Lite

Control Console

with Soft-Patch

User Manual

INTRODUCTION

ABOUT THE LITE CONSOLE

We have all heard the phrase and we can recognize the value of the idea, "Keep it simple.....".

Frankly, there is nothing wrong with the idea of good, simple, economic performance controls for the lighting market. The problem has been that no one has focused on something that is high quality and easy to operate.

That was yesterday. This is today. The Lite Console is designed specifically as a "basis preset" control console.

The concept of two-scene preset operation has been a tradition in the entertainment industry for over thirty years. This method of control provides a foundation for training new board operators as well as an easily recognized format for operation by people who have more responsibilities than time.

The Lite Console is simple to operate. With direct control of the channels through manual sliders, bump buttons as well as crossfaders, and six independent submasters operating on three pages of memory, the Lite Console offers features which exceed the normal "simple control" operation.

In addition to standard controls, the Lite Console offers illuminated bargraph displays of fader positions with crossfader timers for delayed or timed manual crossfades. The channels LED's located above the bump buttons, mimic proportional channels levels which are active through the crossfaders or illuminated by the submasters. Tricolored LEDs under the submasters indicate which page is active as well as which memory is blank.

The Lite Console also offers an Effects package specifically designed to repeat patterns of light for special dramatic effects. The Effects package is straight forward and user-friendly for simple or complex application.

Finally, the Lite Console is fast. This means that when you touch the bump button, you get an immediate response.

Meeting expectations is what makes the Lite Console simple. We think that's the way it should be.

TABLE OF CONTENTS

OVERVIEW

FRONT PANEL

1. POWER SWITCH:
    Located in rear.

2. POWER INDICATOR:
    Illuminated when console is On.

3. CHANNEL CONTROLS:
    Two-scene channel controllers for individual level setting.

4. BUMP BUTTONS:
    Channel bump buttons with mimic level indicators.

5. PLAYBACK CONTROLS:
    Split dipless crossfaders with timer controls.
    Bump mode Switches: On, Off, and Solo.
    Effects Master and Rate Controls.
    Grand Master and Blackout switch.

6. SUBMASTERS:
    Three pages of overlapping submaster memories with bump buttons and tricolored LEDs.

7. EFFECTS CONTROLS:
    Program controls for Chase effects to include Mode direction and Page selections.

8. PROGRAM KEY:
    For recording Submaster memories.
    For recording Effects memories.
    For recording Soft-Patch.

REAR PANEL
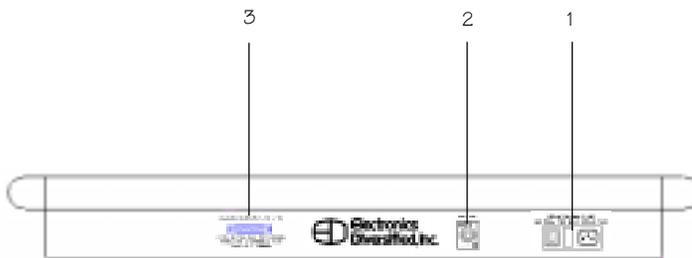
1. CONSOLE POWER MODULE:
    On/Off Switch.
    Fuse Carrier (.5 Amp).
    Grounded recessed IEC connector for console power.

