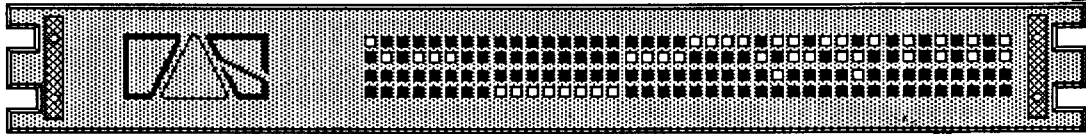
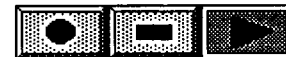


DASLIGHT DISCO REFERENCE MANUAL



Default	Par 64 gelb		
Punktrot A	Par 64 grün		
Punktblau B	Ufo 1		
Rack	Mix		
Funk	Strobe		
Seal			
Target			
Fox	Y		
Show 1			
Show 2			
Show 3			
Szene 1			Intro
Szene 2			Werbung W
Szene 3			Samstag
Szene 4			Sonntag S
Szene 5			Freitag
Scanner 1			Donnerstag
Scanner 2			Mittwoch



Ufo 1	215
Scanner 1	1:30
Scanner 2	6:45
Punktrot	0:55
Show 1	12:00
Punktblau	1:30
Target	1:30
Fox	1:30


DIGITAL ART SYSTEM


INTERNATIONAL ENTERTAINMENT TECHNOLOGY

TABLE OF CONTENTS

INTRODUCTION	5
I. FIRST APPROACH	7
A. How to use this guide	7
B. DASLIGHT MICRO package	7
C. AMIGA package	8
D. How to install DASLIGHT MICRO	9
E. How to use the mouse	9
F. How to boot DASLIGHT MICRO	10
II. 'DISCO' SOFTWARE	11
A. The function screen	11
1. The ambiances panel	11
2. The signal lights rack	12
3. The menus	12
B. Special ambiances	13
1. Default	13
2. Strobo	13
3. The ambiance cycles	13
C. The cycle menu	13
1. Goal	13
2. How to record a cycle	14
3. How to set timings	14
4. How to perform a cycle	14
5. How to save a cycle in the ambiance panel	14
D. The device menu	15
1. Goal	15
2. How to name an ambiance	15
3. How to create an ambiance	16
4. How to copy an ambiance	16
5. How to erase an ambiance	16
6. How to rename an ambiance	16
7. How to create an ambiances cycle	16
8. How to edit an ambiance	16
9. How to save ambiances	17
10. How to leave the system	17
11. How to export an ambiance	17
12. How to import an ambiance	17
E. The keyboard	18
1. The Amiga combinations	18
2. A to Z keys	18
3. The deleting keys	19
4. The space bar	19
5. The keyboard keys	19
6. Specific keys of DLM64	19
7. Specific keys of DLM32	19
8. The key ESC	20

F. Ambiances activated by an external keyboard (only for DLM64)	20
G. The editor screen	21
1. The editor rack	22
2. The piano rack	23
3. The midi rack	24
4. The modulator rack	25
5. The X-FADER rack	26
6. The chaser rack	27
7. The animator racks	28
8. The sequencers rack	30
9. The scanner rack	33
10. The static rack	34
11. The dynamic rack	35
12. On/Off and Dimmer/Master functions	36
H. The 'Select/Copy'	37
I. Using the 'Default' ambiance	38
J. Ambiances recuperation	38
K. Naming each output	39
L. Starting parameters	39
III. 'SCENE' SOFTWARE	41
A. The four different screen	41
B. Principle	41
C. Screen 'ACT'	42
D. Screen 'PATCH'	44
E. Screen 'REGIE'	46
F. Screen 'RESTITUTION'	50
1. Screen in concept 1	50
2. Screen in concept 2	52
3. The common possibilities	53
G. Starting parameters	54
IV. 'TIME' SOFTWARE	55
A. 'REGIE' screen	55
B. 'EDITOR' screen	56
C. Other functions	56
V. ADVICES	57
A. Spare copy	57
B. How to install the software	58
ANNEX A ERROR MESSAGES	59
ANNEX B SUB-D Pins	61

INTRODUCTION

DASLIGHT MICRO is a new lighting control system working with COMMODORE-AMIGA computers. The package works with 3 softwares:

- software 'DISCO' is based on a concept called 'Ambiance lumineuse' (lighting environment). The installer will create several ambiances for all kinds of musics and dances, giving them different names. The user will then simply select one among the numerous ambiances stored.

