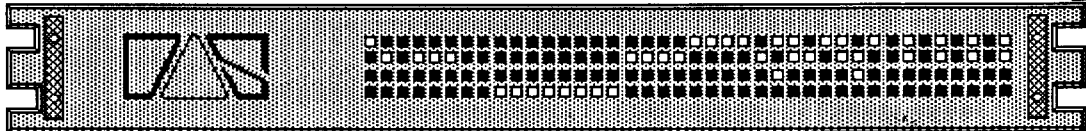


DASLIGHT DISCO REFERENCE MANUAL



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



Ufo 1	2:15
Scanner 1	1:30
Scanner 2	6:45
Punktrot	0:55
Show 1	12:00
Punktblau	1:30
Tango	1:30
Fox	1:30


DIGITAL ART SYSTEM

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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

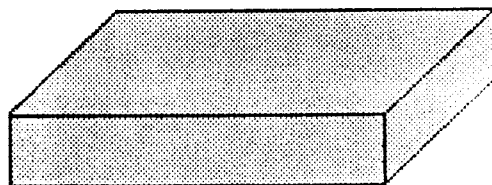
This is the reference manual for all 3 softwares.

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:

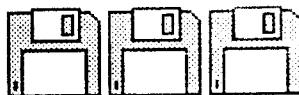
- a reference manual.
- an electronic interface.
- disks.
- a SUBD-23 connector.



Manual



Interface



Disks

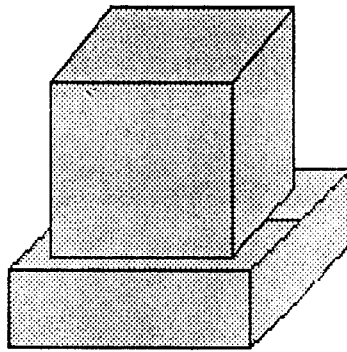


SUB-D23

C. AMIGA package

AMIGA package contains :

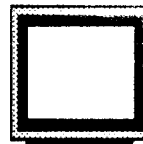
- a central unit
- a screen
- several wires
- several disks
- several guides
- a mouse



Mouse



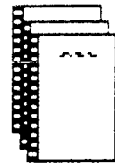
Central
Unit



Screen



Disks



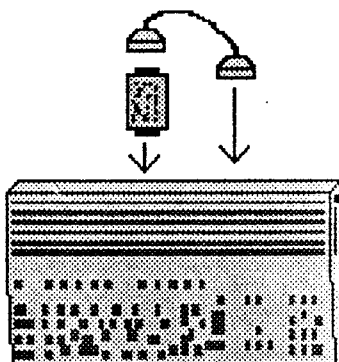
Manuals

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	

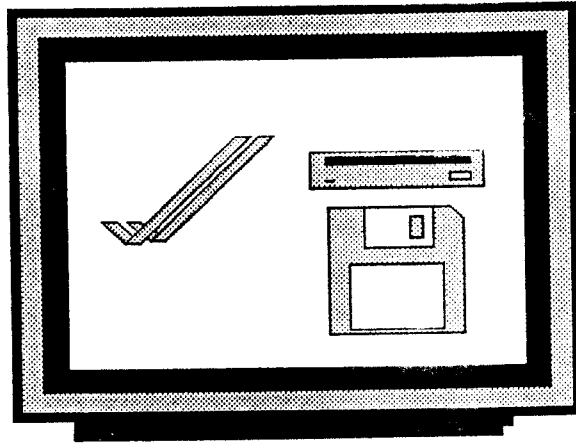
Please consult ANNEX B or stick on interface for connecting electronic interface to external devices.

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.

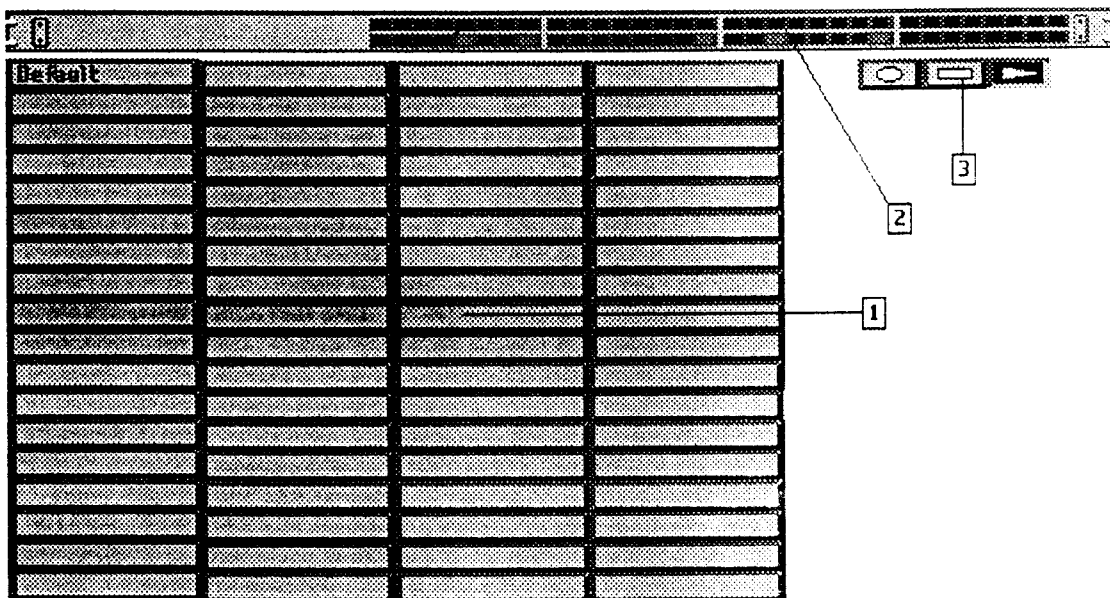
Softwares are not protected, you must make spare disks.
(Chapter V ADVICES: Spare disks)

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

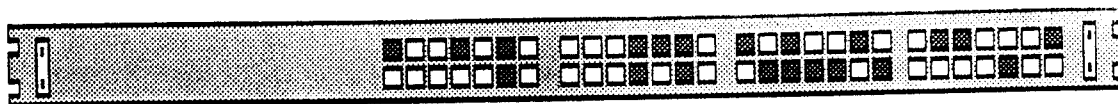
This panel is used to manipulate ambiances and even groups of ambiances listed in alphabetical order, except for the 'Default' one, which always come first. Each ambiance is pictured as a rectangular button. The one that is on is darker, featuring the button pushed in.

