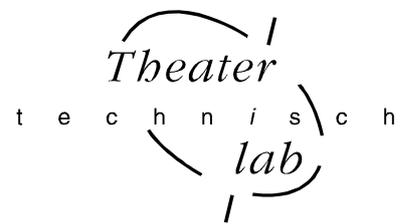


PRINCESS, USER'S MANUAL

software version 1.7



General

The Princess is a 12 channel memory lighting control desk. The Princess has a DMX512 output and an analogue output. You can store 110 presets in memory. These presets can be fade-in manual or with a GO-button action in a programmable fade time. This GO-button can be on board or external, hard wired or wireless. Memory preset 1,...,10 are also playable by ten submasters and can be added to the visible lighting scene even with a (sub)GO-button action. Moreover, you can define two loops of memory presets. So 13 autofades are possible simultaneously in their own fade time. The Princess has several possibilities for remote control: external GO-button, preset controller and MIDI.

The Princess owns three user levels: so you can reduce the control possibilities and adjust the user interface to the experience of the user (see under set up).

After power-on the latest used scene automatically fades in. The Princess has eight modi, which are described below.

User situations:

- **LIVE CHANNEL CONTROL:**

With 12 faders you can make or modify a scene directly visible on stage. If you press a fader button you see the corresponding channel value in percents on the LED display.

- **BLIND CHANNEL CONTROL:**

With 12 faders you can make a preset or modify a memory preset (not visible on stage). You can make this preset visible by making a crossfade manual or by GO-button action. LEDs are present to indicate the channel levels. This serves as a preview of the next scene. If you press a fader button you see the corresponding channel value in percents on the LED display.

- **SUB-MASTER MODE:**

In this mode the first ten faders serve as scene-masters for memory preset 1,...,10 (if they exist). Fader 11 & 12 serve as loop-masters. If this mode is not necessary you can block it under set-up.

- **RECORD MODE:**

In this mode you can store a preset or channel level setting in memory under a particular number. It is also possible to change a record made before. Further, you can define in this mode a loop of existing scene records.

- **SET FADE TIME:**

In this mode the fade time of a preset or scene can be set or viewed back.

- **INSERT/DELETE:**

In this mode it is possible to insert a memory preset. The inserted scene gets the selected number. All the earlier made scenes, that follow the inserted scene get automatically a new number: the old number increased by 1. In case of the delete mode an existing memory preset can be removed.

- **SET-UP MODE (direct memory access):**

In this mode you can define the softpatch between 12 control channels and 512 DMX channels. It is also possible to block channel flashing, to block softpatch changing, to select a user level, to select a particular remote control and to set the remote control channel.

User Concept

Twelve faders are available to set twelve channel levels. Depending on the selected mode you can set or change the levels on stage (LIVE channel control) or a preset (BLIND channel control). Red LEDs indicate the current channel levels.

Below each fader there is a button and a yellow LED. If you press this button you can see the actual channel level value in percents on the display. Or if enabled the level will flash to 100%. The yellow LED indicates that the fader is active or not. In case the LED is off, you have to move the fader until its position matches the actual channel level; the yellow LED turns on.

Finally

By power-on the software version is displayed for 3 seconds. After that the Princess automatically goes to LIVE channel control. All channel levels are processed 40 times a second and sent through the DMX exit. The DMX data-rate = 40 [1/s]. The Princess can store 110 presets and the data-retention is more than 10 years.

The possible fade times are: 0,0 0,1 0,2 0,3 0,4 0,5 0,6 0,8 1,0 1,2 1,5 2,0 2,5 3,0 4,0 4,5 5,0 6,0 7,0.....20 22 2460 63 68 71 78 82 86 91 96 100 110 120 130 140 150 170 180 210 230 270 330 410 550 820 seconds.

Definitions

A **SCENE** is the (on stage) visible result of the setting of 12 control channels.

