

T-Light Pro

Professional controller for T-Light thunder effect machine

Remote able version

User's manual

First edition

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Basic things

In the T-Light controller are twenty factory programmed flash curve (type) and ten user specifiable flash curve. These flash curves now we refer as FLASH. Each FLASH are 0,5 to 1sec long. The user can make up to 10 sequence from these FLASHes with selectable start delay, light level and chaser (see it later) for each step of these sequences. All sequences can have 30 steps. One of these edited sequence will be played when push the RUN button.

One sequence could be the follows:

SEQUENCE 1:

Step 1

FLASH Type=2;
DELAY before run the FLASH=2 sec;
LEVEL: 80%;
CHASER=No

Step2

FLASH Type=5;
DELAY before run the FLASH =10 sec;
LEVEL: 90%
CHASER=1

Step 3

FLASH Type=8;
DELAY before run the FLASH =0 sec;
LEVEL: 56%;
CHASER=2

Step 4

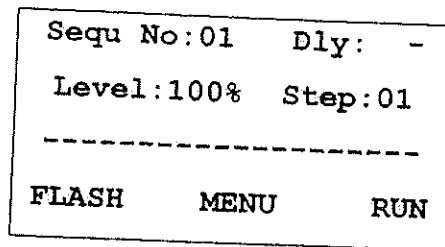
FLASH Type=1;
DELAY before run the FLASH =5 sec;
LEVEL: 60%;
CHASER=No

Etc. (Up to 30 steps)

These sequences are editable, see the first menu item to know more about this function.

Main Screen, sequence play

After power up the following screen (later call main screen) present on the LCD:



The means of the parameters on the LCD are the follows:

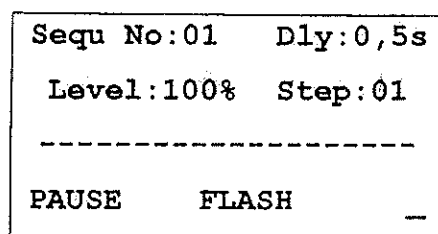
Sequ No: The selected sequence number which one will be play by pressing the RUN (right) button.

Dly: If any delay is set between two FLASH in the sequence that will display here.

Level: he summa level of the output light. This is like a MASTER light, all output flash curve will revised by the adjusted level. This level can be set by the UP / DOWN keys. If you hold down one of these keys, the level is increase/decrease automatically.

Step: One sequence contain up to 30 steps. The currently played number of step is present here.

To RUN the selected and edited sequence press once the RUN (right) button.



The edited sequence will play, if any delay set, it present on the LCD and you can see the countdown of it. After the delay finished the selected FLASH curve will present on the T-Light. This will repeat until end of the sequence (see later).

If press the PAUSE (left) key while play the FLASH or DELAY, the controller hold, and will wait the CONT (right) or the STOP (left) button press. If you press the CONT key, the delay countdown or the FLASH play is continuing. If you press the STOP key, the

controller goes back to the main screen, and the sequence start is the first step again. The display could be the follows when PAUSE has been pressed:

