

acclaim 300 series
Lighting control system
Version 2.12

User Manual

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chapter 1

introduction

Welcome to *Acclaim 300* from Electronic Theatre Controls. *Acclaim 300* combines easy-to-use manual control with sophisticated electronic features. The *Acclaim 300* is available in four versions, each with a different channel configuration.

- Model AC/312, with 12 control channels in two-scene mode and 24 control channels in single-scene mode
- Model AC/324, with 24 control channels in two-scene mode and 48 control channels in single-scene mode
- Model AC/336, with 36 control channels in two-scene mode and 72 control channels in single-scene mode
- Model AC/348, with 48 control channels in two-scene mode and 96 control channels in single-scene mode

*Note: Each model is also available with a high speed enhancement that features increased processing speed. Acclaim 300 consoles with this feature have the letters **HS** after the model number.*

This chapter provides an orientation to the *Acclaim 300* console and the *Acclaim User Manual*. It includes the following sections.

- *Acclaim 300* features
- Using this manual
- Text conventions
- Operations overview
- Pile-on convention
- Getting help
- Customer service

Acclaim 300 features

Acclaim 300 is a two-scene console that provides the following features:

- Independent faders to control timed and manual crossfades
- Single- or two-scene operation
- Proportional softpatch that accommodates up to 512 dimmers
- Eight manual faders that control as many as 64 programmed submasters
- [Solo] and bump buttons
- Programmable chase function
- Programmable memories

Using this manual

This manual describes how to use *Acclaim 300*'s features. The following chapters are included:

<i>Chapter 1 Introduction</i>	<i>Acclaim 300</i> capabilities, <i>User Manual</i> conventions and customer support.
<i>Chapter 2 Installation</i>	Instructions for installing <i>Acclaim 300</i> , monitor and printer.
<i>Chapter 3 Entering softpatch and system settings</i>	Instructions for assigning dimmers to control channels and selecting console options.
<i>Chapter 4 Learning the basics</i>	Tutorials on creating scenes, single- and two-scene operations, and working with submasters.
<i>Chapter 5 Learning advanced techniques</i>	Tutorials on working with more advanced <i>Acclaim 300</i> features, including memories and chases.
<i>Chapter 6 Using diskette options</i>	Instructions for using diskette options.
<i>Chapter 7 Acclaim 300 accessories</i>	Instructions for using monitor and printer.
<i>Chapter 8 Reference</i>	Descriptions of console features in alphabetical order.
<i>Appendix A Specifications</i>	<i>Acclaim 300</i> technical specifications.
<i>Appendix B Error messages</i>	<i>Acclaim 300</i> error messages.

Text conventions

In this manual, references to console buttons are enclosed in square brackets, for example [Chase]. Further explanation of the button's function may be enclosed in parentheses after the bracketed word. Slider settings are printed in bold type, e.g., **10**. References to other sections of the manual are printed in italics, e.g., *Chapter 1, Introduction*.

Pile-on convention

Acclaim 300 uses a pile-on convention, rather than last-action convention, to determine output levels for channels. This means that *Acclaim 300* reads all output levels it receives for a specific channel and sets that channel to the highest of these levels.

For example, assume a channel is included in a submaster. If a channel is also included in an active scene, *Acclaim 300* sets the channel at the greater of the two settings.

Getting help

Help messages are available for most *Acclaim 300* keys. To display help messages:

1. Press [Help].
2. Press any button on the console. *Acclaim 300* displays a description of the button you pressed in the LCD Operator Display. The message remains on the screen for five seconds.

Customer service

If you have problems with your console, please follow these steps:

1. Refer to the manual for instructions.
2. If you do not find the answer in the manual, call your local dealer or Electronic Theatre Controls for customer service. Please have the following information available before you call:
 - Console model and serial number
 - Dimmer installation type

To reach Electronic Theatre Controls' customer service department call 800/775-4382 Monday through Friday, from 9:00 AM to 5:00 PM Central Standard Time. If you call for emergency service after hours or weekends, your call will be answered electronically and forwarded to a service representative who will contact you as soon as possible.

Address all correspondence about the *Acclaim 300* to:

Electronic Theatre Controls, Inc.
Customer Service Department
3030 Laura Lane
Middleton, WI 53562

chapter 2

installation

This chapter provides installation instructions for the *Acclaim 300*, including the following procedures:

- Installing your *Acclaim 300* console
- Connecting dimmers to the *Acclaim 300*
- Installing optional monochrome monitor
- Installing optional parallel printer

Acclaim 300 back panel illustration

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Installing your console

To install your *Acclaim 300*, follow these steps:

1. Place console on a hard, stable, flat surface with at least six inches of space behind it for ventilation and cable clearance. Console should be at least six feet away from dimmers and high-current AC lines.
2. The *Acclaim 300* power switch is a three-position, key switch, located on the console's front panel. Turn it to the **Off** position.
3. Insert the female end of the console power cord in the connector labeled **AC In** on the back panel.
4. Insert the male end of the console power cord in a grounded 120V AC outlet. For 220V AC operation, consult Electronic Theatre Controls.
5. Turn the key to its **On** position to work with the console.

Attaching dimmers

The *Acclaim 300* back panel has one dimmer output port for DMX512 dimmers. Pinout information is provided below.

Digital DMX512 output

Connector

XLR 5-pin female

Pinout

- 1 Common
- 2 Data (-) (DMX512)
- 3 Data (+) (DMX512)
- 4 No connection
- 5 No connection

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Installing monitor

Acclaim 300 supports an optional monochrome monitor. The monitor uses a standard TTL interface via a 9-pin D connector. AC power for the monitor is available through an auxiliary receptacle on the console's back panel labeled **AC Out**.

To install the monochrome monitor, follow these steps:

1. Make sure the console and monitor are both turned **Off**.
2. Insert the monitor power cord into the connector labeled **AC Out** on the back panel.

*Warning: If you do not use the **AC Out** connector on the console's back panel you must not turn the monitor on until after you have connected it to the console.*

3. Insert the video cable into the connector labeled **Monochrome CRT** on the back panel.
4. Turn console **On**.
5. Turn monitor **On**.
6. Press [Setup]. Display reads:

Setup Utility		
DISK	PRINT	CONFIG

7. Press [F3] (Config); display reads:

Select Setup Desired		
PATCH	CONSOLE	QUIT

8. Press [F2] (Console) then press [F1] or [F2] until display reads as below.

13 CRT display	OFF
LAST	NEXT CHANGE

9. Press [F3] (Change) to select **On** or **Off**. Selecting **On** activates the console's monitor interface; selecting **Off** disables the monitor.
10. Press [Setup] again to enter your selection and leave Setup Utility. Display returns to Crossfade view.

Monitor pinout

Console connector

DB-9 male

Pinout

- 1 Common
- 2 Not connected
- 3 Not connected
- 4 Not connected
- 5 Not connected
- 6 Intensity
- 7 Video
- 8 Horizontal sync
- 9 Vertical sync

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Installing parallel printer

Acclaim 300 supports an optional parallel printer. The printer uses a Centronic interface on a standard 25-pin, D connector.

To install the parallel printer, follow these steps:

1. Turn console **Off**.
2. Insert the printer cable into the connector labeled **Parallel printer** on the back panel.
3. Turn console and printer **On**.

Printer pinout

Console connector		Printer connector	
DB-25 female		Centronics D-36	
Pinout	Signal	Pinout	
1	STRB	1	
2	D0	2	
3	D1	3	
4	D2	4	
5	D3	5	
6	D4	6	
7	D5	7	
8	D6	8	
9	D7	9	
10	ACK	10	
11 to 22	Not used	11 to 22	
18 to 25	Common	23 to 30	
	Not used	23 to 30	

chapter 3

entering patch and system settings

The first steps in using the *Acclaim 300* are creating your softpatch and selecting system settings. This chapter includes the following instructions:

Acclaim 300's softpatch capability gives you complete flexibility in assigning dimmers to control channels. It allows you to select a default one-to-one softpatch setup, or to create a custom softpatch.

Softpatch also allows you to proportionally patch individual dimmers to channels. For instructions on proportional patching see page [XX](#).

Acclaim 300 system settings allow you to control the brightness and contrast of the console's two LCD displays, and to disable features you are not using. See page [XX](#) for instructions on selecting console settings.

You will use *Acclaim 300's* three function buttons in a variety of console operations. Labeled **F1**, **F2** and **F3**, they are located at the center of the keyboard just below the LCD Operator Display. The purpose of the function buttons varies depending on the operation in progress. Text displayed over each button in the LCD Operator Display identifies the role of the buttons at any given time. For further clarification, press [Help], then press the function key in question.

Getting Help

Press the [Help] button in the Patch keypad to access *Acclaim 300's* eight softpatch help screens. Help messages are displayed in the LCD Patch Display. Press [Plus] to move forward through screens or [Minus] to return to previous screens. Press [Help] again to leave the Help facility.

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Entering default one-to-one softpatch

The one-to-one softpatch assigns dimmer 1 to channel 1, dimmer 2 to channel 2, and so on. If you have more dimmers than channels, the default setting assigns the first extra dimmer to channel 1, the second extra dimmer to channel 2, and so on.

Follow these steps to create a one-to-one softpatch:

1. Press [Setup]. Display reads:

Setup Utility		
DISK	PRINT	CONFIG

2. Press [F3] (Config); display reads:

Select Setup Desired		
PATCH	CONSOLE	QUIT

3. Press [F1] (Patch). One of six patch option screens appears in the LCD Operator Display. Use [F1] (Last) and [F2] (Next) to scroll through the patch options until screen reads as below.

6	Set	Default	Patch	NO
	LAST		NEXT	CHANGE

4. Press [F3] (Change) until display reads:

6	Set	Default	Patch	YES
	CONFIRM			QUIT

5. Press [F1] (Confirm) to confirm your choice, or press [F3] (Quit) to return to previous screen.
6. Press [Setup] to enter the default softpatch and return to regular operation.

Note: All dimmers are automatically set at the default output level in the default softpatch. The factory-set default is 100 percent. For information on changing the default level see page [XX](#).

Setting default output level

When you use default softpatch, the default output level assigned to each dimmer is set by the default level assignment.

The factory-set default level is 100 percent. Follow these steps to change the default output level. Once you have entered the new default output level, you must reconfigure your softpatch to incorporate the new default level. Follow the instructions in *Entering default one-to-one softpatch* on page XX to enter the new default softpatch.

1. Press [Setup]. Display reads:

```
Setup Utility
DISK          PRINT          CONFIG
```

2. Press [F3] (Config); display reads:

```
Select Setup Desired
PATCH          CONSOLE    QUIT
```

3. Press [F1] (Patch).
4. Use [F1] (Last) and [F2] (Next) to scroll through options until display reads as below.

```
4 Default Level          95
LAST                     NEXT          CHANGE
```

5. Press [F3] (Change); display reads:

4	Default	Level	95
DOWN		UP	SET

6. Press [F1] (Down) or [F2] (Up) to decrease or increase the output level displayed in the upper right hand corner of the display.
7. Press [F3] (Set) to set the new default level, then follow steps to assign default softpatch to reconfigure the softpatch with the new default output. See page to review procedure.
8. Press [Setup] to return to regular operation.

Creating custom softpatch

The following sections deal with creating a custom softpatch.

- Using channel zero
- Entering numbers of channels and dimmers
- Softpatching dimmers to channels

Hint: If you use the same softpatch for several shows, create the softpatch, and record it on a diskette before you start recording submasters, memories or chases. Label the diskette Standard Patch. When you start your next show, load the Standard Patch show into the console, and then create the rest of your show. See page [XX](#) for information on saving a show on diskette.

Entering numbers of dimmers

Before you begin custom softpatching, you should enter the number of dimmers you have. This information is entered using the LCD Operator Display. To enter number of dimmers, follow these steps:

1. Press [Setup]. LCD Operator Display reads:

Setup Utility		
DISK	PRINT	CONFIG

2. Press [F3] (Config); display reads:

Select Setup Desired		
PATCH	CONSOLE	QUIT

3. Press [F1] (Patch). One of six patch option screens appears in the LCD Operator Display.
4. Use [F1] (Last) and [F2] (Next) to scroll through the setup options until display reads:

1	Number of Dimmers	512
LAST	NEXT	CHANGE

Note: This example shows 512 dimmers. Actual dimmer options are 48, 96, 144, 192, 240, 288, 336, 384, 432, 480, or 512. The number in the upper right hand corner indicates the number of dimmers.

5. Press [F3] (Change) to scroll through the choices of dimmer numbers. If the number of dimmers you have does not match one of the choices, choose the first number larger than the number of dimmers you have.
6. Press [Setup] to confirm your choice.

Using channel zero

Channel zero works as a holding area for dimmers. You may choose to begin softpatching by assigning all dimmers to channel zero, then selecting dimmers or dimmer groups from channel zero, and reassigning them to other channels. .i.Softpatch:channel

Follow these steps to assign dimmers to channel zero:

1. Press [Clear] until LCD Patch Display reads:

```
DIMMER=
```

2. Use the numeric keypad to enter dimmer numbers.

Use [Thru] to select range of dimmers. For example, press [1] [Thru] [5][1][2] if your system has 512 dimmers. *Acclaim 300* will not allow you to enter a number higher than the number of dimmers entered in your system setup.

3. Press [Enter].
4. Press [0] to assign dimmers 1 through 512 to channel zero. Display reads:

```
DIMMER = 1 - 512  
CHANNEL = --
```

5. Press [Enter] to confirm your choice.

All dimmers are assigned to channel zero. Now you can use the Patch display and keyboard to assign dimmers to channels and create your custom softpatch.

Patching dimmers to channels

A dimmer can only be patched to one channel at a time. Follow the steps below to create a custom softpatch.

1. Press [Clear] until LCD Patch Display reads:

DIMMER=

2. Use numeric keypad to select dimmers to assign to a single channel.

To select a single dimmer:

- a) Enter the dimmer number.

To select a range of consecutive dimmers:

- a) Enter beginning dimmer number.
- b) Press [Thru].
- c) Enter the ending dimmer number.

To select a discontinuous set of dimmers:

- a) Enter a dimmer number.
- b) Press [And].
- c) Enter additional dimmer numbers, pressing [And] between each.

Shortcut: Combine [And] and [Thru] commands to select a combination of dimmers. For example, press [1] [Thru] [5] [And] [1][0] [Thru] [2][0] to select one through five and 10 through 20.

3. Press [Chan], then enter the channel number to which you want to assign selected dimmers. Press [Enter].
4. To patch remaining dimmers, repeat steps 2 and 3.

The instructions above explain how to patch dimmers without changing output levels. See instructions on page XX for instructions on setting individual dimmer output levels. See page XX for instructions on changing default output level.

