



## **LP-X24 Version 3 Addendum**

## **Video Features User's Guide**

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Thank you for purchasing the new *LPX-24 with Video Console*. This document describes the set-up and basic use of the console. It assumes a thorough knowledge of the LPX-24 Version 2 Console without video and accompanies the LPX-24 manual.

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## **Requirements and Setup**

To use the video feature of the LPX-24 you will need:

- A VGA compatible monitor running at 800X600 resolution
- A keyboard with a PC compatible PS-2 connection
- A Microsoft compatible mouse with a PS-2 connection

Connect the keyboard, mouse and monitor to the LPX-24 before turning on the console.

## **Switching into and out of Video Mode**

The LPX-24 runs in two modes—LCD and video. In LCD Mode, there is minimal output to the monitor. In Video Mode, there is minimal output to the LCD.

The console starts up in its last mode—usually LCD Mode. In this mode, only a button appears on the video monitor.

To switch to Video Mode:

- (1) Using the mouse, click the button that appears on the video monitor. The button text is “Switch to Video Mode”.

The output to the LCD is minimized and the full video display appears on the monitor. The image below is a sample LPX-24 Video Setup Mode screen. The screen that you see will vary depending upon whether you were in Run, Record or Setup at the time you switched to Video Mode.



To switch to LCD Mode:

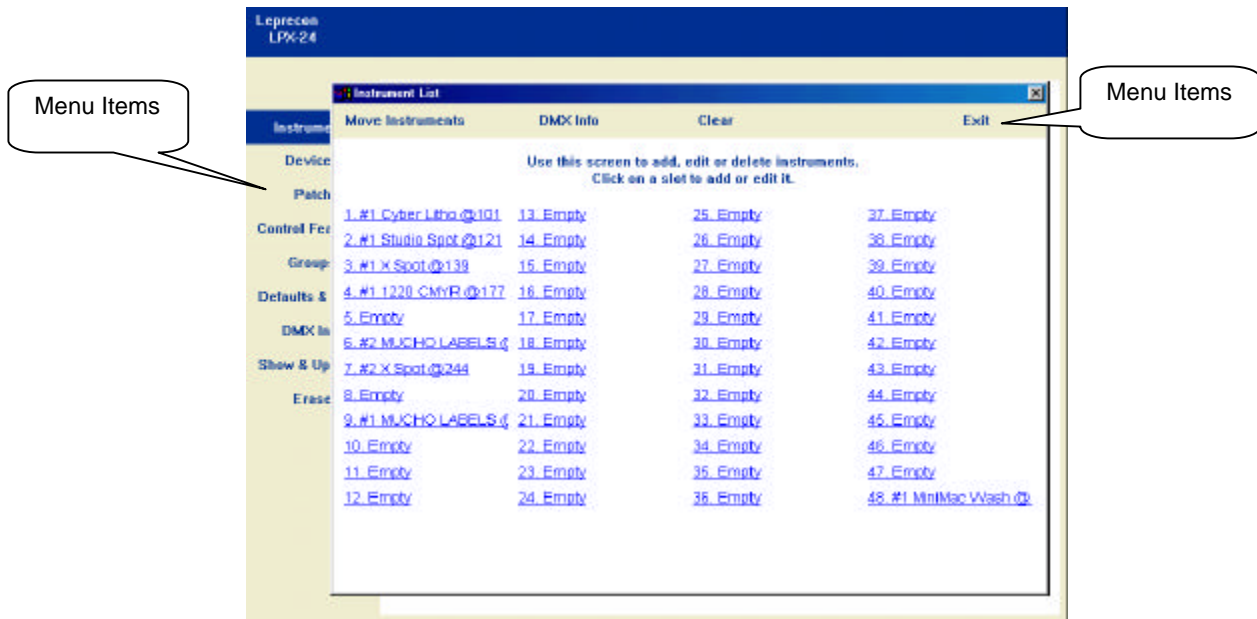
- (1) If you are not already in Setup mode, press the **Setup** button on the console.
- (2) Using the mouse, click the **LCD Mode** button.

If you lose monitor output for any reason, you may switch to LCD Mode at any time by pressing the first softkey on the console (above the LCD).

