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Ventura Quick Start Guide

Introduction

This Quick-Start Guide contains the basic procedures that will enable 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 are acquainted with the basics, you will find more detailed information in the Ventura 1000 User Guide.

1   Basic Installation

1   Make the following connections to the rear panel of Ventura console:

- DMX 1 Out connects to DMX channels 1 to 512.
- DMX 2 Out is the second DMX line (channels 512 to 1024) and also the DMX merge input.
- Monitor (EXP port 1) connects to your HUD monitor.
- Keyboard (EXP port 1) connects to your QWERTY Keyboard
- Trackerball (EXP port 1) connects to your trackerball, if you have one.

2   Connect the PSU and the HUD Monitor to a suitable mains supply.

3   Operate the rocker switch on the PSU to turn the console On (or Off).

- **Note:** It is important that all the above items are connected prior to switching the PSU On; they may not be detected if fitted after switching On.

2   Controlling HTP Channels

Before doing anything else, you must reserve the required number of console channels for controlling conventional lighting (HTP). The minimum (and default) is 24 and the maximum 240.

1   Press the following soft function buttons - **[Setup]** followed by **[Defaults]** - which are located below the main LCD on the right hand side of the console. This calls up the first Default Set-up Screen.

2   The cursor will now be flashing in the **Number of HTP chans** field and using the Keypad or **select** wheel, set the required number of channels.

> 3   Press **Exit** to return to the Root Menu Screen (this menu shows the **Set-up** and **I/O** soft buttons).

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

> 4   Select the required Channel Page by pressing one of the buttons marked **1-24, 25-48, 49-72, or 97-120** (located below the Channel Faders).

These buttons, when used in conjunction with the **shift,** buttons give access to channels 121 thru 240. Note that these buttons are only functional when the relevant numbers of channels have been chosen in set-up.

These channels may not output until you have set the DMX patch - see last part of section 3 for details.

3   Setting up a Lamp

The next step is to set-up the different moving lights that you will be using on the Ventura. The lamp library has a total capacity of 256 different lamp types, of which, 16 maybe selected at any one time. Lamps maybe set-up individually or in groups as follows:

EITHER   (for an individual lamp)

> 1   Press the **lamp** button (on the main keypad on the right-hand side of the console), then using the numeric keypad specify the lamp number you wish to define.

> 2   Press the **next** button and the Lamp Screen will appear on the main LCD.

OR (for a group of lamps)

Remember that when patching a group of lamps, the patching process will assume that the DMX addresses of the lamps run concurrently.

> 3   Press the **lamp** button (on the main keypad on the right-hand side of the console), then using the numeric keypad specify the first lamp of the group you are defining.

> 4   Press the ~ button (which is adjacent to the number 6 key).

> 5   Using the numeric keypad specify the last lamp of the group you are defining.

> 6   Press the **next** button and the Lamp Screen will appear on the main LCD.

NOW *define the Lamp Type* (for individual and groups of lamps)

> 7   The Lamp number(s) will be flashing, press **Enter** to move the cursor to the Type field.

> 8   Use the **select** wheel to choose the required lamp type from the list offered.

> 9   Press the **enter** button to confirm the selection.

NOW *patch the lamp to desk channels* (for individual and groups of lamps)

Remember that with the first DMX Output, the first block of desk channels are allocated to HTP use and you must therefore start your lamp patching at a DMX channel above those channels. If you allocated 24 channels to HTP use you must start the lamps at channel 25, if you allocated 48 channels to HTP use you must start the lamps at channel 49, etc, etc. If, however, you wish to start your lamp DMX addresses at channel 1 it will be easier for you to use the second DMX line, i.e. start your patching from console channel 513 (DMX2/1).

   10   The cursor will now be in the channel number (chan) position, manually specify a 'start' channel, for example 25, and press the **[Patch]** button.

   11   Press **Exit** to return to the Root Menu Screen.

The lamp or lamp group will now be patched and this process is repeated for all your remaining lamp(s).

Remember that the Ventura will usually, by default, have a one to one patch of Console Channels to Dimmer Channels. This can be checked as follows:

   12   From the Root Menu on the Main LCD screen, press the **dim** button followed by the **next** button: the dimmer patch screen will appear on the Main LCD and on the HUD monitor.

   13   The patch can be [CLEAR] or [SET 1:1], using the soft buttons; or manually patched from this display.

4   Selecting and Controlling a Lamp

   1   Select the required Lamp Page by pressing one of the buttons marked **1-20**, **21-40**, **41-60**, **61-80** or **81-100** (which are 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 palette.

   2   Select a Lamp or Lamps by pressing the required button(s) on the lamps palette. There are three possible states that are indicated by the brightness of the button LED.

