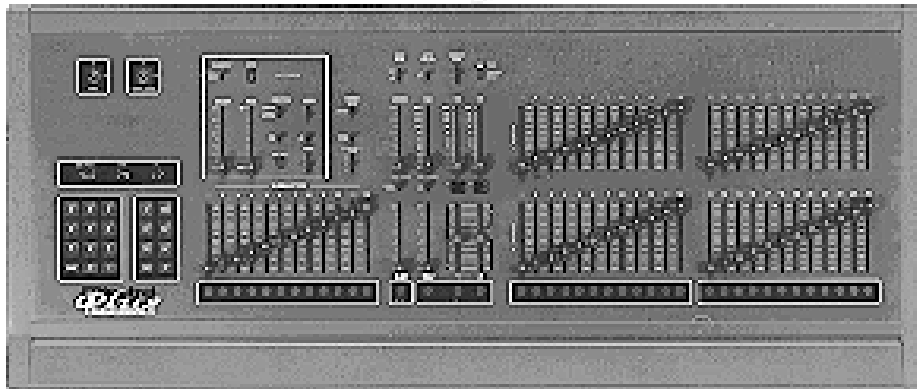


# *Plus*



## Control Console

## User Manual



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# INTRODUCTION

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## ABOUT THE PLUS CONSOLE

The Plus Console is designed to support a series of very basic control concepts established in the lighting industry. These concepts are based on the fundamental idea of standard two-scene preset operation with a healthy twist.

The layout of the Plus controls suggests a two-scene preset background with two familiar rows of Channel sliders and a basic set of Crossfaders. Each Channel and Submaster is equipped with a Bump Button. Bump controls allow the operator to select the feature and the level of the bump.

Plus also allows the operator to double the channel capacity with the scene mode switch. When in 1 scene mode, the lower row of sliders simply add to the upper row of sliders. This feature makes it quick and easy to gain additional channel control when needed.

Plus incorporates the page concept for memory storage in both Submaster and Preset memories. Each is equipped with a page switch. This method layers the storage and allows the operator to select a recorded memory from any page at any time. Pages can be switched without affecting the current output.

Plus offers an Independent Fader with a pile-on or inhibit capacity. This Fader can accept both preset memories and Submaster memories in a manual or timed mode. When a memory is loaded in either Fader 1 or 2, the Independent Fader, selected to Inhibit, and the channel slider can subtract any channels from the recorded memory output. This unique feature allows fast edits and adjustments based on live circumstances.

Plus also supports a monochromatic CRT, Off Line Printer, a Hand Held Remote for dimmer address, Off Line Storage for up to 40 shows, Alphanumeric show labels, Preview capacities, and a simple Effects package. All of these features are standard in an economical control package.

So, as you step through this Guide, the real advantages will become clear. For best results, work with the Guide and the Plus together to highlight the features of the console.

We think the Plus is a step above the average preset control console.

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This Operational Guide is supplied with your system. Copies of this guide may be obtained from Electronics Diversified, Inc. for a nominal charge. It is recommended that you copy those portions of this manual applicable to your present use in the installation, maintenance or repair and preserve the original in a safe place.

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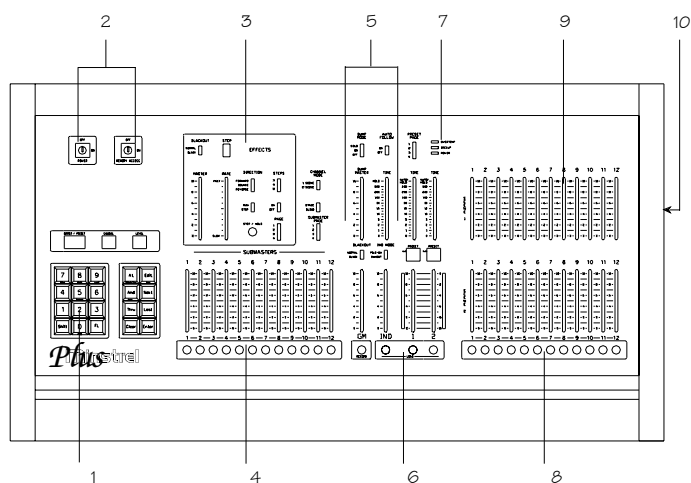
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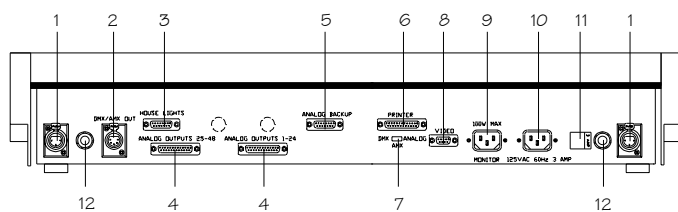


# OVERVIEW



## FRONT PANEL

1. **COMMAND KEYPAD:**  
Numeric Keypad and LED display with keys for access to Patch, Channel, Level, Preset, Submaster and Disk functions.
2. **KEY SWITCHES:**  
Key access to both power and record functions.
3. **EFFECTS CONTROLS:**  
Program controls for Chase effects to include dedicated level and rate controls.
4. **SUBMASTERS:**  
Four pages of 12 overlapping submaster memories with bump buttons and bank load capacities.
5. **PLAYBACK CONTROLS:**  
Split dipless cross-faders with timer controls and LED preset displays. An Independent fader for pile-on or inhibitive capacity. Bump mode controls with off, level control, and solo selections. Grand Master and blackout switch.
6. **LOAD/RECORD KEYS:**  
When selected with preset key loads to a specified fader. When selected with preset key records to a specified preset.
7. **INDICATOR PACKAGE:**  
For Power, Back-Up and Overtemp conditions.
8. **BUMP BUTTONS:**  
Channel bump buttons and/or preset record keys.
9. **CHANNEL CONTROLS:**  
Single or two-scene channel controllers for individual level setting.
10. **DISK DRIVE:**  
Multi-Show off-line storage of recorded information.



## REAR PANEL

1. **SCRIPT LIGHT RECEPTACLE:**  
For optional Console Script Lights.
2. **DMX-AMX OUT:**  
Console output locking 5-pin XLR connector.
3. **HOUSELIGHTS:**  
D15-pin connector for analog houselights.
4. **ANALOG OUTPUT PORTS:**  
2 D25-pin connectors for 0-10 VDC output. (1-48 channel capacity)
5. **ANALOG BACK-UP:**  
For connection to ED1 Multi-Link 10-channel backup. Function switch must be selected.
6. **PRINTER PORT:**  
D25-pin for connection to standard parallel printer. (IBM-PC Parallel)
7. **OUTPUT SELECTOR SWITCH:**  
Selects console output options: DMX-512; AMX-192; or Analog back-up.

# OVERVIEW

## 8. VIDEO OUTPUT:

D9-pin connector for standard monochromatic video output. (TTL-Monochrome)

## 9. MONITOR POWER:

Grounded Edison connector for monitor: 100 Watts max.

## 10. CONSOLE POWER:

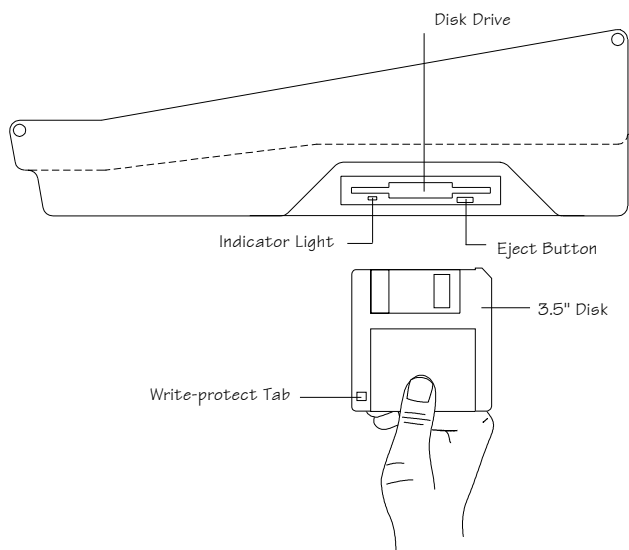
Grounded recessed Edison connector for console power, 3 Amps max.

## 11. FUSE HOLDER:

3 Amp fuse holder. (Not user replaceable)

## 12. SCRIPT LIGHT DIMMER:

12-Volt, 200-300 mA, 2.4 Watt low-intensity lamp.



## SIDE PANEL

### DISK HANDLING PROCEDURE:

*DISK DRIVE: 3.5" IBM format, 1.44MB. Disks must be formatted by the Plus console before use.*

Insert the diskette as illustrated. Do not force it into the drive. If the diskette will not insert easily, it is not correctly oriented.

To eject the diskette, push the small button on the disk drive.

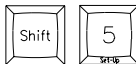
To protect your data:

- Do not expose to high temperatures.
- Do not store near magnetic fields.
- Do not eject a diskette while the disk drive indicator light is on. This could result in loss of data or incomplete loading of a show. Wait until the indicator light goes off before ejecting.

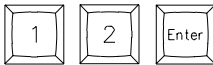
### TO FORMAT A DISK:

Disk must be formatted before recording show information to the disk.

Press and hold Shift and Press 5



Select 12; press Enter



When format is complete, disk will stop and console restores.

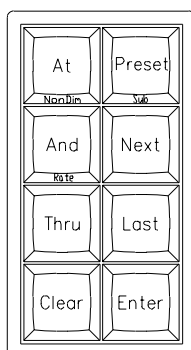
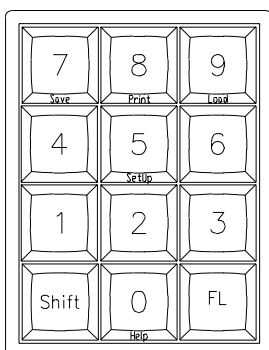
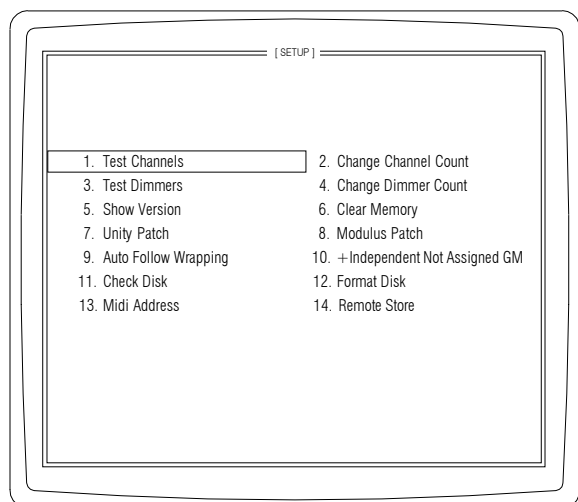
### WRITE PROTECTION:

Write protection locks the disk, preventing alteration of stored data. To write protect the disk:

- Orient the diskette so that the round metal circle is pointed toward you.
- With the metal flap on top, the write-protect tab is located in the lower right-hand corner. If this tab is closed, the diskette is not Write Protected. If the tab is open, the diskette is Write Protected, and no new data can be recorded.

*Diskettes may be purchased from EDI (Part#119-0058) or any computer supply house. Diskettes should be double-sided, high-density, MF2-HD diskette equivalent. Two non-formatted disks are supplied with the Plus console.*

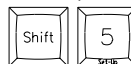
# SET-UP



## CRT DISPLAY

TO ACCESS SET-UP:

Hold (SHIFT) and press (5) (SETUP).



*NOTE:* Use NEXT, LAST keys to position highlight bar on CRT or enter number and press ENTER.

*On models without CRT, enter number on keypad. For item to be selected, press ENTER to start.*

## KEYPAD DISPLAY

### 1. TEST CHANNELS:

Select:

*All Channels are set to the level of Fader 1 and individually set to the level of Fader 2 at a rate determined by the Independent Fader.*

*Press CLEAR to stop test.*

### 2. CHANGE CHANNEL COUNT:

Select:

*Current channel count is displayed. Select new channel count less than available channels and press ENTER.*

### 3. TEST DIMMERS:

Select:

*All Dimmers are set to the level of Fader 1, and individually set to the level of Fader 2 at a rate determined by the Independent Fader.*

*Press CLEAR to stop test.*

### 4. CHANGE DIMMER COUNT:

Select:

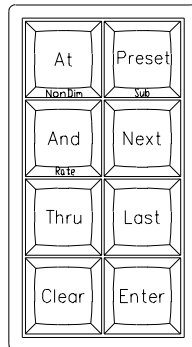
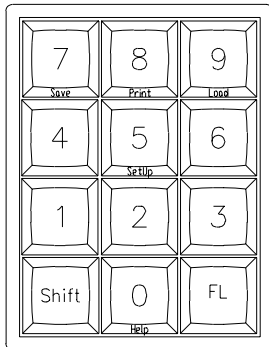
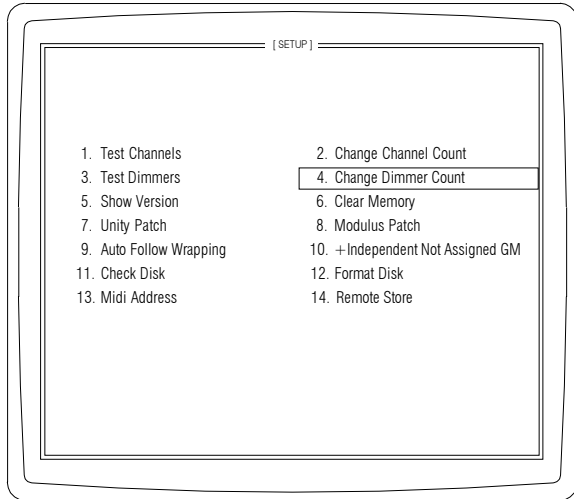
*Current Dimmer count is displayed. Select new dimmer count less than 512 and press ENTER. Patch operations are limited to number selected.*

### 5. SHOW VERSION:

Select:

*Current software version installed is displayed.*

# SET-UP



## 6. CLEAR MEMORY:

Select:

*Clears recorded Presets, Submasters and Faders.  
Patch defaults to Unity Patch.*

## 7. UNITY PATCH:

Select:

*Installs one Dimmer per Channel patch for available channels.*

## 8. MODULUS PATCH:

Select:

*Installs wrap-around patch for Dimmers to Channels.*

## 9. AUTO-FOLLOW WRAP:

Select:

*Allows all four preset pages to Auto-follow into Crossfades by loading the first preset of the next page after the last preset of the current page is displayed.*

*Auto-follow stops at the last recorded preset on page 4.*

## 10. INDEPENDENT FADER ASSIGN:

Select:

*Assigns or releases Independent Fader to Grand Master control.*

## 11. CHECK DISK:

Select:

*Checks and confirms information stored on disk.*

## 12. FORMAT DISK:

Select:    (Required for new disk.)

