

# KALEIDOSCOPE<sup>TM</sup>

## Effects & Colour Control Software for GENIUS

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Operator's Manual



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# Offices and Service Centres

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# Table of Contents

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<b>Offices and Service Centres .....</b>	<b>ii</b>
<b>1. Introduction .....</b>	<b>1</b>
About this Manual .....	1
Registering Your Software .....	1
<b>2. Colour Channels .....</b>	<b>3</b>
Patching Colour Scrollers.....	3
Setting Frames .....	4
11 frame scrollers or less .....	4
Scrollers with more than 11 frames .....	4
Unpatching .....	5
Colour Keys .....	5
@COL .....	5
@COL @FULL.....	6
@COL NEXT .....	6
@COL LAST .....	6
UNDO @COL.....	6
Part Scrolling.....	6
<b>3. Advanced Effects.....</b>	<b>7</b>
Effect Types .....	7
Audio Midi.....	8
<b>4. Sound to Light Submaster .....</b>	<b>13</b>

## Notes

# Introduction

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**Kaleidoscope** is an additional software package for Strand Lighting's GSX/LBX consoles and is part of the **Genius** range of lighting software. Once installed, it will allow you to:-

- Use Colour Scrollers controlled by frame number, independent of the Grand Master setting.
- Use a sophisticated range of special effects to enhance your productions.

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## About this Manual

This manual is part of the **Genius** range of software and should be used only in conjunction with Strand Lighting's **Genius** software range and relevant lighting consoles.

The other Operator manuals in the series are as follows:-

- GENIUS                      Lighting Software
- COMMUNIQUÉ            Communications Software

The manuals form an integral part of the product, please ensure they are kept in a safe place, preferably with the console.

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## Registering Your Software

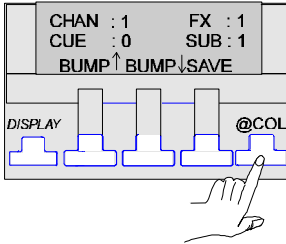
Please ensure you complete the supplied registration card and return it to your nearest Strand Lighting office.

Registration information and how to load Application software is covered in the Genius Operator's Manual, Chapter 3 **Software Installation**.

## Notes

## Colour Channels

Colour scrollers can easily be used with GSX and LBX consoles. In colour mode Channel Control settings specify the colour frame number required, as opposed to light levels. Channels can be allocated either as intensity or colour but not both.



In order to differentiate between selecting light levels, as in intensity channels, and colour frames, the @COL key is used instead of the @ key.

*It is not possible to have a channel sharing both colour and intensity levels at the same time.*

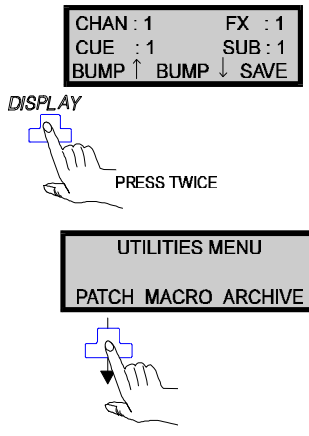
Scrollers must first of all be assigned to channels in the PATCH screen. The setting of the number of frames is done here also.

*Frame numbers start at 0. For 11 frame scrollers, the console can be configured in SINGLE and DOUBLE DIGIT modes. For scrollers that use more than 11 frames, the console must be configured in DOUBLE DIGIT mode only.*

## Patching Colour Scrollers

Go to the PATCH screen.

The DIM number (mux address) becomes the actual colour scroller number. The scroller then needs to be assigned to a channel (see your scrollers handbook on how to set the mux address on your unit). For instance if you had 3 scrollers they could be assigned as in the following examples. (**\* must always be pressed in this screen**)



**25 @COL 25 < \* >**

Assigns scroller 25 to channel 25

PATCH : 25 @FRAME 25  
Set Patch for Level, Colour and Non-Dim channels

PATCH SCREEN COMMAND LINE SECTION

*On the VDU the @COL key is always displayed as @FRAME whilst the normal @ key is displayed as @PATCH.*

**26 @COL 26 < \* >**

Assigns scroller 26 to channel 26.

**27 @COL 27 < \* >**

Assigns scroller 27 to channel 27.

The patch screen shows colour channels in **grey**.

