

XFADE

Editing

- 1 Press and hold the **Edit** button
- 2 Press the **XF** flash button
- 3 The Edit XF Menu
 - Xf Stack number to edit (0-9)
 - Q# Cue number to edit (0-99)
 - Ch Channel number to edit
 - To Channel range to edit
 - At Channel level
 - Infade Infade time for this cue
 - Outfade Outfade time for this cue
- 4 Use the **Preset 1** faders to set new levels or
Use the **Value** buttons to set new levels in the menu
- 5 Press the **Record** button

Recording

- 1 Move the cursor to the X (Stack#) field
- 2 Use the + and - buttons to set the required X number
- 3 Move the cursor to the Q# (Cue #) field
- 4 Use the + and - buttons to set the required Q# number
- 5 Set up the desired console output
- 6 Press and hold the **Record** button
- 7 Press the **XF** flash button

Changing the Playback Order

- 1 Move the cursor to the X (Stack#) field
- 2 Use the + and - buttons to set the required X number (0-9)
- 3 Move the cursor to the Q# (Cue#) field
- 4 Use the + and - buttons to set the required Q# (0-99)
- 5 Press the **XF** flash button

Notes

- * When the **Record** button is held down the LED in the **XF** Flash button may come on. This indicates that the selected X:Q number has already been recorded.
- * Cues record with the default fade times set in the Setup Util menu. To change the fade times for a cue use the Edit XF menu.

EFFECTS (FX)

Recording

- 1 Move the cursor to the FX field
- 2 Use the + and - buttons to set the required FX number
- 3 Set up the desired console output
- 4 Press and hold the **Record** button
- 5 Press the **FX** flash button

Editing

- 1 Press and hold the **Edit** button
- 2 Press the **FX** flash button
- 3 The Edit FX menu
 - Fx Fx number to edit
 - Ch Channel number to edit
 - To Channel range to edit
 - At Channel level
- 4 Use the **Preset 1** faders to set new levels or
Use the **Value** buttons to set new levels in the menu
- 5 Press the **Record** button

FX

Changing the FX playback order

- 1 Move the cursor to the Next (FX) field
- 2 Use the + and - buttons to set the required FX number
- 3 Press the **FX** flash button

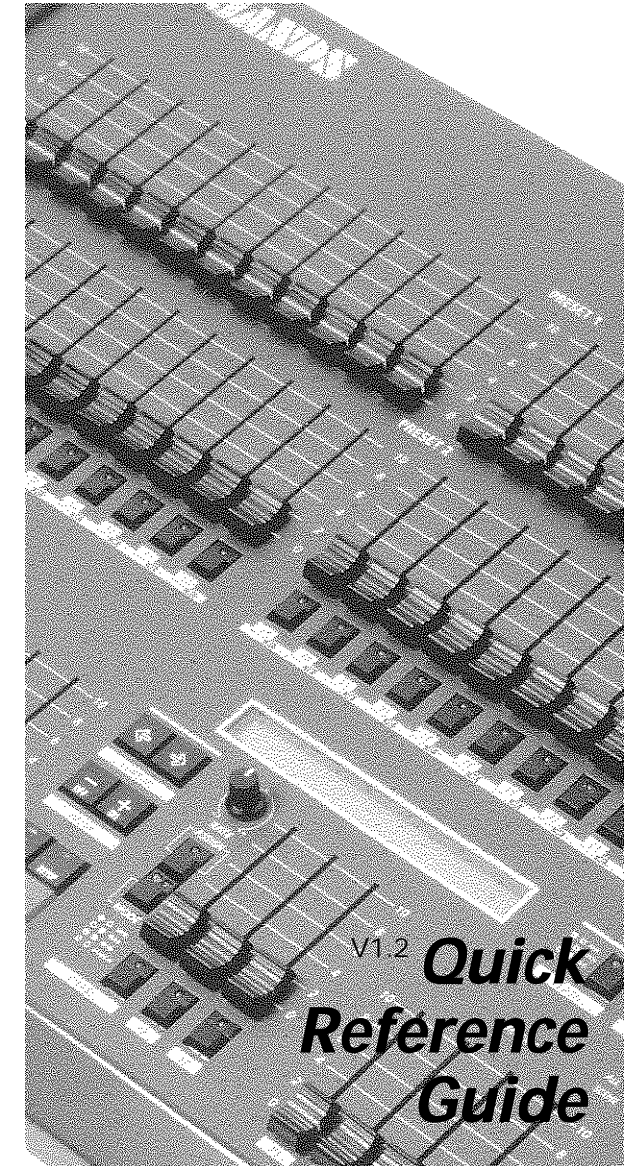
Notes

- * When the **Record** button is held down the LED in the **FX** Flash button may come on. This indicates that the selected FX number has already been recorded.

