Pronto!

and Pronto+!

Software Version 3.0

Operating Instructions

Part No. 7216M1201

All rights reserved.
No part of this manual may be reproduced or copied in any form without the written approval of **transtechnik Lichtsysteme GmbH & Co. KG**.

transtechnik Lichtsysteme GmbH & Co. KG *an ETC company*

Ohmstrasse 1-3 . 83607 Holzkirchen . Germany
Tel +49 (0) 80 24 / 47 00-0
Fax +49 (0) 80 24 / 47 00-470

eMail info@ttlicht.com
Internet www.ttlicht.com

ON-LINE MANUAL & HELP FUNCTION

Version 3.0 - 2002-08-13

www.prontoconsole.com

Welcome to AVAB Pronto! The on-line manual and the paper manual are the exact same document.

Navigating Help in Console

- Hold down the ? key and press any key in the Pronto! to jump to the chapter explaining that key (F1 in keyboard).

- Yellow hypertext Links take you directly from one topic to another.

- Up/down arrow keys move to the next Link in a page, right arrow selects it.

- Jog Wheel, or up/down arrows & Level Wheel scroll in a page (PAGE UP/PAGE DOWN in keyboard).

- Left arrow key goes to the previous page.

Table of contents

On-Line Table of contents

PART IV: APPENDIX

PART I: General Manual

This is the General Manual, with introduction to the console, and quick programming.

SETTING UP THE SYSTEM

This chapter should help you to set up the system for the first time and check that it is communicating properly with your DMX or AVAB equipment. The following is described in this chapter:

Power up the system

This is a lighting console for controlling dimmers, moving lights, scrollers or any other equipment using the DMX 512 or AVAB protocol.

Equipment required to run this system:

1) Pronto! console & power cable
2) Monitor(s) & power cable
3) Monitor signal cable(s)

Connect the monitor signal cable(s) from the back of the console to the monitor(s), and then connect the power cables to a 230V outlet and start all units. After approximately 30 seconds you should have a screen displaying lighting information on the monitor(s).

If not then check:

- That the monitor is set for VGA IBM compatible mode
- That the monitor cable is properly connected

NOTE: Earlier Pronto consoles have a Video Enable micro switch next to the monitor output, that can be pressed during startup to see the Operating System loading procedure. This is normally blacked out until Pronto is loaded properly.

Load a New Play

When you want to clear the console to start with a new play, you use the "New" command in the File menu. If you are going to work with this system for the first time, we strongly recommend this, since all Pronto Setup settings are reset to a factory default. Also, if you have saved default settings for Dynamic Templates, or Device Parameter definitions, they are restored as well.

Opening a New play loads settings from the following files:
- DYNAMICS.DEF: Default Dynamic effects and tables.
- PARSETUP.DEF: Default moving device parameter assignments to wheels and faders
- SETUP.DEF: Default Pronto Setup settings.

See The Default Pronto Setup Settings.

Clear memory for a new Play:

1) Turn on the power of the system
2) Once the screen is activated with menus, use the down arrow in the console to open the first menu.
3) Use the right arrow to step to the File menu.
4) Press MODIFY to select the option "New".

You will get a dialogue window asking you if you want to clear the Play (memory) of the console.

5) Press MODIFY to confirm this.

You will get a dialogue window asking you if you want to save the existing Play first. You can do this by pressing MODIFY, or you can exit by selecting CANCEL (down arrow). If you press MODIFY, a window will confirm that the default files are loaded.

Choosing output protocol

If your equipment isn't responding at all to the board, you should first check that you have used the right output connector in the back. There are two DMX output connectors (five-pin XLR).

After opening a new Play the output protocol will be set to DMX512 on both output connectors. You can change this to AVAB if you have older AVAB compatible equipment. Also, depending on the amount of outputs your Pronto is configured for you may have to check which of the connectors is the right one.

These two things, protocol and start address, are defined in the Input/Output Setup:

1) Open the Pronto Setup under the Pronto! menu (down arrow and MODIFY).

2) Open the Input/Output Setup at the bottom of the Pronto Setup (down arrow and MODIFY). This opens a window with alternatives.

3) Use the arrow keys or the Jog Wheel to place the cursor over the different alternatives:

- Output 1 Start = The start channel of this connector. (1-512, and 1 is standard)
- Output 1 Size = The amount of outputs transmitted through this connector (512 is standard for DMX, 256 for AVAB).
- Output 1 Protocol = Pressing MODIFY toggles the output between "AVAB" or "DMX 512" (DMX is standard).

4) Press ESC

The window is closed, and you are now transmitting with these settings at the output connectors in the back of the console.

See The LEDs in the back of the console.

Getting light on stage

In Direct Channel Mode you are disconnecting all stored play information and normal functions of the lighting console and using it as a single scene manual channel console. It is useful to set the console to this mode if you want to make sure the dimmers are responding. You can also use this mode to set levels for channels manually, and then go back to the "normal" mode to store these levels.

Direct Channel Mode:

1) Turn the switch to the Direct channel mode position.

2) Make sure the red Blackout key in the Special Functions section is off (not lit or blinking).

3) Make sure the FREEZE switch in the Special Functions section is set to ON.

4) Channels 1-40 can be accessed from the channel faders now (1-80 in Pronto+).
Moving channel fader 1 and you can see the value for channel 1 on the channel screen. If the value is shown on the screen it is also output from the board.

5) Press CH RANGE and move channel fader 1 again, you will now be controlling channel 41, because the CH RANGE key selects the next channel range (41-80 in this case) when pressed. Each time you press CH RANGE a new range is selected and the first channel in the range is displayed in the display to the left of the channel faders. The selected range is displayed in red in the Channel View. This is the only key that is used in Direct channel mode.

If you have lights connected:

Moving channel fader 1 should bring up the dimmer and light source corresponding to channel 1. If it doesn't you have to check:

- If the dimmer is powered up
- If the dimmer is set to receive the protocol you have set the board to transmit
- If the breaker is thrown (this can mean there is a short circuit, disconnect all equipment from the dimmer before resetting the breaker)
- If the dimmer is set to channel address 1
- That there is a light source connected to the dimmer
- If there is a lamp fault
- Check the output signal cable and that it is connected to the right output connector.
- Check the output protocol, see the earlier chapter.

Quick Introduction To Programming

We strongly recommend you to run through this chapter if you are new to the system. It will save you time. When you go through the examples, make sure you follow the instructions chronologically, because the examples are made this way. This introduction will show you how to access channels, store levels in Masters, create Presets for playback and crossfade between them. You will also patch a scroller and a moving device and understand the fundaments of using them.

The default setting of the Patch is 1:1 after a reset. This means that you generally don't need to do any patching to try the system with a simple dimmer hookup.

The following is described in this chapter:

PART 1. CONVENTIONAL LIGHTS

General

When you start a New Play (Play Menu) you will always have a 1:1 Patch. This means that you can start working with conventional lights right away, without having to enter the Patch.

NOTE: If you are going through this chapter with an Offline Editor (no console) you can use the Console Emulation for the keyboard to have all functions.

See The Keyboard.

Before you start do this

You want a clear Play memory to start learning:

1) Press the DOWN arrow to open the Menus.
2) Go to the Play Menu with Right Arrow, select NEW and press MODIFY. You will get a popup asking you to confirm that you want to clear the current Play. Answer yes by pressing MODIFY.
3) You will get a popup asking if you wish to save the current Play. If you do, press MODIFY and give a name. If not, press ESC.

Now make sure the console is set up properly:

1) Make sure the Direct Channel Switch is in "Off".
2) Make sure the red Blackout key in the Special Functions section is off (not lit or blinking).
3) Make sure the FREEZE switch is set to ON.
4) Make sure the A/B crossfaders are both completely down (you can make extra sure, by moving both Crossfaders down, and then pressing GO).

Set Levels With The Level Wheel

You are in Full Operational Mode, since you have reset the console, and made sure the Direct Channel Mode switch is in the OFF position. Channel levels can be set with the keypad and Level Wheel.

The simplest way of accessing a channel is to enter the number of the channel and moving the Level Wheel to raise the level of that channel.

Example: Select channels and set levels

1) Select channel 1 and set a level

[1] [Level_Wheel]

In Channel View, ch 1 is marked and the level increases as you move the Level Wheel up.

NOTE: If you are using the Offline Editor you can simulate the Level Wheel by holding CTRL and pressing the Up Arrow.

2) Select channel 2 and set a level

[2] [Level_Wheel]

Channel 2 is selected instead, and the level is increased as the Level Wheel is moved up.

3) Select both channels and set to 0%

The ALL key will let you select all channels with a level (1 & 2 in this case) and modify as a group with the Level Wheel.

[ALL] [Level_Wheel]

Both channels are selected and can be proportionally raised or lowered.

Set Levels From The Keypad

The default keypad mode is RPN (Reverse Polish Notation). This is AVAB's traditional syntax for entering commands. RPN is very simple: you always enter the number of what you want first, and then you press the function key for that number.

Example: Selecting channel 1 and setting to 50%

[1] [CH] [5] [0] [@_LEVEL]

(number-function-numbers- function)

NOTE: If you are used to working with At Mode (sometimes called Direct Entry) you can set the system to do this in the Pronto Setup (Pronto Menu).

See "Reverse Polish Notation Or At Mode" for information about this.

Examples of setting levels with the keypad (RPN):

1) Set channel 1 to 75%

[1] [CH] [7] [5] [@_LEVEL]

2) Set channel 2 and 3 to 50%

[2] [CH] [3] [+] [5] [0] [@_LEVEL]

3) Set channels 5 through 9 to 70%
(If no level is entered @ LEVEL = 70%, which is a default level that can be changed in the Pronto Setup)

[5] [CH] [9] [THRU] [@_LEVEL]

4) Bring all channels down 5%

[ALL] [-%]

Leave these channels on, we are now going to use them to record a Preset. The channel screen should now show the following values for channels 1—10:

1/70%, 2/45%, 3/45%, 5/65%, 6/65%, 7/65%, 8/65%, 9/65%

Store Channel Levels In Presets

Once you have set channel levels you can store them and replay them in different ways. A stored memory of channel settings is called a Preset, and this system can store 9000 Presets (0.1-899.9). A Preset is always stored in the same way, regardless of how you are going to play it back. Presets 900-999 are reserved for expert style groups. They function like normal presets, but are not automatically stored in the Sequence.

Example: Recording a Preset

The channel levels you set in the former example are going to be used to record them as Preset 1

[1] [RECORD]

You will get a popup where you can write a text for this Preset. Press MODIFY to confirm. A short beep notifies you that a Preset has been recorded. The output on stage has not changed, and the Preset has appeared in the Sequence view of the A/B Playback (this is not important at this point).

Now let's make a change to this Preset and record it as another Preset.

Example: Modify this and record a second Preset

1) Add channels 10 and 12 at 40%

[1] [0] [CH] [1] [2] [+] [4] [0] [@_LEVEL]

2) Take out channel 1

[1] [Level_Wheel_down]

3) Record as Preset 2

[2] [RECORD] [MODIFY]

You have stored Preset 1 and Preset 2. Now you are going to play them back, but first, let's clear all levels:

Example: Clear all levels from the output

Hold down the C/ALT key, and press the CH key

Now all channels and levels are set to 0.

Crossfade Between Presets Using GOTO

Fading out the Preset on stage simultaneously as you fade in the incoming Preset is called a crossfade. You can crossfade between any two Presets using the crossfade A/B playback (or the C/D Playback). This is easiest done using the GOTO function, but can be done manually or with the GO, PAUSE, GO BACK functions as well (these will be described next).

Examples: Using GOTO to crossfade between Presets

1) Crossfade to Preset 1

[1] [GOTO]

The board will crossfade on the default time of 5 seconds to Preset 1.

2) Crossfade to Preset 2

[2] [GOTO]

The board will crossfade on the default time of 5 seconds to Preset 2.

3) Crossfade back to Preset 1

[1] [GOTO]

The board will crossfade on the default time of 5 seconds to Preset 1.

4) Crossfade to Preset 0, which always is a blackout Preset containing no light.

[0] [GOTO]

The board will crossfade on the default time of 5 seconds to Preset 0.

Crossfade Between Presets Manually

The A fader controls the outgoing Preset, currently on stage, and the B fader controls the incoming Preset. The crossfaders A/B are matched so that moving both upwards completely, will perform a crossfade. After a crossfade they have to be moved back down before a new crossfade can be started (this can be changed in the Pronto Setup to "both ways").

Example: Crossfading manually

Preset 0 is on stage after the last example. Load Preset 2 to Crossfader B and fade in manually.

1) Load Preset 2 to playback B

[2] [Preset] & [B]

You are now all set to crossfade between Preset 0 and Preset 2

2) Move the crossfaders simultaneously all the way up and watch the stage (or channel screen). The Playback Views will turn red until the crossfade is completed.

When the crossfade is completed the system will provide a beep. Preset 2 is now moved to playback A and playback B can be loaded with a new Preset.

3) Now load and crossfade to Preset 1

[1] [Preset] & [B]

4) Move the crossfaders back down and then simultaneously all the way up and watch the stage (or channel screen).

When the crossfade is completed the system will provide a beep. Preset 1 is now moved to playback A and playback B can be loaded with a new Preset.

5) Finally load a blackout, in the form of Preset 0 to playback B.

[0] [Preset] & [B]

6) Move the crossfaders back down and then simultaneously all the way up and watch the stage (or channel screen).

When the crossfade is completed the system will provide a beep. Preset 0 is now in playback A.

Crossfade Between Presets With GO Keys

You can also crossfade between Presets using the GO key and the default crossfade time of 5 seconds. (The default crossfade time can be altered in the Pronto Setup, and you can store individual fade times for every Preset, but that is not covered in this introduction)

Example: Crossfade functions

If you have followed the previous examples you have Preset 0 on stage (if not press 0 GOTO and you will).

We are going to crossfade to Preset 1, which is automatically loaded to Crossfader B already, since it follows after Preset 0 which is in crossfader A.

1) Start the crossfade

[GO]

When you press GO the crossfade starts and runs for 5 seconds. While the crossfade runs the A/B part of the screen will turn red, and when it is completed the board will "beep"

2) Start the next crossfade to Preset 2, but press PAUSE immediately after pressing GO

[GO] [PAUSE]

The crossfade will be halted when you press PAUSE and you have to press GO again to resume it.

3) Restart the crossfade

[GO]

When the crossfade is completed the system will "beep".

4) You can crossfade to the previous Preset too, by pressing GO BACK. Since Preset 2 is now in A, this means crossfading back to Preset 1.

[GO_BACK]

When the crossfade is completed the system will "beep". (The GO BACK function will use a default time of 2 seconds. This time can be changed in the Pronto Setup, but that is not covered in this introduction.)

5) Use GOTO to fade to a blackout now

[0] [GOTO]

There should be no light on stage now.

Load A Preset To A Master

There are 40 Masters that can be used to reproduce combinations of channel levels (80 in Pronto+). You can have as many channels as you want in a Master. When you are using several Masters at the same time they will add to the output simultaneously (this is called Highest Takes Precedence and is explained in a few lines below).

You can play back Presets from the Masters or you can store completely new settings of channels and levels.

Example: Loading Preset 1 directly to Master 2

Enter the number 1, hold down Preset and press Master key 2

[1] [PRESET] & [Master_Key_2]

You have now loaded Preset 1 to Master 2. You can test this by fading up Master fader 2, which shall result in the channels of Preset 1 fading up on stage and on the channel screen. Fade down the Master again so that there is no light on stage.

What Is Highest Takes Precedence?

You can output light from all Masters and the A/B and C/D Crossfade Playbacks at the same time. But what happens if you have faded in Preset 1 on the Crossfade Playback and it's up on a Master too?

- The answer is that the highest level of a channel "takes precedence" whenever it's output from more than one place in the system.

If the "Highest" level for a channel is generated from one of the Masters it is displayed in yellow, if it is generated from one of the A/B crossfaders it is white.

Example: Testing Highest Takes Precedence

If you have followed the previous examples you now have Preset 0 on stage, Preset 2 loaded to Master 1 and Preset 1 loaded to Master 2.

1) Fade in Master 2 to around 50% and leave it there.
2) Select channel 1. When you select a channel you will see the number of the Master or Playback it is "Highest" from, under the level. The number 2 will be indicated under channel 1.

The levels generated by the Master are displayed in yellow, which means they are generated from a Master and that they are "Highest" at this moment.

2) Start crossfading in Preset 1 manually and slowly. Watch what happens when you reach 50%:

The color of the channel levels will change to white, which means they are generated by the crossfader A/B playbacks and that they are "Highest" at this moment. Leave the crossfaders where they are and fade the Master up some more now. As soon as the Master generates levels higher than the crossfaders, the levels will be displayed in yellow again.

Conclusion:

If channel levels are generated from more than one place, the highest levels generated will be output.

The Grand Master and Blackout Key

You can think of the Grand Master as the last control that all channels have to pass before they are output from the system. This is useful if you have a scene set up and you want to turn of the output temporarily (like taking a coffee break). The Grand Master will fade all channels to 0% without changing any settings on the Masters or Crossfade Playback. If the Grand Master is on 0%, no light can be output from the system. The Blackout function does the same as setting the Grand Master to 0% immediately.

- Opening the lid and pressing the key activates the Blackout Key. The key will light up when activated.

- The Grand Master function is activated by opening the lid and holding down the Blackout key, at the same time use the Jog Wheel to set a level for the Grand Master. The key will blink when the GrandMaster is below 100%.

NOTE: Channels "owned" by Special Functions Masters set to "Exclusive", or Channel mode "Constant Level" will not be affected by the BLACKOUT or Grand Master functions.

Example: Using the Grand Master and Blackout function

If you have followed the previous examples you now have Preset 1 on stage, Preset 2 loaded to Master 1 and Preset 1 loaded to Master 2. Make sure the crossfaders are completely down.

1) Fade Master 1 & 2 to full and add channels 14 through 20 at 80% so that there is output on stage.

2) Hold down the BLACKOUT key and use the Jog Wheel to fade the Grand Master to 0%

All channel levels are faded to 0% now. If you let go of the Blackout key it will blink to indicate that the Grand Master is active. The actual level of the Grand Master is displayed in the low right corner of the main monitor screen.

3) Fade the Grand Master back to Full (holding BLACKOUT and using the Jog Wheel).

All channel levels are restored. The Blackout key is no longer lit.

4) Press the BLACKOUT key

All channel levels are set to 0% now. The Blackout key is lit.

5) Deactivate the BLACKOUT function by pressing the BLACKOUT key again

All channel levels are restored. The Blackout key is no longer lit.

PART 2. MOVING DEVICES

General

Any kind of device that isn't a dimmer, such as a scanner, a moving head or a scroller, is set up and called a Moving Device. Make sure you know what DMX address the device has before you start trying to control it from the Pronto. These are some very basic examples to get you started with a Moving device or scroller.

Connect a Scroller

A scroller is set up as a Scroller device, with a Scroller Roll definition for the filters. This Roll can be changed later to a different Roll.

Connect the hardware

1) Check the DMX address of the Scroller (in the Scroller).
2) Connect DMX from Port 1 of the Pronto.

If the scroller is powered you should be able to see that it is receiving DMX from the Pronto with some kind of LED indication in the Scroller (see the Scroller manual). Try the channel that corresponds to the DMX address of the scroller to see if it works:

[#] [CH] [Level_wheel]

It should change colors when you move the level wheel. If not, go back and check the address, DMX cable etc.

Define the Scroller Roll

First you need to define the gel roll.

1) Open the Pronto! Menu (press Down Arrow).
2) Select Scroller Rolls and press MODIFY.
3) Press INSERT to create a new Roll. Give a name in the TEXT column ("roll 1" for example). Press MODIFY.
4) Go to the first column again ("roll") and press MODIFY. This will open the Roll editor, and a wizard for creating the roll.
5) Enter the number of color frames in the roll in the Wizard.
6) Go to EXECUTE and press MODIFY. The roll position will be created automatically in the Roll Editor.
7) Give names to each color if you wish (in the Text column), or close the windows by pressing ESC repeatedly.

Patch the Scroller

Now you can patch the Scroller to the controls of Pronto:

1) Open the Channel Setup (Pronto! Menu). You will get a popup asking if you want to work Blind or Live. Press MODIFY to accept Blind.
2) Go to the Device column of the channel that controls the light you want to assign the Scroller to, and press MODIFY. This will open the Patch Wizard where you can define the Scroller and Roll for several lights at the same time.
3) Press MODIFY to open the Template popup. Select Scroller and press MODIFY again.
4) Enter the Ouput Port (1)and the Scroller Address, then press MODIFY in the Scroller Roll box to get a popup where you can select Roll 1 and confirm with MODIFY.
5) Go to EXECUTE and press MODIFY. You will get a popup to remind you that addresses must fit within the DMX universes, or they will be relocated automatically.

The Scroller will be set up as a Moving Device to this channel, and the Roll will be assigned to the scroller. Close the windows by pressing ESC repeatedly.

Test the Scroller by selecting a color frame

Now you should be able to control the scroller and see the current color (and color name) in the Channel Views:

1) Select the channel that has the Scroller assigned to it, and set a level.
2) Press COLOR in the Moving Lights section next to the LCD Display, to get the COLOR function on a Wheel.
3) Enter a color number and press the Wheel Key. The Scroller should move to that color frame now, at the default attribute time, which is 3 seconds.

4) Hold the Wheel key to open a list of all color frames in the LCD Display. If you defined names they will be visible, otherwise "No Name" is show.
5) Select a frame by moving the wheel and let go of the Wheel key to select that color.

If you don't want to set up a Moving Device as well, skip the next chapter and go to Record A Moving Device in a Preset.

Connect a Moving Device

A Moving Device is set up in the Channel Setup (Pronto! Menu) and will then be simple to control from the Moving Lights Section of the console, and the Device Mode of the Masters.

A Template is used to connect the functions of the Moving Device to the controls of the Pronto. Most Device Templates are supplied with the Pronto, and if you can't find one you can create it simply yourself, or contact your local transtechnik/Avab dealer for information or download.

Connect the hardware

1) Check the DMX address of the Moving Device (in the Scroller).
2) Connect DMX from Port 1 of the Pronto.

If the Moving Device is powered you should be able to see that it is receiving DMX from the Pronto with some kind of LED indication in the Device (see the Moving Device manual). Try the channel that corresponds to the DMX address controlling TILT to see if it works:

[#] [CH] [Level_wheel]

It should move when you move the level wheel. If not, go back and check the address, DMX cable etc. It may not light the lamp, if it requires a Strobe channel to be set to a certain level first etc. This is described in the manual of the Moving Device.

Patch the Moving Device

Now you can patch the Moving Device to the controls of Pronto:

1) Open the Channel Setup (Pronto! Menu). You will get a popup asking if you want to work Blind or Live. Press MODIFY to accept Blind.
2) Go to the Device column of the channel that you wish to control the Device from (it does not have to be the same as the DMX address of the Device) and press MODIFY. This will open the Patch Wizard where you can define the Device Template for several lights at the same time.
3) Press MODIFY in the TEMPLATE box. This will open a list of all available Moving Device Templates. You need to find a Template corresponding to your device, and the mode it is set to function in. This mode is usually used to select if Pan/Tilt are 16 bit (high) resolution or not, and is set up in the Device (see the Device manual).

4) Enter the DMX Port and the Device Address in the Wizard (enter the number and press MODIFY in each position).
5) Go to EXECUTE and press MODIFY. You will get a popup to remind you that addresses must fit within the DMX universes, or they will be relocated automatically.

The Moving Device will be set up as a Moving Device to this channel. Close the windows by pressing ESC repeatedly.

Test the Device

Now you should be able to control the Device from the Moving Lights section of the console (or the Device Mode of the Masters):

1) Select the channel that has the Device assigned to it, and set a level.

If you don't get light on stage, you may need to set the Strobe function to 12% or remote control the Lamp ignition, or set Cyan, Magenta and Yellow to 100%. This depends on each Moving Device and you have to sort this out with the manual of that Device. You should, however, always be able to control pan and tilt if it has been set up properly.

2) Press FOCUS in the Moving Lights section next to the LCD Display, to get the pan and tilt functions on the Wheels.
3) Move the Pan and Tilt wheels and see if the light responds. If it does, continue this example. If it doesn't, check your setup again, and consult the provider of the Moving Device.

Try the Device Mode

You can also test controlling the Device from Device Mode in the Masters:

1) Activate Device Mode by pressing DEVICE. You will now have the scroller in the previous example on Master 1, and the device intensity on Master 2. Press Master Key 2 to select the Device. The basic functions of the Device will be available in Masters 12-40. This can be seen if you have a Master View that is compact (use VIEW to toggle).
2) Use Masters 21-40 that have a parameter assigned to them (pan, tilt, color etc) to test the Device by moving these faders. If it doesn't work at all, go back and check the setup for the Device.
3) Exit Device Mode by pressing DEVICE.

Recording Modes for Moving Devices

Moving devices (and Scrollers) are recorded automatically as soon as any parameter has changed, if you are working in the Sequence. When you record them to a Master, all parameters are recorded.

Check Recording Mode

You may wish to check that the recording mode is set to record moving devices automatically (this is the default setup).

1) Hold SETUP and press RECORD.
2) Make sure Record Attribute Mode is set to AUTOMATIC (MODIFY toggles).
3) Press ESC to close this Setup.

Record Moving A Device to a Master

1) Select the channels of the Device and set some values/intensities into a look you want to record to a Master.
2) Hold RECORD and press the Master Key. You will get a popup explaining that the next free Preset number will be used (since you didn't enter one first) and asking you to confirm this.
3) Press MODIFY to confirm.

You have now recorded this to the Master. Test it by moving the Device to a different position, and then fade the Master from 0-100%. When you do so, the look you stored should be activated on stage. The Device attributes will not follow the fader down.

Record A Moving Device in Playback 1

1) Select the channels of the Device and set some values/intensities into a look you want to record to a Preset in the Sequence of Playback 1. Note that it is important that you change the parameters you wish to record, since only changed parameters are recorded normally.
2) Press RECORD. You will get a popup using the next free Preset number, and allowing you to enter a text for the Preset, and choosing between different fade types (Move, Lock or Crossfade). Check this in the Functions part of the Manual later.
3) Press MODIFY to confirm.

You have now recorded the last changed attributes to this Preset.

NOTE: If you didn't change any parameters, none were recorded. You can force all parameters (attributes) to be recorded by selecting the channels, holding RECORD and pressing ATTRIBUTES.

Test it by moving the Device to a different position (maybe using the Master you recorded earlier) and then fade to this Preset by entering the Preset number and pressing GOTO. When you do so, the look you stored should be activated on stage.

PART 3. DYNAMIC EFFECTS

General

Dynamic Effects allow you to connect a Table (sine wave, saw wave etc) to an intensity or Moving Device parameter to create an Effect (fading up and down or moving in a circle). It's a fun and efficient way to create effects.

Create a Dynamic Intensity Effect

This is just a basic introduction to Dynamic Effects for intensities. Read the DYNAMICS chapter in the Functions section of the Manual for more detailed explanations.

1) Select some channels and set an intensity of 50%.
2) Press DYNAMICS to open the DYNAMICS Library.
3) Use the Jog Wheel to select "smooth" and press MODIFY to activate it for the selected channels. The effect will start immediately fading the channels up/down.
4) Press DYNAMICS in the LCD Display, to open the Dynamics Soft Key Page page with functions for controlling Dynamic effects.
5) Try changing Size and Rate with the Wheels.
6) Record this to a Master by holding RECORD and pressing the Master Key.
7) Stop the Dynamic Effect by pressing DELETE DYNAM in the LCD Display.
8) Fade up the Master you recorded it to. The size of the Dynamic Effect will follow the fader proportionally up/down.
9) To stop it, select the channels, hold C/ALT and press DYNAMICS.

Create a Dynamic Device Effect

This is just a basic introduction to Dynamic Effects for Device Parameters. Read the DYNAMICS chapter in the Functions section of the Manual for more detailed explanations.

1) Select a channel with a Moving Device and set an intensity of 100% so you can see the effect of the Device.
2) Press DYNAMICS to open the DYNAMICS Library.
3) Use the Jog Wheel to select "circle" and press MODIFY to activate it for the selected channel(s). The effect will start immediately moving the Device in a circle. If it is a moving head and pan and tilt are set to 50%, it will move in an eight.
4) Press DYNAMICS in the LCD Display, to open the Dynamics Soft Key Page page with functions for controlling Dynamic effects.
5) Try changing Size and Rate with the Wheels.
6) Record this to a Master by holding RECORD and pressing the Master Key.
7) Stop the Dynamic Effect by pressing DELETE DYNAM in the LCD Display.
8) Fade up the Master you recorded it to. The size of the Dynamic Effect will follow the fader proportionally up/down.
9) To stop it, select the channels, hold C/ALT and press DYNAMICS.

This is the end of the Quick Programming Introduction. See the Functions section of the Manual for more information.

AN INTRODUCTION TO PRONTO!

This is a general introduction to the Pronto! as a concept. If this is your first session with this product, we recommend you to browse this chapter - we guarantee it will save you more time than it takes to read.

Introduction to Pronto!

The Pronto! is a lighting console for conventional lights, as well as moving lights and scrollers. It has a minimum of 256 channels and 512 DMX outputs. It can be expanded to control up to 1536 channels and 3072 DMX outputs. All DMX outputs can be used to control attributes of moving lights. There are two DMX ports providing up to 1024 outputs from the console, and there is an Ethernet output where these, and more DMX outputs are transmitted.

Under the Pronto! menu is an info box (About Pronto) stating the software version you are working with at the moment. New software versions can be downloaded from our website on the internet at www.avab.se (see Download) and installed into the console directly from disk. Once a show is recorded you can store it on the internal hard disk or a floppy disk. It is stored in ASCII Light Cues standard format and can be imported easily to a standard word processor or compatible lighting software.

This is a quick introduction to the different sections of the Pronto!

The faders

There are 40 faders (80 in Pronto+) with keys that can be used for the following functions:

1. Like channel faders (Direct Channel Mode)
2. Like Master faders for Presets or Sequences
3. For controlling moving lights (Device Mode)
4. For direct access to any type of content such as Palettes, Macros, Groups, Keys etc.

The small numerical LED displays next to the faders can give a lot of information. The top display shows the channel controlled by the fader you move. The lower display shows the level of that channel.

The Crossfade Playbacks

There are two independent Crossfade Playbacks that can control a Sequence each. You can crossfade randomly between any Preset on stage and another Preset by entering the number and pressing GOTO.

See Crossfade Playbacks

The programming functions

All keys in the programming section are there to allow you to create and store channels, levels, moving light parameters and times as quickly as possible. To the right of the numeric keypad there is a row with keys for selecting groups of channels, and to the right of that is a row with keys for setting levels in different ways. The level wheel is mainly used to set levels to any selected channel or group, but it can also be used to scroll in windows by holding down one of the arrow keys above it. The ESC and the MODIFY keys are very important. They are used in most windows for confirming different choices.

The Moving Lights section

The display and the different wheels create a very effective section for controlling functions in moving lights. The wheels can be used for positioning (as well as an external trackball/mouse). Different moving light parameters can be stored into palettes, in different categories such as: F = Focus, positioning data such as pan/tilt C = Color, color wheel, rotation, CMY mix etc... B = Beam, focus, zoom, iris, shutters, etc... It's possible to store all kinds of mixed moving light parameters into a general PALETTE as well (using RECORD PALETTE).

See The Moving Lights Section

The Special functions

The Special Functions are four user faders that can be used for example for houselights, backstage worklight, rehearsal lights etc that you want to keep apart from the rest of the rig. There is also a BlackOut key that can function as a Grand Master together with the Jog Wheel of the Moving Lights section. The FREEZE function will automatically hold the light on stage and allow extensive blind programming.

See Special Functions

The Keyboard

A keyboard can be connected and used for entering texts. The keyboard also simulates all keys (almost) of the console, which means it's possible to program the software using only keyboard. You toggle the Console Emulation in the keyboard with the SCROLL LOCK function.

See The Keyboard

Terminology

It can be easier to understand the different parts and features described if you are familiar with the basic terminology and functions of this system.

Hardware

The system consists of a console (AVAB Pronto! or Pronto+) and up to two VGA monitors (IBM compatible).

Channel and output capacity

This is a memory lighting console with a maximum capacity Upgradeable to 1536 individual control channels that can be patched to a maximum of 3072 DMX 512 output channels. 2x DMX512 or 2x256 AVAB output channels can be transmitted from the console DMX connectors, while all outputs can be transmitted through Ethernet. All output channels not used for dimmers, can be used to control moving light or scroller attributes.

Open the About Pronto! window under the Pronto! menu to see what the configuration of your console is.

Patch/Channel Setup

The Channel Setup allows several outputs to be patched to a single control channel, but is mostly used to reorganize which control channel corresponds to what output channel. It is proportional, which means that individual outputs can be limited 0-100%. Any output channel can be accessed directly with the OUTPUT function whether it is patched to a control channel or not.

See Patch & The OUTPUT Key

Output protocols

The system provides either DMX 512 or AVAB digital output from a maximum of two standard DMX 5-pin XLR connectors, or an Ethernet connector in the back of the board. Protocol is selected in the Input/Output Setup (in the Pronto Setup of the Pronto menu).

See Pronto Setup

Channel control

Channels and levels can be set with the channel faders in Direct Channel Mode, and from the keypad using AVAB's RPN Command syntax, or Direct Entry syntax (At mode) selectable from the Pronto Setup. RPN is default after a reset.

See Channels

Crossfading A/B and C/D playbacks

The A/B and C/D Crossfade Playbacks are two independent playbacks, which means their output is added (HTP) with each other and the Masters. They can be used for random fades between any Presets (GOTO function) or for predefined Sequences. The system can store up to 999 Sequences, with 1000 steps with individual split fade times, delay and wait time for random or sequential replay in the crossfading playbacks. Crossfades can be performed manually or with fade times. There are functions for pausing, inverting, speeding up or slowing down a running crossfade. You can take over a running crossfade manually.

See Crossfade Playbacks

Groups

Frequently used combinations of channels can be stored in up to 999 Groups, for quick recall from the keypad or IR/Radio remote focusing system. You can also store Expert-style "900-groups". Presets 900—999 are reserved for this group function.

See Groups

Presets

This is a specific "Avab" concept. Frequently used combinations of channels are stored in up to 9000 Presets (0.1-899.9), for playback in the Crossfade Playbacks or Masters. The combination of a Preset and a Sequence Step is the equivalent of a "Cue" in many other systems. The advantage here is that Presets can be reused in any Sequence, with different times.

See Presets

Sequences

Lists of Presets are called Sequences, that can be crossfaded, move faded or lock faded in consecutive order from a Master or Crossfade Playback. A Sequence can have up to 1000 Presets with In, Delay, Out and Wait times and Preset Texts. In addition each step can have a Step Text, time and delay per channel (Avab Expert Time Groups), moving light parameters (attributes) and Dynamic Effects. Each Sequence Step can have a Macro linked to it, Master Links and a Master Page. Up to 999 Sequences can be stored for playback in the Crossfading Playbacks (A/B C/D) or Masters. A Sequence can be played back in Sequence or Chase mode.

See Sequence

Masters

The system provides 40 Masters (80 in Pronto+) that can store any kind of play data, called Content, such as Channels, Groups, Palettes, Devices, Parameters, Dynamics, Macros, Keys, Presets or Sequences in 1000 Master Pages for random playback. Masters can have separately stored fade times (In/Wait/Out). Masters can be flashed in different flash modes. Light output from the Masters is added to the output on a Highest Takes Precedence basis. Device attributes are controlled from Masters as Last Takes Precedence.

See Masters

Moving Light and Scroller support

All output channels not used for dimmers, can be used to control moving devices, or scroller attributes. The software supports Moving Light and Scroller attributes as Last Takes Precedence channels. Any device that is not a dimmer is set up as a "Device" in the Channel Setup or the Device List (Pronto! menu). Each Device has a specific Template, which explains to the Pronto! how that Device is to be controlled. The controls of that Device are mapped to functions in the Moving Lights Section and the faders in the Device Mode. There is an effect engine with Dynamic effects for making "circle" or "ballyhoo" effects quickly.

The Scroller support includes a large number of scroller-specific functionality such as the possibility to create a library of scroller gel rolls, setting fan per frame, overriding fan values from the Pronto Setup, letting fan follow intensity etc.

See Moving Devices and Scroller Support

Macros

A Macro is a combination of function keys stored together. An example of a Macro for playback is to start fades in several Master fields simultaneously. An example of a Macro for programming is to select a certain group of scrollers and set to red. Up to 999 Macros with 20 keys in each can be stored. Macros can be linked to the Sequence. Macros can be trigged from MIDI and the External Trig function. The first 40 Macros can be accessed from the Master Keys in Direct Macro mode, and any Macro can be assigned to a Master by loading it to that Master.

See Macros

Dynamic Effects

Dynamics are wave-form tables that are prepared in a Dynamic Template, which is applied to intensity or attribute parameters for a selection of channels to provide a Dynamic Effect. This effect can be fine-trimmed and stored as a Dynamic Effect in a Preset and played back from Masters or Crossfade Playbacks.

See Dynamics

MIDI

You can access all keys and faders through MIDI. There is basic MIDI support for selecting, and playing back cues. MIDI IN/OUT is supported through the MIDI connectors in the back of the board. The AVAB MIDI implementation allows you to record key pressings and fader movements into a standard MIDI Sequencer in real time for playback and/or synchronization with time code (depending on the capability of the Sequencer). MIDI can also be used to synchronize the operation of two consoles, or to trig Macro's.

See MIDI

External Trig

There are two external trig inputs supported through two connectors in the back of the board. All you need is to short-circuit the two signal pins for each input to activate the trigging function. This is useful for remote controlling the system from another system, integrating control of some functions from the stage (actor lighting switch for example) or maybe as a simple wire remote for running cues from a different location.

See External Trig

Remote focusing

From the remote you can access channels and levels for focusing. Groups of frequently used channel combinations can be prepared and accessed. The system supports the existing AVAB UR—1, and the Transtechnik radio "funksender" remote.

See Remote Control Focusing

Direct Channel mode

Direct Channel mode overrides all functions and operating modes in the system and selects a basic channel mode where every channel fader controls one channel. If more than 40 channels are controlled, the CH RANGE key will select the next range of 40 channels (41-80). Besides the channel faders and the CH RANGE key only the Grand Master works in this mode. Direct Channel mode can be activated anytime with the switch on the front panel.

See Operational Modes

Freeze Switch

The Freeze switch over the Blackout Key has two positions; ON and FREEZE. In the ON position the output is working normally. The FREEZE position will sample the output and hold it so you can edit lighting changes in the system "blindly", without affecting the output to the lighting rig. All dimmer and Moving Device/Scroller values will be kept at a constant level until you switch back to ON.

See Special Functions

Special Operating Modes

The system can be set to operate in different modes from the Operational Modes (under the Pronto! menu):

See Operational Modes

Mode 1 — Two channel fields

In this mode the system will behave like a 20 channel manual two-scene Preset board. The upper row of faders will control channels in the A field, and the lower row channels in the B field.

Mode 2 - Channels and Masters

This mode is not effective in the Pronto!. It only exists in the AVAB Presto (a smaller sister of Pronto!).

Mode 3 — Two Master Rows

In this mode both rows of faders are Masters 1—20. The Sequence of Presets is disabled and the A/B crossfaders will crossfade between the upper row of Masters (A) and the lower row (B).

NOTE: The Master Keys for all 20 Masters are the ones in the lower row, 21-40. The top row keys (1-20) are not used in this mode.

Mode 4 — Fully operational

This is the mode described in the manual with all features active at the same time.

Setup for system parameters

Many parameters have default settings after a reset, but you can change these in the Pronto Setup. Examples of settings you can change are the default crossfade times, the default step level function of the level key, etc. The PRONTO SETUP is located under the Pronto! menu or pressing SETUP.

See Pronto Setup

Printing a Play

You can get a selective printout of Presets, Sequence, Master Pages, patch etc. A standard parallel printer is supported through the parallell connector in the back of the board.

See Printing

Storing a Play

A Play is normally stored on the internal hard Disk, or on a 3.5" HD floppy disk in the Floppy drive. You can save your Plays either in ASCII Light Cues MS/DOS format or AVAB Expert play format. A Pronto Play is compatible in both directions with an Avab Safari 3.0 Play.

Since your console is fitted with a Hard Disk, saving will be much faster than to floppy, and you can store thousands of plays. Remember to make backup copies on diskettes though.

See Save And Load a Play

The Function Keys

There are mainly two kinds of keys in the console: keys with a fixed label and function, and the softkeys around the LCD Display, that can have different functions. The functions of the softkeys depend on the Display selected.

Each key has a direct link to the online HELP function, which is an exact copy of the printed manual. You can access this by holding down the ? (HELP) key, and pressing the key you are curious about at the same time. This will jump to the page in the online manual that describes that function.

A key may have several functions, but they are very simple to understand. Keys in the Pronto! can behave in the following ways:

1. Direct functions
These keys will perform a function directly when pressed. Such as GO or GO BACK for the Crossfade Playbacks.

2. Functions with a numerical prefix (0-9)
These keys require a numerical entry (0-9) to perform a function when they are pressed. Such as the GOTO key for fading to a specific Preset, or the RECORD key that can record any Preset 0-999.9...

3. Prefix keys
A prefix key will change the function of another key if it is held down while pressing that key. An example of this is the C/ALT key of the numerical keypad that changes the function of the +% key into FULL if held at the same time.

Some keys can combine all three ways of working. An example of this is the Preset key:

- Pressing PRESET with no numerical prefix provides a Preset List to choose a Preset from
- Entering a number (0-9) and pressing PRESET provides a blind editor for that Preset.
- Entering a number (0-9) and holding PRESET and pressing a Master Key will load that Preset to the Master.

The Menus

The menus of the Pronto! double some of the functions of the console, to allow the software to be used with only a keyboard and mouse, or from the console.

The Menus are opened from the console by pressing the Down Arrow key. Menu choices are selected by pressing MODIFY. If you want to open a Menu when a window is open, hold C/ALT and press the Down Arrow key.

These are the menus:

THE PRONTO! MENU

This is the equivalent of a "system" menu. Basically you will find the system setups, and information about the software version.

NOTE: You can select any menu option and press HELP (? or F1) to get help directly for that option.

About Pronto!...

This menu item opens the About Pronto! window (Pronto! menu), with information about the current software version, memory usage, Channels and Outputs, Output card version and some general information about the Pronto! software. (Pronto! menu).

This is the information you can find in the About Menu:

- Software version
- Software release date
- Software status (Demo/Editor or live)
- Channels
- Outputs
- Status of Multi-Video option (on/off)

- I/O 2 Card Software Version
- Ethernet DLL Version
- Template Library Date

- Memory
- Disk Space

NOTE: "No network driver loaded" is displayed when network isn't initialized.
NOTE: IO2 "Error=" is now only displayed when there have been errors.

Pronto Setup...

This menu item opens the Pronto Setup window (Pronto! menu). The Pronto Setup is where you can set up modes and setting values for different functions such as Crossfade Direction, Step Level values, default times etc. You also find the Input/Output, MIDI, Panel and Attributes setup in the Pronto Setup. The Input/Output Setup is where you can set up Start ch, size and protocol for the two DMX outputs, and activate/deactivate the DMX In connector.

See Pronto Setup Functions.

Special Functions...

This menu item opens the Special Functions window (Pronto! menu), which is where you can view and edit the Special Functions. The Special Functions are 4 extra fields in the upper right corner of the Pronto!. You can assign channels to these that you want to control completely "outside" the main control of the console.

For example: Score reading lights, smoke machine, follow spot, Worklights...

Operational Mode...

This menu item opens the Operational Mode window (Pronto! menu). This system has several different Operational Modes, for different situations. you can switch between these modes in all situations.

- Direct Channel Mode
- Mode 1: Two Channel Fields
- Mode 2: Channels & Masters (only in Presto)
- Mode 3: Two Master Rows
- Mode 4: Fully Operational (default)

See Operational Modes

Channel Setup...

This menu item opens the Channel Setup (Pronto! menu), which is where you set up all dimmer outputs and Moving Devices. The patch is default set 1:1. This window is currently used only in combination with the CH and OUTPUT keys for programming..

This is also where you can view and edit the Scale factor and Constant Level for each channel. The Scale Factor allows the output of each channel to be adjusted 0-200%, similar to having a trim potentiometer on the output of an analogue dimmer. The Constant Level is a way of keeping a channel at a specific level no matter what.

See Patch

Output Setup...

This menu item opens the Output Setup (Pronto! menu), which is where you can see and set up all dimmer outputs. You can also see channel numbers, names, texts and Moving Device Parameters. The patch is default set 1:1. There is a non-editable version of this window in the Playback menu (Outputs...).

See Patching in the Output Setup

Devices...

This menu item opens the Device List (Pronto! menu), which is where you set up Moving Devices. You can view and edit the Template, Channel number and Output settings for each Moving Device. A Template is a specification that maps the functions of a moving device to the moving light controls of the Pronto! You can invert and swap pan/tilt for each device separately in this list.

See Moving Devices
See Patch

Templates...

This menu item opens the Template List (Pronto! menu), which is where you can view and edit the Templates for each kind of Moving Device. A Template is a specification that maps the functions of a moving device to the moving light controls of the Pronto!

See Template List.
See Patch

Parameter Definitions...

This menu item opens the Parameter Definitions List (Pronto! menu), which is where you can view and edit the Parameter Definitions that are used by the Templates, Palettes and Moving Device functions. This is a power-operator feature.

See Parameter Definitions

Scroller Rolls...

This menu item opens the Scroller Roll Editor (Pronto! menu), which is where you can create and edit Scroller Rolls that can be used by the Scroller functions.

See Scroller Support

Channel Curves...

This menu item opens the Channel Curve window (Pronto! menu), which is where you can create and edit up to 999 Channel Curves that change the output response for a channel (similar to a Channel Curve, but on the Channel instead of the output). Channel Curves are assigned to channels in the Channel List.

See Channel Curves

Channel Layouts...

This menu item opens the Channel Layout window (Pronto! menu), which is where you can create and edit up to 999 Channel Layouts with a topographical layout of channels, groups, presets, macros or any other kind of content. You can assign Layouts to Master keys and you can connect them with a Channel Mask.

See Channel Layouts.

Channel Masks...

This menu item opens the Channel Mask window (Pronto! menu), which is where you can create and edit up to 999 Channel Masks that can be used to limit which channels you can control from the console by activating them in combinations, or in SOLO mode. You can assign Channel Masks to Master keys and you can connect a Channel Layout to them.

See Channel Masks

Utilities...

This menu item opens the Utility choices (Pronto! menu). These functions are available in the Utilities sub-menu:

Calendar = Month calendar. Use Left/Right arrows to select month. Calculator = Simple calculator. Only possible to use from the keypad on the keyboard. C or DELETE = Clear.

Set Time Or Date...

This menu item opens a popup where you can set/change the time or date of the clock and calendar, from the keyboard.

THE FILE MENU

This is the menu with all functions for getting Play data in/out of the console. To a floppy, to a printer etc.

NOTE: You can select any menu option and press HELP (? or F1) to get help directly for that option.

New...

This function will clear all Play information in the Pronto! and open a new empty Play. (File menu). Masters are cleared when you make a New command. The Pronto Setup settings are also reset.

See Load A New Play.

Open...

This function is used to load a new Play into the Pronto!.

NOTE: The current Play and Masters will be cleared, but light in the Crossfade Playback fields will remain.

Save...

This function is used to save the current Play to the internal hard disk or a floppy. If the Play already exists (has been saved before), this file will be overwritten.

NOTE: Information about the current Sequence position is now stored in the play files and restored when loading.
NOTE: Using the Save command without a play name defined, opens the "Save as..." file dialog.

Save as...

This function is used to save a Play to the internal hard disk or a floppy under a new name.

Delete Play...

This function is used to delete a play from the internal disk or a floppy.

Import Play from diskette...

This function is used to import a play from a floppy.

Export Play to diskette...

This function is used to export a play to a floppy.

Import Wizard...

You can import any part of an Avab Pronto, VLC (3.0) or Expert play with this Wizard.

See The Import Wizard

Export to Expert

This function allows you to export a Pronto! play to Expert play format. (File menu)

This function exports the Sequence currently loaded to the AB Crossfade Playback. This way you can select which Sequence to export.

NOTE: Since the Expert consoles do not handle attributes and moving devices, these channels will be "lost". This also applies to Dynamic Effects, Chase Sequences and multiple Sequences. Basically you will be able to read the following in the Expert:

- Presets
- 900-groups
- Sequence 1 with times (no time Groups)
- Patch

Printer

This function allows you to Print the contents of a Play/show to a standard parallel (DOS) printer connected to the parallel port in the back of the console.

In the printer setup you can select to print:

Sequence
Presets
Sequence & Presets
Master Pages
Channel Setup
Patch
Current window

You can set up where to print from, and how far with:

Start at:
Stop at:

You can define how many lines you wish to print per page with:

Lines/Page (the default value is 66).

Shutdown

This function should ALWAYS be used to shut down the system. The current Play and settings are automatically stored into a default play (SAVED.ASC) that will be loaded when the system is turned back on. The shortcut for this command is holding ALT and pressing X on a keyboard.

NOTE: You can skip the Saved.asc file during startup by holding down CTRL on the keyboard.
NOTE: Information about the current Sequence position is now stored in the play files and restored when loading.
NOTE: After power-up, the output is activated when a play (or the default files) has been loaded.

THE PLAY MENU

All data that you create in a Play is grouped under the functions of this menu.

NOTE: You can select any menu option and press HELP (? or F1) to get help directly for that option.

Sequences...

This menu item opens the Sequence List (Play menu), which is where you can view, edit and load the Sequences. A Sequence is a list of Presets (lighting memories) with times that can be played back manually, or as a Chase.

See Sequence

Presets...

This menu item opens the Preset List (Play menu), which is where you can view and edit the contents and text label of all Presets. A Preset is a memory for channels, levels, attributes for moving devices and their times. Presets are stored for playback in a Sequence or Master Playback.

See Presets

Groups...

This menu item opens the Group List (Play menu), which is where you can view and edit the contents and text label of all Groups. A Group is a memory for channels that is used to recall this combination of channels quickly.

See Groups

Master Pages...

This menu item opens the Master Page List (Play menu), which is where you can view, edit and load the Master Pages. A Master Page is a memory for all settings of the Masters to reload quickly.

See Masters

Focus Palettes...

This menu item opens the Focus Palette List (Play menu), which is where you can view, edit and load the Focus Palettes. A Focus Palette is a reference memory for all Focus parameters (pan, tilt etc) of a Moving Device. The Focus Palette is used to load the Focus parameters quickly, or to store them as a reference in Presets for playback.

See Moving Devices

Color Palettes...

This menu item opens the Color Palette List (Play menu), which is where you can view, edit and load the Color Palettes. A Color Palette is a reference memory for all Color parameters (CMY, color wheels etc) of a Moving Device. The Color Palette is used to load the color parameters quickly, or to store them as a reference in Presets for playback.

See Moving Devices

Beam Palettes...

This menu item opens the Beam Palette List (Play menu), which is where you can view, edit and load the Beam Palettes. A Beam Palette is a reference memory for all Beam parameters (focus, iris, gobos etc) of a Moving Device. The Beam Palette is used to load the beam parameters quickly, or to store them as a reference in Presets for playback.

See Moving Devices

All Palettes...

This menu item opens the Palette List (Play menu), which is where you can view, edit and load the All Palettes. A Palette is a reference memory for all or some parameters of a Moving Device. A Palette is used to load all these parameters quickly, or stored as a reference in Presets for playback.

See Moving Devices

Dynamic Templates...

This menu item opens the Dynamic Templates Library (Play menu), which is where you can view, edit and load Dynamics. A Dynamic Template is a predefined selection of Dynamic tables that can be stored and activated to create Dynamic Effects for both conventional lights (Chase, fader etc) and Moving Devices (circle, eight, Ballyhoo etc).

See Dynamics

Macros...

This menu item opens the Macro List (Play menu), which is where you can view, rename and execute Macros. A Macro is a shortcut to a predefined combination or functions that can be activated with a single (MACRO) key to save time.

See Macros

Playlist...

This menu item opens the Playlist (Play menu), which is where you can view and execute the Playlist. A Playlist is a list where you organize the playback order of your Sequences for a Play, so they are called up to the Playbacks in this order when the Playlist is active.

See The Playlist.

THE PLAYBACK MENU

The Playback menu is where you find the playback window for Moving Controls, and the channel format option for the channel views.

NOTE: You can select any menu option and press HELP (? or F1) to get help directly for that option.

Toggle View Format

This function toggles how channels are presented in the channel views between two options:

- All channels (default)
- All channels on Stage
- Only selected channels

NOTE: You can toggle this function directly by holding down CH and pressing VIEW, or you can select it from the Playback menu.

NOTE: The channel view will automatically scroll to the last selected channel.

Masters...

This menu item opens the Masters window (Playback menu), which is where you can view and edit the contents of all Masters. You can open this window also by holding MODIFY and pressing a Master Key, or just holding the Master Key for two seconds.

See Masters

Playback Fields...

This menu item opens the Playback Fields window (Playback menu), which is where you can view and edit the contents of the Playback Fields. You can open this window also by holding MODIFY and pressing a Playback Field Key (A, B, C or D), or just holding the Playback Field Key for two seconds.

See Crossfade Playbacks

Running Dynamics...

This menu item opens the Running Dynamics window (Playback menu), which lists all channels with Dynamic Effects assigned to them. A Dynamic is a wave-form table that can be assigned to conventional lights (Chase, fader etc) and Moving Devices (circle, eight, Ballyhoo etc).

See Dynamics

Attributes...

This menu item opens the Attributes window (Playback menu), which lists all attributes for the selected channels with Moving Devices. An Attribute is a parameter of a Moving Device such as pan, tilt, focus, color etc. You can edit Attributes "live" from the View Attributes window.

See Moving Devices

Outputs...

This menu item opens the View Outputs window (Playback menu), which shows all outputs, with level, Channel, Name and text. Outputs belonging to a Moving Device will show the name of the corresponding parameter in the text position.

Dynamics Editor...

This menu item opens the Dynamics Editor window (Playback menu), which lists all running Dynamic Effects. A Dynamic is a kind of effect "table" applied to a channel or Moving Device attribute to create effects. You can edit Dynamics "live" from the Dynamics Editor window.

See Dynamics

Attribute Editor...

This menu item opens the Attribute Editor window (Playback menu) where you can see and edit all attributes and individual attribute times recorded in a Preset. An Attribute is a parameter of a Moving Device such as pan, tilt, focus, color etc. You can edit Attributes in a Preset from the Attribute Editor window.

See Moving Devices

Focusing Mode

This menu item toggles Focusing Mode on/off for Palettes. This function is available as a soft key in the Device Soft Key Page.

See Focusing Mode.

Update Playback

This menu item activates the function Update Playback. It will scan backwards in the Sequence occupying the A/B Playback and set all intensities and parameters for moving devices to the values they would have been, if the Sequence had been executed normally.

This function is available as a direct key in the soft keys next to the display, and can be used on a selection of channels as well.

NOTE: An Update of Attributes is automatically performed every time a jump is made in the Sequence of a Playback, but lit Devices will not be updated until the next crossfade is performed (so that no changes are made on stage until the next cue). The Update Playback function will force these changes to be made live.

See Moving Devices

Track List...

This function allows you to select some channels and open a window that shows the levels for each of the selected channels through the Sequence loaded to Crossfade Playback 1. It includes two columns for each channel: The level and an indication on if there are attributes recorded for the channel. You cannot edit data directly in this list. However, you can press MODIFY on each column to open the editor for the relevant data.

See Track List.

Display Simulator

This function opens a window that simulates all functions of the Moving Lights and LCD Display section of a Pronto. This is useful in offline mode, with a Presto MIDI console and a LightServer backup.

- All functions are the same as in the console.
- You can left-click on the keys with a mouse to select.
- Hold right mouse key and drag over a wheel symbol to use that wheel.

All keys work in the same way as their corresponding console keys. You can combine keyboard/console keys and the virtual keys in the Display Simulator window. It is possible to click directly on the soft key text in the "display" area to activate the corresponding function. It is also possible to click on the wheel information in the "display" to simulate the wheel key.

The LED statuses of all keys are indicated with a different key color.

By holding and dragging with the right mouse button on the wheel keys, you simulate the corresponding wheel. By holding and dragging with the right mouse button on the SELECT key, you will simulate the Jog Wheel. Instead of the Jog Wheel, there are 4 small jog wheel buttons: Page down, down, up, page up.

THE NETWORK MENU

The Network menu provides the functions used when you are networking two Pronto consoles.

NOTE: You can select any menu option and press HELP (? or F1) to get help directly for that option.

Chat Window

This menu item opens the Chat window where you can text chat with other connected consoles, or to write notes to yourself.

See The Chat Function.

Dual Operator Setup

This menu item opens the Dual Operator Setup (only available when there is a second system). In this you can assign specific channels to console A and console B so that two operators can work simultaneously, and all DMX is still output from console A.

See Dual Operator Setup.

Backup

This menu item opens Backup features for activating a Link to the backup console, converting to A or B and fetch/sending a Play. These features are available only when there is a second console connected.

See Network Features

Patch

This menu item opens features for creating a second patch, sending it to the other console, and trying it. These features are available only when there is a second console connected.

See Network Features

THE EDITOR MENU

The Editor menu will only appear when the software is run in offline editor mode. It provides the two functions Blackout and Freeze that you will not be able to activate otherwise.

NOTE: You can select any menu option and press HELP (? or F1) to get help directly for that option.

B.O. (Blackout)

This menu item toggles Blackout on/off. A Blackout is when all light output on stage from the console is set directly to 0%. The Blackout function (that can be accessed from the BLACKOUT key, or the Editor menu in the Offline Editor) does this. When it is active it is indicated by a light in the BLACKOUT key and at the bottom of the screen in the Status Indication. (Editor menu)

Freeze

This menu item toggles Freeze on/off. When FREEZE is activated, the complete DMX/AVAB output is "frozen". This allows you to do extensive programming without worrying about affect the lights on stage. When you exit FREEZE the light output on stage will be loaded into the A field of the A/B Crossfade Playback - so you can perform an elegant crossfade to any new Preset from there (using the GOTO function for example).

The Most Important Keys And Wheel

There are eight keys and a Wheel that allow you to edit almost any information directly. They are situated together over the Level Wheel (which is, the Most Important Wheel). The arrow keys allow you to open menus directly. The Arrow Keys in combination with the Level Wheel allow you to scroll lists horizontally and vertically. INSERT and DELETE provide complete editing functions, the MODIFY key is probably the most used key in the system for entering information. ESC is the fastest way to close a function or window at any time.

These are the Most Important Keys & Wheel:

The UP ARROW Key

The arrow keys are used for a large number of essential functions. Pressing it when no window is open will activate the menu bar, after which, all arrow keys are used to choose items in that menu bar. It can be used to step through lists and windows, and it can be held down to scroll continuously in a list, together with the Level Wheel. It can also be used in combination with other keys, like the CH key to scroll the channel views. It can be used in combination with the Ctrl key of the keyboard to simulate the Level Wheel as well.

Activate Menus

[up_arrow]

The menu bar will be activated, and the first menu will be marked. Pressing the arrow keys will move around in the menu choices.

Navigate in Lists

[up_arrow] & [Level_Wheel]

In any open list, the arrow keys are used to navigate around different positions of that list. If the arrow key is held down, the Level Wheel can be used to move continuously in either direction.

Scroll the channel view

[CH] & [up_arrow]

Holding down the CH key and pressing an up/down arrow key will scroll the channel view.

NOTE. The channel view will automatically scroll to the last selected channel.

Simulate the Level Wheel (keyboard only)

[Ctrl] & [up_arrow]

Holding down the CTRL key of the keyboard and pressing the up arrow key will simulate moving the Level Wheel up when a channel is selected.

Move a window to the second screen

[C/ALT] & [up_arrow]

Holding down C/ALT and pressing the up arrow key will move the currently selected window to the next screen (providing that you are using multiple or virtual screens).

The DOWN ARROW Key

The arrow keys are used for a large number of essential functions. Pressing it when no window is open will activate the menu bar, after which, all arrow keys are used to choose items in that menu bar. It can be used to step through lists and windows, and it can be held down to scroll continuously in a list, together with the Level Wheel. It can also be used in combination with other keys, like the CH key to scroll the channel views. It can be used in combination with the Ctrl key of the keyboard to simulate the Level Wheel as well.

Activate Menus

[down_arrow]

The menu bar will be activated, and the first menu will be marked. Pressing the arrow keys will move around in the menu choices.

Activate Menus when a window is open

[C/ALT] & [down_arrow]

The menu bar will be activated, and the first menu will be marked. Pressing the arrow keys will move around in the menu choices.

Navigate in Lists

[down_arrow] & [Level_Wheel]

In any open list, the arrow keys are used to navigate around different positions of that list. If the arrow key is held down, the Level Wheel can be used to move continuously in either direction.

Scroll the channel view

[CH] & [down_arrow]

Holding down the CH key and pressing an up/down arrow key will scroll the channel view.

NOTE. The channel view will automatically scroll to the last selected channel.

Simulate the Level Wheel

[Ctrl] & [down_arrow]

Holding down the CTRL key of the keyboard and pressing the down arrow key will simulate moving the Level Wheel down when a channel is selected.

The LEFT ARROW Key

The arrow keys are used for a large number of essential functions. Pressing it when no window is open will activate the menu bar, after which, all arrow keys are used to choose items in that menu bar. It can be used to step through lists and windows, and it can be held down to scroll continuously together with the Level Wheel. It can be used in combination with the Ctrl key of the keyboard to simulate the CH- key.

Activate Menus

[left_arrow]

The menu bar will be activated, and the first menu will be marked. Pressing the arrow keys will move around in the menu choices.

Navigate in Lists

[left_arrow] & [Level_Wheel]

In any open list, the arrow keys are used to navigate around different positions of that list. If the arrow key is held down, the Level Wheel can be used to move continuously in either direction.

Simulate the channel CH- key

[Ctrl] & [left_arrow]

Holding down the CTRL key of the keyboard and pressing the left/right arrow keys will simulate the CH- key. This means that you can select any channel and set it to a level with Ctrl and the up/down arrow, and then step to the previous channel.

The RIGHT ARROW Key

The arrow keys are used for a large number of essential functions. Pressing it when no window is open will activate the menu bar, after which, all arrow keys are used to choose items in that menu bar. It can be used to step through lists and windows, and it can be held down to scroll continuously together with the Level Wheel. It can be used in combination with the Ctrl key of the keyboard to simulate the CH+ key.

Activate Menus

[right_arrow]

The menu bar will be activated, and the first menu will be marked. Pressing the arrow keys will move around in the menu choices.

Navigate in Lists

[right_arrow] & [Level_Wheel]

In any open list, the arrow keys are used to navigate around different positions of that list. If the arrow key is held down, the Level Wheel can be used to move continuously in either direction.

Simulate the channel CH+ key

[Ctrl] & [right_arrow]

Holding down the CTRL key of the keyboard and pressing the left/right arrow keys will simulate the CH+ key. This means that you can select any channel and set it to a level with Ctrl and the up/down arrow, and then step to the next channel.

The Level Wheel

The Level Wheel is at all times available for setting levels to selected channels. It will perform no other function unless one of the arrow keys is held down. When the arrow keys are held down, the Level Wheel can be used for scrolling in windows, both horizontally and vertically. This is a very useful navigational tool.

Set a level to a channel

[1-1536] [Level_Wheel]

If a channel, or a group of channels are selected, the level will be set to these instead.

Scroll horizontally in a window

[right_arrow] & [Level_Wheel]

The left arrow key can be used as well, it's the direction of the wheel that decides the scrolling direction.

Scroll vertically in a window

[down_arrow] & [Level_Wheel]

The up arrow key can be used as well, it's the direction of the wheel that decides the scrolling direction.

The MODIFY Key

This is one of the most important keys when you have opened a popup window. It functions like an ENTER key, and is used to enter values or toggle between options (such as on/off for example). It is also used in combination with some keys for special functions. For example MODIFY & CH opens the ch Setup list.

Change a value in a window

Enter the value and press MODIFY. To change an On/Off or Yes/No parameter, just press the MODIFY key.

Open the Channel List

[MODIFY] & [CH]

Opens the Channel List where you can set channel parameters such as constant level, scale etc...

Select the Channel Setup for a specific channel

[1-1536] [MODIFY] & [CH]

Opens the Channel List positioned at the specified channel

Open the editor for a Master/seq field

[MODIFY] & [Master_Key]

Opens a field window where you can change field parameters or the light in the field.

The ESC Key

This is good key to know! Leaves and closes most windows.

The INSERT Key

This key is used to insert information in many different situations. Normally it is used to insert something in one of the window lists (Preset List, Sequence List, Device List etc).

Insert an item in a list

Use the arrow keys or mouse to put the cursor on the step before where you want to insert something, and press INSERT. There is currently no UNDO function for this command.

Example: Insert a Preset in a Sequence List

1) Open the Sequence Editor for Sequence 1

[1] [SEQ]

2) Insert Preset 5 after the first Sequence Step

[INSERT]

A new step is inserted after the first step, and Preset 5 is inserted (it doesn't matter if the Preset is recorded or not). The cursor will move to the new step.

The DELETE Key

This key is used to delete information in many different situations. Normally it is used to delete a step in one of the window lists (Preset List, Sequence List, Device List etc).

Delete an item in a list

Use the arrow keys or mouse to put the cursor on the step you wan to delete, and press DELETE. There is currently no UNDO function for this command.

The Small Displays

The Pronto! is equipped with several displays that provide information and status of the system. This information is provided in the monitor as well. The reason to have displays is to make it easier to quickly find the information you need, and to be able to use basic functions of the system even if the monitor is missing.

Numeric keypad display

The display in the functions section, over the numeric keypad is mainly there to show number entries made on the keypad.

Fader row displays

The two displays next to the fader rows provide information about the contents of the Masters for the A/B Crossfade Playback.

Show Master contents and Master Page

The displays show the Master Page that is loaded, and the contents of a Master when it is moved.

Example Upper Display Master Page

P:120 = Master Page 120 is loaded

Example Lower Display Master Content

3.0 = Preset 3 is loaded to the Master just moved
S:5.0 = Sequence 5 is loaded to the Master just moved

Show Channel and Level in Direct Channel Mode

The displays show the start channel in each row, and the number and output level of a channel when a fader is moved.

Example Upper Display Channels

- = Channel row controls channels 1-20
4 - = Channel row controls channels 41-60
59 = Fader just moved controls channel 59

Example Lower Display Channel levels

2 - = Channel row controls channels 21-40
6 - = Channel row controls channels 61-80
30 = Fader just moved is on level 30%
-30- = Fader just moved controls a channel output at 30%. Move the fader until the level is matched ("-" disappears) to get manual control of the channel output.

The LCD Display, Softkeys And Wheels

The LCD Display has a large number of functions and information that will speed up your programming. It combines the text-virtue of a touch-screen with the mechanical virtues of physical keys around it. It will display when the console computer has exited the Pronto software, and is in the operating system, DOS (in case no monitor is connected).

The key DISP MODE is used to toggle information for this display.

The DISP MODE key

This key controls most of the functions of the Display. Just pressing DISP MODE will step one display page backwards until it reaches the Main page. It is used in combination with other keys to select lists, or to step to the main Display.

These are the Display Lists you can open:

List all Display Lists

DISP MODE & ALL = Opens a Display List with all available Display Lists. Select with the Jog Wheel and press SELECT to activate.

Clear The LCD Display

C/ALT & DISP MODE = empties the content of the LCD display.

The Channel Name List

DISP MODE & CH = Toggles between the Channel Name list and the Channel Display List. In the Channel Name list, where you will find all channel names (if they have been defined) and templates as auto- created groups.

See The Channel Texts and Auto- Groups.

The Channel Display List

DISP MODE & CH = Toggles between the Channel Name list and the Channel Display List. The Channel Display List shows the selected channels together with their names. If you select a channel in the list and press SELECT, this channel will be focused.

The Palette Display Lists

DISP MODE and FOCUS, COLOR, BEAM or PALETTE opens a Palette List in the LCD display. Select the desired palette using the Jog Wheel and press SELECT to activate it.

The Master Page Display List

DISP MODE and MASTER PAGE opens a Master Page list in the LCD display. Select the desired Page using the Jog Wheel and press SELECT to activate it.