A **PRESET** is a level setting of 12 control channels which result becomes visible after a crossfade; **PRESET=NEXT SCENE**.

A **MEMORY PRESET** is a preset stored in memory.

The **FADER FUNCTION BUTTONS** are that three buttons above the faders. With these buttons you select the function of the faders and so the way you can handle the preset. Attention: under each possible fader function the leddisplay always shows the number of next scene.

The **FADERBUTTONS** are that squared black button below each fader. They serve as pointing devices.

Legend

[.....] points to a button, <.....> points to a led and “...” is a displayed text.

BASIC OPERATIONS

- **TO SET A FADER ACTIVE**

In case the yellow led <fader active> is off, the fader does not work. The fader becomes active by matching the fader position with the actual level indicated by the red led <level>. In that case led <fader active> is on. From now on the level can be controlled with the fader.

- **TO CREATE & TO CHANGE A SCENE**

Press on [LIVE channel control]. The faders are channel faders and determine the levels visible on stage. The red LED's <level> indicate the visible channel levels. If you press a fader button you can see the corresponding value in percents on the display. Adjust with the faders the levels, if desired. Set, if necessary, the faders active.

- **TO CREATE & TO CHANGE A PRESET**

Press on [BLIND channel control]. The faders are channel faders and determine the levels of the loaded preset. The red LEDs <level> indicate the levels of that preset. If you press a fader button you can see the corresponding value in percents on the display (only if channel flashing is disabled). Adjust with the faders the levels, if desired. Set, if necessary, the faders active. If you press [<<] & [>>] simultaneously you load a preset with all, “-0-”. If you press [<<] or [>>] you can load a memory (stored preset) and change the levels momentary.

- **TO CLEAR ALL PRESET LEVELS**

Press simultaneously on [<<] & [>>]. The display shows “-0-”. In case of ‘BLIND channel control’ you can create a preset starting with all zeros. After a crossfade the display keeps showing “-0-” and the created preset is not changed; you can create a new preset that starts from the previous or you can clear all levels again by pressing both [<<] & [>>]. If you want to play a memory preset you have to select a memory number with [<<] or [>>].

- **TO CREATE A MEMORY**

Create a preset or create a scene. Press on [record mode]. Led <record mode> lights up. Select with [<<] or [>>] a number for that memory. Numbers with a decimal dot are already in use. To confirm your choice you press button [record mode] for 3[s]. The display shows “REC.”. You can abort the action as long as led <record mode> flashes. After that the record mode is left. You can leave this mode any time by pressing any fader function button.

- **TO CHANGE A MEMORY**

LIVE: Press on [LIVE channel control]. Select for ‘next scene’ the memory preset you like to change by pressing [<<] or [>>]. Use the crossfader (by moving it to the lighting fader led) or press [GO stop] to fade-in the preset. Change the levels. Press on [record mode]. Led <record mode> lights up. Confirm your choice by pressing button [record mode] for 3[s]. The display shows “Chg”. You can abort the action as long as led <record mode> flashes. After that the record mode is left. You can leave this mode anytime by pressing any fader function button.

BLIND: Press on [BLIND channel control]. The same as above except for the fade-in.

- **TO COPY MEMORY**

LIVE: Press on [LIVE channel control]. Select for ‘next scene’ the memory preset you like to copy by pressing [<<] or [>>]. Use the crossfader (by moving it to the lighting fader led) or press [GO stop] to fade-in the preset. Press on button [record mode]. Led <record mode> lights up. Select with [<<] or [>>] the number you like to give to the copy of the selected memory. Numbers with a decimal dot are already in use. Confirm your choice by pressing button [record mode] for 3[s]. The display shows “REC.”. You can abort the action as long as led <record mode> flashes. After that the record mode is left. You can leave this mode anytime by pressing any fader function button.

BLIND: Press on [BLIND channel control]. The same as above except for the fade-in.

