

2 – Controlling HTP Channels

Before doing anything else, you must reserve an adequate number of desk channels for HTP usage. The minimum (and default) is 24 and the maximum is 240.

- Press the soft function buttons — **[Setup]** followed by **[Defaults]** — located below the Main LCD, to call-up the Default Set-up Screen 1.
- Set the **Number of HTP chans** field value as required.

The bank of 24 faders in the top-left corner of the console control one ‘page’ of HTP Channels at a time.

- Select the required Channel Page by pressing one of the buttons marked **1-24**, **25-48**, **49-72**, **73-96** or **97-120** (located below the Channel Faders).
*Use these buttons in conjunction with the **shift** button to choose Channels 121 thru 240.*

3 – Setting up a Lamp

- Press the **lamp** entity button (on the Main Keypad on the right-hand side of the console), then specify the Lamp number(s) that you want to define.
- Press the **next** button; Lamp Entity Screen 1 will now appear on the Main LCD. *For example, pressing **lamp 2 5 next** will give:*

```
Lamp: 25      Type: Goldenscan 3 HPE
Chan: 0      DMX: 0
Auto Group: No Position Point: 0 Deg Up
Screen Pos: A-01 [Patch]
```

Defining the Lamp Type

- Ensure that the value in the **Type** field is flashing (if not, use the **cursor** buttons), then rotate the **select** wheel to choose the required Lamp Type.
- Press the **enter** button to confirm the selection.

Patching the Lamp to Desk Channels

- Either, press the **[Patch]** button (soft function 3) to automatically patch the Lamp, Or, manually specify a ‘start’ Channel number using the **Chan** field. (Remember that complex light units will occupy a range of subsequent Channels).

Patching Desk Channels to DMX Channels

- Return to the Root Menu on the Main LCD screen (by pressing the **exit** button), then press the **dim** entity button followed by the **next** button; the Dimmer Patch Screen will now appear on the Main LCD:

```
Dimmer Patch Screen
Dimmer: 1          Patch @ 100
Channel: 1        @ 0
                [View] [Set 1:1] [CLEAR]
```

- Press the **[Set 1:1]** button (soft function 2) to create a default 1 to 1 patch:

| Desk Channels | Dimmer Channels |
|---------------|---------------------------------|
| 1 – 512 | DMX network 1, channels 1 – 512 |
| 513 – 1024 | DMX network 2, channels 1 – 512 |

4 – Selecting/Controlling a Lamp

- Select the required Lamp Page by pressing one of the buttons marked **1-20**, **21-40**, **41-60**, **61-80** or **81-100** (located in the top right-hand corner of the console).

*The corresponding range of Lamps are mapped to the 20 Lamp Select buttons on the **lamps** keypad.*

- Select a Lamp(s) by pressing the corresponding button(s) on the **lamps** keypad. There are three possible states as indicated by the button LED:
 - Deselected (LED off)
 - Controlled Mode (LED bright)
 - Included Mode (LED dim)

Repeated presses will step through the different states.

- To control a Lamp, you must select it with Controlled Mode

Applying a Colour and/or Beam

- Choose a pre-defined option by pressing the buttons in the **colour** and/or **beam** keypads. *Available options are indicated by dimly-lit button LEDs; the selected option will have a brightly-lit LED.*
- To manually change the Colour and/or Beam Attributes, use the four colour-coded control wheels.

*The function of each wheel varies according to the Lamp Type — the present functions are indicated on the primary HUD screen. If there are more than four functions, press the **next function** button to reveal them.*

- To store a new setting in memory, press and hold down the desired button on the **colour** or **beam** keypad, then press the **store lamps** button.

Positioning a Lamp

- To manually move the Lamp to a new position, rotate the **pan** and/or **tilt** control wheels.
- To store a new position in memory, press and hold down the desired button on the **position** keypad, then press the **store lamps** button.
- To recall a pre-defined option, press a button on the **position** keypad. *Available options are indicated by dimly-lit button LEDs.*

Setting the Intensity

- Move the **intensity** digital fader to set the required level, or press the **full** or **off** buttons.