- software 'SCENE' is used for architectural and scene lighting: Monuments, Museums, Theatres, Pubs, Lecture-rooms, Parks, Entertainments, Big shops, ... A basic preparation is called 'ACT'. An 'ACT' contains different levels of circuits with a time curve.

- software 'TIME' is dedicated to control lights for shops.

I. FIRST APPROACH

A. How to use this guide

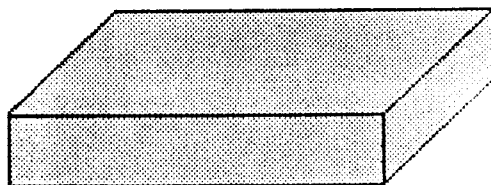
This is the reference manual for all 3 softwares.

You should also be used to working with the AMIGA. The guide will be helpful for that. It does, for example, give a detailed account on how to connect the Amiga, reboot the Amiga, use the workbench, duplicate a floppy, ...

B. DASLIGHT MICRO package

DASLIGHT MICRO contains:

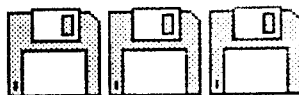
- a reference manual.
- an electronic interface.
- disks.
- a SUBD-23 connector.



Manual



Interface



Disks

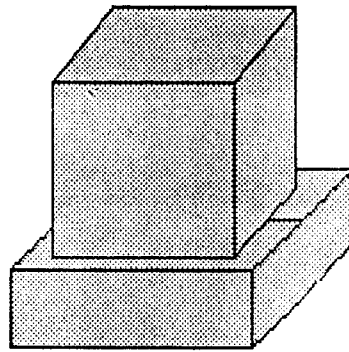


SUB-D23

C. AMIGA package

AMIGA package contains :

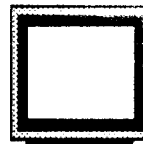
- a central unit
- a screen
- several wires
- several disks
- several guides
- a mouse



Mouse



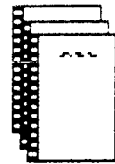
Central
Unit



Screen



Disks



Manuals

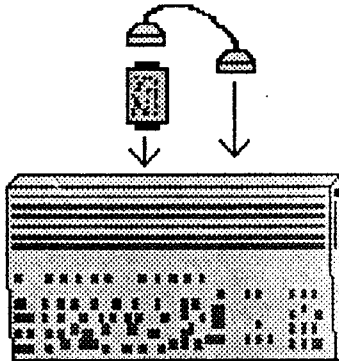
The disks provided in the AMIGA package are not useful for DASLIGHT MICRO monitoring, and only the AMIGA guide gives you useful information. For example :

- To reboot the AMIGA, press simultaneously the CTRL key and the two A keys (like Amiga) near the space bar.

- Never withdraw a disk of the disk drive before checking if the red light of the disk drive is off.

D. How to install DASLIGHT MICRO

AMIGA off, connect electronic interface on parallel port.