2. DMX512 OUT:
    Console output locking 5-pin XLR connector.

3. ANALOG OUTPUT PORTS:
    25D connectors for 0- +10 VDC output.
    (12- 24- 36- 48- 0r 60-channel capacity).

CONTROLS
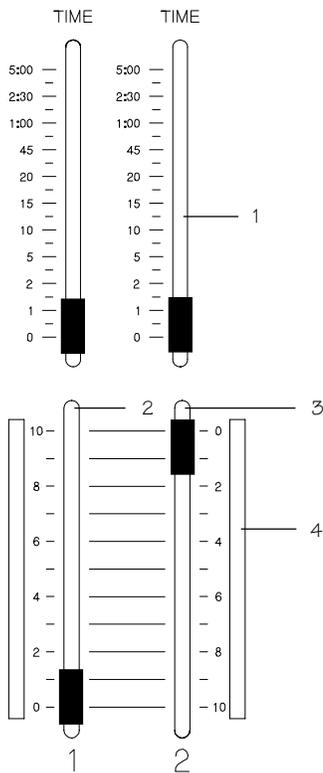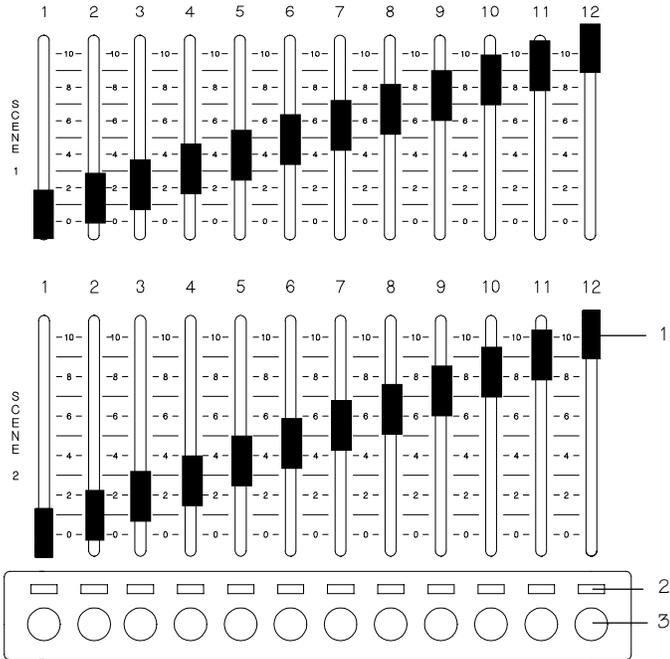
CHANNEL

Control channels represent a single or group of dimmers assigned to a linear slider for output.

1. CHANNEL SLIDERS:
   Twenty-four (24) channel sliders arranged in a 2-Scene preset configuration. Twelve channels are represented by fader 1, and 12 channels are represented by fader 2.

2. CHANNEL BUMP BUTTONS:
   Twelve (12) individual bump buttons for direct output control of channels.

3. ILLUMINATED CHANNEL LEDs:
   Twelve (12) individual channel LEDs mimic the level output of the channel directed through the crossfader.

FADER

Control console channels output through a split dipless crossfader between scenes.

1. CROSS FADE TIMERS:
   Sets fade time for associated faders.

2. FADER 1:
   Controls levels set on channels in Scene 1.

3. FADER 2:
   Controls levels set on channels in Scene 2.

4. LED DISPLAYS:
   Bargraph displays active position of fader during crossfade. Displays progress of time fades.

CONTROLS

BLACKOUT

NORMAL
BLACK — 5

10
8 — 6
6
4
2
0

GM

SUBMASTER
PAGE

RED — 1
YELLOW
GREEN

1   2   3

10   10 — 2
8   8
6   6
4   4
2   2
0   0

— 3

4   5   6

10   10
8   8
6   6
4   4
2   2
0   0

— 4
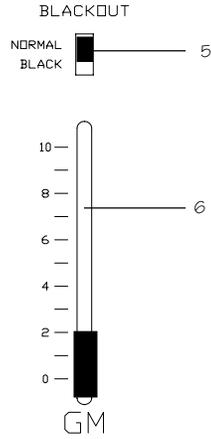
FADER

5. **BLACKOUT SWITCH:**
   In the BLACK position, all levels are forced to Off immediately.