- **TO INSERT MEMORY**

Create the preset or scene you want to insert. Press on [insert delete]. Led <insert delete> lights up. The led display shows the number of the first existing memory. Select with [<<] or [>>] the number you like to give the new memory you want to insert. Caution, only numbers of existing memories can be selected. Confirm your choice by pressing button [insert delete] for 3[s]. The display shows “INS.”. You can abort the action as long as led <insert delete> flashes. After that the insert mode is left; all memories with succeeding numbers increase in number. This starts with the one you have selected. You can leave this mode anytime by pressing any fader function button.

- **TO DELETE A MEMORY**

Keep [insert delete] pressed till led <insert delete> flashes. The led display shows the number of the first existing memory. Select with [<<] or [>>] the number you like to delete. Confirm your choice by pressing button [insert delete] for 3[s]. The display shows “DEL.”. Keep the button pressed until “DEL” disappears. You can abort the action as long as led <insert delete> flashes. You can leave this mode anytime by pressing any fader function button.

- **TO SET / VIEW THE FADE TIME.**

Select the preset you want to set the fade-time for by pressing [<<] or [>>]. Keep button [set fade time] pressed. The display shows the current fade time. Change, while pressing [set fade time], with [<<] or [>>] the displayed time. Release button [set fade time]. In case of a memory preset the changed value will be stored. In case of a preset (“-0-”) the setting is only for the next fade-in.

- **TO FADE IN A PRESET.**

Create a preset (see above) or select for ‘next scene’ a memory by pressing [<<] or [>>]. Manual fade-in: move the crossfader in the direction of the lighting crossfader led. Automatically: press on [GO/stop]; alternately flashing display dots indicate the going fade. The preset becomes visible (if the MASTER is set open).

- **GO-FADE: STOP/CANCEL/OVERRULE**

To stop a going autofade press once on [GO/stop]; with this button you can toggle between GO and stop. In case of ‘stop’ the last display dot keeps flashing. To cancel a fade press on [<<] or [>>]. ‘Override’ takes place as you move the crossfader to the lighting crossfader led; overrule shortens the crossfade time. By stopping the fade and generate an overrule the auto fade is cancelled; the auto fade is changed in a manual crossfade so now you can complete or undo the fade-in.

SPECIAL ACTIONS

- **TO CHANGE THE SET-UP**

Keep button [direct memory access] pressed (5[s]) till led <direct memory access> flashes. By pressing once on button [direct memory access] you can select another set-up-item which is shown on the display. You can change a setting by pressing button [<<] or [>>]. The possibilities are:

“P.=y/n”; block softpatch changes, yes or no.

“F.=y/n”; enables channel flashing under BLIND channel control, yes or no.

“L.=0/1/2”; select user level, 0, 1 or 2 (level 0: only Live Channel Control and the MASTER function is possible, level 1: SubMASTER mode is disabled, level 2: all control options are available).

“r=y/n”; you can set ‘remote in’ to use the 7 button preset controller: select ‘y’ (‘n’ means MIDI is selected, now you can use MIDI).

“C.xx”; MIDI channel number setting, xx=[1,...,16] only if “r=n”. Attention, “r=y” means a 7 button preset controller is selected, “C.01” must be set.

Push any fader function button to leave the set-up mode.

- **TO DISPLAY A LEVEL IN %.**

Press on [LIVE channel control]. The red LED’s <level> indicate the channel levels visible on stage. Keep a fader-button pressed. The display shows now the level value of the corresponding channel in percents.

The same appears under BLIND channel control only if channel flash is blocked under set-up.

- **MEMORY PREVIEW**

Press on [BLIND channel control]. The faders are channel faders and determine the levels of the loaded preset. The red LED’s <level> indicate the actual levels of that preset. Press a fader button to see the corresponding value in percents on the display (only if channel flashing is disabled). To preview the levels of another memory, press [<<] or [>>].