In order to power interface, you must make 4 connections from SUBD-23 'DISK DRIVE AMIGA' plug to SUBD-25 'output interface'

sub-d25 output from interface	sub-d23 'DISK DRIVE' de l'AMIGA
Pin 6	Pin 12
Pin 7	Pin 3
Pin 8	Pin 23
Pin 9	Pin 14

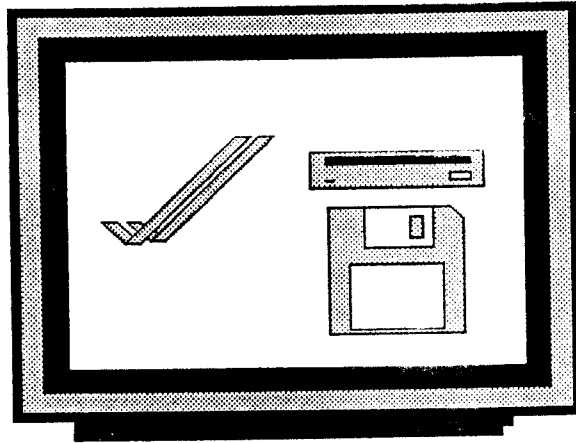
Please consult ANNEX B or stick on interface for connecting electronic interface to external devices.

E. How to use the mouse

To use DASLIGHT MICRO and AMIGA, the mouse is necessary. It has two switches. When you are asked to click on a command, point with the arrow the command concerned and press the left-hand switch. The guide will tell you whenever the right-hand switch has to be used.

F. How to boot DASLIGHT MICRO

To start DASLIGHT MICRO, switch on all elements; after a few seconds, an animation will appear on the screen, meaning you can put the disk into the disk drive.



Once you've done that, you will hear some noise coming from the AMIGA: the disk drive is gathering information. Meanwhile, the light outside the disk drive is on : do not try to take the disk out yet !

If software indicates 'Interface: not found', check connection of interface to AMIGA and to power wire.

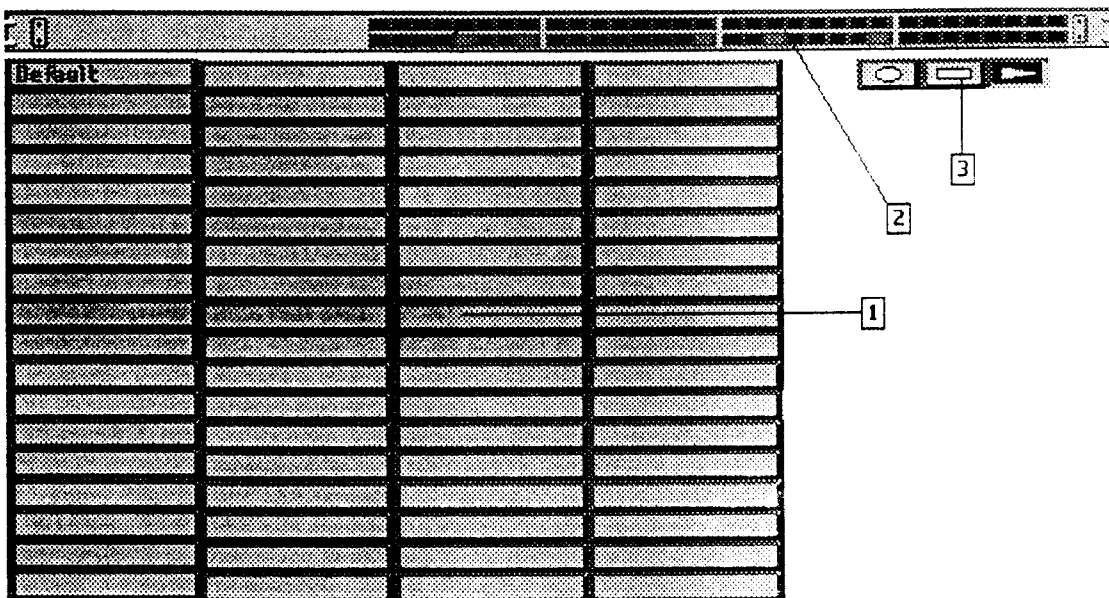
Softwares are not protected, you must make spare disks.
(Chapter V ADVICES: Spare disks)

II. 'DISCO' SOFTWARE

A. The function screen

The function screen is mainly used for changing the present lighting effect. But it can also be used to cancel an effect, create a cycle, visualise the output states thanks to flashing lights, ...

