PHILIPS

Strand Lighting

PaletteVL
Lighting Control Consoles

Palette VL16

Palette VL64

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Palette VL Lighting Control Console Installation & Setup Guide

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INTRODUCTION

1. About This Guide

Congratulations on your purchase of a Strand Lighting Palette VL Lighting Control Console. This guide provides important information regarding safety, installation, and operation for all console hardware components. Familiarizing yourself with this information will help you get the most out of your lighting system.

This guide describes the installation and operation procedures for the following models:

- 92811 Palette VL16 - 500 Channel, 16 submaster Console
- 92812 Palette VL16 - 1000 Channel, 16 submaster Console
- 92813 Palette VL16 - 1500 Channel, 16 submaster Console
- 92814 Palette VL64 - 500 Channel, 64 submaster Console
- 92815 Palette VL64 - 1000 Channel, 64 submaster Console
- 92816 Palette VL64 - 1500 Channel, 64 submaster Console
    * Other channel counts may apply

Avoid spilling liquid on the equipment If this should happen, switch the equipment off immediately. To reduce the risk of fire or electric shock, do not expose the equipment to rain or moisture.

For indoor use only.

This equipment is designed and manufactured to comply with international safety standards IEC950, UL1950, CS950 and is intended for use as part of a lighting control system. It must not be used for other purposes where there is a risk of safety to persons. The equipment contains power voltages, socket outlets will be installed near the equipment and be easily accessible.

- Working Voltage/Current: 90 - 240v
- Frequency: 50/60 Hz
- Max Ambient Temp: 50° C (122° F)
- Do not restrict ventilation

WARNING! It is important to read ALL included safety and installation instructions to avoid damage to the product and potential injury to yourself or others.

2. Additional Documentation

The console's graphical user interface (GUI) is provided by Horizon Control, Inc. For detailed instructions on using the PaletteOS software, refer to the PaletteOS software **Help Menu** within the software itself.

For the latest software documentation updates, please visit: www.strandlighting.com

For more information regarding DMX512 systems, refer to the DMX512/1990 Standards publication available from United States Institute for Theatre Technology, Inc. (USITT).

USITT
6443 Ridings Road
Syracuse, NY 13206-1111 USA
1-800-93USITT
www.usitt.org

3. Customer Service and Support

How to Reach Us

Contact Strand Lighting Customer Service at: 1-800-4STRAND (U.S.) or 1-214-647-7880 (international).

For a complete list of support and field service contacts, go to www.strandlighting.com, select the Support tab and then the "Support/Field Service Contacts" link.

Additional Resources

For additional resources and documentation, please visit our website at: www.strandlighting.com

For a printed or printable version of the Palette Series Software User Manual or Web-based Help Manual, visit: www.strandlighting.com

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1.

Overview

- **Components**

- **Features**

- **Software Overview**

COMPONENTS

1.   Included Items

The Palette VL Lighting Control Console system includes the following items:

- 1 x Console with built-in Trackball and Rotary Encoders
- 3 x Power Cables for all countries
- 1 x USB Mouse
- 1 x USB Keyboard
- 1 x Dust Cover
- 1 x External Power Supply
- 1 x Installation & Setup Guide

2.   Processor

The console processor utilizes Microsoft® Windows to run a specially designed PaletteOS lighting control software. The processor will not accept nor run standard Windows-based applications. It is only intended for use with the PaletteOS software application.

3.   Accessories and Expansion Devices

Monitor/Touchscreen

The console processor will support any standard CRT or LCD monitor. The monitor must be capable of 1024 x 768 or higher resolution.

The processor also supports the use of a touchscreen monitor. Due to mouse driver requirements, only ELO Touchscreens should be used. ELO touchscreens can be purchased from ELO TouchSystems (www.elotouch.com). The AccuTouch 3000 series models are recommended, since they feature resistive technology (i.e. you can point with objects other than your finger such as a pen, etc.) Purchase the USB type, NOT serial. If connecting a touchscreen, some software configuration is required. Refer to "Touch Screen Calibration" on page 41.

Note: Using a touchscreen can enhance the usability of the console software and is highly recommended.

4.   Optional Accessories *(sold separately)*

To purchase any Palette VL products or accessories, please contact your Authorized Strand Lighting Dealer.

Accessories:

67528	USB Key Drive (additional)
67533	USB / VGA Adapter (for third video monitor)
95022	Littlite® Gooseneck Lamp
95481	Dust Cover, presetPalette 32/64, Palette VL (spare)

Handheld Remotes:

66145	Wired Handheld Designer's Remote with coiled 10 foot cable
66150	Wireless Handheld Remote Kit

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5. Software Upgrades

Software upgrades are free of charge and are available at: www.strandlighting.com

6. Control Channel Upgrades

The control channel functionality included with your console is pre-authorized at the level initially purchased. However, the channel count can be easily upgraded at any time. To purchase a control channel upgrade for your Palette VL Lighting Control Console, please contact your Authorized Strand Lighting Dealer.

Note: You may need to purchase ShowNet nodes or other DMX512 output devices if you exceed 1024 DMX.

FEATURES

1. Standard Features

General:	Control:
- 500 to 3000 channel memory operation (depending on channel count purchased) - 1024 DMX512 output - 16,384 channel Ethernet support - Unlimited cues up to (Cue 99999.999) - Unlimited groups - Unlimited looks - Universal attribute control - Windows® processor - Installed Media Player, Internet Browser, E-mail, MS Paint and PDF Reader - Supports Pathport®, ShowNet, Art-Net, CKNet, Color Kinetics™, and streaming E1.31 (ACN) Ethernet Protocols - Free offline editor available at: www.strandlighting.com - Remote video support	- Split up/down fade times - Split up/down delay times - 26 parts per cue (A thru Z) - Independent timing - Follow time - Cue loops - Channel check - Channel labels - Preset focuses - Preset or tracking style operation - 32-bit fades - Fade times from 1/100 second to 20 days - Pre-programmed effects wizard - Moving light patch - Astronomical time clock and time events - Macros
Playback:	**Display Functions:**
- 16 Submasters on Palette VL16 (Unlimited Pages) 64 Submasters on Palette VL64 (Unlimited Pages) - 4 moving light encoders - Support for 2 monitors with optional USB video adaptor - Two timed/manual fader pairs - True Last Action Tracking operation - Unlimited cue list with unlimited simultaneous fades - Integrated Trackball - Level wheel - Touchscreen monitor support	- Live Editing - Blind editing - Attribute Status for simultaneous cue fades - Patch - Setup - Fader/Hardware Status - Virtual Submasters - Moving light attribute grid - Grand Master level - Printed reports in PDF format - Effects - Supports 3 video monitors up to 1280 x 1240 with optional USB video adapter (67533)

2. Optional Add-On Features

Connectivity To:	External Control:
- Vision.net Architectural systems - Supports Pathport®, ShowNet, Art-Net, CKNet, Color Kinetics™, and streaming E1.31 (ACN) Ethernet Protocols - RS232 - PowerPoint - Audio out (Media Player)	- Remote Focus Unit (RFU) - Wired - Remote Focus Unit (RFU) - Wireless - Serial interface to architectural button station networks

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SOFTWARE OVERVIEW

1. PaletteOS Software

The console processor utilizes Microsoft® Windows to run a specially designed PaletteOS lighting control software developed by Horizon Control, Inc. The PaletteOS application works in conjunction with console hardware buttons/sliders/playback faders/and encoders to provide control of external devices, data management, and show file storage.

Note: Other programs cannot be installed by end-user on the processor. Visit www.strandlighting.com for additional compatible software downloads.

Benefits of PaletteOS Software:

• PaletteOS is a tracking-based application.

• PaletteOS adds an easy to use Graphical User Interface to the already powerful command-line syntax that is common to generations of Strand control. Now there is a choice to use traditional command-line syntax or use the mouse and access pull-down menus and dialog boxes.

• PaletteOS displays a wealth of information on its graphical screen, allowing the user to work faster and more efficiently.

• PaletteOS can be upgraded, at no additional cost, when new software becomes available.

2. Off-Line Editor

A free off-line editor and remote video software is available at: www.strandlighting.com

3. Control of Connected Devices

Control of connected devices and/or lighting systems is achieved by using the console desk hardware in conjunction with the PaletteOS software application. In some cases, actions can be performed using either the hardware or software, providing you with a variety of choices suitable to your preferences and requirements.

• For more information about the hardware controls, refer to "Console Overview" on page 16.

• For more instructions on using the PaletteOS software, please refer to the Help system within the program itself (by either selecting it from the **Help Menu** or pressing the [Help] button on the desk) or the Palette Series Software User Manual.

4. External Control

The console can accept several forms of external control, depending on your console's particular configuration.

These include, but are not limited to, Touchscreens and Remote Focus Units. Refer to "Hook-Up" on page 11.

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2.
Installation and Power Up

- **Unpack**

- **Hook-Up**

- **Console Power Up**

UNPACK

1. Site Requirements

The console and its components require a sturdy, flat surface for installation. The surface should be able to support the weight of the console (including the processor, monitor, etc.) and should provide suitable ventilation. Also, the site should be clean (i.e. absent of any construction dust or debris) and dry. Before setting up, ensure that the installation site meets these requirements. Refer to "Specifications" on page 71 for console dimensions and power requirements.

2. Product Care

In the event the console needs to be cleaned, remove all power from unit and use only a very mild soap on a damp cloth. Dry immediately with a soft lint-free cloth after cleaning. Never use harsh chemicals such as window cleaners, paint removers, vinyl conditioners, etc.

It is recommended to gently blow out the sub pots and desk occasionally to prevent build up of dust and dirt.

3. Unpack and Assemble Components

To unpack and assemble the console components, do the following:

Step 1. Remove console components from shipping container or case.

Step 2. Place console desk on installation surface.

Step 3. Place monitor and other external components close enough to console so that cabling will reach.

Step 4. Proceed to "Hook-Up" on page 11.

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HOOK-UP

1. Connecting Console Components

To connect console components, do the following:

Step 1.   At console rear panel, connect power supply (included).

Step 2.   Connect monitor or touchscreen (sold separately).

Step 3.   Install gooseneck lamps (sold separately).

Step 4.   Connect USB mouse and keyboard.

Note: The Palette VL 16 console is shown in the illustration below. Other Palette VL models will vary.
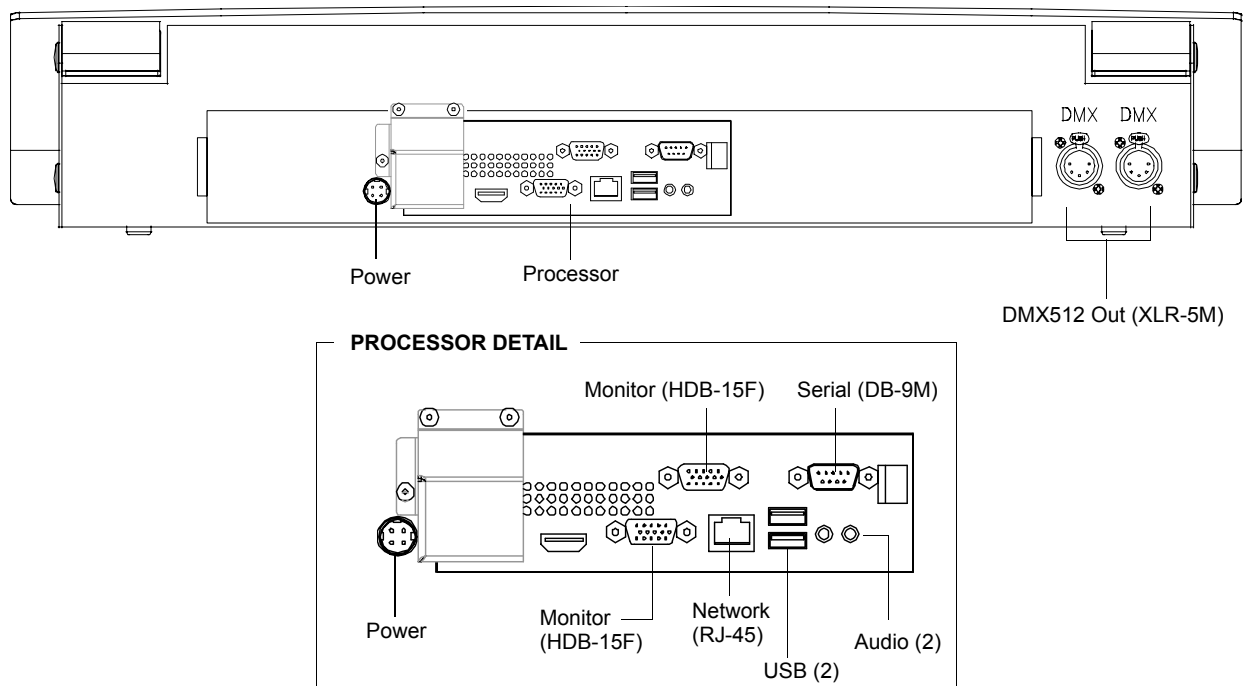

Figure 1: Console Rear Panel

2. DMX512 Output

The console provides two standard XLR 5-pin connectors for connecting to DMX512 devices. Each connector supports one DMX512 universe of 512 DMX channels. Connect DMX512 devices as shown in **Figure 1**.

3. Remote Focus Unit (RFU)

The Remote Focus Unit (sold separately) is an optional remote Ethernet device that can be connected to the console using either a wired or wireless configuration. The two connection options are as follows:

- CAT5 twisted-pair Ethernet cable from the back of the console to the RFU. (The configuration can be routed through walls, hubs, switches, etc.)

- CAT5 twisted-pair Ethernet cable from the back of the console to a wireless Access Port; and then from the Access Port though the air to the RFU with wireless receiver.

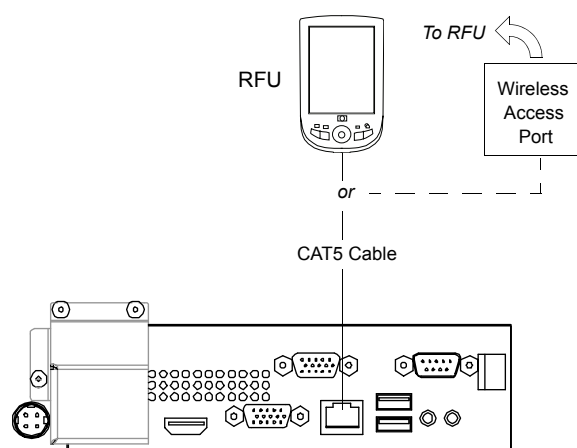**Figure 2: Remote Focus Unit Connection**

4. Vision.net

The console can interface with Strand Vision.net systems. In this configuration, the console's DB9 Serial port can be connected to a Vision.net RS232 Programming Station, which in turn connects to a Vision.net control station. The following diagram shows a sample configuration:
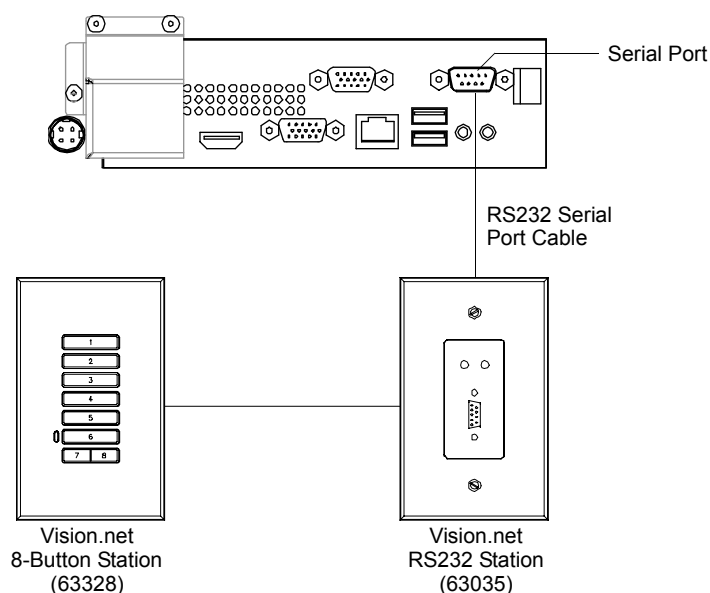

Figure 3: Connecting to Vision.net

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CONSOLE POWER UP

1. Power Up Procedure

Once the console has been installed and all components connected, the console and processor can be powered up.

To power up:

Step 1. At front of console, press power on/off button. When LED lights up, release button and console will boot.

Step 2. After boot up is complete, verify status by checking black status window at bottom of screen. If it says "Outputs Disabled" you will need to enable them to On-Line status.
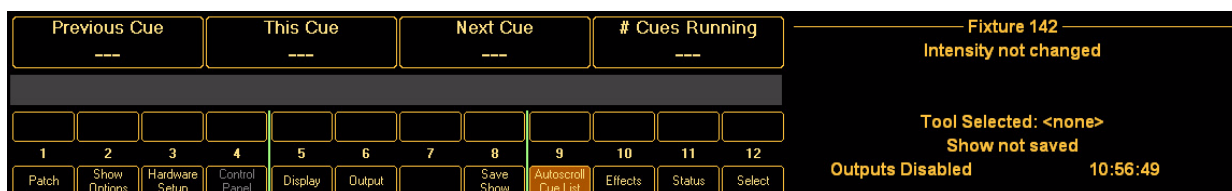

Step 3. To enable outputs, click "File" menu at top right of your screen and select "Enable Outputs." Black status window should now say "On-Line."

Step 4. If you wish to view your hardware status, this can be found under the "Help" menu.

