

STAGECL

by Chroma-Q®

Made for LEDs

User Manual



Chroma-Q®
BRILLIANT SOLUTIONS

Part Number: CQ1525-1000
(Model: 1524-1000)

Software Version 1.3
Manual: 1524-0702 V1.0

Warranty Statement



Chroma-Q warrants to the original purchaser, with proof of purchase, that its delivered products shall be free from defects in material and workmanship under normal use for a period of 12 months from date of shipment.

Chroma-Q will repair, or at its option, provide an equivalent item or replace, the defective product during the stated warranty period. This warranty applies only to the repair or replacement of the product and only when the product is properly handled, installed and maintained according to Chroma-Q instructions. This warranty excludes defects resulting from improper handling, storage, installation, acts of God, fire, vandalism or civil disturbances. Purchaser must notify Chroma-Q in writing within 14 days of noticing the defect. This warranty excludes field labour or service charges related to the repair or replacement of the product.

The warranty contained herein shall not extend to any finished goods or spare parts from which any serial number has been removed or which have been damaged or rendered defective (a) as a result of normal wear and tear, wilful or accidental damage, negligence, misuse or abuse; (b) due to water or moisture, lightning, windstorm, abnormal voltage, harmonic distortion, dust, dirt, corrosion or other external causes; (c) by operation outside the specifications contained in the user documentation; (d) by the use of spare parts not manufactured or sold by Chroma-Q or by the connection or integration of other equipment or software not approved by Chroma-Q unless the Customer provides acceptable proof to Chroma-Q that the defect or damage was not caused by the above; (e) by modification, repair or service by anyone other than Chroma-Q, who has not applied for and been approved by Chroma-Q to do such modification, repair or service unless the Customer provides acceptable proof to Chroma-Q that the defect or damage was not caused by the above; (f) due to procedures, deviating from procedures specified by Chroma-Q or (g) due to failure to store, install, test, commission, maintain, operate or use finished goods and spare parts in a safe and reasonable manner and in accordance with Chroma-Q's instructions (h) by repair or replacement of engines without factory training.

The warranty contained herein shall not apply to finished goods or spare parts which are sold "as is", as "second-hand", as used", as "demo" or under similar qualifications or to Consumables ("Consumables" is defined as any part(s) of goods or part(s) for use with goods, which part(s) of goods or part(s) for use with goods are consumed during the operation of the goods and which part(s) of goods or part(s) for use with goods require replacement from time to time by a user such as, but not limited to, light bulbs).

The warranty contained herein shall not apply, unless the total purchase price for the defective finished goods or spare parts has been paid by the due date for payment.

The warranty contained herein applies only to the original purchaser and are not assignable or transferable to any subsequent purchaser or end-user.

This warranty is subject to the shipment of the goods, within the warranty period, to the Chroma-Q warranty returns department, by the purchaser, at the purchaser's expense. If no fault is found, Chroma-Q will charge the purchaser for the subsequent return of the goods.

Chroma-Q reserves the right to change the warranty period without prior notice and without incurring obligation and expressly disclaims all warranties not stated in this limited warranty.

Disclaimer

The information contained herein is offered in good faith and is believed to be accurate. However, because conditions and methods of use of our products are beyond our control, this information should not be used in substitution for customer's tests to ensure that Chroma-Q products are safe, effective, and fully satisfactory for the intended end use. Suggestions of use shall not be taken as inducements to infringe any patent. Chroma-Q sole warranty is that the product will meet the sales specifications in effect at the time of shipment. Your exclusive remedy for breach of such warranty is limited to refund of purchase price or replacement of any product shown to be other than as warranted.

Chroma-Q reserves the right to change or make alteration to devices and their functionality without notice due to our ongoing research and development.

The StageCL™ by Chroma-Q has been designed specifically for the lighting industry. Regular maintenance should be performed to ensure that the products perform well in the entertainment environment.

If you experience any difficulties with any Chroma-Q products please contact your selling dealer. If your selling dealer is unable to help, please support@stagecl.com. If the selling dealer is unable to satisfy your servicing needs, please contact the following, for full factory service:

Outside North America:	North America:
Tel: +44 (0)1494 446000	Tel: 416-255-9494
Fax: +44 (0)1494 461024	Fax: 416-255-3514
support@stagecl.com	support@stagecl.com

For further information please visit the Stage CL website at www.StageCL.com

Chroma-Q and Inspire are trademarks, for more information on this visit <https://chroma-q.com/trademarks>.

The rights and ownership of all trademarks are recognised.

Important Notice:

As per the requirements in the Occupational Safety and Health Administration standards for product approval, please refer to the OSHA web pages <http://www.osha.gov/dts/otpca/nrtl/> for information on the list of Nationally Recognized Testing Laboratories (NRTLs) and the scope of recognition.



Safety information



WARNING!
Read the safety precautions in this section
before installing, powering, operating or
servicing this product.



Warning!
Safety Hazard.
Risk of severe injury or
death.



Warning!
Fire Hazard.



Warning!
Hazardous Voltage.
Risk of severe lethal
electric shock.



Warning!
**Refer to User
manual.**

Warning!

- Read the user manual before installing and operating Chroma-Q StageCL™. For future reference, keep and use the manual.
- Safety precautions given in user manual must be followed at all times and the manuals of all the devices you connect it to. Observe all the warnings printed on devices and in manuals. Make sure whoever is involved in working on or using Chroma-Q StageCL™ has carefully read and understood all the safety precautions and lasted warnings.
- Install, connect, operate and service devices only as described in this manual and in connected devices' manuals and only in accordance with local laws and regulations. All Chroma-Q manuals are supplied with devices and are also available for download from <https://chroma-q.com>.
- Chroma-Q StageCL™ does not have user-serviceable parts. Refer any operation not described in this manual to support@stagecl.com

If you experience difficulties with any Chroma-Q products please contact your local dealer. If your local dealer is unable to help then please contact support@stagecl.com

PROTECTION FROM ELECTRIC SHOCK

- Unplug from power immediately if the product or power plug is in any way damaged, defective or wet, or if it shows signs of overheating.
- Do not immerse a Chroma-Q StageCL™ fixture in water or expose it to high-pressure water jets

PROTECTION FROM BURNS AND FIRE

- Chroma-Q StageCL™ is cooled passively by natural air convection. Provide adequate clearance for airflow around the fixtures.
- Do not operate Chroma-Q StageCL™ if the ambient temperature (T_a) exceeds 40° C (104° F).
- Do not modify Chroma-Q StageCL™, in any way not described in this manual or install other than genuine Chroma-Q parts.
- Use only accessories approved by Chroma-Q.

PROTECTION FROM INJURY

- Never try to repair the product. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized dealer or contact support@stagecl.com



Keep this User Manual for future consultation. If this product is used by another user, be sure that they also receive this document.

Table of Contents

1	Product Overview.....	9
1.1	About the Stage CL.....	9
1.2	What's new in version 1.3 ?	9
1.3	Need more information?.....	9
2	Getting Started	10
2.1	Setting up the console.....	10
2.2	Switching on.....	10
3	Quickstart	13
4	Patching your lights	15
4.1	Using the Patch wizard.....	15
4.2	Adding fixtures to the patch manually	17
4.3	Adding to the Fixture Library	19
5	About the Console Controls	23
5.1	Console layout.....	23
5.2	HSI Channel strip.....	23
5.3	Using the fixture controls	25
5.4	The Touchscreen, Dial and Buttons	27
6	Colour	32
6.1	Applying colours from the touch screen	32
6.2	Editing the colour swatches	33
6.3	Applying colour patterns.....	35
6.4	Applying colour chases.....	37
7	Scenes	39
7.1	Recording a Scene	39
7.2	Playing a Scene	39
7.3	Editing and Monitoring Scenes.....	40
8	Cuelists	45
8.1	Cuelist controls.....	45
8.2	Recording a Cuelist.....	45
8.3	Playing the Cuelist	45
8.4	Editing the Cuelist.....	46
9	Chases	51
9.1	Chase controls	51
9.2	Recording a Chase.....	51

9.3	Playing a Chase	52
9.4	Editing a Chase.....	54
10	Monitoring the console	58
10.1	Monitoring playback.....	58
10.2	Monitoring the fixture controls.....	59
10.3	Monitoring the DMX output	61
11	Setup & Preferences	62
11.1	Setup.....	62
11.2	Preferences.....	64
11.3	System information	65
11.4	Updating the Software.....	66
12	Saving & Loading Show Files	68
12.1	Saving a show	68
12.2	Loading a show	68
13	Autopilot.....	70
13.1	Using Autopilot	70
14	Locking the Console.....	72
15	Appendix 1: General Specifications	73

1 Product Overview

Welcome to the User Manual for the *Chroma-Q® Stage CL* lighting console. This guide is intended to give you the information you need to get your Stage CL up and running as quickly as possible.

1.1 About the Stage CL

If you're running a small lighting rig in a venue, as a rental, or in a retail space, you've probably upgraded to LED lights. Why? Because modern LEDs can produce any colour without the need for filters, so you can produce fantastic combinations of colours with just a few lights.

Sounds great, but you've probably noticed that when it comes to choosing a control console most of the ones available either aren't designed to control colour and intensity or are way more complicated (and expensive) than required.

This is why the Stage CL was created.

Designed specifically for LED pars and wash fixtures but just as suitable for conventional lights the Stage CL gives you full control of your LEDs and is incredibly easy to use.

1.2 What's new in version 1.3 ?

- Two fixture pages – allows control of 24 fixtures (or fixture groups)
 - Alternate dial usage – provides for up to two additional features, such as zoom, strobe, color macros, effects and more.
 - Color temperature mode – for fixtures that only contain cool and warm white LEDs the Stage CL dials switch to controlling these features.
 - Amber and White LED blending preferences – new preferences to set the mixture of the Red, Green and Blue LEDs used when selecting Amber or White on RGBA, RGBW and RGBAW fixtures.
1. Ethernet output options: any sACN or Art-Net Universe.
 - Detailed Preview window for Scenes, Chase Steps & Cues.
 - Fader curve – new preference to set the LED intensity fade curve.
 - Touch calibration - a new window to calibrate the touchscreen LCD.

1.3 Need more information?

If you have questions about the Stage CL or you'd like more information, go to our website at www.StageCL.com

2 Getting Started

2.1 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.

2.2 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, StageCL 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...
Color	displays the Color window. This window is used to apply colour presets and select colors from a color 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.

Shutdown

The Shutdown button is located above the touchscreen. Press this button to shutdown the console safely. When you do this Stage CL will display a message when it is safe to turn the console power off.

Autopilot

The Autopilot button is located above the touchscreen. Press this button to switch the stage CL to autopilot mode.

In Autopilot mode the Stage CL automatically plays all inbuilt chases, one after another. You can set the time that each chase plays for, the chase speed and whether or not to use audio triggering.

For more information, about this feature, see *Autopilot on page 13-1*

Help

The Help button is located above the touchscreen. Press this button to open the Help window which includes a Quickstart guide, Shortcuts and a FAQ





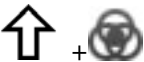

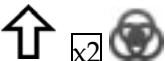
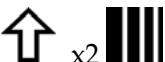
Home Button










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

3 Quickstart

Once you've got your Stage CL system connected and powered up you can patch 2 pages of 12 fixtures (or groups of fixtures).