Additional patching features

These softpatch features are described on the following pages:

- Proportional patching
- Setting individual dimmer outputs
- View by dimmer
- View by channel

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Proportional patching

Acclaim 300's softpatch lets you proportionally inhibit individual dimmer output levels. Dimmers default to full intensity unless you inhibit them.

Proportionally inhibiting the output level of a dimmer limits the intensity level of the dimmer to a level less than 100 percent.

A dimmer set at a given output level and assigned to a channel, outputs at a level proportionate to the channel output setting. For example, if you set a dimmer at 60 percent, when you set that channel to full in a scene, submaster, memory or chase, the dimmer will output at 60 percent.

To inhibit individual dimmer levels, follow these steps:

1. Press [Clear] until the display reads:

DIMMER=

2. Enter desired dimmer number, or select a group of dimmers by using [And] and [Thru] in conjunction with dimmer numbers.
3. Press [At], and enter desired intensity level for dimmer. There are several ways you can set the output level.
 - Use the numeric keypad to enter the level. (Then use [Plus] and [Minus] to raise or lower the level.)
 - Press [Full] to set the output at 100 percent. (Then use [Plus] and [Minus] to raise or lower the level.)
 - Press [N-Dim] to assign a non-dim output level to the dimmer. (See page [XX](#) for more information on Non-Dim.)

Note: When you press [At], the current output level is displayed. If you select dimmers with different output levels, when you press [At], the level of the highest dimmer number is displayed and flagged with an asterisk ().*

4. Press [Dim] to enter the new dimmer output levels.

Using Non-Dim

Non-Dim is a dimmer output option that allows you to use a dimmer or dimmers to operate devices that require power to be turned on and off rather than turned on and then variably controlled. When dimmer output is set at Non-Dim, its output level is held at zero percent until the controlling slider reaches **5**. At **5** (50 percent), the output level goes to full. Non-Dim can be especially useful for controlling a practical or for devices such as smoke pots that do not function effectively when controlled with a dimmer.

Follow these steps to assign Non-Dim output to a given dimmer:

1. Press [Clear] until the display reads:

```
DIMMER=
```

2. Press [1][0] to select dimmer 10. Display reads:

```
DIMMER = 10
```

Note: Dimmer 10 is used here as an example.

3. Press [At][N-Dim]. Display reads:

```
DIMMER = 10 @ ND
```

4. Press [Dim] to record your choice and return to the previous screen.

Using [Set] and [Out] to unpatch individual dimmers

Both [Set] and [Out] allow you to unpatch a specific dimmer and temporarily reset its output to a predetermined default level independent of channel output levels.

[Set] is generally used to unpatch and reset a dimmer at a relatively high intensity below 100 percent. The factory-set default for [Set] is 95 percent. [Set] is ideal for running dimmer checks and controlling a light that you want to stay on all the time, and that you do not want to be affected by console output.

[Out] is generally used to unpatch and reset a dimmer at a relatively low intensity without turning it off. The factory-set default for [Out] is 5 percent. [Out] is often used for controlling lights that need to stay off at all times and that will not be affected by console output, including Grandmaster or Blackout. See page XX for instructions on changing default levels for [Set] and [Out].

Using [Set]

Follow these steps to use [Set]:

1. Determine which dimmer you want to unpatch.
2. Press [Clear] until the display reads:

DIMMER=

3. Enter desired dimmer number, or use [And] and [Thru] to select a group of dimmers.
4. Press [Set]. Specified dimmer is unpatched from its assigned channel and its output is set at the [Set] output level. Other dimmers patched to the channel are unaffected.

Note: Pressing [Plus] unpatches the next consecutive dimmer and sets its output at [Set] level. Pressing [Minus] unpatches the previous consecutive channel and sets its output at [Set] level.

5. To repatch dimmer currently in [Set] mode press [Enter] . Dimmer or dimmers are restored to their original softpatch assignment.

Changing [Set] default level

The default value assigned to [Set] is 95 percent. Follow these steps to change the default value for [Set]:

1. Press [Setup]. Display reads:

Setup Utility		
DISK	PRINT	CONFIG

2. Press [F3] (Config); display reads:

Select Setup Desired		
PATCH	CONSOLE	QUIT

3. Press [F1] (Patch).
4. Use [F1] (Last) and [F2] (Next) to scroll through the setup options until display reads:

2	Set Level	95
LAST	NEXT	CHANGE

5. The number in the upper right hand corner of the display represents dimmer output level. Press [F3] (Change) to change the output level dimmer. Display reads:

2	Set Level	95
DOWN	UP	SET

6. Press [F1] (Down) and [F2] (Up) until the desired output level is displayed in the upper right hand corner of the display.
7. Press [F3] (Set) when the desired output level is displayed.
8. Press [Setup] again once you have made your selection. Display returns to Crossfade view.

Using [Out]

[Out] lets you unpatch a specific dimmer, and reset its output without affecting the output of other dimmers patched to the same channel. Follow these steps to use [Out]:

1. Determine which dimmer you want to unpatch.
2. Press [Clear] until the display reads:

DIMMER=

3. Enter desired dimmer number, or use [At] and [Thru] to select a group of dimmers.
4. Press [Out], specified dimmer is unpatched from its assigned channel and its output is set at [Output] output level. Other dimmers patched to the channel are unaffected.

Note: Pressing [Plus] unpatches the next consecutive channel and sets its output at [Out] level. Pressing [Minus] unpatches the previous consecutive channel and sets its output at [Out] level.

5. Press [Enter] to repatch dimmer. Dimmer or dimmers are restored to their softpatch assignment.

Changing [Out] default level

The default value assigned to [Out] is 5 percent. Follow these steps to change the default value for [Out]:

1. Press [Setup]. Display reads:

Setup Utility		
DISK	PRINT	CONFIG

2. Press [F3] (Config); display reads:

Select Setup Desired		
PATCH	CONSOLE	QUIT

3. Press [F1] (Patch). One of six numbered screens appears in LCD Operator Display.
4. Use [F1] (Last) and [F2] (Next) to scroll through the setup options until display reads:

3	Out Level	5
LAST	NEXT	CHANGE

5. The number in the upper right hand corner of the display represents dimmer output level. Press [F3] (Change) to change the output level dimmer. Display reads:

3	Out Level	5
DOWN	UP	SET

6. Press [F1] (Down) and [F2] (Up) until the desired output level is displayed in the upper right hand corner of the display.
7. Press [F3] (Out) when the desired output level shows in the display.
8. Press [Setup] again once you have made your selection. Display returns to Crossfade view.

Saving patch pages

When you create a softpatch, you do so in the console's internal memory. If you need more than one softpatch setup, you can record additional softpatch configurations in storage units called patch pages. You can store up to eight pages of softpatch information.

When you turn the *Acclaim 300* off, the patch pages you have created are saved in memory for up to one week. To store more than eight patch pages and to protect your information, you can store all eight patch pages as part of a show on a 3.5-inch floppy diskette. For information on saving shows on diskette, see page [XX](#).

Follow these steps to save a patch page:

1. Create your patch as described in pages [XX](#) and [XX](#).
2. Press [Patch]. Display reads:

```
Patch  Paging
LOAD          SAVE          EDIT
```

3. Press [F2] (Save). Display reads:

```
To Save, Select Page #
                    QUIT
```

4. Use channel bump buttons to assign a page number (1 through 8), or press [F2] (Quit) to quit without saving softpatch and return to Crossfade view.

Loading saved patch pages

When you save a patch you have created, you save it in a patch page. Bringing a patch page from memory to the workspace is called loading the patch page. When you load a patch page, the workspace is updated immediately to reflect the new patch. Follow these steps to load a patch page:

1. Press [Patch] to indicate that you want to work with patch. Display reads:

```
Patch Paging
LOAD          SAVE          VIEW
```

2. Press [Load] (F1); display reads:

```
To Load, Select Page #
QUIT
```

3. Press a channel bump button to load the patch page. For example, press bump button 3 to load patch page 3. Display reads:

```
Patch Page 3 Loaded
```

4. When the patch has been loaded, the LCD Operator Display returns to the Crossfade mode.

Viewing softpatch by channel and by dimmer

Acclaim 300 allows you to use the LCD Patch Display to view the current patch by either channel or dimmer. The lists of channels or dimmers appear in the LCD Patch Display.

View by channel

Follow these steps to view the dimmers that are patched to a particular channel.

1. Press [Chan]. Display reads:

```
VIEW CHANNEL =  
DIMMER =
```

2. Use the numeric keypad to enter the number of the desired channel. The number of the first dimmer patched to the channel appears.
3. If more than one dimmer is patched to the channel, three greater than signs appear to the right of the dimmer number. Press [Enter] once to display each additional dimmer.

Both the channel number field and dimmer number field clear after the last channel has been displayed.

View by dimmer

Follow these steps to view the channel to which a given dimmer is patched.

1. Press [Dim]. Display reads:

```
VIEW CHANNEL=  
DIMMER=
```

2. Use the numeric keypad to enter the number of the desired dimmer. The number of the dimmer and the number of the channel to which it is patched are displayed.
3. Press [Plus] to display the next dimmer and the channel to which it is patched.
4. Press [Minus] to display the previous dimmer and the channel to which it is patched.

Both the channel number field and dimmer number field clear after the last dimmer has been displayed.

Console setup

The *Acclaim 300* has a variety of user selectable system settings. Two of these settings allow you to set the brightness and contrast of the console's LCD Operator Display to suit your working environment.

In addition to changing the appearance of the console's LCD displays, *Acclaim 300* system settings enable you to select from a variety of performance enhancements that can improve the processing speed of the *Acclaim 300* by disabling unused features.

Selecting system settings

Acclaim 300 allows you to temporarily disable certain console features you are not using to increase the console's processing speed. All setup options are listed on page [XX](#). Follow these steps to change system settings: .i.System

1. Press [Setup]. Display reads:

Setup Utility		
DISK	PRINT	CONFIG

2. Press [F3] (Config), then [F2] (Console) to access console setup options. One of the console setup options listed below is displayed. Display might read:

1 Display Backlight		1
LAST	NEXT	CHANGE

In this example, the console option displayed is number **1**, **Display Backlight**, which enables you to change the brightness of the LCD Operator Display.

3. Press [F1] (Last) and [F2] (Next) to scroll through the remaining setup options. The choices you may make about the particular setup option appear in the upper right hand corner of the LCD Operator Display.
4. Press [F3] (Change) to scroll through an option's setup choices.
5. Press [Setup] again to select the choice displayed. Display returns to Crossfade view.

Console setup options

The following system settings allow you to customize the appearance of the LCD Operator Display, disable unused features and clear specific portions of the console's active memory.

LCD Display backlight

This setting changes the backlight intensity for both LCDs. You may select from four intensity levels, ranging from level one (brightest) to level four (darkest).

LCD Display contrast

This setting changes contrast level between LCD characters and background for both LCDs. You may select from four intensity levels, ranging from level one (highest contrast) to level four (lowest contrast).

Two-scene channels

This setting determines how many of the console's control channels can be used to create submasters, memories and chases when working in two-scene mode. (In single-scene mode, you can use all channels.)

Memories

This setting enables/disables memories. Memories can not be created or played when option is turned off.

Submasters

This setting enables/disables submasters. Neither submaster sliders nor bump buttons can be activated when option is turned off.

Bump

This setting enables/disables channel bump buttons. Channel bump buttons can not be activated when option is turned off. Submaster bump buttons are still active.

Solo

This setting enables/disables console [Solo]. [Solo] can not be activated when option is turned off. Submaster [Solo] is not affected.

Grandmaster and [B/O] (Blackout)

This setting enables/disables Grandmaster and console Blackout. Grandmaster has no effect and [B/O] can not be activated when option is turned off. Chase [B/O] and chase Level slider are not affected.

Single-scene

This setting enables/disables single-scene mode. Console operates only in two-scene mode when option is turned off.

Chase

This setting enables/disables [Chase]. Chases can not be created or run when option is turned off.

Sequence

This setting enables/disables [Seq]. Memories and submasters do not automatically load to cross faders when option is turned off.

Memory check

This setting enables/disables internal diagnostic test routines and messages that occur when you turn on the *Acclaim 300*. Diagnostics do not run when the option is turned off.

CRT display

This setting enables/disables optional monochrome monitor. Monitor does not function when the option is turned off.

Clear workspace

This setting clears all console settings that have not been saved to page or diskette.

Clear pages

This setting clears all memory, submaster, chase and patch pages from internal memory. Live channels and workspace are not affected.

Analog outputs

The analog output option is not currently available for the *Acclaim 300*.

chapter 4

learning the basics

This chapter includes lessons on *Acclaim 300*'s basic features: two-scene operation, single-scene operation, and working with submasters. Each lesson is described briefly below.

- *Lesson 1, Acclaim keyboard* describes the *Acclaim 300* keyboard, including LCD displays and console controls.
- *Lesson 2, Working in two-scene mode* describes two-scene operation.
- *Lesson 3, Working in single-scene mode* describes single-scene operation.
- *Lesson 4, Working with submasters* describes creating and working with submasters.

For an alphabetical listing and explanation of all features, see *Chapter 8, Reference*.

Lesson 1 *Acclaim 300* keyboard

This lesson familiarizes you with the *Acclaim 300* keyboard, illustrated below.

- 1 **LCD Operator Display**
Display provides *Acclaim 300* console status information and operator prompts for crossfades, channel and dimmer output, page information and chase status. For more information see page .
- 2 **Mode**
Mode buttons allow you to record and view chases, record submasters, and control a variety of *Acclaim 300* features. For more information on individual buttons see the alphabetic listing in *Chapter 8, Reference*.
- 3 **Chase**
Chase buttons and sliders control the rate and intensity of chases. For more information on individual controls see the alphabetic listing in *Chapter 8, Reference*.
- 4 **LCD Patch Display**

Display provides information and operator prompts for entering softpatch information.

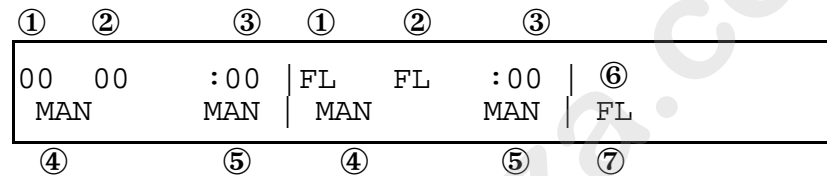
- 5 **Patch**
The patch buttons enable you to assign specific dimmers to channels and to set the output levels of the channels and dimmers. For more information see page [XX](#).
- 6 **Channel controls** Channel controls include channel sliders, channel bump buttons, and [Solo] and [Memory] buttons. They enable you to control individual channel and memory output levels. For more information see pages [XX](#), [XX](#), [XX](#), and [XX](#).
- 7 **Cross fader controls** Cross fader controls include scene A and B cross faders, Time sliders and [Load] buttons. They enable you to control manual and timed crossfades between scenes, submasters and memories. For more information see pages [XX](#), [XX](#) and [XX](#).
- 8 **Function buttons**
The function buttons are labeled [F1], [F2] and [F3]. Their function changes, depending on the operation in progress.
- 9 **Grandmaster**
Grandmaster controls intensity levels of all *Acclaim 300* output. For more information see page [XX](#).
- 10 **Black out [B/O]** The [B/O] (black out) button forces all channels to a zero intensity level. For more information see page [XX](#).
- 11 **Submasters** Submaster sliders and bump buttons allow you to create submasters and control their intensity levels. For more information see page [XX](#).

