

FOR THE CP-10XT CONTROLLER

This is a list of operational tips and tricks that we have come across while using the different manufacturers' fixtures in the universal library of the CP-10XT controller. We urge you to read the manuals of the fixtures that you intend to use with any controller. To get the most out of your light show you owe it to yourself to know what your fixtures can & cannot do. 9 out of 10 technical calls to Elektralite can be avoided by reading the manufacturers' manuals and knowing simple things such as proper DIP switch settings, Control channel values, etc.

We hope that these tips make your life a little easier and allow you to enjoy the fruits of your laborious programming time. ENJOY!

WHEN CONTROLLING:

- 1) Martin Products via DMX, a change must be made in the data cable unless otherwise specified. Pins 2 & 3 must be reversed before the first Martin fixture. After that there is no need to reverse any other cable's pins.

If you are coming out of a Martin fixture and back into a standard DMX fixture, you must re-reverse pins 2 & 3 on the first cable coming out of the Martin fixture.

NOTE: To our knowledge, as of April '97, the Martin MAC-1200 DOES NOT require a pin reversal on their incoming DMX cable. We were also informed that Martin has future plans of making this reversal unnecessary. We suggest that you thoroughly read any documentation that comes with Martin product to verify your need to do this.

Some Martin fixtures also require you to ignite or strike the lamp from the DMX controller. Usually this function is performed by raising the fixture's first DMX channel (Control Channel) to 100% and then returning it to 0%. In certain instances, this method isn't always as accurate as one might hope, and it will take several tries to strike the lamp. That Control channel usually has the ability to access the fixtures "built-in" programs as well. For avoiding problems with lamp strikes, we suggest making a Cue that sets the Control channel to access the "built-in" programs and let it run for several seconds. This will usually "trick" the lamp into striking for you. After the lamp has struck, you can simply start to run your show as normal.

- 2) Martin P-518 fixtures via DMX, you have a choice of modes in which you can control the fixture, 7-channel & 9-channel. We recommend the 7 channel mode because all of the DMX channels fit onto one FIXTURE of the CP-10XT.

The P-518 comes from the factory in its 9-channel mode configuration. To change it to 7-channel mode you must take off a "jumper" on one of its internal circuit cards. Don't worry, it's not very complicated at all. It just takes a little time to get all those screws off the cover. The P-518 manual explains how to make this change. If you have any questions just feel free to call Martin's technical dept., and I'm sure that they'd be happy to help you out!

If you'd rather not bother to do this then you are able to run the P-518 in its factory default setting of 9 DMX channels. To do so simply select the "P-518 9ch" fixture in the CP-10XT Fixture Library. This will place the appropriate pan and tilt channels of the P-518 onto the joystick. However, you will need to go into the "Softpatch" menu of the CP-10XT and make set the proper DMX Start Address for each P-518 that you are using.

- i.e. Fixture 1 = DMX Start Address 1
 Fixture 2 = DMX Start Address 10

Fixture 3 = DMX Start Address 19
Fixture 4 = DMX Start Address 28
Fixture 5 = DMX Start Address 37
Fixture 6 = DMX Start Address 46
Etc., Etc., Etc.

- 3) Martin P-812 fixtures: we suggest changing the X-FADE MODE of its Color & Gobo channels (2 & 3 respectively) from Snap AF to Xfade. This allows for the colors to scroll through their changes more smoothly, and the gobos will do some very beautiful tumbling effects. (JUST A PERSONAL PREFERENCE THAT LOOKS REALLY COOL TO US)
- 4) Clay Paky Stagescans Channels 14-17: we suggest that you use the SOFT PATCH function of the CP-10XT to lower the Start Address channel of that Fixture number by 3 digits. This allows you to have all color mixing channels on one fixture number so that you don't have to keep jumping between fixtures to make your colors.

(i.e.: You assign FIXTURE 3 to STAGESCAN 14-17. FIXTURE 3 has a DMX start address of 17. Use the SOFTPATCH display to change FIXTURE 3 START ADDR. 17 TO START ADDR. 14)

- 5) HIGH END SYSTEMS TRACKSPOTS: you must make sure that your fifth fader (channel 5/movement speed) is at full before you will see the mirror move.

With channel 5 at full, it is possible to do precise X-fades. However the mirror may appear to shake at very slow crossfade times. It is possible to correct this by altering the movement speed channel. Precise movement speed parameter conversion times may be obtained from the High End Systems web site (<http://www.highend.com>) or from your knowledgeable, local High End Systems dealer.

