

Control Freak

Cheat Sheet

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1. Type Setup Screen

This screen allows you to create a profile of the type of fixtures being used. This is done by assigning the fixture's attributes (pan, tilt, color...) to the Control Freak's wheels.

2. Device Setup Screen

This screen assigns the physical devices to the desired starting addresses and fixture types.

3. Position Setup Screen

This screen allows you to create "positions" which are any combination of devices set at any position, colors, gobo, etc setting. This is done by moving the devices and setting the attributes by the Control Freak's wheels.

4. Action Setup Screen

This screen allows you to string a number of positions together to form a sequence for timed movement.

5. How to playback positions and actions

This section will tell you how to put positions on the submaster handles and how to trigger positions and actions from a cue.

Type Setup Screen

This is where you create profiles of your fixture types. This is done by listing the attributes the fixture has. These attributes can be anything such as color, pan, gobo, and so on. The Bijou can handle up to 25 attributes (note that a 16 bit value counts as only one attribute).

In the fixture's documentation (or on the web) find the list of the fixture's attributes.

1) When entering the screen the yellow pointer should be pointing to the fixture number and name. Using most any computer keyboard type in the fixture type's name.

```
> Type:      1
> Name:      Mad 250
```

2) Now enter the attributes names in order on the screen by typing in the name. Position the yellow arrow by using the **next** and **last** keys.

Attr	Name	Width	Mastering	Source
1	Horz			
2	Vert			
>3	Dimmer			
4	Gobo			
5	Focus			
6	Iris			
7	Color			
8				
9				

3) Next, make sure the width of the attributes is correct. If the attribute has values of 0-255 the width is 8bit. If the attribute has values of 0-65535 the width is 16bit. Position the cursor by using the **next** and **last** keys. Then press the **F1** key, then type **16**, and press **enter**. The values come up as 8bit automatically so you only have to change them if you want 16bit.

Attr	Name	Width	Mastering	Source
1	Horz	16bit		
2	Vert	16bit		
3	Dimmer	8bit		
>4	Gobo	8bit		
5	Focus	8bit		
6	Iris	8bit		
7	Color	8bit		
8				
9				

4) The mastering value is used when you want to tie multiple devices together. Since mastering is not usually needed skip over this step and come back to it later if you wish.

You have three choices: none, straight, and inverted. Use **next** and **last** to move the yellow arrow on the left. Then press **F2** to select mastering. The value of the **F** keys will change to the three mastering types. Press the **F** key with the desired type (e.g. **F3** for inverted).

5) Finally, assign which wheel on the control freak you want to use for each attribute. Your Control Freak has a trackball with two axis, X is horizontal and Y is vertical. There is also 4 wheels labeled A, B, C, and D. There is a custom version of the Control Freak that has 4 more wheels labeled E, F, G, H.

Since you have more attributes than wheels you want to group the attributes in pages. You do not have to keep things sequential. Put pan and tilt on X and Y. Put focus, dimmer, shutter on one page. Put colors on another page. And gobos on the third page for example.

Move the yellow pointer using the **next** and **last** keys. Press **F3** to select the source. Then using the table on the right hand of the screen select the desired wheel and page. For example if you want handle C page 2 the number would be 13.

Attr	Name	Width	Mastering	Source
1	Horz	16bit		X
2	Vert	16bit		Y
3	Dimmer	8bit		A
4	Gobo	8bit		A Page 2
5	Focus	8bit		B
>6	Iris	8bit		C
7	Color	8bit		A Page 3
8				
9				

6) For more fixtures move the yellow pointer up to the top. Then type in the fixture number and press enter. Now repeat the above steps for the new fixture type.

Device Setup Screen

In this screen you will be assigning each physical device you have to the fixture type (which you created in the last screen) and its starting dmx address.

You can assign up to 40 devices. Note that if you want two or more devices to act identically, set the dmx address on the units to the same address and treat them as a single device on the control freak.

On the device there is a way to program its dmx address. The devices need different starting addresses so they can run independently. Also the starting address have to be spaced to cover the amount of attributes each device has. For example device 1 starts at address 5 and has 10 attributes (all 8bit). This device will use dmx addresses 5 through 14, one for each attribute. So you must address the next device at 15 or higher.

1) Using the **next** and **last** keys to move the yellow pointer to the desired device. Then with the external computer keyboard type in the device name. Move the yellow pointer to the next location and type in the next name. Repeat until you have entered all of the device names.

Device	Name	Address	Type	Type name
1	Scroller 1			
2	Left Cyber			
3	Right Cyber			
>4	Special			
5				
6				

2) Now add the start address of each fixture. Addresses 1-512 come out of the first dmx out and addresses 513-1024 come out of the second dmx out. Many users keep the first dmx out for conventional lights and use the second dmx out for moving lights.