## Orientation to Video Mode

If you are familiar with the LPX-24, you will quickly adapt to Video Mode with just a few pointers.

## Menus

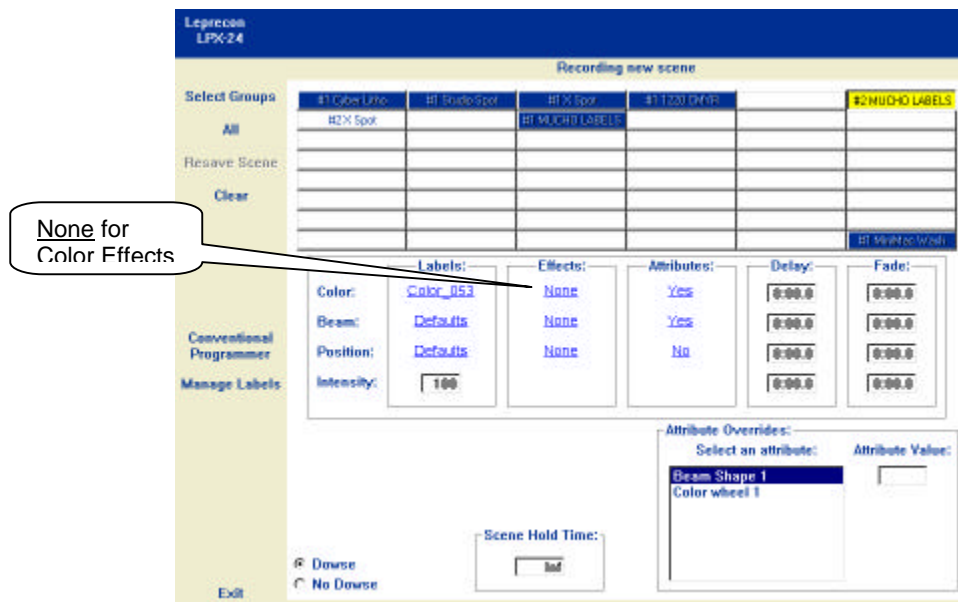


Most screens have menu items in one of two places: along the left side or across the top. Many menu items correlate with the softkeys used in LCD Mode, so they will seem familiar to the experienced user. Click a menu item to display the window or dialog box associated with it.

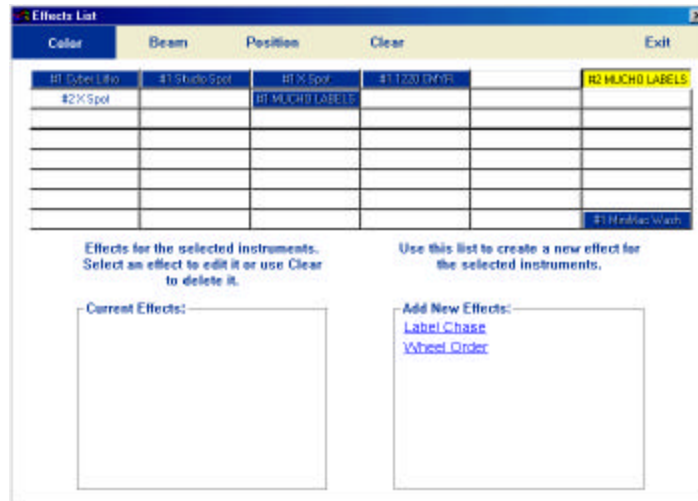
## Underlined Items

When an item is underlined, clicking on it provides access to additional functions that are uniquely associated with the item.

