated setup to the MicroSD card.

Removing a Light from an Existing Setup

To remove a light from your setup, scroll to the SETUP screen and select SPEC LIGHTS. Using the **LEFT JOYSTICK**, scroll to the light / channel that you wish to remove. Select the specification NONE. This will remove the light from the setup and from any groups that previously contained it.

Note: Because you removed a light, you will need to re-meter both the updated group and your ALL LIGHTS setting. Once the new light is added, be sure to save the updated setup to the MicroSD card.

THE FLASHMETER: Calibrating the Flashmeter

If you are using a third-party flashmeter in conjunction with your Cyber Commander™ flashmeter, calibration is recommended so that the two are consistent. First, meter your lights with both the Cyber Commander™ remote and the third-party flashmeter at the same time, holding the two units close together. If the readings do not match, follow the steps below to calibrate the Cyber Commander™ meter:

1. From the primary FLASH screen, use the **LEFT** and **RIGHT** actuations on the **RIGHT JOYSTICK** to scroll to the SETUP menu. Use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** to scroll to the FLASHMETER function. Press **IN** on the **RIGHT JOYSTICK** to select FLASHMETER. The FLASHMETER SETUP screen should appear.

2. Use the **UP** and **DOWN** actuations on the **RIGHT JOYSTICK** (labeled CALIBRATE) to make adjustments until the readout matches that of the third-party meter. The f-stop reading is adjusted in tenths of an f-stop, changing in the top center of the screen.

THE FLASHMETER: Use as an Ambient Meter

The built-in flashmeter can be used as an ambient light meter as well. Simply select a channel that is not being used and take a normal meter reading. If you would like a yellow marker to appear in the column for that channel, you can designate the channel for ambient readings (Select SPEC LIGHTS on the SETUP screen, then select an unused channel and specify it as OTHER > UNSPECIFIED). If ambient light is significant in your exposure, you will need to re-meter the setup after any flashpower change as the auto-tracking flashmeter reading will not account for the change or lack of change in ambient light.

Note: Metering is typically performed in the FLASH screen. The FLASHMETER portion of the SETUP screen is for adjustments and calibration; it is not necessary to enter this screen for metering.
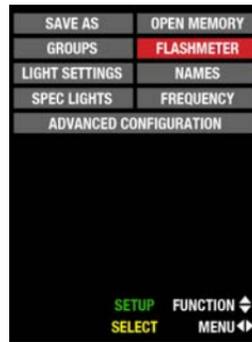
Select FLASHMETER on the SETUP screen.
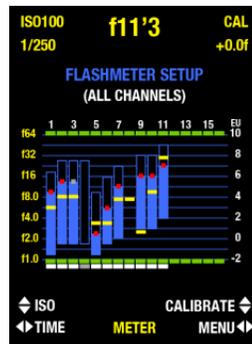
RIGHT JOYSTICK: use the **UP / DOWN** arrows to calibrate the meter, adjusting in tenths of an f-stop until the readouts match

Under ADVANCED CONFIGURATION, four menu tabs appear for adjusting various parameters.
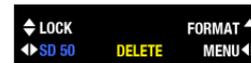
The SD UTILITIES tab allows you to lock locations, unlock locations and format the card.

• unlocked location names appear in **BLUE**

• locked location names appear in **RED**

• locations without information saved to them appear in white

ADVANCED CONFIGURATION OPTIONS

In the SETUP screen, the ADVANCED CONFIGURATION section allows you to make various changes that affect the behavior of the Cyber Commander™ remote and the contents of the MicroSD card.

CYBERCOMMANDER SETUP

Adjusting LCD Screen Brightness and Review Time: With the **LEFT JOYSTICK,** you can use the **UP** and **DOWN** actuations to adjust the screen brightness (labeled LIGHT) from 10% up to 100% and use the **LEFT** and **RIGHT** actuations to adjust the screen review time (labeled TIME) from 10 seconds up to 60 minutes. The review time is the amount of inactive time permitted before the screen turns off. After 20 seconds of inactivity in any screen though, the screen will time out and revert to the FLASH screen, even if the total review time is set longer. *Note: To conserve battery life, we recommend setting screen brightness to 20% and timeout to 20 seconds (these are the factory default settings).*

SD UTILITIES

Locking and Unlocking Saved Location Setups: Lights and setups that have been specified and saved to an SD location (SD 1 through SD 50) can be locked or unlocked in this screen. Using the **LEFT JOYSTICK**, the **LEFT** and **RIGHT** actuations allow you to select the saved location and the **UP** and **DOWN** actuations allow you to lock or unlock the location. Unlocked location names appear in **BLUE** while locked location names appear in **RED**. Locations without information appear in white.