- **SUBMASTERS (only level 2)**

Press on button [subMASTERS]. Fader-1 till Fader-10 act as memory-masters for memory 1-10. Fader-11&12 are loop-masters for loop1&2. In this mode you can add the memories-1 till -10 and two loops to the lighting scene on stage. Of course only if these memories exist and loops are defined. The fader buttons act like GO/stop-buttons to initiate an auto fade-in/out of the corresponding memories and start/stop loops. You can manually overrule an auto fade.

- **TO DEFINE A LOOP.**

You can define a loop by simply pointing the first and the last one of a group of succeeding memories.

Create the memories you need for your loop. Press on button [record mode]. Led <record mode> turns on. Point to loop-1 or -2 by keeping pressing fader button-11 or -12 respectively. The display shows “F.S.=“ (first step) for 2[s] and after that you have to select the first step by pressing [<<] or [>>]. Confirm your choice by pressing [record mode]. The display shows “L.S.=“ (last step) for 2[s] and after that you have to select and confirm the last step like described before. If you release the fader button before defining the last step you get a ‘loop’ from just one step.

- **TO CHECK THE SOFTPATCH**

Press on button [direct memory access]. The display shows “S.P.=“. Select the control channel (1,...,12) by keeping the corresponding channel button pressed. Now you can see the softpatches that are already made for the selected channel. The display shows you in a chase all the DMX channel numbers patched. Attention: “---” means ‘not patched’.

- **TO CHANGE THE SOFTPATCH (if not blocked under set-up)**

Press on button [direct memory access]. The display shows “S.P.=“. Select the control channel (1,...,12) by keeping the corresponding channel button pressed. The display shows you in a chase all the DMX channel numbers patched. Now you can change the softpatches for the selected channel with [<<] or [>>]. At the moment you start scrolling the chase stops. You can select now any DMX channel number from 1 till 512. A patched DMX channel number will be displayed with the last decimal dot on; scrolling stops automatically by a patched DMX channel number. You can toggle between patched or not patched by pressing on button [direct memory access]. To leave the patch mode, press any fader function button.

• **PRESET CONTROLLER**

Set under set-up “r=y”. You can remote fade-in memory 1 till 7 with a 7-button Remote preset controller. You can connect these preset controllers with each other to get more than 7 buttons or to control the same memories from different places. Attention, if the Princess is controlled by a preset controller, the remote channel number must be set on 1 (“C.01”).*

• **MIDI CONTROL**

Set under set-up “r=n” and choose the desired MIDI channel number. The Princess can only act as a SLAVE device; it can only accept commands. The Princess reacts on channel messages type ‘program change’. With these messages you can remotely fade-in the existing memories of the Princess. The relation between the data byte value and the memories is simple: byte value 0 starts memory 1, value 1 starts memory 2,, value 109 starts memory 110.*

• **REMOTE-GO**

The remote input accepts also a external GO-button. You have to connect it with a momentary switch between pin2 & pin3. With a jumper setting on the PCB you can set the GO-button to react as a GO/stop or as a GO button. More info about connecting an external GO-button is available on our website under ‘application guides’