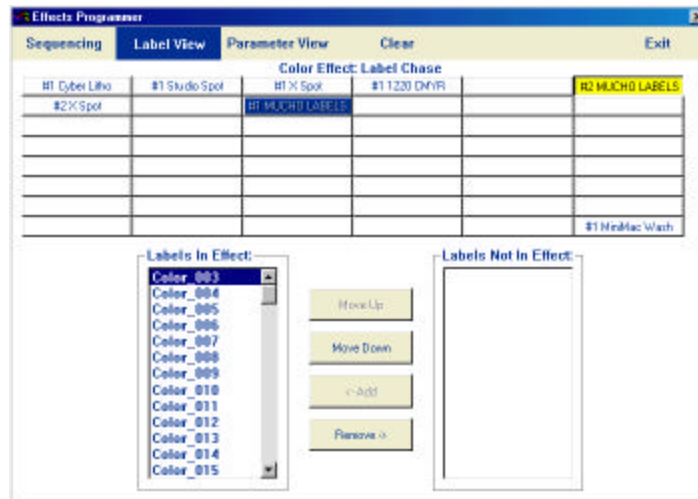
For example, the image below is of the **Moving Light Programmer** screen.



Clicking the **None** for the color effects opens the **Effects List** for colors, as shown below.



Clicking another underlined item, for example **Label Chase**, opens the **Effects Programmer**, as shown below.



## Clearing Settings

Many screens include a **Clear** button on one of the menus. When you click the **Clear** button, the cursor changes from a pointer to an eraser. The console is now in **Clear Mode**.

The results of clicking on an item when the console is in **Clear Mode** vary. For example:

- Clicking an on-screen **Instrument Select** button removes the light from the cue and erases its settings.
- Clicking on a label changes it from its current setting, if any, to **No Change**.
- Clicking on a group deletes the group.

To take the console out of **Clear Mode**, click the **Clear** button a second time.

**Note:** You may use the **Clear** key on the console's keypad instead of the video **Clear** button. It works like a Shift key rather than a toggle; hold down the **Clear** button on the console and then use the mouse pointer to point at the item that you want to clear and click it.

## Console and Keyboard Buttons

### Console Buttons that are Disabled in Video Mode

- Only softkey 1 (Switch to LCD Mode) is enabled in Video Mode. All other softkeys are disabled.
- All four encoders (below and to the right of the LCD) are disabled in Video Mode.
- The **Fixture** button does not work in Video Mode. It has a point-and-click replacement in video mode.

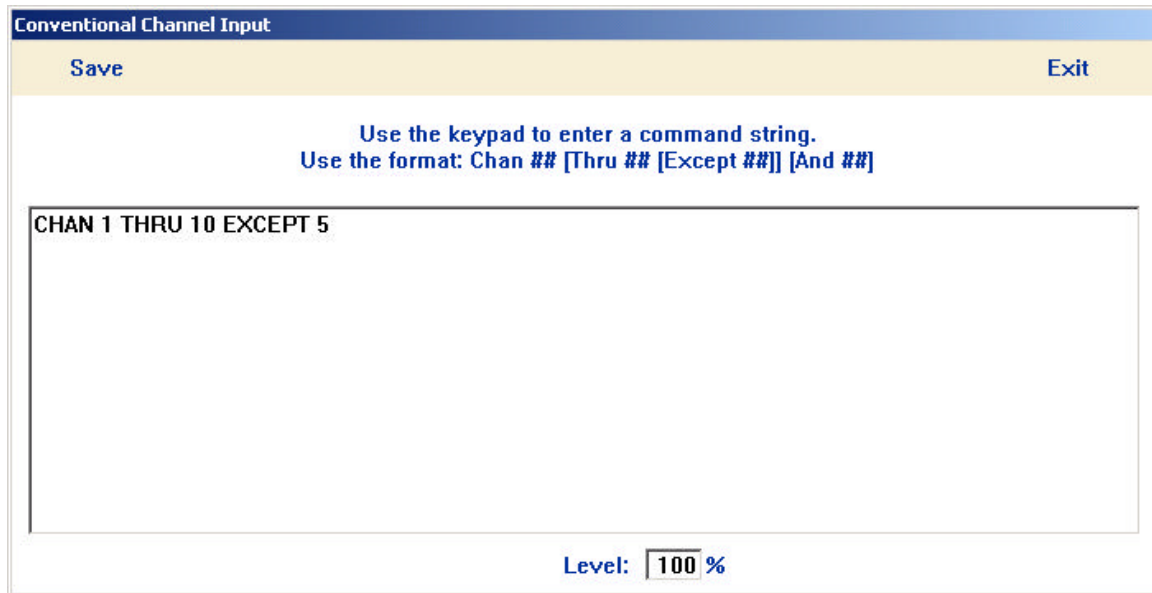
### Items that are Still Controlled Only from the Console

Some functions are still controlled only from the console. They do not have a Video Mode counterpart.