Sequ No:01	Dly:0,5s
Level:100%	Step:01

STOP	FLASH CONT

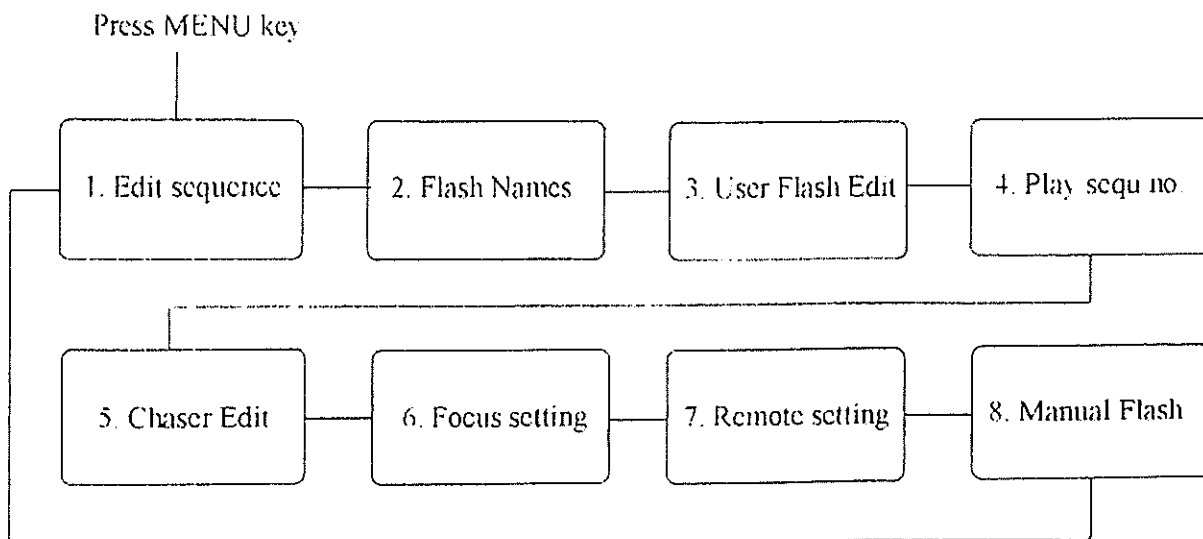
While delay is countdown, or paused the flash or the countdown you can FLASH ones by pressing the FLASH (middle) button. The level of the output light is the adjusted summa level. This parameter is settable in this running procedure to.

If anywhere of the sequence a WAIT parameter is set (at the delay; see sequence edit menu) the controller wait, until the CONT key is not pressed.

MENU Structure

By pressing the MENU button when the main screen is displayed the controllers functions can be set in the following menus (marked the basic functions too):

1. **EDIT Sequence** / You can select the FLASH, LEVEL, DELAY and CHASER for each step of sequences and make a big flash show. /
2. **FLASH Names** / To change the five character long name of any FLASH, select this menu./
3. **EDIT USER Flash** / Not enough the factory programmed FLASHes? Do one or more by yourself! /
4. **PLAY Sequence number** / Before RUN, must to specify one sequence which will be played. Don't miss that menu! /
5. **CHASER edit** / If You want to make bigger show and You have more than one lamp, make a good chaser program to the selected FLASH! /
6. **FOCUS setting** / Wide or spot? Change it from the ground by two buttons! /
7. **REMOTE Control** / Don't try to write a difficult FLASH program in Your light control desk! REMOTE this unit by 4 DMX channel and You can make better flash effect then the natural do. /
8. **MANUAL Flash type** / "This controller is so difficult for me! I need simple but good flash effect!" Use this menu to select RANDOM, SINGLE or CONTINUOUS flash, and now just a button (FLASH) press and go! /



1. EDIT Sequence menu

Entering to this menu first you must to select the sequence which will be edited. Use the UP/DOWN buttons to set and the LEFT (now marked with EDIT) button to edit it.

1. Press MENU button when the main screen is displayed.
2. Select from the MENU list the **Sequence EDIT** menu by the UP / DOWN keys, and press SELECT.
3. Use UP/DOWN to select the sequence
4. Press EDIT to edit or ESC to quit from this menu.
5. If the EDIT key pressed the first step of the selected sequence is displayed like this:

```

-----Step: 01_-----
FLASH: *F01* Chasr: No
DELAY: 2, 03s LEV: 100%
BACK      NEXT      ESC
  
```

Next to the FLASH is indicated the first steps selected flash name. Each flash is marked in the memory by a five character long name. These names are editable; see details it in the second menu. The Chaser, LEVEL and DELAY mean the other possible set status of the step of sequence. A flashing cursor can be seen on the display at the name of the FLASH.