JANDS

ESP II

LIGHTING CONTROL CONSOLE



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ORG-ESP II-1098-09

FRONT PANEL DISPLAY & CONTROLS

The LCD is divided into 7 fields:

PAGE	shows the Page number (0-29)
CHS	shows the Chase number (0-29)
STEP	shows the Chase Step number (1-50)
NEXT	shows the Next FX number (0-99)
FX	shows the current FX number (0-99)
NEXT	shows the Next Crossfade X number (0-9) and the next Cue number (0-99)
X	shows the current Crossfade Stack number (0-9)
Q#	shows the current Crossfade Cue number (0-99)

Controls

The cursor controls (←, →) and the value controls (-, +) are used to change values shown in the LCD.

→	moves the cursor to the right
←	moves the cursor to the left
+	increases the number above the cursor
-	decreases the number above the cursor

SCENES

Changing Pages

- 1 Move the cursor to the Page field
- 2 Use the + and - buttons to set the new Page number

Page Freeze

Any Scene Master fader set above 0 will remain unchanged until the fader is returned to 0. Then it will join the new Page.

Recording

- 1 Set the Page number to Record on
- 2 Set up the desired console output
- 3 Press and hold the **Record** button
- 4 Press a **Scene** flash button

Editing

- 1 Press and hold the **Edit** button
- 2 Press the flash button of the Scene to edit
- 3 The Edit Scene Menu

<i>Pg</i>	<i>Page number to edit</i>
<i>Sc</i>	<i>Scene number to edit</i>
<i>Ch</i>	<i>Channel number to edit</i>
<i>To</i>	<i>Channel range to edit</i>
<i>At</i>	<i>Channel level</i>
- 4 Use the **Preset 1** faders to set new levels
or
Use the **Value** buttons to set new levels in the menu
- 5 Press the **Record** button

Notes

- * When the **Record** button is held down the LEDs in the **Flash** buttons may come on. This indicates that those Scenes have already been recorded.

CHASES

Changing Chases

- 1 Move the cursor to the Chase field
- 2 Use the + and - buttons to set the new Chase number

Recording

- 1 Set the Chase number to record
- 2 Set up the desired console output
- 3 Press and hold the **Record** button
- 4 Press the **Chase** flash button
- 5 Repeat steps 2-4 to record more Steps to the Chase

Editing

- 1 Press and hold the **Edit** button
- 2 Press the **Chase** flash button
- 3 The Edit Chase Menu:

<i>Chs</i>	<i>Chase number to edit</i>
<i>St</i>	<i>Step number to edit</i>
<i>Ch</i>	<i>Channel number to edit</i>
<i>To</i>	<i>Channel range to edit</i>
<i>At</i>	<i>Channel level</i>
<i>Add</i>	<i>Add a new Step</i>
<i>Del</i>	<i>Delete a Step</i>
- 4 Use the **Preset 1** faders to set new levels
or
Use the **Value** buttons to set new levels in the menu
- 5 Press the **Record** button

Assigning a Chase to a Scene Master

- 1 Set the desired Chase number, speed, direction etc.
- 2 Press the **Chase** Assign button
- 3 Press a **Chase** flash button

Notes

- * When the **Record** button is pressed, the Chase Step field is automatically set to add a new Step to the end of the Chase. To overwrite an existing Step, stop the Chase and set the required Step number.

Summary of Set Up Commands

The **Setup** button is used to show a number of menus in the LCD

PTCH	Patch console channels to dimmer channels
Pch	Patch number (1-3)
Ch#	Console Channel number (1-48) (1-96)
Dim	Dimmer number (1-512)
At	Dimmer level (0-FF)
DESK	Console Setup menu
Mode	Restricts access to Recording when set to Play

LINK	Console Linking menu
Master	Console acts as Master desk (Off - On)
Slave	Console acts as Slave desk (Off - On)
Lamp	Console lamp intensity (0-FF) Wide Double console channels (Off - On)
Psets	Number of Presets (Single - Dual)
LCDS	LCD Setup menu

Cursor	Type of cursor (Block - Line)	Video	Sets Video output type
Contrast	Compensates for viewing angle (0-15)	Infade	Default Crossfade Infade time (XF)
Bright	LCD backlighting intensity (0-15)	Outfade	Default Crossfade Outfade time (XF)
UTIL	Console Utilities menu	MIDI	MIDI Setup menu
P1/2	Reverses operation of P2 master fader	MIDI	Turn on MIDI input (Off - On)
Dbo	Action of DBO switch (MOMT-LTCH)	MIDI-Ch	MIDI Channel to be used (1-16)
Gmast	Sets Master fader to Scene Master (ALL - SCN)	Program	Respond to Program Change messages (Off-On)
		Scene	Scene Fader number (1-12)
		Note	MIDI Note number corresponding to Scene (1-128)

BKUP	Store or Retrieve console data	From	
MCARD	Memory Card menu	Disk	Load console contents from diskette
To Mcard	Record console contents to Mcard	TIME	Set console time
From		DATE	Set console date
Mcard	Load Mcard contents to console		
DISK	Floppy Disk menu		
File Name	Set diskette file name		
To Disk	Record console contents to diskette		