The Master Display List

DISP MODE & MASTER opens a Master list in the LCD display. The content of each Master is shown together with its associated name or text.

The Playback Display List

DISP MODE and PLAYBACK opens a Playback view in the LCD display that shows the current status. M and L is shown for Move/Lock fades. Select a Step using the Jog Wheel and press SELECT to activate it.

The Play Display List

DISP MODE & PLAY LIST (softkey in the Playback Display) opens a Playlist that shows the current status of the Playlist. Select the desired Sequence using the Jog Wheel and press SELECT to activate it.

The Dynamic Lists

DISP MODE & DYNAMICS = Toggles the List part of the LCD Display between three Dynamic Lists:

Dynamic Templates
Running Dynamic Effects
Dynamic Tables

See Dynamics

The Mask Display List

DISP MODE & MASK = Opens a list of Channel Masks to select from. If no text is specified for an item, the mask/layout number is shown instead.

The Channel Layout Display List

DISP MODE & VIEW = Opens a list of Channel Layouts to select from. If no text is specified for an item, the mask/layout number is shown instead.

The Running Fades Display List

DISP MODE & TIME = A display format that shows a list on the LCD display of all running move fades, lock fades and channel times. If the Playback display is selected, it will automatically change to the new Part Time List format if additional fades are started. When all extra fades are completed, it will return to Playback format.

If you scroll with the Jog Wheel in this list, the focused fade and the following 3 will be assigned to the wheels for direct control.

If a name is assigned to a move/lock fade or to a channel time, it will be displayed as well.

Parameter Range Display List

DISP MODE & Wheel key = This will show a list of all positions/ranges in a wheel parameter in the List part of the Display. It will stay on the LCD display until you select another display format. You can Select positions in the ranges with the Jog Wheel and activate with the SELECT key. The parameter wheels control their parameters as usual.

The Console Hardware Setup

MODIFY & DISP MODE loads the console hardware settings to the wheels (LED's, Litlights, Contrast etc). Press DISP MODE again to exit.

NOTE: Previous to version 2.0 holding the DISP MODE key accessed this setup pressed.

The LCD Display Layout

The LCD Display has four main sections.

1. The middle can be used to display different lists of Palettes, Dynamics, Groups, Master Pages etc. The lists are selected with the DISP MODE key. You can scroll these lists with the Jog Wheel and select with the SELECT key.

2. Under the middle there is a two- line information view for different modes and the currently selected channel (C) or group (G). When several channels are selected, "G:" and the number of channels is shown.

It shows the currently selected channel with the channel text or name of an associated device. It shows <All> if all channels are selected with the SELECT ALL function or <One> if NEXT or LAST has been used. Messages that are displayed on the bottom of the screen are also shown here.

The modes that are indicated are: "Modify", "Build", "Highlight", "Balance" and "Playlist". These modes are each described in their respecitve chapters. See Sequence (Modify, Build & Playlist), Channels (Balance) and Moving Devices (Highlight).

3. There are three softkeys on each side, and the display shows what their function is. An arrow indicates that a mode is ON. An arrow "-->" indicates that the softkey selects a new Display.

See Softkey Displays

4. There are four Parameter wheels with keys under the display. The content of these is displayed in the display. When a parameter wheel controls ranges that have been defined in the template of a moving device, the key will light. If you press the key you will get these ranges in the display. Scroll with the Wheel, and let go to select.

See Template Range Editor

The SELECT key

When you navigate in Display lists with the Jog Wheel, you can activate the selected position with the SELECT key. You can hold SELECT and turn the wheel to scroll whole pages.

The Jog wheel

The Jog wheel is mainly used to navigate in LCD Display Lists, menus, and windows. When you navigate in LCD Display lists you can activate the selected position with the SELECT key. You can hold SELECT and turn the wheel to scroll whole pages.

DISP MODE is used in combination with other keys to load a Display list to the LCD display.

See The DISP MODE key.

The SOFT Keys (general)

These keys around the LCD display have different functions in different modes. The text in the display next to the key describes the function it has in each of these modes.

Soft Key Pages

On the main soft key page, there are links to other pages (indicated with - ---->). Each of these pages has a number of softkeys and functions associated to them. They are:

Times = Direct keys for all times. See Time Soft Key Page.
Dynamics = Direct keys and wheels for Dynamics. See Dynamics Soft Key Page.
Device = Device Functions. See Device Soft Key Page.
Selects = Odd, Even, Third etc selection. See Selects Soft Key Page.
Control = Device control functions. See Control Soft Key Page.
Playback = Playback modes. See Playback Soft Key Page.
Channels = Channel functions. See Channel Soft Key Page.

The WHEEL keys

These keys are used for different functions related the parameter wheels:

- To toggle a parameter to Full or Zero %
- To Master Key a different parameter to one of the User parameter banks (U1- U3)
- To set a value directly to a parameter

Toggle a parameter to Full or Zero %

Just press the Wheel key. It the parameter is over 50% it will go to Zero, it if is under 50% it will go to Full.

Assign a different parameter

1) Hold MODIFY and press the Wheel key. You will get a window where you can select the current parameter.

2) Press MODIFY to get a popup

3) Select a different one and store by pressing MODIFY again

Assign a different parameter from Device Mode

1) Hold the Master Key (21-40) with the parameter you wish to Assign, and press the Wheel key.

The LED's in the back of the console

In the back of the console there are some pretty useful LED's that indicate traffic in the inputs and outputs:

DMX Out (1 & 2) = These LED's are constantly lit when DMX is being transmitted.

DMX In = This LED is constantly lit when DMX is input.

Remote = This LED will flicker when data is received.

MIDI In = This LED will flicker when data is received.

MIDI Out = This LED will flicker when data is transmitted.

APN receive = This LED will flicker when data is received.

APN transmit = This LED will flicker when data is transmitted.

Ethernet Active = This LED indicates data is being transmitted or received.

Ethernet Link = This LED indicates that the Ethernet card in the console has established a connection with an external Ethernet card in another console, or an Ethernet Hub.

Reset Buttons In The Back Panel

In earlier Pronto consoles there are two microswitches in the back panel labeled Reset and Soft Reset. They have no functionality, and are covered in later models.

Quick Facts

These are some quick facts about the Pronto! that can give you a general idea about the capacity of this system.

The system is default set to operate as a fully programmable lighting console with all features operative. It can be set to operate in simpler operating modes as well (see Operational Modes).

- Simple to use
- Upgradeable to a total of 1536 control channels
- Upgradeable to a total of 3072 outputs
- All outputs can be used for moving light and scroller attributes
- 40 Masters with 1000 Master Pages, and individual up/wait/down times
- Inhibit Master mode (Special Functions)
- 4 user function potentiometers
- Two independent crossfading playbacks
- Freeze switch
- B.O. key with Grand Master function
- Jog Wheel for quick editing in all windows.
- 999 Sequences, up to ten can run simultaneously
- 1 000 user Macros
- 1 000 Groups for frequently used combinations of channels
- 9 000 Presets for playback in Sequences & Masters
- Clear and informative monitor information
- Large LCD display and several smaller ones
- Extensive moving light and scroller support
- Moving device Templates can be edited directly
- Special Device mode for moving devices
- Manual Direct Channel mode
- Can operate as a manual 2-scene Preset board.
- Can operate as a 20+20 Master Preset board.
- Levels can be copied between Presets
- Advanced theatre Sequence
- Advanced Dynamic Effects and multiple Chase Sequences
- User setup for system parameters
- Avab RPN and Direct Entry channel programming support
- 0-255 "bit" levels can be set
- Remote control option with IR and Radio
- Prints Play to any standard printer.
- MIDI support (keys, faders and TimeCode)
- Channel check mode
- External trig function
- Floppy or Hard Disk storage of plays (ASCII Light Cue compatible)
- Power fail memory with Flash Disk.
- Mouse support, keyboard support and screen editing.
- Multi Video support for 2 monitors

THE MOUSE

The mouse is used both for operating the menu functions and answering popup windows as in traditional software, and for setting levels or positioning moving lights.

NOTE: The mouse is not required for any functions other than creating Channel Layouts. It is an option.

Select channels

The left key can be used to select channels in channel views

Set channel Levels

Levels can be set by holding down the right key and moving the mouse up/down.

Open Editors and menus

Click on menus, or on Masters and Playback views in the monitor, to open the corresponding Editor, List or menu option.

Editing Masters

Double-clicking (left mouse key) on the information for a Master in any of the monitor views, is the same as pressing the Master key (sometimes called Assign key) for the corresponding Master. This means that you can hold START, PRESET or TIME and click on the Master to execute the corresponding function. Just clicking on the Master selects the channels from the Master. Double clicking opens the Master Editor.

Move windows

You can "grab" a window by clicking on the top of the frame, and drag it to a different position on the monitor.

Position Moving Devices

You can activate the mouse/trackball as a pan/tilt positioning tool by holding C/ALT (console) and right- clicking.

THE KEYBOARD

The keyboard has the following functions:

- Entering text labels where this is possible in all windows and Lists.
- Emulating all keys of the console. For the Offline editor or for running the console from the keyboard. This is toggled with SCROLL LOCK.

Normal Keyboard functions

Standard keyboard functions available in all situations are:

ESC = Escape, closes open windows and exits choices.
TAB = Moves within window choices.
INSERT = Inserts data in all lists.
DELETE = Deletes data in all lists.
RETURN = Modify, is used as an ENTER key to terminate commands.
BACKSPACE = C/ALT, is mainly used to clear numeric entries.
NUMBERS (in the numeric keypad) = Numeric entries.
HOME = Jumps to the first line of the list or editor.
END = Jumps to the last line of the list or editor.
PAGE UP = Page Up in lists.
PAGE DOWN = Page Down in lists.
ARROW KEYS = Arrow keys.

Help text descriptions for some of these keys

The END Key (keyboard)

This key only exists in the keyboard. It is used to get to the last line in an open window/List.

The HOME Key (keyboard)

This key only exists in the keyboard. It is used to get to the first item of an open window/List.

The PAGE DOWN Key (keyboard)

This key only exists in the keyboard. It is used to scroll one "page" down, in an open window/List.

The PAGE UP Key (keyboard)

This key only exists in the keyboard. It is used to scroll one "page" up, in an open window/List.

The SHIFT key (keyboard)

This key currently has no function in the keyboard for the offline editor.

The CTRL key (keyboard)

If this key is held before the program is started, the status file with the last saved play is skipped. Also, this key is used together with the arrow keys to get the following functions:

THRU with mouse

1) Click on the first channel

2) Hold CTRL and click on the last channel.

Next and previous ch

Hold CTRL and press arrow LEFT and RIGHT, to step to the nex or previous ch.

Level wheel simulator

Hold CTRL and press arrow UP or DOWN, to fade selected channels up or down.

The TAB key (keyboard)

This key will function as in most PC programs: pressing TAB will step between options in a popup. Shift & TAB will step backwards between options in a popup.

Example:

1) Select "Save as..." in the File menu

2) Press TAB. The cursor will jump between play name, directory, Save and Cancel.

3) Hold SHIFT and press TAB. The cursor will jump backwards between the same options.

The MENU key (F10 in keyboard)

This key selects the menus, similar to pressing a down arrow.

Keyboard Help

You can use the HELP function as well to explore the keyboard, providing the console emulation is on (toggle with Scroll Lock). Hold F1, and press any key, or combination of keys, to get Help.

NOTE: The keys are mapped according to an English keyboard layout, regardless of which keyboard language layout you are using. This is because the functions are mapped to the physical keys, not the letters assigned to them. This shouldn't be a problem though, because you can hold down the F1 key and press any key on the keyboard to see what function is assigned to it.

NOTE: The number keys 1-9 and 0, over the text part of a keyboard are mainly used as Master Keys. Normally, these keys are Master keys 1-10. Together with Shift, they work as Master keys 21-30. You can use Ctrl and the 1-0 keys to enter numbers. In a notebook computer there is no numerical keypad, but holding down the Fn key creates a temporary numerical keypad starting at number keys 7, 8 & 9.

Entering text

In text-mode: Place the cursor on the column where a text can be entered. Enter the text and press MODIFY again to confirm.

In console emulation mode: Place the cursor on the column where a text can be entered. Press MODIFY, enter the text and press MODIFY again to confirm.

NOTE: Press SCROLL LOCK in the keyboard to toggle console emulation on/off.

Console Emulation

All console keys can be reached from the keyboard when the keyboard is set to emulate the console. This is toggled with SCROLL LOCK in the keyboard. See the Console Emulation Table below.

This is surprisingly simple to work with, since the keyboard works exactly like the console. For example pressing R is the same as pressing RECORD, and pressing 1 is the same as pressing Master key 1.

HINT: If you need to access the LCD Display keys or information, use the Display Simulator (Playback Menu).

Level Wheel Emulation

You can hold CTRL and use the up/down arrows to emulate the level wheel for setting levels.

CH Step Emulation

You can hold CTRL and use the left/right arrows to emulate CH+ and CH-.

Console Emulation Table:

Console Key	Keyboard Key
-	Keypad Shift *
-	Ctrl Left Arrow
+	Keypad *
+	Ctrl Right Arrow
A	A
ALL	Keypad Shift -
AT LEVEL	Keypad +
ATTRIBUTE	I
B	B
BEAM (B)	F4
B.O.	In Editor menu only
C/ALT	Backspace
COLOR (C)	F3
CH	Keypad -
CH RANGE	C
Channel Wheel	Ctrl Up/Down
D	not available
DELAY	Ctrl T
DELETE	DELETE
DEVICE	D
DISP MODE	Ctrl V

DYNAMICS	E
ESC	ESC
FOCUS (F)	F2
FETCH/UNDO	Keypad Shift +
FLASH MODE	F
GO	Ctrl G
GO BACK	Ctrl B
GOTO	G
HELP (?)	F1
HOME ATTR (softkey)	Ctrl Home
INSERT	INSERT
LAST	L
MACRO	Q
MASK	K
MAST PAGE	M
MASTER	J
Master Keys 1- 10	1-0
Master Keys 21-40	Shift & 1-0
MINUS PERCENT	Ctrl Down
MODIFY	ENTER
NEXT	N
OUTPUT	O
PALETTE	F8
PAUSE	Ctrl P
PLAYBACK 1	X
PLAYBACK 2	Y

PLUS PERCENT	Ctrl Up
PRESET	P
RATE	Z
RECORD	R
SCALE	H
SELECT ALL	U
Select Playback 1	X/Y
Select Playback 2	X/Y
SEQ	S
SEQ -	X (Y) & Ctrl Down
SEQ +	X (Y) & Ctrl Up
SETUP	F12
START	F11
THRU	Keypad /
TIME	T
U1	F5
U2	F6
U3	F7
UPDATE PALETTE (softkey)	F9
VIEW	V
WIZARD	W

THE MONITORS

The Pronto can be run with one or two physical monitors (sometimes this is an option). You can also run one physical monitor with 2 virtual screens (like a double desktop).

Introduction to Monitors

A monitor helps you overview all aspects of your Play while programming. Besides the monitor, that will provide all information you need, there are several different console displays that will provide a shorter information about the status of the system. It is possible to run the system without a monitor, but unpractical. A monitor is optimal when it comes to displaying information clearly, and has the advantage of using colors for coding information.

NOTE: There is a Video Enable micro switch in the back of the board, next to the monitor output connector. Pressing this switch (with a pen for example) during startup will activate the monitor immediately, showing the startup procedure of the Operating System (DOS).

These are some words you might want to understand the meaning of to understand the monitors:

Desktop

The Desktops are the views on the monitors when all windows are closed. The desktop views can be toggled with the VIEW key.

Screen

Each monitor has a screen. The monitor is the physical object, and the screen is the actual image surface.

Virtual Screens (3.0)

You can activate two virtual screens to get a double desktop in a single physical monitor. This is done in the Pronto Setup (Pronto Menu). The system needs to be restarted after changing this.

See Virtual Screens.

Window

When you open a box of information on a montior screen, it is opened in a "window". The windows can be resized and moved around using the VIEW key, in combination with the arrow keys.

List

A list is any assortment of information displayed in an order of some kind. It could be a Channel List, a Patch List, a Device List, a Palette List etc. A list can be displayed in a window, on a desktop or even in the LCD Display of the console.

Display

In this manual we refer to the LCD display of the console as a display, and the monitors as monitors or screens.

Views

In this manual we refer to the different areas of a desktop as a "view". For example, a section of a desktop can be referred to as a "Master view" or a "Sequence view".

The VIEW Key

This key is used to toggle between different monitor views, and be used in combination with other keys for views or modes. In Operational Mode:4 (the default fully operational mode) it toggles between the following monitor views:

One monitor and no virtual screens:

- Playback 1 & Masters + channels
- Playback 1 & 2 + channels
- Expanded Master view + channels
- Expanded Playback 1 & Playback 2 + Master view
- Expanded Playback 1 & expanded Master view
- Playback 1 & 2 + expanded Master view

Two monitors or virtual screens:

- Expanded Playback 1 & 2 + Master view
- Expanded Playback 1 & expanded Master view
- Playback 1 & 2 + expanded Master view

These views are described in the Sequence and Master chapters.

NOTE: VIEW can also be used with a number (1-5) to directly select any screen.

Navigation:

You can change both the size and location of a window from the console or keyboard:

- Use VIEW & Up/Down arrows to toggle between Full Screen, Half Screen and Quarter Screen size for the active window. - Use VIEW & Left/Right arrows to move the location of the active window between a set of predefined positions without resizing it.

NOTE: Each window type remembers it's last used size and position and will open like that the next time it is activated. However, these settings are not stored to disk when you make a shutdown. A few windows, like the Wizards, are not affected by these changes.

NOTE: All window editors keeps the first column(s) visible when scrolling to the right. A double line indicates that there are columns in the middle that are not displayed.

View Shortcuts:

VIEW can be used in combination with the following keys:

- CH & VIEW = Toggles channel format on screen
- VIEW & PALETTE = Toggles Direct Select Palette mode
- VIEW & FOCUS = Toggles Direct Select Focus mode
- VIEW & COLOR = Toggles Direct Select Color mode
- VIEW & BEAM = Toggles Direct Select Beam mode
- VIEW & MACRO = Toggles Direct Select Macro mode
- VIEW = deactivates all Direct Select modes.
- VIEW & DYNAMICS = opens Running Dynamics window
- VIEW & PLAYBACK = Toggles Text or Time, displayed in compressed Sequence views.
- VIEW & OUTPUT = Opens the View Output window.
- VIEW & MASTERS = Toggles text or time view.
- SETUP & VIEW = Opens a window for selecting text viewing in Masters and Sequence Views.

Window Shortcuts:

When a window is opened it receives a number 1-9. You can use C/ALT & 1-9 to select any open window with the corresponding number. The keyboard command is Alt & 1-9.

You can also use C/ALT and 0 to step through the last two opened windows.

You can use C/ALT and the up arrow to move a window to a second screen.

The Monitor Screens

There are several different desktop views in the monitors. You toggle between them using the VIEW key. The information in the different views is described in the introduction the chapters concerned (Sequence, Masters and Channels).

See The View Key

Status Indication

The lower right corner of the screen shows the current operational mode and status parameters of the system, Such as the contents of the A, B, C, D Playbacks and the status of the GrandMaster (which will convert to red background when any other level than 100% is set). On the same line to the right, the status of the FREEZE switch is indicated with a red background when set to "Freeze". When a Macro is being recorded it shows "Learning". When a Blackout is activated, it shows "B.O.".

Time, Date and Play name are always shown at the top right of the main screen.

Multi video support

You can have two monitors (option) by activating "Multiple Monitors" in the Pronto Setup (Pronto Menu). You have to restart the system for this to take effect.

The second monitor can be operated exactly like the first monitor. Moving the mouse outside of the current screen will activate the other screen. C/ALT and Left/Right arrows can also be used to change screen. The menu bar will always be on the main screen. When you open new windows, they will always be opened on the active screen. Windows can be dragged across the screens with the mouse, or moved by holding C/ALT and pressing the up arrow.

The second screen can show channels in two different formats:

1. Full screen of channels
2. Two halves of channels showing Stage output to the left and a preview of the B field on the right side.

Toggle between the two formats with C/ALT & VIEW. The channel view for the B field is slaved to the main channel view. If you scroll or change to packed format, the second view will follow.

NOTE: These Pronto Setup functions replace the startup parameters in the p.bat file: /MULTIPLESCREENS and /VIRTUALSCREENS.

NOTE: There is support for Astra multivideo cards if you are running the offline editor in a standard computer and want multiple screens. Start with /ASTRACARD. (QDA.EXE must be executed before you start PRONTO)

Virtual Screens (3.0)

You can have the desktops of two monitors in a single physical monitor by activating Virtual Screens in the Pronto Setup (Pronto Menu). You have to restart the system for this to take effect.

When you activate Virtual screens you will have two virtual screens that emulate two physical monitors. When you move the mouse outside of one screen, the other screen will be swapped in. The two screens operate just like a two monitor system. You can event drag windows between the two screens with the mouse.

NOTE: These Pronto Setup functions replace the startup parameters in the p.bat file: /MULTIPLESCREENS and /VIRTUALSCREENS.

CHANNEL LAYOUTS (3.0)

You can define fairly complex channel layouts where the channels (and any other content, such as presets, groups, palettes, sequences, macros etc) are placed topographically on the screen. The channel layout can also include line and rectangular drawing elements of different types and color.

Introduction to Channel Layouts

Channel Layouts allow you to arrange your channel views graphically, organized to resemble your stage plan, or in logical groups (moving lights, front of house etc). You can create up to 999 Layouts, and they can all contain the same channels. They can be set to be automatically selected when you select a channel that is in one of them, or you can assign them to masters or channel Masks to select quickly. There are basic drawing tools that provide you with means to arrange lines and boxes with some patterns and different background and foreground colors. You can assign a text label to all objects. You can load all kinds of play data and content into a layout, such as presets, groups, macros etc.

The Channel Layout List

The menu command Channel Layouts (Pronto Menu) opens a list of Channel layouts. Enter a number and use INSERT to create new channel layouts, and DELETE to remove existing layouts. Each layout can be given a descriptive name. Press MODIFY in the first column to open the channel layout editor.

These are the functions in the Channel Layout List

Channel Layout

This is the number of the Channel Layout.

Text

You can enter a text label here.

Auto-Selectable

When you select a channel that isn't included in the current layout, all layouts, which are marked as "Auto-selectable" (new parameter in the Channel Layout List) will be checked. If the channel is found in another layout, it will be selected.

See Auto-Select Layout.

The Channel Layout Editor

This is where you create or edit a layout. You need a mouse or trackball to create or modify a Channel layout. The area where you can place channels and drawing objects is bigger than one screen. Use the scroll bar to scroll up/down. All functions in the Channel Layout Editor are described in the rest of this chapter.

Create A Channel Layout

1) Open the Channel Layouts list (Pronto Menu).
2) Enter a number and press INSERT to create a new Channel Layout.
3) Press MODIFY to open the Channel Layout Editor.
4) Proceed placing channels and content, and drawing lines and boxes as described in the rest of this chapter. You will get a prompt asking you if you want to save when you exit.

Place Channels

1) Enter the channel number and click with the left mouse button.
2) Place the next channel by clicking with the left mouse button without a number, or enter a new number.

Content in Layouts

It is possible to place any type of Content (preset, group, macro etc) in a layout. You place a Content in a similar way to how you would assign it to a master.

PRESET & Click: Places a Preset content at the location where you click.
FOCUS/BEAM/COLOR/PALETTE: Places a Palette content.
MACRO: Places a Macro content.
DYNAMICS: Places a Dynamic Library content.
DEVICE: Places a Device content.
MASK: Places a Channel Mask content.
GROUP (.) & PRESET: Places a Group content.

The currently defined combination of Foreground and Background color will be used for the new object.

To activate the Content, just click on the Content object in the user defined channel layout.

NOTE: Due to a change in the ASCII Light Cues format for the Channel Layouts, the text of layout objects in old plays may disappear.

Delete objects

Hold DELETE and left-click on the object you wish to remove.

Edit objects

You can change the properties of a drawing object by holding MODIFY down and click with the left mouse button on the object.

Drag a channel or a drawing object by holding the left mouse button and dragging the object. If you move a drawing object that encloses some channels, the channels will move too.

Draw Lines & boxes

Draw a line or square by holding the left mouse button and drag the mouse. The shape will automatically be a square, a vertical line or a horizontal line depending on how you draw it. The line type, foreground/background color and title parameters are fetched from the Control Panel.

Each drawing object has its own foreground/background colors, a line type (none, single line, double line or stars) and a title. It is possible to resize an existing object by dragging its lower, right corner.

New objects created will inherit their properties from the last selected object.

Colors and text

All colors and text is entered through the Control Panel. The Control Panel Window is toggled on/off with the right mouse button. When the Control Panel is open, you can click on objects and modify them directly without closing and reopening the Control Panel. The frame type selection is shown in the currently selected color combination.

The Control Panel has the following elements from left to right:

- Line type selection. Click Fill to toggle a filled object.
- Background color selection.
- Foreground color selection.
- Preview/Demo square (not visible when the Control Panel window is opened to modify an existing object).
- Below the Background color field, there is a text entry field where a title text can be entered.

The Grid

There is a Grid to help you arrange objects.

In the window frame, in the bottom left corner, you have a small panel which controls a drawing grid. Click on "Grid" to toggle the grid on/off. Click on "<<" to make the grid distance smaller and ">>" to make the grid distance bigger.

A line is shown in the Grid as an indication of the middle. This line also shows the right side of the standard Channel View that is used in one screen mode. The Grid is drawn from the centerline and out to make it easier to arrange objects symmetrically. Guidelines are shown on vertical page boundaries.

Assign A Layout to A Channel Mask

You can assign a Layout to a Channel Mask, so that it is automatically activated when that Mask is activated. This is done in a column in the Channel Mask Editor (Pronto Menu).

See Channel Masks.

Load A Layout to A Master

You can load a Layout as content to a Master. This means that you can activate the Layout by pressing the Master key.

1) Enter the Layout number
2) Hold VIEW and press the Master Key

Loading layout 0 (or a non-existing layout) allows you to return to Unpacked mode fast.

Select a Layout directly

You can select a Layout directly.

1) Enter the Layout number.
2) Hold CH and press VIEW

Quick Toggle Ch Views

Using CH & VIEW, you can toggle between Unpacked, Packed, Selected and User Channel Layout format. Normally, the first defined Channel Layout will be used.

Import Wizard Support

It is possible to import Channel Layouts in the Import Wizard.

See The Import Wizard

Auto Select objects in Lines/Boxes

When a Layout is being used, you can click on a line to select channels that are close to the line. If you click on the frame of a rectangle, you will select all channels that are inside of the frame. If you double click on the frame, all other channels will be de- selected first.

If you click on the frame of an object, all Content objects that are within the frame will be executed. If you double click outside of an object, all channels will be de- selected.

Auto Scrolling

Selecting a channel outside the current view will automatically jump in whole "pages" only. This is to avoid unnecessary jumping within the same page.

Auto-Selectable Layouts

It is now possible to let the Pronto find and select a layout where a specific channel is included. If you select a channel that isn't included in the current layout, all layouts, which are marked as "Auto-selectable" (new parameter in the Channel Layout List) will be checked. If the channel is found in another layout, it will be selected.

PART II: Functions Manual

This is the Functions Manual, where all functions are described in detail, with examples in some cases.

COPY, CUT & PASTE (3.0)

It is possible to cut, copy and paste Texts, Sequence Steps and Presets, complete with their content. Works in all Text fields, such as Preset, Channel or Sequence texts.

NOTE: When you paste a Sequence step in the Sequence Editor, it will be inserted before the currently focused step.
NOTE: When you paste a Preset in the Preset Editor, you will overwrite the content of the currently focused preset.

From the console

Paste = C/Alt & INSERT
Copy = C/Alt & DELETE
Cut = Make a COPY followed by a DELETE

From the keyboard

Cut = Ctrl-X
Copy = Ctrl-C
Paste = Ctrl-V

ENTERING TEXT (3.0)

Almost every item in a Play can be labelled with a text. Channels, Groups, Presets, Sequence Steps, Sequences, Palettes etc. The texts are entered from a keyboard, and there is a special TEXT key that can be used to quickly edit the text of a Sequence Step, or a Preset/Group in a Master. Each channel can have up to 4 texts, that automatically create "groups" that can be selected from a list in the LCD Display.

The TEXT Key

A direct key for setting text is available in the Playback soft key page. Hold this key and press one of the following keys to get a text popup for the item assigned to that key. An already existing text (if any) will be shown in the text popup.

[TEXT] & [A]

[TEXT] & [B]

[TEXT] & [Master_Key]

NOTE: You can press TEXT only, to get a popup with the text for the Step in the A field.
NOTE: Master content that will accpet the TEXT command is Presets and Groups.

Text From The Keyboard

The keyboard is used to enter texts. The keyboard has two modes: text mode and Console Emulation mode. These are toggled with the SCROLL LOCK key of the keyboard.

When you are in Text mode you can enter a text for any item in a window, by simply starting to write. When you are in Console Emulation mode you need to press MODIFY first, since the text keys simulate functions keys of the console.

Channel Texts & Auto Groups

Each channel can have up to four text labels that are auto-sorted into virtual groups in the LCD Display and can be used to select channels.

See The Channel Texts and Auto-Groups

CHANNELS

In this system all dimmers and moving devices are controlled as channels. The default setting after opening a "new" play is that all channels are patched 1:1 to all outputs. Moving devices need to be patched to be recognised by the console. See Patch.

These are the functions described:

Introduction To Channels

The channels of the lighting console are what you set level values to and store for playback. This system can be expanded to control up to 1536 individual dimmer channels patched to a maximum of 3072 DMX512 outputs (or 2x256 AVAB outputs). Any DMX output not used for a dimmer can be used to control moving light or scroller attributes. All dimmer channels are routed through the patch. Moving lights and scrollers are patched as Devices in the Channel Setup (Pronto! menu).

Channel control

Channels and levels can be set with the channel faders in Direct Channel Mode, and from the keypad, using AVAB's RPN Command syntax, or Direct Entry syntax (At mode) selectable from the SETUP. RPN is default.

Channel levels

Channel levels are set from 0—100%. 0% values are not displayed on the channel screen and 100% values are displayed as F, standing for "Full". The full resolution of DMX 512 is higher than 100 steps, it's 256 steps called bits. Therefore there are functions for setting and changing levels in increments of bits (0—255).

Field

A field is a store that can play back or in some other way affect channels and levels in the system. Every Master is a field, and each Crossfade Playback has two fields (A/B and C/D).

Output

Each channel is patched to one or more Outputs in the Channel Setup. An output is a DMX512 or AVAB output channel from the digital outputs in the back of the console. There is a special ID function in the OUTPUT key that makes it possible to flash or set a test level for any output, whether it's patched or not.

Channel Setup

The default setting of the patch in the Channel Setup is 1:1, which means control channel 1 controls output 1 etc. You can patch several outputs to one control channel. No output can be patched to more than one control channel. It is possible to patch a range of outputs to a range of control channels with a special function. See the Patch Chapter for more information.

Channel Views

The main channel view is the complete left half of the default monitor view. You can see up to 120 Channels in this view. You can scroll the channel view by holding CH and moving the Level Wheel.

Toggle Channel viewing format

You can toggle between these formats by holding CH & VIEW:

- All channels.
- Only channels with an output on stage, or selected channels.
- Channel Layout (if there is one selected).

See Channel Format in the Playback menu.

Channel Information

Under each channel you can see what field the level is output at the Highest Level from, when the channel is selected. Masters are 1-40, Crossfade Fields are AB or CD, and Special Fields are displayed as "S".

When a channel has an individual fade or delay time in a crossfade, this will be shown and count down under the level of the channel. Move and Lock fades are indicated with M and L to distinguish them from normal channel times.

Up and down arrows are shown on the main channel view to indicate channels going up or down in the next crossfade in the main playback.

A "/" indicates a channel curve is assigned to the channel.

Some information about each channel is provided with colors:

Brown square around white level
Indicates that the channel is selected from the keypad channel functions and controlled by the level wheel and level keys.

White level
indicates that the highest level for this channel is currently output (HTP) in the A Crossfade Playback.

Yellow level
Indicates that the highest level for this channel is currently output (HTP) from one of the Masters.

Blue level
Indicates that the channel has been assigned a Constant Level (from the Channel Setup under the Pronto! menu) OR is assigned to one of the Special Functions in Exclusive mode. In either case it will not be affected by any other function in the system including the Grand Master.

Red level
Indicates that the channel is controlled by a Special Functions Master in Inhibit mode.

Red background on channel numbers
Direct Channel Mode Only. Indicates that these are the channels controlled by the channel faders. This is called the current Channel Range and is selected with the CH RANGE key.

Red channel number background
Indicates that the channel is Scaled.

Orange channel number background
Indicates that the channel is a moving device, which currently is moving some parameters.

Yellow channel number
Indicates that this channel controls a moving device.

Green channel number
Indicates that this channel controls a moving device that has changed position.

Pink channel level
Only shown during a fade, indicates that this channel is running with a channel time.

Direct Channel Mode

The idea of a Direct Channel Mode was born when computerized lighting consoles were introduced to installations where a professional user would be using it one day, and a complete novice just wanted some lights on stage the next day. Direct channel mode switch converts all 40 faders to channel faders temporarily, actually turning the console into a one field manual fader console. To avoid confusions the Master and B Crossfade Playback outputs are muted leaving only the A Crossfade Playback active together with the Grand Master.

These are some examples of situations when this is useful:

- When you want to balance a large group of channels manually to create or modify a Preset (you can switch back to Normal and the lights set in Direct Channel Mode will stay in playback A).
- When you want to set some lights on stage for rehearsal or work without having to reset the Master faders and other controls.
- During rigging without a monitor where you want to have a simple channel fader board with only channels and Grand Master functioning and all the other functions muted.
- When somebody who is not familiar at all with the system needs to use the board to set some simple lights for a situation different than what is programmed in the board.

NOTE: Direct Channel Mode and Operating Mode 1 support a second monitor. With one monitor, the whole screen now shows channels. The channel view on the second monitor is not linked to the channel view on the first monitor.

NOTE: Direct Channel mode works slightly differently in Pronto+. The left Direct Channel Mode switch will activate Direct Channel Mode and set all faders to channel faders as usual, and the right switch will set only the 40 faders of that panel to control channels.

The CH RANGE Key

This key selects which channel range the channel faders will be controlling in Direct Channel Mode. The currently selected range is highlighted with a different color. You can also use this key to jump to the "right" range for a specific channel.

Select the next range

[CH_RANGE] or [CH_RANGE] & [+]

Select the previous range

[CH_RANGE] & [-]

Find the channel range where a specific channel exists

[0-1536] [CH_RANGE]

Example: Using Direct Channel Mode

1) Make sure the Grand Master is up.
2) Make sure the FREEZE switch is set to ON.
3) Turn Direct Channel Mode switch to "Direct Channel Mode"

Channels 1—40 can be accessed from the channel faders now. Moving channel fader 1 and you can see the value for channel 1 on the channel screen. If the value is shown on the screen it is also output from the board.

Press CH RANGE and move channel fader 1 again, you will now be controlling channel 41, because the CH RANGE key selects the next channel range (41—80 in this case) when pressed. Each time you press CH RANGE a new range is selected and the first channel in the range is displayed in the display to the left of the channel faders. The selected range is displayed in red on the channel screen. The keypad channel functions will work in Direct Channel Mode.

Example: Set levels in DCM and use in "normal" mode

1) Set levels with channel faders 1—40 using the faders in Direct Channel Mode

2) Switch back to playback A by turning the Direct Channel Mode switch

The lights will stay put in playback A and can be used to store a Preset etc....

Example: Using keypad functions together with DCM

1) Set levels with channel faders 1—40 using the faders in Direct Channel Mode

2) Select all and raise 5%

[ALL] [+%]

3) Add ch 5 at 90%

[5] [CH] [9] [0] [@_LEVEL]

4) Clear all channels

[C/ALT] & [CH]

Reverse Polish Notation or At Mode

The default mode for entering commands in the system is the AVAB RPN mode. It is very simple to learn, requires few keystrokes and applies to all functions in the system. There's one single rule: enter the number first and press the function key after! At Mode (also called (Direct Entry) is different in the way that ch numbers are entered directly, followed by a function (@ LEVEL for example) and the value of that function. In some cases this is faster, but monitor information will always be one step behind since numerical values are entered last.

Example: How RPN works:

Selecting channel 1 @ 50% will be:

[1] [CH] [50] [@_LEVEL]

number function number function

Example: At Mode, or Direct Entry

Selecting channel 1 @ 50% will be:

[1] [@_LEVEL] [50]

number function number

Select Channels And Set Levels

This chapter describes the functions related to selecting channels and setting levels. Before you can set a level to a channel, you must select that channel. You can select any combination of channels for setting levels to simultaneously with the level functions or the Level Wheel.

The channel selecting keys are placed in a row to the right of the numeric keypad:

Numeric Keypad
Decimal Point
C/ALT
CH
CHANNEL PLUS
THRU & Invert Group
CHANNEL MINUS
ALL

The keys involved in setting levels are placed in a row next to the channel selection keys:

@ LEVEL
PLUS PERCENT
MINUS PERCENT
FETCH/UNDO

NOTE: Selecting channels and setting levels can be done with two different methods; Reverse Polish Notation (RPN) and At Mode (Direct Entry). This is selected in the "At Mode" function of the Pronto Setup (Pronto! menu).

Numeric Keypad keys

These keys are used to enter numbers 0-9. The C/ALT key clears the last entry, but is also used as a prefix key (held down) together with other keys for special functions.

The DECIMAL POINT Key

Enters a decimal point. This key is also used after entering a level, to change the function of the +%/-% keys. This key is also used to record Groups, by adding a decimal point after the Group number.

Change a level by %

[0-100] [.] [+%] or [-%]

The selected channels will be changed by # percent.

Change a level by 1 bit

[.] & [+%] or [-%]

Increases/decreases the levels of the selected channel by 1 bit.

The C/ALT Key

Clears the last entered number, and is used as an ALT key in combination with other keys to perform a lot of special functions.

See Key Shortcuts for the complete list.

Clear all levels and ch in a field

[C/ALT] & [CH]

Clears all levels and selected channels in the current field.

Set selected channels to FULL

[C/ALT] & [+%]

Set selected channels to zero

[C/ALT] & [-%]

Check Mode

[C/ALT] & [+] or [-]

Moves to the next/previous channel with the current level. Useful for checking lamps quickly.

Set a Crossfade Playback to zero

[C/ALT] & [PLAYBACK]

Will clear both fields of the playback from light content. The Sequence is still loaded to the Playback.

Set Master to zero

[C/ALT] & [Master_Key]

Will clear the content of the Master.

Align Attributes for parameter group of selected channels

[C/ALT] & [FOCUS]

[C/ALT] & [COLOR]

[C/ALT] & [BEAM]

NOTE: This was previously (2.0) used for HOME ATTRIBUTES. This is no longer the case.

Home all Attributes for the selected channels

[C/ALT] & [ATTRIBUTE]

This is the same function as the Soft Key HOME ATTRIB in the Device Display Soft Page.

Select a specific open window

[C/ALT] & [1-9]

Toggle the last two open windows

[C/ALT] & [0]

The CH key

This key has several functions:

- Selecting a channel.
- It is used in combination with other keys, such as OUTPUT for patching and up/down arrows for scrolling the channel views, the Master Keys for assigning channels to Masters and with the TIME and DELAY keys to record Time Groups (time per channel). It is used in combination with the @ LEVEL key to flash and identify a channel or Group.

NOTE: The channel view will automatically scroll to the last selected channel.

Example (RPN): Select channel 1 and clear any previously selected channels

[1] [CH]

Example (At Mode): Select channel 1 and clear any previously selected channels

[1] [any_channel_function]

The CH key is not required for selecting a new channel in At Mode. Instead any channel function entered after will perform this automatically.

Identify (FLASH) the current ch selection

[CH] & [@_LEVEL]

Hold down CH and press @ LEVEL. The current ch selection will flash between 0- 100% until you let go.

Scroll the channel view

Hold down CH and press the up/down arrow. This will scroll the channels shown in the channel views in the monitor.

For patching channels to outputs see Patch

Toggling the channel view format

Hold down CH and press VIEW. This will toggle between packed (selected/stage) and unpacked format.

Quick-load several channels to several Masters

1) Select a group of channels.

2) Set them to any level.

3) Hold down the CH key, and press any Master Key. The channels in the selected group will be loaded one by one to the Masters, starting from the Master you pressed the Master Key for.

NOTE: The previous content of the Master(s) will be cleared.

Set individual Time and Delay for channels in Sequence

1) Select a group of channels.

2) Enter a time or delay.

3) Hold CH and press TIME or DELAY.

To view or change the times, open the Channel Time Editor by pressing MODIFY on the ChTime column in the Sequence editor.

The CHANNEL PLUS key

This key is used to add a channel to a previously selected combination of channels, stepping to the next ch, or in combination with other keys for special functions (Check Mode).

NOTE: The channel view will automatically scroll to the last selected channel.

Example (RPN): Select channel 2 and 5

[2] [CH] [5] [+]

Example (At Mode): Select channel 2 and 5

[2] [+] [5]

Step to the next ch

[+]

Check mode to next ch

Hold down C/ALT and press this key. You will step to the next channel with the current level. Keep the C/ALT key pressed and you can continue using CH+ and CH- to check the next/previous channels. You can use this to check lamps quickly by stepping through a range.

Add or subtract channels in Master to current selection

[+] & [Master_Key]

[-] & [Master_Key]

You can use + and - together with a Master Key to add/subtract the channels on the Master to/from the current selection.

The THRU and Invert Group Key

This key is used when a channel(s) is already selected, to select a range of channels. The range can be from a lower channel to a higher channel or the other way around.

It is also used in combination with the C/ALT key to select all channels with a level, except the ones currently selected (Invert Group).

NOTE: The channel view will automatically scroll to the last selected channel.

Example (RPN): Select channels 5 through 1

[5] [CH] [1] [THRU]

Example (At Mode): Select channels 5 through 1

[5] [THRU] [1]

Invert group

[C/ALT] [THRU]

Selects all channels with a level in A, except the ones currently selected.

The CHANNEL MINUS key

This key is used to subtract a channel from a previously selected combination of channels, stepping to the previous ch, or in combination with other keys for special functions (Check Mode).

Example (RPN): Select channels 1 through 5 minus 1

[1] [CH] [5] [THRU] [1] [-]

Example (At Mode): Select channels 1 through 5 minus 1

[1] [THRU] [5] [1] [-]

Step to the previous ch

[-]

Check mode to previous ch

Hold down C/ALT and press this key. You will step to the previous channel with the current level. Keep the C/ALT key pressed and you can continue using CH+ and CH-to check the next/previous channels. You can use this to check lamps quickly by stepping through a range.

Add or subtract channels in Master to current selection

[+] & [Master_Key]

[-] & [Master_Key]

You can use + and - together with a Master Key to add/subtract the channels on the Master to/from the current selection.

The ALL key

This key is used to select all channels with a level in the field you are working in (which normally is the A crossfader playback field).

Select all channels with a level (in this field)

[ALL]

Example: Set different ch levels and use ALL to modify

1) Set ch 1 to 50%

[1] [Level_Wheel]

2) Set ch 2 to 75%

[2] [Level_Wheel]

3) Use ALL to select both and set a level with the Level Wheel

[ALL] [Level_Wheel]

Select all channels with a level within a group on a Master

[ALL] & [Master_Key]

The @ LEVEL key

The level key can set any level, a default level (can be changed in the Pronto Setup), or a 1- 255 bit level to the currently selected channel or group.

(RPN): Set a specific level

[0-100] [@_LEVEL]

Sets level (0-100) to the currently selected channel or group.

(At Mode): Set a specific level

[@_LEVEL] [0-100]

Sets level (0-100) to the currently selected channel or group.

Set a default level directly

[@_LEVEL]

Sets the default level to the currently selected channel or group. The default level is 70%, and can be changed with SETUP & @ LEVEL.

Set 100% directly (3.0)

[@_LEVEL] [@_LEVEL]

Sets 100% to the currently selected channel or group.

Set a 0-255 bit level

[0-255] [.] & [@_LEVEL]

Sets a level of (0-255) bits to the currently selected channel or group.

The MINUS PERCENT Key

This key is used to decrease levels by 5% (can be changed with SETUP), any specified percentage, or by 1 bit. It can be used in combination with the C/ALT key to set levels directly to 0% as well.

Decrease levels by 5%

[-%]

Decreases the level of the currently selected channel or group by 5% (Hold SETUP and pressing this key to change this value).

Set selected channels to zero

[C/ALT] & [-%]

Select a channel directly and decrease levels

[0-1536] [-%]

Selects channel (0-1536) and decreases.

Decrease levels in 1 bit steps

[.] & [-%]

Decreases the currently selected channel levels with one bit.

Decrease levels with a specified percentage

[0-100] [.] [-%]

Decreases levels by [0-100] percent.

The PLUS PERCENT Key

This key is used to increase levels by 5% (can be changed with SETUP), any specified percentage, or by 1 bit. It can be used in combination with the C/ALT key to set levels directly to 100% as well.

Increase levels by 5%

[+%]

Increases the level of the currently selected channel or group by 5% (Hold SETUP and pressing this key to change this value).

Set selected channels to FULL

[C/ALT] & [+%]

Select a channel directly and increase levels

[0-1536] [+%]

Selects channel (0-1536) and increases.

Increase levels in 1 bit steps

[.] & [+%]

Increases the currently selected channel levels with one bit.

Increase levels with a specified percentage

[0-100] [.] [+%]

Increases levels by [0-100] percent.

The FETCH/UNDO key

This key has several functions. One is to fetch (copy) levels for the currently selected channel/group/Device from any other Preset. Another is to revert to a previous level after the last change made.

Undo a level change

[FETCH/UNDO]

When a channel is selected and changed with the wheel, this key undoes the last level change made with the level wheel.

Fetch levels from a Preset

[1-999.9] [FETCH/UNDO]

Fetches levels for the selected channels from the specified Preset.

Example: Fetching (copying) a level from a Preset

1) Store Preset 10 with channel 1 at 43%

[1] [CH] [4] [3] [@_LEVEL] [1] [0] [RECORD]

2) Clear all levels and channels

[C/ALT] & [CH]

3) Select ch 1

[1] [CH]

4) Copy the level from Preset 10

[1] [0] [FETCH/UNDO]

Channel 1 will be set to 43%, as it was recorded in Preset 1

Note that the fetch function will work also for a selection of channels. This means that you can copy the levels for channels 1, 4 and 10 from Preset 3, for example.

Example: Undoing the last level change:

1) Set ch 1 to 56%

[1] [CH] [Level_Wheel]

2) Change the level to 70% with @ LEVEL (The Step Level function)

[@_LEVEL]

3) Undo this level change, back to 56%.

[FETCH/UNDO]

Fetch Attributes from a Preset

[1-999.9] [FETCH/UNDO] & [FOCUS]

[1-999.9] [FETCH/UNDO] & [COLOR]

[1-999.9] [FETCH/UNDO] & [BEAM]

[1-999.9] [FETCH/UNDO] & [ATTRIBUTE]

[1-999.9] [FETCH/UNDO] & [Wheel_Parameter_key]

Fetches attributes for the selected channels from the specified Preset .

Select Channels In A Master/Playback

Each Master fader has a Master key (referred to as **Assign Keys** in some earlier AVAB systems) and the A/B/C/D crossfaders each have a similar key too. You can select all channels with a level in any of these fields as a group, by shortly pressing the key for that field (as opposed to holding down the key for a few seconds, which is a different function). This function is the same as selecting that field for editing and using the ALL key to select all channels with a level in that field.

This function is useful in several ways:

- You can use it to quickly find out which channels are controlled by a Master without actually moving the fader.
- You can quickly check which channels are stored in the incoming Preset controlled by the B crossfader.
- You can quickly check which channels are stored in the outgoing Preset controlled by the A crossfader.
- You can set up frequently used combinations of channels on the Masters and use the Master keys of the Masters to select the Groups for mixing into new Presets, or editing already stored Presets.

Example: Using a Master Key to select a group

1) Select the Field Editor for Master 3 by holding down Master Key 3 for 3 seconds

2) Set channels 3—10 to 25% in Master 3

[3] [CH] [1] [0] [THRU] [2] [5] [@_LEVEL]

3) Exit the field editor for Master 3

[ESC]

4) Deselect all channels,

[C/ALT] & [CH]

5) Now select all channels in Master 3 as a group by pressing Master key 3 and letting go right away.

[Master_Key_3]

The channels will be selected as a group

Clear Channels In A Master/Playback

Hold C/ALT and press the Master or Playback key.

The system also provides a built in shortcut for selecting all channels with a level in a field, setting their levels to 0% and clearing the selection of channels. This is done by holding down C/ALT and pressing CH at the same time. Another way of doing this is to assign Preset 0 to that field.

Example: Clearing channels and levels

1) Set channels 1—5 to 50% and channel 9 to 60% (RPN Described here)

[1] [CH] [5] [THRU] [5] [0] [@_LEVEL] [9] [CH] [6] [0] [@_LEVEL]

2) Clear all channels and levels

[C/ALT] & [CH]

Work With 255 Bit Level Values

Levels for channels controlling dimmers are traditionally set from 0—100%. The internal resolution of DMX 512 however, is almost 2.5 times higher. A DMX channel is output from 0—255 steps called bits. You may want to use this higher accuracy when you are setting values for mechanical dimming devices, moving lights or scrollers controlled with DMX.

You have to divide the bit value with 2.55 to get the %—value. The board will display the %—value rounded off to the closest value. (1.4% will be displayed as 1% and 1.6% will be displayed as 2%)

These are the level keys that can be used to set 255 bit levels:

[@_LEVEL] [+%] [-%]

If you want to find out what 0—100% level corresponds to a 0—255 bit level, you divide the % level with 0.39 (100/255=0.39). For example: 50% / 0.39 = 128 bits (actually 128.21)

If you want to find out what 0—255 bit level corresponds to a 0—100% level you multiply by the same factor of 0.39. Example: 129 x 0.39 = 50,31%

NOTE: 255 bit levels cannot be displayed on the channel screen, but are stored with the show and exported in ASCII Light Cues.

Example: Setting 255 bit level values

1) Select ch 1 and set a level of 128 bits

[1] [CH] [1] [2] [8] [.] & [@_LEVEL]

(129 / 2.55= 50,2%, which is displayed as 50%)

2) Now set a level of 129 bits

[1] [2] [9] [.] & [@_LEVEL]

(129 / 2.55= 50,6%, which is displayed as 51%)

3) Increment this level by one bit

[.] & [+%]

4) Decrement this level by one bit

[.] & [-%]

Identify A Channel Or Output On Stage

There are functions to help you quickly identify a channel or output on stage.

NOTE: You can set the ID level for the CH key from the Pronto Setup.

See "ID Level".

Identify a channel

[1-1536] [CH] & [@_LEVEL]

If you select a channel, hold down the CH key and press @ LEVEL, that channel will start flashing between 0-100%.

You can use this function to identify a whole group of channels as well as a single channel.

Example: Using the ID function

1) Identify channel 4

[4] hold down [CH] and press [@_LEVEL]

2) Identify currently selected channels

hold down [CH] and press [@_LEVEL]

The OUTPUT Key

Allows you to bypass Patch and Device settings to control or identify any output directly. This key is also used in the Patch (under the Pronto! menu) to patch channels to outputs. If you hold VIEW or MODIFY and press this key, you open the Output window and Output Setup.

See Ouput Setup.

Control an output

[0-3072] [OUTPUT] [Level_Wheel]

Enter the number of the output you wish to control and press OUTPUT. The level wheel will now control this output. Return to channel control by selecting a channel with the CH key.

For information on how to use the OUTPUT key for patching, see Patch.

Check mode for channels

There is a function for stepping through a series of channels at any selected level. This is useful to locate a channel quickly, or to check lamp bulbs. If a channel is already set to a level when checked it will cut back to the previous level when the next channel is checked.

Use check mode for channels

1) Select a channel and set any level (this is the level that will be used by the Check Mode).
2) Hold down C/ALT and press CH+ to check the next channel, using this level - don't let go of C/ALT yet....
3) If you keep C/ALT pressed, you can continue using CH+ and CH- to check the next/previous channels.

Remove A Channel From Stage Output

There are different ways of removing a channel from the stage output without editing it out of all Playbacks it is stored in and played back from. These are different methods, with links to the chapters where each function is described.

1. Scale the channel = a fast solution

You can scale the output of the channel down to 0% with the scaling function. This solution is best when you need to remove a channel from the output quickly. Use the SCALE key.

2. Park the channel at 0% = a temporary solution

You can park any channel at a constant level, which cannot be affected by other functions in the system. This is useful if there is a temporary defect in some equipment that requires the control signal to be aborted. When the problem is fixed you can simply unpark the channel and it will be released for control from the rest of the system.

See "Parking a channel at a constant level".

3. Unpatch the channel = a long term solution

You can unpatch it. It will still appear to be output from the system displays, since the information for the control channel is unaffected, but since the control channel is unpatched from the output this wont affect the equipment assigned to that channel. This solution can be practical if you have a defect equipment that you want to be sure cannot and will not receive any control signals from the lighting console, but you cannot disconnect the control cable to that equipment physically.

See Patch.

4. Use the Inhibit Master = a playback solution

If you want to be able to remove the channel from the output at certain points in the Play during playback it's best to use an Inhibit Master for that channel (or combination of channels). An Inhibit Master works like the Grand Master for the channels it is specified to control. This is a good solution for Front Of House channels, providing a separate Grand Master for them. The Special Functions can be set to function like Inhibit Masters

Park A Channel At A Constant Level

You can park a channel at a constant level, which will not be affected by any other controls (including the Grand Master). Parking a channel at a constant level is like switching it to an independent field, which will disregard all stored information for that channel, and keep it at a fixed level.

Park a channel at a constant level

1) Open the Channel List for the channel you wish to park

[1-1536] [MODIFY] & [CH]

Opens the Channel List

2) Use the Right Arrow to move to the column "Constant Level"

3) Enter a level and Park the channel, exit by pressing ESC.

[0-100] [MODIFY] [ESC]

The channel is now parked at the level you entered, and that level is displayed with a different color on the Channel screen. Set the constant level to 0% to "unpark" a channel from the constant field.

Scale A Channel

You can scale the levels of a channel with a scale factor of 0-200% through the Play. This can be used to edit the values of a channel proportionally without having to re- record the levels of that channel in every Preset. You can also use scaling to quickly remove a channel from the output by scaling it to 0%.

There are two ways of scaling channels. You can enter the number of a channel or select a channel group and scale directly by holding down SCALE and using the Channel Level Wheel, or the @LEVEL key. You can also do it directly in the Channel List, which you open by holding MODIFY and pressing CH. The scaling factor of all channels are shown when you hold down SCALE.

The SCALE Key

Changes the scaling factor for the output of a channel. This can be used to quickly remove a channel from the output, or to boost/reduce the performance of a channel through the whole Play. You can use the SCALE key to scale a channel(s) directly, or to enter Scale Mode where you can scale several channels differently. You can also work directly from the Channel List window.

Scale a channel directly

Select the channel you want to change and hold down SCALE until the screen Scaled channels are indicated with a different color on the screen.

Example: Somebody has knocked down the light controlled by channel 2, you must quickly remove it from the output of the board:

Select ch 2 and use the Level Wheel to scale to 0%

[2] [SCALE] `held down` [Level_Wheel]

Example: The lights on channel 4 and 10 have been replaced by weaker light sources, and need to be boosted to 120%. (previously stored levels of 100% will of course not be affected, but all levels under 100% will be boosted 1.2 times)

Select channels 4 & 10 and Scale to 120%

[4] [CH] [1] [0] [+] [SCALE] `held down` [Level_Wheel]

Reset individual scale factors to 100%

To return to 100%, use the Level Wheel.

Reset all scale factors to 100%

[C/ALT] & [SCALE]

Activate Scale Mode

[MODIFY] & [SCALE]

You will now be in Scale Mode permanently until you press SCALE again, to exit. You can use all channel and level functions in this mode to set Scale levels.

Example: Scale channels 1 & 4 to 90%

1) Activate Scale Mode

[MODIFY] & [SCALE]

2) Scale channels 1 & 4 to 90%

[1] [CH] [4] [THRU] [9] [0] [@_LEVEL]

3) Exit Scale Mode

[SCALE]

Channel Curves

You can assign a Channel Curve to any channel in the system. You can design up to 999 Channel Curves that change the output response for a channel. Once a Channel Curve has been designed, you can use it for as many channels as you want. A curve must end at 100%. If you need an output to stop at 50% use the SCALE function instead.

See Scale

Channel Curves are assigned in the Channel List.

See Channel List.

Create a Channel Curve

1) Open the Channel Curves List (Pronto! menu).
This is a list of all Channel Curves in this play. If no curves have been defined, it will say "empty".

2) Press INSERT.
This will insert a new curve. You can enter a name for it in the Name column, or you can press MODIFY to open the editor for this curve.

3) Press MODIFY to open the editor for this curve.

4) Press INSERT to insert a breakpoint parameter (use DELETE to remove).

5) Enter the level (1-100%) for this parameter. Press MODIFY.

6) Enter the output level (1-100%) for this parameter. Press MODIFY.

7) Select Interpolation On/Off (by pressing MODIFY in this column). When this is On, the curve will calculate the values before and after this position as smoothly as possible. When this is Off, the curve will jump to the breakpoint value.

8) Repeat from step 4 to insert as many interpolation points as necessary.
If you enter Percent values equal to 0 or 100, they will be removed. If you enter Percent values out-of-order, they will be sorted automatically. Then exit with ESC.

You can assign this curve to any number of channels.

See Assign a Channel Curve to a channel

Example 1: An On/Off curve that turns on at 50%

1) Insert one point with Percent = 50% and Output = 100%.

2) Set Interpolation to Off.

Example 2: A fluorescent curve

This curve makes a jump-start to 10% and then fades from there.

1) Insert one point with Percent = 1%, Output = 10%

2) Set Interpolation to Off. Interpolation does not really matter in this case, since there will always be a fade from the last point in the list to 100%.

Assign a Channel Curve to a channel

Channel Curves are assigned to channels in the Channel List. The Channel List can be opened from the Pronto! menu, or by holding MODIFY and pressing CH.

1) Open the Channel List (Pronto! menu).
This is a list of all channels in this play. If you move with an arrow key to the column in the far right, you will find the Channel Curve assignments. When no curve is assigned it will say "No curve".

2) Move to the Channel Curve column for the channel you wish to assign a curve to, and press MODIFY.
This will open a popup list where you can choose any of the curves that have been defined in this play. If no curves have been defined, the only option will be "No curve".

3) Select a curve and press MODIFY. A "/" will appear to the left of the channel number in the channel views.

4) Repeat from step 2 to assign as many Channel Curves as necessary. To remove a curve, select "no curve". Exit with ESC.

See Create a Channel Curve
See The Channel List window

Fan Intensities

If you hold the C/ALT key and turn a parameter wheel, you will fan (spread) the parameter values of the currently selected channels evenly around the middle channel.

This function is very useful when you want to alter a lot of values symmetrically. For example, if you select a group of moving lights and fan CYAN, you will have even distribution of CYAN with most at one end and none at the other end.

NOTE: Fan can be used for any parameter, such as pan, tilt, intensity etc. Just hold C/ALT and move the wheel for that parameter.

You can change the "profile" of the Fan function.

See Fan Attributes

Find Ch Highest Level

A channel can be output from all Masters, Crossfade Playbacks and special potentiometers at the same time on a Highest Takes Precedence basis. If you want to remove this channel you need a function to quickly find out where the Highest Level is being output from.

Find highest level for a channel

[#] [CH] & [?]

Finds the field where the highest level for channel # is coming from. If it is a Master field, the Field Editor is opened. If it is a playback field, the Playback editor is opened.

NOTE: When finding channels in this way a Crossfade Playback is considered as one resulting field (A+B, C+D) since the channel may be output from both playback fields in the middle of a crossfade. For a playback, the first field (A, C) is always opened.

The Compare Mode

The Compare function allows you to compare the current light in the active field with the recorded version of the preset in the active field.

With a number, COMPARE toggles between the current light in the active field and any preset.

This key is in the Playback Soft Key Page. It is only indicated there when active.

Compare light in the active field with the original Preset

[COMPARE]

The content of the original Preset in the active field will be output. Press COMPARE again to exit Compare mode.

Compare light in the active field with any Preset or Group

[0.1-999.9] [COMPARE]

The content of the specified Preset will be output. Press COMPARE again to exit Compare mode.

The Balance Mode

The Balance mode allows you to temporarily set all channels except the selected ones to 0%. Once you are done working with the selected channels you can restore the output of the other channels by exiting Balance Mode.

NOTE: It is not possible to use RECORD when Balance mode is active, to avoid destroying a preset.

This key is in the Channel Soft Key Page.

Using Balance Mode

1) Select a group of channels you want to work with.
2) Press BALANCE. All other channels will be set to 0% temporarily.
3) You are free to work with the selected channels.
4) Press BALANCE again to restore the levels of the other channels.

The Next & Last function

You can store and recall the order in which the channels are selected before they are stored.

See The NEXT, LAST and SELECT ALL Keys

Capture (3.0)

It is possible to capture channels and all corresponding attributes from the stage output into a special "programmer"-field.

Capture a channel

1) Select the channels you want to take control over
2) Press CAPTURE (LCD Channel Page) or CH & MODIFY.

A Capture window is opened and the channels are displayed there with their levels. You can change the captured levels using the normal level commands. Captured channels are indicated with the color magenta around the channel level.

Release a channel

1) Select the channel(s).
2) Press C/ALT twice. It will fade back to the Stage value in 3 seconds.

The Capture window cannot be closed manually. It will stay open until all captured channels are released. If you select a channel that isn't captured, focus will automatically change to the normal channel view. If you select a captured channel, focus will automatically change to the Capture window.

Channel Soft Key Page (3.0)

There is a Soft Key Channel Page "Channels" available in the LCD Display. It includes functions like Invert Group, Capture, Balance, Compare and TrackList.

Compare (softkey)

The Compare function allows you to compare the current light in the active field with the recorded version of the preset in the active field.

With a number, COMPARE toggles between the current light in the active field and any preset.

An arrow next to the name in the Display indicates this mode when active.

See The Compare Mode.

Balance (softkey)

The Balance mode allows you to temporarily set all channels except the selected ones to 0%. Once you are done working with the selected channels you can restore the output of the other channels by exiting Balance Mode.

An arrow next to the name in the Display indicates this mode when active.

See The Balance Mode.

Invert Group (softkey)

This key allows you to invert the current channel selection of all channels with a level in the A field. It is the same as holding C/ALT and pressing THRU.

See The THRU and Invert Group key

Track List (softkey)

This key allows you to activate the Track List window for the selected channels, where you can view and edit levels in the Sequence loaded to Playback 1.

See The Track List

Capture (softkey)

This key allows you to activate theCapture Mode for the selected channels. In this mode the channel and all attributes is stolen from the system to a Capture window that is opened. It is the same as holding CH and pressing MODIFY.

See Capture Mode

Highlight for channels (3.0)

The Highlight function (Device Soft Page) works for normal intensity channels as well, except it uses the Step Level value in the Pronto Setup (Pronto Menu). Otherwise, it works similar to Highlight for devices: When Highlight mode is turned on, all selected channels go to the highlight (Step Level) value. When NEXT/LAST is used, only the focused channel will be lit. Highlighted Intensity channels are indicated with "Hi" on the channel screen, when they are selected.

See Highlight.

Random Selection of channels (3.0)

It is possible to select a group of channels, and press the Random soft key (in the SELECT Soft Key Page), to randomize the order of the channels within the current selection.

1) Select a group of channels.
2) Select the Selects Soft Key Page by pressing SELECT (softkey).
3) Press RANDOM.
If you use Next/Last to step through the channels you will note that they are selected in a random order. This can be used to get a random order in a chase or with a Dynamic Effect.

Channel Select Wizard (3.0)

This Wizard works similar to the Channel Editor Wizard but instead of changing the levels, you use this Wizard to select channels based on different criteria. For the moment you have a choice of selecting "Used channels" or "Unused channels" (in the "Select what" item).

1) Open this wizard by holding WIZARD and pressing CH.
2) Select if you want to select channels based on Presets or Sequence (Change In).
3) Select the Start and Stop ranges.
4) Use "Execute" to select the resulting channels in the current channel view.

Channel Texts & Auto-Groups (3.0)

There is a Channel text database that can create auto-groups. You can give each channel up to four text labels (ABCD) using a text wizard to assign text to the currently selected group. From these texts groups are automatically created and available from the new Name List in the LCD Display (DISP MODE & CH CH).

NOTE: Any moving device that is patched will automatically show up on the Name List as well, which allows you to select all "Stage Zooms" or "Scrollers" without creating any groups in advance.

Example: Use Channel Texts

1) Open the Ch List (MODIFY & CH)

2) Select the A text column.

3) Select channels 1-10.

4) Open the text wizard (WIZARD).

5) Write "Front Of House" and press MODIFY.
The text label "Front Of House" is assigned to channels 1-10.

6) Open the Name List (DISP MODE & CH) in the LCD Display.
The text “Front Of House” is available in this list.

7) Select with the Jog Wheel and press SELECT. The group is selected.

You can go on and give BCD texts such as for example “fresnels” or “blue” etc and these groups will be available from the list as well.

The LCD Name List

Select the display with DISP MODE & CH. A list of all used Templates and all defined Channel Names will be presented. Similar Channel Name will be sorted together. By assigning the same Channel Name to several channels, they are grouped together for this display. Use the jog wheel to select and the SELECT button to activate the corresponding channels.

Open the Name List

[DISP_MODE] & [CH] [CH]

The Name List is opened in the LCD Display.

Select a Group from the Name List

Select with the Jog Wheel and press SELECT.

Add a Group from the Name List

Select with the Jog Wheel, hold + and press SELECT.

Subtract a Group from the Name List

Select with the Jog Wheel, hold - and press SELECT.

PATCH (3.0)

In this system the default setting after opening a "new" play is that all channels are patched 1:1 to all outputs. If you want to control moving devices, or a different setting than 1:1 - you need to look in this chapter.

These are the functions described:

Introduction To Patching

The default setting of the Pronto! is with all channels connected 1:1 to all outputs. Patching of outputs and moving devices is done live or blind in the Channel Setup, and outputs can be patched in the Output Setup window as well. There are many functions to simplify overview of both dimmers and devices in both windows.

You can edit the patching of moving devices in the Device List that summarizes all moving devices that are patched. There are plenty of wizards, and live-go-to-next functions to cover all possible situations in the most direct way. There is also a function for quickly patching a group of Moving Devices, (Patch Multiple Devices Wizard).

NOTE: You can print the Patch .

See Printer.

The Channel Setup

This is the Channel Setup (Pronto! menu), which is where you do all patching, the Channel Text database entries and edit the Scale factor, Constant Level, Channel Rename and Channel Curve for each channel. You can patch outputs and devices one by one, or several at a time.

There are two ways of opening this window:

- From the Pronto! menu (Channel Setup...)
- Holding down MODIFY and pressing the CH key (you can specify a channel number first).

You will get a popup asking if you want to work Live or Blind:

Live or Blind

When you enter the Channel Setup, you will get a popup asking you about Live or Blind mode. In Live mode, the focused channel will be activated on Stage. The Step Level value is used for intensities. For Intensity channels of a Device, the Highlight value from the Template will be used. This means that you can directly check out your patch. Live or Blind is shown in the header of the window.

Channel Auto-selection

The channel selection is always updated to the channel row you are moving in. If you select a channel with # CH, the focused column will be kept, and the row is re-focused to the new channel.

These are the parameters in the Channel List window:

Channel

These are the channel numbers. You can't edit this column. You can jump to a specific channel by entering the number of that channel before opening the window.

Port

This is the DMX (or Avab) Port, or "universe" that the information for this channel will be transmitted from. Enter a number and press MODIFY to change, or press MODIFY to open the Output Editor where you can change Port, Output and Level. You can change Port without changing Output, which is useful to change Port for a range of devices without having to change address. You cannot assign a Port number when the Output column is empty.

Output

This is the DMX (or Avab) Output number of this channel. Enter a number and press MODIFY to change, or press MODIFY to open the Output Editor where you can change Port, Output and Level.

Output numbers in the format (output.port) can be typed in the Output column.