6. All parameters can be modified by the UP/DOWN key. The **position** of the flashing cursor determinate, which parameter will be set (STEP of the Sequence, FLASH, LEVEL, DELAY or CHASER). You can move the cursor with the NEXT/BACK marked buttons (from Step till LEV parameter).

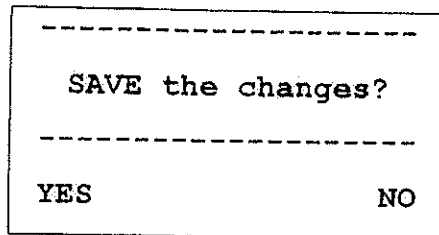
NEXT Button press: STEP => FLASH => Chaser => DELAY => LEV => STEP => etc.

BACK Button press: STEP => LEV => DELAY => Chaser => FLASH => STEP => etc.

Info: The maximum length of each sequence is 30 steps.

To finish the editing, press the ESC button. The last step of the sequence is the step position where the ESC is pressed. Eg: If press ESC at Step 5, the selected sequence End will be the 5th step.

7. By pressing the ESC, the controller will ask back, *SAVE the changes or NO*. Press the YES to save the changes to the memory, NO to not save it. The display as the follows:



8. By press YES or NO, the controller step back to the Sequence select. You can repeat the steps from 1 to 7 to edit other sequences or press ESC to go back the MENU list.

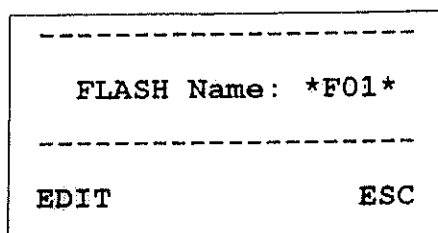
2. FLASH names

This functions allows the user to change the name of the FLASHes. The factory added names of the FLASHes are the follows:

From ***F01*** till ***F20*** are the factory programmed flashes.

From ***U01*** till ***U10*** are the user programmable flashes.

1. Press MENU button when the main screen is displayed.
2. Select from the MENU list the **FLASH Names** menu by the UP / DOWN keys, and press SELECT.
3. First, select the FLASH, which name will be edit by the UP / DOWN keys.

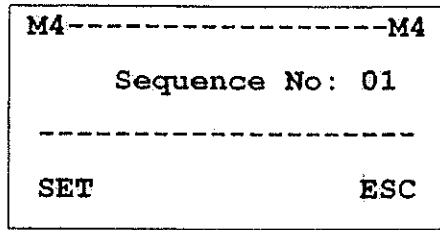


5. You are able to set each step level by this function. To change the cursor position (which parameter will be edit) use the SHIFT marked button (left one). With the UP / DOWN buttons you can set the position of the FLASH (from 0,00sec till 2,50sec) or the level of the selected step (from 0% to 100% and the END statement). For programming see the following sample:
 - a) The cursor is flashing next to the step parameter. Now you can use the UP / DOWN keys to select the preferred position of the FLASH.
 - b) Press the SHIFT button to edit the level of the selected position by the UP / DOWN key. In this case the ESC function is not allowed, and not display it on the LCD.
 - c) After you set the correct level of the position press the SHIFT key to SAVE the changes and go back to the position select. This edited level will be stored in a temporary register and next time you can recall it by press the LAST (middle) button while you set the position or the of the position. This allows you to make easier a FLASH curve.
 - d) All curves must to be has an END statement. This statement indicates for the controller how long are the flashes. This END can be set at the level set position by increase over the level then 100% or decrease lover then 0%. (eg.: the set level is 0% then push once the DOWN button and the END statement will be present on the display next to the **Lev:** parameter.)
 - e) Press the ESC button (if you at the position set) to quit from this menu.
6. You can repeat the steps from 1 to 6 to change other FLASH names or press ESC to go back the MENU list.