5 – Creating a Cue

- Select the Lamp(s) to be stored in a Cue and set-up the required Colour, Beam, Position and Intensity.
All Lamps that are ‘selected’ (in Controlled or Included Mode) can be stored in a Cue. Use Included Mode if you don’t want the current settings for a Lamp to be changed.
- Set the level of any HTP Channels to be stored.
- Ensure that the Cue to be programmed is assigned to one of the 18 Cue Playbacks (located in the lower centre of the console).
*Cue numbers appear on the LCD screens above the Faders. If the required number is not displayed, try choosing a different Cue Page using the **page** keypad (located to the left of the Cue Playback controls).*
- Press and hold down the **preview** button for the required Cue — this is called Cue Preview mode.

- ☞ If you wish to assign your Cue settings to an AutoFade Time Part, press the required Time Part button — see 'Using Time Parts'.
- ☞ Whilst still holding down the **preview** button...
 - press the **store lamps** button to save Lamp settings, and/or
 - press the **store htp** button to save HTP Channel levels,
 ...then release the **preview** button.

Using Time Parts

There are four Time Parts in each Cue which are used to control AutoFades. Each Time Part is split into an 'HTP Envelope' (comprising the Wait, Up, Hold and Down parameters) and an 'LTP Envelope' (comprising the LTP Wait, Move and Reset parameters).

Different aspects of a Cue are allocated to the Time Parts using the **part 1, 2, 3 or 4** buttons located beneath the **groups** keypad. These allocate the chosen Cue settings to Time Part 1, 2, 3 or 4 respectively.

The Time Part parameters are defined on Cue Entity Screen 1; to call-up this screen press the **cue** and **next** buttons on the main keypad.

6 – Creating a Basic Sequence

- ☞ Call-up the Sequence Entity Screen on the Main LCD (e.g. by pressing **seq 8 next**):

```
Seq: 8 Step: 1 (Seq 8 )
Length: 2
                [View]  [End]
```

- ☞ Check that the **Step** field is set to Step 1.
- ☞ Set-up the Lamps and/or reserved HTP Channels as required for the first Step.
- ☞ To save the current Lamp settings to the Step, press the **store lamps** button.

To save the current HTP settings to the Step, press the **store htp** button.

Pressing either 'store' button will automatically advance the value of the **Step** field. To store both Lamp and HTP

settings to the same Step, save Lamp (or HTP) settings first, then decrement the **Step** field value by 1 and save the HTP (or Lamp) settings.

- ☞ Repeat the last two operations to program the remaining Steps.

If your Sequence has less than the maximum of 99 Steps, you must mark the 'end' of the Sequence as follows:

- ☞ Ensure that the Step field is 'one past' the last Step (e.g. in a 10-step Sequence, it should contain 11).
- ☞ To mark the end of the Sequence, press the **[End]** button (soft function 3).

Assigning the Sequence to a Cue

- ☞ Call-up the Cue Entity Screen 2 on the Main LCD for the required Cue (e.g. press **cue 4 next next**):

```
Cue: 4 Assign Seq: 0 @100 Seq 8
Assign Seq: 0 @
Assign Seq: 0 @
Details of: [1] [2] [3]
```

- ☞ Move the cursor to one of the Assign Seq fields and select the required Sequence number.
- ☞ To examine or modify Sequence replay parameters, press the soft function button for the corresponding Assign Seq field. (For details, see the User Guide.)

7 – Cue Playback

Manual (Cue does not use Time Parts)

- ☞ Move the Cue Playback Fader up or down to fade the Cue in or out; LTP Channel levels will trigger as soon as the fader is moved above zero.

AutoFade (Cue does use Time Parts)

- ☞ Press the **LTP go** button and/or **HTP go** button to trigger the respective AutoFades.

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This Quick-Start Guide contains a selection of useful procedures which will allow you to start using your VENTURA 1000 Console as quickly as possible.

Of course, VENTURA offers many more exciting features than can be introduced here, so once you're acquainted with the basics, you'll find more comprehensive information in the VENTURA 1000 User Guide.

1 – Basic Installation

- ☞ Make the following connections to the rear panel of the Ventura console:

| Connector Name | Connect to |
|------------------------------|--|
| dmx 1 out | the DMX data cable from your lighting rig. |
| dmx 2 out | optional second DMX cable. |
| monitor (EXP port 1) | HUD Monitor. |
| keyboard (EXP port 1) | QWERTY Keyboard. |
| power | the flying lead of the external PSU (power supply unit). |

- ☞ Connect the PSU and the HUD Monitor to a suitable mains supply using the mains leads supplied.
- ☞ Operate the rocker switch on the PSU to turn the console On (or Off).