Step 5. Set your console's personality. This can be found under "Hardware Setup" then clicking on "Console". You will notice several options to choose from:

a. GeniusPro (500 series) - GP: Command line entry. Utilizes the British spelling of words, for example "colour" vs. "color" and "anticlockwise" vs. "counterclockwise". This also uses the 500 series channel colors (magenta is up, cyan is tracking).

b. LightPalette (500 series) - LP : Command line entry. Utilizes US spelling and also uses the 500 series colors (magenta is up, cyan is tracking).

c. Palette Classic Europe - EU: Command Line entry. Uses the British spelling as well as the LP90 colors (cyan is up, magenta is tracking).

d. Palette Classic US - US: Command Line entry with US spelling and LP90 colors (cyan is up, magenta is tracking).
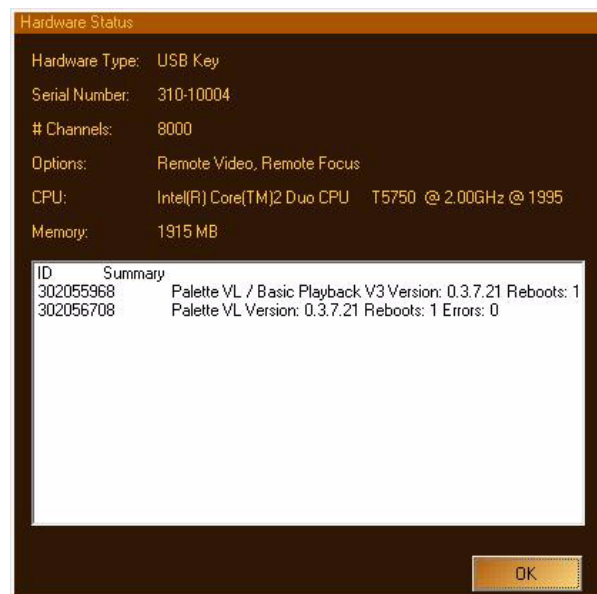
Note: All future definitions of button actions will assume the selection of Palette Classic US. This will send all action buttons directly to the command line. If the dialogue box is requested, just press [SHIFT] then the action button.

Step 6. While in "Hardware Setup>Console," verify that other important and systemic features are set correctly for you.

   a. Level Entry Mode - this is the format for Command Line Entry.

   1) Use Enter Key - the Enter key finishes off all Command Line entries. For example, [1] [@] [5] [ENTER] will set channel 1 to 50%.

   2) Single Digit Entry - a single digit is used for level entry. For example, [1] [@] [5] will set channel 1 to 50%.

   3) Two Digit Entry - two digits are used for level entry. For example, [1] [@] [5] [0] will set channel 1 to 50%.

   b. Record Includes Subs - when checked, this will include levels that are outputting from submasters when recording cues or looks. The default is unchecked. This status will appear on the command line when you press [RECORD] by showing you either [LIVE-SUBS] or [LIVE+SUBS]

   c. Show Cue List Controls - when checked, this will display the cue list control icon bar above the existing list of cues.
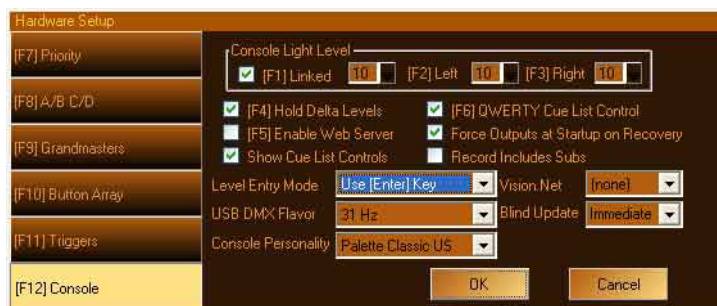
Step 7. Go to "Show Options>Cue List." Verify that the two options with check boxes are set correctly for you.

   a. Goto Cue On Record - this ensures that the console is placed in the cue when the record function is used.

   b. Release Fixtures on Record/Update - this ensures that all channels/fixtures are released when a cue is recorded or updated.
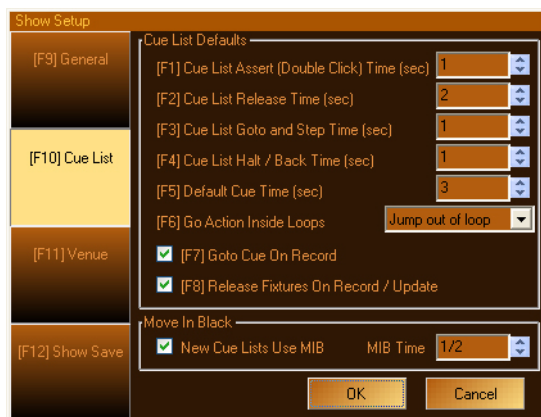
3.

Controls

- **Desk Layout**

- **Button Details**

- **Software Configuration**

- **Restoring the Software**

DESK LAYOUT

1. Console Overview

Palette VL16 Control Console

The following illustration provides an overview of console desk controls. Refer to subsequent pages for more in-depth explanations of individual button and slider functions.

Figure 1: Palette VL16 Console Layout

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Palette VL64 Control Console

The following illustration provides an overview of console desk controls. Refer to subsequent pages for more in-depth explanations of individual button and slider functions.
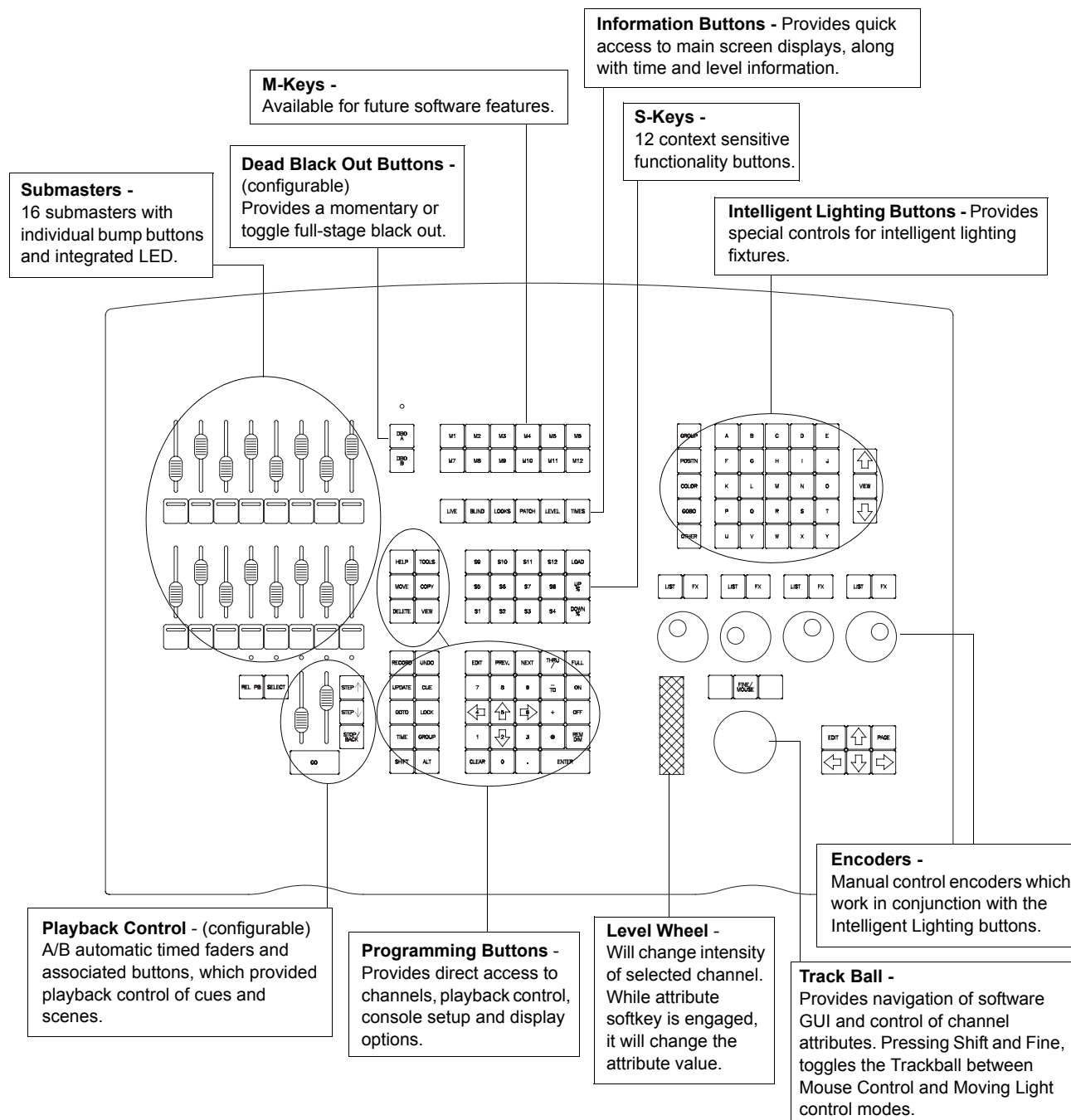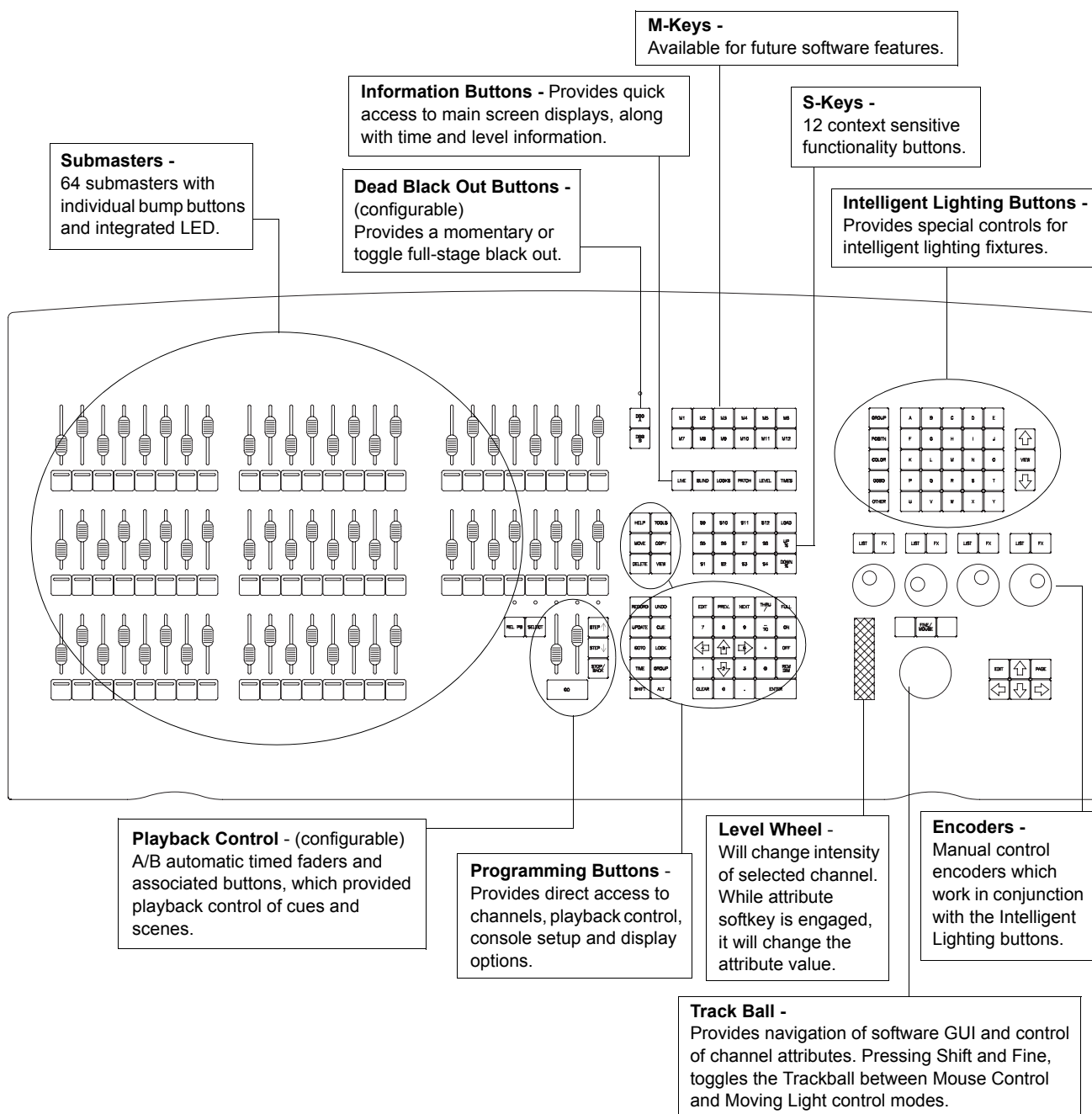
M-Keys -
Available for future software features.

Information Buttons - Provides quick access to main screen displays, along with time and level information.

S-Keys -
12 context sensitive functionality buttons.

Submasters -
64 submasters with individual bump buttons and integrated LED.

Dead Black Out Buttons -
(configurable)
Provides a momentary or toggle full-stage black out.

Intelligent Lighting Buttons -
Provides special controls for intelligent lighting fixtures.

Playback Control - (configurable)
A/B automatic timed faders and associated buttons, which provided playback control of cues and scenes.

Programming Buttons - Provides direct access to channels, playback control, console setup and display options.

Level Wheel - Will change intensity of selected channel. While attribute softkey is engaged, it will change the attribute value.

Encoders -
Manual control encoders which work in conjunction with the Intelligent Lighting buttons.

Track Ball -
Provides navigation of software GUI and control of channel attributes. Pressing Shift and Fine, toggles the Trackball between Mouse Control and Moving Light control modes.

Figure 2: Palette VL64 Console Layout

2.   Programming Buttons Layout

The programming section of the desk provides direct access to intensity channels, channel attributes, playback control, console setup and display options.

Information Keys

- • **[LIVE]** - Switches the Screen display to view the live screen. The live screen shows the current level of channels and the active cue list.

- • **[BLIND]** - Activates Blind Mode. While in Blind, the channel grid has a Grey background. You can also see the Blind button in the Channel Grid toolbar become highlighted. While in Blind, moving the blue box with the [ARROW KEYS] will preview cues automatically.

- • **[LOOKS]** - Activates the Looks display, where it is possible to add or modify Looks pages or see what Looks have been recorded in a page.

- • **[PATCH]** - Switches the Screen display to view the patch screen and information.

- • **[LEVEL]** - Shows the output levels for the channels.

- • **[TIMES]** - Shows Time values for the channels.

Action Keys

- • **[HELP]** - Activates online help system.
- • **[TOOLS]** - Press [SHIFT] [TOOLS] to change current tool functions such as color picker, channel check, flash, etc.
- • **[MOVE]** - Moves a Cue or Look.
- • **[COPY]** - Copies fixture attributes, Cues or Looks.
- • **[DELETE]** - Deletes Cues and Looks.
- • **[VIEW]** - Accesses information about selected cue, channel, look, group, function key, etc.
- • **[RECORD]** - Stores lighting state as a Cue or Look. Ex: [RECORD] [CUE] [1] [ENTER].
- • **[UNDO]** - Allows undoing of the last level change [UNDO] [ENTER], the last record [UNDO] [RECORD] [ENTER], update, goto or delete action. Two presses releases selected devices or undoes selected commands. Also closes open dialogue boxes. (See Button Details for more info.)
- • **[UPDATE]** - Stores changes to Cues and Looks. Ex: [Update] [Cue] [1] [ENTER].
- • **[LOOK]** - A recorded state that can be accessed as groups, subs or palettes. Ex: [LOOK] [1] [ON].
- • **[TIME]** - Allows you to set the times for cues and other elements. Example [RECORD] [CUE] [1] [TIME] [5] [ENTER].
- • **[CUE]** - A recorded state that can be played back in time.
- • **[GOTO]** - Places desired cue live on stage. Ex: [GOTO] [CUE] [1] [ENTER].
- • **[GROUP]** - Specifies group selection. Ex: [GROUP] [1] [ON].
- • **[SHIFT]** - Use in conjunction with other keys to open dialogue boxes.
- • **[ALT]** - Changes the Softkeys to the upper set of softkey functions. (Refer to "Softkeys" on page 20 for more information.)

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Numerical Keypad
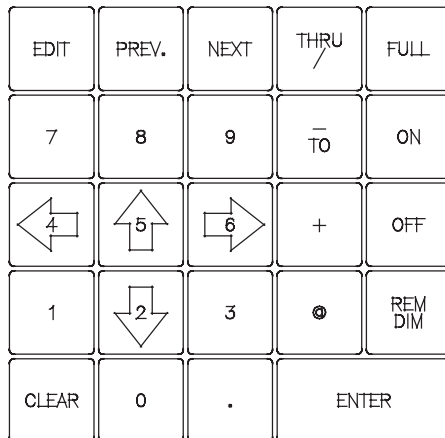
- **[EDIT]** - Opens currently selected control for data entry (to change cue times, cue labels, etc.).

- **[PREV] / [NEXT]** - Advances to next or reverses to previous channel. Also acts as a tab key for navigating dialog boxes.

- **[THRU] / [- TO] / [+]** - Used when entering a range or an exception of numbers. [-] is also used to enter staggered levels and times.

- **[FULL]** - Takes intensity value to 100% for all selected channels.

- **[ON]** - Takes intensity value to 100% for all selected channels

- **[OFF]** - Takes intensity value to zero for all selected channels

- **[@]** - Used to enter specific intensity value for all selected channels.

- **[REM DIM]** - Switches all channels, except those which are selected, off.

- **[CLEAR]** - Used to clear back entries, one at a time on the command line. Shifted version clears the entire command line.

- **[0 - 9, .]** - 10-Key Numerical Entry.

- **[ARROWS]** - Moves blue box or changes values in number boxes.

- **[ENTER]** - Completes an action or selection.

Miscellaneous
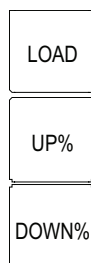
- **[LOAD]** - Places the state of the selected item into the live editor (if in Live) and the blind editor (if in Blind) Ex: [LOAD] [CUE] [1] [ENTER].

- **[UP%]** - Takes selected channel up a predetermined amount (e.g. 10%). Also works in other instances, such as time windows, data fields, etc.

- **[DOWN%]** - Opposite of the [UP%] button.

3.   M-Keys

M1	M2	M3	M4	M5	M6
M7	M8	M9	M10	M11	M12

These buttons are reserved for future software expansion.

