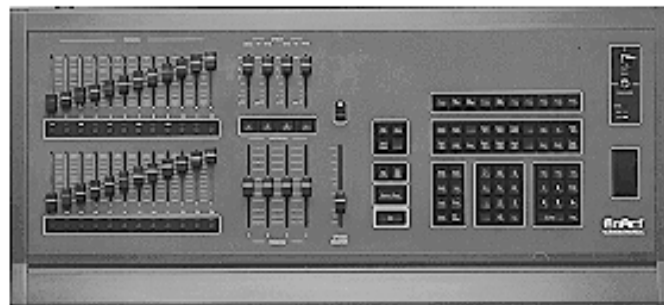


EnAct



User Manual



INTRODUCTION

Sometimes the best results occur when you get a look at the subject matter from an entirely new direction. This "fresh start" idea should start at basic requirements and how to relate information in a modern age. Many would agree that good lighting controls should be designed to adapt to an overall performance environment, not just playback in one. Lighting controls need to adapt to a changing environment. This is the challenge of the 90's.

The EnAct family of control is designed to offer advanced features with a new presentation format for a "fresh start" approach to control. Control details are now presented in a high definition SVGA video format. A single video screen can present up to 200 control channels in an easy to read format.

In addition, the screen also provides a detailed active cue window to inform the operator of the next and last actions. Couple this with active color coding for channel fields, and an alphanumeric label capacity for cues, groups, submasters, and effects, and now you have a dynamic video display that presents concise information in a clear, readable form to support operator controls.

The EnAct family of control targets flexibility in how the console operates by user-selectable conditions. The Set-Up Menu offers the user real choices on how the console will respond. These conditions allow features like Auto Record, Editing on Track and Cue Screens, Advancing Submasters, Preset or Track Mode operations, and Remote Record features. These features can also be controlled by Macros. The user can switch these features by Macro or Set-Up Screen, based on preference.

EnAct Consoles offer significant additions in the submaster playback area of control. With up to eight pages of 24 playbacks, the EnAct allows the operator to set unique sequences of actions on the playbacks and operate them in a timed or manual mode. Timed playbacks can be labeled as advancing so that the completion of one automatically starts the next. Color-coded Bump Controls also start and stop actions. The EnAct comes with a Playback Display, designed to identify and coordinate these features. Additional features include SMPTE & MIDI control interfaces.

EnAct Consoles offer enhanced performance on a RISC-based central processing unit. The EnAct is based on work station technology rather than PC-based controls. This difference is apparent when large tasks are addressed by the console.

We believe that the EnAct Control family offers real progress in user controls designed to adapt the changing role of lighting in the 90's.

HOW TO USE THIS MANUAL

To assist you through these steps, this Manual offers:

BOLD TITLES: In the upper left and right corner to tell the reader which section he is using.

KEY LINES: Subheads which describe indexed categories.

SCREENS: Describe details for easy identification.

KEY STROKES:  Actual key presses required to complete the instruction.

COMMENTS: *Comments about operation in italics.*

EXAMPLES: Common instructions used in normal operation.

SUPPORT: 24-hour Service/Support network.

This User Manual 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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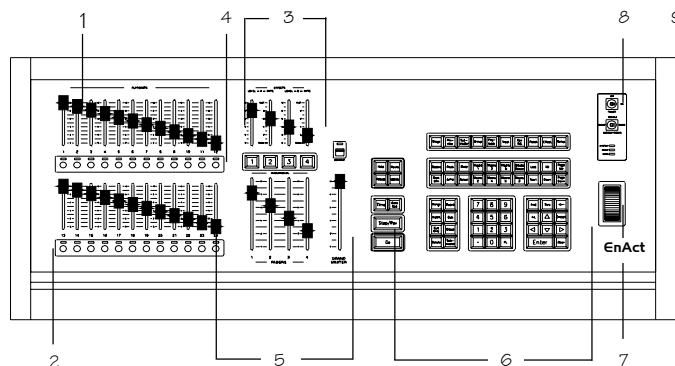
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OVERVIEW



FRONT PANEL

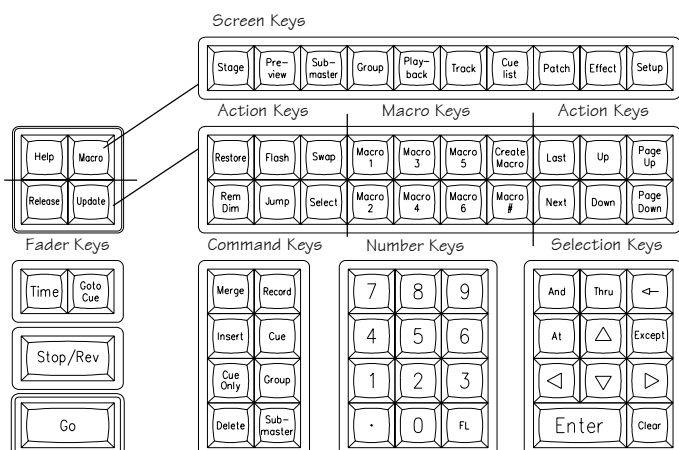
The EnAct is a microprocessor-based control system with all operational instruction sets and controls routines embedded in read-only memory. The Control Console front panel allows access to these instructions and routines through key selections. All key selections are echoed on the system Command Line located at the bottom left of your monitor.

1. **PLAYBACK HANDLES:**
Manual control of Submaster playbacks.
2. **PLAYBACK BUMP BUTTONS:**
Starts timed Submaster playbacks and bumps manuals to a Full level.
3. **EFFECTS CONTROLS:**
Time and Level control for the running effects.
4. **FADER TAKEOVER BUTTONS:**
Captures active fades to a handle and unloads uncompleted fades from the Faders.
5. **MANUAL FADER CONTROLS:**
Adjusts fade level from the point captured to Full.
6. **COMMAND KEYPAD:**
Moves through screens, enters values, and starts functions.
7. **ENCODER WHEEL:**
Adjusts selected channel levels, and speeds up / slows down fades.
8. **KEY SWITCHES:**
Key access to power, record and backup functions.
9. **DISK DRIVE:**
Off-line storage of recorded show information.

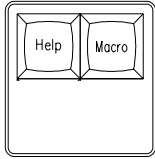
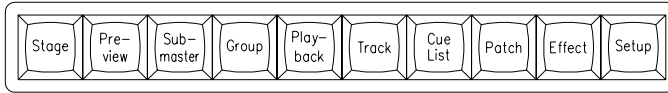
KEYPAD LAYOUT

The primary access to the control system is through the keypad controls on the front panel of the console. The keypads are grouped together under common control headings for ease of operation. There are seven groups: Screen Keys; Action Keys; Command Keys; Number Keys; Selection Keys; Fader Keys and Macro Keys.

The general titles for the grouping of keys indicate their functions.



OVERVIEW



SCREEN KEYS

STAGE:

This screen shows channels with levels from the various sources. Also shown is information of the cue on stage and the two following. Cues, groups and subs can be recorded or rerecorded and cue times can be changed on this screen. A second press will show the Source screen, which shows the source of the channel levels.

PREVIEW:

This screen shows the contents of cues. A cue's levels and attributes can be edited blind in this screen. New cues can also be recorded. A second press will show a list of cues with numbers and names.

SUBMASTER:

This screen shows the contents of submasters. A submaster's levels and times can be edited blind in this screen. New submasters can also be recorded. A second press will show a list of submasters with numbers and names.

GROUP:

This screen shows the contents of groups. A group's levels can be edited blind in this screen. New groups can also be recorded. A second press will show a list of groups with numbers and names.

PLAYBACK:

This screen shows a listing of submasters and the current page that is active. Times can be changed and handles can be forced to new pages. The current level of the handle is also shown.

TRACK:

This screen shows the cues in a spreadsheet format. Cue levels can be edited blind in this screen.

CUE LIST:

This screen shows the list of the cue times and attributes, which can be edited.

A second press displays the Timed Actions screen. This screen shows actions that can be started by SMPTE, a timer, or by the clock.

PATCH:

This screen shows a patch by dimmers. Channels can be assigned to dimmers as well as proportional levels and profiles. Also, dimmers can be parked or assigned to submaster handles. A second press will bring up a Patch by Channel screen.

EFFECT:

This screen will show Effect's steps and times. Group steps can be added, inserted and deleted. A second press will bring up the Effect Track screen. In this screen, the step levels are shown in a spreadsheet format. Effects can be created and edited simply on this screen.

SETUP:

This screen shows the user-definable parameters. These can be set to any desired configuration. A second press will bring up the Profile screen. Preheats and other custom profiles can be edited.

MACRO:

This screen shows the keyhits of the Macro number displayed. Macros can also be created and edited.

HELP:

Accesses Help window. Active keys and instructions for each key are displayed.

OVERVIEW



ACTION KEYS

Action keys are designed to allow direct input to the screen. Each action may be accompanied by key inputs from the numeric or selection keypad.

RESTORE:

Returns channels to conditions previous to last entered selection.

REM DIM:

Forces all other levels to '0'. Requires ENTER keystroke at end.

FLASH:

Access to feature which bounces level between set levels.

JUMP:

Pre-positions cursor to new label, channel or record blocks on display.

SWAP:

Changes monitor information in optional dual monitor units.

SELECT:

Selects mode options in record window, Patch screen, Playback screen.

LAST:

Moves back to last item.

NEXT:

Advances to next item.

UP:

Moves channel levels up.

DOWN:

Moves channel levels down.

PAGE UP:

Moves screen page up.

PAGE DOWN:

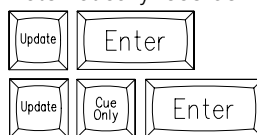
Moves screen page down.

RELEASE:

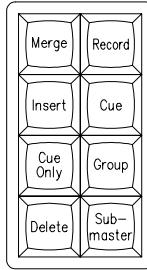
Returns manually selected channel to a fader completed position without recording modified levels. Ideal for temporary modification of a channel value when the channel is addressed in the next cue.

UPDATE:

Automatically records modified levels into existing cues.



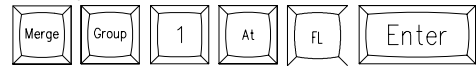
OVERVIEW



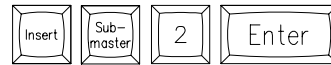
COMMAND KEYS

Command keys introduce the labeled items to the command line. Command keys work with numeric keys to assign conditions to the displays. All command keys require the ENTER key to execute the action.

MERGE: Introduces Cues, Groups, Submasters on a 'highest takes precedence' basis.

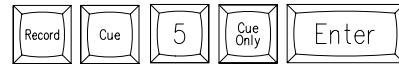


INSERT: Introduces Cues, Groups, Submasters on a 'last action' basis.

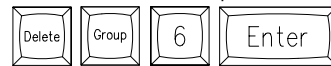


CUE

ONLY: Used when levels are modified for only one cue. Resets previous levels for next cue without tracking.



DELETE: Deletes Cues, Groups, Submasters.



RECORD: 1st key used in the Record process.

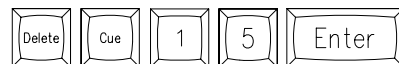


RECORD assumes CUE.

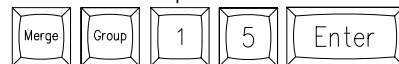
When recording a Cue, press RECORD and #.

When recording a Submaster, press RECORD and SUBMASTER.

CUE: Accesses Cue memories.

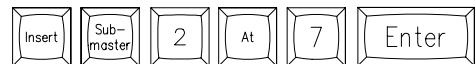


GROUP: Accesses Group memories.

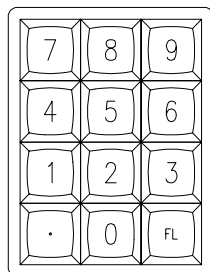


SUB

MASTER: Accesses Submaster memories.



OVERVIEW



NUMBER KEYS

Numeric and selection keys allow the operator input on the command line at the base of the CRT display. Numeric keys are always considered channel numbers unless modified or introduced by command keys.

NOTE: When addressing levels, a single-digit entry assumes the number in the ten's column:

will yield at 70.

When two digits are entered, the second number goes to the one's column:

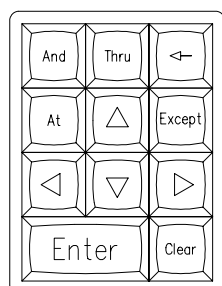
will yield at 7.

DECIMAL KEY:

Used to insert between whole number cues or to identify tenth of seconds.

FL KEY:

Full Key: Assigns value of 100%.



SELECTION KEYS

AND: and and

THRU: thru

EXCEPT: thru except

AT: Transition between number keys.

: Moves cursor up.

: Moves cursor to the left.

: Moves cursor down.

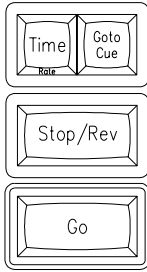
: Moves cursor to the right.

ENTER: Accepts and executes command line instruction.

: Backspace removes last entry on Command line.

CLEAR: Clears Command line.

OVERVIEW



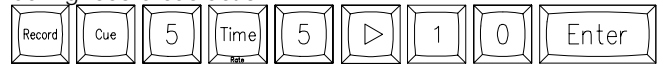
FADER KEYS

Fader keys allow the operator to assign and control the cues loaded to the faders. Small fader keys require the ENTER key to complete the action.

Large keys are direct access keys.

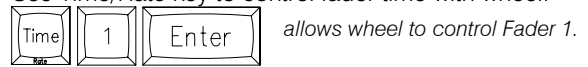
TIME:

Can specify time for the Go to Cue key. Also can specify time during record cue action.



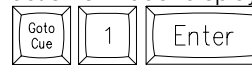
RATE:

Use Time/Rate key to control fader time with wheel.



GO TO CUE:

Routes Stage display to a new position and indicates the next action on Fader display.



STOP/REVERSE:

When a fade is in progress, pressing STOP will halt all fades. The second press clears the fader. The third press backs up one cue on the cue list.

When a fade is not in progress, STOP backs up one cue on the cue list.

GO:

Starts the Cue action loaded in the Fader window.

MACRO KEYS

Macro keys are designed to allow the operator a method of tailoring the console to individual performance needs. Common, repetitive keystrokes can be recorded together to be replaced under a single keystroke.

The MACRO Screen key allows the operator to review or edit any macro created. Macros can also be labeled with a name for easy identification.

MACRO KEY:

Displays Macro Screen (see page 44.)

MACRO 1-6:

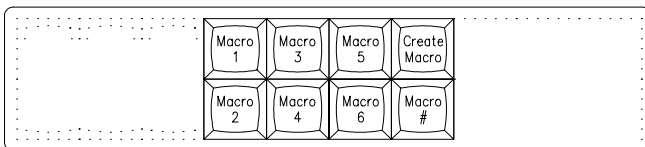
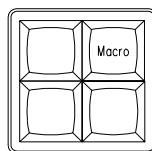
Single key access to the recorded Macro.

CREATE MACRO:

Used to open and close the Macro record process. Any keyhits after Create Macro is pressed will automatically be recorded as part of the Macro.

MACRO #:

Allow access to Macros greater than 6. Press Macro#, number and ENTER to access a larger Macro number.

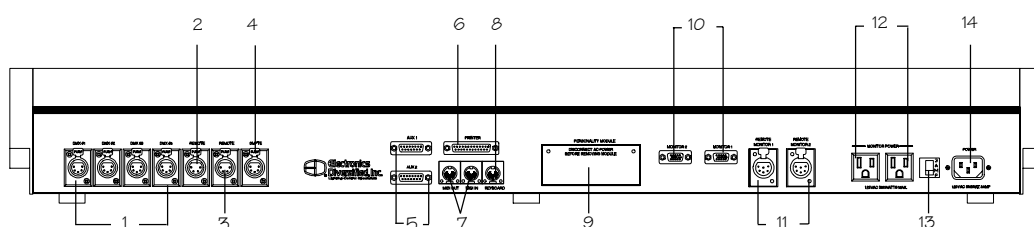


OVERVIEW

REAR PANEL

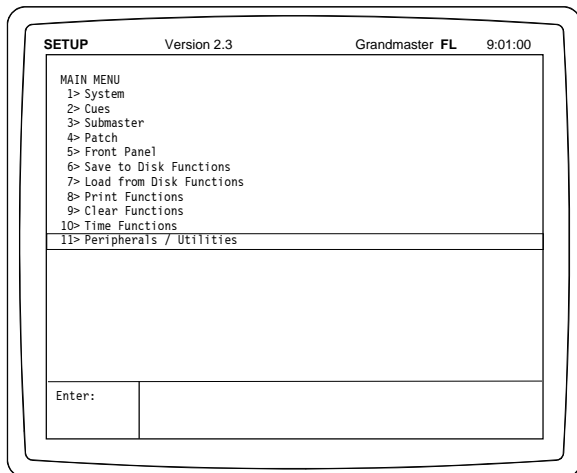
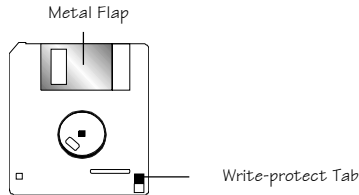
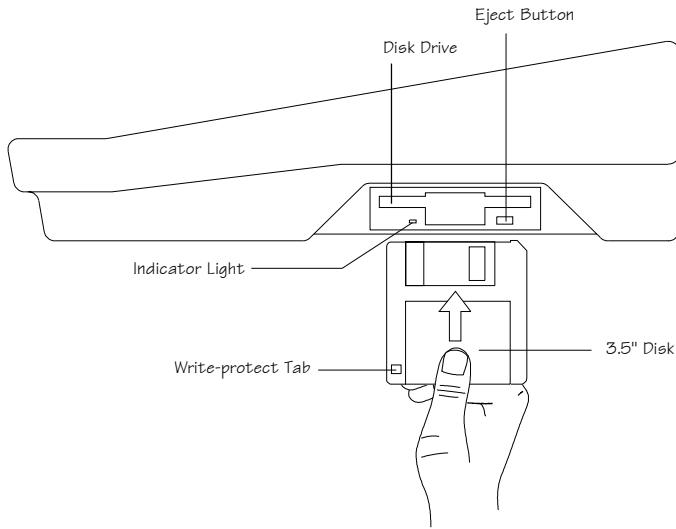
The function of each output connector on the rear of the console is indicated below. Control cables furnished with the console mate these outputs to the system connection plates in the facility. All XLR connectors are keyed, locking connectors. Position carefully at the receptacle, rotate until the connector mates to the keyed position, then insert.