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.

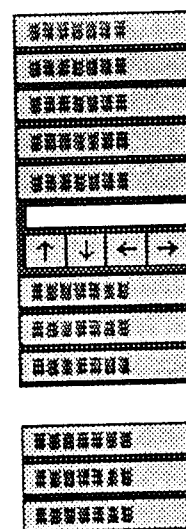
3. The menus

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.

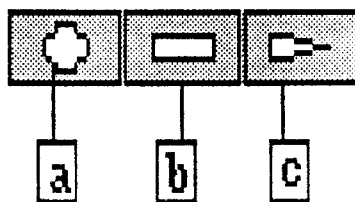
3. The ambiance cycles

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.

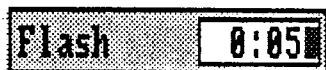
Once you've recorded all the ambiances chosen, click **b** or **c** keys to stop the recording mode, and you'll notice the **a** key being released.

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

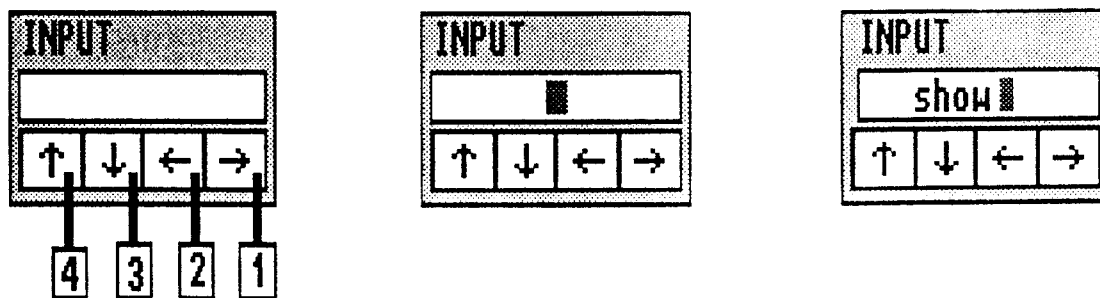
In some cases, you'll want to name an ambience; here are two ways of doing that :

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.

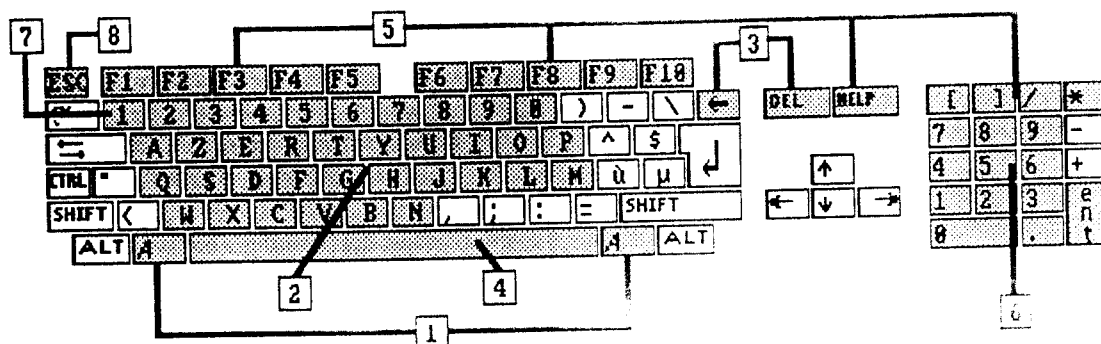
The disk drive should be activated; be sure you've unprotected the disk.

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 activated, you should assign a letter (A to E) to each ambiance or ambiance cycle.

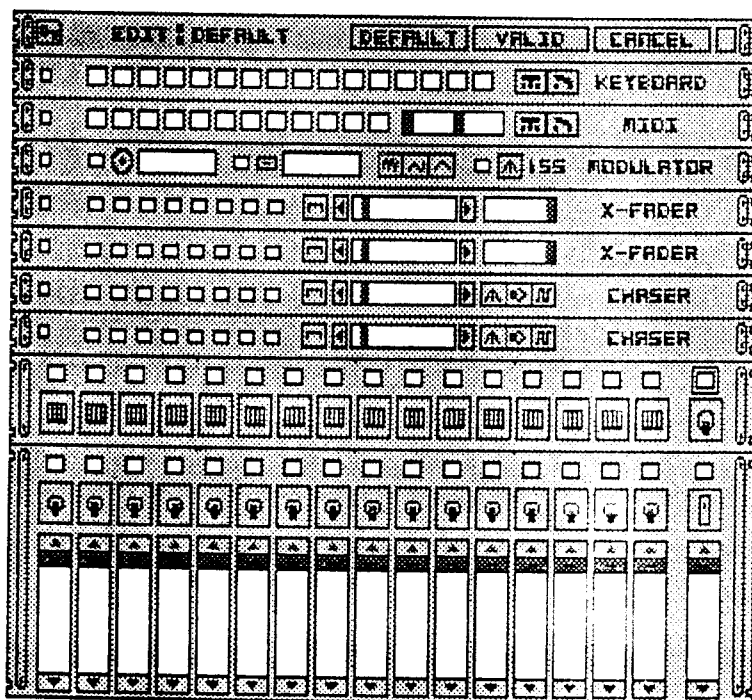
For connection, see ANNEX B.

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.

