

STAGECL

Made for LEDs



Quick Start

Version 1.3 Software

Supplied by:

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- EN55103-1
- EN55103-2
- EN60950



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).

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.

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- 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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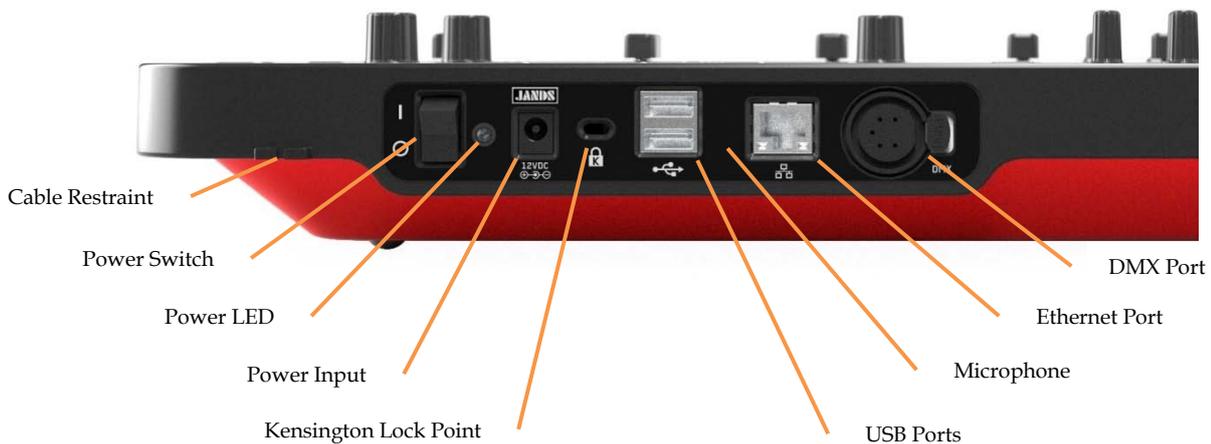
1. Welcome to the Stage CL

Welcome to the Quickstart Guide for the *Jands Stage CL* lighting console. This guide is intended to give you the minimum information you need to get your Stage CL up and running as quickly as possible. The full User Manual available on the Jands website at www.jands.com.

This manual is for consoles fitted with version 1.3 software.

2. Getting started

Setting up the console



Power

Connect the Stage CL's external power supply unit to any mains supply between 100 and 240VAC. Connect the power supply's DC connector to the Stage CL. Feed the cable into the slot in the cable restraint.

DMX Output

The Stage CL can output one universe (512 channels) from its DMX output. Use a 5 pin DMX cable to connect the console to your lights.

Ethernet

The Stage CL supports Artnet via the Ethernet (RJ45) connector. Turn Artnet on via the Setup menu - refer to the full user manual for more details.

USB

You can connect a USB memory stick to the console to save copies of your show files.

Switching on

When you switch the console power on the Stage CL starts up and displays the opening splash screen while it loads the program. Once it finishes loading, Stage CL displays the Home screen. If this is the first time you've started Stage CL not all the buttons will be available. You have to either load a show from the 'Shows' window or begin a new one by patching your fixtures in the 'Patch' window.



Once some fixtures have been patched all buttons become available:

| This button... | does this... |
|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Colour | displays the Colour window. This window is used to apply colour presets and select colours from a colour picker. |
| Scenes | displays the Scenes window. This window is used to monitor and edit the Scenes you record. |
| Chases | displays the Chases window. This window is used to monitor and edit the Chases you record. |
| Cuelist | displays the Cuelist window. This window is used to monitor and edit the Cuelist and Cues. |
| Monitor | displays the Monitor window. This window is used to show the Stage CL master control settings, what's being played back, the channel control settings and the DMX output |
| Shows | displays the Shows window where you can save or load a show. |
| Patch | displays the Patch window where you patch your fixtures |
| Setup | displays the Stage CL preferences windows where you can configure the date and time, default fade settings and more. |
| Autopilot | displays controls for automatic control of the lights. |
| Shutdown | displays the menu used when powering off the console. |

Home Button

The Home button is located underneath the touch screen. Press this button at any time to return to the Home window.