Even if you decide to get started without reading the rest of the manual please take some time to familiarise yourself with the front panel controls and shortcuts:

Icon	This control...	does this...
	Home	Tap to go to the Home screen Double tap to go back to the previous screen
	Select	Tap to select one fixture Hold and press another to select (or deselect) a range of fixtures <i>Used to link channels for colour selection and to select channels when recording</i>
	Hue dial	Turn to adjust colour Press to cycle through a series of colours <i>Resets saturation if saturation is less than 100%</i>
	Saturation dial	Turn to adjust saturation (tint) Press to alternate between full, 50% and 0% saturation
	Shift + Hue	Turn to adjust the assigned feature. In the Stage CL library, if a fixture has Zoom it is assigned to this control Press to alternate between full, 50% and 0%
	Shift + Saturation	Turn to adjust the assigned feature. In the Stage CL library, if a fixture has Strobe it is assigned to this control Press to alternate between full, 50% and 0%
	Double tap Shift + Hue	Fans hue across the selected fixtures. Fan varies depending on which Hue dial you use
	Shift + Saturation	Fans saturation across the selected fixtures. Fan varies depending on which Saturation dial you use

Icon	This control...	does this...
	Clear	One press clears colour from selected channel Double press clears colour from all 12 fixtures, even if they are not selected Triple press clears all Intensity and colour
	Shift + Clear	Resets all front panel controls to their default state. Resets the fade and rate times, releases all playback, un-gates faders and sets the 12 channel / scene faders to channel mode
	Clear + Play	Hold Clear and press a Scene, Chase or Cuelist play button to delete the item recorded to that location
	Fade Time dial Single tap Double tap	Turn to adjust the fade time up or down Displays the fade time on the touchscreen Resets time to default setting (2 secs)
	Chase rate dial Single tap Double tap	Turn to adjust chase speed rate override Stops all chases Resets speed override (scaling) to 100%
	Channel / Scene mode	Press to switch the 12 Fixture channel control sets between Channel and Scene (Submaster) mode. In Scene mode the LED above the switch turns red
	Page (Fixture mode) Page (Scene mode)	In Fixture channel mode there are 2 pages. Press the page button to cycle between the Black (Ch 1-12) and White page (Ch 13-24) In Scene mode, there are up to 6 pages. Press the page button to cycle through the Yellow, Red, Green, Blue, Magenta and Cyan pages. You can save 12 Scenes per page
	Snapshot	Takes a snapshot of the console output and holds it until you press the snapshot button again
	Undo	Press to undo the last action

4 Patching your lights

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

In the Patch window the fixture numbers correspond to the 12 sets of fixture controls (flash button, fader, colour controls etc) on the front of the Stage CL. Fixture numbers 1-12 are on the first page (the Black page) and fixtures 13-24 are on the second page (the White page). So when you are patching think about which fader and control set you'd like to use to control each fixture or group 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	&
2	-Add Fixture-		>
3	-Add Fixture-		>
4	-Add Fixture-		>
5	-Add Fixture-		>
6	-Add Fixture-		>

Delete Copy Paste

This is where you tell the Stage CL what sort of fixtures you are using and which DMX channels each fixture is assigned to. You can either patch your fixtures one by one or use the built in Wizard to speed things up.

4.1 Using the Patch wizard

To patch your fixtures with the wizard, tap the Patch button on the Home screen then press the Wizard button. Stage CL displays a window explaining the steps required to complete the Patch Wizard:

Cancel	Next
This wizard will guide you through the following steps:	
1) Select a fixture type,	
2) Set the patch information for the fixture type and patch it,	
3) Optionally repeat steps 1 and 2 for another fixture type.	
Press Next to continue.	

When you press Next Stage CL displays the fixture selection window:

Back	Cancel	Next
Select a fixture type to patch and press Next:		
Manufacturer	Type / Model Name	
Generic	LED - RGB	
My Fixtures	LED - RGB 8 bit	
A & O Lighting	LED - RGBA	
Acclaim	LED - RGBA 8 bit	
Acme	LED - RGBA	

To start patching your fixtures:

2. Use the touchscreen dial to scroll up or down the list of manufacturers in the left column. When you find the manufacturer of your fixture type press the dial button or tap the screen to select it.
3. Use the touchscreen dial to scroll up or down the list of fixtures in the right column. When your fixture is highlighted press the Next button. Stage CL opens the Patch information window:

Back	Cancel	PATCH
Set the patch information and press PATCH:		
Quantity:	<input type="text" value="12"/>	
Start DMX Channel:	<input type="text" value="1"/>	
DMX Offset between fixtures:	<input type="text" value="5"/>	
Patch 'Color Punch Mode 3' at: 1,6,11,16,21,26,31,36,41,46,51,56		

4. If it's not already selected, tap on the Quantity field and use the touchscreen dial to set the number of channels to patch with this fixture type.
5. Touch the Start DMX Channel field and set the DMX address for the first fixture channel
6. The wizard automatically patches the other fixtures at the next available DMX address. If you want to have your fixtures spaced at different intervals tap the DMX Offset field and enter a different value.
7. When you are finished press the Patch button.
8. If you want to patch more fixtures, press the More button and repeat steps 2-6. If you have patched all 12 Fixture Channels or are finished, press the Done button. Stage CL returns you to the Patch window where you can see the fixtures you've patched and their DMX addresses.

4.2 Adding fixtures to the patch manually

To add a fixture, without using the wizard, open the Patch window and if it's not already selected press the Patch tab button:

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

1. Use the touchscreen dial to scroll up or down the list to choose a fixture number then press the dial button. Stage CL opens the Patch Fixture window

:

Patch Fixture		OK	Cancel
Manufacturer	Type / Model Name		
Generic	Dimmer		
My Fixtures	LED - RGB		
A & O Lighting	LED - RGBA		
Acclaim	LED - RGBAI		
Acme	LED - RGBAW		
ADB	LED - RGBI		

2. In the left column select from the Manufacturer folder and press the dial button. Stage CL displays a list of fixtures for that manufacturer
3. In the right column choose the fixture you want to patch
4. Press the OK button. Stage CL patches the fixture at the first available DMX address:

Patch				Library	Wizard
No.	Fixture Type	DMX	&		
1	LED - RGB	1	>		
2	-Add Fixture-		>		
3	-Add Fixture-		>		
4	-Add Fixture-		>		
5	-Add Fixture-		>		

5. To change the DMX address touch on the DMX address press the dial button to select it and use the dial to set a new address
6. Repeat steps 1 to 4 for the other fixtures you want to patch.

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 channel 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 the dial button to select it and use the dial to set a new address.

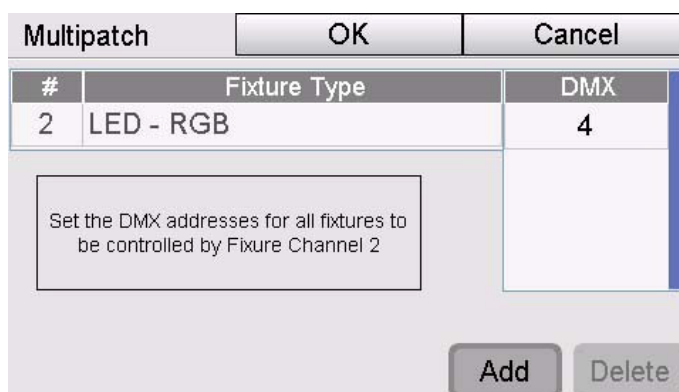
Patching more than one fixture to a channel

If you want to control more than one fixture with a Channel you can do it two ways. You can either:

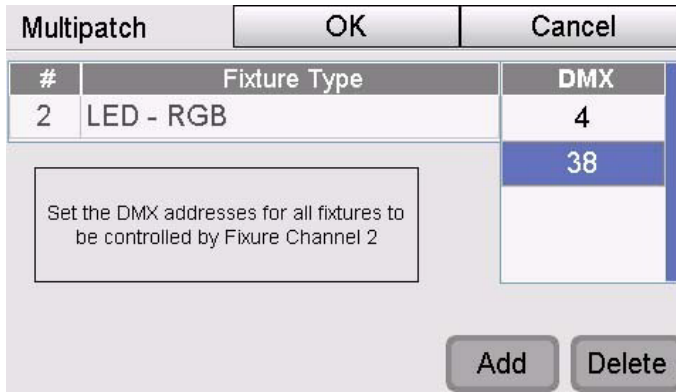
- Set the fixtures to the same DMX address – corresponding to the address you set for the Chanel in the patch window, or
- Use Stage CL’s Multipatch feature

To do this:

1. Open the Patch window and tap on the '>' button in the '&' column. Stage CL opens the Multipatch window where you will see the DMX address for the first fixture you patched to this channel:



2. Tap on the Add button. Stage CL adds a new field where you can enter the start DMX address for the fixture you want to add.



3. Repeat step 2 for as many fixtures as you want to add to this channel.
4. When you are finished press OK to return to the Patch window.

4.3 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, provided you know how many channels your fixture uses, what they control and the values required to control them. Usually you can find this information in the fixture's instruction manual or on the manufacturer's website.






To create a fixture you 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 the touchscreen dial button to enter details for the first channels of the fixture. Stage CL recognises these features: Intensity, Red, Blue, Green, Amber, White, Cool White, Warm White, Colour Temperature, Strobe, Zoom, Cyan, Magenta, Yellow, Custom 1-4'. There's also an option to 'Enter your own' feature name (for example Pan and Tilt). You can add Fine channels after you have set a standard feature such as Intensity, Red, Green, Blue etc.
4. Touch in the other fields or hold the shift button and use the dial to scroll across to enter values for this channel.

This field...	is used to...
Dial	Set the dial (encoder) used to control the feature.
	Assigns the feature to the Hue & Saturation controls. This must be used for R,G,B,A,W
	Assigns the feature to Shift + Saturation. This is the default for Strobe.
	Assigns the feature to Shift + Hue. This is the default for Zoom.
	Assigns the feature to the Hue dial. This option can only be used on fixtures with no color (RGBAW) features.
	Assigns the feature to the Saturation dial. This option can only be used on fixtures with no color (RGBAW) features.
Dflt (Default)	Sets the default value for the channel (0 - 255)
Min (Minimum)	Sets the minimum value for the channel (0 - 255)
Max (Maximum)	Sets the maximum value for the channel (0 - 255)

5. Repeat these steps for the other fixture channels.

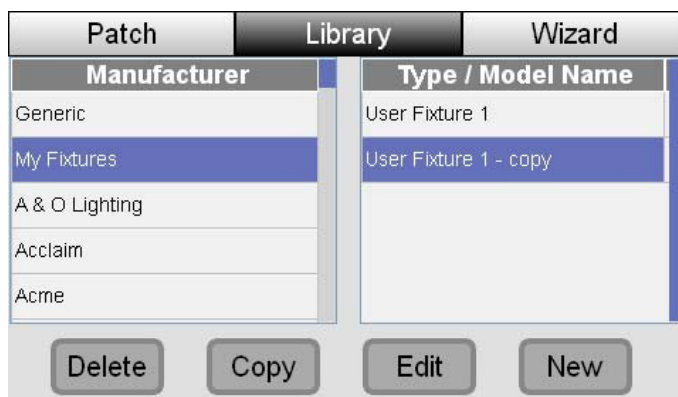
6. When you are finished press the Save button at the top of the window. Stage CL saves the new fixture in the My Fixtures folder.

> The Other feature is used for fixture channels that need to be set to a static value for the fixture to operate correctly. There are no controls, on the Stage CL, for these channels.

Copying an existing fixture

You can often save time, when creating a fixture, by copying an existing fixture as a starting point. You'll need to find a fixture that is similar to the one you want to create. To do this:

1. Select fixtures from the Generic folder in the Patch - Library window.
2. Press the Copy button at the bottom of the window. Stage CL copies the fixture and switches to the My Fixtures folder with the copy fixture selected.