6. **GRAND MASTER:**
   Controls overall console output level.
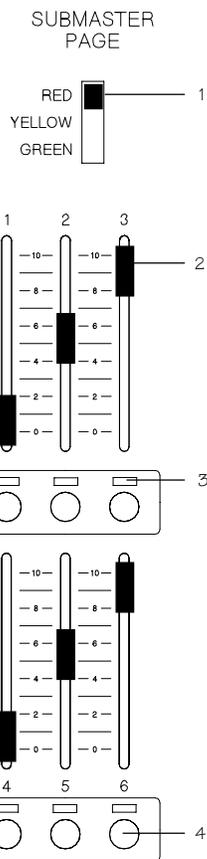
SUBMASTER

Control submasters represent a channel or group of channels with individual levels controlled as a group.

1. **SUBMASTER PAGE SWITCH:**
   The 3-position switch selects active memory page.

2. **SUBMASTER SLIDERS:**
   Six individual Pile-on memory faders.

3. **SUBMASTER LED's:**
   Tri-colored LED announces which memory page is active on the sider.
   NOTE: If the Submaster is empty, LED will not light.

4. **SUBMASTER BUMP BUTTONS:**
   Six individual bump buttons for direct output control.

CONTROLS

BUMP
MODE

SOLO
ON ————— 1
OFF

BUMP
MASTER

10 —
— ————— 2
8 —
—
6 —
—
4 —
—
2 —
—
0 —
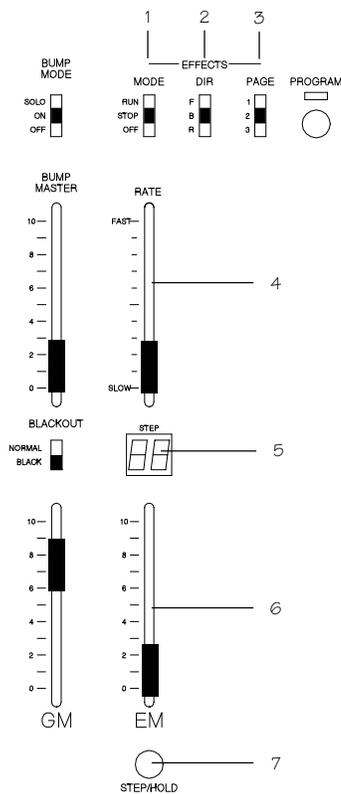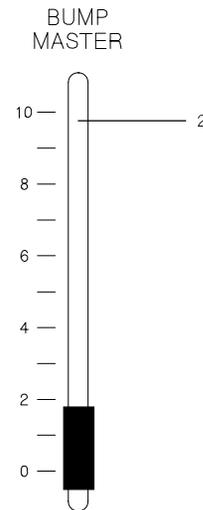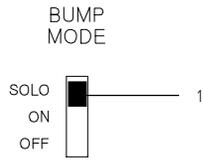
BUMP

Bumps allow direct output outside the fader position.

1. MODE SWITCH:
   Selects Solo, On, Off bump functions.

2. BUMP MASTER:
   Controls output level for bump functions.

EFFECTS

Controls are used to program an Effect, Rate, and EM control playback of effect.