LCD Operator Display

The *Acclaim 300* LCD Operator Display is a window located in the center of the console keyboard. Its five display modes help you use the *Acclaim 300* by monitoring channel and dimmer output, identifying the purpose of the function buttons and prompting you to enter information in the correct sequence. Press [View] to move from one display mode to another. The display modes are described below.

Crossfade view

The Crossfade view is the default display mode for the *Acclaim 300*. It displays information on the status of the cross faders, Grand-master slider and Black out [B/O] button. The following diagram shows and explains the elements of the Crossfade view display.



- ① Cross fader settings
- ② Cross fader output levels
- ③ Time slider settings
- ④ Current cross fader mode
 - MAN = Cross fader controls manual scene output
 - M> = Cross fader controls memory output
 - S> = Cross fader controls submaster output
- ⑤ Next cross fader mode to be loaded
- ⑥ Blackout status
- ⑦ Grandmaster output level

Channel view

Channel view displays the output levels of *Acclaim 300* channels. Channels are displayed in groups of six. Press [F3] to display the next six consecutively numbered channels; press [F1] to display the previous six consecutively numbered channels.

CHAN	1	2	3	4	5	6
LEVEL	0	0	0	0	0	0

Dimmer view

Dimmer view displays the output levels of *Acclaim 300* dimmers. Dimmers are displayed in groups of four. Press [F3] to display the next four consecutively numbered dimmers; press [F1] to display previous four consecutively numbered dimmers.

DIMMER	1	2	3	4
LEVEL	0	0	0	0

Page view

Page view displays the number of the currently active Memory, Submaster, Chase and Patch. Display reads:

Memory	>1	Chase	>1
Submaster	>1	Patch	>1N

If N appears in any field of the page display it means no page is currently loaded for that category. (See pages [XX](#), [XX](#), [XX](#), or [XX](#) for information on how to load a page.) If N appears after a number, it means the page has been loaded, but changes have been made since it was loaded. Reload the page to return to the original page, or save the workspace to the page to record the updated page information.

Chase view

Chase view displays information on the status of an active chase. Chase view consists of two screens, one that displays output level information and one that displays chase rate information. Press [F1] to alternate between the two Chase view screens.

Chase view (Output level)

①		③
Chase>	1	Level> FL
Step >	4	Fade > FL
②		④

- ① Number of the chase currently running
- ② Current step of the chase
- ③ Intensity as set by the Level slider
- ④ Current fade level

Chase view (Rate)

①		③
Chase>	1	Rate> .80
Step>	4	Beat> OFF
②		④

- ① Number of the chase currently running
- ② Current step of the chase
- ③ Chase rate set by Rate slider
- ④ Chase rate set by [Beat] if in use. See page [XX](#).

Lesson 2 Working in two-scene mode

A scene is a group of channels set at specific levels to create a look on stage. *Acclaim 300's* two independently controlled sliders (called cross faders) control channel output. Scene A cross fader controls output of the top row of channel sliders (scene A); scene B cross fader controls the lower row (scene B).

In two-scene mode, you can change the look on stage by using two manual cross faders to simultaneously fade one look out and bring a new one up. *Acclaim 300's* two independently controlled rows of channel sliders allow you to create a new scene while a scene is live on stage without affecting the look on stage. The rate of a crossfade can be controlled by manually moving the cross faders or by using the scene A and B Time sliders.

Note: You may find it helpful to refer to the fold-out keyboard illustration in Appendix B while you read this section. This fold-out illustration lets you to refer to the keyboard while you read the manual.

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Creating scenes

The first step in learning to use the *Acclaim 300* is to learn to create a look or scene on stage. A scene is a group of channels set at specific levels to create the look you want. The console's control channel sliders allow you to set the output levels of the channels, which in turn control the output of one or more dimmers.

The channel sliders are marked from **0** (zero percent) to **10** (100 percent). By adjusting the position of the channel slider between **0** and **10**, you can set the output level of the dimmers patched to that channel.

Manual crossfades

If you have created looks in both scene A and scene B, you can use *Acclaim 300*'s two cross faders to bring one scene up while fading the other scene out. This is called a crossfade.

The A and B cross faders control the output for scenes A and B respectively. These two cross faders function independently. One controls the output of scene A; the other controls scene B. Each cross fader has a row of LEDs next to it that indicates the progress of the crossfade.

In manual crossfades the LEDs follow the movement of the cross faders; in timed crossfades, they indicate the percentage of playback time that has run. See page [XX](#) for an explanation of the role of the cross faders in timed crossfades.

In a crossfade, you normally set the channel settings for one scene blind (without affecting live settings) while the other is live. When you want to change from one scene to another, you use the crossfaders to simultaneously fade the live scene out and bring the next one up.

Follow these steps to create scenes and run manual crossfades:

1. Set Grandmaster at **10** (100 percent), turn off [B/O] LED, and set Time sliders at **0**. Set scene A cross fader at **10** and scene B cross fader at **0**.
2. Create scene A by setting scene A channel sliders at desired levels.
3. With scene B cross fader at **0**, set scene B channel sliders at desired levels for scene B.
4. Pull both cross faders down at once to bring scene B up and fade scene A out. Move scene A cross fader to **0** and scene B cross fader to **10**.
5. With scene A cross fader at **0**, set scene A channel sliders at desired levels for next scene A.
6. Push both cross faders up at once to bring scene A up and fade scene B out. Move scene B cross fader to **0** and scene A cross fader to **10**.
7. Repeat steps 4 through 7 for each scene change.

Note: Scene A is at full intensity when the cross fader handle is at the top of the slider; scene B is at full intensity when its cross fader handle is at the bottom of the slider. This makes it easy to execute smooth cross fades by moving both cross faders simultaneously with one hand.

Example

Follow this example to create scenes A and B and run a manual crossfade between the two scenes. Before you start, make sure Grandmaster is set at **10** and the [B/O] LED is not lit.

Action

Set scene A cross faders at **10** and scene B cross fader at **0**.

Set Time slider at **0**.

Set sliders 1 through 10 at **10**; set remaining scene A sliders at **0**.

Set scene B sliders 6 through 10 at **4**; set remaining channels at **0**.

Move scene A cross fader to **0** and scene B cross fader to **10** simultaneously.

Move scene A cross fader to **10** and scene B cross fader to **0** simultaneously.

Effect

Sets scene A at full, and scene B output at zero.

Sets fade time at zero (fade is manually controlled by moving cross faders).

Sets scene A channels 1 through 10 at 70 percent; all other channels are set at zero percent.

Sets scene B channels 6 through 10 at 40 percent; sets all other channels at zero percent.

Fades scene A out and brings scene B up on stage.

Fades scene B out and brings scene A up on stage.

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Timed crossfades

Sometimes you may prefer to change scenes using timed crossfades. Because they are not controlled by physical movement of the cross faders, timed crossfades are generally smoother than manual fades, especially when the fade takes place over a relatively long time. The primary difference between manual and timed cross fades is the role of the cross faders.

In manual crossfades, the speed at which you move the cross faders determines the fade rate. In a timed crossfade, you establish the fade rate by setting the position of the Time sliders. For example, set the scene A Time slider at **1m** (one minute), then move the scene A cross fader from **10** (100 percent) to **0** (zero percent). Scene A fades out in one minute.

In a timed crossfade, the Time slider controls how long the fade takes and the cross faders control the extent of the fade. In the example above, if you move the scene A cross fader to **5**, scene A output fades to only 50 percent over a period of 30 seconds. The fade *rate* stays the same because the Time slider setting is not changed, but the fade does not finish if the cross fader is not set to **10**.

Each cross fader has its own Time slider, which gives you independent control of the rate at which the two scenes fade. For example, scene A might come up in 30 seconds, while scene B might take two minutes to fade out. The Time sliders are marked from **0** to **5m**, indicating fade durations of from zero to five minutes. When you set Time sliders at **0**, you must manually fade the scenes in and out with the cross faders.

Each fader has a row of LEDs next to it. As a fade runs, the LEDs light in sequence, tracking the progress of the fade. When you run a manual fade the LEDs light as you move the fader. When running a timed cross fade, the LEDs light, and the fade progresses according to the fade rate determined by the position of the Rate slider.

Follow these steps to run timed crossfades:

1. Make sure the Grandmaster is set at **10** (100 percent) and the [B/O] LED is not lit. Set scene A cross fader at **10** and scene B cross fader at **0**.
2. Create scene A by setting scene A channel sliders at desired levels.
3. With scene B cross fader at **0**, set scene B channel sliders at desired levels for scene B.
4. Set scene A and B Time sliders to desired fade time settings.
5. Pull both cross faders down simultaneously to start the timed crossfade. The crossfade starts as soon as you move the cross faders and continues at the programmed rate. The progress of the fade can be tracked by the LEDs to the left and right of the cross faders.
6. You can stop the fade in progress by moving the cross faders back to meet the lit LEDs.
7. To restart the fade, move both cross faders again in the original direction. The fade resumes.
8. You can reverse the direction of the fade by moving the cross faders back toward their starting point.

Example

Follow this example to create scenes A and B and run a timed crossfade between the two scenes. Before you start, make sure Grandmaster is set at **10** and [B/O] LED is off.

	Action	Effect
Set scene A cross fader at 10 and B cross fader at 0 .		Sets scene A output at 100 percent and scene B at zero.
Set Time slider at 0 .		Sets fade time at zero (fade is manually controlled by moving cross faders).
Set scene A sliders 1 through 5 at 7 ; set remaining scene A sliders at 0 .		Sets scene A channels 1 through 5 at 70 percent; all other channels are set at zero percent.
Set scene A and B Time sliders at 1m .		Sets scene A and B fade times at one minute.
Set scene B sliders 6 through 10 at 4 ; set remaining channels at 0 .		Sets scene B channels 6 through 10 at 40 percent; sets all other channels at zero percent.
Move scene A cross fader to 0 and scene B cross fader to 10 simultaneously.		Fades scene A out and brings scene B up on stage. Crossfade takes one minute.

Lesson 3 single-scene mode

Working in

Acclaim 300's single-scene mode allows you to double the number of available control channels. Instead of the two rows of sliders creating looks for two distinct scenes, both rows control live channels. This doubles the number of channels that can be controlled directly with channel sliders and bump buttons. In single-scene mode, the scene A cross fader controls the output of all channels.

You can still use the scene A and B cross faders to run crossfades in the single-scene mode, but their operation changes. In single-scene mode crossfades can be run between a live scene and either a memory or submaster that is loaded into one of the cross faders. You can not fade between scene A and scene B.

As is the case in two-scene mode, you can also run crossfades between two memories, between two submasters, or between a memory and a submaster. See pages [XX](#) and [XX](#) for instructions on how to load submasters and memories to cross faders and pages and for a review of crossfades.

Press [Single] to select single-scene mode. Press [Single] again to return to two-scene operation.

Follow these steps to create scenes and run manual crossfades:

1. Set Grandmaster at **10** (100 percent), turn off [B/O] LED. Set scene A cross fader at **10**.
2. Press [Single].
3. Create scene by setting channel sliders at desired levels.

Note: In single-scene mode, you can use all the console's channel sliders to create the desired look on stage.

Example

Follow this example to create a scene in single-scene mode. Before you start, make sure Grandmaster is set at **10** and the [B/O] LED is not lit.

Action

Set scene A cross fader at **10**

Set the first five sliders in both rows of channel sliders at **10**.

Set remaining channel sliders at **4**.

Effect

Sets all channels at 100 percent output.

Sets selected channels at 100 percent.

Sets remaining channels at 40 percent.

Lesson 4 submasters

Working with

A submaster is a group of channels recorded at proportional levels and controlled by a submaster slider and bump button. Submasters enable you to save complex looks that you use often and access them easily. You can use submasters as building blocks when you create scenes, memories or other submasters. For example, you might create a different submaster for each cyclorama wash; another submaster might include a practical. Or, you might choose to create a series of submasters for each area of your set. You can also load submasters to the cross faders to be used in manual or timed crossfades.

Acclaim 300 allows you to create up to eight submasters, one in each submaster slider. In addition, you can save groups of submasters in *pages*. Eight pages are available. Each page can store eight submasters for a total capacity of 64 submasters per show.

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A submaster bump button is located below each submaster slider. The submaster bump button allows you to force a submaster to its full recorded intensity for as long as you press the button.

When a submaster slider is set at **0**, the submaster output is set at zero percent of its recorded level. To increase the output of the submaster, push the submaster slider up. When the slider is set at **10**, the submaster is set at 100 percent its recorded level. You can set the level of output intensity at any point between **0** and **10**.

This lesson includes the following sections:

- Creating and recording submasters
- Controlling submasters
- Copying submasters
- Deleting submasters
- Saving submaster pages
- Loading submaster pages
- Loading submasters to cross faders

Creating and recording submasters

Creating a submaster involves setting channel levels to create a scene, then recording those settings in a submaster slider. All channels that are live when the submaster is recorded become part of the submaster. Be sure that only the channels you want to be included in the submaster are on stage when you record the look.

To record a submaster, follow these steps:

1. Adjust channel sliders and cross faders to create the desired scene on stage.
2. Press [Subs]. [Subs] LED lights, indicating that the *Acclaim 300* is waiting for you to press a submaster bump button.
3. Press the submaster bump button where you want to record the look. The LED above the bump button lights momentarily, then both LEDs go out, indicating that the submaster has been recorded.
4. To verify that submaster was correctly recorded, set all other submaster and channel sliders to **0**. Push the submaster slider up to **10**; the channels come up at the recorded levels.

Example

Follow this example to record a submaster. Before you start, make sure Grandmaster is set at **10** and [B/O] LED is not lit.

Action

Set cross fader A at **10** and cross fader B at **0**.

Set scene A channel sliders 1 through 10 at **10**.

Press [Subs].

Press submaster bump button under slider 3.

Effect

Sets scene A outputs at 100 percent and scene B at zero.