09:00:00 01 / 08 / 93		PATCH										195 Free cues		GM = FL	
DIM	1	2	3	4	5	6	7	8	9	10	11	12			
CHN	10	10	11	11	11	11	11	11	11	12	13	14			
	100%	70%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%			
DIM	13	14	15	16	17	18	19	20	21	22	23	24			
CHN	13	14	15	15	15	15	19	20	21	22	23	24			
	80N	50N	80N	80N	80N	80N	100%	100%	100%	100%	100%	100%			
DIM	25	26	27	28	29	30	31	32	33	34	35	36			
CHN	25	26	27	28	29	30	31	32	33	34	35	36			
	10	10	10	100%	100%	100%	100%	100%	100%	100%	100%	100%			

SCROLLER NUMBER (mux address)  
 ASSIGNED CHANNEL  
 MAX. FRAME SETTING

Once colour channels are patched they will also appear in **grey** on the OUTPUT screen.

## Setting Frames

*0 is always the first frame. Ensure the maximum frame setting is the correct one for your particular scroller or erratic scrolling may occur.*

### 11 frame scrollers or less

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

11 FRAME SCROLLER

The default maximum frame number is 10, this caters for the common 11 frame scrollers and no further setting up is required.

### Scrollers with more than 11 frames

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----

15 FRAME SCROLLER

To set the maximum frame number for a 15 frame scroller you must first of all **ensure you are in Double Digit mode**. Then, in the PATCH screen key in:-

**25 @COL @COL 14 < \* >**

Sets scroller 25 to a maximum number of 15.



PATCH : 25 @FRAME @FRAME 9

Set Patch for Level, Colour and Non-Dim channels

**25 THRU 27 @COL @COL 14 < \* >**

Sets all three scrollers to a 15 frame maximum setting.

*If you are not in double digit mode, frames above 11 cannot be entered in the OUTPUT screen.*

---

## Unpatching

Any scroller patched to Channel 0 will become unpatched, or alternatively:-

**25 @ < \* >**

Will unpatch dimmer 25.

**25 @COL < \* >**

Will also unpatch scroller 25.

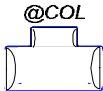
Any dimmer that is already patched and gets re-patched to a new channel will be automatically de-patched from the old channel without warning.

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## Colour Keys

The function of these keys are as follows:-

**@COL**



Channels 25 to 27 have been patched as colour channels and SINGLE DIGIT format is enabled. In the OUTPUT screen, set channels to:-

**25 @COL 5 \***

Sets the scroller on channel 25 to colour frame 5.

**26 @COL 4 \***

Sets the scroller on channel 26 to colour frame 4.

**27 @COL 0 \***

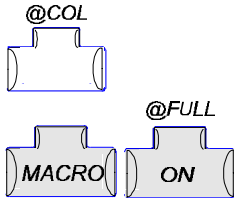
Sets the scroller on channel 27 to colour frame 0 (the first frame).

**25 THRU 27 @COL 2 \***

Sets all scrollers to colour frame 2.

*@COL has no effect if used with intensity channels.*

## @COL @FULL

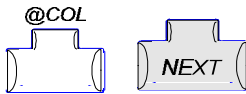


*In SINGLE DIGIT mode this selects frame 11 as double digit entries cannot be entered directly.*

In either digit mode, this combination of keys, act as a quick way to access the last, or final, frame in the scroller.

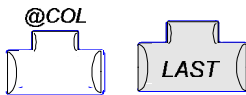
**25 @COL @ FULL ( MACRO ON ) \*** Sets scroller on channel 25 to its last frame.

## @COL NEXT



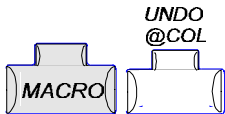
Selects the next colour frame in sequence.

## @COL LAST



Selects the previous frame in the sequence.

## UNDO @COL (MACRO @COL)

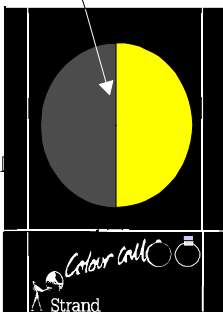


Restores all colour channels to their previous states, that is the ones they were in before the @COL key was last used on this current selection.

