ProSceniumDMX Quickstart

This section is a short introduction to help you get started using the ProScenium quickly. Additional, more detailed information is covered by the Help on Line Topics. **Green** Links means that a special section on this argument can be found on the Help on Line.

Installing the ProScenium is divided into two sections: Software Installation & Hardware Installation

Software installation

Insert the Martin ProScenium^{DMX} CD-ROM in the CD drive. If autoplay is active, wait for the program installation window and then click on "Install" to install software on to the PC.

If automatic notification at CD-ROM insertion is disabled, click on the "Setup.exe" (usually D: Drive) file to manually start the installation process.

To install software on a PC without a CD-ROM drive, you will need to follow these steps:

Insert the Martin ProScenium^{DMX} CD-ROM into any other computer that has a CD-ROM drive.

In "My Computer" window, select the CD-ROM drive.

Select all files contained in the "\install" directory in ProScenium^{DMX} CD-ROM (Ctrl +A)

Prepare 5 blank, formatted 1.44 MB floppy disks.

Using Drag & Drop, move all CD-ROM files on the 3.5" Floppy drive.

Windows95/98 will ask you to insert, sequentially, all 5 floppies to copy a total of around 6 MB of files (If you don't copy the manuals that are in "\manuals" directory.)

Go back to the target, CD-ROM-less PC and create a temporary directory (e.g. C:\TEMP)

Copy all 5 floppies into the temporary directory

In the temporary directory, click on the "Setup.exe" file to start the installation process.

Once the installation is complete, remove the temporary directory (this will free up 6 MB of hard disk space).

The installation program will start, automatically creating the " MartinPS " directory, copying all the required files onto the hard disk, and creating program group and program icons.

After the installation is complete, the program may be started by clicking on the "ProScenium^{DMX} " icon obtained by following the " START ->PROGRAMS " pull-down menu that starts from the Win95/98 toolbar.

Hardware Installation

Using the Martin ProScenium^{DMX} ISA card

Introduction

The Martin ProScenium^{DMX} ISA card allows configuration of the ProScenium^{DMX} in standard desktop PC's.

Note: the DMX I/O card can be damaged by static electricity. Follow the usual procedures to prevent electrostatic discharge: always release static electric charge by touching a grounded metal object before handling the card. In any case always handle the card by its bracket and edges, avoid touching the components directly.

Installation procedure

The Martin ISA card is a memory-mapped I/O device. Before installing the card, the occupation of the PC memory space by the different devices must be checked in order to verify the correct allocation of the card in the system.

This can be done within Windows95™ through the following steps:

Right-Click on "My Computer"
Click on "Properties"
Click on "Device Manager"
Click on "Properties"
Click on "Memory"

This operation opens a window that details the memory assignment.

The Martin DMX ISA card may use any available 2KB block in the "D" segment, that is a 1000 (hexadecimal) wide block in the 000D0000-000DFFFF (hexadecimal) space.

The default address (or factory setting) of the Martin ProScenium^{DMX} ISA card is 000D1000 (hexadecimal). Check that this area is available, if it is not, locate an available region and make a note of the address for later use in card DIP-switch configuration.
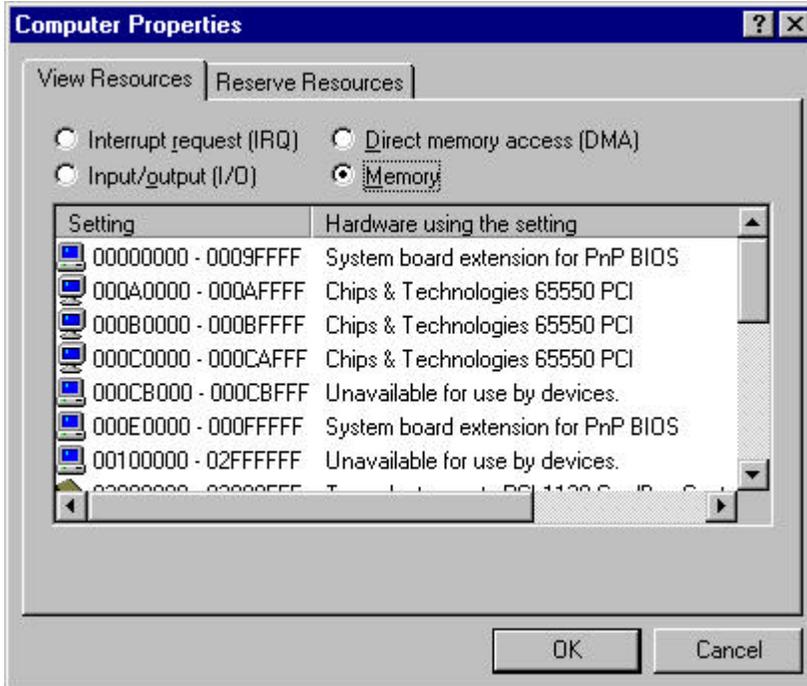
In this instance, there is no allocation in the "D" Block of memory, therefore any address in the "D" Block may be used.