*NOTE: Formatting erases all information on disk.*

## 13. MIDI ADDRESS:

Select:

*Optional Midi protocol.*

## 14. REMOTE STORE:

Select:

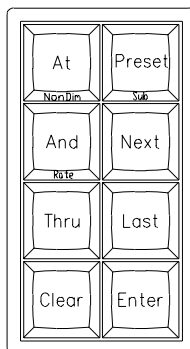
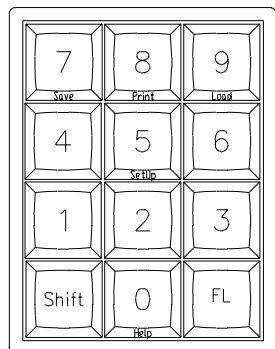
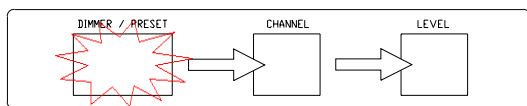
*Assigns output to Page and Playback number on the Subcommander. The user will be prompted for the SubCommander page and playback, page in Channel window, and playback in Level window.*

**Press CLEAR to stop any test.**

**Press CLEAR to quit Set-Up function.**



# CONTROLS



## KEYPAD

Upon pressing ENTER, a window blinks, indicating where the next data entry will go.


CLEAR removes data entry in the current window and moves to the next window, left.

ENTER accepts the data in the current window and moves to the next window, right.


AT defers acceptance of data in the current window and moves to the next window, right.

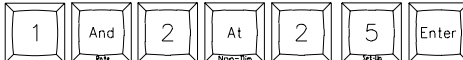
*HINT: The keypad is the entrance to Blind/Edit functions.*


*This capacity allows access to memory functions different from the Stage output. In the Blind Mode, edits to levels may occur without affecting the existing stage picture.*

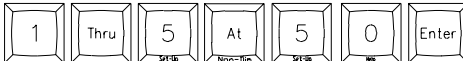
 = AT: Ends entry and moves active window to the right.


EXAMPLE: 

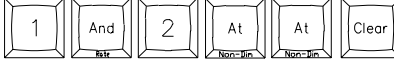
 = AND: Sets of Dimmers or Channels are selected.

EXAMPLE: 

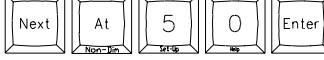
 = THRU: Groups of Dimmers or Channels are selected.


EXAMPLE: 


 = CLEAR: Removes last entry.


EXAMPLE: 


 = NEXT: Selects the next number.

EXAMPLE: 


 = LAST: Selects the previous number.

EXAMPLE: 

 = ENTER: Accepts numbers and stores information.

EXAMPLE: 

 = FL: Assigns 100% value to entry.

EXAMPLE: 

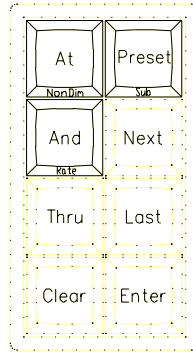
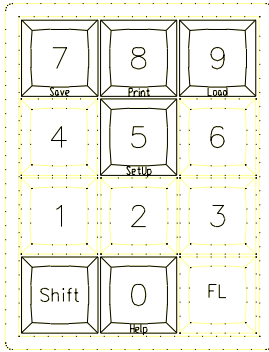
 = PRESET: Selects editing of recorded Presets.

EXAMPLE: 









# CONTROLS





## SHIFTED KEYS



Some keys have names on the front of the key. To access this function, Press and Hold the SHIFT key and select the desired function key.

  = **NON-DIM:**  
Sets a Dimmer to a Non-Dim when in the Patch mode.



  = **RATE:**  
Selects fade rate assignment for Preset and Submasters when in the Submaster or Preset screen.

  = **SUB:**  
Selects editing of a recorded Submaster.



  = **SET-UP:**  
Accesses system Setup options.


  = **SAVE:**  
Records system memory to the disk.

  = **PRINT:**  
Prints selected information.

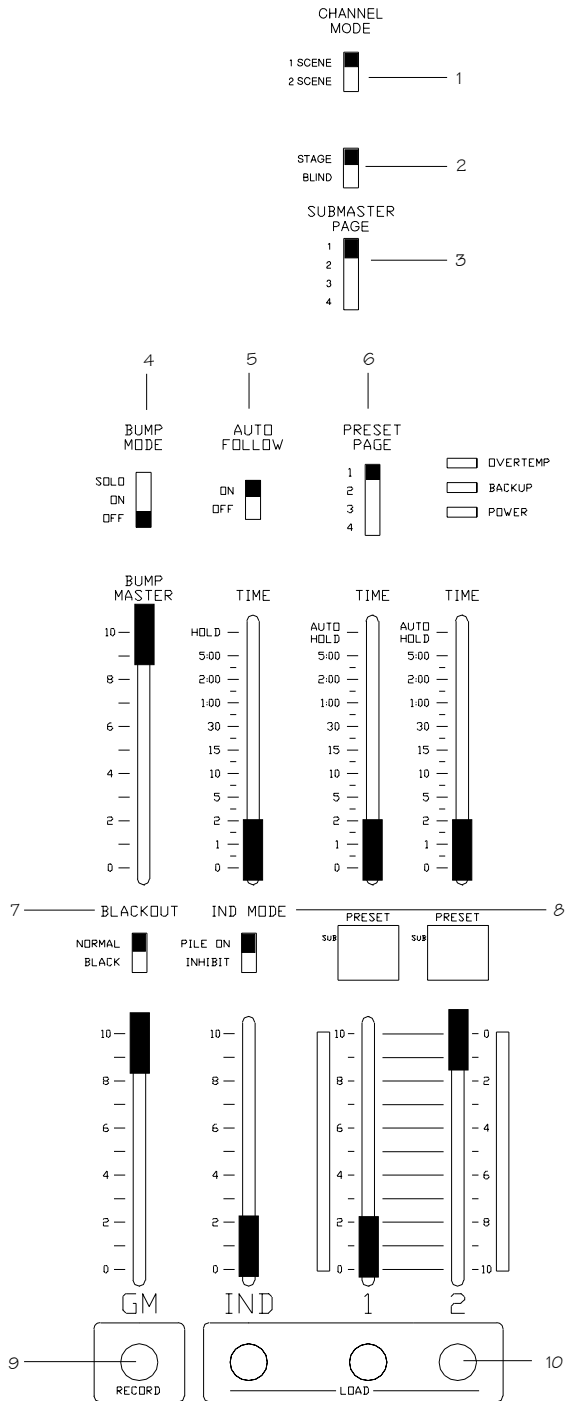
  = **LOAD:**  
Loads disk information into system memory.

  = **HELP:**  
Accesses system Help program.

  = **STAGE:**  
Accesses screen for direct channel output or current output status.

  = **PATCH:**  
For assignment of dimmers to control channels at levels.

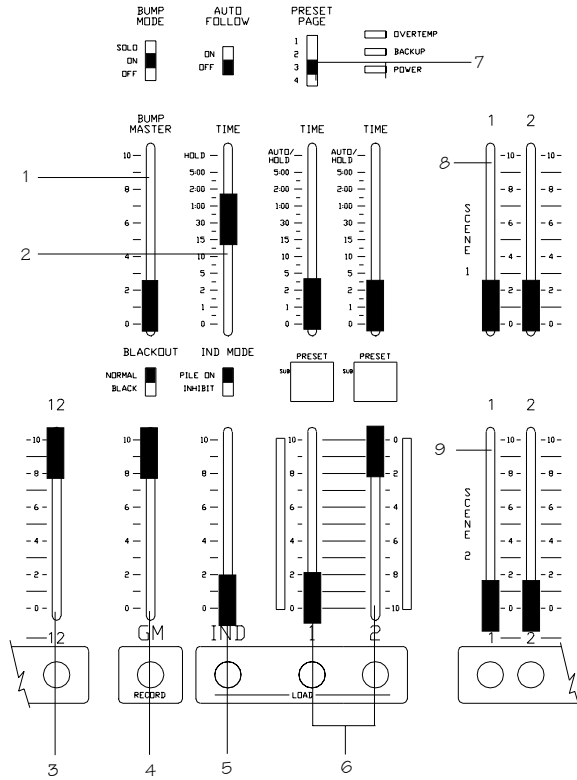
# CONTROLS



## SWITCHES

1. **CHANNEL MODE:**  
*Selects single or two-scene operation.*
2. **STAGE/BLIND:**  
*Selects all outputs for Stage Record or only channel outputs for Blind.*
3. **SUBMASTER PAGE:**  
*Selects active Submaster memory, pages 1 through 4.*
4. **BUMP MODE:**  
*Selects Bump button function:*  
SOLO,  
ON, or  
OFF.
5. **AUTO FOLLOW:**  
*Enables loading next sequential preset onto next fader automatically.*
6. **PRESET PAGE:**  
*Up to 4 Preset pages are available with the number of channel bump buttons, equalling the number of memory spaces available.*
7. **BLACKOUT:**  
*In the Black position, all levels are forced to OFF immediately.*
8. **INDEPENDENT MODE:**  
*Selects Pile-on or Inhibit mode for the Independent Fader.*
9. **RECORD:**  
*Selects recording of active levels into Presets, Submasters or Faders.*
10. **LOAD:**  
*Selects Fader to be loaded.*

# CONTROLS

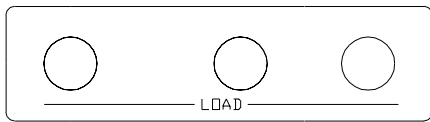
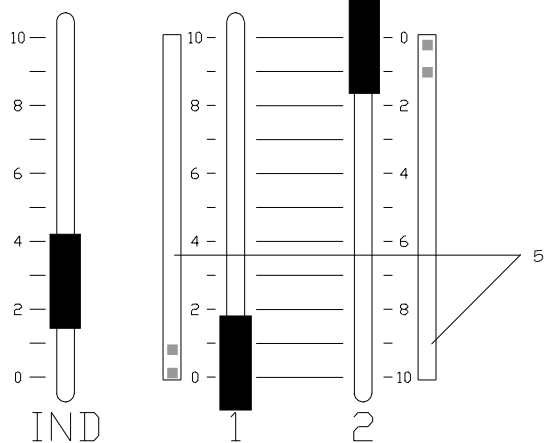
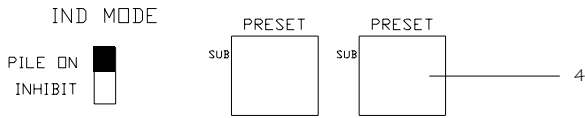
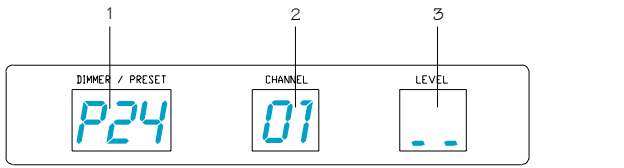


## SLIDERS

1. **BUMP MASTER:**  
*Controls minimum output level for Bump functions.*
2. **INDEPENDENT FADE RATE TIMER:**  
*Sets fade times for Independent Fader.*
3. **SUBMASTERS:**  
*Twelve individual Pile-on memory faders.*
4. **GRAND MASTER:**  
*Controls overall console output level.*
5. **INDEPENDENT FADER:**  
*Third Playback Fader for Submaster and Preset memories,  
or:  
Manual control of Channels.*
6. **CROSSFADERS:**  
*Produces split/dipless fades between two scenes.*
7. **CROSSFADER TIMERS:**  
*Sets fade time for associated Faders;  
or:  
Auto setting for recorded time playback.*
8. **SCENE 1 SLIDERS:**  
*Sets levels for Scene 1, used by Fader 1 in manual mode;  
or:  
Used as source for levels in BLIND mode.*
9. **SCENE 2 SLIDERS:**  
*Sets levels for Scene 2, used by Fader 2 in manual mode;  
or:  
Used as source for additional levels in 1 Scene mode; also  
a source for Blind in 1-Scene mode.*