All 'D' series connectors require the thumb screws associated with the male end to be tightened to insure proper connection. Do not force connectors into position



1. FOUR DMX OUTPUTS (5-pin XLR)
 - DMX #1 - Dimmers 1 to 512 (Standard)
 - DMX #2 - Dimmers 512 to 1024 (Standard)
 - DMX #3 - Dimmers 1025 to 1536 (Optional)
 - DMX #4 - Dimmers 1537 to 2048 (Optional)
2. HAND-HELD REMOTE (4-pin XLR)
3. DESIGNER'S REMOTE (4-pin XLR)
4. TIMED ACTIONS INPUT (optional) (3-pin XLR)
5. AUXILIARY SERIAL PORTS (Type DB15)
6. PRINTER OUTPUT (Type DB25)
7. MIDI IN & OUT (optional)
8. PC KEYBOARD (optional)
9. PERSONALITY MODULE (software update access)
10. VIDEO MONITORS (VGA standard disconnect)
11. REMOTE VIDEO (6-pin XLR)
12. MONITOR CONVENIENCE OUTLETS (300W max.)
13. FUSE (3 Amp)
14. POWER INPUT (92 to 235 VAC, 47/64 Hz, 3 Amp)

OVERVIEW



SIDE PANEL

The EnAct control console is a disk-based control system. All control information set in place by the operator is automatically saved in random access memory inside the console. In addition, the information can be saved and stored off-line for future use on a 1.44MB, 3.5" high-density disk. The disk drive is located on the right side of the console. Access to the disk drive features is available through menu selections on the Setup display. Follow the simple disk handling procedures outlined below to insure proper operation. All disks must be formatted before use. Check the label on the disk. If the disk is not formatted, follow the instructions below.

DISK HANDLING PROCEDURE:

DISK DRIVE: 3.5" IBM format, 1.44MB.

Disks must be formatted by the EnAct console before use.

1. Insert the diskette as illustrated. Do not force it into the drive. If the diskette will not insert easily, it is not correctly oriented.
2. To eject the diskette, push the small button on the disk drive.
3. Ensure that diskettes are handled in the following manner:
 - Do not expose to high temperatures.
 - Do not store near magnetic fields.

NOTE: Never 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.

WRITE PROTECTION:

1. Orient the diskette so that the round metal circle is pointed toward you.
2. 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 written in.

FORMAT A DISK

INSERT DISK TO BE FORMATTED INTO DISK DRIVE:

Press SETUP: The Main Menu will appear on the screen.

SELECT PERIPHERALS/UTILITIES MENU:

Press The Peripherals/UtilitiesMenu will appear on the screen.

SELECT FORMAT DISK:

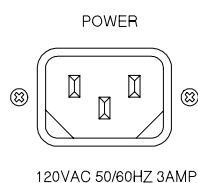
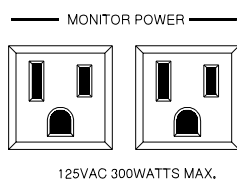
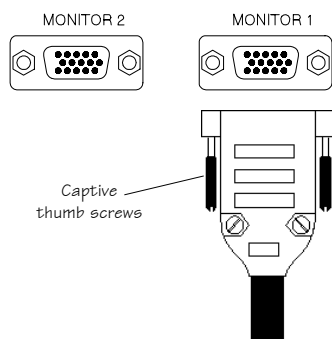
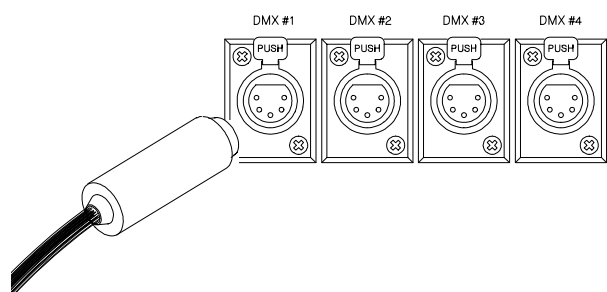
Press The Command Line will respond with "Are You Sure?"

Press again. The console will erase any information on the disk and format the disk for use with the console. When completed, the command line will prompt "Format Complete."

Press any key to select the next display.



SYSTEM SETUP



START UP

The EnAct is a microprocessor-based control console sensitive to power fluctuations on standard power lines. As a minimum, the console should be plugged into an isolated circuit with a full equipment ground. For best results, the console should be connected to a UPS power supply, or as a bare minimum, a high quality power conditioner.

Do not plug the console into an outlet with motor or SCR-controlled devices.

The steps called out below will guide you through the first start-up exercise of the EnAct Console.

Follow the directions carefully.

STEP 1:

Position the control console on a flat surface. The key position in the upper right corner should be Off.

Do not connect the power cable at this time.

STEP 2:

Connect the 5-pin XLR DMX cable into the first DMX output port on the rear of the console. Connect the opposite end to the control connection plate labeled DMX or DMX #1. If the system is equipped with more than 512 dimmers, connect the next DMX cable to the next appropriate port on both the output of the console to the control connection plate.

STEP 3:

Position the SVGA monitor adjacent to the console. Connect the VGA cable male end with the (15-pin 'D' connector) to the rear of the monitor. Use the captive thumb screws to tighten the connection.

STEP 4:

Connect the other male end of the VGA cable to the console video output Monitor 1 (Item 10, page 10). Use the captive thumb screws to tighten the connection.

STEP 5:

Repeat steps #3 and #4 if the console is a dual SVGA system.

STEP 6:

Connect the recessed female power cord to the rear of the SVGA monitor.

STEP 7:

Connect the male end of the monitor power cord to the monitor convenience outlet located on the rear of the console (Item 12, page 10).

STEP 8:

Repeat steps #6 and #7 if the console is a dual SVGA system.

STEP 9:

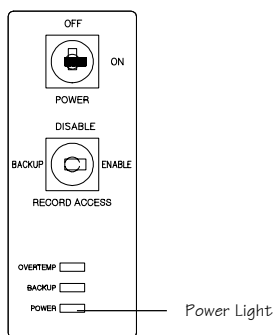
Connect the male end of the console power cord to a line voltage outlet (120VAC, U.S. version or 220VAC, export version).

STEP 10:

Connect the female end of the power cord to the rear of the console (Item 14, page 10.)



SYSTEM SETUP



START UP

STEP 11:

Check each connection to insure correct mating. If all connections are correct, remove the cardboard from the system disk drive, and insert the formatted disk shipped with the console.

(If necessary, review Side Panel, page 11, for proper orientation of the system disk prior to insertion).

STEP 12:

You are now ready to power up!

Insert the key into the top position on the front panel. Turn the key clockwise to the first position.

The POWER light under the key position should come on. In addition, the tricolored LED's under the bump buttons will cycle.

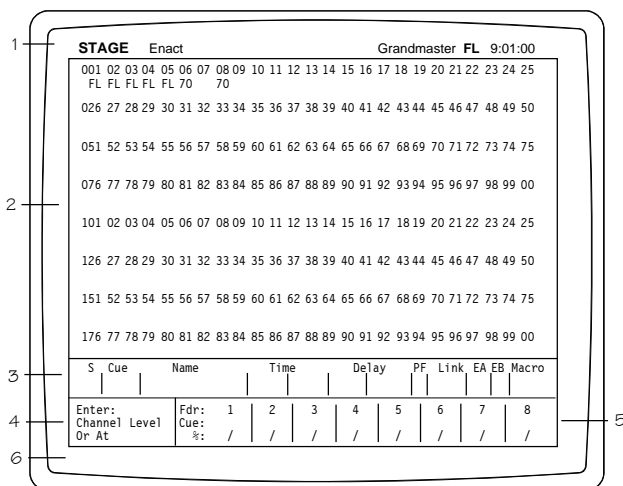
STEP 13:

Switch the monitor on. The monitor power LED should illuminate. The Stage Screen should be displayed. Use the monitor controls to position the image in the center of the display screen. Expand the image to fill the screen. Do not fill the entire screen, since the console command line will appear below the brown border on the left side.

The console is ready to operate.

DISPLAY SCREEN

The display screen is broken up into six basic groups of information to alert the operator to the current status of operation.



1. TITLE BLOCK.
2. CHANNEL FIELD.
3. CUE WINDOW.
4. PROMPT WINDOW.
5. FADER WINDOW.
6. COMMAND LINE.

1. TITLE BLOCK:
 - A. Screen Label: identifies which Display screen is active.
 - B. Text Label: user addressable space to label the program.
 - C. Grand Master: indicates the level of the system Grand Master.
 - D. Clock: indicates the time of day.

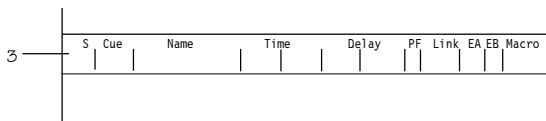
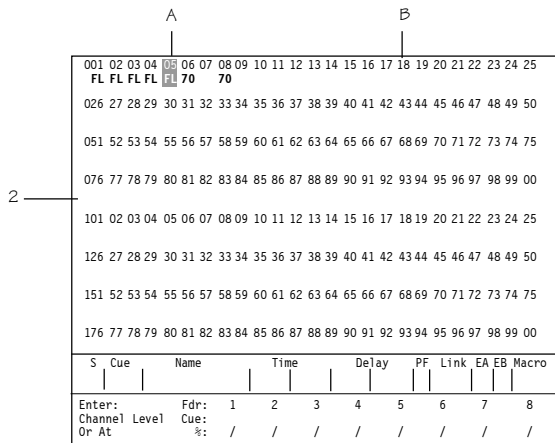


SYSTEM SETUP

DISPLAY SCREEN

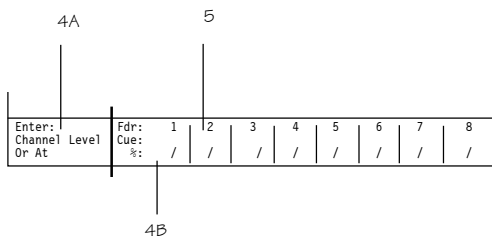
2. CHANNEL SECTION:

- A. Reverse video square defaults to upper left position.
- B. Displays up to 200 channels. Levels entered are displayed below the channel numbers.



3. CUE WINDOW:

Displays up to 3 sequential cue actions with the active cue highlighted on the top line.



4. PROMPT SECTION:

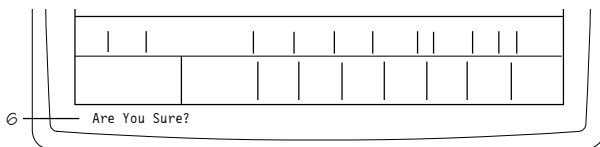
- A. Prompt Window: On-line prompt suggests what could be the next action based on command line status.
- B. Help Display: Area highlighted with instruction when the HELP key is selected.

5. FADER WINDOW:

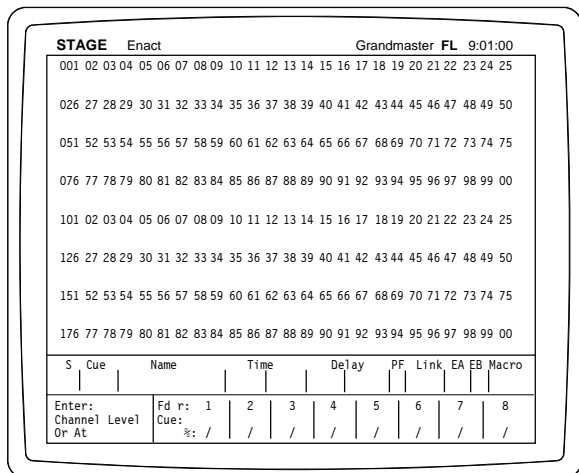
Displays cue loaded to any fader and status of cue.

6. COMMAND LINE:

Displays action to take.



STAGE SCREEN



Screen Colors:

- Channel Numbers Green
- Selected Channels Yellow
- Manually Set Levels Brown
- Cue Levels White
- Group Levels Yellow
- Submaster Levels Blue
- Effects Levels Purple

SETTING LEVELS

The Stage Screen offers the operator a real time (live) output of any system channel addressed. The white cursor position on the display will move whenever a system channel is addressed from the keypad. The white cursor represents the active position on the screen. The cursor defaults to the top left corner or the first addressable position in any screen. The numeric keypad is used to address any channel on the display.

The structure used to address the channels in the Stage Screen is based on input from the numeric keypad. The first digits pressed on the keypad are automatically considered channels numbers unless information exists on the command line. To insure proper channel address, make sure nothing is on the command line, or press the CLEAR key before input.

Channel selection is transitioned to level information with the AT key. The AT key automatically sets the next numeric entry as level information. The syntax requires an ENTER key press in order to terminate the statement and execute the request.

The colors used on the channel display are coded to help the operator identify the status of any channel in the display. All channel numbers are displayed in Green.

When a single channel or list of channels are accessed through the keypad, they are considered selected. Selected channels display in Yellow.

When selected channels are assigned manually set levels, the levels are displayed in Brown. Manually set levels stay brown until they are assigned to either a Cue, Group, Submaster, or Effect.

Manually set levels not assigned to a Cue, Group, Submaster or Effect stay brown and block any assigned levels from appearing on the channel.

The advantage of color coding is simply to alert the operator to the status of the channel at any time.

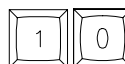
SETTING LEVELS

The following illustrations are designed to familiarize you with setting levels on the Stage Screen. Note three modes of information:

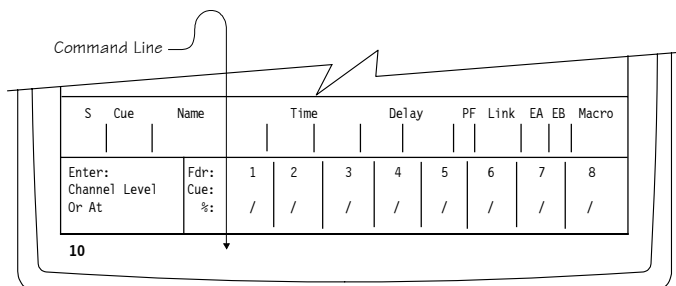
Text Instruction Key Presses Results

SELECT CHANNEL 10:

Press



Notice that channel 10 is called out on the command line, but not highlighted on the screen.



STAGE SCREEN

STAGE		Enact		Grandmaster		FL		9:01:00																
001	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
026	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
051	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
076	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00
101	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
126	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
151	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
176	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00

S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro	
Enter:										
Channel	Level	Fdr:	1	2	3	4	5	6	7	8
Or At		Cue:	%	/	/	/	/	/	/	/

15

Command Line

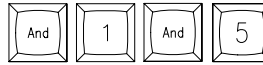
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro	
Enter:										
Channel	Level	Fdr:	1	2	3	4	5	6	7	8
Or At		Cue:	%	/	/	/	/	/	/	/

Thru 1 and 8

SETTING LEVELS

SELECT MORE THAN ONE CHANNEL:

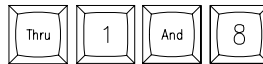
Press



Note that channel 10 is highlighted Yellow and 15 is on the command line. The [AND] key forced the previous selection to be highlighted.

SELECT A LIST OF CONSECUTIVE CHANNELS:

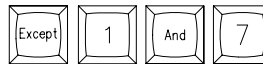
Press



Notice that channel 15 is now highlighted, but the cursor does not move until a bridge key like [AND], [THRU], and [EXCEPT] are used. If you want to end the selection process, press AT and all channels called out on the command line will be highlighted.

REMOVE A CHANNEL FROM THE CONSECUTIVE LIST:

Press



Notice that channels 16, 17, and 18 are highlighted Yellow.