Sets channels 1 through 10 at 100 percent.

Prepares console to record channels as submaster; [Subs] LED lights.

Records channels 1 through 10 at 100 percent in submaster 3.

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Controlling submasters

There are four ways to manually bring a submaster up on stage. You can use a submaster slider, a submaster bump button, a submaster bump button in [Solo] mode, or you can load the submaster to one of the cross faders and use the cross fader to control the submaster.

Using submaster sliders

To use the submaster slider, set the slider at the desired output level. As you move it from **0** to **10**, the output level increases from zero to 100 percent. You can set the intensity level of the recorded channel levels at any point between **0** and **10**. For example, if you recorded channels set at **10** in a submaster, and then set the submaster slider at **5** (50 percent), the channels would output at 50 percent.

Using submaster bump buttons

The submaster bump button allows you to force a submaster to 100 percent of its recorded level for as long as you press the button. When you release the bump button, the channels in the submaster revert to their previous levels.

Using submaster bump buttons with [Solo]

The submaster [Solo] button has the same effect as the submaster bump button, but it also suppresses the output levels of all other submasters to zero. It does not affect channels set with channel sliders, memories or chases.

Using a cross fader

Set the cross fader in which you want to load the submaster to zero. Press the [Load] button over the cross fader. Press the submaster bump button of the submaster you want to load. Move the cross fader toward **10** to bring up the channel levels recorded in the submaster.

Example

First record submasters 1 through 3. If you need a review on creating and recording submasters, see page XX. Before you start, make sure Grandmaster is set at **10** and [B/O] LED is not lit.

Action**Effect**

Using a submaster slider

Set submaster 1 slider at **10**.

Sets all submaster 1 channels at 100 percent of their recorded level.

Using a submaster bump button

Press submaster 2 bump button.

Forces all submaster two channels to full recorded output levels. Other submasters' output is not affected.

Release submaster 2 bump button

Submaster 2 channels return to previous intensity

Using a submaster [Solo] button

Press submaster 3 [Solo] button.

Forces all submaster 3 channels to full recorded output levels and suppresses all other submaster output to zero.

Release submaster 3 [Solo] bump button

All channels return to previous intensity.

Using a cross fader

Set scene A cross fader at **0**.

Sets scene A output at zero percent.

Press [Load] button over scene A cross fader, then press submaster 1 bump button.

Loads submaster 1 into scene A cross fader.

Move scene A cross fader to **10**.

Sets submaster one output at 100 percent.

Modifying submasters

Follow these steps to change the output levels of channels in an existing submaster.

1. Press [Subs]. Display reads:

To Record,	Select Sub #	
LOAD	SAVE	EDIT

2. Press [F3] (Edit), then press the bump button of the submaster that corresponds to the submaster you want to edit. Display reads:

Editing> 3	Chn>9	Lev>45
LAST	NEXT	LEVEL

Note: In this example submaster 3 is being edited, the output of channel 9 is being altered and the current output level of channel 9 is 45 percent.

3. Use [F1] (Last) or [F2] (Next) to scroll through the options until the channel number you want to alter is displayed at **Chn>**.
4. Press [F3] (Level) to change channel output level.
5. Press [F1] (Down) or [F2] (Up) to decrease or increase output level displayed in the upper right hand corner of the display.
6. Press [F3] (Set) to set the channel at the new level.
7. Press [Subs] again to record the modified submaster.

Copying submasters

You may want to copy a submaster or use submasters as building blocks for new submasters.

To copy a look from one submaster to another, follow these steps:

1. Bring up the submaster you want to copy.
2. Press [Subs], then press the bump button where you want to record the copied submaster.

Deleting submasters

To delete a submaster, rerecord it with all channel sliders set at zero output. In effect, you delete a submaster by recording a new one over it with all channels set at zero. Follow these steps to delete a submaster:

1. Press [B/O] or set all channel, submaster and memory sliders at zero.
2. Press [Subs]. Display reads:

To Record, Select Sub #
LOAD SAVE EDIT

3. Press the submaster bump button where you recorded the submaster originally. This rerecords the submaster with all channels set at zero percent.

Saving submaster pages

When you create and record a submaster, it is saved in the console's workspace (active memory). Up to eight submasters can be stored this way. If you record more than eight submasters, you save them in *submaster pages*. Eight submaster pages are available and each page holds eight submasters.

When you turn the *Acclaim 300* off, the submaster pages you have created are saved in memory. Pages and workspace information are saved for up to one week. To store more than eight submaster pages, and to protect your information, you can store all eight submaster pages as part of a show on a 3.5-inch floppy diskette. For more information on saving shows to diskette, see page [XX](#). Follow these steps to save a submaster page:

1. Create up to eight submasters as described on page .
2. Press [Subs]. Display reads:

```
To Record, Select Sub #
LOAD                      SAVE                      EDIT
```

3. Press [F2] (Save); display reads:

```
To Save, Select Page #
QUIT
```

4. Press a channel bump button (1 through 8) to give a number to the submaster page.

Loading a submaster page

When you save submasters you have created, you save them in submaster pages. Bringing a submaster page from the console's memory to the workspace is called loading the submaster page. When you load a submaster page, the active submasters are replaced with submasters from the new page as soon as the new page is loaded to the workspace.

For example, assume submaster page 1 has been loaded to the workspace and submaster 1 is live and set at 75 percent. Submaster 1 of submaster page 2 is set at 50 percent. The output from page 1 submaster 1 will remain at 75 percent until submaster page 2 is loaded to the workspace. As soon as page 2 is loaded, the output of submaster 2 will fade to 50 percent.

If the submaster page is saved to diskette as part of a different show, the show must be loaded from diskette to internal memory before the page can be loaded to the workspace. See page [XX](#) for more information on loading from diskette.

Follow these steps to load a submaster page:

1. Press [Subs]. Display reads:

```
To Record, Select Sub #
LOAD                SAVE                EDIT
```

2. Press [Load] (F1); display reads:

```
To Load, Select Page #
QUIT
```

3. Press a channel bump button to load the submaster page. For example, press bump button 5 to load submaster page number 5. Display reads as below.

```
Submaster Page 5 Loading
```

4. When the submaster has been loaded, the LCD Operator Display returns to Crossfade mode.

Loading submasters into crossfaders

Loading a submaster to a cross fader allows you to run a manual or timed crossfade between a submaster loaded in a cross fader and a scene, memory, or submaster that has been loaded into the other. When the submaster is loaded, submaster output can be controlled by either the cross fader or the submaster slider.

When you load a submaster to a cross fader, it remains in the cross fader until it is brought up then faded to zero. (The cross fader need not be brought to full.) The cross fader then reverts to controlling scene output levels

Follow these steps to load a submaster into a cross fader:

1. Set the cross fader in which you want to load the submaster to **0**.
2. Press the [Load] button over the cross fader. Display reads:

To Load, Select Mem/Sub QUIT

3. Press the submaster bump button where the submaster you want to load is stored. Display reads as below.

①	②	③	①	②	③
00	00	:00	FL	FL	:00
S>1		MAN	MAN	MAN	⑥ FL
④		⑤	④	⑤	⑦

- ① Cross fader settings
- ② Cross fader output levels
- ③ Time slider settings
- ④ Current cross fader mode

S>1 indicates that submaster 1 is loaded to the scene A cross fader. MAN indicates that scene B cross fader controls scene B output.

- ⑤ Next cross fader mode to be loaded
- ⑥ Blackout status
- ⑦ Grandmaster output level

4. Move the cross fader toward **10** to bring up the channel levels recorded in the submaster.
5. Move the cross fader toward **0** to fade out the submaster channel levels.

chapter 5

learning advanced techniques

The lessons in this chapter address advanced features that allow you to use *Acclaim 300* to create more complex lighting effects. Each lesson is described briefly below.

- *Lesson 1, Working with memories* describes techniques for creating and working with memories.
- *Lesson 2, Working with chases* describes techniques for creating and working with chases.
- *Lesson 3, Using Sequence to load memories and submasters to cross faders*, describes how to use Sequence to automatically load series of submasters and memories to the cross faders.

Before you start the advanced lessons you should be familiar with the *Acclaim 300* keyboard and single- and two-scene operation, as well as channel and submaster bump buttons and [Solo]. *Chapter 3, Learning the basics* includes lessons on these operations if you need a review.

For an alphabetical listing and explanation of all features, see *Chapter 8, Reference*.

Lesson 1 Working with memories

A memory is a group of channels recorded at proportional levels and controlled by a channel slider and bump button. Memories enable you to create and save complex looks and then easily access them. You can use memories to create the look for a scene or a portion of a scene. Memories and submasters are functionally the same except that you control memories with channel sliders and buttons in the memory mode. You can also load memories to the cross faders to be used in manual or timed crossfades.

Acclaim 300 memories are controlled with channel sliders and channel bump buttons. To use the channel sliders to control memories, press the [Memory] button next to the row of channel sliders you want to use. When the LED next to the button is on, the channel controls function as memory controls. You can use both rows of channel controls for memories, both for channels, or one row for each.

Acclaim 300 allows you to create up to 48 memories in the console's active memory (24 memories with Model 312). In addition, you can store memories in eight groups called submaster pages. There are eight pages of memories and each page can store as many as 48 memories. This lesson includes the following sections:

- Creating and recording memories
- Controlling memories
- Editing memories
- Copying memories
- Deleting memories
- Saving memory pages
- Loading memory pages
- Loading memories to cross faders

Creating and recording memories

Creating a memory involves setting channel levels to create a scene, then recording those settings as a memory. To use the channel sliders to control memories, press the [Memory] button next to the row of channel sliders you want to use. When the LED next to the button is on, the channel controls function as memory controls.

Be sure that only the channels you want to be part of the memory are on stage when you record the look. All channels that are live on stage are recorded as part of the memory.

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To create a memory and record it in workspace (active memory), follow these steps:

1. Adjust channel sliders and cross faders to create the desired look on stage.
2. Press [Mem]. Display reads:

To Record,	Select Mem #	
LOAD	SAVE	EDIT

3. Press a channel bump button to record the memory.
4. To verify that memory was recorded correctly, set all scene A and B sliders to **0**. Press [Memory] and push the memory slider up to **10**. The channels you recorded come up at the proportional levels you recorded.

Example

Follow this example to record a memory. Before you start, make sure Grandmaster is set at **10** and [B/O] LED is not lit.

Action

Set cross fader A at **10** and cross fader B at **0**.

Set scene A channel sliders 1 through 10 at **10**.

Press [Mem].

Press channel bump button under channel slider 3.

Effect

Sets scene A outputs at 100 percent and scene B at zero.

Sets channels 1 through 10 at 100 percent.

Prepares console to record channels as memory; [Mem] LED lights.

Records channels 1 through 10 at 100 percent in memory 3.

Controlling memories

Memories are controlled with the channel sliders and bump buttons. To work with memories using the channel controls, press one of the [Memory] buttons to the right of the scene A and B sliders. You can use both rows to control memory output, use both rows to control channel output, or use one row to control memory output and one to control channel output.

Press [Memory] button again to disable Memory mode.

There are four ways to bring a memory up on stage. You can use a channel slider, a channel bump button in regular or [Solo] mode, or a cross fader. To use channel controls to control a memory, press the [Memory] button next to the row of channel sliders in which the memory is stored. The [Memory] LED lights.

Using channel sliders

To bring up a memory, move the slider to the desired output level. As you move it from **0** to **10**, the level of intensity increases from zero to 100 percent. For example, if you record channels at 80 percent in a memory, then set the channel slider at **5** (50 percent), the channels in the memory are set at 40 percent.

Using channel bump buttons

Press [Memory] then press the bump button that corresponds to the memory you want to bring up. The bump button forces the memory to 100 percent of its recorded level for as long as you press it. When you release the bump button, the channels in the memory revert to their previous levels.

Using channel bump buttons with [Solo]

[Solo] has the same effect on individual memories as it does on channels. It raises the output of the memory to 100 percent of its recorded level and suppresses all other memories to zero. Only output of other memories are affected.

Using a cross fader

Set the cross fader in which you want to load the memory to zero. Press the [Load] button over the cross fader. Press the channel bump button where the memory you want to load is stored. Move the cross fader toward **10** to bring up the channel levels recorded in the memory.

Example

First, record memories 1 through 3. If you need a review on creating and recording memories, see page XX. Before you start, make sure Grandmaster is set at **10** and [B/O] LED is not lit.

Action

Press [Memory] next to upper row of channel sliders.

Effect

Changes function of scene A channel controls to [Memory] mode.

Using a channel slider

Set channel 1 slider at **10**.

Sets all memory 1 channels at 100 percent of their recorded level.

Using a channel bump button

Press and hold channel 2 bump button.

Forces all memory 2 channels to full recorded output levels. Other outputs are not affected.

Release channel 2 bump button.

Memory 2 channels return to previous intensity.

Using a channel bump button in [Solo]

Press [Solo] button next to appropriate bump buttons.

Activates [Solo].

Press channel 3 bump button.

Forces all memory 3 channels to full recorded output levels and suppresses all other memories' output to zero.

Release channel 3 bump button.

All affected channels return to previous intensity.

Using a cross fader

Set scene A cross fader at zero.

Sets scene A output at zero percent.

Press [Load] button over scene A cross fader, then press channel 1 bump button.

Loads memory 1 into scene A cross fader.

Move scene A cross fader to **10**.

Sets memory 1 output at 100 percent.

Editing memories

Follow these steps to change the output levels of channels in an existing memory.

1. Press [Mem]. Display reads:

To Record,	Select Mem#	
LOAD	SAVE	EDIT

2. Press [F3] (Edit), then press the channel bump switch that corresponds to the memory you want to edit. Display reads:

Editing>3	Chn>9	Lev>45
LAST	NEXT	LEVEL

In this example memory 3 is being edited, the output of channel 9 is being altered and the current output level of channel 9 is 45 percent.

3. Use [F1] (Last) and [F2] (Next) to scroll through the options until the channel number you want to alter is displayed at **Chn>**.
4. Press [F3] (Level) to change channel output level.
5. Press [F1] (Down) or [F2] (Up) to decrease or increase the output level displayed in the upper right hand corner of the display.
6. Press [F3] (Set) to set the channel at the new level.
7. Press [Mem] again to record the modified memory.

Copying memories

You may want to copy a memory to use it as a building block in a new memory. To use an existing memory to create another, follow these steps:

1. Bring up the memory you want to copy (see *Controlling memories*, above).
2. Press [Mem]; then press the channel bump button where you want to record the copied memory.