To use the second dmx output just add 512 to the devices starting number. For example if the start address set on the fixture is 1, adding 512 would give you the console's address of 513.

Use the **F2** key to select address and then type in the desired number.

Device	Name	Address	Type	Type name
1	Scroller 1	513		
>2	Left Cyber	551		
3	Right Cyber	585		
4	Special	12		
5				
6				

3) Now select the type for each device. Move the yellow cursor to the desired device, press **F3** to select type and enter the number desired. Press **enter** to complete the command. The type's name will automatically come up.

Device	Name	Address	Type	Type name
1	Scroller 1	513	3	Color Scroller
>2	Left Cyber	551	2	Cyberlight
3	Right Cyber	585	2	Cyberlight
4	Special	12	1	Mad 250
5				
6				

Position Setup

This screen allows you to create positions. A position is any set of devices at the desired location and look. What you do is select a device. Move it to a position. Set the intensity, color, gobo and other attributes. Then select another device and do the same thing. This collection of device settings is called a position.

You will be spending most of your time in this screen. Everything on the screen should be actively being output to the fixture. If it isn't, you need to check the last two screens and the addressing on the fixtures.

Screen description:

The screen is broken into four parts. In the top left hand you have the last position recorded displayed. This is to help you know what number to record the next position.

Below this is the device window. This is where you enter the device number that you want to use.

To the right is the type window. When you select a device this area displays the device's type and attributes. When you move the wheels, the values are shown in this area. You can also jump to this area and type in the values by hand.

The bottom screen shows what source page you are in (you need to change this if you want to work on A page 2 for example). This area also shows the resolution of the wheels and whether there is a hold effect activated.

1) When you first enter the screen it should be blank with the yellow arrow right underneath "Device". Press **F1** and the device number (e.g. **1**) and then hit **enter**. The device number and its name should come up in the device window. The list of attributes for the device should appear on the right.

2) Your source page should be 1. Move the wheels on the Control Freak. You should see the levels change next to the attributes assigned to those wheels. To switch source page use the **page up** and **page down** keys.

Now move the device to the position desired. Change the intensity, colors, gobos to what you wish. As you are doing this the actual device should be responding on stage. If not check your device setup.

3) When you get the device to the right position (location/color/intensity) record it. Press **record** number **enter** (e.g. **record 5 enter**).

Using the wheels, move the devices location and/or change other attribute levels. Go ahead and record this as a new position.

Continue building and recording a number of positions. This is how the whole thing works. If you have this down then you can do most anything.

4) Making a position with multiple fixtures. Go through the above steps to setup one of your devices. Use the **next** key to move the yellow pointer down a line. Select a device and position it the same as your first device. You can keep doing this for a number of devices. The devices do not have to be the same type. At the end of positioning all of your devices record the position in the same way. **Record 5 enter.**

5) Calling up a recorded position. To bring up position 5 which you recorded earlier type **run 5 enter.**

6) Helpful Hint: Record a number of starting positions. Then build from these positions. For example if you find yourself always first moving the fixture to straight down and full shutter, record this as a position. Then when recording new positions, bring this up, move where you want it and record a new position. This is similar to creating a series of "homes".

7) The home key. Each device can have a recorded home. Bring the device up and position it. Set the attributes to any value you wish. Then press **record home.** Now whenever you bring that device up again just press **home.** In the setup screen there is a flag to have home use all attributes or just the XY attribute.

8) The shift right key. The activates the hold function. You have three choices: none, X, and Y. If you hold Y, for example, its value will not change when you are moving the wheel.

9) The step key. This changes the resolution. This is mainly used for 16bit values. You have two choices: Coarse and Fine. Coarse will allow large changes in the levels while Fine allows you to zero in on a specific spot.

10) The Jump (F3) key. The will move the yellow pointer to the right side of the screen. Now you can use the **next** and **last** keys to move through the attributes of the selected device.

When the pointer is on the right side of the screen the F keys change. F1 = Value, F2 = Time, and F3 = Jump. Use the value key to type in the values manually. Use the Time key to assign special times to the attributes. This time is used in the action screen to override the default step time. For now leave it blank.

11) The Master (F2) key. Use this to have certain attributes on a number of fixtures track each other. The number in the master column shows who is mastering that device. For example if you want 2, 3, and 4 to be controlled by device 1 then put 1 in the master column for devices 2, 3, and 4. 1 will not have anything in the master column.