NOTE: It is possible to press C & MODIFY in the Output column to get a Clear Patch popup.

The Output Editor

If you want to patch several outputs to the same channel, just press MODIFY in the Output column and a popup will be presented. In this popup, you can INSERT/DELETE outputs at will (also with port notated after output: output.port). You can also specify a proportional scaling factor for each output. If several outputs are patched to the same channel, the first output number will be shown followed by a * character.

Name

You can use this function to change the internal number of a channel, without affecting the Patch. This is similar to the RENAME function of earlier AVAB systems.

You can use numbers 1-4999. When more than 3 digits are used, the channel view will automatically resort to show 4 digits, which means that you will have 8 channels per line instead of 10. To avoid this set all channels over 999 to Name = 0.

See Renaming Channels

Device

This is the DMX Device Template that the information for this channel will be transmitted through. Press MODIFY to opern the Device List for an existing one, or press MODIFY to open the Patch Outputs Wizard to assign a new one.

Port

This is the DMX (or Avab) Port, or "universe" that the information for the Device assigned to this channel will be transmitted from. Enter a number and press MODIFY to change, or press WIZARD to open the Patch Outputs Wizard where you can change Template, Port, Address and Scroller Roll. You can change Port without changing Address, which is useful to change Port for a range of devices without having to change address.

Address

This is the DMX Address for the Device assigned to this channel. Enter a number and press MODIFY to change. The column shows Port number and Address (Start-Stop) for devices. You cannot assign a Port number when the Address column is empty.

Checking of port and offset numbers for devices

The port and offset parameters cannot be changed to invalid or overlapping numbers. Also, devices cannot be positioned over 512 address boundaries. Only valid numbers are allowed to change the device settings.

ScrRoll

This is where a Scroller Roll is assigned to a Scroller for this channel. Press MODIFY to open a popup where you can select a Scroller Roll, or press WIZARD to open a Scroller Roll Wizard for changing roll for all selected channels.

Text ABCD

These are four Text labels that you can give to each Channel. This is all part of the Channel Text and Auto-Group system.

Press MODIFY, enter a text and press MODIFY again to store, or press WIZARD to open a Set Text Wizard for setting a text to all selected channels.

See The Channel Texts and Auto-Groups

NOTE: If a Channel Text A is defined for a Device, it is shown instead of the Template name in all views except the Device List.

Scale Factor

This is the Scale Factor that you can set individually for each channel. It allows you to "trim" the output of each channel from 0-200%. A channel can be scaled directly outside the Channel List window using the SCALE key as well.

See Scale A Channel

Constant Level

This is a Constant Level that you can set individually for each channel. It allows you to "lock" the output of each channel to a level 0-100%. Constant Level will override all other channel functions (including the Scale Factor).

NOTE: Channels "owned" by Special Functions Masters set to "Exclusive", or Channel mode "Constant Level" will not be affected by BLACKOUT or Grand Master.

See Park A Channel At A Constant Level

Channel Curve

You can assign a Channel Curve to any channel in the system. You can design up to 999 Channel Curves that change the output response for a channel.

See Channel Curves

Patching in the Channel Setup

You can do everything that has to do with patching in the Channel Setup. You can patch Outputs, Devices and Scroller Rolls. You can set the Patch 1:1 or clear it. You can change templates during a show. You can rename channels. These are the functions you can use:

Clear all Outputs (& Ports)

Hold C/ALT and press MODIFY in the OUPUT column. You will get a popup asking you if you wish to set the Patch 1:1 or clear it (and all Ports).

Patch an Output to the selected channel

1) Go to the Output column.
2) Enter the number of the Output and Port (output.port) and press MODIFY.

Patch several channels

1) Select several channels.
2) Enter a number in the Output column, then press MODIFY. You will get a popup asking if consecutive output numbers should be assigned to the selected channels.

Un-patching channel(s)

1) Select the channels
2) Go to the Output column.
3) Enter 0 and press MODIFY. You will get a popup asking you if you wish to clear the Outputs for the selected channels.
4) Press MODIFY, and the channels (and all outputs) will be unpatched.

Step to Next Patching & Rename

Setting a new value in cleared Output or Name columns will advances automatically to the next row.

See Renaming Channels

Patching device(s)

If you are patching several Moving Devices of the same kind, it is probably quickest to use the Patch Multiple Devices Wizard, in the Channel Setup.

1) Open the Channel Setup (Pronto! Menu).

2) Select the channels you wish to patch devices to.

3) Step to the DEVICE column with the right arrow key, and press WIZARD. This will open the Patch Multiple Devices Wizard where you enter the data necessary to patch the devices.

4) Press MODIFY at "Use Template". Select which template to use from the popup list. Use arrow keys or jog wheel to navigate and MODIFY to select. It will step automatically to the next position.

5) Select DMX Port (1-4) and press MODIFY.

6) Select which start address (1-512) within this Port the first device is addressed to by entering the number and pressing MODIFY.

7) Skip Scroller Roll unless it is a Scroller you are assigning.

8) Go to "Execute" and press MODIFY. A popup will warn you that some addresses may have been adjusted to fit the address space. Press MODIFY to accept (this is a standard message). The devices will be patched, confirmed with a message and a beep.

Press ESC to exit the Wizard, and once more to exit the Channel Setup.

Proportional Patch

A scaling factor for each output can be specified in the Output Editor of the Channel Setup.

1) Open the Channel Setup (Pronto! Menu).
2) Step to the Output Column and press MODIFY. This will open the Output Editor for that Channel.
3) Step to the LEVEL column.
4) Enter a proportional level for this Output and press MODIFY.
5) Press ESC to exit and save.

Replace, Change or Delete a Device

You can change one Device type for another at anytime. You can change the channel number of a Device at anytime, You can delete a Device an all information belonging to it anytime.

Replace a Device

All play information that can be read by the replacement device template will be used. You can swap back to the first device at anytime later. This is extremely useful if you have to replace one brand of Moving Device with another temporarily.

Delete a Device

Deleting a Device that is used in presets or palettes clears the recorded information both in presets and in palettes.

1) Open The Devices window (Pronto! Menu).
2) Select the Device and press DELETE. You will get a popup asking you if you are sure. Press MODIFY again.

Change A Device Channel

Changing a channel number for a Device updates all preset and palette references to the new channel number.

1) Open The Devices window (Pronto! Menu).
2) Select the Device Channel column.
3) Enter a new channel number and press ENTER.

Renaming Channels

The Rename function allows you to change the numbering of your instruments, without altering your Patch. This is useful when you want to keep your addresses and dimmer assignments, but change the numbering to fit the numbering of a Plot. All Renaming is done in the Channel Setup (Pronto! Menu).

Change a channel name

Move the cursor to the Name column, enter a new number 1-4999 and press MODIFY. If that number is already in use, you will get a warning, and the channel will be set to 0.

Set a range of channel names

You can select several channels at the same time and enter a number in the Name column. You will get a popup asking if consecutive Names should be assigned to the selected channels.

Remove a channel from channel views

You can remove a channel from the channel view by setting the name to 0.

Set all Names 1:1

Press C & MODIFY in the Name column to get a popup to reset all channel names.

The Output Setup

This is the Output Setup (Pronto! menu). It is a window where you can see all outputs and output levels, including those belonging to Moving Devices. The Output Setup is used a lot of times, just to make sure what the console is transmitting. You can patch outputs to dimmers in the Output Setup as well as in the Channel Setup.

NOTE: Moving Devices are patched in the Channel Setup.
NOTE: There is an identical Output window for viewing only, it is called "Outputs" (Playback Menu).

There are different ways of opening this window:

- From the Pronto! menu (Output Setup...)
- Holding down MODIFY and pressing the OUTPUT key.

General

Outputs that are linked to an attribute are shown in yellow. For attribute outputs, the name of the corresponding parameter is shown on the third line. For normal outputs, the patched channel number is shown on the third line. The "Toggle View Format" command (Playback Menu) toggles between packed and unpacked format (if the window is focused).

You can use the Jog wheel to scroll in this window. It is possible to use C/Alt & Arrow keys to open the menus.

NOTE: In the header of the View Output/Modify Output windows, Default or Alternate is displayed depending on which Patch that has been selected with the Try Patch command.

See Network Features.

Selecting channels

Selecting a channel will automatically select the outputs patched to this channel, including Moving Device attributes. The Moving Device or Scroller attributes are displayed with their proper parameter names. If no output is connected to this channel, no output is shown.

Selecting outputs

Selecting an output (# OUTPUT) will automatically show that outputs and level. You can use +, - and THRU to add or subtract Outputs to a selection. It is possible to use 0 OUTPUT to deselect all outputs.

Moving Device or Scroller attributes are displayed with their proper parameter names. Output numbers are shown like this: Offset.Port. 512.2 means output 512 on port 2 = output 1024. It is possible to enter output numbers using the same syntax (offset.port)

Example: To enter output 32 on the second DMX line, enter 32.2. The # OUTPUT command also accepts output number in this alternative format.

NOTE: The Step Level value is used when an output is highlighted.

Patching in the Output Setup

It is possible to do all patching of conventional lights as well as Moving Devices in the Channel Setup. However, there are some situations where it may be more convenient to work in the Output Setup if you are patching conventional lights only. These are the features available.

Patch an output to a channel

1) Select the Output.

[1-3072] [OUTPUT]

2) Assign to a channel

[1-1536] [MODIFY]

If this channel is already patched, you will get a popup asking if you wish to Add this output to the existing outputs, or replace the existing outputs with this one.

The next Output will automatically be selected.

Unpatch outputs from channels

1) Select the Output(s).

[1-3072] [OUTPUT] [1-3072] [THRU] [1-3072] [+] [1-3072] [-]

2) Unpatch from all channels

[0] [MODIFY]

You will get a popup asking if you wish to unpatch these Outputs.

Patch a Channel to an Output

Outputs are patched to channels in the Output Setup or the Channel Setup.

See The Channel Setup.

Reset the Patch 1:1

[C/ALT] & [OUTPUT]

You will get a popup asking you if you wish to set the Patch 1:1, or if you want to clear the Patch (remove all Outputs).

Patch a range, or selection of outputs to a channel

It's possible to use the channel selection key to create a selection of outputs, and then patch the whole selection to a certain channel. Just start by selecting the first output (number followed by OUTPUT key) and then proceed adding outputs using the following keys:

[+] [-] [THRU]

Finish by entering the number of the channel you wish to patch the selection to, and press CH.

You will get a popup asking if you wish to Patch the selected Outputs to "One Channel" (this channel) or to a "Range starting at channel" meaning that you will patch these Outputs FROM the defined channel.

Next & Last Patching

It is possible to select a group of Outputs, and focus single outputs within this selection with the NEXT/LAST keys. Press SELECT ALL to return to focus all selected outputs. When you step through the outputs like this, the focused output will be lit when you press NEXT the first time. However, if Highlight mode is On, it is lit directly.

If you patch an output focused by NEXT/LAST, you will automatically step to the next output.

Clear Output Patch or set 1 to 1

In the Output Setup and the Channel Setup you can hold C/Alt and press OUTPUT to open a popup where you can choose between:

Set the Patch 1:1
Clear Patch

NOTE: This does not affect Devices (only Outputs).

The Device List

This is the Device List (Pronto! menu), which is a list of all patched Moving Devices. You can view and edit the Template, Channel number and Output for each Moving Device. You can invert and swap pan/tilt for each device separately in this list.

A Template is a specification that maps the functions of a moving device to the moving light controls of the Pronto! Read more about Templates in the Template List.

There are several ways of opening this window:

- From the Pronto! menu (Devices...).
- Holding down MODIFY and pressing the DEVICE key.
- Pressing MODIFY in the Device column of the Channel Setup (Pronto! Menu).

Move around with arrow keys or mouse.

These are the parameters in the Device List window:

Device

These are all Devices listed in numerical order. You can't edit this column.

Channel

This is the channel of the Pronto! that the Moving Device is controlled by. Enter a number (1-1536) and press MODIFY to change.

Template

This is the Template corresponding to the Moving Device you are intending to control. Press MODIFY to get a popup over all Templates available. A Template is a specification that maps the functions of a moving device to the moving light controls of the Pronto!

NOTE: The complete Template library is not stored in each play. Only the used templates are imported and included. When you make Insert in the Device List or using the Wizard, you will get a list of all defined templates in this Play and in the default library. If you select a Template that was not used before, it will be automatically imported into your play.

Read more about Templates in the Template List.

Port

The Pronto has four Ports for DMX output. Two are available from the DMX connectors, and an additional two by ethernet. This parameter defines which of the four is used for this Device. How the ports are set up is defined in the Input/Output Setup (under the Pronto! menu).

See The Input/Output Setup.

Address

This is the DMX512 output number of this Port (1-512) that corresponds to the start address of the Moving Device.

Inv Pan

This inverts Pan for this specific Device. This is sometimes used when two devices are rigged so that the beam won't move symmetrically when both are selected and panned.

Inv Tilt

This inverts Tilt for this specific Device. This is sometimes used when two devices are rigged so that the beam won't move symmetrically when both are selected and tilted.

Swap Pan/Tilt (P/T)

This swaps Pan/Tilt for this specific Device. This is sometimes used when two devices are rigged so that the beam won't move symmetrically when both are selected and panned or tilted.

Scroller Roll

This is the Scroller Roll assigned to the Scroller of this Device. Press MODIFY to get a popup with all defined Rolls. Each individual Roll is calibrated in the next column (Calibration Editor).

See Scroller Support

Calibration Editor

This is where you can calibrate individual Rolls.

1) Press MODIFY to open the Calibration Editor.
2) Use the Level Wheel to calibrate any position live.
3) Press ESC to exit.

See Scroller Support

GROUPS (3.0)

In this system groups are something you decide to use if you think they will save you time. They are not necessary to create a Play.

These are the functions described:

Introduction to Groups

You can store channel combinations into groups. The difference between a group and a Preset is that a group does not necessarily need levels for the channels involved, only the channels selected are stored regardless of how many other channels are active.

There are two types of Groups:

- The Group system of Pronto.
- The backwards compatible Expert-style 900-groups.

Both kinds are accessible from the IR or Radio remote.

See Remote Control.

Group functionality

- Only selected channels are stored in a group, whether they have levels or not.
- Each group will "remember" the order in which channels were selected to create the group.
- Groups are not automatically inserted in the current Sequence.
- Each group can have a text label.
- A group can be activated as a channel, entering the number and moving the level wheel or using channel functions.
- Levels are stored and can be used with FETCH/UNDO.
- A group can be loaded to a Master, just like a preset.
- Preset numbers 900—999 are reserved for Expert-style groups.

NOTE: If your system has more than 899 channels you have to rename channels 900-999 to use the 900-groups.
NOTE: 900-groups work in At mode as well.

Record groups

A group is recorded by selecting the channels to be included in the order you wish them to be recorded, and storing it as a Group or an Expert-Style 900-group. The selected channels do not need to have a level.

NOTE: If your system has more than 899 channels you have to rename channels 900-999 to use the 900-groups.

Record a group

[1.-999.] [RECORD]

You can write a name or just record. The Group will appear in the Group List (Play Menu). If it already exists you will get an overwrite warning.

Record a 900-group

[900-999] [RECORD]

The Groups is added to the Preset List (Play Menu).

Example: Record channels 1-3 as group 901

1) Select channels 1-3 (RPN)

[1] [CH] [3] [THRU]

2) Record as group 901

[9] [0] [1] [RECORD]

NOTE: You did not have to set any levels to the channels to store as a group. You can have levels but it is not necessary as with Presets.

NOTE: You can record a group with the selected channels even if other channels are active at the moment. For example if channels 1—10 are lit you can still record a group with channels 5—15.

The Group List

When a new Group is recorded it will appear in the Group List (Play Menu). You can view, edit and create new Groups directly in this window:

View recorded Groups

1) Open "Groups" in the Play menu (you can hold . and PRESET as well).
In the top half there is a channel editor for checking the content of the group selected in the lower half.

In the lower half there are two columns:
- Grp = This is the number of the Group.
- Text = You can enter a text for the Group here.

Edit a Group

1) Select the Group in the list.
2) Change channel content.
3) Press RECORD.
4) Press ESC to exit, or write a name in the TEXT column.

Insert a Group

1) Press INSERT (you can enter a number first or get the next free number).
2) Select channels and levels (if levels are necessary).
3) Press RECORD.
4) Press ESC to exit, or write a name in the TEXT column.

Delete a Group

1) Select the Group in the list.
2) Press DELETE. You will get a confirmation popup.
3) Press MODIFY to confirm.
4) Press ESC to exit.

Use groups

All channel functions can be used to select a group (enter group number first):

Function	Description
Level Wheel	Enter group number and move level wheel
CH	Select channels in group
+	Add group channels to existing channel selection
-	Subtract channels in group from existing channel selection
THRU	Select channels in a range of groups
FETCH/UNDO	Fetches levels for the selected channels from a group

NOTE: If your system has more than 899 channels you have to rename channels 900-999 to use the 900-groups.
NOTE: 900-groups work in At mode as well.

Use a group

[1.-999.] [CH] or [Level_Wheel]

Use an Expert-style 900-group

[900-999] [CH] or [Level_Wheel]

Example: Use group 901 stored in the previous example

1) Select channels 1-3 using group 901

[9] [0] [1] [CH] or [Level_Wheel]

NOTE: The NEXT and LAST function can be used to step between the channels in a group in the order they were selected when the group was recorded.

See Focusing Mode

Group List in LCD Display (3.0)

It is possible to activate a Group List in the Display with DISP MODE & . (in addition to the existing DISP MODE & PRESET that toggles between Preset List and Group List).

You can use this list to view, select, add and subtract groups.

Activate Display Group List

[DISP_MODE] & [.][DISP_MODE] & [PRESET] [PRESET]

The first 10 Groups and their names are displayed. The Jog Wheel can be used to scroll and SELECT to activate.

Activate a Group from the Display List

1) Use the Jog Wheel to select a group.
2) Press SELECT to activate the group.

Add a Group from the Display List

1) Use the Jog Wheel to select a group.
2) Hold + and press SELECT to add the group to the current channel selection.

Subtract a Group from the Display List

1) Use the Jog Wheel to select a group.
2) Hold - and press SELECT to subtract the group to the current channel selection.

Groups in Channel Layouts (3.0)

You can assign Groups as Content in the new Channel layout function. When you click on the Group symbol, the channels are selected.

See Channel Layouts

PRESETS

In this system you record a Preset when you want to store intensities, attributes or attribute times for playback in a Sequence, Crossfade Playback or Master.

These are the functions described:

Introduction To Presets

Channels, levels, attributes and Dynamic Effects are stored into Presets. Presets can be loaded to the Masters for playback, or they can be crossfaded in the Crossfade Playbacks. You can store 9000 individual Presets using Preset numbers 0.1—999.9. Presets can be arranged in a list called a Sequence, with predefined fade times. A Sequence can be played back from the Masters or Crossfade Playbacks as well.

Presets can be modified blind or on stage, and Presets can be copied. Presets can be added together to create new Presets, and you can retrieve individual channel levels from recorded Presets.

When a Preset is recorded in the A playback, it is automatically placed in numerical order in a step of the Sequence in that playback.

There is a Preset List for all recorded Presets from which you can select any Preset for modification, viewing or loading to a Master or Crossfade playback.

The Preset Keys

There are two main keys for storing and retrieving Presets:

PRESET
RECORD

The PRESET Key

Opens the Preset List with all recorded Presets. This key can also be used to load Presets (or channels) directly to Masters, or an editor.

Edit a Preset

[0.1-999.9] [PRESET]

Opens a blind editor for that Preset.

Load a Preset or group to a Master

[0.1-999.9] [PRESET] & [Master_Key]

[1.-999.] [PRESET] & [Master_Key]

Load a Preset or group to a crossfade field

[0.1-999.9] [PRESET] & [A] or [B] or [C] or [D]

[1.-999.] [PRESET] & [A] or [B] or [C] or [D]

Move the selected channels and levels to a Master

[PRESET] & [Master_Key]

The selected channels and their levels are moved from the A field to the Master field.

The RECORD Key

The RECORD key is used to store Presets and in combination with other keys to store many other kinds of data. It can be set to different recording modes for Presets and Attributes with the SETUP function.

Record key modes

[SETUP] [RECORD]

There are two important modes for the RECORD key: for recording Presets, and for recording Attributes. If you hold SETUP and press RECORD you will get a popup for this. MODIFY changes between the different modes.

- Record Mode New: If no number is entered, RECORD selects the next free Preset number and stores a new Preset (after displaying a popup explaining this).
- Record Mode Change: If no number is entered, RECORD will store changes to the active Preset in the A-field.
- Record Attribute Mode Automatic: Changed Attributes are recorded automatically.
- Record Attribute Mode Popup: Changed Attributes are notified in a popup and can be stored manually.
- Record Attribute Mode Manual: Attributes are only stored manually.

- Auto Save after RECORD: When this is ON the Play will be stored every time you press RECORD.

See Moving Devices.

NOTE: The Record Attribute Mode can be set in the Pronto Setup as well.

Record a specific Preset

[0.1-999.9] [RECORD]

Records the light in the current field as Preset 0.1-899.9 and creates a new Sequence Step in the Crossfade Playback with that Preset. (The "current field" is usually the A field of the A/B Crossfade Playback). Presets 900-999 are recorded in the Preset List but will not create a step in the Sequence, since they are reserved for expert-style groups.

Re-record a Preset

[0.1-999.9] [RECORD] [RECORD]

If the Preset already exists, you will be given a warning popup. Press RECORD again to confirm.

NOTE: Pressing RECORD twice only works if the Console Emulation of the keyboard is OFF. To toggle this press SCROLL LOCK on the keyboard.

Record Attributes to the Preset in the A field

1) Select channels

2) Record to the preset in the A field.

[RECORD] & [ATTRIBUTES]

Read more about this in Record Key and Moving Devices, because there are different recording modes (automatic, manual and popup).

Record Attributes to any Preset

1) Select channels

2) Record to any specified preset

[0.1-999.9] [RECORD] & [ATTRIBUTES]

Read more about this in Record Key and Moving Devices, because there are different recording modes (automatic, manual and popup) and a soft key for this function as well.

Record Dynamics to a Preset

`Select channels` [RECORD] `&` [DYNAMICS]

Read more about this in Dynamic Effects.

Record Attributes to a Palette

`Select channels` [RECORD] `&` [PALETTE] `or` [FOCUS] `or` [COLOR] `or` [BEAM]

Read more about this in Moving Devices.

Record a Master Page

[1-999] [RECORD] & [MASTER_PAGE]

Read more about this in Master Pages.

Record a Macro

[RECORD] & [MACRO]

This enters "Learning" mode for Macros, in which all keys are recorded (maximum 20). Stop by pressing MACRO again. Read more about this in Macros.

The Preset List

The Preset List is where you can view, Mask and edit the contents and text label of all Presets. A Preset is a memory for channels and levels that are stored for playback in a Sequence or Master. When you open this window you will have a double editor (similar to those of the AVAB VLC/Safari software) with a channel editor in the upper part and a list of all Presets and Preset parameters in the lower part.

There are three ways of opening this window:

- From the Play menu (Presets...)
- Pressing the PRESET key
- Entering a number of a specific Preset and pressing the PRESET key

You can edit and store the contents in the upper half with normal channel and level functions. RECORD will record changes to the selected Preset, and a number (1-999.9) followed by RECORD will record a new Preset with that number. You can load (to Masters/Crossfade Playbacks) edit, and store changes. Move around with arrow keys or mouse.

Copy & Paste in Preset List

Hold Ctrl & C in a keyboard to copy a Preset. It is possible to enter a preset number and use Paste (Ctrl-V) to paste to another preset. From the console hold C & DELETE for copy and C & INSERT for Paste.

Insert Presets directly in the Preset List

It is possible to use INSERT to create a new Preset in the Preset lists. If you press INSERT without a number, you will use the first free number. If you enter a number and INSERT, you will create a Preset with this number.

These are the parameters in the lower half columns:

Prs

This is the number of the Preset. You can't change this.

Text

This is the Text label that you can give to each Preset.

If the keyboard Console Emulation is on, press MODIFY, enter a text and press MODIFY again to store. If the keyboard Console Emulation is Off, you can write a text directly. The keyboard Console Emulation is toggled with SCROLL LOCK on the keyboard.

NOTE: This text will be shown in the Sequence text views with a "P:" if there is no Sequence Step text.

Ch's

This is just an indication of how many channels are stored in a Preset. You can't change this.

Attr

This is an indication of how many Moving Devices (Attributes) are stored in a Preset.

Press MODIFY to open the Attribute Editor (works only if there are Attributes stored in the Preset).

NOTE: You can also press ATTRIBUTE, no matter which column you are in.

Dynam

This is an indication of how many Dynamics channels are stored in a Preset.

Press MODIFY to open the Dynamics Editor.

NOTE: You can also press DYNAMICS, no matter which column you are in.

Mask

This is the mask status of the Preset.

Press MODIFY to open the Mask Editor.

F-time, C-Time, B-time

These are the F, C and B attribute times for this Preset. You can edit them here.

Enter a new time and press MODIFY to set.

F-delay, C-delay, B-delay

These are the F, C and B attribute delay times for this Preset. You can edit them here.

Enter a new time and press MODIFY to set.

Record A Preset

You can set up an output using the channel functions and Masters and record this to a Preset just by pressing RECORD. The next free Preset number will automatically be used if no number is entered before pressing RECORD.

Moving Device attributes and Dynamic Effects can be stored as well, and there are different recording modes (automatic, manual or popup).

See Moving Devices .

NOTE: The NEXT and LAST function can be used to step between the channels in a Preset in the order they were selected when the Preset was recorded.

See Focusing Mode.

The Recording Popup (3.0)

The recording popup displays several preset related parameters, such as text and fade type (crossfade/movefade/lockfade) in the same window using the popup dialog navigation system where the up/down arrows select a box, and the left/right arrows an option in that box.

It is possible to press RECORD as well as MODIFY to close the popup and record the preset. BUT this is only possible when the Keyboard Console Emulation mode is off (toggle with SCROLL LOCK in the keyboard).

NOTE: Fade type (XML) is only displayed if you are recording a new preset in the sequence since otherwise there is no related sequence step where this parameter can be saved.

NOTE: When you re-record a preset or palette where attribute information already exist, you will get a choice of merging or replacing the existing attributes.

See Crossfade, Move Fade & Lock Fade in the Sequence Chapter.

Record next free Preset

[RECORD]

NOTE: If the Record Mode is set to CHANGE, pressing RECORD will re-record the current Preset in the A field. The Record Mode can be set by holding SETUP and pressing RECORD.

Record current output to a Preset

[0.1-999.9] [RECORD]

Record current output to a Master

[RECORD] & [Master_Key]

A preset is created with the next free Preset number. Only selected channels are recorded.

[0.1-999.9] [RECORD] & [Master_Key]

The preset is created and all channels with a level in A will be recorded.

Record Attributes for selected channels

[RECORD] & [ATTRIBUTES]

Records attributes for the selected channels to the Preset in the A field. If the Recording mode is set to Automatic, changed attributes would have been recorded automatically. If the Recording Mode is set to Popup, you would have got a warning about changed Attributes.

Record Attributes for selected channels to any Preset

[0.1-999.9] [RECORD] & [ATTRIBUTES]

Records attributes for the selected channels to the specified Preset. If the Preset does not exist, it is created.

Record running Dynamics for selected channels

[RECORD] & [DYNAMICS]

Records running Dynamics for the selected channels to the Preset in the A field.

Record running Dynamics for selected channels to a Preset

[0.1-999.9] [RECORD] & [DYNAMICS]

Records running Dynamics for the selected channels to the specified Preset. If the Preset does not exist, it is created.

Example: Recording a Preset

1) Set ch 1 to 50%

[1] [CH] [5] [0] [@_LEVEL]

2) Record output as the next free Preset

[RECORD]

A popup will present the next free Preset number, and the choices of fade type in the recording popup. Pressing MODIFY or RECORD will store. You can now proceed making changes to this Preset to create another Preset:

3) Record the same output as Preset 2

[2] [RECORD]

When a free Preset number is specified,with the normal Recording popup.

NOTE: If you record a decimal Preset it will be placed in a Sequence Step between the closest whole Presets. Recording Preset 1.5 at this point, will create a Sequence Step between Preset 1 & 2.

Record Selected Channels Only (3.0)

This is a general command to record only the selected channels, with attributes and dynamics, to the specified Preset. All attributes for the selected channels will be recorded (not only changed attributes).

[0.1-999.9] [CH] & [RECORD]

OR

[CH] & [RECORD]

Record Playback Field A Only (3.0)

This is a command to record only the channels, with changed attributes and dynamics, that have a level in the A field of Playback 1. No intensities output from Masters will be recorded.

[0.1-999.9] [RECORD] & [A]

Auto-Save After Record (3.0)

This is a parameter in the Pronto Setup (Pronto! Menu). When turned on, the current play will be updated automatically each time you use the RECORD key to record a preset or a group.

View And Play Back Presets

Once a Preset has been recorded it is represented in the Preset List. You can use this list to select Presets for modification, viewing or loading to a Master of Crossfade Playback (see Preset List). There are also direct functions for loading a Preset to a Master or Crossfade Playback, which is faster once you have memorized them.

View contents of a Preset

[0.1-999.9] [PRESET]

This will open the Preset List, with that Preset selected.

See Preset List.

Crossfade to a Preset

[0.1-999.9] [GOTO]

This will fade to the specified Preset in a Crossfade Playback.

Load a Preset to a Crossfade Playback

[0.1-999.9] [A] or [B] or [C] or [D]

This will load the specified Preset to the live or next field of a Crossfade Playback, replacing the previous content.

NOTE: The Sequence itself is not changed.

Load a Preset to a Master

[0.1-999.9] [Preset] & [Master_Key]

This will load the specified Preset to that Master.

Quick-load Presets to Masters

The direct functions allow you to load a series of recorded Presets to Masters, this is called quick—loading Presets to Masters. This is done by entering the number of the first Preset, holding down the Preset key, and pulling your finger over a range of Master Keys.

Modify A Preset Live

If you want to modify a recorded Preset you can either do this live or blind. To do this live you have to load the Preset to a playback like a Master or one of the crossfaders. Once a Preset is modified and re-recorded it will be changed in all memory stores where it is used, such as Master Pages or Sequence Steps.

NOTE: A Preset that is loaded to a Master will not be updated until it is loaded again.

Modify a Preset in (default) Crossfade field A

1) Load Preset to Crossfade Playback

[0.1-999.9] [GOTO]

2) Make changes

3) Store changes by entering same number and pressing RECORD

NOTE: The RECORD key will act differently depending on the setting of "Record Mode" in the Pronto Setup. If this is set to New, you need to enter the number of the Preset before recording. If it is set to Change, you can press RECORD without entering a number.

Modify a Preset in a Master

1) Load Preset to the Master

[0.1-999.9] [Preset] & [Master_Key]

2) Select Master Editor

Hold down the Master Key (Assign) for 2 seconds to open the View Masters window where you can edit and view Masters.

3) Make changes

NOTE: Modifying a Preset in a Master will be done live if the Master fader is up and blind if the Master fader is down

4) Store changes by pressing RECORD

NOTE: You can store the changes to a different Preset, by entering a new Preset number before pressing RECORD. This will replace the content of the master you are editing, to the Preset you just recorded.

Modify A Preset Blind

If you want to modify a recorded Preset you can either do this live or blind. To do this blind you work directly in the Preset List.

1) Open the Preset List for the Preset

[0.1-999.9] [PRESET]

You will now be in a blind editor for that Preset. You can still use Masters, and Crossfade Playbacks, but all channel and editing functions are locked to this editor until you exit.

2) Modify the Preset using channel functions

3) Re-record Preset

[RECORD]

Copy a Preset

You can copy any Preset by recording it with a new Preset number. This can be done in a Crossfade Playback, a Master, or directly in the Preset List. You can also copy a Preset in the Preset List.

See Preset List

Copy a Preset in Crossfade Playback A

1) Load the Preset to Crossfade Playback A

[0.1-999.9] [GOTO]

2) Copy as a different Preset

[0.1-999.9] [RECORD]

Copy a Preset in a Master

1) Open the editor for the Master, by holding the Master Key for 2 seconds.

2) Copy as a different Preset

[0.1-999.9] [RECORD]

Copy a Preset in the Preset List

1) Open the Preset List for the Preset

[0.1-999.9] [PRESET]

2) Copy as a different Preset

[0.1-999.9] [RECORD]

OR
From the console hold C & DELETE for copy and C & INSERT for Paste.

Delete a Preset

You can delete the contents of a Preset completely. This does NOT mean that the Preset number will disappear from the Sequence or from Master Pages, but it means that it will be an empty Preset with no channels or levels stored. It also means that the number of the Preset will be regarded as an unused Preset in the system. As a result of this it will disappear from the Preset List, which only shows recorded Presets.

1) Open the Preset List for the Preset

[0.1-999.9] [PRESET]

2) Delete that Preset

[DELETE]

Add Presets together

Once a Preset is recorded there are several functions for adding Presets together, selecting only the channels from a Preset, selecting channels and levels, adding a range of Presets, etc. This is a list of these functions:

NOTE: You can proceed setting levels with the level functions, you can use the FETCH/UNDO key to fetch levels from Presets, or you can add Presets AND levels directly.

Select the channels in a Preset

[0.1-999.9] [PRESET] & [CH]

Select the channels with a level from a Preset

[0.1-999.9] [PRESET] & [ALL]

Selects the channels from preset # that have a level on Stage.

Add the channels in a Preset to a channel selection

[0.1-999.9] [PRESET] & [+]

Subtract the channels in a Preset from a channel selection

[0.1-999.9] [PRESET] & [-]

Select all channels in a range of Presets

[0.1-999.9] [PRESET] & [CH]

[0.1-999.9] [PRESET] & [THRU]

Select channels AND levels in a Preset

[0.1-999.9] [PRESET] & [@_LEVEL]

Copy intensities from a Preset

You can copy the intensities for a channel (or group of channels) from any Preset, using the FETCH/UNDO function. This function, like all channel functions, will normally affect channels in the A crossfader unless a Master field is selected for modification, or the blind modification editor is open.

This works for Attribute values as well.
See Fetch Attributes from Presets.

Copy a level from a Preset

1) Select channels to copy from using channel functions

   [1-1536] [CH] etc...

2) Enter the Preset to copy levels from and copy

   [0.1-999.9] [FETCH/UNDO]

NOTE: You can continue to fetch levels from the selected channels from any other Preset.

Channel Editor Wizard

This is the fastest way to edit channels in several Presets. The Channel Editor Wizard is similar to the Editor of the AVAB Expert console.

Pressing WIZARD with no other window open opens the Channel Editor Wizard.

CAUTION: You cannot reverse or undo changes made with this Wizard. We therefore recommend you strongly to save your play internally or (even better) to a floppy disk before using this function.

You can do the following commands through any range of Presets or Sequence Steps of the Sequence in the AB Playback:

- Set a Level to the selected channels
- Add an absolute level to the selected channels
- Subtract an absolute level from the selected channels
- Increase all levels in percent to the selected channels
- Decrease all levels in percent from the selected channels
- Swap Levels between two Channels
- Copy all levels from a Channel
- Set a Min level to the selected channels
- Set a Max Level to the selected channels

This is how the Channel Editor Wizard works:

1) Select the channels you wish to edit.

2) Select which edit function by pressing MODIFY at "Type Of Change" to open the popup list. Use arrow keys or jog wheel to navigate and MODIFY to select (and automatically step to the next position).

Set Level = Sets the selected channels to this level regardless of which level they had before.
Add absolute = Adds the specified value to the levels of the selected channels
Subtract absolute = Subtracts the specified value from the levels of the selected channels
Add percent = Increases the levels of the selected channels with the percentage specified at "Value"
Subtract percent = Decreases the levels of the selected channels with the percentage specified at "Value"
Swap Channels = Swaps levels between selected channel and channel defined at "Value"
Copy From Channel = Copies levels from the channel defined at "Value"
Set Min level = Sets a minimum level to a channel only when it is stored at 0%.
Set Max Level = Sets a maximum level for a channel in all Presets.

3) Select which value (0-100%) to use for the change, or a channel number, depending on the type of change. Press MODIFY to select, and automatically step to the next position.

4) Select if you want to change in the Preset List or Sequence List (MODIFY opens a popup).

5) Select which Preset or Sequence step to start at, and press MODIFY.

6) Select which Preset or Sequence Step to stop at, and press MODIFY.

7) Select if you want to include the channel(s) if they are on 0% or not.

8) Go to the "Execute" position (DOWN ARROW).

9) Press MODIFY to execute the choices made with the Wizard. The changes are made in all Presets immediately, and confirmed with a message and a beep.

Press ESC to exit the Wizard.

NOTE: When Sequence is selected, the Sequence currently loaded to the A/B Crossfade Playback will be used.

Example: Subtract a channel from all Presets

In this example we are removing channel 3 from all Presets in the first act (up to Preset 200).

1) Select channel 1

[1] [CH]

2) Activate the Channel Editor Wizard by pressing WIZARD.

3) Accept the edit function "Set Level" and press MODIFY.

4) Select the value 0%, and press MODIFY.

5) Accept that you want to change in the Preset List, by pressing MODIFY.

6) Start at Preset 0.1 (press MODIFY).

7) Stop at Preset 200 (press MODIFY).

8) Ignore this parameter since it has no importance in this case (we are setting it to 0% anyhow).

9) Go to the "Execute" position (DOWN ARROW).

10) Press MODIFY to execute the choices made with the Wizard. The changes are made in all Presets immediately.

Press ESC to exit the Wizard.

Preset List in LCD Display (3.0)

It is possible to activate a Preset List in the Display with DISP MODE & PRESET.

You can use this list to view, select, add and subtract channels from Presets.

Activate Display Preset List

[DISP_MODE] & [PRESET]

The first 10 Presets and their names are displayed. The Jog Wheel can be used to scroll and SELECT to select the channels from the Presets.

Activate channels from Preset in the Display List

1) Use the Jog Wheel to select the Preset.
2) Press SELECT to select the Preset channels.

Add channels from Preset in the Display List

1) Use the Jog Wheel to select a Preset.
2) Hold + and press SELECT to add the Preset channels to the current channel selection.

Subtract channels from Preset in the Display List

1) Use the Jog Wheel to select a Preset.
2) Hold - and press SELECT to subtract the Preset channels to the current channel selection.

SEQUENCE

In this system the only way of playing back a list of lighting looks is to record them as Presets and create a Sequence (List of Presets) that can be played back from a Master or Crossfade Playback. Sequences can be manual, cued or chasers.

These are the functions described:

Introduction To Sequences

A Sequence is a list of Presets and fade times that can be advanced manually by the operator in either of the two Crossfade Playbacks, or any of the Masters. It can also be trigged from the MIDI or External Trig inputs. Each fade can be set to Crossfade, Move Fade or Lock Fade. Each Channel in a fade can have an individual time. There can be 1000 steps in a Sequence. You can store up to 999 different Sequences. 5-10 Sequences can run simultaneously in Crossfade Playbacks or Masters, depending on how complex they are.

There is a Chase Wizard to create chases quickly. A Sequence in Chase mode can be regulated with BPM/Tap tempo. A Sequence can be set to run in Chase mode, for fully automated playback.

NOTE: When Pronto is started (or New is executed), Playback 2 will be empty.

The Sequence Steps

The Sequence List consists of two main components. The Sequence Step, which always is in numerical order, and the Preset occupying that Sequence Step. The information stored in a Sequence Step is divided between the Step and the Preset in that step:

Preset = Intensities, Dynamics, Attributes and Attribute Times.

Sequence Step = Fade Times, Auto Times, Text, Master Link, Master Page Link, Macro Link, GoOnGo flag for Attributes.

Once a Preset is recorded in the A Crossfade Playback (the default selected playback) it is automatically placed in numerical order in the Sequence loaded to that Playback. You could say that a Sequence is automatically created as you record Presets. Recording Preset 1.5 after Presets 1,2,3 will therefore insert that Preset between 1 & 2:

Preset
1
1.5
2
3

You can rearrange the order in which the Presets appear in a Sequence at anytime. There are functions for inserting or deleting individual Sequence Steps in any order. You can also use the same Preset several times in any Sequence.

NOTE: You can copy a Preset to repeat the same light later in a Sequence.

NOTE: Presets from 899.1-999.9 are not registered in the Sequence, since they are reserved for Expert style Groups.

Sequence times

Sequence times can be edited in the Sequence Editor (opened from the Sequence List under Play menu, or by holding the PLAYBACK key 2 seconds) but it is faster to set them directly using the TIME and DELAY keys or the Time Soft Key Page.

Each Sequence Step can have a split fade and delay times. You can also have a wait time that starts the next crossfade automatically "X" seconds after the previous one is completed. Times can range from 0.1sec-49:59min (0.1- 4959).

The Total time of a Sequence Step is shown in the Extended Sequence Playback view (press VIEW to toggle to this view). This is the total of all Sequence Step times and the FOCUS, COLOR & BEAM times.

Attribute Times can be set to follow the Sequence Times, or be set for groups of parameters (FOCUS, COLOR & BEAM) or individual parameters.

See Set Attribute Times.

NOTE: The shortest time that can be used anywhere in the console is 0.1 seconds. Assigning a time of 0 seconds to a Sequence step will activate the default GO time, which is set up by holding SETUP & pressing GO.

NOTE: Fade times of a Sequence Step are related to that step, not to the Preset occupying the Step. This makes it possible to use the same Preset with different fade times in other Steps or in the Masters.

These are the different times you can have between two steps:

Delay Out

A Delay for the start of the outgoing light. (Note that you can have two different Delay times for each Step, one for the incoming light and one for the outgoing. This is useful when you want to start the fade (and all Moving Devices) before any change in light is supposed to occur)

Out

The Out fade time for the outgoing light of the previous Step.

Delay In

A Delay for the start of the incoming light. (Note that you can have two different Delay times for each Step, one for the incoming light and one for the outgoing. This is useful when you want to start the fade (and all Moving Devices) before any change in light is supposed to occur)

In

The In fade time for the incoming light of this Step (the Preset in this Step).

Wait/Followon

Starts this fade # seconds after the previous is completed. The Wait times can be set to function as Followon time (in the Pronto Setup). This means they start a fade # seconds after the previous is started (instead of completed).

Link Master, Page & Macro

You can link one Master, Master Page, and a Macro to each Sequence Step. These will be executed together with that crossfade.

GoOnGo parameter

You can set a flag that will decide if Attributes for Moving Devices will execute when GO is pressed (On) or when the Sequence Step is loaded into the B (D) field, in preparation for the next crossfade.

The Sequence views in the Monitors

There are compact and extended Sequence views for the Crossfade Playbacks in the monitor. The compressed Sequence Playback view shows up to 16 Sequence Steps at a time and is advanced automatically as the Play is advanced. The upper part shows the previous Sequence Step, and right under the step in the A playback and then the step in the B playback followed by the next steps. The views can be toggled to show text or times.

See The Sequence Playback views.

The Sequence Keys

Apart from these keys, the Most Important Keys And Wheel are used a lot for programming the Sequences. These are the main Sequence keys:

SEQ
TIME
DELAY

The SEQ Key

Opens the Sequence List with all recorded Sequences. This key can also be used to load Presets directly to Crossfade playbacks, Masters, or an editor.

Edit a Sequence

[1-999] [SEQ]

Opens the editor for that Sequence.

Load a Sequence to a Crossfade Playback

[1-999] [SEQ] & [PLAYBACK]

Load a Sequence to a Master

[1-999] [SEQ] & [Master_Key]

The TIME Key

This key is used to set an in/out time for the next Sequence Step in the A/B playback. It can also be used in combination with the A/B/C/D keys to set individual in/out times. It can be used with Master keys to set times to a Master field. More detailed times can be set in the Sequence Editor and View Masters window (under the Playback menu).

A lot of the combination functions of the TIME key are available as direct keys in the Time Soft Key Page.

NOTE: Times can be set as seconds or in percent of the In and Delay Time of each Sequence Step. Whether % times are default or not is set up in the Time Setup (hold SETUP & press TIME).

NOTE: All times are recorded in the Sequence step in A or B, depending on the setting of the parameter "Set Times To Field" in the Pronto Setup.

NOTE: The shortest time that can be used anywhere in the console is 0.1 seconds. Assigning a time of 0 seconds to a Sequence step will activate the default GO time, which is set up by holding SETUP & pressing TIME.

Set an in/out crossfade time

[0.1-4959] [TIME]

Sets an in/out time to the Sequence Step currently in the B field. Times are entered from 0.1 sec to 49:59 minutes (entered as "4959").

Set an In time

[0.1-4959] [TIME] & [B]

Sets a time to the incoming fade from the B field

Set an Out time

[0.1-4959] [TIME] & [A]

Set a time to the outgoing fade from the A field.

Set a time to a Master

[0.1-4959] [TIME] & [Master_Key]

Sets a time to the Master.

Set a channel time

[0.1-4959] [CH] & [TIME]

NOTE: The channel time is stored in the Sequence step.

When a channel has an individual fade or delay time in a crossfade, this will be shown and count down under the level of the channel when this step is loaded for the next infade in a Crossfade Playback.

Set an Attribute time

[0.1-4959] [TIME] & [FOCUS]

[0.1-4959] [TIME] & [COLOR]

[0.1-4959] [TIME] & [BEAM]

The time is set to all Attributes in the Preset of the current Sequence Step (in the Sequence loaded to the AB Playback).

See Set Attribute Times.

Open The Time Editor

[MODIFY] & [TIME]

Opens the Time Editor.

See Times in the Sequences.

The DELAY Key

This key is used in combination with the A/B and C/D keys to set individual delay in/out times for the next crossfade in one of the Crossfade Playbacks. More detailed times can be set in the Sequence Editor (under the Play menu). Times are entered from 0.1 sec to 49:59 minutes (entered as "4959").

Keyboard shortcut for Delay = Ctrl-T

Set a Delay In time

[0.1-4959] [DELAY] & [B]

Sets a Delay In time to the incoming fade from the B field

Set a Delay Out time

[0.1-4959] [DELAY] & [A]

Set a Delay Out time to the outgoing fade from the A field.

Set a channel Delay time

[0.1-4959] [CH] & [DELAY]

NOTE: The channel delay time is stored in the Sequence step.

When a channel has an individual fade or delay time in a crossfade, this will be shown and count down under the level of the channel when this step is loaded for the next infade in a Crossfade Playback.

Set an Attribute delay time

[0.1-4959] [DELAY] & [FOCUS]

[0.1-4959] [DELAY] & [COLOR]

[0.1-4959] [DELAY] & [BEAM]

The time is set to all Attributes in the Preset of the current Sequence Step (in the Sequence loaded to the AB Playback).

See Set Attribute Times.

The Sequence List

This is the Sequence List (Play menu), which is where you can view, edit and load the Sequences. A Sequence is a list of Presets (lighting memories) with times that can be played back manually, or as a Chase.

There are two ways of opening this window:

- From the Play menu (Sequence List...)
- Pressing the SEQ key

You can load (to Masters/Crossfade Playbacks) edit, and store changes. You can also rename and change the Chase mode for each Sequence directly in this window, and you can open the editor for a Sequence by selecting the Sequence number and pressing MODIFY. Move around with arrow keys or mouse.

These are the parameters in the Sequence List:

Sequence

This is the number of the Sequence. You can't change this, but you can load a Sequence directly to a Master or Crossfade Playback when you are in this column (just press the key of that Master/Playback).

You can open the Sequence Editor for a Sequence by pressing MODIFY when you are in this column.

Text

This is the Text label that you can give to each Sequence step.

Press MODIFY, enter a text and press MODIFY again to store. The text can be viewed in different ways:

- Compressed Sequence view (1/4 screen) When this step is loaded to the B or C field of a Crossfade Playback, it will be shown at the bottom of that Sequence view.

- Compressed Sequence view (1/4 screen) Hold VIEW and press PLAYBACK to see all texts instead of times.

- Large Sequence view (1/2 screen) The text is shown after the Preset number.

Mode

This is where you select if the Sequence should be played back in Chase Mode or in Normal (theatrical Sequence playback) Mode. In Chase mode the Sequence will crossfade automatically to the next Step in an endless loop (Chase), and there will be no Blackout between the last and first Step.

Press MODIFY to toggle between both modes.

Rate

This is where you can set the playback rate (0-999%) of the Chase. This parameter will scale all set times. You can set this rate by assigning the Chase to a Playback as well and using the Rate Wheel.

See Rate control of Sequences.

Bounce

This is where you select if the Chase should go forward, or bounce (forward/backward) during playback. You cannot combine this with Reverse or Single- Shot.

Reverse

This is where you select if the Chase should go forward, or backward during playback. You cannot combine this with Bounce or Single-Shot.

S-shot

This is where you select if the Sequence should play back as a Single Shot (one loop) or continuously. You cannot combine this with Bounce or Reverse.

Press GO again to restart.

BPM (3.0)

This is where you can set a BPM (Beats Per Minute) tempo for each chase. You can set it as a numerical value, or use the Tap Tempo function to set it live.

See BPM & Tap Tempo.

The Sequence Editor

This is the Sequence Editor, which is where you can view and edit all times, text and contents in a Sequence. A Sequence is a list of Presets (lighting memories) with times that can be played back manually, or as a Chase. When you open this window you will have a double editor (similar to those of the AVAB VLC/Safari software) with a channel editor in the upper part and a list of all Sequence Steps and parameters in the lower part.

You can edit and store the contents in the upper half with normal channel and level functions. RECORD will record changes to the selected Preset, and a number (1-999.9) followed by RECORD will record a new Preset with that number.

There are five ways of opening this window:

- Entering a number and pressing the SEQ key
- From the Sequence List, pressing MODIFY in the first column.
- Click on a Sequence Step in a Playback view.
- Hold down the PLAYBACK key 2 seconds for a Crossfade Playback with a Sequence
- Hold down the Master Key 2 seconds for a Master with a Sequence

Move around with arrow keys or mouse.

These are the parameters in the Sequence Editor:

Step

This is the number of the Step in this Sequence. You can't change this, but you can fade directly to this step by pressing GOTO. All parameters in this editor are linked to a step in the Sequence. You can insert new steps with INSERT and delete with DELETE.

Prs

This is the Preset assigned to this step. You can edit the Preset in the channel view and store with RECORD, you can insert a new step with a different Preset, or you can delete this step completely. (use INSERT & DELETE keys). If you Press MODIFY in this column you open an editor for that Preset.

DelOut

This is the Delay time for the Out time of the previous Sequence Step. Enter a time (0.1s- 49:59min) and press MODIFY.

Out

This is the Out time for the Out time of the previous Sequence Step. Enter a time (0.1s- 49:59min) and press MODIFY.

DelIn

This is the Delay time for the In time of this Sequence Step. Enter a time (0.1s-49:59min) and press MODIFY.

In

This is the In time of this Sequence Step. Enter a time (0.1s-49:59min) and press MODIFY.

Wait

This is the Wait time for this Sequence Step. Enter a time (0.1s-49:59min) and press MODIFY. The Wait time will start a fade to this Sequence Step automatically, 0.1s-49:59min after the previous fade is completed.

NOTE: In the Pronto Setup you can change how the Wait time works, so that it starts counting from the start of the previous crossfade instead. This is called Followon Times. Setting the FollowOn parameter to On does this. The label will display Followon instead of Wait.

Mode (3.0)

This is where you can toggle the playback mode of each Sequence Step between:

Crossfade (X)
Move Fade (M)
Lock Fade (L)

See Crossfade, Move Fade & Lock Fade

Text

This is the Text label that you can give to each Step. Press MODIFY, enter a text and press MODIFY again to store.

The text can be viewed in different ways:

- Compressed Sequence view (1/4 screen) When this step is loaded to the B or C field of a Crossfade Playback, it will be shown at the bottom of that Sequence view.

- Compressed Sequence view (1/4 screen) Hold VIEW and press PLAYBACK to see all texts instead of times.

- Large Sequence view (1/2 screen) The text is shown after the Preset number.

NOTE: If you enter a Preset text and no Sequence text, the Preset text will be displayed in the Sequence text views, starting with a "P:".

GoOnGo

This parameter decides if Attributes for Moving Devices will be executed when the step is faded in (GoOnGo) or when the Step is loaded to be faded in (GoInB). GoInB is useful when you want Moving Devices to position themselves before a fade to that Step is performed.

ChTime

Each channel can have it's own time and delay in a crossfade. Open the editor by pressing MODIFY in this column. A number followed by insert will insert a time group for that channel. Time Groups can be set directly as well.

MastLink

You can link a Master with a group, Preset or Sequence to a Sequence Step, so that it is loaded and run automatically when this Step is faded in. Open the editor by pressing MODIFY in this column.

See The Master Link Editor.

MastPage

You can link a Master Page to a Sequence Step so that it is loaded automatically when this Step is loaded to be faded in from the B or D field. enter the Page number and press MODIFY in this column.

See Link A Master.

Macro

You can link a Macro to each Step. A Macro is a combination of keys stored as a shortcut.

See Macros

Link To (3.0)

You can link to another Sequence Step in the same Sequence.

See Link To Another Step

Time Code (3.0)

This is where you can enter a Time Code for each Step. If and how this Step will be triggered by incoming MIDI Time Code is set up in the MIDI Setup (in the Pronto Setup under the Pronto! Menu).

See MIDI Time Code Trig

Crossfade, Move Fade & Lock Fade (3.0)

When you record a new Preset to a Sequence you will get the option to store it as a Crossfade, a Movefade or a Lockfade. This is a mode, and can be changed in the Sequence Editor. Each of these modes affects how channels in that Preset will be played back when a new crossfade is started.

A Movefade or Lockfade step will only affect the channels that have a level in the corresponding preset. Channels that are not recorded will stay at the value in the A field. An M or L character is shown on the sequence step if you set the step to Movefade/Lockfade.

NOTE: Fade type (XML) is only displayed if you are recording a new preset in the sequence since otherwise there is no related sequence step where this parameter can be saved.

Crossfade (X-fade)

If you select X-fade, all channel levels will be recorded in the Preset. When a Crossfade is started, all channel values will immediately start fading to the values of the Preset in the new Crossfade. Except channels involved in a Lock Fade.

Move Fade (M-fade)

If you select M-fade, only changed levels will be recorded. When a Move Fade is started, only channels in that Preset will start fading to the new values. Unless they are involved in a Lock fade.

Shortcut:

[+] & [RECORD]

Re-recording a move fade preset only records the levels that have changed in comparison with the preset before. Re-recording a Move/Lock fade recognizes the existing fade type. This means that it is not necessary to press + & RECORD when re-recording.

Lock Fade (L-fade)

If you select L-fade, only levels of selected channels will be recorded. When a Lockfade is started, the channels in that Preset will continue to fade until completed, regardless of any following fades. Stepping in the Sequence will stop a Lock Fade.

Shortcut:

[-] & [RECORD]

Re-recording a Move/Lock fade recognizes the existing fade type and records only the selected channels. This means that it is not necessary to press - & RECORD when re- recording.

Playback of Crossfade, Move fade & Lock fade

When you jump in the sequence with GOTO, the history of all fades will be executed to recreate the correct state after the jump. GOTO & B updates the current state (scanning backwards in the sequence accumulating Move/Lock fades).

For a Lock fade, it is not possible to press PAUSE or GO BACK, since the nature is to "lock" the fade regardless of other playback controls. Stepping through the sequence with SEQ+/SEQ- or using GOTO will stop current Lock fades.

If you start a move or lock fade on top of a crossfade, the crossfade now continues to run in the background and is also available for speed control on the display.

Channel Times inherit their fade type from the cue that started them. They will run as Movefade or Lockfade as well depending on the type of cue.

It is possible to modify the levels on stage also for channels that are included in Move/Lock fades as long as the fade is not started.

Move and Lock fades are indicated with M and L in the Channel Views, to distinguish them from normal channel times.

Times In The Sequences

Most times in the system relate to the In or Delay Time of the same Sequence Step as a percentage of these times (default = 100%) or as absolute times (0.1-49:59).

Running fades are shown in the Running Fade display (hold DISP MODE and press TIME). When using very long times, the actual time that is executed can differ slightly (a few seconds) from the specified time. This is due to the internal time resolution. When a fade is started, the remaining time will show the true time.

Preparation for understanding Times

You will need two Presets in the Sequence to understand the time functions. Record the following two Presets unless you already have two Presets recorded and in the Sequence:

1) Record Preset 1 with channel 1 at 70%

   [1] [CH] [@_LEVEL] [1] [RECORD]

2) Clear ch 1

   [C/ALT] & [CH]

3) Record Preset 2 with channel 2 through 4 at 70%.

   [2] [CH] [4] [THRU] [@_LEVEL] [2] [RECORD]

4) Goto Preset 1 (Preset 2 will be in B)

   [1] [GOTO]

The Time Editor Window (3.0)

If you press MODIFY & TIME, you will open the Time Editor where all the times for the current sequence step can be edited. In this window, you can also edit the FCB-times of the preset. There are links to the Channel Times editor and the Attribute Editor for Attribute times.

The Time Editor follows the setting of the "Times in A/B" parameter in the Pronto Setup (Pronto! Menu). This means that if it is set to A it will edit times for the Step in the A field, and if it is set to B it will edit times for the Step in the B field.

These are the input boxes in the Time Editor:

Wait = Wait Time

DelOut = Delay Out Time
Out = Out Time
DelIn = Delay In Time
In = In Time

F-Del = Delay Focus
C-Del = Delay Color
C-Del = Delay Beam

F-Time = Focus Time
C-Time = Color Time
B-Time = Beam Time

Channel Time Editor = Opens the Channel Time Editor

Attribute Editor = Opens the Attribute Editor with TIMEs preselected. Use VIEW to toggle to DELAY, KEEPDYNAMICS and VALUES.

Set In/Out Times

You can set in/out times to the Sequence Step in B directly with the TIME key alone (see NOTE below), or in combination with the A/B (C/D) keys. The A (C) key represents the outgoing channels (out time) and the B (D) key represents the incoming channels (in time) for the Sequence Step in the B (D) field.

You can also set in/out times separately for each channel.

NOTE: In the Pronto Setup you can change so times are automatically set to the Sequence Step in the A field instead. This is the parameter "Set Times To Field". All times can be edited in the Sequence Editor, as well.

Set an In/Out time direct

[0.1-4959] [TIME]

Set an In time directly

[0.1-4959] [TIME] & [B] or [D]

Set an Out time directly

[0.1-4959] [TIME] & [A] or [C]

Set a channel time directly

[0.1-4959] [CH] & [TIME]

Set Delay In/Out Times

You can delay the start of the Out time, and the start of the In time. This time is set with the DELAY key in combination with the A/B (C/D) keys. The A (C) key represents the outgoing channels (out time) and the B (D) key represents the incoming channels (in time) for the Sequence Step in the B (D) field.

You can also set Delay times separately for each channel.

NOTE: In the Pronto Setup you can change so times are automatically set to the Sequence Step in the A field instead. This is the parameter "Set Times To Field". All times can be edited in the Sequence Editor, as well.

Set a Delay In time directly

[0.1-4959] [DELAY] & [B] or [D]

Set a Delay Out time directly

[0.1-4959] [DELAY] & [A] or [C]

Set a channel Delay time directly

[0.1-4959] [DELAY] & [CH]

Set Wait Or Followon Times

A Wait or Followon time will automatically execute a crossfade to the Step it is assigned to. The difference is that a Wait time starts counting down after the END of the previous crossfade, while the Followon time starts counting down from the START of the previous crossfade. AVAB boards normally use Wait times, therefore this is the default setting. This function can only be edited in the Sequence Editor.

NOTE: Wait or Followon is a general mode, selected in the Pronto Setup (Followon Time Mode).

Set a Wait/Followon time

1) Open the Sequence Editor for the Sequence by holding down the PLAYBACK key for 2 seconds, or by entering the number of the Sequence and pressing SEQ.
2) Move the cursor to the column Wait, and enter a time. Press MODIFY.

If you fade to the previous Step with GOTO you will see the countdown of the wait time in the Sequence views of the monitor. After the countdown the crossfade to the Step with the Wait time will begin automatically.

NOTE: The PAUSE key will pause running Wait times.

Insert A Sequence Step

You can insert any Preset number in a new step between any two existing Sequence Steps. This way you rearrange the order in which the Presets are stored for playback, and you can reuse the same Preset several times with new fade times every time. This is the traditional Free Sequence option of AVAB lighting consoles. This function can only be edited in the Sequence Editor.

1) Open the Sequence Editor for the Sequence by holding down the PLAYBACK key for 2 seconds, or by entering the number of the Sequence and pressing SEQ.
2) Move the cursor to the Step you wish to insert a Preset after, using arrow keys or mouse.
3) Enter the number of the Preset you wish to insert, and press INSERT.

Delete A Sequence Step

Sequence Steps can be deleted, along with all Sequence information for that Step, as fade times and links. The Preset will not be deleted from memory, it can be inserted somewhere else in the Sequence again with the Insert function. (See "Inserting Sequence Step"). This function can only be edited in the Sequence Editor.

1) Open the Sequence Editor for the Sequence by holding down the PLAYBACK key for 2 seconds, or by entering the number of the Sequence and pressing SEQ.
2) Move the cursor to the Step you wish to delete, using arrow keys or mouse.
3) Enter the number of the Preset you wish to delete, and press DELETE.

Link A Master

You can link Masters (and their content) with or without automatic start of fades, to any Sequence Step. This is done from the Master Link Editor.

Link A Master Page

You can link a Master Page to a Sequence Step. That Master Page will be loaded when that Sequence Step is loaded to the B (D) field (ready for the next crossfade). This function can only be edited in the Sequence Editor.

1) Open the Sequence Editor for the Sequence by holding down the PLAYBACK key for 2 seconds, or by entering the number of the Sequence and pressing SEQ.
2) Move the cursor to the "MastPage" column of the Step you wish to link the Master Page to, using arrow keys or mouse.
3) Enter the number of the Master Page you wish to link, and press MODIFY.

The Master Page will be loaded when this Sequence Step is loaded to B (D) (ready for the next crossfade). Make sure the Master Page exists so that it can be loaded.

Link A Macro

You can link a Macro to a Sequence Step. That Macro will be executed when that Sequence Step is loaded to the B (D) field (ready for the next crossfade). This function can only be edited in the Sequence Editor.

1) Open the Sequence Editor for the Sequence by holding down the PLAYBACK key for 2 seconds, or by entering the number of the Sequence and pressing SEQ.
2) Move the cursor to the Macro column of the Step you wish to link the Macro to, using arrow keys or mouse.
3) Enter the number of the Macro you wish to link, and press MODIFY.

The Macro will be executed when this Sequence Step is loaded to B (D) (ready for the next crossfade).

Link To Another Step (3.0)

You can link a Sequence Step to any other Step in the same Sequence. If this parameter is set to a number, a jump will be performed to this step. This function can only be edited in the Sequence Editor.

1) Open the Sequence Editor for the Sequence by holding down the PLAYBACK key for 2 seconds, or by entering the number of the Sequence and pressing SEQ.
2) Move the cursor to the "Link To" column of the Step you wish to link from, using arrow keys or mouse.
3) Enter the number of the Step you wish to link, and press MODIFY.

GoOnGo For Moving Devices

This parameter decides if Attributes for Moving Devices will be executed when the step is faded in (GoOnGo) or when the Step is loaded to be faded in (GoInB). GoInB is useful when you want Moving Devices to position themselves before a fade to that Step is performed. This function can only be edited in the Sequence Editor.

1) Open the Sequence Editor for the Sequence by holding down the PLAYBACK key for 2 seconds, or by entering the number of the Sequence and pressing SEQ.
2) Move the cursor to the "GoOnGo" column of the Step you wish to edit, using arrow keys or mouse.
3) Press MODIFY to toggle between GoOnGo and GoInB.

Load A Sequence

A Sequence can be loaded to either of the Crossfade Playbacks, or Masters, for playback. For information on how to control a Sequence once it is loaded, see Crossfade Playbacks and Masters.

Load a Sequence to a Crossfade Playback

[0-999] [SEQ] & [PLAYBACK]

NOTE: Loading Sequence 0 to a Playback will clear all Sequences in that Playback.
NOTE: Loading a non-existent Sequence to Playback will open a window asking if you wish to create that Sequence.

Load a Sequence to a Master

[0-999] [SEQ] & [Master_Key]

NOTE: Loading Sequence 0 to a Master will clear all Sequences in that Master.
NOTE: You can load a Sequence to a Master from the Sequence List as well. Just open the Sequence List (pressing SEQ or from the Play menu) and press the Master Key.

Chase Mode

A Sequence can be set to run in Chase mode. This means the Sequence will chase endlessly through all Steps on the predefined times. There are several parameters that can affect how it will run in Chase mode. When you press SEQ+ or SEQ- in the Crossfade Playbacks you will pause the chase.

See Sequence List and Chase Wizard.

Channel Times

You can set fade and delay times separately for each channel in a Preset. Channels with the same time/delay are grouped together into Time Groups. When a Channel Time Group is controlled by (for example) a wheel, the whole group is affected.

If you use percent times, the time will be inherited from the In time and In Delay time of the sequence step in B.

A Sequence Step with Channel Times is indicated with the letter T in the compact Playback views, and an * in the extended Playback view. When the Step is loaded to A/B the total time of all Channel Time Groups will be displayed. If there are channel times, the longest time and delay will be shown on an additional line for the A or B field (similar to the FCB-information). A * means that there are different times or delays for different channels (like for the FCB-times).

When a channel has an individual fade or delay time in a crossfade, this will be shown and count down under the level of the channel when this step is loaded for the next infade in a Crossfade Playback. The level of a channel with a channel time is displayed in pink when running.

NOTE: In the Pronto Setup you can change so times are automatically set to the Sequence Step in the A field instead. This is the parameter "Set Times To Field". All times can be set directly, and they can be set and edited in the Sequence Editor, as well.

Record/change a channel time directly

[0.1-4959] [CH] & [TIME]

A Sequence Step with Channel Times is indicated with the letter T in the Playback view. A new group will be created containing the currently selected channels. If you specify the same channels as an existing group, no new group will be added; just the time information will be updated.

Record/change a channel Delay time directly

[0.1-4959] [CH] & [DELAY]

A Sequence Step with Channel Times is indicated with the letter T in the Playback view. A new group will be created containing the currently selected channels. If you specify the same channels as an existing group, no new group will be added; just the time information will be updated.

The Channel Time Editor (3.0)

Channel Times can be edited in the Channel Time Editor. You open this by pressing MODIFY in the ChTime column of the Sequence Editor (which is opened by holding PLAYBACK more than 2 seconds).

1) Open the Sequence Editor (hold PLAYBACK 2 seconds)
2) Move to the ChTime column and press MODIFY

The Channel Time Editor has a channel view on top and a list view below. In the list view, you can press INSERT to insert a new group, or select which group to edit. In the channel view, you can change the channels involved in the Channel Time Group. Press RECORD to record your changes. If you record channels that are already used in other groups, they will automatically be removed in these groups, to avoid conflicts.

It is possible to assign a descriptive name to each channel time group in the Channel Time Editor. This name will be used on the part time display when the Time Groups are running.

Channel Time Display & Controls (3.0)

When Channel Times are activated, the first four Channel Times are shown on the LCD Display over the 4 wheels. The status for each Channel Time is displayed over each wheel. Rate for each channel can be adjusted with the corresponding wheel and the Channel Time can be started/stopped with the corresponding wheel key. For each Channel Time the following information is showed:

- C: Channel number
- X/M/L depending on the type (Crossfade, Movefade or Lockfade)
- Remaining Time or Delay or "Paused" if it is stopped
- Rate setting in percent.

The Chase Wizard

This is the fastest way to create a Chase Sequence. This is the Chase Wizard, which helps you to create a Chase Sequence quickly.

Pressing WIZARD in the Sequence List (Play menu) opens the Chase Wizard.

CAUTION: You cannot reverse or undo changes made with this Wizard. We therefore recommend you strongly to save your play to a floppy disk before using this function.

This is how the Chase Wizard works:

1) Select the channels you wish to include in the Chase.

2) Enter the "Number of steps" you wish the Chase to have when completed, and press MODIFY.

3) Enter the number of channels you wish to have in each step. Press MODIFY.

4) Enter the default fade time you wish each step to have (this can be edited in the Sequence after). Press MODIFY.

5) Select which Sequence number you want the Chase to have (the next free one is suggested). Go to "Start at Preset" (DOWN ARROW).

6) Enter which Preset you want to start recording Sequence Steps from.