3. Press the Edit button at the bottom of the window to make changes to the fixture.

Editing an existing fixture

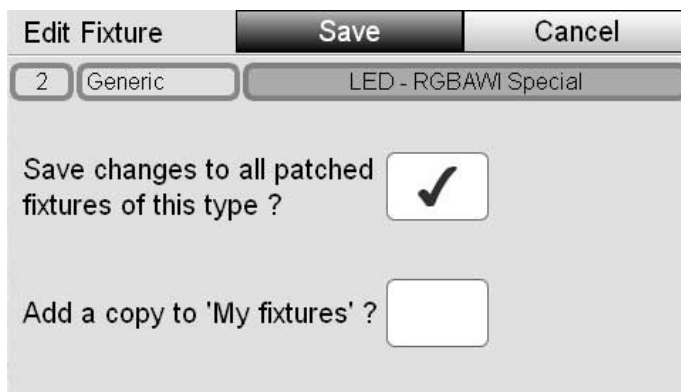
You can edit a fixture that you've patched and save those changes to:

- just the patched fixture and / or
- all patched fixtures of the same type and/or
- a copy in your 'My Fixtures' folder

To do this:

1. Select a fixture from the in the Patch window.
2. Press the Edit button at the bottom of the window. Stage CL opens the Edit Fixture window:

3. Make the necessary changes to the fixture. For more information on configuring features see *Adding to the Fixture Library on page 4-5*
4. Tap the Save button. Stage CL opens the Save window:



5. To save the changes to all patched fixtures of the type you are editing tick the corresponding box.
6. To save a copy of the changed fixture to the 'My Fixtures' folder tick the corresponding box.
7. To save the changes to just the one fixture, don't tick either box
8. Tap the Save button

5 About the Console Controls

5.1 Console layout

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



The front panel is divided into three main sections:




- 12 sets of fixture controls each with a flash button and fader for setting intensity, 2 push button dials for setting colour (Hue and Saturation) and a select button for grouping channels. These controls can also be used to record and playback Scenes and Chases.
- A touchscreen with a Home button, 3 shortcut buttons and a push button dial for making adjustments
- Master control faders and buttons to control the scenes, cuelist and chases that you record

5.2 HSI Channel strip

The Stage CL has 12 control sets, each set lets you control the Intensity and Colour of 1 fixture or a group of fixtures that are patched to the channel.

These control sets consist of:

	This control..	does this...

	This control..	does this...
	 Saturation dial	<p>adjusts the Saturation. For example if you set a Red colour with the Hue control the Saturation control will adjust it from deep red through pale red to white.</p> <p>Hold shift and adjust this dial to control another feature, such as strobe, if your fixture has this feature available and configured.</p>
	 Hue dial	<p>adjusts the Hue (or colour) of the channel.</p> <p>Hold shift and adjust this dial to control another feature, such as zoom, if your fixture has this feature available and configured.</p>
	Select LED (Blue LED)	shows that a channel is selected. For example when grouping channels and for recording
	 Select button	selects the channel for recording or when you want to group channels and adjust their colour with one set of colour controls.
	Colour mimic LED	shows the intensity and colour of the channel.
	Channel fader	<p>fades the intensity of the channel from 0 to 100%</p> <p>The Stage CL uses Fader gating. This means that if the fader isn't set at the same level as the actual channel output you have to move the fader up or down to match the output level before the fader takes control.</p> <p>You might need to do this when switching the faders between Scene and Channel mode or if you have used the Clear button to clear all output from the channels</p>
	Flash button & LED	flashes the intensity of the channel to full while held down.

Fixture Master Control

The fixture master control scales the intensity of all the fixture channels

> The channel faders can also be switched to control Scenes and Chases. *See Recording a Scene on page 7-1.*

5.3 Using the fixture controls

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

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

Select buttons



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

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

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

To clear a selection and start a new one double press any select button.

Hue and Saturation dials



Tapping on the Hue dial lets you cycle through six fully saturated colours. Each time you press the dial a new colour is selected. This action also resets the saturation control to full.



Tapping on the Saturation dial changes the selected colour from full to 50% to zero saturation (or white).


Fine Mode

Hold the Hue or Saturation dial down on the Hue dial lets you cycle through six fully saturated colours. Each time you press the dial a new colour is selected. This action also resets the saturation control to full.

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 are not selected. Triple click the button to clear all Intensity and Colour settings from the Fixture Channels section.

-  Triple clicking the clear button may leave the faders gated. This means that the position of the fader does not match the channel output level. To un-gate the fader you have to move it down or up to match the output level and take control of the channel.

Shift



Press the Shift button and adjust the Hue and Saturation dials to the level of any additional features assigned to these controls. For example:

If your fixtures have Strobe and Zoom features they will normally be assigned to Shift + Saturation and Shift + Hue.

For information on assigning features to these controls see *Adding to the Fixture Library* on page 4-5.

Shift x 2 (Double tap and hold)




Double tap and hold the Shift button and adjust a Hue dial to fan the colours of all selected fixtures. The fan effect will depend on the Hue control you adjust, for example:

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

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

Double tap and hold the Shift button and adjust a Saturation dial to fan the saturation of all selected fixtures.

 If you make a mistake while setting colours press the Undo button to revert to the previous setting.


Page



In Fixture channel mode there are 2 pages. Press the page button to switch between the Black fixture page (Ch 1-12) and the White fixture page (Ch 13-24).



In Scene mode (see below) Stage CL can store up to 6 pages of Scenes (or Chases) to the twelve Fixture faders. To switch between pages press the page button. The LED indicates the 7 pages – page 1 – Yellow, page 2 Red, page 3, Green, page 4 Blue, page 5 Magenta, page 6 Cyan.

 The default for Stage CL is to only show 4 pages. You can adjust the number of pages available in the Preferences tab of the Setup window. See *Preferences on page 11-3*

Snapshot (aka Hold or Freeze)



Press this button to take a snapshot of the console output and 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 control without affecting the look on stage. Once you've got a new look ready you press the snapshot button again and Stage CL crossfades to the new look.

Fixtures - Scenes



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

In Scene mode the LED in the Fixture / Scene button lights up in Red

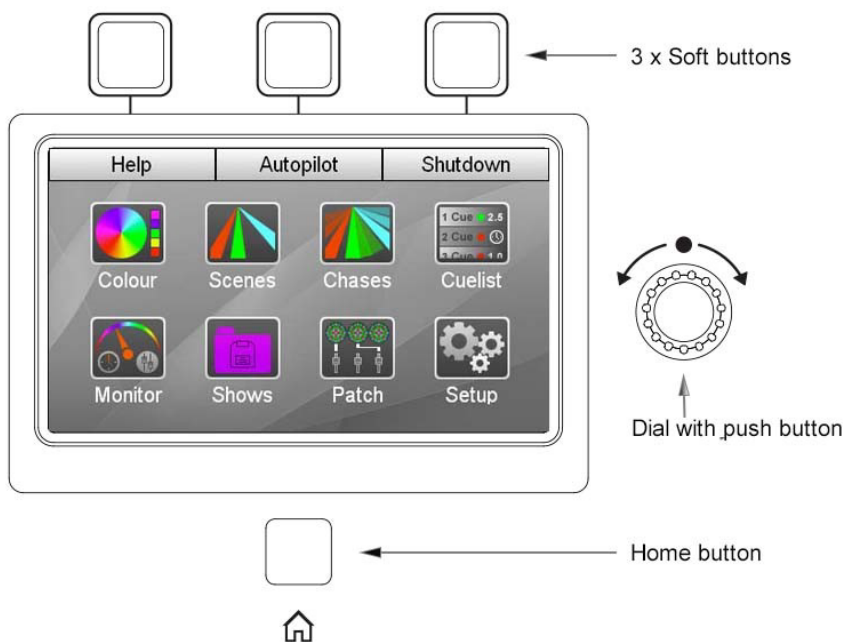
For more information about recording scenes see *Recording a Scene on page 7-1*.

5.4 The Touchscreen, Dial and Buttons

Once your fixtures are patched you can do most things, including recording and playing scenes, chases and a cuelist without using the touchscreen or the buttons around it at all.

But by using the touchscreen you can access shortcuts, display information about your show, edit what you've recorded and much more.

These touchscreen controls set consists of:



This control...	Does this...
-----------------	--------------

Home button	The Home button is located underneath the screen. Press this button at any time to return to the Home window. Double press the button to go back to the previous screen you used.
Dial	Scrolls up and down lists and between fields on the screen. Press the dial down to make a selection. Then rotate the dial again to set a value. Press the dial down again to complete. Hold shift while rotating the dial to move left to right.
Soft buttons	Can be used in place of the onscreen buttons, when they are displayed, at the top of the touchscreen.



Fade time

This dial (located above the scene buttons) is used to adjust the Live Fade time. All Scenes, Chases and Cues will fade in over the Live fade time unless they have a specific fade time set. For more information on setting fade times for:


- Scenes – see *Setting the Scene Fade time on page 7-3*
- Cues - see *Setting a Cue Fade time on page 8-10*

Grand Master and DBO

The Grand Master fader scales the intensity of all output from the Stage CL console.

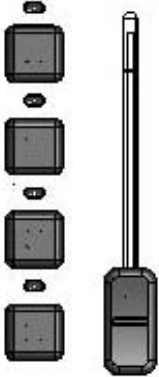
DBO

The Dead Black Out (DBO) button takes all intensity to 0%, while it is held down.

 The LED in the DBO button flashes when the Grand Master is set below 100%

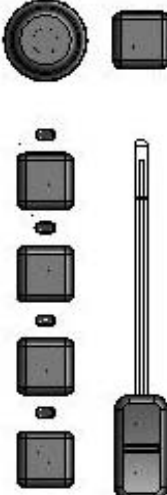
Scene controls

In the scene control section there are 4 buttons and a fader.

This control...	does this...
 <p data-bbox="316 712 434 743">Scenes</p>	<p data-bbox="523 280 1281 347">The fader adjusts the overall level of all the scenes that are being played</p> <hr/> <p data-bbox="523 385 1270 488">The four buttons are used to play the scenes. When you press a button the scene fades in over the time set by the Fade time dial or at the time you've saved with the scene.</p> <p data-bbox="523 510 965 542">The LEDs indicate the scene state:</p> <ul data-bbox="523 564 997 595" style="list-style-type: none"> <li data-bbox="523 564 997 595">• Solid - there is a scene recorded <p data-bbox="523 618 1165 649">Flashing - the scene is contributing to the output.</p>

Chase controls

In the chase control section there are 4 buttons and a fader

This control...	does this...
 <p data-bbox="311 1594 430 1626">Chases</p>	<p data-bbox="523 1039 1114 1070">The dial adjusts the Chase rate (BPM setting).</p> <hr/> <ul data-bbox="523 1108 1228 1176" style="list-style-type: none"> <li data-bbox="523 1108 1228 1176">• Tap the sync button to set the chase scale rate and sync your chases to a beat. <hr/> <p data-bbox="523 1220 1265 1323">The four buttons are used to play the chases. When you press a button the chase fades in over the time set by the Live time dial or at the time you've saved with the scene.</p> <p data-bbox="523 1346 965 1377">The LEDs indicate the chase state:</p> <ul data-bbox="523 1400 1005 1431" style="list-style-type: none"> <li data-bbox="523 1400 1005 1431">• Solid - there is a Chase recorded <p data-bbox="523 1453 1166 1485">Flashing - the Chase is contributing to the output</p> <hr/> <p data-bbox="523 1552 1281 1619">The fader adjusts the overall level of all the chases that are being played</p>

Record button



To record press the Record button then a scene button, chase button or the cuelist play button. When you press the Record buttons destinations that are available flash. For more information about recording see:

- Scenes. *Recording a Scene on page 7-1*
- Chases. *Recording a Chase on page 9-13*
- Cuelist. *Recording a Cuelist on page 8-7*

Undo Button



Press this button to undo your last action.

6 Colour

The Colour window lets you quickly apply:

- fixed colours, from a selection of swatches that you can customise, or from a colour picker or by using RGB sliders
- multi-colour patterns
- pre-built chases

to your fixtures.

6.1 Applying colours from the touch screen

To apply a colour to your fixtures.