4.   Softkeys

S9	S10	S11	S12
S5	S6	S7	S8
S1	S2	S3	S4

The 12 S-keys (softkeys) provide context sensitive functionality, which will assist in navigating PaletteOS software dialog boxes and execute actions linked to the [TOOLS] and [VIEW] buttons. The amber LED will blink showing the current control when a dialog box is open.

The softkeys can be used in conjunction with the [ALT] key for a total of 24 softkeys (broken up into two banks of 12: upper and lower.) When the [ALT] key is *pressed*, it will change to the Upper bank of 12. (Refer to "Action Keys" on page 18 for location of the [ALT] key.) The LEDs on each softkey will light up to let you know that the softkey is available, with the Lower bank illuminating amber and the Upper bank illuminating green.

Dialog Navigation Function

If a PaletteOS software dialog box is active, each of the softkeys will provide a related function. For example, if the **Record As Cue** dialog is active, pressing [S1] prompts **Cue List**, [S2] prompts the **Cue Number**, [S4] prompts **Name**, etc. If the **Console Setup** dialog is active, the softkeys would provide functions related to the console's setup, and so on.

Tools and View Function

Similar to the PaletteOS software dialog box operation, these softkeys will provide context sensitive functionality after either the [SHIFT] [TOOLS] or [VIEW] buttons are pressed.

PHILIPS
Strand Lighting

5. Intelligent Lighting Buttons and Encoders

The encoders and buttons found in this section of the desk provide special controls for intelligent lighting fixtures.

The rotary four encoders provide navigation of the PaletteOS software and control of channel attributes. The encoders are context sensitive to allow appropriate control of attributes such as one percent, one DMX512 step, one gobo, one second of time, etc.

The buttons function as follows:
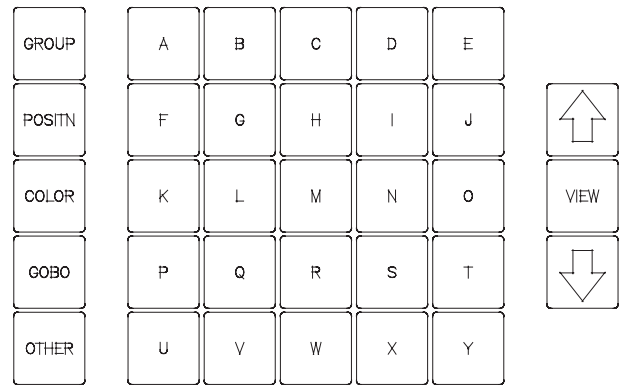
[GROUP]

• Use Group Quick Selection button to select Groups of lights or for recording Groups of lights.

[POSITN]

• Use Position Quick Selection button to select position control on the four rotary encoders, or for recording Position Preset Focus palettes.

[COLOR]

• Use Color Quick Selection button to select position control on the four rotary encoders, or for recording Color palettes.

[GOBO]

• Use Gobo Quick Selection button to select Gobo control parameters on the four rotary encoders, or for recording Gobo Preset Focus palettes. Press again to bank the four encoders to other Gobo wheels.

[OTHER]

• Use Other Quick Selection button to select Other attributes (user defined) or for recording "Other" Preset Focus palettes.

[VIEW]

• Use View button to preview the recorded preset focus palettes for the currently selected attribute (Group, Position, Color, Gobo, Other) on the screen.

[A] - [Y]

• Use these Quick Selection buttons for recalling or recording the Preset Focus Palettes.

[LIST]

• Use the List Quick Selection button to view the available options for the rotary encoder (e.g. in Position Mode, this will show Linear Movement or Polar Movement).

[FX]

• Use Effects Quick Selection button to add intensity FXs or select Effects control parameters on the four rotary encoders.
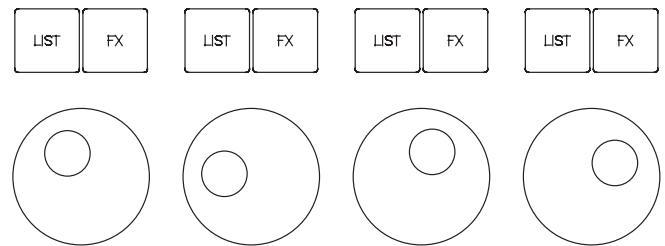
6. Playback Controls Layout
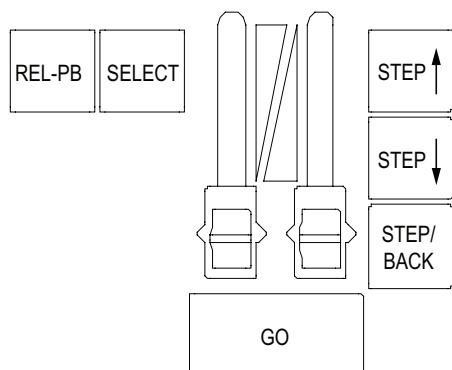
The playback section of the desk provides controls for executing active cues and fading between two pre-stored scenes. These faders consist of A/B and C/D, automatic timed sliders.

Playbacks

- **[SELECT]** - Selects cue list to display and default record location. Solid amber LED indicates there is a cue list on this playback. Flashing amber LED means this cue list is selected.

- **[STOP/BACK]** - Halts active cue (if running) or steps back to previous cue (if stopped).

- **[GO]** - Activates next cue (following the active Cue) on the Cue List. Green LED will be solid when a cue list is active and no cues are running. The Green LED will flash when cues are running. Both the Red and Green LEDs will flash when the cue list is releasing.

- **[REL-PB]** - Releases currently selected playback or cue list.

- **[STEP Up] [STEP Dn]** - Steps forward or backward through a selected cue list.

- **Playback Faders** - Controls Fade times (in/out), cross faders, intensity masters, scene masters or Look page master. The playback faders can be setup to control different things as determined by the PaletteOS software. See "A/B C/D" on page 54 for more details or refer to "Hardware Setup" in the PaletteOS software **Help Menu**.

7. Level Wheel

The console features a level wheel which provides navigation of the PaletteOS software and control of channel attributes. The wheel is context sensitive to allow appropriate control of attributes such as one percent, one DMX512 step, one gobo, one second of time, etc. By default, it controls the intensity level of the selected channels. If you press and hold any of S1 through S4 when a moving light is selected, you can also control attributes. If you select edit on any blue box, the level wheel will change that value in consistent increments (e.g. if you are editing cue time, it will increase or decrease the time in seconds).

Holding [SHIFT] while engaging the wheel will place the wheel in Fine Mode.

8.   Trackball/Mouse Controls
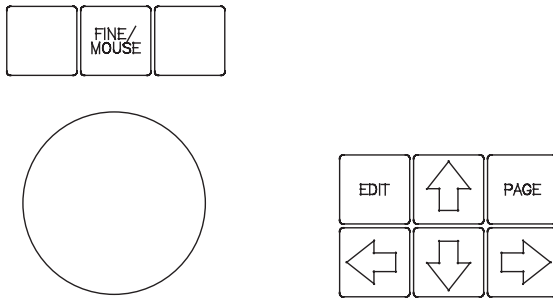
- **[FINE/MOUSE]** - Provides functions as follows:

    Mouse: Pressing [SHIFT] [FINE/MOUSE] switches the trackball between Pan and Tilt modes, and Mouse mode/ movement (i.e. a toggle action). When in Mouse mode, these buttons will act as the standard Left, Right and Center buttons found on a mouse.

    Fine: When [FINE/MOUSE] is held down (non-Shifted), the trackball provides fine adjustment of Pan and Tilt. Without holding this button down, trackball movement is normal for Pan and Tilt. In this mode, the Left and Right keys lock out either Pan or Tilt.

- **[EDIT]** - Opens currently selected control for data entry (to change cue times, cue labels, etc.).

- **[PAGE]** - Pages the Channel Screen display to display higher channel numbers. Shifted version displays lower channel numbers.

- **[ARROWS]** - Moves the Blue Edit box on the screen.

BUTTON DETAILS

Note: The personality in which you have selected your console to operate in will change the way many of the following buttons work. The following instructions will assume the Palette Classic US Console Personality. Direct access to actions like Record will go straight to the Command Line. However, if a dialogue box solution is preferred, press [SHIFT] and any Action button to reveal the appropriate dialogue box.

1. Plus, Minus, @ (At), Full, Out

- [FULL] [ON] and [OUT] will set the level of selected channels without having to press [ENTER].
- Use [FULL] and [OUT] to take the value to its upper or lower limit.
- Use the [/] key to select a range of channels or to specify Wait/Fade times in any time field.
- Use the [BACK] arrow key to clear the command line and deselect any selected channels.
- Use the [+] and [-] keys to enter ranges. For example:

  [1] [/] [1] [0] [-] [7] [@] [5] [ENTER] sets fixtures 1 through 6 and 8 through 10 to 50%.

  [1] [/] [1] [0] [@] [1] [0] [-] [1] [0] [0] [ENTER] would set fixtures 1 through 10 to levels 10, 20, 30, 40, 50, 60, 70, 80, 90 and 100% respectively.

2. Arrows

- The arrow keys move the blue box in the Cue List Look view and patch displays.
- To change a value, press the [EDIT] button.
- Holding down the [SHIFT] key and pressing the Up or Down arrows selects a range.
- Once a range is selected, press [EDIT], then type in a new value to change all cells to that value.
- If editing a numeric column (such as Time), after pressing [EDIT] use the level wheel to change the values. If multiple cells are selected, the values will change relative to each other. In the example below, if the wheel is used to change the '3' to a '4', the '2' would change to a '3' and the '1' would change to a '2'.

Cue	Label	Cue Time	Down Time	Action
1	Dance	1	2	
2	Break	2	1	
3	S/R Enter	3	1	

- Holding down [SHIFT] while rolling the level wheel on any numeric field will change the value by 0.1.
- While in Blind Mode, moving the blue box will preview the highlighted cue.

3. Blind

- Press [BLIND] to enter the Blind display.
- While in Blind, the channel grid has a Grey background. The Blind button in the channel Grid toolbar will be highlighted.
- While in Blind, moving the blue box with the [ARROW KEYS] will Load cues automatically.

4. Copy

- Highlight the cues you want to copy with the blue box, then press [SHIFT] [COPY] [NUMBER] [ENTER] to copy the selected cue(s) to new cue(s).
- Press [COPY] [LOOK] to copy a Look.
- Press [COPY] [CUE] to copy a Cue.
- Use [#] [COPY] [#] [ENTER] to copy attributes from one channel to another.
- Use [SHIFT] [COPY] [BUMP] [BUMP] to copy one Look to another.

5. Cue

- A Cue is an item that has stored levels that can be played back in a set time. To record a cue, set a selection of channels at levels then type [RECORD] [ENTER] to record the next available whole cue number. If none are present, this will record cue 1. You can also record any cue number by typing [RECORD] [CUE] [1] [ENTER]. or Change times by [CUE] [1] [TIME] [5] [ENTER] or jump to a cue with [GOTO] [CUE] [1] [ENTER]. More advanced commands will be discussed later.

6. Dead Black Out Button

- Use this button to black out the stage.
- This button can be configured to work as a momentary button, a toggle button, or be disabled. See "Dead Black Out (DBO)" on page 56 for setup details.

7. Delete

- The Delete feature allows removal of recorded items from a show. For example, [DELETE] [CUE] [1] [ENTER] and [DELETE] [LOOK] [1] [ENTER].
- [SHIFT] [DELETE] will activate the Delete dialog box.

8. Edit

- Pressing the [EDIT] button allows changes to the highlighted cells in the Cue List or Look display (times, labels, follows etc.) or in the patch displays. Move the blue highlighted cells using the [ARROW KEYS].
- If a range is selected, typing in a new value will change all cells to that value.
- If editing a numeric column (such as Time), after pressing [EDIT] use the level wheel to change the values. If multiple cells are selected, the values will change relative to each other. In the example on the right, if the wheel is used to change the '3' to a '4', the '2' would change to a '3' and the '1' would change to a '2'.

Cue	Label	Cue Time	Down Time	Action
1	Dance	1	2	
2	Break	2	1	
3	S/R Enter	3	1	

- Holding down [SHIFT] while rolling the level wheel while editing cells will change numeric values by 0.1.

9. Go

- Go will run a cue in the recorded time. *Note*: [SELECT] button does not have to be active (amber LED flashing).
- If a cue is running, the Green LED will be flashing.
- If you are sitting in a cue, the LED will be solid Green.
- If the Cue List is releasing, both the [GO] and the [HALT/BACK] LEDs will be flashing.
- [SHIFT] [GO] asserts the Cue List, grabbing full control of its attributes without advancing the Cue List.

10. Goto

- Goto will place that cue on stage in the time setup in Show Options>Cue List. Press [GOTO] [#] [ENTER] to take the selected Cue List to the desired cue.

- If in the Windows UI console personality, the Cue Number edit box will be preloaded with the cue number of the blue highlighted line.

- When using the [NEXT] key, a desired time for the cue to execute can be set. The recorded time is the default time.

11. Group

- A Group is a defined selection of channels at a recorded level. Activate a selection of channels at a level, then type [RECORD] [GROUP] [1] [ENTER]. With the channels released, activate the group by typing [GROUP] [1] [ON] to apply the selected channels at their recorded levels. To only select the channels, type [GROUP] [1] [ENTER]. The levels can now be adjusted with the level wheel or any level adjusting key. i.e. Full, On, Up%, Down%.

- Technically, these are stored as Looks, but you can just record and call up groups as previous generations of desks have done.

- See "Show Options" in the PaletteOS software **Help Menu** for assigning Look pages to this key.

12. Halt / Back

- The [HALT/BACK] button will halt any running cues on its Cue List. A cue is running when the Green LED on the GO button is flashing.

- If a Cue List is halted (flashing Red LED), pressing this button again will back up the Cue List.

- If the Cue List is releasing, both the [GO] and the [HALT/BACK] LEDs will be flashing.

- [SHIFT] [BACK] will go to the previous cue in recorded time. (This is very useful for encores.)

13. Load

Note: For those familiar with previous Strand Lighting Consoles, this does not work like the 500 Series of consoles to load a cue on a playback.

- Unlike previous Strand consoles, Load will activate the recorded item's information for editing. [LOAD] [CUE] [1] [ENTER] will place all contents of cue 1 into either the Live editor (if in Live Mode) or the Blind editor (if in Blind Mode). Channel information can be edited and then updated.

- If in the dialog box, press [S4] to load the entire state of the cue (all the cumulative levels that got you to the Look on stage at that point in the Cue List).

- Edit the cue by changing levels, adding channels or releasing channels.

- Either press [UPDT] to update the loaded cue (watch the status area at the bottom of the screen) or press [RECORD] to record it as a new Cue or Look.

- Press [LOAD] [LOOK] then the desired Look number to load a Look for editing.

14. Look

- A Look is a location for a stored state that can be accessed as groups, submasters or palettes. Set channels at levels, then type [RECORD] [LOOK] [1] [ENTER]. This will store the info as Look 1 and it will be accessed as Submaster 1.

- Alternately, you can set them to a level using the keypad by typing [LOOK] # @ Level [ENTER]. Attributes will always go to their proper recorded level.

- Press [SHIFT] [RECORD] then a bump button to quickly record a Look to a master (if set up to do so).

- Groups are stored as Looks, even if the levels are not used.

15. Move

- Although you can move cues from one Cue List to another while working in one Cue List, moving cues is essentially renumbering cues. Highlight the cues you want to renumber with the blue box, then press [MOVE] [NUMBER] [ENTER] to renumber the selected cue(s) to new cue(s).

- While the Move dialog box is open, you can also select a new numbering scheme.

- Press [MOVE] [LOOK][#] [@] [#] [ENTER] to move Looks.

- Press [SHIFT] [MOVE] [BUMP][BUMP] to quickly move Looks.

- Use [#] [MOVE] [#] [ENTER] to move attributes from one channel to another.

16. Number Buttons

- By default, when typing on an empty command line these buttons will select Channels.

- Use in conjunction with the other keys (+, -, Thru etc.) to select ranges of Channels.

- While in dialog boxes, these keys fill in numeric fields.

- To change cue times, use these buttons in conjunction with the [ARROW KEYS] and the [EDIT] button to open the blue box for editing.the blue box for editing.

17. On

- The [ON] button takes the selected channel(s) to the On level as set in Show Options.

18. Previous and Next

- Press [PREV] to select the last channel or press [NEXT] to select the next channel.

- When using with dialog boxes, press [PREV] to go to the previous control or press [NEXT] to go to the next control.

19. Record

Recording Cues:

• The Record function stores values into an item (usually Cues or Looks). To record a cue, press the [RECORD] button then [ENTER] to accept the auto-incrementing cue number or press the number of the cue you wish to record and press [ENTER].

• Pressing [SHIFT] [RECORD] will open up the Record dialogue box. A default cue number is entered and the cursor is waiting for you to enter a new one (if necessary). The [ENTER] key will close the dialogue box and record the cue to the selected Cue List.

• To quickly record to a different playback master, press [SHIFT] [RECORD] then the desired [SELECT] key on the playback.

Recording Looks:

• To quickly record a Look, press [RECORD] then press a [BUMP] button.

• Press [RECORD] then press [LOOK], enter a number and press [ENTER].

• To record a group of channels, press [RECORD] then press [GROUP], enter a number and press [ENTER]. A Look will be recorded (including the levels). Using the [GROUP] button, you can bring back the selected channels and set them to any level using the level wheel or keypad.

Note: The Red LED will be on any time there is a change that has not been recorded.

20. Undo

• The Undo feature will reverse many commands. [UNDO] [ENTER] will reverse the last level change. UNDO RECORD, UPDATE, DELETE and GOTO can all be reversed. Any attribute family can go back to its previous location with [UNDO] [Attribute Family] like [POSITION].

• Press the button twice to activate the RELEASE command. The first stage of Release will release the last attribute family that was adjusted.

• The second stage of Release will release all active channels.

• The third stage of Release will release any remaining channels.

• Press [SHIFT] [UNDO] to bring back previously released items. (This works in a three-stage process.)

Notes:

• If a dialogue box is open, the LED will be flashing. Pressing [UNDO] will close the dialogue box without changes being committed.