   - Deselected (not included when storing)   LED Off
   - Controlled (included when storing)   LED Bright
   - Included (included when storing)   LED Dim

Repeated presses of the lamp button will cycle through these different states.

Remember that to control a lamp (to change its colour, beam, position or intensity) it must be in the Controlled mode.

Now set the required intensity of the selected lamp(s)

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

Now apply a colour and/or a beam effect to the selected lamp(s)

> **4** Choose a pre-defined option by pressing the buttons in the **colour** and/or **beam** palettes. Available options are indicated by the dimly lit button LED's; selected options will have a brightly lit LED.

Or

> **5** Manually change the Colour and/or Beam using the four rotary, colour coded, control wheels.

The function of each wheel varies according to the Lamp Type with the present function of each wheel indicated on the main HUD Monitor screen. If there are more than four functions, associated with the selected lamp type, pressing the **next function** button will reveal them.

> **6** To store a manually selected **colour** and/or **beam** effect onto the appropriate palette, **press and hold** down the desired button and then press the **store lamps** button.

Now apply positional information (Pan and Tilt) to the selected lamp(s)

> **7** To manually move the Lamp(s) to a new position, rotate the **pan** and/or **tilt** control wheels.

> **8** To store a manually selected pan and tilt position into the position palette, **press and hold** down the desired button and then press the **store lamps** button.

> **9** To recall a pre-defined position from the palette, press the appropriate button. *Available positions are indicated by dimly-lit button LEDs.*

5 Creating a Cue

> **1** Select the Lamp(s) to be stored in a Cue and set-up the required Colour, Beam, Position and Intensity using either, the palette buttons or the manual control wheels. *All Lamps that are in Controlled or Included Modes will be stored in the cue*.

> **2** Ensure that the Cue to be programmed is in view on one of the 18 Cue Playbacks (located in the lower centre of the console).
>
> - **Note**: Cue numbers appear on the LCD screens above the Faders. If the required Cue is not in view, select a different Cue Page by using the page keypad that is located to the left of the Cue Playback controls.

> **3** Ensure that the **def** (default time part) button is illuminated.

The Time Part Buttons are situated below the group buttons and are marked **part 1**, **part 2**, part **3**, **part 4**, **def** and **as cue**.

4 **Press and hold** down the preview button for the required Cue; this is called Cue Preview mode.

5 Whilst holding down the **preview** button . . .

6 Press the **store lamps** button to save all the lamp(s) settings, and/or

7 Press the **store HTP** button to save HTP channel levels.

. . . then release the preview button.

8 The cue is now programmed and maybe output by putting up the relevant cue fader.

- **Note:** Each cue has four Time Parts that are used to control the autofading of the different lamp functions. The functions are grouped by time parts as follows:

Time Part 1   *Intensity*
Time Part 2   *Colour*
Time Part 3   *Beam*
Time Part 4   *Position*

For Lamps; each Time Part can have a Wait and Move time assigned to it and thus it is possible to create complex fading effects from a single cue. The Time Part times are defined in the Cue Entity Screen that can be reached by pressing **cue** and then **next** buttons on the main keypad. For full details of Time Part programming please refer to the full Ventura Operators Manual.

6   Creating a Sequence

The simplest method of creating a sequence is to programme a number of cues and then assigning the cues to sequence steps; this is often called *chasing the cues*.

1 Programme a number cues using the procedures defined in *Creating a Cue.*

2 From the root menu, call up the Sequence Screen on the Main LCD by pressing **seq**, then enter the required sequence number and press **next**.

3 The Main LCD will now be showing the Step Field as 1 and the Length Field as 2.

4 Put the cue fader up (output the cue) of the Cue that is to be the first step of your sequence.

5 Press the **store lamps** button to store the lamp information in sequence step or press **store HTP** button to store HTP settings in the sequence step.

6 Put the first cue fader down.

7 Repeat the previous three steps as required to fully programme the sequence.

    8   To mark the end of the sequence, press the **[End]** soft button.

The sequence is now fully programmed but must be assigned to a cue to be output, this is achieved as follows:

    9   From the root menu, call up the Cue Screen on the Main LCD for the required cue by pressing **cue**, then enter the required cue number and press **next**, **next**.

    10   The Main LCD will now be showing the Sequence Assignment Screen and press the **next** button to move the cursor to the Seq 1 assignment field.

    11   Use the keypad to enter the required sequence number

    12   To examine or modify Sequence replay parameters, press the soft function button for the corresponding Assign Seq field. *For full details of these functions please see the full Ventura Operators Manual*.

    13   The sequence is now assigned to the cue and maybe output by putting up the relevant cue fader.