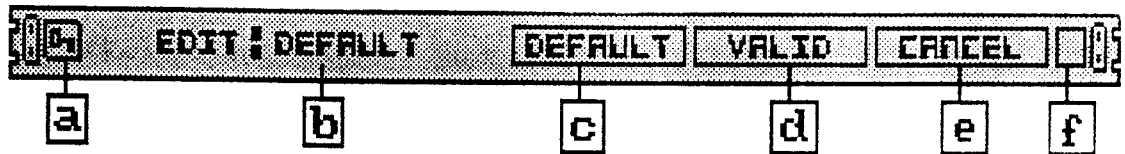


It has some resemblance with a rack made of electronic instruments. Each row is featured with drawings representing lights or electronic buttons. You can see, for example, ON/OFF buttons and dimmers.

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.

1. The editor rack

At the top of the editor screen, it is spotted by its darker colour. It is a special rack since it doesn't include any lighting effect.



- a. Protection key for the edited ambiance
- b. Name of the edited ambiance
- c. Default button
- d. Enter button
- e. Abort button
- f. Window button

This rack has a double assignment:

Offering four options according to the four buttons

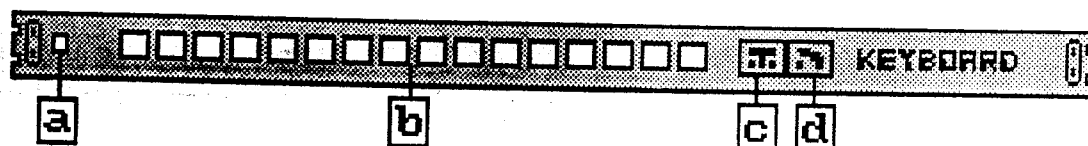
- **c** sets the edited ambiance to the 'default' state.
- **d** leads back to the main screen while saving changes. All parameters concerning effects and outputs are considered.
- **e** leads back to the main screen while ignoring the edition. The ambiance then gets back its previous state.
- **f** allows to display the outputs window to and fro. Which can also be done by the space bar.

The second assignment is to give informations such as the name of the ambiance you're editing **b**, and often times do the three buttons disappear leading to a message informing about what you're doing.

It is possible to partly protect the ambiances thanks to a showing when the system is protected with 0 level.

2. The piano rack

It allows to command the outputs with the keyboard .



- a. Power button
- b. Piano warnings and 'Select/Copy' zone
- c. Fast effect button
- d. Switch function button

The piano rack contains 16 channels working with F1 to F10 DEL HELP [] / *. Each channel is powered when you press the corresponding key; this can only be done when rack is powered, after you have clicked on a.

Each light can have three different colours :

- White indicates the channel is powered
- Black indicates the channel is switched off and can only work on the spur of the moment.
- Dark red indicates the channel is off and is ready to work as a switch

In order to change a channel from quick to switch effect, do as follows, using both c and d :

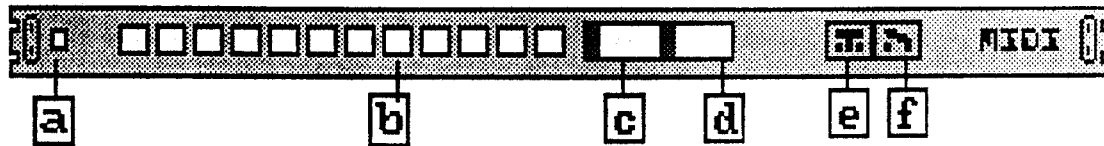
- Select the desired channels by pressing the left button of the mouse over the first light and bring the mouse to the right as you see the selected channels in blue colour. Release the mouse.

- Click on c or d to get a quit or switch effect on the selected channels.

You'll notice the colour of the lights has changed. If you forgot to select a channel, the message "NOT RANGED !!!" will appear.

3. The midi rack

This effect allows to monitor outputs through an external midi instrument.



- a. Power button
- b. Midi rack warnings and 'Select/Copy' zone
- c. Octave adjusting dimmer
- d. Channel adjusting dimmer
- e. Fast effect button
- f. Switch function button

The midi rack contains 12 channels, featuring an octave. This effect implies to add an electronic interface to connect to a serial plug.

Once the rack has been powered with **a**, and a midi instrument linked to the computer, the notes on the instrument do activate the channels. However, two dimmers are available:

- The **c** dimmer is to settle the chosen octave; on 0 position, all octaves are taken into account.
- The **d** dimmer is to settle the midi channel chosen, on 0 position all channels are taken into account.

Each light can have three different colours :

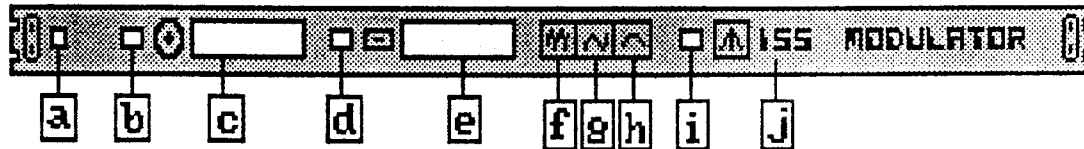
- White indicates the channel is powered
- Black indicates the channel is switched off and can only work on the spur of the moment
- Dark red indicates the channel is off and is ready to work as a switch

In order to change a channel from quick to switch effect, do as follows, using both **e** and **f** :

- Select the desired channels by pressing the left button of the mouse over the first light and bring the mouse to the right as you see the selected channels in blue colour. Release the mouse.
- Click on **e** or **f** to get a quit or switch effect on the selected channels. You'll notice the colour of the lights has changed. If you forgot to select a channel, the message "NOT RANGED !!!" will appear.

4. The modulator rack

This effect allows to modulate the outputs, depending on the music.



- a. Power button
- b. Low tone warning, and 'Select/Copy' zone
- c. Low tone level
- d. High tone warning, and 'Select/Copy' zone
- e. High tone level
- f. Strong dynamism
- g. Normal dynamism
- h. Light dynamism
- i. Tempo light and 'Select/Copy' zone
- j. Beat of the music in BPM

The modulator has three channels: low tone, high tone, tempo. Click on **b**, or **d**, or **i**, to select the modulator; then wired it on the outputs.

f, **g**, and **h** allow to regulate dynamism on low and high tone channels.