• If channels are selected, the LED will be flashing.

• If channels have been changed but are not selected, the LED will flash in a step pattern.

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21. Release Playback

- Pressing the [REL-PB] button will release the Cue List on the selected playback master. The cue pointer will remain at the current cue position, therefore pressing [GO] will put you back into the same state you were in before you hit [REL-PB].
- Press [SHIFT] [REL-PB] to release all Cue Lists.
- Press and hold [REL-PB] and a [SELECT] button to release that Cue List and not change your currently viewed Cue List.

22. Select

- Press a [SELECT] button to determine which Cue List cues will be written to by default when you record cues. The 'selected' Cue List will have an amber LED flashing. Other playbacks that have Cue Lists assigned to them will have solid amber LEDs.
- Pressing this button is the same as using the mouse to highlight a Cue List in the Cue List directory.
- To quickly record cues to a Cue List (even if it is not the currently selected Cue List) press [SHIFT] [RECORD] then [SELECT]. The new cue will be appended to the end of the Cue List and the current Cue List selection will not change.

23. Shift

- Use with [REL-PB] to release all Cue Lists.
- Use with [STEP FORWARD/BACKWARD] buttons to go to the top or bottom of a Cue List.
- Use with [ARROW KEYS] to select a range of cells with the blue box.
- Use with [GO] to assert the appropriate Cue List.
- Use with [BACK] to run the previous cue in cue time.
- Use with [UP] or [DOWN] to adjust the selected channel's level by one percent.
- Use with Split Crossfaders or Single Crossfaders (A/B C/D fader setup under [S3] Hardware Setup) to manually move backwards through a Cue List.
- When the command line is empty, holding down [SHIFT] and rolling the level wheel will scroll the channel grid.
- Use with [MOVE] to open the Move dialogue box.
- Use with [COPY] to open the Copy dialogue box.
- Use with [RECORD] to open the Record dialogue box.
- Use with [UNDO] or [REL] to restore previously released channels. If all three stages of release were used, this will return them in three stages, in order.
- Use with [REL-PB] to release all Cue Lists.
- Use with [STEP FORWARD/BACKWARD] buttons to go to the top or bottom of a Cue List.
- Use with [ARROW KEYS] to select a range of cells with the blue box.
- Use with [GO] to assert the appropriate Cue List.
- Use with [BACK] to run the previous cue in cue time.
- Use with [UP] or [DOWN] to adjust the selected channel's level by one percent.
- When the command line is empty, holding down [SHIFT] and rolling the level wheel will scroll the channel grid.

24. Softkeys

The softkey buttons are context sensitive to what you are doing. When no dialogue boxes are open, they provide additional functionality that is not available with the hard buttons on the console. When a dialogue box is open, the LEDs show you what buttons are used to jump to specific controls (lists, checkboxes, etc.). You can always see what each button will do by reading the bubbles at the bottom of the screen. The LED will blink showing you what control currently has focus.

Once a command is entered into the command line, you may notice green arrows appearing next to selected S-softkeys. These arrows correspond with the M-keys above. By selecting an S-key with an arrow you will notice the M-keys change. For example, by pressing [RECORD], you will notice many of the S-keys have the option to select additional M-keys. By selecting [S3] [RECORD TYPE], you now have four options to choose from in the M-keys [M1-M4].

25. Step Forward / Step Back

- Pressing the relevant button steps you through the selected Cue List using the step-time set in the properties of the Cue List ([VIEW] [SELECT]).
- If the Cue List is active ([GO] had been pressed at some point), the effect will be seen on stage. If it is not active, only the Cue List pointer will move, awaiting a Go command.
- Use with [SHIFT] to move to the top or bottom of the selected Cue List.
- If a long cue is running (green LED is flashing on Go button) and you want to quickly complete it, press [STEP FORWARD]. The cue will complete in the Cue List's step-time as determined by the Properties of the Cue List.

26. Tools

- Press [SHIFT] [TOOLS] to change the softkeys to the available tools. Select a tool ([S12] gives more options). Initiates softkey tool functions such as flip, channel check, flash, etc.
- If the LED is on, the tool is active. Press the button to turn off the tool.
- Pressing and releasing this button when the LED is off will toggle the last selected tool on.

Note: The status area at the bottom of the screen shows the current active tool.

27. Up / Down

- Use these buttons to raise or lower the selected channel's intensity by the pre-determined level in [S2] "Show Options."

- Use with [SHIFT] to move the selected channel's intensity one percentage point.

- In dialog boxes, these buttons will raise or lower number boxes by pre-determined levels (cue number by 10, time by 10, SMPTE by 1 minute etc.).

28. Update

- When making changes live, press [SHIFT] [UPDT] to open the Update dialog box. Pressing [ENTER] will update the current cue with the changed levels.

- If you have changed tracking levels or palettes, you can select different items from the list to update (i.e. Track Back and Palette Update).

- If you have used the [LOAD] button to load a Cue or Look, once you make the changes, press [UPDT] to store the changes and release any selected channels. (You will not be able to use this button if you did not use All Attributes during your load operation.)

29. View

- Opens the View Properties dialog box where properties are displayed.

- Press [VIEW] [NUMBER] [ENTER] to see a channel's Label dialog box.

- Press [VIEW] [SELECT] to get a Cue List's properties.

- Press [VIEW] [BUMP] to get a Look Master properties (including the ability to delete a Look).

30. Processor Keyboard Shortcuts

The following processor keyboard shortcuts can be used in place of the console buttons, if desired. For instructions on setting up Cue List Control, refer to "QWERTY Keyboard Cue List Control" on page 56.

Button	Function
+	Plus - Used in command line
-	Minus - Used in command line
*	At - Used in command line
.	Dot - Used on empty command line when entering point times
/	Thru - Used in command line and for entering Wait/Fade times
[	Open Square Brace - Step Back in Cue List
]	Close Square Brace - Step Forward in Cue List
\	Back Slash - Release Cue Lists (SHIFTED = releases all Cue Lists)
B	Blind Mode
C	Copy - Opens Copy dialogue box
D	Load
G	Group - Used when using Group on command line
L	Look - Used when using Look on command line
M	Move - Opens Move dialogue box
O	Goto
P	Palette - Opens Apply Levels dialogue box
Q	Cue - Use when using Cue on command line
R	Record - Allows you to record your cues via the command line
T	Tools - Hold down to change softkeys to Tools menu. Strike to toggle last Tool
U	Update - In Windows UI personality, [SHIFT] [UPDT] opens Updated dialogue box or updates Loaded items in all other personalities via command line.
V	View - Opens View Properties dialogue box
Z	Back - Halts running cues, backs up the Cue List (SHIFTED = Go Back in time)
Arrow Keys	Moves the blue box
Backspace	Used in the command line to delete characters or de-select fixtures
Delete	Deletes highlighted cue or puts delete on command line for deleting Cues, Looks or levels from cues
End	Levels Out
Escape	Undo and multi-stage release of attributes and channels (three stage) (SHIFTED = restore)
Home	Levels to Full
Insert	Opens blue box for editing, toggle controls in dialogue boxes
Page Down	Levels down by specified amount (default = 10%) (SHIFTED = -1%)
Page Up	Levels up by specified amount (default = 10%) (SHIFTED = +1%)
Space	Go on pending cue (SHIFTED = Assert current cue)
Alt C	Cues - Takes you back to the Live screen, whether it's displaying Cues or Looks is based on where you were last. This is the same as the [Live] button on the console.
Alt L	Looks - Toggles between Looks and Cues. This is the same as the [Looks] button on the console.
Alt P	Patch - This is the same as the [Patch] button on the console
Alt T	Timed Events - This is the same as going to the display pull-down and selecting Timed Events
Alt V	Variables - This is the same as going to the display pull-down and selecting Variables
Ctrl S	Save - Save shortcut

SOFTWARE CONFIGURATION

1.　Main PaletteOS Software Screen

The following pages are brief descriptions of the main PaletteOS software screen and its elements. More thorough information is always available in the software's **Help Menu**.
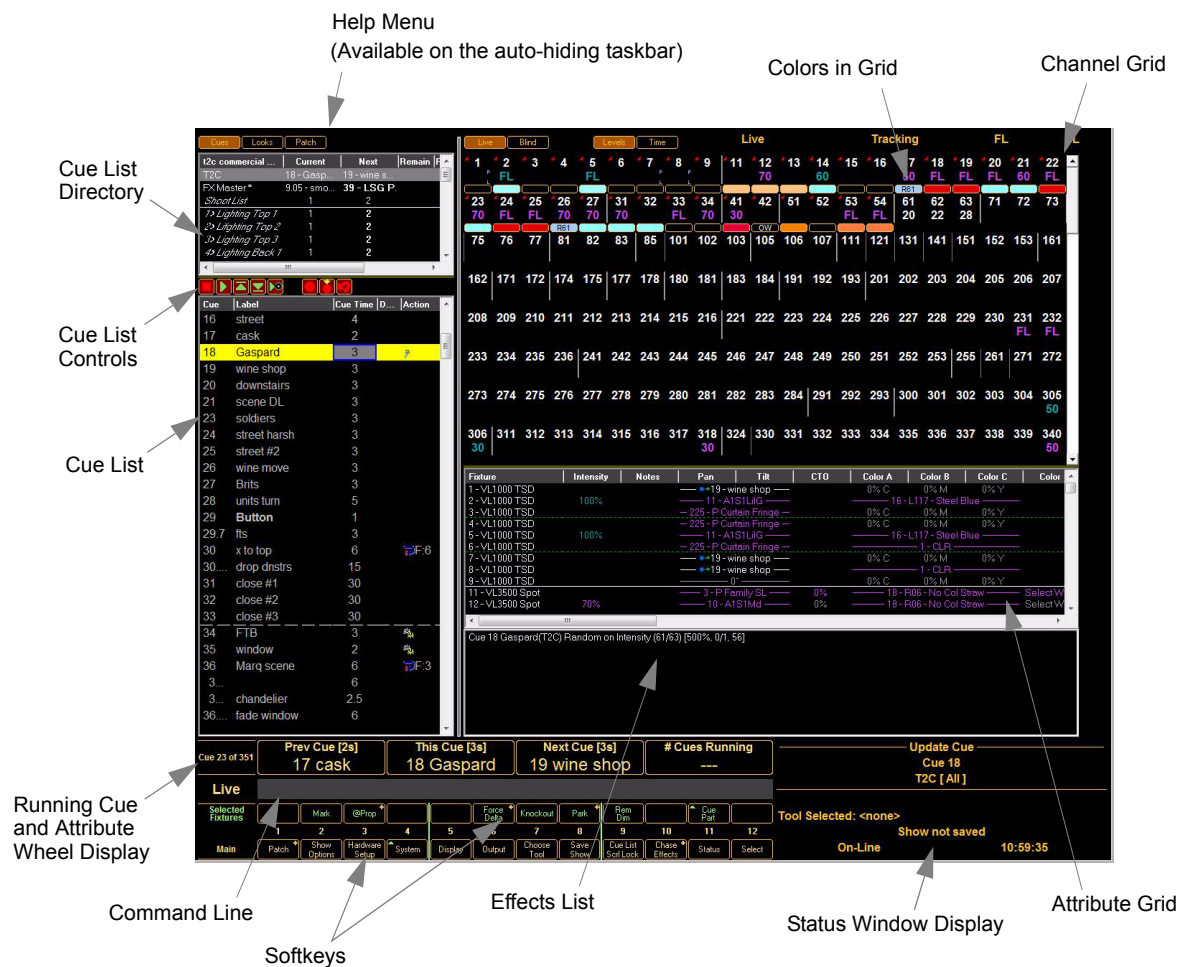
2.　Cue List Directory

The Cue List directory shows what Cue Lists are in the the current show file and ready for playback. It shows the current cue, the next cue to be run, and any count down times.

3.   Cue List

The Cue List display allows instant access to altering cue and attribute timing as well as labels, wait, follow, and loop parameters. The blue box is moved around by using [ARROW KEYS]. Pressing [EDIT] allows changes within the cells.

4.   Channel and Attribute Grids

The PaletteOS software provides a real-time status of all levels and effects in a cue in an user-friendly display. Users can select levels or times in both Live and Blind modes to see what is happening during playback or programming.

If you have patched moving lights in your show, the Attribute Grid will appear below the channel Grid. Use the display menu (S5 or the main windows menu) to toggle on or off each grid.

Colors in Grid

Channel Grid

Attribute Grid

Effects List

5.   Status Window Display

The Status Window display shows the history of changes, updates, etc. of the program(s) and file(s). Different views can be selected using S11-Status softkey when no moving lights are selected.

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6. PaletteOS Control Panel
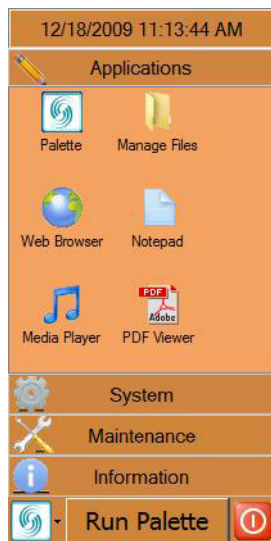
The PaletteOS software runs on a custom processor under the Windows® Vista operating system (OS). An OS system means that only the software necessary to run the console is installed and no unauthorized software can be installed by the user. There are no user-configurable applications that are included in the OS. This protects the system and the operating software parameters, assuring that system integrity is never compromised.

Since the Windows Vista OS is used, other features are available, such as a web browser, media player and file manager. The Palette VL console can also be connected to a network to take advantage of services like DHCP networking, mapped network drives, Internet connectivity, and more.

The Control Panel appears as soon as you exit the PaletteOS.

To access these special features, use the Control Panel (shown above) to launch applications, system configuration and maintenance tools, and to view system information. The [S4] System softkey will access many features in the control panel.

Note: You may have to press [Backspace] to access the main software menu. This will deselect, but not release any captured channels.

The Control Panel provides management of your console, lighting system configuration and data. It is divided into four categories:

• Applications

• System

• Maintenance

• Information

Click a category to view its control icons, or in the case of Information, its data.

The top bar displays the date and time. Pressing this bar will collapse and expand the control panel.

The following sections explain each control option.
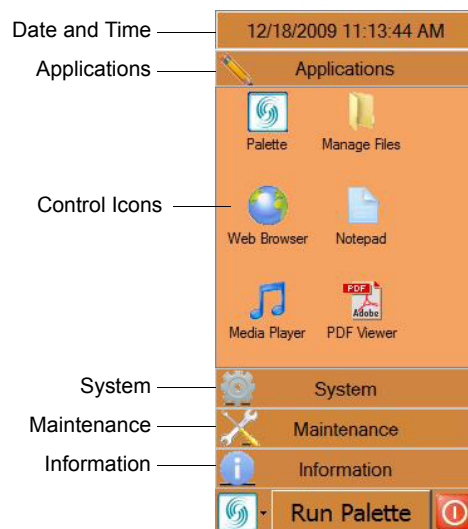
Application Controls

The Applications section contains icons for launching the PaletteOS software or opening various accessory applications.
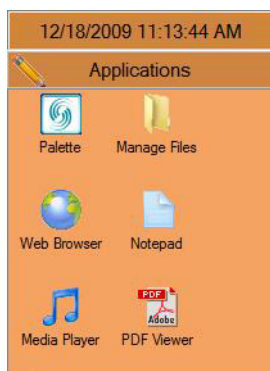
Palette

The Palette icon launches the PaletteOS software.

Manage Files

The Manage Files icon launches the file manager which will allow you to move, copy and delete files on the console.

Web Browser

The Web Browser icon launches the installed web browser for node configuration, rack configuration and Internet activity.
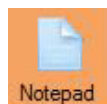
Notepad

The Notepad icon opens the notepad which will allow you to take notes and edit text.

Note that you can save your *.txt document anywhere on the D:\ drive except in the \Horizon folder. Feel free to make your own directory structures to suite your organizational needs.
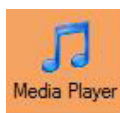
Media Player

The Media Player icon launches the Windows Media Player for playing audio and video files.

PDF Viewer

PDF Viewer will allow you to view manuals, data sheets and other PDF format documents.

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System Controls

The System section contains configuration items for your lighting control system.
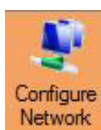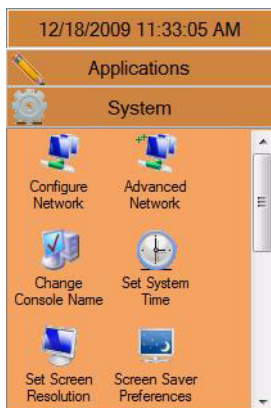
Configure Network

Clicking Configure Network icon opens the Network Configuration dialogue box. Here you can set or change the static IP address of the console.
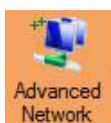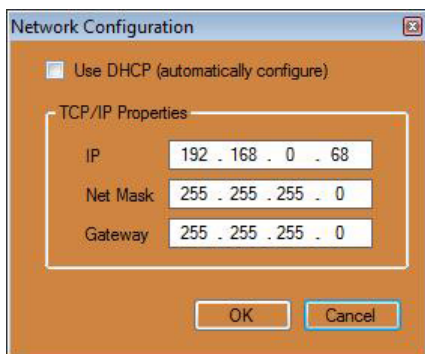
Advanced Network

The Advanced Network icon accesses the Windows networking tools for advanced network configuration.
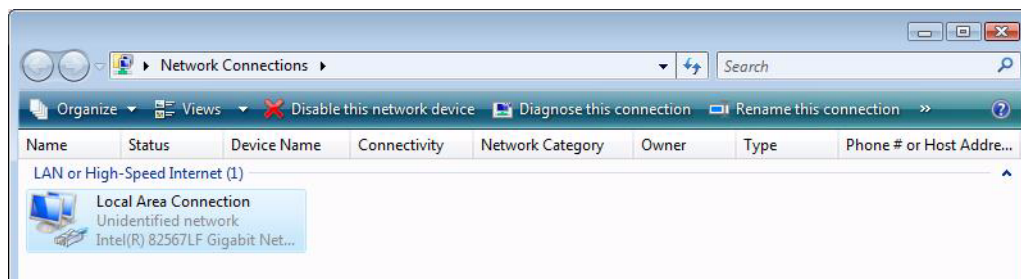

If the console can be connected to the facility's network, networking capabilities such as mapped network drives and Internet connection can be accessed. Most LANs have a DHCP Server (Dynamic Host Configuration Protocol) that automatically assigns network properties such as the IP address. In most network situations, the console can be connected to the network via connecting a network cable up to the back of the processor to either access the Internet or find shared drives on the network.