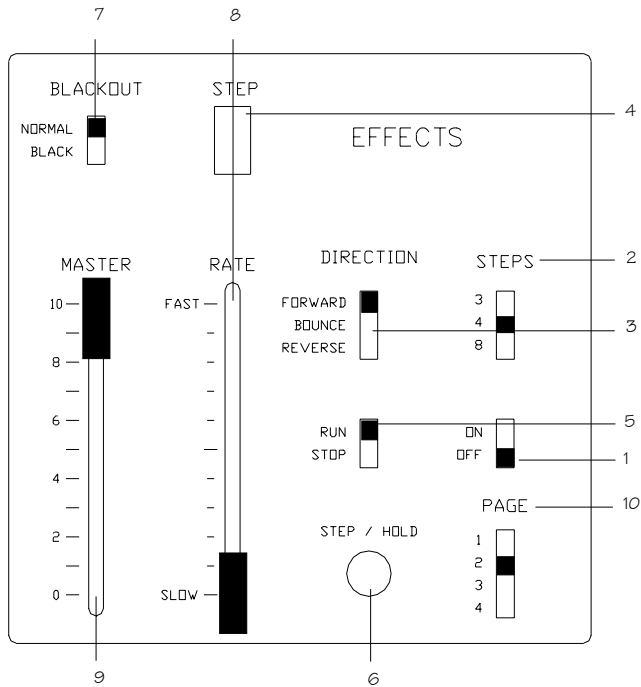
# CONTROLS



## DISPLAYS

1. **DIMMER/PRESET WINDOW:**  
*Displays the current dimmer, Preset or Submaster for Patch and Edit functions.*
2. **CHANNEL WINDOW:**  
*Displays the selected Channel for Patch and Edit functions.*
3. **LEVEL WINDOW:**  
*Displays the selected Level for Patch and Edit functions. (Blinking numbers means next entry in this window. To advance active window, press ENTER or AT. To access previous window, press CLEAR).*
4. **FADER WINDOWS:**  
 Display the Fader source.  
 5 Modes --Hold Status:  
 2-Scene Manual:  
 1-Scene Manual:  
 Preset:  
 Submaster:
5. **BARGRAPHS:**  
*Indicate active status of Crossfades.*
6. **OVERTEMP:**  
*Indicates a dimmer cabinet overtemp condition.*
7. **BACKUP:**  
*Indicates when the console is in Backup mode.*
8. **POWER:**  
*Indicates console ON.*

# CONTROLS

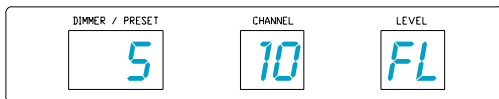
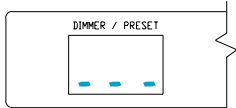
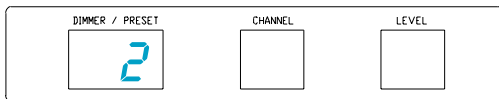
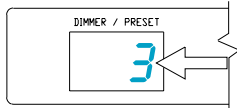
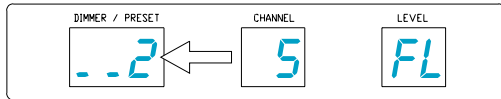
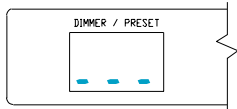


## EFFECTS

1. **ON/OFF:**  
*Turns Effects On and Off.*
2. **STEPS:**  
*Determines the number of 'looks' in the Effect.*
3. **DIRECTION:**  
*Determines the direction of the Effect.*
4. **STEP:**  
*Indicates a 'look' currently active by the Effect generator.*
5. **RUN/STOP:**  
*Runs or stops the Effect in progress.*
6. **STEP/HOLD:**  
*Holds a running Effect, or steps a stopped Effect.*
7. **BLACKOUT:**  
*Forces Effect levels to zero output.*
8. **RATE SLIDER:**  
*Varies the speed of the Effect.*
9. **MASTER:**  
*Varies the intensity of the Effect.*
10. **PAGE:**  
*Selects Submaster memory page in which the Effect is active.*

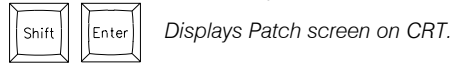
# PATCH OPERATION

[ PATCH ]															
DIM	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CH	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
%	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL

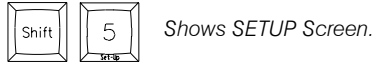


## TO ACCESS PATCH:

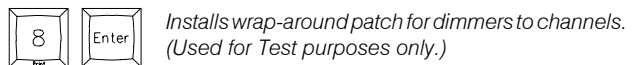
Press and hold (SHIFT), press (ENTER).



## TO ASSIGN UNITY:



## TO ASSIGN MODULUS:



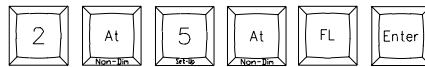
## TO ASSIGN PATCH:

When Dimmer/Preset window is blank, select Dimmer or Dimmers to be assigned.

Press (AT) and select the channel to control the Dimmer(s).

Press (AT) and select the proportion of the channel level to be output.

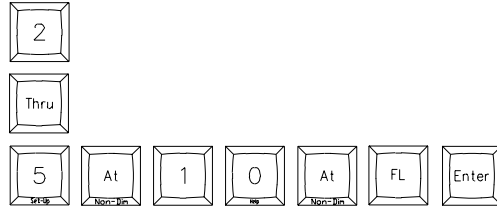
Press (ENTER).



(ENTER) advances the next number in the Dimmer/Preset window. Repeat until all system Dimmers are assigned to the available channels. Record Patch to disk (position #) for safety.

## THRU FUNCTION:

The THRU key allows a continuous section of Dimmers to be selected as a group for patch operations.



# PATCH OPERATION

[ PATCH ]															
DIM	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CH	1	2	3	4	5	6	15	15	15	15	15	12	13	14	15
%	FL	FL	FL	FL	FL	FL	75	75	75	75	75	FL	FL	FL	FL
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	16	17	18	19	20	15	15	15	15	15	15	15	15	15	15
	FL	FL	FL	FL	FL	75	75	75	75	75	75	75	75	75	75
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	31	32	33	34	35	36	37	38	39	15	41	42	43	44	45
	FL	FL	FL	FL	FL	FL	FL	FL	FL	75	FL	FL	FL	FL	FL
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL

DIMMER / PRESET	CHANNEL	LEVEL
40	15	75

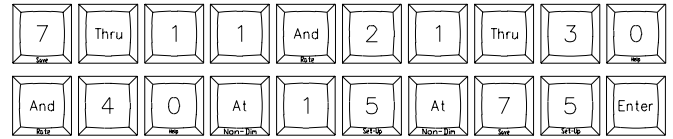
[ PATCH ]															
DIM	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
CH	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
%	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL

DIMMER / PRESET	CHANNEL	LEVEL
P	FL	

DIMMER / PRESET	CHANNEL	LEVEL
P	FL	50

## AND FUNCTION:

The AND key allows Dimmers and groups of Dimmers to be handled as a combined set for patch operations.

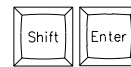


(ENTER) advances the next number in the Dimmer/Preset window.

← (Preset/Dimmer window will look like this after last entry).

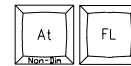
## PARK FEATURE:

Hold (SHIFT) and press (ENTER).

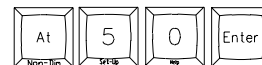


Patch Screen is displayed. Park feature assigns constant Dimmer output regardless of fader positions.

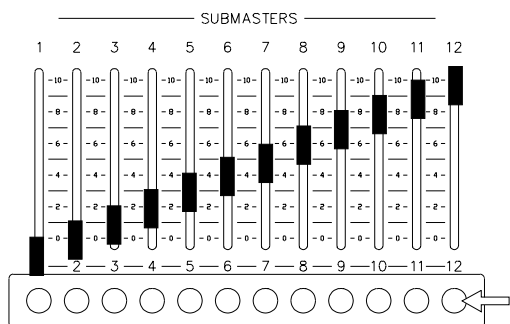
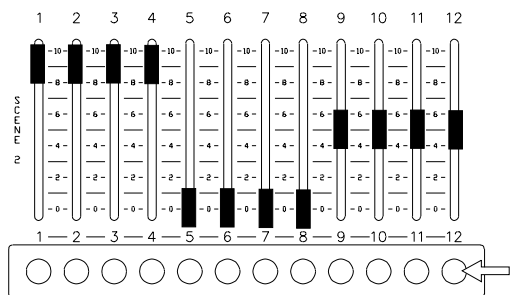
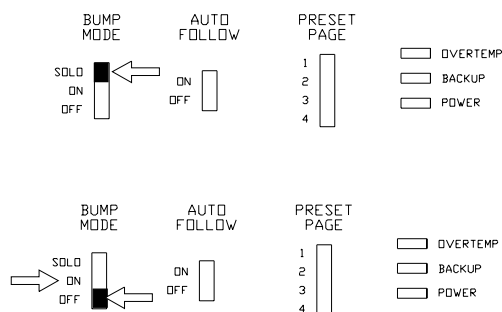
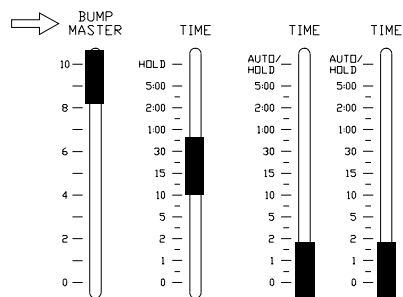
Select Dimmer or Dimmers, press (AT) to change to Channel window and press (FL) to select PARK.



Press (AT) to change to Level window and select output level desired and press (ENTER). Dimmers will output at the assigned level until reassigned.



# BUMP SET-UP



## CONFIGURE

### BUMP MASTER:

The Bump Master slider determines the output level for bumped Channels.

### BUMP MODE:

#### SOLO:

Outputs levels as in normal bump mode, except all channels not involved with the bump are held at zero for the duration of the bump.

#### ON:

Normal Bumps are enabled. Pressing a Bump button adds an individual Channel or a Submaster Channel into the console output, based on the level of the Bump Master.

#### OFF:

Bump buttons are deactivated on the console.

## PLAYBACK

### CHANNEL BUMPS:

Channel Bumps set the output level of an individual Channel into the console output, based on the level of the Bump Master.

*If the channel level is at 25% and the Bump Master is at FULL, the bumped level is at 25%*

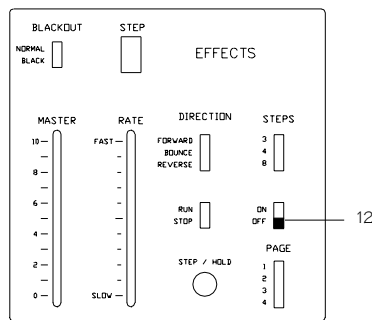
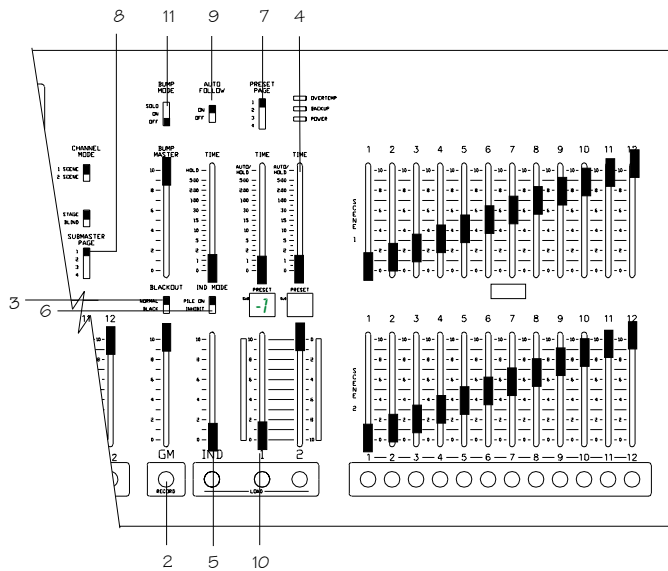
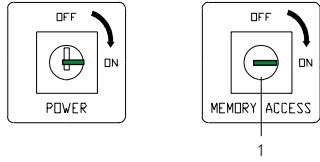
### SUBMASTER BUMPS:

Submaster Bumps set the output level of all the channels stored in the Submaster to the level of the Bump Master.

*If the channel level is at 25% and the Bump Master is at FULL, the bumped level is at 25%*



# PRESET OPERATION



## PREPARATION

If you plan to follow the examples set on the following pages, make sure the front panel controls are set in the following positions:

1. Memory access switch keyed 'On'
2. Grand Master at 100%
3. Blackout Switch at Normal
4. Time Faders at '0'
5. Ind Fader at '0'
6. Ind Switch at 'Pile-On'
7. Preset Page at '1'
8. Submaster Page at '1'
9. Auto Follow 'On'
10. Fader 1 & 2 split and set at '0'
11. Bump Switch set 'Off'
12. Effect Switch set 'Off'

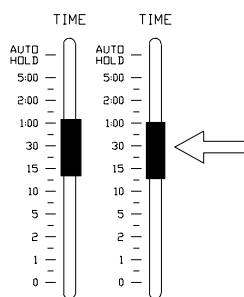
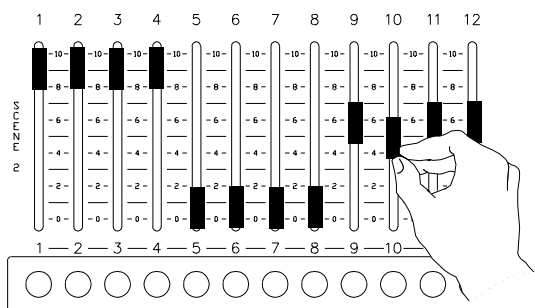
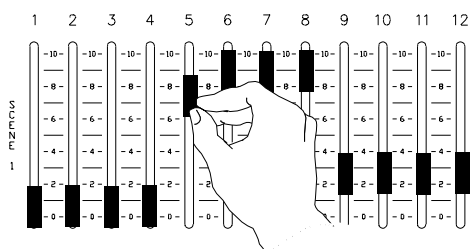
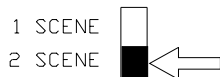
If you plan to address the dimmer bank, make sure the data cable is plugged into the back of the console and the output switch is set to the proper protocol.

When the front panel controls match the above outline, proceed to the next step.



# 2-SCENE PRESET OPERATION

CHANNEL  
MODE



## SETTING LEVELS

### TWO-SCENE MODE:

Set Channel Mode switch to "2-SCENE".

Scene 1 defaults to Fader 1, Scene 2 defaults to Fader 2.

### SET SCENE 1 LEVELS:

Set sliders to desired levels.