How it works. Say I want devices 2 through 4 to move when 1 moves. 2 through 4 would have 1 as their master. So when I move 1 the other fixtures will also move. You select which attributes will follow in the fixture setup screen at the mastering column. None means they will not do anything. Straight means they will follow in the same direction (master goes right, slave goes right). Inverted means they will follow in the opposite direction (master right, slave left). You can have one or all of the attributes follow the master.

After a device has been moved by the master you can still go down to the device (by the yellow pointer) and change any of its values.

Do not use mastering till you get the hang of recording positions one by one.

Action Setup Screen

This screen allows you to combine a series of positions to create an action. For example if you want to run a continuous chase between position 4 through 10.

All you do is create a list of positions and setup the times. There is a time for the fade between two positions and a time (delay) you want to pause on a position.

Example:

Action: 1
Loops: 5
Single Step: No

Position	Time	Delay
4	1	0
5	2	0
> 6	3	2.2
7	0	3.7
8	4	5.1
9	5	0
10	6	0

1) Using the **next** and **last** key move the yellow pointer down to the line under the word “position”. Type in **4 Enter**. Then press **next**. Type in **5 enter**. And so on for the rest of the positions. This is the series of positions you want to chain together.

2) Now decide how many times you want this list to loop. If you want the action to only go through the list once then the number of loops would be 0. If you want the action to run through the list 4 times then the number of loops would be 3. A loop is when it goes from the last position to the first. You also have the choice of continuous (**F1**). Move the pointer up to “loops” and enter the number.

3) Single step is a way for you to override the times. If you make single step “yes” then you need to press the **step** button to move from position to position. This is used to cycle through the steps when setting up a sequence for the first time. Leave it to “no” for now.

4) Now enter the desired times. Use **next** and **last** to move the pointer to the desired position. Press **Time** once to put in the fade time. Press **Time** twice to put in the delay time. The Time column shows the length of time it takes for the device to move from one position to another. The Delay column shows how long the device will stay at the position before it starts fading to the next position.

In the example above let us say that each position is the same device just moving around the room. When running the following will happen:

- The device will move from a zero setting to position 4 in 1 second.

- The device will wait zero seconds before going to position 5.
- The device will fade to position 5 in 2 seconds.
- The device will wait 2.2 seconds before going to position 6.
- The device will fade to position 6 in 3 seconds.
- The device will wait 3.7 seconds before going to position 7.
- The device will fade to position 7 in zero seconds (snap).
- The device will wait 5.1 seconds before going to position 8.
- The device will fade to position 8 in 4 seconds.
- The device will wait 0 seconds before going to position 9.
- The device will fade to position 9 in 5 seconds.
- The device will wait 0 seconds before going to position 10.
- The device will fade to position 10 in 6 seconds.
- The device will wait 0 seconds before going to position 4 (loop).
- The device will fade to position 4 in 1 second.
- And so on

5) Note that many devices have a built in fade delay. So even when you are telling the device to move in 0 seconds, the device will slow the fade automatically.

6) Special attribute timing. There is a way to have one (or more) attribute(s) to fade faster than the rest. For example you want to have the color change at zero time while the device pans in 10 seconds. What you have to do is go back to the position setup screen and fill in the time on the desired attribute.

The rule is: the action will use its time unless the attribute in that position has a time. This means that you should leave all of the times in the position screen blank except for the one you want to move faster (e.g. color = 0). The action's default time needs to be the longest time. This means that any special attribute times in the position setup screen must be shorter than the time next to the position in the action screen.

7) To run an action press **Run Enter**. This will run the action shown. To stop press **Run 0 Enter**.

How to run positions and actions as part of a show.

1) By keyboard.

- Action: press **Run** (command will show “Run Action”) **5 Enter**.
- Position: press **Run F2** (command will show “Run Position”) **8 Enter**.
- To turn off either: do not put in a number (e.g. **Run Enter**).

2) Loading positions on a submaster handle.

- Press **Submaster 5 Run 3 Enter**. This will put position 3 on submaster 5.
- You can load up all 24 submaster handles.
- Note that you can only have one position running at a time.
- Hint: Put a fake position (100) on submaster 24 for a “position off”.

3) Creating a macro.

- In the macro screen, press **F1**. This brings up the special macros. Choose either “Run Action” or “Run Position” then type in the number and press enter.

4) Started by a cue.

- Create a macro and place that macro in the cue.
- Example: Create macro 4 that says “Run Position 5”.
- Then go to cuelist and put macro 4 on cue 3.
- When cue 3 starts, position 5 will come up.
- To clear the position, make another position macro and add that into the next cue.
- Actions work in the same way.

Note that positions and actions are “last action”. If you start a position with a cue (macro) and then press a submaster button (which has a position loaded), the first position will stop and the new position will start.