

ELEKTRALITE CP10XT QUICK INSTRUCTIONS
VERSION 16 AND HIGHER

To set Fixture Addresses: Fixtures or dimmer packs should normally be set to the following DMX512 starting addresses regardless of instrument type. For instruments 1-16 use the following addresses: 1, 9, 17, 25, 33, 41, 49, 57, 65, 73, 81, 89, 97, 105, 113, 121. If necessary, starting addresses can be altered for any fixture through a Menu function called Soft Patching. Refer to your operations manual.

To set Fixture type: Press **Menu, Enter**. Use "+" or "-" keypads to scroll through Menu functions until you reach **Fixture Library**, Press **Enter**. Use +/- to toggle through types or models while viewing the display. Select Fixtures one at a time by number keypads (1-16), and assign a make and model to each, again using the +/- keys. If you cannot find your specific make/model, try the "General" selections until you find one that works properly with your unit.

To select fixtures to control or program: Press **Fixture**. The display will show the fixtures currently active, 1 - 8. Use the numbered keypads to toggle fixtures on or off. Use the arrow keys (+/-) to advance from fixtures 1-8 to 9-16. To enable/disable 9-16, keypad 9 selects fixture 9, keypad 0 (zero) selects fixture 10, keypad one selects fixture 11, etc. Note: When running a program (cue, chase, or macro), any fixture(s) can be controlled manually, if the corresponding keypad number is left enabled. However, you must "restart" the program in order for the fixture(s) to operate once again from memory. Note: Pressing **Fixture** again will activate a "fine" mode of Joystick control. "Fine" mode is especially useful when you want to adjust a moving mirror to a precise position. You can toggle back and forth between "coarse" and "fine" mode by repeatedly pressing **Fixture**.

Note: When selecting fixtures from the library requiring more than 8 control channels (Clay Paky Golden Scans & Stage Color 1200's, High End Cyberlights & Studio Colors, Martin Roboscans & MACs, etc.), the CP10XT configures its internal channel addresses as if the unit were two or three separate fixtures. Therefore, you will have to move forward/backward through two or three consecutive fixtures, while deactivating the former, activating the next, in order to access all of the fixtures' functions.

Helpful Tip: The operation of any slider/joystick results in a numerical readout on the LCD display from 1-100(%). As you run through the operations of each fixture, write down the numerical value of each setting. For example, the color selector might show a value of 6% for red, 12% for yellow, etc. Or, the gobo selector might show 20% for gobo 1, 37% for gobo 2, etc. Using the settings, you can write cues and other programs without even having any fixtures operational or connected to the CP10XT.

To program a Cue: Press **Black** to clear all channels, select fixtures or combinations of fixtures by pressing **Fixture**, and the corresponding keypad number(s) to activate them. Operate the joystick and faders to set up or create a desired "look". Press **Enter, Cue, assign a Cue number from 1 - 600, set Crossfade Time** (if desired), and press **Enter**. If you are recording a new cue over an old cue, the display will prompt you to press **Enter** again. Write a description of each Cue on a Log sheet.

To recall a Cue: Press **Cue, select a number (1 - 600), and Go**. Each Cue will automatically increment to the next number by repeatedly pressing **Go**.

To edit a Cue: Recall a Cue, make any changes with joystick or faders after activating a fixture or fixtures, press **Enter, Cue**, use keypad to **select same or different Cue number**, press **Enter** twice.

Helpful Tip: Creating a new cue by modifying an old cue is the same as editing. This is especially helpful when programming moving lights. Call up the existing cue, make your manual changes to the fixture(s), and enter this new "look" as a new cue number. This will not change your old cue settings.

Pile-On: A new feature with the ability to operate "transparent" channels when creating cues. In other words, "Preset" cues can be created with specific settings, then recalled and piled on other presets for new "looks". Examples of Presets: cues with only pan & tilt positions, not even visible light; cues with only color settings; cues with only gobo settings; even a preset cue for visible light beams only. This is cool! You can call up any/all of your preset cues simultaneously to "assemble" a live look, and then record the whole shebang as a new cue. Using Pile-On and numerical settings, off-site programming is a reality.

