

EVENT 4

User Manual Version 5



JANDS

Compliance

This product is approved for use in Europe and Australia/New Zealand and conforms to the following standards:

European Norms	Australian / New Zealand Standards
EN 55103-1	AS/NZS 4251.1
EN 55103-2	AS/NZS 4252.1
EN 60335-1	AS/NZS 3350.1

Conformance has been achieved for intended usage in environment E1: Residential.

To ensure continued compliance with EMC Directive 89/336 and the Australian Radio communications Act 1992, use only high quality data cables with continuous shield, and connectors with conductive back shells. Examples of such cables are:

DMX: Belden 8102 (100% Aluminium foil screen, 65% Copper braid)

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not properly installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- reorient or relocate the receiving antenna;
- increase the separation between the equipment and receiver;
- connect the equipment into an outlet on a different circuit from that to which the receiver is connected;
- consult the dealer or an experienced radio/television technician for help.

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Jands lighting products must only be used for the purpose they were intended by the manufacturer and in conjunction with the user manual.

Disconnect mains power when not in use.

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Manufactured in Australia by:

JANDS Pty Limited

Locked Bag 15 (40 Kent Rd)

MASCOT NSW 1460

Sydney Australia

ACN 001 187 837

Phone: +61-2-9582-0909

Fax: +61-2-9582-0999

Internet: www.jands.com.au

Table of Contents

1	<i>Hardware Setup</i>	10
1.1	Connecting Power	10
1.2	Connecting the Output to DMX Devices	10
1.3	Connecting Desklights.....	10
1.4	Connecting a Monitor	10
1.5	Connecting a Keyboard.....	10
1.6	Connecting a MIDI Device.....	10
1.7	Connecting a Slave Console	10
1.8	Turning the Power On.....	10
2	<i>Resetting the Console</i>	11
2.1	To Reset the Console	11
2.2	To Load a New Software Version.....	11
3	<i>Operation Overview</i>	12
3.1	Event Menus.....	12
3.2	Entering / Editing menu data	12
3.3	Entering Labels	13
3.4	Exit & Record Buttons.....	13
4	<i>Software Setup</i>	14
4.1	Setting the Number of Fader Channels	14
	4.1.1 Setting the Physical Faders.....	14
	4.1.2 Setting Additional Virtual Faders.....	14
5	<i>Patching</i>	15
	5.1.1 Patching Faders	15
	5.1.2 Storing Changes Made in Patch.....	15
	5.1.3 Patching Fixtures.....	16
	5.1.4 Patching Scrollers	18
5.2	Clearing the Patch	18
6	<i>Backup</i>	19

6.1	Operation – Saving and Restoring a Show File	19
7	Master Controls	20
7.1	Pr1 and Pr2 Faders	20
7.2	Add / Solo Master Switch	20
7.3	Preset1 / Preset2 Master Switch	20
7.4	DBO Switch	20
7.5	Add / Solo Fader	21
7.6	Grand Master (GM) Fader	21
7.7	Rate Control	21
7.8	Fixture Fader	21
8	Manual Controls	22
8.1	Preset Faders	22
	8.1.1 Flash Buttons	22
8.2	Setting Fader Levels with the Keypad	22
	8.2.1 Preset Faders	22
8.3	The Programmer	24
	8.3.1 The Programmer LCD	24
	8.3.2 Position, Colour and Beam	24
8.4	Programmer Buttons	26
8.5	Palette Buttons	26
	8.5.1 Programmer LCD Soft Buttons	27
	8.5.2 The Effects Palette	29
	8.5.3 Fan	30
9	Recording to Palette Buttons	31
9.1	Recording Position Palettes	31
9.2	Recording Colour Palettes	31
9.3	Recording Scroller Colour Palettes	32
9.4	Recording Beam Palettes	32
9.5	Recording Group Palettes	33
10	Working with Memories	34
10.1	Recording a Memory	34
	10.1.1 Method 1: Record and Point	34

10.1.2	Advanced option – Recording CueList Stacks on the fly	34
10.1.3	Method 2: Using the Menu	35
10.2	Record Button	35
10.2.1	The Memory menu	36
10.2.2	Labelling a Memory	38
10.3	Masking	38
10.4	Crossfade Time	38
10.5	Editing a Memory	40
10.5.1	Selecting the Memory to Edit	40
10.5.2	The Edit Memory Confirm Menu	40
10.5.3	The Edit Memory Menu	40
10.5.4	The Edit Memory Controls	41
10.5.4.1	Editing with the Programmer Controls	41
10.5.4.2	Editing with the Preset Faders	41
10.5.4.3	Editing Fader channels with the Keypad	41
10.6	Clearing Memories	41
10.6.1	The Clear Memory Menu	42
10.7	Copying a Memory	42
11	Working with Chases	43
11.1	Recording a Chase - Using the Menu	43
11.2	The Chase menu	43
11.3	Editing a Chase	44
11.3.1	Selecting the Chase to Edit	44
11.3.2	The Edit Chase Confirm Menu	44
11.3.3	The Edit Chase Menu	44
11.3.4	Adding or Deleting a Chase Step	45
11.3.5	The Edit Chase Controls	45
11.3.5.1	Editing with the Programmer Controls	45
11.3.5.2	Editing with the Preset Faders	46
11.3.5.3	Editing Fader Channels with the Keypad	46
	Clearing Chases	46
11.4.1	The Clear Chase Menu	46
12	Pages	48
12.1	Page Make-Up	48
12.2	Loading a New Page	48
12.2.1	Page Freeze	49
12.2.2	Labelling a Page	49
12.3	Edit Page	49

12.3.1	Changing the Make-up of a Page:	49
12.3.2	Restoring the Factory Settings for Page	50
13	Assign	51
13.1	Assigning a Memory or Chase	51
13.2	Assign a Stack	51
13.3	Special Feature - Assign Edit	52
14	Files	53
14.1	Saving a File.....	53
14.2	Loading a File.....	53
14.3	Edit File	54
14.3.1	Changing the Default File Settings.....	54
14.3.2	Restoring the Factory Settings for File.....	54
14.3.3	Labelling a File.....	54
15	Stacks.....	55
15.1	Control Fields.....	55
15.1.1	Next Field	55
15.1.2	Infade / Outfade Fields.....	55
15.1.3	Delay Field	55
15.2	Setting a Stack to 2-fader Operation	55
16	Playback.....	57
16.1	Controlling Memories and Chases	57
16.1.1	Assign Master Faders and Display	57
16.1.2	Assign Master Flash Buttons	57
16.1.3	To Change the Operation of the Chase Flash Button.....	58
16.2	Controlling Stacks.....	58
16.2.1	Method 1: Using the Assign Stack Menu.....	58
16.2.2	Method 2: Using the Stack Menu	58
16.3	Playback of a Stack	59
16.3.1	Stack Controls	59
16.3.2	Assign Master Faders.....	59
16.3.3	Go / Back.....	59
16.3.4	LCD Window	59
16.3.5	Taking Manual Control of a Fade.....	60
16.3.6	Taking Manual Control when a Fade has completed.....	60
16.4	Clear Output from a Stack	60
16.5	Altering the Playback Order	60

17	The Setup menus	61
17.1	Setup Desk Submenu	61
17.1.1	Setup Desk Mode - Restricting Access	61
17.1.2	Setup Desk Wide – Setting Fader (Desk) Channels	61
17.1.3	The Setup Desk Link Submenu - Connecting a Slave Console.....	62
17.1.4	Setup Desk Link Master - Turning Master Mode On	62
17.1.5	Setup Desk Link Master - Turning Slave mode on.....	62
17.1.6	The Setup Desk Display Submenu	63
17.1.7	The Setup Desk Display LCDs Submenu – Adjusting the LCDs	63
17.1.8	The Setup Desk Lamp Submenu – Adjusting the Desklight level	63
17.1.9	The Setup Desk Video Submenu – Turning the VDU On or Off.....	63
17.1.10	Using MIDI or TimeCode to Control the Event.....	64
17.1.11	The Setup Midi Submenu - Turning Midi on and Off	64
17.1.12	The Setup Midi Prog / Note Submenu.....	64
17.1.12.1	Reference - MIDI Note Messages	65
17.1.13	Using Midi Programme messages	65
17.1.14	Using Midi TimeCode.....	65
17.1.15	Using SMPTE TimeCode.....	66
17.2	The Setup Patch Submenu	66
17.3	The Setup Ctrl Submenu.....	66
17.3.1	Setup Ctrl P1/2 - Reversing the P2 Master Fader	67
17.3.2	Setup Ctrl DBO – Changing DBO operation.....	67
17.3.3	Setup Ctrl Smast – Using the Hold Master	67
17.3.4	Setup Ctrl Chs – Changing Chase Flash button operation.....	68
17.3.5	Setup Ctrl Stack – Using 1 or 2 Faders to control a Stack.....	68
17.4	The Setup Heat Submenu	68
17.4.1	Setting Channels to Have a Background Intensity - Preheat	68
17.5	The Setup Rec Submenu – Record Options.....	70
17.5.1	Setting the default Record options.....	70
17.6	The Setup Prefs Submenu.....	71
17.6.1	Setup Prefs Help - Turning the Help Screen On and Off	71
17.6.2	Setup Prefs Freeze – Holding Active Outputs During Page Changes.....	71
17.6.3	Setup Prefs Times - Setting Default In and Outfade Times	71
17.6.4	Setup Prefs Increment - Changing the Increment between Memories	71
17.6.5	Setup Prefs PrevInt – Customising the Next function	71
17.6.6	Setup Prefs PTimes – Setting Live Palette Fade Time	72
17.7	The Setup Backup Submenu.....	72
18	Connecting an External Monitor.....	73
18.1	Operation.....	73
19	Service & Maintenance.....	75

20	Battery Replacement	75
21	Appendix A - Pin Assignments.....	76
21.1.1	DMX Digital Output Sockets	76
21.1.2	MIDI In, Thru, Out Sockets.....	76
21.1.3	Desklight Socket	76
21.1.4	Desk Link Cable.....	76
21.1.5	Power	76
22	Appendix B – Glossary of Terms	77
23	Index.....	78

Fixture Library Additions

To control a fixture the Event 4 needs a fixture library entry for that fixture . The fixture library includes the number of DMX channels required to operate the fixture and parameter mapping for the console. The Event 4 ships with a library disk that contains entries for most well known fixtures and this file is also available for download from the Jands website www.jands.com.au If you want to use a fixture that is not included in the library file it is possible to create an entry using the Event Event 4 Library Editor, a PC application, available from the Jands website If you require support or need a fixture library entry created contact Jands by email - jandsinfo@jands.com.au

Text Conventions

Information that appears on the LCDs is shown in a box like this:

Mem	M-10	Infade	Outfade	Next
M 10.00	----	0:02.0	0:02.0	M 11 more

- Setup** Text like this indicates a button on the console
- Patch** Text like this indicates a field in a menu
- Note* Text in a grey box indicates supplementary information

Bugs and Suggestions

To report a bug or make a suggestion for a new feature please email jandsinfo@jands.com.au

1 Hardware Setup

1.1 Connecting Power

Plug the socket end of the power cord into the IEC power receptacle located on the rear face of the Event. The other end of the power cord should be plugged into a 3-pin earthed outlet. It is important that the Event 4 is electrically grounded; if in doubt, contact a licensed electrician.

1.2 Connecting the Output to DMX Devices

Event 4 provides two DMX outputs for connection to fixtures and dimmer systems. The DMX output is standard on all consoles.

Connect from the console's DMX output to the DMX input on the fixtures and dimmer racks. Check the device's instruction manual for details on selecting DMX channels and looping the DMX line to other devices.

1.3 Connecting Desklights

Desklights are available as an optional accessory. Only 12V Littlite or compatible desklights with 3-pin XLR type connectors should be used (for wiring see Appendix A).

1.4 Connecting a Monitor

Connect any VGA monitor to the 15 pin D-connector on the back panel.

1.5 Connecting a Keyboard

Connect any keyboard, with a 5 pin Din connector, to the connector on the back panel.

1.6 Connecting a MIDI Device

The Event 4 console is equipped with a MIDI input. Use a standard MIDI cable to connect from the MIDI device to the MIDI In connector on the backpanel (for wiring see Appendix A). The THRU connector can be used to transmit the MIDI signal to other MIDI equipment.

1.7 Connecting a Slave Console

Any Jands Stage 12, ESP II, EVENT or Event 4 console can be slaved to the Event 4. Connect from the MIDI output of the slave console to the MIDI input of the main console. This cable should be wired as detailed (for wiring see Appendix A).

1.8 Turning the Power On

Once all connections have been made the console can be turned on using the mains power switch located on the back panel next to the power lead input.

2 Resetting the Console

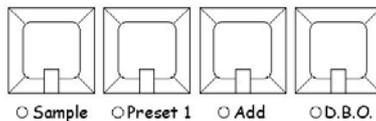
Reset is used to perform a clean start, revert all settings to the factory defaults and clear all data including Memories, Chases, and Patches. Reset can be used to quickly erase all data that has been recorded in an Event.

NOTE: *It is recommended that a Reset be performed each time a new show is to be recorded.*

2.1 To Reset the Console

First turn the power switch off and then follow the steps below to reset the console:

Hold the **DBO**, **ADD/SOLO**, **P1/2** and **Sample** buttons (the 4 buttons located above the Master faders) down while turning power on to the console.



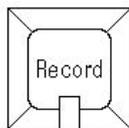
Press the **Record** button to confirm the console Reset.

2.2 To Load a New Software Version

Software updates are released from time to time and are available from Jands dealers or by download from the Jands website – www.jands.com.au. If the software is downloaded it must be unzipped onto a floppy diskette in the directory a:\bootrom

To load new software, insert the software update disk into the disk drive. Then:

Hold the **Record** button down while turning power on to the console.



In the Programmer press the button labelled **Load Flash**.



When the confirm screen appears. Press the button marked **Yes** to confirm the update. The console will restart automatically when the update is complete.

Note: All show data will be erased from the console during this procedure

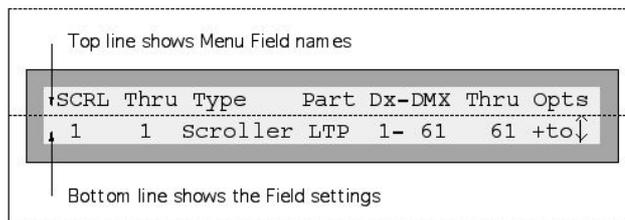
3 Operation Overview

3.1 Event Menus

Whenever one of the ten function buttons: **Setup, Copy, Clear, Stack, Page, Assign, File, Memory, Edit** or **Chase** is pressed, a menu is displayed in the LCD above the Assign master faders and a help message is displayed in the adjacent LCD (Event 416 only).

Some functions like Edit and Assign, which are used in conjunction with others, require a second button press to select the appropriate menu (i.e. **Edit Memory** or **Edit Chase**). Others such as **Setup** provide a number of sub-menus to choose from.

Main Menu LCD



Each menu consists of a number of fields. The name of the field appears on the top line of the display and the setting or value for that field appears underneath it.

Sometimes a field is used to lead to another menu; in this case, the bottom line shows +to↓ which means “Press the + (**On**) button to open a submenu”.

