

Ver 2.1:

This programming innovation will enable you to semi-automate your lighting in a way you never thought possible. You will be programming your Martin fixtures with moods and textures only thought possible with highly in depth programming methods.

This method of programming is very quick and the results can be very satisfying. Follow these simple steps for better lights. There are a few terms we need to get our head around first. To describe colours, we use the terms **ICE**, **COLD**, **WARM**, **HOT**, **FIRE**, and **MULTI**.

Load up 3032 and go to the sequence page. Click on "Files" and click on "Assign Sequence Type". You will see these names. Well, let me explain. The words **ICE**, **COLD**, **WARM**, **HOT**, **FIRE** and **MULTI** refer to colours, (obvious really) ICE BLUE, FIRE RED etc. Here is an explanation of the other bits.

- STATIC** The sequence only contains 1 scene.
- SNAP** Static sequence, use fastest speed settings.
- FADE** Static sequence, use slow speed settings.
- SLOW** Non-static sequence, auto-rates at about 3 seconds, use slow speed settings.
- MED** Non-static sequence, auto-rates at about 1 second, use medium speed settings.
- FAST** Non-static sequence, auto-rates at about 0.25 - 0.50 seconds, use fast speed settings.

If you see **C:ICE**, **STATIC SNAP**, this would mean **C:** refers to a colour, **ICE** is the library of the colours this was taken from, **STATIC** means it only contains 1 scene and **SNAP** means this look comes in quickly.

If you see **C:FIRE**, **MEDIUM**, this would mean the **C:** refers to a colour, **FIRE** is the library of the colours this was taken from, and **MEDIUM** means a non-static colour sequence scrolling between **FIRE** type colours, with the auto-rate set at about 1 second.

Programming Sequences.

Let's program a sequence under the heading "C:FIRE, STATIC FADE". This will take care of the colour side of things.

Martin
SEQUENCE

Your Martin fixtures will be displayed in this box. Each screen holds 32 single channel lighting effects.

SEQ	0004	NO NAME	SCENE		OF	
1		IRIS	COLOUR	LIGHT	<	>
2						
3	SA	FOCUS			ADD	FILES
4			GOBO	MOVEMENT		
ALL	RESET	PRISM			TOOLS	QUIT
DISPLAY						

Martin fixtures without shutters.

As I take you through the next few steps to program sequences, bare in mind the next few paragraphs. You will probably find you need to refer back to this at some point.

This is where things could become quite complicated. If you've got 812's or Robocolours, they unfortunately do not have a shutter. This becomes a problem when writing INTENSITIES. How do we do this? Easy answer, we don't. We do not write anything under the intensity heading. How do we get the lights on?

When we were writing the colour sequences, you could with the 812's give them all, or some of them, an open gobo to switch the light on. When we come to programming 812's with gobo information, we need to make some sequences with no Gobo's on at all, otherwise they will all be on forever. With the Robocolours, the lights would automatically come on as you pick a colour. How do we make chases? When you are programming, the best way to make them chase is to not give all of them colours all of the time. If you did then all of the sequences would have the Robocolours on all of the time.

Colours.

- 1) Go to the sequence page.
- 2) Access your fittings.
- 3) Click on "Colour".
- 4) Give your fitting a FIRE type colour.
- 5) Give your colour wheel a slow speed.
- 6) Click on "Files" and then "Assign Sequence Type".
- 7) Click on "C:FIRE, STATIC FADE".
- 8) Click on "Save Sequence", name it and save it.

I think that just about takes care of colour programming.

Now on to Gobo's. Let's program a "GOBO, STATIC SNAP" type sequence.

Gobo's.

- 1) Click on "Files" and then "New Sequence". This is important to clear out the old sequence.
- 2) Access your fittings.
- 3) Access a gobo.
- 4) Click on "Files" and then "Assign Sequence Type".
- 5) Click on "GOBO, STATIC SNAP".
- 6) Click on "Save Sequence", name it and save it.

Now on to Intensity. This will take care of our shutters. Let's program an "INTENSITY, STATIC SNAP".

Intensity.

- 1) Click on "Files" and then "New Sequence".
- 2) Access your fittings.
- 3) Turn all your shutters on.
- 4) Click on "Files" and then "Assign Sequence Type".
- 5) Click on "INTENSITY, STATIC SNAP".
- 6) Click on "Save Sequence", name it and save it.

The next stage should take care of our effects, (prisms, profile, frost, etc.) We will program an "EFFECTS, STATIC SNAP".