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## Part Scrolling

SPLIT FRAME EFFECT



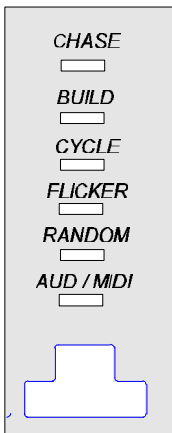
When in the OUTPUT screen, once a frame has been selected it is possible to move to another frame by using the wheel, this allows for part scrolling. This is useful for special effects or aligning frames that may be slightly out of sync.

## Advanced Effects

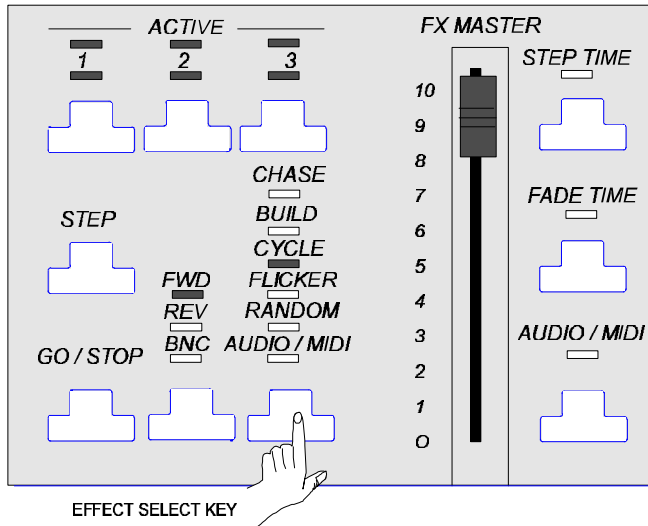
Up to 30 effect memories may be stored, three of which may be active and run simultaneously. Instructions to set up and run effects are given in the Genius Operator Manual Chapter 10 **Basic Effects**.

### Effect Types

Six effect types are available, a summary of their functions is given below.



- **Chase:** Each step is played back in sequence. Only one step is on at a time.
- **Build:** Similar to Chase, only each step remains on as the sequence advances. After the final step all steps are switched off and the Build repeats.
- **Cycle:** Similar to Chase, except that each step is performed as a dipless crossfade and not a straight on/off action.
- **Flicker:** Random steps are selected and played back at a random output level. Only one step is on at a time.
- **Random:** Random steps are selected and played back at full level. Only one step is on at a time.
- **Audio/Midi:** This is similar to a chase but each step is triggered by an external Audio or Midi timing signal. External sources for these signals are required to be connected to the rear of the console using the AUDIO or MIDI sockets.

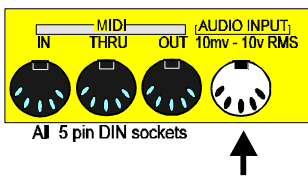


Once your effects are loaded into the Playback the effect select key can be used to change the effect type. This can be done after loading or when the effect is running. Changes done in this way are temporary and the original effect type programmed will apply if the effect is reloaded.

## Audio Midi

The AUDIO/MIDI effect is dependant on external sources, the first uses AUDIO frequencies and the second uses MIDI timing pulses. these are selected in the SETUP menu.

### For Audio equipment:-



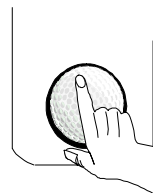
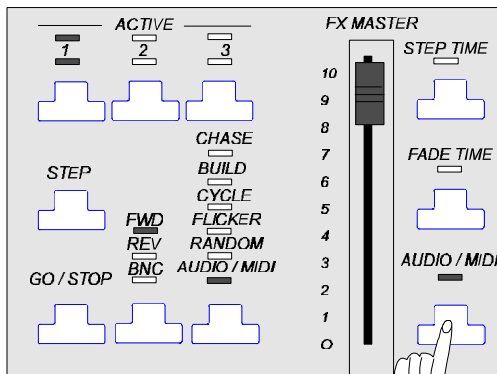
1. Connect the output of the sound device to the audio socket. The pin connections are shown in **Appendix B** of the Genius Operator Manual.
2. Go to the SETUP screen and set the **Effect Trigger** to AUDIO BASS BEAT.