The function screen is displayed each time you boot the software. It is divided into three different parts.



1. The ambiances panel

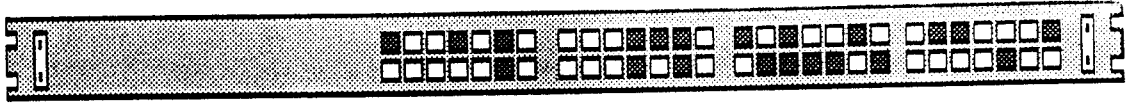
This panel is used to manipulate ambiances and even groups of ambiances listed in alphabetical order, except for the 'Default' one, which always come first. Each ambiance is pictured as a rectangular button. The one that is on is darker, featuring the button pushed in.

The ambiances are listed down from the top right corner of the screen, whereas the ambiance cycles are listed up from the bottom left corner of the screen.

Each ambiance or ambiance cycle has a name of maximum 11 letters. A single capital letter is put beside the ambiance name in order to select the ambiance more rapidly with the mouse or the letter (from A to Z) stroke on the keyboard.

2. The signal lights rack

All the output states can either be seen or not be seen as real-time states thanks to the DASLIGHT MICRO rack, as you click it.



It is not recommended to visualise these lights permanently as they tend to slightly slow down the software process.

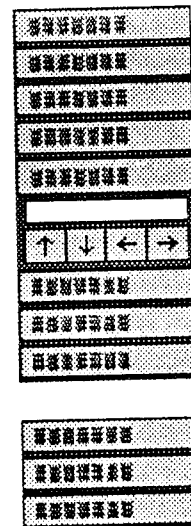
3. The menus

The menu area is set on the right of the ambiances panel. There are two different menus available:

The cycle menu



The devices menu



In order to change from one menu to the other, just click in the black part, near the menu, or press the M key together with an Amiga key.

B. Special ambiances

1. Default

'Default' is the ambiance set when no other has been asked for. It can neither be renamed nor destroyed, and is always placed on the upper left corner of the panel.

Any new ambiance created with the 'create' option is first initialised to 'Default'. The importance of 'Default' comes from the fact that it helps define any parameter in the editor function.

2. Strobo

If you create an ambiance called 'Strobo', it can then be played very briefly any time you press the space bar on your AMIGA keyboard. 'Strobo' is an easy way to create a fleeting-type ambiance, useful for a stroboscopic effect.

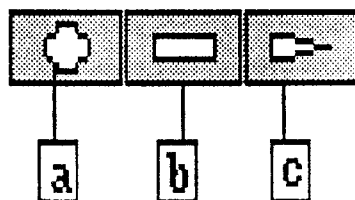
3. The ambiance cycles

They are shown at the bottom right corner of the panel. Instead of a single ambiance, they now activate a whole cycle of ambiances succeeding one another over time written by the user.

C. The cycle menu

1. Goal

It allows you to play a never-ending cycle of ambiances. After you've selected the cycle menu, three different functions will appear on your screen :



- a. recording a cycle.
- b. stopping the recording or the playing of a cycle.
- c. playing a cycle.

2. How to record a cycle

Click the **a** key to be in register mode.

From then on, each ambiance selected is included in the cycle. The waiting time between two ambiances is displayed with real timing within the cycle.

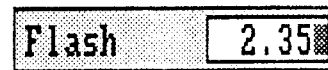
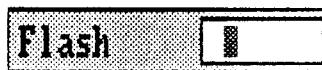
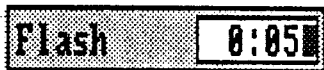
Once you've recorded all the ambiances chosen, click **b** or **c** keys to stop the recording mode, and you'll notice the **a** key being released.

3. How to set timings

The length of each ambiance is set when you record the cycle and can later be modified by the various acquisition boxes.

To modify a length, please stop the recording mode and :

- click on the clock part (darker side), the cursor should appear.
- erase the previous time with DEL or BACKSPACE (on the left of DEL).
- enter new length with the numeric block; the point features separation between minutes and seconds.
- press ENTER



4. How to perform a cycle

At least two ambiances are necessary. Click on **c** in order to see a pushed button. The cycle you've last recorded is performed.