MAKE A TRANSITION BETWEEN CHANNEL SELECTION AND LEVEL ASSIGNMENT:

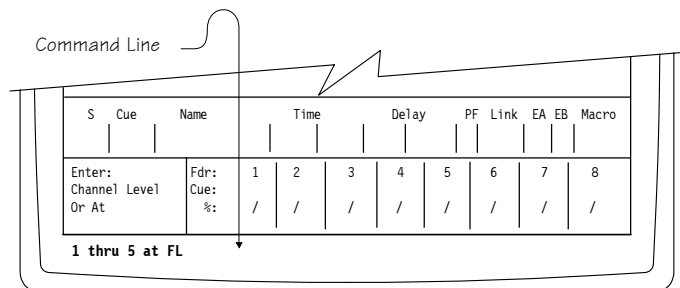
Press



Notice that channel 17 is no longer highlighted Yellow, but restored to Green.

STAGE SCREEN

STAGE		Enact		Grandmaster		FL		9:01:00																	
001	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
														50	50										
026	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
051	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	
076	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00	
101	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
126	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
151	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	
176	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00	
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro																
Enter:	Channel	Level	Fdr:	1	2	3	4	5	6	7	8														
Or At			Cue:	%:	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	
													15												



STAGE		Enact		Grandmaster		FL		9:01:00																
001	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
														FL	FL	FL	FL							
026	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
051	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
076	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00
101	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
126	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
151	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
176	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro															
Enter:	Channel	Level	Fdr:	1	2	3	4	5	6	7	8													
Or At			Cue:	%:	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/

SETTING LEVELS

ASSIGN A LEVEL TO THE SELECTED CHANNELS HIGHLIGHTED:

Press any numeric value on the keypad.

(You can press a single digit and ENTER for a 10's value, or a double digit and ENTER for a 10's and 1's value.)

Press

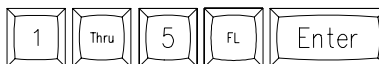


Notice that the channels are no longer highlighted and the values are set at 50 in Brown.

Try the selection again. This time, make a complete statement which includes the channel address and the level command. Watch the command line carefully. If you miss a key or hit the wrong key, use the backspace arrow in the upper right hand corner of the numeric keypad to correct the command line.

SET CHANNELS 1 THROUGH 5 TO FULL:

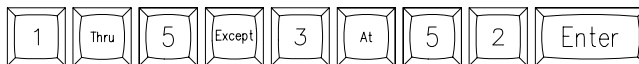
Press



Note that all channels are set at the same levels.

SET CHANNELS 1, 2, 4 and 5 AT 52%. LEAVE CHANNEL 3 AT FULL:

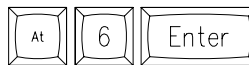
Press



Notice that channels not included in the string are not disturbed by the commands.

CHANGE LEVEL TO 60% OF LAST SELECTED CHANNELS, WHEN THE CURSOR HAS NOT MOVED:

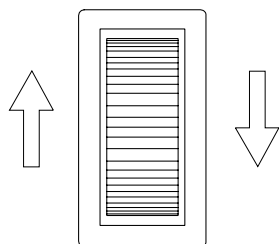
Press



Notice that the last channels can be re-captured for address again without entry by simply pressing the AT key. The channels will be highlighted and ready to receive a new level command.



STAGE SCREEN



STAGE		Enact	Grandmaster FL 9:01:00																							
001	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25		
52	52	FL	52	52																						
026	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50		
051	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75		
076	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00		
101	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25		
126	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50		
151	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75		
176	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00		
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro																	
Enter:	Channel Level	Fd r:	1	2	3	4	5	6	7	8																
Or At		Cue:	:/	/	/	/	/	/	/	/																

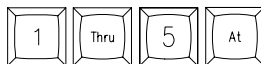
STAGE		Enact	Grandmaster FL 9:01:00																							
001	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25		
026	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50		
051	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75		
076	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00		
101	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25		
126	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50		
151	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75		
176	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00		
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro																	
Enter:	Channel Level	Fd r:	1	2	3	4	5	6	7	8																
Or At		Cue:	:/	/	/	/	/	/	/	/																

SETTING LEVELS

ACCESS WHEEL CONTROL:

Channel numbers with assigned levels can be controlled by the wheel. To access level wheel control, follow the steps below:

Press



Raise or lower the Wheel. (Selected channels are Yellow).

TO RELEASE CHANNELS FROM LEVEL WHEEL CONTROL:

Press



Notice that the channel numbers are no longer highlighted and wheel is inactive.

TO ACCESS THE SAME CHANNELS AND RESET THE LEVELS:

Press



Previous channels are selected again and controlled by the level wheel.

TO RELEASE THE CHANNELS WITH THE LEVELS SET FROM THE LEVEL WHEEL:

Press



Channels are released and levels are set.

TO CLEAR THE LAST SET OF CHANNELS AND SET THE LEVELS TO NULL VALUES:

Press



Notice that the levels disappeared and the level field is blank. Blanks, or null values are different from zeroes.

RESTORE KEY:

If AT, ENTER is pressed by mistake, or the levels have been changed and need to be recalled at a previous value, use the RESTORE key to recall the last levels set prior to the AT, ENTER keystrokes.

Press



Notice that the levels are restored without the use of the ENTER key. RESTORE is an Action key that does not require the ENTER key to complete the action. RESTORE will only recall one instruction set prior to the ENTER key.

STAGE SCREEN

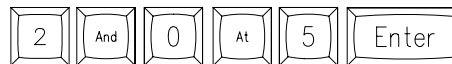
STAGE		Enact		Grandmaster		FL		9:01:00																	
001	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
52	52	FL	52	52																					
026	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
051	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	
076	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00	
101	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
126	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
151	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	
176	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00	
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro																
Enter:	Channel	Level	Fdr:	1	2	3	4	5	6	7	8														
Or	At	Cue:	#: /	/	/	/	/	/	/	/	/														

SETTING LEVELS

TO SET NULL LEVELS:

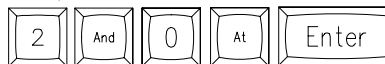
Another way to set a manually selected channel's level to null is to follow the sequence below:

Press



Channel 20 is set with a level of 50.

Now, Press



Notice that if a channel is selected without a value, the ENTER key moves the selected channel from the highlighted field.

CHANNEL CONTROL:

All the channels can be selected and controlled by the level wheel in the following sequence:

Press



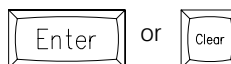
Notice that all the channel numbers are highlighted

Any channel with a level assigned can be adjusted by the level wheel. Move the wheel up.

Again, notice that all channels move together

TO RELEASE SELECTED CHANNELS AT THE NEW LEVELS:

Press



Notice that the channels are no longer highlighted and the levels are set. CLEAR is the ideal key to use since it clears the command line. The BACKSPACE key can accomplish the same goal, however, it requires more key strokes.

TO RETURN TO THE PREVIOUS VALUES PRIOR TO THE LEVEL WHEEL ADJUSTMENT:

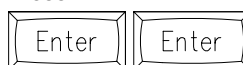
Press



Notice that the levels changed to the previous setting.

TO ELIMINATE ASSIGNED CHANNEL LEVELS:

Press



This response is similar to the keystrokes AT, ENTER. The primary difference is AT ENTER eliminates the levels assigned to the highlighted channels while ENTER, ENTER selects all the channels with the first ENTER. If you accidentally press ENTER, ENTER, you can return the channels to the previous levels by pressing the RESTORE Key.

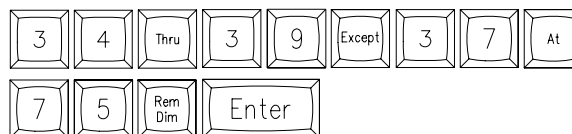
STAGE SCREEN

SETTING LEVELS

REM DIM KEY:

This is another Action key useful in setting and modifying levels. REM DIM forces forces all other channels except those on the command line to zero:

Press



Notice that all other channels were forced to a zero output. You can always press [RESTORE] to recall the previous channels with their assigned values.

SUMMARY:

Setting levels is a basic function of the numeric and selection keypads. The syntax used to assign levels to channels is very straightforward. The first digits are always channels numbers. The AT key is used to bridge between channels and levels. All command line instructions end with the ENTER key.

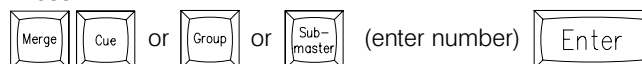
Sometimes it may be helpful to repeat the syntax out loud as you perform the keystrokes. Keep your eye on the command line at the base of the display as you make the keystrokes. Take your time with the keystrokes to insure the correct keyhits until you feel comfortable with the structure.

The procedure for setting levels is the same in the Group, Submaster, and Preview Screens.

MERGE, INSERT

PILE ON SOURCE LEVELS ONTO EXISTING STAGE LEVELS:

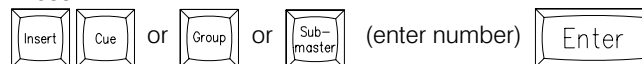
Press



Highest levels (source or stage) takes precedence.

IMPOSE SOURCE LEVELS ONTO EXISTING STAGE LEVELS:

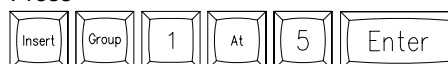
Press



Source levels take precedence over existing stage levels.

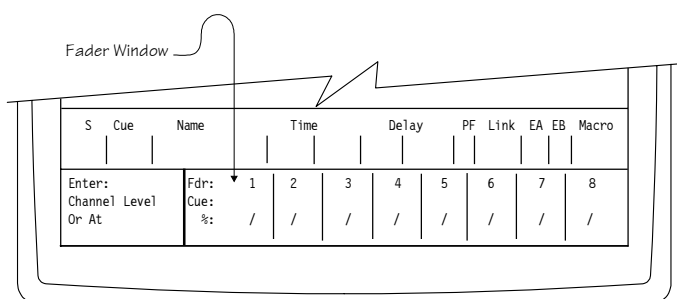
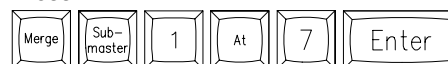
GROUP 1 INSERTED TO 50%:

Press

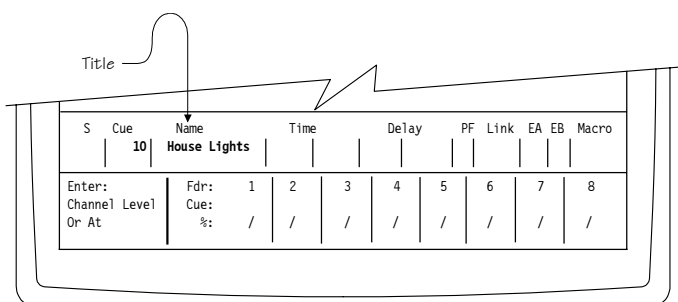
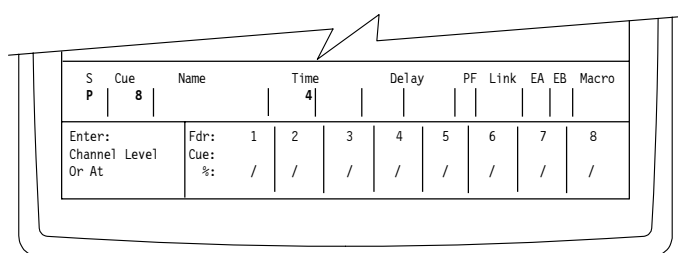
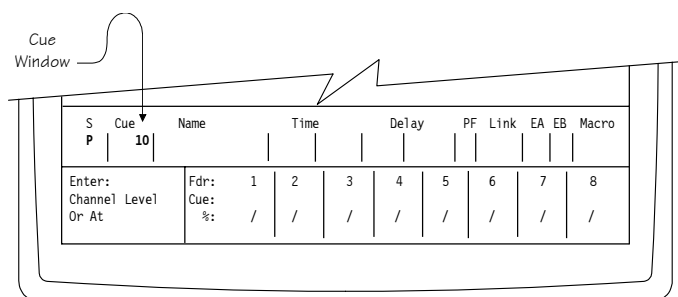


SUBMASTER 1 INSERTED TO 70%:

Press



STAGE SCREEN

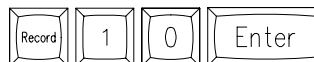


RECORDING CUES

Recording Cues in the Stage Screen. If the setup switch "Recording in fast mode" is enabled (System menu, #5, page 39), recording is as follows:

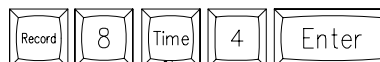
TO RECORD CUE 10:

Press



RECORD CUE 8 WITH TIME OF 4:

Press



To change the times or any other attributes, press TIME after cue number. The cursor will move to the uptime position. To move about, use the TIME key or the cursor keys.

Any ENTER press will finish the record.

Attributes: (Use SELECT key to toggle through options).

- P = Preset: All channels without levels assume Zero.
- AT = Autostart & Tracking: Cue will start when the previous one finishes. Cue is tracking.
- AP = Autostart & Preset: Cue will start when the previous one finishes. Cue is a preset.
- MT = Multipart & Tracking: The cue will load onto a fader at the same time as the cue before it.
- T = Tracking: All channels without levels can have levels track into them from previous cues.

Name: Any 16-character name.

Time: Up Time: The time levels going up will take.

Down Time: The time levels going down will take.

Delay: Up Delay: The wait before Up Time.

Down Delay: The wait before Down Time.

PF: (Preferred Fader): The fader the cue will load into. Otherwise the cue will load into the lowest available.


Link: The cue to load after this fade is done. Otherwise, assumes next sequential cue.

EA: (Effect A) Effect that will run while cue is running or last to run.

EB: (Effect B) Effect that will run while cue is running or last to run.

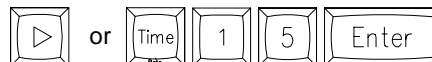
Macro: Macro initiated when the cue starts its Up or Down Time, whichever is first.

LABEL CUE:

Cursor  to Name. From optional keyboard, type Name. When complete, press ENTER.

SET TIME TO 15 SECONDS:

Press



STAGE SCREEN

Time

S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro	
	10	House Lights								
Enter:		Fdr:	1	2	3	4	5	6	7	8
Channel Level		Cue:								
Or At		%:	/	/	/	/	/	/	/	/

PF

S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro	
	10	House Lights			3	105.4				
Enter:		Fdr:	1	2	3	4	5	6	7	8
Channel Level		Cue:								
Or At		%:	/	/	/	/	/	/	/	/

Effects

S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro	
P	10	House Lights			3	105.4	5	7		
Enter:		Fdr:	1	2	3	4	5	6	7	8
Channel Level		Cue:								
Or At		%:	/	/	/	/	/	/	/	/

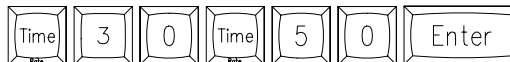
Macro

S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro	
	10	House Lights			3	105.4	5	7	87	
Enter:		Fdr:	1	2	3	4	5	6	7	8
Channel Level		Cue:								
Or At		%:	/	/	/	/	/	/	/	/

RECORDING CUES

TO SPLIT TIMES SO UP FADES ARE 30 AND DOWN FADES ARE 50:

Press



Note: On up fade, use SELECT to make cue load on a manual handle automatically.

Note: Delays happen after GO, and before cue fade times.

SET THE CUE TO OPERATE ON FADER 3:

Cursor to PF (Preferred Fader)

SET A CUE TO GO TO CUE 105.4 WHEN FADE IS DONE:

Cursor to Link

RUN EFFECTS 5 AND 7 WITH CUE:

Cursor to EA

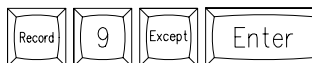
The effect starts when the cue containing the effect number is faded and the effect stops when a cue containing another effect or no effect is faded.

START MACRO 87 WHEN CUE STARTS FADING:

Cursor to MACRO

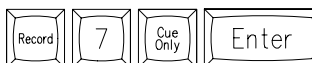
RECORD CUE 9 WITHOUT ANY SUBMASTERS:

Press

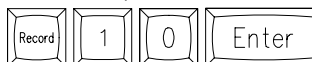


RECORD CUE 7 WITHOUT AFFECTING THE NEXT TRACKING CUE:

Press



If setup switch "Record in Fast Mode" is set to No, the action:



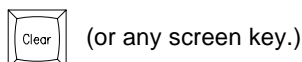
will place the cursor in the attribute window. A double ENTER needs to be done to finish record.

FINISH RECORDING A CUE BY JUMPING OUT OF RECORD WINDOW.

After entering a value, press ENTER again, or JUMP or RECORD.

JUMP OUT WITHOUT RECORDING CUE:

Press

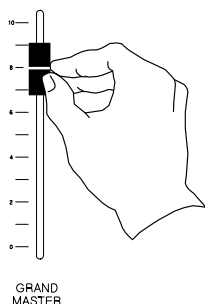


STAGE SCREEN

STAGE		Enact		Grandmaster FL		9:01:00																			
001	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
FL	FL	FL	FL	FL	70	70																			
026	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
051	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	
076	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00	
101	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
126	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
151	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	
176	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00	
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro																
Enter:	Channel	Level	Fdr:	1	2	3	4	5	6	7	8														
Or At	Cue:	%:	/	/	/	/	/	/	/	/	/														

Are you sure?