Effects.

- 1) Click on "Files" and then "New Sequence".
- 2) Access your fittings.
- 3) Give your fittings an effect.
- 4) Click on "Files" and then "Assign Sequence Type".
- 5) Click on "EFFECTS, STATIC SNAP".
- 6) Click on "Save Sequence", name it and save it.

I would like to point out at this stage, it is recommended to save another sequence under the same heading with no effects present, otherwise the effects will be present all of the time. So, in other words, you need to store a "Dummy" sequence. Do as above but miss out line 3.

These next steps will take care of our Iris, Focuses, Zooms, etc. Let's program a "BEAM, STATIC SNAP".

Beam Sequences.

- 1) Click on "Files" and then "New Sequence".
- 2) Access your fittings.
- 3) Put your fittings into the Focus of your choice.
- 4) Click on "Files" and then "Assign Sequence Type".
- 5) Click on "BEAM, STATIC SNAP".
- 6) Click on "Save Sequence", name it and save it.

Let's program a "M: CHASE, SLOW".

Movement Sequences.

- 1) Click on "Files" and then "New Sequence".
- 2) Access your fittings.
- 3) Put in a short movement sequence (4 steps?) with a slow speed.
- 4) Click on "Files" and then "Assign Sequence Type".
- 5) Click on "M:CHASE, SLOW".
- 6) Click on "Save Sequence", name it and save it.

Underneath the heading ZC: these program types are reserved for Robozap and Centrepiece, also the DJ/ANALOGUE SEQUENCES are reserved for Martins` DJ series of products and the analogue interface.

I recommend that you put in at least five sequences under every heading type. This way you should have enough variation for a few months.

At this stage I could obviously go on for a long time, giving you an example of every sequence type. To save paper, I will again go through some other types.

Intensity - this is the lights on stuff. When you come across a STATIC SNAP this could mean you program this sequence with some or all of your shutters open. This sequence would consist of only one step, hence the word STATIC. If we had a CHASE, SLOW, this would mean that the shutters would open and close with a slow auto-rate. We could also use the dimmers here to open and close slowly. We would use a slow speed setting and a slow auto-rate.

Gobo - pretty shapes. If you saw GOBO, MED, this would mean your fittings would scroll between different Gobo's. Experiment here because if you scroll between too many Gobo's, it might look rather strange. Give the gobo a medium speed setting and set the auto-rate medium (about 1 second).

Now that we have made our sequences, we can proceed to the next level which are Cues.

Access the Cue page and click on "Assign Cue Type". This will bring up a familiar list, much the same as the "Assign Sequence Type" window. We will write a cue for ICE, FAST for this example.

Martin CUE									
1		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
2		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
3		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
4		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
5		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
6		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
7		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
8		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
9		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
10		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
CUE [] []									
BLACK OUT	EDIT MODE	LOAD CUE	LOAD SEQ	CLEAR CUE	SEQ TYPE LIST	REMOTE	MUSIC TRIG		
CLEAR CUE	FIXT. MODE	TRIG MAN	CLEAR SEQ	ASSIGN CUE	LOAD CUE TYPE		QUIT		
	RESET SEQ	TRIG SEQ	RENAME SEQ	VIEW SEQ NAME	CUE TYPE LIST				

- 1) Click on "ICE, FAST", to assign a cue type. NOTE: If you don't see your selected cue in the cue window, click on the cue window and it will appear!
- 2) Click "Cancel" and then "SEQ TYPE LIST".
- 3) Access line 1 on your cue page, so that the number 1 turns green.
- 4) Click on "ICE, FAST", (not the actual name of the sequence). This has told it we are using the "C:ICE, FAST" library.
- 5) Access line 2 on your cue page.
- 6) Scroll down the sequence types to GOBO and click on "GOBO, STATIC SNAP".
- 7) Access line 3.
- 8) Scroll down to INTENSITY and click on "INTENSITY, STATIC SNAP".
- 9) Access line 4.
- 10) Scroll down to EFFECTS and click on "EFFECTS, STATIC SNAP".
- 11) Access line 5.
- 12) Scroll down to BEAM and click on "BEAM, STATIC SNAP".
- 13) Access line 6.
- 14) Scroll down to "M:CHASE, FAST" and click on it.
- 15) If you have any Zaps or Centrepieces, put this information in line 7. If you have any analogue sequences, put them in line 8.
- 16) Click on "Edit Mode".
- 17) Click on "Save Cue", name it and save it.