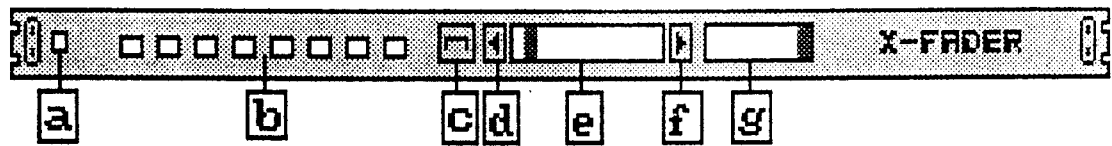
It also is possible to create the reverse effect by the 'select/copy' reverse. (Button on the right).

This effect doesn't need any tuning. Just power the modulator with **a** and you'll see the **c** and **e** 'levels' moving. The **j** parts shows the tempo when its rhythm is of a Disco type between 80 and 160 BPM.

This effect can be wired on dynamic outputs as well as on static outputs.

5. The X-FADER rack

These effects allow a regular waving of dynamic outputs



- a. Power button
- b. Waver warnings and 'Select/Copy' zone
- c. Waver space
- d. Fine speed tuning
- e. Fast speed tuning
- f. Fine speed tuning
- g. Overlap tuning

The waver has 8 channels lighting from left to right with level's waving. The waver's speed goes from 1 BPM (Beatings Per Minute) to 1200 BPM.

Two problems could occur if you don't see the waving:

- either the speed is too low
- or the rack is not powered; then click on **a** button

To select a waving speed, act with **e** tuning and **d** plus **f** fine tuning buttons, as you read in the edition rack the message.

The **g** tuning allows to adjust the overlap between two following waves

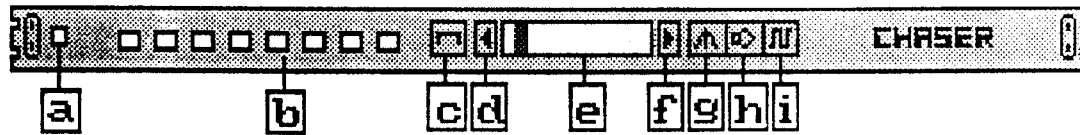
To change the waving space, use **c** button as follows :

- Select the meantime for the channels to wave, and release the mouse when it gets blue.
- Click on **c** to enter your meantime.

You'll notice the waving goes back to the given timing. Would you have forgotten to select the channels, the message "NOT RANGED !!!" will appear.

6. The chaser rack

These effects allow you to chase the outputs.



- a. Power button
- b. Chaser warnings and 'Select/Copy' zone
- c. Chaser space
- d. Fine speed tuning
- e. Fast speed tuning
- f. Fine speed tuning
- g. Automatic speed tempo
- h. Automatic music speed
- i. Manual speed button

The chaser has 8 channels lighting from left to right
 Two problems could occur if you don't see the waving:
 - either the speed is too low
 - or the rack is not powered; then click on a button

The chaser speed can be of three kinds:

- Tempo, the chaser automatically follows the music rhythm. To use that, click on g.
- Music, the chaser speed varies together with the music volume. To use that, click on h.
- Manual, the chaser speed can be selected from 1 BPM to 1000 BPM. To use that, click on i and use the e tuning, plus the d and f fine tuning devices while you read the speed in the edition rack.

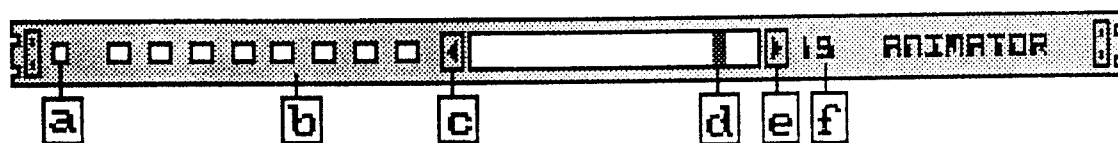
In order to change the chasing length of time, use c as follows :

- Select the meantime for the channels to chase, and release the mouse when it gets blue.
- Click on c to enter your meantime.

You'll notice the waving goes back to the given timing. Would you have forgotten to select the channels, the message "NOT RANGED !!" will appear.

7. The animator racks

These effects allow various and automatic musical animations for the outputs.



- a. Power button
- b. Animator warnings and 'Select/Copy' zone
- c. Fine animation tuning
- d. Fast animation tuning
- e. Fine animation tuning
- f. Animation number

The animator rack dispose of 8 channels and 50 different animations. They are automatically displayed with the music

Settling these effects is very simple. Just chose the number of the desired animation by acting on **d** and **c** plus **e** fine tuning devices. The name should appear in the edition rack.

Remember to power the animator rack with the a button.

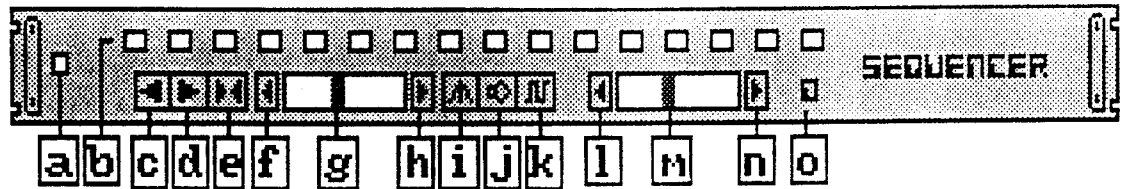
The 50 animations are divided as follows :