If a Static IP address is required, then follow the steps below to setup a network connection.

To manually setup a network connection:

Step 1. At Control Panel, click "Advanced Network" icon.
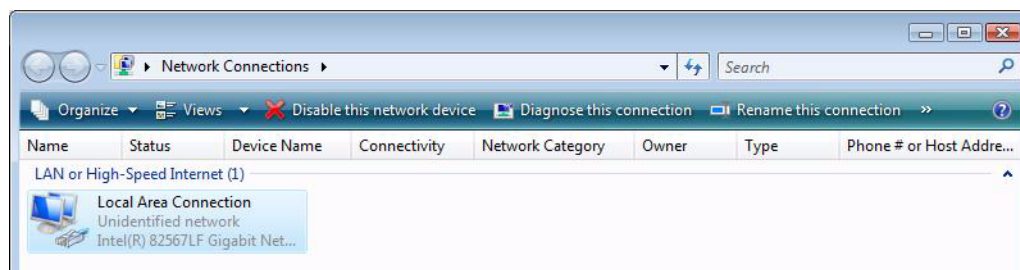
Step 2. Select "Local Area Connection" and then click "Change settings of this connection."

Note: Default gateway and DNS server will not need to be set for all local networking solutions.
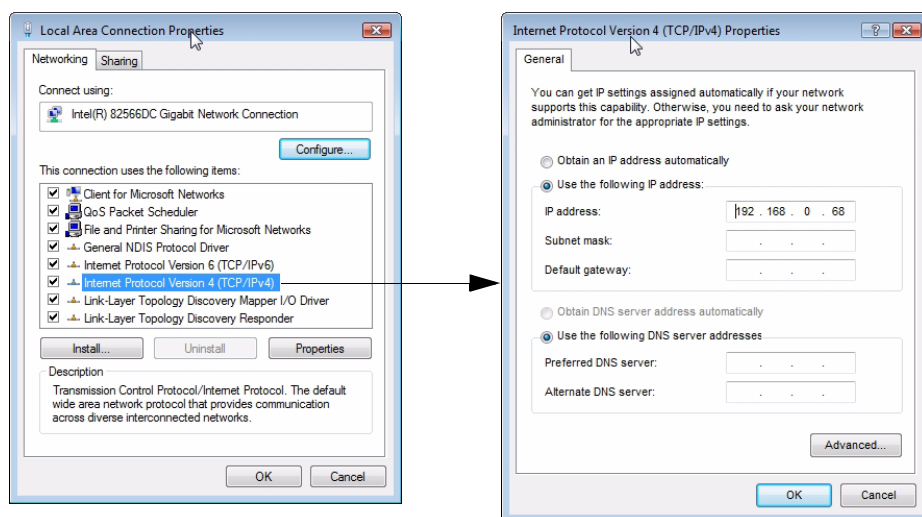
Step 3. At Local Area Connection Properties, select "Internet Protocol Version 4 (TCP/Pv4)" and click "Properties."

    a. Choose "Use the following IP address" (typically 192.168.0.68).

    b. Type in the static IP address and appropriate Subnet mask provided by the network administrator.

    c. Type in a Default gateway if access to an outside of the LAN connection (i.e. connect to other networks or Internet) is required.

    d. Type in a Preferred DNS (Domain Name Server) for computer and website lookups.

    e. Click "OK."

    f. Click "OK" in the "Local Area Connection Properties" dialogue box.

    g. Close the "Network Connections" window.

Note: There is no need to reboot the processor for network changes to take affect.

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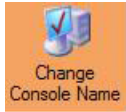
Change Console Name

Clicking the Change Console Name icon opens the Change Console Name dialogue box. Note that once you enter a new name and select "OK", the console will reboot to complete the configuration change.
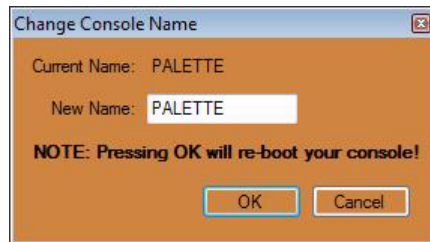
Set System Time

Clicking the Set System Time icon opens the Date and Time dialogue box. Here you can change the date, time and time zone configuration for the console.

To adjust the Time Zone (which is important if using Astronomical Events or want to synchronize the system with World Time Services), click "Change time zone..." button and choose the appropriate time zone. Check Daylight Savings Time box for adjusting to time changes. (The PaletteOS must be restarted for the Time Zone change to take effect.)

The Internet Time tab determines whether or not the console will look to World Time Servers on the Internet, such as time.windows.com, to synchronize the clock to World Standard Time. To do this all of the following must be true:
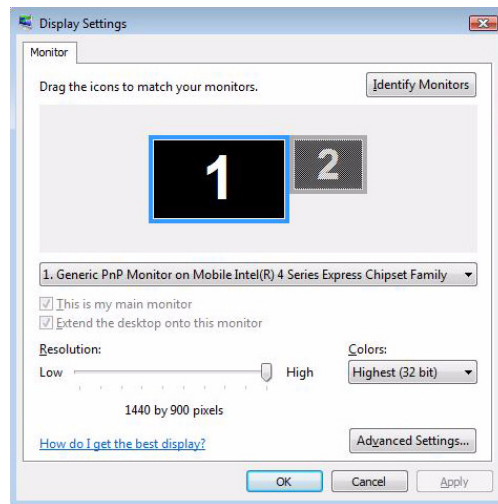
- The processor must be connected to the Internet (see "Advanced Network" on page 37).
- The date must be set correctly.
- The time zone must be set correctly.
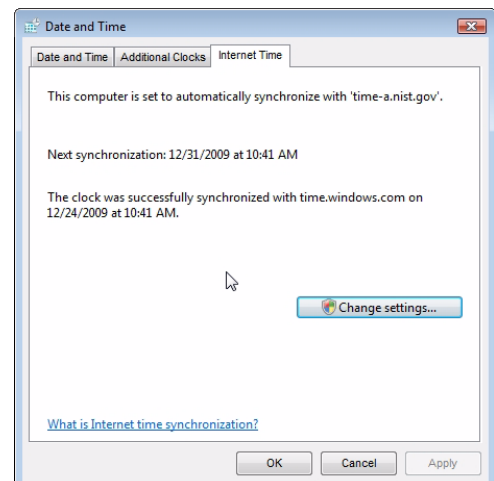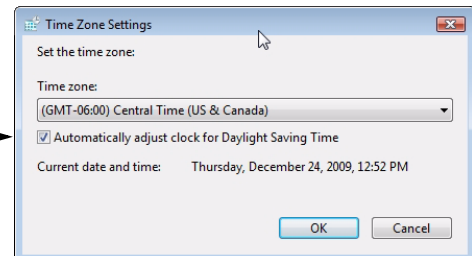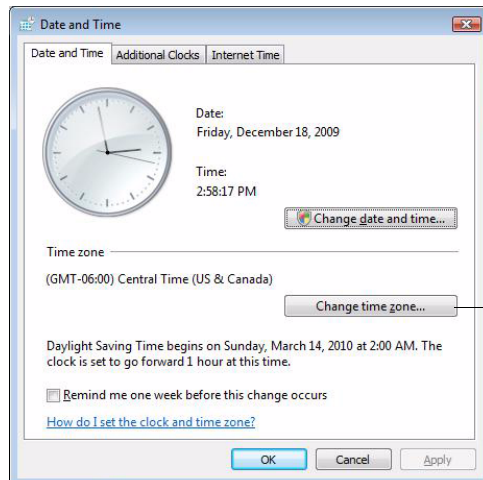
Set Screen Resolution

Clicking the Set Screen Resolution icon opens the Display Settings dialogue box. Here you can adjust the resolution and configuration for two monitors.


Screen Saver Preferences

Clicking the Screen Saver Preferences icon opens the Screen Saver Settings dialogue box. Here you can adjust or turn off the screen saver settings. (Note that the "Change Power Settings" options is not accessible.)

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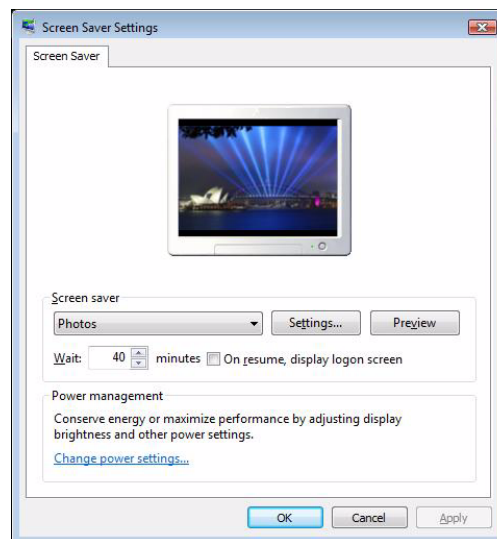
Mouse Options

Clicking the Mouse Options icon opens the Mouse Properties dialogue box. Here you can adjust the way your mouse works with the console's computer.
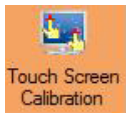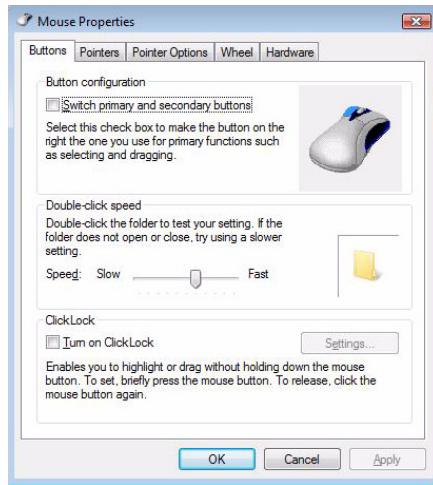

Touch Screen Calibration

The console processor supports the use of a touchscreen monitor. Due to mouse driver requirements, only ELO Touchscreens should be used and connected with the USB cable, not the serial cable. ELO touchscreens can be purchased from your local Strand Lighting dealer.

The AccuTouch 3000 series models are recommended, since they feature resistive technology (i.e. you can point with objects other than your finger such as a pen, etc.) Purchase the USB type, NOT the serial type.

After you have installed a touchscreen monitor, you will need to calibrate the screen. To do this, click the "Touch Screen Calibration" icon. The ELO Touchscreen Properties dialogue box will allow you to change various options for touchscreens, most importantly, the calibration. To do this, use the mouse to touch the "Align" button. The screen should go white and you will be presented with a red target to touch. Do this with your finger from a typical viewing angle. You will repeat this two more times. Follow all on-screen prompts to complete the calibration process, then choose "OK" to exit.
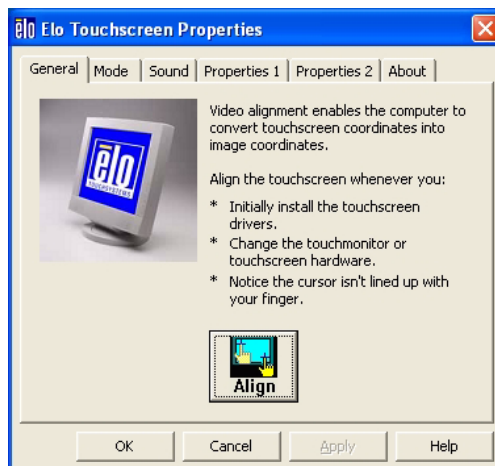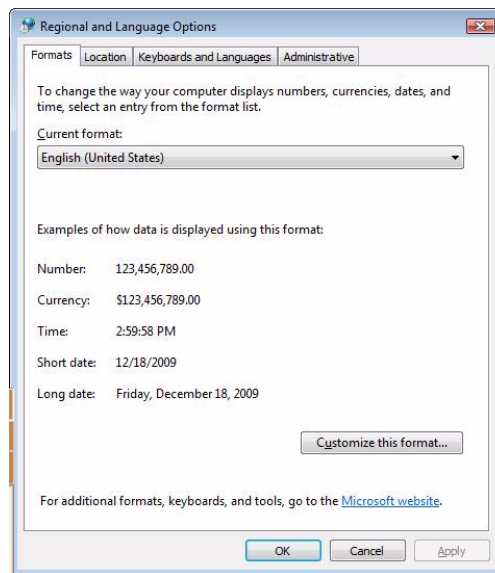
On Screen Keyboard

Clicking the On Screen Keyboard icon opens the virtual keyboard.
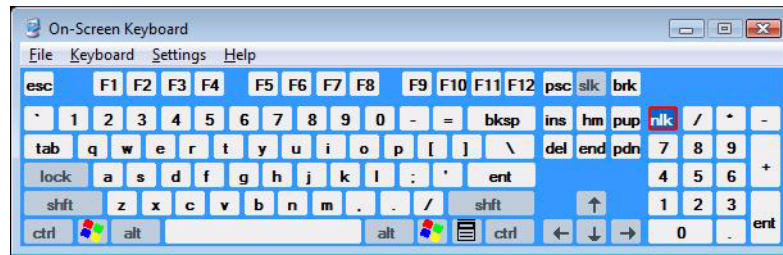
Regional Settings

Clicking the Regional Settings icon opens the Regional and Language Options dialogue box. Here you can adjust the regional location, keyboard and other input languages.


Volume Control

The Volume Control icon opens the volume fader. Here you can adjust the volume of the audio output.

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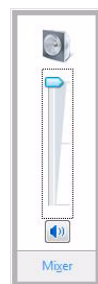
Task Manager

The Task Manager icon opens the Windows Task Manger dialogue box. Here the applications, processes, services, performance data and other things can be viewed. (Note that accessing this screen is not part of normal operation.)
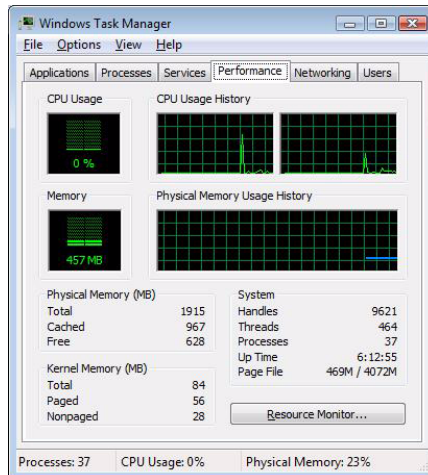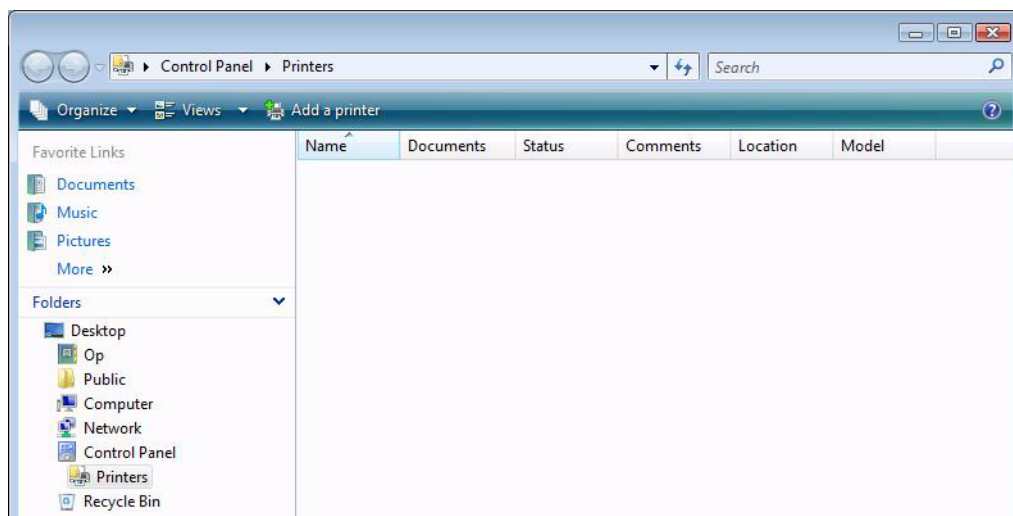
Command Prompt

The Command Prompt icon opens the system's command prompt which is primarily for technical support. Only access this with full knowledge of the consequences of your actions.
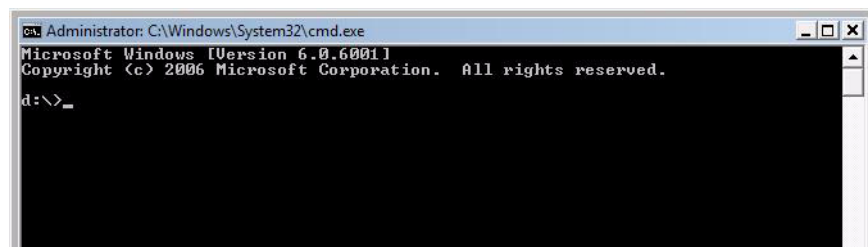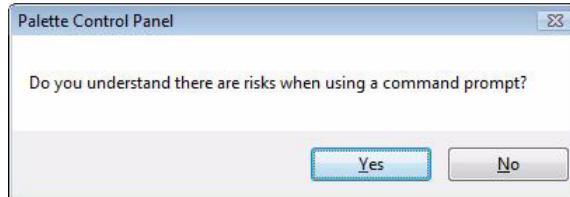
Printer Setup

The Printer Setup icon opens the printer configuration controls. Here you can setup a printer for your console.

Printing can be achieved by connecting the console to a Local Printer or a Local Area Network Printer.

The Network Printer option saves you from having to move the printer close to the console. It also allows you to use any new printer you have successfully installed on your LAN without having to find printer drivers.