1. Select one or more fixtures.
2. From the Home screen select the Colour button. Stage CL opens the Colour window with the Colour swatches tab selected:

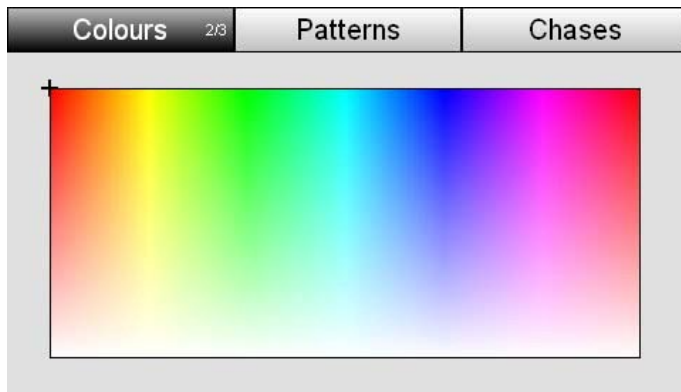


3. Touch on one of the 18 colour buttons. Stage CL sets the selected lights to this colour.

Using the colour picker

You can also apply a colour from the Colours picker window. To do this:

1. Select one or more fixtures.
2. From the Home screen select the Colour button and then select the Colours tab:

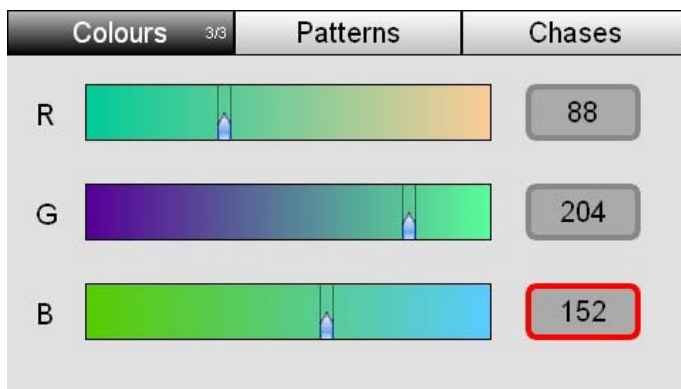


3. Tap the Colours button again to switch to the picker window
4. Use your finger or a stylus to drag around the picker and choose a colour. Stage CL sets the lights to this colour.

Using the RGB sliders

You can set precise RGB colour values from the Colours RGB window. To do this:

1. Select one or more fixtures.
2. From the Home screen select the Colour button and then select the Colours tab:

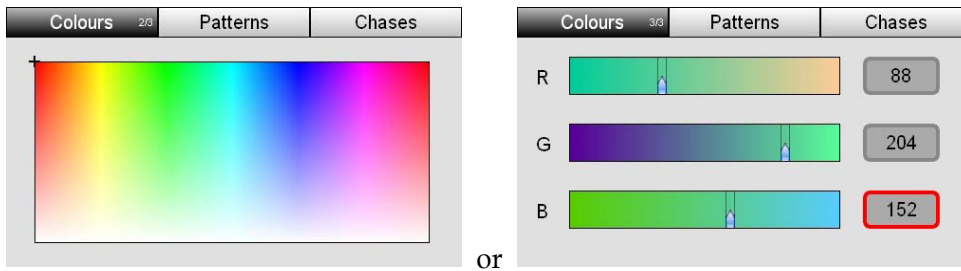


3. Tap the Colours button twice to switch to the RGB sliders window
4. Use your finger or a stylus to drag the sliders and select a colour. Or tap on the number fields and use the touchscreen dial to set precise values for Red, Green and Blue.

6.2 Editing the colour swatches

You can change the colours that are stored in the Stage CL colour swatches. To do this:

1. Open either the Colour Picker or Colour RGB Sliders window:



or

2. Choose a colour.
3. Press the colour button to switch back to the Colour swatches window.
4. Tap and hold on the colour swatch you want to replace. Stage CL opens the Edit Swatch window:

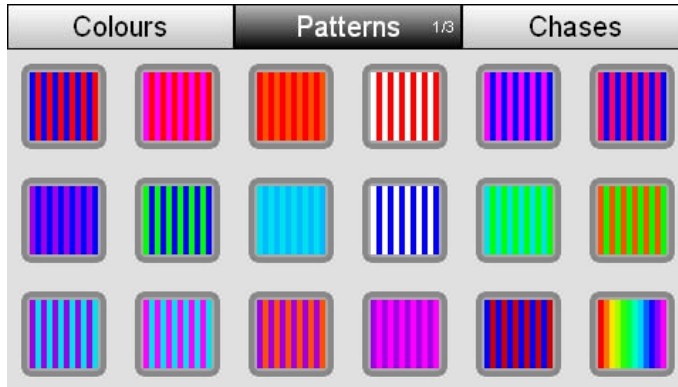


5. If you want to save this colour for all new shows, created on your console, select the Save as default ... checkbox. To just save the colour for the current show file leave the checkbox deselected.
 6. Click OK to save the new colour to your selected button.
- Changing a colour swatch does not update any scenes, chases or cues that you have already recorded.

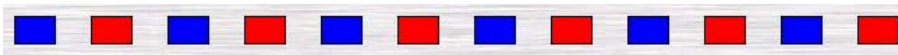
6.3 Applying colour patterns

Stage CL includes three pages of colour patterns that you apply to a fixture selection. To switch between pages press the Patterns button to cycle between pages:

Page 1 – Odds & Evens

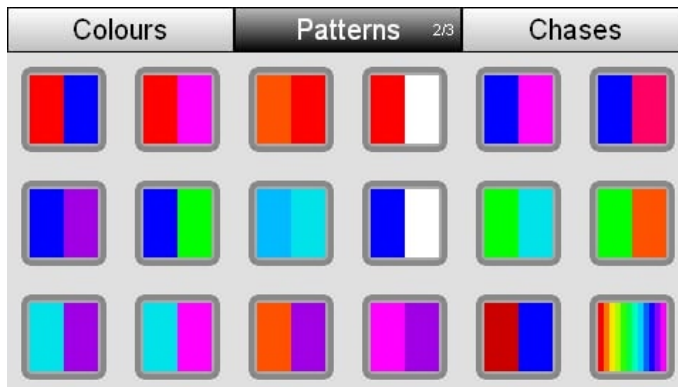


This example shows the effect of applying pattern 1 to twelve lights

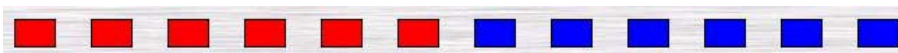


When you apply a pattern from page 1 one colour is applied to all odd numbered fixture channels and the other colour is applied to all even numbered fixtures.

Page 2 – Half & Half

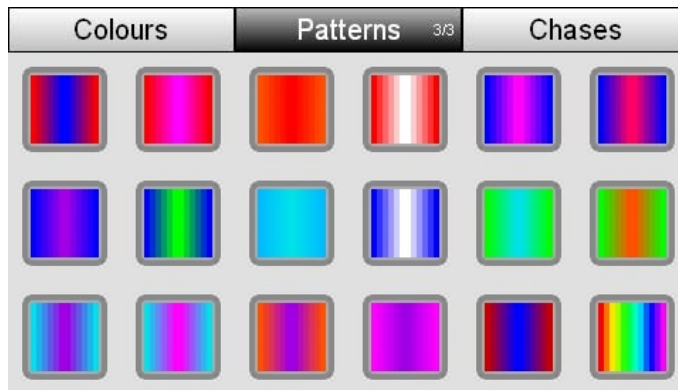


This example shows the effect of applying pattern 1 to twelve lights

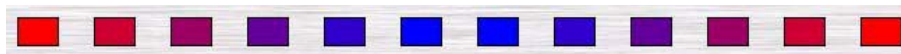


When you apply a pattern from page 2 one colour is applied to the first half of the selected fixture channels and the other colour is applied to other half of the selected fixture channels.

Page 3 – Crossfade



This example shows the effect of applying pattern 1 to twelve lights



When you apply a pattern from page 3 one colour is applied to each end of the selected fixture channels and the other colour is applied to centre of the selection. The fixture channels between the outside and centre crossfade between the two colours.

6.1.1.1.1 Rainbow pattern



Page 3 also includes a special Rainbow button. This pattern is applied evenly across the selected fixtures

Applying Patterns

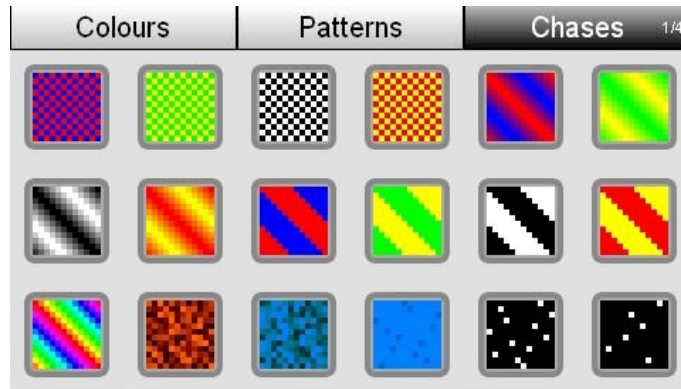
To apply a pattern

1. Select two or more fixtures.
2. From the Home screen select the Colour button. Stage CL opens the Colour window with the Colour switches tab selected:
3. Press the Patterns button to switch to the Patterns tab.
4. Press the patterns button again if you want to switch to another page
5. Touch on one of the 18 pattern buttons. Stage CL sets the selected lights to this pattern.

6.4 Applying colour chases

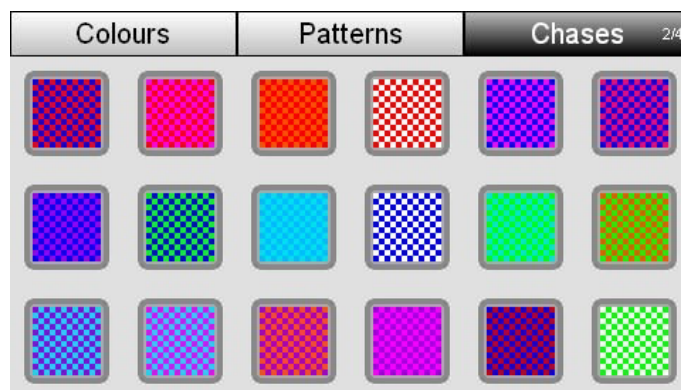
Stage CL includes four pages of colour chases that you apply to a fixture selection. To switch between pages press the Chases button to cycle between pages:

Page 1 – Specials



Page 1 includes odd/even, crossfade, rainbow, fire, water, twinkle and other popular chases

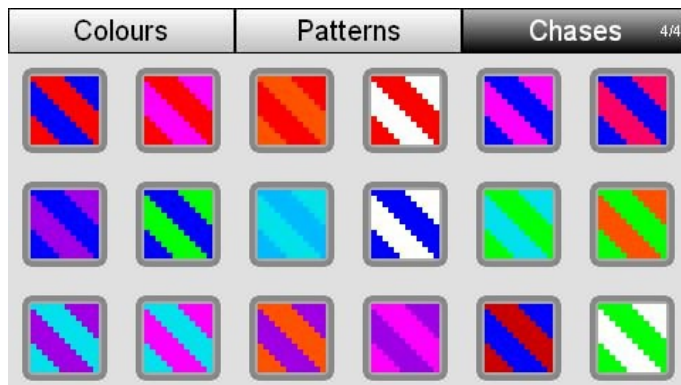
Page 2 – Odds & Evens chases



When you apply a chase from page 2 the two colours chase between the odd and even fixtures in your selection.

When you apply a chase from page 3 one colour is applied to each half of the selected fixture channels. The two colours then crossfade as they chase across the fixture channels

Page 4 – Snap chases



When you apply a chase from page 4 one colour is applied to each half of the selected fixture channels. The two colours then snap between colours as they chase across the fixture channels

Applying colour chases

To apply a chase

1. Select two or more fixtures.
2. From the Home screen select the Colour button. Stage CL opens the Colour window with the Colour swatches tab selected:
3. Press the Chases button to switch to the Patterns tab.
4. Press the Chases button again if you want to switch to another page
5. Touch on one of the 18 chase buttons. Stage CL sets the selected lights to this chase.

7 Scenes

Scene controls

In the scene control section there are 4 buttons and a fader.

This control...	does this...
Scene Fader	The fader adjusts the overall level of all the scenes that are being played
1, 2, 3, 4,	The four buttons are used to play the scenes. When you press a button the scene fades over the time set by the Live time dial or at the time you've saved with the scene

7.1 Recording a Scene

To record a scene you do this:

1. Set up the levels and colours for your lights using the 12 sets of fixture channel controls, the colour swatches and any other controls.
2. Press the record button. The blue LEDs in the select buttons light up to show which channels will be included in the scene. Any channel that is above 0% will be automatically selected
3. Press the select button(s) on any fixture you don't want to include in the scene.
4. Press one of the 4 scene buttons. The LED above the switch will flash red to indicate that the button is empty. If there is already a scene recorded to the button the LED will be solid blue.