7) Enter the increment you wish to have between the Presets that are created. Press MODIFY.

8) Use MODIFY ONLY to select if you want the Sequence Steps to continue adding the new channels in each step to the previous ones (Yes), or if you want each step to include the new channels only (No).

9) Go to the "Execute" position (DOWN ARROW).

10) Press MODIFY to execute the choices made with the Wizard. The new Sequence is created immediately.

Press ESC to exit the Wizard.

NOTE: If you want to make changes in the Chase Sequence you just created, use the Sequence and Preset editors. It is a "normal" Sequence that has been created by the Chase Wizard.

Example of making a Chase with the Wizard

1) Select channels 1 through 10 at 100%

[1] [CH] [1] [0] [THRU] [@_LEVEL]

2) Open the Sequence List (Play menu) and press WIZARD

3) Set the number of steps to 5, press MODIFY.

4) Set the number of channels per step to 2, press MODIFY.

5) Leave the step time at 0.1, press MODIFY.

6) Accept whichever free Sequence number there is by moving to the next line (Down arrow).

7) Set the start Preset to a high number not used in your play, 300 for example. Press MODIFY.

8) Leave the default increment of 0.1 and move to the next line (Down arrow).

9) Leave Add Steps at "No" by moving to the next line (Down arrow).

10) Press MODIFY to execute the choices made with the Wizard. The new Sequence is created immediately.

Press ESC to exit the Wizard.

You should now have a new Sequence in Chase mode with 5 steps, consisting of Presets 300-304. Try it by loading to a Crossfade Playback or Master (See Load A Sequence To A Master) and check it out. Then try making some new ones with one channel per step, Add Steps to "on" etc.

Track List (3.0)

This function allows you to select up to 20 channels and open a window that shows the levels for each of the selected channels from the Sequence currently loaded to Crossfade Playback 1.

This editor can be opened from the Playback Menu or from the softkey TRACK LIST in the Playback Soft Key Page page. It is automatically positioned at the Sequence Step loaded to the A field of Playback 1.

These are the columns:

Step

This is the Sequence Step. Pressing MODIFY will open the Step Editor.

Preset

This is the Preset. Pressing MODIFY here will open the Preset Editor.

Fade Type

This is the Fade Type. Pressing MODIFY here will open the Preset Editor.

Attributes

If a Preset contains Attributes, it is indicated here. Pressing MODIFY here will open the Preset Attribute Editor, if there are Attributes recorded.

Channels & Levels

These are the currently selected channels (max 20 at a time). You can change a level directly with # and MODIFY.

Track To Wizard

If you press WIZARD on a level in a sequence step, you will get a popup where you can select up to which Sequence Step the same level should be copied (= Tracked To).

The Time Soft Key Page

Most time functions in the Pronto are programmed with the TIME and DELAY key in combination with other keys. To speed up programming there is a special Time Soft Key Page where all time functions are available as softkeys.

The Time Soft Key Page is selected with the soft key TIME in the LCD Display. This softkey is in the main display menu, which appears when you press DISP MODE key, next to the LCD Display.

These are the functions available in the Time Soft Key Page:

CH TIME (softkey)

This key sets the defined time to the selected group of channels as an individual channel time.

See Set Channel Times.

CH Delay (softkey)

This key sets the defined delay time to the selected group of channels as an individual channel delay time.

See Set Channel Times.

Wait (softkey)

This key sets a time that will start this Sequence Step automatically, # seconds after the previous one is completed.

See Set Wait or Followon Times.

Out (softkey)

This key sets the defined time as an out time for the Sequence Step in the A or B field, depending on the setting or "Set Times To Field" in the Pronto Setup (Pronto menu).

See Set In/Out Times.

Delay Out (softkey)

This key sets the defined time as a Delay Out time for the Sequence Step in the A or B field, depending on the setting or "Set Times To Field" in the Pronto Setup (Pronto menu).

See Set Delay In/Out Times.

Delay In (softkey)

This key sets the defined time as a Delay In time for the Sequence Step in the A or B field, depending on the setting or "Set Times To Field" in the Pronto Setup (Pronto menu).

See Set Delay In/Out Times.

In (softkey)

This key sets the defined time as an in time for the Sequence Step in the A or B field, depending on the setting or "Set Times To Field" in the Pronto Setup (Pronto menu).

See Set In/Out Times.

Attribute Time (softkey)

This key sets the defined time as an Attribute time for the selected channels of the Sequence Step in the A or B field, depending on the setting or "Set Times To Field" in the Pronto Setup (Pronto menu).

See Set Attribute Times.

Attribute Delay (softkey)

This key sets the defined time as an Attribute Delay time for the selected channels of the Sequence Step in the A or B field, depending on the setting or "Set Times To Field" in the Pronto Setup (Pronto menu). It can be used in combination with FOCUS, COLOR and BEAM or parameter keys to set Attribute Times to these parameter groups.

See Set Attribute Times.

Manual Crossfading With Attributes (3.0)

When you make a manual crossfade to a step with attributes, the attribute values that are GoOnGo will follow the movement of the B-fader.

See Attributes Follow Fader (3.0)

Time Code Trig (3.0)

You can set a Time Code (HH.MM.SS.FF) to any Sequence Step. Providing that you have opened the MIDI Setup for incoming Time Code, this step will be trigged by that Time Code providing the Step is in the B field of Playback 1. You can set the console so that the Step will be trigged even if the Step is already passed, or not yet in B. At all times, you are able to take over manually, as usual.

See MIDI Time Code Trig

BPM & Tap Tempo (3.0)

You can set the tempo/speed to a chaser in BPM. This can be set numerically in the Sequences window (Play Menu) or using the Tap Tempo function.

Set BPM Numerically

1) Open the Sequences window (Play Menu).
2) Make sure you are working with a Sequence in Chase mode.
3) Set the BPM value in the BPM column and press MODIFY.

The BPM parameter will only be used for sequences in Chase mode. When the BPM parameter is set, it will override all programmed times. The In and Out times will be 0 s and the Wait time will be set according to the BPM parameter.

Set BPM using Tap Tempo

1) Assign the chaser to a Master (# SEQUENCE & Master Key).
2) Hold RATE and tap the Master Key at least twice.

For a chaser on a master, you can hold RATE and Tap on the Master key to set the tempo. You have to tap at least 2 times in a row before the new tempo is activated. The tapping speed is translated to, and stored as the BPM parameter in the Sequence List. You can easily change it afterwards.

MASTERS

In this system there are 40 Masters (80 in Pronto Plus). A Master can play back any kind of information such as a Group, Preset, Sequence, Macro, Palette, Device etc.

These are the functions described:

Introduction to Masters

This system is equipped with 40 Masters (80 in Pronto Plus). Each Master can be used for random playback of almost any kind of information, such as a Group, Preset, Sequence, Dynamic Effects, Moving light attributes or Macros. They can be used to mix existing Presets, to creating new Presets. You can assign any group of channels to a Master. You can store all Master settings in Master Pages for recall.

Every Master has a Master Key (sometimes also called Assign key) that is used to flash the contents of that Master, to start automated fades and for programming that Master.

All Masters are shown in the monitor views. You can get an expanded view of the separate times and flash functions for each Master by toggling the monitor views using the VIEW key.

Play Back Anything from a Master

Basically you can assign any kind of Play data (Preset, Group, Palette, Macro, Dynamic, Device, Device Parameter, Sequence etc) including any console key function, to a Master. Each Master can contain a combination of channels and levels that can be accessed with the Master fader and added to the output of the other Masters and Playbacks (1/2) in a Highest Takes Precedence manner. Presets and Dynamic Effects can be played back, as well as Sequences. Each Master can have an up/wait/down time that is trigged with the Start function or the Flash On Time function.

You can record Dynamic Effects and Attributes directly to Masters, or other Presets. There is an "attribute-follow-fader" functionality that allows you to fade attributes with the fader. Dynamic Effects on masters fade the Dynamic Size with the fader.

Assign single channels quickly

You can select any group of channels and assign one by one to all masters by holding CH and pressing the first Master key. This is an incredibly quick way to assign manual control for up to 40 channels.

See Quick- load Single Channels To Masters

Master Pages

The individual settings of all 40 Masters (80 in Pronto+) can be stored in a single Master Page for random recall during playback. This includes groups, Presets and Sequences and Times etc. You can store 1000 such Master Pages.

The Master Pages can be "solid" or "transparent", which means that you can load one on top of the other, and only Masters with new information will be updated. This is selected separately for each Master Page.

No Master is updated until faded to 0%. All Master Pages are listed in the Master Page List. You can select any Master Page directly from this list for loading or viewing.

There is a Master Page mode that records all changes automatically. You have Master Page Rate and BPM times that affect the whole Page.

See Master Pages

Automated playback from a Sequence

The Masters can be linked to a Sequence for automated playback, using a Master Link. A Master linked to the Sequence can have a pre-programmed up/wait/down time.

The Monitor Master views

The monitor has different **Master displays,** that show 40 Masters, current levels , contents (Preset/Sequence) and times. The VIEW key toggles through the views where there is a compact and a expanded Master view. You can double- click on any line in a Master view to open the editor for that Master. Single-clicking is the same as pressing the Master key.

Text information

Hold VIEW and press MASTER to toggle between showing TIME, or expanded TEXT information in the Master Views. You can click with the mouse on the heading in the Playback/Master/Compact Master View to toggle expanded text mode on/off.

These are the columns in the Master views.

"Mst"
Master number. Red background indicates there is information loaded to this Master. A "+" Indicates that there is a new Preset "waiting" that has been downloaded from a Master Page.

"%"
Level of Master fader.

"Cont"
Preset, Sequence or other content number loaded to that Master, or just a "Grp" (unrecorded ch group). If a Palette or Parameter has channels assigned to it there will be a "+" indicating this.

"Time" or "Text" (compressed view)
Indicates Up/Wait/Down time when running, or the text for each content.

"Up" (expanded view)
Up time

"Wait" (expanded view)
Wait time

"Down" (expanded view)
Down time

The last column of the expanded view shows two different things:

- Content text (when no Flash mode is active)
- Flash Level/mode in Flash and Solo Flash mode

The Master Keys

These are the keys mainly used for functions in the Masters:

The Master Keys

The key below each Master fader is used for opening an editor for that Master, or as a Flash key for that Master. It can also be used in combination with other keys such as START, to start fades in that Master, or TIME to assign times to that Master. These keys are sometimes also called Assign Keys.

Open the Master editor

Hold down the Master key for a few seconds

Select the channels in a Master

[Master_Key]

When you press a Master Key and immediately let go, you will select the channels in that field as a group. Note that this only works when a group or Preset or single channels are loaded to that Master.

If you hold ALL and press on the Master key, only the channels that also have a level in the A field will be selected.

Use Master keys for flash

[FLASH_MODE]

Toggles between normal mode and Flash mode for all Masters. Also see Flash A Master.

Load a Preset to a Master

[1-999.9] [Preset] & [Master_Key]

Load a Sequence to a Master

[1-999] [SEQ] & [Master_Key]

Load a Palette to a Master

[1-999] [FOCUS] & [Master_Key]

[1-999] [COLOR] & [Master_Key]

[1-999] [BEAM] & [Master_Key]

[1-999] [PALETTE] & [Master_Key]

Load a Macro to a Master

[1-999] [MACRO] & [Master_Key]

Load a Device to a Master

[1-1536] [DEVICE] & [Master_Key]

Load a Dynamics to a Master

[1-999] [DYNAMICS] & [Master_Key]

Load the selected group to a Master

[PRESET] & [Master_Key]

Load selected Channel(s) to Masters

[CH] & [Master_Key]

Clear a Master

[0] [PRESET] & [Master_Key]

Set a time to a Master

[0.1-4959] [TIME] & [Master_Key]

Sets a time to the Master.

Start a Master fade up/down

[START] & [Master_Key]

Starts the Master, it will fade up if is it is down, and down if it is up. If there is a Sequence in the Master, this will activate the next crossfade.

Start a fade to a specific level

[0-100] [START] & [Master_Key]

Starts a fade the Master to the level specified (0-100).

Tap Tempo for Chase in a Master

[RATE] & [Master_Key] [Master_Key]

See Rate On Sequences & Chases.

The MAST PAGE Key

You can store all settings for all Masters in a Master Page. This makes it possible to have different settings that can be recalled during a show. This key is also used for Master Setup parameters (Hold SETUP and press MAST PAGE).

Record the current settings as a Master Page

[1-999] [RECORD] & [MAST_PAGE]

Records the Master contents into the defined Master Page. To re-record (overwrite) a Master Page, just repeat this procedure again with the number of the Page you wish to overwrite.

NOTE: At least one Master has to have some content to record a Page.

Load a Master Page

[1-999] [MAST_PAGE]

Loads the defined Master Page

NOTE: In the Pronto+ the Master Pages are loaded individually to each Master Section.

Open the Master Page List

[MAST_PAGE]

Opens the Master Page List window. You have several choices here. You can Modify a Master Page by selecting it and pressing MODIFY, you can Assign it to start from a specific Master (see next paragraph) or you can just load it.

Load a Master Page, starting at a specific Master

[1-999] [MAST_PAGE] [&] [Master_Key]

Loads a Master Page starting at the specified Master.

Clear Master Fields

[C/ALT] & [MAST_PAGE]

Clears all Master fields and sets faders to 0%.

Include Masters In Play

[SETUP] & [MAST_PAGE]

Include Masters In Play (on/off). When this is on (default) all Master settings will be saved and reloaded with the play, to/from disk. When it is off, the last used Master Page is loaded automatically with this play.

The MASTER PAGE +/- Keys (3.0)

These two keys are only possible to use assigned to Masters as content in the Masters window (Playback Menu). They are intended for stepping through the master pages.

Step through Master Pages

[MAST_PAGE+]
[MAST_PAGE-]

Steps through the Pages as if they were loaded with the MASTER PAGE key.

The START Key

This key allows you to start fades in a Master to a specific level, or up/down.

Start a Master fade up/down

[START] & [Master_Key] or [1-40] [START]

Starts the Master, it will fade up if is it is down, and down if it is up. If it has Up-Wait- Down times, it will make a complete fade up-wait-down.

Start a fade to a specific level

[0-100] [START] & [Master_Key]

Starts a fade the Master to the level specified (#).

The FLASH MODE key

The key FLASH MODE is used to select different flash modes, and setting individual Flash levels (or on/off) for each Master.

Select a Flash mode

[FLASH_MODE]

Steps between the different flash modes:

- Off = No Flash Mode.
- Flash = Normal Flash mode. Pressing a Master key flashes to the flash level of that Master (can be set individually).
- Solo = Solo Flash mode. Pressing a Master key flashes that Master to the flash level AND sets all other Masters to 0% ("kill").

Set a Flash level

[0-100] [FLASH_MODE] [Master_key]

Sets the flash level for a specific Master to #%.

Individual Flash mode

[FLASH_MODE] [Master_key]

Toggle individual flash mode on or off for the Master.

The MASTER key

The MASTER key is used to open the View Masters window quickly (it can be opened by holding down the Master key 2 seconds as well).

Open the View Masters window

[MASTER]

Open the View Masters window for a specific Master

[1-40] [MASTER]

The View Masters window

The Masters window (Playback menu) is where you can view and edit the contents in any of the Masters. When you open the window you will have a double editor (similar to those of the AVAB VLC/Safari software) with a channel editor in the upper part and a list of all Masters and Master parameters in the lower part.

There are four different ways of opening this window:

- From the Playback menu (View Masters...)
- Pressing MASTER
- Holding down the Master Key of the Master for two seconds
- Holding down MODIFY and pressing the Master Key. (This opens the Sequence editor if a Sequence is loaded)

You can edit the contents directly and store changes. Move around with arrow keys or mouse.

These are the parameters in the Masters window:

Master

The field is the number of the Master. The content of the selected Master is displayed in the channel view on top. Move to a new one with arrow keys.

Type

This is the type of content that can be loaded to this Master. The options are:

Prs (Preset)
Grp (unregistered Group)
Seq (Sequence)
Focus (Focus Palette)
Color (Color Palette)
Beam (Beam Palette)
Pal. (All Palette)
Macro
Dev (Device Direct Key)
Dynam (Dynamics)
Mask (Channel Mask
Key (console key)
Group
Layout (Channel Layout)
Parameter (moving device parameter)

Most types of content are executed when the key is pressed. Group, Sequence, Palette, Device, Parameter and Preset (for example) use the fader as well.

Number

This is the number of the information loaded to this Master. A temporary (not yet recorded) group is indicated with "Grp" only.

Enter a new number and press MODIFY to change.

In

This is the In time for the content of a Master. This time is used by several Master functions such as START, Flash on time, Times on Masters etc. If only an In time is set, it will function as an Out time as well. An In time can be set directly, without opening this window. Entering the time, holding down the TIME key and pressing the Master Key does this.

Enter a time (0.1sec-49:59min) and press MODIFY.

Wait

This is the Wait time for the content of a Master. If an In and Out time have been specified, it is the time the Master will "stay up" before automatically fading out on the Out time.

Enter a time (0.1sec-49:59min) and press MODIFY.

Out

This is the Out time for the content of a Master. It is the time the Master will fade out on when Master time functions are used (such as START, Flash on time, Times on Masters etc).

Enter a time (0.1sec-49:59min) and press MODIFY.

FlashMode

You can toggle Flash mode on/off individually for each Master (select the column and press MODIFY). When Flash is Off you will have access to the "normal" functions of the Master Key instead (such as Quick selection of groups). Flash mode can be toggled directly when Flash mode is active (FLASH MODE key).

This is done by holding down the FLASH MODE key and pressing the Master Key.

See Flash A Master

FlashLevel

You can set a Flash Level (0-100) individually for each Master (select the column and press MODIFY). A Flash Level can be set directly when Flash mode is active (FLASH MODE key).

Entering the level, holding down the FLASH MODE key and pressing the Master Key does this.

See Flash A Master

Modify Light In A Master

Hold down the Master key 2 seconds for the Master you want to modify. This will open the View Masters window with the channel editor for that Master.

All channel functions, including the channel faders, are working in that Master field now. You can set up any combination of channels and levels. These changes will remain in the Master, but are not stored in the Preset loaded to the Master (if there is one). Press RECORD to store these changes to the current Preset, or a new one if no Preset is loaded.

You can also open the View Masters window from the Playback menu, select a Master from the List and modify.

Load A Channel Group To A Master

You can load any selection of channels with levels from the A field (default) to any Master.

1) Select the channels (they must have a level in the A field)
2) Hold PRESET and press the Master Key for the Master.

NOTE: If you enter a number on the keypad before holding PRESET, then this Preset will be loaded instead of the selected group of channels and levels.

Quick-load Single Channels To Masters

You can select up to 40 channels with levels in any order, and load them, one to each Master. This gives you direct manual control of any 40 channels with the Masters.

1) Select the channels (they must have a level in the A field)
2) Hold CH and press the Master Key for the first Master you wish to load the group from.

Record Directly To A Master (3.0)

You can record the selected channels, or all channels with an intensity on stage directly to a Master. A preset will be created automatically if none is specified. If Attribute recording is set to Automatic, attributes will also be recorded.

1) Select channels, hold RECORD and press the Master key. If you enter a preset number first, that number will be used, if not the next free preset number is suggested in a popup.

2) Press RECORD again to confirm if there was a popup. All attributes and intensities for the selected channels will be recorded. If there are no channels selected, all channels with an intensity (and their attributes) are recorded.

NOTE: For a Master with a Sequence or Chase, a new preset is recorded to that Sequence or Chase.
NOTE: All attributes are recorded, except those Masked by the Global Mask.

Record Output to Master (no channels selected)

[RECORD] & [Master_Key]

The first free preset number will be suggested. If Attribute recording is set to Automatic, attributes will also be recorded.

Record Output to Master as Preset

[0.1-999.9] [RECORD] & [Master_Key]

The Output is recorded to that Master as the specified Preset. If Attribute recording is set to Automatic, attributes will also be recorded.

Record Output of selected channels to Master

[RECORD] & [Master_Key]

The first free preset number will be suggested. If Attribute recording is set to Automatic, attributes will also be recorded.

Record Output of selected channels to Master as Preset #

[0.1-999.9] [RECORD] & [Master_Key]

The Output of the selected channels is recorded to that Master as the specified Preset. If Attribute recording is set to Automatic, attributes will also be recorded.

Load A Preset To A Master

You can load any recorded Preset to a Master field. Either you load the Preset directly by entering the Preset number, holding down PRESET and pressing the Master key for the Master, or you can load a Preset from the Preset List.

Load a Preset directly to a Master

[0.1-999.9] [PRESET] & [Master_Key]

Load a range of Presets to Masters

[0.1-999.9] [PRESET] & [Master_Key_1] & [Master_Key_2] etc...

Load A Sequence To A Master

You can load any recorded Sequence to a Master. Either you load the Sequence directly by entering the Sequence number, holding down SEQ and pressing the Master key for the Master, or you can load a Sequence from the Sequence List.

Hold down the START key and press the Master Key go start a Sequence (GO). You will control the intensity of the Sequence you have loaded with that Master. Between 5-10 Sequences can run simultaneously depending on the specifications of your hardware (try and see).

Load a Sequence directly to a Master

[1-999] [SEQ] & [Master_Key]

Load a Sequence from the Sequence List

1) Open the Sequence List

[SEQ]

2) Move the cursor to a Sequence and press the Master Key of the Master you wish to load it to.

[Master_Key]

Times In Masters

You can set different Up-Wait-Out fade times (0.1s-49:59min) for each Master (and store in Master Pages). This fade time can be activated when you move the fader, or when you start a Master fade with the FLASH MODE or START function. How times affect Master functions is set up in the Pronto Setup with the functions Flash On Time, and Times On Masters.

The fade times are stored for each Master together with the rest of the Master settings when you record a Master Page.

Set an up/down time for a Master

[0.1-4959] [TIME] & [Master_Key]

NOTE: Move the fader quickly to 100% and watch the Masters on the screen (the VIEW key toggles the Master viewing on the screen on/off), as you can see the fader will not reach 100% until after the time seconds if the Pronto Setup is set "Times On Masters=On".

Use the START key to fade the Master back down:

[START] & [Master_Key] or [1-40] [START]

Set Up-Wait-Down times for a Master

You can set a different Up, Wait and Down time for each Master. This can only be done from the View Masters window. Open the window and use the cursor to select columns and set times for any Master.

Start Master fades with START

You can start fades in the Masters on the recorded fade times using the START function. If there is no fade time the Master will cut to 100% or 0% from where it is. You can also use the START function to start a Master fade to any specific level.

Start a Master fade up/down

[START] & [Master_Key] or [1-40] [START]

Starts the Master, it will fade up if is it is down, and down if it is up. If it has Up-Wait- Down times, it will make a complete fade up-wait-down.

NOTE: Holding down START converts Master keys 1—40 to GO keys for each Master. This means you can start several fades playing the Master keys as long as the START key is held down. It also means that you can create a Macro, which starts several Master fades simultaneously (for example).

Start a fade to a specific level

[0-100] [START] & [Master_Key]

Starts a fade the Master to the level specified (#).

Start Masters From A Sequence (Master Links)

You can link all Masters to any Sequence Step for automated playback together with the Preset of that Sequence Step. This is how you can synchronize a parallel fade with the playback of a Sequence.

All Master Links are loaded when the Sequence step is loaded into the B field. The Master is faded when GO is pressed or the crossfade faders are moved. The result of this depends on the type of content you have assigned to the Master.

NOTE: The Master Link will be loaded, but not run, if the system parameter "Modify Sequence" is set to "on". Holding SETUP and pressing PLAYBACK changes this.

Masters are linked from the Master Link Editor:

The Master Link Editor

The Master Link Editor is where you can create, view and edit the contents and times of Master Links. A Master Link is a link to start or load a Master from a Sequence Step.

There is only one way of opening this window:

- From the Sequence Editor (Hold PLAYBACK for 2 seconds), and press MODIFY in the Master Link column.

You can insert and edit directly and store changes. Move around with arrow keys or mouse.

These are the parameters you can change:

Master

This is the number of the Master you are linking.

Enter the number and press INSERT.

Type

This is the type of content that can be loaded to this Master. The options are:

Prs (Preset)
Grp (unregistered Group)
Seq (Sequence)
Focus (Focus Palette)
Color (Color Palette)
Beam (Beam Palette)
Pal. (All Palette)
Macro
Dev (Device Direct Key)
Dynam (Dynamics)
Mask (Channel Mask
Key (console key)
Group
Layout (Channel Layout)
Parameter (moving device parameter)

Most types of content are executed when the key is pressed. Group, Sequence, Palette, Device, Parameter and Preset (for example) use the fader as well.

Number

This is the number of the information loaded to this Master. An unrecorded channel group is indicated with "Grp" only.

Enter a new number and press MODIFY to change.

In

This is the In time for the content of a Master. This time is used by several Master functions such as START, Flash on time, Times on Masters etc. If only an In time is set, it will function as an Out time as well. An In time can be set directly, without opening this window. Entering the time, holding down the TIME key and pressing the Master Key does this.

Enter a time (0.1sec-49:59min) and press MODIFY.

Wait

This is the Wait time for the content of a Master. If an In and Out time have been specified, it is the time the Master will "stay up" before automatically fading out on the Out time.

Enter a time (0.1sec-49:59min) and press MODIFY.

Out

This is the Out time for the content of a Master. It is the time the Master will fade out on when Master time functions are used (such as START, Flash on time, Times on Masters etc).

Enter a time (0.1sec-49:59min) and press MODIFY.

Target

It is the level the Master will fade to when the link is run. To load a Master for manual operation, set the target level to 0%.

Enter a level (1-100) and press MODIFY.

NOTE: The Master Link will be loaded, but not run, if the system parameter "Modify Sequence" is set to "on". Holding SETUP and pressing PLAYBACK changes this.

FlashMode

You can set a Flash Mode on/off individually for each Master (select the column and press MODIFY). With Flash Mode Off the Master key will function normally with Presets and Sequences. With Flash Mode On the Master Key will Flash the contents of the Master.

See Flash A Master

FlashLevel

You can set a Flash Level (0-100) individually for each Master (select the column and press MODIFY). A Flash Level can be set directly when Flash mode is active (FLASH MODE key). Entering the level, holding down the FLASH MODE key and pressing the Master Key does this.

See Flash A Master

Master Pages

The individual settings of all 40 Masters can be stored in a single Master Page for random recall during playback. This includes groups, Presets and Sequences and Times etc. You can store 1000 such Master Pages. The Current Master Page is set to 1 when a play is reset.

The Master Pages can be "solid", replacing all information, or "transparent", which means that you can load one on top of the other, and only Masters with new information will be updated. This is selected separately for each Master Page.

All Master Pages are listed in the Master Page List. You can select any Master Page directly from this list for loading or viewing. Master Pages can load Master settings starting from a specific Master other than Master 1. There is a Zero page for clearing the settings of all Masters.

NOTE: Loading a new Master Page puts the new content in a pending state (indicated with +) if the master is above 0%, and there is new information for this master. When the Master is faded to 0% the new information is loaded.

NOTE: If you have "Auto-update Master Page" on and select a non-existing master page, you will now get a popup if you want to create the master page.

NOTE: If you have Include Masters In Play set to ON in the Pronto Setup (Pronto Menu) the currently loaded Master Page will be restored when you open the Play.

Store current settings to current Master Page

[RECORD] & [MAST_PAGE]

Store current settings to any Master Page

[1-999] [RECORD] & [MAST_PAGE]

Load a Master Page directly

[1-999] [MAST_PAGE]

Load a Master Page directly, from a different Master

[1-999] [MAST_PAGE] & [Master_Key]

This will load the Master Page from the specified Master.

Load a Master Page from the Master Page List

[MAST_PAGE]

Select the Page you wish to Load and press MASTER PAGE

Load the selected Page from a specific Master

[MAST_PAGE]

Scroll to the Page you wish to load, and press a Master Key. This will load the Master Page from the specified Master.

Load a Master Page from the Master Page Display List

[DISP_MODE] & [MAST_PAGE]

You will get a list of Master Pages in the LCD Display. Select the Page you wish to Load with the Jog Wheel, and press SELECT to load.

NOTE: Loading a new Master Page puts the new content in a pending state (indicated with +) if the master is above 0%.

The Master Page List

The Master Page List (Play menu) is where you can view and edit and load the Master Pages. A Master Page is a memory for all settings of the Masters to reload quickly.

There are two ways of opening this window:

- From the Play menu (Master Pages...)
- Pressing the MASTER PAGE key

You can load and edit directly and store changes. Move around with arrow keys or mouse.

These are the parameters you can change:

Page

This is the number of the stored Master Page. This column has three functions: You can load by pressing MASTER PAGE again, you can load from a specific Master by pressing the Master Key (Assign) of that Master, or you can open the Master Page Editor by pressing MODIFY.

Open the Master Page Editor

[MODIFY]

Load the selected Master Page

[MAST_PAGE]

NOTE: You can load Master Pages directly by entering the number and pressing MAST PAGE, without having to open this window.

Load the selected Master Page from a specific Master

[Master_Key_1-40]

The Master Page will start loading it's contents from the Master that you pressed the Master Key (Assign) for.

Text

This is the Text label that you can give to each of the Master Pages. Press MODIFY, enter a text and press MODIFY again to store.

Transparent

This is the mode for how each Master Page is loaded:

On = All Masters that are not included in the Master page will keep their current content.

Off (default) = All Masters will be reloaded when this page is loaded.

Time

This is the Master Page Time, that can be set to affect all percent times in this Master Page (Palettes, Presets etc).

See Master Page Times

BPM

This is the Master BPM time that can be set to affect all chase rates in this Master Page.

See Master Page Times

The Master Page Editor

The Master Page Editor is where you can view and edit the contents and times of the Master Pages. A Master Page is a memory for all settings of the Masters to reload quickly.

You can open this window by pressing MODIFY in the Page column of the Master Page list that you open from the Play menu (Master Pages...).

You can load and edit directly and store changes. Move around with arrow keys or mouse.

These are the parameters you can change:

Master

These are the Masters. You can't change this.

Type

This is the type of content that can be loaded to this Master. The options are:

Prs (Preset)
Grp (unregistered Group)
Seq (Sequence)
Focus (Focus Palette)
Color (Color Palette)
Beam (Beam Palette)
Pal. (All Palette)
Macro
Dev (Device Direct Key)
Dynam (Dynamics)
Mask (Channel Mask
Key (console key)
Group
Layout (Channel Layout)
Parameter (moving device parameter)

Most types of content are executed when the key is pressed. Group, Sequence, Palette, Device, Parameter and Preset (for example) use the fader as well.

Number

This is the number of the information loaded to this Master. An unrecorded channel group is indicated with "Grp" only.

Enter a new number and press MODIFY to change.

In

This is the In time for the content of a Master. This time is used by several Master functions such as START, Flash on time, Times on Masters etc. If only an In time is set, it will function as an Out time as well. An In time can be set directly, without opening this window. Entering the time, holding down the TIME key and pressing the Master Key does this.

Enter a time (0.1sec-49:59min) and press MODIFY.

Wait

This is the Wait time for the content of a Master. If an In and Out time have been specified, it is the time the Master will "stay up" before automatically fading out on the Out time.

Enter a time (0.1sec-49:59min) and press MODIFY.

Out

This is the Out time for the content of a Master. It is the time the Master will fade out on when Master time functions are used (such as START, Flash on time, Times on Masters etc).

Enter a time (0.1sec-49:59min) and press MODIFY.

FlashMode

You can set a Flash Mode on/off individually for each Master (select the column and press MODIFY). With Flash Mode Off the Master key will function normally with Presets and Sequences. With Flash Mode On the Master Key will Flash the contents of the Master (including attributes and starting Dynamics).

See Flash A Master

FlashLevel

You can set a Flash Level (0-100) individually for each Master (select the column and press MODIFY). A Flash Level can be set directly when Flash mode is active (FLASH MODE key). Entering the level, holding down the FLASH MODE key and pressing the Master Key does this.

See Flash A Master

Master Page Times (3.0)

Master Pages can have a base time that is used by all content in the page, that relates to time or BPM, such as Presets, Palettes and Chasers.

The Master Page Time is shown at the very right in the Masters window (Playback Menu), for reference. It cannot be edited but the display should help when setting %-times for the masters.

Master Page Base "Time"

Each Master Page has its own base time. This base time will be used for Palette activation from a master with Master Content = Palette. It is also possible to set percent times on masters. If a percent time is set, the base time will be scaled through the percent time on the master. In this way, the palette activation time can be set as percentages of the base time.

NOTE: Only the In Time is possible to set in percent since percent times for Wait and Out have no meaning.
NOTE: There is a shortcut: # TIME & MASTER PAGE to set the master page time.

Master Page "BPM"

Each Master Page has its own Master Page BPM. If the BPM parameter is set to a value > 0, this BPM will be the base for all chasers running on the masters. The Rate factor of each sequence will be used to scale the Master Page BPM value. Use RATE & MASTER PAGE to tap the tempo for the current Master Page.

NOTE: Loading content to a master now sets the time to 100% if "Auto-Update Master Page" is turned on. This is to be able to use the master page time directly.

Auto-update Master Page mode (3.0)

You can activate this mode from the Parameter Setup or with SETUP & MASTER PAGE. When turned on, changes to Master Pages are automatically recorded as you load content into the masters. When turned off, you have to record Master Pages manually.

If you change master content in the View Masters window and have "Auto-update master page" on, the change is also automatically recorded in the current master page.

If you load a non-existing Master Page in this mode, you will be able to create it automatically.

Clear all Masters and set to Zero

Clearing all Master setting by loading the zero page will not clear any Master Page information. It only clears the contents and settings of all Masters and sets the faders to 0%.

Clear all Masters

[C/ALT] & [MAST_PAGE]

Flash a Master

The contents of a Master can be flashed in two different flash modes: NORMAL, and SOLO. Normal Flash mode will add the output of that Master to the rest of the Masters output, and SOLO will set all other Masters to 0% and replace with the output of that Master. You can set the flash level individually for all Masters and you can disable flash mode for individual Master keys.

NOTE: Flashing a Master will activate the Attributes or Dynamic Effects of a Preset in that Master.

Toggle Flash Modes

The FLASH MODE key toggles between the different flash modes and no flash mode:

1) Select flash mode for Masters 1—40

[FLASH_MODE]

The Flash LED will light up

2) Select SOLO mode for Masters 1—40

[FLASH_MODE]

The Solo LED will light up. When you flash a Master all other Masters with a level over 0% will be set to 0% as long as the Master key is held.

3) Disable Flash mode

[FLASH_MODE]

Both LED's are off

Set individual flash levels

[0-100] [FLASH_MODE] & [Master_Key]

NOTE: Flash Mode has to be activated to do this.

Example: Set a flash level of 50% to Master 1

[5] [0] [FLASH_MODE] & [Master_Key_1]

The flash level of 50% will be displayed (in the flash modes) on the extended Master display that you can toggle to with the VIEW key.

NOTE: Flash mode has to be activated to do this.

Disable flash mode for individual Masters

[FLASH_MODE] & [Master_Key]

These Masters will function as if Flash mode is Off, even if Flash modes are On. The Off mode will be displayed in the extended Master display that you can toggle to with the VIEW key.

NOTE: Flash mode has to be activated to do this.

Flash On Time

You can set the Flash function to trig the times of a Master when the Master is flashed, similar to holding down START and pressing the Master key, but this is only active in any of the Flash modes. This can be set in the Pronto Setup or directly.

Set Flash On Time mode directly

[SETUP] & [FLASH_MODE]

This opens a popup where you can set Flash On Time to On.

Sequences In Masters

A Sequence can be loaded to, and played back, from a Master. How it will be played back depends on if the Sequence is in Normal or Chase mode (this is set in the Sequence List). The intensity of the Master will control the output of the Sequence from that Master.

When a Sequence or Chase is loaded to a Master, the Master key is a GO/PAUSE key. Holding the Master key opens the Sequence Editor.

Load a Sequence to a Master

[1-999] [SEQ] & [Master_Key]

Start a Crossfade in Sequence "Normal" mode

[Master_Key]

NOTE: If the Master Key is pressed during a crossfade, a fade to the next Step will be started immediately (Go Ahead).

Start/Pause a Sequence in "Chase" mode

[Master_Key]

Clear a Master

The C/ALT key is used for clearing Masters and Playbacks or Master Pages.

NOTE: A Master can also be cleared by assigning the information zero to that Master.

Clear a Master

[C/ALT] & [Master_Key]

Load Macros to a Master

You can load any Macro to a Master field. The Macro is executed when you press that Master Key (not in Flash Mode). You can store the Macro in Master Pages.

Load a Macro directly to a Master

[1-999] [MACRO] & [Master_Key]

Load Dynamics to a Master

You can load any Dynamic to a Master field. The Dynamic is executed when you press that Master Key (not in Flash Mode). You can store the Dynamic in Master Pages.

If you record a preset with dynamics to a master, the size of the dynamics will follow the master fader. When the master is at 0%, the dynamic is stopped. When the master is at 100%, it will be at the size stored in the Preset.

Load a Dynamic directly to a Master

[1-999] [DYNAMIC] & [Master_Key]

Load Palettes (with groups) to a Master (3.0)

You can load any Palette to a Master field. The Palette is executed for the currently selected channels, when you press that Master Key (NOT in Flash Mode). The fader will fade the attributes of the selected channels to the palette values depending on the setting in the "Rubberband" (attributes follow fader) parameter in the Master Setup (SETUP & Master Key). You can store the Palette in Master Pages.

It is possible to specify a temporary group of channels for the Master, that are the only ones that will be affected by the Palette. This is useful if you want to use Palettes instead of Presets for improvisation, but you need to change the groups several times. It is only possible to specify the channels directly in the View Masters window.

NOTE: The channel group assignment is not saved and loaded with the master.

Load a Palette directly to a Master

[1-999] [FOCUS] & [Master_Key]

[1-999] [COLOR] & [Master_Key]

[1-999] [BEAM] & [Master_Key]

[1-999] [PALETTE] & [Master_Key]

Assign A Group Of Channels to the same Master (3.0)

A master which contains both a palette content and a group assignment is indicated with a "+" character after the content name. When channels are assigned like this to the master field, only those channels will be activated regardless of the current channel selection.

1) Open the Masters View by holding the Master Key for 2 seconds (or from the Playback Menu).
2) Make sure you have selected that Master in the list.
3) Select the channels and set any level. You can record the channels, but it is not necessary.
4) Exit with Esc.

When you press the Master Key now, only the channels assigned to that Master will execute the values of the Palette.

Load Devices to a Master

You can load any moving device to a Master field. The Master key is used to select and deselect that device just like in Device Mode. The fader controls the intensity of that Device. You can store the device in Master Pages.

Load a Device directly to a Master

[1-1536] [DEVICE] & [Master_Key]

Load Masks to a Master (3.0)

You can load any Channel Mask to a Master field. The Master key is used to toggle that Mask On/Off. You can store the Masks in Master Pages.

Load a Mask directly to a Master

[1-1536] [MASK] & [Master_Key]

Load Console Keys to a Master (3.0)

You can assign any of the Console Keys (including soft keys) to a Master. Set Key as content in the TYPE column of the Masters Editor. Press MODIFY in the Content Number column to get at popup of key names to choose from. Not available key functions are labeled "Not used".

The key will behave exactly like the defined Console Key, including working in combinations with other keys. Keys as Master Content can be recorded in Master Pages or in Master Links.

When a Console Key is assigned to a Master you cannot clear this master with C/ALT & Master Key, since it no longer is a Master key - it IS that Console Key. Go to the Masters window (Playback Menu) to clear a Console Key from a Master, in the TYPE column.

NOTE: The Key popup is displayed in internal key order, which means that it is not sorted alphabetically.

NOTE: Since the Content Number is always a numerical number, the name of the Console keys cannot be displayed in the Master Views. The key names are shown in the extended master view.

Load Groups to a Master (3.0)

You can load any Group (1.-999.) to a Master field. The Master key is used to activate the channels of that Group. You can store the Group in Master Pages.

Load a Group directly to a Master

[1.-999.] [PRESET] & [Master_Key]

Load Channel Layouts to a Master (3.0)

You can load any Channel Layout (1-999) to a Master field. The Master key is used to activate that Channel Layout. You can store the Channel Layouts in Master Pages.

NOTE: Loading the Channel Layout 0 allows you to select the default unpacked channel format directly from that Master Key.

Load a Channel Layout directly to a Master

[0-999] [VIEW] & [Master_Key]

Load Device Parameters to a Master (3.0)

You can load any Device Parameter (pan, tilt, cyan, strobe etc) to a Master field. The Master fader will control that Parameter for all selected Moving Devices, just as it does in Device Mode. You can store the Device Parameters in Master Pages.

It is possible to assign specific channels to the master field (similar to Content = Palette). If channels are assigned, these channels will always be used, regardless of the current channel selection.

Load a Device Parameter directly to a Master

Select the LCD Display page with that Parameter visible on a wheel.

[1-1536] [WHEEL_KEY] & [Master_Key]

Assign A Group Of Channels to the same Master (3.0)

When channels are assigned like this to the master field, only those channels will be activated regardless of the current channel selection. A master which contains both a Device Parameter and a group assignment is indicated with a "+" character after the content name.

1) Open the Masters View by holding the Master Key for 2 seconds (or from the Playback Menu).
2) Make sure you have selected that Master in the list.
3) Select the channels and set any level.
4) Exit with Esc.

When you use the Master fader to control the parameter assigned to it, the Master will only affect the channels loaded to it

NOTE: The channels are not saved and loaded with the master page

Select the channels in a Master

It is an AVAB convention, that when you press a Master Key and immediately let go, you will select the channels in that field as a group. This is a very fast way to get access to 40 groups of channels.

NOTE: This applies when a Group or Preset or single channels are loaded to that Master.

Select all channels in the Master

[Master_Key]

Select only channels with a level

[ALL] & [Master_Key]

If you hold ALL and press on the Master key, only the channels with a level will be selected.

Add or subtract channels in Master to current selection

[+] & [Master_Key][-] & [Master_Key]

You can use + and - together with a Master Key to add/subtract the channels on the Master to/from the current selection.

Tap Tempo and Rate for a Master Chase (3.0)

There are two ways to control the tempo of a Chase in a Master. Altering the rate with the Rate Wheel, using Tap Tempo to set a BPM tempo. This is useful when you are working live and need to trim a Chase or Sequence for what is happening on stage.

Set Tap Tempo

Hold RATE & tap the tempo on the Master key. Two taps is enough to set a tempo.

The BPM time can be seen and edited in the Sequences window (Play Menu).

NOTE: The Master page BPM will override individual Sequences BPM when the Sequence is on a master.

Set Rate

When a Sequence is loaded to a Master you can control the rate of it from the Sequence List. You can also assign the control of the Sequence in that Master to Playback 2. This will give you control of faders, RATE, GO, GO BACK, PAUSE, SEQ+ and SEQ-. The Master fader still controls the total output of that Sequence.

The Rate can be seen and edited in the Sequences window (Play Menu).

Assign a Master to Playback 2 Controls

1) Hold PLAYBACK on playback 2 and press on the assign key for the Master.

The second Playback view will change to show this playback instead (indicated with M and the Master number).
The LED in the PLAYBACK key will blink to indicate that a Master is being controlled.
In the Master views, a * character is shown before the Master number.

2) Use the Rate Wheel or other controls to adjust speed, or control the Sequence or Chase in that Master live.

3) To return the Playback 2 controls to control the second playback, press PLAYBACK. If you change or delete the content of the Master controlled by playback 2, the playback 2 controls will also be returned to normal.

Rate Control of all Masters

You can activate a rate control mode for all Master fade times (except rate for Sequences in Masters).

Using Rate Control

1) Hold RATE and press MASTER. All Master times will be green on the screen.
2) The Rate wheel can be used to speed up/slow down the Master Fade times.
3) Press RATE again to leave Master Speed Control mode.

Solo Fade Mode For Masters (3.0)

The Solo Fade mode allows you to fade all Masters except one to a "blackout". This is useful for example in show lighting when improvising in time with music. It can be set for each master individually in the Field Editor. When a master is in Solo Fade mode, it will fade out normal masters (with Solo mode = Off).

When a Solo master reaches 100%, all normal masters will reach 0%. If you have several masters with Solo Fade mode = On, the last Solo master that leaves its 0% position will have priority over the other Solo masters. To take control with another Solo master, you have to move it down to 0% and up again. If you have several Solo masters up at the same time, normal masters will be scaled by the highest Solo master value.

Set a Master to Solo Mode

1) Open the Masters window (Playback Menu).
2) Select the Master and the column "SoloFade".
3) Toggle the status to ON.

Example: Test Solo Mode

1) Set master 5 to SOLO mode, make sure the master is at 0%.
2) Set some other masters to levels 10-100%
3) Fade master 5 to 100% and see how all other masters will fade simultaneously to 0%

Attribute behaviour for Master Faders (3.0)

This is a mode where all attributes in a Master will follow the fader up and down depending on the settings for this in the Master Setup (SETUP & Master Key) or in the Pronto Setup (Pronto Menu).

See Attributes Follow Fader (3.0)

CROSSFADE PLAYBACKS

In this system there are two Crossfade Playbacks. They are used to run theatre-style manual playback of Sequences or Chasers. Masters can be used for this as well though.

These are the functions described:

Introduction To Crossfade Playbacks

A Crossfade Playback is a playback for Sequences. There are two independent Crossfade Playbacks. These are used to crossfade at random between Presets, or for playing back Sequences. You can play back the Sequence manually, using the default times, or storing your own fade times. Even if you have stored fade times, you can always take over a running crossfade manually, PAUSE it, or invert it using the GO BACK function.

There are functions for fading randomly to any Sequence Step (GOTO) and there is a Rate Wheel so you can speed up or slow down a running fade.

Up and down arrows are shown on the main channel view to indicate channels going up or down in the next crossfade in the main playback.

NOTE: Attributes are executed as LTP, independent of the playback that once started them. This means that you cannot use, for example, PAUSE to stop attributes.

The Crossfade Playback Keys

These are the keys mainly used to control the functions of the Crossfade Playbacks:

GOTO
GO
PAUSE
GO BACK
A (C)
B (D)
PLAYBACK
SEQ-
SEQ+
RATE

The GOTO Key

This key allows you to improvise crossfades by fading from any Step or Preset to any other Step or Preset, on the default GO-time. In the Pronto Setup (Pronto! menu) you can set GOTO to fade to specific Sequence Steps, instead of Presets. This is done with the parameter "GOTO Jumps to=" , or directly (see below). Keyboard: G.

Fade to a specific Preset or group

[1-999.9] [GOTO]

Crossfades to that Preset.

Open a list to fade to

[GOTO]

Opens the Sequence Editor, from which you can select any Step and press GOTO again to fade to that Step.

Change the setup of the GOTO function

[SETUP] & [GOTO]

Opens the setup window where you can select if GOTO jumps to a Preset or a Sequence Step (MODIFY toggles). This function affects GOTO for both Playbacks (1 & 2).

The GO Key

Starts a Crossfade to the next Sequence Step. Will start the next crossfade if pressed again before the previous is finished. Keyboard shortcut: Ctrl- G.

Change the Default GO Time

[SETUP] & [GO]

Opens the setup window where you can change the default Go time (enter a new time and press MODIFY).

The PAUSE Key

Pauses all running crossfade times. Press PAUSE again to resume.

Keyboard shortcut: Ctrl-P.

NOTE: You can take over a paused crossfade manually as well.

The GO BACK Key

Inverts a running crossfade. If no crossfade is running, it will fade back to the previous step on a default time.

Keyboard shortcut: Ctrl-B.

Change the GO BACK time

[SETUP] & [GO_BACK]

Opens the setup window where you can change the default Go Back time (enter a new time and press MODIFY).

The A Key (and C key)

This is the key for the outgoing light (A-field) of this Crossfade Playback. It is used to open an editor for this field, or in combination with other keys to load/clear/edit the contents of this field. The C key works in the same way for the C/D Crossfade Playback.

Edit the Sequence Step in A

Hold down the A key. This will open the View Playback Fields window.

Load a Preset or group to the A field

[1-999.9] [Preset] & [A]

Loads a Preset to the A field.

Set a Time to the outgoing Sequence Step

[0.1-4959] [TIME] & [A]

Records an Out-time for the seq step in the A or B field, depending on the setting of the Set Times To Field parameter in the Pronto Setup.

Set a Delay Time to the outgoing Sequence Step

[0.1-4959] [DELAY] & [A]

Records an Delay Out-time for the seq step in the A or B field, depending on the setting of the Set Times To Field parameter in the Pronto Setup.

The B Key (and D key)

This is the key for the incoming light (B-field) of this Crossfade Playback. It is used to open an editor for this field, or in combination with other keys to load/clear/edit the contents of this field. The D key works in the same way for the C/D Crossfade Playback.

Edit the Sequence Step in B

Hold down the B key. This will open the View Playback Fields window.

Load a Preset or group to the B field

[1-999.9] [Preset] & [B]

Loads a Preset to the B field.

Set a Time to the incoming Sequence Step

[0.1-4959] [TIME] & [B]

Records an In-time for the seq step in the A or B field, depending on the setting of the Set Times To Field parameter in the Pronto Setup.

Set a Delay In Time to the incoming Sequence Step

[0.1-4959] [DELAY] & [B]

Records an Delay In-time for the seq step in the A or B field, depending on the setting of the Set Times To Field parameter in the Pronto Setup.

The PLAYBACK Key

This key has several functions.

- Press it to toggle the channel view between Stage and B (next step)
- If held for more than two seconds it opens the Sequence Editor for this playback.
- It is used in combination with the SEQ key to assign a Sequence to the playback.
- It is used in combination with the Master Keys to assign control of a Sequence in a Master to that playback).

NOTE: There are several different settings for the PLAYBACK key. Hold down SETUP and press PLAYBACK to open the window for these. They are described in the chapter Parameter Settings.

Toggle the Channel View A/B (3.0)

[PLAYBACK]

The Channel View will toggle between showing the output on Stage and in A, and showing the content of the next Step, in the B field of Playback 1.

In the Status View located in the bottom right corner of the main screen, this is indicated with a red background color behind "A" or "B".

Activate the Sequence Editor

Hold down [PLAYBACK]

After two seconds the Sequence Editor will open for the Sequence loaded to this Playback. The Sequence Editor will preposition at the current Sequence step.

Load a Sequence to this Playback

[1-999] [SEQ] & [PLAYBACK]

NOTE: Loading Sequence 0 will clear this Playback from Sequences.
NOTE: Loading a Sequence that doesn't exist to a Playback will open a window asking you if you wish to create that Sequence.

Clear the output of this Playback

[C/ALT] & [PLAYBACK]

Both output fields of the playback will be cleared.

Rate mode for Chase in a Playback

[RATE] & [PLAYBACK]

Press RATE again to exit.

See Rate On Sequences & Chases.

Control of a Sequence in a Master

[PLAYBACK] & [Master_Key]

Press PLAYBACK again to exit.

See Tap Tempo And Rate For A Master

The SEQ- Key

This key (marked with an Up arrow) is used to step to the previous Sequence Step. It will not use any fade times. All Attributes will be updated immediately.

NOTE: When a chase sequence is running, this key will stop and step to the previous step.

Step to the previous Sequence Step

[SEQ-]

The SEQ+ Key

This key (marked with a Down arrow) is used to step to the next Sequence Step. It will not use any fade times. All Attributes will be updated immediately.

NOTE: When a chase sequence is running, this key will stop and step to the next step.

Step to the next Sequence Step

[SEQ+]

The RATE Key & Wheel

This key is used to toggle the RATE function of the Rate Wheel On/Off. When RATE is active, the Rate Wheel can be used to speed up or slow down running crossfade times. The Rate factor is automatically reset after a crossfade is completed. This makes the RATE function pretty similar to that of the previous AVAB Joystick, with the advantage that this solution allows you to toggle from a Rate value back to a "neutral" value by pressing Rate. This was not possible with the joystick.

The speed control value at the bottom of the screen is shown with "---- --" when the speed control is inactive.

Activate RATE

[RATE]

You can now use the Rate Wheel to speed up/slow down running fade times.

Toggle the Speed Control Block

Hold [SETUP] and press [RATE]

You will get a setup where you can toggle this parameter on/off. When this parameter is On, there is a block in the neutral position of the Rate wheel (where plus rate turns into minus rate). This block makes it impossible to go from a positive rate directly to a minus rate without waiting a couple of seconds first.

Rate mode for Masters

[RATE] & [MASTER]

Press RATE again to exit.

See Rate Control for all Masters.

Tap Tempo for Chase in a Master

[RATE] & [Master_Key] [Master_Key]

See Rate On Sequences & Chases.

Rate mode for Chase in a Playback

[RATE] & [PLAYBACK]

Press RATE again to exit.

See Rate On Sequences & Chases.

The Playback Fields window

The View Playback Fields window is where you can view and edit the contents of all Playback Fields. When you open this window you will have a double editor (similar to those of the AVAB VLC/Safari software) with a channel editor in the upper part and a list of all Playback Fields and Playback Field parameters in the lower part.

There are three ways of opening this window:

- From the Playback menu (View Playback Fields...)
- Holding down the Playback Field Key (A, B, C, D) for two seconds
- Holding down MODIFY and pressing the Playback Field Key (A, B, C, D)

You can edit the contents directly and store changes. Move around with arrow keys or mouse.

These are the parameters in the Playback Fields window:

Field

The field is the Playback Field. The selected Playback Field is the one that is displayed in the channel view on top. Make channel changes live/blind depending on the output status of the field. Changes are made directly. Move to a new one with arrow keys.

Preset

This is the number of the information loaded to this Playback Field.

Enter a new number and press MODIFY to change. The change is made live, which means if you load a preset to the A field it will be loaded to the output directly.

Crossfade To Any Step Or Preset

The GOTO function lets you crossfade to any Sequence Step or Preset on the times assigned to that step. If no times are assigned to a Step, the default GO time (5 seconds) will be used. You can perform the GOTO function directly or from the Sequence List.

See The GOTO key.

Manual Crossfades

You can perform a manual crossfade at any time, even if you have assigned fade times to a Sequence Step. Moving the crossfaders from the down position simultaneously to the up position always performs a manual crossfade. After a crossfade you have to move the crossfaders back down to perform a new manual crossfade. This can be changed so a crossfade is performed both ways, in the Pronto Setup function "Crossfade Both Ways=".

NOTE: It doesn't matter where the crossfaders are if you want to perform an automatic crossfade pressing GO or GOTO.

Take over a running crossfade manually

You can take manual control of a running crossfade in two ways, either by just matching the levels of the running fade with the crossfaders, or by Pausing the running fade and matching the levels with the faders.

Finish a manual crossfade automatically

You can press GO in the middle of a manual crossfade and let the fade continue on what is left of the times that were assigned to that step originally.

Crossfade With GO, PAUSE, GO BACK

You can always use the GO, PAUSE & GO BACK keys for crossfading. There are default times (that you can change) that will be used if no times are defined.

Use GO

The GO key will start the next crossfade when pressed. If no times have been assigned to that Sequence Step the default GO time will be used.

Pressing GO before the running crossfade is completed will stop the running fade and start fading from there to the next step. This is called performing a Go Ahead.

A running crossfade started with GO can be taken over manually by matching the faders with the level of the running fade.

Change the Default GO time

[SETUP] & [GO]

This will provide a popup where you can enter a different default Go time. Press MODIFY to confirm.

Use PAUSE

The PAUSE key will stop the running crossfade times. You can restart by pressing GO, PAUSE or GO BACK, or you can take over manually with the crossfaders.

Use GO BACK

The GO BACK key will perform a crossfade to the previous step on the default Go Back time, which is set in the Pronto Setup. If you press GO BACK during a running crossfade, you will invert that crossfade on the times assigned to that step.

Change the Default GO BACK time

[SETUP] & [GO_BACK]

This will provide a popup where you can enter a different default Go Back time. Press MODIFY to confirm.

RATE On Sequences & Chases

You can control the Rate of running fade times, as well as the total rate of a Sequence in Chase mode. This can be done whether the Sequence is played back on a Crossfade Playback or a Master.

Rate control of manual fades

As soon as you have started a timed fade by pressing GO or GO BACK, you can speed up the ongoing fade times progressively by pressing RATE and moving the Rate Wheel up. You can slow them down by moving the Rate Wheel down. There is a Speed Control Block parameter that will block you from going from a plus rate to a minus rate without pausing (see below). Once the fade is completed the settings of the Rate Wheel will return to "zero" (no rate).

The speed control wheel operates in %, similar to all Rate factors in the system. One turn of the wheel goes from 0-100%. Another turn of the wheel goes from 100-1000%. This makes the response similar for both speed up and slow down. When the Speed Control value for a playback reaches 1000%, the fade will be cut directly.

See RATE key.

Rate control of Chase Sequences in Crossfade Playback

1) Hold RATE and press the PLAYBACK key.

Adjust the rate with the RATE wheel. This rate is indicated in the Sequence List (Play menu), and at the name of the Sequence over the Sequence view.

2) Press RATE again to exit.

Rate control of Chase Sequences in Masters

1) Hold RATE and press the Master Key.

Adjust the rate with the RATE wheel. This rate is indicated in the Sequence List (Play menu).

2) Press RATE again to exit.

Toggle the Speed Control Block

Hold [SETUP] and press [RATE]

You will get a setup where you can toggle this parameter on/off. When this parameter is On, there is a block in the neutral position of the Rate wheel (where plus rate turns into minus rate). This block makes it impossible to go from a positive rate directly to a minus rate without waiting a couple of seconds first.

Modify Light Directly In A Playback Field

You can modify the contents of any Playback Field directly from the channel part of the View Playback Fields window (Playback menu).

Modify light in a Playback Field

1) Open the View Playback Fields window for the A (or B, C, D) field by holding the key, or from the Playback menu.
2) Select the Field you wish to edit in the List.
3) Edit channels directly or assign a new Preset in the Preset column.
4) Exit by pressing Esc.

Clear a Crossfade Playback

The C/ALT key is used for clearing Masters and Playbacks or Master Pages.

NOTE: A Playback can also be cleared by assigning the information zero to both fields of that Playback.
NOTE: You can clear the Sequence from a Playback by assigning Sequence 0 to that Playback.

Clear a Playback

[C/ALT] & [PLAYBACK]

The Playlist

The Playlist (Play menu) is a way to organize and simplify playback of several Sequences in a certain order. For example during a music event where every song may have a Sequence of it's own. It is easy to jump within the Playlist and to abandon it for complete improvisation.

Basically a list of Sequences is organized in the Playlist. Then the Playlist is activated from the Soft-key Playlist in the Display of the console. The Playlist usually affects the AB Crossfade Playback, but can be set to affect the CD Playback in the Pronto Setup (Pronto Menu).

NOTE: You can create a Macro for this to start the Playlist from a system without a console.

Create a Playlist

1) Open the Playlist (Play menu).

2) Insert a Sequence in the Playlist by entering the number of the Sequence and pressing INSERT.

NOTE: The Playlist shows the names of the Sequences. When a new Sequence is loaded, the Sequence name is displayed in the Message view (in the bottom left corner of monitor 1) to notify this.

3) Continue inserting Sequences (the same Sequence can be repeated in the Playlist).

Navigate in the Playlist

1) Open the Playlist (Play menu).

2) Select a Sequence with the arrows and press GOTO. The first step of that Sequence is positioned in the B field.

NOTE: This function can be useful when using the Playlist for improvising jumping between different Sequences.

Edit the Playlist

1) Open the Playlist (Play menu).

- Select a Sequence to delete with the arrow keys, and press DELETE. You will get a confirmation popup.
- Select a Sequence you wish to insert a Sequence after, enter the number of that Sequence and press INSERT.

Using the Playlist Mode

The Playlist is a mode activated by PLAYLIST, which is a softkey in the Playback Soft Key Page. When it is active all Sequences in the Playlist will be loaded when the previous is finished, until the end. Every time a new Sequence is loaded this will be notified with a message on the main screen.

1) Select the Playback Soft Key Page on the console (PLAYBACK from the Main Display).

2) Press PLAYLIST. This key toggles the Playlist mode on/off. The Playlist mode is indicated with an arrow in the soft key when Playlist mode is active.

Pressing MODIFY & PLAYLIST opens the Playlist Editor.

The LCD Display indicates the modes "Modify", "Build", "Highlight", "Playlist" in the middle information box.

Activate the Playlist Display

1) Select the Playlist display on the console by holding DISP MODE & PLAYLIST. This opens a new Playlist display that shows the current status of the Playlist.

2) It is now possible to scroll through the Playlist with the Jog Wheel and jump to another position by pressing SELECT.

Sequence Playback views

There are many different formats for viewing the Sequence during playback. Basically there are two kinds of Sequence Playback views for the Crossfade Playbacks. The normal "compact" view and the "extended" view for the AB Playback. Sequences run from Masters show times and status in the Master views.

Grey A/B status: indicates that no crossfade is running.

Red A/B status: Indicates that a crossfade is running (manual or automatic). The system status, that is displayed at the bottom of the screen has an additional A/B status indicator that shows the levels of the A/B faders that will toggle to red during a crossfade too.

Sequence Texts are shown at the bottom of each Sequence view when that step is loaded for the next crossfade. If no sequence text is defined, the corresponding preset text is displayed like this "P: text". You can toggle between Time and Text view for both Playbacks by holding VIEW and pressing either PLAYBACK key.

Default Times are shown in Green, while programmed times are shown in Yellow.

You can toggle through the available screens with the VIEW key or by entering a screen number (1-5) and pressing VIEW.

See The VIEW key.

NOTE: You can have one or two screens with the Pronto. In either case, the Sequence views are on the main (1rst) monitor. Depending on if you have a Pronto or Pronto+ (Plus) system and one or two screens, you will have different sets of screen layouts that will fit the specific situation.

Compressed Sequence views

In the compressed Sequence views you can see up to 19 Sequence Steps with the following information:

Preset
Out Time
Delay Time
In Time
Wait Time
T = Channel Times in this Step
* = Master, Master Page or Macro linked to this Step
D = Dynamics in this Preset
A = Attributes in this Preset

You can toggle this view to show Text instead of times by holding VIEW and pressing PLAYBACK. If no sequence text is defined, the corresponding preset text is displayed like this "P: text".

Extended Sequence view (AB Playback only)

In the extended Sequence view you can see up to 20 Sequence Steps with all important information about each step. The shortcut for this view is "5 VIEW".

Step
Preset
Text (If no sequence text is defined, the corresponding preset text is displayed like this "P: text".)
Total Time = The total time of this step including Step & Attribute FOCUS, COLOR & BEAM Times.
Out Time
Delay Time
In Time
ChT = * indicates Channel Times in this Step
Wait Time
Att = # Attributes in this Preset
Dyn = # Dynamics in this Preset
ML = # Master linked to this Step
MP = # Master Page linked to this Step
Ma = # Macro linked to this Step

When a step with Attributes is loaded to the B field FOCUS, COLOR & BEAM times are shown as well. A "*" is shown after the FOCUS, COLOR & BEAM- times/delays if there are individual times set.

When a step with Attributes is loaded to the B field, channel times are now shown with Dxx or Txx under the channel level in the channel views. The time is shown in whole seconds. Times bigger than 59 seconds are shown as **.

NOTE: If the "Set times to"-parameter is set to "A", the A field will be expanded with the FCB-information instead of the B field. The additional FCB- information for the A or B field is only shown when there are FCB-times or individual times set.

NOTE: If there are channel times, the longest time and delay will be shown on an additional line for the A or B field (similar to the FCB-information). A * means that there are different times or delays for different channels (like for the FCB- times).

Master Sequence view

In the normal Master view you can see the following information:

In the "Cont" column is indicated which Sequence or Chase, for example "S1" or "C3".

In the "Time" column is indicated which Step that is live, for example "S:2". PAUSE is indicated with a red background, and GO with a green background.

Extended Master Sequence view

In the extended Master view you can see both Step and Preset in the Up, Wait & Down column, plus the name of the Sequence/Chase to the far right.

PAUSE is indicated with a red background, and GO with a green background.

The Playback Soft Key Page

In the console there is a Playback Soft Key Page with keys for functions that affect Playback.

The Playback Soft Key Page is selected with the soft key PLAYBACK in the LCD Display. This softkey is in the main display menu, which appears when you press DISP MODE key, next to the LCD Display.

These are the functions available in the Playback Soft Key Page:

TEXT (softkey)

This key can be used to set/change a text for a Preset, Group or Sequence Step in a Master or Playback. Hold this key and press the Master or Playback (A/B) key.

See Entering Text

Track List (softkey)

This function opens the Track List for the currently selected channels and the Sequence loaded to Playback 1.

See Track List

Update Playback (softkey)

This function updates all intensities and attributes in the main Playback.

See The Update Playback softkey.

Playlist (softkey)

The Playlist (Play menu) is a way to organize and simplify playback of several Sequences in a certain order. For example during a music event where every song may have a Sequence of it's own.

See The Playlist.

Build Seq (softkey)

This key toggles the Build Seq mode. When this mode is on all new Presets stored in the A field are added to the Sequence in that field. An arrow next to the key name indicates when it is active.

See Build Sequence Mode in the Pronto Setup.

Modify Seq (softkey)

This key toggles the Modify Seq mode. When this mode is on, everything that starts automatically in a Sequence step (links, attributes, wait-times etc) is disabled temporarily. An arrow next to the key name indicates when it is active.

See Modify Sequence Mode in the Pronto Setup.

Control Running Fades (3.0)

When a Channel Time Group, a Move Fade or a Lock Fade is started, the part times are assigned to the wheels. When a part time is finished, all part times to the right of the finished one will move one step to the left. If you have defined a sequence text, this text will now be shown on the wheels that control each part time.

Select the Running Fades display

[DISP MODE] & [TIME]

Part Time control

If you have running fades and have selected something else (like parameters or dynamics) for the wheels, you can now get back to the Part Time control by pressing DISP MODE.

Select channels from running fades

Hold CH and press on the wheel key for a part time, to quickly select the channels that belong to the part time. If you hold ALL and press the wheel key, only channel with a level on stage will be selected.

DYNAMICS (3.0)

In this system there is an effect generator for assigning wave-forms (tables) to intensities or attribute parameters. They are called Dynamics.

These are the functions described:

Introduction to Dynamics

Dynamics are a way of creating effects by assigning tables with waveforms (sinus, saw etc) to intensity, color, movement or any other parameter. The waveform will "run" the parameter it is assigned to, but you can still move the "base value" of the parameter.

Tables are prepared in Dynamic Templates that can be applied directly to devices, to save time. To create a movement such as a "Circle" for example, two sinus waves are used for pan and tilt, and one of them is offset 25% against the other. Some Dynamic Templates like this are included in the software, and can be used or changed.

The idea is that you can start an effect using a Dynamic Template (circle, cancan etc) and then edit size and rate etc, on a "general" level called a Dynamic Effect. This effect, and the channels belonging to it, is stored to a Preset. You can add and subtract channels at a later point.

The Dynamic Effects use the Dynamic Templates as a reference when they are loaded. Also, Dynamic Effects are stopped when a new Attribute value is activated from a preset in a Sequence or Master playback. New exiting functions for controlling dynamics are Relations (all, evenly spread, 1:2 etc), Offset Relations, Delay Relations, Form, Loop etc.

NOTE: Dynamics are different from normal HTP and LTP control hierarchy. A running Dynamics will "steal" control of these parameters and channels until it is released. LTP attributes are released when a new position is set from a Playback, or, like HTP intensities when you select the channel and press C/ALT & DYNAMICS. You can also use DELETE DYNAM in the Running Dynamics List of the LCD Display. The Running Dynamics window will display all currently active Dynamic Effects.

These are some useful things to understand:

Dynamic Tables

The base part of a Dynamic effect of any kind is a wave-form, or "table", that is assigned to the intensity or any other attribute parameter of a channel. These are different "wave- forms" that are applied to a parameter to create an Effect. A Sine wave, for example, will fade a parameter up/down continuously over/under the current value. By changing the Rate and Size of this Sine Wave, you will affect the speed and value range of the result. Although the idea of tables is very technical, it really requires little technical understanding: most designers prefer to experiment with different tables and parameters to understand - the effect of a Sine Wave is too different on a color parameter, compared to pan or intensity, to explain in detail here.