For local printing, Strand Lighting recommends the following printers from Hewlett Packard (HP):

• HP DeskJet 1000 Series

• HP LaserJet 1100 Series

• HP Color LaserJet 2000 Series

USB Printers - Installing a USB printer should be plug and play and communication should be established immediately.

Other Printers - In the event that communication is not established immediately, it is likely caused by trying to install a printer that is not on Strand Lighting's recommended printer list. If this is the case, you may attempt to install a non-recommended printer, but Strand Lighting cannot be held responsible for the ability or lack of ability to successfully setup a non-recommended printer nor the quality of the printouts. If you wish to proceed, follow the general outline of instructions below.

To add a printer:

Step 1. Shutdown Palette software. Control Panel will open.

Step 2. Click on "System" category.

Step 3. Click on "Printer Setup" icon. Printer dialog box will open.

Step 4. At Printer dialog box, click "Add a Printer" button.
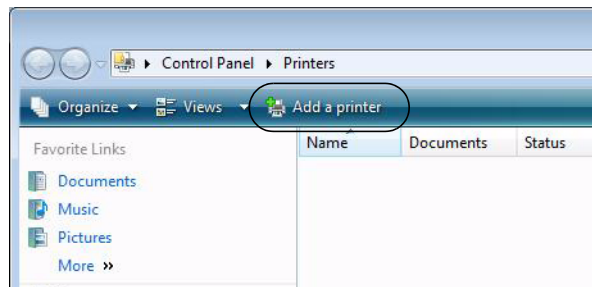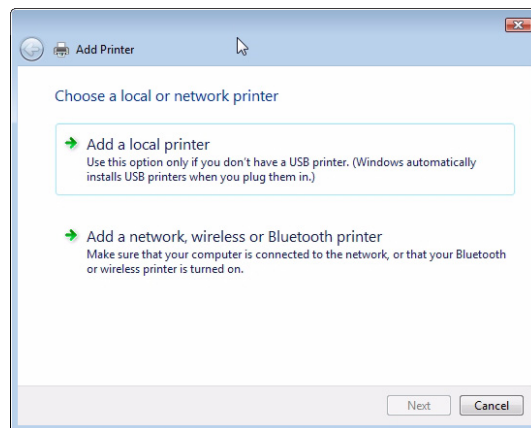

Step 5. At Add Printer dialog box, click either "Add a local printer" or "Add a network wireless or Bluetooth printer" as required.

Step 6. Follow the wizard that allows you to browse for local printers or shared network printers. You must make sure your system administrator has already established a shared printer on the LAN and given you privileges to connect to and use it.

Once a printer has been added, it will become the default printer (check marked). You can add more than one printer; you will just have to choose which one you want to print to if it is not the default printer.

The console also prints to Adobe® Portable Document Format (PDF) files. These files can be saved to the hard drive or removable media (such as a USB flash drive) and printed elsewhere if a shared (network) printer is not available. Browse the hard drive with Explorer and double-click on your PDF files.

Firewall Settings

The Firewall Settings icon opens the Windows Firewall Settings dialogue box. Here you can adjust the firewall settings of the console's computer.
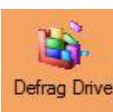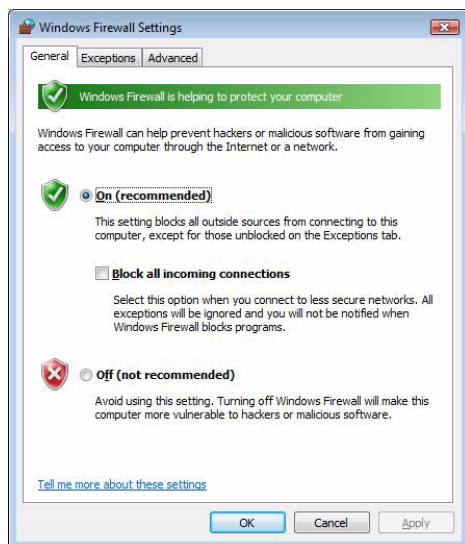
Defrag Drive

The Defrag Drive icon opens the Disk Defragmenter dialogue box. Here you can clean up your hard drive by performing the defrag optimization.

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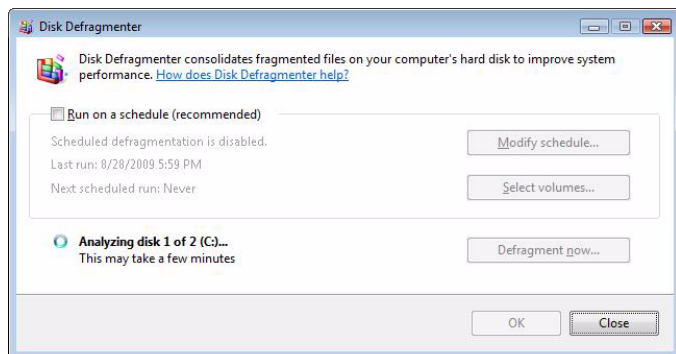
Maintenance Controls

The Maintenance section contains items that are primarily used by an authorized service center or by a user with instructions from technical support.

Update Palette Software

The Update Palette Software icon opens the Palette Software Upgrades dialogue box. Here you can perform a software update by launching a software update file.
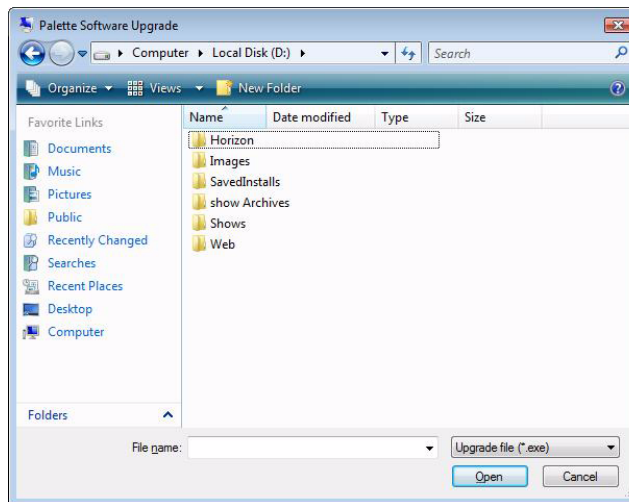
Hardware Test

The Hardware Test icon opens the console test options screen. This functions allow you to perform a hardware test to determine if there are any malfunctions with the buttons and sliders on your console.

Run the hardware test, select your console, select the panel to test and then activate all hardware elements. Any odd behavior should be reported to an Authorized Service Center for diagnosis.
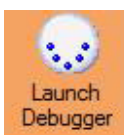
Launch Debugger

The Launch Debugger icon launches the Engine Status program and then the PaletteOS. This should only be used when directed by a technical support specialist.
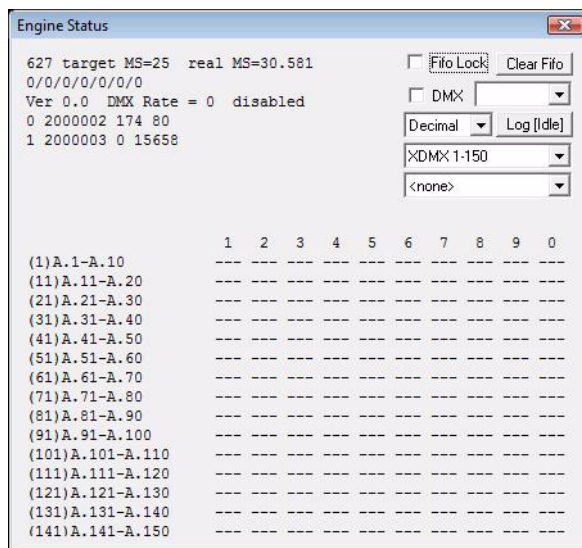
USB View

The USB View icon launches the USB View program. This should only be used when directed by a technical support specialist.
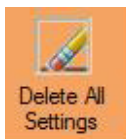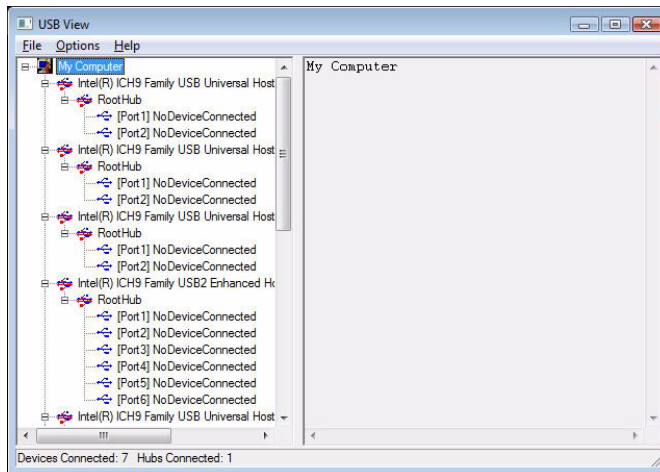
Delete All Settings

The Delete All Settings icon allows you to return the console to its factory default settings.
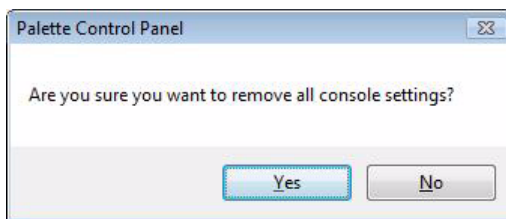
End Console Processes

The End Console Processes icon will stop all console programs from running. This should only be done by an authorized service center or by instruction from a technical support specialist.
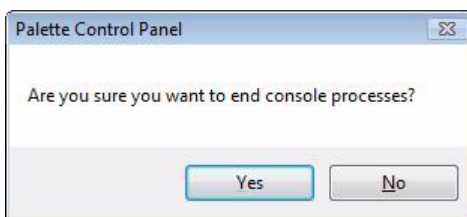
Information

This section provides useful technical information about the hardware, software and settings.
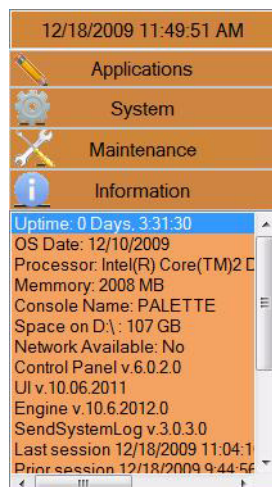
Run/Shutdown Controls and Application List

Launch / Show PaletteOS

This button launches the PaletteOS software application so you can begin programming a new show (or load an existing show file). The button will also return users to the Palette Operating Software window.

Application List

Click the arrow to bring up the list of PaletteOS applications that are available.

System Shutdown

This button will shutdown the console. Click "Yes" to proceed. If recent changes have not been saved, the console will ask to save (or discard) changes before exiting.

Note: Answering either way (Yes or No) to the "Show Modified" dialogue box will shutdown the console. DMX512 transmission will cease when the console is shutdown.

Note: If you wish to reboot the system, hold down [SHIFT] and select the red shutdown button on screen. Then select "Reboot."
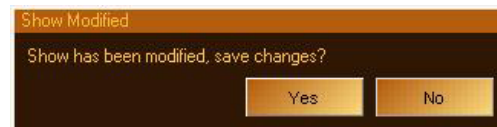
Tracking Backup

Tracking backup allows a second console or PC to stay in sync with the one that is driving the stage, so in the event of a failure you can just switch to the backup and continue unscathed. The second device must have equal authorization to the main system, but it can be in the form of a second console, or simply a Horizon Universal Key on a networked laptop. If you have installed Palette PC, you will find a Palette Backup shortcut in the Palette section of your START menu. To launch a tracking backup session from another console, CTRL-click on the Palette icon in the Control Panel.

Remote Engine

Remote Engine allows a second console or PC to view and edit what is going on in the Main Console. This means multiple programming sessions can be happening at the same time, or a designer can be editing as well during a cueing session. If you have installed Palette PC, you will find a Remote Palette shortcut in the Palette section of your START menu. To launch a remote engine session from another console, CTRL-click on the Palette icon in the Control Panel.

RESTORING THE SOFTWARE

1. Updating or Re-Installing PaletteOS Software

If it is necessary to update or re-install the PaletteOS application onto the processor, follow the steps below.

Note: The processor always looks to removable media first upon startup for software updates. Therefore, it is important not to leave a USB Key containing update software in the processor. This method does not archive the install, but you can always find the software on our website. Follow the procedure below to re-install.

To update PaletteOS software:

Step 1. At Strand website, download upgrade file (file name: *PaletteOSX.X.X.exe*).

Step 2. Copy software file onto a USB key.

Step 3. Plug USB key into console.

Step 4. At console, close Palette console software. (Control Panel will launch.)

Step 5. From Control Panel, open File Manager.

Step 6. At folders list, locate the inserted USB key and select upgrade file (*PaletteOSX.X.X.exe*).

Step 7. Press [Ctrl] [C] to copy.

Step 8. Select *D:\SavedInstalls* folder on console hard drive.

Step 9. Press [Ctrl] [V] to paste. (The file should copy from the USB key to the console's hard drive.)

Step 10. Unplug USB key.

Step 11. Double-click *D:\SavedInstalls\PaletteOSX.X.X.exe* file.

Step 12. Follow all prompts to run upgrade program.

Step 13. Reboot console to complete installation.

To re-install current *or* previous version of PaletteOS software:

Step 1. Using Control Panel, launch File Manager. (Refer to .)

Step 2. Browse to *D:\SavedInstalls* directory.

Step 3. If the version you want is here and the file name is *PaletteOSX.X.X.exe*, then you may double-click this file to initiate the installation process.

Step 4. If the version you want is NOT here, then follow the instructions to Update PaletteOS Software above.

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4.

Setup

- **Accessory - Hardware Components**

Note: This chapter provides software operations which are necessary to configure console hardware components.

ACCESSORY - HARDWARE COMPONENTS

1.   Overview

The console is highly configurable and can be set up in different ways depending on your requirements.

The Hardware Setup window provides setup options. Components such as button array panels, Grandmasters, triggers, and console lights can be configured by pressing the appropriate tab in the window.

To access the Hardware Setup window, select "Hardware Setup" from the main softkey menu. For more information on setting up components, refer to "Hardware Setup" in the PaletteOS software **Help Menu**.

Press tabs to bring up configuration options for hardware components

2.   A/B C/D
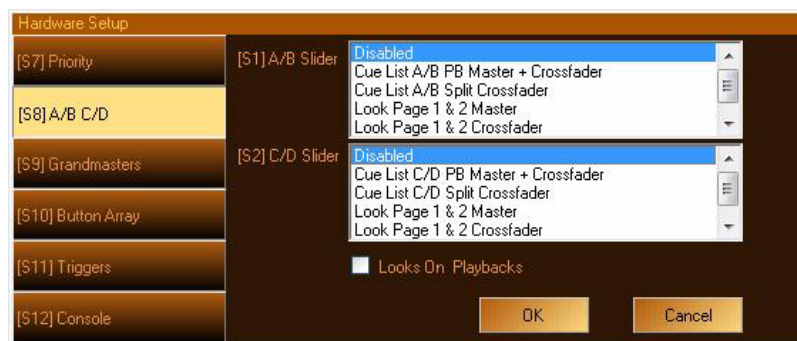
The A/B faders have multiple purposes. On a new show file, the A/B faders are configured as Preset A/B Two Scene Masters. The C/D faders are not applicable to the Palette VL console, therefore these will be disabled in the show file and any settings for the C/D pair will have no effect. Regardless of configuration of the A/B faders, the [SELECT], [HALT/BACK] and [GO] buttons will function as normal on the appropriate cue list.

All modes are described below:

• **Disabled** - If you chose this option, the sliders will do nothing. If you are just doing a "GO SHOW," this is the safest mode of operation as inadvertent moves on these faders will have no affect.

• **PB Master + Crossfader** - In this mode, the left-hand fader is the overall intensity master of the cue list assigned to this playback and the right-hand fader is, at will, a manual cross fader. The [GO] and [Halt/Back] buttons function as normal, but at any time you can grab the fade and manually complete it using this handle. If you [Halt] the cue, you can either press [GO] to complete it, or use the handle to manually complete the transition to the next cue. If you are sitting in a cue, moving the handle will initiate the transition to the next cue.

All levels going up and down will be affected. All times will be re-scaled to the distance the handle has to travel, with the greatest time in the cue being measured using that distance and all others scaled to that. Wait times will be scaled too.

At any point before reaching the end of travel, you can move the handle backward to reverse the transition. Once you reach the end of travel, the next cue in the cue list will be pending. You do not have to physically reload a cue or move the fader back to it's starting position. The next cue transition will begin by moving the fade off the end of travel you just reached or by simply pressing [GO].

If you hold down [SHIFT] while manually moving a crossfader, you can move backwards through a cue list. (i.e., the cue that has just been completed will be the pending cue, rather than the next cue in the cue list).

- **Cue List Split Crossfader** - The Split Crossfader mode sets up the left-hand fader to, at will, manually control the levels moving up in the next cue while the right-hand fader manually controls the levels going down in the next cue. Moving these faders in tandem executes a standard crossfade. Both handles need to reach their end-travel destination before the cue completes. Once the cue completes, the pending cue changes and the handles are ready to execute the next manual fade. You do not need to exercise the full travel of the handles to re-load the next cue.

- **Look Page 1 & 2 Master** - in this mode, the left fader will act as a master for submaster page 1 and the right fader will act as a master for submaster page 2.

- **Look Page 1 & 2 Crossfader** - in this mode, the left fader will act as a master for submaster page 1 as normal and the right fader will act as a master for submaster 2 inverted. This way you can slide them both together and use them as a dipless crossfade mastering between two submaster pages.

Notes on Playback Handles:

- If you press [HALT] while a cue is in progress, you can manually complete the cue by pulling the handle.

- You can reverse the direction of the current fade at any time before the handle reaches its end-point destination.

- If you start a cue by pressing [GO], then while the cue is in progress, you move the handle, that is equivalent to pressing [HALT] then manually completing the cue by pulling the handle.

- If you move the handle to Halt a cue, but then decide you want the cue to complete in cue-time, you can simply press [GO]. You will have to park the handle at one end or another to make it active again.