Click **a** or **b** button to stop the executive mode; button **c** is released.

5. How to save a cycle in the ambiance panel

After you've recorded your ambiance cycle, switch to device menu, print the cycle name and click on CREATE CYCLE.

D. The device menu

1. Goal

This has been conceived to create, duplicate, erase, rename, create an ambience cycle, modify and save ambiences. It also allows to stop the program and go back to workbench. To switch from one menu to the other, you can click in the free space near the menu zone, or press the M key together with an Amiga key.

2. How to name an ambience

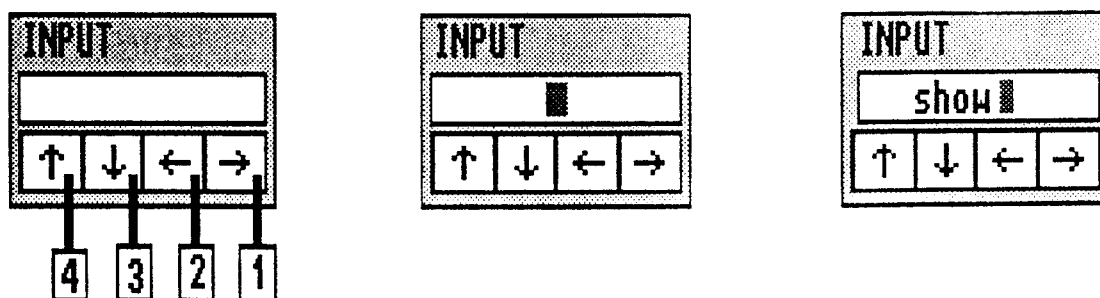
In some cases, you'll want to name an ambience; here are two ways of doing that :

With the keyboard :

- click on ENTRY button in the device menu, the cursor must show
- enter the desired name with the AMIGA keyboard, regardless of capital or small letters. The first letter will automatically be capitalised.

If you want to correct this entry, several methods are available :

- To place the cursor on a chosen letter, click on it.
- To move the cursor click on left and right arrows.
- To insert letters at the cursor level, hit the keyboard after you've checked the box isn't full.
- To erase letters at the cursor's level, hit DEL or BACKSPACE (on the left of DEL, featured as <-).



With the mouse

Using entry buttons :

- (1) Will show a new letter depending on the last one selected.
- (2) Will withdraw a letter.
- (3) Will list the last letter in alphabetical order.
- (4) Will list the last letter in reverse alphabetical order.

You can also name an ambience by clicking two consecutive times on its representative box in the panel.

3. How to create an ambiance

First enter the name, and then click on CREATE. Whether the name has already been used, or the ambiances panel is full, this act will fail. Otherwise, the ambiance is added to the panel and first set as "Default".

4. How to copy an ambiance

First click on the ambiance you wish to copy, in order to activate it. Then enter the name of the ambiance to create and click on copy. Whether the name has already been used or the ambiances panel is full, this act will fail. Otherwise, the ambiance is added to the panel and is identical to the original one.

5. How to erase an ambiance

First enter the name concerned, then click on ERASE. Whether the name isn't in use or you've chosen 'Default', this act would fail. Otherwise, the ambiance is withdrawn from the panel.

6. How to rename an ambiance

First click on the ambiance you wish to rename in order to activate it. Then enter the new name and click on RENAME. If the name has already been used, this act will fail. Otherwise the ambiance is renamed in the ambiance panel.

7. How to create an ambiances cycle

First record an ambiances cycle, then click on CREATE CYCLE after you've entered the name. Whether the name has already been used, or the ambiance panel is full, this act will fail. Otherwise the ambiance cycle is added to the ambiance panel.