These are the different tables:

Table	Description
Stop	A "Stop Dynamics" table
Sine	A normal sinus wave
Step	An "on - off" wave
Sawtooth	A linear "fade up - fade down" wave
Ramp	A "fade up-cut down" wave
RampInv	A "cut up - fade down" wave
MarkOn	"On-longer-than-off" used for fly-in or fly-outs
MarkOff	"Off-longer-than-on" used for fly-in or fly-outs
Spiral	A sinus wave with varying amplitude
Tangent	A sinus wave with a "sharp top"
Random1	Random curve 1
Random2	Random curve 2
Random3	Random curve 3

NOTE: If you are used to working with for example WholeHog (tm) Tables, a Sine + 90 degrees is a Sine with an offset of 25% here.

Parameters

When you start Dynamics you are assigning a wave-form from a table, or from the Dynamic Template Library to the intensity, or any other attribute parameter of a channel.

These are the parameters:

Parameter	Parameter Group
Intensity	
Pan	F = Focus
Tilt	F = Focus
Focus Speed	F = Focus
Focus Time	F = Focus
Cyan	C = Color
Magenta	C = Color
Yellow	C = Color
Amber	C = Color
White	C = Color
Red	C = Color
Green	C = Color
Blue	C = Color
Col 1 hue	C = Color
Col 1 sat	C = Color
Col 2 hue	C = Color
Col 2 sat	C = Color
Color	C = Color

Color <>	C = Color
Color 2	C = Color
Color 2 <>	C = Color
Color Mode	C = Color
Color Speed	C = Color
Color Time	C = Color
Fan	C = Color
Control	Aux 1
Shape 1a	B = Beam
Shape 1b	B = Beam
Shape 2a	B = Beam
Shape 2b	B = Beam
Shape 3a	B = Beam
Shape 3b	B = Beam
Shape 4a	B = Beam
Shape 4b	B = Beam
Shape <>	B = Beam
Focus	B = Beam
Iris	B = Beam
Iris/gob <>	B = Beam
Zoom	B = Beam
Strobe	B = Beam
Gobo	B = Beam
Gobo <>	B = Beam
Gobo rot	B = Beam
Gobo mode	B = Beam
Gobo shake	B = Beam
Gobo 2	B = Beam

Gobo 2 <>	B = Beam
Gobo 2 rot	B = Beam
Gobo 2 mode	B = Beam
Gobo 2 shake	B = Beam
Frost	B = Beam
Fx/Prism	B = Beam
Fx/Prism <>	B = Beam
Prism	B = Beam
Prism <>	B = Beam
Macro	B = Beam
Speed	B = Beam
Beam Speed	B = Beam
Beam Time	B = Beam
Aux 1	B = Beam
Aux 2	B = Beam

Base Values

When a Dynamic Effect is activated, it will be applied around the current position of the corresponding attribute. If you change a parameter, the dynamic will follow. This makes it easy to adjust the base point even if the Dynamic Effect is running. For example, if you want an intensity dynamics to vary between 0- 100% you can use a sinus table on an intensity value of 50%. Another example would be that you want a moving light to do a circle around an actor, in which case you can use a Palette for this actor position (by simply selecting that Palette before activating the Dynamic Effect).

NOTE: Dynamic Effect with Base Value from versions prior to V1.2 are converted automatically. Attributes are automatically created with a Base Value.

Dynamic Templates

A Dynamic Template is a predifined combination of tables, sizes, rates and times for a Dynamic Effect (similar to a Macro, for starting a Dynamic Effect). The Dynamic Template List (Play Menu) is a library where you edit or load these. Factory made Dynamic Templates are for example movements for pan/tilt, such as circle, ballyhoo or "smooth" which is a kind of fading intensity effect that can be used for "breathing" light effects. Some Dynamic Templates are included, but you can create up to 999 in total.

Dynamic Effects

A Dynamic Effect is a Group of Channels and Attributes that are running together and were started with a Dynamic Template. The Dynamic Effect are stored in the Presets, and can be edited for size, speed, offset, relations etc. The Dynamic Effect will always load the original Dynamic Template when it is activated. In other words, if the Template is changed, the Effect will change as well.

Dynamics in Presets

Any combination of Dynamic Effects or Tables will be stored when you record a Preset if you have AUTOMATIC recording for Attributes on. (If not, hold RECORD and press DYNAMICS). Dynamics are displayed with a small "D" to the far right in the Sequence Playback views when the Preset is in a Sequence Step. The Dynamics are played back when the Preset is played back from a Playback or Master.

Compatibility with older Plays

Old plays with the previous Dynamics system will run normally.

VIEW & DYNAMICS: If only "old" Dynamic Effects are running, the "old" Editor is shown, otherwise the new Running Dynamic Effect windows is opened.

The Dynamics Keys

Mainly one key is required to control the Dynamics:

DYNAMICS

See also the soft keys in The Dynamics Soft Key Page.

The DYNAMICS Key

A Dynamic Effect consists of different kinds of Dynamic Tables (Sine, Step, Sawtooth, Ramp, Random etc) that are applied to channels or Moving Device parameters to create a Dynamic Effect (smooth fade, circle, ballyhoo) of some kind.

This key has several functions:

- It can load a Dynamic Effect directly to any selection of channels
- It opens the Dynamic Template Library, from which you can activate or edit a Dynamic Effect.
- Hold RECORD and press DYNAMICS to store all running Dynamic Effects to a Preset.
- Hold C/ALT and press DYNAMICS to delete Running Dynamic Effects for the selected channels.
- Hold VIEW and press DYNAMICS to show all active Dynamic Effects.
- Hold CH and press DYNAMICS to select all channels with active Dynamic Effects.
- Hold PRESET and press DYNAMICS to open the Dynamics Editor for a Preset.
- Hold DISP MODE and press DYNAMICS to toggle between Tables, Templates and Running Dynamics in the LCD Display.
- Hold DYNAMICS and you can activate the first 40 Dynamic Templates directly from the Master Keys, for the selected channels.
- Enter a number, hold DYNAMICS and press a Master Key to load that Dynamic Template to that Master.

Load a Dynamic Template directly

[1-999] [DYNAMICS]

The selected Dynamic Template will be loaded and start running directly, for the selected channels.

Open the Dynamic Templates window

[DYNAMICS]

You can activate a Dynamic Template for the selected channels directly by selcting the effect and pressing MODIFY. You can edit the parameters of any Dynamic Template by stepping to the Parameter column and pressing MODIFY (This opens the Dynamics Editor).

Record running Dynamics to a Preset

[RECORD] & [DYNAMICS]

The running Dynamics for the selected channels, will be stored to the Preset in the A field of the Crossfading Playback (this is the default field). A "D" will appear at the end of this Sequence Step on the monitor.

Delete running Dynamics for the selected channels

[C/ALT] & [DYNAMICS]

NOTE: All running Dynamics for the selected channels will be deleted. They will still appear in the Running Dynamics window until the window is closed and reopened. The idea of this is that you can stop a Dynamics, and restart it from this window, if you wish to.

Open the Running Dynamics window

[VIEW] & [DYNAMICS]

You can view/edit or delete all active Dynamics in this window.

Select all channels with running Dynamics

[CH] & [DYNAMICS]

Open the Dynamics Editor for a Preset

[0.1-999.9] [PRESET] & [DYNAMICS]

Toggle lists in the Dynamics Soft Key Page

[DISP_MODE] & [DYNAMICS]

This will toggle between the Dynamic Tables, Dynamic Templates and Running Dynamics list in the LCD Display.

See The Dynamics Soft Key Page.

Direct Mode for Dynamics

When you hold DYNAMICS you can select the first 40 Dynamics directly from the Master Keys.

Load a Dynamics directly to a Master

[0.1-999] [DYNAMICS] & [Master_Key]

This will load the specified Dynamics to that Master key. The Master fader controls the size of the Dynamics. You can start this Dynamics for the selected channels by pressing that Master key. The Dynamics will be stored into the Master Page.

The Dynamic Templates Library

This is the Dynamic Template Library (Play menu), which is a library of Dynamic Templates from which you can view, edit and load Dynamic Templates for both conventional lights (Chase, fader etc) and Moving Devices (circle, eight, Ballyhoo etc).

There are two ways of opening this window:

- From the Play menu (Dynamic Templates...)
- Pressing the DYNAMICS key

You can Insert a new Dynamic Template anywhere by pressing INSERT. Move around with arrow keys or mouse.

These are the parameters in the Dynamic Templates Library

Template

This is the number of the Dynamic Template. You can't change this, but you can activate this Dynamic Template for the selected channels by pressing MODIFY.

Text

This is the Text label that you can give to each Dynamics Effect. Press MODIFY, enter a text and press MODIFY again to store.

NOTE: If your console emulation is OFF in the keyboard (toggle with SCROLL LOCK) you don't need to press MODIFY to enter a text.

Parameters

This is an indication of which types of Attributes the Dynamics will affect. You can open the Dynamics Editor by pressing MODIFY when you are in this column.

OffsRel (Offset Relation)

Offset Relations specifiy how the parameters controlled by the Dynamic Template shall relate to each others offset.

See Dynamic Relations.

DelRel (Delay Relation)

Delay Relation sets relations for the Wait parameter and the Delay parameter. These parameter together can create sequential effects where lanterns are moved after each other.

See Dynamic Relations.

Distance

The "overlap" Distance factor can now be pre-specified in the Library.

See Dynamic Relations.

The Dynamic Template Editor

This is the editor for the predefined Dynamic Templates. Here you can create and edit the components of each Dynamic Template. The changes will be stored in this Play.

There is only one way of opening this window:

- Open the Dynamic Template Library (DYNAMICS) and pressing MODIFY (in the Parameters column).

You can insert, delete and edit the "components" of the Dynamic Template. If you press INSERT you will be asked if you wish to create a Template of the currently running Dynamics (for the selected channels).

Move around with arrow keys or mouse.

These are the parameters in the Dynamic Template Editor:

Ch. Index

A Dynamic Template can handle entries for several different channels. The channels defined in this column of the Dynamics Template List will act as a reference to how the Dynamics will affect the channels that are selected when you activate the Dynamic.

If you enter 0 for the Channel Index parameter, the dynamic will be activated for all selected channels. If you enter a number > 0, only channels that match this index number will be activated. For example "2" means that only every second channel will be affected (of the selected channels).

Use INSERT to Insert a new component. Use DELETE to delete a component.

Example: Dynamic Template with three channel positions:

If you have created a Dynamic Template where you have entries which are assigned to channels 1-3 and activate it for selected channels 10-15:

dynamic 1 will be assigned to channels 10 and 13,
dynamic 2 to channels 11 and 14 and
dynamic 3 to channels 12 and 15.

NOTE: Dynamics will be assigned to channels in the same order that you selected them in. This means that you will have different results, depending on the order you select the channels in.

Parameter

This is the parameter of that channel that is affected by the Dynamics table. Press MODIFY to get a popup of all available parameters you can select, and press MODIFY to choose a new one.

Use INSERT to Insert a new component. Use DELETE to delete a component.

Table

This is the Dynamics Table (waveform) used to create a Dynamic Effect for the selected channel attribute.

Press MODIFY to get a popup of all available tables you can select, and press MODIFY to choose a new one.

Delay (3.0)

This parameter specifies an initial delay before the parameter starts to move. It can be used to separate movements from each other to create sequential effects. It is used by the Delay Relation function in the Running Dynamic Effects Editor.

Offset

This is the "offset" of the result of the Dynamics Table compared to the other channels that have running Dynamics at the same time. An offset is like assigning a different start position within the same waveform for a parameter.

Enter a new Offset (0-1000%) and press MODIFY.

Size

This is the "size" of the result of the Dynamics Table. A larger size will make a larger "movement" of the selected parameter.

Enter a new Size (0-100%) and press MODIFY.

Rate

This is the "rate" of the result of the Dynamics Table. A higher rate means a faster result on stage.

Enter a new Rate (0-1000%) and press MODIFY.

Wait

This is a Wait time, in percent (1- 1000%) for this position before the Dynamics table is repeated. The Wait time is like a delay time relative to all other steps in the same Dynamic Effect.

Enter a new Wait (0-1000%) and press MODIFY.

The Running Dynamic Effects Window (3.0)

A Dynamic Effect is a collection of single Dynamics that have been activated from a Dynamic Template. To change the behaviour of a running Dynamic Effect you adjust the settings of the Dynamic Effect instead of the individual parameters.

Press VIEW & DYNAMIC to open the Running Dynamic Effects Editor, which is a list editor,with one line for each started Dynamic Effect.

General

It is possible to enter values for Size & Rate directly with a number and the wheel key. Changing a parameter that changes the shape of an effect now restarts the effect.

You will get a warning when you try to delete a Dynamic Effect.

When Dynamic Effects get empty (no channels), they are removed automatically, when the Running Dynamic Effects window is closed.

To select channels for this effect, open the Channel Window, by pressing MODIFY in the Channels column. The Dynamic Effect Channel window works directly in the A field. This means that you set levels directly to the channels in the Dynamic Effect. It is possible to use INSERT in this window to insert a new blank Dynamic Effect. When you insert a new Dynamic Effect, it will be set to size = 0% to avoid that it is immediately started on stage.

Dynamic Template

Select/change the source Template from the Dynamic Template list.

Press MODIFY to get a popup of all available Dynamic Templates, and press MODIFY to choose a new one.

Status

Shows whether it is running, or paused, or stopped.

Can't be changed. All Dynamic Controls are in the Dynamic soft-key page of the LCD Display.

Channels

Shows the number of channels connected to the Dynamic Effect. Press MODIFY to open the channel editor.

Size

Changes the size parameter of all involved attribute Dynamics.

You can also change this parameter with the first parameter wheel in the Dynamics Soft Key Page (press DYNAMICS in the Index Page).

S-Ch (Size-Channel)

You can assign any channel (1-1536) to control the Size of this Dynamic Effect. This channel can be controlled as any other channel, with the only side effect that it will control also the Size of this specific Dynamic Effect when it is running.

A Dynamic Effect handles sizes up to 1000% to be able increase the size more than what is stored. When the channel is at 50% it is not affecting size at all.

This can be used to influence Dynamic Effects live. Any number of size's can be assigned to the same channel, and the channel can be assigned to a master or stored in Presets with times etc. When a channel is used for this purpose it will be marked with a pink * in the Channel Views.

Rate

Changes the rate parameter of all included individual dynamics.

You can also change this parameter with the second parameter wheel in the Dynamics Soft Key Page (press DYNAMICS in the Index Page).

R-Ch (Rate-Channel)

You can assign any channel (1-1536) to control the Rate of this Dynamic Effect. This channel can be controlled as any other channel, with the only side effect that it will control also the Rate of this specific Dynamic Effect when it is running.

A Dynamic Effect handles rates up to 1000% to be able increase the rate more than what is stored. When the channel is at 50% it is not affecting rate at all.

This can be used to influence Dynamic Effects live. Any number of rate's can be assigned to the same channel, and the channel can be assigned to a master or stored in Presets with times etc. When a channel is used for this purpose it will be marked with a pink * in the Channel Views.

OffsRel (Offset Relation)

Specifies how the parameters controlled by the Effect shall relate to each others offset.

All = All devices starts at the same point in the table (same offset).
Evenly Spread = The starting point (offset) of the devices are evenly spread.
1:2 = The devices are divided in two groups. All Even devices moves together and all odd devices move together.
1:3 = The devices are divided in three groups.
1:4-1:9 = The devices are divided in 4-9 groups.

NOTE: Evenly spread may calculate less evenly when applied to more than 30 devices at the same time.

DelRel (Delay Relation)

Delay Relation sets relations for the Wait parameter and the Delay parameter. These parameter together can create sequential effects when lanterns are moved after each other.

All = All devices starts at the same time (same delay relation).
Evenly Spread = The starting time of the devices are evenly spread.
1:2 = The devices are divided in two groups. All Even devices move together and all odd devices move together.
1:3 = The devices are divided in three groups.
1:4-1:9 = The devices are divided in 4-9 groups.

NOTE: Evenly spread may calculate less evenly when applied to more than 30 devices at the same time.

Dist (Distance)

Specifies the distance (in percent) between each lantern when the Delay Relation is used.

Text

It is possible to give each Running Dynamic Effect a descriptive name in the Text column.

Fade

It is possible to control how a dynamic will fade in (and out). By fading the Size and/or Rate parameter, you can start and stop a dynamic effect smoothly. A new column "Fade" in the Dynamic Effect Editor controls how this will be done:

None = If nothing is specified, it will work just like before. Activating a new attribute value will stop a corresponding dynamic directly.

Size = The size parameter will fade in (and out) on the attribute time for the corresponding attribute parameter. The same logic as for attributes is used with FCB- times, percent times etc.

Rate = The rate parameter will fade in (and out) on the attribute time for the corresponding attribute parameter. The same logic as for attributes is used with FCB- times, percent times etc.

S+R = Both size and rate parameters will be faded in (and out).

When you activate an attribute that will take over a dynamic, the dynamic will fade out the size parameter until it reaches 0. Then the dynamic will be automatically deleted. When size 0 is reached, the output value corresponds with the current attribute value so there will be no jump when the dynamic is deleted. The time for the attribute that replaces the dynamic will be used to make sure that both the attribute and the dynamic will fade in the same time.

NOTE: This automatic fade out will only appear for dynamics that had the "Fade"-parameter set to "Size", "Rate" or "S+R" when they were recorded.

Loops

Specifies the number of loops the dynamic effect should do before it stops. If set to 0, it will run forever.

Form

The Form parameter controls the behaviour of Pan/Tilt combinations like a Circle.

Form specifies the relation between the size for the Pan and Tilt parameters. Normal value is 100 (displayed as "F:F") which means that both Pan and Tilt are equal in size.

If you enter a value between 0 and 99, this will be used as the size for the Tilt parameter showed as "0:F" to "99:F".

If you enter a value between 101 and 200, this will be used as the size for the Pan parameter showed as "F:99" to "F:0".

Think of it as a continuous scale from a vertical movement through the full circle to a horizontal movement.

The "old" Running Dynamics window

If you have loaded a Play from Pronto 2.0, or if you have stored Tables directly to channels, the Running Dynamics window will behave differently. It will lists all channels with Dynamics assigned to them. You can insert and delete new Dynamic Effects directly in the Running Dynamics window.

This window can only be opened when no Dynamic Effects from Pronto 3.0 are running, and there are "old" Dynamic Effects being played back:

- From the Playback menu (Running Dynamics...)
- Holding VIEW and pressing the DYNAMICS key

You can edit and create Dynamic Effects for any channel or channel attribute. Move around with arrow keys or mouse.

These are the parameters in the Running Dynamics window:

Channel

This is the channel affected by a Dynamic.

Press DELETE to delete Dynamics for a channel.

Parameter

This is the parameter of that channel that is affected by the Dynamics table.

Press MODIFY to get a popup of all available parameters you can select, and press MODIFY to choose a new one.

Table

This is the Dynamics Table used to create a Dynamic Effect for the selected channel attribute.

Press MODIFY to get a popup of all available tables you can select, and press MODIFY to choose a new one.

Delay

This is a "delay" of the start of each channel compared to the other channels that have running Dynamics at the same time. You may want to experiment to understand how this works, since the result is different when applied to intensity compared to when it is applied to pan or color attributes.

Enter a new Delay (0-1000%) and press MODIFY.

Offset

This is the "offset" of the result of the Dynamics Table compared to the other channels that have running Dynamics at the same time. You may want to experiment to understand how this works, since the result is different when applied to intensity compared to when it is applied to pan or color attributes.

Enter a new Offset (0-1000%) and press MODIFY.

Size

This is the "size" of the result of the Dynamics Table. You may want to experiment to understand how this works, since the result is different when applied to intensity compared to when it is applied to pan or color attributes.

Enter a new Size (0-100%) and press MODIFY.

Rate

This is the "rate" of the result of the Dynamics Table. You may want to experiment to understand how this works, since the result is different when applied to intensity compared to when it is applied to pan or color attributes.

Enter a new Rate (0-1000%) and press MODIFY.

Wait

This is the "wait time" of the result of the Dynamics Table compared to the other channels that have running Dynamics at the same time. This parameter can only be edited "live" when a Dynamic Effect is running. It cannot be stored in a predefined Dynamic Effect. You may want to experiment to understand how this works, since the result is different when applied to intensity, compared to when it is applied to pan or color attributes.

Enter a new Wait (0-1000%) and press MODIFY.

The Pan & Tilt Monitor (3.0)

In the Running Dynamics window you can press VIEW to open this window for the selected Dynamic Effect. This is a useful window to understand the effect of changing Relations and Distances in a Dynamic Effect.

In the Pan/Tilt Monitor, you will see the Pan and Tilt parameters of the first 7 selected Devices plotted in the X and Y-axis of this window.

- Each device has its own color.
- The * characters indicates the current position.
- The . characters shows a trace of the previous positions.

Create, Edit or Copy A Dynamic Template

A combination of parameters, Dynamic tables and settings, are stored in a Dynamic Template. You can create a movement (circle, ballyhoo) quickly by assigning this Dynamic Template to the parameters of a Moving Device, or channel (intensity effects). There are about 18 different predefined such Dynamic Templates in the Pronto!. You can edit them or create new ones. You can copy running Dynamics to a Dynamic Template.

The Dynamic Templates are stored in the Dynamic Template Library. This is opened from the Play menu, or by pressing DYNAMICS.

NOTE: You can load the default Dynamic Templates (DYNAMICS.DEF) using the Import Wizard (under the File menu).

Running Dynamic Effects can be edited live in the Dynamics Soft Key Page of the console .

See The Dynamics Soft Key Page.

Use a Dynamic Template

See Activate A Dynamic Template.

Create a new Dynamic Template

1) Open the Dynamic Template Library by pressing DYNAMICS, or from the Play menu.

2) Press INSERT to create a new Template at the current position in the Library.
If any Dynamics are running, you will get the question "Record running dynamics as Template?". You can answer this with OK (MODIFY) or CANCEL (ESC).

3) Enter a name in the text column.

4) Press MODIFY in the Parameter column for the new effect. This will open the Dynamic Template Editor, which will be empty, unless you chose to store the Running Dynamics to this Dynamics Template.

5) Use INSERT to insert and edit new parameters. Use DELETE to delete a parameter.

See The Dynamic Template Editor

6) Exit by pressing Esc.

Edit a Dynamic Template in the Library

See The Dynamic Template Editor for details on each step.

1) Open the Dynamic Template Library pressing DYNAMICS, or from the Play menu.

2) Select the Template you wish to edit and press MODIFY in the Parameters column. This will open the Dynamic Template Editor.

3) The first column is Ch. Index. Enter a channel offset if you are creating an Effect with different channel offsets, or leave this value at 0 to treat all channels equally.

4) The second column is Parameter. Press MODIFY to get a parameter popup, if you wish to select a different Parameter.

5) Move to the Table column, and press MODIFY to get the Table popup. Select the type of Table you want.

6) Set Delay, Offset, Size, Rate and Wait to the values you want for this effect.

7) Exit by pressing Esc.

NOTE: Press DELETE to delete any component you wish to remove.

See The Dynamics Soft Key Page.

Copy a Dynamic Template

1) Open the Dynamic Template Library pressing DYNAMICS, or from the Play menu.

2) Activate the Template you wish to copy by selecting a channel and pressing MODIFY in the Effect column.

3) Press INSERT. You will get the question "Record running dynamics as library?". If you answer OK, the dynamics for the currently selected channels (in the selection order) will be used as a base for creating a new Dynamic Templates in the library.

4) Enter a name in the text column (press MODIFY to activate, then enter text and press MODIFY to store).

5) Edit the copied Template, or Exit by pressing Esc.

Activate A Dynamic Template

Activating a Dynamic Template will "steal" the attributes of the selected channels to the Dynamic Effect generator, and keep them until a new value is entered for the attributes. Intensity channels will be "kept" until they are stopped, deleted or cleared from the Running Dynamics window.

See Clear all Running Dynamics.

Activate A Dynamic Template

[1-999] [DYNAMICS]

Activate A Dynamic Template with Direct Mode

Hold [DYNAMICS]

The first 40 Dynamic Template s can be activated for the selected channels by pressing the Master Keys.

NOTE: The monitor shows the information about the Dynamic Templates only in compressed Master Views.

Activate a Dynamic Template from the Dynamic Template Library

1) Open the Dynamic Template Library by pressing DYNAMICS, or from the Play menu.
2) Move the cursor to the Dynamic Template you wish to select, using arrow keys or mouse.
3) Press MODIFY (with the channels selected).

NOTE: The Dynamics will use the current values of all parameters/intensity as a "base value" for the Dynamics.

Activate a Dynamic Template from the Dynamic Display Template List

1) Hold DISP MODE and press DYNAMICS. This will select a new display format where you can select from the list of available Dynamic Templates.

2) Press SELECT to activate the selected Dynamic Template from the library for the selected channels.

These are the default Dynamic Templates:

Effects

>circle

<circle

>step square

<step square

figure 8

can can

ballyhoo 1

ballyhoo 2

fly in

fly out

Onmark

Offmark

Smooth

color step 1

color step 2

color step 3

color fade 1

color fade 2

NOTE: If you mess up or delete this library, you can load the default Dynamics (DYNAMICS.DEF) using the Import Wizard (under the File menu). We recommend you to delete all existing Dynamic Templates before doing this, so that they won't be mixed up or doubled.

Edit Running Dynamic Effects

Once a Dynamic Template is activated, it is converted to a Dynamic Effect that you can add or subtract channels and edit size and rate etc from the Running Dynamics window. You can control Pause, Resume, Stop, Size and Rate from the Dynamics Soft Key Page in the console.

See Running Dynamics window.
See The Dynamics Soft Key Page.

Start Dynamic Effects

Dynamic Effects are started by assigning a Dynamic Template to the selected channels in different ways:

- From the Dynamic Templates Library (Play menu or DYNAMICS key).
- Entering the number of the Dynamic Template and pressing DYNAMICS.
- Hold DYNAMICS and press the Master Key for a Dynamic Template.

View Running Dynamic Effects

This window (Playback menu) shows all currently running Dynamic Effects. You can edit and delete from this list.

See Running Dynamic Effects.

Edit Dynamic Effects

You can edit the result of a Dynamic Effects by changing the size, rate, offset and wait time for the wave-forms. This can be done in the Dynamic Effect Editor, or live in the Running Dynamics window (Playback menu), or from the Dynamics Soft Key Page.

Size: This is the amplitude of the wave-tables. If it is a movement it will change the size of the movement. You can assign the control of this parameter to a Channel in the S-Ch column of the running Dynamic Effects Window.

Rate: This is the speed of the wave-tables. It affects the playback rate of the movement. You can assign the control of this parameter to any Channel in the R-Ch column of the running Dynamic Effects Window.

OffsRel: This is the Relation between the offset (starting point in the table) of all channels in this Dynamic Effect. Press MODIFY to get a popup with choices of different relations.

DelRel: This is the Relation between the Delay (starting time) of all channels in this Dynamic Effect. Press MODIFY to get a popup with choices of different relations.

Dist: This is the distance (0- 1000%) between the Delay Relation of all channels in this Dynamic Effect. Enter any value 0- 1000 and press MODIFY.

See Running Dynamic Effects window
See The Dynamics Soft Key Page
See The Dynamic Effect Editor
See Create, Edit or Copy a Dynamic Template

Control Dynamic Effects

There are some key shortcuts that simplify the control of Dynamic Effects. They are described in this chapter. This is a summary or the most useful ones:

CH & DYNAMICS = Selects all channels with running Dynamic Effects
C/ALT & DYNAMICS = Clears Dynamic Effects for the selected channels
DELETE DYNAM key in the Dynamics Soft Page = Delete the Dynamic Effect
Flash Master Key with Dynamic Effects = Starts Dynamic Effects
Fade Master with Dynamic Effects Preset = Starts Dynamic Effects
Delete from Running Dynamics window = Deletes Running Dynamic Effects
Dynamics Soft Key Page = Delete and control keys for Dynamic Effects in the selected channels

NOTE: The Master fader controls the size, so pressing the Master key starts the dynamic, but the size is 0% until the fader is moved.

NOTE: The Master fader ALWAYS controls the size of the dynamic in the preset (also regardless of Fade parameter in dynamics editor).

Dynamic Size & Rate control (3.0)

If you enter a channel number in the S-Ch or R-Ch columns of the Running Dynamic Effect window (Playback Menu), the corresponding channel will be used as size or rate master using the level of the channel. In this way it is simple to include control of dynamics in normal presets. It is even possible to assign an intensity dynamic to the controlling channel. When you assign as channel to a dynamic, the channel level will be set to 50% to avoid changes in the running effect. A channel that is controlling dynamics in this way is indicated with a '*' character beside the level on the channel screen.

See Running Dynamic Effects window

Relations between channels in Dynamic Effects (3.0)

You can control the relations between the channels involved in a Dynamic Effect in the The Running Dynamic Effect Window (Playback Menu). It is possible to set Offset Relations, Delay Relations and a distance between these, to quickly set all lights to perform an action one after the other, or running overlapping movements.

The functions used to set relations are Offset Relation, Delay Relation and Distance. Distance is specified in %, while Offset and Delay Relation are defined in preset relations within the selected channels or in combination with the Randowm Select function.

The relation options are:

All = All devices starts at the same point in the table (same offset).
Evenly Spread = The starting point (offset) of the devices are evenly spread.
1:2 = The devices are divided in two groups. All Even devices moves together and all odd devices move together.
1:3 = The devices are divided in three groups.
1:4-1:9 = The devices are divided in 4-9 groups.

NOTE: Evenly spread may calculate less evenly when applied to more than 30 devices at the same time.

See Running Dynamic Effects window for more information on each of these.

Random Relations

The Select Random channel function in the LCD "Selects" page works together with Offset and Delay Relation columns (1:2 etc) in the Running Dynamics Effect Window. If you want to randomize the behavior of Offset Relation or Delay Relation, just press Random when you are in these columns. You can press Random repeatedly until you are satisfied with the randomization.

Fade Dynamic Effects (3.0)

A Dynamic Effect that is controlled from a Master, will fade the size of the Dynamic Effect with the fader from 0-100%. Dynamic Effects in Presets that are executed in a Sequence can be set to use the Attribute times of the corresponding Presets to fade Size, Rate or Size & Rate (S+R) when they are started and stopped.

When a Stop Table is activated for an intensity (or any other) parameter, it will fade out size and/or rate (depending on the Fade setting in the Dynamic Effect on the in time of the corresponding sequence step). If there is no related sequence step, the default attribute time will be used.

See Running Dynamic Effects window

Dynamic Effect Loops (3.0)

You can set a Dynamic Effect to run a specific number of loops and then stop automatically. This is done in the Loops column of the Running Dynamic Effects window (Playback Menu).

See Running Dynamic Effects window

Change Form in Dynamic Pan/Tilt Effects (3.0)

You can change the shape of a running movement Effect such as a circle or square, to make it more oval (for example). This is done in the Form column of the Running Dynamic Effects window (Playback Menu).

See Running Dynamic Effects window

Record Dynamic Effects in Presets

Dynamic Effects are stored in Presets for playback. The Preset can be played back from a Sequence or directly in a Master or Crossfade Playback. When a Preset with a Dynamic Effect is played back from a Master, the Master fader will automatically control the size of the Dynamic Effect 0-100%. Stopped or Paused Dynamic Effects will not be recorded into a Preset.

When you record Dynamics, only Dynamics that have changed (same as Attributes) or are newly started will be recorded. Dynamics that are running from earlier Presets will not be affected.

NOTE: When you record running Dynamic Effects, the Dynamic Effects will be recorded. This means that you can edit Dynamic Effects in the Presets to change the effect. Recording Dynamic Effects only records Effects that have been changed. The low-level editing of dynamics on a parameter and table level is only necessary when you create new Dynamic Templates. If you load an old play with individual dynamics, you will be able to edit and record them as earlier.

NOTE: To delete a Dynamic stored for a channel, clear the Dynamic from that channel and re- record, or remove it in the Preset Dynamics Editor (# PRESET & DYNAMICS).

Auto Record Dynamic Effects

If Record Attributes mode is set to Popup or Automatic, Dynamic Effects for changed channels are now recorded automatically when you record a new Preset.

Record To Another Preset

[#] [RECORD] & [DYNAMICS]

It is possible to record Dynamic Effects to any preset (similar to # RECORD & ATTRIBUTE).

Record To A Master

[#] [RECORD] & [Master_Key]

Creates a new Preset and records the Dynamic Effects (providing Record Attribute Mode is set to AUTOMATIC in the Pronto Setup under the Pronto! Menu).

Record Running Dynamic Effects for selected channels only

[RECORD] & [DYNAMICS]

[0.1-999.9] [RECORD] & [DYNAMICS]

The Dynamic Effects of the selected channels are stored into the specified Preset, or the Preset in the A field of Playback 1. "Dynamics recorded" is displayed at the bottom of the screen.

Stop Dynamics (3.0)

Moving Device attributes are stopped automatically when a new value is played back from any Playback or Master. Intensity Dynamics can only be stopped with the Stop Dynamics table of the manual stop functions.

Stop Dynamics Manually

Dynamics are manually stopped when the Dynamic Effect is deleted from the Running Dynamics list, which can be done with the DELETE DYNAM key in the Dynamics Soft Key Page as well as with DELETE in the Running Dynamics window. You can also clear all running Dynamics from the selected channels by holding C/ALT and pressing DYNAMICS.

Stop Attribute Dynamics

If you want a Preset to stop Dynamics when it is executed, simply record Attribute values for those parameters. When you execute the preset, all Dynamics on the same parameter will be stopped.

NOTE: This can affect the playback of older plays that used the possibility to fade the Attribute value while a Dynamic was running. From Pronto 3.0 this is done with the Keep Dynamics function, of the Dynamics Soft Key Page.

Auto-stop Dynamics in PB1

There is a new Setup Parameter in the Pronto Setup (Pronto! Menu): Auto-stop dynamics in PB1. When this parameter is set to ON, loading a new sequence in PB1 stops all running dynamics when the GO key is pressed next time. This is useful when you are jumping between different sequences during a live show.

Stop Intensity Dynamics

If you want a Preset to stop Intensity Dynamics, you have to record a Stop Table for Intensity in this Preset.

1) Select the channels you wish to record a Stop Table for.
2) Open the Dynamic Template Library (DYNAMICS).
3) Select STOP I (usually Template 20) and press MODIFY. This will load the STOP table to the selected Channels.
4) Record this by holding RECORD and pressing DYNAMICS.

The Stop Dynamics for the selected channels are stored into the Preset in the A field of the Crossfade Playback.

NOTE: When the Preset with this Stop Table is activated, the Intensities will fade the size of the Dynamic Effect using the IN time of this Preset.

See Fade Dynamic Effects

Record "Keep Dynamics" in Presets (3.0)

When a new value is set to Attributes that are running with a Dynamic Effect, the Dynamic Effect will stop. If you wish the Dynamic Effect to continue, but you want to change the value of the Attributes (moving the base point of a circle for example) you use the KEEP DYNAMICS function.

Record Keep Dynamics Attributes

1) Select the channels involved, and set the Attribute valutes.
2) Record the Preset.
3) Press KEEP DYNAMICS.

[KEEP_DYNAMICS]

The Keep Dynamics parameter will be set to ON for the Attributes in this Preset. You can edit this in the Preset Attribute Editor.

If a number is given, the Keep Dynamics status and attributes will be record to preset #.

[0.1-999.9] [KEEP_DYNAMICS]

See Attribute Editor.

Record Keep Dynamics Attributes for F, C or B.

1) Select the channels involved, and set the Attribute valutes.
2) Record the Preset.
3) Hold KEEP DYNAMICS and press F, C or B.

[KEEP_DYNAMICS] & [F] or [C] or [B]

The Keep Dynamics parameter will be set to ON for the F, C or B Attributes in this Preset. You can edit this in the Preset Attribute Editor.

If a number is given, the Keep Dynamics status and attributes will be record to preset #.

[0.1-999.9] [KEEP_DYNAMICS] & [F] or [C] or [B]

See Attribute Editor.

Edit Keep Dynamics Attributes

1) Open the Preset Attribute Editor (# PRESET ATTRIBUTES).
2) Toggle to Keep Dynamics by pressing VIEW.
3) Toggle Keep Dynamics On/Off per parameter or column.

See Attribute Editor.

Edit Dynamics In A Preset

Dynamics are stored in Presets for playback. You can edit the Dynamic Effects of a Preset in the Preset Dynamics Editor. This editor has the same functionality as the Running Dynamics Editor.

See Running Dynamics.

Open the Preset Dynamics Editor

[0.1-999.9] [PRESET] & [DYNAMICS]

You can proceed to edit all parameters, just like in the Running Dynamics Editor. To edit channels press MODIFY in the Channel column.

NOTE: You can open the Preset Dynamics editor for the Preset in the A field, without entering a number first.

Fetch Dynamics From A Preset (3.0)

You can fetch Dynamics from any Preset at any time.

Fetch Dynamics

[0.1-999.9] [FETCH/UNDO] & [DYNAMICS]

Activates the Dynamics from the selected preset.

Playing Back Dynamic Effects

When a Preset with Dynamic Effects is played back directly from a Crossfade Playback or Master (in a Sequence or Preset), you need to know how different functions will affect the Dynamic Effects once they are started.

First of all: Intensity Dynamics behave differently from all other parameters (pan, tilt, color etc) since they are HTP (Highest Takes Precedence).

Secondly: Dynamics are "stolen" by the latest action and will stop when new values are set to the attributes that have Dynamics assigned to them. You can record Keep Dynamics Attributes to keep them running.

Thirdly: Dynamics run until Deleted, Stopped or Paused. All these functions are available from the Dynamics Soft Key Page.

See The Dynamics Soft Key Page.

Playing back a Preset with Dynamic Effects

A Preset with Dynamic Effects can be played back in any of these ways:

- The Preset is faded in on a Crossfade Playback in a Sequence or with GOTO
- A Master with the Preset is faded up (size always follows the Master fader).
- A Master with the Preset is Flashed

NOTE: When activated, Dynamic Effects fade to the initial value including the Offset.
NOTE: The Preset Mask works on the linked dynamics as well. If masked, the dynamic will not start.

Notes on playing back Intensity Dynamics

When a Preset with intensity Dynamics is played back in a Crossfade Playback, or when a Master with this Preset is faded up, the Dynamics Effect will be started, and these channels will be "owned" by the Dynamic Effect until they are stopped in one of three ways:

- Select the channels, Hold C/ALT and press DYNAMICS
- Open the Running Dynamics window (Playback menu), and delete them
- A Dynamics "stop" table is played back.
- DELETE DYNAM is pressed in the Dynamics Soft Key Page.

Notes on playing back other Dynamics

When a Preset with non-intensity Dynamics is played back in a Crossfade Playback, or when a Master with this Preset is faded up, these channels will be "owned" by the Dynamic Effect, until a new attribute value or Dynamic Effect is loaded to these parameters.

Select or Clear All Running Dynamics

You can see all currently Running Dynamics in the Running Dynamics window. You can use the functions described here, or the functions in the Dynamics Soft Key Page.

See The Dynamics Soft Key Page.

Select all running Dynamic channels

[CH] & [DYNAMICS]

Clear running Dynamics for all (or selected) channels

[C/ALT] & [DYNAMICS]

All running Dynamics are cleared for the selected channels. They will not disappear from the Running Dynamics window (Playback Menu) until the window is closed and reopened - this give you a possibility to reuse them again by not closing the window.

NOTE: To delete all running Dynamics, use the CH key in combination with the DYNAMICS key to select them first.

The Dynamics Soft Key Page

In the console there is a special Dynamics Soft Key Page with functions for editing and controlling Dynamics. From this display you can control parameters like size and rate on the wheels, you can assign tables directly to parameters and you can start, pause and stop running Dynamics.

The function keys will address the channels of the currently selected Dynamic Effect. This can be selected from the LCD Display with the Jog Wheel.

The Dynamics Soft Key Page is selected from the soft key DYNAMICS in the LCD Display. This softkey is in the main display menu, which appears when you press DISP MODE key, next to the LCD Display. Selecting this Display Page automatically activates the Running Dynamic Effect list in the same LCD Display.

These are the functions available in the Dynamics Soft Key Page. The middle section is a Table, Dynamic Template or Running Dynamic Effects list that is used with the Jog Wheel. Hold DISP MODE and press DYNAMICS to toggle.

Dynamic Control Keys (soft)

These soft keys operate on the focused Dynamic Effect in the LCD display or in the Dynamic Effect window. If you have both the window and the display open at the same time, they are slaved together so they both run in parallel, to make it clear which Dynamic Effect that is controlled with the wheels.

If no channels are selected, all running dynamics are affected. If the Mask is active, it is taken into account.

DELETE DYNAM = Deletes dynamics. You can hold ALL and press this key to affect all Running Dynamic Effects.

KEEP DYNAM = Record a Keep Dynamic status for Attributes in the current Preset in A.

SELECT = Press this key to select the Selects Soft Key Page where you can choose different groups of channels within a selection, such as 2nd, 3rd, 4rth, random etc.

NOTE: Paused or Stopped Dynamic Effects are automatically removed from the Running Dynamic Effect list when you record new attributes to a preset.

NOTE: The name of a running effect is now shown under the parameter value on the display. If the Dynamic Effect has a name, this will be shown, otherwise the name of the Effect Library.

Wheels (Size & Rate)

You can control the Size & Rate of the running Dynamics for the selected channels with these wheels. If you use the wheels in combination with the C/ALT key you can fan these parameters as well.

See The Fan Function.

The Display Lists

There are three different Dynamic Lists that you can toggle between by holding DISP MODE and pressing DYNAMICS.

- The Dynamic Template List
- The Running Dynamic Effect List
- The Dynamic Tables List

The Dynamic Template List

New display page that shows a list of all Dynamic Templates in this Play.

The Jog Wheel can be used to select a Dynamic Effect from the List. Press SELECT to activate it.

The Running Dynamic Effect List

New display page that shows a list of currently running dynamic Effects. When this display is shown, the Dynamic Soft Keys and the wheels all work with the currently focused dynamic group in this display.

The Jog Wheel can be used to select a Dynamic Effect from the List.

If the Running Dynamics window is open, this list is synchronised with the Dynamic Effect List automatically.

The Dynamic Table List

New display page that shows a list of all Dynamic Tables.

The Jog Wheel can be used to select a Dynamic Table from the List. Hold SELECT and press a Wheel Parameter key to assign the table to that parameter.

Store Running Dynamics As A Dynamic Template

Any running Dynamics can be stored into a Dynamic Template that can be assigned to other channels. You can see Running Dynamics in the Running Dynamics window.

1) Open the Dynamic Template Library by pressing DYNAMICS, or from the Play menu.

2) Press INSERT. You will get the question "Record running dynamics as a Dynamic Template?". If you answer OK, the dynamics for the currently selected channels (in the selection order) will be used as a base for creating the new Dynamic Template.

3) Enter a name in the text column (press MODIFY to activate, then enter text and press MODIFY to store).

4) Exit by pressing Esc.

Working with Dynamic Tables

Usually a Dynamic Template is used to create a Dynamic Effect. A Template is created from tables, and it is possible to work with tables directly as well, to create new Templates, or to work with Plays imported for Pronto 2.0.

This is done from the Effect Tables Display of the console:

1) Hold DISP MODE and press DYNAMICS until you have the Dynamic Tables List. This will open a List where you can select Dynamic Tables directly and assign them to specific parameters.

2) Scroll to the desired table on the display, hold SELECT and press on the wheel key for the parameter (pan/tilt/color) that you want to activate that table for.

NOTE: Control of dynamics on single parameters is only possible when no Dynamic Effects are running. You cannot record these tables directly to a Preset, you have to store them as a Dynamic Template first, and restart that Template as a Dynamic Effect.

Fan Dynamic Parameters

If you hold the C/ALT key and turn the Size or Rate wheel in the Dynamics Soft Key Page (when the display shows the Dynamic parameters Offset, Rate, Size etc.), you will fan (spread) these values for the currently selected channels evenly around the middle channel.

This function is very useful when you want to alter a lot of values symmetrically. For example, if a Can Can Dynamic Effect is running on Pan for some scanners, they will be moving back and forth. By fanning the size you can make the scanners in the beginning and end of the selection move more than those in the middle.

NOTE: Fan can be used for any parameter, such as pan, tilt, intensity etc. Just hold C/ALT and move the wheel for that parameter. Also, There are three different Fan shapes that you can set up holding SETUP and C/ALT.

More Fan shapes (3.0)

It is possible to select between four different Fan Shapes by pressing SETUP & C/ALT (or FAN as a Master Content Key).

This presents a popup with choices:

Linear Shape
S shape
V shape
U shape

Fan Starting Point (3.0)

If you focus a channel within the channel selection (with NEXT/LAST) this channel will be used as the center point for the Fan function. This means that you can select around which channel the Fanning will operate.

Assign Dynamic Templates To Masters

You can load Dynamic Templates directly to a Master Key and use this key to activate that Dynamics for the selected channels. You can store this into Master Pages along with Presets, Palettes, Sequences etc.

1) Enter the number of the Dynamic Template you wish to assign to a Master Key.
2) Hold DYNAMICS and press the Master Key.

The Dynamics is assigned to that Master Key and is activated for the selected channels by pressing the Master Key.

Import Dynamic Templates from A Different Play

You can import Dynamic Templates from any Pronto Play using the Import Wizard (under the File menu).

See The Import Wizard.

Example Of Using Dynamics

This is an example of how you can use Intensity Dynamics to give you an idea about all functions and how they can be combined.

1) Select channels 1-16 and set to 50%.

[1] [CH] [1] [6] [THRU] [5] [0] [@LEVEL]

2) Open the Dynamic Template List by pressing DYNAMICS.

[DYNAMICS]

3) Select SMOOTH with the Jog Wheel and press MODIFY. The channels will start fading smoothly up/down, using the sinus wave of the Smooth Template to fade intensities around 50%. Press ESC to close the Dynamic Template List.

4) Open the Running Dynamics Window.

[VIEW] & [DYNAMICS]

5) Go to the DelRel column and select EVENLY SPREAD from the popup (press MODIFY). The intensities will start fading one by one.

6) Set the Rate to 500% in the rate column to speed it up.

7) Go to the Distance column (Dist) and set to 20%. This is an overlap distance between the Delay Relations, and will make the channels fade overlapping by 20%.

8) Press SELECT in the LCD Display to get the Selects Page.

9) Press RANDOM. This will create a random order within the channels, and they will start fading overlapping in this order immediately.

10) Add Channels 17-32 to this Dynamic Effect.

[1] [7] [+] [3] [2] [THRU] [5] [0] [@LEVEL]

This is the end of this example. You can proceed to record this into a Preset now. Don't forget to record a STOP INTENSITY Template in a Preset to stop them during playback. You can delete them from the Running Dynamics window as well.

MOVING DEVICES

This chapter describes how you can control Moving Devices with this system.

These are the functions described:

Introduction To Moving Devices

This lighting console is designed for advanced control of Moving Devices. You patch a Moving Device Template to a channel to get control of all parameters in that Device from the console.

There is a Moving Controls interface with a large LCD display and parameter wheels, and there is a special Device Mode, that gives direct access to 20 Moving Devices and 20 Moving Device parameters from the Masters. You can create references for groups of parameters, called Palettes, or you can store attribute values directly in Presets. There is an advanced Dynamic Effect generator that allows you create complex movements such as circles, ballyhoo's etc. You can create new Templates, and new Dynamic Effects at any time.

NOTE: Attributes are executed as LTP, independent of the playback that once started them. This means that you cannot use, for example, PAUSE to stop attributes.

Templates

A moving light can have 1-255 control channels depending on what functions it offers. A Template is a table that maps these parameters to the functions of the Pronto! Normally templates are imported directly from the Device List, when a moving device is being set up. Once it is imported it will appear in the Template List, which is where you can edit it. It is saved with the rest of the Play.

Templates for most known Moving Devices are supplied with each update of the software, and you can download them as a file (Templates.def) from www.prontoconsole.com as well.

See Templates

Patch Moving Devices

Moving Devices are Patched one by one in the Channel Setup, and several at a time with the Patch Multiple Devices Wizard. All parameters of a Moving Device are treated as Latest Take Precedence (LTP).

NOTE: Be careful not to overlap DMX outputs for Moving Devices.

Moving Controls Section

The Moving Controls section includes a large LCD Display, a Jog Wheel and four parameter wheels. The Parameters of moving devices are divided into groups F (Focus), C (Color), B (Beam). Also there are a lot of direct keys for other functions around the display.

Basically, selecting a device, and pressing FOCUS, COLOR or BEAM will select those parameters to the Wheels.

Wheel keys: For parameters with defined ranges, the LED in the corresponding wheel key will light. Pressing the Wheel key displays a list of the defined ranges on the LCD display. Use the wheel to select the desired range and release the Wheel key.

For parameters without defined ranges, the wheel key can be used in two different ways:

- Without a number: Toggles between min and max values.
- With a number: Enter a number between 0 and 100 as value for the parameter.

Device Mode

There is a special Device mode that toggles the functions of all Masters (press DEVICE). In Device Mode the top 20 Masters are direct faders for the intensity of 20 Devices, and the Master Keys will select the corresponding Device. The lower Masters (21-40) provide direct access to 20 parameters of the selected Devices. In Pronto Plus you control 60 devices like this.

NOTE: If a Channel Text is defined for a Device, it is shown instead of the Template name in all views except the Device List.

See Device Mode

Palettes

A Palette is a memory for all or some parameters of a Moving Device. A Palette is used to load these parameters quickly, or stored as a reference in Presets for playback. You can store all parameters in a Palette, or a selection of parameters in one of the parameter group Palettes Focus (F), Color (C) or Beam (B).

The advantage of using Palettes in Presets, is that the attribute values can be changed in the Palette, and they will automatically be updated in all Presets using this Palette.

You can load Palettes to Masters and store in Master Pages. Pressing the Master Key of that Master can activate them.

There is a Direct Mode for all types of Palettes, which is activated by holding down the Palette Key. In this mode the first 40 Palettes will be directly accessible for the selected channels from the Master keys (just press the Master Key).

Attributes & Parameters

All parameters of a Moving Device (pan, tilt, color, focus, etc) are called Attributes of the channel controlling that Moving Device. Attributes can be stored directly into Presets, or into Palettes, which can be stored into Presets. Normally only changed Attributes are stored, to keep editing simple.

Mask

All parameters of a Moving Device (pan, tilt, color, focus, etc) can be masked during recording or playback. This is done with the Mask Function.

See The Mask Key
See The Mask Function

Dynamic Effects

A Dynamic Effect is a predefined selection of Dynamic tables that can be activated and stored to create Dynamic Effects for both conventional lights (Chase, smooth fades, etc) and Moving Devices (circle, eight, Ballyhoo etc).

See Dynamics

The Moving Device Keys

These are the keys mainly used for Moving Devices:

The DEVICE Key

This key has several functions:

- It activates the Device Mode for the Masters.
- It can be used together with the Master Keys to assign a Device to a Master.
- It can be used together with the MODIFY key to open the Device List, where all Patched Devices are listed.

Activate Device Mode

[DEVICE]

The Master view will change to display Devices in the upper row, and Device Parameters in the lower row.

See Device Mode for more information.

Load a Device to a Master

[1-1536] [DEVICE] [Master_Key]

The device is loaded to the Master, and can be selected by pressing the Master Key, as in Device Mode. Note that the number is the number of the device in the Device List.

NOTE: For devices over 999, only the three first digits are displayed.

Open the Device List

[MODIFY] & [DEVICE]

The Device List is opened. See Device List for more information.

The PALETTE Keys

A Palette is a reference of stored Attribute values (pan, tilt, color etc) for a Moving Device. A Palette can be used for positioning a Moving Device directly, or stored in a Preset (as a reference). The advantage of this is that the attribute values can be changed in the Palette, and they will automatically be updated in all Presets using this Palette.

The Palette keys (PALETTE, FOCUS, COLOR, BEAM) have several functions involving the three different types of parameters that can be stored in a Palette. The attributes of a Moving Device are divided into four different types of parameter Palettes:

FOCUS (F) = pan, tilt

COLOR (C) = color wheels, color mix, color rotation

BEAM (B) = focus, prism, gobo wheels, gobo rotation, strobe, effects, shutters, frost, etc...

PALETTE (Pa) = All Palette, allows any mix of FCB parameters.

NOTE: The "fifth" type of parameter of a Moving Device is Intensity (I), and in Pronto! this is by default a parameter that belongs to a Preset, together with all other channel intensities.

The Palette Keys have the following functions:

- Selecting a Palette.
- Recording new Palettes, together with the RECORD key.
- Opening the Palette List for a Preset or Palette
- Load a Palette to a Master
- Activate Direct Mode for Palettes
- Activate Temporary Direct Mode for Palettes

Record a new Palette

[RECORD] & [FOCUS]

[RECORD] & [COLOR]

[RECORD] & [BEAM]

[RECORD] & [PALETTE]

Records the selected channels to the next free Palette of the kind selected. You can enter a text (optional).

Record a specific Palette

[1-999] [RECORD] & [FOCUS]

[1-999] [RECORD] & [COLOR]

[1-999] [RECORD] & [BEAM]

[1-999] [RECORD] & [PALETTE]

Records the selected channels to the specified Palette

Select a Palette

[1-999] & [FOCUS]

[1-999] & [COLOR]

[1-999] & [BEAM]

[1-999] & [PALETTE]

The settings of the selected Palette will be assigned to all selected channels.

Select parameters for the Moving Control Wheels

Each key (FOCUS, COLOR & BEAM) selects the corresponding parameters for control on the Moving Control Wheels under the LCD display. Pressing a key again will toggle the display if there are more than 4 parameters in the parameter group.

There are user definable parameter menus (U1-U3) as well.
See U1-U3 in The Moving Lights Section.

NOTE: Pan/Tilt and other parameters that are set in the template to 16 bit resolution will produce high resolution depending on a setting in the Attribute Setup (SETUP & ATTRIBUTE). Either you hold the Wheel key to get fine resolution, or you get high resolution when a Parameter Wheel is moved slowly, and low resolution when a Parameter Wheel is moved fast.

Load the FOCUS, COLOR & BEAM Palette Display List

[DISP_MODE] & [FOCUS]

[DISP_MODE] & [COLOR]

[DISP_MODE] & [BEAM]

[DISP_MODE] & [PALETTE]

You will get a list of Palettes in the LCD Display. Select the Palette you wish to Load with the Jog Wheel, and press SELECT to activate.

Open the Palette Lists

[PALETTE]

[MODIFY] & [FOCUS]

[MODIFY] & [COLOR]

[MODIFY] & [BEAM]

Opens the Palette List, from which Palettes can be activated and edited.

Load a Palette to a Master

[1-999] [FOCUS] & [Master_key]

[1-999] [COLOR] & [Master_key]

[1-999] [BEAM] & [Master_key]

[1-999] [PALETTE] & [Master_key]

Loads the specified Palette to the Master key. It can be activated for the selected channels by pressing the Master Key, and it can be stored into Master Pages.

Activate Direct Mode for Palettes

[VIEW] & [FOCUS]

[VIEW] & [COLOR]

[VIEW] & [BEAM]

[VIEW] & [PALETTE]

Palettes 1-40 will be available from the Master keys in this mode. They are displayed on the monitor in the Master view. Exit by pressing VIEW again.

Activate Temporary Direct Mode for Palettes

Hold [FOCUS]

Hold [COLOR]

Hold [BEAM]

Hold [PALETTE]

Palettes 1-40 will be directly available from the Master keys in this mode. After a few seconds they are displayed on the monitor in the Master view. Exit by releasing the Palette key.

The RECORD PALETTE TO ALL softkey

This key will record the attributes of the selected device (and all other devices of the same type) to a Palette. This can be used to make sure that color or beam palettes are the same for all devices of the same type.

1) Select the channel to copy from.

2) Enter the number of the palette to record to.

3) Hold "Record Attrib to all" and press Focus, Color or Beam to specify which palette type to record to.

The UPDATE PALETTE softkey (3.0)

This key allows you to update all currently used Palettes with one key. When a device is set to a Palette it "knows" it is set to that Palette. This is useful if you want to update the palette a device is currently set to. Simply change the attributes of that device and press UPDATE PALETTE. It is also used together with the Focusing Mode to update the Palette that is currently being focused.

The last used palette reference is reset in the following cases:
1. Update Palette
2. Record Palette
3. Record Attribute

See Modify A Palette.

NOTE: All selected channels will be checked for changes. In the confirmation popup, the name and number of the affected palettes are now shown. If no palettes need to be updated, you will get an information message about this instead of the confirmation popup.

NOTE: When you are in Focusing Mode, UPDATE PALETTE only updates the palette you have selected in the List to work with. No confirmation popup is displayed in this case.

The ATTRIBUTE Key

This is the Attribute key. An Attribute is a parameter of a Moving Device, such as pan, tilt, color (etc). Attributes are stored as values in Presets, or Palettes (which are references used by Presets).

This key has the following functions:

- Opening the View Attributes window that shows Attributes for selected channels.
- Enter a number, hold PRESET and press ATTRIBUTE to open that Attribute Editor
- Hold SETUP and press ATTRIBUTE to get the record setup for Attributes
- Hold RECORD and press ATTRIBUTE to record attributes for selected channels to the Preset in the A field, or any other Preset (enter the number first).

Open the View Attributes window

[ATTRIBUTE]

Record Attributes for selected channels

[RECORD] & [ATTRIBUTES]

The attributes for the selected channels will be stored to the Preset in the A field of the Crossfading Playback (this is the default field). An "A" will appear at the end of this Sequence Step on the monitor.

[0.1-999.9] [RECORD] & [ATTRIBUTES]

The attributes for the selected channels will be stored to the specified Preset.

NOTE: Normally all changed attributes are recorded automatically when the Record Attribute Mode is set to "Automatic".

Open the Attribute Editor for a Preset

[0.1-999.9] [PRESET] & [ATTRIBUTE]

Opens the Attribute Editor for the selected Preset. If no number is entered, it will open the Attribute Editor for the preset in the A field. This Editor can be opened by pressing ATTRIBUTE in the Preset List or the Palette List as well.

Open the Attribute Recording Setup

[SETUP] & [ATTRIBUTE]

Opens the Attribute Recording Setup where you can set default times, recording modes and other attribute related functionality.

See The Attribute Setup

The three Record Attribute Modes are described in Record Palettes/Attributes...

The HOME ATTRIBUTES softkey

This softkey in the Device Soft Key Page (Press softkey DEVICE in the Main Display) is used to set all selected Moving Devices to the default values for all parameters in the template of this device. Snap parameters snap to the home position.

You can record the current settings of all attributes as a Home position as well. Holding RECORD and pressing HOME ATTRIBUTES does this. Now these values will be used instead of the default values in the Templates.

Set all selected Devices to Home

[HOME_ATTRIB]

Console shortcut: C/ALT & ATTRIBUTE
Keyboard shortcut: Ctrl-Home.

Set Parameter Groups of selected Devices to Home

[HOME_ATTRIB] & [FOCUS]

[HOME_ATTRIB] & [COLOR]

[HOME_ATTRIB] & [BEAM]

This shortcut allows you to quickly set a group of parameters to Home for the selected channels.

NOTE: This was done by holding C/ALT in version 2.0. C/ALT is now used for the Align function.

Set parameters of selected Devices to Home

It is possible to press the HOME ATTRIB key (in the Device LCD page) together with a wheel key or parameter key (in Device mode) to Home a single parameter.

Record current settings as Home

[RECORD] & [HOME_ATTRIB]

Now these values will be used instead of the default values in the Templates. You can activate these values by pressing HOME ATTRIB in the Device Soft Key Page of the LCD Display.

The UPDATE PLAYBACK softkey

This key is used to update the Attributes of all Moving Devices, and all intensities to where they should be in the current Sequence Step.

Shortcut: GOTO & A = Update Playback.

The console will scan backwards in the Sequence occupying the A/B Playback and set all intensities and the parameters for moving devices to the values they would have been, if the Sequence had been executed normally. This function is available as a menu item as well (Playback menu) and can be used on a selection of channels.

NOTE: An Update is automatically performed every time a jump is made in the Sequence of a Playback Attributes that should be active in the A field are activated. Attributes in B that are GoInB are executed only if the intensity is at 0% (so that no changes are made on stage until the next cue). The Update Playback function will force these changes to be made live.

NOTE: Update Playback updates dynamic effects as well. There is a limitation however: The scanning takes place on the channel level since the Dynamic Group affects channels. This means that if you are using different sets of parameters (belonging to the same channels) that are started in different presets and have new attribute values in between, the update may not be correct.

The MASK Key

This key is used for activating and editing the Global Mask that allows you to mask groups of parameters (FOCUS, COLOR & BEAM), or individual parameters (such as color wheel 1 for example). This Mask is active during recording, as well as playback of anything involving Attributes, for example Presets, Palettes and Dynamics.

When you record Attributes to a Preset with a MASK enabled, all values will be recorded and masked with that mask. You can change the Mask of that Preset to play back the attributes.

Toggle Global Mask ON/OFF

[MASK]

The LED over the MASK key will indicate when the Global Mask is active. This means that the Mask will affect Playback and Recording of anything involving moving light parameters.

The Mask is shown in the LCD display of the console, and in the title bar of the Device Mode on the monitor. In this example "F" is used, but it is the same for C & B parameters:

F = means no parameters are masked
F* = means all parameters in this group are masked
F+ = means some parameters in this group are masked (open the Mask Editor to see which).

When a Global Mask is active you will not be able to see the values of masked parameters in the View Attributes window (Playback menu).

Edit the Global Mask in the Mask Editor

[MODIFY] & [MASK]

This opens the Mask Editor. This editor will show all available parameters that can be masked, and their status (On/Off). When a parameter is ON it means it is masked, when the Mask is active. When a parameter is OFF it means the Mask will not affect it.

You can toggle any parameter between ON and OFF by moving the cursor to that column and pressing MODIFY.

Mask a Parameter group

[MASK] & [FOCUS] or [COLOR] or [BEAM]

Holding MASK and pressing the FOCUS, COLOR or BEAM key will mask all parameters in that group.

Mask a Parameter

[MASK] & [Wheel_key]

Holding MASK and pressing the parameter key over a wheel will mask that parameter.

Mask a Parameter (Device Mode)

[MASK] & [Master_key]

Holding MASK and pressing a Master key 21-40 in Device Mode will mask that parameter.

Clear the Mask

[C/ALT] & [MASK]

Holding C/ALT and pressing MASK will clear all MASK settings to OFF.

Open the Mask Editor for a Preset

[0.1-999.9] [PRESET] & [MASK]

This opens the Preset Mask Editor for the specified Preset. This editor will show all available parameters that can be masked, and their status (On/Off). When a parameter is ON it means it is masked, when the Mask is active. When a parameter is OFF it means the Mask will not affect it.

You can toggle any parameter between ON and OFF by moving the cursor to that column and pressing MODIFY.

The NEXT, LAST and SELECT ALL Keys

These keys are always used together to step around within a selection of channels or devices. A very useful focusing function.

When a group of channels are selected it "remember" the order in which the channels where selected or recorded. NEXT and LAST step in this order, and SELECT ALL exits this mode.

NOTE: A channel group can be selected directly, from a group or from a Preset (enter the number of the Preset, hold PRESET and press CH).

NEXT

When a channel group is selected the NEXT key will step to the next channel within the selected group and select it for intensity or parameter changes.

LAST

When a channel group is selected the LAST key will step to the previous channel within the selected group and select it for intensity or parameter changes.

SELECT ALL

This key will regain the control of a channel group used in combination with the NEXT and LAST functions.

The HIGHLIGHT (softkey)

Toggles the Highlight mode for focusing devices.

See The Highlight Function.

The SELECTS (softkey)

There is a Selects Soft Key Page with several soft keys for quickly selecting odd, even, third and random channels within a group.

See Selects Soft Key Page.

The CONTROL (softkey)

There are a number of keys for controlling LAMP ON, LAMP OFF and LAMP RESET.

See The Control Soft Key Page.

The Palette Lists

These are the Palette Lists (Play menu), from which you can view, edit and load the Palettes. There are four different kinds of Palettes:

Focus Palettes
Color Palettes
Beam Palettes
All Palettes

A Palette is a memory for all or some parameters of a Moving Device. A Palette is used to load these parameters quickly, or stored as a reference in Presets for playback.

There are different ways of opening these windows:

- From the Play menu (Palette List, Focus Palettes, Color Palettes, Beam Palettes)
- Pressing the PALETTE key
- Hold MODIFY and press FOCUS
- Hold MODIFY and press COLOR
- Hold MODIFY and press BEAM

You can activate a Palette for selected channels, rename and open the Attribute Editor for the Palette. Move around with arrow keys or mouse.

These are the parameters in the Palette Lists:

Palette

This is the number of the Palette. You can't change this, but you can activate this Palette for the selected channels by pressing MODIFY.

Text

This is the Text label that you can give to each Palette. Press MODIFY, enter a text and press MODIFY again to store.

Attribute

This is just an indication of how many Moving Devices are stored in a Palette. You can't change this.

Press MODIFY on this column to open the Attribute Editor.

The View Attributes window

This is the View Attributes window, which lists all attributes for the selected channels with Moving Devices. An Attribute is a parameter of a Moving Device such as pan, tilt, focus, color etc. You can edit Attributes "live" from the View Attributes window.

NOTE: If a Channel Text is defined for a Device, it is shown instead of the Template name in all views, including this one, except the Device List.

There are two ways of opening this window:

- From the Playback menu (Attributes...)
- Pressing the ATTRIBUTE key (after selecting channels)

You can edit attribute values or palette values for any channel attribute. Move around with arrow keys or mouse.

These are the parameters in the Attributes window:

Parameter

These are the different Moving Device parameters that are displayed for each Device with their current values.

Attribute Values

These are the current values, palette references or Dynamics Tables for each parameter. You can change each of these values in the following ways:

Set a value

[0-100] [C/ALT] & [MODIFY]

Enter the value, hold C/ALT and press MODIFY.

Select a Palette instead of a value

[MODIFY]

This will open a Palette List popup, where you can choose the Palette you wish to use for this attribute.

NOTE: A "D" to the right of the value will indicate if a Dynamics is assigned to this parameter.

The Attribute Editor

This is the Attribute Editor window, where you can view and edit attributes and individual attribute times recorded in a Preset or a Palette. An Attribute is a parameter of a Moving Device such as pan, tilt, focus, color etc.

NOTE: If a Channel Text is defined for a Device, it is shown instead of the Template name in all views, including this one, except the Device List.

There are different ways of opening this window:

- From the Playback menu (Attribute Editor...)
- Pressing the ATTRIBUTE key when you are in a Preset List or Palette List.
- Enter the number of a Preset, hold PRESET and press ATTRIBUTE.
- Press MODIFY in the Attribute column of a Palette List.

You can edit attribute values or palette values for any channel attribute. Move around with arrow keys or mouse.

These are the parameters in the Attribute Editor window:

All (row)

Setting values in the first row (All) are applied to all selected channels. The values shown in this column will always be the values of the first visible channel.

NOTE: You can also use DELETE in this row to delete all attribute values for a specific parameter.

Channel number

This is the number of the channel of a Device. Cannot be changed.

Template

This is the Template of this Device. Cannot be changed.

GoOnGo per device

This is a column where "Go On Go" or "Go In B" can be specified for each device. There is also a third alternative (blank) that means that the GoOnGo setting from the sequence step should be used.

Using the All row, you can change this parameter for all selected devices at the same time.

Delay & Time per Device

In these two columns time and delay can be specified for each device. You can set a specific time or a time in percent of the FCB times. Using the All row, you can change this parameter for all selected devices at the same time. Time and delay can be set per parameter as well, in the Attribute Value Columns (next).

The Attribute Value Columns

These columns are used to show and edit values, palettes, times, delays and the Keep Dynamics status for each Attribute.

The VIEW key is used to toggle the value columns for the Attributes to show these values instead. When you toggle format, (Time) or (Delay) or (KeepDynam) is shown in the window header.

Set a value or Palette

In the Attribute Setup (part of the Pronto Setup in the Pronto! Menu) you can select if you should set absolute values or palettes as the default choice for Attibutes in this editor. The default setting is Palettes. When you wish to set the opposite of the selected choice, hold C/ALT before pressing MODIFY.

Example: Setting values with default (Palettes)

[MODIFY]

This will open a Palette List popup, where you can choose the Palette you wish to use for this attribute. you can also enter the number of the Palette directly and press MODIFY.

[0-100] [C/ALT] & [MODIFY]

This will set the value instead of a Palette.

NOTE: If you have selected "Absolute values" as the default setting for this in the Pronto Setup ((Pronto! menu), you can enter a value or a range from the Template (instead of a Palette) and press MODIFY.