Note As the cursor moves, the selected field changes to UPPERCASE.

3.2 Entering / Editing menu data

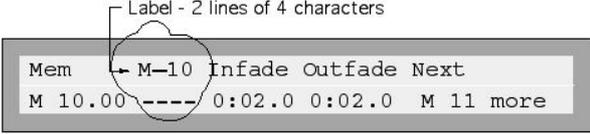
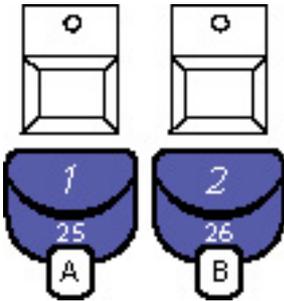
 	<p>The left and right arrow buttons are used to move the cursor between the various fields in each menu.</p>												
 													
<table border="1"> <tr> <td>7 Mem</td> <td>8 Edit</td> <td>9 Chase</td> </tr> <tr> <td>4 Page</td> <td>5 Assign</td> <td>6 File</td> </tr> <tr> <td>1 Copy</td> <td>2 Clear</td> <td>3 Stack</td> </tr> <tr> <td>Exit</td> <td>0 Setup</td> <td>Record</td> </tr> </table>	7 Mem	8 Edit	9 Chase	4 Page	5 Assign	6 File	1 Copy	2 Clear	3 Stack	Exit	0 Setup	Record	<p>The + (On) and - (Off) buttons are used to change values. The + (On) button will either increase a value or change a setting from Off to On. Likewise, the - (Off) button will decrease values or change a setting from On to Off.</p> <p>These buttons are also used in a few menus to toggle between several choices, eg. Setting a Chase to forward or reverse.</p> <p>Once a menu has been opened the function buttons change to a numeric keypad. Values can be entered directly into menu fields with these keys</p>
7 Mem	8 Edit	9 Chase											
4 Page	5 Assign	6 File											
1 Copy	2 Clear	3 Stack											
Exit	0 Setup	Record											

Press and Hold: The + (**On**) button or - (**Off**) button to scroll the value.

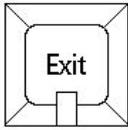
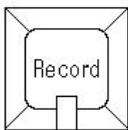
Double Press: The + (**On**) button or - (**Off**) button to snap a value to maximum or minimum value.

3.3 Entering Labels

The Memory, Chase, Page, File and Patch menus all have a Label field. The drawing below shows the Memory menu with the Label field circled (the other menus all have the Label field in the same position). The Event 4 supplies a default label for each field. A more meaningful label can be entered using an optional keyboard or the flash button keys.

	
	<p>The Preset/Assign Flash buttons can be used to type a label of your choice.</p> <p>Below each Flash button there is a character marking.</p> <p><SPace> is the 3rd Assign master flash button.</p>
<p>Example Open the Memory menu and use the right arrow button to move the cursor to the first character position of the label field.</p> <p>Type BLUE WASH or something similar. Use the cursor buttons to move back and type over any incorrect character. The numeric keypad enters numbers.</p>	

3.4 Exit & Record Buttons

	<p>The Exit button is used to close any main menu. If a submenu is open pressing Exit makes the display return to the previous menu.</p> <p>Pressing and holding the Exit button when no menu is open shows the Event 4 software version number.</p> <p>If an external monitor is connected to the Event 4, pressing Exit will open the screen selection window.</p>
	<p>The Record button is used to store information. Generally the quickest way to record is to hold the Record button down and press a button corresponding to the item to be recorded. E.g.</p> <p>Record + Palette (1-20) button to store a palette Record + Assign flash button to store a memory or chase</p> <p>Pressing and holding the Record button opens the Record Options menu in the Programmer LCD. Refer to section 10.2 for further information on recording options.</p>

4 Software Setup

4.1 Setting the Number of Fader Channels

The console defaults to 2 Preset mode with Fader 1 patched to DMX channel 1, Fader 2 patched to DMX channel 2 and so on.

The Setup Desk Wide submenu is used to double the number of Fader channels available on the console by combining all faders into a single preset. This menu is also used to create additional (virtual) Faders that can be controlled using the numeric keypad.

Press the **Setup** button to open the Setup menu.

Set	Desk	Ptch	Ctrl	Heat	Rec	Pref	Bkup
Up	+to	+to	+to	+to	+to	+to	+to

Move the cursor to the **Desk** field and press the **+ (On)** button to open the Set Desk menu.

Set	Mode	Wide	Link	Display	Midi
Desk	Rec	+to	+to	+to	+to

Move the cursor to the **wide** field and press the **+ (On)** button to open the Set Desk Wide menu.

4.1.1 Setting the Physical Faders

Set	Presets	Faders	Confirm
Wide	Dual	24	Off

To use all the Faders as a single preset move the cursor to the **Presets** field and change this field to **single** to allow all the Preset faders to be used as a single preset.

Move the Cursor to the **Confirm** field and Press the **+ (On)** button to confirm the changes.

When the console is in Single Preset Mode the Preset switch (located above the Fixture fader in the master section) is used to swap the flash buttons between the upper and lower sets of faders.

Once a console has been set to Single Preset Mode the Preset 2 faders are used to control the higher numbered channels. For example, on an EVENT 408 the Preset 2 faders would control channels 25 to 48. The Preset 2 Master fader is disabled.

4.1.2 Setting Additional Virtual Faders

Move the Cursor to the **Faders** field and enter the total number of Fader channels required (1 – 240).

Move the Cursor to the Confirm field and Press the **+ (On)** button to confirm the changes.

Fader channels numbered higher than the number of physical faders must be controlled using the Fader (Next), And, At and Thru buttons combined with the numeric keypad. Refer to section 8.2 for details.

Virtual Faders default to being scaled by the P1 master. However they can be set to being scaled by the P2, P1 and P2, or Hold master. Refer to section 8.2 for details.

5 Patching

The Event 4 provides 2 DMX universes (labelled 1 & 2). The 416 provides a maximum of 1024 DMX channels while the Event 408 provides a maximum of 512 DMX channels.

Faders (aka Desk Channels), Scrollers and Fixtures are patched using three similar menus as described below. To open the Patch menu press **Setup**, open the **Patch** submenu and then open one of the **Faders**, **Fixtures** or **Scroller** submenus

5.1.1 Patching Faders

Press **Setup**, open the **Patch** submenu and open the **Faders** submenu. The menu contains 4 fields:

Fadr	Dx-DMX:At	Dx-DMX:At	Dx-DMX:At
1	1-001:FF	1- NC:FF	1- NC:FF

- FADR** Sets the Preset Fader number (1-240)
- Dx** Sets the DMX output connector number
- DMX** Sets the DMX channel number
- At** Scales the intensity of the output (normally left at FF or 100%)

The Dx:DMX: and At fields are repeating fields, so it is possible to patch several DMX channels to the one desk fader. However a DMX channel can only be patched to one fader or fixture or scroller at a time.

Patching can be simplified by using the **Next**, **And**, **Thru** and **@(At)** buttons:

Next changes the patch menu to display the next desk Fader for patching and places the cursor on the first DMX field.

And is used to add a DMX channel to a desk fader. The cursor is placed on the first 'not connected' DMX field (NC) for this fader.

Thru is used to add a range of DMX channels to a desk fader. The cursor is placed on the first 'not connected' DMX field (NC) of this channel.

@(At) will place the cursor on the At field for the DMX channel.

Example:

To patch DMX channels 1, 5, 7, 9-12 to desk fader 1 and DMX channels 2, 3, 4 and 6 to desk fader 2:

Open the Patch Faders menu and select Fader 1.

Press [AND] [5] [AND] [7] [AND] [9] [THRU] [12] [NEXT] [THRU] [4] [AND] [6]

5.1.2 Storing Changes Made in Patch

When all changes to a patch have been made, press the Record button to save these changes and leave the Patch menu. If you press the Exit key you are prompted to

either save the changes by pressing the **+** (**On**) button or to abandon them by pressing the **-** (**Off**) button.

Press **Exit** to close Patch menu.

Press **Exit** again to close Setup menu.

5.1.3 Patching Fixtures

Press **Setup**, open the **Patch** submenu and open the **Fixtures** submenu. NB To Patch Fixtures you must have a valid floppy diskette with a fixture library in the disk drive. Up to 60 fixtures can be patched to the Event 4.

The menu contains a number of fields as follows:

- Fixt** Sets the first fixture number for the fixture type to be patched. Fixture numbers correspond to the Fixture palette selector buttons on the front panel.
- Thru** Sets the last fixture of a group of the same fixture type.
- Type** This field sets the type of fixtures to be patched. An error message will show if you try to change the fixture type without having a Library disk in the floppy drive.

To Unpatch a Fixture set the type field to Blank (i.e. clear the field).

Part The field will be set to ALL unless the fixture type (eg Vari-lite™ VL5) needs to have the Intensity channel patched separately to the other channels. In this case the field can be set as follows:

HTP To patch the intensity channel.

LTP To patch the other channels.

For these fixture types the user has to set the start channel for LTP and HTP channels separately.

Example Patch Screens

FIXT	Thru	Type	Part	Dx-DMX	Thru
1	1	V15	LTP	1-201	208 more

FIXT	Thru	Type	Part	Dx-DMX	Thru
1	1	V15	HTP	1-100	100 More

FIXT	Thru	Type	Part	Dx-DMX	Thru
2	2	Ibeam	All	1-161	171 More

Dx Select which DMX output (1 or 2) to patch the fixture.

DMX Sets the start DMX address of this Fixture (or group of Fixtures). If the Fixture is of the type that has the Intensity separate from the other channels (eg. V15) the user has to set the start channel for LTP and HTP channels separately.

Thru Displays the end DMX address (generated by the console based on the fixture library data and cannot be edited).

More

Fixture pan invert, tilt invert, and swap axes are used to enable consistent operation of the console control wheels regardless of the hanging orientation of a particular fixture. These options are available in the Fixture patch menu on a per fixture basis.

PAN When set to Invert (INVT), rotating the Pan control will move the fixture in the opposite direction to an equivalent fixture set to Normal. Useful when Fixtures are hung Front to Back.

TILT When set to Invert (INVT), rotating the Tilt control will move the fixture in the opposite direction to an equivalent fixture set to Normal. Useful when some Fixtures are hung facing down and others are facing up (i.e. sitting on the stage).

AXIS When set to Swap the Pan control wheel will act on the fixture Tilt parameter and the Tilt Control will act on the fixture Pan parameter. Useful when a fixture is hung on its side.

The Invert options are processed first, then the swap axes.

OPTS This submenu is for reference only - it is not editable

The menu shows the channel allocation for a fixture type. For each fixture channel number a parameter type is shown as follows:

I – Intensity, F – Position, C – Colour, B – Beam, X - when the channel is reserved but not used

FIXT	01	02	03	04	05	06	07	08	09	10	
1	F	F	I	C	C	C	B	B	X	B	More

5.1.4 Patching Scrollers

Press **Setup**, open the **Patch** submenu and open the **Scrollers**, submenu. Up to 80 Scrollers can be patched to the Event 4.

Scroller Sets the first Scroller number for the fixture type to be patched. Scroller numbers correspond to the Scroller palette selector buttons on the front panel.

Thru Sets the last Scroller of the group being patched.

Type Normally set to Scroller. The field can be left blank to unpatch scrollers.

Part The HTP (Intensity) and LTP (colour) channels must be patched separately. Set the HTP channel for each scroller to the dimmer channel that controls the lamp behind the scroller.

SCRL	Thru	Type	Part	Dx-DMX	Thru	Opts
1	1	Scroller	LTP	1-	61	61 +to

SCRL	Thru	Type	Part	Dx-DMX	Thru	Opts
1	1	Scroller	HTP	1-	1	1 +to

Dx Select which DMX output (1 or 2) to patch the scroller(s). The HTP and LTP channels do not have to be on the same DMX output.

DMX Sets the start DMX address of this Scroller or group of Scrollers. The start channel for LTP and HTP channels must be set separately.

Thru Displays the end DMX address (generated by the console, this field cannot be edited).

Press Record to save Patch changes. To discard changes press Exit.

5.2 Clearing the Patch

Press the Clear button to open the Clear menu.

Move the cursor to the PTCH (Patch) field.

Press the **+** (**On**) button to open the Clear Patch menu.

Move the cursor to the Type field and set the type of Patch which will be formed after the old one is cleared. The two options are:

1 to 1 - Patches Fader 1 to DMX Output 1 Channel 1, Fader 2 to DMX Output 1 Channel 2 and so on to the maximum number of desk channels.

Null – Doesn't patch any Fader to any DMX channel.

Move the cursor to the **LVLs** (Levels) field.

Set the default level for each DMX channel in the Patch.

6 Backup

The Floppy Disk Drive is used to save and restore data on a pre-formatted IBM PC format 3.5 inch diskette.

6.1 Operation – Saving and Restoring a Show File

The Disk drive functions are accessed through the Setup Bkup (backup) menu. In this menu there are three options:

Press **Setup** then open the **Bkup** submenu to display this menu:

```

Set  Disk Time Date
Bup  +to| +to| +to|

```

This menu contains 3 submenus as follows. Move the cursor to the **Disk** field and press the **+ (On)** button to open the submenu:

```

Set  Dir  File Name  To  From
Disk |  Event      Off  Off

```

Dir The default show file name is Event. If another name has been used the Dir field can be used to search the disk for show files. Move the cursor to this field and press the **+ (On)** button.

File The default show name is Event. An alternate name of up to 8 characters can be entered when saving.

To Move the cursor to this field and press **+ (On)** to Save a file to disk.

From Move the cursor to this field and press **+ (On)** to Restore a show file from the disk.

NOTE: Do not remove the diskette while the drive light is on.

If no diskette is present in the disk drive when the DISK option is selected, an error message will be displayed and the DISK transfer will be cancelled.

Time Date The TIME and DATE submenus are used to set the the internal clock. The time and date are added to the disk file attributes when a show is saved.

NOTE: Time is displayed in 24 hour mode, eg. 13:00 = 1:00pm. Use the numeric keypad or **+ (On)** / **- (Off)** button to set the correct time.

7 Master Controls

7.1 Pr1 and Pr2 Faders

The Pr1 Master fader scales the overall level of the top row of Preset faders, likewise the Pr2 Master fader scales the overall level of the bottom row of Preset faders. By moving the Pr1 fader up while moving the Pr2 fader down it is possible to crossfade between the settings on the two rows of channel Preset faders.

7.2 Add / Solo Master Switch

The Flash buttons can be set to operate in three different ways or turned off completely. To change the operation of the Flash buttons press the Add / Solo switch. With each press of the button, the LED within the switch changes to indicate which mode has been selected.

Add: Indicated by the green LED. Pressing a Flash button causes that output to flash instantly to the level set by the Add/Solo Master fader.

Add Latch: Indicated by the Green LED Flashing. The Flash buttons push-on and push-off instead of flashing. When a Flash button is latched on, the channel LED will flash synchronously with the Add/Solo switch LED. If Add Latch is disabled while some channels are latched, the channels will unlatch but will not become latched again if Add Latch is subsequently enabled.