- 6) GEMINI LYTEQUEST MOTORHEADS: you are able to use the GEMINI MOTORHEAD setting in the FIXTURE LIBRARY. This places the control of Pan & Tilt on the joystick. Many users find that controlling a moving yoke fixture, such as the Motorhead, with a joystick is rather difficult. This is mainly due to the disorientation of the fixture's reset position. If you find this difficult as well, we suggest going into the FIXTURE LIBRARY menu and changing the Motorhead fixtures to 6 DIMMER mode. This allows for Pan & Tilt control to be placed onto faders 1 & 2.

No light will be emitted from a Motorhead until the Dimmer, Color, AND Gobo channels are raised. The first position of the Color and Gobo wheels is a blackout position.

- 7) MOBOLAZER LIL' G-BEAM: the CP-10XT is fully capable of controlling this fixture and we suggest using either the "GENERIC 1" or "COEF P200 SHOW" fixture in the CP-10XT library to control it. The last 2 channels of the G-Beam will fall onto the joystick of the CP-10XT and since there is no dimming of those particular channels involved you will find it rather easy to control those channels.
- 8) FIXTURES THAT AREN'T IN THE FIXTURE LIBRARY: you can use the "Generic" fixtures in the CP-10XT Fixture Library. The "Generic" fixtures configure the pan and tilt channels of your lights to work on the joystick of the CP-10XT. Simply refer to the user manual of your particular fixture to find out where the pan and tilt channels of that unit are configured to.

The “Generic” fixture configurations are as follows:

GENERIC 1	for fixtures with pan and tilt on channels 1 & 2
GENERIC 2	for fixtures with pan and tilt on channels 2 & 3
GENERIC 3	for fixtures with pan and tilt on channels 3 & 4
GENERIC 4	for fixtures with pan and tilt on channels 4 & 5
GENERIC 5	for fixtures with pan and tilt on channels 5 & 6
GENERIC 6	for fixtures with pan and tilt on channels 6 & 7
GENERIC 7	for fixtures with pan and tilt on channels 7 & 8

For fixtures that do not have a pan and tilt option simply use the “6 DIMMERS” fixture.

- 9) AMERICAN-DJ “MAX”: there is a particular feature of this light that is rather interesting and advanced in it’s technology but can also be rather difficult. The pan and tilt of this unit will try to take the shortest route between two different movement points. Let’s say that you program the fixture to move from one point 360 degrees around to the same point. What ends up happening is that the fixture simply will not move because it is seeing that it has to return to the same exact spot. This is actually a great thing when programming a concert lightshow but when you are using these fixtures for disco use it can become a hindrance. Likewise, if you move the joystick too fast when manually controlling this fixture it is possible that it will not move at all because of the pan and tilt information that it is receiving.

To rectify this you must first learn to move the joystick slower than you may be accustomed to and second you must start to add in extra Cues to your movements. Basically, if you need to spin the fixture 360 degrees then you would make Cue 1 the first position, Cue 2 the 180 degree point, and Cue the final position (the 360 degree point).

This takes a bit of practice to get used to and don’t worry, this problem will happen with any DMX controller for the Max. It’s not the CP-10XT that’s causing it.

FOR SITUATIONS THAT REQUIRE (how do we say this politely) MORE "IDIOT PROOF" OPERATION:

- 1) We suggest making a specific reset or homing Cue for all your fixtures. This will allow you to simply & quickly correct features such as color or gobos wheels that go off step, etc. This is also great for applications such as nightclubs that may have several different people controlling the lights who don’t necessarily know how to reset a particular brand of fixture. You’ll have to refer to the fixture’s manual for information on how to reset the unit.
- 2) For nightclub and mobile DJs that don’t have time to concentrate on operating the lightshow we suggest the ever popular MACRO! The best way to have your lightshow run itself is the MACRO.

(i.e. Put all of the fast chases into MACRO 1 with 20 second HOLD times on them. Put all of the slow chases into MACRO 2 with 40 second HOLD times on them. Now all the DJ has to do is press MACRO-1-GO for the fast dance set and the lightshow will change every 20 seconds by itself. Likewise, press MACRO-2-GO for the ballads and let the controller do the work. This allows the DJ to concentrate on doing what he does best and that’s playing music to keep that crowd dancing and drinking. It’s always a shame to walk into a nightclub and see the same program running for 1/2 an hour because the DJ’s too busy to be able to change it.)