See Attribute Editor Default

Set a Time or Delay

Press VIEW so that (Time) or (Delay) is shown in the window header.

In the Attribute Setup (part of the Pronto Setup in the Pronto! Menu) you can select if you should set times as absolute values or as % of the Sequence In time as the default choice for Attibutes in this editor. The default setting is Absolute values (Off). When you wish to set the opposite of the selected choice, hold C/ALT before pressing MODIFY.

Example: Setting times with default (absolute)

[0.1-4959] [MODIFY]

This will set a time 0.1 sec - 49:59 minutes for the attribute in this column.

[0-100] [C/ALT] & [MODIFY]

This will set a percentage time relative to the In time of this sequence step instead.

NOTE: If you have selected "Times: Use % as Default" as the default setting for this in the Attributes part of the Pronto Setup (Pronto! menu), you can enter percentage values directly. Hold SETUP and press ATTRIBUTES to open this setup.

Edit Keep Dynamics (On/Off)

Press VIEW so that (KeepDynam) is shown in the window header.

You can toggle the Keep Dynamics value On/Off for each channel parameter, or for all in the ALL column. This function decides if Dynamics for this parameter will continue (around this value) when the value is activated, or if they will stop and go to this value.

See Dynamics

Filtered Attribute Editor Views

Only selected channels are shown. By selecting a subset of channels, you can filter out information for other channels. To indicate this the word "Filtered" is shown in the window when channels are selected.

The global mask does not affect this editor. Instead, you can use the VIEW key together with FCB, a wheel key or a parameter key (in Device mode) to select what to show. The word FILTERED will be shown if not all parameters are shown. Use VIEW & ALL to get back to show all parameter.

Example: Using Filtered View

1) Open the Attribute Editor for a Preset with Attributes for more than 2 devices by entering the number of the Preset, holding PRESET and pressing ATTRIBUTES.

2) Select the channel for only one of the devices. The word FILTERED is shown in the top of the window to indicate that there are more channels stored in the Preset.

3) Hold VIEW and press FOCUS to show only Pan and Tilt information for this channel.

4) Hold VIEW and press the wheel key of the PAN wheel, to show only Pan information for this channel.

The Attribute Time Editor

In the Attribute Editor you can toggle the view to see and edit individual Attribute Times (and Keep Dynamics) by pressing VIEW.

There are many factors involved in setting times for Attributes that can speed up your programming. This is how you can view, and if necessary, edit individual times. But there are faster ways.

See Attribute Times.

Pressing VIEW shows the Attribute times in the Preset Attribute Editor:

1) Open the Preset Attribute Editor (enter the Preset number, hold PRESET and press ATTRIBUTE).

2) Press VIEW to toggle the views.

You can edit times for any channel attribute. Move around with arrow keys or mouse. You can edit the other parameters as well, but this is already described for the Attribute Editor.

See Attribute Editor.

Time (press VIEW)

There is a Time column under each parameter, where you can enter times for any individual parameter in a Device.

1) Move to the Time column for that device and parameter
2) Enter a time 0.1s-49:59min (0.1-4959), and press MODIFY.

Delay (press VIEW)

There is a Delay column under each parameter, where you can enter times for any individual parameter in a Device.

1) Move to the Delay column for that device and parameter
2) Enter a time 0.1s-49:59min (0.1-4959), and press MODIFY.

Set Up A Moving Device

Obviously you have to select what kind of Moving Devices you wish to use for your Play first. It can be scrollers, scanners, moving heads or a DMX controlled smoke machine, etc. Then you have to Patch it in the Channel Setup or the Device List.

This is how you can patch a single Moving Device in the Device List. If you are patching several Devices, or if you want to have an overview of outputs and Devices at the same time, use the Channel Setup instead.

See The Channel Setup

1) Check the DMX address and mode of the Moving Device (this is set up in the Moving Device).

2) Connect to a DMX output of Pronto, and make sure you have terminated your DMX chain properly. Termination is usually described in the manual of the Moving Device.

3) Open the Devices window (Pronto! menu).

4) Enter the number of the Pronto! channel you want to use for this Moving Device, and press INSERT.

5) Move to the Template column, press MODIFY to open the popup and select the Template corresponding to the device. Press MODIFY to close the popup.

If there is no Template, you can create one in the Template List.

6) Enter the Port (1-4) and press MODIFY. Normally Port 1 is outputs 1-512 and the first output connector. Outputs higher than 1024 are transmitted through the Ethernet port.

7) Enter the DMX Address (1- 3072) in the "Start At" column and press MODIFY.

8) If necessary, you can go on and invert or swap pan/tilt parameters for this light to get a "natural" control response of pan and tilt compared to other devices (many operators don't bother doing this, it's a matter of personal taste).

You are now ready to control this Moving Device. For a beginner the quickest way is to try the Device Mode. If you are used to moving lights your should check out the Moving Light Section.

Some hints about working with moving devices:

If you are new to the concept of moving lights these are some general hints that may be of help.

Basically you can just set a moving device where you want it using Device Mode or the Moving Lights Section and store it in Presets. You may want to check out the Record Attributes Mode.

If you are planning to tour, or reusing the same positions, you should probably start by recording Palettes for positions.

When you want to set all parameters in a device to "default - no colors or gobos, just a white beam" it's usually called the "Home" Position. These default values are specified (as default) in the Template of the device, or can be stored to the HOME ATTRIB key by setting the values, holding RECORD and pressing HOME ATTRIB.

NOTE: It can be a good idea to make the HOME position for moving heads a bit inclined to the front of stage instead of 50/50 (pan/tilt). This makes it easier to see a change in pan, than if the head is directed straight down.

It can speed up work if you record groups with all of each Device type. You don't need "odd" and "even" groups because of the much more versatile "Selects" function in the Selects Soft Key Page.

Remember that once you have stored Palettes you can assign them to Masters and store in Master Pages for quick access.

The Moving Lights Section

The Moving Lights section of the console is optimized for working with functions in moving devices, but the display and many of the functions are used for conventional lights as well.

The LCD Display

The LCD Display has two main sections.

1. The middle can be used to display different lists of Palettes, Dynamics, groups, Master Pages etc. You can scroll with the Jog Wheel and select with the SELECT key. DISP MODE is used in combination with other keys to load a list to this display (FOCUS, COLOR, BEAM, PALETTE, PLAYBACK, MASTER PAGE etc).

2. Under the middle there is a status line for different modes and the currently selected channel or group.

See The LCD Display...

The softkeys

There are three softkeys on each side, and the display shows what their function is. An arrow indicates that a mode is ON. An arrow "-->" indicates that the softkey selects a new Display.

See The LCD Display...

The Parameter wheels

There are four Parameter wheels with keys under the display. The content of these is displayed in the display. When a parameter wheel controls ranges that have been defined in the template of a moving device, the key will light. If you press the key you will get these ranges in the display. Scroll with the Wheel, and let go to select.

See Template Range Editor.

NOTE: First time after selecting a parameter page, you have to move the wheel slightly more before you take control over the parameter. This is to avoid unwanted changes due to vibrations.

The Jog wheel

The Jog wheel is mainly used to navigate in menus, Display Lists, or windows (if no Display List is open). When you navigate in Display lists you can activate the selected position with the SELECT key.

See The LCD Display...

NEXT - SELECT ALL - LAST

These three keys are very useful for focusing single devices in a group of lights. First the group is selected, then NEXT/LAST are used to step within that group (in the order they were selected originally). SELECT ALL is used to select the full group again, exiting Next/Last mode.

See Focusing Mode Next, Last & All.

FOCUS, COLOR & BEAM and U1-U3 Keys

All functions of a moving device are grouped into four groups of functions.

Intensity = is stored in Presets
Focus = Pan and tilt
Color = all color functions such as CMY, color wheels etc.
Beam = everything else

These parameter groups have keys for selecting these functions to the Wheels, storing Palettes etc. These are the FOCUS, COLOR and BEAM keys. Also, there are three USER definable keys (U1-U3) where you can mix any kinds of parameters (GOBO and COLOR for example).

The parameters of the FOCUS, COLOR & BEAM parameter pages for the wheels are created automatically depending on the devices that are selected. The parameters in the selected devices are automatically assigned to the parameter pages for each parameter type (FOCUS, COLOR & BEAM) separately.

When there are more parameters than will fit on one page, more pages are created, and you can step through the pages by pressing the FC or B keys. On the LCD display, there is a display that shows the type and page that is currently selected and the total number of available pages for this type (FOCUS, COLOR & BEAM).

If you switch between different parameter types, the last used sub-page is remembered and restored.

The U1-U3 are completely user definable. You can define three pages for each of them, that you can access directly from U1- U3. U1-U3 can be used together with HOME ATTRIBUTES, FETCH/UNDO and TIME/DELAY (similar to the FOCUS, COLOR & BEAM keys).

To define U1-U3:

1) Select one of the pages by pressing U1-U3.

2) Hold MODIFY and press a Wheel key for the corresponding page.

2) You will get an Editor with a popup where you can select a different parameter for each wheel in that page. Press U1-U3 repeatedly to toggle through the three pages in U1-U3 respectively.

See The Palette Types.

DISP MODE

This key is used to toggle a lot of functions for the displays. It is also used to step to the main Display menu. DISP MODE is used in combination with other keys to load a list to this display (FOCUS, COLOR, BEAM, PALETTE, PLAYBACK, MASTER PAGE etc).

See The DISP MODE key.

Device Mode

The Device mode is a direct access to 20 Moving Devices and 20 parameters from the Masters. The upper row of Masters controls intensity and selects or deselects Devices. The lower row of Masters control the Parameters of each Device. The Devices and parameters are displayed on the monitor, with the channel number, when Device mode is active. You can change these parameters in the Device Mode Pronto Setup.

NOTE: Device mode works only with the compressed Master Views.
NOTE: In the Pronto Plus you can control 60 Devices in Device Mode.

Insert/modify a new Device

[MODIFY] & [Master_Key]

NOTE: This only works when you are in Device Mode.

See Set Up A Moving Device.

Select/Deselect Devices

[Master_Key]

The parameters of the selected Device are displayed in the lower Masters (21-40), and in the LCD Moving Device section. When you move a fader, the parameter will jump to the value of that fader.

The device select keys (the Master keys) work similar to the normal channel functions. If you press a device select key, this is similar to pressing CH.

- To add devices, hold + and press a device select key.
- To subtract devices, hold - and press a device select key.
- To use a range, hold THRU and press a device select key.

Copy parameters from a Device to other Devices

1) Select the Devices to copy to.
2) Hold FETCH/UNDO and press the device key for the Device you want to copy from. If you want to copy just some of the parameters, use Mask to disable the unwanted parameters.

NOTE: Dynamics are not copied.

The DEVICE MODE PRONTO SETUP

In Device Mode the Master Keys 1-20 are direct keys for intensity, and for selecting a Moving Device. Master Keys 21-40 are parameter keys, with direct control of these parameters for the selected Devices. You can select different parameters for these keys easily:

Assign a different parameter

NOTE: You have to be in Device Mode to do this.

1) Hold MODIFY and press the Master key. You will get a window where you can select the current parameter.
2) Press MODIFY to get a popup of the parameters available for the currently selected device.
3) Select a different one and store by pressing MODIFY again

General Palettes (3.0)

General Palettes allow you to store palettes that can be used for any device of the same type. This means that you can add new Devices and the same Palette can be used for them as well. It also means that you only have to record a CMY mix (for example) for one device, and then you can use it for all of the same type.

Each Device or each Device Type

When you record a palette you get a popup whether you want to record for each device or for each device type. If you select "Device type", the highest selected channel of each type will be recorded. This means that by selecting different types at the same time, you can record general palettes for them all with one single operation.

Using 0 as a channel number in the Attribute editor for a palette signals that the palette entry should be applied to all devices of the type that is specified in the Template column.

General palettes can be combined with specific palettes. If you have a general palette and a channel specific palette, the channel specific will override the general one.

Record A Palette

You can store all or some attributes for a selection of channels in one of the four types of Palettes (All, Focus, Color or Beam). These Palettes can be used live, or recorded in Presets as playback references.

Record the next free Palette of any kind

[RECORD] & [FOCUS]

[RECORD] & [COLOR]

[RECORD] & [BEAM]

[RECORD] & [PALETTE]

A popup will suggest the next free Palette number and ask you to confirm. You can enter a name for the Palette directly. An overwrite warning is given if you try to record to an existing palette.

In a popup the name of the palette is displayed together with a question if you wish to record for "Each Device or Each Device Type".

When you re-record a preset or palette where attribute information already exist, you will get a choice of merging or replacing the existing attributes.

Record a specific All Palette

[1-999] [RECORD] & [PALETTE]

All Attributes for the selected channels are stored in the Palette.

Record a specific Masked (FOCUS, COLOR & BEAM) Palette

[1-999] [RECORD] & [FOCUS]

[1-999] [RECORD] & [COLOR]

[1-999] [RECORD] & [BEAM]

The corresponding group of Attributes (FOCUS, COLOR & BEAM) for the selected channels are stored in the selected Palette type.

Modify or Update A Palette (3.0)

You can modify a Palette by simply re-recording it, with the UPDATE PALETTE key, or by editing it in the Palette List.

Update all Palettes for changed devices

1) Edit the attributes for the Moving Devices you wish to change
2) Select the channels for these Moving Devices
3) Press UPDATE PALETTE in the Device Soft Key Page.

NOTE: Observe that all types of Palettes assigned to these channels that are changed, will be updated. Both F, C & B Palettes.

See The UPDATE PALETTE key
See Device Soft Key Page.

Modify a Palette by re- recording

1) Edit the attributes for the Moving Devices you wish to change
2) Select the channels for these Moving Devices
3) Enter the number of the Palette, hold RECORD and press PALETTE.

When you re-record a preset or palette where attribute information already exist, you will get a choice of merging or replacing the existing attributes.

Modify a Palette in the Palette Lists

1) Open the Palette List and select the Palette you wish to edit, using the arrow keys or mouse.

PALETTE = Opens All Palette List
MODIFY & FOCUS = Opens Focus Palette List
MODIFY & COLOR = Opens Color Palette List
MODIFY & BEAM = Opens Beam Palette List

2) Move the cursor to the Attr column and press MODIFY to open the Attribute Editor for that Palette
3) Change values for parameters and exit with ESC.

Focusing Mode (3.0)

There is a global focusing mode that is designed specifically for quickly focusing and updating palettes. It works together with the List section of the LCD Display. It is activated from the FOCUS MODE soft-key (Device Soft page).

Using Focus Mode

1) Select the DEVICE Soft Page.

2) Activate Focus Mode by pressing FOCUS MODE. "Focusing mode" is shown on the LCD Display when the mode is active. The Focus Palette list is automatically activated when you turn on Focusing Mode, but you can select a Palette list for any type of palette:

[DISP_MODE] & [COLOR]

[DISP_MODE] & [BEAM]

[DISP_MODE] & [PALETTE]

2) Select the Palette to focus from the display List with the Jog Wheel and press SELECT to activate it. The corresponding channels are selected and displayed in the Channel Display list as well. Also, the palette is activated and Highlight mode is turned on.

3) Step through the channels with NEXT/LAST (or using the Jog Wheel and SELECT) and make corrections.

4) After making changes, use the Update Palette softkey to record the changes. When you press Update Palette, you will automatically position the display on the next available palette.

Use A Palette Live

You can use Palettes to fetch positions and other parameters for attributes.

Use all values from a Palette

[1-999] [FOCUS]

[1-999] [COLOR]

[1-999] [BEAM]

[1-999] [PALETTE]

Activates attribute values from the specified Palette to the selected channels.

Palette Direct Mode

`Hold` [FOCUS]

`Hold` [COLOR]

`Hold` [BEAM]

`Hold` [PALETTE]

Activates Direct Mode for Palettes where pressing Master Keys fetches attributes for the selected parameter group (FOCUS, COLOR & BEAM) for the selected channels. Let go of the key to exit.

Toggle Palette Direct Mode

[VIEW] & [FOCUS]

[VIEW] & [COLOR]

[VIEW] & [BEAM]

[VIEW] & [PALETTE]

Activates Direct Mode for Palettes where pressing Master Keys fetches attributes for the selected parameter group (FOCUS, COLOR & BEAM) for the selected channels. Press VIEW to exit.

Load Palettes directly to Masters

[1-999] [FOCUS] & [Master_Key]

[1-999] [COLOR] & [Master_Key]

[1-999] [BEAM] & [Master_Key]

[1-999] [PALETTE] & [Master_Key]

The Palette is loaded to the Master and can be activated by pressing the Master Key. The Master fader will control the Palette with Rubberband (when the fader is moved, the values for the selected channels follow the fader). The Palettes can be stored in Master Pages.

NOTE: It is possible to assign a group temporarily to a Palette in a Master - to make sure the Master only controls the channels in that group. This is done in the Masters window (Playback menu). This group assignment is temporary, and not stored in the Master Pages.

See Load Palettes (with a group) to Masters.

NOTE: You cannot do this when Masters are in Device Mode.

Record Palettes/Attributes In Presets

There are three different Recording modes for recording attributes/palettes. You choose mode in the RECORD setup (Hold SETUP and press RECORD).

Record Attribute Mode: Selects how you want to have Attributes recorded:

1. Manual: Record manually.
2. Popup: When you record a preset, you will get a popup asking whether Attributes should be recorded. Only changed devices will be recorded. If there is no light in the device channel, you will have a special warning if you want to record these channels anyway.
3. Auto: Record automatically. Only changed devices will be recorded. If there is no light in the device channel, you will have a special warning if you want to record these channels anyway. Changed device channels are marked with a special color of the channel number.

See also Record Key.

Only "Changed" are recorded

Outputs are individually tagged as Changed. This means that only parameters that have changed are recorded. Home Attributes marks Devices as Changed as well. The changed device indication is only cleared when you move in PB1. Masked Parameters are never recorded.

See The Mask Key.

Record Palettes/attributes for selected channels

[RECORD] & [ATTRIBUTES]

Attributes and Palettes for all selected channels are recorded to the Preset in the A field of the Crossfading Playback (this is the default field). An "A" will appear at the end of this Sequence Step on the monitor.

NOTE: How attributes are recorded depends on the Record Attributes mode described earlier in this chapter, and in Record Key.

Record Palettes/attributes for selected channels to a specific Preset

[1-999.9] [RECORD] & [ATTRIBUTES]

Attributes and Palettes for all selected channels are recorded to the specified Preset.

Record only the selected Channels with all Attributes

You can record all Attributes and Dynamics for the selected channels (only) to a Preset.

See Record Selected Channels Only (3.0)

Change Palette/Attribute In Presets

To change a Palette, or attribute value in a Preset, open the Attribute Editor for that Preset:

Change a Palette in a Preset

1) Open the Attribute Editor for that Preset

[0.1-999.9] [PRESET] & [ATTRIBUTE]

2) Press MODIFY in the Parameter you wish to change, this will give a popup with all recorded Palettes. Choose one and press MODIFY.

Change an Attribute value in a Preset

1) Open the Attribute Editor for that Preset

[0.1-999.9] [PRESET] & [ATTRIBUTE]

2) Enter a value (0-100) , hold C/ALT and press MODIFY.

Delete Attributes in a Preset

1) Open the Preset List (press PRESET).

2) Select channels to delete attributes from.

3) Go to the Attribute column in the Preset editor and press DELETE.

Attribute Times

If no time is set, all devices in a Sequence Step will follow the Step In- time, but you can set an individual time for the FOCUS, COLOR & BEAM groups, or each parameter in each device as absolute times, or as a percentage of the In and Delay times of the Sequence Step. You can define default times for the FOCUS, COLOR & BEAM groups. All Attribute times are stored with the Preset. There is a default time that is used when you update the positions of attributes manually.

All times are set to the Preset in the A or B field depending on the setting of the parameter "Set Times To Field" in the Pronto Setup.

Percent or Absolute Times

To use Percent instead of normal times, enter a value with C/Alt & MODIFY instead of just MODIFY. In the Attribute setup, there is a new parameter "Time: Use % as default". If this parameter is set to "On", you will enter percent times with MODIFY and normal times with C/Alt & MODIFY.

Percent times with a value of 0 are shown as *** to indicate that they are not set. A *** time will inherit its time from its owner. Therefore, a *** time behaves just like a time of 100%.

In the Extended Playback View, the information for FCB times is only shown if there are any FCB, Device or Parameter times/delays set. When nothing is shown, the attributes are controlled directly by the In time and In delay time of the sequence step.

These are the different Times that can affect playback of a Moving Device.

- Devices follow the Crossfade In- time
- A default time and delay for each parameter group (FCB)
- A specific time and delay for all parameter groups (FC & B)
- A specific time and delay for each parameter group (FC or B)
- Individual times for each Device
- Individual times for each parameter
- A default update attribute time

Default Times

These are the Default Times that can be set for all Moving Devices.

Devices follow the Crossfade In- time

If no FOCUS, COLOR & BEAM group or individual parameter times are set, all Devices in a Preset will follow the In- time of the Sequence Step of that Preset.

Default time and delay for each parameter group (FOCUS, COLOR & BEAM)

The Default times/delays for the FOCUS, COLOR & BEAM groups are stored every time you record a new Preset with Attributes, and can be edited individually in each Preset later as well.

1) Hold SETUP & ATTRIBUTE to open the Attribute settings window.
2) Step to F-Del and F-Time boxes and enter default Delay and Times.

Default update attribute time

HOME ATTRIBUTES and UPDATE PLAYBACK functions use the Default Attribute Time. It is set up in the Attribute Settings window (Hold SETUP and press ATTRIBUTE).

1) Select the column Default Attribute Time.
2) Enter a time 0.1s-49:59min (0.1-4959) and press MODIFY.

Specific Attribute Times

The methods for setting times to attributes has been cleaned up to provide a clear and logical way to set times at the different levels (times for Preset, FCB, Device and single parameters respectively):

Set FC & B times

[.1-4999] [TIME] & [ATTRIBUTES]

[.1-4999] [DELAY] & [ATTRIBUTES]

Sets a common time for all attributes by setting the FCB times in the Preset to the same value.

Set F or C or B times

[.1-4999] [TIME] & [FOCUS] or [COLOR] or [BEAM]

[.1-4999] [DELAY] & [FOCUS] or [COLOR] or [BEAM]

Sets a value to F, C or B in the Preset or to all parameters of a specific type. A popup is presented where you can select between "Preset FCB" or "Individual Times". If you select individual times, you will set times to the selected channels only. If no channels are selected, you will set times to all channels in the preset.

These times are shown in the Extended Sequence view. They can be viewed and edited in the Preset List as well.

See Preset List.

Set Device times

[.1-4999] [TIME] & [DEVICE]

[.1-4999] [DELAY] & [DEVICE]

Sets a value to the device time for the selected channels. If no channels are selected, you will set times to all channels in the preset.

Set Parameter times

[.1-4999] [TIME] & [Wheel_key/Parameter_key]

[.1-4999] [DELAY] & [Wheel_key/Parameter_key]

Sets a value to the parameter time for the selected channels. If no channels are selected, you will set times to all channels in the preset.

These times are shown in the Attribute Time Editor. They are indicated with a "*" after the FOCUS, COLOR & BEAM-times/delays in the Extended Sequence Playback view.

See Attribute Time Editor.

Playback Of Moving Device Presets

Moving Device Attributes and Palettes are stored in Presets, and each parameter can have an individual Time. When a Preset is played back from a Crossfade Playback, the times are started when the fade is started. When a Preset is played back from a Master, the times are started when the Master is faded from 0%, or when the Master is Flashed.

Playing back a Preset with Attributes

When a Preset with Attributes is played back in any of these ways the Attributes will be activated:

- The Preset is faded in on a Crossfade Playback in a Sequence or with GOTO
- A Master with the Preset is faded up
- A Master with the Preset is Flashed

NOTE: When you are playing back Presets with Moving Devices you should know a little about LTP (Latest Takes Precedence), since this is how Moving Device Attributes are handled. Latest Takes Precedence (LTP) means that a Moving Device parameter always will remain on the last set value, until a new value is set in some way (from a Preset in a Master or Crossfade Playback, or directly).

NOTE: Dynamic Effects for all parameters (except intensity) will continue running, once started, until the parameters are "stopped" by a Dynamic Effect STOP table.

Direct Mode for Palettes

You can activate a Direct Mode for Palettes, or masked Palettes (FOCUS, COLOR or BEAM) in which you will have direct access to the first 40 of each kind in the Master Keys, and the name is displayed in the Master Fields on the screen.

Palette Direct Mode

`Hold` [PALETTE] `or` [FOCUS] `or` [COLOR] `or` [BEAM]

Activates Direct Mode for Palettes where pressing Master Keys fetches attributes for the selected parameter group (FOCUS, COLOR & BEAM) for the selected channels. Let go of the key to exit.

Toggle Palette Direct Mode

[VIEW] `&` [PALETTE] `or` [FOCUS] `or` [COLOR] `or` [BEAM]

Activates Direct Mode for Palettes where pressing Master Keys fetches attributes for the selected parameter group (FOCUS, COLOR & BEAM) for the selected channels. Press VIEW to exit.

Focusing Mode NEXT/LAST & ALL

You can activate a Focusing Mode for any channel selection, group or Preset. In this mode the NEXT and LAST keys can be used to step through the channels in the group in the exact order they were selected. Intensity and moving Device controls are mapped to the currently selected channel within the group. Control of the whole group is regained by pressing SELECT ALL between these keys.

This is a useful function for focusing conventional and moving lights. A focusing group can be selected, and each device can be focused in the order you have specified.

When you focus a channel with NEXT/LAST, it will be shown with number and name in the Information area (middle) of the LCD Display.

See also Focusing Mode.

Example 1: Using a channel selection

1) Select the channels in a specific order:

[3] [CH] [1] [+] [2] [+] [4] [+]

2) Press NEXT, this will mark channel 3, the first one you selected. You can control the intensity and eventual Moving Device parameters of this channel now.

3) Press NEXT again. This will mark channel 1, the next selected channel etc.

4) Press LAST. This will mark channel 3.

5) Press SELECT ALL. You will now control all channels as usual.

NOTE: When you make a Record of Attributes while in Next/Last mode, all channels in the selection will be stored.

Example 2: Using a group

1) Select a previously stored group

[900-999] [CH]

2) Follow the principals of Example 1

Example 3: Using a Preset

1) Select the channels of a previously stored Preset

[0.1-999.9] [PRESET] & [CH]

2) Follow the principals of Example 1

The Fader Parameters window

This is the Fader Parameter window, which is where you can edit which parameters are mapped to the Master keys in Device mode.

Holding MODIFY and pressing Master Keys 21-40 in Device Mode can only open this window.

Move around with arrow keys or mouse.

These are the parameters in the Fader Parameter window:

Fader

This is the number of the fader, and cannot be changed.

Parameter

This is the parameter assigned to that fader. You can change this by pressing MODIFY, selecting a different parameter from the popup, and pressing MODIFY again to confirm this.

NOTE: You cannot use the Intensity parameter for this.

The Wheel Parameters window

This is the Wheel Parameter window, which is where you can edit which parameters are mapped to the Wheel keys in the user banks of parameters: U1-3.

This window can only be opened by holding MODIFY and pressing the Wheel Keys.

Move around with arrow keys or mouse.

These are the parameters in the Wheel Parameter window:

Fader

This is the number of the Wheel, and cannot be changed.

Parameter

This is the parameter assigned to that Wheel in the selected User Bank (U1-3). You can change this by pressing MODIFY, selecting a different parameter from the popup, and pressing MODIFY again to confirm this.

The Mask Function

There is a Mask function that allows you to Mask groups of parameters (FC & B), or individual parameters (such as color wheel 1 for example). This Mask is active during recording, as well as playback of anything involving Attributes. For example Presets, Palettes and Dynamics. The Mask is a very useful tool when you are working with moving lights.

When you record Attributes to a Preset with a MASK enabled, the masked values will NOT be recorded.

The Mask is shown in the LCD display of the console, and in the title bar of the Device Mode on the monitor, when active.

See The MASK Key

The Highlight Function

Highlight mode is used to quickly identify and focus a conventional or moving light. It is a mode that is activated by the soft key HIGHLIGHT, in the Device Soft Key Page (console LCD display), or by holding OUTPUT and pressing ATTRIBUTE. Highlight mode is indicated on the display of the console as "Highlight". There is also an arrow in the soft key display when the mode is active. Channels that are highlighted will indicate "Hi" under the channel level when they are selected in a Channel View.

The Highlight function will set all parameters of a moving light temporarily to the Highlight value that is defined in the Template for that moving light. Usually this highlight value will set all parameters, except pan and tilt, in the moving light to "home" (open white beam). Highlight is often used in combination with NEXT/LAST mode.

See also Highlight For Conventional Lights.

Activate Highlight

[OUTPUT] & [ATTRIBUTE]

OR press the softkey HIGHLIGHT in the Selects Soft Key Page, and the Device Soft Key Page.

Highlight together with NEXT/LAST

The NEXT and LAST functions will move the highlight value within the selection of lights that you are working with. This makes it very easy to focus a group of moving lights:

1. Select the group

2. Move to the first light within the selection by pressing NEXT.

3.Activate Highlight (this is done by pressing the soft key HIGHLIGHT, or holding OUTPUT & ATTRIBUTE). The selected light will be set to the Highlight values. When you press NEXT again you will move the highlight values to the next light.

4. Repeat until done.

5. Exit Highlight mode, by pressing the soft key HIGHLIGHT, or holding OUTPUT & ATTRIBUTE.

Edit Highlight values in a template

The parameter values used by the Highlight function are specified individually for each type of moving light, in the template of that light.

See The Template Editor

Fan Attributes

If you hold the C/ALT key and turn a parameter wheel, you will fan (spread) the parameter values of the currently selected channels evenly around the middle channel.

This function is very useful when you want to alter a lot of values symmetrically. For example, if you select a group of moving lights and fan CYAN, you will have even distribution of CYAN with most at one end and none at the other end.

NOTE: Fan can be used for any parameter, such as pan, tilt, intensity etc. Just hold C/ALT and move the wheel for that parameter.

More Fan shapes (3.0)

It is possible to select between four different Fan Shapes by pressing SETUP & C.

This presents a popup with choices:

Linear
S = S shaped
V = V shaped
U = U shaped

Fan Starting Point (3.0)

If you focus a channel within the channel selection (with NEXT/LAST) this channel will be used as the center point for the Fan function. This means that you can select around which channel the Fanning will operate.

Fetch Attributes from Presets

You can fetch attributes for selected devices from any Preset. This is a quick way to copy information that has already been stored.

NOTE: You can Fetch intensities as well with FETCH/UNDO.
See Copy Intensities from a Preset.

Fetch Attributes for FOCUS, COLOR & BEAM

1) Select the devices

2) Enter the number of the Preset to fetch from

3) Hold FETCH/UNDO press FOCUS, COLOR or BEAM to fetch those positions for the selected channels from preset #.

Fetch Attributes for specific parameters

1) Select the devices

2) Enter the number of the Preset to fetch from

3) Hold FETCH/UNDO press the wheel or Device Mode parameter keys to fetch those positions for the selected channels from preset #.

Select Channels Using A Palette

You can Select all channels that are currently using a specific Palette (not General Palettes however, since they do not have any channels assigned to them). This is done with the Direct Keys for the Palettes. Holding VIEW and pressing the Palette key (PALETTE, FOCUS, COLOR, and BEAM) accesses direct Keys (in the Masters)

Select all channels using a certain Palette

1) Enter Direct Mode for that Palette (hold VIEW and press the Palette key (PALETTE, FOCUS, COLOR, and BEAM).

2) Hold CH and press the Direct Select (Master) key for the Palette

Select all channels with a level using a certain Palette

1) Enter Direct Mode for that Palette (hold VIEW and press the Palette key (PALETTE, FOCUS, COLOR, and BEAM).

2) Hold ALL and press the Direct Select (Master) key for the Palette

Copy parameters from a Device

There are two ways of copying parameters from one Device to another. Using the ALIGN function, or using the FETCH key in Device mode.

The ALIGN Key

This key is used to copy attributes from one Device to another. There is no standard location for this key, but you can easily assign it as content to a Master key in the Type column of the Masters editor (Hold the Master Key for 2 seconds).

1) First, select the channels that should be involved. If you have a focused channel (using NEXT/LAST), it will be the base for the alignment. Otherwise, the first selected Channel will be used, the rest as destination.

2) Hold down the ALIGN key and press on the wheel key for the parameter that you want to copy. You can also use ALIGN together with the Parameter keys in Device Mode. ALIGN & FCB or C/ALT & FCB: Is used to Align all parameters of the corresponding type.

Setting up the ALIGN Key in a Master

1) Hold the Master Key for 2 seconds to open the Master Editor.
2) Press MODIFY in the TYPE column, select KEY and press MODIFY.
3) Press MODIFY in the NUMBER column, select ALIGN and press MODIFY.

The Key can be stored in a Master Page, and will function as this key from now on until the Master Page is changed, or you clear it from the Master in the Master Editor.

Copy In Device Mode

In Device Mode you can copy parameters from any device to any selection of devices that share the same parameters.

1) Select the Devices to copy to.
2) Hold FETCH/UNDO and press the device key for the Device you want to copy from. If you want to copy just some of the parameters, use Mask to disable the unwanted parameters.

See Device Mode.

The Device Soft Key Page

In the console there is a Device Soft Key Page with functions for selecting different functions for the selected devices. It also provides submenus for several device-related Display modes.

The Device Soft Key Page is selected with the soft key DEVICE in the LCD Display. This softkey is in the main display menu, which appears when you press DISP MODE key, next to the LCD Display.

These are the functions available in the Device Soft Key Page:

Home Attributes (softkey)

This softkey will set the attributes of all selected devices to their Home position.

See HOME ATTRIBUTES.

Update Palette (softkey)

When a device is set to a Palette it "knows" it is set to that Palette. This is useful if you want to update the palette a device is currently set to. Simply change the attributes of that device and press the UPDATE PALETTE softkey.

See UPDATE PALETTE key

Focus Mode (softkey)

When Focusing Mode is activated, you can quickly focus and update Focus Palettes. This mode can be toggled from the Playback Menu as well.

See Focusing Mode.

Control (submenu)

Selects the Control Soft Key Page.

Select (submenu)

Selects the Selects Soft Key Page.

Highlight (softkey)

This key activates the Highlight mode for the selected devices. Pan and Tilt will not be affected but all other parameters will go to the Highlight value defined in the Templates.

If you press NEXT and LAST in Highlight mode, all selected devices will return to their values except the ones selected with NEXT/LAST. This makes focusing of several devices much easier.

Press Highlight again to exit this mode. Highlight is indicated in the display with an arrow next to the name of the key.

See The Highlight Function.

The Selects Soft Key Page

In the console there is a special Selects Soft Key Page with functions for selecting different groups of channels. From this display you can select every second, third, fifth (etc) channel without having to create "odd" or "even" groups.

This page is selected from the Device Soft Key Page by pressing the softkey SELECTS. The Device Soft Key Page is selected with the soft key DEVICE in the LCD Display. This softkey is in the main display menu, which appears when you press DISP MODE key, next to the LCD Display.

These are the functions available in the Selects Soft Key Page:

2:nd (softkey)

Press this key to select every 2:nd of the selected channels. The channels will be selected in relation to the order in which they were selected. Use NEXT and LAST to step around. <Sel> is indicated on the display. SELECT ALL leaves this mode.

Example: Select every 2nd channel out of 12 channels

1) Select channels 1-12.

2) Press "2:nd".

Now every second channel is selected.

3:rd (softkey)

Press this key to select every 3:rd of the selected channels. The channels will be selected in relation to the order in which they were selected. Use NEXT and LAST to step around. <Sel> is indicated on the display. SELECT ALL leaves this mode.

Example: Select every 3rd channel out of 12 channels

1) Select channels 1-12.

2) Press "3:rd".

Now every third channel is selected.

N:th (softkey)

This is a completely variable selection key. Enter the number you wish and press this key to select every N:th of the selected channels. The channels will be selected in relation to the order in which they were selected. Use NEXT and LAST to step around. <Sel> is indicated on the display. SELECT ALL leaves this mode.

The default value is 4, which gives every fourth channel. If pressed without a number, it will use the last used number.

Example: Select every 6th channel out of 24 channels

1) Select channels 1-24.

2) Enter 6 and press "N:th".

Now every sixth channel is selected.

Select Changed (softkey)

This key will select all device channels that have been changed manually since the current Preset was loaded to the A field.

Random (softkey)

This key will generate a completely random selection of channels within the current channel selection. It can be used in combination with the other selection keys as well to select (for example) every fourth channel randomly. The channels will be selected in relation to the order in which they were selected.

Make a random Selection

1) Select channels to make a random selection from.

2) Hold RANDOM and press either of these combinations:

RANDOM gives a random selection order
RANDOM & SELECT 2nd gives two random sets.
RANDOM & SELECT 3rd gives three random sets.
RANDOM & SELECT Nth gives between 2 and 12 random sets.
RANDOM & SELECT Nth gives the number of random sets that was specified with
the last SELECT Nth command.

Use NEXT and LAST to step between the different random sets. Press SELECT ALL to go back to normal mode. Random mode is indicated on the display with <Rnd>.

It is also possible to specify 1 as the number of sets. In this special case, only one random set is created. You can use this to create a random order within the current selection.

Highlight (softkey)

This key activates the Highlight mode for the selected devices. Pan and Tilt will not be affected but all other parameters will go to the Highlight value defined in the Templates.

If you press NEXT and LAST in Highlight mode, all selected devices will return to their values except the ones selected with NEXT/LAST. This makes focusing of several devices much easier.

Press Highlight again to exit this mode. Highlight is indicated in the display with an arrow next to the name of the key.

See The Highlight Function.

The Control Soft Key Page

In the console there is a Control Soft Key Page with functions for controlling devices where you can trig lamp ON/OFF by DMX (which is defined in the template of that device).

This page is selected from the Device Soft Key Page. The Device Soft Key Page is selected with the soft key DEVICE in the LCD Display. This softkey is in the main display menu, which appears when you press DISP MODE key, next to the LCD Display.

These are the functions available in the Control Soft Key Page:

Enable (softkey)

This key has to be pressed together with Lamp On/Off/Reset to activate them (as a safety measure).

Lamp On (softkey)

This key has to be pressed together with Enable to activate Lamp On for devices that allow such control via DMX, and have it defined in the template.

All these functions search the Ranges in the corresponding Template for the names (lamp on, lamp off, reset). If it is found, the corresponding value is activated.

Lamp Off (softkey)

This key has to be pressed together with Enable to activate Lamp Off for devices that allow such control via DMX, and have it defined in the template.

All these functions search the Ranges in the corresponding Template for the names (lamp on, lamp off, reset). If it is found, the corresponding value is activated.

Reset (softkey)

This key has to be pressed together with Enable to activate Lamp Reset for devices that allow such control via DMX, and have it defined in the template.

All these functions search the Ranges in the corresponding Template for the names (lamp on, lamp off, reset). If it is found, the corresponding value is activated.

The Palette Wizard (3.0)

If you press WIZARD in a Palette List, you will open a Wizard that helps you automatically create Palette entries for scrollers, or any other kind of parameter. For example, if you have a scroller with 12 frames, you can create 12 color palettes for these frames.

1) Select the channels that should be included in the created Palettes.
2) Specify the number of frames to create.
3) Select the number of the first palette to use.
4) Press MODIFY to open the Parameter popup.
5) Select the parameter you wish to use, for example Color.
6) Press Execute to create the palettes automatically.

Select Channels in Palette (3.0)

You can select the channels that are recorded in a Palette, or the channels that have a level on stage that are in a Palette.

Select channels in a Palette

Enter the number of the Palette, hold CH and press PALETTE

[1-999] [CH] & [PALETTE]

[1-999] [CH] & [FOCUS]

[1-999] [CH] & [COLOR]

[1-999] [CH] & [BEAM]

Select channel in a Palette, with a level on stage

Enter the number of the Palette, hold ALL and press PALETTE

[1-999] [ALL] & [PALETTE]

[1-999] [ALL] & [FOCUS]

[1-999] [ALL] & [COLOR]

[1-999] [ALL] & [BEAM]

Attributes Follow Fader (3.0)

Attributes will follow the manual movement of the masters or crossfaders when you start fading in a Preset or Palette with Attributes. Snap parameters are handled as well. With crossfaders attributes follow the faders also if you return back to the starting position in the middle of a fade. With Masters the default behaviour is that they follow the fader up, but not down. This can be changed in the Pronto Setup (Pronto! Menu).

Masters

When a master leaves its 0% position, the corresponding attribute parameters will be “stolen” by the master. When the master is faded manually, the Master time will not be used. Attributes will follow the fader manually. When an automatic fade in a master is done, attributes will follow the master time.

If another master with overlapping attribute parameters is activated, (leaving 0%), it will take control of the corresponding attributes. To re-gain control, a master has to be moved back down to 0% and up again.

In the Pronto setup there is a parameter "Rubberband: Return on fade down" to select the default behavior of the rubberband function when you move the Master back down:

- If set to "On", moving a fader down will fade back attributes to the previous values.
- If set to "Off", moving a fader down does nothing with attributes.

By holding the C/Alt key pressed while you move down, you can temporarily reverse this setting. This way you can select if you want the rubberband behavior or not when you move the master back.

NOTE: Masters fade into palette positions using the same philosophy as a normal master with attributes on.

Crossfaders

When a manual crossfade is made, the attribute positions will follow the B fader. If the fader is moved slower than the time assigned to the attributes, the fader has control. If the fader is moved faster than the assigned time, the time will take control to make a smooth movement.

Mouse Pan & Tilt mode (3.0)

The Mouse or Trackball (Microsoft Compatible) can be used to control Pan & Tilt as well as the normal mouse functionality. Hold C/Alt and press the right mouse button to toggle Pan/Tilt-mode on/off.

TEMPLATES (3.0)

In this system, the description of the different DMX functions in a moving device is called a Template. The Template maps the functions of a Moving Device to the moving light controls of the Pronto! This chapter is about creating and editing Templates.

These are the functions described:

Introduction to Templates

A moving light can have 255 (1- 256) control channels depending on what functions it offers. A Template is a table that maps these parameters to a channel, and the moving device functions of the Pronto! Normally templates are imported directly from the Device List, when a moving device is being set up. Once it is imported it will appear in the Template List, which is where you can edit it. It is saved with the rest of the Play.

Among the special features of Templates in Pronto are:

- You can change a Template during a show and all similar parameters will continue functioning.
- You can create table ranges to control modes in devices such as the Xsport from High End.
- You can make a color mix follow intensity to dim mixing devices such as the Nesys Quadra.
- You can trim the 16bit resolution to finetune control of 16bit parameters.
- There is an extensive scroller handling with roll libraries and individual calibration per unit.
- You can assign any device parameter to a Master and store in a Master Page.

Templates for most known Moving Devices are supplied with each update of the software, and you can download them as a file (Templates.def) from www.prontoconsole.com as well.

You can create, and edit existing Templates live in the Template Editor.

The Template List

This is the Template List (Pronto! menu), which is where you can view, create and edit Templates for Moving Devices. A Template is a specification that maps the functions of a moving device to the moving light controls of the Pronto!

Normally templates are imported directly to the Channel Setup or the Device List, when a moving device is being set up. Once it is imported it will appear in the Template List, which is where you can edit it. It is saved with the rest of the Play.

NOTE: Templates, Template Parameter Definitions and Dynamic Templates are stored in three different ASCII files in DOS, with the extensions ".DEF" that states that they are DEFAULT files. The Dynamics.DEF is loaded automatically when a New play is loaded (File menu). The Templates can be imported directly to a Device List using the Import Wizard (File menu). These files can be viewed and edited in a DOS text editor (like "edit" for example). The files are "templates.def", "paramdef.def", and "dynamics.def".

The "Templates" window can only be opened from the Pronto! menu.

Move around with arrow keys or mouse.

These are the parameters in the "Templates" window:

Template

These are all Templates listed in numerical order. To edit a Template press MODIFY in this column. This will open the Template Editor window.

Text

This is the Text label that you can give to each Template. Press MODIFY, enter a text and press MODIFY again to store.

Parameters (Param)

This is just an indication of how many Moving Device parameters the Template will affect. To edit a Template press MODIFY in this column. This will open the Template Editor window.

Time Stamp

The Time Stamp is set in the standard library and cannot be modified. It shows when this template was released.

Comment

The Comment field can be used to add some additional information about the Template. Press MODIFY to open the text editor.

The Template Editor

This is the Template Editor window, which is where you can edit and create Templates for Moving Devices. A Template is a specification that maps the functions of a moving device to the moving light controls of the Pronto!

NOTE: A Template is assigned to a channel of the Pronto in the Device List. This channel number has nothing to do with the channels controlling the moving device, it is only a "handle" for accessing the device. If you are using a device with a conventional dimmer (a VL5 for example) you simply assign the template to the channel controlling that dimmer.

NOTE: Templates, Template Parameter Definitions and Dynamic Templates are stored in three different ASCII files in DOS, with the extensions ".DEF" that states that they are DEFAULT files. The Dynamics.DEF is loaded automatically when a New play is loaded (File menu). The Templates can be imported directly to a Device List using the Import Wizard (File menu). These files can be viewed and edited in a DOS text editor (like "edit" for example). The files are "templates.def", "paramdef.def", and "dynamics.def".

There is only one way of opening this window:

- From the Template List (Pronto! menu) pressing MODIFY in the first column.

Move around with arrow keys or mouse.

These are the parameters in the Template Editor window:

Parameter

These are the different parameters of the Moving Devices. Press MODIFY to get a popup with all available parameters. The order of the parameters is sorted in alphabetical order within each type (FOCUS, COLOR & BEAM).

NOTE: These parameters are located in a file called paramdef.def that is accessible only in DOS. It is possible to edit and add new definitions in this file. Changing this file is completely at your own responsibility. Contact your AVAB dealer for more information if necessary.

DMX

This is the offset within the Template for each parameter. It starts counting from 1. This is set 1- 256.

NOTE: Observe that you have to increment the offset of a parameter by 2, if the previous parameter is set to 16 bit resolution (ParamType).

Type

This is where you can select if a parameter is using 8-bit resolution (LTP8) or 16bit resolution (LTP16). Normally this only applies to pan and tilt parameters. Intensity is usually set to HTP8.

NOTE: Observe that you have to increment the offset of a parameter by 2, if the previous parameter is set to 16-bit resolution (ParamType).

NOTE: Pan/Tilt and other parameters that are set in the template to 16 bit resolution will produce high resolution when a Parameter Wheel is moved slowly, and low resolution when a Parameter Wheel is moved fast.

Default

This is the value that will be used for "home" unless a "Palette 0" is stored. The range of valid values is 0- 255. For 16-bit parameters, this will be used for the highest 8-bits.

Highlight

The Highlight value is used by the Highlight mode function. Set a value 0- 255 and this will be used when Highlight is active. Pan and Tilt are never affected by Highlight (even if you enter a value).

See The Highlight Function

Snap

When this parameter is "On" this parameter will snap directly to new values. When Snap is "Off" this parameter will fade.

Invert

This flag allows you to invert the output value of any parameter. This is often used for example for CMY when they have to be set to full to get "white" light.

Ranges

This is where you can define ranges, subranges and positions (for colors, gobos etc). This is done by opening the Template Range Editor window (press MODIFY in this column).

Tables

This is where you can define Table Ranges for parameters that function differently depending on a mode set by a different parameter, for example a Color Function wheel can set modes for Table Ranges in a Color Wheel.

Low DMX

It is possible to define templates for devices where the high and low part of a 16-bit parameter aren't directly after each other. In this column you can specify the offset for the low part of the parameter.

Fine Step

This is the a parameter that specifies the minimum step used for the fine part of an 16-bit parameter. This is to be able to handle for example the Catalyst projector that requires full 16- bit resolution (= 1 step). The default value for this parameter is 4 which has been used internally all the time.

Fade With Int (intensity)

If turned on, the parameter will be scaled through the intensity channel of the device. This is useful for controlling a softlight with color mix, so you can mix a color and fade the intensity of the result.

The Template Range Editor

This is the Template Range Editor window, which is where you can edit and define ranges, subranges and positions (for colors, gobos etc) in Templates. A Template is a specification that maps the functions of a moving device to the moving light controls of the Pronto!

Wheel keys: For parameters with defined ranges, the LED in the corresponding wheel key will light. Pressing the Wheel key displays a list of the defined ranges on the LCD display. Use the wheel to select the desired range and release the Wheel key. For parameters without defined ranges, the wheel key can be used in two different ways:

- Without a number: Toggles between min and max values.
- With a number: Enter a number between 0 and 100 as value for the parameter.

The Template Range Editor can only be opened from a Template Editor, by pressing MODIFY in the Range column.. A Template Editor is opened from the Template List in the (Pronto! menu) by pressing MODIFY in the "Param" column.

Move around with arrow keys or mouse.

These are the parameters in the Template Range Editor:

You can enter Min and Max values in bits (0-255) or percent (0-100%).

Min

This is the start value (0-255) for a subrange or position (start=stop). Use INSERT to create a new range, and DELETE to remove an existing one. Enter a value and press MODIFY. If you enter the same value for Min and Max, it will be treated like a position (for a color or gobo for example). You can enter the Min value as percent in the Min% column as well.

NOTE: Values between positions (start=stop) cannot be set with the wheel, unless they are specified as subranges.

Max

This is the end value (0-255) for a subrange or position (start=stop). Use INSERT to create a new range, and DELETE to remove an existing one. Enter a value and press MODIFY. If you enter the same value for Min and Max, it will be treated like a position (for a color or gobo for example). You can enter the Max value as percent in the Max% column as well.

NOTE: Values between positions (start=stop) cannot be set with the wheel, unless they are specified as subranges.

Min%

You can enter the Min value as percent in this column as well.

Max%

You can enter the Max value as percent in this column as well.

Text

This is a text label you can give to a range, subrange or position. This name will be displayed in all popups for attributes for this device, and in the LCD screen of the console.

Center

When this flag is On, selecting a range will set the output value in the middle of the given range. Parameter values are displayed relative to this center position with +/- steps.

This can be used for Color wheel positions, or scroller frames. It's also useful for speed, rotation or index parameters for wheels, which have a stop position in the middle.

Template Range Wizard

If you press WIZARD when the Template Range Editor is open, you will open the Template Range Wizard. This is useful for entering a number of evenly spread ranges, for example frames between 0-255. This makes it easier to create positions for a scroller, or a gobo/color wheel.

1) Make sure the Template Range Editor is open (press MODIFY in the range column of the Template Editor, which is opened by pressing MODIFY in the Param column of the Template List (Pronto menu).

2) Press WIZARD.

3) Enter the number of ranges you wish to create and press MODIFY.

4) Toggle CENTERED on/off with MODIFY.

See CENTER.

5) Snap Positions ON means you want fixed positions (Start = Stop). OFF means you will get or continuous ranges.

6) Select EXECUTE and press MODIFY. You will get a choice to delete any previously existing ranges first.

Create/Edit A Template

1) Open the Template List from the Pronto! menu.
2) Press INSERT to select a new Template (you might want to scroll to the end of the list before doing this). Enter a name in the text column (press MODIFY to activate and MODIFY to store) if you want to now, or you can do it later.
3) Press MODIFY in the first column. This will open the Template Editor, which will be empty.
4) Use INSERT to create as many steps as the Moving Device has control channels.
5) Edit the columns for each step to suit the Moving Device.

See Template Editor.

NOTE: The Templates are saved to disk with the Play in ASCII format. A simple Template for a Pin Scan (only pan/tilt and intensity) looks like this in ASCII format:

```
$TEMPLATE Pin Scan

$$PARAMETER 0 0 0 Intensity
$$OFFSET 0
$$DEFAULT 0
$$HIGHLIGHT 133
$$TABLE 140 244 1 strobe
$$TABLE 255 255 0 open

$$PARAMETER 1 2 0 Pan
$$OFFSET 1
$$DEFAULT 128
$$HIGHLIGHT 128
$$RANGE 0 255 1

$$PARAMETER 2 2 0 Tilt
$$OFFSET 2
$$DEFAULT 128
$$HIGHLIGHT 128
$$RANGE 0 255 1
```

Show Range Positions in Channel Views (3.0)

Color numbers for Scrollers will always be shown beside the channel level in the Channel Views. You can activate this display for any parameter by holding VIEW and press the wheel key for the desired parameter.

Example: Show Gobo Positions

Hold VIEW and press GOBO 1 for a device. You will now see the currently selected gobo number for all devices.

NOTE: If no ranges are defined for the specificed parameter, nothing happens.

NOTE: Scroller positions and Parameter positions are shown with different colors to distinguish between them.

Range Tables For Modes (3.0)

Range Tables allow you to create proper templates for multiple mode devices such as, for example the High End X-spot.

Basically you create several sets of ranges (=Range Tables) for a parameter. The table that will be used in every moment depends on the level of another parameter. In the HighEnd Xspot there are Mode parameters (color mode) that affect the function of another parameter (color wheel). When a mode is set by selecting a Table on one function, the corresponding Table Range will be assigned to the other parameter. If you have both Range Tables and Ranges defined for a parameter, the Range Table will be used if there is a corresponding range, otherwise the normal Ranges will be used.

Define a Range Table

First create the ranges for the different "modes" in the mode parameter. Then create Range Tables for these modes in the function parameter. The ranges are created normally, this is a description of how to create the Range Tables:

1) Press MODIFY in the "Tables" column of the Template Editor. This opens the Range Table Editor, plus a Wizard where you select the parameter you wish to create modes for.

2) Select a parameter with the popup (MODIFY) and select EXECUTE. When you select Execute, one Range Table will be created for each range of the selected parameter.

3) Use INSERT to create Range Tables. You will have the following options:

Parameter = Selects the "mode" parameter that activates this Range Table.
Range = Selects the range position in the "mode" parameter that activates this Range Table.
Ranges = This are the Ranges that will be activated when the "mode" parameter is set to the defined range position.

Press MODIFY in the "Ranges" column to open the Range Editor for the selected table. This editor works more or less like the normal Range Editor with the Range Wizard etc.

NOTE: When you make INSERT for additional Range Tables, the parameter will be copied from the first defined Range Table.

4) Use DELETE to delete Range Tables.

NOTE: You can enter a number and press the wheel keys to enter a specific range also for parameters with Range Tables.

The Parameter Definitions Editor (3.0)

There is a Parameter Definition Editor that allows you to create new parameters (up to 250 if necessary), or change the name or Parameter Group of existing parameters (so that Focus can belong to Color for example). The changes are valid for and stored with the current Play. If a Template is loaded or imported which includes parameter names that are not included in the current play, the missing names are added at the end of the Parameter Definitions list.

The Parameter Definitions Editor is opened from the Pronto Menu.

These are the functions in the Parameter Definitions Editor:

INSERT inserts new parameters at the end of the list to avoid affecting existing templates.
DELETE is currently not possible since this would affect the templates.

You can use Aux1 and Aux2 as two additional groups, to define additional parameters that don't fit logically in the FCB structure.

Parameter

This is the internal number of the Parameter. It is assigned automatically and cannot be edited.

Name

This is the name of the Parameter. You can assign any name you like, but remember that the name is used for finding the parameter, so changing an existing name could alter the complete functionality of all Templates.

Group

This is the Parameter Group of the Parameter. The Group decides whish Palette and function group the parameter will belong to. You can choose between the following Groups:

INT = Intensity
FOCUS = Focus
COLOR = Color
BEAM = Beam
AUX1 = Used for control and system parameters you never want to record.
AUX2 = Used for control and system parameters you never want to record.

Setting Up 16-bit Control (3.0)

You can set up the functionality of 16-bit parameters in two different ways in the Attribute Setup.Hold SETUP & press ATTRIBUTE to open this setup.

You can set the functionality of "Course/Fine 16 bit control" in this Setup.

When this parameter is ON, the wheel controls the Course part of the16- bit value. If you hold the wheel key down and move the wheel, you will control the Fine part of the 16-bit value. If this parameter is turned OFF (default), the wheel will control Course when moved fast, and Fine when moved slowly.

NOTE: This influences how values are controlled from the Radio or IR remote controls.

NOTE: You can define the minimum step of the fine bit in the Template, in the column FineStep. True 16 bit control, which very few Devices use (Catalyst is one) require this value to be set to 1 (default = 4).

See Template Editor.

Direct Color And Gobo Access (3.0)

You can enter the color or position number and press on the Wheel key for that parameter. If you Hold the wheel key without a number, you will get a popup with available ranges/positions.

SCROLLER SUPPORT (3.0)

There is an extensive support for handling color scrollers. This Chapter describes how it works.

Introduction To Scrollers

You can define a library of Scroller Rolls and assign them to Devices with scrollers. In the Scroller Roll, you define the number of different colors, the color names and special properties like AutoMove (for dark colors) and AutoFan (automatic adjustment of the Fan value for each color). These range values are then copied to the Device when you assign a roll to it. You can then Calibrate these values for each device individually. When a Device has a scroller, the frame number and name will be shown beside the channel number on the channel views.

The COLOR Key

This key is only available by assigning to a Master as Key Content. It is used to select a scroller frame directly for the selected channels with scrollers.

Setting up the Color Key in a Master

1) Hold the Master Key for 2 seconds to open the Master Editor.
2) Press MODIFY in the TYPE column, select KEY and press MODIFY.
3) Press MODIFY in the NUMBER column, select COLOR and press MODIFY.

The Key can be stored in a Master Page, and will function as this key from now on until the Master Page is changed, or you clear it from the Master in the Master Editor.

Set up a Scroller Roll

Open the Scroller Rolls window from the Pronto! menu.

1) Use INSERT and DELETE to create new Rolls or remove existing.

2) The value of the Fan parameter can be scaled by the Intensity channel. To do this, turn on Fan=Int.

3) It is possible to define a default time (actually a speed) that will be used when you change a color manually, to keep down noise, and save the gel string from tearing.

4) Each Roll can have its own name.

5) Press MODIFY in the first column to open the Scroller Roll Editor.

See Scroller Roll Editor.

The Scroller Roll Editor

1) Press MODIFY in the first column of the Scroller Rolls window (Pronto! Menu) to open this editor.

2) A WIZARD is automatically opened, where you can specify the number of color frames to create, and a Default Fan value (it is default set to 100%). Select EXECUTE to activate these settings. The corresponding color positions will be created in the Scroller Roll Editor. Use INSERT and DELETE to create/delete ranges.

These are the functions in the Scroller Roll Editor:

Position

This is the number of each position, which is automatically assigned when the position is created. You can't change this number.

Text

Give your own name to each color position here. It will be displayed in the Channel Views and over the Parameter Wheels.

Fan

You can define Fan values for each color if you want to. When a scroller color is selected, the corresponding Fan value will be output.

AutoMove

If you specify a value for the AutoMove column, the scroller will move slowly forth and back when the corresponding color is selected. There is a limit check for the AutoMove amount. However, since the AutoMove amount is in the Scroller Roll, it cannot take the individual calibration into account.

Position

For scroller colors, only a centre position is used. This value is calculated by the range wizard and can be edited.

Assign a Scroller Roll

You can assign and change a Scroller Roll for any channel with a Scroller assigned to it at any time. The calibration is done per scroller device on a channel level.

1) Open the Channel Setup (Pronto! Menu).

2) Move to the ScrRoll Column.

3) Press WIZARD to get the Scroller Roll Wizard.

4) Select all channels you wish to load a Scroller Roll to.

5) Select the Roll from the Wizard Popup (it has to be defined first). Rolls with no name will appear as "No Name".

6) Select EXECUTE to assign the selected Roll to the selected channels.

Calibrate Individual Scroller Rolls

You can calibrate each physical Scroller Roll individually from the Devices window (Pronto! Menu). This is done by pressing MODIFY in the Calibration Editor in the far right column.

1) Open the Devices window (Pronto! Menu).

2) Press MODIFY in the Calibration Editor column for the channel you wish to calibrate. You will get a popup with all positions in this Scroller Roll, and a Position column which is connected "live" to the level wheel, and used to calibrate individual positions. You cannot edit text in this window.

3) Press ESC to exit. Changes are stored automatically.

Scroller Fan override

In the Attribute setup (SETUP & ATTRIBUTE) it is possible to specify an Override value for all Scroller Fans. If you set a value > 0%, this value will be used instead of the Fan values programmed in the Scroller Roll. This is useful for making a temporary and absolute override of all fans, for example during long rehearsals when heat is higher than during a performance.

THE WIZARD FUNCTION

There is a Wizard function that helps you to perform large changes in a few simple steps. It is more or less like filling out a "form". All Wizard functions use the current channel selection as a target. We recommend that you save your play before using a Wizard, since it can alter the contents a lot, and there is no "undo" function.

The WIZARD Key

This key will open the Wizard Editor window when pressed. Which Wizard Editor that is opened, depends on the window that is active when the key is pressed.

These are the available Wizards:

The Channel Editor Wizard

Press WIZARD with no other windows open.

Allows you to edit channels levels through the whole Play, or in a range of Presets.

See Channel Editor Wizard.

The Palette Wizard

Press WIZARD with the Color Palette List (Play menu) open.

Allows you to create color palettes automatically for a device. Mostly used for scrollers.

See Palette Wizard.

Next page

The Template Range Wizard

Press WIZARD with the Template Range Editor inside the Template Editor Open.

Allows you to create ranges for a template quickly. Often used to create positions for gobos or colors in a wheel.

See Template Range Wizard.

The Patch Wizards

The are a number of Wizards to help you create information in the Channel and Output Setups, such as for example patching several moving devices at the same time. Press WIZARD in the columns of the Channel Setup to open the corresponding Wizard.

NOTE: Be careful so you don't overwrite existing devices by entering the wrong information. Save your play before using a Wizard to be safe.

See Patching In The Channel Setup

The Chase Wizard

Press WIZARD with the Sequence List (Play menu) open.

Allows you to create a Sequence in Chase mode, with any number of steps, using the selected channels and levels.

See Chase Wizard.

The Import Wizard

This Wizard can only be opened from the File menu.

Allows you to import part of one play, such as palettes, sequences, groups, presets, templates (etc).

See Import Wizard.

The Channel Select Wizard

This Wizard helps you to select all used or unused channels in a defined range of sequences or presets.

See Channel Select Wizard

Next page

The Scroller Roll Wizard

This wizard is automatically opened when you press MODIFY on a new Scroller Roll in the Scroller Roll editor (Pronto Menu). It lets you define how many frames you wish to create in the roll, and the default fan value.

See Scroller Roll Editor.

Next page

The Channel Text Wizard

This wizard is automatically opened when you press MODIFY in the TEXT columns (ABCD) of a Channel in the Channel Setup (Pronto Menu). It allows you to set a text to all channels that are selected.

See Channel Text and Auto-Groups.

CHANNEL MASKS (3.0)

This function allows you to create channel Masks, which will disable all channels except those in the Mask, when it is activated. This allows you to prepare control for certain areas, without risking affecting other areas.

These are the functions described:

Introduction To Masks

A Mask is a definition of a selection of channels that can be controlled when the Mask is activated. Channels not in the Mask are no longer possible to select and control. They are "Masked" out of the system temporarily.

Masks are created in the Channel Mask Editor (Pronto! Menu) and can be activated from this editor, or from a Master by assigning the Mask to that master and toggling the Mask with the Master key.

In the Unpacked channel format, masked channels are still visible but dimmed. In the Packed format, only channels in active channel masks are shown. Masks can be combined. A Channel layout can be tied to each Mask, and is automatically selected when the Mask is activated.

See Channel Layouts

The ChannelMask Editor

The Channel Mask Editor (SETUP & MASK) is a standard list editor with a channel view on top. When a mask is selected in the list, the corresponding channels are activated in the upper part for easy addition/subtraction of channels.

Use INSERT/DELETE to insert or delete new masks.

Any channel selection command can be used to select the channels for a mask. RECORD records the selected channels as a mask.

Text

You can give each Mask a name in this column.

Activated

This column indicates if a Mask has been activated. A Mask can be toggled to Active in this column as well. Several masks can be active at the same time and are combined into one total mask.

To toggle a specific mask On/Off outside this window, use the # SETUP & MASK command, or have the Mask(s) as content in Masters.

Solo

If this parameter is turned on (YES), all other Channel Masks will be disabled when this mask is activated. This is useful when you want to be able to isolate specific channels for control from the console quickly.

Channel Layout

You can assign a Channel Layout (if you have created it first) to a mask through a popup list in this column. The layout will be selected when the mask is turned on.

NOTE: If several masks with Channel Layouts assigned are turned on at the same time, the Channel Layout for the last one will be used.

Create A Mask

1) Open the Mask Editor (Pronto! Menu).
2) Press INSERT to create a new Mask (you can enter a number first).
3) Select the channels you wish to include in the Mask.
4) Press RECORD to store the Mask.
The Mask can be activated now by pressing MODIFY in the ACTIVATED column.

See Channel Mask Editor for SOLO and CHANNEL LAYOUT columns.

Assign A Mask To A Master

1) Enter the number of the Mask.
2) Hold MASK and press the Master Key.

The Master LED indicates if the Mask is turned off or on.

Activating Masks

There are two ways of activating a Mask:

- Toggle Yes/No in the ACTIVATED column of the Channel Mask Editor (Pronto! Menu).
- Assign the Mask to a Master and use the Master Key to toggle the Mask On/Off.

When a Channel Mask is active, "Mask" is displayed on top of the Channel View.

THE PRONTO SETUP

In this system you can customize a lot of functions and modes to suit your own working method. This is done in the Pronto Setup.

These are the functions described:

Introduction To The Pronto Setup

The Pronto Setup allows you to customize the settings of the console. Pressing the SETUP key opens the Pronto Setup with all items. You change settings for keys directly as well, by holding SETUP and pressing those keys.

The Main Pronto Setup (Pronto menu) contains all general settings and these three subsections:

- The Input/Output Setup (Pronto Setup) which contains the input/output protocol and channel settings.
- The MIDI Setup (Pronto Setup) which contains all MIDI settings.
- The Attribute Setup (Pronto Setup) which contains all Attribute settings.

The Pronto Setup is stored with the Play. You can, however, load the Pronto Setup from another Play using the Import Wizard (File menu).

You can store your settings of the Pronto Setup to a default file (Param.def) so that all settings are set to this when you select a "New" play.

The Pronto Setup Keys

Only one key is used to open the Pronto Setup:

SETUP

The SETUP Key

This key has two functions:

- It opens the Pronto Setup (Pronto! menu)
- It is used to set parameters directly by using it in combination with other keys:

Hold down SETUP and press the related key:

[@_LEVEL]

[ATTRIBUTE]

[C/ALT]

[FLASH_MODE]

[GO]

[GOTO]

[GO_BACK]

[PLAYBACK]

[A]

[B]

[C]

[D]

[PLUS_PERCENT]

[MINUS_PERCENT]

[Master_Keys]

[MASTER_PAGE]

[RATE]

[RECORD]

[TIME]

[VIEW]

The Pronto Setup...

The Pronto Setup (Pronto! menu) is where you can set up modes and setting values for different functions such as Crossfade Direction, Step Level values, default times, output protocol (DMX512/AVAB) etc.

NOTE: All Setup Parameters are not located in this menu (they would not fit). They are local = Hold SETUP and press the key you want to change. These keys are listed with the SETUP key.

The Pronto Setup Items

The settings are displayed in groups of five to give a simpler overview. These are all different settings and modes that can be changed in the Pronto Setup menu (Pronto! menu):

ID Level

This setting (0-100%) affects the level used by the CH key for the ID function.

NOTE: This setting can be done from the Pronto Setup (under the Pronto! menu) or directly by holding down the SETUP key and pressing the CH key.

Step Level

This setting affects the function of the @ LEVEL key. When the @ LEVEL key is pressed without entering a value, this level (0- 100) will be set automatically. Since Step Level is used by the HIGHLIGHT function for conventional lights, it will affect this function as well.

NOTE: This setting can be done from the Pronto Setup (under the Pronto! menu) or directly by holding down the SETUP key and pressing the @ LEVEL key.

Step Percent Value

This value affects the PLUS PERCENT and MINUS PERCENT level keys. You can set the % (0-100) that will be used by these keys.

NOTE: This setting can be done from the Pronto Setup (under the Pronto! menu) or directly by holding down the SETUP key and pressing the +% or -% key.

At Mode

At Mode (sometimes called Direct Mode) is a method for selecting and working with channels and levels that is different from the "normal" AVAB mode, which is called Reverse Polish Notation. Both methods are described in CHANNELS Reverse Polish Notation Or At Mode .