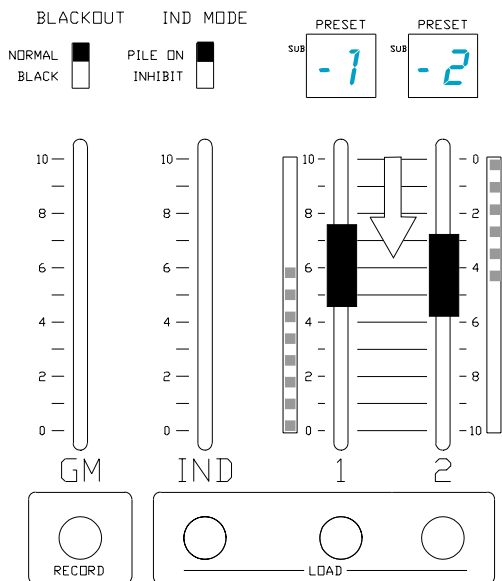
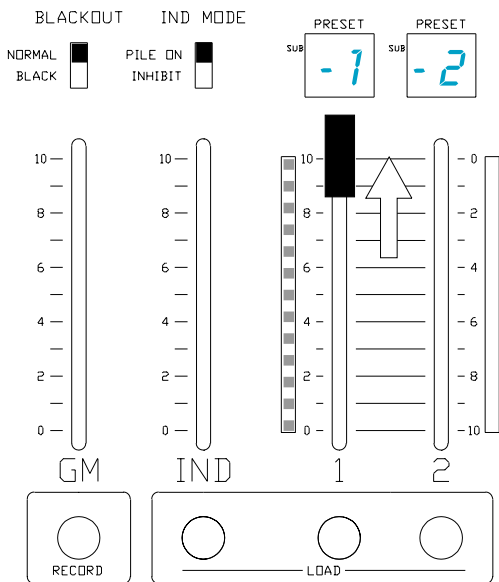
### SET SCENE 2 LEVELS:

Set sliders to desired levels.

### SET FADE TIME:

Set Fader Time sliders to desired fader playback time.

# 2-SCENE PRESET OPERATION



## PLAYBACK

### PLAY SCENE:

Move Crossfader 1 to position 10. Bargraph will follow based on set Fader time.

### CROSSFADE:

Move both Faders together in the same direction. One moves to '0', the other moves to '10'. Bargraphs follow according to set fade time.

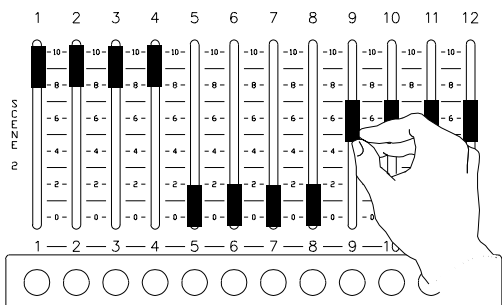
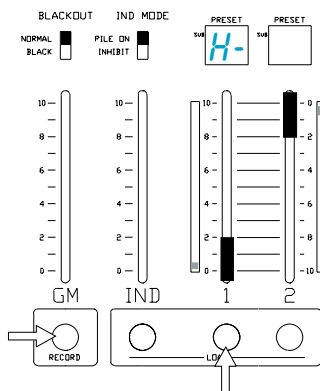
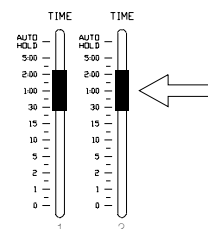
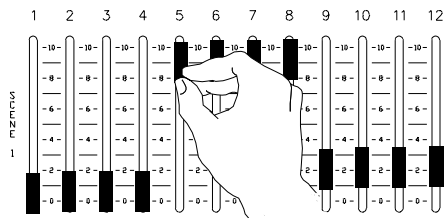
### INDEPENDENT:

Assigned to Scene 1 channels in two-scene mode  
or:  
Assigned to ALL channels in one-scene mode.



# I-SCENE PRESET OPERATION

CHANNEL MODE



## SETTING LEVELS

### ONE-SCENE MODE:

Set Channel Mode switch to "1-SCENE".

The second row of scene sliders is a continuation of Scene 1, doubling the console channel capacity.

*INDEPENDENT FADER is assigned top and bottom row of channels in one-scene mode.*

### SET SCENE 1 LEVELS:

Set sliders to desired levels for Scene 1.

### SET FADE TIME:

Set Fader Time sliders to desired fader playback time

### HOLDING FEATURE:

Press and hold (RECORD);

Press (LOAD) under Fader 1.

Fader window displays 'H -'. Fade time is captured.

*(With "Holding" active, channels and levels are stored for playback and are no longer affected by slider positions.)*

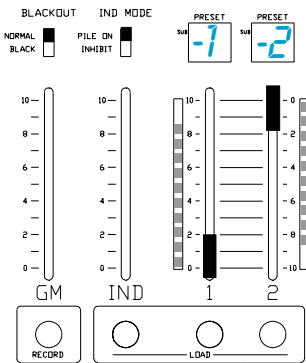
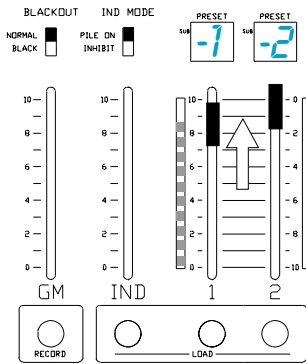
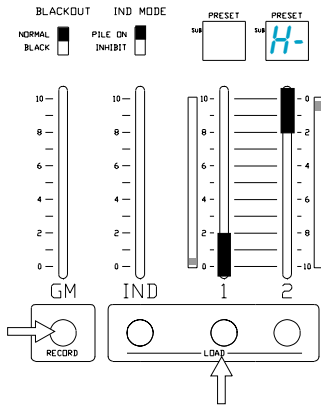
### SET SCENE LEVELS:

Set Scene 1 sliders and Scene 2 sliders to levels desired for Scene 2.

### SET FADE TIME:

Set Fader 2 Time Slider to desired fader playback time.

# I-SCENE PRESET OPERATION



## HOLDING FEATURE:

Press and hold (RECORD);

Press (LOAD) under Fader 2.

Fader window displays 'H -'. Fade time is captured.

*(With "Holding" active, channels and levels are stored for playback and are no longer affected by slider positions.)*

## TO RESTORE MANUAL CONTROL:

At any time you may press (LOAD) under the holding

Fader to return to manual scene control.

*NOTE: If you restore manual control to the Fader, you will lose the Holding Scene.*

## PLAYBACK

### PLAY SCENE:

Move Crossfader 1 to position 10. Bargraph will follow based on set Fader time.

### CROSSFADE:

Move both Faders together in the same direction. One moves to '0', the other moves to '10'. Bargraphs follow according to set fade time.

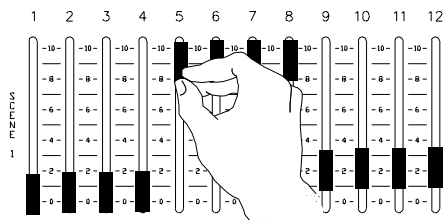
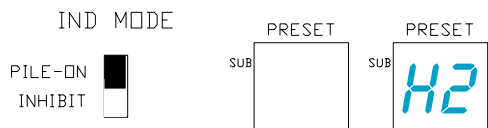
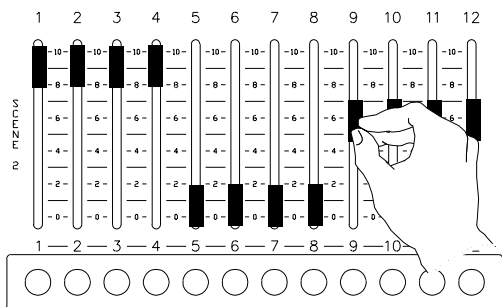
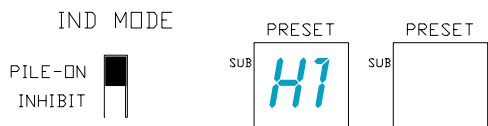
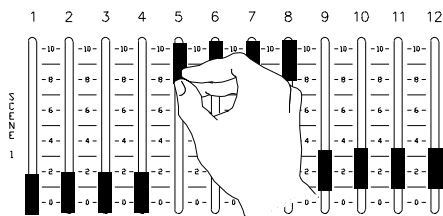
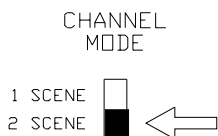
### INDEPENDENT FADER:

Always assigned to SCENE 1 channels in two-scene mode

or:

Always assigned to ALL channels in one-scene mode.

# 4-SCENE PRESET OPERATION



## SETTING LEVELS

### ZERO CROSSFADERS:

Set Fader 1 and Fader 2 to ZERO position.

### TWO-SCENE MODE:

Set Channel Mode switch to "2-SCENE".

Scene 1 defaults to Fader 1,

Scene 2 defaults to Fader 2.

### SET SCENE 1 LEVELS:

Set sliders to desired levels for Scene 1.

### SET FADE TIME:

(See Page 20.)

### HOLDING FEATURE:

Press and hold (RECORD);

Press (LOAD) under Fader 1.

Fader window displays 'H 1'. Fade time is captured.

*(With "Holding" active, channels and levels are stored for playback and are no longer affected by slider positions.)*

*(See Page 20 for illustration).*

### SET SCENE 2 LEVELS:

Set sliders to desired levels for Scene 2.

### SET FADE TIME:

(See Page 20.)

### HOLDING FEATURE:

Press and hold (RECORD);

Press (LOAD) under Fader 2.

Fader window displays 'H 2'. Fade time is captured.

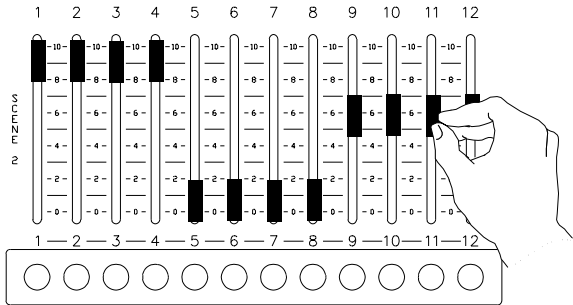
*(With "Holding" active, channels and levels are stored for playback and are no longer affected by slider positions.)*

*(See Page 21 for illustration).*

### SET SCENE 3 LEVELS:

Set Scene 1 sliders to desired levels for Scene 3.

# 4-SCENE PRESET OPERATION



## SET SCENE 4 LEVELS:

Set Scene 2 sliders to desired levels for Scene 4.

## PLAYBACK

### PLAYBACK SCENE 1:

In playback Time, sliders must be in Auto/Hold position for the first two scenes.

Move Crossfader 1 to position 10. Scene 1 fades in over stored fade time.

### CROSSFADE TO SCENE 2:

Simultaneously move Fader 1 to 0 and Fader 2 to 10.

Scene 1 fades out at its stored fade rate and Scene 2 fades in at its stored fade rate.

When Scene 1 reaches 0 the Fader 1 display will show '-1'.

### CROSSFADE TO SCENE 3:

After completing Scenes 1 & 2, set Time sliders to the desired fade time. Simultaneously move Fader 1 to 10 and Fader 2 to 0.

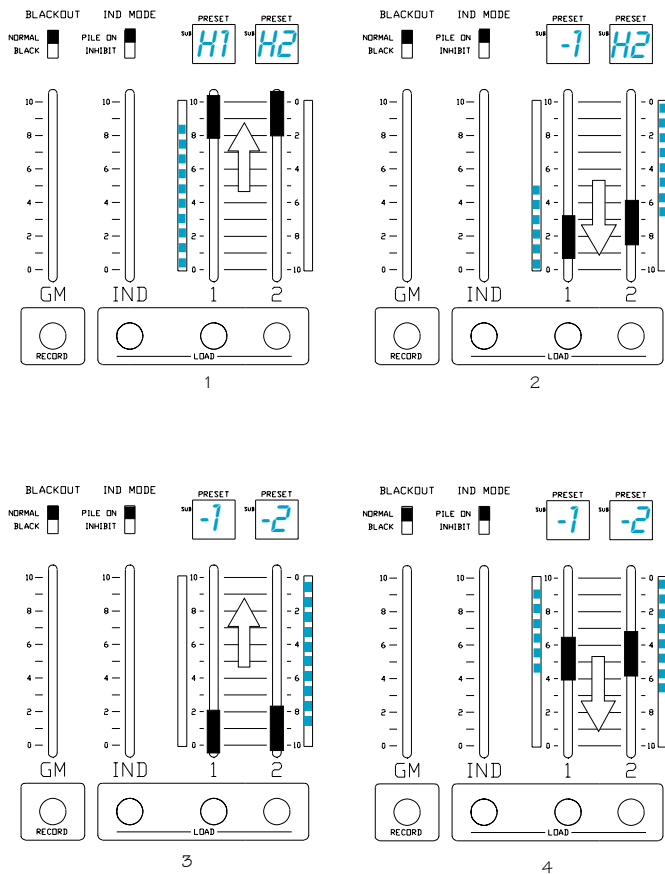
Scene 2 fades out at its stored fade rate and Scene 3 fades in at its set fade rate.

When Scene 2 reaches 0 the Fader 2 display will show '-2'.

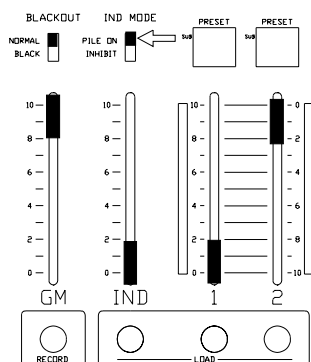
### CROSSFADE TO SCENE 4:

Simultaneously move Fader 1 to 0 and Fader 2 to 10.

Scene 3 fades out at its set fade rate and Scene 4 fades in at its set fade rate.