The DIP-Switches are the small switches on the side of the Card opposite the mounting bracket. The switches take the form of 10 small switches mounted together, these are numbered from 1 to 10 and may be switched to OFF or ON positions.

These DIP-switches are used to select the start (or base) address of the used memory area.
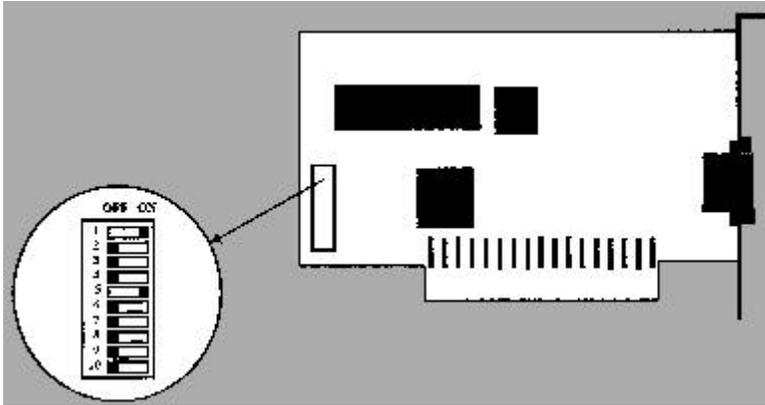
To set the DIP-switch to match the previously recorded memory address, set all switches to "OFF" and then set to "ON" the switches corresponding to the selected address as shown in the following table:

BLOCK	ADDRESS RANGE	DIP-switches ON
D0	000D0000-000D0FFF	5
D1	*000D1000-000D1FFF*	*1,5 (DEFAULT)*
D2	000D2000-000D2FFF	2,5
D3	000D3000-000D3FFF	1,2,5
D4	000D4000-000D4FFF	3,5
D5	000D5000-000D5FFF	1,3,5
D6	000D6000-000D6FFF	2,3,5
D7	000D7000-000D7FFF	1,2,3,5
D8	000D8000-000D8FFF	4,5
D9	000D9000-000D9FFF	1,4,5
DA	000DA000-000DAFFF	2,4,5
DB	000DB000-000DBFFF	1,2,4,5
DC	000DC000-000DCFFF	3,4,5
DD	000DD000-000DDFFF	1,3,4,5
DE	000DE000-000DEFFF	2,3,4,5
DF	000DF000-000DFFFF	1,2,3,4,5

Once the DIP-switch is set as described, the card may be installed by carrying out the following steps:

i).   Turn off the computer and disconnect the power cord to avoid risk of injury.

ii).   Then remove the cover, find an available ISA expansion slot (check the PC manual for instructions) remove the slot cover plate from the back of the chassis.

