

# REDMX: QUICK GUIDE

## Console view

### Edit buttons

#### **Release button:**

it is used to stop the playback of

- a single register (release + register button)
- a single controller (release + flash controller button)
- All registers (release + Page)
- All controllers (release + Bank)
- All registers and controllers (press twice release button)

#### **Page button:**

It is used to select a new register page; the console is managing 24 pages, each one contains 24 cue list (or registers). To select a new page press the Page button and the register button corresponding to the required page at

the same time (or press the mentioned buttons in close succession)

### **Bank button:**

It is used to select a new controllers bank ; the console manages 24 banks each one contains up to 12 controllers (depending on the controllers setting). To select a new bank press at the same time the Bank button and the register button corresponding to the required bank (or press the mentioned buttons in close succession)

### **Clear button:**

If you press it once, it cancels the contents of the editor limited to the selected fixtures.

If you press it twice in close succession, it cancels all the contents of the editor and deselect all the fixtures (Clear all)

### **Hilite button:**

It is a double status button , alternatively it activates or deactivates the Hilite status. When the Hilite is active, on the fixtures selected in the editor is forced the Hilite palette. The Hilite is used mostly to create some cues

without dimmer information, in fact the operator is able to check the fixture reaction, due to the fact the Hilite palette switches on the fixture dimmer, but such information is not included in the editor, therefore it is not saved in the cue.

### **Locate button:**

It applies to the selected fixtures the Locate palette. It is normally used before starting the programming of a cue series.

### **Select button:**

It is used to display the current register or to select a new register.

Pushing the **select** button, the led of the current register is switched on; in this condition if you push the button of a new register, this one will become the new current register. You can select a new running register also pushing the Select key and the register button in close succession

NB: the selection of the running register is passing even when you push a register button to broadcast a cue; therefore the select button is needed to change the current register without broadcasting any additional cue.

### **Load button:**

It is used to load a cue or a palette in the editor for an eventual change. The Load button loads in the editor last selected cue or palette or pushed together with the flash button of a controller loads in the editor the controller cue (only if the controller is configured in “manual cue”)

### **Store button:**

It activates the Store Menu. When the store menu is active, you can save a palette (yellow buttons), a cue (brown buttons) or save the fixture currently saved as a new group.

Pushing the Store button at the same time together with a controller flash button you save the contents of the editor in the cue linked to the selected controller (only if the controller is configured in “manual cue”)

### **Update button:**

It saves last cue or palette loaded in the editor. While loading the console keeps memory of what is loaded in the editor, the Update button overwrites the cue or the original palette with the current contents of the editor.

### **Editr/Qlist button:**

Button that alternatively recalls the editor window and the cue list.

### **Menu button:**

It activates the contextual menu. The contextual menu allows the access to the specific functions of a particular window. In each window there are some buttons to recall the most used functions. For space or opportunity reasons the less frequently used functions are entered in the contextual menu.

### **Registers' buttons**

Pushing a register button you activate the first cue in the cue-list included in the register or you activate next cue if the cue list was already active (Go function); additionally this very last register becomes the current register.

They can be used together with Release, Select, Page and Bank buttons. (see **Edit buttons paragraph**)

### **Controllers**

The controllers can be individually configured in 3 different ways: Register Master, manual cue or group master. The controllers configuration can be done through the **controller configuration** window, which can be recalled from the **setup** menu.

Factory configuration foresees that all of them are settled as register master: it means that the registers from 1 to 12 will be equipped, apart from the Go button, also by a slider having the master function and by an additional button for the flash function. The remaining registers from 13 to 24 will have only the Go Button.

The two displays with ovetop scripts are organized in 12 sections and time by time they will give indications on the controllers status.

### **Grand Master and DBO**

The grand master slider attenuates the level of the only channels htp of the console (normally the channels which control the brightness of the fixture).

Pushing the button DBO (dead blackout) you will force immediately to zero the level of all the channels htp, which remain in that way until the button will be pressed.

