

GENERAL PRINCIPLES

The QCommander is a lighting controller designed to control most types of intelligent and generic lighting that will be encountered in entertainment venues today. It has the following capacities

- 256 DMX output channels
- 512 scenes
- 64 chases of 64 steps
- 16 groups
- 16 intelligent fixtures
- 29 channels (max.) per fixture
- 8 Looks (snapshot memories)
- 8 shows of 500 events
- 64 playback keys
- 16 channel analogue input

SetUp

Before making programs it will be necessary to configure the QCommander in respect of the lighting being used and of user preferences. This procedure is discussed in Section II, Setup.

Menu Structure

The programming interface is a backlit LCD display, showing multi-level menus. All valid options within a menu are displayed and appear as labels to eight push buttons (softkeys) above and below the display. Where necessary, a menu choice is confirmed by pressing the STORE/YES button to the right of the display; a menu choice is cancelled by pressing the ESCAPE/NO button to the left of the display. See the chart at the beginning of this manual for an overview of the menu structure.

Intelligent Lights

For the purposes of the QCommander an intelligent light (fixture) may be defined as any lighting projector which has multiple channels and for which the QCommander contains a personality. The QCommander can control up to 16 such fixtures with separate DMX addresses and with differing personalities. If required, several identical fixtures may be assigned to one DMX start address and may be considered as one out of the sixteen.

Fixture Personalities

When working with fixtures, it is necessary to software install them through the setup menu, so that the QCommander knows the personalities of the fixtures concerned, their position in the DMX chain and which button calls which fixture. A library of fixture personalities exists within the QCommander. This library is updated periodically and users may obtain updates from their dealer. See our website for the latest fixture library information.

Scenes and Chases

The programming structure works in this way. Fixtures are programmed into positional settings called scenes; a number of scenes is then programmed into a sequence called a chase. The chase, alone or in combination with other chases and effects is subsequently assigned to an output key from which it may be called up or run.

Generic Lights

Scenes may also be constructed for use with generic lighting. They may then be recalled from output keys as static scenes or they may first be chained together into a scene chase. Alternatively a scene may be designated a zone where the lamps run a pattern through the selected channels. Sound-to-light scenes may also be programmed.

Looks

A snapshot of the current outputs may be captured as what we call a *look*. The look is then assigned to any available output key. This feature must first be enabled via the system options utility.

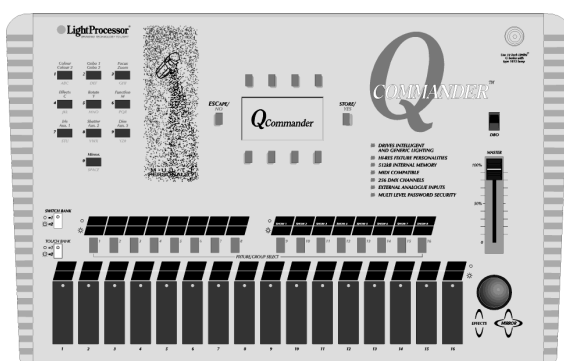
Shows

You may also program a show. A show is a timed sequence of key presses, comprising scenes, zones, chases, individual channels and looks. It may be programmed in real time by storing actual events as they happen. You may subsequently edit the list of events and their desired run times.

Memory Card

The QCommander has a PCMCIA memory card slot which allows you to save all your programming to a suitable memory card. Conversely you may upload from a memory card into the QCommander. New versions of the operating system may be loaded via a memory card and new intelligent fixture personalities may also be uploaded via the card slot.

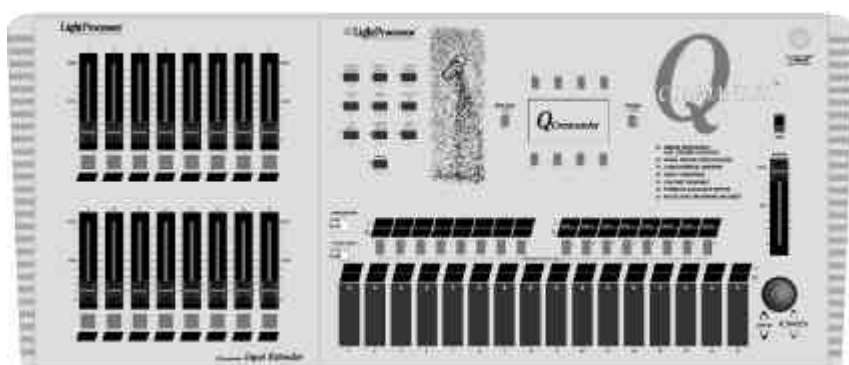
FRONT PANEL LAYOUT AND FUNCTIONS



QCommander



Optional Input Extender.
Connects by cable via the analogue connector.