Command Line



Group	Name																						
15	House Lights																						
Enter:	Channel	Number	Fdr:	1	2	3	4	5	6	7	8												
Or At	Cue:	%:	--/--S	/	/	/	/	/	/	/	/												

MODIFYING CUES

DELETE CUE 8:

Press



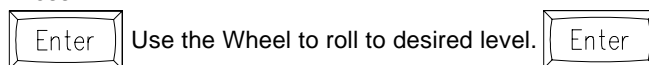
CHANGE TIME OF THE CUE ON STAGE TO 6:

Press



PROPORTIONALLY RAISE/LOWER ALL ACTIVE CHANNELS IN ANY CUE:

Press

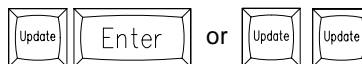


To proportionally lower all active channels to 80% in any cue, use the Grand Master Handle.

Lower handle so GM level reads '80'.

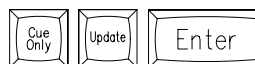
ADD CHANGES TO THE CUE ON STAGE:

Press



ADD CHANGES TO THE CUE ON STAGE WITH CHANGES TO APPLY ONLY TO THIS CUE:

Press

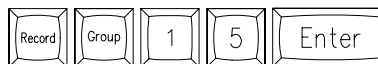


RECORDING GROUPS

Recording Groups from the Stage Screen. Set levels for channels.

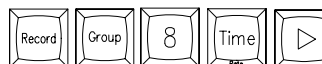
RECORD GROUP 15:

Press



TO LABEL GROUP:

Press

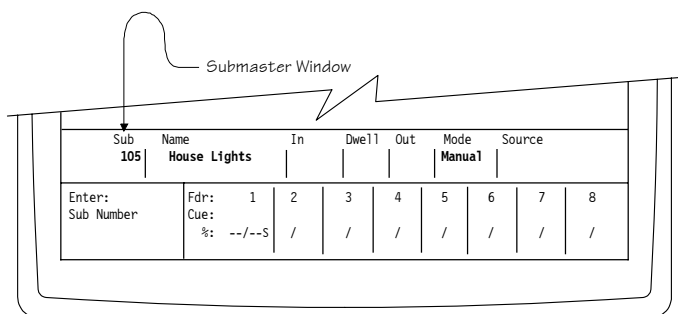


From optional keyboard, type name. When complete, press ENTER.

FINISH RECORDING GROUP WHEN "RECORD IN FAST MODE" IS NO:

Press ENTER again, or JUMP or RECORD.

STAGE SCREEN

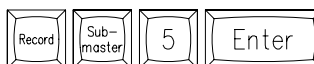


RECORDING SUBMASTERS

If the setup switch "Recording in fast mode" is enabled (System menu, #5, page 39), recording is as follows:

RECORD SUBMASTER 105 (page 1, handle 5):

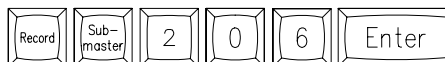
Press



NOTE: If no page is given, Page 1 is assumed.

RECORD SUBMASTER 206 (page 2, handle 6):

Press



To change the times or any other attributes, press TIME after submaster number. The cursor will move to the up-time position. To move about use the TIME key or the cursor keys.

Any ENTER press will finish the record.

Attributes: (Use SELECT key to toggle through options).

Name: Any 16-character name.

In: For timed submasters. The time it takes to simulate a handle movement from zero to full.

Dwell: For timed submasters. The time the simulated handle is at full.

Out: For timed submasters. The time it takes for the simulated handle to move back to zero.

Mode: Manual: Sub follows handle, bump button takes handle to level set in setup.

Timed: Sub simulates an up, dwell and down handle movement. Bump button starts and pauses.

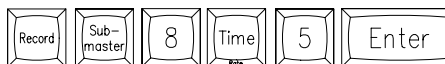
Advancing: When sub level moves above zero then back, the sub page number will automatically advance to the next valid submaster. Can be manual or timed.

Disabled: Sub does nothing.

Source: Indicates where submaster was recorded.

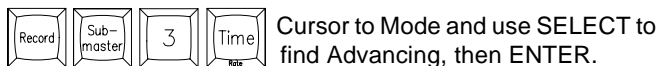
RECORD SUB 108 (with In and Out time of 5 and zero Dwell):

Press



RECORD SUB 103 AS ADVANCING:

Press

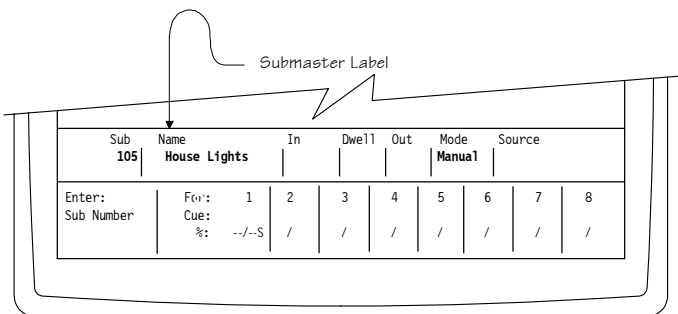


LABEL SUBMASTER:

Cursor to Name. From optional keyboard, type name. When complete, press ENTER on control keypad.

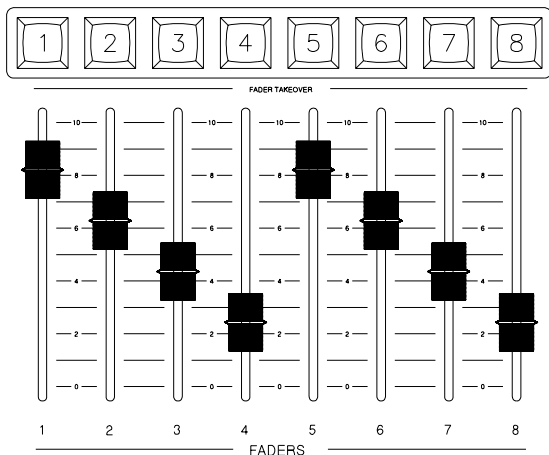
CHANGE OR ADD TIMES:

Cursor to position or press TIME, then enter UP, DWELL, DOWN times.



STAGE SCREEN

STAGE		Enact	Grandmaster FL 9:01:00																							
001	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25		
FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL	FL		
026	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50		
051	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75		
076	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00		
101	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25		
126	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50		
151	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75		
176	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00		
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro																	
Enter: Channel Or At	Level	Fdr: Cue: %	1	2	3	4	5	6	7	8																
			--/--	--/--	--/--	--/--	--/--	--/--	--/--	--/--																

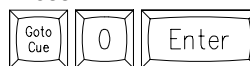


LOAD AND RUN CUES

Load & Run Cues from the Stage Screen:

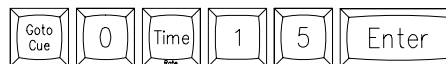
ALL CHANNELS MOVE TO ZERO: (Blackout: Time Zero)

Press



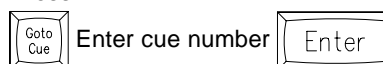
All channels move to zero: (Fade to Black: Time 15)

Press



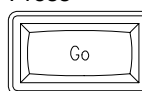
BOARD MOVES TO RECORDED CUE: (Time Zero)

Press



CROSSFADE INTO THE FIRST CUE IN TIME:

Press



When fade into first cue is complete, next cue will be loaded into fader.

CROSSFADE THE ENACT TO A DIFFERENT CUE IN FIVE SECONDS.

Press



INTERRUPT CUES

STOP A CUE IN PROGRESS:

Press

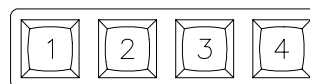


Cue stops.

NOTE: If cue is stopped, this key will reverse through the cues.

STOP AND ASSIGN A CUE IN PROGRESS TO A MANUAL FADE:

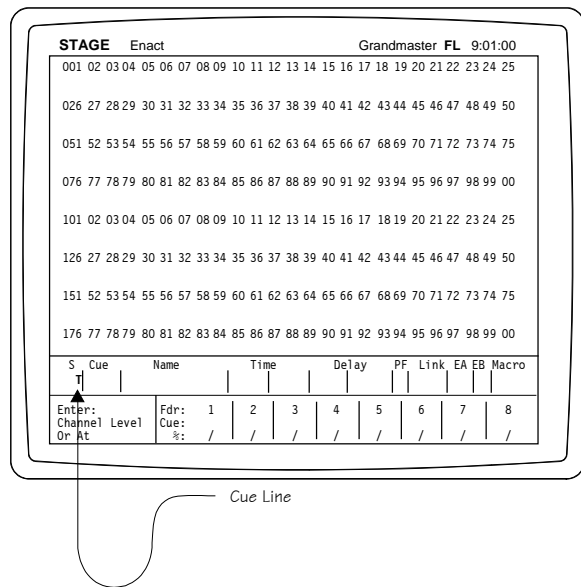
Press



Cue stops.

Raise Fader handle to manually complete fade, or press Fader Button again to abort fade.

STAGE SCREEN



TRACKING

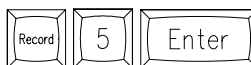
Tracking in the EnAct is based on 'stoppers' or hard level settings. A level will track forward until it hits a 'stopper'. Stoppers are any level or null in a Preset cue, or any hard level in a Tracking cue.

A 'hard level' is created whenever a level is set in a channel that is different from the previous cue. If there is no stopper on a channel in a Tracking cue, any level set in the previous cue on the channel will track into that cue.

NOTE: The flag in Setup/Cues that says "All cues have default preset" should read NO (This changes the default Select attribute on the Cue line from P to T).

RECORD CUE 5 TO TRACK FORWARD:

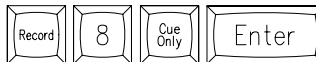
Press



This will enable levels from cue five to override any levels previously tracked into the next cue.

RECORD CUE 8 CUE ONLY:

Press



In the following cue, any tracked values will turn hard, creating a new start track value and zeroes will be placed where new values from cue eight want to track in.

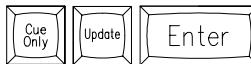
RE-RECORD CUE ON STAGE WITH CHANGES TRACKING FORWARD:

Press



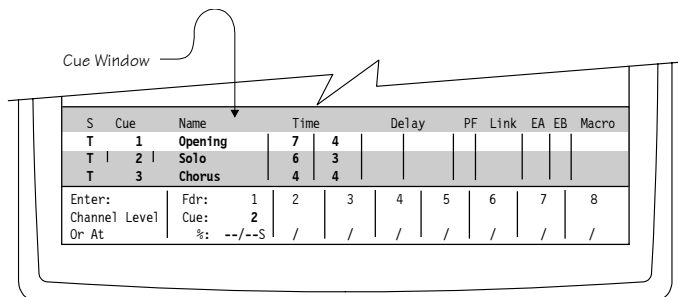
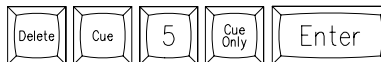
RE-RECORD CUE ON STAGE WITH CHANGE CUE ONLY:

Press



DELETE CUE 5 WITHOUT CHANGING THE NEXT CUE:

Press



CUE WINDOW

The highlighted Cue in the window is the current output state. The cue # in Fader 1 position is the next fader operation. The second cue in the Cue window is the next cue to execute when the GO key is selected. When GO is selected, the second cue is highlighted during fader progress. At the end of the fade, the highlight bar moves up to the top position. The third cue in the Cue window is next.

PREVIEW SCREEN

PREVIEW													Grandmaster FL 9:01:00												
001	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
026	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
051	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
076	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
101	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
126	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
151	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
176	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro																
AP	0	Blackout Cue	0	0	0																				
Enter:		Fd r:	1	2	3	4	5	6	7	8															
Channel Level		Cue:	%:	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	
Or At		%:	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	

Screen Colors:
 Channel Numbers Green
 Hard Set Levels White
 Tracked-in Levels Gray

Cue Window

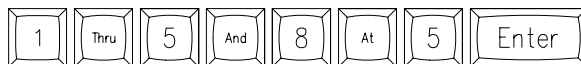
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Macro	
AP	5	House Lights	0	0	0					
Enter:		Fd r:	1	2	3	4	5	6	7	8
Channel Level		Cue:	%:	/	/	/	/	/	/	/
Or At		%:	/	/	/	/	/	/	/	/

SETTING LEVELS

All changes are automatically recorded in White.

LEVELS ARE SET THE SAME WAY AS IN THE STAGE SCREEN:

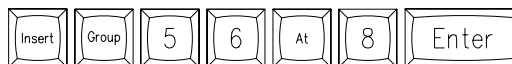
Press



(see page 15.)

MERGE & INSERT ARE THE SAME AS IN THE STAGE SCREEN:

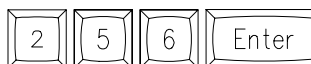
Press



(see page 20.)

Move cursor to channel 256:

Press



TO VIEW ADDITIONAL CHANNELS:

Press



CHANGE CUE WINDOW INFORMATION

MOVE CURSOR TO CUE WINDOW:

Press



CHANGE THE VIEWED CUE:

Press

NEXT (brings up next sequential number)

LAST (brings up last sequential number, or move cursor to cue 7, ENTER.)

CHANGE CUE NAME:

Cursor to title position, type in new name, press ENTER.

CREATE NEW CUE NUMBER 6:

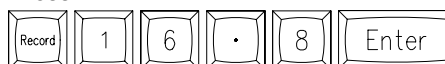
Cursor to Cue, press 6, ENTER.

COPY CUE LEVELS

Start in Cue to be copied.

RECORD LEVELS TO CUE16.8:

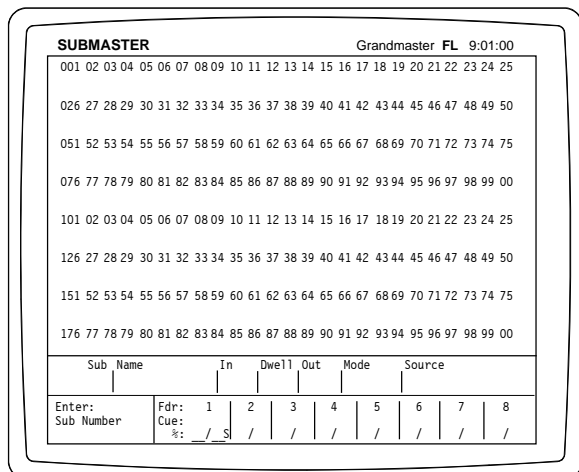
Press



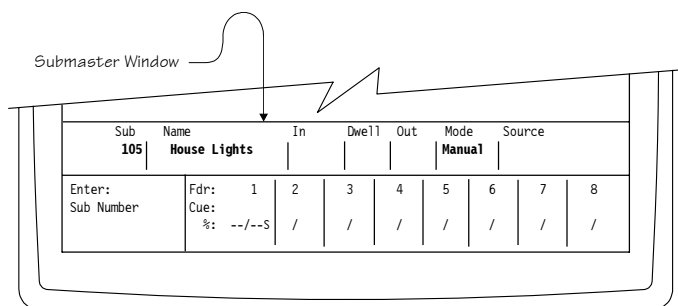
COPY CUE will also copy Times and other attributes.



SUBMASTER SCREEN



Screen Colors:
 Channel Field Green
 Selected Channels Yellow
 Selected Levels Blue

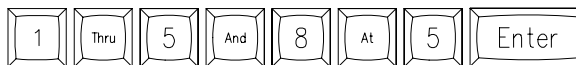


SETTING LEVELS

Items created in this screen indicate the source to be Submaster. All changes are automatically recorded.

LEVELS ARE SET THE SAME WAY AS IN THE STAGE SCREEN:

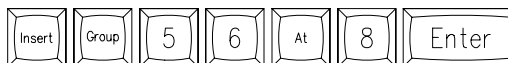
Press



(see page 15).

MERGE & INSERT ARE THE SAME AS IN THE STAGE SCREEN:

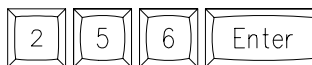
Press



(see page 20.)

MOVE CURSOR TO CHANNEL 256:

Press



CHANGE SUB WINDOW INFORMATION

MOVE CURSOR TO SUBMASTER WINDOW:

Press



CHANGE THE VIEWED SUBMASTER:

Press

- NEXT (brings up next sequential number)
- LAST (brings up last sequential number, or move cursor to cue 7, ENTER.)

CHANGE SUBMASTER NAME:

Cursor to title position, type in new name, press ENTER.

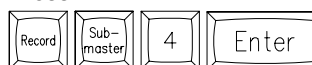
CREATE NEW SUBMASTER NUMBER 106:

Cursor to Sub, press 6, ENTER.