Solo: Indicated by the Red LED. Pressing a Flash button causes that output to flash instantly to the level set by the Add/Solo Master fader, while at the same time turning off all other desk intensity.

Disabled: Indicated by neither LED being on. Pressing a channel Flash button has NO effect.

7.3 Preset1 / Preset2 Master Switch

When in single preset mode the flash buttons can be used to control the lower or upper channels. Pressing the P1/P2 button toggles the function.

Lower: indicated by the green LED.

Upper: Indicated by the red LED.

7.4 DBO Switch

This button performs two functions:

Blackout: When the button is pressed the intensity output of the console is blacked out. The button can be set to:

***Momentary** - the console is Blacked Out only while the DBO button is held down.*

***Latching** - the console is Blacked Out by pressing the DBO button. Output is restored when the DBO button is pressed again.*

***Inhibit:** To prevent a channel from appearing in any output, hold a channel Flash button down and press the DBO button.*

NOTE: *When a channel is inhibited the LED in the associated Flash button flashes on and off. It is not possible to inhibit the channels which do not have Flash buttons – i.e. the Virtual fader channels.*

7.5 Add / Solo Fader

This fader scales the level of the Flash buttons.

7.6 Grand Master (GM) Fader

This fader scales the level of all console intensity outputs except the Flash buttons.

7.7 Rate Control

The Rate Control scales the speed of all Chases that are running. This control should normally be set to the middle detent or 12 o'clock position. Chases will then run at the speed set in the Chase menu.

7.8 Fixture Fader

The Fixture Master fader scales the overall level of the Assign Master faders.

8 Manual Controls

8.1 Preset Faders

There are two rows of Preset Faders. In Normal mode both the top row and bottom fader control the same Fader channel. The Fader channel number in this case is the large number marked below the Add/Solo button. I.E. On an Event 416 Faders 1 - 36

In Wide mode both rows of faders are patched separately so that it is possible to manually control twice the number of Intensity channels. In this case the top row of faders are associated with lower numbered channels and the bottom row of faders are associated with the higher numbered channels. I.e. on an Event 416 Faders 1 – 36 & 37 - 72

These faders are normally used to set the intensity of conventional lights such as PAR 64s or Fresnels to the desired level. The P1 (or P2) Master and the Grand Master fader scale the level of the Preset faders.

8.1.1 Flash Buttons

Flash buttons are located below each pair of Preset Faders. In Wide mode the Preset Flash buttons can be associated with either row of Faders by switching the Preset 1 Preset 2 switch located in the Master section. The Flash buttons perform two functions:

1 - Flash: The buttons are used to momentarily flash a Fader channel to the level set by the Add/Solo Master fader. The type of operation of the Flash button depends on the setting of the Add / Solo Master switch as follows:

- Add** The intensity goes to the level set by the Add / Solo Master.
- Solo** The intensity goes to the level set by the Add / Solo Master and at the same time blacks out the other intensity channels.
- Latch** Press once to switch the intensity on at the level set by the Add / Solo Master. Press again to release.

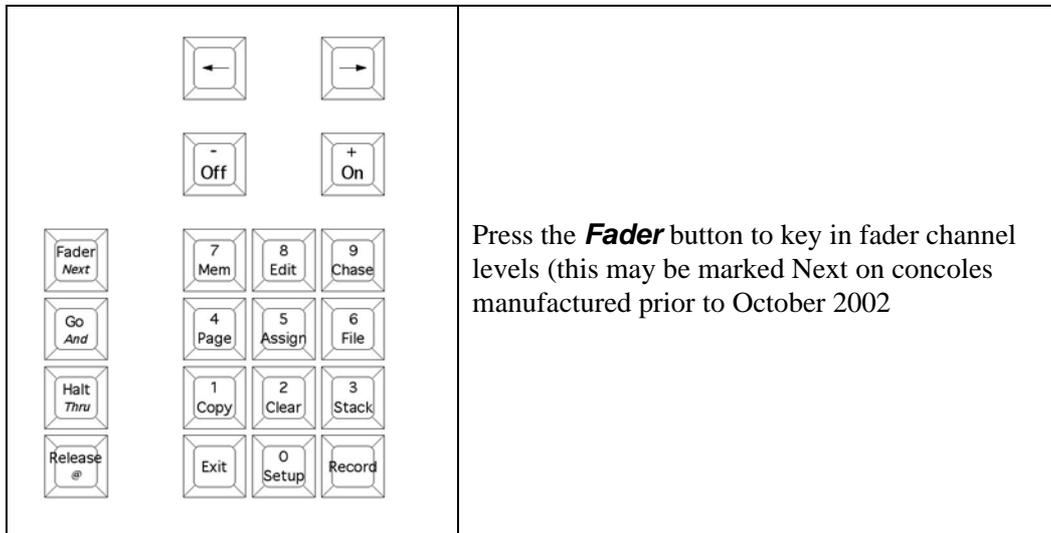
2 - Inhibit: To prevent a Fader from appearing in any output, hold the Flash button down and press the DBO button. Repeat this procedure to cancel inhibit. When a Fader is inhibited, the channel LED and DBO LED flash together.

***TIP:** In single preset mode the Preset1/Preset2 switch is used to toggle the Flash buttons from the top faders to the bottom faders and vice versa.*

8.2 Setting Fader Levels with the Keypad

8.2.1 Preset Faders

Fader levels (sometimes known as Desk Channels) can be set using the **Fader, And, Thru & At** buttons along with the numeric keypad.



To set a channel level:

Press the **Fader** button and use the numeric keypad to enter a Fader number.

Press the **@** (At) button and use the numeric keypad to enter a level (double click + to enter 100%).

Press the **Fader** (number) **Thru** (number) to enter a range of Fader numbers.

Press the **Fader** (number) **And** (number) to enter a group of Fader numbers.

Edit	Fdr	To AT	Clear	All	Master
Faders	1	1 FF	No	P1	

When Fader channels levels are being set this way the menu shown above is open and includes these fields.

Clear All Move the cursor to the field and press **+** (**On**) to clear all Fader levels

Master Sets the Submaster for this output. The options: **P1**, **P2**, **Hold**, **Both** (P1 & P2) or **None**.

Press the Exit key to close the menu.

8.3 The Programmer

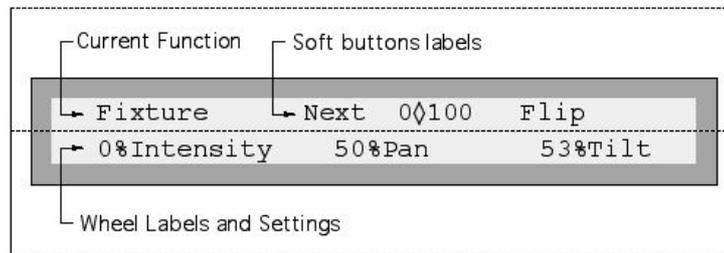
The Programmer section is used to manually control and programme fixtures (moving lights) and Colour Scrollers.

The six function buttons above the programmer LCD are used to select which function is active on the wheels and palette buttons. For example, when the Fixture button is pressed, the palette buttons are used to select fixtures and the wheels are set to control Intensity and movement. When the Colour button is pressed, any selected fixtures can be set to a colour using the wheels or the colour palette buttons (if programmed).

8.3.1 The Programmer LCD

The programmer LCD shows labels for the buttons above it and the wheel below it. However when the Record button is held down it also displays and provides quick access to the Record options menu.

Programmer LCD



The top line of the LCD displays the current programmer function and labels for the unmarked buttons above the LCD.

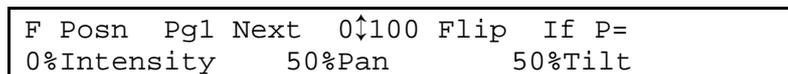
The bottom line of the LCD displays current settings and labels for the wheels beneath the LCD.

Note *The Programmer defaults to Fixture selection mode after being cleared. To completely close the Programmer press the button above the LCD marked Exit*

8.3.2 Position, Colour and Beam

Press the **Position** button to make adjustments to selected fixtures' intensity, pan, and tilt settings using the wheels.

Programmer LCD Position Display:



Press the **Colour** button to make adjustments to selected fixtures' colour settings using the wheels.

Programmer LCD Colour Display: (CMY, colour mixing fixture)



Press the **Beam** button to make adjustments to selected fixtures' beam settings using the wheels.

Programmer LCD Beam Display:

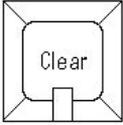
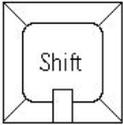
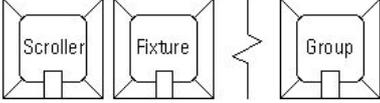
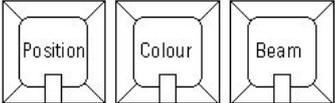
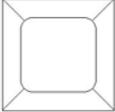
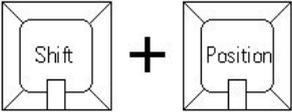
Beam	Next	0↑100	Flip	If B=
------	------	-------	------	-------

Multiple Beam palettes can be active at one time. This allows various beam parameter to be recorded to the palette buttons and then combined together. For example it is often useful to record Gobos to one set of buttons and Focus settings to another set. Then a particular Gobo, say Stars, can be combined with a Focus setting for say a short or long throw.

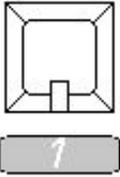
If more than one fixture is selected, the LCD will display the Position, Colour or Beam values for the lowest number fixture.

For information on recording and using the palette buttons see the next section.

8.4 Programmer Buttons

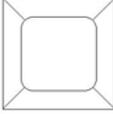
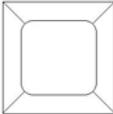
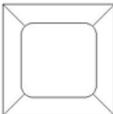
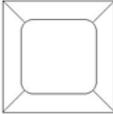
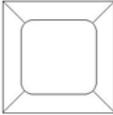
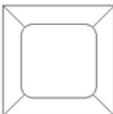
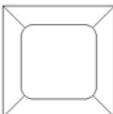
	<p>Press Clear to release control from the Programmer. When pressed, all fixtures and scrollers go to the previous state, ie. all parameters snap to the values they were before loading the Programmer.</p>
	<p>Shift + Clear to send all fixtures and scrollers to their default values, as specified in the fixture library.</p> <p>Shift + Pg1, Pg2, Pg3 to access the 3 pages for each palette.</p>
	<p>Press to select the palette.</p> <p>Press & hold to fan fixture positions (except Scroller).</p>
	<p>Press to select the palette</p> <p>Press & hold to fan fixture Position, Colour or Beam.</p> <p>Press & hold to enable or disable palette timing (see below).</p>
 <p style="text-align: center;">Snap</p>	<p>Palette fade time can be set in the Setup Prefs Ptime field. Press and hold Position, Colour or Beam and press this button to toggle between Snap and use Time</p>
	<p>Shift + Position to open the EFFECTS palette.</p> <p>The Effects Palette cannot be modified.</p>

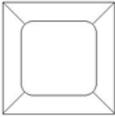
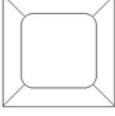
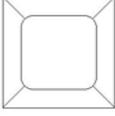
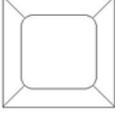
8.5 Palette Buttons

	<p>The 20 palette buttons are used to select Fixtures and palettes. Patching Fixtures and Scrollers automatically programmes the Fixture and Scroller buttons. The other Palettes i.e. Position, Colour, Beam, and Group must be recorded as detailed below.</p> <p>The LED in each palette button illuminates when it is selected.</p>
	<p>Selection Shortcuts for Fixtures, Scrollers & Groups</p> <p>Press a button to select a Fixture, Scroller or Group. Press again to deselect</p> <p>Hold down one palette button and then press another to select or deselect all scrollers between the two buttons.</p> <p>Deselect ALL selected fixtures and select a single fixture by Double Clicking a button</p>

8.5.1 Programmer LCD Soft Buttons

The “Soft” buttons located above the programmer LCD provide a number of functions depending on which Palette is active. Some functions are common to more than one palette.

 <p>Next</p>	<p>The Next button is used to quickly step through a number of Fixtures, Scrollers or Groups highlighting one at a time. When Next is pressed any selected items are deselected and their intensity is set to 15% (Note1). Then the next highest numbered item is selected and its intensity is set to full (Note1).</p> <p>Press Shift + Next to select the Previous fixture.</p>
 <p>0↕100</p>	<p>The 0↕100 button toggles the Intensity of the selected Fixtures or Scrollers between 0 and full.</p>
 <p>Flip</p>	<p>The Flip button is used to find alternative settings of the pan and tilt of selected moving yoke fixtures so that the beam will point in the same direction. This feature is not available for moving mirror fixtures.</p>
 <p>Active</p>	<p>Fixture Function Only:</p> <p>The Active button is used to select any Fixtures that have intensity greater than 10%. This provides a quick method of taking control fixtures during playback.</p>
 <p>Pg 1..4</p>	<p>Scroller Function Only:</p> <p>The Pg1 – Pg4 buttons are used to select the active page if more than 20 scrollers are patched. Up to 4 pages of 20 scrollers can be patched and the active page number flashes on the LCD.</p>
 <p>If G =</p>	<p>Group Function Only:</p> <p>The If G= button is used to select any Fixtures that are active and are part of a particular Group palette. This provides a quick method of taking control of fixtures during playback.</p>
 <p>Step</p>	<p>Colour Palette Only:</p> <p>The Step button is used to move the colour parameter wheel labels one position to the left. This feature is designed to be used with fixtures that have a colour wheel and colour mixing (RGB, CMY) controls. Pressing Step with these fixtures will move the RGB or CMY parameters onto the left, mid and right wheels.</p>

 <p>If *=</p>	<p>* P / C / B</p> <p>The If *= button is used to select any Fixtures that are active and set to a particular Position, Colour or Beam palette. This provides a quick method of taking control of fixtures during playback.</p>
 <p>Pg 1..3</p>	<p>Press & Hold Shift:</p> <p>The Pg1 – Pg3 buttons are used to select the active palette page. Up to 3 pages of 20 palette buttons can be recorded.</p>
 <p>Mask</p>	<p>Beam Function Only:</p> <p>The Mask buttons are used to prevent beam parameters from being recorded to either a palette button or a memory. Initially all Beam parameters are Masked, but moving a wheel will unmask the corresponding parameter. This feature is useful when recording Gobo palettes, to prevent recording focus parameters at the same time.</p>
 <p>More</p>	<p>The More button is used, to access the additional parameters, when a fixture type has more than three colour or beam parameters,</p>

Note 1 The levels for the selected (highlighted) and deselected fixtures

8.5.2 The Effects Palette

Effects are used to simplify programming by automatically generating the information required to make Fixtures move in a pattern such as a circle or figure 8. Effects can be recorded to memories but not as Chase steps.

To use an effect, select one or more fixtures and set their intensity.