### **Pan/tilt pointing**

For all pan and tilt pointing the console is providing you with a 38 mm trackball and 3 buttons: **Pan lock, Tilt lock and Fine**. The buttons Pan lock and Tilt lock are double status buttons which are allowing you to stop respectively the pan and tilt movements. The Fine button is a 3 status

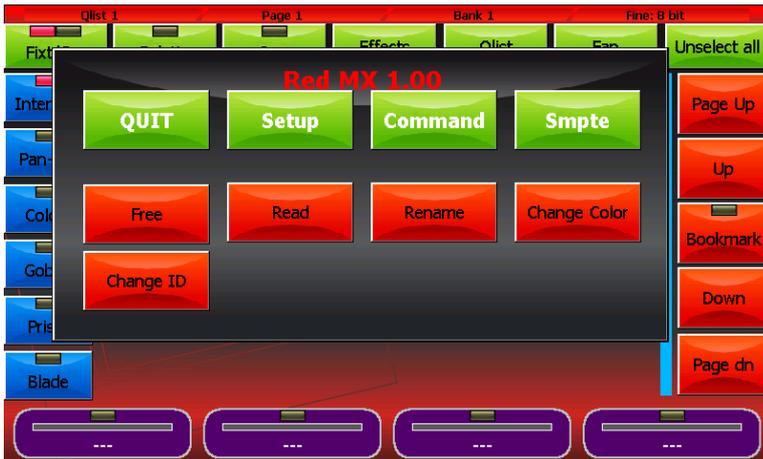
one which, if pressed several times activates 3 different sensibilities of the track ball: 8, 12 and 16 bit.

### **Encoder wheels**

The encoder Wheels are used in different ways depending on the active windows, but mainly they are used to modify the values or to make the scroll of names and/or objects lists. Time by time on the graphic display next to each wheel the function of the same wheel will be indicated.

## 1 – How to create a new show

The creation of a new show is passing inevitably by a configuration phase during which indications are given to the console according to various settings, but mostly you mention to the console the type and the number of fixtures which will be involved in the show. All these operations are accessible from the **Setup** menu, which at the same time can be easily recalled pushing the Menu button and selecting the **setup** button (always available in the contextual menu)



## 1.1 – Contextual Menu



## 1.2 Setup Menu

### How to add fixture to the library

The Console is fully compatible with the fixture FXR of Pilot 3000. To load one or more fixture you can copy the fxr files on a standard usb memory pen and then import them in RedMx. To do that you need first to create a FDFLIB in the

Usb memory which should contain the brands folders which finally will contain the fxr files.

Once the usb memory is ready, it should be inserted in the console usb port and then, using the Library Manager (Setup Menu of RedMx), you can import/copy the single files or complete folders.

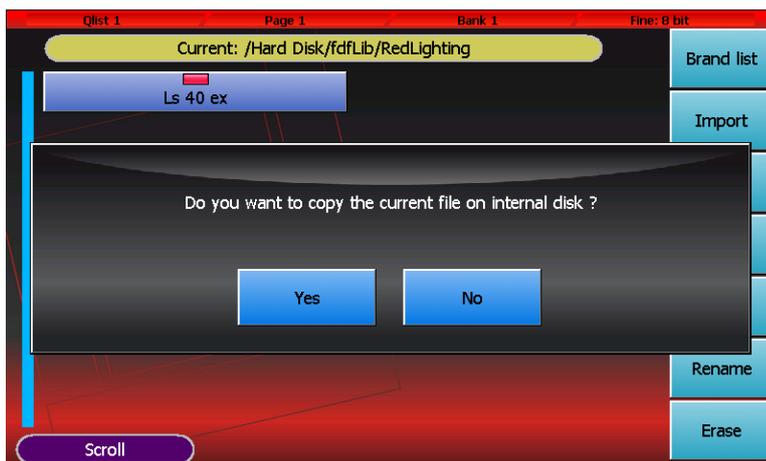
Example: we want to import the file RedLighting Ls 40 Ex.fxr

Assuming that the memory usb is seen as G: disk in our personal computer:

- 1) We create the folder **G:\FDFLIB** and then also **G:\FDFLIB\REDLIGHTING** and finally we copy the file **Ls 40 ex.fxr** in the folder **G:\FDFLIB\REDLIGHTING** just created.
- 2) We insert the usb memory in the console usb port, we push the **Menu** button to recall the **setup** menu and we select **Library manager**
- 3) From **Library Manager** we push the button **Menu** and then **USB disk**: all the folders available in FDFLIB will be displayed ; pushing the button **Redlighting** all the existing files in the folder **\FDFLIB\REDLIGHTING** will be displayed

4) Let's select our fixture pushing on the button *RedLighting* and then on the button *Ls 40 Ex.fxr*; the Ls40 led button will become red to confirm the selection

5) We push the button *Import* and confirm. In this way coming back on the internal disk (button ***Internal disk*** of the contextual menu) we will find the new fixture *Ls 40 ex* in the brand RedLighting



### 1.3 - Import of a fixture in the console library

### Fixture Patch

This window allows to indicate to the console which ones and how many fixtures are involved in the show and the information pertinent to the dmx addressing.