- If you Halt a cue for any reason and choose to complete it using the handle, all times will be re-scaled to the distance the handle has to travel, with the greatest time in the cue being measured from top to bottom and all others scaled to that. Wait times will be scaled too.

- It does not matter if the handle is at the top or bottom when you start to use it. As long as it is at one end, it will function as a manual crossfader, moving you forward through the cue list.

- If you want to manually crossfade backwards through the cue list, hold down [SHIFT] while pulling the handle. You will notice that the pending cue in gray at the bottom of the bubble will have a lower number than the current cue in black text up top.

3. Dead Black Out (DBO)

The Dead Black out has multiple functions. Whenever it is enabled, it is like pulling the Grandmaster slider down to 0% in zero time. There are macros that allow you to control this feature programmatically.

- **Disabled** - Select this option if you don't want to accidentally plunge your stage into darkness by pressing the DBO button.

- **Momentary** - If you select this option, pressing the button will black out the stage only while you have your finger on the button. Use this if you want to 'bump' the stage out for effect.

- **Toggle** - If the DBO is set as a toggle, pressing it once will black the stage out and pressing it again will restore it. While the DBO is on, the red LED will flash rapidly.

Note: The red LED on the [DBO] button will flash slowly if the level of the handle is between 1% and 99%.

4. Console Setup

QWERTY Keyboard Cue List Control

By default, the QWERTY keyboard on the Palette VL processor will control the displayed Cue List. For example, the [Spacebar] executes a Go; the [Z] key executes a Pause or Halt; and the Slash [\] will Release the Cue List. (For the full QWERTY mappings, refer to "Processor Keyboard Shortcuts" on page 32).

If you uncheck this option, any method of controlling the cue list from the keyboard will be disabled (including pressing [EDIT] in the first column of the Cue List). To run cues, you either need to press the dedicated buttons on the console or use the Cue List Toolbar buttons using the Windows UI console personality with the mouse.

Level Entry Mode

This option affects the way that you enter levels for channels from the keypad.
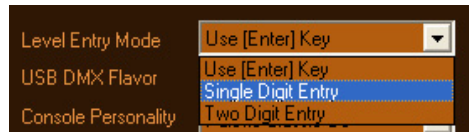
Use Enter Key:

Command Line, where the action is confirmed with the Enter key.

> [1] [@] [7] [ENTER] : Channel 1 goes to 70%

Single Digit Entry:

Channel goes straight to the desired level after a single digit is entered following the [@] key (i.e. the [ENTER] key is not used).

> [1] [@] [7] : Channel 1 goes to 70%

Two Digit Entry:

Channel goes straight to the desired level after a percentage is entered following the [@] key (i.e. the [ENTER] key is not used).

> [1] [@] [7] [0] : Channel 1 goes to 70%

Console Personalities

The following Console Personality modes are available. Each mode offers a slightly different method of colors and spellings. The modes are as follows:

• GeniusPro (500 series) - GP - British spelling, 500 series colors (magenta is up, cyan is tracking)

• LightPalette (500 series) - LP - US spelling, 500 series colors (magenta is up, cyan is tracking)

• Palette Classic Europe - EU - British spelling, LP90 colors (cyan is up, magenta is tracking)

• Palette Classic US - US - US spelling, LP90 colors (cyan is up, magenta is tracking)

5.   Macro Editor and Commands

Macros can contain Commands or Scripts, however, they are not keystroke recorders. Macros Commands are very powerful, user-definable routines that the PaletteOS runs when assigned to cues, time events, macro buttons, variables or triggers.

Note: If you need more advanced show-control automation and logical branching, refer to "Macro Editor and Scripts" in the PaletteOS software **Help Menu**.

When a Command is assigned to the Cue Action of a cue, the macro icon will appear in the Action column.

You can add a Command to a cue by moving the blue box to the Action column and pressing [Insert]. A Cue Action dialogue box will open:
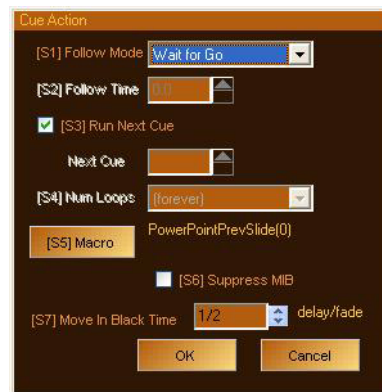
Click on Macro or press [S5] to add a Macro Command. The Macro Editor will appear.
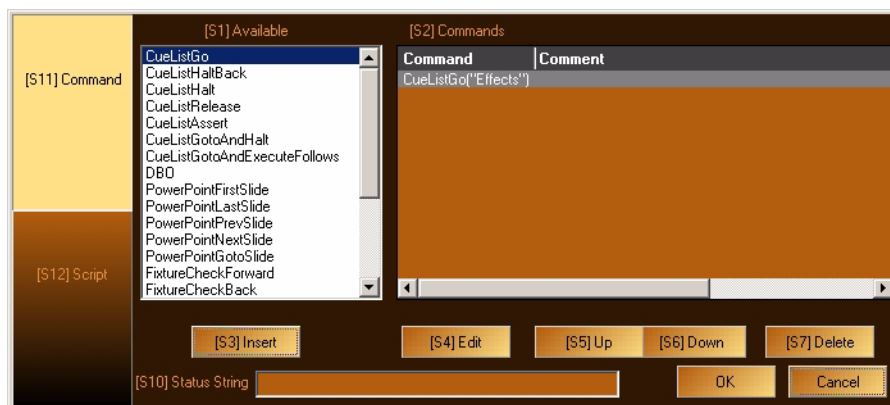
The main [S11] tab on the left should be set to Command, showing the commands available in the list under [S1]. Press the softkey until the desired command is highlighted, then press [S3] to insert it into the list on the right. The Edit Macro dialogue box will open.

Note: You can double click on any available macro to add it to the list. [SHIFT] [S1] will move backwards through the list of macros.
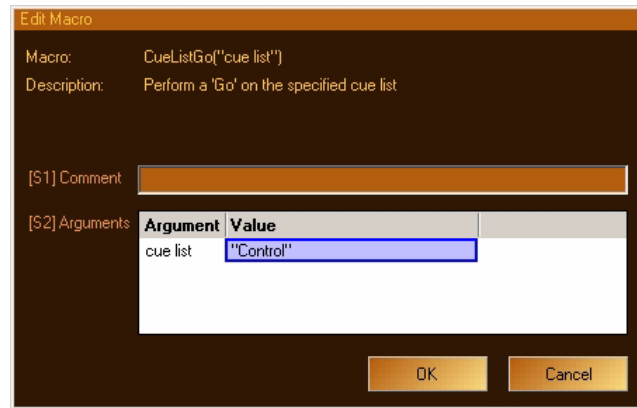
Any arguments (parameters) of the command will be listed. Double-click on the Value column to set an appropriate value, then click OK.
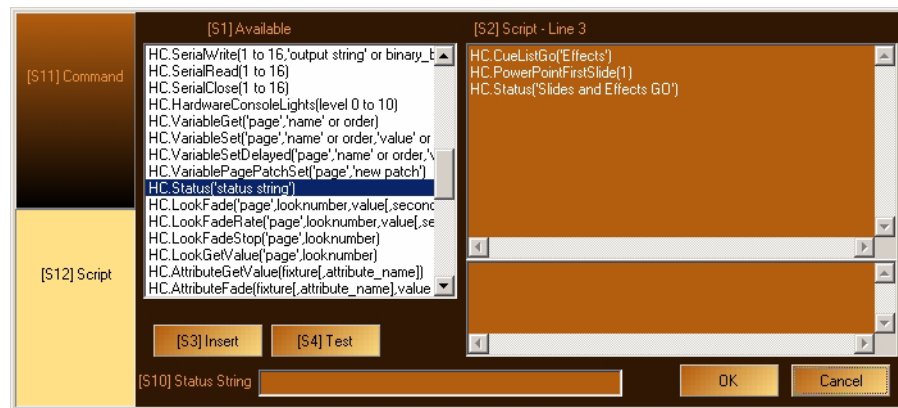
You can Insert as many individual commands as you like for each macro and order them by selecting their line and use [S5] and [S6] to move them Up and Down in the list.

Notes

5.

Operation

- **Selecting Channels and Setting Levels**

- **Recording a Cue or Look**

Note: This chapter provides software operations which will get the system up and running. For complete software operation instructions, refer to the Palette Series Software User Manual.

SELECTING CHANNELS AND SETTING LEVELS

1.   Channel Grid Overview

Channel information is displayed on the Channel Grid (shown below) with the channel number on the top row of numbers and the level on the bottom row. The color bubble below can be turned on or off using the Display menu. Selecting a channel is the first step towards setting or modifying levels.

Channels may be selected with the mouse or with keystrokes.

Selected channels are identified in the channel grid by a red highlight around the channel:

The level may still be controlled by other means (i.e, Cue Lists or Look Masters). Until you specify that you want to change the level, you do not have control over it with the wheel or keypad. Once a level is altered, the red outline will fill in and a white triangle (delta symbol - meaning changed) will appear. Attributes will be indicated by a red triangle and text:

Note: Refer to "Selecting and Setting channels" in the PaletteOS software **Help Menu** for more instructions.

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2.   Using the Keypad to Select Channels

To Select Channels Using Keypad:

Step 1.   At keypad, enter number of channel(s) you wish to select. (Typing will be reflected in the Command Line.)

Step 2.   Use + (And), / (Through) and - (Minus) keys to select groups of channels.

Step 3.   Press [@] or [*] on the QWERTY keyboard to set a level in percent.

Step 4.   Enter percentage value. If you enter a single number, it will be multiplied by 10 (example: pressing [5] [ENTER] results in 50%).

Step 5.   Press [ENTER] to complete the action.

Level Entry Mode

When working on the command line you can choose to terminate fixture selection and level set commands with or without using the [ENTER] key. The options are to use Enter, Single Digit or Two Digit entry. With single digit entry the syntax [1] [THRU] [1] [0] [@] [5] will take 1 through 10 to 50%. To achieve the same thing with Two Digit entry, you would type [1] [THRU] [1] [0] [@] [5] [0]. If you wanted 5% in single digit entry, type [1] [THRU] [1] [0] [@] [0] [5] [ENTER]. *Note*: Typing [1] [THRU] [1] [0] [@] [.] [1] [2] [7] [ENTER] will set fixtures 1 through 10 to 50% in any mode. The decimal point identifies setting DMX512 values.

Notes:

•   Alternately, you can select channels and roll the wheel to increase or decrease their level from the current position.

•   Holding down [SHIFT] while rolling the wheel, changes the values in Decimal rather than Percent.

•   To set a level of 5%, enter [0] [5] [ENTER].

•   Use the [@] [LOOK] syntax to open the Apply Levels dialogue box to reference pre-recorded Looks as Palette VL references.

•   Make sure the Num Lock key is on before using the numeric keypad.

Note: For more detailed instructions, refer to "Command Line Syntax" in the PaletteOS software **Help Menu**.

3.   Using the Mouse to Select Channels

Note: For more detailed instructions, refer to "Using the Mouse to Select Channels and Levels" in the PaletteOS software **Help Menu**.

To Select channels Using Mouse:

Step 1.   Position mouse pointer on channel number and left-click. Red outline will appear.

Step 2.   Select multiple channels with mouse by left-clicking on first channel, holding left button down, and dragging mouse to last channel in group.

Step 3.   Use mouse wheel to change level of selected channels.

RECORDING A CUE OR LOOK

1.   Recording a Cue

Fast Description

The following works in any console personality:

Step   1.   Select channels and set levels.

Step   2.   Press [RECORD] [ENTER] or [RECORD], Cue #, [ENTER] or [RECORD] [SELECT] on the Playback you want to use.

Notes:

- [SHIFT] [RECORD] allows you to record via the dialogue box.

- If you want to keep the Record Cue dialogue box open to add a label or change the record options, hold down [SHIFT] before pressing [SELECT].

- If the blue box is resting on the last cue of the cue list, the Record dialogue box will be automatically stuffed with the next whole number if the last cue is a whole number. If it's a point cue, then the next point cue will be suggested.

Detailed Description

Step   1.   Set the levels you want to record in a cue. The levels can be set by any method (using the mouse, the keypad, Looks, Groups, etc.).

Step   2.   Press [RECORD] or click the Record button on the "Tool Bar." for the command line solution.

Step   3.   If [SHIFT] [RECORD] is used, the Record dialogue box will open:
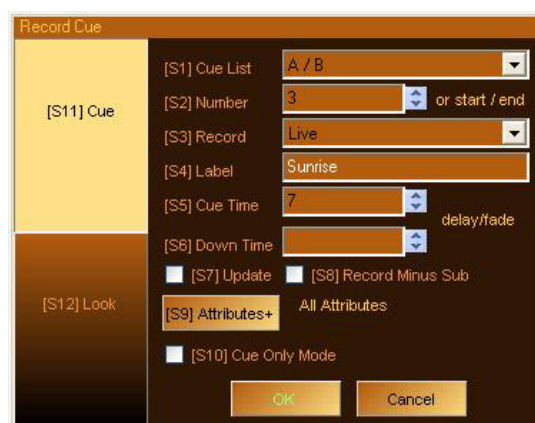
Step   4.   Enter a cue Number. (The number in the [S2] box should be the next available cue at the end of your cue list or it will be cue number highlighted by the blue box.) The Cue Number box is active by default, so you can just enter a number and press [ENTER].

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The following properties are optional:

[S1] - If needed, select the "Cue List" to record to. The default is the cue list you currently have selected.

[S3] - Change the "Record" option if needed. The default option is to record your Live as exactly what you see on stage coming from the selected cue list. To find out what the other options mean and when to use them, refer to the PaletteOS software **Help Menu**.

[S4] - Enter a Cue Label. This label will appear in the Cue List next to the cue (optional).

[S5] - Change the Default Cue Time. This box will automatically be stuffed with the value from the Default Cue List Options.

[S6] - If you don't enter a Down Time, the Down Time will be the Cue time. If you do enter a Down Time, the Cue Time is equivalent to the Up Time. If you need the cue to wait a specified amount of time before it starts to fade (either Up or Down), use the Wait/Fade syntax in the time field.

[S7] - If you are recording to an existing cue and want to update in the changes, select "Update." Updating means that the new data will be merged into the existing cue, not destroying data that is currently there. If you are recording to an existing cue and don't select "Update," you will see the dialogue box shown below after you press [ENTER].

[S8] - Check "Record Minus Subs" if you don't want to pull in levels from recorded submasters that are active on stage.

[S9] - Opens the "Attribute" dialogue box to filter what will be recorded in this cue:

Notes:

- If you double-click [S5] (or any other softkey), it will 'solo' Position. That is, all other check marks will clear and Position will remain checked. These softkeys are also mapped to the "Moving Light" buttons to the left of the encoders.

- While in the main Record dialogue box, if you press [SHIFT], the softkeys will be displayed as follows:

Again, these softkeys are also mapped to the "Moving Light" buttons to the left of the encoders. Pressing any of these changes the attribute masking without the need to open the "Attribute" dialogue box. You can also double-click any attribute family to solo it.

[S10] - Select "Cue Only Mode" if you are updating a cue which is not the last cue in the cue list and you don't want the changes you've just made to go past this cue. Tracking is ON by default, however, you can change the default in [S2] "Show Options." (This option is disabled if you are appending to the cue list.)

Step 5. Press [ENTER] to close the dialogue box. If you are attempting to record over an existing cue and you have not selected "Update" as described in [S7] above, you will be presented with the following dialogue box.
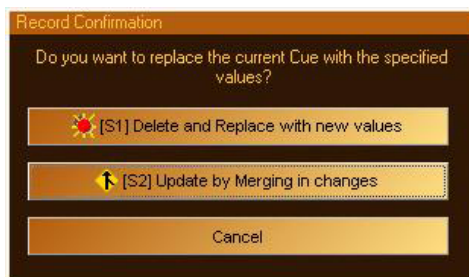
- Update (see above) is the default. Pressing [ENTER] or [S2] will close this dialogue box and update the existing cue, not losing old cue data.

- Pressing [S1] "Delete and Replace" will delete the existing cue and record the new cue data to this cue number using the channels specified in [S3] optional above.

- Pressing "Cancel" will close this dialogue box and return to the "Record" dialogue box.

Step 6. The recorded cue appears on the cue list.

Note on Recording Ranges of Cues:

If you want to record values through a range of cues, enter the range using the X/Y syntax in the **[**S2**]** box:

As soon as you type the "/" symbol for Thru, the Label, Cue Timing and Update control become inactive. When recording through a range of cues, new cues will never be created as this type of recording is necessarily an update operation. When you press "OK," you will be presented with this dialogue box:

If you select "Block new values into cue range," each cue in the range will get the new values as determined by the Record Options you selected with [S3] in the "Record" dialogue box. This may result in Redundant Data which may or may not be desirable (normally only desirable in multiple cue list environments where you want to be sure each cue will be in total control of those lights, regardless of what other cue lists are doing). By default, [S2] "Track new values through cue range" is selected (so pressing [ENTER] will close this dialogue box using this option). If you select this option, the values will be recorded in the first cue in the range and they will track until the end of the range. You can still check [S10] "Cue Only Mode" in the "Record" dialogue box to not track beyond the end of the range, even when using the [S2] "Confirmation" option.

Tips:

• You can use the [WHEEL] to change many of the controls in this dialogue box. Holding down [SHIFT] while using the Wheel changes numeric values by 0.1.

• You can quickly record a cue to a cue list that is not currently selected by pressing [RECORD] [SELECT].

Detailed Description

These versions work via the command line as opposed to the Record Cue dialogue box. Access to all options within the dialogue box can be found in the softkeys.

If a softkey is showing a green arrow, clicking on this softkey will enable more softkeys directly above it on the M-keys.

2. Recording a Look (Submaster)

Look Masters (Submasters) can be set up and recorded in either the Live (Active) or Blind.

From Live Display:

Step 1. Select [LIVE] button from channel Grid Tool Bar.

Step 2. Select channels to be assigned to Look Master.

Step 3. Set levels for channels.