Press **Shift + Position** to open the Effects Palette. There are 10 position effects available as follows:

Palette Button	Effect
1	Forward (clockwise) Circle
2	Reverse (anti - clockwise) Circle
3	Figure 8
4	Forward (clockwise) Square
5	Reverse (anti - clockwise) Square
6	Forward (clockwise) Spiral
7	Reverse (anti - clockwise) Spiral
8	Ballyhoo
9	Wave 1
10	Wave 2

Programmer LCD Effect Display

Circle	Clear	More
60%Rate	50%Size	0%Offset

The wheels can be used to make the following adjustments to the effect:

Rate Adjusts the speed of the effect.

Size Adjusts the amplitude of the effect.

Offset Adjusts the relative starting positions of the effect, for each fixture, in the order the fixtures were selected.

Size Ratio Adjusts the relative amplitude of the pan and tilt values. For example adjusting this allows the circle to be changed into an ellipse.

To stop the effect on the selected fixtures, press the button, above the Programmer LCD, labelled **Clear**.

8.5.3 Fan

Fanning Intensity, Position, Colour or Beam is a convenient way to spread the intensity position colour or beam of a group of fixtures. For example by fanning position a group of fixtures can be made to all point inwards to a point or outwards like a fan. A minimum of 2 lights must be selected to use Fan.

Press and Hold **Position**, **Colour** or **Beam** to open the Fan controls:

Fan Fixt	Start	Mid	End	Snap
FF%Intensity	50%Pan			0%Tilt

The soft buttons above the LCD are used to select how the fixtures fan:

Start Select Start to fan fixtures towards or away from the lowest numbered fixture

Mid Select Mid to fan fixtures towards or away from the middle numbered fixture

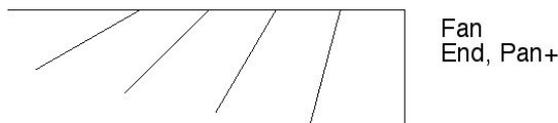
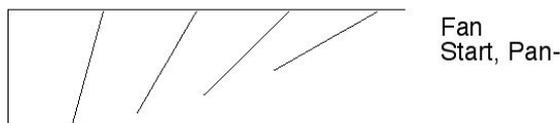
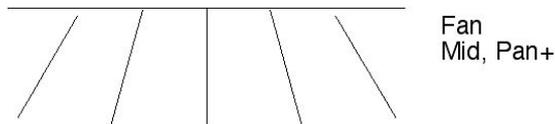
End Select End to fan fixtures towards or away from the highest numbered fixture

Snap *This button is not used for fan. It is used to set palette timing on or off – refer to section 17.5.5*

The wheels can be used to make the following adjustments to the effect:

Pan Rotate the Pan wheel anti-clockwise to fan Pan inwards. Rotate the Pan wheel clockwise to fan Pan outwards.

Tilt Rotate the Tilt wheel anti-clockwise to fan Tilt backwards. Rotate the Pan wheel clockwise to fan Pan forwards.



Fan works, not only on position but also on Intensity, Colour and Beam. Fanning colour creates staggered hues and rainbow like effects.

Fanned parameters are stored in Memories and Chases as Levels not Palettes.

9 Recording to Palette Buttons

Palettes are useful because they provide quick access to Positions, Colours and Beams. Moreover any changes made to a palette will automatically update any memories or chases that have been recorded using those palettes.

Generally Palettes are recorded by first selecting fixtures and setting Position Colour or Beam information. To store the information press and hold the **Record** button, and press a palette button. When recording say a Position palette it doesn't matter what colour or beam is being used as only Position information will be saved to the Palette button. There are however different rules for recording position, colour, and beam.

9.1 Recording Position Palettes

When recording Position palettes, all fixtures to be recorded into a palette must have their intensity greater than 10%*.

1. Press the **Fixture** button.
2. Select a fixture.
3. Press the **Position** button.
4. Use the wheels to change the position of this fixture.
5. Repeat steps 1 to 4 until all fixtures required in the palette have been changed.
6. Press and hold the **Record** button, and press the palette button that the positions are to be recorded into.

** Intensity is not stored in the palette.*

9.2 Recording Colour Palettes

When recording Colour palettes, only one fixture of each type needs to be selected and adjusted to record that colour. Unselected fixtures of the same type are automatically included when the palette is recorded. However if individual settings for each fixture are required then some, or all, fixtures can be selected and a unique colour will be recorded for each selected fixture.

To record a fixture colour palette:

1. Press the **Fixture** button.
2. Select the first fixture.
3. Press the **Colour** button.
4. Use the wheels to change the colour of this fixture.
5. Press and hold the **Record** button, and press the palette button that the colour is to be recorded into.

That colour will be recorded into all fixtures of the type selected.

If more than one fixture of a type are selected and the colour setting for these fixtures are different, then the colour setting for the lowest number fixture is used as the common setting for all other non-selected fixtures. The colour setting for the other fixture is regarded as a unique setting for those lights alone.

If a different fixture needs to be included in a palette at a later stage, it is possible to re-record the palette. It will not affect the previously recorded values.

If a fixture is patched at a later stage and the same type of fixture has colour information in a palette, this new fixture is added to the palette automatically.

9.3 Recording Scroller Colour Palettes

When recording scroller colour palettes, only one scroller needs to be selected prior to the **Record** button being pressed. Unselected scrollers will also be recorded. In this way only one scroller needs to be adjusted to record that colour for all scrollers.

Eg. to record a scroller colour palette:

1. Press the **Scroller** button.
2. Select the first scroller.
3. Press the **Colour** button.
4. Use the wheels to change the colour of this scroller.
5. Press and hold the **Record** button, and press the palette button that the colour is to be recorded into.

That colour will be recorded into all scrollers.

If more than one scroller is selected, and the colour settings for those are different, then the colour setting for the lowest number scroller is used as the common setting for all other non-selected scrollers. The colour setting for the 2nd (higher number) scroller is regarded as a unique setting for that scroller alone.

If a scroller is patched at a later stage, this new scroller is added to the recorded palettes automatically.

9.4 Recording Beam Palettes

When recording Beam palettes, only one fixture of each type needs to be selected and adjusted to record that beam. Unselected fixtures of the same type are automatically included when the palette is recorded. However if individual settings for each light are required then some, or all, fixtures can be selected and a unique beam will be recorded for each selected fixture.

Additionally only the beam parameters that have changed are recorded. The LCD displays **UnMa** (UnMask) for the beam parameters that have been changed. A beam parameter that has been adjusted and Unmasked can be excluded from a palette by pressing the corresponding **UnMa/Mask** switch. As an example, this allows different gobo settings in palettes 1-10, different strobe rates in palettes 11-15, and different iris settings to be recorded in palettes 15-20. Because multiple beam palettes can be played back at one time, settings for gobo, strobe, and iris can be combined.

To record a fixture beam palette:

1. Press the **Fixture** button.
2. Select the first fixture.
3. Press the **Beam** button.
4. Use the wheels to change only the beam parameters that are to be recorded for this fixture.

5. Press and hold the **Record** button, and press the palette button that the beam is to be recorded into.

That beam will be recorded into all fixtures of the type selected.

If more than one fixture of a type is selected and the beam setting for these two fixtures are different, then the beam setting for the lowest number fixture is used as the common setting for all other non-selected fixtures. The beam setting for the 2nd (higher number) fixture is regarded as a unique setting for that light alone.

If a different fixture needs to be included in a palette at a later stage, it is possible to re-record the palette. It will not affect the previously recorded values.

If a fixture is patched at a later stage and the same type of fixture has beam information in a palette, this new fixture is added to the palette automatically.

9.5 Recording Group Palettes

Group palettes can include Fixtures and / or Scrollers.

To record a Group palette:

1. Press the **Fixture** button.
 2. Select the required Fixtures
- And / or
3. Press the **Scroller** button.
 4. Select the required Scrollers
 5. Press the **Group** button.
 6. Press and hold the **Record** button, and press the palette button that the positions are to be recorded into.

10 Working with Memories

The Event 4 defaults to recording whatever faders, fixtures and scrollers have an intensity higher than 1%, even if they have not been selected in the programmer. In this default mode all console output is recorded regardless of its source. However there are a number of record options to allow for more advanced use. For example, it is possible to only record output from the programmer and ignore any playback. It is also possible to record all selected fixtures rather than all fixtures with intensity.

A memory or chase step that is recorded using the palette buttons to set Position, Colour and Beam will automatically track any changes made to those palettes.

10.1 Recording a Memory

The Event 4 offers **two** alternative methods of recording Memories. (some lighting consoles refer to Memories as scenes or cues).

10.1.1 Method 1: Record and Point

Use the Preset faders, numeric keypad, palette buttons and programmer to set up the lighting as required.

1. Press and hold the **Record** button.

NOTE: *The LCDs above the Assign Masters show the Memory numbers being controlled by those faders.*

2. While holding the **Record** button down press the Assign Flash button beneath the Memory number to be recorded.

Release **Record** button.

10.1.2 Advanced option – Recording CueList Stacks on the fly

Using the method described above it is possible to record a series of consecutively numbered Memories on an Assign Fader. When memories are recorded this way they play back in the same way as a Stack. (Refer to section 15 for details)

To record a cuelist stack record a Memory as described above, then repeat the process on the same Assign fader. The second time an alert message will appear in the LCD:

```
+ to create a cuelist stack
- to overwrite
```

If the + (On) button is pressed a new Memory, numbered +.01, will be created and the Assign fader will become a Cuelist Stack fader.

I.E. If the original memory number was M 10 the second memory will be numbered M 10.01. If a third memory was recorded it would be M 10.02 and so on. During playback each time the Assign Flash button is pressed the next highest numbered memory will play back. When the highest number is reached it will loop back to the lowest number.

To insert a memory between two others step through the cuelist to the memory before the position to be inserted. Now when a new Memory is recorded all the higher numbered memories in that cuelist will be renumbered (+ .01) to accommodate the new memory.

Once a cuelist is created it always reloads with the page it belongs to.

10.1.3 Method 2: Using the Menu

1. Press the **Memory** button.
2. Use the Preset faders, palette buttons and programmer to set up the lighting output required.
3. Enter the Memory number (0.00 – 999.99) to be recorded using the numeric keypad or alternatively use the **+** (**On**) / **-** (**Off**) buttons to change the displayed Memory number.

NOTE: *The cursor automatically moves to the Label field if a five digit number is entered.*

4. Press the **Record** button (while the **Record** button is pressed, a message displays on the LCD showing the percentage of available memory space that has been used and how much remains).
5. Another Memory can now be recorded by repeating steps 1, 3 & 4 (see Note below).
6. Press the **Exit** button if no more Memories are to be recorded.

NOTE: *The number in the Memory menu automatically advances by 1 when the Record button is released. This allows a number of Memories to be recorded without having to set a new Memory number each time.*

10.2 Record Button

When recording Memories and Chases the Event 4 defaults to recording “What You See Is What You Get”. In other words a Fixture will not be included in a Memory if it has no Intensity. This method makes playback more predictable but does not suit all situations. For example recording a ‘mark’ cue (where lights are positioned in one cue and turned on in the next) can be difficult. To cater for alternate recording styles the Record Options menu displays in the Programmer LCD whenever the **Record** button is pressed. This menu is also available and the defaults can be set in the **Setup Rec** menu.

Record	Fixt	Record	Mask	Time
Options	Active	All	----	IF--

To make changes to these settings in the Programmer LCD, press the button above each field to toggle its value.

Fixt Sets which Fixtures and Scrollers will be included when recording a memory or Chase. **Active** includes any fixture with a level greater than 1%. **Select** includes any fixture that is selected in the Programmer.

Press the **Fixt** button to toggle the setting.

Record Sets which console controls will be included when recording a memory or chase. **All** records from the Programmer and the Presets. **Prog** records from the Programmer only. **Preset** records from the Preset Faders only

Press the **Record** button to toggle the setting.

Mask Sets any or all of Intensity, Focus, Colour and Beam to be masked during playback. Masked parameters are recorded but ignored during playback. Any letter (IFCB) shown indicates that the parameter will be masked. eg. if the display shows IF-B only the colour information will play back. All other parameters will remain under the previous control.

Press the button above the field and press the IFCB buttons to change the Mask settings.

Time Sets any or all of Intensity, Focus, Colour and Beam to use timing during playback. Any letter (IFCB) shown indicates that the parameter will fade in and out using times set in the Memory menu. Eg. if the display shows IF--, then when triggered, the Intensity and Position parameters will follow the fade time, while the colour and beam will snap to the new value.

Press the button above the field and press the IFCB buttons to change the Time settings.

10.2.1 The Memory menu

Press the **Mem** button to open the Memory menu. There are 2 levels to this menu. When the cursor is moved to the **more** field additional parameter fields are displayed.

```
Mem      M-10 Infade Outfade Next
M 10.00 ---- 0:02.0 0:02.0 M 11 more
```

```
Mem      Delay Mask Time Time Code
M 10.00 0:00.0 ---- IF-- --:--:--:--
```

Mem This field sets the Memory number to be recorded or adjusted.

Label Type a label of up to eight characters using an external keyboard or the Flash buttons. (see below for a more detailed explanation of labelling)

Infade This field sets the time the Memory will take to fade from 0% to 100%, ie. if set to 0:10.5, it will take 10.5 seconds to fade to full output.

NOTE: *By default the Outfade field automatically tracks the infade time – that is, if the infade time is changed the outfade time field changes to the same value. To set a different outfade time simply move the cursor to the outfade field and change it.*

Outfade This field sets the time the Memory will take to fade from 100% to 0%, ie. if set to 0:02, it will take 2 seconds to fade out.

Next This field sets which item follows the Memory or Chase when used in a Stack. See the section on Stacks for information on usage.

TIP: *To change the **Next** field setting from a Memory number to a Chase, press the + (On) or – (Off) button to edit the field, use the left arrow button to move the cursor over the M, then press the + (On) button to change the M to a C, (this can also be achieved by pressing the Flash button marked C. In the Chase menu press flash button M to change to a memory number.*

Delay This field is used to set automatic follow on and sets the time between the Infade completion of this Memory and the start of the Infade of the Memory or Chase set in the NEXT field. See the section on Stacks for information on usage

Note: *A delay setting of 0:00.0 means that delay is Off.*

Mask Sets the parameters to be masked during playback. See the following section for information on usage.

- Time** Sets the parameters that will use the memory fade times. Other parameters will snap. See below for information on usage.
- TimeCode** Sets the MIDI (can also be used for SMPTE) timecode that will activate this Memory – provided a MTC Stack is assigned to one of the Assign faders.

10.2.2 Labelling a Memory

Memories can be labelled to allow easy identification of their contents. For example, Memories might be labelled BLUE WASH or DRUM SOLO; whenever these Memories are loaded to the Assign Masters their labels are displayed in the LCD above the Assign fader.

1. Press the **Memory** button.
2. Enter the Memory number (0.00 – 999.99)

NOTE: *The cursor automatically moves to the Label field if a 5 digit number is entered.*

3. Use the arrow buttons to move the cursor to the Label field (to the right of the Memory number field).
4. Type a label of up to eight characters using a keyboard or the Flash buttons.

NOTE: *Each Flash button is marked on the front panel with a character (1=A, 2=B etc.). Typing a label will NOT cause lights to flash on at the same time.*

5. Press the **Exit** button if no more Memories are to be labelled.

Do NOT press the **Record** button if you are only entering or changing a label.