QCommander with factory-fitted input extender. Not available as a retro-fit option.

Display and softkeys, STORE/YES and ESCAPE/NO buttons

This is the heart of the programming interface. The eight buttons, top and bottom of the display, change their function according to the task being executed at the time. The display indicates the current function of each button. The STORE/YES button is used to confirm a selection or action. The ESCAPE/NO button is generally used to abort or cancel an operation .

Alpha/Numeric pad

Any item that you can program can be given a name. This keypad is used to write names in the display.

When you create effects with intelligent fixtures, the buttons in this keypad represent the various functions of the fixture. In some instances numeric values may be entered using this keypad, although the trackball is more often used.

Push buttons

There are sixteen illuminated push buttons. During programming they represent the sixteen intelligent fixtures that may be driven by the QCommander. They may also be programmed to contain pre-defined groups of channels and subsequently during scene programming to call these groups into a scene.

They may also be used as output keys. In RUN mode (playback) they are used to recall those effects programmed into them. In this context they may be set to latch, flash, swap or solo.

Touchkeys

There are sixteen illuminated touchkeys. These may be set to latch, flash, swap or solo. They may be used during playback as output keys to recall those effects programmed into them.

Page buttons

There are two pages of push buttons and two pages of touchkeys, so the physical number of keys is effectively doubled in both cases, making a total of 64 virtual output keys.

Trackball

The trackball is used during programming for all functions that require the setting of a level. When applied to mirror movement, it operates in both vertical and horizontal planes; for all other effects it operates only in the vertical plane.

When using the *live* facility in RUN mode, the selected fixture attribute is adjustable live from the trackball.

Master

The master slider controls the overall output of all channels on the desk, for which the type has been set as *dimmer*, regardless of their HTP/LTP status. Channels not specifically set as *dimmer* will not be affected. Any channel output level is multiplied by the current level of the master to give its output level. When in RUN mode the level of the Master is shown by a band of asterisks running horizontally across the display. The master slider can be enabled/disabled independently for each channel.

Audio Input

Chases and zones may be run to one of the audio regimes, either via the internal microphone or via audio input through the jack socket. Inserting a jack plug disables the internal microphone. Alternatively scenes may be set to respond to sound input by selecting the type *sound-to-light*.

LCD Display Contrast Adjuster

A rotary display contrast adjustment is provided to compensate for varying viewing angles and lighting levels.

MIDI

The MIDI strategy is for key actions to respond to *note on* and *note off* messages. The QCommander can be set to send *note on* and *note off* messages corresponding to key presses.