COPY SUBMASTER LEVELS

Record levels to submaster 104:

Press

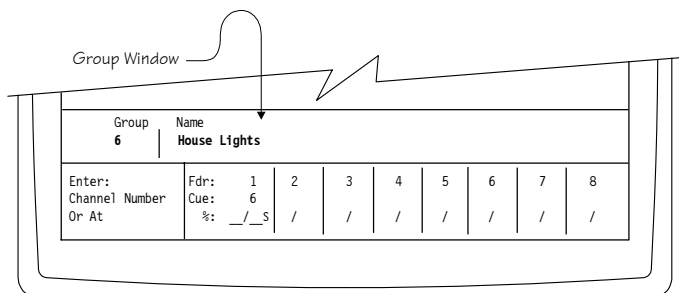


Recorded times of Submaster copy to new position.

GROUP SCREEN

GROUP																									Grandmaster FL 9:01:00			
001	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25				
70	70	50	70	70			70																					
026	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50				
		60	60	60	60																							
051	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75				
076	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00				
				80	80	80	80																					
101	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25				
126	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50				
151	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75				
176	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00				
<table border="1"> <thead> <tr> <th>Group</th><th>Name</th></tr> </thead> <tbody> <tr> <td>6</td><td></td></tr> </tbody> </table>																									Group	Name	6	
Group	Name																											
6																												
Enter:	Channel	Number	Fdr:	1	2	3	4	5	6	7	8																	
Or At			Cue:	6																								
			%:	/	_	S	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/			

Screen Colors:
 Channel Numbers Green
 Selected Channels Yellow
 Group Levels Yellow



SETTING LEVELS

All changes are automatically recorded.

LEVELS ARE SET THE SAME WAY AS IN THE STAGE SCREEN:

Press

1 Thru 5 And 8 Except 3 At 5

Enter

MERGE & INSERT ARE THE SAME AS IN THE STAGE SCREEN:

Press

Insert Group 5 6 At 8 Enter

MOVE CURSOR TO CHANNEL 256:

Press

2 5 6 Enter

CHANGE GROUP WINDOW INFORMATION

MOVE CURSOR TO GROUP WINDOW:

Press

Jump or Next or Last key.

CHANGE THE VIEWED GROUP:

Press

- NEXT (brings up next sequential number.)
- LAST (brings up last sequential number, or move cursor to cue 7, ENTER.)

CHANGE GROUP NAME:

Cursor to title position, type in new name, press ENTER.

CREATE NEW GROUP NUMBER 6:

Position cursor on group number, enter new number, press ENTER.

New number appears in window.

COPY GROUP LEVELS

RECORD LEVELS TO CUE 16:

Press

Record 1 6 Enter



PLAYBACK SCREEN

PLAYBACK		Grandmaster FL 9:01:00						
Sub	Name	In	Dwell	Out	Mode	Source	Level	
101	House Lights	5	7	3	Manual	Stage	0	
102								
103								
104								
605					Manual	Stage	0	
106								
107								
108								
109								
110								
111								
112								
113								
114								
115								
116								
117								
118								
119								
120								
121								
122								
123								
124								

Enter: Page Number	Fdr: Cue: %: _/_S	1	2	3	4	5	6	7	8
		/	/	/	/	/	/	/	/

Screen Colors:

Manual Mode Green
 Timed Mode Amber
 Disabled Gray

RUNNING PLAYBACKS

LED's located above bump buttons matches Mode type selected on screen.

CHANGE TIME:

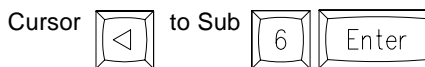
Press



Times:

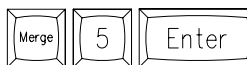
- In: Time count for UP portion of record.
- Dwell: Time count for duration between UP & DOWN times.
- Out: Time count for DOWN fade

CHANGE SUB PAGE TO 6:



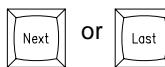
CHANGE ALL SELECTED SUBS TO PAGE 5:

Press



MOVE THROUGH SUB PAGES:

Press



CHANGE SUBMASTER TYPE:

Cursor to Mode and use SELECT key to toggle through options which appear in the Command Line.

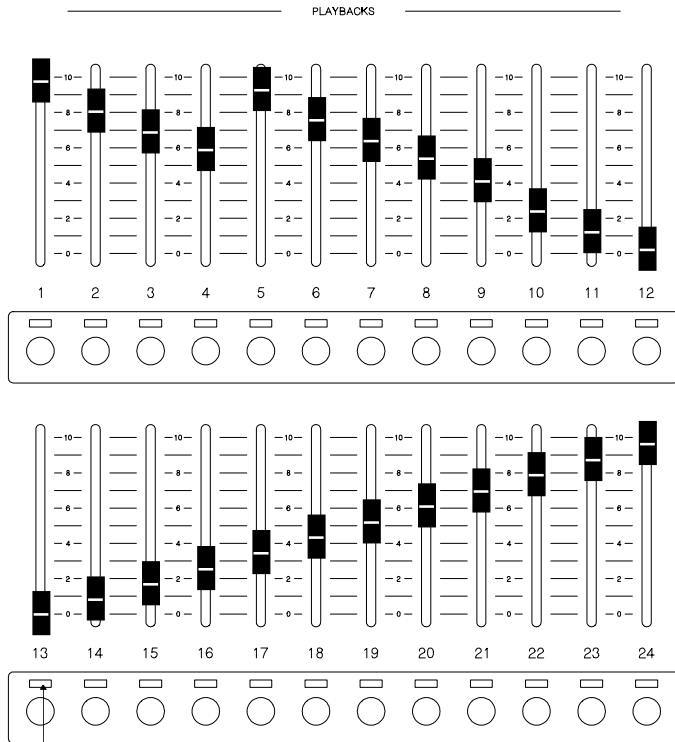
- Manual: (Default) Sub follows handle, bump brings to Full.
- Timed: Sub follows handle, bump starts an up-fade, a dwell, then a down-fade back to the handle level.
- Advancing: (Untimed): Brings contents of Sub to recorded levels in zero count when fade or handle returns to zero.
 (Timed): Fades up, dwells and fades down in assigned times when fade or handle returns to zero. The next same-numbered Sub of the next greater numbered bank is auto-loaded. (Example: Sub 101 returns to zero and becomes automatically loaded with contents of Sub 201.)
- Disabled: Sub does nothing.

BUMP START TIMED EVENTS:

Second press pauses event.

Fader display window is always available on this screen.

PLAYBACK SCREEN



RUNNING PLAYBACKS MANUALLY

LED's located above bump buttons matches Mode type displayed on the Playback screen.

Playback screen displays current assignment on playback handle through color LEDs.

Sub page changes with handle up; will load when handle is restored to 0.

Bump controls can start timed events (amber):

Second press stops event.

Fader display window is always available on this screen.

Parked dimmers can be assigned to playback handles. Playbacks can support only one page of parked dimmers.

Parked dimmers do not illuminate LEDs.



TRACK SCREEN

TRACK		Grandmaster FL 9:01:00																
S	Cue	Name	Link	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
AP	0	Blackout Cue		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
P	10	Cue Number 10		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
AT	20	Cue Number 20		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
AP	30	Cue Number 30		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14

Enter:	Fdr:	1	2	3	4	5	6	7	8
Select Channels	Cue:	%	_	_	_	_	_	_	_
		S	/	/	/	/	/	/	/

Screen Colors:
 Channel Numbers Green
 Hard Set Levels White
 Tracked-in Levels Gray

SETTING LEVELS

To display more channels, remove 'Name and Link' (item #2 in Setup/System, Page 39.)

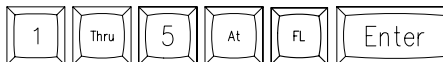
"Display Name and Link in Track...NO".

To edit in Track, (line item #3 in Setup/Cues, Page 39) must read:

"Editing in Track and Cue list...YES".

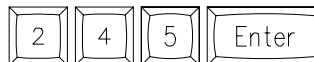
SETTING LEVELS IN THE CUE THE CURSOR IS ON:

Press



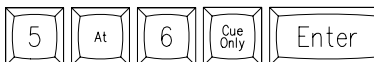
MOVE CURSOR TO CHANNEL 245:

Press



INSERT A LEVEL IN A CUE WITHOUT DISTURBING TRACKED VALUES IN THE NEXT CUE:

Press



MOVE CURSOR TO INFO ON LEFT HAND OF SCREEN:

Press

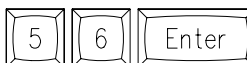


then cursor to position.

MOVE CUE 56 TO TOP OF SCREEN:

Cursor to any cue number,

Press



CUE LIST SCREEN

CUE LIST												Grandmaster FL 9:01:00		
S	Cue	Name	Time		Delay		PF	Link	EA	EB	Mac			
AP	0	Blackout Cue	0	0	0	0								
P	10	Cue Number 10	11	12	130	140	2							
AT	20	Cue Number 20	10	20		40		80	90	50	100			
AP	30	Cue Number 30	1234.5	0	0	.5	0	4	80		100			

Enter:	Fdr:	1	2	3	4	5	6	7	8
Select Key	Cue:	%: _/_S	/	/	/	/	/	/	/

EDITING THE CUE LIST SCREEN

To edit in Cue List, line (item #3 in Setup/Cues, page 46) must read:

"Editing in Track and Cue list...YES".

CHANGE CUE LIST ATTRIBUTES:

Use **SELECT** key to toggle through options.

P = Preset:

(Default) All levels not set fade to Zero.

AT=Autostart & Tracking:

Fade starts when loaded on fader.

AP=Autostart & Preset:

Fade starts when loaded on fader and all levels not set fade to Zero.


MT=Multipart & Tracking:

Fade starts at the same time as the previous cue.

T = Tracking:

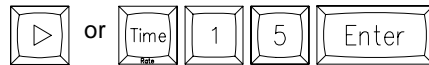
Levels set in previous cues are not changed unless new cue sets them to a new intensity level.

LABEL CUE LIST:

Cursor  to Name. From optional keyboard, type Name. When complete, press ENTER.

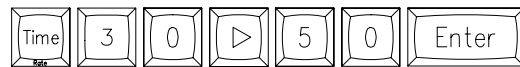
SET TIME TO 15 SECONDS:

Press





SPLIT TIMES SO UP FADES ARE 30 AND DOWN FADES ARE 50:





Press





SET THE CUE TO OPERATE ON FADER 3:

Cursor to PF (Preferred Fader), press  

SET A CUE TO GO TO CUE 105 WHEN FADE IS DONE:

Cursor to Link, press    

RUN EFFECTS 5 AND 7 WITH CUE:

Cursor to EA, press    

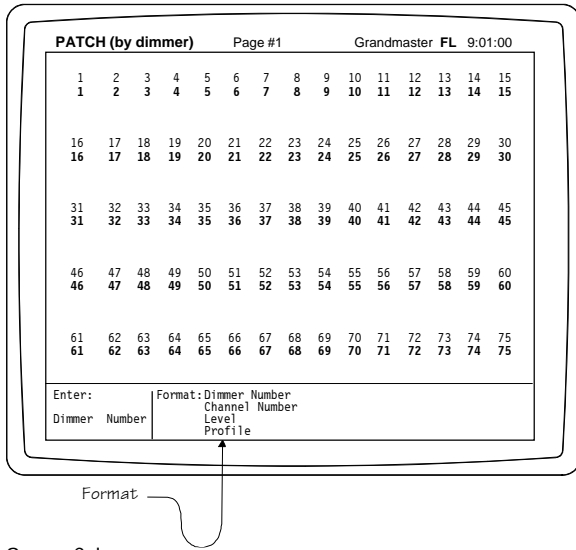
The effect starts when the cue containing the effect number is faded and the effect stops when a cue containing another effect or no effect is faded.

START MACRO 87 WHEN CUE STARTS FADING:

Cursor to MACRO, press   



PATCH SCREEN



Screen Colors:
 Dimmer Number Blue
 Channel Number Green
 Level White
 Profile Brown

PATCH BY DIMMER

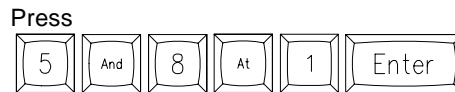
The EnAct has (4) patch tables. Only (1) may be in use at any time, and (1) may be designated as the Backup Patch.

To change Patch tables from the Patch screen, touch JUMP. This will place the cursor at the page # location. Change the page number to the desired page and press JUMP again. The Patch table is now changed. The format for operation on this screen is:

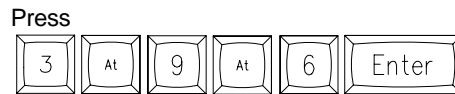
Dimmer # at Channel # at Level # at Profile #, ENTER.

Dimmer numbers are the first call-out on Patch by Dimmer screen.

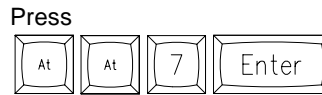
SET DIMMERS 5 AND 8 TO CHANNEL 1:



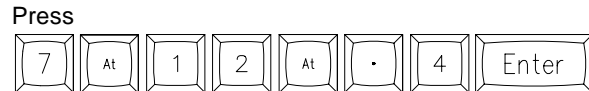
SET DIMMER 3 TO CHANNEL 9 & PROPORTIONAL LEVEL 60%:



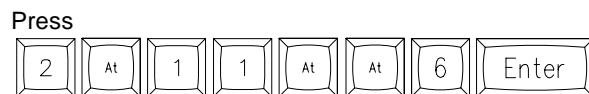
CHANGE DIMMER 3 PROPORTIONAL LEVEL TO 70%:



SET DIMMER 7 TO CHANNEL 12 AND TO A NON-DIM OF 40% (goes Full when channel is above 40%):



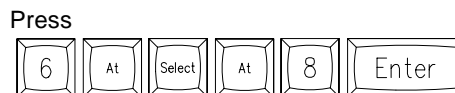
SET DIMMER 2 TO CHANNEL 11 AND PROFILE 6 WITHOUT CHANGING LEVEL:



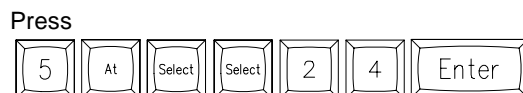
PARKED DIMMERS

Parked Dimmers are not included in system channel address or records.

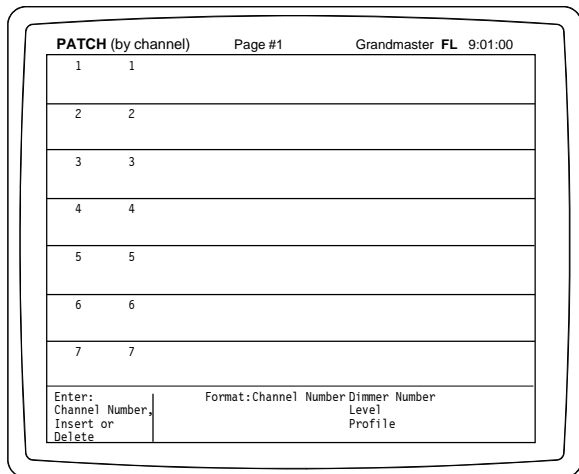
SET DIMMER 6 TO A FIXED VALUE OF 80%:



SET DIMMER 5 TO FOLLOW PLAYBACK HANDLE 24:



PATCH SCREEN

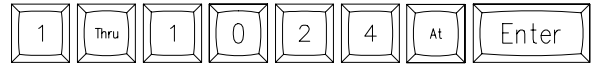


Screen Colors:
 Channel Number Green
 Dimmer Number Blue
 Level White
 Profile Amber

UNPATCH

UNPATCH ALL DIMMERS:

Press



UNITY PATCH

This action will return the Dimmer/Channels relationship to 1-to-1.

Press SET UP key to open Main Menu (Set-up Screen.)

Press 4, ENTER.

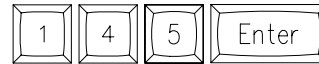
"Are you sure?" will appear in the command line.

Press ENTER again to complete function.

POSITION CONTROLS

JUMP CURSOR TO DIMMER 145:

Press



Change viewed page to 3:

Press



PATCH BY CHANNEL

The format for operation on this screen is: Channel # at Dimmer # at Level # at Profile #, ENTER. Channel numbers are the first call-out on Patch by Channel screen.

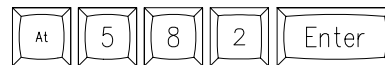
JUMP CURSOR TO CHANNEL 467:

Press



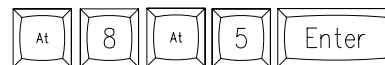
ADD DIMMER 5 TO CHANNEL 82:

Press



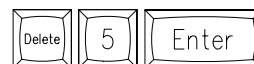
ADD DIMMER 8 AT 50% TO CHANNEL CURSOR IS ON:

Press

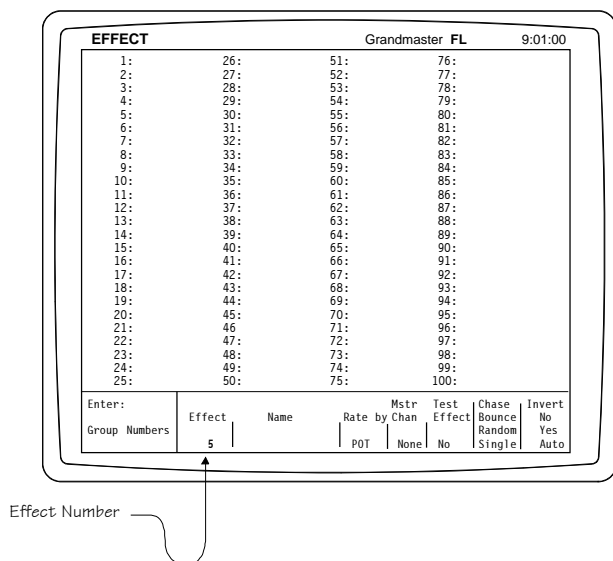


DELETE DIMMER 5 FROM CHANNEL CURSOR IS ON:

Press



EFFECT SCREEN



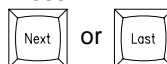
ACTIVATING STEPS BY GROUPS

TO INSERT GROUP NUMBERS FOR STEPS:

Type in effect number using the DOWN Arrow key or ENTER key. A question mark (?) will appear if group does not exist.