Deleting memories

To delete a memory, rerecord it with all channel sliders set at zero output levels. In effect, you delete a memory by recording a new one over it with all channels set at zero. Follow these steps to delete a memory:

1. Press [B/O], or set all channel, submaster and memory sliders at zero.
2. Press [Mem]. Display reads:

To Record, LOAD	Select SAVE	Mem #	EDIT
--------------------	----------------	-------	------

3. Press the channel bump button for the memory you want to delete. This records memory with all levels at zero percent.

Saving memory pages

When you create a memory, it is saved in the console's workspace (active memory). To record more memories than your console has channels, save the additional memories in pages. Eight memory pages are available. Each page of memories holds as many chases as the console has channels.

When you turn the *Acclaim 300* off, the memory pages are saved in memory for up to one week. To increase storage capacity and to protect your information, you can store all eight memory pages as part of a show on a 3.5-inch floppy diskette. For information on saving shows on diskette see page [XX](#).

Follow these steps to save a memory page:

1. Create as many as 48 memories as described on page .
2. Press [Mem]. Display reads:

To Record, LOAD	Select SAVE	Mem #	EDIT
--------------------	----------------	-------	------

3. Press [F2] (Save); display reads:

To Save,	Select	Page #
	QUIT	

4. Press the channel bump button for the page to which you want to save the memory.

Loading memory pages

When you save a page of memories you have created, you save them in a memory page. Bringing a memory page from the console's memory to the workspace is called loading the memory page. See page XX for more information on loading from diskette. Follow these steps to load a memory page:

1. Press [Mem]. Display reads:

```
To Record, Select Mem#  
LOAD                SAVE                EDIT
```

2. Press [Load] (F1). Display reads:

```
To Load, Select Page #  
QUIT
```

3. Press a channel bump button (1 through 8), to load the memory page. Display reads as below. For example, press bump button 2 to load memory page 2.

```
Memory Page 2 Loading
```

4. When the memory has been loaded, the LCD Operator Display returns to the Crossfade mode.

Loading memories to cross faders

Loading a memory to a cross fader allows you to run manual or timed crossfades between the memory and a scene, memory or submaster loaded into the other cross fader. When the memory is loaded, its output can be controlled by the cross fader or the channel slider where the memory is stored. .i.Memories:loading

When you load a memory to a cross fader, it remains there until you bring it up, then fade it out. The cross fader then reverts to controlling scene output levels.

Follow these steps to load a memory into a cross fader:

1. Set the cross fader to zero.
2. Press the [Load] button over the cross fader where you want to load the memory. Display reads:

To Load, Select Mem/Sub	QUIT
-------------------------	------

3. Press the channel bump button where the memory you want to load is stored. The display is illustrated below.

①	②	③	①	②	③
00	00	:00	FL	FL	:00
M>1		MAN	MAN	MAN	FL
④		⑤	④	⑤	⑦

- ① Cross fader settings
- ② Cross fader output levels
- ③ Time slider settings
- ④ Current cross fader mode

M>1 indicates that memory one is loaded in the scene A cross fader. MAN indicates that scene B cross fader is controls scene B output.

- ⑤ Next cross fader mode to be loaded
- ⑥ Black out status
- ⑦ Grandmaster output level

4. Move the cross fader toward **10** to bring up the memory.

Lesson 2 Working with chases

A chase is an effect in which a series of channels is brought up in a particular sequence. The sequence continues to run until the chase is disabled. You can use the chase feature to create marquee or runway effects. You can adjust channel and submaster output levels while a chase is running without affecting the chase. .i.Chase

Acclaim 300 allows you to create up to ten chases in the console's active memory, or workspace. In addition, you can save groups of ten chases in groups called chase pages. Each chase page can contain a total of up to 100 steps. You can use all 100 steps in one chase, or you can distribute them to several chases.

This lesson includes the following sections:

- Chase types
- Creating and recording chases
- Running chases
- Modifying chase rate and intensity levels
- Stopping chases
- Editing a chase
- Using Beat
- Reversing chases
- Stepping through chases
- Deleting chases
- Creating a chase while a chase is running
- Saving chase pages
- Loading chase pages

Chase types

Acclaim 300 allows you to select from five chase types: Normal, Pulse, Fade-on/Off, On/fade-off, and Fade.

When you turn the *Acclaim 300* on, the default chase type is **Normal**. Press [Type] to select a different chase type. The five chase-type buttons are labeled with the symbols illustrated below. An LED lights under the symbol of the currently selected chase type.

In a **Normal** chase, the channels that make up each step flash on at the beginning of the step and flash off at the end.

In a **Pulse** chase, the channels flash on at the beginning of the step, remain on for one quarter of the step, then flash off.

In a **Fade-on/off** chase, the channels fade to full then flash off.

In an **On/fade-off** chase, the channels flash on then fade off.

In a **Fade** chase, the channels fade to full in one step then fade out in the next step.

Creating and recording chases

To create a chase sequence, follow these steps:

1. Press [Chase]. Display reads:

```
To Run,   Select Chase #
LOAD                               SAVE          EDIT
```

2. Press [F3] to edit. Display reads:

```
To Edit,  Select Chase #
Unused Steps> 87          QUIT
```

The number 87 in this example indicates the number of chase steps still available in the active page.

3. Press a channel bump button to give the chase a number. Display reads as below.

```
Chase> 1          Now> 0          End> 0
LAST             NEXT            INS/DEL
```

In the above screen, *Chase>1* indicates that chase 1 is being edited. *Now>0* indicates the current chase step, and *End>0* indicates how many steps are in the chase. In this example, chase 1 is displayed. It contains no steps yet.

4. Press [F3] (Ins/Del) to indicate that you want to create a chase. Display reads:

```
Chase> 1          Now> 0          End> 0
INSERT           DELETE         QUIT
```

5. Press [F1] (Insert), then press a channel bump button, or a series of bump buttons, to add a step to the chase. You can include as many channels in a chase step as you like. When you press bump buttons, the corresponding LEDs light.
6. Press [F1], then another channel bump button, or group of buttons, to add another step to the chase. Press [F1] twice to enter a step containing no channels.
7. Repeat step 6 for each step in the chase.
8. After you press the bump buttons for the last step press [Chase] to record the chase. Do not press [F1] again. Doing so will add another step to the chase.

Running chases

Follow these procedures to run a chase:

1. Press [Chase]. Display reads:

```
To Run,   Select Chase #  
LOAD           SAVE           EDIT
```

2. Press channel bump button that corresponds to the chase you want to run. Display reads:

```
Chase 1 Now Running
```

If chase 1 has not been recorded, display reads:

```
Cannot Run Selected  
Chase, No Steps          QUIT
```

3. After the chase starts, the LCD Operator Display reverts to Crossfade mode.

Modifying chase rate and intensity level

While a chase is running, you can modify its speed using the Rate slider. (You can also use [Beat]. For more information on [Beat], see page XX.) You can modify the intensity of the chase output with the Level slider.

Using the Level slider to set chase output levels

When you record a chase with *Acclaim 300*, all channels are automatically entered at full intensity regardless of the channel slider setting. To modify the output level of chase channels you must use the Level slider.

Set the Level slider at **10** to set the chase output at 100 percent. To reduce the output level, pull the slider toward **0**, stopping at the desired level. This sets all channels included in the chase at the same level.

The numbers next to the slider indicate the chase channels' output level. The scale is marked **0** through **10**, representing the percentage of output divided by 10. For example, if the slider is set at **5**, the output levels of the channels in the chase are set at 50 percent.

Using the Rate slider to control chase speed

The Rate slider controls the speed at which a chase proceeds by varying the length of time each step remains on stage. To change the speed of a chase, move the Rate slider up or down.

As you move the slider from **1s** to **.1s**, the rate of the chase decreases from one second per step to a tenth of a second per step. For example, if a slider is set at **.5s**, each step in the chase flashes for one half second before the next one flashes.

Stopping chases

Once you have started a chase, there are four ways you can stop it. The four methods are described below.

- Press Chase [B/O] to set all chase output at zero without affecting other outputs. The chase is not deleted and continues to run although it is not live, except in the LCD's *Chase view* mode. (See page XX for more information on the LCD.) This can be helpful if you want to stop the chase briefly, then bring it back up without deleting and recreating it manually, or blacking out other outputs.
- Press [Stop] to stop the chase temporarily. This stops the chase immediately but does not delete the chase from the console's workspace (active memory). The channel that is live when you press [Stop] remains live until you press [Stop] again to restart the chase, then the chase continues from where it left off.
- Press [Chase] then channel bump button [11] to remove the chase from the workspace immediately. This stops the chase, removes it from the workspace, and activates chase [B/O].
- You can also stop a chase by deleting it. See *Deleting chases*, page XX for details on deleting chases.

Editing chases

Once you have created a chase, you can edit it by adding or removing steps, or by adding or subtracting channels from steps that already exist.

Adding a step to an existing chase

Follow these steps to add a step to an existing chase:

1. Press [Chase]. Display reads:

```
To Run,   Select Chase #
LOAD                               SAVE          EDIT
```

2. Press [F3] (Edit). Display reads:

```
To Edit,   Select Chase #
Unused Steps> 60                               QUIT
```

3. Press the channel bump button that corresponds to the chase to which you want to add a step. Display reads as below.

```
Chase>10           Now>5           End>7
LAST              NEXT            INS/DEL
```

Chase 10 is used here as an example. Now>5 means that the current step is step 5; End>7 means that there are seven steps in the chase

4. Press [F1] (Last) or [F2] (Next) until the step prior to the one you want to add is displayed at **Now>**.
5. Press [F3] (Ins/Del). Display reads as below.

```
Chase>10           Now>5           End>7
INSERT            DELETE          QUIT
```

6. Press [F1] (INSERT). Display reads as below.

Chase>10 INSERT	Now>6 DELETE	End>7 QUIT
--------------------	-----------------	---------------

Step 6 has been added after step 5. Total number of steps is increased by one.

7. Press bump buttons of channels you want to assign to the new step.
8. Press [Chase]. The new step is added to chase and the display returns to Crossfade view.

Deleting a step from an existing chase

Follow these steps to delete a step from an existing chase:

1. Press [Chase]. Display reads:

```
To Run,   Select Chase #
LOAD                SAVE                EDIT
```

2. Press [F3] (Edit); display reads:

```
To Edit,   Select Chase #
Unused Steps> 59                QUIT
```

3. Press the channel bump button that corresponds to the chase from which you want to delete a step. Display reads:

```
Chase>10                Now>5                End>7
LAST                    NEXT                INS/DEL
```

In this example, chase 10 is being edited. Now>5 means current step is step five, and End>7 means that there are seven steps in the chase. The channel bump LEDs over the current chase step (step 5) light.

4. Press [F1] (Last) or [F2] (Next) until the correct step number is displayed at Now>.

5. Press [F3] (Ins/Del); display reads:

Chase>10 INSERT	Now>5 DELETE	End>7 QUIT
--------------------	-----------------	---------------

6. Press [F2] (Delete). Step five LEDs go out, and display reads as below.

Chase>10 INSERT	Now>5 DELETE	End>6 QUIT
--------------------	-----------------	---------------

Step 5 is deleted. Total number of steps is decreased by one.

7. Press [Chase]. Display returns to Crossfade view.

Editing a step in an existing chase

Follow these steps to add or delete channels from a step in an existing chase.

1. Press [Chase]. Display reads:

```
To Run,   Select Chase #
LOAD                SAVE                EDIT
```

2. Press [F3] (Edit). Display reads:

```
To Edit,   Select Chase #
Unused Steps> 65                QUIT
```

3. Press the channel bump button that corresponds to the chase you want to alter. Display reads:

```
Chase>10                Now>5                End>7
LAST                NEXT                INS/DEL
```

In this example, chase 10 is being edited. Now>5 means current step is step 5, and End>7 means that there are seven steps in the chase. The channel bump LEDs under the current chase step (step 5) light.

4. Press [F1] (Last) or [F2] (Next) until the step that you want to alter is displayed at **Now>**.
5. Press bump buttons of channels you want to add or delete. Lit LEDs indicate channels that are included in each chase step.
6. Press [Chase] to enter the modified steps in the chase and return to Crossfade view.

Using [Beat] to control chase speed

[Beat] allows you to set the rate of a chase by pressing the [Beat] button at the approximate rate at which you want the chase to proceed. .i.Chase:Beat

Acclaim 300's processor averages the speed of five button presses to determine the rate of the chase. Follow this example to use [Beat]:

1. Create a chase and start it running as described on pages and .
2. Press [Beat] five times at the rate you want the chase to proceed. Chase runs at the same rate that you pressed the button.

Note: [Beat] will not work with intervals greater than five seconds or less than .1 seconds.

3. To cancel the rate established with [Beat], move the Rate slider. Rate is now controlled by the Rate slider setting again.

Reversing chases

[Rev] reverses the sequence in which chase steps flash. To reverse a chase, follow these instructions:

1. Start chase as described on page [XX](#).
2. Press [Rev]. [Rev] LED lights indicating that the chase direction has been reversed. Chase steps playback in reverse sequence.
3. To return to the original chase direction, press [Rev] again. [Rev] LED goes out.

Stepping through chases

Press [Step] to proceed through a chase one step at a time. To step through a chase, follow these steps:

1. Press [Stop] to stop the chase.
2. Press [Step] to flash the next step in the sequence, and again for each subsequent step.
4. Press [Stop] again to leave [Step] and restart the chase.

If you do not stop the chase before pressing [Step], the chase immediately advances to the next chase channel, then continues at the programmed rate.

Note: To reverse the direction in the [Step] mode, press [Rev] and continue pressing [Step] for each subsequent step in the new direction.

Deleting chases

To delete a chase you must record a new chase over it that contains no channels. To record a chase with no channels, follow these steps:

1. Press [Chase]. Display reads:

```
To Run, Select Chase #
LOAD                SAVE                EDIT
```

2. Press [F3] (Edit); display reads:

```
To Edit, Select Chase #
Unused Steps>    65                QUIT
```

3. Press the channel bump button that corresponds to the number of the chase you want to delete. Display reads:

```
Chase>  10                Now>  5                End>  7
LAST                NEXT                INS/DEL
```

The chase being edited is chase 10. Step 5 is displayed. Step 7 is the last step in the chase.

4. Press [F3] (Ins/Del). Each LED or group of LEDs that correspond to a step in the chase will light one step at a time. Display reads:

Chase> 1	Now> 13	End> 20
INSERT	DELETE	QUIT

5. Press [F2] (Delete) once for each step in the chase. When you press [F2] the LED over each step goes out indicating that the step has been deleted.
6. Press [Chase] again when all the steps in the chase have been deleted. In effect, this overwrites the old chase with a new one that contains no steps.

Creating a chase while a chase is running

You can record a new chase while one is running, without affecting the active chase. The procedure is the same as described in *Creating and recording chases* on page [XX](#).