NOTE: This setting can be done from the Pronto Setup (under the Pronto! menu) or directly by holding down the SETUP key and pressing the @ LEVEL key.

Record

This setting changes the function of the RECORD key between two modes:

New (default) = When you press RECORD without entering a number, the next free Preset number will be applied.

Change = When you press RECORD without entering a number, you will always re- record the current Preset.

Default Go Time

This is the time (0.1s-49:59m) that will be used for all crossfades unless you store a different time. It is not recorded into the Sequence, and can be changed at any time.

NOTE: This setting can be done from the Pronto Setup (under the Pronto! menu) or directly by holding down the SETUP key and pressing the GO key.

Default GoBack

This is the time (0.1s-49:59m) that will be used when you press GO BACK to fade to a previous Sequence Step in one of the Crossfade Playbacks. If you press GO BACK while a fade is running, the times of that fade will be used.

NOTE: This setting can be done from the Pronto Setup (under the Pronto! menu) or directly by holding down the SETUP key and pressing the GO BACK key.

Follow On Time

This mode affects how the times that automatically start a crossfade between two Sequence Steps will count down. Traditionally WAIT times between two Sequence Steps will count down from the end of a crossfade, while FOLLOWON times will count down from the start of a crossfade, before automatically starting a new crossfade.

On = Times will count down from the start of a crossfade, before starting the next crossfade automatically.

Off (default) = Times will count down from the end of a crossfade before starting the next crossfade automatically.

Modify Sequence

This mode is used to deactivate all Auto-times, Master Links and other Autostart items for the Sequence in a Crossfade Playback.

On = Autostart items are not active in a Crossfade Playback.

Off (default) = Autostart items will run in a Crossfade Playback.

This setting can be done from the Pronto Setup (under the Pronto! menu) or directly by holding down the SETUP key and pressing the GO key.

It is also available from a softkey in the Playback Soft Key Page.

Build Sequence

This mode decides if Presets should be stored in the Sequence List AND the Preset List (default) or in the Preset List only. The Preset List is the memory location of all Presets, and Sequence Lists are only references to the Preset List. If a Preset is changed in the Preset List, it will be changed also in all Sequences.

On (default) = All Presets that are recorded when working in the A field (default) will automatically be stored in the Sequence of the A/B Playback. They will always be stored in the Preset List.

Off = Presets will only be stored in the Preset List, but not automatically stored in the Sequence List of the A/B Playback as well.

This setting can be done from the Pronto Setup (under the Pronto! menu) or directly by holding down the SETUP key and pressing the PLAYBACK key.

It is also available from a softkey in the Playback Soft Key Page.

Crossfade Both Ways

This function affects how the manual crossfaders in the Crossfade Playbacks function.

On = A crossfade is performed in each direction.

Off (default) = A crossfade can only be performed moving the crossfaders upwards. After each crossfade is completed the crossfaders have to be moved back to the lower position to perform a new one.

NOTE: This setting is done from the Pronto Setup (under the Pronto! menu).

Set Times To Field

This mode affects if times are set directly to the Sequence Step in the A field, or the B field. This is useful depending on your working method when setting times:

- If you are recording Presets and setting times right away, you should set this mode to A
- If you are recording times for the next crossfade, you should set this mode to B

Goto Jumps

This mode affects the function of the GOTO key. It is used to decide if GOTO should fade to Preset numbers, or Sequence Step numbers. This function affects GOTO for both Playbacks (1 & 2).

Preset (default) = GOTO will jump to the specified Preset, also if that Preset is not in the Sequence.

Step = GOTO will jump to the specified Sequence Step.

NOTE: This setting can be done from the Pronto Setup (under the Pronto! menu) or directly by holding down the SETUP key and pressing the GOTO key.

Transp. Master Page

This function has been removed from the Pronto Setup and is now local in each Master Page, and edited in the Master Page List.

Flash On Time

This function affects how Master Keys will function in Flash Mode.

On = When a Master Key is pressed in Flash Mode, times for that Preset will be used to fade the Preset automatically.

Off (default) = When a Master Key is pressed in Flash Mode, times for that Preset will not be used.

NOTE: This setting is done from the Pronto Setup (under the Pronto! menu).

Times On Masters

This mode affects how the Master faders will treat times assigned to a Master field:

On = Master faders will use programmed times for this Master.

Off (default) = Master faders will have manual control, no times affect manual fading.

Auto-Update Master Page (3.0)

This mode affects if any changes to the contents of a Master Page should be stored automatically or only when the Master Page is specifically recorded.

On = Changes to the currently loaded Master Page are stored automatically.

Off (default) = Changes to a Master Page can only be stored manually.

Beep

When Beep On is ON (default) the console will provide an audio "beep" warning when commands are performed. This may disturb a performance, and can be turned off. The console will indicate this on the screen instead when the function is OFF.

There are two kinds of beep signals:

Short high pitch beep = OK
Longer low pitch beep = ERROR

NOTE: This setting is done from the Pronto Setup (under the Pronto! menu).
NOTE: When using the Import Wizard there is a long beep.

Remote Control

This is where you activate the IR and Radio remote focusing reception of the Pronto!

On = Reception is active.

Off (default) = Reception is off.

NOTE: The Radio Remote ignores the transmitter ID and receives data from any transmitter.
NOTE: This setting is done from the Pronto Setup (under the Pronto! menu).

Screen Language

This function is used to toggle between different languages for the Screen texts and labels. Press MODIFY for a popup with a selection of languages. You have to restart the system before these changes take place in all menus.

NOTE: The Help language for the on- line manual and Help function is set separately.

Help Language

This function is used to toggle between different languages for the Help function. Press MODIFY for a popup with a selection of languages.

NOTE: The Screen language for texts and labels in the actual software is set separately.

Speed Control Block in the middle

The Speed Control function (RATE) for the Sequence Playbacks has a block in the middle (default is ON) that forces you to release the wheel and move it again to go from speed to slow (or the other way around).

Include Masters In Play

This parameter makes sure that everything loaded to the Masters at Shutdown or Save Play is automatically restored along with the Play. Default for this parameter is ON.

When "Include masters in Play" is OFF, the currently selected Master Page is "remembered", and loaded at startup or when re-loading the play.

Auto Save After RECORD (3.0)

This parameter makes an automatic save for the Play after each time you press RECORD. Default for this parameter is OFF.

Multiple Monitors (3.0)

This parameter allows you to start the system with two monitor outputs. Default for this parameter is OFF.

Virtual Screens (3.0)

This parameter allows you to start the system with two virtual screens in one physical monitor. Default for this parameter is OFF.

Rubberband: Return on fade down (3.0)

This parameter decides if attributes will follow a master fader down as well as up. Default for this parameter is OFF.

See Attributes Follow Fader (3.0).

Show text in Master View (3.0)

This parameter decides if Master views will show times or texts in all views. Default for this parameter is OFF.

Show text in Playback View (3.0)

This parameter decides if Playback views will show times or texts in all views. Default for this parameter is OFF.

Auto-stop Dynamics in PB1 (3.0)

This parameter decides if loading a new Sequence to Playback 1 should automatically stop all running Dynamics started from the current Sequence. This is useful especially when you are using the Playlist. Default for this parameter is OFF.

Playlist uses (3.0)

This parameter decides if the Playlist runs against Playback 1 or 2. Default for this parameter is PB1.

The Input/Output Setup...

This is where you set up the DMX/AVAB and Ethernet Outputs and DMX Input connector in the back of the console. This part of the Pronto Setup is accessed from the Pronto Setup (under the Pronto! menu). Shortcut for this menu: SETUP & OUTPUT.

NOTE: Both outputs can be set to transmit the same channels and protocol, as well as different channels and protocols.

Outputs

There are two output ports that can be used to transmit DMX512 or AVAB protocol. Each port is separately configured in this setup. Both can transmit the same data if required. For more than 1024 outputs, use the Ethernet output.

Start = The start channel 1-512 to be transmitted

Size = The size of the channel bank (1-512) to be transmitted

Protocol = DMX512 or AVAB

DMX Input

You can connect DMX to the Input connector of the console. The incoming DMX will pass through Master 20, providing the function has been activated (ON) in the Input/Output Setup of the Pronto Setup (under the Pronto! menu). Incoming DMX channels are mapped to the corresponding channels in the Pronto. Use Master 20 to add the incoming DMX on an HTP basis.

DMX Input indication: Master 20 shows "DmxIn" when DMX Input is enabled. When incoming DMX is detected it will add an "*" to show "DmxIn*"

NOTE: When DMX input is active, the first output port must be set to DMX (Shortcut: SETUP & OUTPUT).

NOTE: The incoming DMX will enter on a channel level, before the Dimmer and Attributes Patch, on an HTP basis. This means that you can only remote control channels, while any moving device set up in the Pronto only can be controlled from the Pronto directly.

Ethernet Output

You can transmit up to 3072 DMX outputs through the Ethernet connector. They have to be converted back to DMX in a Ethernet- to-DMX converter, such as the transtechnik E-Gate. Default = ON.

Blind Ethernet Output

You can transmit all contents of blind editing fields to an external visualisation tool such as WYSIWYG or Transtechnik Show Designer. This means that you can preview all moving light positions before they are used. Default = OFF.

SandNet/Capture Link

You can activate and deactivate Ethernet output to third-party software for receiving DMX from Pronto in windows, such as for example Capture or SandNet. This allows you to communicate between the Pronto and a visualisation software for windows such as Capture (directly) Wysiwyg or Transtechnik ShowDesigner (through SandNet).

Contact your transtechnik or Avab dealer for more information.

The MIDI Setup

This Setup is activated from the Pronto Setup (Pronto Menu). It is where you set up all configurations for the MIDI functionality of the console.

Midi Channel

This is where you set the MIDI channel 1-16 for communication with this console.

Keys

These modes affect how the keys will function with MIDI:

Off (default) = No MIDI function

Transmit = Keys will send MIDI Note on/Note off data.

Receive = Keys will receive MIDI Note on/Note off data.

Rec/Tra = Keys will receive and transmit MIDI Note on/Note off data.

See MIDI Implementation chart

Faders

These modes affect how the faders will function with MIDI:

Off (default) = No MIDI function

Transmit = Faders will send MIDI controller data.

Receive = Faders will receive MIDI controller data.

Rec/Tra = Faders will receive and transmit MIDI controller data.

See MIDI Implementation chart

Program Change

This setting decides if MIDI Program Change commands can be recognized to start crossfades.

On = The board will activate a crossfade to step 0—127 when receiving Program Change 0—127.

Off (default) = Program Change is not recognized.

Read MIDI Time Code (3.0)

This setting decides if MIDI Time Code can be recognized to start Sequence Steps with a Time Code Trig.

Learn Mode (3.0)

This setting activates a Learn Mode in which you can capture incoming Time Code to sequence steps by pressing GO.

Auto-Locate Step (3.0)

This setting decides if MIDI Time Code will trig Sequence Steps that are not in the B field of Playback 1.

The Attribute Setup

This Setup is activated from the Pronto Setup (Pronto Menu). This is where you set up the basic behaviour of the Attribute functions, such as base times, record mode etc.

Record Attributes As

This parameter can be set to record all attributes to move "live" (Go On Go) or to move when the positions are loaded for the next Crossfade (Go In B). For show lighting it is usually set to GoOnGo, and for theatre prepositioning it is usually set to GoInB.

You can change this separately for each Sequence Step in the Sequence Editor.

Record Attibute Mode

You can select between three different modes for recording Attributes.

See Recording Attributes.

Attribute Editor Default

In the Attribute Editor it is possible to select what the default setting is for entering values: Palettes or values. Default for this parameter is Palette.

Default Attribute Time

This is the time attributes will update with when being moved with no specified time. For example when updating a Sequence, using a Palette, HOME ATTRIBUTES or jumping to a new position.

Time: Use % as Default (3.0)

Time entries will be set as 100% instead of seconds, when this is ON. Default for this parameter is OFF.

Course/Fine 16 bit control (3.0)

When this pararmeter is ON you can control 16 bit pan/tilt values by moving the pan & tilt parameter wheels slowly. When it is off, you will always control only 8 bit values. Default for this parameter is OFF.

Override Scroller fan value (3.0)

In this position you can enter an override value to set all scroller fans to full, zero or any other level 0-100%. Default for this parameter is no value (0).

Default FCB Delays and Times (3.0)

In the positions F-Del, C-Del, B- Del, you can enter a default delay time in seconds or %, that is used every time you record Preset with Attributes. The Default value is 100%.

In the positions F-Time, C-Time, B-Time, you can enter a default delay time in seconds or %, that is used every time you record Preset with Attributes. The Default value is 100%.

The Panel Setup

This Setup is activated from the Pronto Setup (Pronto Menu). This is where you set up the functions of an external APN Panel, for houselights etc.

See APN-Panel

The Default Pronto Setup Settings

When you select the "New..." command in the File menu, you will clear the memory of the console, and reset all parameters to a default setting.

New Play restores settings from the following files:
- DYNAMICS.DEF: Dynamic effects and tables
- PARSETUP.DEF: Parameter assignments to wheels and faders
- SETUP.DEF: Pronto Setup

See Default Files.

These are the default settings of the Pronto Setup:

ID Level = 100
Step Level = 70
+/-% Value = 5
At Mode = Off
Record Mode = New

Default Go Time = 5.0
Default GoBack Time = 2.0
Followon = Off
Modify Sequence = Off
Build Sequence = On

Crossfade Both Ways = Off
Set Times to field = B
GOTO Jumps to = Preset
Flash On Time = Off
Times On Masters = Off

Auto-update Master Page = Off
Beep = On
Remote Control = Off
Screen Language = ENGLISH
Help Language = ENGLISH

Speed Control: Block in middle = On
Include Masters In Play = On
Auto Save after Record = Off
Multiple monitors = Off
Virtual screens = Off

Rubberband: Return on fade down = No
Show text in Master View = Off
Show text in Playback View = Off
Auto-stop Dynamics in PB1 = Off
Playlist uses = PB1

Input/Output Setup:

Output 1 Start = 1
Output 1 Size = 512
Output 1 Protocol = DMX

Output 2 Start = 513.
Output 2 Size = 512
Output 2 Protocol = DMX

DMX Input = Off

Ethernet Output = On
Blind Ethernet Output = Off
SandNet/Capture Link = Off

MIDI Setup:

MIDI Channel = 1
Keys = Off
Faders= Off
ProgramChange = Off

Read MIDI Time Code = Off
Learn Mode = Off
Auto-locate step = Off

Attribute Setup:

Record Attributes As = GoOnGo
Record Attribute Mode = Manual
Attribute Editor Default = Palette
Default Attribute Time = 3.0
Time: Use % as default = Off
Course/Fine 16 bit control = Off
Override Scroller fan value = 0

F-Del = 100%
F-Del = 100%
F-Del = 100%

F-Time = 100%
F-Time = 100%
F-Time = 100%

Operational Modes

This system can be run in different Operational Modes (with the same Play data), depending on what kind of venue you are working with. There is even a special Direct Channel Mode for people who have absolutely no experience and need to get some lights on stage.

These are the functions described:

Mode 4 is the default mode described in this manual, and is therefore not described.

Introduction To Operational Modes

The Operational Modes were invented for three reasons:

- To allow inexperienced users to get light on stage
- To allow different working methods, depending on the type of venue
- For schools, to show different working methods and principles

You can switch between the different modes at anytime, without loosing any Play data.

Mode 4: Fully Operational Mode

The default mode is "fully operational" mode with all functions available including channel faders, Master faders and the Sequence.

Mode 1: Two Channel Fields

The "Two channel fields" mode turns the board into a two—scene "manual" Preset board. A good mode for understanding how to program and run a show on a manual two—scene Preset board, for schools and for somebody with no time to learn the memory functions of the board.

NOTE: In Mode 1, the channel view on the second monitor is not linked to the channel view on the first monitor.

Mode 2: Channels & Masters

This mode is only used in the AVAB Presto lighting console (a smaller sister of Pronto!).

Mode 3: Two Master Rows

The "Two Master Rows" mode turns the board into a Master memory board with 2x20 Master faders divided into two scenes that you can crossfade between with the C/D Crossfaders. A good mode for running an improvised show, where you only need one Crossfade Playback (A/B).

NOTE: In Mode 3, the channel view on the second monitor is not linked to the channel view on the first monitor.

Direct Channel Mode

The Direct Channel Mode switch activates the Direct Channel Mode. It turns off all memory functions temporarily, and turns the console into a single scene, manual 512-channel console.

Select Operational Mode

You can select Operational Mode from the Operational Mode menu (Pronto! menu) or directly, using the SETUP key in combination with the numeric keypad:

Select Operational Mode directly

[SETUP] & [1-4]

NOTE: Direct Channel Mode can only be selected with the Direct Channel Mode Switch on the console. It will appear as an option in the Editor menu of the Offline Pronto! Editor.

Direct Channel Mode

This is Direct Channel Mode. In this mode all faders will function like direct channel faders for 40 channels at a time. All advanced functions are temporarily suppressed while you are in this mode. You can set levels and then switch back to Normal Mode and store in Presets.

1) Turn the switch to the Direct channel mode position.
2) Make sure the Grand Master is up.
3) Make sure the FREEZE switch is set to ON.
4) Channels 1-40 can be accessed from the channel faders now. Moving channel fader 1 and you can see the value for channel 1 on the channel screen.
5) Press CH RANGE and move channel fader 1 again, you will now be controlling channel 41, because the CH RANGE key selects the next channel range (41—80 in this case) when pressed.

Each time you press CH RANGE a new range is selected and the first channel in the range is displayed in the display to the left of the channel faders. The selected range is displayed in red on the channel screen. This is the only key that is used in Direct channel mode.

If you have lights connected

Moving channel fader 1 should bring up the dimmer and light source corresponding to channel 1. If it doesn't you have to check:

- if the dimmer is powered up
- if the dimmer is set to receive the protocol you have set the board to transmit
- if the breaker is thrown (this can mean there is a short circuit, disconnect all equipment from the dimmer before resetting the breaker)
- if the dimmer is set to channel address 1
- that there is a light source connected to the dimmer
- if there is a lamp fault

Mode 1: Two Channel Fields

This is Mode 1: Two Channel Fields. In this mode the two rows of faders will function like a traditional two-field manual Preset board. You can crossfade between two Presets; A and B. All other functions are temporarily "disconnected".

This mode exists mainly for teaching purposes.

1) Make sure the Grand Master is up.
2) Make sure the FREEZE switch is set to ON.
3) Set the light for A with the upper fader row and the light for B with the lower fader row.

When both A and B faders are in the upper position, the A light will be on stage. To crossfade from the A settings to the B settings move the A crossfader to 0% (down) while you move the B crossfader to Full (up).

Example of working in Mode 1:

1) Set both crossfaders down, this means the A field is at 0% and the B field at 100%.
2) Now set up a scene blindly with the channel faders of field A.
3) Crossfade to field A by moving both crossfaders up.
4) Now set up a different scene blindly with the channel faders of field B.
5) Crossfade to field B by moving the crossfaders down. Etc...

NOTE: You can use the keypad channel functions in combination with the channel faders.

Mode 3: Two Master Rows

In this mode the upper faders are Master faders for Masters 1—20 controlled by crossfader A. The lower faders are Master faders 1—20 controlled by crossfader B. The Grand Master is active and the keypad channel functions can be used. Also the Master Page functions, Master Flash and effect functions will work. Basically only the Sequence will not work in this mode.

Example of working in Mode 3:

1) Use the channel functions to set up and record Presets and Master Pages that you want to use (See Presets and Master Pages).

You can now work as if it was a two-scene manual Preset board with the exception that you have 20 Masters in two scenes instead of channel faders. Master 1 has two faders: one in the upper row controlled by crossfader A and one in the lower row controlled by crossfader B.

Suppose you have Presets 1-5 in Masters 1-5. You would be able to use the board like this:

2) Set both crossfaders down, which means Master row C (upper) is at 0% and Master row D (lower) is at 100%.
3) Set Master 1 to 100% and Master 2 to 50% in the lower row. This will be effective on stage.
4) Now set Master 1 two to 100% and Master 3 to 50% in the upper row blindly.
5) Move the crossfaders upwards and you will crossfade from the settings of the lower Master faders to the settings of the upper Master faders...

MACROS

This system allows you to store several commands in one function that is called a Macro.

These are the functions described:

Introduction To Macros

A Macro is a way to store a combination of keys in one function, to create a shortcut for that combination. One example of this is storing the combination "Select channels 1 thru 10 and lower 5%" or "clear stage and Masters, load Master page 1 and jump to the first cue in the Sequence".

Macros are recorded by activating a "learning mode" and then performing the functions that should be stored. See The Macro Key.

Macros can be played back from Masters directly, from a Sequence or Chase step, or by entering the number and pressing MACRO.

CAUTION: Macros can create very useful shortcuts to repeated commands, but they can also cause problems to the extent of locking the console if they are created in a way that makes an "impossible command" or a "command loop". It is therefore strongly recommended that you save your show before starting to make and use complex Macros.

The Macro Keys

The MACRO key is used in combination with other keys to store and play back Macros:

MACRO

NOTE: On the keyboard the Macro key is the Q key.

The MACRO Key

A Macro is a combination of keys that are stored under one function. The MACRO key is used in combination with the RECORD key to store Macros. It is used together with the VIEW key for a Direct Macro mode.

Record a Macro

[1-999] [RECORD] & [MACRO]

Starts recording Macro (1-999). Stop by pressing MACRO again.

Execute a Macro

[1-999] [MACRO]

Executes Macro (1-999).

Open Macro List

[MACRO]

Opens the Macro List. Press MODIFY to execute the selected Macro.

Macro Direct Mode

[VIEW] & [MACRO]

Activates the Direct Macro mode in which all Masters are direct keys to the first 40 Macros. Press a Master key to execute that Macro.

The Macro List

This is the Macro List (Play menu), which is where you can see and execute Macros. A Macro is a predefined combination of commands that can be activated with a single key.

There are two ways of opening this window:

- From the Play menu (Macro List...)
- Pressing the MACRO key.

You can activate or rename a Macro. Move around with arrow keys or mouse.

These are the parameters in the Macro List:

Macro

This is the number of the Macro. You can't change this, but you can activate this Macro by pressing MODIFY. Macros can not be edited.

Text

This is the Text label that you can give to each Macro.

Press MODIFY, enter a text and press MODIFY again to store.

Recording a Macro

If you want to record a Macro, you first have to enter "Learning" mode for Macros:

1) Activate Learning mode

[1-999] [RECORD] & [MACRO]

A small text "Learning" will appear in the lower right corner of the screen. Everything you do from now on is stored into the Macro you are recording.

2) Perform the combinations of functions you want to store.

3) Exit Learning Mode

[MACRO]

The text "learning" will disappear. If you open the Macro List (Press MACRO) you will find the Macro there. You can activate and rename from this list, see Macro List.

HINT 1: Actions in menus can be included in a Macro.

HINT 2: You can create Macros that require a numerical input, such as [CH] [+%] if you activate them as Direct Macros, entering the number before pressing the Master Key.

HINT 3: You can create Macros that use soft-keys in the LCD Display by starting the Macro with pressing DISP MODE three times, and then using the soft keys.

Playing Back a Macro

You can play back a Macro by entering the number and pressing MACRO, or using Direct Macro Mode.

Play back a Macro

[1-999] [MACRO]

NOTE: When you play back a Macro, you will only get the same result as when you recorded it if all parameters are set in the same way as when you recorded it. A Macro is only a combination of keys, not the result they produced last time you performed them.

Direct Macro Mode

Direct Macro Mode activates the 40 first Macros on the Master Keys. Press the Master Key to activate that Macro.

Activate Direct Macro Mode

[VIEW] & [MACRO]

Exit Direct Macro Mode

[VIEW] or [VIEW] & [MACRO]

SPECIAL FUNCTIONS

The top right corner of the console contains some very useful Special functions.

These are the functions described:

Introduction To Special Functions

The Special Functions section consists of the Four Special Function Masters, the Freeze switch, and the Blackout key, which also has the Grand Master function.

The idea with the four Special Function Masters is to have for example worklights, score reading lights, smoke machine, etc outside "the system", meaning outside Blackout, Master Pages etc.

The Freeze switch allows you to work "blind" without worrying about changing lights on stage.

The Blackout and Grand Master function is probably exactly what you expect it to be. The Blackout key temporarily sets all intensities to 0%, and the Grand Master scales all intensities from Full to 0%.

The Four Special Function Masters

These Masters can control any channel group in three different ways:

1. Inclusive: Works like a normal Master but it will not be recorded into Presets.

2. Inhibit (red level on channel screen): Is an Inhibit Master for the recorded channels with a level. If you have several Special Functions set to Inhibit and they have overlapping channels, the highest Special Function will be in control. The result on stage is recorded in Presets.

3. Exclusive (blue level on channel screen): A "variable constant field" for the recorded channels. Can be used for channels that should be excluded from the normal control. Blackout, GrandMaster, CH, Scale or any other normal channel function will not affect them.

NOTE: 0% is shown as well so that you can see that the level is controlled by a Special function.

Using the Special Function Masters

1) Hold SETUP and move the Master Pot you wish to edit. A popup will appear with a channel field on top.
2) Use any channel functions to create a Preset for the Master. Press RECORD to store.
3) Select the mode for the Master (Inclusive/Inhibit/Exclusive) by pressing MODIFY in this column.

All attributes belonging to the selected channel(s) will be recorded in the Special Function Masters. There is a column "Attrib" in the Special Functions Setup. If you have recorded Attributes to a special function potentiometer, you can now edit the attributes by pressing MODIFY in this column.

NOTE: When you are in “exclusive” mode, the attributes will still be “stolen” back by any function calling them in the rest of the console, even if the intensity is “exclusive”.

The Freeze Switch

The Freeze switch allows you to "freeze" the output of the console, and work blindly with any function. When you are ready to "take control" of the stage lighting again, just switch back . The lights on stage will be loaded to the A field, and the Sequence Step that was loaded when you activated FREEZE is repositioned so you can continue smoothly to any new setting.

Example: Using Freeze

1) Set lights on stage using Crossfade Playbacks, channel functions, and/or Masters.
2) Set the switch to FREEZE. All values will be "frozen now, including Moving Device Attributes (except Dynamic Effects, or Chase mode Sequences, since they cannot be "frozen").
3) Work "blind" editing and testing anything you want in the Play. The output to stage will be constant.
4) Set the switch back from freeze. The lights on stage will remain still. The "frozen" output will be loaded to the A field of the A/B Crossfade Playback, and the Sequence Step that was loaded when you activated FREEZE is loaded to B.
5) Proceed by crossfading to new levels, or in any other way.

The Blackout And Grand Master key

This key has two functions:

- It is a traditional Blackout key
- Hold this key and use the Jog Wheel to set the Grand Master

Toggle Blackout On/Off

[B.O.]

The key will light up when the Blackout is active.

Set Grand Master Level

1) Hold the Blackout Key and move the Jog Wheel.

The Key will light up to indicate that the function is active. The level of the Grand Master is shown in the lower right corner of the Monitor.

NOTE: Channels "owned" by Special Functions Masters set to "Exclusive", or Channel mode "Constant Field" will not be affected by BLACKOUT or Grand Master.

Save And Load Information

This system is normally equipped with a Hard Disk drive. This chapter is about how Plays are saved and loaded from Floppy or Hard Disk, and how the Shutdown and recovery files work.

These are the functions described:

Introduction To Save And Open

The Pronto! is equipped with a RAM memory for the current Play, a Hard Disk for the program and Plays, plus a Floppy Drive for exporting Plays or upgrading the software. You can always save and open Plays from the Hard Disk, or a Floppy.

NOTE: Some of the first Prontos were equipped with a FlashRAM memory. If "Disk Space" in the ABOUT PRONTO information (Pronto! Menu) is less than 12 MB this is probably so. In this case you can only save Plays to Floppy. You can change this FlashRAM for an internal Hard Disk. Contact your local transtechnik/AVAB dealer.
NOTE: Information about the current Sequence position is now stored in the play files and restored when loading.
NOTE: After power-up, the output is activated when a play (or the default files) has been loaded.
NOTE: The information in the Masters is automatically stored in the play files and restored when loading.

There is an examples play (EXAMPLES.ASC) that includes a predefined Master Page with Grp+F+C+B. This file can be used to add all kinds of examples.

New Play

Opening a New Play means clearing the current Play and setting all values to default. The Patch will be set 1:1.

1) Select "New" (File Menu) and press MODIFY.
You will get a popup asking if you want to clear the current Play.

2) Press MODIFY to confirm.
You will get a popup asking if you want to save the existing Play.
Press MODIFY to confirm, or ESC to skip this option.

The default Play files are loaded.

Floppy

The floppy drive in the back of the board uses 3.5" HD floppy disks to store Plays. The drive will use IBM formatted disks and will save the Plays in Standard ASCII Light Cues format. This means that you can load the Plays straight into any other lighting console that is ASCII Light Cue compatible and can read an IBM format disk. You can also load the Plays into a word processor or other applications.

A Plays will be stored with the file ending ".ASC".

WARNING: A floppy disk is a magnetic medium and you should take care not to leave the disks on the monitor or on a loudspeaker, because this can corrupt the information.

Format a Floppy in DOS

Before a disk can be recognized by the system it has to be formatted. Usually new Disks are factory formatted, if not you will have to format the Disk in DOS.

1) Exit to DOS with the Shutdown function (File menu)
2) Put the Floppy in the drive
3) Write "format a:" and press RETURN

Store a Play to Floppy

1) Put the disk in the floppy drive
2) Select "Export Play to diskette" (File menu) and press MODIFY. You will get a popup with the directory of the Floppy in the drive.
3) Write the file name, maximum 8 characters, only English letters and numbers (.asc is added automatically) and select SAVE (or press MODIFY).

Load a Play from Floppy

1) Put the disk in the floppy drive
2) Select "Import Play from diskette" (File menu) and press MODIFY. You will get a popup with the directory of the Floppy in the drive.
3) Use the up/down arrow keys to select the Play you wish to load, from the lower box, and select OPEN (or press MODIFY).

A popup will confirm when you have completed loading the Play.

Hard Disk

Your Pronto! is equipped with an internal Hard Disk. You can save a vast number of Plays directly to this. Pronto! will save the Play in Standard ASCII Light Cues format. This means that you can load the Play straight into any other lighting console that is ASCII Light Cue compatible and can read an IBM format disk. you can also open the Play into a word processor or other applications.

A Play will be stored with the file ending ".ASC".

NOTE: New ASC and DEF Plays are stored in the sub-directory C:\PRONTO\PLAYS. This is to avoid mixing system files and data. Note that the system DEF files (TEMPLATE.DEF, PARSETUP.DEF, PARAMDEF.DEF, DYNAMICS.DEF and SETUP.DEF) are in the C:\PRONTO directory along with system files.

WARNING: A Hard Disk is a magnetic medium and you should take care not to leave the loudspeakers or Mobile Phones very close to the drive, because this can corrupt the information.

Store a new Play to Hard Disk

1) Select "Save as..." (File menu) and press MODIFY
2) Write the file name, maximum 8 characters, only English letters and numbers (.asc is added automatically) and select SAVE (or press MODIFY).

NOTE: Plays are automatically stored in the directory C:\PRONTO\PLAYS.

Save the current Play to Hard Disk

1) Select "Save" (File menu) and press MODIFY
You will get a popup asking you to confirm if you wish to overwrite the existing play.

2) Select OK (or press MODIFY). You will get a confirmation "Play Stored To Disk".

Load a Play from Hard Disk

1) Select "Open..." (File menu) and press MODIFY
You will get a popup showing all Plays in the PLAY directory of the Hard Disk.

2) Use the up/down arrow keys to select the Play you with to load, from the lower box, and select Open (or press MODIFY).

3) You will get a popup asking you if you wish to save the existing Play before you load the selected one. Press MODIFY to confirm, or ESC to skip this option.

AutoSave After Record (3.0)

This is a setting in the Pronto Setup (Pronto! Menu) that will save the Play to the Hard Disk every time you press RECORD. Saving is done to a file called AUTOSAVE.ASC in the PLAYS directory.

Shutdown and Saved.asc

When you exit the program with the Shutdown function (File menu), the play will be saved to a file called "SAVED.ASC". This file is loaded automatically the next time the Pronto! is powered up. You can skip this file while booting power, by holding CTRL on the keyboard (this can only be done from a keyboard).

NOTE: Always make sure to save a backup to a Floppy, whether you have a Hard Disk or not. It is the only protection against an internal hardware failure.

Automatic Restart & Recovery Files (3.0)

The system makes an automatic restart when a Fatal Error (crash) occurs. Play data is saved (if possible) and restored after the restart is complete.

Recovery Files after a crash

If the system makes a controlled shutdown (Fatal Error), the current play data is stored in a file called RECOVER.ASC. When restarting the system, the RECOVER.ASC file will be read back.

If you make a controlled Shutdown of the system (Shutdown command or turning off the power), current play data is stored in the file SAVED.ASC.

When you restart the system, SAVED.ASC will be loaded. As soon as you save to a file (Save As, Save), the SAVED.ASC file will be deleted. Instead, the last used play file name is stored in a file called LASTPLAY.CFG. If a non-controlled crash happens, the information in LASTPLAY.CFG is used to restore the last saved version of the correct play file.

NOTE: Restoring Play - A warning message is now shown if the restored play file is incomplete. Also, a status popup (similar to the one shown when loading normal plays) is now shown with warnings and status for the status file.

NOTE: In consoles that were delivered with software versions prior to 3.0, the P.BAT file has to be changed like this:

```
@echo off
:repeat
pronto %RESTART%
if errorlevel 1 set RESTART=/RESTART
cd \PRONTO
if errorlevel 1 goto repeat
```

The line starting with pronto should be exactly like if was before but with "RESTART" added at the end of the line.

The Import Wizard

The Import Wizard... (File menu) is a menu command that opens a Wizard for importing parts of any other play.

CAUTION: We strongly advice you to save your Play before using the Import Wizard, since it can alter you Play greatly.

You can import the following type of data from any Play:

Presets

Due to the internal structure of the ASCII Standard for Light Cues you cannot simply import All Presets in a Play. You have to choose from one of three methods:

- Presets In Main Sequence = Imports all presets in the main Sequence (1).
- Presets in Other Sequence = Imports all presets in the other Sequences
- Presets in No Sequence = Imports all presets that are not assigned to a Sequence

Dynamic Effects that are stored in these Presets will be imported as well.

LIMITATIONS:
It won't make sense to import Presets with Attributes unless you first import the Templates and Device List settings these are refering to.

Master Pages

A Master Page can be imported with any kind of content. If the Page contains references to Palettes, Sequences or Presets that don't exist, they will still be assigned to the Page.

Palettes

You can import Palettes (All, Focus, Color, Beam) of all kinds, but it won't work unless you import the Templates and Device List settings these are refering to first.

Dynamic Templates

You can import Dynamic Templates from any Play. They will be added to the end of your Dynamic Template Library.

NOTE: Make sure you have the same tables for wave-forms, or this might not work. This is especially important when importing from plays in older software versions.

Macros

You can import Macros from any Play. They will be added to the end of your Macro List.

Device List

You can import a Device List from any Play, but you should import the Templates the Device List is refering to first.

Templates

You can import Templates from any Play to the Template List, or directly from the Device List. If you are trying to import anything involving Devices (Device List, Attributes, Palettes) you should always FIRST import the involved Templates.

Patch

You can import the Channel Output Setup from any Play. Make sure you know what you are doing before you do this.

Channel List

Your complete Channel List can be imported with renumbering, Constant Level, Channel Curve and Scale assignments. When importing Channel List, the existing Channel List is cleared before.

LIMITATIONS:
- You will need the Channel Curves as well. They can currently not be imported.

Pronto Setup

Your Pronto Setup from a different Play can be imported, with all your settings for the Input/Outputs, record functions etc.

Using The Import Wizard

1) Select, which type of format to import from the popup, by pressing, MODIFY. You can select between a Pronto/Safari Play or an Expert Play.

2) Select the file name from the popup, by pressing MODIFY.

3) For a Pronto play, specify which type of data you want to import from the popup, by pressing MODIFY.

When you select the data type, the names of all objects of the corresponding type are read and presented in the Start at and Stop at boxes. If you want, select another object to start and stop at from the popup lists. If you change the starting object, the ending object will automatically be set to the same.

4) Select "Prompt on overwrite". If you set it to Yes, you will be asked whether to replace an existing object or not. Otherwise, these will be replaced without notice.

NOTE: The Import wizard replaces the previous command Import Expert Play.
NOTE: The Import Wizard: Shows an "Importing..." message during the importing process.

Import from Expert

This function allows you to import an Expert play to the Pronto! (File menu)

In step 1 of the previous example "Using The Import Wizard" select "Expert Play".

NOTE: Since the Expert consoles handles some things differently, you will not be able to transfer them. Basically you will be able to read the following from the Expert Play:

- Presets
- 900-groups
- Sequence 1 with times (no time groups)
- Patch

Default Files

If you save a file with the extension .DEF, it will be treated as a default file. A default file is a standard play that can be used to host your favorite settings of any type. These files are normal ASCII files and can be viewed and edited in a DOS text editor (like "edit" for example).

Default files are different from other play files: You cannot overwrite a default file by loading it and using "Save" in the File menu. You have to use "Save as..." and specify the full name.

- The Dynamics.DEF is loaded automatically when "New" (File menu) is used to load an empty Play.

- Templates from the Template.DEF file can be imported directly to a Device List using Patch Multiple Device Wizard, or the Import Wizard (File menu).

- You can import a lot of Play Data (Presets, Devices, Palettes) from a .DEF file with the Import Wizard (File menu).

- You can load a .DEF file as a normal file, by specifying the extension in the load window dialogue

NOTE: New .ASC and .DEF Plays are stored in the sub-directory C:\PRONTO\PLAYS. This is to avoid mixing system files and data. Note that the system DEF files (TEMPLATE.DEF, PARSETUP.DEF, PARAMDEF.DEF, DYNAMICS.DEF and SETUP.DEF) are in the C:\PRONTO directory along with system files.

Saving a Default File

1) Select "Save as..." from the File menu.

2) Type "Playname.def" and press MODIFY.

3) Press MODIFY to confirm.

NOTE: The Play name will not be loaded. This is a safety measure so that if you make a Save Play command, you will not overwrite the DEF file.

Loading a Default File

1) Select "Open..." from the File menu.

2) Type "*.def" and press MODIFY.

3) Select DEF file from the Files box using the arrow keys.

4) Press MODIFY to confirm.

NOTE: The Play name will not be loaded. This is a safety measure so that if you make a Save Play command, you will not overwrite the .DEF file.

Import & Export to Avab Safari (3.0)

There is a general support for reading plays from VLC V3.0 in ASCII Light Cues format. Sequences with content, Effect Libraries, Templates and Attributes are recognized. You can import plays from Safari 3.0 as well. You can import parts of a Play using the Import Wizard (File Menu) or directly from a Floppy.

Software, Version And Upgrade

This system runs in a standard PC under DOS. New versions can be downloaded from www.prontoconsole.com, and installed from a Floppy.

NOTE: To upgrade a system from 2.0 to 3.0 a new dongle code is required. This is obtained from you local transtechnik/AVAB dealer.

These are the functions described:

Introduction To Software

We constantly update the Pronto! software with new features, bug fixes and changes through the Internet. It's worth checking the www.prontoconsole.com web site periodically to see if there's a more recent version that the one you are currently working with.

Software versions come in two types: Beta release and Official release. Beta releases are test versions, which are not meant for use on real Plays. Once Beta releases are tested and proven reliable, they become official releases.

The AVAB Pronto! software is owned and manufactured by Transtechnik in Holtzkirchen, Germany. AVAB is a brand of Transtechnik. The software runs under DOS, to guarantee real- time functionality for 1536 channels and 3072 outputs with Moving Devices. You can download free upgrades of the software from www.prontoconsole.com and install from a Floppy. A hardware key ("dongle") is required to run the software with light output. Without the dongle it will run as an Offline Editor in a standard PC, under DOS (not a DOS prompt in windows).

NOTE: You can't run it under Windows 2000. In this case you will need to create a DOS partition that you can start separately. Talk to your computer support.

It's possible to run a Play from a notebook with this software and a dongle, by connecting an Ethernet to DMX converter to the Ethernet of the notebook. Contact your nearest AVAB or Transtechnik dealer for information about the status of this option.

CAUTION: Don't erase, change or re-install any DOS files without consulting a service/support provider first. You may lose vital codes for operating your system, and your product guarantee will not be valid.

Version Information

You can see which version you have in the first page of the HELP function, and in the About Pronto! menu (Pronto! menu) you can see the revision as well. You should always check the Software Version Info to know what has changed in the new software.

Understanding the About Pronto! window

1) Open the window by selecting About Pronto! under the Pronto! menu.

You will see the following information:

Software Version

This is the current Software Version and Revision, for example: V1.0 R27

Memory %

This'll show how much memory you have left to use in the FlashRAM.

Version

This will show if it is a sharp version with a dongle, or a demo version (Offline Editor).

Channels

This is how many channels you can control. Minimum is 256, can be upgraded to 1536.

Outputs

This is how many outputs you can control. Minimum is 512, can be upgraded to 3072.

Download Software From Internet

Go to the www.prontoconsole.com and download the file with the latest software version, or the latest template file. Previously a password was needed. This is no longer so.

Upgrade Software

1) Exit to DOS with Shutdown (File menu)
2) Put the Floppy in the drive
3) Type a:
4) Press ENTER
5) Type update
6) Press ENTER and then follow the instructions on the screen.

When you are done you can check the About Pronto! function (Pronto! menu) to see the version number. In the on-line manual & help-function, on the very first page you will find the version number as a hyperlink. Click on it to get information about changes in the version you just have loaded.

The Files Used By The Pronto! Software

The Pronto! software uses a number of different files that can be listed in DOS with the command /dir. This is a list of the files and their respective functions.

CAUTION: Don't erase, change or re-install any DOS files without consulting a service/support provider first. You may lose vital codes for operating your system, and your product guarantee will not be valid.

PRONTO.EXE: Pronto software

32RTM.EXE, 32STUB.EXE and DPMI32VM.OVL: Memory handler

*.HLP: Help files in different languages

*.RES: Screen text files in different languages

IO2.BIN: Software for the IO2 card. Downloaded by PRONTO.EXE

TEMPLATE.DEF: Default Templates - CAUTION - do not overwrite this play.

DYNAMICS.DEF: Default Dynamic Effect Libraries CAUTION - do not overwrite this play.

PARAMDEF.DEF: Parameter definitions for the Templates

PARSETUP.DEF: Default parameter assignment for Faders and Wheels CAUTION - do not overwrite this play.

SETUP.DEF: Default operating Pronto Setup

P.BAT: Start file for the Pronto software

PRONTO.CFG: Configuration file with the System Configuration code. IF THIS FILE IS ERASED THE SOFTWARE WILL NOT RUN - DO NOT CHANGE OR ERASE THIS FILE. MAKE A COPY ON A SEPARATE FLOPPY IF YOU ARE A RENTAL COMPANY.

PRONTO.STP: Settings for Screen/Help language and Multiple/Virtual screens are stored in PRONTO.STP.

Example Files

These are some examples to show how files shall/can be set up to function properly.

P.BAT:

```
@echo off
:repeat
cd \PRONTO
PRONTO /HARDDISK %RESTART%
if errorlevel 1 set RESTART=/RESTART
if errorlevel 1 goto repeat
```

AUTOEXEC.BAT:

Should end with:

```
CD \PRONTO
CALL \PRONTO\STARTNET.BAT
P
```

CONFIG.SYS:

Has to contain this line:

```
DEVICE=C:\PRONTO\MOUSE.SYS
```

NET.CFG:

```
LINK DRIVER PCIODI
FRAME ETHERNET_802.3
PROTOCOL IPX 0 ETHERNET_802.3 (binds IPX protocol to frame)
LINK DRIVER RTSODI
FRAME ETHERNET_802.3
PROTOCOL IPX 0 ETHERNET_802.3 (binds IPX protocol to frame)
PROTOCOL IPXODI
IPX SOCKETS 150
```

STARTNET.BAT (for older Pronto hardware)

```
LSL
PCIODI
IPXODI
```

STARTNET.BAT (for newer Pronto hardware)

LSL
RTSODI
IPXODI

The Startup Parameters of P.BAT

The P.BAT file used to start the pronto software can have some startup parameters depending on the hardware and some of the functions wished for. Normally this is nothing you will change. This is a list of the parameters and their respective functions.

Common parameters

/HARDDISK = Use harddisk instead of diskette as default play storage.
/PLUS = Start as Pronto+.
/LIGHTSERVER = starts the software as lightserver

Less common parameters:

/NET x = Start on a specific logical network (x = 0-9). If no /NET parameter is given, the default network (0) is used. If the network driver is not started, network functions will be disabled and an information message will be given.
/LYNX = Activate connection with Lynx console.
/PRESTO = Starts as a Presto compatible system.
/BADFADER = For old console with mechanical limitation of the crossfade faders.

Using an external computer to run Pronto:

/ASTRACARD = There is support for Astra multivideo cards if you are running the offline editor in a standard computer and want multiple screens.

NOTE: QDA.EXE must be executed before you start PRONTO.

When configuring an external computer to run the Pronto, there are startup parameters to allow IO2 card number and IRQ to be specified:

/IO2ADDRESS x where x = the card number (1 - 4)
/IO2IRQ y where y = IRQ to be used (5, 7, 10, 11, 12 or 15)

Testing parameters - never used unless a service technician tells you to:

/NOPOWERFAIL = Turn off powerfail signal from IO2 card.
/NOIO2 = Turn off the IO2 card.
/NOLCD = Turn off LCD display.
/NOAPN = Turn of console input.
/NODMX = Turn off DMX output.
/CONSOLE 0 = For prototype Pronto boards only.
/TESTMODE = Add additional tests.
/EVENTTEST = Add event logging.
/CPUTEST = Shows the CPU load.

Editing the P.BAT file

CAUTION: Do not edit or change any files in DOS unless you are perfectly sure what you are doing. A service technician should do this, or your guarantee will be invalid.

1) Exit to DOS with the command SHUTDOWN (File menu).
2) Type "edit p.bat" and press ENTER
3) Add or subtract any of the Startup Parameters above
4) Save (File menu) and Exit (File menu).
5) Restart Pronto by entering "p" and pressing ENTER

PART III: Accessories

This Chapter is about accessories and options, such as networking, printer, fader wing panel, Presto front end etc.

NETWORK FEATURES (3.0)

You can network two Pronto consoles via Ethernet to run as a main/backup system. The networking functionality is simple and straightforward, allowing you to convert either console to main, to transfer plays or patches and to communicate through a Chat function. Backup and Network commands are under the Network menu.

These are the functions described in this chapter:

Introduction To Networking

The Pronto can network two consoles over Ethernet. Basically it means that you can start one console as the main system (A) and then connect to the backup system (B) from the Backup options (in the Network menu).

Once the consoles are connected, you can choose to transfer the current Play from A. After this you can Start Link, and all Playback functions of the main (A) system will be synchronized with the backup (B) system. Some functions can only be done from the main (A) system, but you can convert the Backup system (B) to "A" anytime.

If the main system goes down, the Backup system will take over automatically, and display an error message. If you are transmitting DMX over the Ethernet as well (via a HUB) then you won't notice on stage that the Backup has converted to main (A) system. You can complete the Play on the Backup system.

The B system does not generate DMX output. Only the A system is now allowed to do this. When the B system takes over, it will start to generate output.

The console status "A" or "B" is indicated on the top of the screen to the left of the Play Name.

NOTE: There are LEDs that indicate data traffic at the back of the console.
See The LEDs in the back of the console.

Connect two Prontos

You can connect two consoles physically in these ways:

Console to console, using a "crossover" Ethernet cable.

This connection will allow you to run one console as main (A) and the other as Backup (B). The backup takes over automatically and synchronized if the main console goes down. But you will have to switch the DMX outputs, or use a DMX merge box to start sending DMX from the backup (B) console.

Both consoles to an Ethernet Hub.

This connection gives you the same possibilities to have a main (A) and Backup (B) console. In addition to this, by going through a Hub, you can transmit Ethernet through the same Hub, to an E-Gate that converts to DMX512. This setup means that you are able to use either console and run the connected dimmers and devices without switching any output connectors.

Setting up the Network

1) Connect the consoles with Power Off, with a crossed Ethernet cable, or over a HUB with normal Ethernet cables.
2) Open the Input/Output Setup by holding SETUP and pressing OUTPUT (or from the Pronto Setup in the Pronto! Menu).
3) Make sure Ethernet Output in the Input/Output Setup is set to ON.

When you start the consoles, the first one to complete booting will become the main (A) system, and the other one the backup (B) system. An information popup is shown on the A system when a B system is started.

They will not perform Network functions with each other however, until you activate a network feature from the Network Menu such as Chat, Backup, Patch or Dual Operator Setup.

Network Activity Monitoring

An information popup is shown on the A system when a B system is started. The system that is converted to B now displays an information message about this.

When the contact is lost between two linked Prontos a popup is shown, if Network Link is active or Ethernet output is turned on.

Fetch & Send Play

To have the same Play in both systems before running a show, there is a command for sending, or fetching the Play from the other system.

1) Open the Backup Options (Network Menu).
2) Select Fetch or Send Play (depending on what is relevant). You will get a confirmation popup (press MODIFY).

"Waiting for play" is displayed after a Fetch Play command has been issued until the play is received. "Preparing to send play" is displayed when the sending system is preparing data to be sent. After the preparation the "Sending play" is shown. A status message has to be acknowledged when the transfer is completed. The total size of the transferred file is also shown here.

Once the Play is transferred you have the same Play information in both consoles. The Play file name is transferred, and the playbacks in the receiving system will position to the same steps as in the main system. If you make changes in either console, you have to transfer the Play to update the other console. This guarantees that a programming crash in one system won't bring down the other system.

Start & Stop Link (Synchronization)

You can activate and deactivate the link between the two consoles at anytime from the Network Menu. This can only be done from the main (A) system. The letter "S" beside the A/B indication on the top of the screen indicates when the Link is active.

1) Open the Backup Options (Network Menu).
2) Select Start Link (this will not be available if no console is networked). You will get a popup asking if you wish to Sync with the other console. Press MODIFY to answer yes (ESC for no).

The Link is started. You can now run the show in the A system, and the B system will follow. You have to transfer the Play first.

3) Select Stop Link.

The Link is stopped. The systems are now two separate consoles.

To keep the system simple, and allow operators to view information in the backup (B) system without affecting the main (A) system the synchronization only transmits important playback information. The synchronization is uni-directional, only from the main system (A) to the backup system (A). This minimizes risk that the systems get out of sync and improves the security since both systems don't do exactly the same thing, (which could lead to both systems crashing simultaneously).

The following things are synchronized:

- Loading new content into a Master.
- Activating content from a Master with the Master key.
- Changing the level of a Master fader.
- Loading new content into playback 1 or 2.
- Starting a playback with the GO, GOTO, GO BACK and PAUSE keys. GO commands include the current Sequence and position to make sure that the playbacks are at the same position.
- Jumping in the Sequence with SEQ+/- or # GOTO.
- Activating a new Master Page.
- Manual Crossfades: when starting a manual crossfade, a GO command is sent to the backup system to make sure that crossfade-related things are started.

Convert to A or B

The A system is the system that transmits DMX. The B system wills tart doing so if it is converted to A in case of a crash, or if you wish to do so manually. This is done in the Backup options (Network Menu). "A" or "B" is indicated on the top of the screen to the left of the Play Name.

1) Open the Backup Options (Network Menu).
2) Select Convert To A or B (depending on what is relevant). You will get a confirmation popup, press MODIFY to ok, or ESC to exit.

A message will indicate that your system is converted.

View Only Mode

You can run the B system in a View Only Mode where a lighting designer can follow the show, but no editing is allowed. This mode is intended for a situation where two Pronto consoles are connected and synchronised but INSERT, DELETE, RECORD, MODIFY and WIZARD keys are disabled. View Only mode is indicated in the Status View (bottom right corner of monitor 1).

1) Open the Backup Options (Network Menu).
2) Toggle View Only Mode with this choice.

A message will indicate that your system is converted.

NOTE: Don't forget to exit this mode before you start to edit in this console again.

Dual Operator Setup

This function is designed to allow two operators to work in one Pronto each, on different parts of the rig. Two Pronto consoles are connected on a network, and the outputs are divided between them. Two different operators can work on different parts. Data is recorded in each system. The resulting DMX data is combined and transmitted through the main (A) system.

When the parts from the two consoles are tried out together, Network Link can be used to run both from the main console.

Setting up two systems

First make sure that the two systems are connected and the Network is functioning (You can try this by using the Chat function in one console to see if the Chat window is opened on the other console).

The A system is the system that actually sends output on DMX or Ethernet. The output from the separate systems are combined through the Dual Operator Setup, and the resulting output is transmitted.

The Dual Operator Setup can only be controlled from the main (A) system. The operator of the A system can assign any combination of channels to the B system (or itself). You can assign personal channel Masks to either system, or, as in this example, you can assign channels directly.

1) Open the Dual Operator Setup (Network Menu).
2) In the setup, there is an overall On/Off parameter for the Dual Operator Mode. Toggle this to ON.
3) Step to "Assign channels to B".
4) Select channels using the normal channels functions and press MODIFY.

When channels are assigned to the B system, a temporary Channel Mask is created and sent to the B system.

5) Step to "Assign channels to A".
6) Select channels using the normal channels functions and press MODIFY.

The channels are assigned to the A system, and a temporary Channel Mask is created. The number of channels assigned to each mask is shown after this text.

NOTE: Selecting "Assign channels to A (B)" without any channels selected turns off the masking and Dual Operator Mode.
NOTE: There is a popup for copying channels from an existing Channel Mask to mask A or B.

The channel view is updated directly when channels are assigned or the Dual Operator Mode is turned on/off.

Double Operator Patching

An alternative Output Patch (not including Moving Devices) can be prepared and exchanged between two networked Pronto consoles using the Send or Fetch Patch commands in the new Patch menu. This is a function designed to allow (for example) a Dimmer-man to work on the B system close to the stage, and then send the Patch to the main operator to test.

A Patch received over the network will be stored in an alternate patch buffer. To toggle between the normal patch and the alternate one, use the Try patch command from the Patch menu.

Currently, only the Dimmer Ouput Patch is transferred but may be extended with Device list and Template information in the future (mail us if you think it is vital).

Network Patch commands are only enabled when there is a second console connected.

Send & Fetch a Patch

1) First, prepare the Patch in the Channel Setup or the Output Setup (Pronto! Menu).
2) Open the Patch Options (Network Menu).
3) Select Send (or Fetch) Patch (this option is only available when there is another console connected).
4) You can now proceed to Try the Patch (next example).

Try a Patch

1) First, you have to receive a Patch from another console (see previous example).
2) Open the Patch Options (Network Menu).
3) Select Try Patch (this option is only available when there is another console connected). The received Patch will be activated, and can be left as the Active Patch.
4) To toggle back to the original Patch, select "Try Patch" again.

The currently active Patch can be viewed and is indicated in the header of the Outputs window (Playback Menu) as:

Default (original)
Alternative (received)

The Chat function

When two Pronto consoles are networked, you can open a Chat window from the Network menu.

In the Chat window, you can exchange messages between two operators. Everything you type in the "Type here:" field is visible on the other system and in your own Chat window. If you send a message to the other system, that Chat window will be opened automatically.

The Chat session is saved in a file called CHAT.TXT and is restored when the window is opened again.

It is possible to open and read the information in the Chat window also when no other system is connected.

Navigating

It is possible to focus the chat list with the Up/Down arrow keys.

You can use the arrow keys to move focus between the "Type here:" field, the Clear button and the text field. In the text area it is possible to scroll with the Left and Right arrow keys or the scroll bar.

If you are focused on the Clear button, you can use MODIFY to clear the list and VIEW & arrow keys to change size and position as usual. Note that this is not possible if you have focus in the "Type here:" field because of the keyboard decoding. When you make a Clear, you will get a confirmation popup.

REMOTE CONTROL FOCUSING

This system can connect an optional infrared or radio Remote control.

These are the functions described:

Introduction To Remote Control

A remote control will allow you to operate a lot of functions in the Pronto! from a ladder, or the stage. There are two kinds of wireless remote controls.

- The AVAB UR-1 Infra red light remote
- The Transtechnik radio remote

They are both connected in the back of the console. There are LEDs indicating data traffic.

See The LEDs in the back of the console.

Infra Red

+ You can have several transmitters, and receivers at the same time
+ There is not disturbance to sound equipment

- You have to have free sight, between transmitter and receiver

Radio

+ You can transmit to a receiver out of sight

- Can cause disturbances with sound equipment
- It's larger than the IR remote
- Make sure the country radio frequency is allowed

The AVAB IR Remote

There are two IR remotes from AVAB:

- The newer UR-1, which has a green multi-function display and communicates directly with APN through a cable, or via an IR receiver connected to the APN port of the console.

- The older IR-6, which has a red LED display and requires a IR-APN converter to communicate with the Pronto.

The UR-1

The following functions from the UR-1 transmitter are available in the Pronto! (please check the UR-1 manual for more information):

Select a channel and changes the level

1) Enter the number of the channel and press 100%, +%, -% or 0%

NOTE: If you use numbers between 900 and 990 together with the channel functions (100%, +%, -%, 0%) you will select the channels from the corresponding group.

Change the level of the selected channels

2) Press 100%, +%, -% or 0%

Clear all levels in the selected field and clears the selected channels.

[CLEAR]

Select a channel

[1-1536] [CH]

Select a group

[1-999] [.] [CH]

Add a channel

[1-1536] [+]

Add a Group

[1-999] [.] [+]

Subtract a channel

[1-1536] [-]

Subtract a Group

[1-999] [.] [-]

Select or add range of channels

[1-1536] [.] [THRU]

Select or add range of Groups

[1-999] [THRU]

Set a level to the selected channels.

[0-100] [@_LEVEL]

Add the channels from a Preset.

[0.1-999.9] [AdP]

Select all channels with a level 0%.

[All]

Same as Undo/Fetch

[Revert]

Load a Preset

[0.1-999.9] [Preset]

Record as Preset

[0.1-999.9] [Record]

GO

[Go]

Same as # GOTO

[0.1-999.9] [Jump]

Controlling a Moving Device

1. Arrow keys controls Pan/Tilt for the selected devices.

2. # FOCUS/COLOR/BEAM selects palette # for each palette type.

The IR-6

The older IR-6 has less functions than the newer UR-1.

NOTE: A converter from the receiver to the APN standard of the Pronto is required to use this remote. Contact your Avab dealer for details.

Select a channel and changes the level

1) Enter the number of the channel and press F, ^, v or 0.

NOTE: If you use numbers between 900 and 999 you will select the channels from the corresponding group.

Change the level of the selected channels

2) Press F, ^, v or 0.

Clear all levels in the selected field and clears the selected channels.

[995] [.]

Select all channels with a level 0%.

[999] [.]

Load a Preset

[0.1-999.9] [.]

Record changes in current Preset

[991] [.]

GO

[996] [.]

The Transtechnik Radio Remote

The Radio Remote is connected in the back of the console to the connector marked "Remote Radio". Functions with white text are pressed directly, holding the red SHIFT key down while pressing activates functions with yellow text.

NOTE: The Radio Remote ignores the transmitter ID and receives data from any transmitter.

There are some functions screened on the Remote that do not apply to this console, since the same Remote is used for a whole range of products.

These are the functions available:

Record current light

[0.1-999.9] [REC]

Load a preset

[0.1-999.9] [PRS]

GOTO a preset

[0.1-999.9] [GOTO]

GO

[Go]

Select channels

[1-1536] [CH] and [+] and [THRU]

NOTE: You are able to select Groups by entering a decimal point after the Group number, and using the Channel functions as normal.

Set levels

[1-100] [@_LEVEL]

Fetch levels for selected channels from Preset

[0.1-999.9] [FTCH]

Select palette for the selected channels

[1-999] [FOCUS] `or` [COLOR] `or` [BEAM]

Pan/Tilt for selected channels

Up/Down/Left/Right arrows

Set 100% to the selected channels

[1-1536] [ON]

Set 0% to the selected channels

[1-1536] [OFF]

Increase/Decrease the selected channels

[1-1536] [+%] and/or [-%]

Check mode

[CHECK+] and [CHECK-]

Clear levels and channels in working field

[CLEAR]

Select channels from Preset

[0.1-999.9] [ADDP]

Controlling a Moving Device

1. Arrow keys controls Pan/Tilt for the selected devices.
2. # FOCUS/COLOR/BEAM selects palette # for each palette type.

EXTERNAL TRIG FUNCTIONS

There are two connectors in the back of the console that can be used with a simple momentary switch, pedal, pushbutton or relay to remote control the Pronto. There is a default functionality, and you can set them up to control any Master Content from the APN Panel Setup.

Default Trig Behaviour

INPUT 1 = Is default GO on the Main AB Playback.
INPUT 2 = Is default Macro 1, if it exists. If not it will toggle Master 1 on/off.

So, If you for example want GO and GO BACK you can make a "Macro 1"with GO BACK.

Panel Trig Behaviour (3.0)

The External Trig inputs can use the functionality of the New APN Panel Setup. The external trig inputs use panel number 255 and key numbers 1 and 2. When the Panel Setup is open, you can press the desired external trig input to automatically create a panel setup entry for it. If nothing is set up for panel 255, the default functionality of the external trig inputs will be used.

See APN-Panel

DMX via Ethernet

The Pronto can transmit up to 3072 DMX channels through the Ethernet Output. You will need an E-gate to convert the Ethernet to DMX512. Contact your Avab/Transtechnik dealer for details.

Ethernet is automatically set up for your system if delivered after March 2001. If you have an earlier system you need to activate the Ethernet output in the p.bat file.

NOTE: There are LEDs that indicate data traffic at the back of the console.
See The LEDs in the back of the console.

Consoles delivered before March 2001:

In these consoles you have to add the command CALL STARTNET.BAT in the end of your Autoexec.bat file before the line that calls P.BAT.

Don't attempt this if you have no idea about DOS. You need the Keyboard to do this.

1) Exit to DOS by making a Shutdown (File menu).

2) Go up one directory by typing "cd.." and press ENTER on the keyboard.

3) Open Autoexec by typing "edit autoexec.bat" and press ENTER. This should open a blue editor with a lot of text.

4) Scroll to the end (PAGE DOWN or arrow keys).

5) Put the cursor in the beginning of the line that calls "P.BAT".

6) Write "call startnet.bat" and press RETURN.

7) Open the File menu and Save the file.

8) Open the File menu and Exit.

9) Restart the console.

You now have the possibility for Ethernet DMX output. You will have to activate the Ethernet Output in the Input/Output Setup of the console as well.

MIDI & TIMECODE (3.0)

This system can receive and/or transmit MIDI for keys and faders. You can receive MIDI Program Change commands to trig crossfades in a Sequence. You can also trig any Sequence Step from an incoming TimeCode.

These are the functions described:

Introduction to MIDI

MIDI stands for Musical Instrument Digital Interface. The reason you can find it in a lighting console is that MIDI today is being used for a lot more than having synthesizers to speak to each other as was intended originally.

Basically MIDI is a standard for transmitting notes 0—127 (on/off) with velocity (how hard they are played) and continuous controllers such as faders (volume for example). There are more parameters but these are the basic ones. In Pronto! all keys correspond to a note and all faders to a controller.

MIDI is transmitted serially in up to 16 individual MIDI channels in one three-lead cable. The communication is unidirectional, which means there is no feedback or intelligent bi- directional contact between MIDI units.

NOTE: DMX512 is also unidirectional, while a pair of walkie talkies (for example) are bi- directional, allowing communication both ways.

These are some terms you should know to understand MIDI:

A MIDI Sequencer

A Sequencer is a digital recorder for MIDI information. You can hook up Pronto! to a Sequencer and record all keys you press and all faders you move in real time into the Sequencer, and then play back, edit or synchronize to other MIDI compatible equipment from the Sequencer and back through Pronto!.

Synchronizing boards

Since Pronto! sends all keys and faders via MIDI this means that you can synchronize two Pronto! boards to have a tracking backup for a system. You can also use this to synchronize a moving lights board with Pronto!, providing that system is MIDI compatible.

Setting up MIDI

Once you have connected a MIDI Device to the Pronto! with the MIDI connectors in the back of the console, you have to set up the console to receive and/or transmit MIDI, and define which MIDI commands it will recognize.

There is a MIDI Setup where you can configure how the console will function with MIDI. (Pronto! menu)

See Pronto Setup

Operate two consoles in parallel

If you want to operate two Pronto! consoles in parallel via MIDI to have one as a backup or designer station operating simultaneously with the other you need two MIDI cables. One connected from MIDI In in Pronto! 1 to MIDI Out in Pronto! 2 and the other from MIDI Out in Pronto! 1 to MIDI In in Pronto! 2. This way any key pressed in one Pronto! will be sent to the other Pronto! as well and executed there. The same goes for the faders.

NOTE: See Network Features instead

IMPORTANT: Setting the MIDI parameters in each board separately before connecting the MIDI cables like this:

MIDI Channel = 1
Keys = Rec/Tra
Faders = Rec/Tra
Program Change = Off

Now connect the MIDI cables and press GO in Pronto! 1, this should start a crossfade in both boards. Then press GO in Pronto! 2, this should also start a crossfade in both boards.

Then move the Grand Master in Pronto! 1 and see if this happens in Pronto! 2 too, and vice verse.

If the result isn't as described you will have to check your MIDI cables and connectors and go back and double check the Midi Setup settings.

Program Change Starts Crossfades

The Pronto! can be set to activate a specific crossfade when receiving a Program Change command through MIDI. This is a "non-standard" version of Midi Show Control where crossfades are specified with a specific MIDI command. The reason is that a lot of MIDI equipment cannot transmit Midi Show Control, but almost all MIDI equipment can transmit Program Change commands.

When the Program Change parameter is set to "On" the board will activate a crossfade to step 0-127 when receiving Program Change 0-127.

NOTE: You have to have a Sequence Step recorded in the board to be able to jump to it.

Using A MIDI Sequencer

You can set up a MIDI Sequencer to store faders and keys that you activate in real time, and then play back through the board like if a "ghost operator" was performing the same actions in the exact same way again. This is useful if you want to create random effects storing flash key pressings and Master fades, or if you want to synchronize a whole or part of a Play with music.

IMPORTANT: Setting the MIDI parameters before connecting the MIDI cables like this:

MIDI Channel = 1
Keys = Rec/Tra
Faders = Rec/Tra
Program Change = Off

Record Keys And Faders In Real Time To A Sequencer

Now set the Sequencer to recording incoming MIDI data, and start playing the board performing the actions you want to be able to recreate through MIDI. You can start crossfades pressing [GO] or press flash keys, perform manual crossfades or Master fades....

Stop the recording in the Sequencer when you are done and see the next page in this manual ("Playing back...")

Play back keys and faders in real time from a Sequencer

This text is based on the previous example in "Record keys and faders in real time to a Sequencer".

Set the Sequencer to PLAY. As the data is played back the same actions you performed will be repeated in the board as if you were pressing the keys and pushing the faders once again.

This is why you had to set keys and fader parameters to Receive AND Transmit in the MIDI setup. First you transmit for the recording, then you receive for playing back.

NOTE: MIDI records what you DID at a certain time, NOT what happened on stage. For example, if you press GO and the Sequence happened to be at step 1 you would have faded in step 1. Then when playing back the GO from the Sequencer the board will continue and fade to step 2 unless you have reset the board to step 1 first.
You can avoid problems like this by using absolute functions. For example press 1 GOTO instead of GO and the board will always fade to step 1 when that MIDI data is received.

MIDI Time Code Trig (3.0)

Every sequence step can be triggered both manually, and by a specific MIDI Time Code time on the MIDI port.

In the Sequence Editor, this time can be set or edited in the far right column. Note that you can only edit this type of data with the keyboard.

In the time code display, times are shown displayed as HH.MM.SS.FF.

If there is MIDI Time Code coming into the system, the running time will be shown on top of the monitor instead of the normal date and time. In Learn Mode, Lrn is displayed instead of MTC here.

If a Time Code time is defined for a sequence, this is shown instead of the sequence text in the Expanded Playback view. No time code is shown as "--- ".

Manual and Time Code trig

You can combine sequence steps with Time Code times with normal manual or automatic crossfade. The Time Code time is just an additional trigger that can activate a sequence step. If there is a problem with the MIDI Time Code input, you can always start the crossfade by pressing GO.