Formatting: To format the card, press the **UP** actuation on the **RIGHT JOYSTICK** and hold. This will permanently erase all contents on the card.

FACTORY CALIBRATION and BOOTLOAD

We do not recommend using these configuration sections without the assistance of our technical support team. If either of these tools are necessary, we will be happy to walk you through using them.

ABOUT THE MICROSD CARD

The Cyber Commander™ remote has the capacity to save and retrieve up to 50 entire lighting setups using the MicroSD card (two additional internal unit locations are also provided). Saving a lighting setup saves all setup parameters, light specifi-cations, names, power and modeling settings, grouping, frequency, channels, and flashmeter readings. With saved setups, of course, recalling a setup requires your lights and modifiers to be in exactly the same positions as they were in when the preset was saved. If you have made any changes to the physical layout of the setup or position of the subject, it is advised to meter again to get accurate settings.

It is recommended (but not required) that the factory-installed MicroSD card be kept in place when the device is in use. As you make changes to your setup, they are stored in the card. If you change batteries, the last setup that you were using will be displayed again automatically, with no intervention required.

the MicroSD card

Removing the MicroSD Card

Push in gently on the card and it should pop out. There may be times when the card may not pop out on its own and it may become necessary to pry gently on the card to get it to release.

Replacing the MicroSD Card

The Cyber Commander™ unit can accept both MicroSD cards (up to 2GB in size) and MicroSDHC cards (up to 32GB in size). MicroSDXC (eXtended capacity) cards are not compatible.

the MicroSD card inside the SD card slot on the side of the Cyber Com-mander™ unit

FIRMWARE UPDATES

When future firmware updates are available, the necessary data file and installation instructions can be downloaded from our website (www.paulcbuff.com/cc.php). This is a quick and simple process that involves placing your MicroSD card into a card reader, following the instructions for writing to your MicroSD card, and reinserting the card into your Cyber Commander™ unit. To ensure that your unit has the most current firm-ware, visit the Cyber Commander™ page (www.paulcbuff.com/cc.php) on our website.

Saving Files From Your MicroSD Card To Your Computer

Since the MicroSD card contains important information, you are encouraged to back up these files to your computer and/or to a CD or DVD. This is easy to do on either a Mac or Windows computer, requiring only a MicroSD card reader. It is recommended that you designate a Cyber Commander™ settings folder on your computer to which you can periodically save your updated settings. Use caution when handling your MicroSD card and when copying and moving files, just as you would when dealing with image files from a shoot.

1. Remove the MicroSD card from your Cyber Commander™ remote and insert the card into your card reader. Connect the card reader to your camera.

   Mac: The card will automatically appear as an external disc on your desktop.
   PC: Go to 'Start > My Computer' to navigate to the card.

2. Prepare a new folder on your computer and double click the MicroSD card icon to reveal its contents. Select the files on the card and drag them to this new folder you created. Label the folder with a name such as "CC Backup 4-09-12" so that you can organize the folder and have a record of the date when the backup was made.

3. Eject the MicroSD card. This is very important as it can prevent damage to the saved data.

   Mac: Click the card icon on the desktop and drag it down to the Trash / Eject button.
   PC: Click the "Safely Remove Hardware" icon in the Task Bar at the bottom of the desktop, then select the card drive.