3. Patching your lights

Once you've connected and powered up your Stage CL system you can patch up to 24 fixtures (or groups of fixtures).

If it's not already open click on the Patch button on the touch screen. Stage CL displays the Patch window:

| Patch | | Library | Wizard | |
|-------|---------------|---------|--------|--|
| # | Fixture Type | DMX | & | |
| 1 | -Add Fixture- | | > | |
| 2 | -Add Fixture- | | > | |
| 3 | -Add Fixture- | | > | |
| 4 | -Add Fixture- | | > | |
| 5 | -Add Fixture- | | > | |

Delete Copy Paste Edit

This is where you tell the Stage CL what sort of fixtures you are using and which DMX channels each fixture is assigned to.

Adding fixtures to the patch

In the Patch window the fixture numbers correspond to the two pages of 12 sets of fixture controls (flash button, fader, colour controls etc) on the front of the Stage CL - fixtures 1 through 12 are on the first page, and fixtures 13 through 24 are on the second page. When you're patching think about which fixtures you'll want to use together, and put them on the same page.

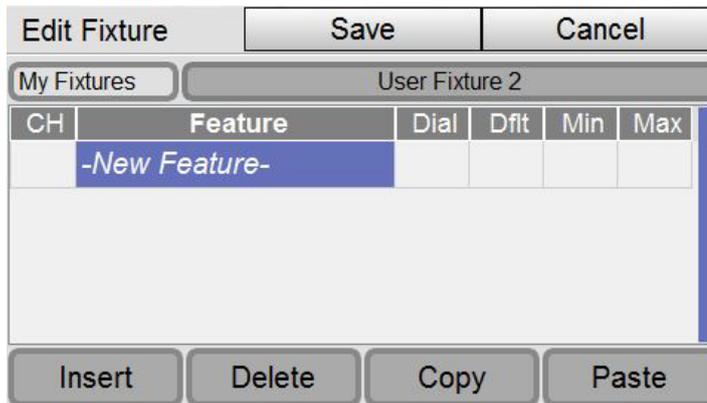
The Patch Wizard

The Patch Wizard guides you through the patching process. Use the wizard to patch fixtures already in the Library - if you need to create custom fixtures you should create these as detailed in the following section before running the wizard.

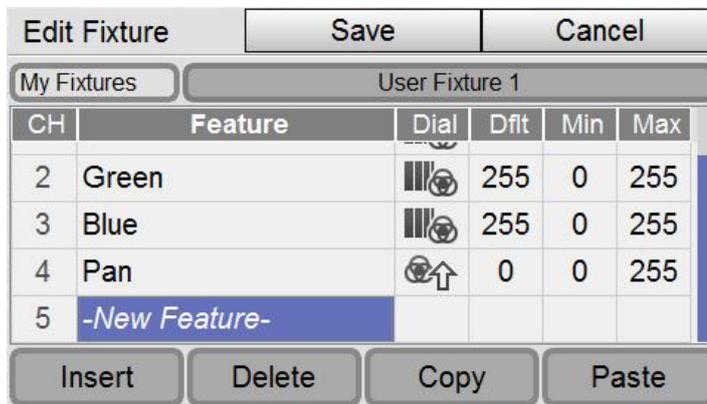
Adding to the Fixture Library

If you can't find the fixture you want to use in the Stage CL patch window you can create your own. To do this:

1. Select the Library tab in the Patch window. Stage CL opens the Fixture Library window.
2. Press the 'New' button at the bottom of the window to start creating a fixture from scratch. Stage CL opens the Edit Fixture window.