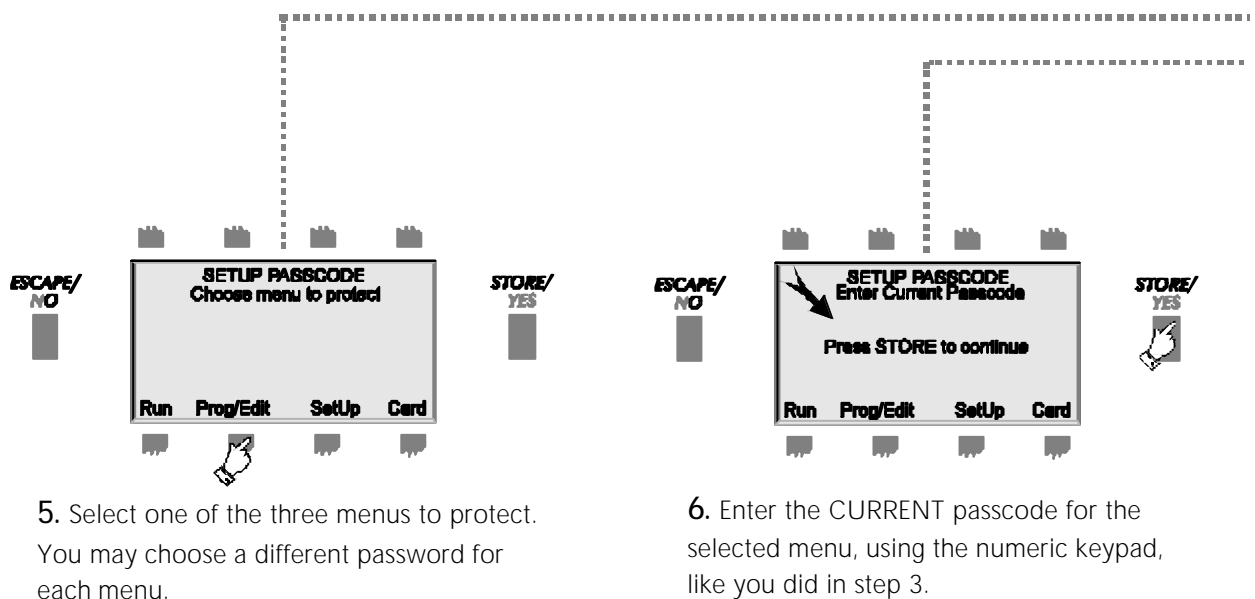
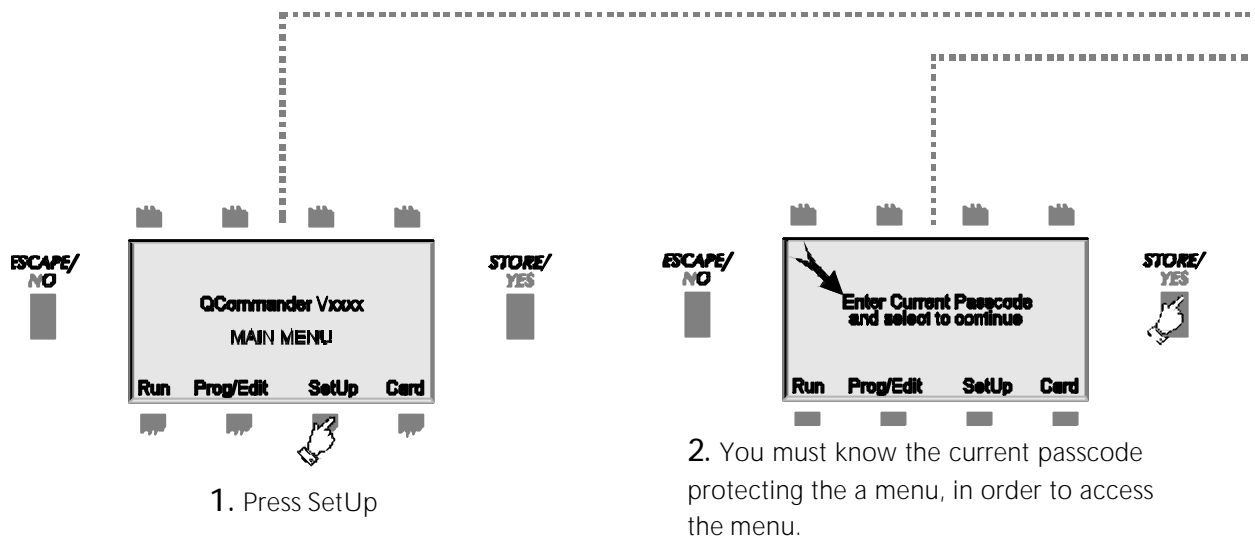
RS232

Not implemented.

Before you can use the QCommander there are several features that should be configured via the set up menu. When you switch on the QCommander, the first screen you see will show several options, one of which is SetUp. At other times SetUp may be accessed by pressing Escape when the display shows RUN MODE.