How to Pile-On:

1. Press **Menu, Enter**, scroll through the menu to Pile-On, press **Enter**, press "+" or "-" to **Enable**:
2. Press **Black** to clear all channels
3. Press and hold the **Delete** key, while manipulating any fader such as open shutter/dimmer control. The fader setting is blind or "transparent" to the memory buffer and will not be recorded in a new cue.

4. Release the Delete key, and operate any of the other faders and/or joystick. These values will be recorded in a new cue.

How to create a new cue using Pile-On: Recall any or all of the desired cues so they are operating “live”, and simply program a new cue. Be sure to assign the “assembled” cue a new number.

To program chase: Press **Enter**, **Chase**, use arrow keys to **move cursor to “CUE” field**, use **keypads to select Cue number**, press **Enter**, step number will automatically advance, **select next Cue number**, press **Enter**. After your last entry (up to 99) **move the cursor** to the position after the word “Chase”. **Assign a Chase number** from 1 - 50. At this time **set chase speed with speed fader**, **set crossfade** if desired, **Press Enter** once (or twice if writing over old chase) to complete chase programming. Record each chase, including its cue numbers, on a Log sheet.

To play a chase: Press **Chase**, **select chase number with keypads**, Press **Go**. Chase speed and crossfade can be manually adjusted while chase is running without altering the stored settings.

To edit Chase: Press **Enter**, **Chase**, **select chase number with keypad**, **move cursor to step number**, **select step number to edit**, **move cursor to Cue number**, **select new Cue number**, **Press Enter**, repeat if desired. To save the edited chase to memory you must move cursor back to chase number and press Enter. You can also enter a new number and save to different location.

To erase a chase step: Move cursor to step number, **select step number desired**, **press Delete**. The step will be erased and higher steps will move down. Always re-save chase after editing.

To insert a chase step: Move cursor to step number, **select step number**, **press insert**. A blank step will be inserted and all higher steps will move up. Inserted step must contain a Cue. At this point, insert the new Cue, and re-save.

To erase a chase: Press **Enter**, **Chase**, **select chase number**, **Delete**. You will be given a second chance to confirm or abort the erase mode.

To program a macro: Press **Enter**, **Macro**, move cursor under “CUE”, use any keypad switch to toggle (choose) between CUE or CHS, use “+” to move cursor to next field, use keypad to select cue or chase number, or press **Black** (to store a blackout step using current xfade slider position), **Press Enter**, cursor will move to **HOLD** field, use keypads to select hold time (0 - 999 seconds), Example: for 30 seconds, enter 0-3-0, **Press Enter**, repeat for each Macro step. After last step is entered press **Enter**, or use +/- to move cursor to MACRO number field. Use keypad to select macro number (1 - 50), **Enter**. Record each Macro and its contents on a Log sheet.

To recall a macro: Press **Macro**, use keypads to select number, **Go**. Macro will loop continuously. **Go** can be used to manually advance to the next macro step, “-“ will pause macro, “+“ will resume.

To edit a macro: Same as chase editing. Insert and delete steps when cursor is at the step number. Save edited Macro by moving cursor to macro number and press **Enter**.

Macro Tip: Remember the blackout cues you wrote earlier? Use them as a Macro “Cue” step, just before entering the corresponding Chase. Do not enter any time or duration for this blackout step. The controller automatically defaults to .25 second, but the moving mirror or yoke has enough time to snap into position before the shutter opens for the next Macro step (Chase).

To Activate Audio Functions: Press **Menu**, scroll through using the “+” or “-“ keys until you reach “**Audio Level**”, press **Enter**. Using keypads 1 - 9, select a number to determine audio signal sensitivity, press **Enter**. Next, scroll through the Menu until you reach “**Audio On/Off**”, press **Enter**, press “+” or “-“ to activate or deactivate Audio.

Note: When active, an audio signal will “drive” or “move” Chase steps through their stepping order. This function does not affect any other operation, only Chases.

To stop all programs & halt all outputs to Fixtures: Press **Black** at any time.

These Quick Instructions are intended to help you begin programming quickly, but it is important to read fully the CP10XT manual. If the manual is not available, you can download it from: www.g1ltd.com. Be sure to record all of your work on log sheets.