TIP: *Memories can be labelled while they are being recorded (using the menu Method) or labelled later by using the Memory menu.*

TIP: *Press the P1/P2 flash selector button to change from upper to lower case and vice versa.*

10.3 Masking

Masking allows only desired parameters to be played back. For example it may be desirable to have a memory that controls the colour only. By masking all parameters except colour from the memory then the fixtures may be able to be controlled from another chase or memory while the colour memory is active.

To change the masking on a Memory:

1. Press the **Mem** button.
2. Select the memory to be changed.
3. Move the cursor to the **more** field to reveal the **Mask** field.
4. Set the parameter to mask by pressing the **+ (On)** once and then use the arrow keys to move the cursor to each of the four mask options (IFCB). Press the **+ (On)** to toggle the option on or off.

Any letter shown indicates that the parameter will be masked from playback, eg. if the display shows IF-B then when triggered, only the colour information will play back. All other parameters will remain under the previous control.

10.4 Crossfade Time

Parameters may be set to ignore the crossfade time. In these cases the parameter will snap to the next setting when the cue is triggered. For example it may be useful to have the colour snap at the beginning of a position fade.

To change the time masking on a memory:

1. Press the **Mem** button.
2. Select the memory to be changed.
3. Move the cursor to the **more** field to reveal the **Time** field.
4. Set the parameters to use timing by pressing the + (**On**) once and then use the arrow keys to move the cursor to each of the four Time options (IFCB). Press the + (**On**) to toggle the option on or off.

Any letter shown indicates that parameter will follow the fade time. Eg. if the display shows IF--, then when triggered, the intensity and position parameters will follow the fade time, while the colour and beam will snap to the new value.

10.5 Editing a Memory

A memory can be edited by first selecting the memory and then using the Faders and Programmer controls to make changes.

10.5.1 Selecting the Memory to Edit

There are two ways to open a memory for editing. Either:

1. Press the **Edit** button.
2. Press the flash button beneath the Assign fader controlling the item to be edited.

or

1. Press the **Edit** button.
2. Press the **Memory** button. Enter the Memory number (000.00 – 999.99) to be edited.

10.5.2 The Edit Memory Confirm Menu

The Edit Memory Confirm menu is used to set the state of the programmer when editing.

Edit	labl	Prog	Confirm	Mask
M999.99	labl	Merge	Off	----

Prog This field can be set to either **Clear** the programmer and load the memory contents or to **Merge** the memory with any selections currently in the programmer.

Mask Masks any or all of Intensity, Focus, Colour and Beam when loaded to the Programmer. For example loading a Memory set to --C- will prevent the memory colour information being loaded to the programmer. All fixtures, active in the memory, will be set to white.

Confirm When all other fields have been set, move the cursor to the Confirm field and press the + (**On**) button to begin editing.

10.5.3 The Edit Memory Menu

The Edit Memory menu is used to set Fader levels and Record options.

Edit	labl	Fdr	To	At	Record	Save	As
M999.99	labl	120	122	50	Prog	M999.99	

Fdr Sets the first fader number of a range.

To Sets the last fader number of a range.

At Sets the intensity of the fader(s).

Record Sets which console controls will be included while editing. **All** records from the Programmer and the Presets. **Prog** records from the Programmer only. **Preset** records from the Preset Faders only.

Save As Allows the item being edited to be saved as a new Memory. This provides a quick way to create new looks from existing programming.

10.5.4 The Edit Memory Controls

10.5.4.1 Editing with the Programmer Controls

The **Record** field in the Edit Memory menu should be set to **All** or **Prog** when editing Fader levels. Otherwise any changes will not be saved.

1. Use the Programmer to adjust Intensity, Position, Colour and Beam settings. Editing with the Programmer controls is the same as when recording.
2. Press **Record** button.

*The programmer is always 'Live' when editing. However it is possible to pull down the **Fixture Master** to turn off the Intensity of any fixtures being adjusted in the programmer.*

10.5.4.2 Editing with the Preset Faders

The Record field in the Edit Memory menu should be set to All or Preset when editing Fader levels. Otherwise any changes will not be saved.

1. Use the Preset 1 (top preset) faders to set new levels. To edit a channel this way, the fader first has to be moved to match the existing level and then moved to the new level. The simplest way to do this is to move the fader from zero to full and then to the new level.
2. Press the **Record** button.

Note: A Memory can be edited to change the level of a channel or groups of channels. Editing can be carried out 'blind', that is, without the changes being seen on stage, or 'live' if that Memory is currently being output to the stage (by one of the Assign Masters).

Whenever the EDIT MEMORY menu is opened the Preset faders are disabled from outputting to the stage. However, they can be used to set levels for the item being edited.

10.5.4.3 Editing Fader channels with the Keypad

The Record field in the Edit Memory menu should be set to **All** or **Preset** when editing Numeric keypad, otherwise any changes will not be saved.

1. Use the **Fader, And, At & Thru** buttons to adjust Intensity levels.
2. Press **Record** button.

See section 8.2 for details on using the keypad.

10.6 Clearing Memories

Memories and Chases can be cleared to free console Memory or to prevent further use.

10.6.1 The Clear Memory Menu

Press **Clear** and open the **Mem** submenu. Its also possible to press **Clear** and then the **Mem** button to open this menu:

Clear	From:	To:	Confirm
	M 10.00	M10.00	Off

From: Sets a first Memory number to clear.

To: Sets the last Memory number to clear.

Confirm Move the cursor to this field and press **+** (**On**) to clear the memory or range of Memories.

10.7 Copying a Memory

1. Press the **Copy** button to open the Copy menu.
2. Move the cursor to the **Mem** field.
3. Press the **+** (**On**) button to open the Copy Memory menu.
4. Move the cursor to the **From:** field (the number of the memory to be copied).
5. Set the Memory number to be copied.
6. Move the cursor to the **To:** field (the number where the memory is to go).
7. Set the Memory number to be copied to.
8. Move the cursor to the **Confirm** field.
9. Press the **+** (**On**) button to copy the Memory.

11 Working with Chases

Chases are recorded in the same way as Memories.

11.1 Recording a Chase - Using the Menu

1. Press the **Chase** button.
2. Enter the Chase number (0 - 999) to be recorded.
3. Use the Preset faders, palettes and/or programmer to set up the lighting output required for the first step of the Chase.
4. Press the **Record** button. The first step of the Chase is recorded and the **Step** field automatically changes to the next step number.
5. Repeat steps 3 and 4 until the desired number of chase steps have been recorded, up to a maximum of 99 steps.
6. Press the **Exit** button if no more Chase steps are to be recorded.

11.2 The Chase menu

Press the **Chase** button to open the chase menu. There are 3 levels to this menu. Each time the cursor moves to the **more** field an additional set of fields is displayed.

```
Chse C--1 St Of Dr Bpm Xf Mask Time
C 1 ---- 1 12 >> 120 50 ---- ---- more
```

```
Chse Infade Outfade Next Delay
C 1 0:02.0 0:02.0 C 2 0:00.0 more
```

```
Chse Time Code
C 1 --:--:--:--
```

CHSE	This field sets the Chase number to be recorded or adjusted
Label	Type a label of up to eight characters using an external keyboard or the Flash buttons. See section 3.3 for details on labelling)
St	Sets the Chase Step number. This field automatically updates to the next number after a Chase Step is recorded.
Of	Displays the number of Steps recorded in this Chase.
Dir	Sets the Chase direction. There are 4 possible settings >> Forward << Reverse <> Bounce Rn Random
Bpm	Sets the Chase speed in Beats Per minute. At 0 the Chase is stopped (the field displays HLT) and can be single stepped using the playback Flash button. The setting represents the rate with the rotary master Rate control in the centre detent position.
Xf	Sets the crossfade characteristics. The value entered here sets the percentage of the total crossfade time each step is fully on.

Example:

1. Set the Chase speed to 6 BPM (1 step every 10 seconds)
2. Set the XF field to 50

Step 1 takes 2.5 secs to fade in, stays on for 5 secs and then takes 2.5 secs to fade out

NOTE: Only press Record to save a new Chase Step. Do not press Record if only entering a label, setting direction, speed, time etc. These settings change immediately.

11.3 Editing a Chase

A Chase can be edited by first selecting the Chase and then using the Faders and Programmer controls to make changes.

11.3.1 Selecting the Chase to Edit

There are two ways to open a chase for editing. Either:

1. Press the **Edit** button.
2. Press the flash button beneath the Assign fader controlling the item to be edited.

or

1. Press the **Edit** button.
2. Press the **Chase** button. Enter the Chase number (0 – 999) to be edited.

11.3.2 The Edit Chase Confirm Menu

The Edit Chase Confirm menu is used to set the state of the programmer when editing.

Edit	labl	St	Of	Prog	Confirm	Mask
C999	labl	1	3	Merge	Off	----

- Edit** This field sets the Chase number to edit. It is set automatically when using the **Edit** – Flash button method
- St** This field sets the Chase Step number to edit.
- Prog** This field can be set to either **Clear** the programmer and load the chase contents or to **Merge** the chase with any selections currently in the programmer.
- Mask** Masks any or all of Intensity, Position, Colour and Beam when loaded into the Programmer. For example loading a chase set to --C- will prevent the memory colour information being loaded to the programmer and all fixtures, active in the chase, will be set to white.
- Confirm** When all other fields have been set move the cursor to the Confirm field and press the + (**On**) button to begin editing.

11.3.3 The Edit Chase Menu

The Edit Chase menu is used to set Fader levels and Record options.

Edit	St	Of	labl	Fdr	To	At	Del	Add	Opts
C999	1	3	labl	120	122	50	Off	Off	+to

Edit	This field sets the Chase number to edit. It is set automatically when using the Edit – Flash button method.
St	This field sets the Chase Step number to edit.
Fdr	Sets the first fader number of a range.
To	Sets the last fader number of a range.
At	Sets the intensity of the fader(s).
Del	With the cursor in this field press the + (On) button to delete the current Chase Step.
Add	With the cursor in this field press the + (On) button to add a new Chase Step
Opts	With the cursor in this field press the + (On) button to reveal the following fields:
Record	Sets which console controls will be included while editing. All records from the Programmer and the Presets. Prog records from the Programmer only. Preset records from the Preset Faders only.
Save As	Allows the item being edited to be saved as a new Chase Step or as a Memory. This provides a quick way to create new looks from existing programming.

11.3.4 Adding or Deleting a Chase Step

To add or delete a Chase step move the cursor to the **Add** or **Delete** field and press the **+ (On)** button. A confirm screen shows and requires that the **+ (On)** button is pressed again to complete the process.

When a Step is deleted or added, all the old steps are renumbered. For example, when adding a new Step 1, the old Step1 will become Step2 and so on.

After adding a Step set up the required look and press the **Record** button.

11.3.5 The Edit Chase Controls

11.3.5.1 Editing with the Programmer Controls

The Record field in the Edit Memory menu should be set to **All** or **Prog** when editing Fader levels, otherwise any changes will not be saved.

1. Use the Programmer to adjust Intensity, Position, Colour and Beam settings. Editing with the Programmer controls is the same as when recording.
2. Press the **Record** button.

Note: The programmer is always 'Live' when editing. However it is possible to pull down the Fixture Master to turn off the Intensity of any fixtures being adjusted in the programmer.

11.3.5.2 Editing with the Preset Faders

The **Record** field in the Edit Chase menu should be set to **All** or **Preset** when editing Fader levels. Otherwise any changes will not be saved.

1. Use the Preset 1 (top preset) faders to set new levels. To edit a channel this way, the fader first has to be moved to match the existing level and then moved to the new level. The simplest way to do this is to move the fader from zero to full and then to the new level.
2. Press the **Record** button.

A Chase can be edited to change the levels of channels or groups of channels. Editing can be carried out 'blind', that is, without the changes being seen on stage, or 'live' if that Chase is currently being output to the stage (by one of the Assign Masters).

Whenever the Edit Chase menu is opened the Preset faders are disabled from outputting to the stage. However, they can be used to set levels for the item being edited.

11.3.5.3 Editing Fader Channels with the Keypad

The **Record** field in the Edit Chase menu should be set to **All** or **Preset** when editing Numeric keypad. Otherwise any changes will not be saved.

1. Use the **Fader, And, @ (At) & Thru** buttons to adjust Intensity levels.
2. Press **Record** button.

TIP: *Finding the Step to edit.*

If you want to edit a particular Step of the Chase but are not sure of the Step number there is an easy solution. First bring the Chase up on one of the Assign Masters, then use the rotary speed control to slow the chase right down until it stops. Now use the Assign Flash button to single step the Chase to the Step you want. Finally, press the Edit button followed by the Chase Flash button and the edit Chase menu will open with the Step you want to edit already selected.

NOTE: *Whenever the EDIT CHASE menu is opened the Preset faders are disabled from outputting to the stage. However, they can be used to set levels for the item being edited.*

NOTE: *As each channel or group of channels is adjusted using either edit method, the changes are stored temporarily so there is no need to press Record to save each individual change.*

11.4 Clearing Chases

Memories and Chases can be cleared to free console Memory or to prevent further use.

11.4.1 The Clear Chase Menu

Press **Clear** and open the **Chs** submenu to clear a chase. Its also possible to press **Clear** and then the **Chase** button to open this menu

Clear From:	To:	Confirm
C 1	C 1	Off

- From:** Sets the first Chase number to clear.
- To:** Sets the last Chase number to clear.
- Confirm** Move the cursor to this field and press **+** (**On**) to clear the chase or group of chases.

12 Pages

Pages provide a method of grouping Memories (and Chases) into sets that are used together. Often a Page is used for each part of a show or for each song that a band performs.

The Event 4 provides 99 Pages but memory limitations prevent every Memory and Chase in every Page being used.

12.1 Page Make-Up

The default configuration for Event 4 pages is as follows:

Event 408

Assign Master Faders 1 – 7 Memories Mn0 – Mn6
 Assign Master Fader 8 Chase Cn

Event 416

Assign Master Faders 1 – 14 Memories Mn0 – M(nx2)+13
 Assign Master Fader 15 Chase Cn
 Assign Master Fader 16 Chase C100

where n = the page number

Assign Fader	Control
1 – 7	Memories 0 – 6
8	Chase 0
1 – 7	Memories 10 – 16
8	Chase 1
1 – 7	Memories 20 – 26
8	Chase 2
1 – 7	Memories 100 – 106
8	Chase 10

12.2 Loading a New Page

1. Press the Page button to open the Page menu.
2. Enter a new Page number.
3. Use the arrow keys to move the cursor to the **Load** field.

TIP: Type the Page number using two digits, ie. 02. The cursor automatically moves to the load field after the Page number is entered.