Pushing the button **Address Patch** from the *Setup Menu* the patch window is activated. This window is composed by 2 sections: left section is allowing us to surf in the fixture library, while right section is showing the fixtures already inserted in the show so that we can change them.

If, for example we would like to add 8 identical fixtures type *Ls 40 ex* , connected to the DMX 2 line and mapped one next to the other starting from the address dmx 120, we should first select in window left part the *RedLighting* and then later *Ls 40 ex* button; it will appear the window **Add fixtures** in which, using the encoder wheels , we will set 8 in the *Fixtures to add* , 2 in the *Dmx universe* field, and 120 in the *Dmx start add* field; lastly we should confirm pushing on the **Add fixtures** button.

Once this operation is done, the window *Add fixtures* will disappear and window right part will be populated with 8 buttons, one for each added fixture.



## 1.4 – Inserting of new fixtures in the show (*Add fixtures window*)



## 1.5 - *Address patch* window populate with 8 fixtures Ls 40 ex

## 2 - cue-list

The console manages 24 pages of 24 registers, each one of them contains a cue-list, which, itself can include, in the easiest way, only one cue or maximum 99 cues.

The creation or the change of a cue is passing by the editor window (or simply by the editor); the editor allows to adjust all the attributes of all the fixtures of the show and to save the values as register cue, as controller cue or as palette.

## **Editor**

The editor allows to adjust all the parameters of all the fixtures. To modify a parameter of one or more fixtures you have to select first the involved fixtures pushing in the fixture's buttons (editor in fixture mode) or pushing in the groups buttons (editor in groups mode) and then, using left buttons, you select the attributes family you want to modify and lastly, by the wheels, we fix the values.

Each fixture and groups button has 2 "leds"; left led is used to indicate if all fixture/group channels are under the editor control (green led), only some of them (orange led) or if the editor is not controlling any channel (led switched off); left led is showing if the fixture is selected or not, while in case of groups, if any, some or all the group

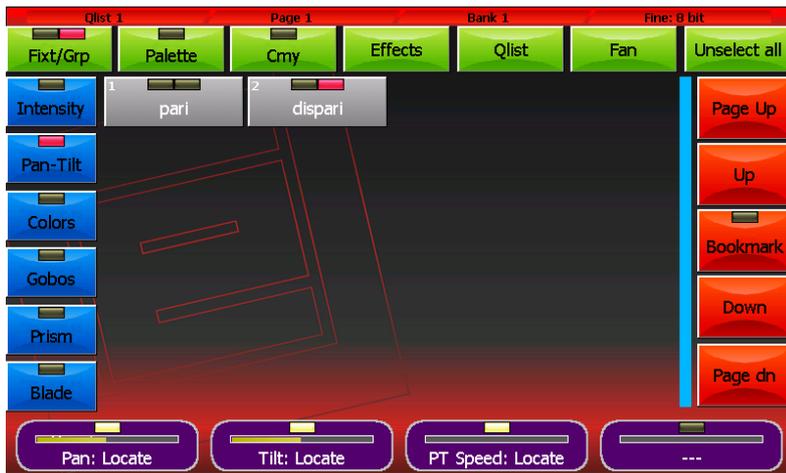
fixtures are selected (respectively led switched off, yellow and red)

Pushing the button **Fixt/Grp** on top on the left , alternatively you pass from the fixture to groups display.

*Clear* button cancels the editor contents pertinent to the selected fixtures. Pushing the same button twice in close succession ALL the editor contents are cancelled