4. PLAY Sequ No

There are 10 editable sequence in this controller. The user is able to select which edited sequence will be play if press the RUN button on the main screen. To select it do the following steps:

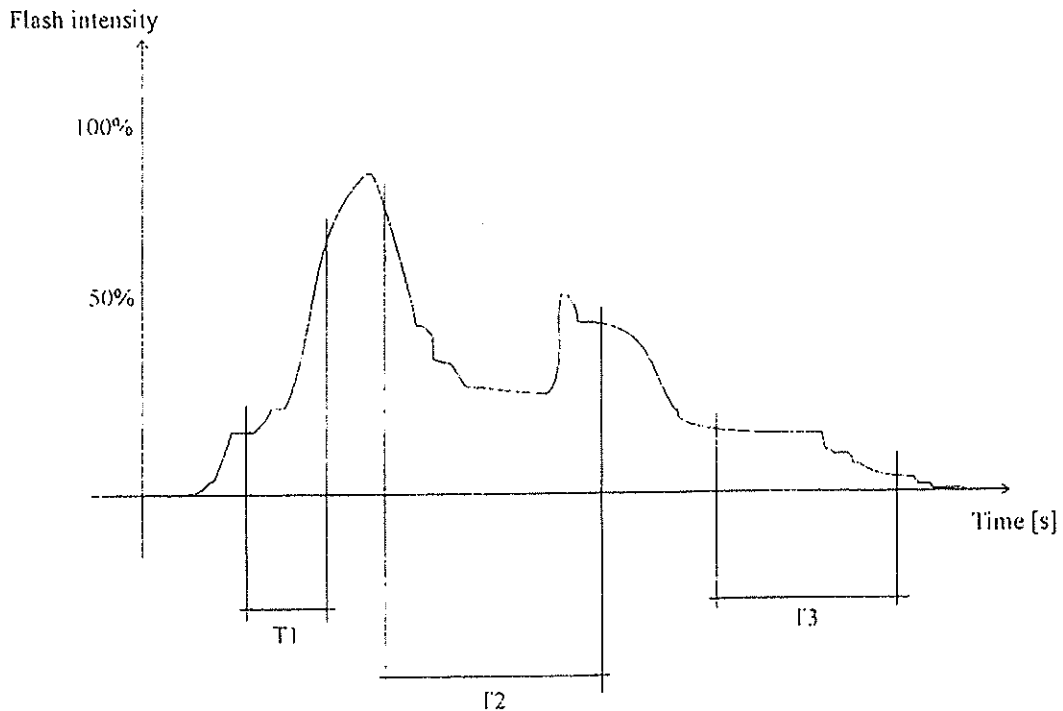
1. Press MENU button when the main screen is displayed.
2. Select from the MENU list the **PLAY Sequ No** menu by the UP / DOWN keys, and press SELECT.



3. Select form 1 to 10 by the UP / DOWN keys which sequence want you to play.
4. Press SET (left) key to save this set and exit from this menu. Press ESC (right) to exit and not save this set.

5. Chaser EDIT

Basically if you place more than one T-Light to the DMX line (and all start address is the same /1/) than all of them will flash together and won't be any difference of the flash effect. This controller is allows you to make chaser effect (up to 3) for each stored FLASH. To understand the chaser function, see the following figure:



You can specify up to three time segment (T1, T2, T3) for eight T-Light lamp. If you see the figure for example:

The first lamp will play 0sec to 0,3sec (T1) 0,5sec to 0,7sec (T2) and 0,8sec to 1sec (T3)

The second one will play 0.1sec to 0,3sec (T1) 0,4sec to 0,9sec (T2) and 0,9sec to 1,2sec (T3) etc...