NUMBER	NAME	CLOCK
animation 0	CHASER	AUTO TEMPO
animation 1	CHASER	AUTO MUSIC
animation 2	CHASER	AUTO MUSIC2
animation 3	CHASER	120 BPM
animation 4	CHASER	240 BPM
animation 5	CHASER	600 BPM
animation 6	CRETE	600 BPM
animation 7	CRETE2	600 BPM
animation 8	BARGRAPH	600 BPM
animation 9	BARGRAPH2	600 BPM
animation 10	MIMILE	AUTO MUSIC2
animation 11	MIMILE	600 BPM
animation 12	ECLAT	AUTO MUSIC
animation 13	ECLAT	AUTO MUSIC2
animation 14	FLASH	AUTO MUSIC
animation 15	FLASH	AUTO MUSIC2
animation 16	BASS-4	AUTO MUSIC2
animation 17	BASS-4	600 BPM
animation 18	BASCULE	AUTO MUSIC2
animation 19	BASCULE	600 BPM
animation 20	FILTER	AUTO MUSIC2
animation 21	FILTER	600 BPM
animation 22	MODUL	AUTO MUSIC2
animation 23	MODUL	600 BPM
animation 24	HOUSE	AUTO TEMPO
animation 25	HOUSE	AUTO MUSIC2
animation 26	DANCE	AUTO TEMPO
animation 27	DANCE	AUTO MUSIC2
animation 28	BZANCE	AUTO TEMPO
animation 29	BZANCE	AUTO MUSIC2
animation 30	COUNT	AUTO TEMPO
animation 31	COUNT	AUTO MUSIC2
animation 32	SPECTRUM	AUTO MUSIC
animation 33	SPECTRUM	AUTO MUSIC2
animation 34	CRASY	AUTO TEMPO
animation 35	CRASY	AUTO MUSIC2
animation 36	BASCULE2	AUTO TEMPO
animation 37	BASCULE2	240 BPM
animation 38	CASCADE	AUTO TEMPO
animation 39	CASCADE	AUTO MUSIC
animation 40	CRACK	AUTO TEMPO
animation 41	CRACK	AUTO MUSIC
animation 42	PURSUIT	AUTO TEMPO
animation 43	PURSUIT	AUTO MUSIC
animation 44	X3	AUTO TEMPO
animation 45	X3	AUTO MUSIC2
animation 46	TUBLIGHT1	AUTO TEMPO
animation 47	TUBLIGHT1	AUTO MUSIC
animation 48	TUBLIGHT2	AUTO TEMPO
animation 49	TUBLIGHT2	AUTO MUSIC

The rate of each animation is either depending on the music (AUTO TEMPO, AUTO MUSIC, AUTO MUSIC2) or steady (120 BPM, 240 BPM, 600 BPM).

8. The sequencers rack

These effects allow any sequencing of the outputs.



- a. Power button
- b. Sequencer warnings and 'Select/Copy' zone
- c. Reverse mode button
- d. Normal mode button
- e. To and fro button
- f. Fine speed tuning
- g. Fast speed tuning
- h. Fine speed tuning
- i. Automatic tempo speed
- j. Automatic music speed
- k. Manual speed button
- l. Fine sequencing tuning
- m. Fast sequencing tuning
- n. Fine sequencing tuning
- o. Sequence number

The sequencer contains 16 potentially flashing channels, corresponding to the chosen sequence. Would you not see the sequencing, three possible causes are:

- the speed is too slow
- the rack is not powered; click on a
- the sequence does not activate any channel; then change the sequence.

The sequencer speed can be of three kinds:

- Tempo, the sequencer automatically follows the music rhythm. To use that, click on i.
- Music, the sequencer speed varies together with the music volume. To use that, click on j.
- Manual, the sequencer speed can be selected from 1 BPM to 1200 BPM. To use that, click on k and use the g tuning, plus the f and h fine tuning devices while you read the speed in the edition rack.

The sequences can be displayed in three different ways:

- Normal mode: click on d
- Reverse mode: click on c
- To and from mode: click on e

The sequencer works with 100 sequences numbered 0 to 99. You select them with the **d** tuning button and the **c** plus **e** fine tuning devices. The 0 to 79 sequences are pre-programmed, whereas the 80 to 99 can be programmed by the user, with the help of the sequences editor called ESEQ (see next page).

The 80 pre-programmed sequences are divided as follows :

0 sequence 4 channels 1 sequence 4 channels 2 sequence 4 channels 3 sequence 4 channels 4 sequence 4 channels 5 sequence 4 channels 6 sequence 4 channels 7 sequence 4 channels 8 sequence 4 channels 9 = 0+1+2+3+4+5+6+7+8	40 sequence 16 channels 41 sequence 16 channels 42 sequence 16 channels 43 sequence 16 channels 44 sequence 16 channels 45 sequence 16 channels 46 sequence 16 channels 47 sequence 16 channels 48 sequence 16 channels 49 = 40+41+42+43+44+45+46+47+48
10 sequence 8 channels 11 sequence 8 channels 12 sequence 8 channels 13 sequence 8 channels 14 sequence 8 channels 15 sequence 8 channels 16 sequence 8 channels 17 sequence 8 channels 18 sequence 8 channels 19 = 10+11+12+13+14+15+16+17+18	50 sequence 1 random 51 sequence 2 random 52 sequence 3 random 53 sequence 4 random 54 sequence 5 random 55 sequence 6 random 56 sequence 7 random 57 sequence 8 random 58 sequence 9 random 59 = 50+51+52+53+54+55+56+57+58
20 sequence 12 channels 21 sequence 12 channels 22 sequence 12 channels 23 sequence 12 channels 24 sequence 12 channels 25 sequence 12 channels 26 sequence 12 channels 27 sequence 12 channels 28 sequence 12 channels 29 = 20+21+22+23+24+25+26+27+28	60 sequence XY 4x4 61 sequence XY 4x4 62 sequence XY 4x6 63 sequence XY 4x8 64 sequence XY 4x8 65 sequence XY 4x12 66 sequence XY 6x6 67 sequence XY 6x10 68 sequence XY 8x8 69 sequence XY 8x8
30 sequence 16 channels 31 sequence 16 channels 32 sequence 16 channels 33 sequence 16 channels 34 sequence 16 channels 35 sequence 16 channels 36 sequence 16 channels 37 sequence 16 channels 38 sequence 16 channels 39 = 30+31+32+33+34+35+36+37+38	70 sequence chaser 4 channels 71 sequence chaser 8 channels 72 sequence chaser 9 channels 73 sequence chaser 10 channels 74 sequence chaser 11 channels 75 sequence chaser 12 channels 76 sequence chaser 13 channels 77 sequence chaser 14 channels 78 sequence chaser 15 channels 79 sequence chaser 16 channels