3. Press and release, then turn the touch screen encoder to enter details for the first channel of the fixture. Stage CL recognises many common fixture features.



4. Touch in the other fields or scroll across to enter values for this channel.

| This field... | is used to... |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------|
| Dial | set how the feature is accessed, either directly on a Hue or Saturation control, or indirectly by pressing Shift+Hue or Shift+Saturation controls. |
| Dflt (Default) | set the value when the fixture is cleared (0 - 255) |
| Min (Minimum) | set the minimum value for the channel (0 - 255) |
| Max (Maximum) | set the maximum value for the channel (0 - 255) |

5. Repeat these steps for the other fixture channels.
6. When you are finished press the Save button at the top of the window. Stage CL saves the new fixture in the 'My Fixtures' folder.

- The 'Other' feature is used for fixture channels that need to be set to a static value for the fixture to operate correctly, like macro and mode channels. There are no controls on the Stage CL that enable these channels to be changed during the show.
- On the Stage CL there are only 4 controls available for which to adjust fixture parameters other than intensity, these controls being the 'direct' Hue and Saturation, and the 'indirect' Shift+Hue, and Shift+Saturation. A normal RGB LED fixture will use Hue and Saturation controls to control the RGB channels, leaving Shift+Hue and Shift+Saturation controls free for other parameters. If however the fixture does not include RGB channels, the direct controls can be used for any desired parameter, eg Pan and Tilt, by appropriate setting of the "Dial" fields in the fixture library.

Patching Manually

If desired, you can add fixtures to the patch individually, or change the patch after using the Wizard. To add/change a fixture use the touch screen encoder to scroll up or down the list to choose the fixture number, then press on the encoder.

1. Select a manufacturer and Fixture from the list and press the Encoder to add it to the patch.
2. To change the DMX address touch on the DMX address, press on the encoder to select it, then use the encoder to set a new address.
3. Repeat steps 1 to 2 for the other fixtures you want to patch or change.

Copying and Pasting fixtures

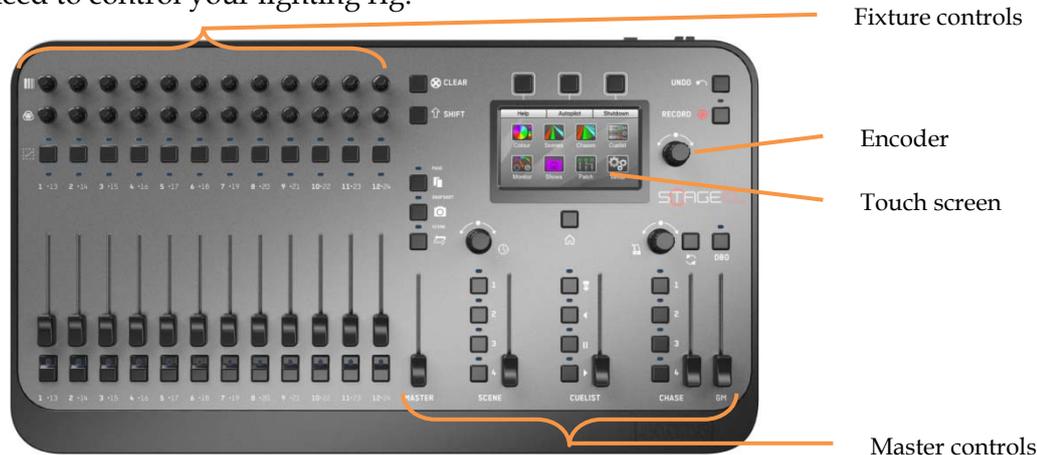
To quickly patch the same fixture type to other channel numbers you can use the copy and paste buttons. To do this:

1. Select one of the fixtures that you have already patched.
2. Press the 'Copy' button at the bottom of the window.
3. Scroll to the fixture number you want to use.
4. Press the 'Paste' button at the bottom of the window. Stage CL patches the fixture at the next available DMX address.
5. To change the DMX address touch on the DMX address, press on the encoder to select it, and use the encoder to set a new address.