iii).   Save the screw for fastening the DMX I-O card after installation

iv).   Holding the card by the bracket and the edge, push the copper finger connector into the expansion slot, seating it firmly and fixing it with the saved screw

v).   Replace the cover and reconnect the power cord

vi).   Connect the DMX cables as required by the application

vii).   Turn on the computer and start ProScenium^{DMX} program

viii).   Use **the Hardware Choice** section in the **Configuration Panel** to setup the correct address

ix).   Quit the ProScenium^{DMX} program and restart it for the configuration to take effect

Note: after installing the card, the selected address space will be declared used by Windows95™. To verify that the board is detected by the system, check that the selected address space is flagged "Unavailable for use by device". you may do this by using the procedure detailed below:

Right-click on "My Computer"
Click on "Properties"
Click on "Device Manager"
Click on "Properties"
Click on "Memory"

If the card is still not detected see**: Hardware Troubleshooting** in the Help on line.

Martin DMXADP LPT Parallel Port adapter

Introduction

Martin DMXADP Parallel Port adapter allows the ProScenium^{DMX} to be configured in both desktop and notebook PC platforms.

Note: the DMADP adapter can be damaged by static electricity. Follow the usual procedures to prevent electrostatic discharge: always release static electric charge by touching a grounded metal object before handling the adapter.

Installation procedure

Unlike the ISA card mentioned earlier, the DMXADP does not require the computer to be opened or require any specific settings. The device should just be installed following these steps:

i).   Turn off the computer and disconnect the power cord to avoid risk of injury

ii).   Locate the Parallel Port (25-pin D-type female connector)

iii).   Locate the mouse or keyboard port (PS/2 6-pin female or DIN 5-pin female)

iv).   Connect the DMXADP adapter body to the Parallel Port, fastening it with the two screws

v).   If the selected mouse or keyboard port is an optional expansion port, simply connect the male PS/2 connector of the DMXADP cable in the port (using the PS/2 to DIN adapter if required)

vi).   If the selected mouse or keyboard port is used by a peripheral, interconnect DMXADP in pass-through mode using both the male and female PS/2 connectors of the DMXADP cable (using PS/2 to DIN adapters if required)

vii).   Connect DMX cables as required by the application

viii).   Turn on the computer and start the ProScenium^{DMX} program

ix).   Select the address of the Parallel Port using the **Configuration Panel**

x).   Quit the ProScenium^{DMX} program and restart it for the configuration to take effect

If the DMXADP adapter is not detected see**: Hardware Troubleshooting**
For further information see the **Hardware Choice** section in the **Configuration Panel** Help File`

Software Utilization

Patching Intelligent Fixtures

Intelligent Fixtures may be configured into the ProScenium very simply. The ProScenium^{DMX} has built-in definitions for a large number of the most popular intelligent fixtures. If the definitions are have been defined the program is able to retrieve the channel data assignment from the library, and to format them in the **Moving Light Window** in a way totally transparent to the user.

The window is activated selecting the scanner to be activated inside the Scanner Drop Down Box

+| All Scanners ▼| If the intelligent fixture of your choice is not present in the scanner library, it may be added using the Spot Maintenance Utility, this, you can find in the ProScenium^{DMX} program group, or manually, see **How Do I...Create my own Fixture Personality**

Assigning an Intelligent Fixture
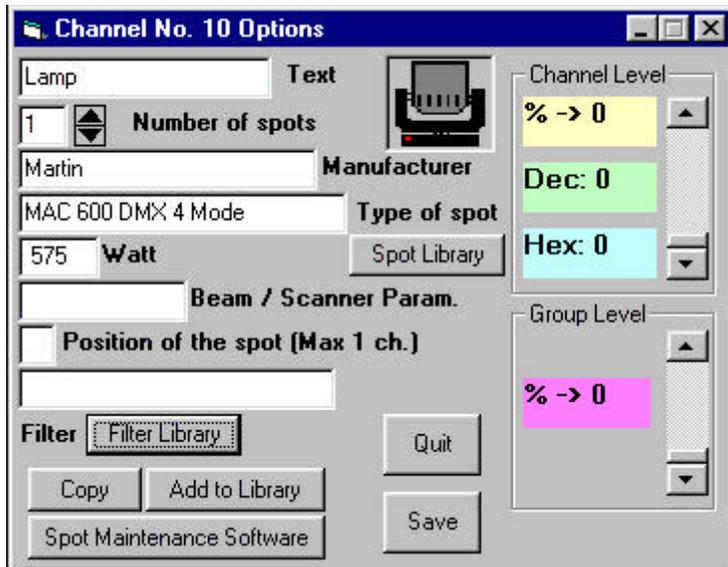
Click on the Channel that you have decided upon as being your first intelligent fixture Channel with Right Mouse Button, Click on the "**Spot Library**" button and select the scanner and the corresponding DMX mode by clicking on the scanner Icon on the fixture list.