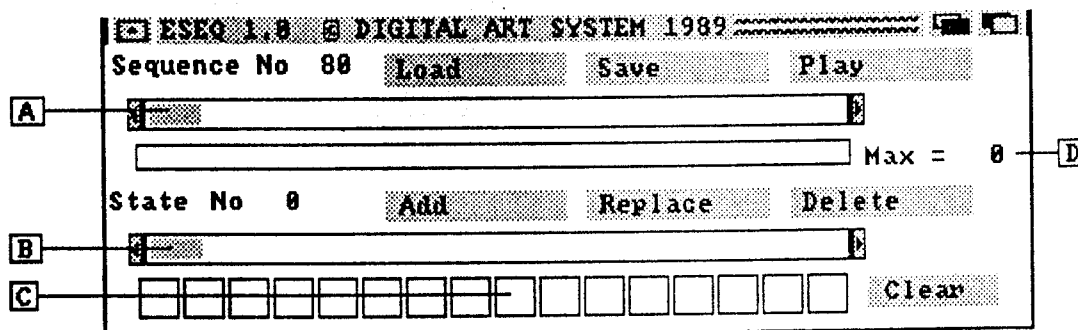
9,19,29,39,49,59 sequences are respectively an assembling of the 9 previous sequences. They consequently allow a quite rich pattern, and are highly recommended.

60 to 69 are mainly used to activate XY spots matrixes.

70 to 79 transform a sequencer into a chaser with more than 8 channels.

The sequences editor

The sequences editor, ESEQ, is found in the 'Sequence' drawer in the DASLIGHT MICRO disk. To activate it, first get to the workbench.



- a. Dimmer for the sequence number adjustment
- b. Dimmer for the state number adjustment
- c. Entry lights for a 16 channel state
- d. Sequence size

To create a sequence:

- move the **a** dimmer to adjust the number (between 80 and 99).
- enter the 16 channel states you want by clicking on **c** lights (mouse: left=on right=off) then click on 'Add' after each 16 channel state.
- click on 'Save'

To modify a sequence:

- move the **a** dimmer to adjust the number
- click on 'Load'
- move inside the sequence with the **b** dimmer, and you can add, replace, and delete states (Add, Replace, Delete).
- click on 'Save'

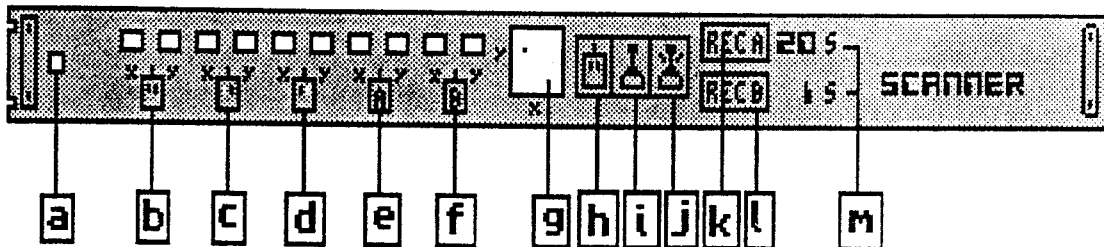
The 'Play' button makes the sequence be listed

The 'Clear' button erases **c** entry lights

The size of the sequence is shown on **d**

9. The scanner rack

This effect allows to control the 0-10 Volt robots. It can also create dimmer or wavers.



- a. Power button
- b. x, y warnings with permanent control
- c. x, y warnings with left-hand control
- d. x, y warnings with right-hand control
- e. x, y warnings of zone A
- f. x, y warnings of zone B
- g. Graphic simulation x, y
- h. Use with the mouse
- i. Slow utilisation with the joystick
- j. Quick utilisation with the joystick
- k. Recording button of zone A
- l. Recording button of zone B
- m. Total times of recording A and B

This rack contains 10 channels and works either with the mouse or a joystick. It allows to read or record in actual time the moves both horizontal (x), and vertical (y) of the contact finger. The warnings **b** constantly read the x y moves, the **c** only when the left button is pushed, and the **d** when the right button is pushed.

There are two zones for real time moves recording. The **e** warnings feature the zone A moves, the **f** warnings feature the zone B moves.

To get the recording, click on **k** or **l** choosing A or B zone. From then on, the moves are recorded when you hold the right button pushed. To quit the recording mode, click once again on **k** or **l**.

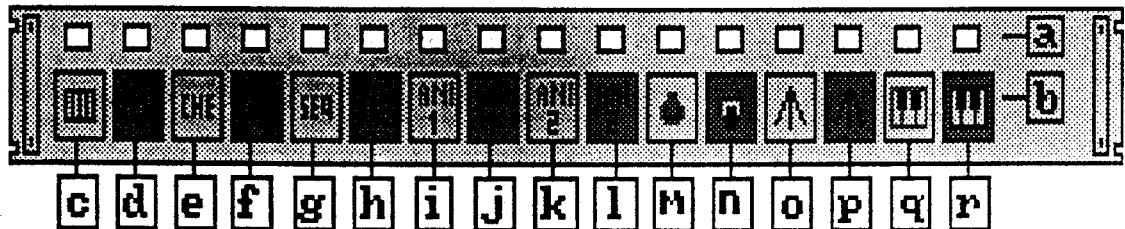
It is possible to see the moves in recording mode with **g**.

The recording time is shown with **m** numbers, and is maximum 60 seconds long.