SETUP PASSCODES

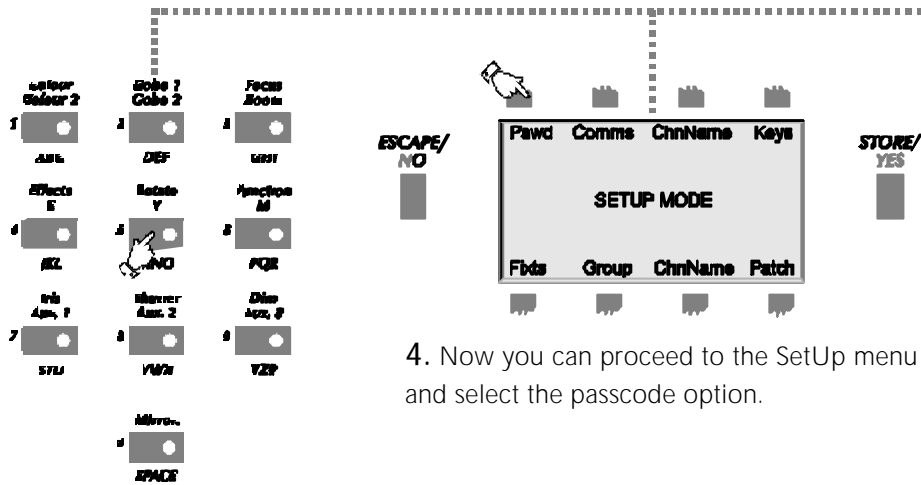
You may set passcodes to protect the Prog/Edit menu, the Setup menu and the Card menu. The code to the setup menu is the master and has global access. When your QCommander is delivered, it will be set up with the passcode 0000 and all menu levels are open. Setting up the passcode with anything other than 0000 invokes the security system. Any security system in place may be cancelled by re-instating the password 0000.



Since there are three menus to protect, there can be three different passcodes. Make them unforgettable or have them written down somewhere where you can get access to them. Neither uploading a new operating system nor erasing *everything* in the system options menu erases current passcodes.

!!! All the instruction sequences in this manual start from the MAIN MENU screen. If you are in RUN mode, press ESCAPE to get to MAIN MENU.

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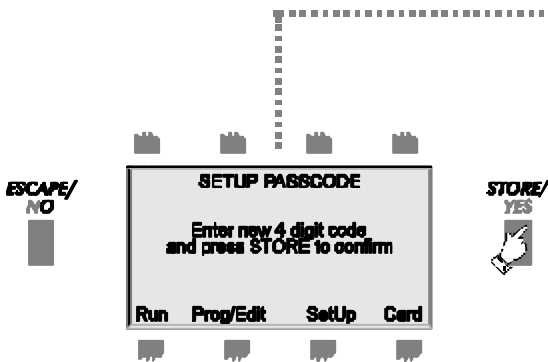