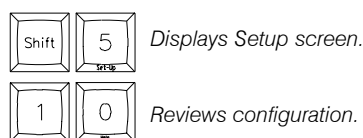
# INDEPENDENT FADER



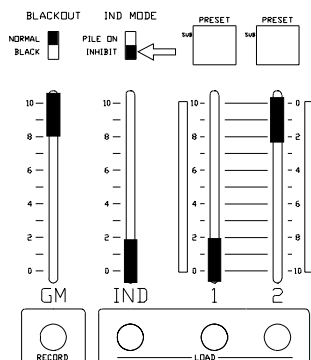
## PILE-ON MODE

In Pile-On mode, channel levels assigned to the Independent Fader add to the output of other sections of the console. In this mode the Independent Fader relates to the Grand Master in two ways; fully independent and scaled. When the Independent Fader is assigned to the Grand Master, the Pile-On output of the Independent Fader is scaled by the level of the Grand Master.

If the Independent Fader is fully independent, the output is not affected by the Grand Master, so if the Grand Master is at zero, the levels generated by the Independent Fader will be displayed.



To temporarily add levels or new channels to a recorded preset, position IND MODE switch to Pile-On. Set levels greater than recorded. Move IND FADER handle up and selected channels will 'Pile On'.



## INHIBIT MODE

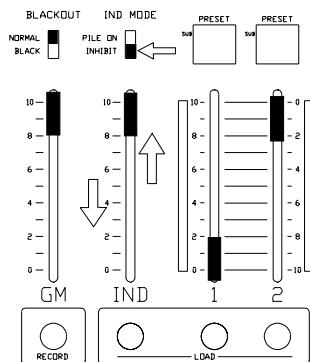
To temporarily remove channels stored in a preset, move the IND MODE switch to Inhibit position.

In Inhibit mode, channels assigned to the Independent Fader are reduced in intensity according to the level assignments of the individual channels.

Position selected channel sliders to Full output.

Move IND FADER handle up and selected channels will move to '0'.

In this mode, if a channel assigned to the Independent Fader with a level of 50% and the Fader is at Full, the selected channels' level is reduced to 50% of its computed output level.



Press (LOAD) to set Manual mode.

Set IND MODE switch to INHIBIT.

Set channel sliders to percentage to be removed.

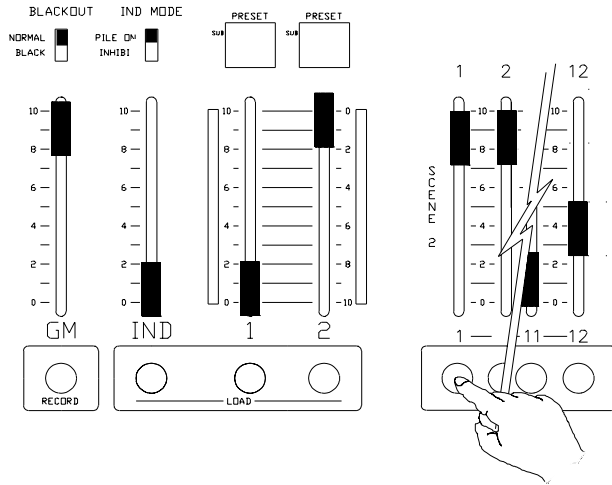
Move IND Fader to Full (10). Selected channels will be reduced according to the proportion set on the Channel slider.

Move the IND Fader to 0. Channels are restored.

When action is complete, restore mode switch to 'Pile-On' position.



# RECORDING A PRESET



## TO RECORD A PRESET:

- Set levels on sliders in either One- or Two-Scene mode.
- Select Preset page number.
- Press and hold (RECORD), then press the Channel Bump button corresponding to the preset number to be stored.
- Preset window will blink to confirm.

*HINT: Use sequential numbers to store sequential 'looks'.*

## SET FADE TIME:

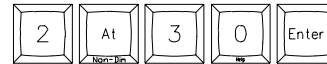
Press Preset Button followed by a Preset Number to access Fade Times

Hold (SHIFT) and press (AND).  
 (RATE key)

Select fade time minutes (0 - 9).

Press (AT) and select fade time seconds (0 - 99).

Press (ENTER) to complete.

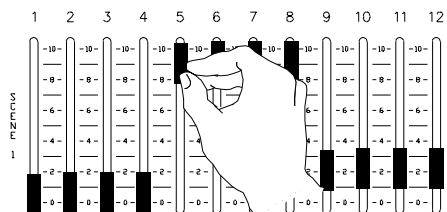


## FADE TIME:

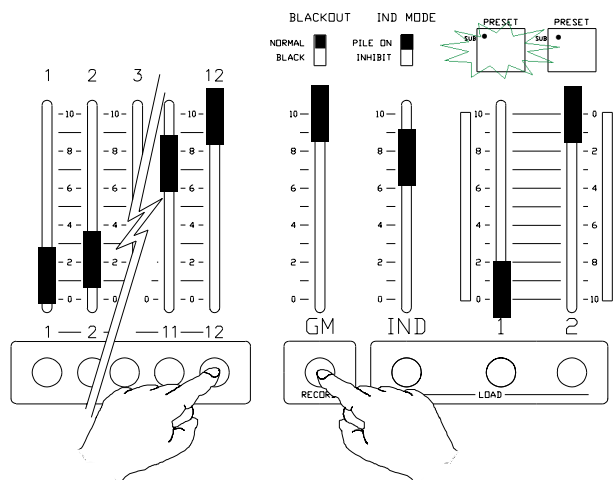
If a Fader Time slider is set for a manual time, the stored Preset or Submaster fade time is not used.

Set Fade Time sliders to AUTO for use of stored fade rate.

# RECORDING A SUBMASTER



SUBMASTER  
PAGE



## TO RECORD A SUBMASTER:

Set levels on sliders in either One- or Two-Scene mode

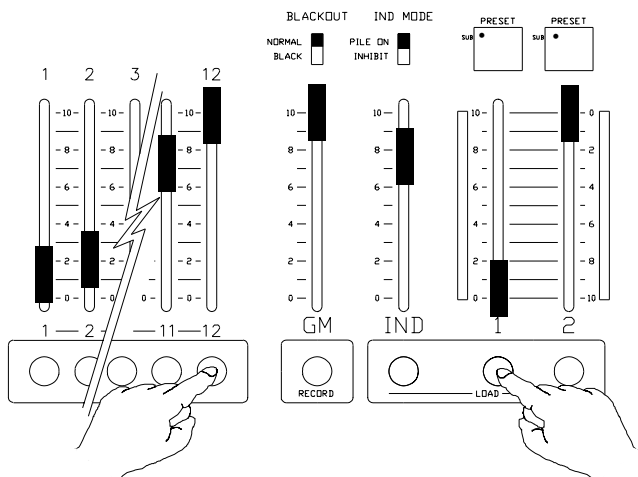
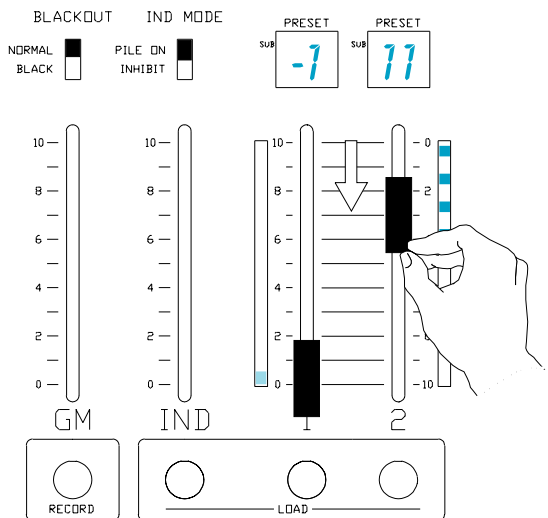
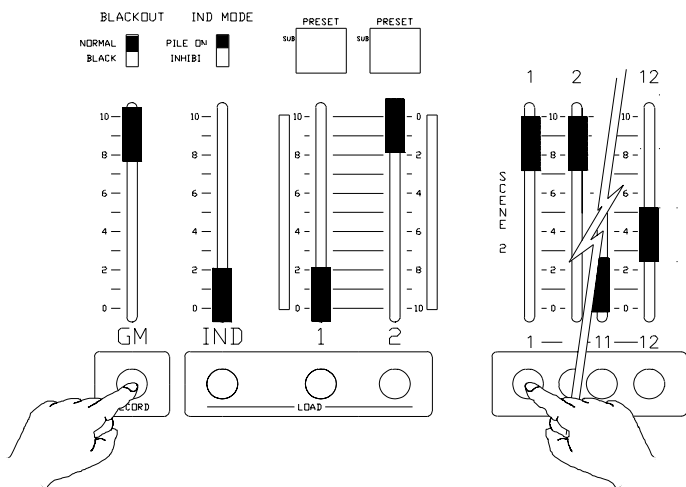
Select Submaster page number.

Press and hold (RECORD), then press the Bump button under the Submaster number to be stored.

Preset window will blink to confirm.

*HINT: Use sequential numbers to store sequential 'looks'.*

# FADER OPERATIONS



## LOADING A PRESET

### LOADING A FADER:

Once Preset level information has been recorded and stored, the recorded information can be played back on any Fader.

### TO LOAD FADER WITH A PRESET:

Press and hold (LOAD) button for Fader and press Bump button under Channel number for the Preset.

### LOAD FADER:

Preset number will appear in Preset window.

### SELECT AUTO FOLLOW:

Select Auto Follow Switch if you wish the next sequential number to appear in the empty Fader window.

### SET FADE TIME:

Move Time slider over Crossfader to desired playback fade rate.

### PLAY FADER:

Move Fader handle towards 10. Bargraph will follow manually or according to the fade rate selected.

### CLEAR A FADER OR RESTORE MANUAL CONTROL:

Press the (LOAD) button under the Crossfader.

*NOTE: Pressing the LOAD button will release the information assigned to the Fader.*

## LOADING A SUBMASTER

### LOADING A FADER:

Once Submaster level information has been recorded and stored, the recorded information can be played back on any Fader.

### TO LOAD FADER WITH A SUBMASTER:

Press and hold (LOAD) button for Fader and press Bump button under Channel number for the Submaster.

### LOAD FADER:

Submaster number will appear in Preset window.

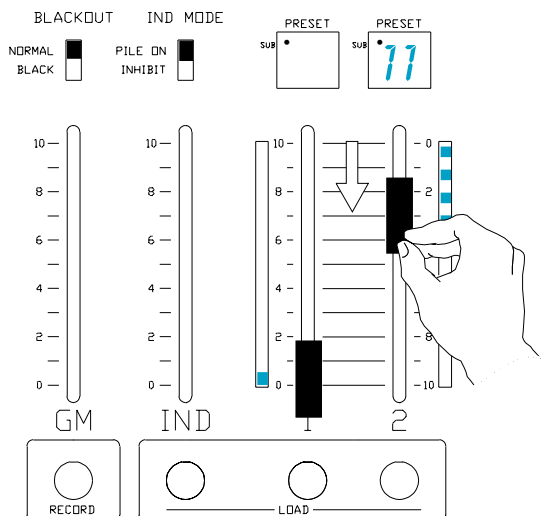
### SELECT AUTO FOLLOW:

Select Auto Follow Switch if you wish the next sequential number to appear in the empty Fader window.

*(NOTE: Console will not AUTO-FOLLOW with a Submaster loaded on a Crossfader.)*



# FADER OPERATIONS



## SET FADE TIME:

Move Time slider over Crossfader to desired playback fade rate.

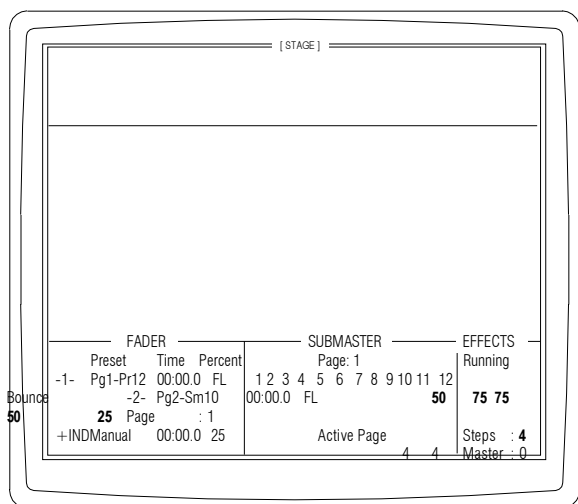
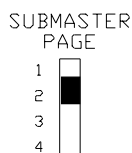
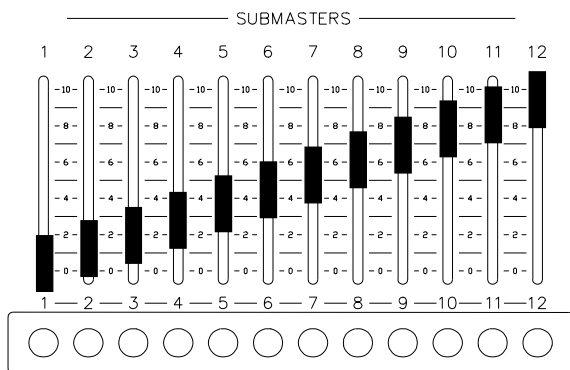
## PLAY FADER:

Move Fader handle towards 10. Bargraph will follow manually or according to the fade rate selected.

## CLEAR A FADER OR RESTORE MANUAL CONTROL:

Press the (LOAD) button under the Crossfader.

(NOTE: Pressing the LOAD button will release the information assigned to the Fader.)



## SUBMASTER OPERATION:

Submasters may be manually controlled or loaded on a fader for time or crossfade control.

To operate a submaster manually:

- Select active Submaster page;
- Move Submaster Slider to desired level;
- Submaster outputs are controlled by the Grand Master.

The Submaster page can be changed when sliders are active or passive. This allows active Submasters from different pages to be played at the same time.