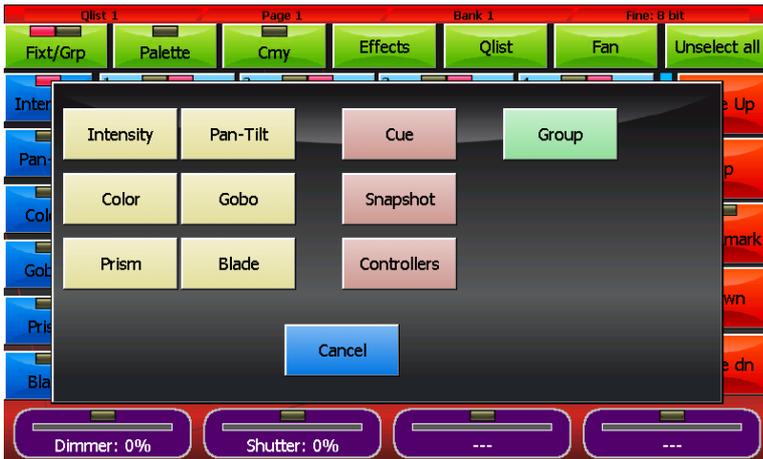
## 2.1 – Editor: fixture display mode



## 2-2 Editor: groups display mode

### Save of a new Cue

When you want to save a new cue, you should push the **Store** button to activate the Store menu and then select the Cue button; in this way a new cue will be toned up to the current register in which the editor contents will be copied.



## 2.3 – Store Menu

Pushing the Qlist button on the top of the editor, the cue-list window is activated



## 2.4 – cue-list window

Selecting one or more cues and moving encoder wheels it is possible to modify the timing of Delay, Fade-in, Wait and Fade-out of each cue; if you leave out the Wait and Fade-out times, the cue is still controlling the channels until a second cue is occurring or you settle the Release of the register.

## Palette

The palette are pre-arranged memories which are speeding up the programming; each fixture has normally some already prepared palette in the file fxr, but the user can create new customized palette. The preparation of the pan-tilt palette is very useful, so that, once the palette preparation job is finished, the pointing of the fixture is passing simply selecting the needed fixture and pushing on the palette of the requested position.

To recall the palette window, you need only to push the ***Palette*** button located in the editor high part.

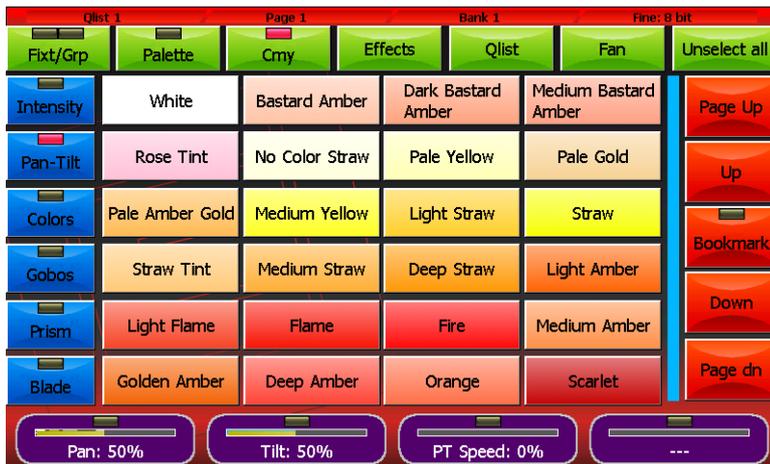
To save a new palette, you recall the Store menu pushing the Menu button and then you select one of the yellow buttons pertinent to the values family that we want to save; in fact, when we save a palette not the whole editor contents are saved, but only the parameters values that belongs to the same family of the pushed button. The palette, as the fixture parameters, are organized in 6 “families”: Intensity, Pan/tilt, Colors, Gobos, Prism and Blade; the displayed palette in the windows are the ones

pertinent to the running family ( which can be modified pushing the left buttons on the display) and ONLY the ones pertinent to the selected fixtures. Only if no fixture is selected, all the fixtures of the running family are displayed.



## 2.5- Palette Pan-Tilt window

The console contains also 4 pre-selected palette sets ((Chris, Gam, Lee and Rosco) which can be used on all the fixtures which have mixed coloured fixtures RGB or CMY. The running set can be selected in the **General options** windows reachable from the Setup menu



## 2.6 – Pre-selected Palette Rosco

### Playing or broadcasting a new cue

To activate a cue you need only to push on the pertinent register button. Each time that a register key is pushed, the next cue is activated and once you reach last cue, the console starts from the first one.

The registers master is fixed at 100% apart from the registers which have the respective controller selected as register master, in this case the slider is becoming the register master.

When 2 cues belonging to 2 different registers are disputing for the same channel, the console is using the following criteria:

- If the Channel is LTP the principle LTP is always applied ( the priority is given to the more recent cue)
- If the channel is HTP the principle LTP or HTP is applied (the priority is given to the higher value) as mentioned in the ***Playback mode*** field in the ***General options*** window (Set-up Menu)

### **Store Menu**

The Store menu, which can be activated pushing the Store button, is allowing you to save different types of objects.