4. The console controls

Console layout

Stage CL consoles provide all the faders, encoders, switches and displays you'll need to control your lighting rig.

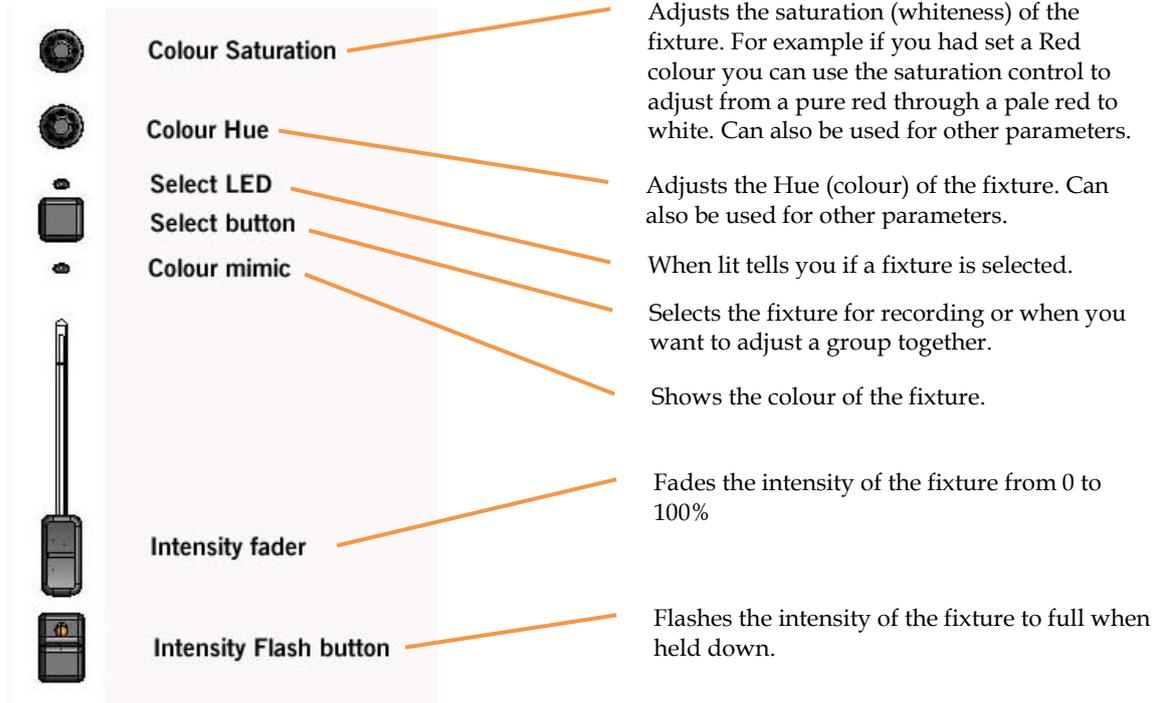


The Stage CL is divided into three main sections:

- 12 sets of fixture controls each with a flash button and fader for setting intensity, 2 push button encoders for setting colour (hue and saturation) and a 'select' button for grouping channels.
- A touch screen with a Home button, 3 shortcut buttons and a push button encoder for making adjustments.
- Master control faders and buttons to control the scenes, cuelist and chases that you record.

Fixture Channel controls

The Stage CL has 12 fixture control sets - each set lets you control the intensity and colour of a fixture patched to that control set (see previous section).



Fixture Master Control

The fixture master control scales the intensity of the 24 fixture channels.

- The Fixtures are controlled in two pages, selected by the "Page" button. When the Page LED is dark, the 12 control sets are controlling fixtures 1 to 12; when the Page LED is white, the 12 control sets are controlling fixtures 13 to 24.
- The fixture channel faders can also be switched to control Scenes by pressing the Fixture/Scene button – see page 12. When controlling Scenes the Page LED will be illuminated in a colour.