8. How to edit an ambiance

Click on the button whose ambiance you want to edit. Then click on EDIT. It is also possible to combine AMIGA E keys, from the ambiances panel. The menu disappears and the present ambiance can be edited with the editor screen. To get back to the main screen, click on ABORT.

For more information about the editor, please refer to chapter G The editor screen

9. How to save ambiences

Simply click on **SAVE**. It will save the new and the modified ambiences on the disk. It's a way of keeping the ambiences for later use; otherwise you could lose all the last changes during reinitialising or rebooting of the computer.

Be sure you have unprotected the disk before this operation.

10. How to leave the system

Click on **QUIT**. You are now back to the main screen. For more safety, you're asked if you really want to exit and if you've saved the last changes.

BEWARE ! This operation stops **DASLIGHT MICRO**.

11. How to export an ambiance

First enter the name of the ambiance to export, then click on **EXPORT**. This device allows you to export an ambiance from the screen to a **DASLIGHT MICRO** disk.

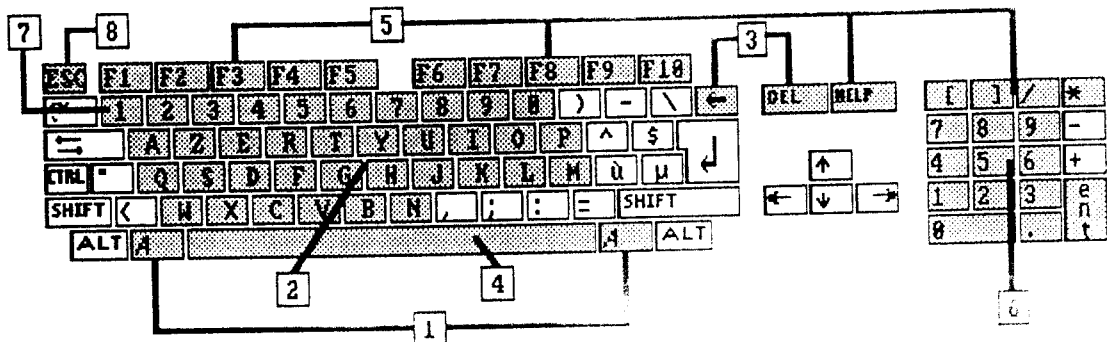
The disk drive should be activated; be sure you've unprotected the disk.

12. How to import an ambiance

First enter the name of the ambiance to import. Then place the disk containing the **ambiance in the drive**. Click on **IMPORT**. The disk drive should be activated; the imported ambiance will appear on the ambiences panel.

E. The keyboard

Some of the following functions are usable only when the main screen is ready to getting keyboard instructions. You are in this mode whenever you click a non-entry box on the main screen.



1. The Amiga combinations

The two A keys (like Amiga) on each side of the space bar are used for many different purposes. Inefficient when they are pressed individually, they have to be pressed together with another key.

The various combinations are:

- Amiga E Edit an ambiance
- Amiga L Read 72 ambiances of another disk (only on DLM64)
- Amiga M Switch from one menu to the other
- Amiga W Access to the main screen without leaving the system.
- Amiga S Optimise the system

The latest function reduces the number of colours displayed, which is helpful mainly when the computer has many things to handle; for example during the use of the MIDI functions.

2. A to Z keys

The 26 keys are to get ambiances directly.

If you wish to attribute a letter to an ambiance:

- Activate the ambiance.
- Hold the CTRL (control) key.
- Press a letter key between A and Z.
- Release the keys

The desired letter is shown at the right of the corresponding ambiance name.

Then you can recall the ambiance by pressing this letter.

Moreover, the ambiances, having a letter, can be called with a touch-panel connected to the parallel port of the AMIGA

To abandon the possibility of a letter monitoring, you should:

- Activate the ambiance.
- Hold the CTRL (control) key.
- Press DEL.
- Release both keys.

The corresponding letter is erased.

3. The deleting keys

DEL and BACKSPACE (<-) are the only two keys able to erase a letter while you enter a name or time period. DEL erases a letter to the right of the cursor, whereas BACKSPACE erases to its left.