While you create and record the chase, the current chase continues to run. When you have finished recording the new chase, the console returns to normal operation and the LCD Operator display returns to Crossfade view. To run the new chase, follow the procedure described in *Running chases* on page [XX](#).

Saving chase pages

When you create and record a chase, it is saved in the console's workspace (active memory). Up to ten chases can be stored this way. If you record more than ten chases, you must save them in *chase pages*. Eight chase pages are available and each page can hold ten chases, with a maximum of 100 steps per page.

When you turn *Acclaim 300* off, the chase pages you have created are saved in memory for up to one week. To store more than eight chase pages, and protect your information, store all eight chase pages as part of a show on a 3.5-inch diskette. For information on saving shows on diskette see page [XX](#).

Follow these steps to save a chase page:

1. Press [Chase]. Display reads:

```
To Run, Select Chase #
LOAD                SAVE          EDIT
```

2. Press [F2] (Save). Display reads:

```
To Save, Select Page #
                    QUIT
```

3. Press the channel bump button for the page where you want to save the chase.

Loading chase pages

When you save chases you have created, you save them in chase pages. Bringing a chase page from the console's memory to the workspace is called loading the chase page. When you load a new chase page, the chase page in the workspace is updated immediately. Any chase currently running will stop and be removed. Follow these steps to load a chase page:

1. Press [Chase]. Display reads:

```
To Record, Select Chase#  
LOAD                SAVE                EDIT
```

2. Press [Load] (F1). Display reads:

```
To Load, Select Page #  
QUIT
```

3. Press the channel bump button that corresponds to the chase page you want to load. Display reads as below.

```
Chase Page 5 Loading
```

4. When the chase has been loaded, the LCD Operator Display returns to the Crossfade mode.

Lesson 3 Using Sequence [Seq] to load memories and submasters to cross faders

Sequence [Seq] allows you to use the cross faders to load consecutively numbered memories or submasters to the cross faders. When you load a memory or submaster into one of the cross faders and press [Seq], the other cross fader is automatically loaded with the next memory or submaster in numerical order.

Note: When you load a memory or submaster to a cross fader without activating [Seq], it remains in the cross fader until it is brought up and then faded out. Afterwards, the cross fader returns to controlling scene output levels.

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Loading a series of memories or submasters to cross faders

Follow these steps to use Sequence [Seq] to load memories or submasters to cross faders.

1. Set both cross faders to zero.
2. Press the [Load] button over the cross fader where you want to load the first memory. Display reads:

To Load, Select Mem/Sub	QUIT
-------------------------	------

3. Press the channel 1 bump button. Display reads as below.

Memory 1 is used here as an example. You can start [Seq] by loading any memory or submaster into either cross fader.

①	②	③	①	②	③
00	00	:00	FL	FL	:00
M>1		MAN	MAN	MAN	FL
④		⑤	④	⑤	⑦

① Cross fader settings

② Cross fader output levels

③ Time slider settings

④ Current cross fader mode

M>1 indicates that memory 1 is loaded to the scene A cross fader. MAN indicates that scene B cross fader controls scene B output.

⑤ Next cross fader mode to be loaded

⑥ Blackout status

⑦ Grandmaster output level

4. Press [Seq]. The next memory is loaded into scene B cross fader. Display reads:

00	00	:00		00	00	:00		
M>	1	M> 3		M>	2	M> 4		FL

① ② ③

- ① *M>3* indicates that memory 3 will be loaded to scene A cross fader after memory 1.
- ② *M>2* indicates that memory 2 is loaded to the scene B cross fader.
- ③ *M>4* indicates that memory 4 will be loaded to scene B cross fader after memory 2.

When the scene A cross fader is moved up, Memory 1 output will come up on stage. When the scene B cross fader is moved down, Memory 2 output will come up on stage.

5. Move scene A cross fader to 10, bringing Memory 1 up. Display reads:

FL	FL	:00		00	00	:00		
M>	1	M> 3		M>	2	M> 4		FL

6. Pull both cross faders down simultaneously to fade out Memory 1 and bring up Memory 2. Display reads:

00	00	:00		FL	FL	:00		
M>	3	M> 5		M>	2	M> 4		FL

7. Push both cross faders up simultaneously to fade out Memory 2 and bring up Memory 3. Display reads:

FL	FL	:00		00	00	:00		
M>	3	M> 5		M>	4	M> 6		FL

8. Repeating steps 4 and 5 loads consecutively numbered memories. All the console's memories will load whether they contain a look or not. After the last memory has been loaded, memory 1 will load again.
9. To stop the automatic loading, press [Seq]. No more submasters or memories will load into faders. Memories currently loaded will remain in cross faders until they are brought up and then faded. Once all memories have been brought up and faded out, cross faders will revert to manual control of scenes A and B.

Note: The procedure for using [Seq] to bring up a series of submasters is the same as the procedure for memories. Simply follow the procedure outlined above, substituting submasters for memories.

chapter 6

using diskette options

This chapter includes instructions for using *Acclaim 300's* diskette options. *Acclaim 300* is equipped with a 3.5-inch diskette drive on the left side of the console's front panel. It allows you to save backup copies of shows on diskette.

Each diskette can hold ten shows. A show consists of eight pages each of submaster, chase, memory, and patch information.

We recommend that you save your work to diskette often. This ensures that your show information will not be lost.

Formatting a diskette

Before you can use a diskette to save your work, you must prepare the diskette for use by formatting it.

Acclaim 300 formats disks with MS DOS format and file structure. Because of this, you can use an IBM-compatible computer copy *Acclaim 300* disks.

Warning: Formatting a diskette erases any information already recorded on the diskette. Before you format a diskette, be sure that it is blank, or that you do not want to save the information it contains.

The formatting process interrupts all console functions. Channels that are live when formatting begins remain live, but fades are stopped in progress and all other controls are disabled.

Follow these steps to format a diskette:

1. Insert a standard 3.5-inch, 720K diskette in the *Acclaim 300* diskette drive.

2. Press [Setup]. Display reads:

Setup Utility		
DISK	PRINT	CONFIG

3. Press [F1] (Diskette). Display reads:

Disk Drive Utilities		
LOAD	SAVE	FORMAT

4. Press [F3] (Format). Display reads:

Format, Are You Sure?	
YES	QUIT

5. Press [F1] (Yes) to format the diskette, or press [F3] (Quit) to quit and return to Crossfade view.

6. When formatting operation is complete, display reads:

```
Formatting complete
```

Then,

```
Disk Drive Utilities
LOAD                SAVE                FORMAT
```

Note: Be patient. Formatting a diskette can take several minutes.

7. Press [Setup] to return to regular operation. LED goes out and display returns to Crossfade view.

Saving a show to diskette

An *Acclaim 300* show consists of eight submaster pages, eight chase pages, eight memory pages, and eight pages of softpatch information. Each show consists of all 32 pages. *Acclaim 300* allows you to save up to ten complete shows on each 3.5-inch diskette.

Note: Show information in the workspace must be saved to pages before it can be saved to diskette.

Follow these steps to save a show to diskette:

1. Press [Setup]. Display reads:

```
Setup Utility
DISK          PRINT          CONFIG
```

2. Press [F1] (Diskette). Display reads:

```
Disk Drive Utilities
LOAD          SAVE          FORMAT
```

3. Press [F2] (Save). Display reads:

```
To Save, Select Show #
QUIT
```

4. Use a channel bump button (1 through 8) to assign a number to the show you are saving. Display reads as below.

Saving show	1
-------------	---

Show 1 is used here as an example.

Display then reverts to:

Disk Drive Utilities		
LOAD	SAVE	FORMAT

5. Press [Setup] to return to regular operation. LED goes out and display returns to Crossfade view.

Loading a show from diskette

Follow these steps to load a show to the console from diskette:

1. Press [Setup]. Display reads:

```
Setup Utility
DISK          PRINT          CONFIG
```

2. Press [F1] (Diskette). Display reads:

```
Disk Drive Utilities
LOAD          SAVE          FORMAT
```

3. Press [F1] (Load). Display reads:

```
To Load, Select Show #
QUIT
```

4. Use a channel bump button to enter show number (1 through 8). Display reads as below, or press [F1] (Quit) to quit.

```
Loading Show 1
```

Show 1 is used as an example.

Display then reverts to:

```
Disk Drive Utilities
LOAD          SAVE          FORMAT
```

5. Press [Setup] to return to regular operation.

chapter 7

using accessories

This chapter includes instructions for working with the following *Acclaim 300* optional accessories:

- Monochrome monitor
- Parallel printer

For accessory installation instructions, see *Chapter 2, Installation*. For purchase information, please contact your local dealer or Electronic Theatre Controls.

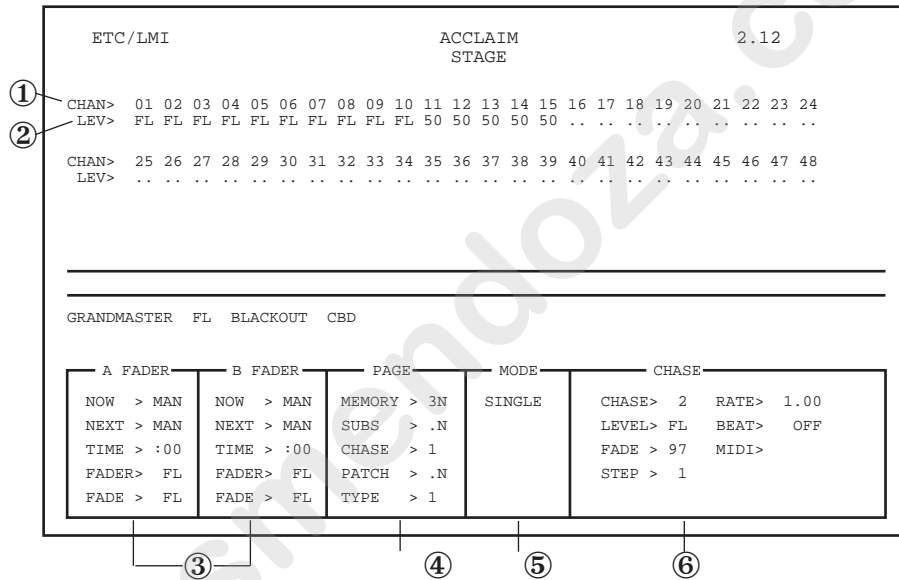
Monochrome monitor

Acclaim 300 supports a monochrome monitor. The monitor's five display screens are Stage, Patch, Submaster, Chase, and Memory. Each display is described in the following pages.

Stage display

Stage display is the default display. It appears when the console is turned on. Stage display shows each channel and its current output level. The Stage display of a 24-channel *Acclaim AC/324* is illustrated below.

In the example below, channels 1 through 10 are outputting at 100 percent and channels 11 through 15 are outputting at 50 percent.



Note: Channels are displayed in two rows on models 324, 336 and 348. Model 312 channels are displayed in a single row.

Stage display description

- ① Control channel numbers.
- ② Channel output levels.
- ③ Cross fader status. Lists information about the console's two cross faders. Status of both cross faders are listed.
 - Now*> Indicates whether cross fader is in manual control mode or if a submaster or memory is loaded. (*MAN*> indicates manual control. *S*> indicates submaster and *M*> indicates memory.) Also indicates status of Time slider.
 - Next*> Indicates what will be loaded into cross fader next.
 - Time*> Indicates setting of Time slider.
 - Fader*> Indicates position of cross fader.
 - Fade*> Indicates current status of fade.
- ④ Page indicator. Indicates page currently loaded for memory, submasters, chase, and patch. An *N* next to the number indicates that the page currently loaded has been changed since it was loaded.
- ⑤ Operating mode. Message lights here when Sequence (Seq), or Single are in effect.
- ⑥ Chase status display. Lists information on the current chase.
 - Chase*> Indicates current chase number.
 - Level*> Indicates setting of Level slider.
 - Fade*> Indicates current status of chase step.
 - Step*> Indicates the current chase step.
 - Rate*> Indicates current setting of Rate slider.
 - Beat*> Indicates whether [Beat] is on or off.
 - MIDI*> MIDI option is not available at this time.

Patch display

To access the Patch display press [Patch]. Press [Patch] again to leave Patch display and return to Stage display. For instructions on creating softpatch see page XX.

Patch display shows dimmer-to-channel assignments, output levels assigned to dimmers in softpatch and current channel output levels. The screen displays 100 dimmers at a time. To view additional dimmers press [F3] (View). Subsequent screens display additional dimmers in groups of 100.

In the example below, the output level of channels 1 through 10 are set at 100 percent.

```

ETC/LMI                                ACCLAIM                                2.12
                                     PATCH
① D>  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
② C>  1  2  3  4  5  6  7  8  9 10 11 12  1  2  3  4  5  6  7  8  9 10 11 12  1
③ L>  FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL
④ O>  .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. ..
                                     D>  26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50
                                     C>  2  3  4  5  6  7  8  9 10 11 12  1  2  3  4  5  6  7  8  9 10 11 12  1  2
                                     L>  FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL
                                     O>  .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. ..
                                     D>  51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75
                                     C>  3  4  5  6  7  8  9 10 11 12  1  2  3  4  5  6  7  8  9 10 11 12  1  2  3
                                     L>  FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL
                                     O>  .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. ..
                                     D>  76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 00
                                     C>  4  5  6  7  8  9 10 11 12  1  2  3  4  5  6  7  8  9 10 11 12  1  2  3  4
                                     L>  FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL FL
                                     O>  .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. .. ..

D = DIMMER   C = CHANNEL   L = LEVEL   O = OUTPUT                                PATCH WITH LEVELS
    
```

- ① Dimmer numbers
- ② Channel numbers
- ③ Dimmer output level
- ④ Channel output level

Submaster display

To access the Submaster display, press [Subs], then [F3] (Edit). Press the bump button for the submaster you want to record or edit. Submaster display shows the channel or channels that are recorded in the desired submaster. If no submaster has been recorded, no channel output is displayed.

The lower portion of the screen is the same as in Stage display; see page XX for a description.

You can create new submasters or modify existing submasters while the Submaster display is on screen. For instructions on working with submasters see page XX.

In the example below, submaster 1 consists of channels 1 through 10, recorded at 50 percent.

ETC/LMI										ACCLAIM SUBMASTER										2.12											
CHAN>	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24							
LEV>	50	50	50	50	50	50	50	50	50	50							
CHAN>	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48							
LEV>							
GRANDMASTER FL BLACKOUT CBD																															
A FADER							B FADER							PAGE							MODE				CHASE						
NOW >	MAN	NOW >	MAN	MEMORY >	3N	SINGLE	CHASE>	2	RATE>	1.00																					
NEXT >	MAN	NEXT >	MAN	SUBS >	.N	LEVEL>	FL	BEAT>	OFF																						
TIME >	:00	TIME >	:00	CHASE >	1	FADE >	97	MIDI>																							
FADER>	FL	FADER>	FL	PATCH >	.N	STEP >	1																								
FADE >	FL	FADE >	FL	TYPE >	1																										

Note: Channels are displayed in two rows on models 324, 336 and 348. Model 312 channels are displayed in a single row.