Step 4. Press [RECORD] then the Look # and press [ENTER] *or* press [RECORD] then press Bump button at desired submaster.

Step 5. Press [SHIFT] [RECORD] [LOOK] or [S12] to open the Look dialogue record box.

Step 6. Enter number of the Look Master you wish to record.

Step 7. Enter a Look Master label in the text box (optional).

Step 8. From drop down list box, select which channels will be recorded in this Look Master.

a. Live - will record the entire output of the desk. Will include or exclude subs based on the setting in Hardware Setup.

b. Delta - only channels that have been changed.
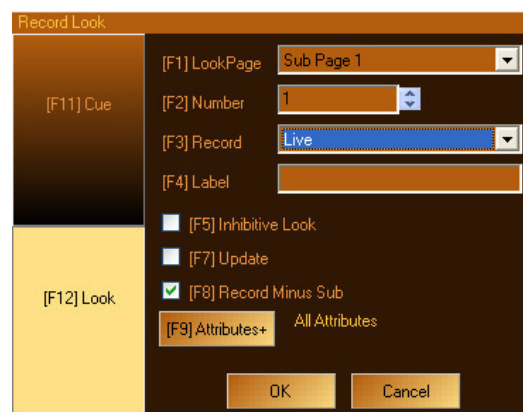
     c. Selected (all attributes) - only channels currently selected but will include all attributes for that fixture whether they have been adjusted or not.

     d. Captured Attributes - only channels that have been selected and changed. This will include only the attributes that have been changed. Not all attributes.

     e. Captured and Selected - only channels that have a red text for their level value (this is the default when you press [RECORD] [GROUP].

     f. Block Everything - Will store a hard level value for every channel that exists.

Step 9. Select the Look Type. From the drop down list box, select from the following options:

     a. Additive (HTP): Highest Takes Precedence. Stored in this manner, the look will build upon other looks and take over only when its stored level is higher.

     b. Assertive (LTP): Last Takes Precedence. Stored in this manner, the look with work with other looks depending upon the order in which the looks were activated. The last one will assert over a previous one.

     c. Exclusive: stored in this manner, the levels are now controlled exclusively by this look. Cues other looks and manual control will not override. It can ONLY be controlled by that look.

     d. Inhibitive: stored in this manner, the look handle or submaster will normally be in the up position and pulling it down will limit or inhibit the level that it is outputting. This is the same functionality as a Grand Master.

     e. Assert Only (HTP): stored in this manner, all attributes that are stored in that Look will remain at the Look's position when the Submaster is released.

Step 10. Use "Update" when you want the levels that have changed to merge and not replace the existing levels in the look.

Step 11. Use "Record Minus Subs" checkbox to select if you do not want to record levels set by other Look Masters. This option is set in Hardware Setup.

Step 12. Click "OK" (or press [ENTER] on the keypad) to record the Look Master.

3.   Look Pages

By clicking the icon in the top left-hand corner of your screen titled "Look," you will be taken to the Look screen. Here you are able to access all of your Looks pages and individual Looks within those pages.

You have the ability to bring up each individual look by clicking on that Look and dragging up the Virtual Look Slider to the appropriate percentage, *or* by changing the percentage in the values column. The values within that Look will be displayed in the channel grid.

If you move the blue box over to "Look Type," you now have the ability to set your Look to various types.

A.
Specifications

1. Palette VL Lighting Control Console

Technical Specifications:

- Supply Voltage Universal power supply 90-240V
- Approvals ETL listed and CE marked
- Construction Galvanized sheet steel and aluminum extrusion Flame retardant ABS controls
- Operating Temperature 0° to 50° C ambient (32° to 122° F)
- Humidity 5% - 95% non-condensing
- Storage Temperature -40° to 70° C (-40° to 158° F)

Weight:

- Palette VL16: 27 lbs (12.5 kg)
- Palette VL64: 38 lbs (17.5 kg)

Dimensions (LxWxH):

- Palette VL16 - 17.8 x 25.5 x 4.5" (640 x 452 x 115mm)
- Palette VL64 - 17.8 x 39 x 4.5" (991 x 453 x 115mm)

Connectivity:

- One (1) Ethernet RJ-45 port, Strand ShowNet compatible
- Three (3) USB ports (two on rear panel and one on front panel)
- Two (2) VGA monitor outputs (monitors not included)
- One (1) Serial port
- Two (2) DMX512 XLR-5 ports
- One (1) 1/8-inch Audio Out Port
- One (1) 1/8-inch Audio In Port

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B.
Software Tips

1.   Helpful Tips and Shortcuts

Below are some helpful tips and shorts to operate and program your Palette VL Control Console. Take a few moments to review these for future use. The tips are also available through the PaletteOS software.

- Use the [HELP] button to get help on any specific button or in any dialogue box. To get help on buttons, press [HELP] then the desired button.

- If your hardware is such that the A/B faders crossfade you between cues (see S3 - HARDWARE SETUP), holding down [SHIFT] while moving the faders moves you backwards through the cue list.

- If you press and hold the softkeys accelerator for a pull-down list in a dialogue box, a large popup will appear, allowing you to use the level wheel to select a value.

- You can add profiles to any timed fade (intensity, position, color, etc.). As you use the blue box to enter times, the softkeys change giving you access to profiles such as slow start, damped and zigzag.

- The Universal Attribute Control allows you to move your moving lights in straight lines rather than arcs.

- Palette VL can read the SMPTE time off your MP3 files and you can synchronize cue lists to music.

- In the Hardware Setup under the Console tab, there is a checkbox that allows you to mute QWERTY keyboard events for controlling Cue List.

- Attribute masking can be used when Moving, Copying, Recording, Loading or Updating cues and looks. Rather than opening the [S9] Attribute dialogue box, hold down SHIFT and use the softkeys. Double pressing any attribute family will solo it.

- Palette VL's Auto Move In Black will automatically set up your moving lights ready for the next cue their used in. MIB features can be customized on a pre-cue basis using the cue Action dialogue box.

- Palette VL's ability to 'busk' moving lights is very powerful. You can change the attribute behavior of your moving lights by VIEWing the properties of a Look Master.

- The Show Options has a field where you can set the level for the [ON] button. Double pressing the [ON] button will always give you 100%.

- Every dialogue box has a small blue question mark in it. Press this button to get context sensitive help.

- Palette VL supports 100 Priority levels for Looks and Cue Lists. The highest priority is #1 and the default priority is #70 for Cues and 70 for Looks.

- To enter times in the HH:MM:SS format, use two dots (i.e., " .. ") to make the colon. This format extends from days (DD) to fractions of a second or frames (FF) in SMPTE time (i.e., DD:HH:MM:SS.FF). Note that frames or the 100th of a second appear after a single decimal point.

- Moving Head channels can normally hit the same place on stage using two different sets of pan and tilt. Use the FLIP TOOL to try cues out using either.

- [S12] is the Select softkey. Pressing it gives you twelve methods of selecting channels in your rig, including Evens, Odds, Previous, Levels Going Up, channels Using Palettes etc. You can even store your own selection set similar to Memory Store and Memory Recall on a calculator.

- Using the command line, you can alter intensity levels relative to their current position using the [1] [THRU] [1] [0] [@] [+] [1] [5] [ENTER] syntax. The command line will read "UP" when you press [+]. Similarly you can press [-] for "Down". If you're controlling moving light attributes, the [+] puts the word "Relative" in the command line.

- The Universal Attribute Control gives you six different color spaces to select and fade your color mixing channels.

- The Fan tool allows you to evenly spread out attribute values using one of the following functions: Center, Right, Left, Ends, Random, Random Positive, Sine and Tangent. You can also repeat the fan throughout your selection set.

- When controlling moving lights, double hit the softkey for an attribute to display a large pop-up with fixed attribute values. The softkeys 1 through 12 map to these values for very quick access.

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- The command line supports relative movement of moving light attributes. For example, you can type [1] [THRU] [1] [0] [PAN] [+] [9] [0] [ENTER].

- If you want one group of channels to move at a different rate than others in the same cue, you can either move those channels to a different part or use the Independent Timing where each and every attribute of every channel can have its own Wait and Fade time. This is handy if you want splayed offsets and are not concerned about managing parts in the cue list. To access Independent Timing, press [SHIFT] [EDIT] *or* the TIME bubble above the channel grid.

- The four buttons below the encoders on the console open large popup selection lists for the attribute values currently assigned to those encoders. Spinning the encoder will highlight different values and pressing the button again will put those values live to stage.

- If you enter a range of cues in the Record Cue dialogue box or command line, you have the option to record values in all cues in the range, or to just record in the first cue and track through the rest.

- Time Events can trigger on specific days of the week or month and have hourly or daily repeat frequencies.

- Cues can steal away from active Looks Masters if both are at the same priority, but by default, looks and cues are both priority 70.

- Use [SHIFT] with the arrow keys to select multiple cells with the blue box in the Cue List. This is handy for changing many cues' times all at once. This is also how you select multiple cues to delete, move or copy (before touching the [DEL], [MOVE] or [COPY] keys). Loops are easily created by highlighting multiple Action cells and pressing [EDIT] to add follows and links.

- The A/B and C/D faders can be configured with S3 - HARDWARE SETUP to either manually fade the Up and Down times, crossfade the cues, work as cue list masters or be manual two-scene masters.

- You can write a Block cue by selecting the ALL Levels (Block Cue) Record option in the record dialogue box, or just by right clicking on a cue and selecting Block Cue. A horizontal line above the cue will show you that no channels will track into this cue.

- You can rearrange the column in the Cue List by clicking and dragging the column headers.

- Use the Tools button to open Virtual 5X5 Button Arrays for Groups and Positions, Color and Gobo/Lens palette access.

- The command line supports range entry of when setting levels. For example you can type [1] [THRU] [1] [0] [@] [1] [0] [-] [1] [ENTER]. The [-] appears on the command line as the word "TO."

- When you record groups, the selection order is preserved for fanning and independent timing purposes.

- Configure the way the DBO (Dead Black Out) button works in S3 - HARDWARE SETUP. It can be a momentary button, a toggled or disabled.

- The Track Sheet can show you every parameter of the moving lights in your rig. You can expand and collapse this detail level on a per channel basis. Find the Track Sheets under the Display menu.

- The [UNDO] button has multiple functions. It will close any open dialogue box or it will release selected channels if no dialogue box is open. Press [SHIFT] [UNDO] to bring back what you just cleared.

- DON'T USE THE TRACKPAD - you don't have to. Almost every function can be achieved using dedicated keys, the Softkeys (S1 - S12), the [NEXT]/[PREV] button, the level wheel or the arrow buttons.

- If you put the forward slash character {/} at the beginning of a cue label, the text will appear italicized. If you use an exclamation point {!} it will be bold.

- You can drag columns around in the Cue List to suite your needs. Double clicking on column separators will automatically size the column for you.

- You can move any selected channels in a cue to a separate part by pressing the PART softkey and then update the cue. Move the blue box in the cue list to change cue part timing. Palette VL supports 26 different parts plus independent timing.

- The Grand Master can either include or exclude captured channels. Choose your option in S3 – HARDWARE SETUP.

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- The NEXT/PREV button moves you through dialogue boxes. Use it with [SHIFT] to move backwards through a dialogue box.

- You can delete cue parts by highlighting any cell part's line with the blue box and press the DEL key. The channels in that part can either be moved to the main cue or removed from the cue altogether.

- While you are in a dialogue box, the SOFTKEYS will take you to the individual controls. The control that currently has the focus of the WHEEL, ARROWS or NUMBER KEYS will flash the amber LED on that SOFTKEY.

- Releasing channels works in three stages: First time you press [UNDO], it activates the Undo feature. The second time you press it, it releases the last attribute you touched. The third press releases any currently selected (red background) channels. The fourth press clears all captured channels. Use [UNDO] with [SHIFT] to make it an "Oops" key (a three-stage process).

- The first time you press the [TOOL] key, you must use [SHIFT] [TOOL] and use the Softkeys to select the desired tool. Next time, you can just touch the tools key quickly to toggle the tool on and off.

- Did you know that any cue with zero time (a 'button') will appear bold in the Next Cue column in the cue list directory.

- To quickly copy a Look Master, press [COPY] then the Look's [BUMP] button, then touch the desired new BUMP button.

- While in Blind Mode, moving the blue box loads cues.

- To alter the selected channels by 1% instead of 10%, press and hold [SHIFT] while using the [UP] and [DOWN] buttons.

- Time Events can trigger based on astronomical events such as sunrise and sunset. Palette VL has longitude and latitude values for nearly two thousand cities around the world.

- The console uses Horizon Control's Universal Attribute Control. This very powerful technology allows you to do things like control color mixing lights in six different color spaces.

- Flash channel (a TOOL) works whether or not you have channels selected before you initialize the tool. If you type channel # TOOLS|FLASH, that channel will start flashing. You can then type another channel number and press enter to jump to it. Use the level wheel to scroll through channel quickly. Once you close the tool, the last channel will be selected and ready for you to set its level.

- To make the channels wait a specific amount of time after the [GO] button has been pressed enter a Wait time. Do this by editing the Cue Time box using the Wait/Fade syntax.

- You can remove any redundant data in your cue list by right-clicking in the cue list and select "Remove Redundant Data." Alternately, you can do it on a single cue or range of cues by selecting them with the blue box first before right-clicking and selecting "Remove Redundant Data."

- When editing Wait/Fade times using the blue box, use [FULL] to highlight the Wait time (start of line) and [OUT] to edit the Fade time (end of line).

- To enter time in HH:MM:SS format, press the decimal key twice to make the colon. This is used for *very* long Fade times or when entering SMPTE times.

- Holding down [SHIFT] while rolling the level wheel on any numeric field will change the value by 0.1.

- If you build a look that you like on one moving light, you can use the [COPY] button to copy its attributes to any other light, regardless of make and model. This is on of the very powerful features of the Universal Attribute Control.

- If another cue lists steals away channels from your cue list, press [SHIFT] [GO] to 'Assert' your cue list. The current cue will not advance.

- If you hold down [SHIFT] while you press [HALT/BACK] the cue list will go back to the previous cue in cue time, rather than the Halt/Back time.

- Busking Looks is a very powerful feature of the console. Look Master can be configured to give true Last Action control to moving light attributes.

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- If you want to remove information in a cue, LOAD the cue, select the channels, release them, then press the [UPDT] key to update the cue.

- To quickly record a Look Master, set the desired levels then press [SHIFT] [RECORD] then a [BUMP] button. You can later edit the name of the Look by pressing [VIEW] then [BUMP] to get the Look's properties.

- If you are editing a numeric column (like time), after pressing [EDIT] you can use the level wheel to change the values. If multiple cells are selected, the values will change relative to each other.

- Use Load to load cues or looks. You can load multiple items on top of each other to combine ideas.

- To quickly move a Look Master, press [SHIFT] [MOVE] then the Look's [BUMP] button. Then touch the desired location's [BUMP] button.

- To quickly copy a Look Master, press [COPY] then the Look's [BUMP] button, then touch the desired new [BUMP] button.

- Go to the Control Panel to change the way your track pad works. You can turn on or off features such as the tap-clicks.

- To release all the Playbacks, press [SHIFT] [REL-PB].

- Use the File Open File Types combo to open Checkpoint files if you've made a mistake.

- To go to the top of a Cue List, press and hold [SHIFT] while pressing the [STEP UP] button. To get to the last cue in a Cue List, press [SHIFT] [STEP DOWN].

- To scroll the channel grid, hold down the SHIFT key while rolling the level wheel. This only works when there are no channels currently selected. To deselect all channels without affecting their set level, press the [BACKSPACE] key until the command line is clear.

- To go to a cue without using the GOTO CUE dialogue box, use the ARROW KEYS to move the blue box to the first column in the cue list on the desired cue and press [EDIT]. This is equivalent to double clicking on that cell with the mouse.

- Using [S2] - SHOW OPTIONS, you can give each Cue List their own default Step times, Back times and Release times.

- Your console worklights can have separate levels. Choose the desired levels in [S3] - HARDWARE SETUP.

- You can right click to Clear or Copy the contents of the History Status to the system clipboard. You can then paste this text into Notepad to save it if need be.

- Typing [VIEW] [CHAN NUM] [ENTER] allows you to change the labels of a channel to make your channel Grid a little easier to understand. Alternately, you can select them and right-click with the mouse and choose channel Label.

- Right click on the divider to the left of the channel Grid to set 20 vs. 25 across.

- The Black Status window will tell you what tool you will get if you touch the [TOOLS] button. To change the tool, press and hold [SHIFT] [TOOLS] and select a new tool using the Softkeys.

- If you want to get back to the stage display while in the patch, just press a [SELECT] key.

- Instead of using the command line to patch channels, try using the blue box. Select the first cell, press [EDIT], type in the desired number then just keep pressing the [DOWN ARROW] rather than [ENTER].

- Press [S4] - SYSTEM to get to applications other than the PaletteOS, such as the file manager, notepad, web browser and media player.

- Running your finger along the very right-hand side of the track pad allows you to adjust the levels of the selected channels.

- Why print to paper? Just email your PDF output right from your desk.

- There is a text editor built into the PaletteOS that allows you to take notes. Get to it using [S4] - SYSTEM.

- Use the level wheel in dialogue boxes to scroll through lists, number boxes and combo boxes. Holding down [SHIFT] while rolling the level wheel will change numeric fields by 0.1.

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- Go to the Control Panel to change your Screen Saver. Changing the Settings of "My Pictures Slideshow" allows you to point to your own directory of images that you place on the hard drive.

- Create a chase easily by selecting a range of cues' ACTIONs with the blue box, press [EDIT] and select "Follow After Fade." Then select the NEXT CUE to be linked to the first.

- When controlling moving lights, group multiple attributes together and control them simultaneously by holding down combinations of [S1-S4] and rolling the level wheel.

- Palettes can be nested. If you build Position A from raw values, then build Position B using Position A, updating Position A will affect Position B.

- You can Flip moving head channels easily by pressing [TOOLS] when Flip has been selected as the current tool.. Do this and update the cue when the light 'took the long way around' when running cues.

Notes

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