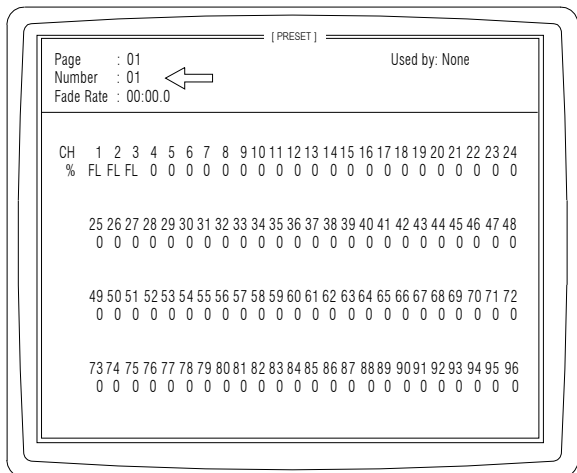
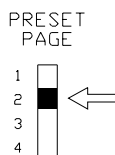
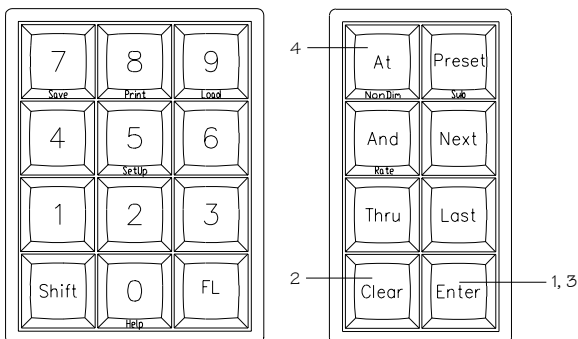
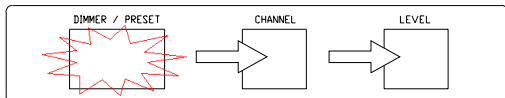
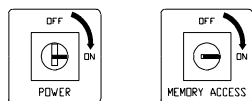
When a Submaster from a previous page is returned to a '0' position, the page automatically advances to the current page.

The active page number is displayed at the top of the Submaster display area in the Stage screen on the CRT.

The previous page number is always displayed under the Slider on the CRT.

Submasters may be edited blind on the CRT by pressing Shift Preset and selecting the number and page of the Submaster to be edited.

# EDITING



## EDIT A PRESET

### MEMORY ACCESS:

To record or edit Memories, set Key Switch to ON.

### KEYPAD:

1. Upon pressing (ENTER), a window blinks, indicating where the next data entry will go.
2. (CLEAR) removes data entry in the current window and moves to the next window, left.
3. (ENTER) accepts the data in the current window and moves to the next window, right.
4. (AT) defers acceptance of data in the current window and moves to the next window, right.

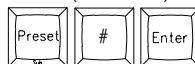
### PRESET PAGE SWITCH:


Page switches select the memory page in which memory operations occur.


The pages memory capacity corresponds to the number of bump buttons for that section.

### VIEW PRESET (for CRT Only):

Press (PRESET), select Number, Press (ENTER).

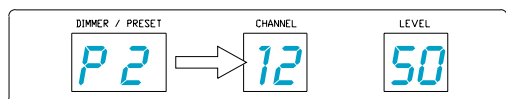
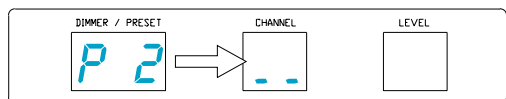
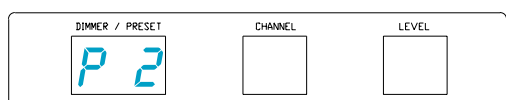
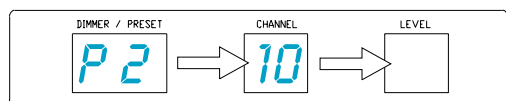
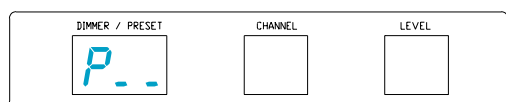


 Displays the next sequential Preset.

 Displays the previous Preset.

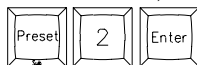


# EDITING



## VIEW PRESET (without CRT):

To select a Preset press (PRESET), enter the number of the desired Preset, and press (ENTER).



**Next** Displays the next Preset.

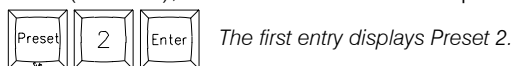
**Lost** Moves to the Channel window.

**At** Displays the previous Preset.

**Enter** Displays Channel 10 level, or if the level is displayed, moves to the Channel window.

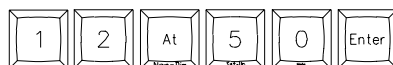
## TO EDIT A PRESET:

Press (PRESET), select Preset number and press (ENTER).



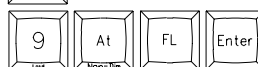
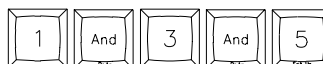
Press (ENTER) again. The second entry moves to the Channel window.

Select channel number, press (AT), select intensity level, then press (ENTER).



## EDIT CHANNELS:

When the Channel window blinks, Preset channels may be selected. AND and THRU may be used to create groups and sets of Channels.



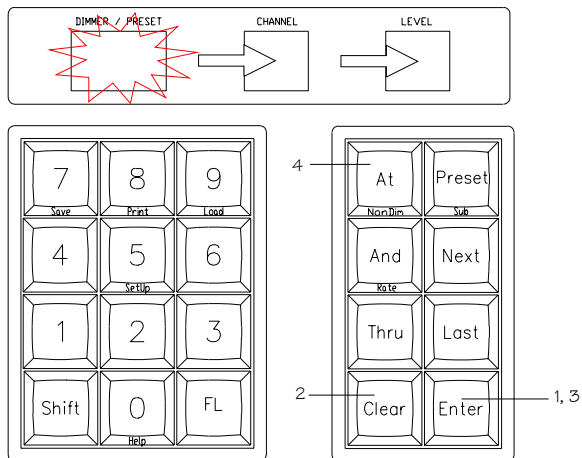
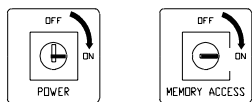
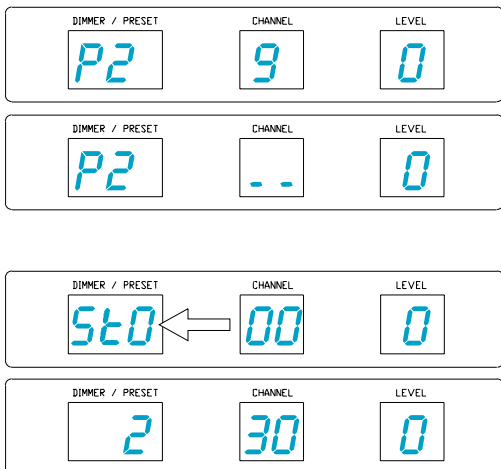
## LEVEL ASSIGNMENT:

When the Level window blinks, Preset channels may be entered. When Level is determined, press (ENTER) to accept the value. Active window moves to the Channel window for specification of the next Channel.

## NEXT CHANNEL:

...advances to the next Channel when the active window is Channel or Level.

# EDITING



## LAST CHANNEL:

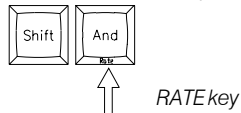
...backs up to the previous sequential Channel when the active window is Channel or Level.

## CLEAR KEY:

...backs up to Channel when the active window is Level.

## SET FADE TIME:

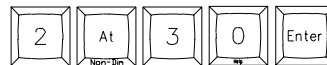
Hold (SHIFT) and press (AND) (rate).



Select fade time minutes (0 - 9).

Press (AT) and select fade time seconds (0 - 99).

Press (ENTER) to complete.



## FADE TIME:

If a Fader Time slider is set for a manual time, the stored Preset or Submaster fade time is not used.

## EDIT A SUBMASTER

### MEMORY ACCESS:

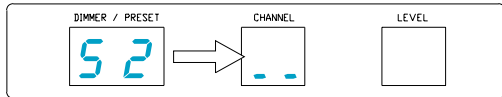
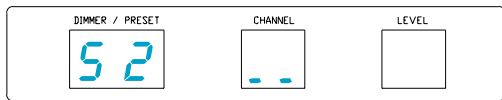
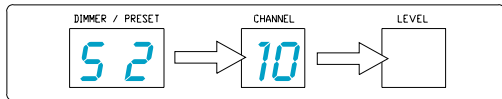
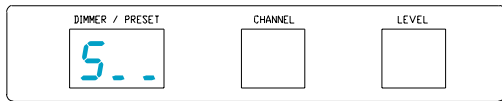
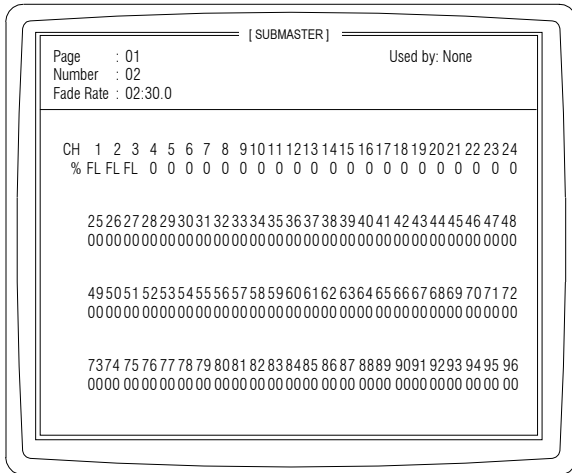
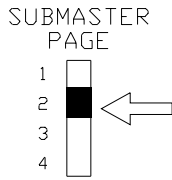
To record or edit Memories, set Key Switch to ON.

### KEYPAD:

1. Upon pressing (ENTER) a window blinks, indicating where the next data entry will go.
2. (CLEAR) quits data entry in the current window and moves to the next window left.
3. (ENTER) accepts the data in the current window and moves to the next window, right.
4. (AT) defers acceptance of data in the current window and moves to the next window, right.



# EDITING

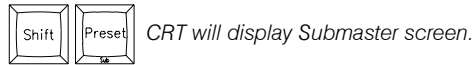


## SUBMASTER PAGE SWITCH:

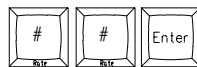
The Submaster page can be changed when sliders are active or passive. This allows active Submasters from different pages to be played at the same time. When a Submaster from a previous page is returned to a '0' position, the page automatically advances to the current page.

## VIEW SUBMASTER SCREEN (CRT Only):

Press and hold (SHIFT), then press (SUB).



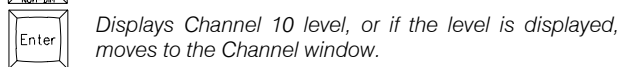
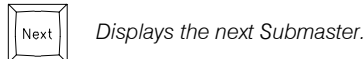
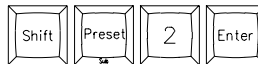
Select Submaster number and press (ENTER).



To adjust stored Submasters, use procedures as for Presets.

## SUBMASTER SELECTION:

To select a Submaster, press (SHIFT) (PRESET); enter the number of the desired Submaster, and press (ENTER).



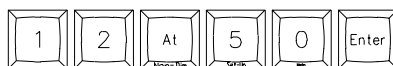
## TO EDIT A SUBMASTER:

Press (SHIFT) (PRESET), select Submaster number and press (ENTER).



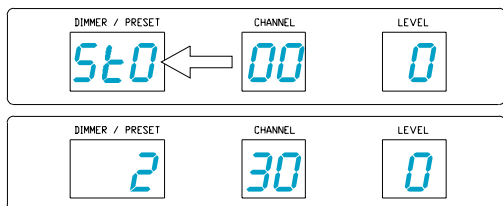
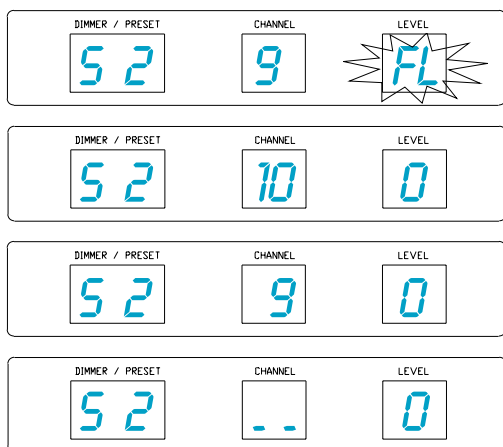
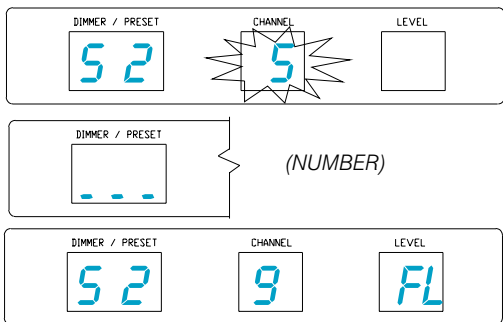
Press (ENTER) again. The second entry moves to the Channel window.

Select channel number, press (AT), select intensity level, then press (ENTER).



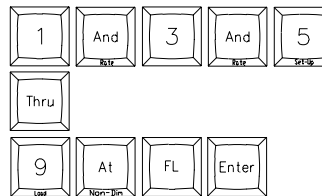


# EDITING



## EDIT CHANNELS:

When the Channel window blinks, Submaster channels may be selected. AND and THRU may be used to create groups and sets of Channels.



## LEVEL ASSIGNMENT:

When the Level window blinks, Submaster channel levels may be entered.

When Level is determined, press (ENTER) to accept the value. Active window moves to the Channel window for specification of the next Submaster channel.

## NEXT CHANNEL:

...advances to the next channel when the active window is Channel or Level.

## LAST CHANNEL:

...backs up to the previous sequential channel when the active window is Channel or Level.

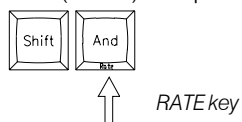
## CLEAR KEY:

...backs up to Channel when the active window is Level.