OR

5. Press one of the 12 flash buttons. The red LED in the button will flash if the channel is empty and be on if there is already a scene recorded.


7.2 Playing a Scene

To play a scene you do this:

1. Press one of the four scene buttons to fade it in. The LED in the button flashes slowly to show that the scene is contributing to the console output – the look you see on stage.

2. You can control the overall level of the scene by raising or lowering the Scenes fader.

OR

1. Press the Fixtures / Scenes  button above the Master fader to switch the 12 fixture faders switch to Scene mode
2. Push one of the twelve Scene faders up. The LED in the scene flash button flashes slowly to show that the scene is contributing to the console output – the look you see on stage.

OR

1. Press one of the 12 flash buttons. The scene or chase will play until the button is released.

Stopping (aka releasing) a Scene





To stop playback of a scene you do this:

1. Press the scene button you want to stop. The LED in the scene button stops flashing and stays lit.

7.3 Editing and Monitoring Scenes

To edit a scene or view it's settings you do this:

1. If the touchscreen is not already on the Home page, press the Home button, below the screen.
2. Press the Scenes button on the touchscreen. Stage CL displays the Scenes window with the Control tab selected:

Control		Scenes	Preview
#	Name	Fade	
▶ S1	 Scene:1		2.0s
▶ S2	 Scene:2		2.0s

Release Replay

The Control tab of the Scene window shows you a list of the Scenes that are playing.

You can touch on a Scene name to select it and then use the buttons at the bottom of this window to Release (fade out) or Replay the scene.

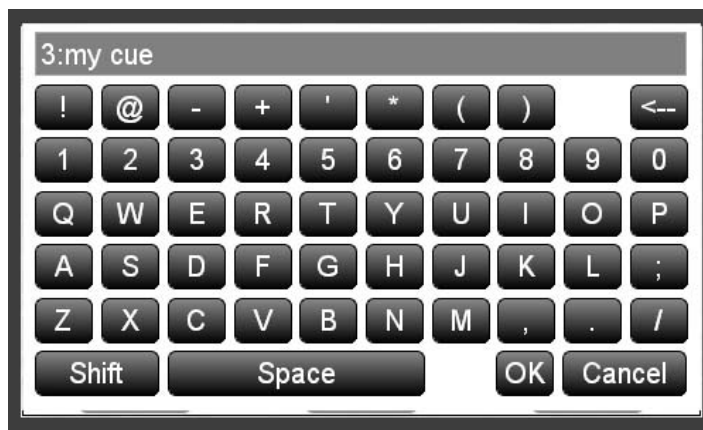
Renaming a Scene

When you record a scene it is automatically given a name (i.e. Scene 4). If you'd like to give it a name that's easier to remember you do this:

1. Press the middle button above the touchscreen or touch the Scenes tab
2. Stage CL displays the Scenes window with the Scenes tab selected:

Control	Scenes	Preview
#	Name	Fade
▶ S1	Scene:1	🕒 2.0s
▶ S2	Scene:2	🕒 2.0s
S3	Scene:3	🕒 2.0s
S4	Scene:4	🕒 2.0s
6	Yellow:6	Fader

3. Touch the name of the Scene you want to change or rotate the dial until the scene name is highlighted then press down on the touchscreen dial. Stage CL displays the on screen keyboard window:



4. Type a name for the scene and click the OK button








Setting the Scene Fade time

When you record a scene it is automatically set to follow the fade time set by the

Stage CL Fade time dial. Scenes that show the 🕒 icon in the fade time column are

set this way. If you want to set a fixed fade time for a scene you do this:

1. In the Scenes window press the Scenes tab button . Stage CL displays the Scenes list:

Control		Scenes	Preview
#	Name		Fade
▶ S1	 Scene:1	5.0s	
▶ S2	 Scene:2	 2.0s	
S3	 Scene:3	1.5s	
S4	 Scene:4	 2.0s	
6	 Yellow:6	Fader	

2. Touch in the fade column of the Scene you want to change or hold shift and rotate the touchscreen dial until the scene fade setting is highlighted then press down on the touchscreen dial. The field changes colour to indicate that you are editing it.
3. Rotate the touchscreen dial to set a fade time in seconds.

When you play this scene it will now fade in over the time you have set.










➤ To reset a scene to follow the setting of the fade time dial, rotate the touchscreen dial counter-clockwise until the fade time goes below 0 seconds and the clock icon reappears along with the current fade time.

➤ Scenes recorded to the 12 Channel / Scene faders do not save fade times. Instead they fade in as you raise the fader.

Deleting a Scene

If you don't want to keep a scene you have recorded, you can delete it. To do this:

1. Press the Scenes tab button. Stage CL displays the Scenes list window.

Control		Scenes	Preview
#	Name		Fade
▶ S1	 Scene:1	 2.0s	
▶ S2	 Scene:2	 2.0s	
S3	 Scene:3	 2.0s	
S4	 Scene:4	 2.0s	
6	 Yellow:6	Fader	

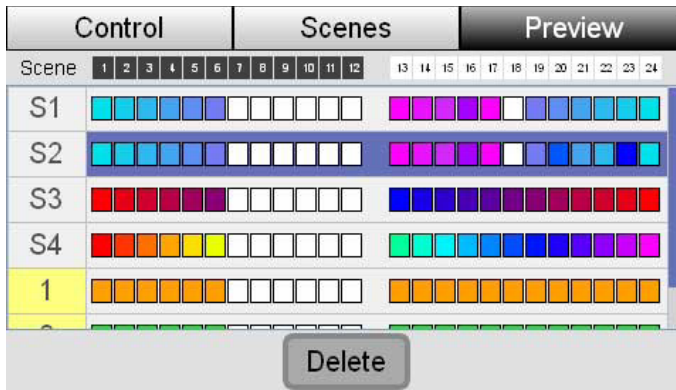
2. Touch the name of the Scene you want to delete or rotate the dial until the scene name is highlighted.
3. Touch the Delete button at the bottom of the touchscreen. Stage CL displays the clear confirmation window.
4. Touch the confirm button or press the touchscreen dial to clear the scene.

Previewing the contents of a Scene

You can check what you have recorded into your scenes with the Preview tab. To do this

1. Press the right hand button above the touchscreen or touch the Preview tab.

Stage CL displays the Scenes window with the Preview tab selected:



2. If the scene you want to see is not visible use the touchscreen dial to scroll up or down the list of scenes.

The icons show the colour and intensity of each of the fixtures in each scene that you have recorded. Fixtures with a 'X' icon are not included in the scene.





Detailed Scene information

You can view more detailed information about the contents of each scene. To do this:



1. Use the touchscreen dial to scroll up or down the list of scenes. When the want you want is highlighted press the touchscreen dial. Stage CL opens the detailed preview window:

For each fixture there is a column with up to 4 rows of icons. If the fixture has color mixing (i.e. RGB, RGBW, RGBA, RGBAW) the top two rows are merged and show the color and intensity of the fixture. Rows 3 and 4 show the setting for the feature that has been assigned to the Shift+Hue and Shift+Saturation dials.

If the fixture does not have color mixing each row indicates the setting for the feature that has been assigned to the dials:

This row...	indicates the setting for the...
1 (top)	Feature assigned to the Saturation  dial.
2	Feature assigned to the Hue  dial.
3	Feature assigned to the Shift + Saturation  dial.
4 (bottom)	Feature assigned to the Shift + Hue  dial.

In this window

This icon...	indicates this...
	The channel is at it's default (or home) value.
	The dial position (in this example 50%).

2. Use the touchscreen dial to scroll left or right across the fixture channels.

When a fixture channel is highlighted the fixture name and settings for each feature are shown at the bottom of the screen. The feature values are shown as 0-255, so in the example above channel 4 is selected:

- The fixture name is RGBSZ
- I - Intensity is at 255 (full)
- R – Red is at 70
- G – Green is at 164
- B – Blue is at 240
- Strobe is at 0 (the default or home value)
- Zoom is at 127

8 Cuelists

8.1 Cuelist controls

A Cuelist is made up of one or more Cues that you can play back in sequence. The buttons, beside the cuelist fader provide quick access to all the cuelist play functions.




8.2 Recording a Cuelist

To record a Cuelist Cue you do this:

1. Set up the levels and colours for your lights using the 12 sets of fixture channel controls.
2. Press the record button. The leds in the select buttons flash to show which channels will be included in the scene.
3. Press the select button(s) on any fixture you don't want to include in the scene.
4. Press the Cuelist Play button. The red LED in the play button switch lights up to indicate that there is a cue recorded.

8.3 Playing the Cuelist

The four buttons beside the Cuelist fader control playback:

This button...	does this...
 Release	Releases the Cuelist. This means the cuelist stops sending any intensity or colour information to the lights and is reset to Cue 1
 Back	Plays the cuelist backwards to the previous Cue.
 Pause	Pauses playback of the current cue. Press the Pause button again to resume playback
Play	Commences (Go) playback of the next Cue in the Cuelist. The LED in the button flashes to show that the cue is contributing to the console output (the look you see on stage).



Monitoring the Cuelist

To see more information about the Cuelist you do this:

1. From the Home window press the Cuelist button on the touchscreen. Stage CL displays the Cuelist window with the Control tab selected:


Control		Cuelist		Preview
#	Name	Start	Wait	Fade
Q1	 Cue		---	4.0s
Q2	 Cue		---	2.5s
Q3	 Cue		1.0s	1.0s
Q4	 Cue		---	 2.0s
Q5	 Cue		---	 2.0s

Release << >> Jump

This window shows you a list of the Cues, in the Cuelist, and their settings.

You can touch on a Cue name to select it and then use the buttons at the bottom of this window to control the Cuelist playback.

This button...	does this...
Release	Releases the Cuelist. This means the cuelist stops playing and is reset to Cue 1
<< (Skip Back)	Plays the previous Cue - without any fade time.
>> (Skip Forward)	Plays the next Cue - without any fade time.
Jump	Crossfades to the selected Cue in the fade time of the destination Cue.

 For more detail on the information shown for each cue see the next section.




8.4 Editing the Cuelist

To edit the Cues in the Cuelist or view their settings you do this:

1. From the Home screen press the Cuelist button on the touchscreen. Stage CL displays the Cuelist window with the Control tab selected.
2. Press the middle button above the touchscreen or touch the Cuelist tab to open the Cuelist window.

Control		Cuelist		Preview
#	Name	Start	Wait	Fade
Q1	 Cue		---	4.0s
Q2	 Cue		---	2.5s
Q3	 Cue		1.0s	1.0s
Q4	 Cue		---	 2.0s
Q5	 Cue		---	 2.0s

The Cuelist window shows a table of all the cues you have recorded:

This column...	does this...
# (Cue number)	Is the cue number. Cues that have been played have a Green background Cues that are playing have a Yellow background
Name	Shows the Cue name and an icon representing the Cue. Press the touchscreen dial to edit the name of the selected Cue.
Start  	Sets the Cue start action: Stop - the Cue will play when the Play button is pressed Play - the Cue plays automatically after the previous Cue
Wait	Sets the time, after the end of the previous cue that the cue plays (if set to automatically start). A negative time means the cue will start while the previous cue is still fading in.
Fade	Sets the in fade time for the cue, in seconds. Cues with a  icon beside the time are set to follow the current setting of the fade time dial

Renaming a cue in the cuelist

When you record a Cuelist each Cue is given a name (i.e. Cue). If you'd like to give it a name that's easier to remember you do this:

1. Touch the name of the Scene you want to change or rotate the dial until the scene name is highlighted then press down on the touchscreen dial. Stage CL displays the on screen keyboard window
2. Type a name for the scene and click the OK button.