4. Press the **+** (**On**) button. The menu closes and the new Page is loaded.

NOTE: *If Freeze is on, any Assign faders that were above zero % when the Page was changed will continue to control the old Page Memory until the faders are returned to zero at which time they will join the new Page. Any 'frozen' item's label will flash between its label and number to make it easy to identify.*

12.2.1 Page Freeze

Page freeze holds Memories and Chases that have their fader above zero when pages or files are loaded. Page Freeze is on by default but can be turned off or back on in the Setup Prefs submenu

NOTE: *If Freeze is on, the output from any Assign Master fader which is above zero will NOT change when a new Page or File is loaded. When an Assign Master is 'frozen' its display will flash between its label and its number, making it easier to determine which faders are not on the current page. When a 'frozen' Assign Master is faded to zero level it will join the current page and may be used to output its current page memory. Its display will also change to indicate the current contents.*

12.2.2 Labelling a Page

Pages can be labelled, in the page menu, to allow easy identification of their contents. Labels only display in the Page Info screen on an optional, external monitor

12.3 Edit Page

12.3.1 Changing the Make-up of a Page:

It is possible to change the default make-up of a Page by using the Edit Page menu. This menu is used to configure the make up of Pages so as to set how many Memories will be included in a Page. The numerical increment between the first Memory in each Page and whether Chases will automatically be loaded with each Page, can be altered by this procedure:

Press the **Edit** button.

Press the **Page** button.

Move the cursor to the **Mems** field.

Use the **+** (**On**) / **-** (**Off**) button or keypad to enter the number of Memories per Page (1 – 8 for 24 channel, 1 – 16 for 36 channel).

Move the cursor to the **Incr** (Increment) field.

Use the **+** (**On**) / **-** (**Off**) button or keypad to enter the increment between the first Memory in each Page.

Move the cursor to the **Chs** (Chase) field.

Use the **+** (**On**) button to change from **Auto** to **Off** or vice versa. When Auto is selected a Chase is automatically loaded to Assign Masters 8 (24 channel) or 16 (36 channel) whenever a new Page is loaded. The Chase number corresponds to the Page number.

Press the Exit key to return to the standard screen.

NOTE: *If the CHS: field is changed from AUTO to OFF, no Chases are loaded with each Page.*

12.3.2 Restoring the Factory Settings for Page

To restore the default settings for EDIT PAGE :

1. Press the **Edit** button.
2. Press the **Page** Button.
3. Move cursor to the **Restore** field.
4. Press the **+ (On)** button to set the restore function "ON".
5. Press **Exit** to close the menu.

13 Assign

Memories, Chases and Stacks can be loaded to the Assign masters in any order to suit playback requirements.

NOTE: *Memories/Chases/Stacks can also be assigned to last 12 Preset 2 faders.*

Use the Assign menu to select the Memory, Chase or start of a Stack.

Press the Flash button below the Assign fader you want to control that item.

NOTE: *Only recorded Memories/Chases/Stacks can be assigned to an Assign fader. If the selected item has not been recorded the console will give the option to record the Memory/ Chase*

13.1 Assigning a Memory or Chase

Press the **Assign** button.

Press the **Memory** (or **Chase**) button to open the Assign Memory (or Chase) menu.

Enter a Memory (or Chase) number.

Press the Flash button beneath the Assign fader to be used to control this Memory (or Chase).

Once the flash button has been pressed, the Assign menu will close and you will see the Assigned item has replaced whatever was previously controlled by the Assign Master.

13.2 Assign a Stack

Stacks play back a series of cues (Memories or Chases) in sequence. When a Stack is Assigned the first cue is standing by and begins to fade in when the flash button is pressed. The fader is used to manually control fade time but is normally left fully up so that the crossfade occurs automatically.

Stacks are explained in detail in Section ...

The Assign Stack menu is used to set the type of Stack and for a standard stack the first cue to be played back

Press **Assign** then **Stack** to display the menu

```
Type First
Std M 10.00
```

Type This field can be set to either **Std** or **MTC** or **Prog**.

std is the default setting and most commonly used

MTC is for playback using Midi Time Code

Prog is for playback using Midi Programme messages

First Sets the first memory (or Chase) number

NOTE: *This does not have to be the lowest number in the Stack, just the first number you want to use.*

13.3 Special Feature - Assign Edit

If you are used to working with theatrical consoles you may want to record Memories using the menu system to enter Channel - Thru - At values. Event 4 allows this but unless the Memory is already recorded you will not be able to put the memory on an Assign fader and thus be able to see what you are doing.

To get around this problem it is possible to assign the edit output to a fader:

Press the **Assign** button followed by the **Edit** button.

Press the Flash button beneath the Assign Fader to be used to control the Edit output

Once the Flash button has been pressed, the Assign menu is closed and you will see the Edit output has replaced whatever was previously controlled by the Assign Master.

14 Files

The previous section described how to assign Memories, Chases and Stacks to the Assign faders. However, assigning items one at a time is slow and after you have set up the faders for a particular song or part of the show you will want to save those settings for easy recall later.

Files are just like Pages except that, while the make up of a Page is factory set, a File can contain any combination of Memories, Chases and Stacks.

The steps involved in saving and loading Files are described below.

14.1 Saving a File

Ensure that the Assign Masters are loaded with Memories, Chases and Stacks as you require.

Press the **File** button.

Use the keypad or **+(On) / -(Off)** buttons to enter a File number (0 - 24).

Use the arrow buttons to move the cursor to the **Save** field.

Press the **+(On)** button to save the file.

14.2 Loading a File

Press the File button.

Use the keypad or **+(On) / -(Off)** buttons to enter a File number (0 - 24).

Use the arrow buttons to move the cursor to the **Load** field.

Press the **+(On)** button.

The Assign Masters are loaded with the Memories, Chases and Stacks that were previously saved in the File.

TIP: *If Freeze is on, any Assign faders that were above zero % when the File was changed will continue to control the old Memory / Chase until the faders are returned to zero, at which time they will join the new File.*

14.3 Edit File

14.3.1 Changing the Default File Settings

It is possible to change the way Files work using the Edit File menu.

The Edit File menu is used to limit the number of Assign Masters that will be loaded when a new File is loaded.

Note: *When a File is saved ALL the settings of the Assign Masters are saved. Edit File is only used to limit the number of Assign faders that are updated by loading a File.*

1. Press the **Edit** button then press the **File** button.
2. With the cursor in the **First** field, set the number of the first Assign Master fader of the group that will be loaded with the contents of a File.
3. Move the cursor to the **Last** field, set the number of the last Assign Master fader of the group that will be loaded with the contents of a File.
4. Press the **Exit** key

Example:

The operator might want to use the first six memories stored in a file. However, when this file is loaded to the Assign Masters, the remaining 10 Assign Masters are not to be changed. Set the FIRST field to 1 and the LAST field to 6.

14.3.2 Restoring the Factory Settings for File

To restore the default settings for Edit File:

1. Press the **Edit** button then press the **File** button.
2. Move the cursor to the **Restore** field.
3. Press the **+ (On)** button.
4. Press the **Exit** key.

14.3.3 Labelling a File

Files can be labelled, in the File menu, to allow easy identification of their contents. Labels only display in the File Info screen on an optional external monitor.

15 Stacks

As detailed previously individual Memories and Chases can be manually faded in and out using the Assign faders.

However a more common approach is to automate this process by setting infade and outfade times for each Memory and Chase and then simply pressing a Go button to crossfade between looks.

15.1 Control Fields

Both the Memory and the Chase menus include fields which control how they behave when used in Stacks:

NOTE: *In the Chase menu the Infade, Outfade, Next and Delay fields are revealed by moving the cursor to the extreme right hand side of the menu (to where it shows MORE).*

15.1.1 Next Field

This field sets which item follows the Memory or Chase. The field is factory set in numeric order, ie. the **Next** field in Memory 10 is set to Memory 11. To change the Stack playback order, set this field to any Memory or Chase number

TIP: *If in the Memory menu you want to change the setting from a Memory number to a Chase, press the + (On) or – (Off) button to edit the field, use the left arrow button to move the cursor over the M. then press the + (On) button to change the M to a C. (This can also be achieved by pressing the Flash button marked C). In the Chase menu press flash button M to set a memory number.*

15.1.2 Infade / Outfade Fields

The **Infade** field sets the time the Memory or Chase will take to fade from 0% to 100%, ie. if set to 0:10.5, it will take this Memory or Chase 10.5 seconds to fade up to full output.

The **Outfade** field sets the time the Memory or Chase will take to fade from 100% to 0%, ie. if set to 0:08.2, it will take this Memory or Chase 8.2 seconds to fade out completely.

15.1.3 Delay Field

This field sets the time between the Infade completion of this Memory or Chase and the start of the Infade of the Memory or Chase set in the **Next** field, ie. if set to 0:10.5, the next Memory or Chase will begin to fade in 10.5 seconds after this Memory finishes fading in.

Note that a delay setting of 0:00.0 means that delay is Off.

15.2 Setting a Stack to 2-fader Operation

The Event 4 defaults to using one fader, per stack, to control both the in and out time during a crossfade. For users who prefer to control Infade & Outfade separately there is an option, in the Setup Ctrl submenu, to use 2 faders per stack to provide manual In and Out fade control.

When two faders are used, the possible fader pairs are: 1&2, 3&4, 15&16. The left hand fader controls the Infade rate while the right hand fader controls the Outfade rate. The Flash buttons beneath these faders become GO & BACK buttons.

16 Playback

The Event 4 is designed to control both conventional and automated lighting fixtures and offers a combination playback controls that are both powerful and easy to use.

16.1 Controlling Memories and Chases

Once a Memory or Chase has been assigned to a fader or loaded as part of a Page or File it is ready for use.

Memories and Chases are activated by either pushing the fader up above 10%, or by pressing the Assign Master flash button. The state of the Grand Master and Add/Solo Master has no bearing on the triggering of the cue, but will affect the output level of the intensity channel/s.

Returning the fader to zero or releasing the flash button brings the intensity levels to zero, however the LTP channels continue to complete their fade and will remain in the final settings or chasing until triggered by another cue, chase, or programmer use.

To clear the LTP channels and return fixtures controlled by an Assign master to their default home position press and hold the **Release** button and press the Assign master flash button.

To activate the LTP channels controlled by an Assign master without activating the HTP intensity channels press and hold the **Go** button and press the Assign master flash button.

To stop a chase controlled by an Assign master, press and hold the **Halt** button and press the Assign Master flash button. A chase can also be stopped by turning the rate to zero, however this will reduce the rate of all chases.

16.1.1 Assign Master Faders and Display

The Assign Master fader is used to scale the intensity of the Memory or Chase from 0% to 100%. The Memory or Chase number (or label, if one is used) will appear in the LCD window above the fader.

TIP: *If you have given a Memory or Chase a name and want to know what number it is, hold down the **Record** button. The LCD will then change to show the number of each item on the display.*

16.1.2 Assign Master Flash Buttons

The Flash buttons trigger any LTP channels that are included in a Memory or Chase and flash intensity in three ways, depending on the setting of the Add / Solo master switch:

- Add** The intensity goes to the level set by the Add / Solo Master.
- Solo** The intensity goes to the level set by the Add / Solo Master and at the same time blacks out the other console controls.
- Latch** Press once to switch the intensity on at the level set by the Add / Solo Master. Press again to switch the intensity to zero.

TIP: *For a Chase the Flash button can be configured through the Setup menu to provide either normal operation where the Chase runs as long as the button is held down, or single operation, where if the button is pressed, the Chase runs from the first to the last Step and then stops.*

16.1.3 To Change the Operation of the Chase Flash Button

1. Press the **Setup** button to open the Setup Menu.
2. Move the cursor to the **Ctrl** (Controls) field and press the **+ (On)** button to open the Set Control menu.
3. Move the cursor to the **CHS** field and press the **+ (On)** button to toggle between **Norm** (Normal) and **Sngl** (Single).
4. Press **Exit** to close this menu.

16.2 Controlling Stacks

To control a Stack you use either a single or two adjacent Assign Masters. To get the Stack onto these Masters you can use **two** different Methods. The best Method to use will depend on the type of show that you are running, as explained below:

16.2.1 Method 1: Using the Assign Stack Menu

This Method is best if you are only using a Stack occasionally or for a specific part of a show.

1. Press **Assign** then **Stack** to open the Assign Stack menu
2. Set the first memory or chase to playback.
3. Press an Assign master flash button to put the Stack on that fader

16.2.2 Method 2: Using the Stack Menu

If you want to have a Stack available all the time it is best to use the Stack menu to dedicate a fader (or fader pair) to Stack playback.

Press **Stack** button to display the menu

Type	First	Assign	Load	Mask
Std	M 10.00	1	Off	Off

Type This field can be set to either **Std**, **MTC** or **Prog**.

Std is the default setting and most commonly used.

MTC is for playback using Midi Time Code.

Prog is for playback using Midi Programme messages.

First Sets the first memory (or Chase) number.

Assign Sets the Assign Fader/s used to control the stack playback.

Mask Sets any or all of Intensity, Focus, Colour and Beam to be masked during playback. Masked parameters are recorded but ignored during playback. Any letter (IFCB) shown indicates that the parameter will be masked. eg. if the display shows I-BF only the colour information will play back. All other parameters will remain under the previous control.

Load Turns the Stack On or Off. When this field is changed to On (or Off), the menu is automatically closed.

TIP: *If a Memory number is showing and you wish to use a Chase as the first Cue you can type a C (Add / Solo flash button 3) and then a number.*

16.3 Playback of a Stack

In a Stack, Memories and Chases follow each other according to the order set in the **Next** field of the Memory and Chase menus. If no Next fields have been changed, Memory 10 will be followed by Memory 11 and so on to Memory 999. Memory 999 is followed by Chase 1 and then Chase 2 and so on. If a Memory or Chase number has not been recorded it will be ignored and the next recorded item, if any, will be the next Memory played back..

16.3.1 Stack Controls

When a Stack is turned on, the LED/s in the flash buttons turn green.

16.3.2 Assign Master Faders

The Assign Master fader(s) controlling a Stack do two things:

1. During a crossfade they act as fade override controls. In two fader stacks the left hand fader controls the Infade of the cue fading in and the right hand fader controls the Outfade of the cue fading out. In one-fader stacks the one fader controls both the infade and outfade.

2. When the crossfade is completed the fader (left hand for two fader stacks) becomes a level control scaling the level of the current Memory or Chase.

Normally the faders are used at full. When they are in this position they do not affect the timing of the crossfade (to take manual control of the crossfade see Section 16.35).

16.3.3 Go / Back

For a single fader stack, the flash button is the GO button. To go back press and hold the **Halt** button, and press the Stack flash button.

The Flash button below the left hand fader is the GO button for a 2-fader stack. Pressing the GO button initiates the infade of the next Cue and the outfade of the current (stage) Cue. The Flash button below the right hand fader is the BACK button for a Stack. Pressing the BACK button returns the current (stage) output to the previous Cue. It is only possible to go back one cue.

16.3.4 LCD Window

A single fader stack shows the current cue label in the LCD. When the stack is first turned on there is no output to stage so the display is blank.

Press and hold **Next** and press the Assign flash button to display the item that is pending, i.e. the memory or chase that will fade in when the flash button is pressed.

A two fader stack shows the current (on stage) Cue label above the right hand fader and the next Cue label above the left hand fader. When the stack is first turned on there is no output to stage so the right hand display is blank.

NOTE: *When a Cue is running the display changes to show the percentage of fade completed and the time left to run.*

16.3.5 Taking Manual Control of a Fade

It is not unusual to need to take control of a Cue to allow for changes that occur in a live performance. A performer might be late arriving on stage or skip over some part of the show.