If the intelligent fixture of your choice is not present in the list, follow the instructions in the section above.

When you have selected your fixture click on "**Save**"

As you have selected an intelligent fixture, you will have a series of Prompts for the following:

HTP/LTP Selection

If you wish to use moving lights and the effect generator, you must select "**No**"

Set Snap to final position for channel X

This is where you can assign "snap" channels, meaning that during a crossfade, designated "snap" channels (for example gobos), will go immediately to the final position.

You can change this setting at a later date by setting a curve 10 (linear no master) instead of 14 (snap no master) in the patch window.

Set Snap to final position for all channels

This is the same as above but attributed to all remaining channels occupied by the fixture.

Recording a scene into a Cue

Record *Hotkey "M"*

A scene may be recorded into a Cue just by clicking the "**Record**" button of the corresponding Preset (A or B) or by clicking on the "**M**" key on the keyboard.

When you select the "**Record**" Button, a Recording Panel will be displayed like the one below.
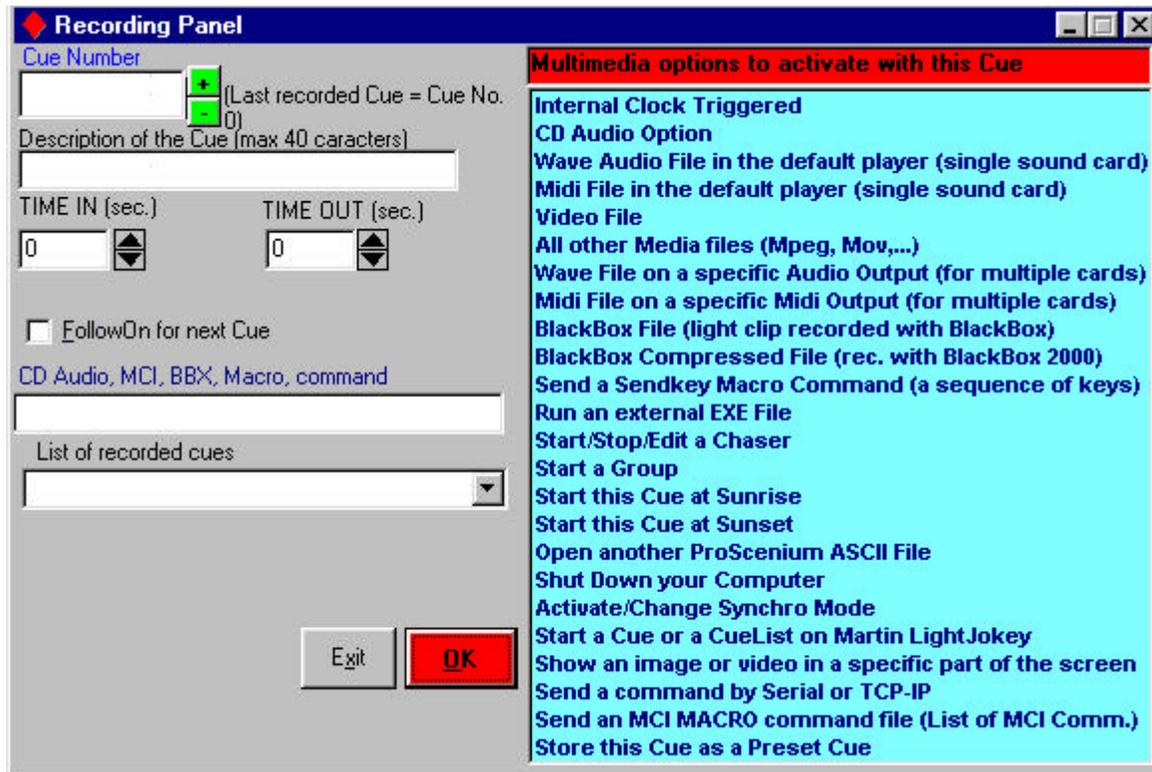
Initially, we will deal with the Left Hand Side of the Panel, The Right Hand Side deals with the **Multimedia Commands**
 that are detailed later.