Setting a Cue Fade time

When you record a cue it is automatically set to the default cuelist fade time. If you want to change the fade time for a cue you do this:

1. On the Cuelist window press the Cuelist tab button. Stage CL displays the Cues list.
2. Touch in the fade column of the Cue you want to change or hold shift and rotate the touchscreen dial until the fade setting is highlighted then press down on the touchscreen dial. The field changes colour to indicate that you are editing it.
3. Rotate the touchscreen dial to set a fade time in seconds.

When you play this cue it will now fade in over the time you have set.

> You can change the default Cuelist fade time in the Setup > Preferences window. See *Preferences* on page 11-3

Copying a Cue

You can copy and paste a cue to another location in the cuelist. To do this:

1. Press the Cuelist tab button. Stage CL displays the Cuelist list window.
2. Touch the name of the Cue you want to copy or rotate the dial until the cue name is highlighted.
3. Touch the Copy button at the bottom of the touchscreen.
4. To replace an existing Cue touch on a cue name and press Paste OR
5. To insert a new Cue touch on the cue after the location you want to insert and touch Insert.

Updating a Cue

To update a cue you do this:

1. Play the cue you want to update.
2. Use the fixture faders and colour controls to change the look of the cue.
3. Press the Cuelist tab button. Stage CL displays the Cuelist list window.
4. Touch the name of the Cue you want to update or rotate the dial until the cue name is highlighted.
5. Touch the Update button at the bottom of the touchscreen. Stage CL displays the update confirmation window.
6. Press Yes to complete the change.

Deleting a Cue

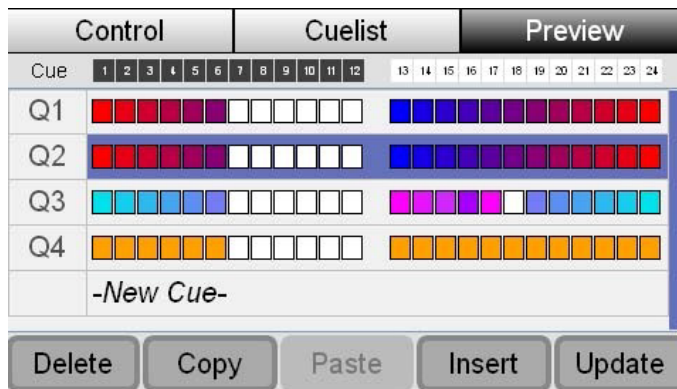
If you don't want to keep a Cue you have recorded, you can delete it. To do this:

1. Press the Cuelist' tab button. Stage CL displays the Cuelist window.
2. Touch the name of the Cue you want to delete or rotate the dial until the scene name is highlighted.
3. Touch the Delete button at the bottom of the touchscreen. Stage CL displays the delete confirmation window.
4. Press Yes to complete the change

Previewing the contents of a Cuelist

You can check what you have recorded into your cues with the Preview tab. To do this:

1. Press the Preview tab button in the Cuelist window. Stage CL displays the list of cues:



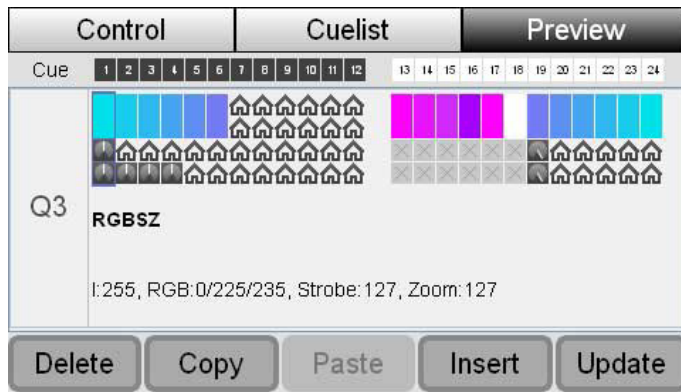
2. If the cue you want to see is not visible use the touchscreen dial to scroll up or down the list of scenes.

The icons show the colour and intensity of each of the fixtures for each cue that you have recorded. Fixtures with a 'X' icon are not included in the scene.

Detailed Cue information





You can view more detailed information about the contents of each cue in a cuelist. To do this:

1. Use the touchscreen dial to scroll up or down the list of cues. When the cue you want is highlighted press the touchscreen dial. Stage CL opens the detailed preview window:





For each fixture there is a column with up to 4 rows of icons. If the fixture has color mixing (i.e. RGB, RGBW, RGBA, RGBAW) the top two rows are merged and show the color and intensity of the fixture. Rows 3 and 4 show the setting for the feature that has been assigned to the Shift+Hue and Shift+Saturation dials.

If the fixture does not have color mixing each row indicates the setting for the feature that has been assigned to the dials:

This row...	Indicates the setting for the...
1 (top)	Feature assigned to the Saturation  dial.
2	Feature assigned to the Hue  dial.
3	Feature assigned to the Shift + Saturation  dial.
4 (bottom)	Feature assigned to the Shift + Hue  dial.

In this window

This icon...	Indicates this...
	The channel is at it's default (or home) value.
	The dial position (in this example 50%).

- Use the touchscreen dial to scroll left or right across the fixture channels.
When a fixture channel is highlighted the fixture name and settings for each feature are shown at the bottom of the screen. The feature values are shown as 0-255

9 Chases

9.1 Chase controls

A Chase is made up of one or more steps that you play back in sequence. The buttons, beside the Chase fader provide quick access to all the Chases you record.

9.2 Recording a Chase

There are two ways to record a Chase.

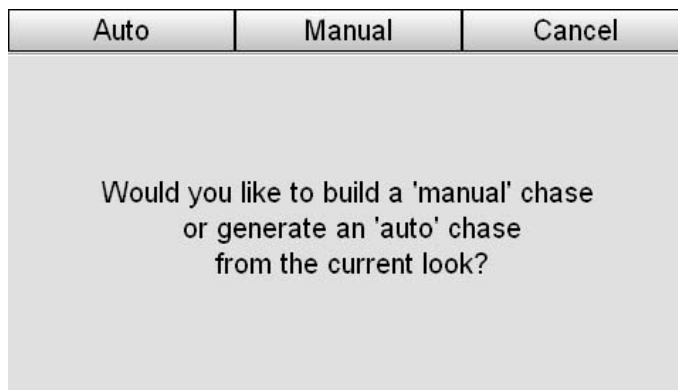
1. Auto Chase

This method lets you record a complete chase with just a few clicks.

1. Set the levels and colours for your lights in the pattern you want at the start of your Chase. For example if you wanted a Chase that has two blue lights running along a line of red lights you could start like this:



2. Press Record button. The leds in the select buttons flash to show which channels will be included in the chase.
3. Press one of the four Chase buttons. Stage CL displays the Auto Chase' window:



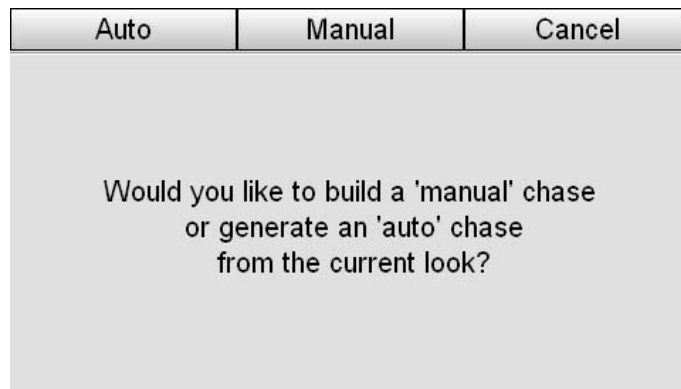
4. Press the Auto button. Stage CL automatically builds a Chase with as many steps as you have fixtures selected. In the example above there were 12 fixtures selected so the chase will have 12 steps. The first four steps will look like this:

If the Chase is running in a forwards direction the two blue lights will chase across from left to right. But if you set the Chase to Mirror mode and Bounce the blue lights will chase in to the centre and back out again.

2. Normal Chase

Use this method to record a Chase step by step.

1. Set the levels and colours for your lights in the pattern you want for the first step of your Chase.
2. Press Record button. The leds in the select buttons flash to show which channels will be included in the chase.
3. Press one of the four Chase buttons. Stage CL displays the Auto Chase' window:



4. Press the Manual button. Stage CL records the current look as the first step of your chase.
5. Repeat steps 1 and 2 until you have recorded as many steps as you want.

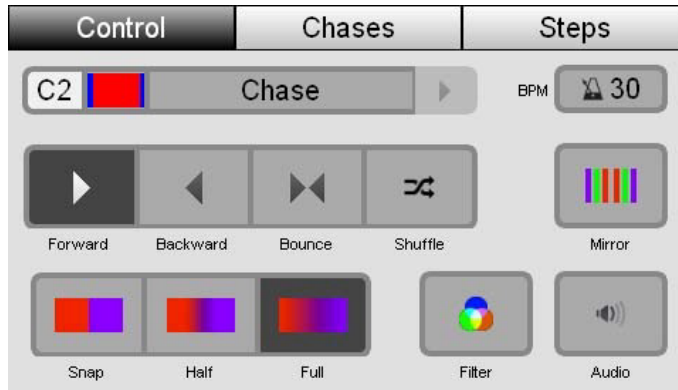
9.3 Playing a Chase

To play a chase you do this:

1. Press the Chase button you want to play. The LED in the chase button flash to show that the chase is contributing to the console output.








2. You can control the overall level of the chase by raising or lowering the Chases fader.
3. You can scale the speed of the chase by adjusting the chase rate dial located above the 4 chase buttons.




To adjust other chase settings, while it's running, open the Chase window on the touchscreen:



➤ If you don't see the name and icon of the chase you want to adjust in this window:

- either tap on the right arrow beside the chase name to select another active chase or,
- switch to the Chases tab and select it from the list.







This option...	does this...
BPM	Sets the speed of the chase
Direction    	Sets the chase direction. The options are: Forwards Backwards Bounce Shuffle (aka Random)
 Mirror	Selecting the mirror option, splits the chase into two groups of fixtures which mirror the chase pattern of each other.
Crossfade  	Snap – The fixtures snap between steps of the chase Half – The fixtures spend half the time between steps crossfading

This option...	does this...
	Full – the fixtures spend the full time between steps crossfading.
 Filter	Sets the chase to only play Intensity. In this mode the fixture colour settings will come from any other active scenes or channel settings.
 Audio	Sets the chase to be triggered by audio, from the inbuilt microphone. You can adjust the audio sensitivity and threshold to suit different sound levels and dynamic range. <i>See Setup on page 11-1</i>


9.4 Editing a Chase

To edit a Chase or view it's settings you do this:

- From the Home page, press the Chase button on the touchscreen then select the Chases tab. Stage CL displays a list of the Chases you have recorded:

Control	Chases	Steps
#	Name	Rate
S1	 Auto Chase	30
C1	 Auto Chase	30
C2	 Chase	30
C3	 Auto Chase	30
▶ C4	 Red/Blue	30
2	 Red/Blue	30

The Chases window shows a table of all the chases you have recorded:

This column...	does this...
# (Chase number)	The # field shows the chase location. In the example above: S1 – is a Chase on Scene playback button 1 C1, C2, C3 – are chases on the main Chase buttons  2 – is a chase on the green scene page fader 2
▶	Chases that are playing have a play indicator beside the number
Name	Shows the Cue name. Press the touchscreen dial to edit the name of the selected Cue.
BPM (Rate)	Shows the speed of the chase. Select the field and press the

This column...	does this...
	touchscreen dial to change this setting

To change a Chase's other settings you do this:

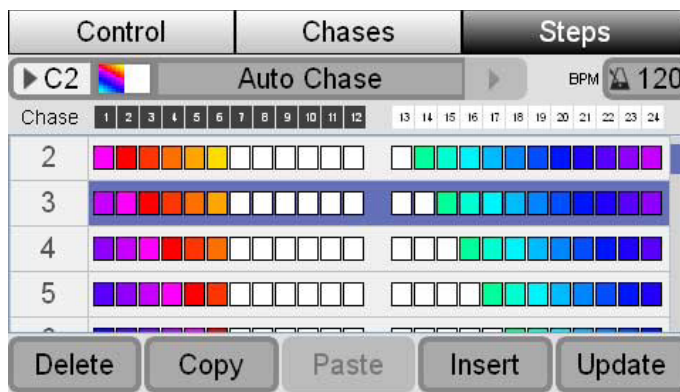
1. Tap on the name of the Chase, to select it
2. Push the Control button to switch to the Chase control window
3. Set the Direction, Crossfade, Mirror, Audio and Filter settings. For information on changing these settings see *Playing a Chase on page 9-14*

Previewing the Chase contents.