To take manual control of a fade, move the fader to match the elapsed fade percentage. The LCD window changes to show MAN: / 20% (or whatever fade percentage has elapsed). The fader can now be moved up or down to control the progress of the crossfade. If the fader is taken to 100% the crossfade is completed. For two fader stacks either or bother Infade and Outfade can be controlled this way.

To take manual control from the beginning of the Cue, pull the fader down to zero before pressing the Go button.

NOTE: *Leaving the Outfade under manual control means that all subsequent memories will come under manual control when the fade percentage reaches the fader setting. Thus if Memory 2 was taken under control after 50% of the fade time had elapsed it would stay on at 50%. If the fader was left at this level the next press of GO would cause Memory 3 to fade to 50% and Memory 2 to fade from 50% to 25% (ie. 50% of 50%).*

16.3.6 Taking Manual Control when a Fade has completed

When a crossfade is completed, the fader that normally controls the Outfade time changes to control the stage level. The fader can then be used to scale the intensity of the current Memory or Chase.

16.4 Clear Output from a Stack

To clear the output from a Stack:

1. Press the **Clear** button on the function keypad.
2. Press the **Go** (Flash) button of the Stack to be cleared.

Clearing a Stack snaps the current output from the Stack to zero level. However, the Stack is still ON and a new infade can be started by pressing the Go (Flash) button again.

16.5 Altering the Playback Order

Cues normally run in a sequential order or according to the settings in the NEXT field of each Memory and Chase. However, it is possible to quickly move forward or backwards in a Stack to run a different Cue.

To run a Cue other than the one showing above the Infade fader button:

1. Press the **Assign** button followed by the **Memory** (or Chase) button.
2. Enter the required Memory / Chase number.
3. Press the Stack GO (Flash) button.

The required Memory is now ready as the next Memory. Pressing the GO button will initiate Infade.

17 The Setup menus

The Setup menu contains a number of submenus that can be used to configure various console function and controls.

Set	Desk	Ptch	Ctrl	Heat	Rec	Pref	Bkup
Up	+to	+to	+to	+to	+to	+to	+to

Move the cursor to any field any press the **+** (**On**) key to open a submenu.

17.1 Setup Desk Submenu

Press **Setup** and open the **Desk** submenu to configure the console and various optional accessories.

Set	Mode	Wide	Link	Display	Midi
Desk	Rec	+to	+to	+to	+to

17.1.1 Setup Desk Mode - Restricting Access

Mode This field can be changed to restrict access to various console functions . In **Rec** (Record) mode all console functions are available. In **Play** mode the following menus and menu fields are not available: Memory, Edit, Chase, Page Label, File Save, Patch, Clear, File Label.

17.1.2 Setup Desk Wide – Setting Fader (Desk) Channels

The Setup Desk Wide submenu is used to configure the physical preset Faders into either a single preset or as dual presets. The menu is also used to create additional virtual Fader channels that do not have a physical fader associated with them. For usage details, see section 8.2

Press **Setup**, open the **Desk** submenu and open the **Wide** submenu to configure the faders

Set	Presets	Faders	Confirm
Wide	Dual	24	Off

Presets This field changes to the function of the lower set of Preset Faders . In **Dual** mode the faders act as preset 2. In **Single** mode the lower set of faders act as an extension of Preset 1.

When the console is in Single Preset mode the Preset switch (located above the Fixture fader in the master section) is used to swap the flash buttons between the upper and lower sets of faders.

Once a console has been set to Single Preset Mode the Preset 2 faders are used to control the higher numbered channels. For example, on an EVENT 408 the Preset 2 faders would control channels 25 to 48. The Preset 2 Master fader is disabled.

Move the Cursor to the **Faders** field and enter the total number of Fader channels required (1 – 240).

Move the Cursor to the **Confirm** field and Press the **+ (On)** button to confirm the changes.

Fader channels numbered higher than the number of physical faders must be controlled using the Fader (Next), And, At and Thru buttons combined with the numeric keypad. Refer to section 8.2 for details

Virtual Faders default to being scaled by the P1 master. However they can be set to being scaled by the P2, P1 and P2, or Hold master

17.1.3 The Setup Desk Link Submenu - Connecting a Slave Console

A second console (Jands Event 4, Event, ESP II or Stage 12/24) can be connected to provide extra Preset faders. The master controls on the slave console are disabled.

To do this the main console must be set to Master operation and the other console must be set to Slave operation. Press **Setup** and open the **Desk** submenu and open the **Link** submenu to set the mode.

Set	Master	Slave
Link	Off	Off

17.1.4 Setup Desk Link Master - Turning Master Mode On

Master Move the cursor to this field and press the **+ (On)** button to set the console as a Master. A confirm screen follows. Move the cursor to the **Confirm** field and press the **+ (On)** button to confirm the change.

17.1.5 Setup Desk Link Master - Turning Slave mode on

Slave Move the cursor to this field and press the **+ (On)** button to set the console as a Slave. A confirm screen follows. Move the cursor to the **Confirm** field and press the **+ (On)** button to confirm the change.

Press the **Exit** button to cancel Slave operation.

NOTE: *The mimic LEDs do not function when in slave mode.*

17.1.6 The Setup Desk Display Submenu

Various display fetures can be changed from this submenu. Press **Setup**, open the **Desk** submenu and then open the **Display** submenu.

```
Set  LCDs  Lamp  Video
Disp +to|  15  On
```

17.1.7 The Setup Desk Display LCDs Submenu – Adjusting the LCDs

The two LCDs located on the front panel of the Event 4 can be configured to suit different lighting conditions and viewing angles.

From the **Display** submenu, open the **LCDs** submenu to set the LCD displays

```
Set  Time  Brightness  Contr1  Contr2
LCD  5min   3           8       8
```

- Time** Sets the period of inactivity before the LCD backlighting turns off to preserve the life of the displays. Can be set from 0 – 59 minutes
- Bright** Sets the backlight level of all LCDs. 0 is the lowest level and provides minimal backlight. 3 is the maximum backlight level
- Contr1** Sets the contrast of the left Assign master LCD. Can be set from 0 to 15. Higher contrast settings tend to make the LCDs more legible from a lower viewing angle
- Contr2** Sets the contrast of the right Assign master LCD. (Event 416)
Sets the contrast of all Programmer LCD. (Event 408)
- Contr3** Sets the contrast of all Programmer LCD. (Event 416)

17.1.8 The Setup Desk Lamp Submenu – Adjusting the Desklight level

The Event 4 can be fitted with optional gooseneck type desklights. The brightness of the lights can be set in the Setup Desk Lamp submenu.

Press **Setup**, open the **Desk** submenu and open the **Display** submenu and move the cursor to the **Lamp** field.

```
Set  LCDs  Lamp  Video
Disp +to|  15  On
```

- Lamp** Sets the desklight intensity. 0 is the lowest level and 15 is the maximum desklight level

17.1.9 The Setup Desk Video Submenu – Turning the VDU On or Off

The Event 4 can be fitted with optional SVGA type monitor.

Press **Setup**, open the **Desk** submenu, open the **Display** submenu, and move the cursor to the **Video** field.

Set	LCDs	Lamp	Video
Disp	+to	15	On

Video This field is on by default. Set the field to **OFF** to blank the video output.

17.1.10 Using MIDI or TimeCode to Control the Event

The Musical Instrument Digital Interface (MIDI) is a well-established standard that allows communication between suitably equipped devices. The Event 4 is equipped with a MIDI interface that is used to allow MIDI Note, Programme change and Timecode control of various console functions.

17.1.11 The Setup Midi Submenu - Turning Midi on and Off

Press **Setup**, open the **Desk** submenu, and open the **Midi** submenu to configure Midi.

Midi	Prog/Note	MTC
Off	+to	+to

Midi The MIDI field must be turned ON for MIDI to be used. The MIDI interface can be configured (using the other menu fields) to suit your requirements and then turned On and Off as required.

17.1.12 The Setup Midi Prog / Note Submenu

Any number of Assign masters can be set to 'listen' for Midi note messages.

Prog/Note	Channel	Assign	Note
	1	1	48

Channel Sets the Midi channel that the Event responds to (1-16). MIDI information can be broadcast on any of 16 channels

Assign Sets which Assign master will be triggered by the Note set in the **Note** field. Each Assign Master can be set to respond to a different Note, to do this step through the Assign field setting each fader to the desired Note. The ASSIGN / NOTE fields update immediately and there is no need to press **Record** to save changes.

Note Sets which of the 128 Notes will be associated with each of the 8 (or 16) Assign Masters. MIDI allows for 128 Note messages to be broadcast. Whenever a Note that has been specified in this menu is received, it will be equivalent to pressing the associated Assign Go button.

TIP: If you do not want to use MIDI NOTE messages on a particular Assign Master, set the NOTE field to zero (displayed as OFF). To set the field to zero, enter a zero or double click on the - (Off) button.

17.1.12.1 Reference - MIDI Note Messages

Midi Note messages run from 0 to 127.

The Event 4 software has the MIDI Note numbers as 1 - 128. When using the table below, add 1 to each MIDI number.

MIDI	Note										
36	C1	48	C2	60	C3	72	C4	84	C5	96	C6
37	C#1	49	C#2	61	C#3	73	C#4	85	C#5	97	C#6
38	D1	50	D2	62	D3	74	D4	86	D5	98	D6
39	D#1	51	D#2	63	D#3	75	D#4	87	D#5	99	D#6
40	E1	52	E2	64	E3	76	E4	88	E5	100	E6
41	F1	53	F2	65	F3	77	F4	89	F5	101	F6
42	F#1	54	F#2	66	F#3	78	F#4	90	F#5	102	F#6
43	G1	55	G2	67	G3	79	G4	91	G5	103	G6
44	G#1	56	G#2	68	G#3	80	G#4	92	G#5	104	G#6
45	A1	57	A2	69	A3	81	A4	93	A5	105	A6
46	A#1	58	A#2	70	A#3	82	A#4	94	A#5	106	A#6
47	B1	59	B2	71	B3	83	B4	95	B5	107	B6

17.1.13 Using Midi Programme messages

The Event 4 responds to MIDI Program change information by playing back the equivalent Memory number (i.e. Programme Change message 5 triggers memory 5) on an Assign Master. Program change messages can be used to activate any of the Memories from 1 to 128 inclusive.

To use the Program change messages set the Midi Channel number as described in the previous section and turn Midi on in the Setup Midi submenu. Then a Midi Prog Stack must be assigned to one of the Assign masters.

To assign a Midi Prog Stack, press **Assign Stack**, set the **Type** field to **Prog**, and press an Assign flash button. That Assign will now playback whenever a message number corresponding to a memory number is received.

Example:

If MIDI Program Change message 25 is received, Memory 25 will play back on the Assign Master using the fade times set for that Memory.

17.1.14 Using Midi TimeCode

Event4 Memories and Chases can be activated by MIDI Time Code. The Memory and Chase menu include a field to set a Time Code in Hours, Minutes, Seconds and Frames. To use the Time Code set the Midi Channel number as described in the

previous section and turn Midi on in the Setup Midi submenu. Then a MTC Stack must be assigned to one of the Assign masters.

Press **Setup** and open the **Midi** submenu.

Midi	Prog/Note	MTC
Off	+to	+to

Midi The MIDI field must be turned ON for MIDI to be used. The MIDI interface can be configured (using the other menu fields) to suit your requirements and then turned On and Off as required.

Move the cursor to the **MTC** field and press **+ (On)** to open the Midi Timecode submenu.

Any number of Assign masters can be set to 'listen' for Midi note messages.

MTC	Source	Playback	MTC Time
	Internal	Stopped	00:00:00:00

Source Sets the Event to either use it's own **Internal** timecode or an **External** source. Normally an external source such as a home studio recorder would be used as a timecode source. The Internal source is mainly used for testing purposes.

Playback Sets MTC playback **Off** or **On**. A MTC Stack must be on one of the Assign masters before this field can be turned on.

MTC Time Sets the internal time code start time and when running shows the Timecode.

17.1.15 Using SMPTE TimeCode

The Event4 can be triggered by SMPTE timecode using the procedure detailed in the previous section. However a SMPTE to Midi timecode convertor is required.

*Note: The **Midiman Syncman Plus** is an SMPTE to MTC converter and MTC generator. For SMPTE to MTC conversion the frame rate is detected and set automatically.*

<http://www.midiman.net/products/midiman/syncman.php>

17.2 The Setup Patch Submenu

Press **Setup** and open the **Ptch** submenu to set begin patching. Patching is detailed in Section 5

17.3 The Setup Ctrl Submenu

Press **Setup** and open the **Ctrl** submenu to set the operation of a number of console controls.

17.3.1 Setup Ctrl P1/2 - Reversing the P2 Master Fader

Some operators who use the Preset faders while running a show prefer to move the two Preset Master faders together, to crossfade between Presets. To allow this on an Event 4 the Preset 2 Master fader can be reversed so that at the top of its travel output from Preset 2 is zero (0) and at the bottom of its travel the output is 100%.

Set	P1/2	dbo	Smast	Chs	Stack
Ctrl	Norm	Momt	Hold	Normal	Single

P1/2 This field can be set to:

Norm The P1 and P2 faders both move from zero at the bottom to 100% at the top.

Rev The P2 fader moves from 100% at the bottom to zero at the top.

17.3.2 Setup Ctrl DBO – Changing DBO operation

The Dead Blackout button (DBO) scales all intensity channels to zero.

Set	P1/2	dbo	Smast	Chs	Stack
Ctrl	Norm	Momt	Hold	Normal	Single

DBO This field can be set to:

Momt All intensity channels are Blacked Out only while the DBO button is held down.

Ltch The DBO button must be pressed once to BlackOut and again to restore intensity.

17.3.3 Setup Ctrl Smast – Using the Hold Master

This field sets the function of the Hold master fader.

Set	P1/2	dbo	SMAST	Chs	Stack
Ctrl	Norm	Momt	Hold	Normal	Single

SMast This field can be set to:

Hold Pressing the button above the Hold fader takes a snapshot of the console output and retains that information until the button is pressed again. The fader can be used to fade the intensity of this snapshot in and out.

Asgn The Hold fader scales the intensity of all Assign master faders.

Xfade The Hold fader can be used to crossfade between any 2 memories on the Assign faders as follows:

1. Press and hold the **Sample** button above the Hold fader.
2. Press the Flash button beneath any of the Assign faders.
3. Release both buttons.
4. Move the Hold fader up to fade in the chosen Memory.

5. Repeat steps 1 - 3 to choose another Memory.
6. Move the Hold fader down to perform a dipless crossfade between the two Memories.

Mem/Chs The Hold fader acts as an additional Assign master fader. To Assign a memory or Chase to the fader, use the button above the Hold fader as the destination of the item being assigned, i.e. press **Assign Mem**, enter the Memory number then press the Hold button.

17.3.4 Setup Ctrl Chs – Changing Chase Flash button operation

The Chs field sets the operation of the Chase flash button.

Set	P1/2	dbo	Smast	Chs	Stack
Ctrl	Norm	Momt	Hold	Normal	Single

Chs This field can be set to:

Normal in this mode the Chase runs for as long as the flash button is held down.