To make the caser effect do the following steps:

1. Press MENU button when the main screen is displayed.
2. Select from the MENU list the CHASER Edit menu by the UP / DOWN keys, and press SELECT.

```
FLASH Name: *F01*_ -
Chaser No: 01 -
-----
SHIFT      EDIT      ESC
```

3. To change the cursor position (which parameter will be edit) use the SHIFT marked button (left one). **All FLASHes could have three different chaser program!** If you selected the FLASH and the corresponded chaser program press the EDIT (middle) button. After that, you see the following screen for example:

```
Lamp1_T1:0,00s-0,00s
MAX: T2:0,00s-0,00s
0,72s T3:0,00s-0,00s
BACK    NEXT    ESC
```

4. The cursor is flashing next to the **Lamp** parameter. Here you can see the segments of the Lamp1 (T1, T2, T3). The MAX parameter just gives you information about the selected flash length. This one is not changeable. To change the cursor positions (which parameter will be set) use the BACK and NEXT buttons and the UP / DOWN buttons for the parameter changes.

NEXT Button press: LampX => T1 min => T1 max => T2 min => T2 max => T3 min => T3 max => LampX => etc.

BACK Button press: LampX => T3 max => T3 min => T2 max => T2 min => T1 max => T1 min => LampX => etc.

5. After you set the time segments for the requested lamps press the ESC button. The controller will ask back, *SAVE the changes or NO*. Press the YES to save the changes to the memory, NO to not save it.
6. Repeat step 3 to 6 to make more chaser programs to any flashes.

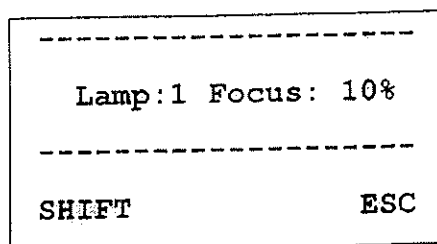
6. Focus setting

If the focus set of your T-Light is motorized (not with a simple knob) then you can adjust it by this controller. The addresses of the focus motor see the user's guide of T-Light.

This controller able to set eight different addressed T-Light focus from 0% (spot) to 100% (wide). If you entered this menu, the corresponded T-Light will flash once per sec with half level to see how you have changed the output light.

To set the focus, do the following steps:

1. Press MENU button when the main screen is displayed.
2. Select from the MENU list the **FOCUS Setting** menu by the UP / DOWN keys, and press SELECT. (For example you see the follows on the screen:)

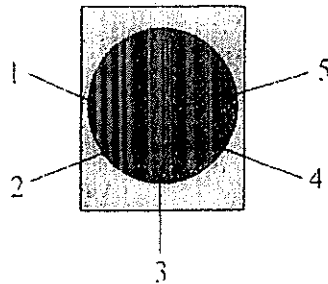


3. The cursor is flashing next to the Lamp parameter. To change the cursor positions (which parameter will be set) use the SHIFT (left) button and the UP / DOWN buttons for the parameter changes.

4. The corresponded focus level is indicated next to the lamp number. To change this parameter press once the SHIFT key (now the cursor is at the **Focus:** parameter)and use the UP /DOWN keys to change the value of it. Meanwhile the selected lamp is flashing 1/sec with 50%.
5. To finish the focus set, press the ESC button. The controller will ask back, *SAVE the changes or NO*. Press the YES to save the changes to the memory, NO to not save it.
6. By press YES or NO, the controller step back to the menu list.

7. REMOTE control

If you have light control desk (eg. Grand MA, Avolite, Pulsar, etc.) you can remote control this unit by them via standard DMX 512. This controller stores the FLASH curves, chaser programs, edited and selected sequence and you remote the RUN / STOP, manual FLASH and SUMMA LEVEL from the light desk. The DMX in connector in on the rear panel (5 pole male XLR). The DMX pins of the DMX connector are the follows:



PIN number	Function
1	Ground (Shield)
2	Complement DATA (-)
3	True DATA (+)
4	Spare DATA (-)
5	Spare DATA (+)

The controller receive four byte from the selected start address. The functions and levels of these bytes are these:

Channel (byte) 1 – Summa level

0-255 Summa level of the output light. The received data will convert to percent (0 is the 0%, 255 is the 100%, etc.)