1. MODE:
   Activates Effect playback.

2. DIRECTION:
   Selects effect direction.

3. PAGE :
   Selects effect to be played.

4. EFFECT RATE:
   Selects the effect rate.

5. STEP:
   Displays the current step of the effect.

6. EFFECT MASTER:
   Controls effect output level.

7. STEP/HOLD:
   Stops a running effect.
   Steps a stopped effect.
   Used when programming an effect.

2-SCENE PRESET
OPERATION
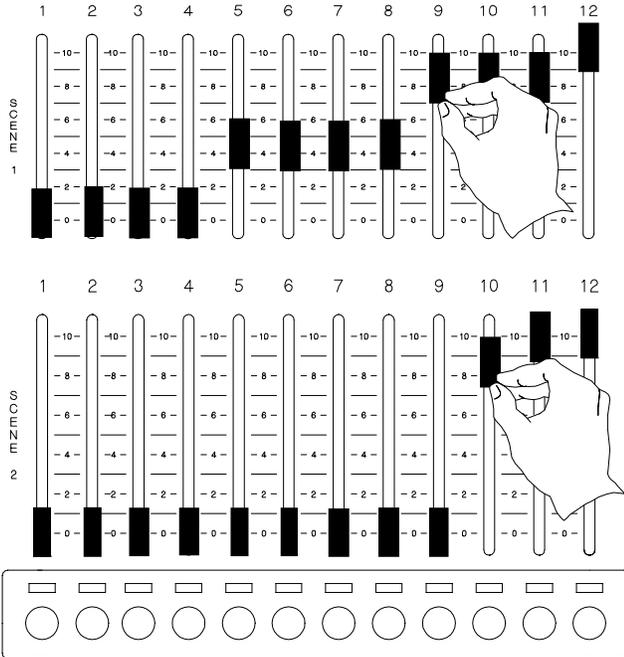
SETTING LEVELS

SET SCENE 1 LEVELS:
Selects Solo, On, Off bump functions.

SET SCENE 2 LEVELS:
Controls output level for bump functions.

PLAYBACK

Playback each scene through the crossfaders.

SET FADE TIME:
Set Fader Time sliders to desired fader playback time

2-SCENE PRESET
OPERATION

BLACKOUT

NORMAL
BLACK

STEP

`00`

10
8
6
4
2
0

GM

10
8
6
4
2
0

EM

10
8
6
4
2
0

1

0
2
4
6
8
10

2

10
8
6
4
2
0

GM

10
8
6
4
2
0

EM

10
8
6
4
2
0

1

0
2
4
6
8
10

2
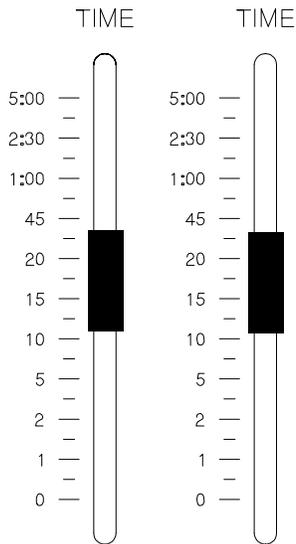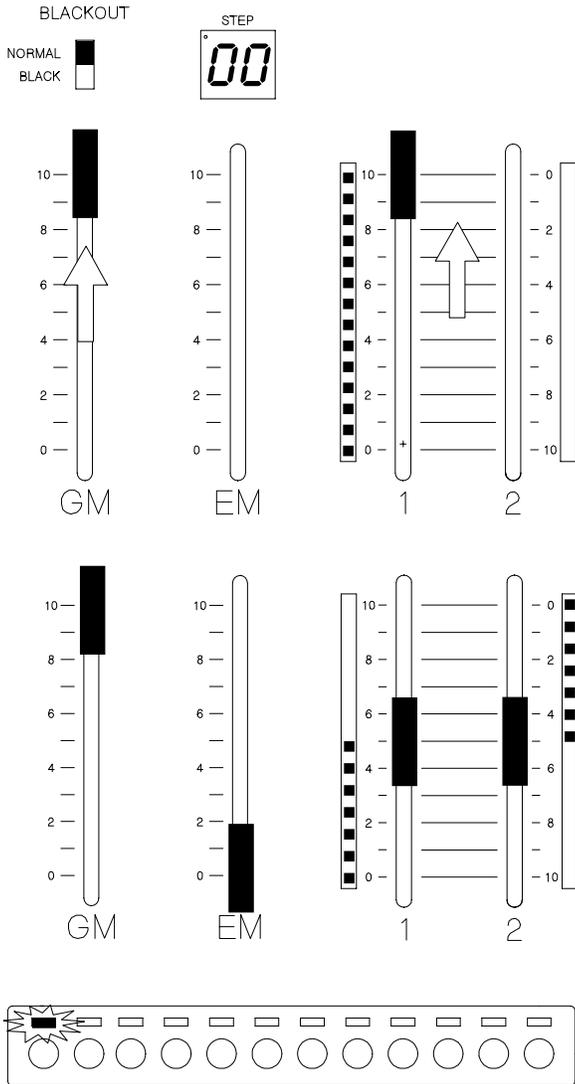
PLAYBACK

SET GRAND MASTER:

Set Grand Master at Full. The Grand Master will control the overall output of the console (Channels, Submasters, Effects).