SETUP	
Console	
Channel Control Mode	DIRECT 2 DIGITS
Effect Trigger	<b>AUDIO BASS BEAT</b>
DMX IN Mode	OFF
Submaster Fade times	MANUAL
External Subs. Scale %	100
C/D Mode	72 x 1 SCENE 24 SUB

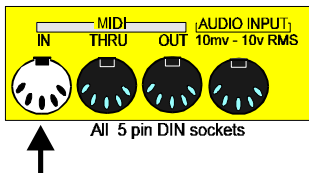
- Return to the EFFECTS PREVIEW screen, set up effect steps as required and set **Type** field to:- AU/MI

Effects Sheet				
FX Step	Type	Dir	Fade T	Step T
1.1	AU/MI	FWD	5/5	0.1
1.2	AU/MI	FWD	5/5	0.1
1.3	AU/MI	FWD	5/5	0.1
1.4	AU/MI	FWD	5/5	0.1
1.5	AU/MI	FWD	5/5	0.1
1.6	AU/MI	FWD	5/5	0.1

- Go to the OUTPUT screen and load effect into the Playback.
- Play the audio device.
- Press **GO** to start the effect running.
- Hold down the AUDIO/MIDI key and move the wheel to adjust the trigger level.



## For Midi equipment



1. Connect from the MIDI OUT of the device to the MIDI IN of the console.
2. Go to SETUP screen, set the **Effect Trigger** field to MIDI TRIGGER.

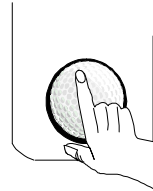
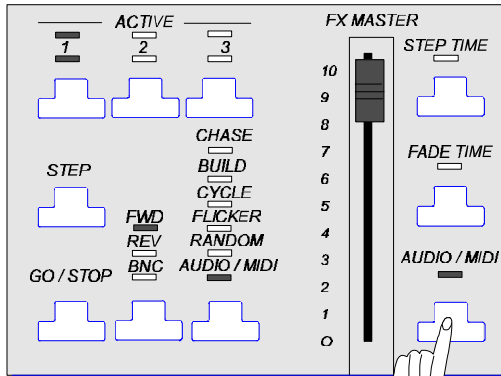
SETUP	
Console	
Channel Control Mode	DIRECT 2 DIGITS
Effect Trigger	<b>MIDI TRIGGER</b>
DMX IN Mode	OFF
Submaster Fade times	MANUAL
External Subs. Scale %	100
C/D Mode	72 x 1 SCENE 24 SUB

3. Return to the EFFECTS PREVIEW screen, set up effect steps as required and set **Type** field to:- AU/MI

Effects Sheet				
FX Step	Type	Dir	Fade T	Step T
1.1	<b>AU/MI</b>	FWD	5/5	0.1
1.2	AU/MI	FWD	5/5	0.1
1.3	AU/MI	FWD	5/5	0.1
1.4	AU/MI	FWD	5/5	0.1
1.5	AU/MI	FWD	5/5	0.1
1.6	AU/MI	FWD	5/5	0.1

4. Go to the OUTPUT screen and load effect into the Playback.
5. Play the Midi device, pulses will be sent known as Midi Timing bytes. These pulses can be altered by modifying the tempo of the piece being played. The effect will speed up or slow down with this tempo.
6. Press **GO** to start the effect running.

5. Hold down the AUDIO/MIDI key and move the wheel to fine tune the effect step rate with the tempo.



*Full Midi implementation on GSX/LBX is given in the COMMUNIQUÉ package.*

## Notes



## Sound to Light Submaster

Within the Kaleidoscope package there is also the facility to have the channels assigned in a Submaster mastered by an audio signal. In this case all the channels in that Submaster will vary in level according to the volume of the sound.

The Submaster fader masters the final Submaster output.

To set up this feature:-

1. Go to the **Submasters** screen and assign required channels. The levels you set them at will not be exceeded by the audio signal.
2. In the **Function** field set the Submaster to S/LIGHT.

Submasters						
SUB:	In/Out	Function	Macro	Inhibitive	SUB:	In/Out
1	0/0	S/LIGHT	OFF	NO	13	0/0
2	0/0	LOCAL	OFF	NO	14	0/0
3	0/0	LOCAL	OFF	NO	15	0/0
4	0/0	LOCAL	OFF	NO	16	0/0

3. Connect the output of your audio device to the console's audio input.
4. Play the device and adjust the Submaster fader between 0 and full to master the sound to light effect.