4. Reinsert the card into the Cyber Commander™ unit.

FAQ: Frequently Asked Questions

Q: What is the difference between opening "From Studio" vs. "Channel" vs. "From Memory"?
A: When you are first setting up your Cyber Commander™ remote and identifying the lights that are in your setup, you will use the "Open All From Studio" command located on the OPEN MEMORY screen. This command sends a signal from the Cyber Commander™ unit and scans the area to locate all lights that are powered on and have CyberSync™ receivers. Each light will be identified based on its assigned channel. Once you have your setup identified, if you later wish to add another light (on its own unique channel) to the setup, you will use the "Open Channel __ From Studio" command to just identify a single light/channel at a time and add it to an already specified setup. Once you save a setup, the "Open All From Memory" command allows you to open the entire saved setup at once, based on the location to which you saved it. *For more info, refer back to page 29.*

Q: What is the x-sync speed of the CyberSync™ system? *Note: This is different from HSS or FP sync (not available)*
A: The x-sync speed is determined by the camera and radio tripper (in the case of the CyberSync™ system, either the Cyber Commander™ or CST Transmitter). The delay time of the CyberSync™ system is 1/4000 second. It can sync up to 1/2500 second on capable cameras and flash units. Most modern DSLR cameras max around 1/160 - 1/250 second, either with a sync cord or with a CyberSync™ component.

Q: Will my PocketWizard® trigger my CyberSync™ receivers? Will my Sekonic meter with the PocketWizard® module trigger my CyberSync™ receivers?
A: No. The PocketWizard® (and the module for Sekonic meters) will not trigger CyberSync™ receivers. These can only trigger PocketWizard® receivers as the frequencies and coding are proprietary to PocketWizard®.

Q: When using my Cyber Commander™ remote, the red dump light on my flash unit stays on and the unit has minimal flash output. Is something wrong?
A: Before you connect your CSR+ or CSRB+ to the flash unit, ensure that the flash unit is turned ON. Also ensure that all modeling lamp switches are in the ON position and the sliders are on full power. On the Cyber Commander™ unit, ensure that the flash unit assigned to each active channel is in the ON position (and not set in STANDBY position), set in the LIGHT SETTING MODE of the SETUP screen. Make sure that the flashpower output level is above minimum. You will also want to confirm that the Cyber Commander™ is on the same channel as the receiver as it is very easy to accidentally change channels when changing screens.

Q: My CyberSync™ receiver is not responding to my CST Transmitter or Cyber Commander™ unit. Is something wrong?
A: Make sure that the transmitter or Cyber Commander™ unit and the receiver(s) are powered on and on the same frequency. On the CSRB+, ensure that the gray arrow on the frequency dial is pointing to the correct number. On the CSR+, make sure that the dark notch on the frequency dial is facing the correct number. On the CST, make sure the dark notch on the frequency dial is facing the correct number.

Q: My Cyber Commander™ has a limited distance, what's wrong?
A: The transmitter's effective range can be affected by the state of the battery in the transmitter. If your range seems to drop under familiar conditions, it may be time to change your battery. Range can also be influenced by objects too near to the antenna or by solid objects obstructing the line of sight path to the receiver's antenna.

Q: My Cyber Commander™ locks up after installing a new SD Card. Is something wrong?
A: Ensure that your card is 2GB or smaller in size. If you are still experiencing lockup issues, you may need to reformat the card. This process is operating system specific, so please contact us to walk you through it.

Q: Do I have the most up-to-date firmware on my Cyber Commander™? How do I upgrade the firmware?
A: We designed the Cyber Commander™ to have user-upgradable firmware which can both fix operational problems as well as add functions to the product. Check the Cyber Commander™ product page on our website (www.paulcbuff.com/cc/php) to find out which version of the firmware is the latest and most up-to-date. If you need to update your firmware, you will find a link with instructions for downloading and installing an update. All you will need to perform the update is a new MicroSD card (either a MicroSD or MicroSDHC card), a computer with internet access, and a card reader capable of reading and writing to the card. For help and information with firmware updates, visit our Tech Forum (www.paulcbuff-techforum.com) or contact us.

Q: Can I make the screen stay on longer before it goes dim?
A: Yes. In the ADVANCED CONFIGURATION menu on the SETUP screen, you can adjust the screen review time, setting the amount of time before the screen goes dim between active adjustments. *See page 53 for details.*

Q: Can I make the screen brighter?
A: Yes. In the ADVANCED CONFIGURATION menu on the SETUP screen, you can adjust the brightness of the screen. *See page 53 for details.*

TROUBLESHOOTING

TRIGGERING ISSUES - When your Cyber Commander™ unit and CyberSync™ receivers are not firing your lights
Are you experiencing problems with inconsistent firing? Use these steps to check your setup and connections:

1. Check the batteries in both your Cyber Commander™ unit and any battery-powered receivers. When the batteries get low in the Cyber Commander™ unit, a low battery warning (**LOW BATT**) will be displayed on the screen in red. Low batteries can cause erratic performance. In any battery-powered receivers, try removing then reinstalling the battery. This will sometimes reset a "confused" receiver.