Using the fixture controls

To get your fixtures outputting, first check that the Grand Master (GM) and Master are at full. Then bring up the channel faders so your fixtures come on, then adjust the Hue and Saturation controls to change their colours.

To speed up programming the Stage CL controls include some shortcuts and special features:

Hue controls

- Pressing on the Hue encoder lets you cycle through six preset colours. Each time you press the encoder a new colour is selected. This action also resets the saturation control to full.

Saturation controls



Pressing the Saturation encoder toggles the selected fixtures from full saturation (full colour) to zero saturation (white).

Select buttons



If you want to adjust the colour of more than one fixture, press the select button on all the fixtures you want to change. Then adjust the Hue and Saturation controls on any of the selected fixtures.

To select a range of channels hold down the first fixture's select button while pressing the last fixture's button.

If you select some fixtures then adjust their colour, those fixtures are automatically de-selected when you select a new fixture.

Clear



Press the Clear button to set the colour of all selected fixtures to white. Double-click the Clear button to set the colour of all fixtures to white – even if they're not selected. Triple-click to clear **all** fixture colours and intensities.



Holding Clear and pressing either a Scene or Chase button clears that Scene or Chase.

Shift



To fan the colours of all selected fixtures press the Shift button and adjust a Hue Control. The fan effect will depend on which Hue control you adjust. eg:

If you have all 12 fixtures selected and adjust the Hue control on Fixture 1 the fan will spread from Fixture 12, which does not change colour, to the colour you set on Fixture 1.

If you adjust the Hue control on Fixture 6 the fan will spread from Fixture 1 and Fixture 12, which do not change colour, inwards to Fixture 6.

Scene and Chase Controls

Buttons 1, 2, 3, 4

These buttons are used to activate / deactivate the any scene or chase stored there. They're also used for record the Scene or Chase – see section 5.

The LED above each button will be off if nothing is stored there, blue if something's stored there but is not active, or will flash blue slowly if the scene or chase is active. They'll also flash red when record has been pressed and they're empty.

Cuelist Controls

The Cuelist controls allow you to record and playback a series of looks (cues) in a predetermined order (list). Each Cue in the list can have its own individual fade time, and may also include both Static and Chase elements.

A Cuelist is most often used for theatre shows but is also useful for other types of structured performance.

Play



This button starts the fade of the next cue in the list. It is also used for recording the Cuelist - refer to Section 5.

Pause



Press this button to pause the current fade. The LED above the Pause button illuminates when the fade has been paused.

Play Backward



This button starts a fade back to the previous cue in the list.

Release



Press this button to clear the output from the Cuelist controls.

Other controls

Snapshot

 Press this button to take a 'snapshot' of the console output. The console will hold that output until the button is pressed again. Only the Grand Master and DBO controls have an effect on the Snapshot output. This means you can take a snapshot, then adjust any other controls, including the fixture controls, without affecting the look on stage. Once you have a new look ready you press the snapshot button again and Stage CL crossfades to the new look over the crossfade time.

Fixtures - Scenes

 This button switches the 12 sets of fixture controls in and out of 'Scene' mode. In Scene mode the 12 faders and flash buttons can be used to record and play back scenes.

The LED above the Fixture / Scene button is on (Red) in Scene mode.

Page

 This button loads an alternate set of fixtures or scenes onto the 12 faders and flash buttons.

The LED above the Page button changes colour depending on the page loaded.

Crossfade Time

 This control adjusts Time of all manually controlled crossfades, such as activating/deactivating a scene or chase, except the Cuelist.

Rate

 Turning this encoder overrides the Chase rate, allowing you to increase or decrease the Chase playback rate on the fly.