- Switch between Run, Record, Edit and Setup modes
- Switch between Stack, Playback and Scene modes
- Bump and Filter buttons
- Select buttons

### Console Buttons that Work in Both Modes

- **Channel, Thru, Except, And, Level** and **Dim** buttons all work the same. The dialog box that appears when the buttons are pressed is very similar to the on-board display.



- Use the **Clear** key on the console to clear instrument selections during programming.
- **Yes** and **No/Esc** work in both modes.
- The four encoders (wheels below and to the right of the LCD) are enabled only in some instances. For example, they scroll the label lists in the **Label Picker** screen.

### Keyboard Tips

The keyboard provides a few additional shortcuts for use in Video Mode.

- Use the **Up Arrow** and **Down Arrow** keys to move through list boxes or scroll numeric values 1 item/value at a time
- Use the **Page Up** and **Page Down** keys to move through list boxes or scroll numeric values 10 items/values at a time.
- Use the **Escape** key to close and exit a window.

## New Features in Video Mode

The following features are unique to Video Mode.

### The ML Programmer Screen

The **ML Programmer** screen includes a group of buttons, six across and eight down. These buttons correspond to the **Instrument Select** buttons as follows:

- Row 1: the first six **Instrument Select** buttons in Bank 1
- Row 2: the second six **Instrument Select** buttons in Bank 1
- Row 3: the first six **Instrument Select** buttons in Bank 2
- Row 4: the second six **Instrument Select** buttons in Bank 2
- Rows 5 though 8: twenty-four “virtual” **Instrument Selects**. That is to say that there are twenty-four additional **Instrument Selects** accessible only through the software.

Use the color of the buttons to determine the status of the instrument:

- Blue button with light blue text—in the cue but not in record mode. This corresponds with a glowing yellow light on the **Instrument Select**.
- Yellow button with blue text—in the cue and in record mode. This corresponds with a flashing red light on the **Instrument Select**.
- White button with light blue text—in the show but not assigned to the cue. This corresponds with an unlit **Instrument Select**.

The screenshot shows the 'Recording new scene' interface. At the top, it says 'Leproses LPX-24'. Below that is a grid of buttons. Three callouts point to specific buttons:

- A blue button with light blue text 'R2X Spel' is labeled 'In Cue, not in Record Mode'.
- A white button with light blue text 'R1 MUCPO LABELS' is labeled 'In Show, but not in Cue'.
- A yellow button with blue text 'R2 MUCPO LABELS' is labeled 'In Cue, in Record Mode'.

Below the grid are several control panels:

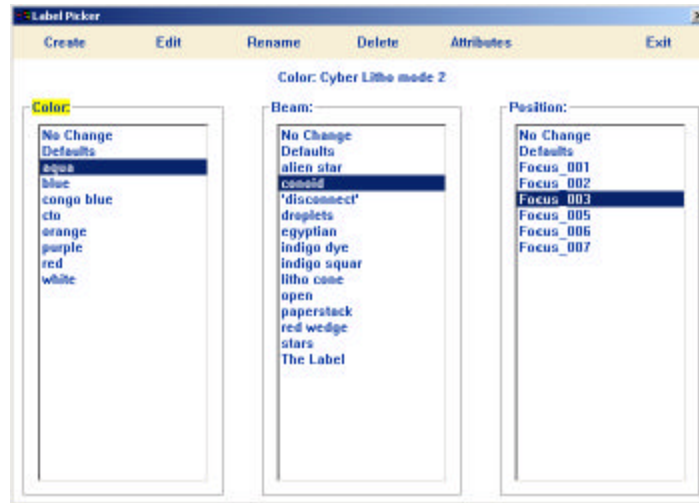
- Labels:** Color: Color\_053, Beam: Defaults, Position: Defaults, Intensity: 100.
- Effects:** Label Chase, None, None.
- Attributes:** Yes, Yes, No.
- Delay:** 0:00.0, 0:00.0, 0:00.0, 0:00.0.
- Fade:** 0:00.0, 0:00.0, 0:00.0, 0:00.0.
- Attribute Overrides:** Select an attribute: Beam Shape 1, Color wheel 1. Attribute Value: [ ]
- Scene Hold Time:** [ ] Int
- Conventional Programmer:** Manage Labels, Exit.