### **Intensity, Pan-Tilt, Color, Gobo, Prism and Blade buttons**

It saves the editor contents, within the limits of the selected parameters, in a new palette of the same type.

### **Cue button:**

it saves the editor contents, tagging it along as a new cue in the running register

### **Snapshot button:**

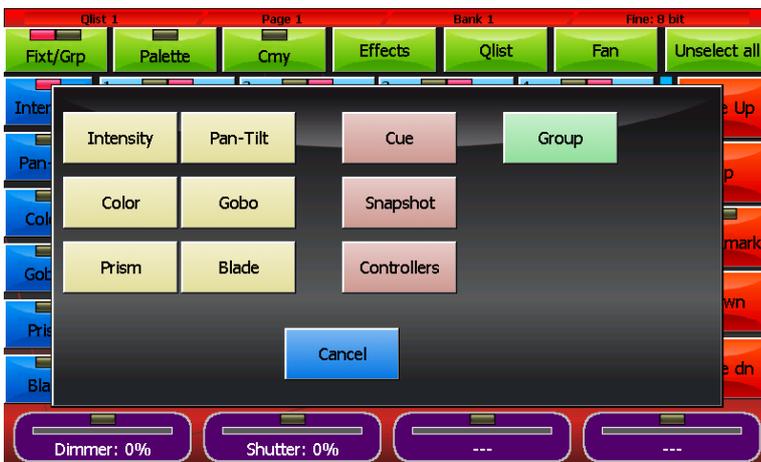
it saves the status of the channels which are controlled by registers and controllers, tagging it along as a new cue in the running register

### **Controllers button:**

it saves the status of the channels controlled by the controllers, tagging it along as a new cue in the running register

### **Group button:**

it creates a new group containing the selected fixtures



## **Technical console specifications**

### **INTERFACE**

- **7' 800x480 pixel Colour touch screen Monitor with a powerful and intuitive graphic interface**
- **2 72 characters back lighted LCD Display (2 lines x 36 characters) for the sliders configuration display**
- **12 led keys for direct access to the playback and programming functions**

- **12 Sliders with individual setting button as playback master,group master,manual cue**
- **24 keys for direct access to the playback registers.**
- **4 encoder wheels for the control of the attributes during the programming and control of the effects in the playback phase.**
- **38mm Trackball for the immediate and precise control of the PAN and TILT movements**
- **pan lock key- tilt lock key – end pan/tilt key 8-14-16 bit**
- **Slider Gran Master + DBO key.**

## **FEATURES**

- **powerful graphic interface able to settle nimbly the programming and the playback with a maximum of 576 Cue-lists (organized in 24 pages of 24 cue lists) having each one a maximum of 999 Cues**

- **2048 Channels on 4 self-standing DMX universes independent for the dimmer and/or motorized projectors management**

**2 of them available at the same time on xlr 5 poles connectors and xlr 3 poles connectors (under request 6 DMX universes outlet Art-Net)**

- **Playback until 24 cue lists at the same time**
- **Advanced Shape engine .**
- **Personalities upgradable library.**
- **6 programmable Palettes families for a quick and flexible programming of the intelligent projectors**
- **Pre-programmed Chris/Gam/Lee/Rosco Palette which can be used on all the units with colour mixing RGB or CMY**
- **Cues: max 999 for each playback register**
- **Maximum number of storable cue for each show 9999**
- **1 flexible led light**
- **85-265 volt universal internal power supply**
- **Electronic equipped by microprocessor at 454 Mhz with 128 MB RAM**
- **internal SD card 4GB memory to save libraries and user data**

## **CONNEXIONS**

- **2 xlr 5 poles plug: 2x Dmx Out**
- **2 xlr 3 poles plug: duplication Dmx out**
- **1 rj 45 plug: artnet**
- **1 xlr 5 poles plug : DMX In**

- **1 xlr 3 poles plug: SMPTE in**
- **3 din plugs: Midi In/Out/Thru**
- **2 rj 11 plugs: Expansion out 1-2**
- **1 USB plug: for backup functions on external usb mass storage**
- **a USB to light plug**

**The mentioned specifications and characteristics have to be considered as preliminary and may be subject to modifications .**