Unlike some other lighting systems, the ProScenium has no notion of "preparation" and "transfer" mode, meaning that all actions are possible at any time.

The user is asked for a number to assign to the Cue, in the form of a ten-digit real number (a total of ten digits including decimals).

Cues are automatically inserted in the correct ascending sequence. For example, Cue 11.1 may be inserted between Cues 11 and 12 and later on a 11.11 Cue may be inserted between 11.1 and 11.2 and so on.

Attention ! ! only _period_ (.) is allowed as decimal separator, <u>never</u> use the _comma_ (,) separator.

Should there be a duplicate Cue Number, the user is prompted for confirmation before overwriting an existing Cue.

When the "**Record**" button is clicked, in addition to the channel number the program requires the insertion of the following:

Description of the Cue

Time In and **Time Out** in hours:minutes:seconds format, using the following Usitt convention:

00:30   30 seconds
01:00   1 minute
01:45   1 minute and 45 seconds
02:00 :15   2 hours and 15 seconds

FollowOn time, that allows automatic start of the next Cue after this time has elapsed.

To the Right Hand Side of these options is a menu that gives you the opportunity to activate a Multimedia event with your Cue.

Whilst using the Multimedia Command it is possible to have only The Multimedia Command functioning without Light Output, just click the "Don't send Light Output" check Box.
This Option will call your Cue "NoLight". Please don't modify this text as it is necessary for ProScenium to understand that there should be no light output.

Multimedia Commands

Editing a Cue

Hotkey "M"

To edit a Cue, select it in the Pull Down Box and just click the Record button when finished with editing.

Inserting a new Cue

A new Cue can be inserted in the same way as a new Cue is stored, using the appropriate number to insert the Cue in the correct place.

Deleting a Cue

To delete a Cue, Click on the TrashBin icon in the Master Window, this will display the Delete Panel that has a Pull Down Box, just select from the list of recorded cues, the ones that you wish to delete. You will be asked for confirmation before actually deleting the Cue.

Advance to next Cue (NextMemory)

Hotkey: " L "

This functions is used to select the next recorded Cue for playback with a single keystroke. This is particularly useful during show setup when the same scene is played multiple times whilst tuning the channel values.

Step back to previous Cue (BackMemory)

Hotkey: " K "

This function is complementarily used to select the previous recorded Cue for playback with a single keystroke.

Blind Mode

Blind mode allows you to display and edit any recorded Cue without altering the active (ON BOARD) Cue or scene. This is particularly useful when, during Cue playback, the user wants to verify the contents of a future Cue before playing it back.

With the ProScenium^{DMX}, Blind Mode is simply obtained selecting the Cue for display/editing on the inactive Preset (e.g. selecting it on preset B while preset A is On-Board or vice-versa).