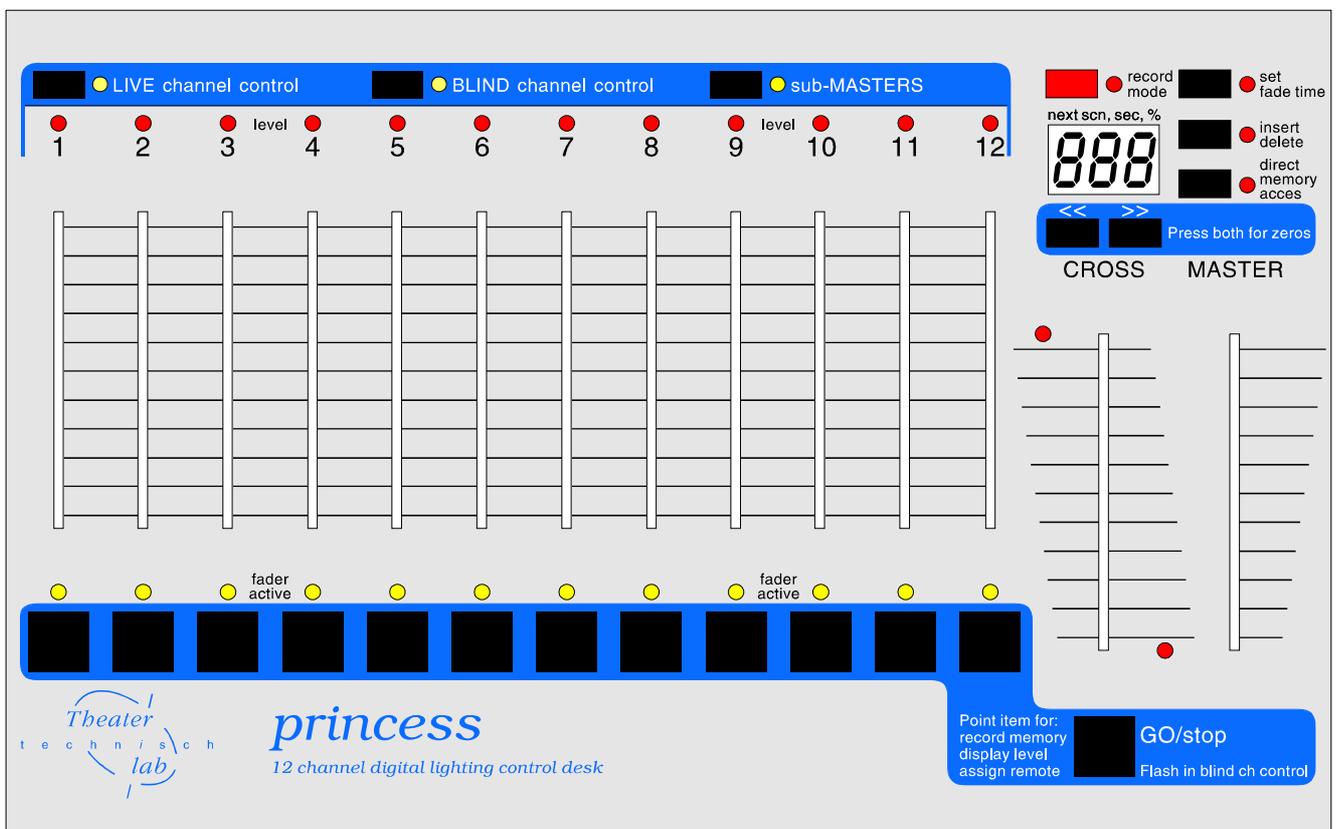
• **TO DELETE ALL MEMORIES**

You can delete all memories at once. If you press [insert delete] at power-on while the software version is displayed the display starts showing the text “dEL”...”ALL” for 4[s]. If you press during this period on [insert delete] all memories will be deleted. After that the display shows the text “rST”...”SP. “ for 4[s] (see below ‘default softpatch’). Then the Princess jumps to ‘LIVE channel control’ with the display showing “-0-”.

• **SOFTPATCH RESET**

You can set all patches to default at once. That means that control level of channel_X is loaded in DMX data byte_X, X=1,...,12. DMX data byte (channel) 13 till 512 will be loaded with zeros.

If you press [insert delete] at power-on while the software version is displayed the display starts showing the text “dEL”...”ALL” for 4[s]. After that the display shows the text “rST”...”SP. “ for 4[s]. While the Princess displays the second text you press [insert delete]. After that a default softpatch is set and the Princess jumps to ‘LIVE channel control’.



* For more information about the remote preset controller, MIDI, the Princess (software updates, application guides etc) you can visit our website: www.theater-technisch-lab.nl