Remember to power the scanner with **a** button.

10. The static rack

It shows the wiring and the static output states.



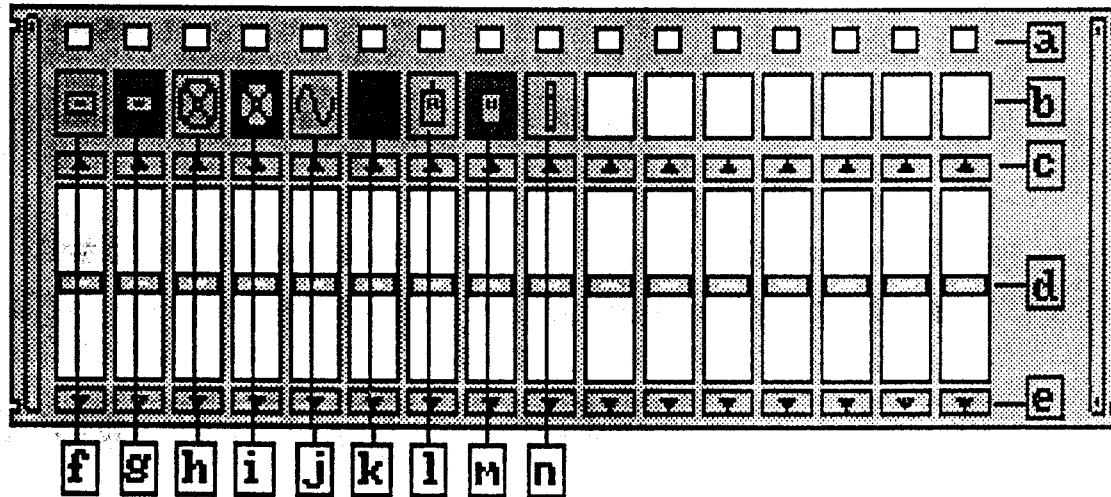
- a. Static outputs warnings and 'Select/Copy' zone.
- b. Wiring symbols.
- c. Keyboard.
- d. Reverse keyboard.
- e. Chaser.
- f. Reverse chaser.
- g. Sequencer.
- h. Reverse sequencer.
- i. Animator 1.
- j. Reverse animator 1.
- k. Animator 2.
- l. Reverse animator 2.
- m. On.
- n. Off.
- o. Tempo.
- p. Reverse tempo.
- q. Midi.
- r. Reverse midi.

The **a** lights represent real-time static output states.

The **b** symbols show the static output states, as the **c** to **r** examples indicate.

11. The dynamic rack

It shows the wiring, state and level of the dynamic outputs.



- a. Dynamic output warnings and 'Select/Copy' zone.
- b. Wiring symbols.
- c. Fine level tuning.
- d. Fast level tuning.
- e. Fine level tuning.
- f. High tone.
- g. Reverse high tone.
- h. Low tone.
- i. Reverse low tone.
- j. Waver.
- k. Reverse waver.
- l. Scanner.
- m. Reverse scanner.
- n. Dimmer.

a lights represent real-time dynamic output states. c and e buttons, plus the d dimmer allow you to adjust independently each output level.

b symbols show the wiring, as the f to n examples indicate.

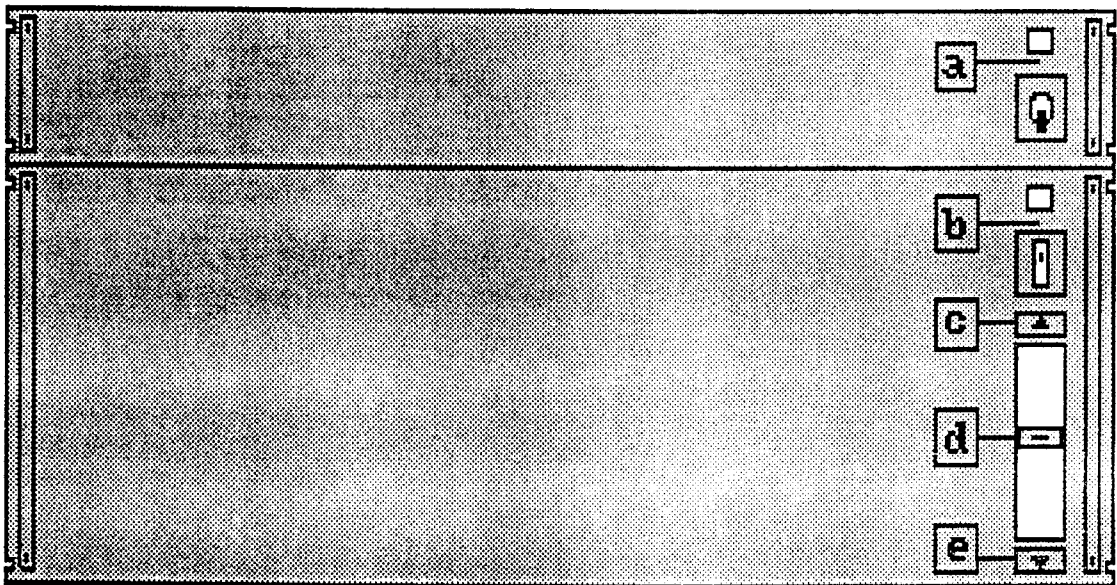
In some software, you should click on the left-hand corner of the rack in order to reach the other dynamic output page.

The static and dynamic racks can be moved into the editor screen :

- either by clicking on the button at the upper right corner of the screen.
- either using the arrows on the keyboard, to go up or down.
- or using the space bar, to set the output racks in the background or the foreground.

12. On/Off and Dimmer/Master functions

These functions allow you to switch on and off, and to graduate the outputs.



- a. 'Select/Copy' on/off zone.
- b. 'Select/Copy' dimmer/master zone.
- c. Fine master tuning.
- d. Fast master tuning.
- e. Fine master tuning.