How to make a Chase

A Chase is a sequence of **Cues** that may be running in parallel to a crossfade, following a predefined time sequence.
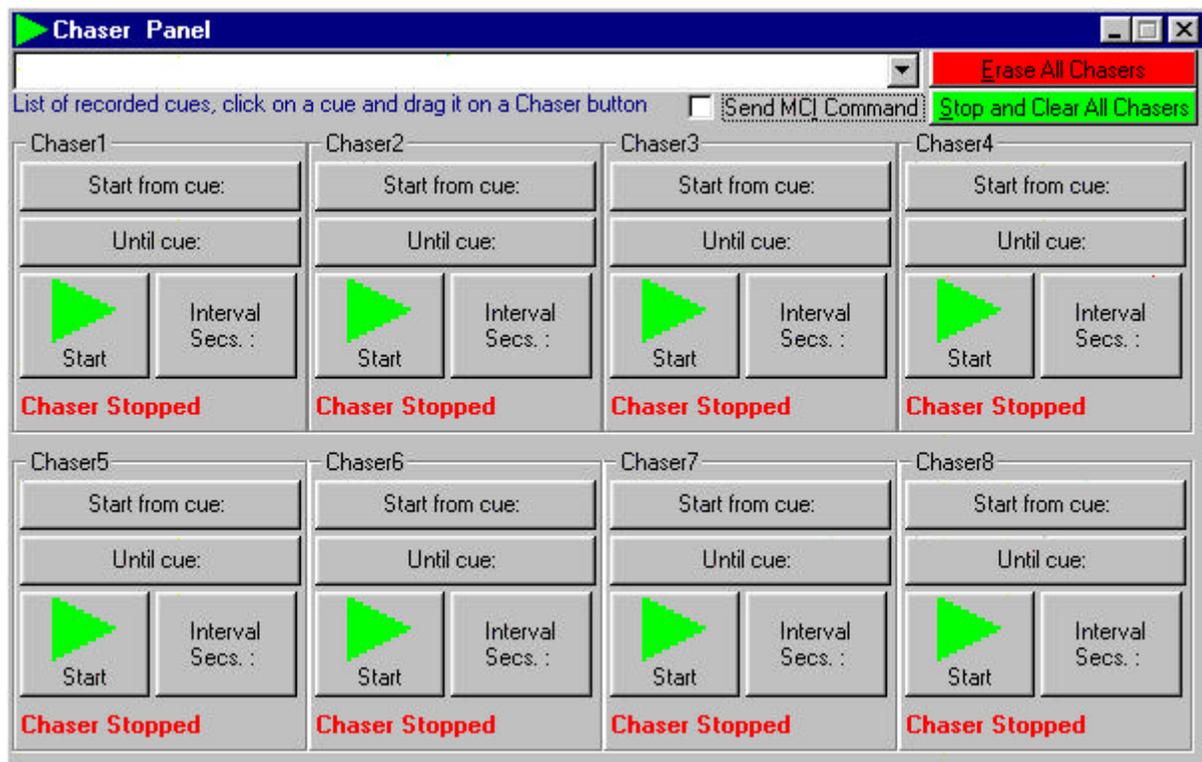
A Chaser is a sequence of **Cues** that may be running in parallel to a crossfade, following a predefined time sequence.

In the ProScenium, there is a visual Chaser window that allows you to access directly all 8 Chasers and change parameters.

Reading this Section will help you to understand how the Chaser mechanism works

Chasers may be activated from the "Chaser" menu, from the keyboard with keys
"E","R","T","Y","U","I","D","F", in toggle mode, or inserted from the MCI command of the menu editor.
Accepted commands are the following (using Chaser 2 as an example):

Chaser2 on
Chaser2 off
Chaser2 Cue 10 (starts a Chaser from Cue N. 10)
Chaser2 int 2 (fixes a 2 second Interval for a not fading Chaser)
Chasers on (start all assigned Chasers)
Chasers off (stop all assigned Chasers)
Chaser1 tog (if Chaser1 was started it stops, if it was stopped it starts)
Chaser1 step (goes to next step in the Chaser)
Chaser1 rel (starts the first Chaser reloading it from the beginning, also if the Chaser is already running)

You may also select the Chasers option from the recording panel to auto-fill these fields.

BE CAREFUL TO RESPECT THE EXACT SYNTAX (keywords, blanks) IN MCI COMMANDS

Alternatively, one of the following options in the Chaser Window may be selected:

Start from Cue
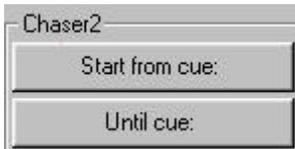
This allows selection of the Cue from which a Chaser should start. At the end of the sequence (unless a link is encountered) the Chaser will restart from this Cue.