Channel (byte) 2 – Left button (Manual FLASH or STOP/PAUSE)

This channel has the same function like left button on the controller at the main screen.

0-127 The button is not pressed.
128-255 The button is pressed.

Channel (byte) 3 – Right button (RUN or Continue)

This channel has the same function like right button on the controller at the main screen.

0-127 The button is not pressed.
128-255 The button is pressed.

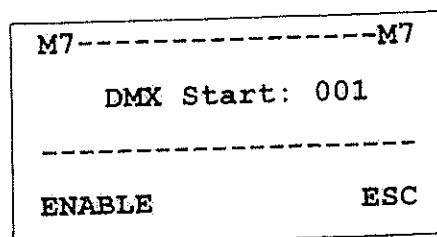
Channel (byte) 4 – Manual FLASH type select

You can select from the light desk the manual flash type.

0-51 Ones flash by the adjusted summa level.
52-103 Random flash type 1.
104-155 Random flash type 2.
156-207 Random flash type 3.
208-255 Continuous flash adjusted summa level.

To set the start address of the controller and enable the remote control, do these steps:

1. Press MENU button when the main screen is displayed.
2. Select from the MENU list the **REMOTE control** menu by the UP / DOWN keys, and press SELECT. (For example you see the follows on the screen:)



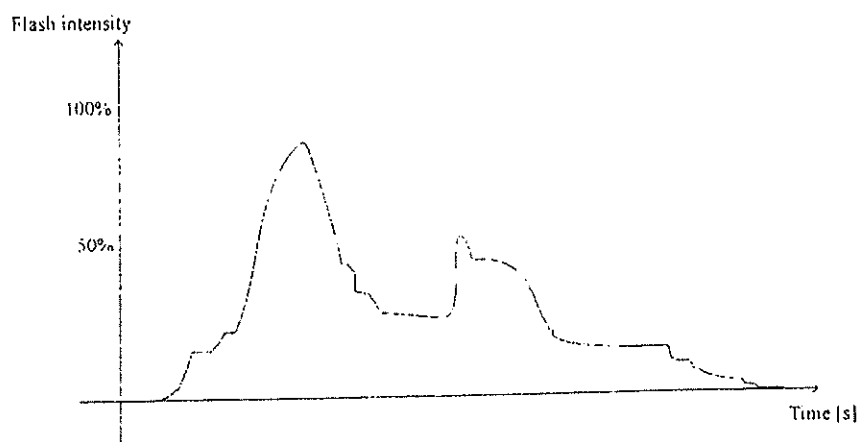
3. The cursor is flashing next to the DMX Start parameter. With the UP / DOWN buttons you can select the start address of this unit. If you hold down one of these keys, the parameter is increase/decrease automatically.
4. To enable the remote, press the ENABLE (left) key. After it the controller goes back to the main screen, and will wait for the instructions via the DMX line.
5. To disable the remote, press once the middle button (marked: REMOTE DISABLE). After it, the controller return to the normal operation.

Information: If any power fail occurs while the controller has been set to remote, the next power good state it is go back to the remote state! Not need to set again! The last set summa level and manual flash type will be use after disable the remote function.