The Blackout Switch, when activated (set to BLACK), will instantly force all levels to '0' output.

PLAY SCENE:

Move Crossfader 1 to position 10. Bargraph will follow based on set Fader Time.

LED mimic lights will show levels set when a scene is active with Crossfader UP.

CROSSFADE:

Move both Faders together in the same direction. One moves to '0', the other moves to '10'. Bargraphs follow according to set fade time. When the crossfade from Scene 1 to Scene 2 is complete, the fader LED display in Scene 2 will be fully illuminated.

LED mimic lights will show channel levels set when a scene is active.

Scene 1 is ready to be configured for the output levels required for the next scene.

BUMP
OPERATION

BUMP
MODE

BUMP
MODE

BUMP
MODE

SOLO
ON
OFF

SOLO
ON
OFF

SOLO
ON
OFF

BUMP
MASTER

RATE

TIME

TIME

10
8
6
4
2
0

FAST
SLOW

5:00
2:30
1:00
45
20
15
10
5
2
1
0

5:00
2:30
1:00
45
20
15
10
5
2
1
0

1 2 3 4 5 6 7 8 9 10 11 12

S
C
E
N
E
2
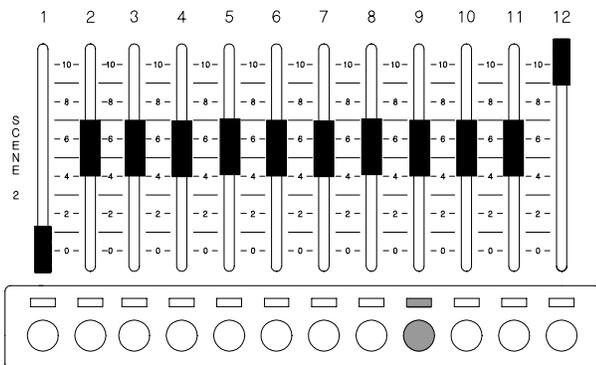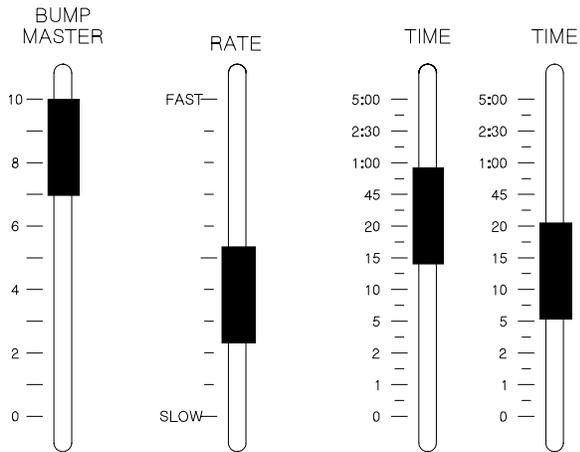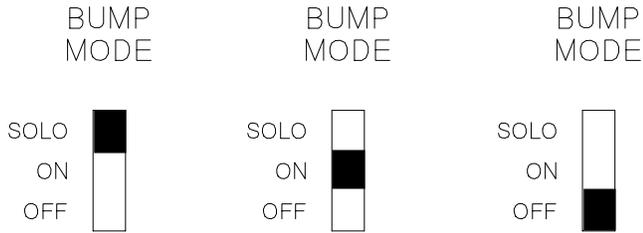
CONFIGURE

Pressing a Bump Button adds an individual Channel or a Submaster Channel into the console output, based on the level of the Bump Master.