You can check what you have recorded into a Chase with the Steps tab. To do this

1. Press the right hand button above the touchscreen or touch the Steps tab.

Stage CL displays the Chase window with the Steps tab selected:



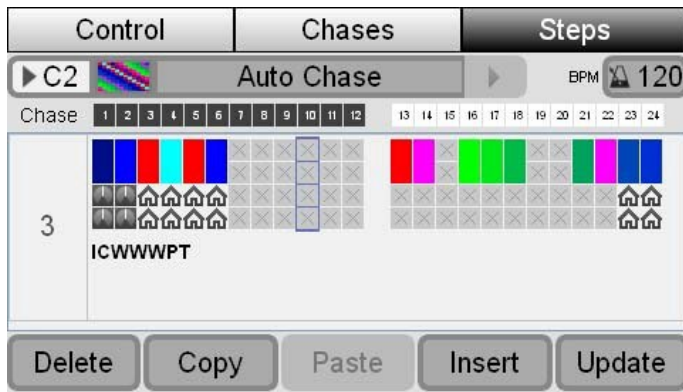
2. If the step you want to see is not visible use the touchscreen dial to scroll up or down the list of scenes.

The icons show the colour and intensity of each of the 12 fixtures for each step that you have recorded. Fixtures with a 'X' icon are not included in the step.

Detailed Chase Step information





You can view more detailed information about the contents of each step of a chase. To do this:

3. Use the touchscreen dial to scroll up or down the list of steps. When the step you want is highlighted press the touchscreen dial. Stage CL opens the detailed preview window:





For each fixture there is a column with up to 4 rows of icons. If the fixture has color mixing (i.e. RGB, RGBW, RGBA, RGBAW) the top two rows are merged and show the color and intensity of the fixture. Rows 3 and 4 show the setting for the feature that has been assigned to the Shift+Hue and Shift+Saturation dials.

If the fixture does not have color mixing each row indicates the setting for the feature that has been assigned to the dials:

This row...	Indicates the setting for the...
1 (top)	Feature assigned to the Saturation  dial.
2	Feature assigned to the Hue  dial.
3	Feature assigned to the Shift + Saturation  dial.
4 (bottom)	Feature assigned to the Shift + Hue  dial.

In this window

This icon...	Indicates this...
	The channel is at it's default (or home) value.
	The dial position (in this example 50%).

- Use the touchscreen dial to scroll left or right across the fixture channels.
When a fixture channel is highlighted the fixture name and settings for each feature are shown at the bottom of the screen. The feature values are shown as 0-255

Moving and copying steps

Often you'll have a look in one of steps of a chase that you'd like to use in another step. You can copy and move a step in the steps window.


To do this:

1. Select the chase step by touching on it or by using the touchscreen dial to scroll up or down the list.
2. Touch the Copy button at the bottom of the window.
3. If you want to insert a new step between two existing ones select the step before the location you want to use and touch the Insert button. If you want to add a new step at the end just select the New Step position.
4. Touch the Paste button.

Deleting a Chase

If you don't want to keep a chase you have recorded, you can delete it. To do this:

1. Press the Chase tab button. Stage CL displays the Chases list window.
2. Touch the name of the Chase you want to delete or rotate the dial until the scene name is highlighted.
3. Touch the Delete button at the bottom of the touchscreen. Stage CL displays the clear confirmation window.
4. Touch the confirm button or press the touchscreen dial to delete the chase.

 You can also delete a chase by pressing and holding the Clear button and then pressing the play button of the Chase you want to delete.

Copying a Chase to another playback You

can copy a chase to another playback location by recording it while it is playing back. To do this:

1. Play the Chase. If you only want to copy this chase and nothing else make sure it is the only item playing.
2. Press Record. The red LED in any Scene and Chase buttons that are empty will flash and will be on if there is already something recorded there.
3. Press the button where you want to copy the chase. You can copy a chase to:
 - One of the 4 main Chase playback buttons, or
 - One of the 4 main Scene playback buttons, or
 - One of the 12 Scene playback buttons on each of the 4 Scene pages

10 Monitoring the console

The Monitor window lets you see quickly see what is being played back, the settings of the main console controls and the DMX output.

10.1 Monitoring playback

The Stage CL console works on the principle of 'Last Takes Precedence' for colour. This means that when a Scene, Chase or Cuelist sends colour information to your lights that information replaces whatever information was controlling those lights before. For example if you play a Scene that turns a light on in Red and then play another scene that sets that light to Blue the light will go Blue – instead of Purple which is what would happen if the console operated on the Highest Takes Precedence (HTP) principle.

If you have a lot of Scenes, Chases and Cues playing it can be helpful to know what played last and what else is playing and contributing to what you see on stage. To do this:

1. Touch the Monitor button on the Home window. Stage CL displays the Monitor window with the Monitor tab selected:



#	Name
▶ C1	Chase:1
▶ S4	Scene:4
▶ S3	Scene:3
▶ S2	Scene:2
▶ S1	Scene:1

Release Release All

In this window:

- The Controls section shows you the level (0% – Full (100%)) of all the master faders and the current setting for the Fade Time dial.
- The Play list shows all the Scenes, Chases and Cues that are contributing to the output from the console. This list fills from the top so the latest thing that you have played is at the top of the list.

Releasing a Scene, Chase or Cuelist

All the items that appear in the monitor play list are contributing to the output of the Stage CL. You can Release an item or all of them from this window. To do this:

1. Select an item in the playlist by touching on it or by scrolling up and down the list.
2. Touch the Release button. Stage CL releases the item and removes it from the play list.

To release all playing scenes, chases and cues press the Release All button.

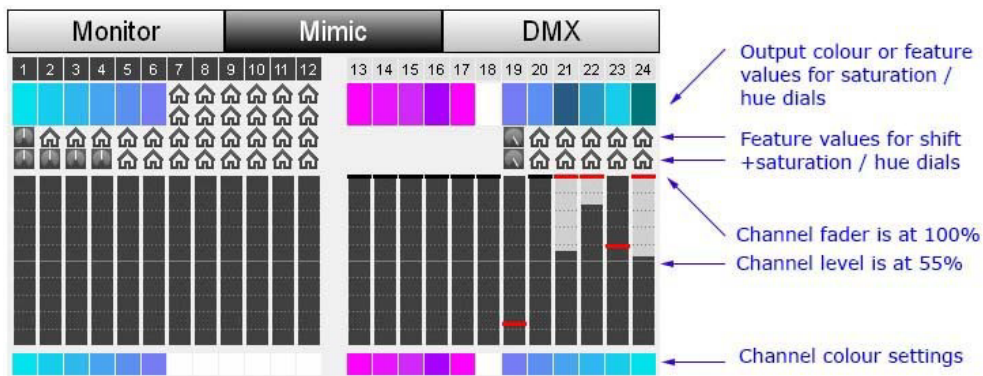
10.2 Monitoring the fixture controls

The 12 fixture faders on the Stage CL let you directly control the intensity of your lights but the position of the faders doesn't always match the intensity level of your lights. For example if you have a fixture fader set to the 50% position and then play a scene that sets that fixture to 100% the light will go to 100% even though the fader is still at half.


To get around this problem Stage CL uses 'fader gating'. This means that you have to move the fader until it matches actual channel intensity before it will take control of the channel.

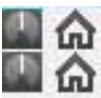
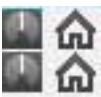




The Mimic window let's you see the channel fader settings and the output levels on one screen. To do this:

1. In the Monitor window touch the Mimic button. Stage CL displays the Mimic window:



In this window you can see the channel fader setting, the channel output level, the channel colour setting and the colour output.

This indicator	shows this...
	<p>The colour box, above the fader bar shows the colour output of the channel.</p> <p>In this example the colour is a dark green because the channel intensity level is not at 100%</p>

This indicator	shows this...
Colour output	
 <p>Dial (1 & 2) settings</p>	<p>For fixtures without colour mixing (RGB) the color swatch is replaced by two rows of icons that show the setting for the features that are assigned to the Hue and Saturation dials.</p> <p>If there is no feature assigned to these dials an X will be displayed.</p>
 <p>Dial (3 & 4) settings</p>	<p>The 3rd and 4th row of icons show the setting for the feature that has been assigned to the Shift+Hue and Shift+Saturation dials.</p> <p>If there is no feature assigned to these dials an X will be displayed.</p>
 <p>Fader level</p>	<p>The red line across the fader strip shows the position of the channel fader.</p> <p>In this example the fader is not at the same level as the output.</p>
 <p>Output level</p>	<p>The dark grey filled section of the bar shows the output level of the channel.</p> <p>In this example the fader is not at the same level as the output.</p>
 <p>Colour setting</p>	<p>The colour box, below the fader bar shows the colour settings of the Hue and Saturation dials. This colour swatch is not affected by the fader level.</p>
 <p>Colour output</p>	<p>The colour box, above the fader bar shows the colour output of the channel.</p> <p>In this example the colour is a dark green because the channel intensity level is not at 100%</p>

10.3 Monitoring the DMX output

The Stage CL sends up to 512 DMX channels to control your lights.

The DMX window let's you see the actual output of the console, for each DMX channel. To do this:

1. In the Monitor window touch the DMX button. Stage CL displays the DMX window:

Monitor	Mimic					DMX				
	0	1	2	3	4	5	6	7	8	9
00		0	225	235	127	128	23	205	237	0
10	128	46	184	239	0	128	70	164	240	0
20	128	93	143	242	0	0	116	123	244	0
30	0	255	0	0	0	0	255	0	0	0
40	0	255	0	0	0	0	255	0	0	0
50	0	255	0	0	0	0	255	0	0	0

In this window you can see the output level for each of the 512 DMX. The level is shown as 0 (off) to 255 (full).

Use the touchscreen dial to scroll up and down the window.

11 Setup & Preferences

11.1 Setup

There are a number of system setup options available on the Stage CL. These options include autosave, network, audio, screen brightness, and date settings. To set these options, touch the Setup button on the Home screen. Stage CL displays the Setup window:

Setup	Preferences	About
Item	Value	
Autosave Interval	5 minutes	
Networked DMX	Off	
Art-Net Sub-Net	0	
Art-Net Universe	0	
sACN Universe	1	
sACN Priority	100	
Network Configuration	DHCP	

To adjust a setting:

1. Use the touchscreen dial to scroll to the field you want to adjust
2. Push the dial button down to select the field.
3. Use the touchscreen dial to set a new value.

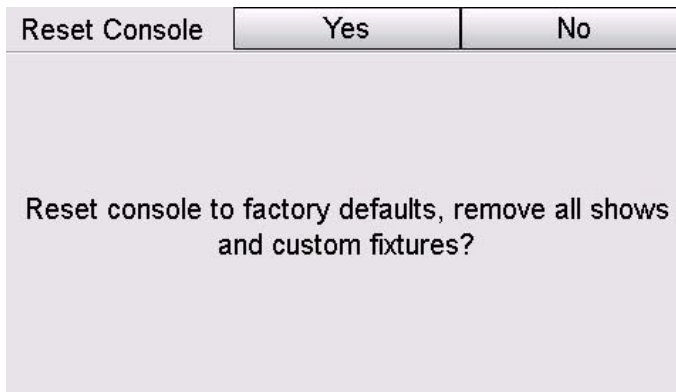
This item...	does this...
Autosave Interval	Sets the time before Stage CL saves the current show file. Set to Off if you don't want to save automatically
Networked DMX	Turns DMX output over Ethernet off or on. The options are Off, Artnet Broadcast or Streaming ACN (sACN)
Artnet Sub-Net	Sets the Artnet Sub-Net (a group of 16 consecutive universes). For universes 1-16 set this field to 0
Artnet Universe	Sets the Artnet Universe (a group of 512 channels). For universes 1 set this field to 0
sACN Universe	Sets the sACN universe. Valid universes are 1 to 63999
sACN Priority	Sets the Artnet Priority. Valid settings range from 0 to 200, with higher numbers representing a higher priority.