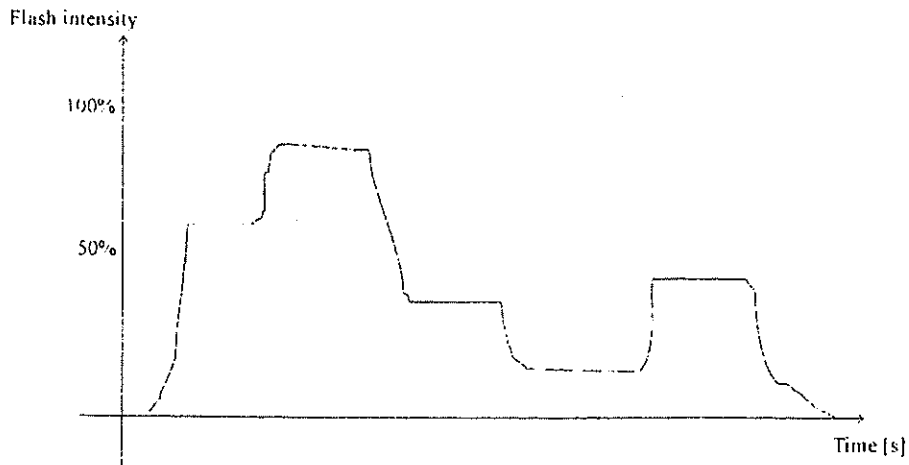
8. Manual FLASH type select

On the main screen a FLASH marked key is present. If you need a simple flash effect (don't want to write sequences) just press the FLASH button. For this button are five different flash type, which ones can select in this menu. The flash types are these:

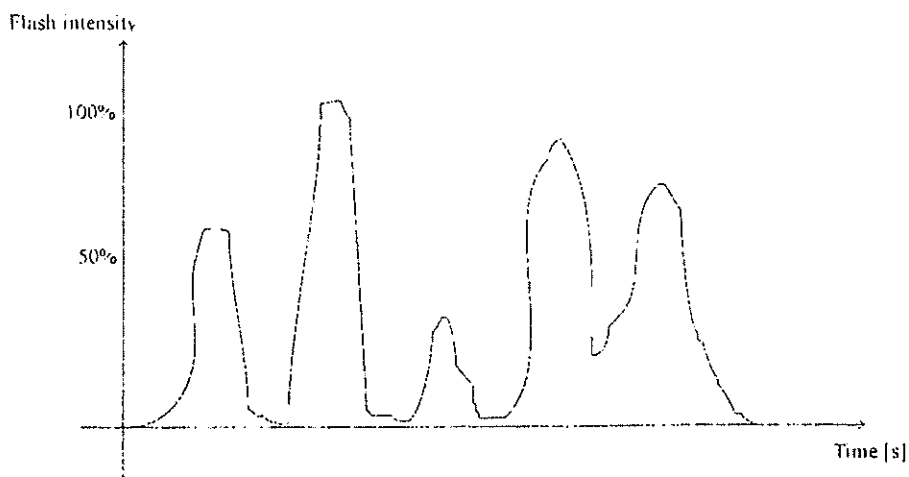
1. FLASH once by the adjusted summa level (ONE).
2. Random flash type 1 revised by the summa level (RND1).
3. Random flash type 1 revised by the summa level (RND2).
4. Random flash type 1 revised by the summa level (RND3).
5. Continuous flash (light out) by the adjusted summa level (CONT).



RANDOM Flash type 1.



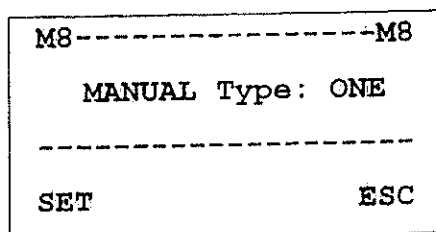
RANDOM Flash type 2.



RANDOM Flash type 3.

To set the start address of the controller and enable the remote control, do these steps:

1. Press MENU button when the main screen is displayed.
2. Select from the MENU list the **MANUAL Flash** menu by the UP / DOWN keys, and press SELECT. (For example you see the follows on the screen:)



3. With the UP / DOWN buttons you can select the requested flash type (ONE, RND1, RND2, RND3 and CONT. See above the means of these short for.)
4. Press SET (left) key to save this set and exit from this menu. Press ESC (right) to exit and not save this set.