Click on **a** zone when you want to select the On/Off function. A blue framed message appears, in confirmation of your operation. If you then wish to switch on or off an output, click on the corresponding light, using the left button to switch on and the right one to switch off.

Click on **b** zone when you want to select the Dimmer/Master function, then click on the corresponding light with the left button. The output dimmer is actually set to the same level as the **d** master dimmer.

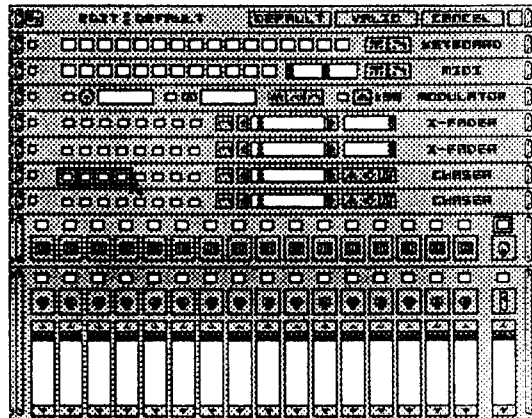
The dimmer/master function can also be used to simply re-adjust the dimmer levels. To do so, click on the corresponding lights with the right button.

H. The 'Select/Copy'

The 'Select/Copy' is a simple and powerful device. It gives you the possibility of wiring any channel effect on any output. It is a two step operation.

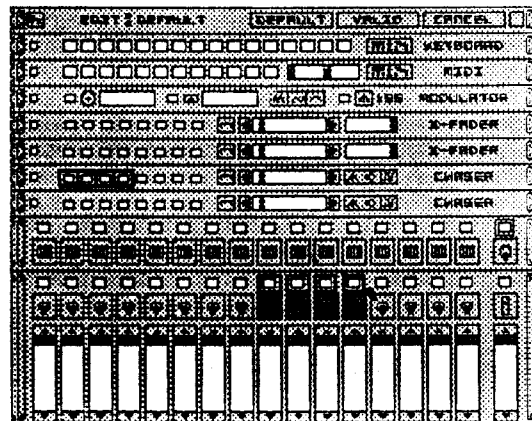
Selecting the channels :

Press with the left button of the mouse the first light ('Select/Copy' effect zone), then move the mouse to the right in order to select the desired outputs; they become blue framed. Release the button.



Copying on the outputs :

Press with the left button the first output and slide the mouse over the desired blue framed outputs. Release the button, the copy is achieved.



Note these four important points :

- If the desired channels are already blue framed, do not select them again.
- If you want to select only one channel, you can duplicate it on several outputs by sliding the mouse to the right at the copying state.
- If you use the right button at the copying state, you ask for the reverse function of the selected channels (negative mode). This allows you to reverse the lighting and get the off effect, reverse chaser, reverse low tone, ...
- If you slide the mouse to the top at the copying state, you cancel the whole process.

I. Using the 'Default' ambiance

Before any ambiance creation, the installer should set the parameters by default. This consists in changing the 'Default' ambiance (set the speeds, light the main outputs, initialise the keyboard for the mask,...).


Thanks to this operation, each new ambiance created is initialised to 'Default'.

examples :

F1 = Red PAR
F2 = Smoke machine
F3 = Sono light

One must then write on a mask the meaning of each key, from F1 to F10 and set it on the keyboard.

Red. PAR.	Som. Mac.	Sono Lig.	----	----		----	----	----	----	----
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J. Ambiances recuperation

Ambiance recuperation is used for instance to load old ambiances to a new release software.

Proceed as follows:

- Make a copy of your new version
- Store the source in a safe place, and begin the copy
- Leave the system to go to the Workbench
- Open the icon disk and call the 'EXPORT ALL' program.
- When the message 'INSERT SOURCE' appears, place the disk with the previous ambiances in the drive.
- When the message 'INSERT DESTINATION' appears, place your new version in the drive.

K. Naming each output

Using a text editor, you have the opportunity of naming each output. This enables you to easily find your wirings, not having to report them on a separate sheet (ANNEX D).

Proceed as follows:

- Leave the system to go to the Workbench
- Call for the SHELL icon
- Enter 'ED STATIC_NAME' in order to name each static output
- Enter each output name, line after line
- To exit the editor screen, press 'ESC' X 'ENTER'
- Enter 'ED DYNAMIC_NAME' in order to name each dynamic output
- Enter each output name, line after line
- To exit the editor screen, press 'ESC' X 'ENTER'
- Reboot the system

Note these two important points :

- 'CTRL' B kill a line in the editor.
- 'ED' command needs an AMIGA with ROM 2.0 or more.

When you will edit your ambiances, the name of each output will appear as the mouse pointer goes over the static rack.

L. Starting parameters

Several starting parameters are possible. To set them, from the Workbench screen you should open the disk icon and click once on the DASLIGHT MICRO icon, and then choose the 'INFORMATION' option in the 'ICON' menu. A frame indicates the parameters. If you click on one, you can change it:

LANGUAGE= FRENCH or ENGLISH or ITALIAN

This parameter sets the language used all along the use of the software.

MIDI= ON or OFF

This parameter activates or ignores every midi function in the software (ON=activates, OFF=ignores).

PROTECT= 0 or 1 or 2 or 3 or 4

This parameter lets you protect the access to the ambiances, with five different protecting levels (0=No protected, 4=Maximum protection).

PROTECT=	0	1	2	3	4
Change menus by clicking	yes	NO	NO	NO	NO
Edit protected ambiances	yes	NO	NO	NO	NO
Save	yes	yes	NO	NO	NO
Change menus by pressing <AMIGA> M	yes	yes	yes	NO	NO
Get to Workbench by pressing <AMIGA> W	yes	yes	yes	yes	NO

Only for DLM64:

MIDICHANNEL= 0 or 1 or 2 or ... or 16

This parameter lets you choose the midi channel which will activate the ambiances (0=off, 1 to 16=midi channel).

TOUCHPANEL= ON or OFF.

This parameter activates or not the entry functions on the parallel port.