MOVING THROUGH EFFECTS:

Press



CREATE A NEW EFFECT 5:

Jump cursor to effect number, press 5, ENTER.

CHANGE RATE OR SPEED TO 5:

Move cursor to Rate box, press 5, ENTER.

Handle moves between values of 3 to .25th sec.

PUT RATE ON HANDLE:

Move cursor to Rate box, press ENTER.

Rate window accepts value from .1 to 600.9 sec.

Mastered by channel sets a channel that works as the effect's Grandmaster.

TURN EFFECT ON TO TEST:

Move cursor to Test Effect, press ENTER.

SWITCH BETWEEN CHASE, BOUNCE, RANDOM AND INVERT:

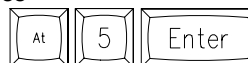
Cursor can be anywhere.

Use SELECT key to toggle through options:

- Chase:** Steps from beginning to end, then jumps back to the beginning.
- Bounce:** Steps from beginning to end, then steps backwards to the beginning.
- Random:** Steps randomly through the effect.
- Single:** Steps through effects only once, then stops.
- Invert:**
 - NO -- Uses normal levels.
 - YES -- Uses inverse of the levels.
 - AUTO -- On every other time through it brings up the inverse of the levels.

ADDING A TIME TO A STEP DIFFERENT THAN THE RATE:

Press



EFFECT TRACK

EFFECT TRACK		Grandmaster FL														9:01:00	
Group	Name	Time	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1																	
2																	
3																	
4																	
5																	
6																	
7																	
8																	
9																	
10																	
11																	
12																	
13																	
14																	
15																	
16																	
17																	
18																	
19																	
20																	
21																	
22																	
23																	
24																	
25																	

Enter:	Effect	Name	Rate	Mstr	Test	Chase	Invert
Group Numbers	5		POT	None	No	Bounce Random Single	

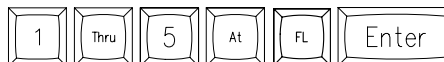
SETTING LEVELS

If "Groups created in Effect Track" in Setup/System is YES, any level set in a step with no group will automatically create a group.

NOTE: Items set in BOLDFACE must be set by operator before console use.

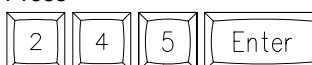
SETTING LEVELS IN THE GROUP THE CURSOR IS ON:

Press



MOVE THE CURSOR TO CHANNEL 245:

Press



MOVE CURSOR TO INFO ON LEFT HAND OF SCREEN:

Use the JUMP key to cursor to position.

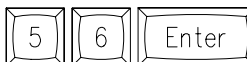
MOVE CURSOR TO BOTTOM OF SCREEN:

Use the JUMP key to cursor to position.

MOVE STEP 56 TO TOP OF SCREEN:

Cursor to step number,

Press



EFFECT TRACK		Grandmaster FL														9:01:00	
Group	Name	Time	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
3							FL	FL	FL	FL							
4							FL	FL	FL	FL							
5							FL	FL	FL	FL							
6							FL	FL	FL	FL							
7																	
8																	
9																	
10																	
11																	
12																	
13																	
14																	
15																	
16																	
17																	
18																	
19																	
20																	
21																	
22																	
23																	
24																	
25																	

Enter:	Effect	Name	Rate	Mstr	Test	Chase	Invert
Group Numbers	5		POT	45	No	Bounce Random Single	

Master Channel

CUE LIST		Grandmaster FL														9:01:00	
S	Cue	Name	Time	Delay	PF	Link	EA	EB	Mac								
AP	0	Blackout Cue	0	0	0												
P	10	Cue Number 10	11	12	130			5	5								
P	20	Cue Number 20	10	20	.5												
P	30	Cue Number 30	1234.5	30	0												

Enter:	Fdr:	1	2	3	4	5	6	7	8
Select Key	Cue:	*/_/_S	/	/	/	/	/	/	/

EXAMPLE EFFECT

HOW THIS WILL RUN:

When cue 10 finishes its delay, the Effect will turn on.

Keep in mind that the effect has a Master Channel of 45. Channel 45 will act as Grandmaster for this Effect.

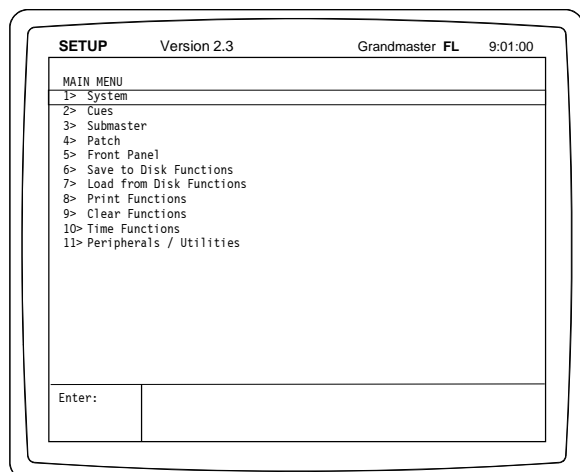
The Effect will stay on throughout Cue 20.

After Cue 30's delay and time, the effect will stop.

To make best use of the Master Channel, have channel 45 fade in on Cue 10 and fade out on Cue 30.



SETUP SCREENS



Screen Colors:

Titles Blue
Prompts White

MAIN MENU

The console set-up screen allows the operator to select and edit key responses from any of the system characteristics displayed on the Setup screen.

The Main Menu breaks down the categories into basic areas. The operator can access any of the system categories listed on the screen by following the simple instructions outlined below.

Essential Commands for basic console setup and operation are in **BOLDFACE** type. Items in boldface ***MUST*** be addressed by the operator before setting cues or making changes in memory.

ACCESS MENU:

Move the cursor to the desired number with the cursor control keys, or select the number for the subject requested, press ENTER.

To view or change default items in any menu:

- A. Type number or move cursor to desired position.
- B. To toggle a YES / NO response, press ENTER.
- C. To change or set a value, type number and press ENTER.
- D. To return to Main Menu, press CLEAR key.

When changing functions in any screen menu, the command line will prompt the question "Are you sure?"

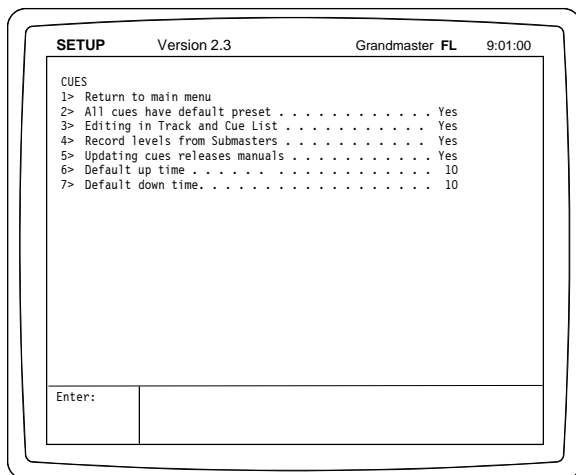
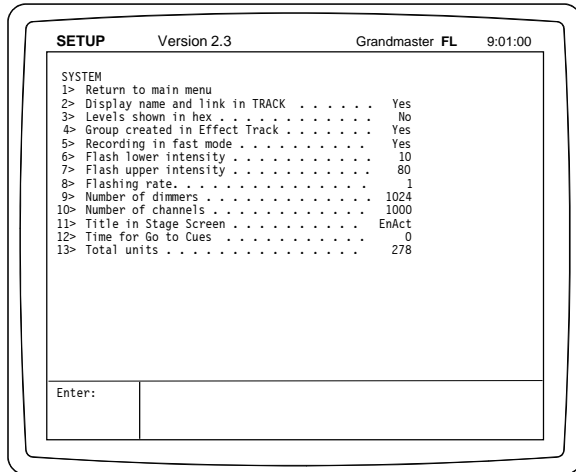
This prompt requires ENTER to be pressed a second time.

FAST SETUP:

To set up the console quickly, and allow the system defaults to operate, follow the simple steps outlined below:

- Press SETUP Key: (Setup Screen)
- Press 9 ENTER: (Clear Functions)
- Press 10: (Default Setup)
- Press ENTER: (Are You Sure? prompt)
- Press ENTER: (Setup Cleared)
- Press CLEAR: (Restores Main Menu)
- Press 1 on the Main Menu
- Press ENTER: (Displays the System Menu)
- Press 9: (Accesses the number of system dimmers)
- Press ENTER: (Moves the Cursor to number of dimmers position)
- Press the numbers which represent the total system dimmer count
- Press ENTER: (Total dimmer count appears on screen)
- Press CLEAR: (Restores Main Menu)
- Press STAGE Display. (Calls up Stage Screen)

SETUP SCREENS



SYSTEM MENU

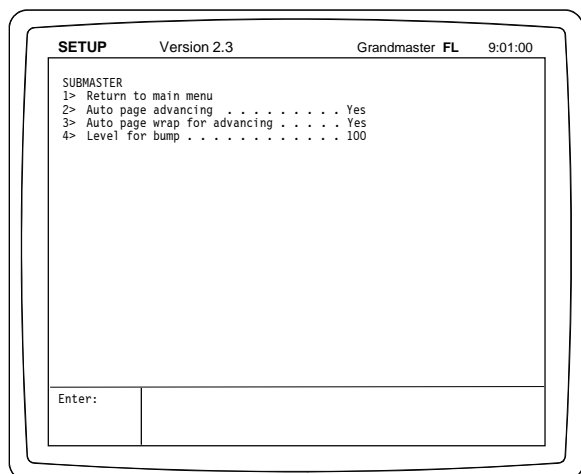
NOTE: Items set in BOLDFACE in each menu must be set by operator before console use.

1. Returns to Main menu.
 2. Removes columns which display the cue name and link characteristics from the Track screen.
 3. When selected, converts all output levels to 256-step resolution.
 4. Allows groups to be constructed on the Effects Track screen by entering a level on the channel column.
 5. Reduces/increases keyhits for recording.
 6. Sets the lowest level for Flash.
 7. Sets the highest level for Flash.
 8. Sets the rate or timing for the number of flashes per minute.
 9. **Sets the system capacity for dimmer address.**
 10. **Sets the system capacity for the number of channels displayed and addressed.**
 11. When selected, keyboard may enter alpha-numeric label for display on Stage screen. When data entry is complete, press ENTER on the EnAct keyboard.
This Show Name will also appear on the "Disk Status" command (see item #12, Load from Disk Menu, page 41).
 12. Sets default time for go-to-cue selections.
 13. Reflects available memory units at all times.
To toggle a YES/NO, press ENTER.
- Press ENTER to start function. "Are you sure?" will appear in the command line. Press ENTER again to complete function.
To change or set a value, type number and press ENTER.
To return to Main menu, press CLEAR key.

CUES MENU

1. Returns to Main menu.
 2. **Defaults console to Preset or Tracking.**
To toggle a YES/NO, Press ENTER.
 3. Allows editing of Track and Cue List.
To toggle a YES/NO, Press ENTER.
 4. Allows levels from submasters to be recorded into cues.
To toggle a YES/NO, Press ENTER.
 5. Allows Update to release amber selected levels in record process.
To toggle a YES/NO, Press ENTER.
 6. Established default Up-times in cue window.
To change or set a value, type number and press ENTER.
 7. Established default Down-times in cue window.
To change or set a value, type number and press ENTER.
- To return to Main menu, press CLEAR key.

SETUP SCREENS

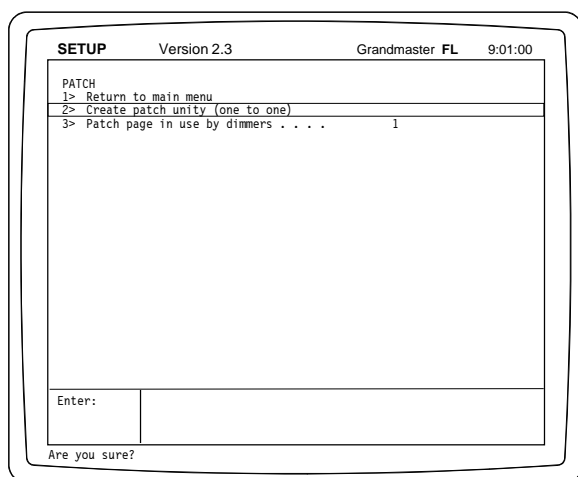


SUBMASTER MENU

NOTE: Items set in BOLDFACE in each menu must be set by operator before console use.

1. Returns to Main menu.
2. Allows Auto-advancing feature on Playback screen to be active.
To toggle a YES/NO, Press ENTER.
3. Allows Auto-page wrap feature on Playback screen to be active.
To toggle a YES/NO, Press ENTER.
4. Sets default level for Bumps.
To change or set a value, type number and press ENTER.

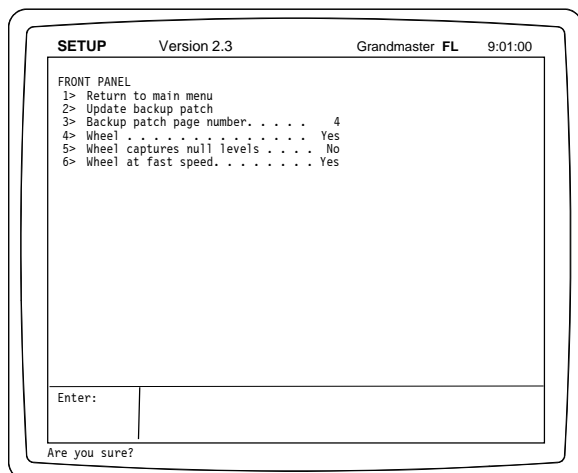
To return to Main menu, press CLEAR key.



PATCH MENU

1. Returns to Main menu.
2. Automatically establishes a one-to-one patch for every dimmer called out in system menu.
Press ENTER to start function. "Are you sure?" will appear in the command line. Press ENTER again to complete function.
3. **Determines active page for system patch. To change or set a value, type number and press ENTER.**

To return to Main Menu, Press CLEAR key.

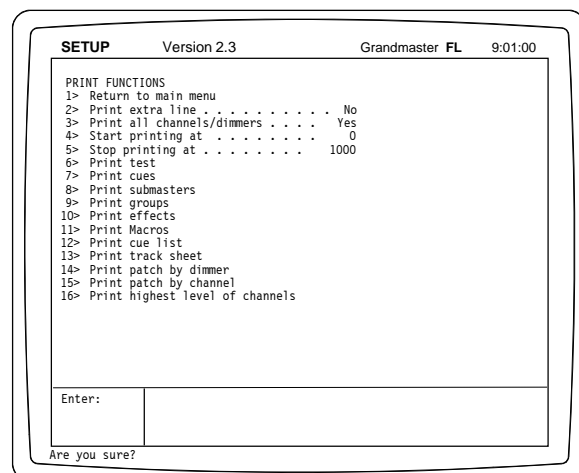
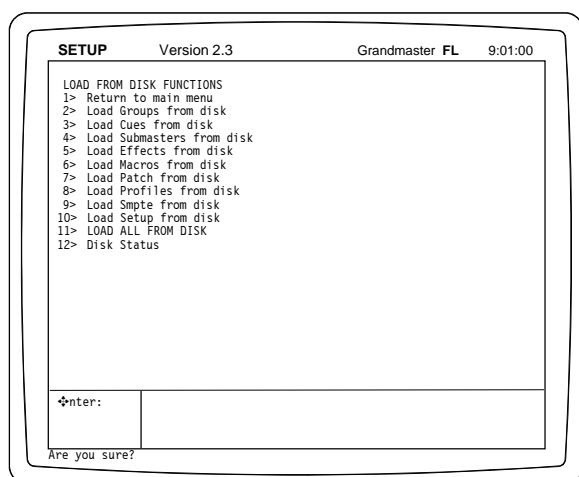
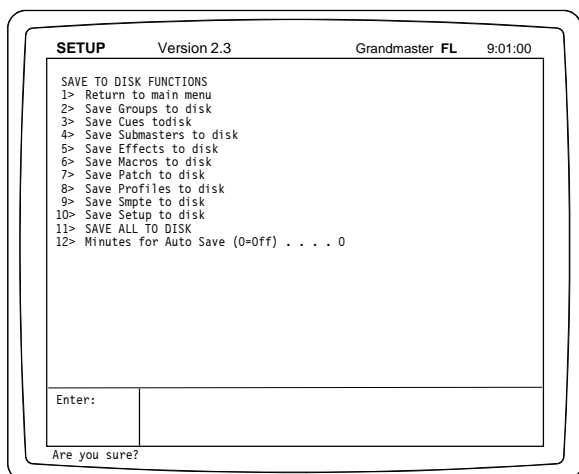


FRONT PANEL MENU

1. Returns to Main menu.
2. Allows back-up patch table to be up-dated to level shown on Item 3.
Press ENTER to start function. "Are you sure?" will appear in the command line. Press ENTER again to complete function.
3. Selects back-up Patch table. Back-up patch automatically sent.
To set or change a value, type number and press ENTER.
4. **Activates or deactivates level wheel.**
To toggle a YES/NO, press ENTER.
5. Allows channels without levels to be changed by the wheel.
6. Increases/decreases wheel sensitivity.