BUMP SOLO:

Bump Solo mode outputs levels as in normal bump mode, except all channels not involved with the bump are held at zero for the duration of the bump.

BUMP ON:

Normal bumps are enabled. Playback level is controlled by the Bump Master.

BUMP OFF:

Bump buttons are deactivated on the console.

BUMP MASTER:

The Bump Master sets the output level for the channels bumped.

BUMP BUTTONS:

The buttons under the channel sliders allow the operator to force the channel output to the level selected on the Bump Master.

PLAYBACK

CHANNEL BUMPS:

Press the Channel Bumps to set the output level of an individual Channel into the console output.

Output is based on the level of the Bump Master.

HOLD THE BUMP:

The output level stays constant as long as you hold the button.

HINT: If the channel level is at 25% and the Bump Master is at FULL, the bumped level is at 100%

BUMP
OPERATION
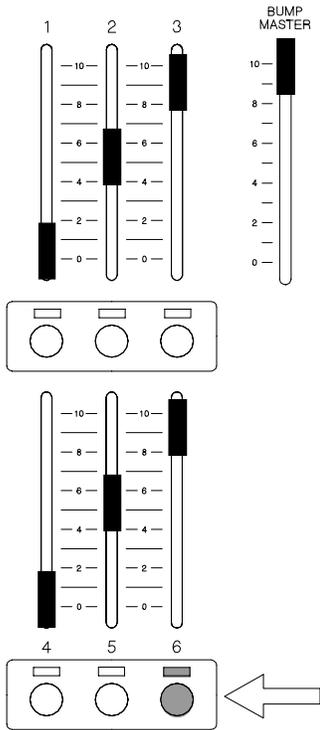
PRESS THE SUBMASTER BUMPS:

Submaster Bumps set the output level of all the channels stored in the Submaster to the level of the Bump Master.

HOLD THE BUMP:

The output level stays constant as long as you hold the button.

HINT: If the channel level is at 25% and the Bump Master is at FULL, the bumped level is at 100%