## FOR SUBMASTER CROSSFADER USE ONLY!

### SET FADE TIME:

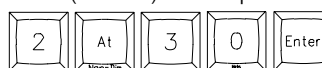
Hold (SHIFT) and press (AND) (rate).



Select fade time minutes (0 - 9).

Press (AT) and select fade time seconds (0 - 99).

Press (ENTER) to complete.

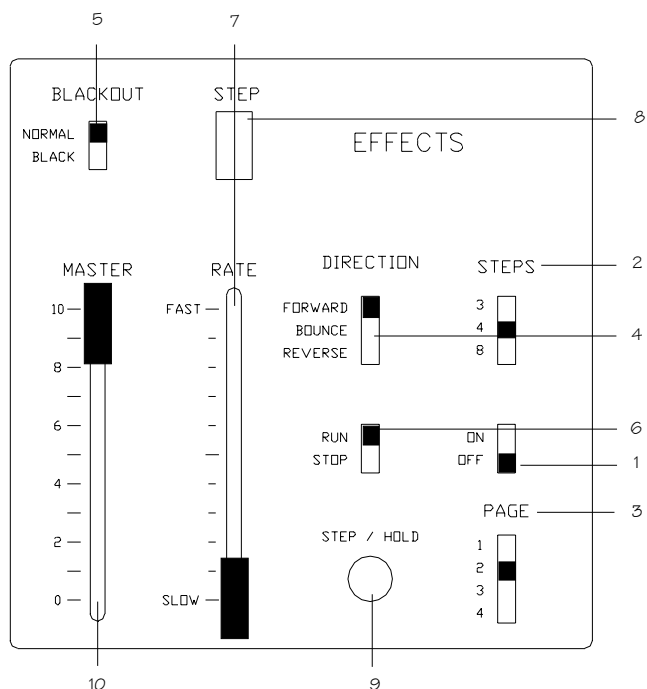


### FADE TIME:

If a Fader Time slider is set for a manual time, the stored Preset or Submaster fade time is not used.



# EFFECTS OPERATION



## PREPARATION

1. **ON/OFF SWITCH:**  
Controls EFFECTS generator. Set to On.
2. **STEPS SWITCH:**  
Sets the number of Submasters involved in the chase.
3. **PAGE SWITCH:**  
Set this switch to the memory page storing the Submasters to be chased.
4. **DIRECTION SWITCH:**  
Selects motion for chase:  
FORWARD assigns a left-to-right sequence.  
BOUNCE assigns a left-to-right-to-left sequence.  
REVERSE assigns a right-to-left sequence.
5. **BLACKOUT SWITCH:**  
Set this switch to Normal.  
Instantly removes effects from console output.
6. **RUN/STOP SWITCH:**  
Set to Run.  
(Runs or stops effects stepping.)
7. **RATE SLIDE POT:**  
Selects the speed of the step interval.
8. **STEP WINDOW:**  
Indicates the current 'look' in use by the EFFECT generator.
9. **STEP/HOLD BUTTON:**  
Pauses the current 'look' while the button is held (in Run).  
*Advances the current 'look' when in Step.*
10. **EFFECT MASTER SLIDE POT:**  
Determines the output level of the EFFECT generator.

*NOTE: The source of the 'look' for the Effects Generator is the Page switch. The active page switch assigns the Submaster 'looks' of that page to the step switch.*

*If the step switch is positioned at '3' and the page switch is on '4'. The first 3 Submaster 'looks' on Submaster page 4 will be the 3 steps in the Step window. Recorded Submasters from a different page can operate while 'steps' are operating on the Effects Generator.*

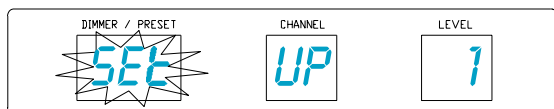
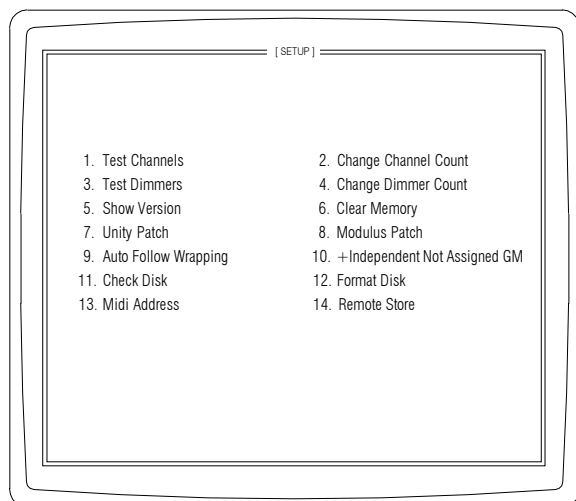
*If the Effects page is the same as the Submaster page, then the console operates on a 'highest takes precedence' basis. This means that the Submaster slider will override the output of the Effect if the Submaster slider is set at a higher level than the Effect Master. This also means that the Effect will not go to '0' output if the Submaster slider is set slightly below the level of the Effects Master.*

*To create an irregular rhythm with the Effects Generator:*

*Use the Step key to highlight and pause the sequence.*

*Use the 8-Step position switch without 'looks' recorded in all the first 8 steps.*

# REMOTE RECORD



## THE PLUS TO SUBCOMMANDER:

### To copy stage output to SubCommander:

Set levels on channels manually.

or;

Load Preset to Fader,

or;

Load Preset on Submaster,

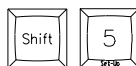
or;

Manually move Submaster.

Move Fader or Submaster to output position.

On Plus Keypad:

Press & hold (SHIFT) and press 5 (SET-UP).

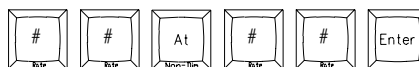


Display window shows: SET-UP; Level 1.

Press (REMOTE STORE)

Display window shows:

Press page #\_\_ (1-12) AT \_\_ \_\_ (1-12).

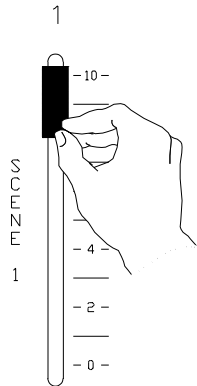


Stores in SubCommander on Page and Playback.

*NOTE: On models without CRT, enter number on keypad.*

*For item to be selected, press ENTER to start.*

# OFF-LINE STORAGE



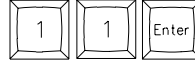
Show #	Show Name	Show #	Show Name
01	## No Show Stored ##	21	## No Show Stored ##
02	## No Show Stored ##	22	## No Show Stored ##
03	## No Show Stored ##	23	## No Show Stored ##
04	## No Show Stored ##	24	## No Show Stored ##
05	## No Show Stored ##	25	## No Show Stored ##
06	## No Show Stored ##	26	## No Show Stored ##
07	## No Show Stored ##	27	## No Show Stored ##
08	## No Show Stored ##	28	## No Show Stored ##
09	## No Show Stored ##	29	## No Show Stored ##
10	## No Show Stored ##	30	## No Show Stored ##
11	<b>Wind Storm</b>	31	## No Show Stored ##
12	## No Show Stored ##	32	## No Show Stored ##
13	## No Show Stored ##	33	## No Show Stored ##
14	## No Show Stored ##	34	## No Show Stored ##
15	## No Show Stored ##	35	## No Show Stored ##
16	## No Show Stored ##	36	## No Show Stored ##
17	## No Show Stored ##	37	## No Show Stored ##
18	## No Show Stored ##	38	## No Show Stored ##
19	## No Show Stored ##	39	## No Show Stored ##
20	## No Show Stored ##	40	## No Show Stored ##



## SAVE SHOW:

Press and hold (SHIFT), Press 7 (SAVE).  
Shows 40 Show slots available.

Enter Show number (01 to 40). Press (ENTER).



## ALPHA LABEL (CRT ONLY):

Shows may be stored with labels of up to 24 characters.

Select a Show number.

Use Scene 1 Slider 1 to select a character for the current label position.

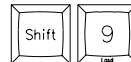
When the correct character is in position, press (NEXT) or (LAST) to select the character and advance to the next position.

After completing label, press (ENTER).

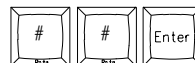
*Upon completion, the Channel window will show 'GD' or an error message.*

## LOAD SHOW:

Hold (SHIFT) and Press 9.

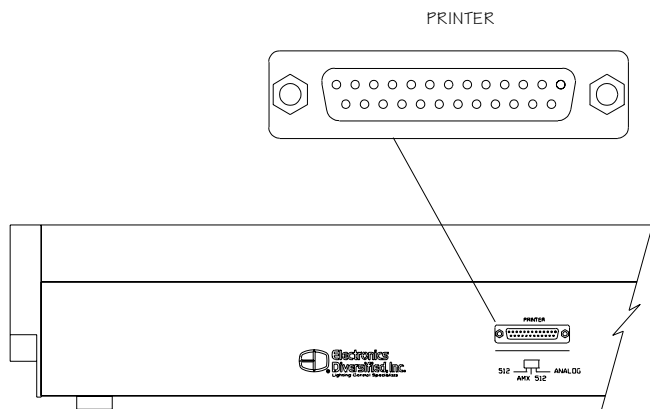


Select Show number (01 to 40). Press (ENTER). The show will be loaded into console memory over-writing current contents.



*Upon completion, the Channel window will show 'GD' or an error message.*

# PRINTERS



## SET-UP

The Plus Console is equipped with a parallel printer output port configured for Epson Standard protocol.

### Recommended Printers:

Citizen GSX-190

Panasonic KX-P1124

Citizen 200GX

Panasonic KX-P2023

Epson FX-870

Set-up printer. Load paper and test printer functions as identified in printer manual.

Configure printer for standard Epson protocol.



Turn Off power to printer.

Connect printer cable to console printer port.

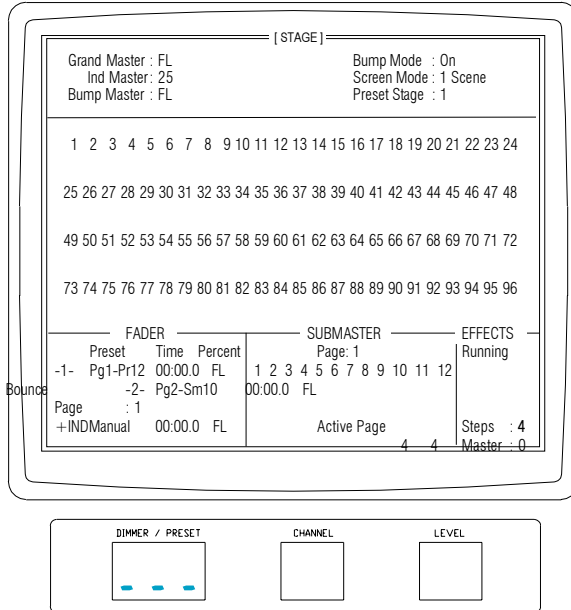
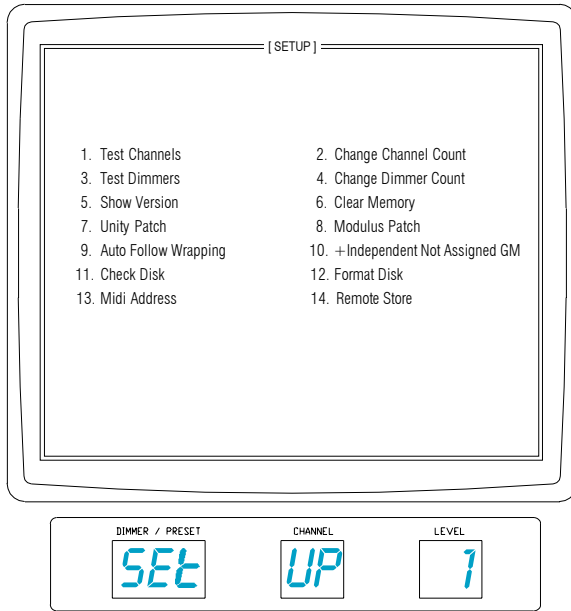
Connect printer cable to printer output.

Turn on printer power.

Select page to be printed.

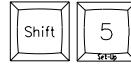
Press   and hold to print contents of video screen.

# CRT DISPLAYS

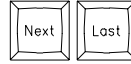


## SETUP SCREEN

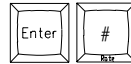
To display, press...



NEXT / LAST key moves Highlight Bar forward / backward.



ENTER #-- Bar to position

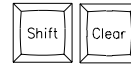


CLEAR key -- moves bar back to Position 1.

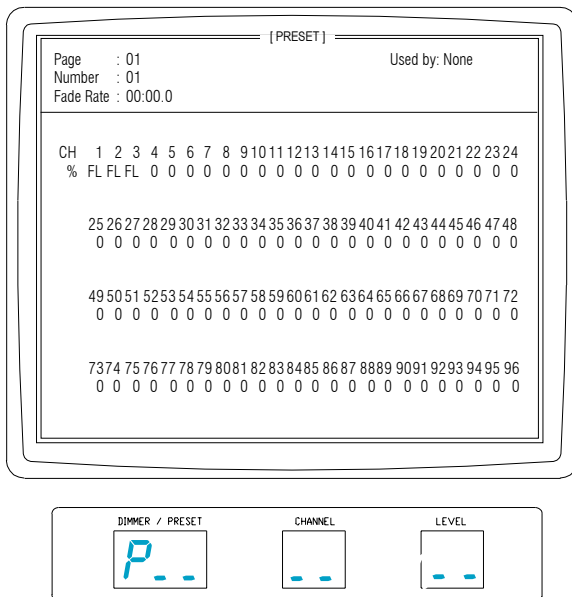
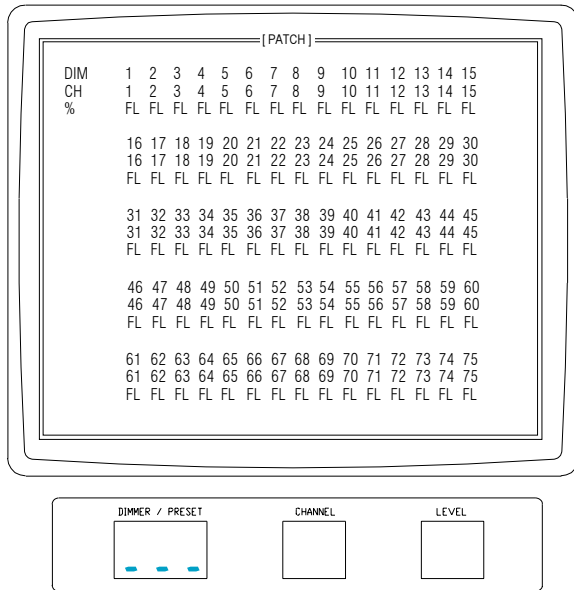


## STAGE SCREEN

To display, press...