To return to Main menu, press CLEAR key.

SETUP SCREENS



SAVE TO DISK MENU

NOTE: Disks must be formatted by the EnAct console before use.

- Returns to Main menu.
- 2-11. Save-to-Disk functions allow the user to discretely save specific portions of recorded memory, or save all. Press ENTER to start function.

"Are you sure?" will appear in the command line. Press ENTER again to complete function.

To change or set a value, type number and press ENTER.

12. Auto Save.
When set, this is the time when between the last key press and an automatic "Save All to Disk". Any keyhit will reset the internal counter.

To return to Main menu, press CLEAR key.

LOAD FROM DISK MENU

NOTE: Disks must be formatted by the EnAct console before use.

- Returns to Main menu.
- 2-11. Load from Disk functions allow the user to selectively load specific portions to memory or load all from disk.
12. Disk Status indicates how many items from the categories are recorded on the disk, and the Show title.

Press ENTER to start function. "Are you sure?" will appear in the command line. Press ENTER again to complete function.

To return to Main Menu, press CLEAR key.

PRINT FUNCTIONS MENU

- Returns to Main menu.
- If "Print all Channels/Dimmers" is set to NO, only channels/dimmers with values will be printed.
- 3-16. Print functions allow the user to print specific portions of the features recorded.

Highest levels of channels summarizes the highest levels and prints a list showing the levels.

To toggle a YES/NO, press ENTER.

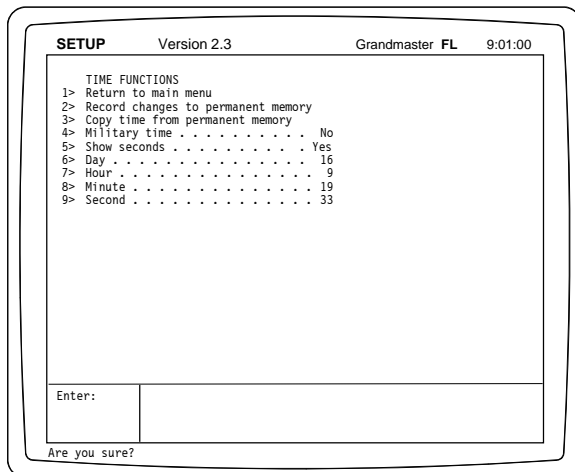
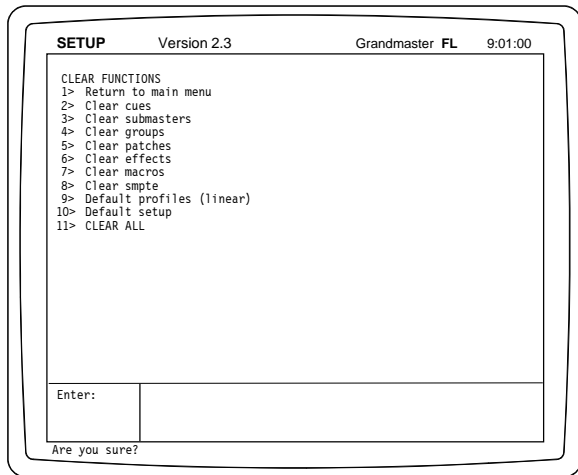
Press ENTER to start function.

"Are you sure?" will appear in the command line. Press ENTER again to complete function.

To change or set a value, type number and press ENTER.

To return to Main menu, press CLEAR key.

SETUP SCREENS



CLEAR MENU

- Returns to Main menu.
- 2-11. Clear menu allows the user to selectively clear or delete specific portions of the feature displayed in the memory.

Press ENTER to start function. "Are you sure?" will appear in the command line. Press ENTER again to complete function.

To return to Main menu, press CLEAR key.

NOTE: Default setup will return the console to the defaults established when shipped.

TIME FUNCTIONS MENU

NOTE: Items set in BOLDFACE in each menu must be set by operator before console use.

- Returns to Main menu.
- Updates clock information to memory. This must be done when any change has been made.**
- Recalls clock from memory.
- Sets 12- or 24-hour clock operation.
- Determines clock display elements.
- Sets calendar day in memory
- Sets calendar hour in memory.
- Sets calendar minutes in memory.
- Sets calendar seconds in memory.

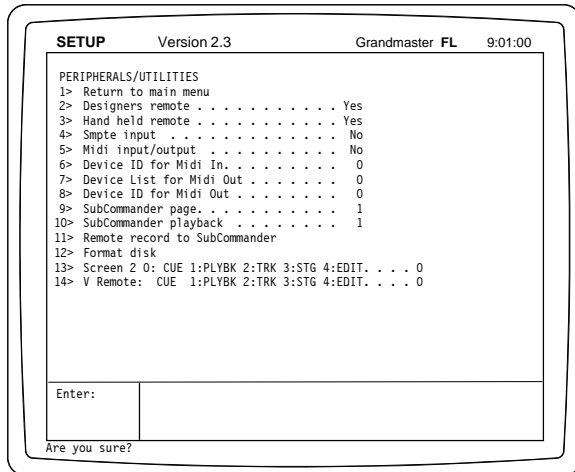
To toggle a YES/NO, press ENTER.

Press ENTER to start function. "Are you sure?" will appear in the command line. Press ENTER again to complete function.

To change or set a value, type number and press ENTER.

To return to Main menu, press CLEAR key.

SETUP SCREENS



PERIPHERALS / UTILITIES MENU

1. Returns to Main menu.
2. Activates output port for designers remote.
3. Activates output port for HHR remote.
4. Activates input port. Turns on screen access for program.
5. Activates input/output port. Turns on screen access for program.
6. Sets ID number for Midi input.
7. Sets List number for Midi output.
8. Sets ID number for Midi output.
9. Selects page for remote record to SubCommander.
10. Selects playback fader for remote record to SubCommander.
11. Sends signals for remote record of stage picture to SubCommander. This will automatically increment #8.
- 12. Allows user to format any 3.5" HD disk for system operation.**
13. Multi-screen set-up for 2-monitor version (optional).
14. Multi-screen set-up for 3-monitor version (optional).

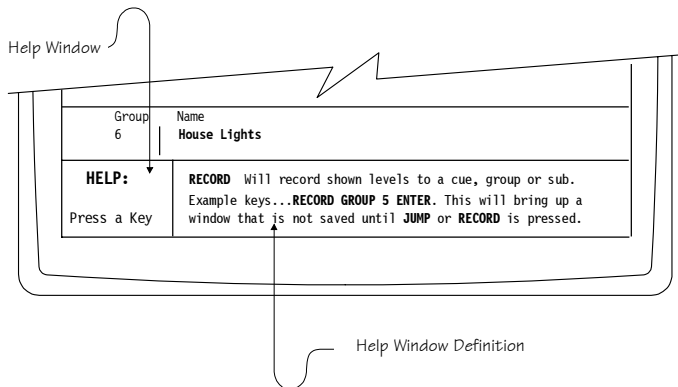
To toggle a YES/NO, press ENTER.

Press *ENTER* to start function. "Are you sure?" will appear in the command line. Press *ENTER* again to complete function.

To change or set a value, type number and press *ENTER*.

To return to Main menu, press *CLEAR* key.

MISCELLANEOUS



HELP SCREENS

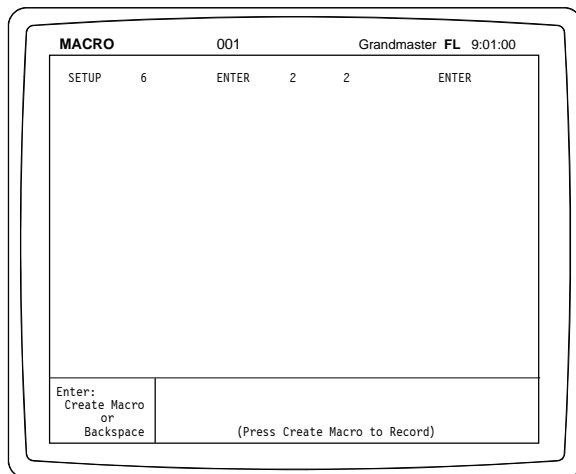
HELP is available on all screens.

Press the HELP key on any screen to activate the Help features. Keys interactive with the Help screen are listed in the information box on the screen.

Press the listed key which requires further explanation.

A definition of the key function will appear in the information box.

Press ENTER or CLEAR to leave HELP mode.



MACRO SCREEN

Press MACRO to view the Macro Screen:

TO CHANGE MACRO VIEWED:

Use NEXT, LAST, or JUMP key (cursor moves to top of screen)
Enter number, press ENTER.

TO CREATE A MACRO:

Identify the number to store the Macro.

Press



Enter keyhits or actions desired.

Press CREATE MACRO again to stop the recording process.

TO DELETE KEYHITS FROM A MACRO:

Press



TO EDIT OR ADD KEYHITS INTO A MACRO:

Press



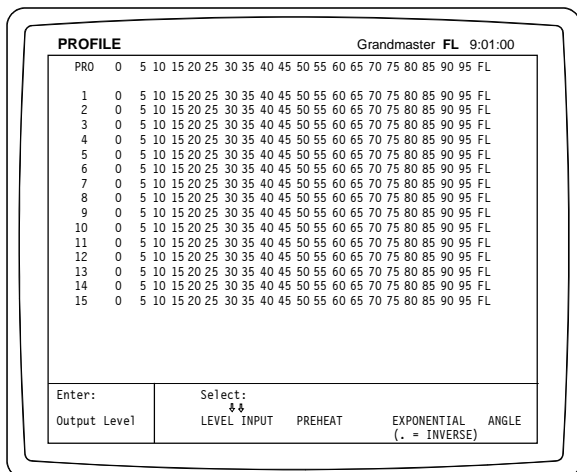
Enter keyhits

Press CREATE MACRO again to stop recording

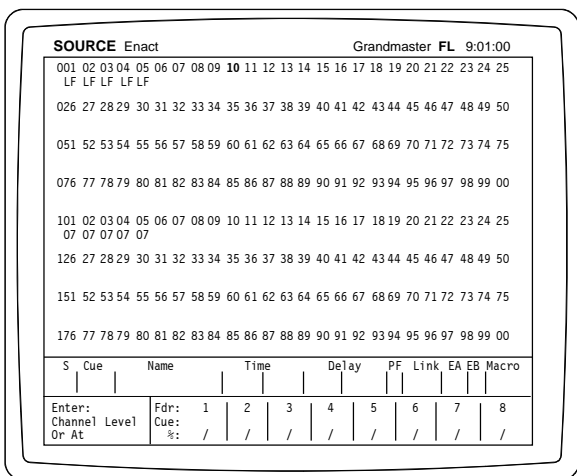
SAMPLE MACROS:



MISCELLANEOUS



Screen Colors:
 Headline White
 Profile Amber
 Levels Blue



Screen Colors:
 Manual Brown
 Fader #01-16 White
 Fader Done White FD
 Submaster #01-24 Blue
 Effect A Magenta EA
 Effect B Magenta EB

PROFILE SCREEN

DEFAULT PROFILE IN PATCH IS 1.

TO CHANGE INPUT SELECTION:

Use SELECT key to toggle through options which appear in window.

Level Input: Type level changes where desired.

Preheat: Type in lowest level.

Exponential: Type in exponential value.

Angle: Cursor to spot and enter value; the profile will calculate a linear rise from Zero to the value, and from the value to Full.

All changes will force the profile to recalculate the levels in between the 5% marks.

MANUAL INPUT:

Select Profile for modification. Position cursor in field over number to be changed.

Enter new number. Press *ENTER*.

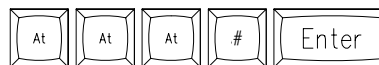
Position cursor in next field to be changed.

Enter new number in field.

ASSIGN PROFILE:

To assign Profile, go to Patch by Dimmer screen.

Enter Profile number to desired channel by pressing:

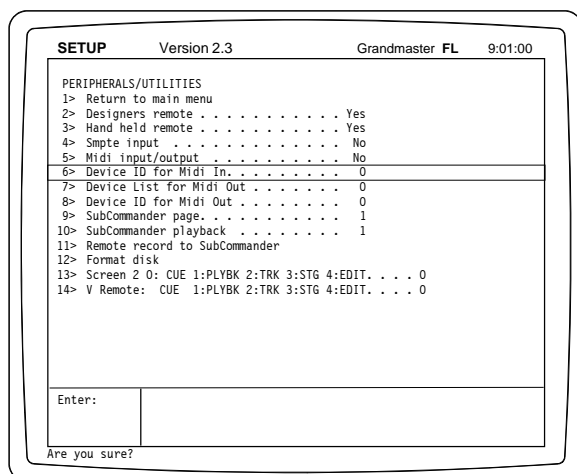
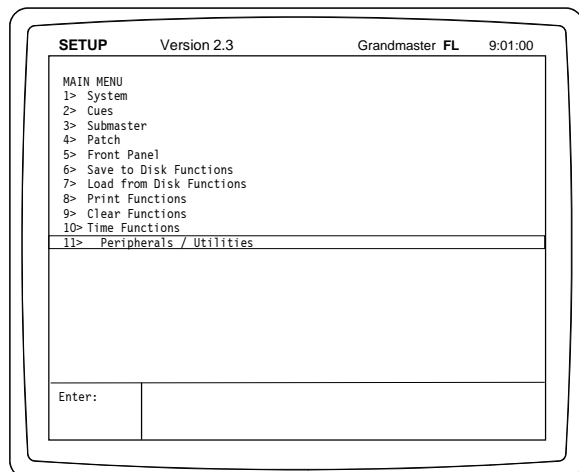


SOURCE SCREEN

The Source Screen shows what control is bringing up levels. By looking at the text and coloring, the user can tell if a submaster, cue or other control has brought up a channel level.



ACCESSORIES



REMOTE RECORD

The EnAct to SubCommander:

The EnAct has the capacity to automatically download any stage output to SubCommander's page and playbacks through the DMX signal transmission.

TO COPY STAGE OUTPUT TO SUBCOMMANDER:

- A. Set levels on channels manually.
 - or
 - Insert or merge Group, Submaster, Cue on stage.
 - or
 - Manually activate playback.
- B. Move Fader, Playback, or Grandmaster to output position.
- C. Press SET-UP key to activate Main Menu screen.
 - Press 11, ENTER. (Peripherals/ Utilities Menu)
 - Press 6, ENTER. (Selects page to remote record to Subcommander).
 - Press (1 thru 12) ENTER.
 - Cursor down.
 - Press (1 thru 12) ENTER to select assigned playback number.
 - Cursor down to 8, press ENTER to complete the record.

NOTE: Playback number will automatically advance to protect against record over.

REMOTE VIDEO (Optional)

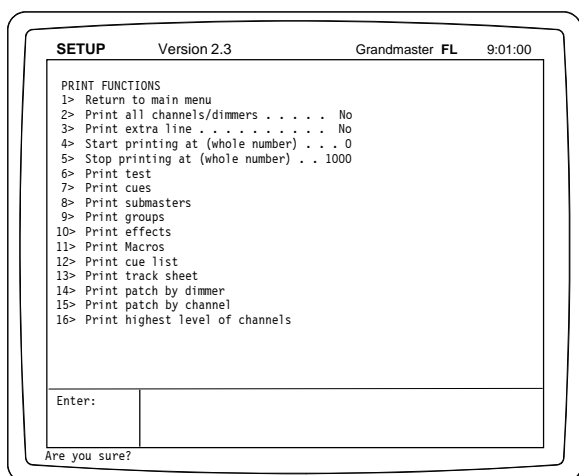
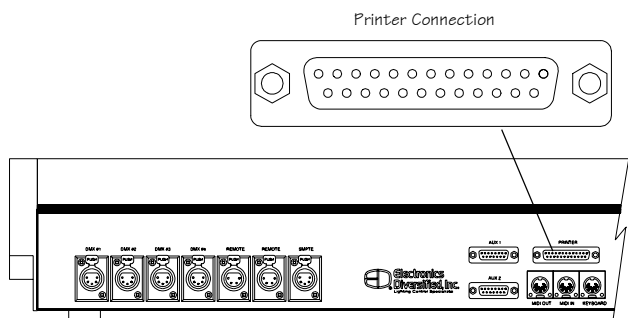
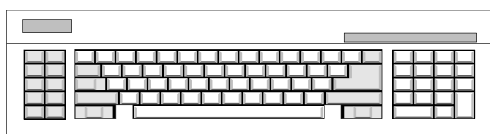
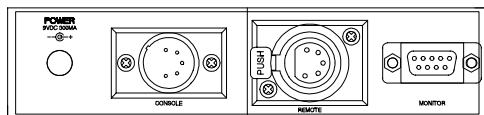
The console can be fitted to output the Super VGA signal to remote locations. (Distances greater than 25 feet).