SUBMASTER
OPERATION

SUBMASTER
PAGE

RED
YELLOW
GREEN

1 2 3

Yellow

EFFECTS
MODE   DIR   PAGE   PROGRAM
RUN   FORWARD   1
STOP   BOUNCE   2
OFF   REVERSE   3

1 2 3

BUMP
MASTER

4 5 6
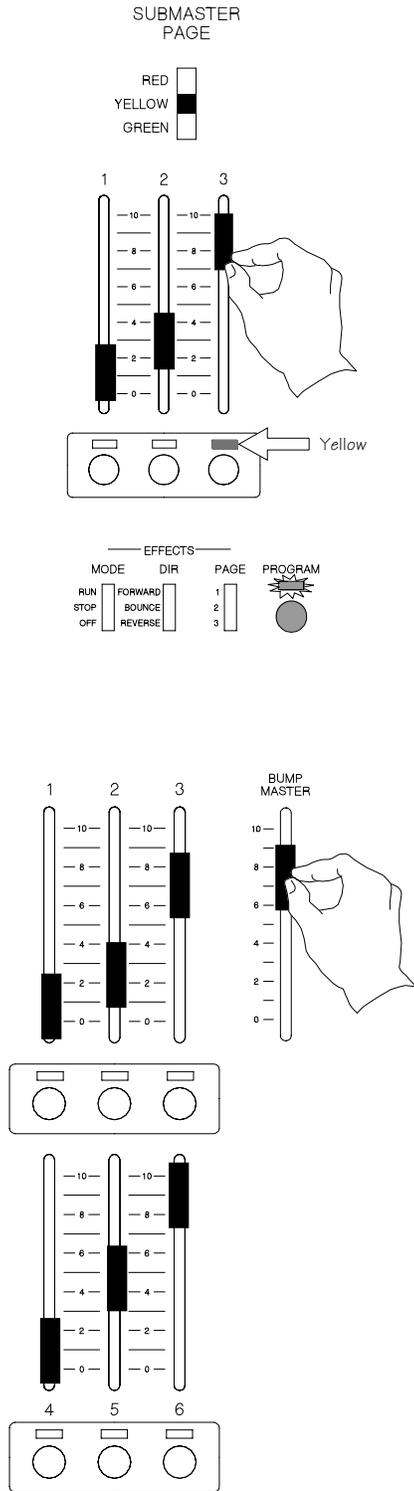
CONFIGURE

Submasters operate outside the control of the cross faders. The Submaster Page Switch controls the position of the active submaster memories.

Each page allows an individual memory to be stored on each individual submaster. The result is 6 memories for each page.

The LED located under the Submaster slider coordinates with the color labeled on the Submaster page switch. Submasters without an active LED color under the handle have no memory recorded to the Page position.

TO RECORD A SUBMASTER:

Set output levels on channel or submaster sliders in either Scene 1 or Scene 2 mode.

Select Submaster page number (Red; Yellow; Green).

Press Bump button under Submaster to be stored, then press PROGRAM button while holding Submaster bump.

PLAYBACK

SUBMASTER OPERATION:

Select active Submaster page.

Move Submaster Slider to desired level.

Submaster outputs are controlled by the Grand Master.

Submasters operate on a 'highest takes precedence' basis with the Crossfaders. If the channel level is set higher on the manual output, the Submaster output will not appear.

PRESS THE BUMP BUTTON:

Submaster output level will be controlled by the Bump Master.

SELECT A NEW PAGE:

The Submaster page can be changed even when sliders are active or inactive. This allows active Submasters from different pages to be played at the same time. When a Submaster from a previous page is returned to a '0' position, the current page is automatically loaded to the Submaster.

The LED under the Submaster is coordinated with the color label next to the page switch. An active Submaster LED indicates the page source of the memeory.

If active LED is not illuminated, no record is established in the Submaster.

EFFECTS
OPERATION
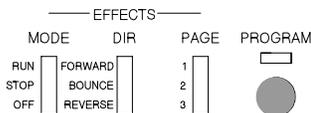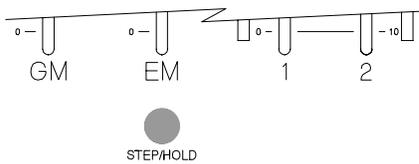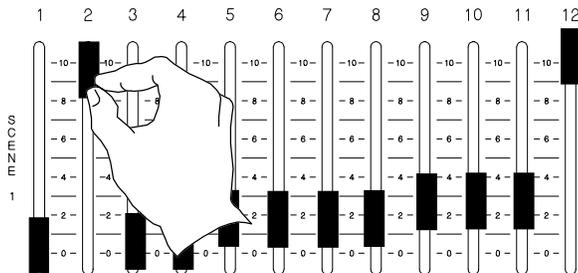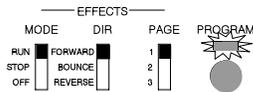
CONFIGURE

Effects programs consist of a series of steps which sequence or repeat the same pattern. For the best visual recognition, Chase Effect steps should be divisible by the number 3.

PROGRAMMING AN EFFECT:

Select the Effect Page for record using the PAGE switch.

Press PROGRAM until the light blinks.

The step display will now show P2 which reflects the selected page.

> *Press the PROGRAM button again to cancel Effects programming.*

Select the "look" for the first step of the effect. The look may be any combination of console outputs to include channels, submasters, or combination outputs from the Crossfader.

> *(99 steps per Effect, maximum).*

RECORDING AN EFFECT:

With the "look" output active, press the STEP/HOLD button to record the step.

The STEP display will indicate the step number recorded.