2. Check the frequency. The Cyber Commander™ unit and all lights / receivers should be on the same frequency. You can try a new frequency, but be sure to change both the Cyber Commander™ unit and receivers.

3. Check the sync connection between your receiver(s) and light(s). If you are using the RJ11 telephone cord connection, check that the cord is pressed in fully inside the remote jack on both the receiver and the control panel on the flash unit. Check the sync cord connection on any other lights. Use the TEST button on the receiver to test the connection.

4. Check the connection between the Cyber Commander™ unit and your camera. Is the unit firing your lights when you test fire by pressing **IN** on the **LEFT JOYSTICK**, but not firing when you press your camera's shutter? Ensure that the unit is fully seated and pushed forward in the hot shoe or check the sync cord connection.

5. Check to see if any lights are inadvertantly set to STANDBY. On the Cyber Commander™ FLASH screen, ensure that the channel to which each receiver is set has a white dash and vertical blue bar in its associated column. If it has a white dash but only an outline of the flashpower bar, select the channel then press and hold **UP** on the **LEFT JOYSTICK** to raise the flashpower. If there is a gray dash at the very bottom of the graph, then the light is set to standby, which will then require the light to be set to ON in the SETUP > LIGHT SETTINGS menu.

6. Check any individual problematic lights by themselves. Remove the telephone cord or sync cord and ensure that the light is able to fire on its own, with no receivers attached. Does the light fire when the telephone cord is removed? If the light fires when the cord is removed but will not fire from the receiver, you may need a new telephone cord. If the light does not fire when the cord is removed, there may be an issue in the light itself.

If you are still experiencing problems, contact our Customer Service team and we'll be happy to help you.

TROUBLESHOOTING *continued...*

LOCKUP ISSUES - Experiencing Lockups When Using the Cyber Commander™ and CST Transmitter
Some Cyber Commander™ customers use both the Cyber Commander™ and CST Transmitter in their setup, using the Cyber Commander™ unit to make adjustments and the CST Transmitter unit to trigger. If you are using both together, there is a potential lockup issue that can occur when adjustments are made quickly. When you make an adjustment in the Cyber Commander™ unit (either an adjustment or a light/group selection), the receivers must accept the adjustment signal and refresh. This takes approximately one second in a setup of four lights. If the cue to fire is sent from the CST Transmitter before the associated receivers have had the chance to adjust and refresh, the receivers may freeze and not respond. This lockup is most likely to occur when two people (commonly a photographer and an assistant) are working simultaneously with the two CyberSync™ system components - one using the Cyber Commander™ and the other using the CST. If you should experience this sort of lockup, you can recover any non-responding receivers by removing and restoring power or by changing to an alternate frequency, then changing back to the original frequency. If this does not solve the lockup issue, please contact our Customer Service team.
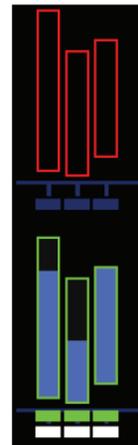
OUTLINES ON FLASHPOWER BARS - Vertical Blue Flashpower Bars with Red Outlines or Green Outlines
If a red outline appears around the vertical blue bar, this indicates an error in communication or compliance with a receiver. For example, if you attempt to set the flash output higher or lower than the maximum or minimum settings, a red outline will appear to indicate that it cannot comply with an increase or decrease in power, respectively, at that setting. The same holds true with modeling lamps when in the MODEL screen. A red outline will also appear when the Cyber Commander™ does not receive a confirmation from the receivers after an adjustment or refresh command. This would be caused by an absent receiver, one set to incorrect channel/frequency, one which is out of range (or shielded by metal, earth, water, etc.), one which is not powered on, or an error with the receiver itself. Red outlines can appear on any channel, even if the channel is set to STANDBY.

Green outlines will appear on any channel which is a programmed channel included in ALL or in a GROUP (when ALL or a GRP is selected) to indicate which channels are programmed in that grouping. This is to distinguish channels excluded from groups, and channels included in a group but set to STANDBY.