When fitted with this option, the 6-pin XLR connector will output the signal.

When installed with a system, a remote video receiver is required to interface to a standard SVGA monitor.

NOTE: Handle with care!

ACCESSORIES



HOOK-UP

Connect 6-pin XLR from labeled video port at station or back of the console.

Connect SVGA monitor cable to DB 15-pin labeled Monitor.

Connect 120VAC power transformer cable to Power in position. Configure Video output (Item #3) on Peripherals/Utilities menu screen.

NOTE: (Item 11 in Set-up Main Menu screen accesses Peripherals/Utilities screen).

Switch 'ON' SVGA monitor.

KEYBOARD

The EnAct is designed to operate with any standard IBM PC/AT keyboard. (The EnAct XL is shipped with a keyboard as standard.)

If you encounter problems with using any keyboard, please contact the factory.

Some manufacturers of AT aftermarket keyboards have been known to be incompatible.

PRINTERS

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

Printers tested:

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. Set switch for line-feed on carriage return.

Turn Off power to printer.

Connect printer cable to console printer port.

Connect printer cable to printer output.

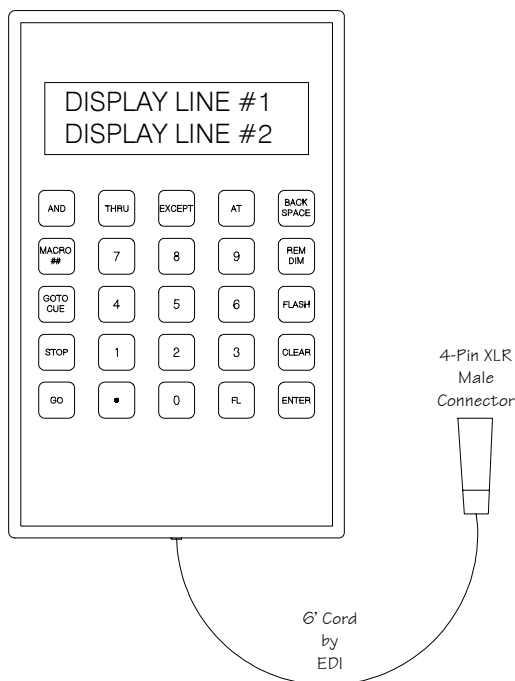
Turn on printer power.

Press Set-Up key. Set-up screen Main Menu (page 38) will appear.

Press Item #8 to access Print Functions screen.

Select items to be printed.

ACCESSORIES



HAND-HELD REMOTE

The EnAct Consoles support a Hand-Held Remote which can plug into the rear panel.

When connected, press Set-Up key. Set-up screen Main menu will appear.

Press item #11 to access Peripherals/Utilities screen.

Press item #3 to switch on HHR.

2-line liquid crystal display will appear.

OPERATION:

Two-line, 15-character display.

Numeric keys operate as numeric keypad.

Backspace -- Deletes one character from command line.

Rem Dim -- Forces all unselected channels to 0 level.

Flash -- Toggles between high and low levels established in Set-up.

Clear -- Clears Command line.

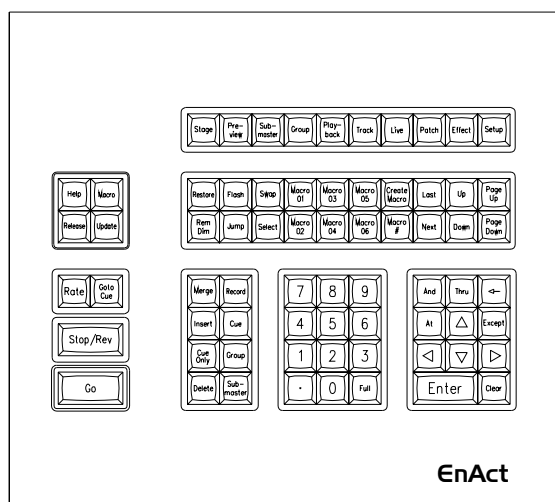
Macro ## -- Allows custom key strokes to be executed.

Go To Cue -- Routes new position to fader.

Stop -- Stops all fader action.

Enter -- Forces console to act on Command Line instruction.

NOTE: When console is in flash mode, the Decimal and Full keys will act as left and right cursors, respectively.



DESIGNERS REMOTE

The EnAct Consoles support a Designer's Remote console which offers duplicate keypad features remote from the control console. Coupled with EnAct's remote video capacity, the Designer's Remote offers the features of the console with interactive video support.

The Designer's remote is supplied with a 4-pin XLR connector on the rear output plate.

Connect this 4-pin XLR to a mated connector on a receptacle plate or on the back of the console.

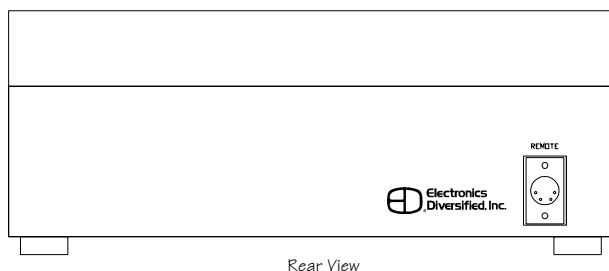
When connected, follow the instruction for connection of the Remote Video.

When complete, press SET-UP on the control console front panel.

Press item #11, ENTER (Peripherals/Utilities Menu).

Press item #2, ENTER (turns on Designer's Remote).

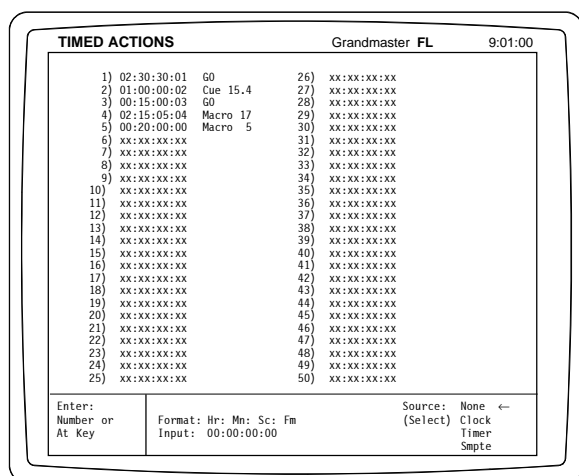
Designer's Remote is now available for operation.



Rear View



ACCESSORIES



MIDI (Optional)

The EnAct Consoles support Midi Show Control inputs based upon the protocol established by Richmond Sound, Vancouver, B.C., Canada.

The console will accept a stream of commands from a central console.

This way, multiple consoles can be operated remotely from a central position.

THE CONSOLE WILL RECEIVE THE FOLLOWING COMMANDS:

- _GO
- _Go to Cue
- _Stop
- _Resume (same as GO)
- _Timed Go (treated as Go to Cue Next Cue with Time)
- _Timed-Go to Cue
- _Set (only services channels)
- _Fire (Macro)
- _Reset (Go to Cue Zero)

THE CONSOLE WILL SEND THE FOLLOWING COMMANDS:

- _GO
- _Go to Cue
- _Stop
- _Timed-Go to Cue
- _Fire (Macro)

TO TURN ON MIDI:

Press SETUP.

Press Item # 11

Press Item # 5, toggle to YES

Cursor down to Item # 6, select ID number for console.

Please contact the factory for further details.

TIMED ACTIONS (Optional)

TO ENTER TIMES:

Cursor to desired spot and enter number.

TO ENTER ACTION:

When on a time, press AT.

This will toggle through the options of GO, CUE, and MACRO. On CUE and MACRO, enter number.

To sequentially arrange times, press MERGE.

To delete a time, press DELETE when on Time.

To toggle between source inputs, press SELECT.

ACCESSORIES

COMMON QUESTIONS

*NOTE: Items set in **BOLDFACE** must be set by operator before console use.*

1. How do I change all submaster handles to page 1?

In playback do the sequence MERGE, 1, ENTER.

2. How do I set a dimmer (5 for example) to be always at full?

In patch, do 5, AT, SELECT, AT, FL, ENTER.

3. How do I make a non-dim?

In patch, do 8, AT, AT, [.], 6, ENTER. When the channel goes above sixty percent the dimmer will go from zero to full.

4. How do I put channels on the wheel?

Select the desired channels, then press AT. If you want to control channels with no levels in them yet, change the setup flag "Wheel captures null levels" to Yes.

5. How do I make a macro live?

In any screen except Macro press CREATE MACRO, 6, ENTER. A red "Macro Recording" should be flashing on the top border of the screen. Any key pressed will be added to the Macro. To stop, press CREATE MACRO again.

6. Does a point cue mean anything?

No, it is just another cue.

7. How do I link cues out of sequence?

Place the desired cue number to go to in the LINK position in the cue.

8. How do multi-parts work?

It is best to look at it simply. If a cue has a multipart flag, that cue will load the same time as the previous cue. If there are cues 8, 9 and 10 where cues 9 and 10 are multi-parts, all three cues will be loaded on and started at the same time.

9. How does cue-only work?

One of the most important things to understand is how cue-only works. A cue-only will go to the next cue and set any levels that might have been changed to hard level, making the next cue unaffected from the record. When you record something cue-only, it does not affect future actions. So later on, if you make a change to that cue it will track into the next one if the next one is a tracking cue. If you want a cue to never have anything tracked into it, make it a Preset cue.

10. Are changes in Preview automatically recorded?

Yes, and so are changes recorded anywhere except for the Stage screen.

11. Explain how I delete cue-only and what it does.

Use the sequence DELETE, CUE, [5, CUE ONLY, ENTER, "Are you sure?" ENTER.

If any tracking levels were started in cue 5, this sequence will make these levels hard in the next cue. In other words, the following cue will not be affected by the deletion.

ACCESSORIES

COMMON QUESTIONS

12. How do I load a cue automatically on a fader?

In the cue's Up Time, press SELECT and it will display manual. When the cue is loaded on the fader, it will be as if you pressed the fader takeover button. Make sure that the fader handle is at zero, because the fade will jump to the handle level.

13. How do I record with submaster levels ignored?

Two ways: either use the sequence RECORD, 3, EXCEPT, ENTER, or change the setup switch "Record levels from Submasters" to OFF.

14. How do I do a quick time change on stage?

Press CUE or JUMP. This will place the cursor on the cue number of the cue on stage. To change cues either type in a new number or use the next/last buttons. Cursor or use the TIME button to move to the times. For example, to change the cue on stage's time to 8: CUE, TIME, 8, ENTER, ENTER.

15. What is a unit of memory?

It can be a Cue, Group, Submaster, Effect or Macro.

16. What's the difference between Insert and Merge?

MERGE will load a group's channels if they are higher than the existing levels, while INSERT will load the channels on top of any existing levels.

17. Can the wheel control the fade speed manually?

Yes: Press the Time button while in Stage. It will ask which fader you want to affect. Type a number, then press ENTER (or just Enter if you want all). The fader will now speed up and slow down according to how you move the wheel.

18. Can I write a macro to select setup options?

Yes: Macros are just a sequence of keyhits. If you can do something from the keyboard, then you can make a macro to do it for you.

19. Can a cue action change a patch table?

Create a macro that goes to setup and changes the active patch table. Then place that macro in a cue.

20. Is there a way to completely clear hardware memory?

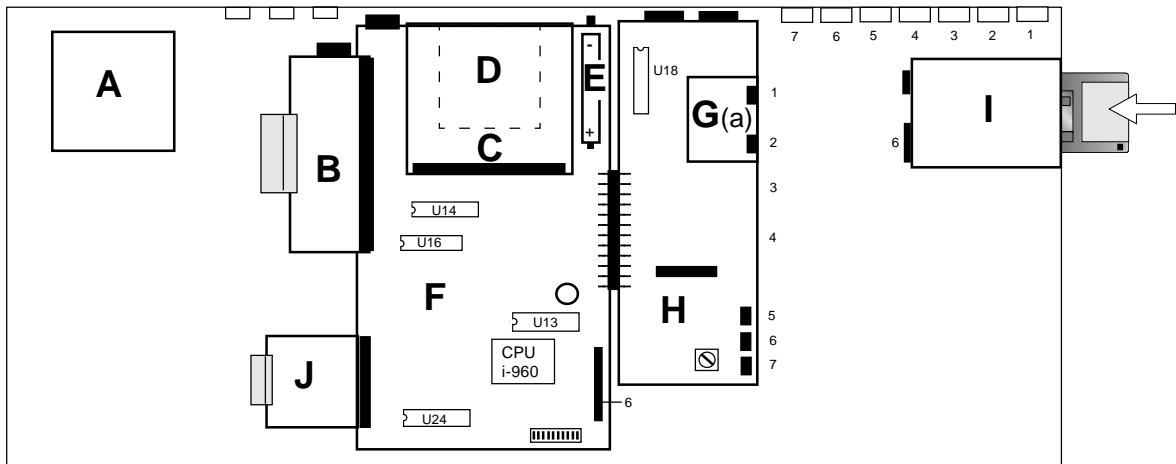
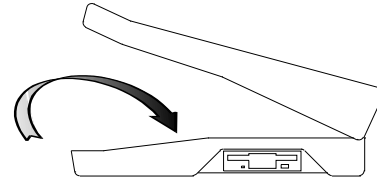
Next to the personality module there is a switch that slides to the side. On most consoles there is a little window by the personality module opening. Move this switch to the side while the power is off. Count to five and move it back. This will bring the internal RAM to ground clearing any information. The console will then boot up with the factory defaults.

21. Will the MIDI input work with my audio system?

No. The MIDI protocol is intended for use with Richmond Sound Stage Manager/Show Control applications commonly used by theme parks and large-scale entertainment venues. It is not a color organ.

ADDENDUM

ENACT CHASSIS



Legend:

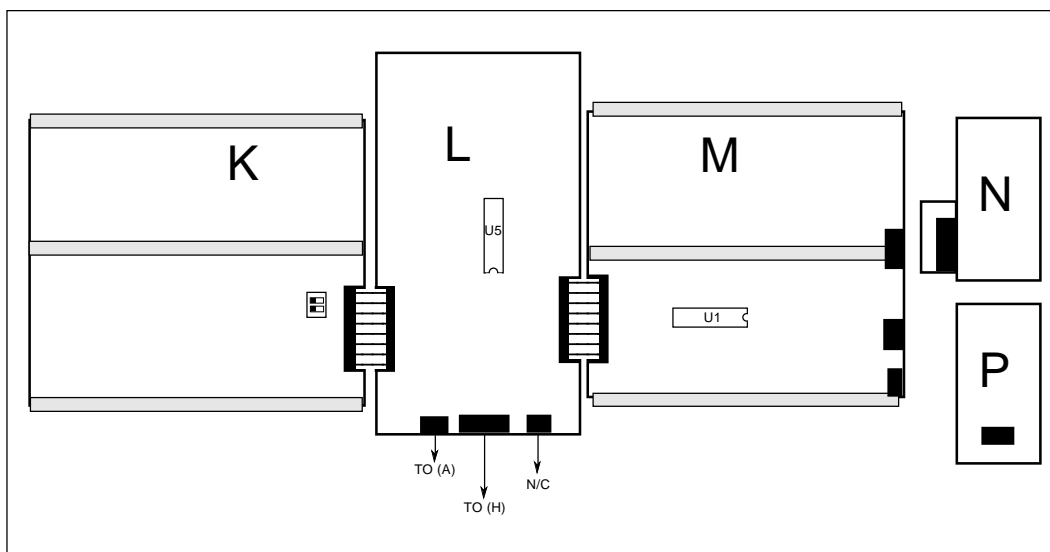
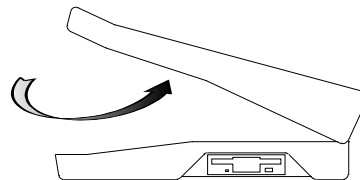
- Connector on Card
- Socketed ICU w/Direction Indicated
- Outline of Component
- Hidden Component
- CPU 10- Segment Display
- S2
- R23

DESCRIPTION	EDI PART NUMBER
A Power Supply	119-0046
B Video Card (1 or 2)	119-0062
C Expanded Memory (1. M)	903-3100
D Personality Module	670-8902
E Battery Back-Up Off-On Switch (S4)	146-0006 (Lithium AA)
F CPU Board	670-8906
G Optical Isolator	670-8908
H I/O Card	670-8907
I Disk Drive	119-0057
J Remote Video Card	670-8920






ADDENDUM

ENACT FRONT PANEL



Legend:

-  Dip Switch
-  Connector
-  Socketed IC (w/Direction Indicated)

DESCRIPTION	EDI PART NUMBER
K Submaster Card	670-8901
L Front Panel Fader Card	672-8905
M Keyboard	670-8903
N Wheel Assembly	019-0134
P Control Switches	019-0142



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 EnAct 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 Enact 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