4. The space bar

Used to activate the special 'Strobo'effect.

5. The keyboard keys

The ten function keys F1 to F10 and the DEL HELP [] / * keys are intended to activate the keyboard channels. For more information, please refer to page 23 The piano rack.

6. Specific keys of DLM64

Numeric pad allows to adjust overlap time from 0 to 9 seconds between two ambiances. By default, it is 0 second.

Alphanumeric keys are used to associate an ambiance to a MIDI note.

To monitor an ambiance with a midi note, you should :

- Activate the ambiance.
- Hold the CTRL (control) key.
- Enter the MIDI key code between 36 and 96 (36=DO1 96=DO6) with the alphanumeric keys 0 to 9.
- Release CTRL key.

Then the white letter M like MIDI appears on the right of the ambiance name.

The related ambiances will be activated by the signal 'notes ON' sent by the MIDI block.

7. Specific keys of DLM32

Alphanumeric keys '0'...'9' allow to adjust overlap time from 0 to 9 seconds between two ambiances. By default, it is 0 second.

8. The key ESC

The key ESC pose a record of cycle.

F. Ambiances activated by an external keyboard (for DLM64)

Through the joystick AMIGA plug, you can release up to 5 ambiances or ambiance cycles chosen in the ambiance panel.

To use this device, you should first set the parameter "TOUCHPANEL=ON".

Once the system is actived, you should assign a letter (A to E) to each ambiance or ambiance cycle.

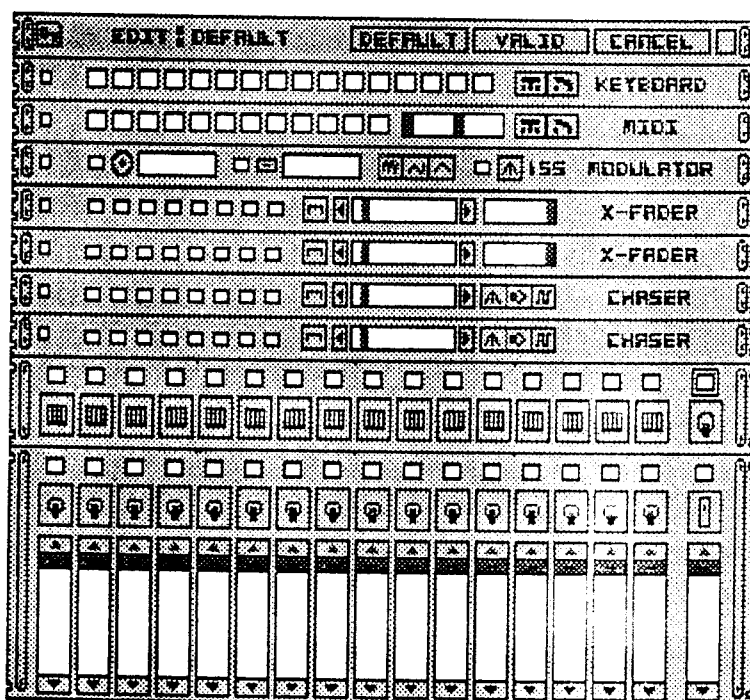
For connection, see ANNEX B.

G. The editor screen

The editor is activated with the EDIT button in the DEVICE menu. It's a quite different screen. You can find all kinds of lighting effects. The process is the 'Select/Copy', explained at the end of this chapter. The warning lights corresponds to real-time changes and states of the different outputs.

In order to get back to the main screen, click either on ENTER if you want to save the changes, or on CANCEL which of course cancel them.

Whenever you ask for the editor, you edit the present ambiance; that is why you should first activate it in the main screen before you modify it.



It has some resemblance with a rack made of electronic instruments. Each row is featured with drawings representing lights or electronic buttons. You can see, for example, ON/OFF buttons and dimmers.

In order to have an overview of all ambiances available, click on the upper right button or press the space bar. Moreover, the 'up' and 'down' keys allow you to move up and down the output racks.