Toggle back and forth between *In Cue, Not in Record Mode* and *In Cue, In Record Mode* by clicking the button.

Remove a moving light from a cue by clearing it. See “Clearing Items” on page 5 for details.

### Manage Labels/Label Picker

In Video Mode, the ML Programmer makes it significantly more convenient to select, create, edit, rename and delete labels.



When you click the **Manage Labels** menu item or click the color, beam or position label, the **Label Picker** (shown above) appears.

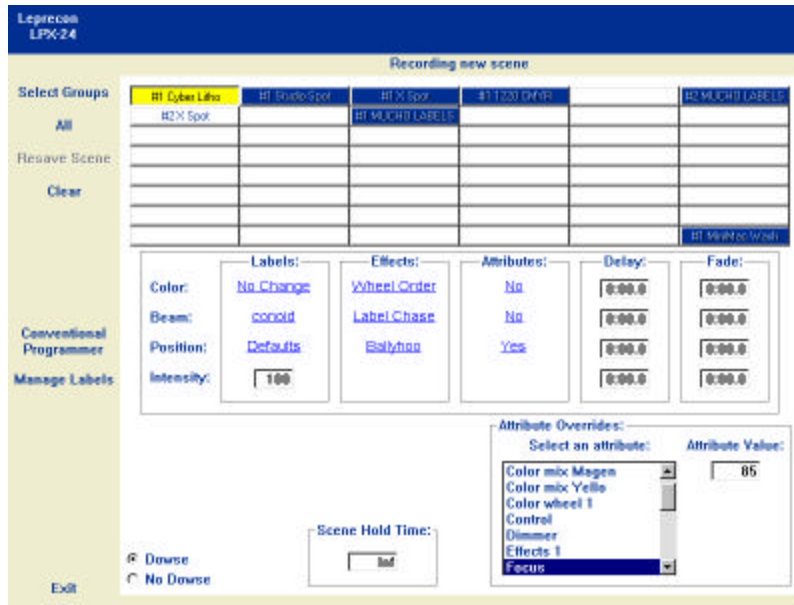


- (1) To select labels, click one each for color, beam and position. Then click **Exit**.
- (2) To modify a specific label, click the label and then click the appropriate menu item—**Create**, **Edit**, **Rename**, **Delete** or **Attributes**.

### On-Screen Attribute Display

In Video Mode, you have access to attributes from the main screen of the **ML Programmer**.

The **Attribute Overrides** section of the screen displays all attributes for all selected instruments. In other words, with three instruments selected, even if only one of them has the attribute *Effects 1*, the attribute appears in the list.



To override an attribute:

- (1) Select the instruments to which the attribute override should apply.
- (2) Select the attribute you want to override in the **Select and attribute** list box.
- (3) Position the cursor in the **Attribute Value** box. Type the desired value or use the **Up Arrow** and **Down Arrow** to increase and decrease the value.

## Timing is readily accessible

Color, beam, position and intensity delay and fade times are now accessible from **the ML Programmer** screen as is the overall scene hold time.

## Typing Text or Numbers in Video Mode

When you type text or numbers in Video Mode, the behavior is significantly different from the Windows or Macintosh style that most users are familiar with. Some differences:

- **Arrow** keys work in number boxes, as well as **Page Up** and **Page Down**.
- In text boxes, you may use the **Backspace**, **Delete**, **Home**, **End** and **Arrow** keys. In number boxes, you may not use any of these keys except **Delete**.
- In text boxes, typing moves text. In other words, if you position the cursor in the middle of a word and begin typing, the letters to the right of the cursor will shift.
- In number boxes, typing replaces text.
- If your mouse has a scroll wheel, when a number box is active you can scroll the wheel to increase or decrease the value in the active number box.