4. Now you can proceed to the SetUp menu and select the passcode option.

- Press Setup
- Enter current code
- Press Pswd

3. Use the numeric keypad to enter the current 4-digit code. Press YES.

- Select menu to protect
- Enter current code
- Enter new code

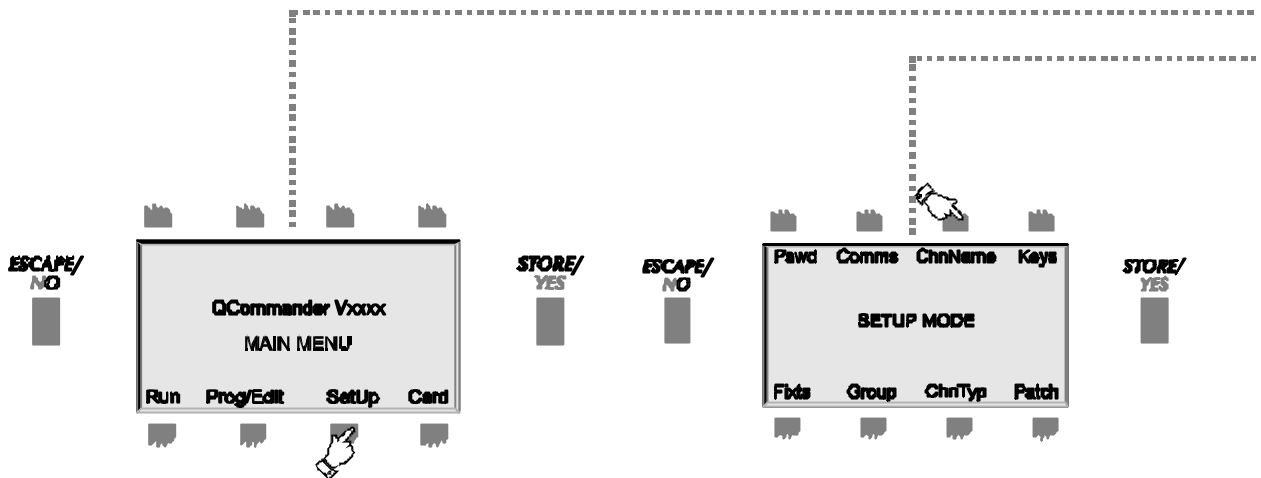


7. Enter the NEW passcode, using the numeric keypad, like you did in step 3 and press STORE.

You have now looped to step 5. Protect another menu or press ESCAPE to go back a level.

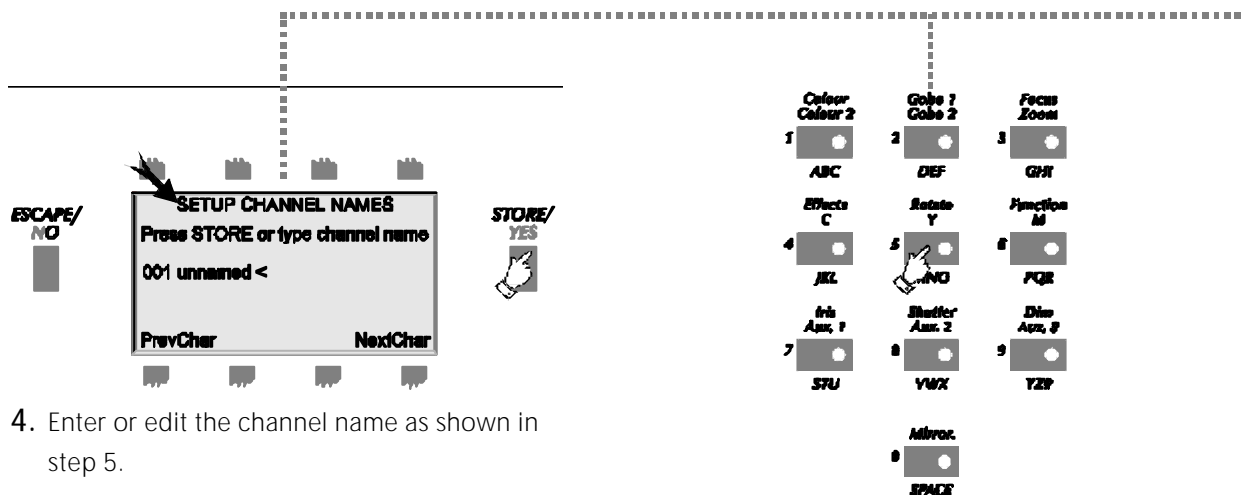
SETUP CHANNEL NAMES

For ease of reference channels may be named. Setup channel names like this.