5. Recording

Recording data for playback generally involves the following steps:

1. Set up a look on your lights.
2. Press the Record button. The LEDs associated with the empty record locations will start flashing red.
3. If necessary change the fixtures that will be recorded by pressing the channel select buttons on each fixture page.
4. Select a location to record to. Suitable locations include the Scene buttons 1 to 4, Chase buttons 1 to 4, the Cuelist Play button, and the 12 Channel flash buttons. Refer to the section below when recording Chases.

Note that if a Chase is playing and a Scene is recorded, the Chase data will be included in that Scene.

Recording Chases

When a Chase button is the record destination, the Stage CL can automatically create a chase with the number steps equal to the number of fixtures selected. For example:

1. Select 6 channels, make them all blue, and at full intensity.
2. Select one of the fixtures and set it to white.
3. Press the Record button. Any fixture select LEDs that come on indicate the fixtures that will be recorded in the Chase. Check that all/only the 6 fixtures selected in step 1 have their select LEDs illuminated. If not, change the selections so that they are.
4. Any empty locations will flash red. Briefly press an empty Chase button 1 to 4,
5. Press "Auto" on the touchscreen.

This will create a 6 step chase with one fixture white and the rest blue.

6. Playback

Most controls on the Stage CL operate as Last Takes Precedence (LTP). This means whatever was the last control you moved is the one that is now controlling your lights. The most effective way to get a feel for how the controls interact is to record some looks into the various controls and play them back as you would during a show – the operation will quickly become clear.

7. Autopilot

The Autopilot facility is used for parties and other unstructured events where you want to set the console running and leave it unattended for long periods of time. During use the console runs the chases, changing chase every set period of time.

8. Common Problems

- I can't get the mimic LEDs to illuminate on the console:*
 - Some or no fixtures are patched – go into the patch and check there are fixtures patched on the expected controls.
 - The Master faders are down – make sure the GM is at full and the relevant master fader/s and fixture fader/s are pushed up.
- The console Mimic LEDs illuminate but I cant get my lights to come on, or they come on but not in the correct colours:*
 - The wrong type of fixture is patched – go into the patch and check the fixtures that are patched match those that are connected to the StageCL.
 - The DMX addresses don't match the addresses of the patched fixtures – check the values in the patch as compared to the settings on the fixtures.
 - The fixtures aren't receiving signal – check the cable is plugged in and/or replace the DMX cable/s.
- The console is generating output and I cant get rid of it:*
 - A scene is on – deactivate all scenes and/or pull the Scene Master down. If necessary put the console in Scene mode and check all scenes are disabled.
 - A chase is running - deactivate all chases and/or pull the Chase Master down.
 - The Cuelist is playing back – release the Cuelist by pressing the  release button and/or pull the Cuelist Fader down.
 - The Snapshot function is active – press the Snapshot button until the LED is off.

Appendix 1: Specifications

Inputs & Outputs

| Description | Type | Pin Outs | Function |
|------------------------|---------------------------|----------------------------------|------------------------------------------------------------------------|
| DMX 512 | 5 pin Female AXR | 1 2 3 4, 5 | Shield Data - Data + Unused |
| Ethernet (100BaseT) | RJ-45 | 1 2 3 4, 5 6 7, 8 | Transmit + Transmit - Receive + Unused Receive - Unused |
| USB (2 x) | Type A | 1 2 3 4 | Vcc Data - Data + Ground |
| Power 12V | 5.5mm / 2.1mm DC Power | Tip Sleeve | + - |

General Specs

| Description | Value |
|----------------------------------------|-------------------------------------|
| Size | 520mm wide x 300mm deep x 70mm high |
| Weight | 4kg not including power supply |
| VESA Mount | 100x100mm |
| CPU | 400MHz ARM7 |
| DRAM | 128MB |
| FLASH | 256MB |
| Operating System | Linux |
| Number of Scene/Chase Locations | 92 |
| Total number of Steps per Chase | 100+ |
| Total number of Cues in the Cuelist | 100+ |