Chase display

To access the Chase display, press [Chase], then [F3] (Edit). Then press the bump button for the chase you want to record or edit. Chase display shows the channel or channels that make up the steps in a chase. The steps in a chase are displayed one at a time. Press [F1] (Last) and [F2] (Next) to scroll through the chase steps.

If no chase has been recorded, channels show no output. When you display a chase, the last step in the chase is always displayed first. Channels included in a chase step are shown as Xs.

You can create chases or modify existing chases while the Chase display is on screen. For instructions on working with chases, see page XX.

The lower portion of the screen is the same as in Stage display. See page XX for a description.

In the example below, step 2 of chase 1 is displayed. This step includes channels 1 through 10.

```

ETC/LMI                      ACCLAIM                      2.12
                               CHASE 1  STEP TWO
CHAN> 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
LEV>  XX XX XX XX XX XX XX XX XX XX . . . . .
CHAN> 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
LEV>  . . . . .

-----
GRANDMASTER  FL  BLACKOUT  CBD

-----
  A FADER      B FADER      PAGE      MODE      CHASE
  NOW > MAN    NOW > MAN    MEMORY > 3N  SINGLE    CHASE> 2  RATE> 1.00
  NEXT > MAN    NEXT > MAN    SUBS > .N    CHASE > 1  LEVEL> FL  BEAT> OFF
  TIME > :00    TIME > :00    CHASE > 1    FADE > 97  MIDI>
  FADER> FL    FADER> FL    PATCH > .N    STEP > 1
  FADE > FL    FADE > FL    TYPE > 1
    
```

Note: Channels are displayed in two rows on models 324, 336 and 348. Model 312 channels are displayed in a single row.

Memory display

To access the Memory display, press [Mem], then [F3] (Edit). Then press the bump button for the memory you want to record or edit. Memory display shows the channel or channels that are recorded in the desired memory. If no memory has been recorded, no channel output is displayed.

The lower portion of the screen is the same as in Stage display; see page XX for a description.

You can create a new memory or modify an existing memory while the Memory display is on screen. For instructions on working with memories see page XX.

In the example below, memory 1 consists of channels 1 through 10, recorded at 50 percent.

ETC/LMI		ACCLAIM		2.12	
		MEMORY			
CHAN>	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24				
LEV>	50 50 50 50 50 50 50 50 50 50				
CHAN>	25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48				
LEV>				

GRANDMASTER FL BLACKOUT CBD					
A FADER		B FADER		PAGE	
NOW >	MAN	NOW >	MAN	MEMORY >	3N
NEXT >	MAN	NEXT >	MAN	SUBS >	.N
TIME >	:00	TIME >	:00	CHASE >	1
FADER>	FL	FADER>	FL	PATCH >	.N
FADE >	FL	FADE >	FL	TYPE >	1
				MODE	CHASE
				SINGLE	CHASE> 2 RATE> 1.00
					LEVEL> FL BEAT> OFF
					FADE > 97 MIDI>
					STEP > 1

Note: Channels are displayed in two rows on models 324, 336 and 348. Model 312 channels are displayed in a single row.

Parallel printer

Acclaim 300's optional parallel printer allows you to print the contents of the console's workspace (active memory), the contents of each of the console's 32 storage pages, console setup options, or complete show information.

Print options

The output of the six *Acclaim 300* print options is described below.

Memories

Each memory in the specified memory page, or in workspace, prints in numerical order. Memories print regardless of whether or not they contain recorded channel output.

Submasters

Each submaster in the specified submaster page, or in workspace, prints in numerical order. Submasters print regardless of whether or not they contain recorded channel output.

Chase

Each step of each recorded chase in the specified page is printed. Channels live in the steps are represented by two Xs below the channels. Only recorded chases print.

Patch

Prints a complete softpatch. Dimmers are listed in numerical order with their channel assignments and recorded softpatch levels.

Setup

All console setup options are printed.

All

All show information is printed.

Before you begin printing, verify that your printer is installed correctly and that it is turned on. For instructions on installing printer, see page [XX](#) in *Chapter 2, Installation*.

Printing show information

Follow these steps to print show information.

1. Press [Setup]. Display reads:

Setup	Utility		
DISK		PRINT	CONFIG

2. Press [F2] (Print). Display reads:

Print	What ?		Memories
Last		Next	Continue

Memories are used here as an example. Whichever function you printed last will appear when you select print.

3. Press [F1] (Last) and [F2] (Next) until the desired option is displayed. Print options are:

- Memories
- Chase
- Setup
- Submasters
- Patch
- All

4. Press [F3] (Continue) when you have selected the desired print option.

If you select **All**, **Setup** or **Workspace**, printing will begin immediately when you press [F3] (Continue).

If you select *Patch*, *Submasters*, *Memories*, or *Chase*, then press [F3] (Continue), display reads:

Print Where ?	Page 1
Last Next	Continue

Page 1 is used here as an example.

5. Press [F1] (Last) and [F2] (Next) until the desired page number is displayed.

In addition to pages 1 through 8, you can also select *Workspace*, which will print the contents of the console's workspace, or active memory. The workspace contains information that has not yet been saved to a page.

6. Press [F3] (Continue) to start printing.
7. To stop printing before print job is complete, press [F1] (Quit).

chapter 8

reference

This reference chapter lists all *Acclaim 300* buttons and features in alphabetical order. Listings include a description of the feature and instructions for using it.

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[And]

[And] allows you to select a set of dimmers that has a break in the numerical sequence when you are creating a custom softpatch. You can also use [And] in conjunction with [Thru] to select a group of dimmers that includes both continuous and discontinuous sequences.

Examples

[1] [And] [7] [And] [9] selects dimmers 1, 7 and 9.

[1] [Thru] [1][0] [And] [1][5] [Thru] [2][0] selects dimmers 1 through 10 and dimmers 15 through 20.

[At]

When you create a custom softpatch, [At] indicates that the next number entered will be an intensity level for selected dimmer or dimmers. [At] enters a default dimmer output level of 100 percent unless you specify otherwise.

Examples

[1] [At] [7][5] [Enter] sets dimmer 1 at 75 percent intensity,.

[1] [At] [Enter] sets dimmer 1 at 100 percent intensity.

[Beat]

[Beat] allows you to set the rate of a chase by pressing the [Beat] button at the approximate rate at which you want the chase to proceed.

Press [Beat] five times to set the chase rate. The *Acclaim 300's* processor averages the speed of the first four presses to determine the rate of the chase. To use the Beat feature, follow these steps:

1. Create a chase and start it running as described on pages and .
2. Press [Beat] five times at the rate you want the chase to proceed.

Note: Intervals greater than five seconds or less than .1 seconds are not accepted.

3. To cancel [Beat] feature, move the Rate slider. The chase continues to run, but the rate is now controlled by the Rate slider setting.

Blackout [B/O]

Acclaim 300 has two [B/O] (blackout) buttons. The Grandmaster [B/O] blacks out all console output. The chase [B/O] blacks out only a running chase.

Grandmaster [B/O]

The Grandmaster [B/O] blacks out all channel output levels. It is located above the Grandmaster slider. To black out all channels, follow these steps:

1. Press [B/O] to force all channels to a zero intensity level. [B/O] LED lights when console is in blackout mode.
2. Press [B/O] again to restore channel levels.

Chase [B/O]

The chase [B/O] button is located to the left of the chase Level and Rate sliders. It blacks out a chase on stage but allows it to continue running on the console. This can be helpful if you want to stop the chase briefly, then quickly bring it back up on stage. To black out a chase, follow these steps:

1. Press [B/O] to black out the chase on stage. [B/O] LED lights and individual channel LEDs continue to display the chase on the console.
2. Press [B/O] again to bring the chase back up on stage.

Bump buttons

Bump buttons immediately push channels, submasters or memories to 100 percent and hold them at that level for as long as you press the button.

Bump buttons are also used to record submasters, memories and chases. For more information, see pages [XX](#), [XX](#) and [XX](#).

Examples

Channel bump button [1] forces channel 1 to 100 percent of its recorded intensity level.

[Mem] channel bump button [1] forces memory 1 to 100 percent of its recorded intensity level.

Channel Button Disable [CBD]

[CBD] or channel button disable allows you to disable channel bump buttons, eliminating the possibility of accidentally bringing up unwanted channels. It does not affect the functioning of the channel sliders.

[CBD] does not affect submaster bump buttons.

1. Press [CBD] once to disable channel bump buttons. [CBD] LED lights.
2. Press [CBD] again to enable channel bump buttons.

Channel [Chan]

Press [Chan] to use the LCD Patch Display to view the current softpatch by listing the dimmers patched to a particular channel. The channel and dimmer numbers are displayed in the LCD Patch Display. One channel at a time may be viewed in this way. Follow these steps to view dimmers patched to a particular channel.

1. Press [Chan]. Display reads:

```
VIEW CHANNEL=  
DIMMER =
```

2. Use the numeric keypad to enter the number of the desired channel. Console displays the number of the channel and the number of the dimmer patched to it. If more than one dimmer is patched to the channel, three greater than signs appear to the right of the dimmer number.
3. Press [Enter] once to display each additional dimmer patched to the channel. Both the channel number field and dimmer number field clear after the last dimmer has been displayed.
4. Press [Plus] to display the next channel and a dimmer to which it is patched.

Or, press [Minus] to display the previous channel and the dimmer to which it is patched.

Channel sliders

Channel sliders control the intensity level of individual channels. To increase an intensity level, push the slider up. As you move the slider from **0** to **10**, the intensity increases from zero to 100 percent.

The numbers next to a slider indicate the intensity level at which the channel is set. Scale numbers represent the percentage of maximum output divided by 10. For example, if a slider is set at **5**, the channel is set at a 50 percent output level.

Channel sliders also control memory output when scene is in memory mode.

[Chase]

[Chase] allows you to create, edit and run chases, and also to load and save chase pages. For more detailed information about working with chases see page [XX](#).

[Clear]

[Clear] deletes the last item entered in the LCD Patch Display. (If a two-digit number was the last thing entered, each press of [Clear] will delete one digit.) Pressing [Clear] more than once continues to delete items until the LCD Patch Display screen reads:

DIMMER =

Cross faders

Cross faders are independently operated sliders that control scene output levels. Cross faders control both manual and timed crossfades. Cross faders can also be used to control crossfades between submasters or memories.

To bring up scene A and fade out scene B at the same time, push faders up simultaneously. Pulling faders down together reverses this process, bringing scene B up and fading out scene A. Because faders move separately, you can change output levels of both scenes independently. For information on timed crossfades, see page [XX](#).

[Dim]

[Dim] is used in softpatch operations to specify a dimmer or a group of dimmers. See pages XX, XX and XX for examples of how [Dim] is used in creating softpatch.

[Dim] also allows you to use the LCD Patch Display to view the current softpatch by listing the channels to which a particular dimmer is patched. The dimmer and channel numbers appear in the LCD Patch Display. Follow these steps to view the channel to which a given dimmer is patched.

1. Press [Dim]. Display reads:

```
VIEW DIMMER =  
CHANNEL=
```

2. Use the numeric keypad to enter number of the desired dimmer. The number of the dimmer and the number of the channel to which it is patched are displayed.
3. Press [Enter] once to display each additional channel to which the dimmer is patched. Both the channel number field and dimmer number field clear after the last channel has been displayed.
4. Press [Plus] to display the next dimmer and the channel to which it is patched.

Or...

Press [Minus] to display the previous dimmer and the channel to which it is patched.

[Enter]

Press [Enter] to confirm the information specified in the LCD Patch Display, or page to the next numeric value.

When you are setting up a customized softpatch, press [Enter] to record a dimmer or group of dimmers, set at a particular output level, in a specified channel.

When viewing channels or dimmers, press [Enter] to display the next dimmer patched to the channel.

Example

[1] [At] [7][5] [Enter] assigns an output level of 75 percent to dimmer 1 in softpatch.

[Full]

When creating a custom softpatch, [Full] sets a dimmer or group of dimmers at 100 percent intensity. Follow these steps to assign an intensity level of 100 percent to a dimmer or group of dimmers using [Full]

1. Press [Clear] until LCD Patch Display reads:

DIMMER=

2. Use numeric keypad to select dimmer or dimmers.
3. Press [Full] to assign an output level of 100 percent.

Function buttons

The buttons labeled [F1], [F2] and [F3] in the center of the *Acclaim 300* console are function buttons. Their purpose varies depending on the operation you are performing. The LCD Operator Display immediately above the function buttons identifies their use.

Example

Press [Setup]. Display reads:

Setup	Utility	
DISK		PRINT
CONFIG		

Press [F1] (Diskette) to access diskette options.

Press [F2] (Print) to access print options.

Press [F3] (Config) to access patch and console setup options.

Grandmaster

The Grandmaster controls the intensity level of all *Acclaim 300* output. It overrides all other controls except black out. See page for more information on black out.

Normally, the Grandmaster is set at **10** (100 percent) so that all channels operate at 100 percent of their set levels. When the Grandmaster is set at a level less than **10**, channel output equals current settings multiplied by the percentage level at which the Grandmaster is set. For example, if a submaster is set at 50 percent, and the Grandmaster is also set at 50 percent, the channels outputs at 25 percent of their recorded intensity.

The numbers next to the Grandmaster indicate the output level at which the slider is set. Numbers represent the percentage of maximum output divided by 10. For example, if a slider is set at **5**, the Grandmaster is set at an output level that is 50 percent.

[Help]

Acclaim 300 has two Help buttons; one provides information on general console operation, the other provides information on using the LCD Patch Display to create a softpatch.

Console [Help]

Press console [Help] to display information on *Acclaim 300* operations in LCD Operator Display. Display reads:

```
Press Any Key For Help
On That Key/Function
```

Press any button on the keyboard to display a brief description of the button's function in the LCD Operator Display. Help messages are displayed for five seconds. After five seconds the display reverts to the mode that was displayed when you pressed [Help].

Patch [Help]

Press Patch [Help] to display softpatch information screens. [Help] screens appear in the LCD Patch Display. Patch [Help] messages are a series of prompts that guide you through the process of creating softpatch.

[Help] screens consist of multiple pages. To move to the next page press [Plus]; to move to the previous page, press [Minus]. To leave patch, press [Help] again.

Level slider

The Level slider controls output levels of channels in a chase. If a channel is included in both a scene and a chase, the Level slider setting affects its output only when it is flashed as part of a chase sequence.