This item...	does this...
Network configuration	Sets the network (Ethernet) port to either DHCP or Static IP mode
IP Address	Sets the IP address of the console, when using a static IP. If the console is set to DHCP this field shows the address the console has obtained from the DHCP server.
Netmask	Sets the subnet mask, when using a static IP address. Normally 255.255.255.0
Gateway	Sets the gateway address when using a static IP address
Audio sensitivity	Sets the audio sensitivity of the Stage CLs inbuilt microphone. Increase the value to allow the mic to pickup softer sounds.
Audio Dynamics	Sets the audio range of the Stage CLs inbuilt microphone. Decrease the value to make the Stage CL respond to music with less dynamic range.
LED Brightness	Adjusts the brightness of all LEDs on the front panel of the Stage CL
LCD Brightness	Adjusts the brightness of the LCD touchscreen.
Date	Sets the date for the consoles clock.
Time	Sets the time for the consoles clock.
Locking Passcode	Sets the code used to lock and unlock the console. <i>See Locking the console on page 14-3</i>
Reset Console	Opens a window where you can reset the console to its default settings. This option deletes all show files.

Resetting the console

You can use the Setup: Reset option to reset the console to its default settings and delete all saved show files. To do this:

1. In the Setup window select the Reset option. Stage CL displays the Reset console window:



2. Press the Yes button to confirm the reset. Stage CL resets all settings to their default values and deletes all show files and custom fixtures.

11.2 Preferences

There are a number of preferences that control the default settings for Scenes, Chases and the Cuelist. To adjust these preferences:

1. Touch the Setup button on the Home screen then press the Preferences button. Stage CL displays the Preferences window:

Setup	Preferences	About
Item	Value	
Cuelist Fade Time	1.9s	
Cue Start Action	Wait For Play	
Cue Follow Time	0.0s	
Chase Speed	30 BPM	
Chase Direction	Forward	
Chase Crossfade	Full	
Cuelist Icons	On	

This item...	does this...
Cuelist Fade Time	Sets the default fade time used for all new Cues. Set to the fade time icon if you want the cues to follow the setting of the Fade time dial
Cue Start Action	Sets the default start action for cues. The options are: Wait for Play (Halt) or Delayed (Follow)
Cue Follow Time	Sets the default follow time used for all new Cues. Set to 0 if you want cues, set to follow, to start immediately after the previous cue finishes
Chase Speed	Sets the default speed in Beats Per Minute for all new Chases
Chase Direction	Sets the default direction for all new Chases

This item...	does this...
Chase Cross-fade	Sets the default crossfade method for all new Chases
Cuelist icons	Sets cues to display an icon beside their name in the Cuelist and Monitor windows
Scene icons	Sets scenes to display an icon beside their name in the Scenes and Monitor windows
Scene Pages	Sets the number of Scene pages available, when you use the 12 fader sets as Scenes. (1 - 6)
LED Intensity Curve	Designed to compensate for the fast turn on of many LED fixtures. When On the fader increases intensity slowly at first and then quickly as the fader reaches the top
White LED blend	For fixtures with white LEDs sets the level of the RGB LEDs when White is selected. At 0% only the White LEDs will be used. At 100% the Both the White and RGB LEDs will be at full
Amber LED blend	For fixtures with amber LEDs sets the level of the Red and Green LEDs when Amber is selected. At 0% only the Amber LEDs will be used. At 100% the Amber , Red and Green LEDs will be at full
Encoder sensitivity	Adjusts the speed at which the encoders (dials) start to change values more quickly. The higher the number the faster you have to turn the encoder to trigger the acceleration effect
Encoder Ramp Up	Sets the amount of acceleration applied when the encoders are moved quickly
Looks Preview Icon	Sets the icon you see in the Scene / Cuelist / Chase windows. The Detailed icon shows a band of colour for every fixture. The Abstract icon only shows a band for the first 6 active fixtures - so it tends to be easier to identify.

11.3 System information

The Stage CL software may be updated from time to time. You can use the Setup About window to check the version you are using, to install an update or to run diagnostic tests. To do this:

1. Touch the Setup button on the Home screen then press the About button.

Stage CL displays the About window:

Setup	Preferences	About
	Item	Value
	Software version	1.3.11691 / 0
	Build date	Sep 5 2013
	Serial number	N/A
	Update from USB	Update...
	Calibrate Screen	Calibrate...
	Diagnostic tests	Run...
	Library Version	286
This item...	does this...	
Software version	Shows the installed software version number	
Build date	Shows the date this version was released	
Serial number	Shows the serial number of your console	
Update from USB	Opens a window where you can update the console software from an installer file on a USB memory stick.	
Calibrate Screen	Opens a window where you can calibrate the touchscreen.	
Diagnostic tests	Opens a technician's window used to run a series of hardware tests	
Library version	Shows the Stage CL library (fixture files) version number	
Firmware version 1-3	Provides information that may be required when troubleshooting technical issues	

11.4 Updating the Software

To update the software you'll need:

- A USB stick, with typical windows-compatible formatting (FAT32).
- The update package obtained from www.jands.com/lighting and copied to the root directory of the USB stick.

Procedure:

Turn on the StageCL console and wait for the application to start.

1. Insert the USB stick into the console.

- From the Home screen tap the Settings button, then press the About tab button.
Stage CL displays the About window:

Setup	Preferences	About																
		<table border="1"> <thead> <tr> <th>Item</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>Software version</td> <td>1.3.11691 / 0</td> </tr> <tr> <td>Build date</td> <td>Sep 5 2013</td> </tr> <tr> <td>Serial number</td> <td>N/A</td> </tr> <tr> <td>Update from USB</td> <td>Update...</td> </tr> <tr> <td>Calibrate Screen</td> <td>Calibrate...</td> </tr> <tr> <td>Diagnostic tests</td> <td>Run...</td> </tr> <tr> <td>Library Version</td> <td>286</td> </tr> </tbody> </table>	Item	Value	Software version	1.3.11691 / 0	Build date	Sep 5 2013	Serial number	N/A	Update from USB	Update...	Calibrate Screen	Calibrate...	Diagnostic tests	Run...	Library Version	286
Item	Value																	
Software version	1.3.11691 / 0																	
Build date	Sep 5 2013																	
Serial number	N/A																	
Update from USB	Update...																	
Calibrate Screen	Calibrate...																	
Diagnostic tests	Run...																	
Library Version	286																	

- Scroll down to the "Update Software from USB." field, then press the touchscreen dial button to select the Update option. Stage CL opens the Update Software window:

Update	Yes	No
<p>Install Stage CL version 1.3.12105 ?</p> <p>This may take up to 5 minutes and cannot be interrupted</p>		

- Press the Yes button to begin the update.

While the update is running you will see 3 screens:

- Step 1 / 3 'Preparing the update'
- Step 2 / 3 'Applying the update'
- Step 3 / 3 'Restarting the console'

:> Do not turn the power off while the update is running.

12 Saving & Loading Show Files

12.1 Saving a show

Once you have patched your fixtures you should save your show. To do this:

1. Touch the Shows button on the Home screen. Stage CL displays the Show files window, select the Save tab.



2. If this is the first time you've saved this show, the show name will show 'StageCL_Show.js1'. If you want to save the show with a different name touch on the show name. Stage CL opens an on screen keyboard.
3. Type a name for the show and click OK. Stage CL shows the File Save window.
4. Touch the Save button at the bottom of the screen to complete the save.

Saving to a USB drive

You can save a backup of your show file to a USB stick or portable drive. To do this, select the USB checkbox before saving.

12.2 Loading a show

To load a show that is saved on your console or a USB disk you do this:

1. Touch the Shows button on the Home screen. Stage CL displays the Show files window, select the Load tab. Stage CL displays a list of the show files saved on the console.

Load			Save	New Show
No.	Name	Date / Time		
1	My Show 1	2012.11.04, 09:41:08		
2	Test Show 1	2012.10.30, 18:05:22		
3	~~StageCL_050912	2012.10.10, 21:17:35		
Internal		USB	Delete	Load

2. Touch on the name of the file you want to load or use the touchscreen dial to scroll up and down the list then press the dial button. Stage CL loads the show file.

Loading from a USB drive

1. To load a show file from a USB stick or portable drive, select the USB checkbox. Stage CL displays a list of the show files saved on the USB device.

13 Autopilot

Autopilot is a special Stage CL mode designed for use at parties, for displays and for other situations involving unattended operation.






In Autopilot mode the Stage CL automatically plays all inbuilt chases, one after another. You can set the time that each chase plays for, the chase speed and whether or not to use audio triggering.



13.1 Using Autopilot

Provided you have patched your lights you can switch to Autopilot mode by pressing the Autopilot button on the Home screen. When you do this Stage CL displays the Autopilot window:



To start autopilot running you just press the Play button. You can adjust the autopilot settings, while it's running, using the other buttons on the touchscreen:

This option...	does this...
 Previous	Sets the speed of the chase
 Play / Pause	Starts the autopilot chase sequences running. Press the button again to pause playback
 Next	Selecting the mirror option, splits the chase into two groups of fixtures which mirror the chase pattern of each other.
 Duration	Sets the time each chase runs for. At the end of the time period autopilot switches to a new chase sequence.
 -Repeat	Sets autopilot to repeat the same chase sequence for as long as this option is selected. Press the button again to cancel.

This option...	does this...
 Audio	Sets the autopilot chase sequences to be triggered by audio, from the inbuilt microphone. You can adjust the audio sensitivity to suit different sound levels. To do this tap the Audio button then use the touchscreen dial to adjust the level. <i>Also see Setup on page 11-1</i>
 BPM	Sets the speed of the chase. Tap on the button and use the chase speed dial to change this setting. If Audio is on this setting is ignored.
Lock	Opens the Lock window where you can set a password to prevent any use of the touchscreen and front panel controls.

- If you close the Autopilot window, for example by pressing the Home button, autopilot mode will be turned off.

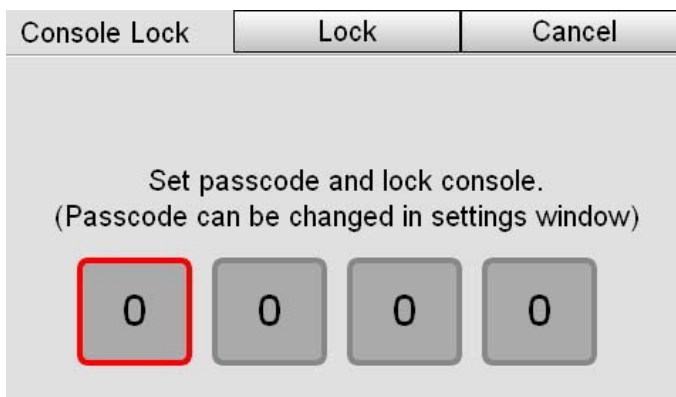
14 Locking the Console

You can set a passcode to lock the Stage CL and prevent any use of the touchscreen and front panel controls.

To do this you either:

- Press the 'Shutdown' button on the Home window, or
- Tap the 'Lock' button on the Autopilot window.

If you haven't set a Passcode in the Setup window Stage CL opens the 'Console lock' window:




To set a passcode:

1. Tap in the passcode number boxes
2. Use the touchscreen dial to set the code.
3. When you are finished press the 'Lock' button.

Unlocking the console

To unlock the console, enter the passcode and press the 'Unlock' button.

 The console lock is cancelled when you turn off the console.

15 Appendix 1: General Specifications

Inputs & Outputs

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