Martin CUE									
1		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
2		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
3		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
4		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
5		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
6		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
7		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
8		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
9		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
10		ON	-	+	AUTO	LOOP	GO	FWD	OPEN
CUE [] []									
BLACK OUT	CUE	LOAD CUE	LOAD	GET STATIC	QSAVE	REMOTE	DELETE CUE		
CLEAR CUE	FIXT. MODE	SAVE CUE	CLEAR SEQ	COMBINE STATICS	QSAVE NEW		QUIT		
	SAVE AS NEW		RENAME SEQ						

You must follow this sequence of events in this order when making cues, otherwise it will all turn out rather weird. The computer reads your sequences in the order below. Here's a quick recap:-

- | | |
|--|-----------|
| 1) Colour sequences. | CHANNEL 1 |
| 2) Gobo sequences. | CHANNEL 2 |
| 3) Light sequences, (intensity, strobe). | CHANNEL 3 |
| 4) Effect sequences, (prisms, profile, frost etc.) | CHANNEL 4 |
| 5) Beam sequences, (iris, focus, zoom). | CHANNEL 5 |
| 6) Movement sequences. | CHANNEL 6 |
| 7) Zap/Centrepiece sequences. | CHANNEL 7 |
| 8) DJ/analogue sequences. | CHANNEL 8 |

I would recommend you make 5 of each cue type, this should give you enough variation for a long time. Now that we have put the sequences and cues together, we can now proceed to program a music CD for a lightshow.

Access "CUE-LIST/CD". First of all we must put the CD we are going to program in the CD ROM, (obviously). Now we must tell the PC which track we're going to play and label it.

Martin		CUE - LIST/CD					
1	EMPTY						
2	EMPTY						
3	EMPTY						
4	EMPTY						
5	EMPTY						
6	EMPTY						
7	EMPTY						
8	EMPTY						
9	EMPTY						
10	EMPTY						
0100		FND					
BLACK OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EJECT
	QSAVE	LOG	LIST UP	TRACK SET	07.12	CD E	23.30.01
	CUE	EDIT	LIST DOWN	TOOLS /CD	START TOP	START MARK 1	OK
	SEQ		ADD				
FILES	INSERT						

- 1) Click on "TOOLS/CD", and then on "COMMENT".
- 2) Type in the name of the artist and disk.
- 3) Access the next list in your list by clicking on it.
- 4) Click on "TOOLS/CD", and then "CD CONTROL", then "PLAY FROM TRACK" and dial in the track you want to play and click on "OK", and then "CANCEL".

We have to tell the PC when we want our cues to come in. We do this by logging the CD time in alternate lines i.e. line 1 - track name, line 2 - play command, line 3 - a time, line 4 - a cue type, line 5 - a time, etc.

- 1) Click on "LOG", and then on "LOG SINGLE WAIT".
- 2) Play CD.
- 3) Access empty line, when part of tune arrives that you want a cue type to activate, press "LOG" and then "LOG OK".
- 4) Access the next alternate line and do the same again until the end of the song.
- 5) You must put a "CD STOP" command at the end. Do this by clicking on the "TOOLS/CD" button, then "CD CONTROL", and then "CD STOP".

The next thing we must do is decide what cue types we want to use for this track and place them in the list.

- 1) Click on "CUE" and then on "LOAD CUE TYPE".
- 2) Click on the cue type you want and place them in the list until the end of the song.
- 3) Then click on "QSAVE", give it a name and save it.

Locking Sequences.

As we know, we have a routine for loading in sequences, after we have programmed our CD list, we can lock certain channels on for a while. Say, we wanted to have strobe in a particular place, rather than the PC picking a random intensity, we would load the strobe sequence into a line.

LOAD SEQUENCE				
CHANNEL				
1	2	3	4	5
6	7	8	9	10
SEQ		SEQ TYPE		
LOCK		RELEASE		
CLEAR		LOAD		
OK				
CANCEL				

- 1) Insert a new line.
- 2) Access the line, click on "SEQ", which will load the screen above.
- 3) Click on "Channel 3", (which is intensity, refer to list on page 5 for channel information).
- 4) Click on "LOAD SEQUENCE".
- 5) Insert another line.
- 6) Click on "LOCK". Your line should then say "CH 3 LOCK!"
- 7) Decide on where in the list you want to unlock the sequence.
- 8) Insert another line.
- 9) Click on "SEQ", then on "RELEASE" and then on "OK".