Single in this mode the the Chase runs from the first to last step and then stops.

17.3.5 Setup Ctrl Stack – Using 1 or 2 Faders to control a Stack

The Event 4 defaults to using a single Assign master fader to control the crossfade of a Stack. This setting can only be changed if there is no Stack currently on any Assign master or saved in any file.

Set	P1/2	dbo	Smast	Chs	Stack
Ctrl	Norm	Momt	Hold	Normal	Single

Stack This field can be set to:

Single A single fader is used for each Stack and controls both infade and outfade time.

Dual A pair of faders are used for each Stack. The odd numbered fader controls Infade and the even numbered fader controls outfade.

17.4 The Setup Heat Submenu

Press **Setup** and open the **Heat** submenu to set one or more channels to always have a background intensity – also know as Preheat

17.4.1 Setting Channels to Have a Background Intensity - Preheat

Some lamps with large filaments (such as aircraft landing lights) are slow to turn on. The turn on response of such lamps can be improved by maintaining a small voltage to them which warms the filament.

Pre	Dx	DMX	Thru	At
Heat	1	1	1	0%

Dx Sets the DMX output connector number.

DMX Sets the DMX channel number or the first in a range of channels.

DMX Sets the DMX channel number or the last in a range of channels.

AT Sets the preheat level in the range 0 to 10%)

TIP: *Setting preheat to around 2% usually does not cause any visible glow.*

17.5 The Setup Rec Submenu – Record Options

The Event 4 defaults to recording “What You See Is What You Get”. In other words, if a light is on it will be included when recording and if it is off it will not be included. This style of recording may not suit all situations and can be changed both on the fly and in the Setup Record submenu. Press **Setup** and open the **Rec** submenu to set the default Record setting.

17.5.1 Setting the default Record options

Record	Fixt	Record	Mask	Time
Options	Active	All	----	IF--

- Fixt** Sets which Fixtures and Scrollers will be included when recording a memory or chase. **Active** includes any fixture with a level greater than 1%. **Select** includes any fixture that is selected in the Programmer.
- Record** Sets which console controls will be included when recording a memory or chase. **All** records from the Programmer and the Presets. **Prog** records from the Programmer only. **Preset** records from the Preset Faders only
- Mask** Sets any or all of Intensity, Focus, Colour and Beam to be masked during playback. Masked parameters are recorded but ignored during playback. Any letter (IFCB) shown indicates that the parameter will be masked. eg. if the display shows IF-B only the colour information will play back. All other parameters will remain under the previous control.
- Time** Sets any or all of Intensity, Focus, Colour and Beam to use timing during playback. Any letter (IFCB) shown indicates that the parameter will fade in and out using times set in the Memory menu. Eg. if the display shows IF--, then when triggered, the intensity and position parameters will follow the fade time, while the colour and beam will snap to the new value.

17.6 The Setup Prefs Submenu

Press **Setup** and open the **Prefs** submenu to set various console preferences as follows. Move the cursor to the **more** field to reveal the second screen.

Set	Help	Freeze	Times	Increment	
Prefs	Off	On	0:02.0	1	More

Set	PrevInt	NextInt	PTime
Prefs	15	100	0:01.0

17.6.1 Setup Prefs Help - Turning the Help Screen On and Off

Help Sets the left hand Assign master LCD to display context sensitive help screens. This option is only available on Event 416 consoles.

17.6.2 Setup Prefs Freeze – Holding Active Outputs During Page Changes

Freeze If Freeze is on, any Assign faders that are above zero % when the Page was changed will continue to control the old Page Memory until the faders are returned to zero at which time they will join the new Page. Any 'frozen' item's label will flash between its label and number to make it easy to identify.

17.6.3 Setup Prefs Times - Setting Default In and Outfade Times

Before recording Memories it can be helpful to set default fade times to avoid the necessity of setting times for each Memory.

Times Sets the default fade time for any memories. The time can be set from 0.1S to 9M 59.9S

Note: *Default times will only be added to new Memories. It is possible to edit the settings for any Memory at a later time.*

17.6.4 Setup Prefs Increment - Changing the Increment between Memories

The Event 4 defaults to advancing the Memory number by 1 each time a memory is recorded. This increment can be changed to suit different recording styles.

Increment Sets the default increment between memories.
Can be set from 0.01 to 10

TIP: *If the increment was set to 10 and the first Memory recorded was M10 the Memory menu would advance to M20. The Memory number can still be set to any intermediate value by typing the required number from the keypad.*

17.6.5 Setup Prefs PrevInt – Customising the Next function

The Programmer **Next** button is used to quickly step through a number of Fixtures, highlighting one at a time. When Next is pressed any selected Fixtures are deselected and their intensity is set to the Previous Intensity level (default - 15%). Then the next

highest numbered Fixture is selected and its intensity is set to the Next Intensity setting (default - 100%). These settings can be changed as follows

Prevint Sets the Intensity of selected Fixtures that are not highlighted. (0 – 100%)

Nextint Sets the Intensity of the currently selected Fixture. (0 – 100%)

17.6.6 Setup Prefs PTimes – Setting Live Palette Fade Time

When the Palette buttons are used live it is possible to set a fade time so that any changes fade in rather than snap. Changes made here apply to all Palettes but only when the palette is set, in the Programmer LCD, to use time.

Set	PrevInt	NextInt	Ptime
Prefs	15	100	0:01.0

PTime The default setting is 1 second. Can be set from 0.01s 9M 59.9s

17.7 The Setup Backup Submenu

Press **Setup** and open the **Bkup** submenu to save and restore show data to and from the disk drive. Backup is detailed in Section 6

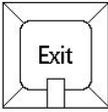
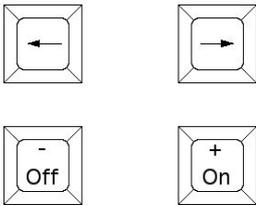
18 Connecting an External Monitor

An external monitor allows the user to display a variety of information screens on a VGA-type video monitor. The screens available include:

- Palette button labels Identify Positions, Colours, Beams, etc
- Desk Outputs Output by Fader, Fixture, Scroller & DMX channel
- Memory / Chase Details Fader, Fixture & Scroller settings
- The current release / update notes
- Tetris

18.1 Operation

The monitor can be controlled either using a keyboard or the console controls as detailed below.

	<p>Press the Exit button to show the VDU selection screen – As illustrated below</p>
	<p>Press the + (On) to scroll vertically through the list of screens.</p> <p>Press the - (Off) to scroll horizontally between options. The item highlighted in Red becomes the start screen for this group.</p> <p>Press the --> (Right Arrow) to open the selected screen. Once any screen is open the arrow buttons will scroll between screens, ignoring any groups set to None in the selection screen.</p>

GM 100% 19:00:00 --:--:--:--		JANDS Event 416 VDU Setup				
Keyboard	Display	Option				
Alt F1	Not Used					
Alt F2	Palette Labels	Open at:	On			
Alt F3	Memory Summary	Sort By:	Number	Next	Timecode	None
Alt F4	Memory Detail	Open with:	Faders	Fixtures	Scrollers	None
Alt F5	Patch Display	Open with:	Faders	Fixtures	Scrollers	None
Alt F6	Page File Display	Open with:	Page	Files	None	
Alt F7	Outputs	Open with:	Faders	Fixtures	Scrollers	None
Alt F8	Output DMX	Open at:	On	None		
Alt F9	Not Used					
Alt F10	Current Release Notes					
	Show Menus on VDU		On	Off		
- to toggle option, + to Scroll Arrow keys (<>) to Open. Exit for this menu						

Items in Yellow are the opening screen for each group of screens. If None is selected no screens in the group will be displayed.

19 Service & Maintenance

With care the Event 4 console will require little or no maintenance. However, the internal battery will need to be replaced on a regular basis (see the following section).

If the front panel requires cleaning, wipe with a mild detergent on a damp soft cloth.

The diskette drive mechanism is mechanical and should always be treated with care. Never allow the entry of fluids into the slot, and always ensure a diskette is in the drive when the console is moved.

DO NOT spray liquids onto the front panel.

DO NOT use solvents for cleaning the front panel.

Warning

Do not allow the entry of liquids of any sort into the console chassis

20 Battery Replacement

CAUTION

**Danger of explosion if battery is incorrectly replaced.
Replace only with the same or equivalent type recommended by the
manufacturer. Dispose of used batteries according to the manufacturer's
instructions.**

The internal battery within the Event 4 should be replaced every 3 years or whenever problems are experienced with the console in terms of losing memories.

The battery should only be replaced by experienced service personnel.

To replace the battery, follow the procedure listed below:

1. Remove base of console.
2. Desolder battery on CPU card, taking note of connection polarity.
3. Install new battery and solder into place.
4. Install base of console.

WARNING

Replacing the battery will cause the console to lose all stored data. Save ALL critical information to a floppy diskette prior to replacement.

NOTE:

Contact your authorised Jands Distributor for repairs or servicing.

In Australia refer all repairs to an authorised Jands service agent or return the faulty unit in suitable packaging to:

JANDS Pty Limited Service Department.

40 Kent Rd, Mascot, NSW 2020, Australia.

Phone: +61 2 9582-0909, Fax: +61 2 9582-0999

21 Appendix A - Pin Assignments

21.1.1 DMX Digital Output Sockets

PIN No	Signal
1	SHIELD
2	SIGNAL –
3	SIGNAL +
4	NOT USED
5	NOT USED

Connector type: 5 pin AXR RS-485 Standard USITT DMX-512 Protocol

21.1.2 MIDI In, Thru, Out Sockets

PIN No	Signal
1	NOT USED
2	NOT USED
3	NOT USED
4	MIDI +
5	MIDI SIGNAL

Connector type: DIN 5 pin

21.1.3 Desklight Socket

PIN No	Signal
1	No Connection
2	Ground
3	0 to +12 volts

Connector type: 3 pin AXR

21.1.4 Desk Link Cable

To link two Event 4 desks together connect a MIDI cable from the MIDI output of the slave desk to the MIDI input on the master desk.

21.1.5 Power

Power Requirements: 90 volts to 265 volts AC, 50-60 Hz
 Power Consumption: 40 watts
 Power Connector: IEC 3-pin inc. fuse, switch and mains filter
 Power Fuse: 2 amp M205

22 Appendix B – Glossary of Terms

<i>NAME</i>	<i>MEANING</i>	<i>DESCRIPTION</i>
BEAM	Beam parameter	Changes the beam shape (gobo, frost, zoom etc) in a moving light fixture .
CHASE	Chase	A sequence of steps containing different levels for intensity, colour , beam , etc, plus speed, direction, fade in/out and rate.
COLOUR	Colour parameter	Changes the colour in a moving light fixture or scroller .
DBO	Dead Black Out	Button used to turn off all intensity channels.
FILE	File	A user-defined group of memories , chases and stacks .
FIXTURE	Lighting fixture	General term for moving yoke and moving mirror intelligent lights.
FREEZE	Page Freeze	Page freeze holds memories and chases that have their fader above zero when new pages or files are loaded.
HTP	Highest Takes Precedence	A lighting channel parameter typically used to describe intensity (eg. dimmer channels).
LIBRARY	Library list	A list of fixtures from different manufacturers, each with their associated channel parameters, in a text file on floppy disk. Required to enable patching of fixtures .
LTP	Last Takes Precedence	A lighting channel parameter typically used to describe colour , beam , or position .
MASK	Masking	Masking allows only desired parameters to be re-played.
MEMORY	Memory	Settings for Intensity, Colour Beam etc that can be recalled on demand. Can be labelled for easy reference.
MODE	Desk Operating Mode	The Event 4 can operate in two modes: Record – All desk functions are available. Play – Limited desk functions are available
PAGE	Page	A factory-defined group of memories and chases .
PALETTE	Parameter Palette	A group of different settings of the same parameter, eg. each button within a palette might store a different colour , different beam , different position , different fixture , etc.
PATCH	Patch channels	Assign faders , fixture & scroller to DMX channels.
POSITION	Position/focus parameter	Changes the lamp's position (focus) on a moving light fixture . Pan (horiz.) and Tilt (vert.).
PREHEAT	Lamp filament preheat	Some lamp filaments may need to be preheated (typically 2-3%) to avoid nuisance tripping of dimmer breakers when flashing channels to full.
SCROLLER	Colour scroller	A lamp with a motorised colour gel attached to the front.
STACK	Stack	A sequence of memories and chases that can be automated to crossfade from one memory or chase to the next.
WIDE	Wide mode	Expands the number of available desk channels:

23 Index

- (Off) buttons, 13
- +**
- + (On) button, 13
- A**
- Active, 30
- Assign, 6, 54
 - Edit, 6, 55
- B**
- Backup, 21, 76
- Beam, 19, 26, 27, 28, 31, 33, 34, 35, 37, 39, 43, 44, 47, 49,
 - 61, 74, 81
 - Button, 27, 35
- C**
- Chase
 - Add / Delete Steps, 48
 - Clearing / Deleting, 50
 - Editing, 47, 49
 - Menu fields, 46, 47
- Chases, 5, 46
- Clear
 - Button, 28
- Colour
 - Button, 26, 34, 35
- Console
 - Slave, 3, 7, 10, 66
- Cuelist, 5, 37
- D**
- Date, 21
- DBO, 4, 22
- Desk Channels, 17
- Desklights, 3, 10
- DMX
 - Outputs, 10
- E**
- Edit
 - Memory, 5, 43
 - Programmer Controls, 5, 44, 48
 - Using the Keypad, 5, 44
- Effects, 32
- Exit button, 14
- F**
- Faders
 - Add Solo, 4, 23
 - Preset Masters, 4, 22
 - Presets, 4, 5, 24, 38, 44, 48, 49, 65, 74
 - Virtual, 3, 15, 16, 66
- Fan, 33
- File, 56
 - Edit, 57
 - label, 57
 - Load / Save, 6, 56
- fixture library, 9
- Flash Buttons, 4, 6, 24, 60
- Flip, 30
- G**
- Go Button, 6, 62
- Grand Master, 4, 23
- H**
- Hold, 71
- I**
- If
 - Colour, Beam, Position, 31
 - Group, 30
- K**
- Keyboard, 3, 10, 77
- Keypad, 13, 14, 15, 16, 21, 24, 25, 37, 38, 66
 - Setting Fader Levels, 4, 24
- L**
- Labels, 3, 14
- M**
- Mask, 31, 35, 38, 39, 40, 41, 43, 46, 47, 61, 74
 - Beam parameters, 31
- Masters
 - Add Solo, 4, 22
- Memories
 - Cuelists, 37
 - Recording, 37
- Memory
 - Copying a, 5, 45
 - Delay, 6, 39, 40, 46, 58
 - Deleting a, 45
 - Edit, 43
 - Label, 41
 - Mask, 41, 81
 - Menu Fields, 39
 - Next, 6, 7, 9, 16, 17, 25, 26, 27, 30, 39, 46, 58, 62, 66, 76,
 - 77
 - Using crossfade, 41
 - Using Timecode, 40
- Menu System, 3, 13, 77
- MIDI, 7, 68
 - input, 10, 80
- MIDI input, 10
- Monitor, 14, 52, 57, 77
- Monitor:, 10
- More, 31