Ensure that you enter the correct link sequence, and ensure that you are aware of the jumps you make in the sequence using links. Chaser links are the same as normal links, so changing links for the Chasers, means also changing links for normal crossfade operations.

For example, if you make Cues

1000
1001
1002
1003

and from the Cue edit window you link 1003 to 1000 (writing 1000 in the link field for Cue 1003)
and then you make Cues

2000
2001
2002
2003

and from the Cue edit window you link 2003 to 2000 (writing 2000 in the link field for Cue 2003)

And so on....

Chaser Interval

This allows you to select the interval (in seconds) between a Cue and the next one. For example, use 1.5 for a second and a half or 0.3 for a third of a second.

If you leave this interval at 0, or do not enter a Chaser interval, each Chaser will fade through each step will automatically taking the Cue Time In.

Start Chaser (key E,R,T,Y,U,I,D,F)

Starts selected Chaser. The same effect may be obtained in the Cue Editing window, using the editing command and loading in the MCI command column the "Chaser 1 on" command (without quotes of course). In this case when the related crossfade will be started, the selected Chaser will be started.

Stop Chaser (key E,R,T,Y,U,I,D,F)

Stop selected Chaser. The same effect may be obtained in the Cue Editing window, using the editing command and loading in the MCI command column the "Chaser 1 off" command (without quotes of course). In this case when the related crossfade will be started, the selected Chaser will be stopped.

In normal resolution timer mode, it is possible to trigger also the MCI commands present in the different Cues that compose a Chaser.

Using this idea it is possible to have several complete multitasking activities, or to stop a Chaser after a cycle by putting, for example, for Chaser No. 1, the "Chaser 1 off " command.

How to Synchronise with the Internal Clock

The program runs the Crossfade automatically using the internal PC clock for memories that have the same number as current time. For example, if the current time is 12:11:11 (hours:minutes:seconds format) and a cue numbered 121111 exists (requiring the plain number with no space and no delimiter), this cue will be automatically started with the stored time in/out parameters.

Note that for this Sync Type and for Sync 11 you can also create masks, in order not to repeat cues with different starting hours.

For example, you want your Exterior 600's to change colour every 10 minutes throughout the day.

Make the cue with the right colour, and call it 991099.

This Cue will be triggered by ProScenium every hour at 10 minutes past the hour.

Cue No. (Mask)	Frequency	Triggered by ProScenium
991099	minutes	Every hour at 10 minutes past the hour.
991599	minutes	Every hour at 15 minutes past the hour.

999199	minutes	All the ten minutes at min. 1
999599	minutes	All the ten minutes at min. 5
999930	seconds	All minutes at sec. 30
999900	seconds	All minutes at sec. 00
999991	seconds	All the ten seconds at sec. 1
999995	seconds	All the ten seconds at sec. 5

In Sync mode 1 and Sync mode 11 you can ask ProScenium to Trigger the
Sunset and Sunrise event timer.

How to avoid triggering cues from 1 to 100 when you are in sync with internal clock.

If you are synchronised with the internal clock in mode 1 or 11, a common mistake is to make cues named 1, 2...100.

These cues are automatically triggered by ProScenium at 00:00:01 (midnight + 1 second) and so on.

To avoid this, you must rename the cues, for example, 250001, etc or 0.1, 0.2 , so that they do not fall into the intervals of triggering by the internal clock.
If this is not possible (imagine simultaneous configuration with internal clock and 2532 Direct Access Controller), you could do the following :

i) Record a cue named 235959 with **Sync 0** as MCI Command, with a follow on time of 61 seconds

ii) Record a cue named 240000 with **Sync1 (or 11)** as MCI Command

iii) ProScenium will not trigger internal clock cues from 00 :00 :00 to 00 :01 :00

iv) This means that cues from 1 to 100 will not be automatically triggered around midnight