When channels are recorded in a chase, they are automatically recorded at full intensity. Changing the Level slider setting equally changes the intensity of all channels in the chase.

To change the output level of a chase, move the slider up or down. As you move the slider from **10** to **0**, the level of output intensity decreases from 100 percent to zero. Setting the Level slider at **0** has the same effect as pressing chase [B/O] (black out). See page [XX](#) for more information on [B/O].

The numbers next to the slider indicate the output level of the chase. The scale is marked **0** through **10**, representing the percentage of maximum output divided by 10.

Example

Set Level slider at **5**. Output levels of chase channels are set at 50 percent.

[Load]

[Load] indicates that the next number entered will be either a submaster or memory that you wish to load to a cross fader. There are two [Load] buttons, one over each cross fader. For more information on loading submasters and memories to cross faders see pages [XX](#) and [XX](#).

Example

Scene A [Load], submaster [1] loads submaster 1 to scene A cross fader.

[Memory]

The [Memory] buttons change the function of channel controls (sliders, bump buttons and [Solo]) from controlling the output of channels to controlling the output of memories. There are two [Memory] buttons, one for each row of channel sliders. The LED next to the button lights when a row of channel sliders is controlling memories.

Press [Memory] to use channel controls in Memory mode. In [Memory], a channel slider controls the output of a specific memory. The memory's output can be set at any point from zero percent to 100 percent. Pressing a bump button forces the memory to full recorded intensity for as long as you press the button. In [Solo] mode, the bump button forces the memory to full recorded intensity, but also forces the output of all other memories to zero.

Memories [Mem]

A memory is a group of channels recorded at proportional levels and controlled by a channel slider and bump button. Memories enable you to create and save complex looks and then access them easily.

Press [Mem] to create or edit a memory, or to save or load a page of memory. For more information on memories see *Chapter 5, Lesson 1, Working with memories*, on page [XX](#).

[Minus]

[Minus] decreases the value of a number entered in a field. It is used in four patch operations.

When you are assigning an output level to a dimmer in softpatch, press [Minus] to decrease the intensity level.

When you are viewing channels, press [Minus] to view the previous channel.

When you are viewing dimmers, press [Minus] to view the previous dimmer.

When you are using Patch Help, press [Minus] to view the previous Help screen.

[Out]

[Out] lets you select a single dimmer and reduce its output to a predetermined level independent of other dimmers patched to the same channel.

When you use [Out] to unpatch a dimmer, *Acclaim 300* automatically sets the selected dimmer's output at a user-definable default level. The factory-set default level for [Out] is five percent. For information on changing the default level for [Out], see page [XX](#).

Example

[1][0] [Out] sets dimmer 10 at 95 percent.

[Patch]

Press [Patch] to save a patch page, or to load a page of patch information into the workspace. If you are using *Acclaim 300's* optional monochrome monitor, pressing [Patch] also brings the Patch display up on screen. For more information on saving and loading patch pages see pages [XX](#) and [XX](#). For more information on Patch display see page [XX](#).

Power switch

Acclaim 300's power switch is a three-position (On, Off and Lock), keyswitch located on the console's front panel. Electronic Theatre Controls recommends that you turn the console power switch to the **Off** position before you plug or unplug the power cable.

Turn key to **Lock** position to prevent accidental changes to console memory and to prevent unauthorized people from tampering with recorded show information. You can create scenes, run crossfades, and use submasters, memories and chases in **Lock** position but you can not make changes to previously recorded chases, submasters, memories, or patch information.

[Plus]

[Plus] increases the value of a number entered in a field. It is used in four patch operations.

When you are assigning an output level to a dimmer in patch, press [Plus] to increase the intensity level.

When you are viewing channels, press [Plus] to view the next channel.

When you are viewing dimmers, press [Plus] to view the next dimmer.

When you are using Patch Help, press [Plus] to view the next Help screen.

Rate slider

The Rate slider controls the speed at which a chase proceeds by varying the length of time each step in the chase flashes before the next step comes up.

To change chase rate, move the Rate slider up or down. The numbers next to the slider indicate the chase rate. As you move the slider from **1s** to **.1s**, the rate of the chase decreases from one second per step to a tenth of a second per step.

Reverse [Rev]

[Rev] allows you to reverse the sequence in which the steps in a chase playback. You can use [Rev] while the chase is running, or you can press [Stop] to stop the chase, then press [Rev] to change its direction.

Example

[Rev] reverses the order of a running chase from steps 1, 2, 3, 4 to 4, 3, 2, 1.

Sequence [Seq]

Sequence [Seq] allows you to use the cross faders to load consecutively numbered memories or submasters to a cross fader. When you load a memory or submaster into one of the cross faders and press [Seq], the other fader is automatically loaded with the next memory or submaster in numerical order. For more information on using [Seq] see pages [XX](#) through [.XX](#)

Example

Scene A [Load], submaster bump button [1], [Seq] loads submaster 1 into scene A cross fader, and automatically loads submaster 2 into scene B cross fader. Scene A cross fader is then loaded with submasters 3, 5 and 7. At the same time, Scene B cross fader is loaded with submasters 4, 6 and 8.

[Set]

[Set] lets you select a single dimmer and reset its output at a predetermined level independent of the channel setting.

When you use [Set] to unpatch a dimmer, *Acclaim 300* automatically sets the selected dimmer's output at a user-definable default level. The factory-set default level for [Set] is 95 percent. For information on changing the default level for [Set], see page .

Example

[1][0] [Set] sets dimmer 10 at five percent.

[Setup]

Press [Setup] to access *Acclaim 300's* setup utilities. The setup utilities include console and patch configuration, and print and diskette operations.

Example

Press [Setup]. Display reads:

Setup	Utility		
DISK		PRINT	CONFIG

Press [F1] (Diskette) to access diskette options.

Press [F2] (Print) to access print options.

Press [F3] (Config) to access patch and console setup options.

[Single]

Press [Single] to enable *Acclaim 300's* single-scene mode. In single-scene mode, instead of two rows of sliders creating looks for two distinct scenes, both rows control live channels. This doubles the number of channels that can be controlled directly with channel sliders and bump buttons. In single-scene mode, the scene A cross fader controls all channel outputs. The scene B cross fader can be used to playback submasters and memories.

Solo]

[Solo] allows you to force the output of a channel, submaster or memory to 100 percent and simultaneously suppress all other similar outputs to zero. When [Solo] is not active, bump buttons still force outputs to 100 percent, but other outputs are not affected. Channel bump buttons in [Solo] affect only the output of other channels; Submaster [Solo] affects only the output of other submasters and Memory [Solo] affects only the output of other memories.

Channels have single bump buttons that function either as bump or [Solo] buttons. You determine their function by pressing either of the two [Solo] buttons at the end of each row of channel bump buttons. When the [Solo] LED is lit, the bump buttons function as [Solo] buttons.

Channel [Solo] buttons also control memories when the channel controls are in memory mode. Submasters each have both a bump button and a [Solo] button.

(See *Chapter 8*, page [XX](#), *Reference* for more information on controlling channels and memories.)

Example

Channel bump button [1] forces output of channel 1 to 100 percent intensity.

Submaster Solo [1] forces output of submaster 1 to 100 percent of its recorded level. All other submaster output is forced to zero.

Scene A [Memory], channel bump button [1] forces output of memory 1 to 100 percent of its recorded output level and simultaneously forces all other memories to zero.

[Step]

[Step] allows you to flash one step at a time in a running chase. Each time you press [Step], the next step in the chase sequence flashes to full.

1. Press [Stop] to stop the chase.
2. Press [Step] to flash the next step in the sequence.
3. Press [Step] to flash the next step in the sequence, and again for each subsequent step.

To reverse the direction of the chase while in [Step]:

1. Press [Rev].
2. Press [Step] to continue in the new direction.
3. Press [Rev] again to return to the original chase direction.
4. Press [Stop] again to leave [Step] and restart the chase.

[Stop]

[Stop] allows you to stop and restart a chase. Whichever chase step is live when you press [Stop] remains live until you restart the chase by pressing [Stop] again. [Stop] does not erase a recorded chase, nor does it black out the chase.

1. Press [Stop] once to stop a running chase. [Stop] LED lights.
2. Press [Stop] again to resume the chase. [Stop] LED goes out.

Submaster sliders

Acclaim 300 has eight submaster sliders. You can record a submaster in each slider.

To record a submaster in a submaster slider, follow these steps:

1. Adjust channel sliders to create the desired scene on stage.
2. Press [Subs] to indicate that you want to record the look as a submaster. This indicates that the *Acclaim 300* is waiting for you to press a submaster bump button.
3. Press the submaster bump button where you want to record the look.
4. Set all channel sliders at zero, then push the submaster slider up to **10**. The channels you recorded come up at the proportional levels you recorded.

For more information on submasters, see pages [XX](#) through [XX](#).

To bring a submaster up, push its slider up. As you move the slider from **0** to **10**, the level of intensity increases from zero to 100 percent.

The numbers next to the submaster sliders indicate the output level at which the submasters are set. They represent the percentage of output divided by 10. For example, if a slider is set at **5**, the submaster is set at an output level that is 50 percent of its recorded output.

Submasters [Subs]

Pressing [Subs] indicates you will press a submaster bump button to record a sub.

After you have used channel and submaster sliders to create the look you want, press [Subs] and then one of the submaster bump buttons. This records the look as a submaster. The submaster is stored in the slider immediately above the bump button.

Example

[Subs] submaster bump button [1] records the current look as submaster 1.

Time sliders

The two Time sliders control the duration of crossfades. Each controls the fade time of the cross fader immediately below it on the console. They can be set separately to program different fade rates for each scene.

To change the speed of a crossfade, move the Time sliders up or down. As you pull the sliders down from **5m** to **0**, the duration of the fade decreases from five minutes to zero. At the zero setting there is no programmed fade time. You must manually control the crossfade manually with the cross faders. You can set the rate of the fade at any point between **0** and **5m**.

Once the fade time for a scene is set, initiate the crossfade by moving the cross fader for that scene.

Example

Set scene A cross fader at **10**, scene B cross fader at **0**, all channel sliders at **10**, scene A Time slider at **5m**, and scene B Time slider at **1m**. Pull both cross faders down, moving A to **0** and B to **10**. Scene A output fades out in five minutes; scene B comes up in one minute.

[View]

Press [View] to select the display mode of the LCD Operator Display. Press [View] again to scroll through the each of the display options. The five display modes help you use the *Acclaim 300* by monitoring channel and dimmer output, identifying the purpose of the function buttons and prompting you to enter information in the correct sequence. The display modes are: Crossfade view, Channel view, Dimmer view, Page view, and Chase view. See page [XX](#) for a detailed description of each screen.

Workspace

Workspace is *Acclaim 300's* active memory in which patch and system setting information is entered, and submasters, memories and chases are created and edited. Workspace can contain up to eight submasters, 24 to 96 memories (depending on the console model you are working with), ten chases (with up to 100 steps in all), and one patch configuration.

Workspace and pages together make up *Acclaim 300's* internal memory. They remain in the console's memory for up to a week when the console is turned off. To store the information contained in the workspace on a diskette, it must first be saved to a page. When you load information from a diskette, it must be loaded first from diskette to page, then it may be loaded from page to workspace.

appendix a specifications

Interfaces

- DMX512/1990 digital protocol outputs

Capacity

- Workspace allows you to enter softpatch and system setting information and work with submasters, memories and chases
- Workspace may contain up to eight submasters, 24 to 96 memories (depending on console configuration), ten chases (with up to 100 steps total), and one complete softpatch configuration
- Pages enable you to store the contents of the workspace to expand the capacity of the console
- Eight pages each of submasters, memories, chases and patch information
- Each submaster page may contain up to eight submasters
- Each memory page may contain from 24 to 96 memories, depending on the configuration of the console
- Each chase page may contain up to 10 chases, with as many as 100 total chase steps per page
- Each patch page may contain one complete patch configuration
- Up to ten complete shows can be saved on each 3.5-inch diskette
- Each show is comprised of eight of each type of page (32 pages total) and can be saved on 3.5-inch disks
- Proportional patching of up to 512 DMX512 dimmers

Display functions

- Two LCD displays on the console keyboard
- One monochrome TTL monitor (optional)
 - Stage display
 - Submaster display
 - Chase display
 - Memory display

Playback controls

- Scene A and B cross faders on 60mm sliders
 - Manual crossfades
 - Timed crossfades
 - User selectable fade times
 - Loadable crossfades
- Eight submaster sliders
 - Eight pages of eight recorded submaster looks
 - Fully overlapping channel assignments
 - Proportional channel levels
 - Bump switches on all eight submasters
- Up to 48 memory sliders (24 with AC/312)
 - Eight pages of 48 (or 24 on AC/312) recorded memory looks
 - Fully overlapping channel assignments
 - Proportional channel levels
 - Bump switches on all memories
- Grandmaster on 60mm slider
- Blackout (B/O) function

Size and weight

Model	Description	Dimensions	Weight
AC/312	12 channel console	35 x 13.5 x 3 inches	31 lbs.
AC/324	24 channel console	40 x 13.5 x 3 inches	37 lbs.
AC/336	36 channel console	48 x 13.5 x 3 inches	42 lbs.
AC/348	48 channel console	56 x 13.5 x 3 inches	48 lbs.

appendix b

error messages

The following error messages may appear in the LCD Operator display during *Acclaim 300* diskette operations. Follow the recommendations outlined here. If the error condition persists, call Electronic Theatre Controls' Technical Services department at 800/775-4382. (See page [XX](#) for more information.)

Cannot read diskette

The console is unable to read the diskette in the drive. This is usually a diskette problem. Try reading a show from another diskette.

Diskette write

The console is unable to save show information to the diskette in the drive. This is usually a diskette problem. Try saving show to a different formatted diskette.

Write protected

Console cannot read from or record to disks that are write protected. Insert another diskette or close the write-protection window on current diskette and retry operation.

No diskette in drive

There is no diskette in drive, or a diskette is improperly inserted in drive. Remove and reinsert diskette. Press diskette gently until it snaps into place. Diskette ejection button pops out when diskette is properly inserted.

Diskette seeking

The console is unable to find the show you have specified. This can be because the show does not exist, or can be the result of a problem with the diskette. Make sure you are trying to load a show that exists.

No File

The show you are trying to read is not on the diskette in the drive. Make sure you have the right diskette and are trying to load the correct show.

Dir full

The diskette in the drive is not an *Acclaim 300* diskette.

Dup entry

The show you are trying to save already exists. Continue save procedure if you want to overwrite the existing show.

Diskette full

Ten shows have been recorded on the diskette. No more shows can be recorded. A new diskette must be formatted and inserted into the diskette drive.

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