Time Code On/Off

In the MIDI Setup window (Pronto Setup in the Pronto! Menu), there is an overall parameter "Read MIDI Time Code" that switches on or off time code in general.

Trig in B or Auto Mode

Normally, only Sequence steps that are in the B field will be triggered by incoming MIDI Time Code. Other Steps will not be trigged, even if the times match.

It is also possible to run the system so that any Sequence Sstep matching a specific Time Code time is run automatically regardless if it is in the B field or not. This is set in the MIDI setup part of the Pronto Setup (Pronto! Menu). If the "Auto- locate step" parameter is set to "On", any step that is matching the incoming MIDI Time Code will be executed.

Capture Time Code (Learn Mode)

You can activate a "Learn Mode" in the MIDI Setup part of the Pronto Setup (Pronto! Menu) and press GO to capture the incoming Time Code to each Sequence Step automatically.

MIDI Implementation Chart

All MIDI messages described below can be sent or received on any MIDI Channel between 1 and 16.
The values shown in parenthesis (like this = 144) all refer to MIDI channel 1. To be able to use other MIDI channels, you have to add the channel number and subtract 1.

Example: NOTE ON on channel 4 = 144 + 4 — 1 = 147.

Keys

All keys are transmitted as Note On and Note Off messages.

When a key is pressed, the following MIDI Message will be transmitted:

NOTE ON (=144), Key number, 64

When a key is released, the following MIDI Message will be transmitted:

NOTE OFF (=128), Key number, 64
By sending the corresponding command to the MID In port, the Pronto! will execute the key.

The key and fader MIDI implementation is stated in the tables below.

Key	MIDI Code (Hex)	MIDI Code (Dec)
-%	3C	60
+%	3D	61
DecimalPoint	3E	62
0	01	1
1	02	2
2	03	3
3	04	4
4	05	5
5	06	6
6	07	7
7	08	8
8	09	9
9	0A	10
A	0B	11
All	0C	12
MasterKey1	0E	14
MasterKey2	0F	15
MasterKey3	10	16
MasterKey4	11	17
MasterKey5	12	18
MasterKey6	13	19
MasterKey7	14	20
MasterKey8	15	21
MasterKey9	16	22
MasterKey10	17	23
MasterKey11	18	24
MasterKey12	19	25
MasterKey13	1A	26
MasterKey14	1B	27
MasterKey15	1C	28

MasterKey16	1D	29
MasterKey17	1E	30
MasterKey18	1F	31
MasterKey19	20	32
MasterKey20	21	33
AtLevel	22	34
B	23	35
C	24	36
Ch	25	37
Ch—	26	38
Ch+	27	39
ChRange	28	40
Color	29	41
Effect	2B	43
Esc	2C	44
ExtTrig1	2D	45
ExtTrig2	2E	46
Fetch	2F	47
FlashMode	30	48
GO	31	49
GoBack	32	50
Goto	33	51
Help	34	52
Macro	35	53
MastPage	36	54
Modify	37	55
Output	38	56
Pause	3B	59
Preset	3F	63
Record	40	64
Scale	43	67
Seq	44	68

Start	45	69
Setup	46	70
Thru	47	71
Time	48	72
View	49	73

Fader	MIDI Code (Hex)	MIDI Code (Dec)
Upper_1	41	65
Upper_2	42	66
Upper_3	43	67
Upper_4	44	68
Upper_5	45	69
Upper_6	46	70
Upper_7	47	71
Upper_8	48	72
Upper_9	49	73
Upper_10	4A	74
Upper_11	4B	75
Upper_12	4C	76
Upper_13	4D	77
Upper_14	4E	78
Upper_15	4F	79
Upper_16	50	80
Upper_17	51	81
Upper_18	52	82
Upper_19	53	83
Upper_20	54	84
Lower_1	55	85
Lower_2	56	86
Lower_3	57	87
Lower_4	58	88

Lower_5	59	89
Lower_6	5A	90
Lower_7	5B	91
Lower_8	5C	92
Lower_9	5D	93
Lower_10	5E	94
Lower_11	5F	95
Lower_12	60	96
Lower_13	61	97
Lower_14	62	98
Lower_15	63	99
Lower_16	64	100
Lower_17	65	101
Lower_18	66	102
Lower_19	67	103
Lower_20	68	104
AFader	69	105
BFader	6A	106
GrandMaster	6C	108

APN KEY PANEL (3.0)

This system supports up to 255 external key panels with 4-16 keys that can be used for houselights, or remote control of any kind of function in a Master. When you press the key on a panel, it is the same thing as pressing the corresponding master key on the Pronto. The LED in the panel key is slaved to the LED of the corresponding master.

Introduction to the APN Key Panel

Each key is mapped to a master field and you can define the desired Master Content that should be used by the key and the time that should be used for this content.

When you press the key on a panel, it is the same thing as pressing the corresponding master key on the Pronto. The LED in the panel key is slaved to the LED of the corresponding master.

The panel is connected to the APN (Avab Peripheral Network) port and is usually used for houselights, rehearsal lights, worklights (etc) controlled by the Pronto.

NOTE: There are LEDs that indicate APN data traffic at the back of the console.
See The LEDs in the back of the console.

The Panel Setup

The Panel Setup (Pronto Menu) is dynamic. You can freely insert items for any panel and panel button using the INSERT key. Panel numbers are entered as 1-255, button numbers as 1- 16. Any panel and button can be mapped to any master field. This means that there are practically no limits regarding the number of panels or the number of buttons on each panel.

These are the functions in the Panel Setup:

Panel

This is where you set the ID (1-255) of the Panel.

Key

This is where you specify the number of the key in this panel. If you don't know the number, you can auto-create the information by pressing the key in the panel when it is connected.

NOTE: You can set several keys to refer to the same master. This means that (as long as you specify the same content) you can assign one Up and one Down key to control the same master.

Master

This is where you specify which Master you want the key to control.

Type

This is where you specify the type of content (preset, group, key, macro etc) you wish the Master to control.

Number

This is where you specify the number for the type of content you chose under Type.

Time

This is the time that will be used for Presets and Groups.

Text

You can enter a text explaining the key function here.

Panel Mode

It is possible to define how the key should behave in this column. You can choose between toggling or up or down.

See APN- Panel.

Insert New Panel Function

1) Open the Panel Setup (Pronto Menu).
2) Press Insert.
3) Define Panel ID 1-255.
4) Define Key 1-16.
5) Define Master to control (1-80).
6) Define Type of content (preset, group etc).
7) Define number for the selected Type of content (preset 5, for example).
8) Define a time if the content is a Preset or Group.
9) Write a text label for the function.
10) Select Panel Mode (up, down or toggle).

Auto-insert New Panel Function

If you press a non-configured button while the Panel Setup is open, you will be asked if you want to create it. If you answer Yes, the entry will be created with the correct panel and button number.

Delete Panel Function

1) Open the Panel Setup (Pronto Menu).
2) Select the Key in the list.
3) Press DELETE.

Set Key Behavior

It is possible to define in the Panel Setup "Panel Mode" column how the key should behave. Panel mode can be set to Up, Down or Toggle. If a key is set to Up or Down, it will fade Up/Down as long as you hold the key pressed.

If a key is set to Toggle, it will toggle between 0% and 100% each time the key is pressed. In both cases, the Time will be used for the fade.

NOTE: The Panel mode only affects content types Preset and Group. All other content types are executed when the key is pressed.

PRINTER

This system supports a standard DOS-compatible printer connected to the Printer port.

NOTE: The console will not detect if there is a printer connected or if it has power. Make sure of this first.

Printing a Play

1) Open the Printer dialog (File menu).

Select one of the following options using the up/down arrow keys:

Sequence loaded to Playback 1 (including Ch times & Master Link information)
Presets (including Attribute & information)
Sequence & Presets
Master Pages
Channel Setup
Patch
Current window: Prints the content of the current editor window. Only columns that fit on the printout will be printed. The printout will start printing at the currently selected column so by positioning the cursor in the window horizontally before printing, you can print any column.

2) Lines/Page = The printer will start a new page after this number of lines.

3) Press MODIFY to start printing. A window till show the ongoing printing process in %. ESC (console or keyboard) will cancel the current printing process.

Connectors

These are the connectors in the back of the console:

NOTE: There are LEDs that indicate data traffic at the back of the console.
See The LEDs in the back of the console.

XLR DMX512/AVAB In & Outputs

Pin 1 Gnd
Pin 2 Data—
Pin 3 Data+

Video

Pin 1 Red
Pin 2 Green
Pin 3 Blue
Pin 5 Gnd
Pin 6 Red Gnd
Pin 7 Green Gnd
Pin 8 Blue Gnd
Pin 10 Sync Gnd
Pin 13 Horizontal
Pin 14 Vertical

Remote IR

Pin 1 Gnd
Pin 2 +12V
Pin 3 IR_OK_LED
Pin 4 Receive_Signal

MIDI In

Pin 4 Data +
Pin 5 Data -

MIDI Out, Thru

Pin 2 Gnd
Pin 4 +5V
Pin 5 Data

APN

Pin 4 Data+
Pin 5 Data -

External Trig 1 and 2

Pin 1 Signal
Pin 2 Gnd

Printer

Pin 1 Strobe
Pin 2 D0
Pin 3 D1
Pin 4 D2
Pin 5 D3
Pin 6 D4
Pin 7 D5
Pin 8 D6
Pin 9 D7
Pin 10 Ack
Pin 11 Busy
Pin 12 PE
Pin 13 Select
Pin 14 AutoFeed
Pin 15 Error
Pin 16 Init
Pin 17 Select In
Pin 18-25 Gnd

Remote Radio

Pin 1 CD
Pin 2 RD
Pin 3 TD
Pin 4 DTR
Pin 5 Gnd
Pin 6 DSR
Pin 7 RTS
Pin 8 CTS
Pin 9 RI

Monitor 1 and 2

Pin 1 R
Pin 2 G
Pin 3 B
Pin 4 ID2
Pin 5 NC
Pin 6 R Gnd
Pin 7 G Gnd
Pin 8 B Gnd
Pin 9 NC
Pin 10 Sync Gnd
Pin 11 ID1
Pin 12 ID0
Pin 13 H Sync
Pin 14 V Sync
Pin 15 NC

Ethernet

Pin 1 TX+
Pin 2 TX-
Pin 3 RX+
Pin 4 NC
Pin 5 NC
Pin 6 RX-
Pin 7 NC
Pin 8 NC

Keyboard and Mouse

Pin 1 Data
Pin 2 NC
Pin 3 Gnd
Pin 4 +5V
Pin 5 Clock
Pin 6 NC

Pronto+! (Pronto Plus)

There are currently two Pronto consoles. The normal Pronto and the Pronto Plus. The Pronto+! (Pronto Plus) is a Pronto console with an extended Master fader wing with 40 extra faders to the left of the Crossfade Playbacks. All basic functions are the same. The main difference in function is how the extra faders can be used to provide faster access to individual dimmers, Moving Devices, groups, Presets and Sequences.

Channel Direct Mode left side = activates both fader wings, providing 80 channels.
Channel Direct Mode right side = right fader wing, providing 40 channels.
Device Mode = can be selected on either side independently
Flash Mode = can be activated on either side independently
Master Pages = are stored with 40 Masters and can be stored from, or loaded to either side independently
Direct Modes = are activated for the left wing only.

NOTE: The LED displays on the right side show the same information as the displays on the left side.

NOTE: When using Device Mode on both sides, you will now have 60 device keys (Master 1-60). In this case the parameters will be on the lower 20 faders on the right side only.

Lynx Fader Wing

This system supports an external fader wing. The Lynx is a Master fader wing with 24 extra faders. It is connected to the APN port in the back of the console and can be used to get a remote control for Masters 1-24, the A/B Crossfade Playback, and five keys (from left to right):

FlashMode = Toggles Flash modes for the Masters
Start = Starts a Master fade
Nothing
SeqMinus = Steps to the previous Sequence step
SeqPlus = Steps to the next Sequence step

NOTE: The Joyfader currently has no function
NOTE: You need the parameter "/LYNX" in the p.bat file in DOS to activate the Fader Wing.
See Startup Parameters.

NOTE: There are LEDs that indicate data traffic at the back of the console.
See The LEDs in the back of the console.

Presto As Front End (3.0)

The Avab Presto console can be used as a front end to the Pronto software via MIDI. Start Pronto with /PRESTO to activate the Presto mode. In this mode, some things work differently than normal. Since the Presto only has 20 master keys, it is now possible to switch between master 1-20 and master 21-40 with the CH RANGE key. The selected range is indicated with a red line to the left of the master numbers on the screen.

If the Presto is connected with the normal Presto software and MIDI on, the keys of the Presto will control the same key functions in the Pronto. If you want the LED's and displays of the Presto to follow the functions of the Pronto, you need to change the software of the Presto. Contact your local transtechnik/Avab dealer for this.

Blind Output & Visualisation (3.0)

Using ethernet, you can communicate the light output of the Pronto to external visualisation tools such as for example WYSIWYG, transtechnik Showdesigner or Capture. WYSIWYG and Showdesigner require an Ethernet patching software such as SandNet in the visualisation computer, while Capture will run directly.

There is a specific feature that allows you to send output from any blind editor you open to the Visualisation software, so that you can work with other cues than those on stage.

These are the involved features in the Intput/Output Setup:

1) Open the Input/Output Setup in the Pronto Setup (Pronto! Menu).
2) Activate Ethernet Output.
3) Activate Blind Ethernet Output.
If you don't, the visualisation tool will always show the output on stage.

4) Activate Blind Ethernet Output.
When the blind output is turned on, entering View Masters, Preset List, Sequence List or Playback Field list will start sending the content of the currently focused preset, on the blind channel. This can be used by visualizers such as Capture, or to ShowDesigner/ WYSYWYG connected via SandNet without affecting the actual stage output sent to E/Gates etc.

5) Activate the SandNet Link if you are using SandNet in the visualisation computer. Support for the Blind Ethernet Output channel available in SandNet version 0.5.1.0 and later.

NOTES:

- The Sequence List will find the current attribute and dynamic status by scanning the sequence. However, it cannot recreate the current state of a series of movefades in the blind field.

- For parameters that aren't included in the preset or field that is previewed, the default value from the template is used.

- The Playback Field List also sends blind output when a playback field is selected. An implicit Update Playback command is executed to update all attributes that aren't in the preset, to their correct positions.

- Freeze mode: You can watch and work with the blind output while you are in this mode.

LIGHTSERVER

The transtechnik/Avab Lightserver is a complete Pronto system in a rack unit. You have the full electronics and software of a full-size Pronto, minus the front end of the console and the internal UPS (Uninterruptable Power Supply).

This chapter is specifically about the LightServer, with links to the rest of the manual for specific explanations since it's exactly the same software.

See also Table of contents

General
The Display
The Keys (general)
Open (or save) A Play
The Numerical Keypad
The Channel Functions
The Editing Keys
The Function Keys
The Crossfade Playback Section
The Master Section
The Display Simulator

General

You can run the Lightserver as a backup system to a main Pronto console, or as a standalone lighting rack. The front panel of the LightServer is designed so that you can load and play back an existing show without having to connect any external equipment. There are 5 Master faders allowing access to all Masters in ranges of 10. There is a playback section with Go, Pause, GoBack and Seq +/- keys plus a rate wheel. There are keys for editing channels and levels, allowing you to create a show from scratch, only using this front end. There is a small display that gives you the most essential information. In the Playback Menu there is a Display Simulator option, that gives you the functionality of the Moving Lights and LCD section of the Pronto Console if you have a mouse.

If you are running a show or editing information you should connect keyboard and monitor (and a mouse if you want). This will give you a fully functional Pronto, besides the faders and moving lights section of the console.

You can connect a Lynx fader panel, or even a complete Pronto console as a front end for programming, providing full functionality in all ways.

OBSERVE: Since there is no Uninterruptable Power Supply (UPS) you will loose all information if the main power is disconnected. Make sure to save your show by making a proper Shutdown (File Menu) before switching off the unit.

Using the LightServer as a tracking Backup

If you are using the Lightserver as a tracking backup for a Pronto console, just follow the instructions in the chapter about Networking.

See Network Features

The Display

There is a small LCD Display that can provide you with the most essential information when there is no monitor connected.

You can see the levels of five Master faders at a time, and the currently selected Crossfade Playback (1/2) in one page. You can also see the last numerical entry to the right in the Master Display. When a channel or channel group is selected, you will see this indicated. This is useful since the Data Wheel is automatically connected to any connected channel(s).

You can see the next Sequence step preset, time and part of the text. When a crossfade is running you will see the times counting down, and the number of the incoming/outgoing Preset.

You can load a play from floppy or harddisk, and save one to the harddisk in a menu system.

Also, warning or confirmation messages from the Pronto software are displayed when they occur.

Each Display is described in the part where that function is described.

Example of the Master Display

M21-30 PB1 123
66 50 75 80 FF

The Keys (General)

A selection of keys are available to allow you to load, edit and play back a show without any external equipment such as keyboard, mouse or monitor. If you have a keyboard and monitor, you will have access to all keys of the console in console emulation mode.

Almost all keys in the front panel have double functions:

- A main function indicated with a white text.
- A second (shifted) function indicated with a yellow text.

The SHIFT key is used to switch between these two function sets. You can use SHIFT temporarily (hold and press a key) or by toggling to Shift Lock, which is activated by pressing SHIFT shortly. The key LED indicates when Shift Lock is on.

The Shift functionality is designed so you can work with the numerical keypad and channel functions in Shift Lock, and with the playback functionality of the Masters and Playbacks in normal mode.

All keys have the functionality described in the main Pronto manual, if they exist in the Pronto console. One key is specific for the LightServer. The OPEN (SAVE) Play Key that allows you to open or save a Play without monitor.

See Open (or save) a play

Open (or save) A Play

There is a special key for doing this without monitor or keyboard. It is next to the Floppy drive.

NOTE: Loading or saving a Play can be done from the File menu, using the arrow keys and MODIFY like in the normal Pronto.

See Save & Load Information in the main manual.

Open a Play (without monitor)

1) Hold OPEN pressed.

You will get a line in the display where you can choose from a play in a floppy (if inserted) or from the harddisk (no floppy). Select with the Data Wheel - the play names are shown in the display.

2) Let go of OPEN to select the currently shown play.

You will get a menu in the display confirming that you are opening that play.

3) You can choose between YES and NO with the Data Wheel. Press MODIFY to confirm your choice.

4) The display will read "Play opened" when the play is open.

Save a Play (without monitor)

1) Press Save (hold SHIFT).

You will get a menu in the display confirming that you are saving the current play to "saved.asc" in the harddisk. This is the only option you have if you don't have a keyboard connected to give a different name.

2) You can choose between YES and NO with the Data Wheel. Press MODIFY to confirm your choice.

3) The display will read "Play saved" when the play is saved.

The Numerical Keypad

The Shift function of the Master keys are the numbers 0-9 of the numerical keypad. The REC key is the decimal point and the C key is Clear. The Display will show the last entered numbers to the right in the Master Display.

These keys have exactly the same functionality as in the Pronto console. By entering Shift Lock (press SHIFT to toggle, the LED indicates active) you have access to the numerical keypad and channel functions at the same time.

See Channels in the main manual.

The Channel Functions

The Shift function of the arrow keys and ESC/MODIFY are the channel select functions of the Pronto. The Data wheel will function as the Level Wheel of Pronto as soon as a channel is selected.

These keys have exactly the same functionality as in the Pronto console. By entering Shift Lock (press SHIFT to toggle, the LED indicates active) you have access to the numerical keypad and channel functions at the same time.

# CH = Select a channel
# + = Add a channel to the current selection
# - = Subtract a channel from the current selection
# THRU = Add a range of channels from last selected channel
ALL = Select all channels in this field with a level
# @ LEVEL = Set a level to the currently selected channels

See Channels in the main manual.
See Key Shortcuts in the main manual.

The Editing Keys

These keys have exactly the same functionality as in the Pronto console. They are used when you have a monitor connected and can see what you are doing, but no keyboard (or it would be easier to use the keyboard).

Using these keys you can edit almost any information in the system, together with the numerical keypad. Any window you open, you can see the content of the currently selected cell in the Display. The Data Wheel can be used together with the arrow keys to navigate in windows, just like in the normal Pronto.

ESC = Escape without changes from most windows and choices
MODIFY = Confirm most choices
INSERT = Insert a new entry in most editors
DELETE = Delete an entry in most editors
Arrow Keys = Open menus, navigate in windows and some shortcuts for changing screens.

See The Most Important Keys And Wheel in the main manual.

The Function Keys

Besides the Master and Playback functions, three of the most useful function keys are implemented, in case you need to operate the LightServer without a keyboard. All function keys of the Pronto are available from a keyboard in console emulation mode. These keys have exactly the same functionality as in the Pronto console.

SEQ = Allows you to open the Sequence List, the Sequence Editor and assign Sequences to a Master or Playback.

See Sequence in the main manual.

PRESET = Allows you to open the Preset List and assign Presets or channels to a Master or Playback.

See Presets in the main manual.

RECORD = Allows you to record Presets and Sequence Steps to any Playback or Master. Also allows you to re-record Presets in any editor.

See Presets in the main manual.

The Crossfade Playback Section

The Crossfade Playback section is designed so that you are able to run a show directly from the front panel, with no external equipment connected. If you connect a monitor and a keyboard, you will have access to a lot more functions and information, but for finishing a sequential preprogrammed show this should be enough in most cases.

The Crossfade Playback keys

These keys have exactly the same functionality as in the Pronto console.

GO = Start the next crossfade
PAUSE = Pause the running crossfade
GoBa (GO BACK) = Fade to the previous step
GOTO = Fade to any specified Sequence Step
RATE = Hold and move the Data Wheel for speed control of a running fade, or toggle to Rate Lock (LED lit).
SEQ + = Step to the next Sequence Step.
SEQ - = Step to the previous Sequence Step
A = Load a preset to A
B = Load a preset to B

SePB (SELECT PLAYBACK) = This key is a bit different in the LightServer. Since there are two Playbacks in the Pronto, this key has two functions:

- Selecting Playback (hold key and turn Data Wheel)
- The normal PLAYBACK functionality of Pronto (Assign a Sequence to a Playback, open the Sequence editor and toggle A/B).

See Crossfade Playbacks in the main manual.

The Crossfade Playback Display

You can always select display by holding C/ALT and turning the Data Wheel. There are two Playback displays, one when idle, and one during a running fade.

When the Playback is idle, it will show the Playback, the number of the next Preset and time in the top line, and the first part of the text (if any) in the bottom line.

```
----------------------
PB1 1.0 3.0
Hamlet cries hard
----------------------
```

As soon as a crossfade is started, the display will show the Playback, the number of the incoming and outgoing Presets in the top line, and count down the running fade times for each in the bottom line. The fade status (GO, PAUSE, GO BACK) is shown to the left in the bottom line.

PB1 1.0 2.0
Go 3.0 3.0

The Master Section

The Master section is designed so that you are able to control any 10 Masters, or the 4 Special Function potentiometers directly from the front panel, with no external equipment connected. If you connect a monitor and a keyboard, you will have access to a lot more functions and information, but for finishing a sequential pre-programmed show this should be enough in most cases. If you connect a Lynx Fader Wing, or a MIDI fader controller you can control more Masters directly.

The Master Section keys

These keys have exactly the same functionality as in the Pronto console.

PAGE = Select or record a Master Page. Open the Master Page list.
FLASH = Toggles between Normal flash mode, Solo flash mode and No flash mode.
M1- M10 = Master Keys for the currently selected 10 Masters

See Masters in the main manual

MAST = This key is a bit different in the LightServer. Since there are 40/80 Playbacks in a Pronto/Plus console, this key mainly selects a range of 10 masters to control from the Master Keys and potentiometers.

This can be done in two ways:

1. Enter the number of any Master and press MAST. The range of 10 even Masters containing this Master is automatically selected.

2. Press MAST to toggle in groups of 10, between all available Masters. In the end you will select the Special Function potentiometers of the Pronto. To program these, you need to open the Special Functions menu option (Pronto Menu).

The five Master Potentiometers

There are five potentiometers for controlling the faders of the currently selected 10 Masters, five at a time.

Master 1-5 = turn the potentiometers
Master 6-10 = Hold C and turn the potentiometers

The display will show the level of the master faders depending on if C is held or not.

The Master Display

You can always select display by holding C/ALT and turning the Data Wheel. There is one Master Display. It shows the currently selected range, the Playback and the level of five Masters at a time in the bottom line. The first five Masters are shown normally, and the last five when C/ALT is held. You will see the last numerical entry to the right in the top line.

```
----------------------
M21-30 PB1 123
66 50 75 80 FF
----------------------
```

The Display Simulator

The Display Simulator function (Playback Menu) allows you to access all functions of the LCD Display and Moving Lights section of the Pronto Console using a mouse.

HINT: You can assign the soft keys and wheel keys around the display as Content to Masters in a Master Page of the LightServer.

See The Display Simulator in the main manual

PART IV: Appendix

This Section is an Appendix about troubleshooting, changing software, reporting bugs etc.

Troubleshooting

When you run into a problem with this system there are several ways of getting help:

When you don't understand a function:

Check the manual. We've put a lot of work into trying to make it as complete as possible.

Direct Help:
You can hold down the ? key and press any key on the console (or keyboard) to get an explanation for that key. The HELP page you get is actually a page in the manual, where that function is described. To go to the next or previous page, use the arrow keys.

Table of Contents:
In a table of contents, you still have to know more or less what you are looking for. If you are looking for answers about the keyboard for example, you need to look under "An Introduction To The Pronto!". Still, you will find most functions where you suppose they should be described.

FAQ:
The Frequently Asked Questions part is constantly under construction as new issues come to our knowledge.

Version Info:
You should always read the Version Info for any new update of software. New functions may be added and old ones may have been changed. There are three headers:

Bugs = These are bugs that have been discovered and fixed.
Changes = Features that have changed from previous software.
Features = New features that have been added in this software.

The console behaves strangely

This may be a hardware problem, a software problem, or a problem understanding the function. Look through the Frequently Asked Questions section for a problem, which matches, your own. If you fail to understand the problem, get in touch with our support at +49 171 577 58 06 or mail to pronto@avabscand.com.

Crashes & Bugs

All software-based products can crash at some point. In our constant work of making this product reliable we depend on your feedback if this should happen to you. A bug is when a function behaves differently in some situations, or causes a crash. Please help us to eliminate problems with crashes and bugs by reporting them to us.

If the console crashes the program will either do a:

1. Controlled crash to DOS with an error message. Please write down the file name that is displayed after "File:"
and the line number that is shown after "Line:".
2. Uncontrolled freeze with no message
3. Uncontrolled crash to DOS with no message
4. Uncontrolled crash with a screen full of text. Please write down the 8 digits (numbers and/or letters) that are
displayed after "Offset:" in the middle of the screen.

Unhandled Exceptions Log

We have found a way to trap these errors, save the play and make a shutdown, in case they occur. Information about the error is stored in the PRONTO.LOG file and should be reported to transtechnik/AVAB.

What to do:

Your report is essential in fixing crashes and bugs. If time allows, PLEASE write down the message if there is one and what you were doing at the time. See the Example of a Crash or bug report below. If you are in a hurry to get on with the show:

1) Restart the board by turning the power off and back on.

If the problem persists you can try eliminating the status file "saved.asc" before restarting. Holding CTRL on the keyboard when you start does this. This will start with an empty board, and then you can load your play from disk. This is why you should always make sure to save a backup of your play to disk.

NOTE: The keyboard is required to start without saved.asc.

Making a crash or bug report:

If you have time, try to reproduce the problem by repeating your actions. If you can send us a description of how to repeat the problem reliably, then we are much more likely to be able to solve it rapidly:

Crash or bug report
Date =
Your Name =
Phone/fax/mail =
Pronto Software version = "1.1 R0" (under the Pronto! menu in About Pronto!)
IO2 software version = "1.50" (under the Pronto! menu in About Pronto!)

Description (example):

1. I was trying to edit a Preset on stage.
2. I started a crossfade in both playbacks
3. I got a crash with a message = "FILE main.cpp LINE 37" or "Offset: 12345678"
4. It is repeatable following 1 & 2.

Please fax the bugs reports to PRONTO BUG REPORT at +49 8024 990-300 or preferably e-mail them to pronto@avabscand.com

Frequently Asked Questions

Under construction, waiting for more input from the support dept.

Q: How can I get the channel keypad when I work with the offline editor in a notebook computer?
A: In most notebooks, when you hold down the Fn key, you will get a temporary numeric keypad that is incorporated from numbers 7, 8, 9 and down over the text keys. This keypad can be activated with "num lock" as well, but it gets tedious to jump in and out of this mode since any function keys are shared with the normal keyboard.
U.S. 00-02-08

Q: Can I import a play from an AVAB VLC/Safari system such as the Panther, or Tiger?
A: Yes. You can import from any system that can export as ASCII Light Cues (including the Safari consoles). There are however some limitations to ASCII Light Cues:
- You will get cues (presets) with channels, levels and times. Sequence and texts. Patch.
- You will not get any attributes or scroller data. Effects are not compatible. Time Groups are not compatible.
U.S. 00-02-08

Keys without a chapter

These keys don't belong to a specific chapter, but need to be explained so they will function with the on-line help function.

NO CONTEXT

For some reason there is no Help text for this function. Please notify AVAB by mail to pronto@avabscand.com or notify your dealer.

Software Version Info

This is the very latest information about the software you are running.

V3.0 - A New Generation Of Pronto

The 3.0 release of Pronto is ready. Complete with an updated manual that is both on- line in the software and available in paper form or as an html document with hyperlinks.

This is a new generation

It competes with dedicated moving light consoles that cost three times as much and has been used during the Beta test period to run up over 3000 outputs (with more than 150 moving lights) for the Roxette "Room Service" tour, and the Eurovision Song Contest. It has been used for television, theatre and music show lighting at one-nighters.

There are functions no other console has, such as the **Channel Layouts**, the **Auto-Groups** and the **Content** philosophy of the masters, virtual screens and much more.

If there is a better crossover between dedicated moving light console and a true traditional theatre or television console in this price range - please let us know!

Best regards, from the Pronto Development Team

Anders Ekvall - Concept & Software

Ulf Sandström - Concept & Manuals

Bullen Lagerbielke - Concept & Field Testing

Beta-testers & manual proofreaders for Pronto 3.0:

Anja Myung (Germany)
Dieter Gawer (transtechnik)
Frank-M. Kasch (LD, Operator)
Jussi Kaatrasalo (Finland)
Lennart Knauf (transtechnik)
Oskar Krogell (Finland)
Sören Durango (LD/Operator, Sweden)
Thijs Wiessing (Sweden)
Tobias Löffler (Germany)

Additional multi-video & networking software:
Yngve Sandboe AS.

We are looking for more Beta- testers for our lighting products: If you or somebody you know wants to be a Beta-tester, contact Anders Ekvall at anders.ekvall@avabscand.com.

Upgrading a console to 3.0

NOTE: Pronto 2.0 plays are compatible forward with 3.0. You may experience problems loading a 3.0 play back into a 2.0 Pronto.

To upgrade a console you will need three items:

1. A new KeyCode for your dongle
This can be obtained from your local AVAB/transtechnik dealer. There is a minor cost involved in the upgrade, to finanse continous development of the product.

2. Software installation package (one floppy disk).
This can be obtained from your local Avab/transtechnik dealer, or you can download it from the internet at
http://www.prontoconsole.com

If you download it, just put the file UPDATE.EXE on a floppy.

Insert the first floppy into your console. Exit to DOS (ALT & X) and type "A:" and press RETURN.

Type "UPDATE" and press RETURN. Reboot the console when you are done.

3. Documentation
The complete manual is on-line in the software and upgraded. That includes this document which is the first link in the help function (Version 3.0).

You can download the manual as a word document as well and print. Or you can view it in any html browser using the hyperlinks and search function to find information.

HINT: If you open the manual in word or an html-browser you can search for "3.0" and you will quickly find all new features.

A Summary Of The News in V3.0

- Scroller handling with Scroller Rolls
- Channel Name database and Auto-groups
- Dynamic Groups with advanced relations
- Networking with Chat and Send/Receive Patch
- Improved Templates
- Channel Masks
- Time Editor window.
- New OUTPUT window.
- New Channel Layout summary of devices/dimmers.
- New PATCH with Live/Blind programming modes.
- New General or Device Specific Palettes.
- New Rubberband function for all moving devices on faders.
- New function for recording moving devices to masters quickly.
- New Auto-record mode for Master Pages
- Improved Playback views.
- Improved Parameter Setup.
- GoOnGo per moving device.
- Blind Output to separate Simulation software.Import Safari V3.0 Plays.
- Export plays to Safari V3.0.
- Capture and Release any channel.
- Copy, cut & paste information.
- Groups 1-999 with text labels.
- MoveFade and Lockfade.
- TAP and BPM-tempo in chasers.
- APN Panel setup with Capture for incoming key.
- CONTENT can be loaded to any master or channel layout.
- New ALL column in some Editors allow quick editing.
- Percent times for moving devices.
- And more...

Clarifications

DMX Output: Some receiving equipment has problems to read the DMX output properly. The Pronto sends a perfectly valid DMX512-1990 signal, but some devices have problems with the speed. Unfortunately, the output processor of the Pronto is not able to send output slower.
For the AVAB PDD dimmer, changing the protocol timing slightly has solved the problem. New software for the I/O 2 card that works with PDD is supplied with Pronto software version 1.1 R10 and newer.
For dimmers or equipment that needs a slower signal, one solution could be to use a converter box like Gray Interfaces Ultimate Converter to slow down the DMX output.

Limitations

Running Dynamics window: INSERT is not possible here.

There is no repeat on Arrow keys.

Device Wizard: If you change the number of parameters in a Template, the number of parameters used as increment by the Wizard is not updated until you make a restart.

The fader position for the masters are not stored in the status file and not restored when the board is started.

Pronto+: Operating mode 1 and 3 cannot be used on the right side.

Because of limitations in the ASCII Light Cues standard, there may be a problem if you use the same preset several times in a sequence but with different crossfade times (or other sequence step attributes). In this case, the sequence step parameters may for the different steps with the same preset may be mixed up.

In Direct Channel mode, Solo Flash is not available.

Diskette Formatting is not possible from the Pronto software. Use preformatted diskettes or use the FORMAT utility for MS/DOS that is included starting with V1.1.

Known Bugs

?????

Hardware Related Problems Or Limitations

The first five Pronto prototype boards have a mechanical limitation on the Crossfader faders. The faders cannot go exactly to their end positions. The fader stops at approximately 2% and 98%. Start with /BADFADER to compensate for this. However, at the end of the crossfade, there may be some light remaining since the crossfade has to be completed before the fader reaches 100%.

New Software Version information

You should always read the Version Info for any new update of software. New functions may be added and old ones may have been changed. There are three headers:

Bugs = These are bugs that have been discovered and fixed.
Changes = Features that have changed from previous software.
Features = New features that have been added in this software.

Software versions come in two types: Beta release and Official release. Beta releases are test versions, which are not meant for use on real shows. Once Beta releases are tested and proven reliable, they become official releases.

If there is information here, it is about changes to the software after this manual was written:

Test Program For Hardware

There is a program, IO2TEST.EXE, is used for testing the internal DMX & communications card for service purposes.

The program displays what is coming on the APN (internally called CAN) bus. No special setups are needed. Only start the program and everything received on an IO2 card is displayed.
You can also verify that a console, UR-1 transmitter works properly.

Screen Output

The program displays what is coming on the APN (internally called CAN) bus. No special setups are needed. Only start the program and everything received on an IO1 or APN card is displayed.

Start the program by typing IO2TEST and pressing ENTER.

This can be used for controlling the function of an IO1 or APN card. You can also verify that a console, UR-1 transmitter or IR/APN Interface card works properly without involving the VLC software package.

One line will be displayed for each APN message received, like this:

IO: 90 01 13 38 20 20 20 20 ß . . 8 . . . . :8 -Display

Each message contains up to 8 data values, immediately following IO:. All values are in hex. After the 8 values, each value is displayed as ASCII Text. Decimal point is displayed for non- displayable ASCII codes.Some messages do not use all 8 possible data values. -- or - is displayed for values not included in a message.At the end of the line, the test program tries to display the type of message, such as Display, Bars, Fader.

See below an example of the output from the test program.

IO: 90 01 13 38 20 20 20 20 ß . . 8 . . . . :8 -Display
IO: 9F 14 00 06 -- -- -- -- . . . . - - - - :4 -Fader
IO: 9F 14 00 07 -- -- -- -- . . . . - - - - :4 -Fader
IO: 9F 14 00 08 -- -- -- -- . . . . - - - - :4 -Fader
IO: 9F 14 00 09 -- -- -- -- . . . . - - - - :4 -Fader
IO: 9F 14 00 0A -- -- -- -- . . . . - - - - :4 -Fader
IO: 91 06 00 01 00 -- -- -- _ . . . . - - - :5 -Bar
IO: 91 06 00 0A 00 -- -- -- _ . . . . - - - :5 -Bar
IO: 9E 14 0B 01 -- -- -- -- . . . . - - - - :4 -Key
IO: 9E 14 0B 00 -- -- -- -- . . . . - - - - :4 -Key
IO: 9E 14 1D 01 -- -- -- -- . . . . - - - - :4 -Key
IO: 9E 14 1D 00 -- -- -- -- . . . . - - - - :4 -Key

Saving to disk

Press 2.
All data displayed will also be written to a file called CANFIL.TXT for later analysis.

Quitting

Press q to quit.

KEY SHORTCUTS

CATEGORY	DESCRIPTION	SYNTAX
Channel	Selecting channels	
	Activate the Channel Name List or Active Channels display (LCD)	DISP MODE & CH
	Select a channel	# CH
	Add channel to the channel selection	# +
	Subtract channel from the channel selection	# -
	Select a range of channels	# THRU
	Step to the next channel	+
	Step to the previous channel	-
	Select all channels with a level	ALL
	Clear channels and levels in current field	C/ALT & CH
	Invert the channel selection	C/ALT & THRU
	Invert the channel selection	INVERT GROUP Soft Key
	Enter Next/Last mode for the next channel within the channel selection	NEXT
	Enter Next/Last mode for the previous channel within the channel selection	LAST
	Leaves Next/Last mode and focuses all selected channels	ALL CHANNELS
	Select the channels that are active in the A field	A
	Select the channels that are active in the B field	B
	Select the channels that are active in the C field	C
	Select the channels that are active in the D	D

	field	
	Find the highest level for the selected channel in any field	CH & ?
	Open the Channel Select wizard	WIZARD & CH
Channel Level	Setting and changing levels for the selected channels	
	Set the selected channels to 70%, second press sets 100%	AT LEVEL
	Set a level to the selected channels	# AT LEVEL
	Set 100%	C/ALT & +%
	Set 0%	C/ALT & -%
	Increase the level of selected channels 5%	+%
	Decrease the level of selected channels 5%	-%
	Increase the level of a specific channel	# +%
	Decrease the level of a specific channel	# -%
	Set level in internal resolution (0-255)	# . & AT LEVEL
	Fetch values to the selected channels from a preset	# FETCH/UNDO
	Increase level in 1 bit steps	. & +%
	Decrease level in 1 bit steps	. & -%
	Blink with the selected channels	CH & AT LEVEL pressed
	Undo the last level change made with the wheel	FETCH/UNDO
Channel Mask	Channel Masks that disable the control of certain channels	
	Activate the Channel Mask List (LCD)	DISP MODE & MASK
	Load a Channel Mask to a master	# MASK & Master Key

	Toggle a Channel Mask on/off	# SETUP & MASK
Channel Mode	Functions for capturing, scaling & comparing channels	
	Select the Channels soft key page	CHANNELS Soft Key
	Capture selected channels	CAPTURE Soft Key
	Capture selected channels	CH & MODIFY
	Select a channel and capture it	# CAPTURE Soft Key
	Releases the selected ch from Capture Mode	C/ALT C/ALT
	Enter Scale mode	MODIFY & SCALE
	Enter temporary Scale mode	SCALE (Held)
	Clear all scale values	C/ALT & SCALE
	Compare the light in the active field with another preset	# COMPARE Soft Key
	Toggle Balance mode on/off	BALANCE
	Step with Check mode to the next channel	C/ALT & +
	Step with Check mode to the previous channel	C/ALT & -
	Compare the light in the active field with its recorded version	COMPARE Soft Key
Channel Selects Page	Functions for selecting channels in different combinations	
	Select the SELECT Soft Key Page in the LCD Display	SELECT Soft Key
	Select every #nt channel from the channel selection	# Nth Soft Key
	Select every 2nd channel from the channel	2nd Soft Key

	selection	
	Select every 3rd channel from the channel selection	3rd Soft Key
	Select channels which have changed attributes	CHANGED Soft Key
	Select channels randomly from the channel selection	RANDOM Soft Key
	Select every 2nd channel randomly from the channel selection	RANDOM & 2nd Soft Key
	Select every 3rd channel randomly from the channel selection	RANDOM & 3rd Soft Key
	Select every Nth channel randomly from the channel selection	RANDOM & SELECT Nth
Channel Views	Controlling the channel views	
	Scroll upwards in the active channel view	CH & Up arrow
	Scroll downwards in the active channel view	CH & Down arrow
	Toggle view formats for a channel or output view	CH & VIEW
	Activate the Channel Layout display	DISP MODE & VIEW
Direct Channel Mode	A mode for controlling channels manually only	
	Find the channel range with the specified channel in Direct Channel Mode	# CH RANGE
	Step to the next channel range in Direct Channel Mode	CH RANGE
	Step to the next channel range in Direct Channel Mode	CH RANGE & +
	Step to the previous channel range in Direct Channel Mode	CH RANGE & -
	Switch Direct Ch mode on/off.	Direct CH Switch

Dynamics	The Dynamics functions to start/stop Dynamic Effects	
	Select the Dynamics soft key page (LCD)	DYNAMICS Soft Key
	Activate the Dynamic Template or Dynamic Table list (LCD)	DISP MODE & DYNAMICS
	Open the Dynamic Template List	DYNAMICS
	Activate an Dynamic Template for the selected channels	# DYNAMICS
	Clear running dynamics for the selected channels	C/ALT & DYNAMICS
	Load a Dynamic Template to a master	# DYNAMICS & Master Key
	Load the next Dynamic Template to a master	DYNAMICS & Master Key
	Open the Dynamics Editor for a preset	# PRESET & DYNAMICS
	Delete all dynamic groups	ALL & DELETE DYNAM
	Select channels which have a running dynamic	CH & DYNAMICS
	Activate Direct Select for Dynamics	DYNAMICS (held)
	Fetch dynamics for the selected channels from a preset	FETCH/UNDO & DYNAMICS
	Open the Dynamics Editor for the current preset	PRESET & DYNAMICS
	Open the Running Dynamics window	VIEW & DYNAMICS
General Keys	These keys are used in combination with many other keys	
	Will insert the specified entry in most window lists	# INSERT

	Clear numerical input, and an ALT key with other keys.	C/ALT
	Will insert the currently focused entry in most window lists	DELETE
	Will insert a new entry in most window lists	INSERT
HELP	The online manual help function	
	Open the help index. If a menu or window is open it will open help for that.	?
	Opens help for that key	? & "Any Key"
	Moves to the next hypertext link.	Down arrow (in help)
	Jumps to the previous Help page.	Left arrow (in help)
	Jumps to the selected Hypertext link.	Right arrow (in help)
	Moves to the previous hypertext link.	Up arrow (in help)
LCD Display	General functions for the LCD Display	
	Go back to the previous soft key page, then top.	DISP MODE
	Clear the LCD-display List	C/ALT & DISP MODE
	Activate a list of possible display formats	DISP MODE & ALL
	Change console parameters (Backlight, Contrast, LED Intensity, Littlite)	MODIFY & DISP MODE
Macro	Functions for recording and playing back Macros	
	Open the Macro List	MACRO
	Start recording a macro	# RECORD & MACRO
	Execute a macro	# MACRO

	Load a Macro to a master	# MACRO & Master Key
	Load the next Macro to a master	MACRO & Master Key
	Enter Direct Select mode for Macros	VIEW & MACRO
Master	Functions for the Masters	
	Activate the Master Field List (LCD)	DISP MODE & MASTER
	Open the Master editor, where you can edit masters live or blind	MASTER
	Load a preset to a master	# PRESET & Master Key
	Load a Sequence to a master	# SEQ & Master Key
	Open the Master editor, where you can edit masters live or blind	Master Key (held)
	Open the Master editor, where you can edit masters live or blind	# MASTER
	Open the Master editor, where you can edit masters live or blind	MODIFY & Master Key
	Clear master	C/ALT & Master Key
	Set an individual flash level (in flash mode)	# FLASH MODE & Master Key
	Toggle a specific master on/off	# START
	Fade a master to a specific level	# START & Master Key
	Toggle Flash/Solo on/off	FLASH MODE
	Toggle individual flash mode on/off	FLASH MODE & Master Key
	Connect a master playback to PB2	PLAYBACK & Master Key

	Speed control mode for all masters	RATE & MASTER
	Tap tempo for sequence on a master	RATE & Master Key
	Toggle a master on/off	START & Master Key
	Set text to preset or group in a master field	TEXT & Master Key
	Toggle Text in Master View on/off	VIEW & MASTER
Master Channels	Functions for selecting channels to & from Masters	
	Select the channels from a master or activate Master Content	Master Key
	Add channels on a master to the channel selection	+ & Master Key
	Subtract channels on a master from the channel selection	- & Master Key
	Select channels from the master which are active on stage	ALL & Master Key
	Load the selected channels one by one to masters	CH & Master Key
Master Page	Functions for the Master Pages	
	Activate the Master Page List (LCD)	DISP MODE & MASTER PAGE
	Open the Master Page window	MASTER PAGE
	Select a specific Master Page	# MASTER PAGE
	Clear masters	C/ALT & MASTER PAGE
	Loads a master page starting at a specific master	# MASTER PAGE & Master Key

	Record master content to a Master Page	# RECORD & MASTER PAGE
	Select next Master Page	MASTER PAGE & +
	Select previous Master Page	MASTER PAGE & -
	Tap tempo for a Master Page	RATE & MASTER PAGE
	Set a Master Page time	# TIME & MASTER PAGE
Moving Device Align	Functions for Aligning Moving Device attributes	
	Align parameters for FCB	ALIGN & FCB
	Align single parameter	ALIGN & Parameter Key
	Align single parameter	ALIGN & Wheel Key
	Align parameters for FCB	C/ALT & FCB
	Align single parameter	C/ALT & Parameter Key
	Align single parameter	C/ALT & Wheel Key
Moving Device Controls	Control functions for Moving Devices	
	Select the Control Soft Key Page in the LCD Display	CONTROL Soft Key
	Select the Device soft key page	DEVICE Soft Key
	Set a value to the parameter controlled by the wheel	# Wheel
	Toggle the value of the parameter on the wheel on/off	Wheel Key
	Lock the Range display for a parameter	DISP MODE & Wheel Key

	Select FCB page for the wheels	FCB
	Activate the Lamp Off position for the selected channels	ENABLE & LAMP OFF
	Activate the Lamp On position for the selected channels	ENABLE & LAMP ON
	Activate the Lamp Reset position for the selected channels	ENABLE & LAMP RESET
	Open the Parameter Key Setup window	MODIFY & Parameter Key
	Open the Wheel Key Setup window	MODIFY & Wheel Key
	Load a parameter to the wheel key	Parameter Key & Wheel Key
Moving Device Editing	Functions for Editing Moving Devices in Presets	
	Open Attribute Editor for selected channels	ATTRIBUTE
	Open Attribute Editor for the preset in field A	ATTRIBUTE & A
	Open Attribute Editor for the preset in field B	ATTRIBUTE & B
	Open Attribute Editor for the preset on the master	ATTRIBUTE & Master Key
	Open Attribute Editor for the current preset	PRESET & ATTRIBUTE
	Toggle Focusing mode on/off	FOCUSING MODE Soft Key
	Toggle Highlight mode on/off	HIGHLIGHT Soft Key
	Toggle Highlight mode on/off	OUTPUT & ATTRIBUTE
Moving Device Home	Functions for recording & setting Home postitions	
	Set all selected devices to their Home	C/ALT &

	position	ATTRIBUTE
	Set all selected devices to their Home position	HOME ATTRIBUTES Soft Key
	Home FCB parameters for the selected channels	HOME ATTRIBUTES & FCB
	Record current attribute values as the home position for the selected channels	RECORD & HOME ATTRIBUTES
Moving Device Mask	Functions for Masking Attributes in Moving Devices	
	Clear Mask	C/ALT & MASK
	Toggle global Mask on/off	MASK
	Toggle FCB parameters in global Mask	MASK & FCB
	Toggle single parameter in global Mask	MASK & Parameter Key
	Toggle single parameter in global Mask	MASK & Wheel Key
	Open the Mask Editor window	MODIFY & MASK
Moving Device Mode	Functions in the Device Mode	
	Add a device to the current selection	+ & Device
	Subtract a device from the current selection	- & Device
	Toggle Device Mode on/off	DEVICE
	Select a range of devices	THRU & Device
Moving Device Palettes	Palette functions for Moving Devices	
	Activate the FCB Palette List (LCD)	DISP MODE & FCB
	Activate the All Palette List (LCD)	DISP MODE &

	PALETTE
Open the Palette List window	PALETTE
Record selected channel in the first free All Palette	RECORD & PALETTE
Record selected channels in the first free FCB Palette	RECORD & FCB
Open the FCB Palette Editor window	MODIFY & FCB
Open the All Palette Editor window	MODIFY & PALETTE
Select channels recorded in an FCB palette	# CH & FCB
Select channels recorded in a palette	# CH & PALETTE
Activate values from an FCB palette	# FCB
Load an FCB palette to a master	# FCB & Master Key
Activate values for a single parameter from an FCB palette	# FCB & Parameter Key
Activate values for a single parameter from an FCB palette	# FCB & Wheel Key
Activate values from a specific palette	# PALETTE
Activate values from a specific FCB palette	# PALETTE & FCB
Activate values for a single parameter from a palette	# PALETTE & Parameter Key
Record selected channels in an FCB Palette	# RECORD & FCB
Record selected channel in an All Palette	# RECORD & PALETTE
Load the next FCB palette to a master	FCB & Master Key
Enter Direct Select mode for FCB Palettes	FCB (held)

	Load the next Palette to a master	PALETTE & Master Key
	Activate values for a single parameter from a palette	PALETTE & Wheel Key
	Enter Direct Select mode for Palettes	PALETTE (held)
	Update the current palettes with the changed attribute values	UPDATE PALETTE Soft Key
	Enter Direct Select mode for FCB Palettes	VIEW & FCB
	Enter Direct Select mode for Palettes	VIEW & PALETTE
Moving Device values	Functions for setting & fetching values for Moving Devices	
	Select a color number for the selected scrollers	# COLOR
	Fetch attribute values (FCB) from a preset	# FETCH/UNDO & FCB
	Fetch attribute value for a single parameter from a preset	# FETCH/UNDO & Parameter Key
	Fetch attribute value for a single parameter from a preset	# FETCH/UNDO & Wheel Key
	Fetch attributes for the selected channels from a preset	FETCH/UNDO & ATTRIBUTE
Moving Devices in Masters	Functions for Loading Moving Devices to Masters	
	Load a device to a master	# DEVICE & Master Key
	Load a Palette to a master	# PALETTE & Master Key
Patch	Functions for patching channels, outputs and moving devices	
	Select an output for direct control	# OUTPUT
	Clear Patch	C/ALT &

		OUTPUT
	Open the Channel Setup window	MODIFY & CH
	Open the Device List window	MODIFY & DEVICE
	Open the Device List window for a specific device	MODIFY & Device Key
	Open Modify Output window	MODIFY & OUTPUT
	Open View Output window	VIEW & OUTPUT
	Open the Patch Wizard in any column of the Channel Setup Window	(window) WIZARD
Playback Controls	Functions for controlling the Crossfade Playbacks 1 & 2	
	Start the next crossfade	GO
	Pause current crossfade	PAUSE
	Invert the current crossfade/fade to previous sequence step	GO BACK
	Open the Goto List window	GOTO
	Fade to a preset/step	# GOTO
	Step forwards in the playback	SEQ+
	Step backwards in the playback	SEQ-
	Update the attributes and light in the playback	UPDATE PLAYBACK Soft Key
	Update the attributes and light in the A field	GOTO & A
	Jump to a preset/step in B	# GOTO & B
	Open the Playlist window	MODIFY & PLAYLIST
	Activate the Playlist display	DISP MODE & PLAYLIST
	Toggle Playlist on/off	PLAYLIST

	Load preset to A field	# PRESET & A
	Load preset to B field	# PRESET & B
	Load a Sequence to a playback	# SEQ & PLAYBACK
	Toggle Modify Sequence mode on/off	MODIFY SEQUENCE
	Toggle Rate mode on/off for a playback	RATE
	Control the Rate factor a sequence	RATE & PLAYBACK
Playback Editing	Functions for editing in the Crossfade Playbacks 1 & 2	
	Open Playback window	PLAYBACK (held)
	Clear Playback	C/ALT & PLAYBACK
	Open the Field editor for field A	MODIFY & A
	Open the Field editor for field B	MODIFY & B
Playback General	General functions for the Crossfade Playbacks 1 & 2	
	Activate the Playback display (LCD)	DISP MODE & PLAYBACK
	Select the Playback soft key page	PLAYBACK Soft Key
	Activate the Running Fades List (LCD)	DISP MODE & TIME
	Show the current preset and time in the A field on the LED displays	VIEW & A
	Show the current preset and time in the B field on the LED displays	VIEW & B
	Toggle Text in Playback view	VIEW & PLAYBACK
Preset Edit	Functions for editing Presets	

	Activate the Preset List (LCD)	DISP MODE & PRESET
	Open the Preset Editor	PRESET
	Open the Preset Editor for a preset	# PRESET
	Open the Preset Editor for a preset	# MODIFY & PRESET
	Add the channels from a preset	# PRESET & +
	Subtract the channels from a preset	# PRESET & -
	Select channels from a preset with a level > 0% on stage	# PRESET & ALL
	Fetch the channels and levels from a preset	# PRESET & AT LEVEL
	Open Attribute Editor for a preset	# PRESET & ATTRIBUTE
	Select the channels from a preset	# PRESET & CH
	Open the Mask Editor for a preset	# PRESET & MASK
	Load preset to a master	# PRESET & Master Key
	Add the channels from a range of presets	# PRESET & THRU
	Open the Preset Editor window	MODIFY & PRESET
	Open the Channel Editor Wizard	WIZARD
Preset Record	Functions for recording Presets	
	Record the current look as the next free/changed preset	RECORD
	Record the current light as a preset	# RECORD
	Record selected channels as a preset	# CH & RECORD
	Record attributes for the selected channels into a preset	# RECORD & ATTRIBUTE

	Record dynamics for selected channel into a preset	# RECORD & DYNAMICS
	Record the current light as a preset and load it into a master	# RECORD & Master Key
	Record a preset to the specified playback	# RECORD & PLAYBACK
	Record the current light as the first free preset and load it into a master	RECORD & Master Key
Screen	Functions for controlling the screens, menus and windows	
	Toggle screens for monitor 1	VIEW
	Close the focused window	ESC
	Select previous screen	C/ALT & Left arrow
	Select next screen	C/ALT & Right arrow
	Toggle format on screen 2	C/ALT & VIEW
	Toggle the size of the focused window	VIEW & Down arrow
	Toggle the position of the focused window	VIEW & Left arrow
	Toggle the position of the focused window	VIEW & Right arrow
	Toggle the size of the focused window	VIEW & Up arrow
	Select a Channel Layout by number	# CH & VIEW
	Loads a Channel Layout to a master	# VIEW & Master Key
	Select next window	C/ALT & 0
	Select a window with a specific number	C/ALT & 1..9
	Force the menus to be opened even when other windows are open	C/ALT & Down arrow

	Move focused window to the other screen	C/ALT & Up arrow
	Scroll down in windows	Down arrow & Wheel
	Scroll left in windows	Left arrow & Wheel
	Scroll right in windows	Right arrow & Wheel
	Scroll up in windows	Up arrow & Wheel
Sequence	These are the functions for creating and editing a sequence.	
	Open the Sequences List	SEQ
	Open the chase Wizard in the Sequences List	(window) WIZARD
	Open the Sequence Editor for a sequence	# SEQ
	Open the Sequence Editor for the specified step/preset	# PLAYBACK
	Open the Track list window	TRACKLIST
	Record channles that differ from the previous step as a Move fade	+ & RECORD
	Record the selected levels as a Lock fade	- & RECORD
	Open the Playback editor for field A	A (held)
	Open the Playback editor for field B	B (held)
	Toggle Build Sequence mode on/off	BUILD SEQUENCE
	Open a popup to enter text for the current sequence step	TEXT Soft Key
	Set text to step in A	TEXT & A
	Set text to step in B	TEXT & B
	Open the Sequence Editor for the current	TIME & A

	step	
	Open the Sequence Editor for the current step	TIME & B
Setup	Setup of default values and console behaviour	
	Open the Setup window	SETUP
	Open Setup for related parameters	SETUP & +%
	Open Setup for related parameters	SETUP & -%
	Select operating mode 1-4	SETUP & 1-4
	Open Setup for related parameters	SETUP & A
	Open Setup for related parameters	SETUP & AT LEVEL
	Open Setup for related parameters	SETUP & ATTRIBUTE
	Open Setup for related parameters	SETUP & B
	Open Setup for related parameters	SETUP & CH
	Open Setup for related parameters	SETUP & DELAY
	Open Setup for related parameters	SETUP & FLASH MODE
	Open Setup for related parameters	SETUP & GO
	Open Setup for related parameters	SETUP & GO BACK
	Open Setup for related parameters	SETUP & GOTO
	Open the Channel Mask Editor	SETUP & MASK
	Open Setup for related parameters	SETUP & Master Key
	Open Setup for related parameters	SETUP & MASTER PAGE
	Open Setup for related parameters	SETUP & OUTPUT

	Open Setup for related parameters	SETUP & PLAYBACK
	Open Setup for related parameters	SETUP & RATE
	Open Setup for related parameters	SETUP & RECORD
	Open Setup for related parameters	SETUP & TIME
	Open Setup for related parameters	SETUP & VIEW
Special Functions	These are the functions in the top right corner of the console	
	Toggle Blackout on/off	BLACKOUT
	Set the Grand Master Level	BLACKOUT
	Switch Freeze mode on/off. The current output is "frozen" and will be loaded back to A when turned off. Sequence position is restored as well	FREEZE (switch)
	Opens the Special Functions Setup where you can modify the Special Pots	SETUP & Spec Pot
Times	Functions for setting and changing times	
	Open the Time Editor window	MODIFY & TIME
	Selects the Times Soft Key Page (LCD)	TIMES Soft Key
	Set In and Out time	TIME
	Set In time	IN
	Set In time	TIME & B
	Set Out time	OUT
	Set Out time	TIME & A
	Set Wait time	WAIT
	Set out delay	DELAY & A
	Set in delay	DELAY & B
	Set a time to a master	TIME & Master Key

	Set Wait time	TIME & PLAYBACK
Times Channels	Functions for setting and changing channel times	
	Set a delay to the selected channels	CH & DELAY
	Set a delay to the selected channels	CH DELAY Soft Key
	Set a time to the selected channels	CH & TIME
	Set a time to the selected channels	CH TIME Soft Key
Times Moving	Functions for setting and changing Moving Device times	
	Set time for the selected channels	ATTRIB TIME Soft Key
	Set delay time for the selected channels	ATTRIB DELAY Soft Key
	Set delay time to attributes	DELAY & ATTRIBUTE
	Set delay time to FCB	DELAY & FCB
	Set delay to a single parameter	DELAY & Parameter Key
	Set delay to a single parameter	DELAY & Wheel Key
	Set time to attributes	TIME & ATTRIBUTE
	Set the FCB times	TIME & FCB
	Set time to a specific parameter	TIME & Parameter Key
	Set time to a specific parameter	TIME & Wheel Key

TECHNICAL SPECIFICATION

TECHNICAL DATA

Control channels	1536 channels, numbering from 1 to 4999, 3072 output channels
Output protocols	DMX and/or Avab protocol, Ethernet
Dimmers	Free proportional patch, unlimited per channel number
Displays	Up to two Monitors, graphical LCD-Display, LED-Displays.
Channel selection	AT mode or Avab's RPN mode
Dynamics	999, 10 simultaneous
Macros	999
Channel groups	999, for frequently used combinations of channels
Presets	Roughly 1000
Sequences & Chases	999
Crossfade Playbacks	2
Masters	40
RAM	16 MByte
Backup media	Harddisk, Floppy Disk
Power	110 V/230 V, 47...63 Hz, ca. 270 VA
Dimensions (W x D x H)	895 mm x 490 mm x 132 mm
Weight approx.	20 kg

Pronto PLUS

Masters	80
Dimensions (W x D x H)	1,290 mm x 490 mm x 132 mm
Weight approx.	25 kg
INTERFACES	
Monitor	One VGA interface standard, second VGA interface option (standard in some markets)
Mouse or trackball	PS/2
Keyboard	PS/2
DMX512	Output 1 & 2 for DMX or Avab protocol
DMX in	For reading in DMX signals from other control systems (e.g. house lights)
Ethernet	RJ 45 (Twisted Pair)
Printer	Centronics interface
MIDI	In/Out/Thru
APN	For external panels or Lynx fader wing
IR	Tailored to Avab's IR remote control unit
Radio remote control	Radio control, able to penetrate an "iron curtain"
External trigger inputs	Two, to trigger specific functions via masters
Console lighting	Connections for 2 goose neck lamps

FUSES & SAFETY

There is a separate service manual for all service procedures more advanced than running the internal APN test program, or changing the main fuses.

Change Main Fuses

There are two fuses, one for power and one for ground. Fuses can be changed without opening console

1) Unplug mains supply

2) On rearside, open cover below mains switch.

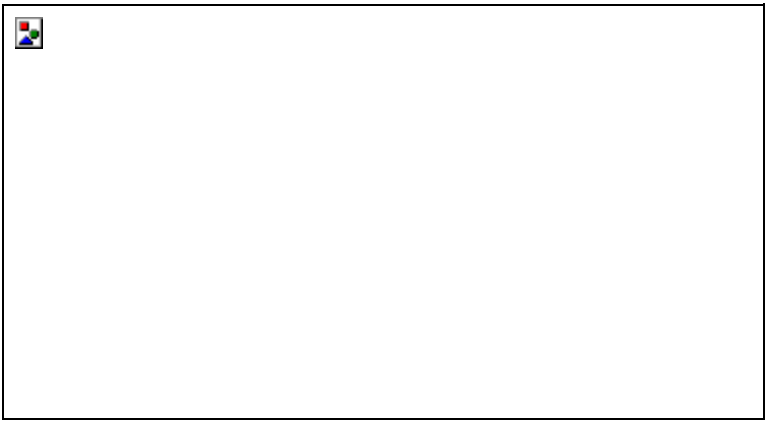
3) Change fuses, type T3 15A. NEVER SHORT FUSES OR FUSES WITH HIGHER VALUES.

4) Close cover.

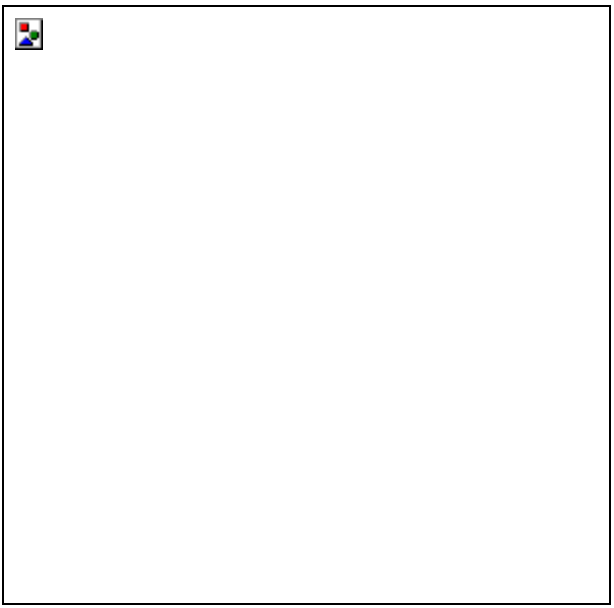
- End-

Front and Rear panel

Overview Front panel

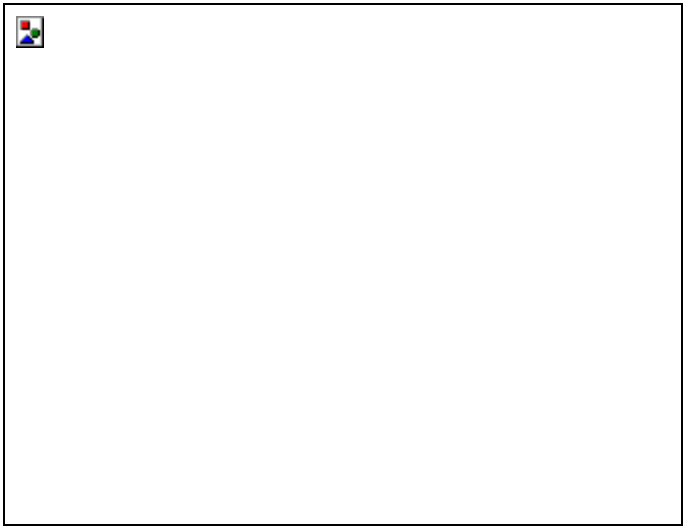


Channel/Master fader section

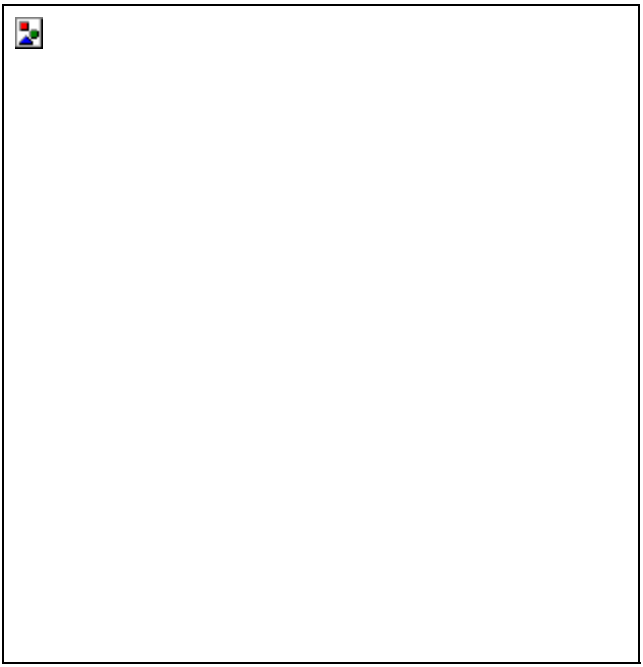


Functions section

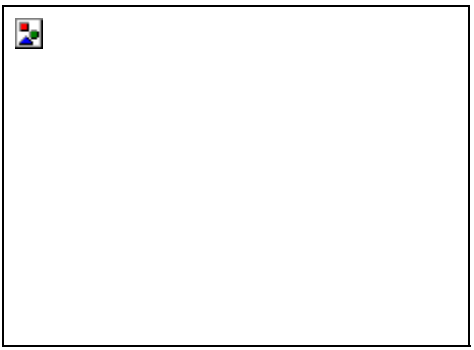
Moving Lights section



Playback section



Special Functions section



Overview Rear panel

Left part

Right section

transtechnik Lichtsysteme GmbH & Co. KG
Ohmstrasse 1-3
D-83607 Holzkirchen (Germany)
Tel.: +49 (0) 80 24 47 00-0
Fax: +49 (0) 80 24 47 00-470
Internet: http://www.ttlicht.com/
eMail: info@ttlicht.com

Avab transtechnik France
62-64, rue Danielle Casanova
F-93 207 St. Denis (France)
Tel.: +33 (0) 1 42 43 35 35
Fax: +33 (0) 1 42 43 08 05
eMail: info@avab.fr

Avab Scandinavia AB
Normälarstrand 20
S-104 22 Stockholm (Sweden)
Tel.: +46 (0) 8 56 31 52 00
Fax: +46 (0) 8 56 31 52 99
Internet: http://www.avabscand.com/
eMail: sales@avabscand.com