1. Press SetUp. Enter the SetUp passcode, if active.

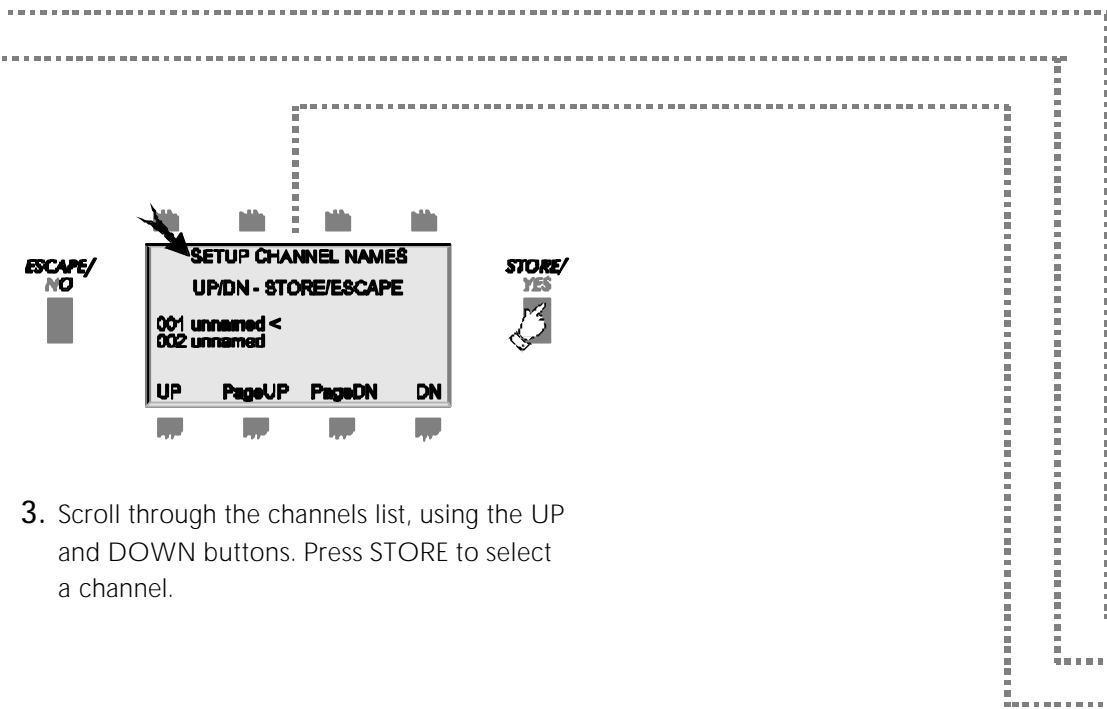
2. Press ChnName



4. Enter or edit the channel name as shown in step 5.

5. Use the alpha-numeric pad to enter a new name or edit the existing one. Press STORE when finished. You have now looped back to step no. 3 and can scroll to another channel or press ESCAPE to go backwards through the menu levels.

NOTE: Channels used by fixtures are named automatically during the setup fixtures routine. The automatically-assigned names may not be overwritten. If you are using fixtures, install them first.



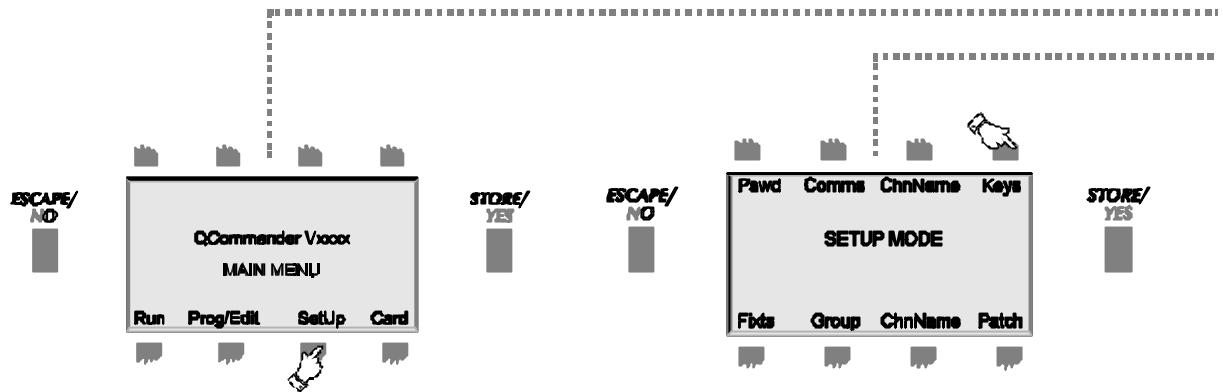
3. Scroll through the channels list, using the UP and DOWN buttons. Press STORE to select a channel.

- Press SetUp
- Press ChnName
- Scroll to a channel and press STORE
- Type a name
- Press STORE

**SETUP
CHANNEL NAMES**

SETUP KEYS

Both the push buttons and the touchkeys may be configured according to the following options. Both the buttons and the keys are grouped left and right over two pages. A selected attribute applies to all keys in the group.



1. Press SetUp. Enter the passcode, if prompted.

2. Press Keys.

Note these abbreviations for the various button groups:-

- PBL1 = Push buttons, page 1, left
- PBL2 = Push buttons, page 2, left
- PBR1 = Push buttons, page 1, right
- PBR2 = Push buttons, page 2, right
- TKL1 = Touchkeys, page 1, left
- TKL2 = Touchkeys, page 2, left
- TKR1 = Touchkeys, page 1, right
- TKR2 = Touchkeys, page 2, right