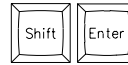


# CRT DISPLAYS



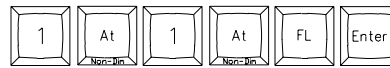
## PATCH SCREEN

To display, press...

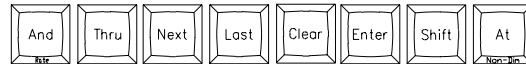


TO ASSIGN PATCH:

Press 1 (AT) 1 (AT) FULL (ENTER).



ACTIVE KEYS IN THIS SCREEN:



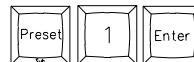
## PRESET SCREEN

To display, press...

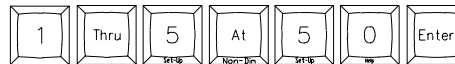


TO EDIT PRESETS:

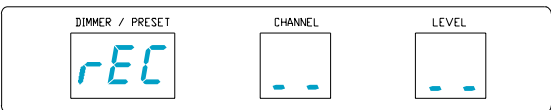
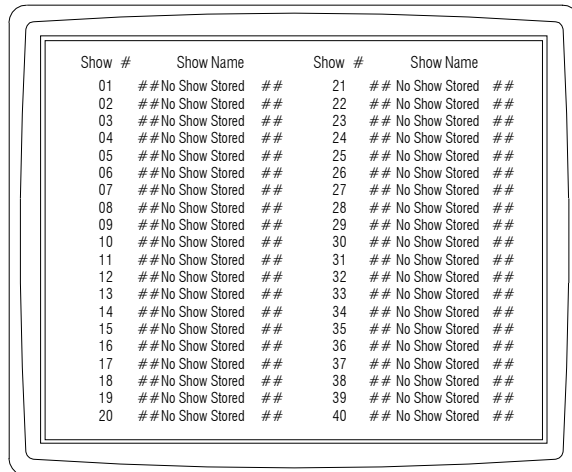
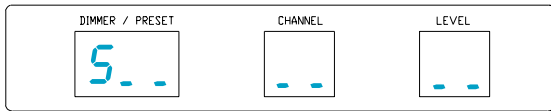
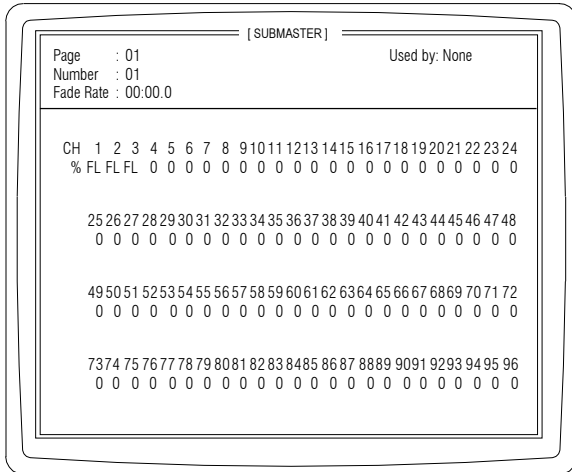
Preset 1 Enter.



1 thru 5 at 50 Enter

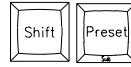


# CRT DISPLAYS



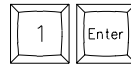
## SUBMASTER SCREEN

To display, press...

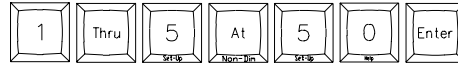


TO EDIT SUBMASTERS:

Press 1 Enter



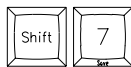
1 thru 5 at 50 Enter



## DISK SCREEN

SAVE SCREEN:

To display, press...

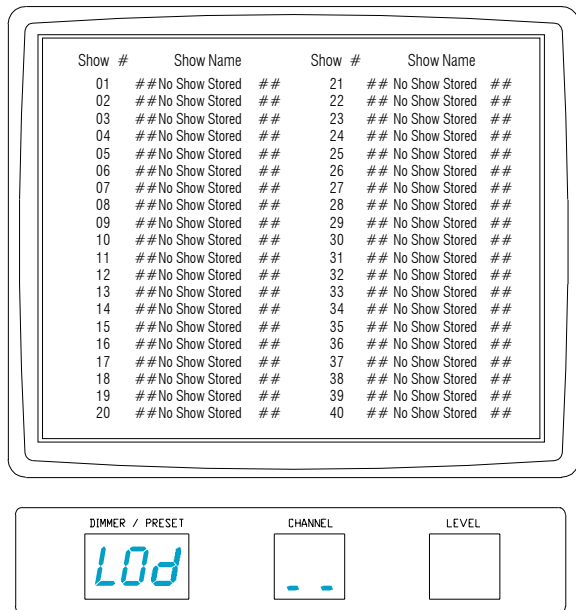


TO ACCESS SHOW:

Select Show numbers, and press ENTER.

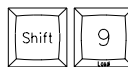


# CRT DISPLAYS



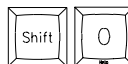
## DISK SCREEN

To display disk memory on screen, press...

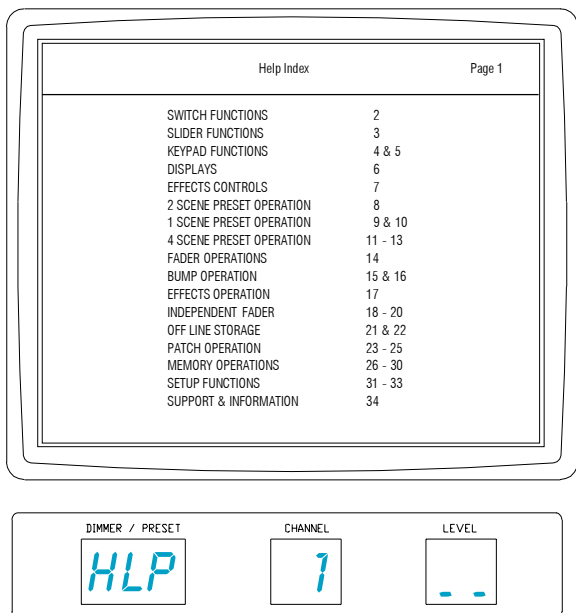


## HELP SCREEN

To display, press...

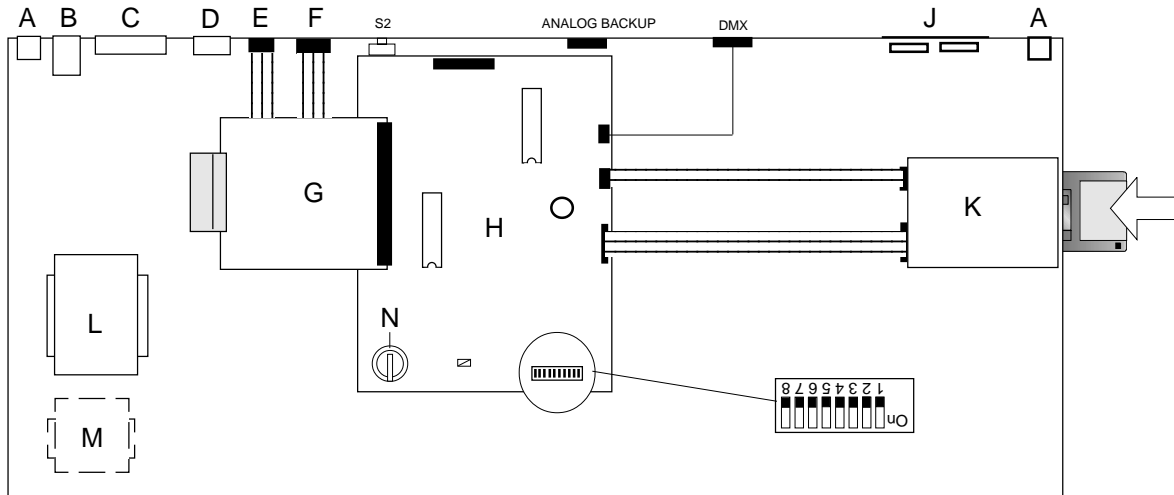
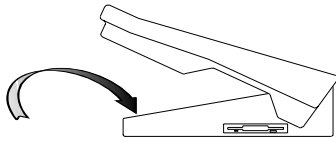


To page through the HELP Index, use the NEXT / LAST key.



# ADDENDUM

## PLUS CHASSIS



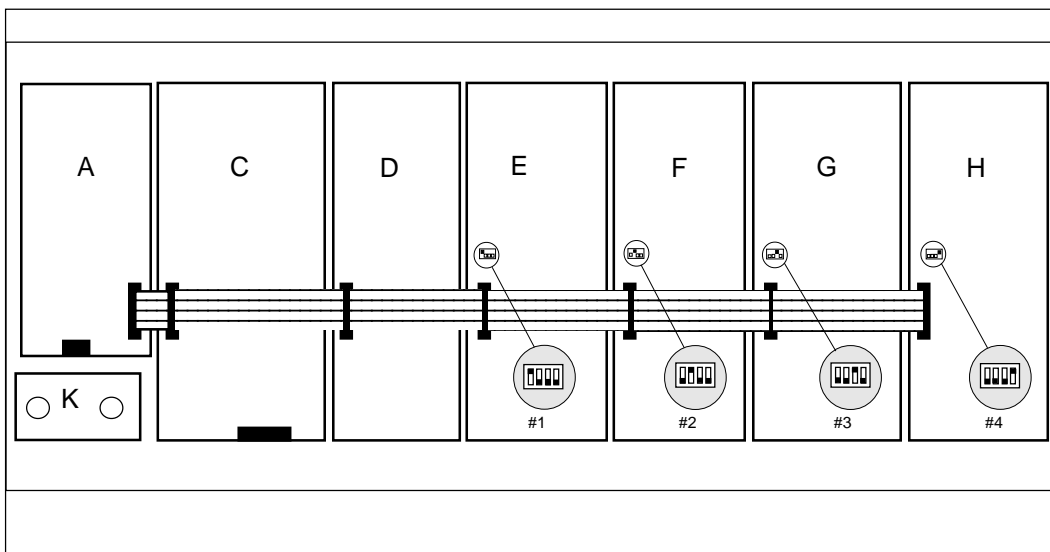
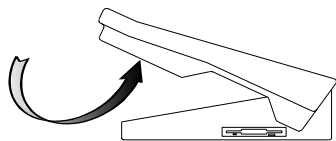
**LEGEND:**

- Connector on Card
- Socketed IC w/Direction Indicated
- Outline of Component
- 8-position DIP Switch
- Format Switch
- Battery On/Off Switch



DESCRIPTION	EDI PART NUMBER
A Script Lights (Optional)	017-4203
B Breaker	260-0149
C Power Input	133-0026
D Monitor Power	133-0077
E Video Output	017-4212
F Printer Output	017-4213
G Video Card	119-0071
H Plus CPU Card	670-8893
J Analog Output (Optional)	017-4215
K Disk Drive	119-0057
L Power Transformer	120-0070
M Transformer for Script Light Option	120-0027
N Battery	146-0004

# ADDENDUM

## PLUS FRONT PANEL



**LEGEND:**

-  Dip Switch: (Setting per Circuit Board shown)
-  Connector

DESCRIPTION	EDI PART NUMBER
A Keypad Module	670-8895
B Key Switches	019-0140
C Submaster Module	670-8892
D Fader Module	670-8890
E 12-Channel Module (Dip 1 On)	671-8891
F 12-Channel Module (Dip 2 On)	671-8891
G 12-Channel Module (Dip 3 On)	671-8891
H 12-Channel Module (Dip 4 On)	671-8891



# SERVICE

EDI offers a 24 hour Service / Support Network.

For technical questions about this product or operational assistance,

ask for Customer Service at: ..... 1-800-547-2690

You may communicate by FAX: ..... 1-503-629-9877

After Hours Emergency contact: ..... 1-503-645-5533

Ask for Emergency Assistance.

Internet: .....

.. www.edionline.com

Internet E-Mail: ..... service@edionline.com

If your *Plus* console needs repair, call 503-645-5533 for a Return Materials Authorization number, and a **shipping address** will be furnished

This console is a product of:



1675 N.W. Cornelius Pass Road, Hillsboro, Oregon 97124 USA

## Attention Plus Console owners!

**Please return this registration card immediately.**

Your prompt attention to this matter will ensure your receiving updated technical information for this product as it becomes available. Please complete all information. Look for acknowledgment of your registration within 6-8 weeks.

Name: \_\_\_\_\_

Title: \_\_\_\_\_

Facility and/or Company: \_\_\_\_\_

Street Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_

Fax: \_\_\_\_\_

E-mail: \_\_\_\_\_

Web site: \_\_\_\_\_

CUT ALONG DOTTED LINE



**Mail to:  
EDI User Manual Registration  
1675 NW Cornelius Pass Road  
Hillsboro, Oregon 97124**

**or FAX to: (503) 629-9877**