Select the next "look" for the 2nd step of the effect. The look may be any combination of console outputs.

A step can be a single channel or a combination of active level outputs.

Repeat the process for each step.

COMPLETE THE EFFECT:

Press the PROGRAM button to end the program function. The program LED will go out.

EFFECTS
OPERATION

PAGE MODE DIR

1	RUN	FORWARD
2	STOP	BOUNCE
3	OFF	REVERSE

RATE
FAST
SLOW

10
8
6
4
2
0
EM

STEP/HOLD
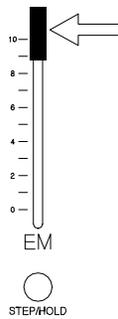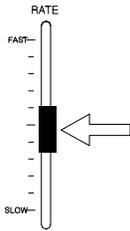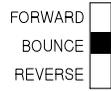
PLAYBACK

Like Submasters, Effects operate outside the Crossfaders. Effects outputs are controlled by the Grand Master and the Blackout Switch

RUNNING AN EFFECT:

Select the desired effect with the PAGE switch.

Set the MODE switch to RUN.

Select the DIRECTION switch to set pattern:

Forward -- 1, 2, 3, 1, 2, 3, 1, 2, 3

Bounce -- 1, 2, 3, 2, 1, 2, 3, 2, 1

Reverse -- 3, 2, 1, 3, 2, 1, 3, 2, 1

Adjust the effect rate with the Rate slider.

Adjust effect output level with the Effect Master slider. The effect can be faded UP or DOWN.

Use the STEP/HOLD button to temporarily stop a running effect.

USING THE EFFECT AS A SUBMASTER:

The effect package may be used as an additional timed submaster. To use this function, you must record an effect that is only one step long.

When the mode is set to RUN or STOP, the effect may be controlled by the Effect master, and the rate slider will allow for a fade time. The fade times are the same as for a normal crossfader.

NOTE: This function will only work if the effect is 1 step long.

SOFT-PATCH
OPERATION

EFFECTS

MODE   DIR   PAGE   PROGRAM

RUN   FORWARD   1
STOP BOUNCE   2
OFF   REVERSE   3

0 —   0 —   0 —   — 10

GM   EM   1   2

STEP/HOLD

STEP

12 ⇐
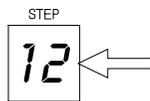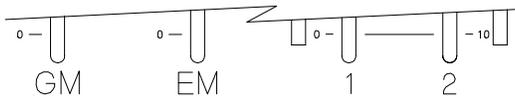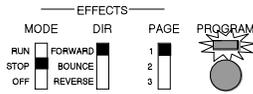
SOFT-PATCH

The Soft-Patch allows you to assign individual DMX512 dimmers to a control channel. You may patch DMX512 dimmers between 1 and 96.

PROGRAMMING THE PATCH:

Press and hold both the PROGRAM and STEP buttons until the program light blinks rapidly.

Use the Step button and direction switch to select the desired number.

The STEP display will show the dimmer, and the LED above the channel bunp buttons will display the current channel assignment.

Press a different channel bump button to change the patch assignment, or any Submaster bump to assign the dimmer to no channel.

Repeat for all desired dimmers

Press the Program button when finished.

> *When in Patch Mode, the analog outputs will mimic the channel bump LED's.*

> *NOTE: You cannot Patch Analog outputs!*

CLEAR
OPERATION
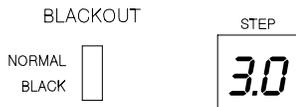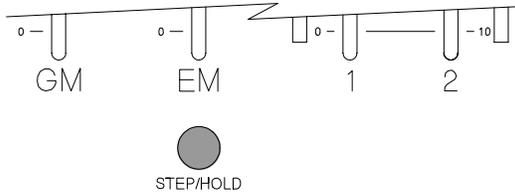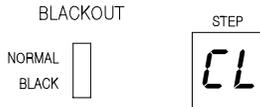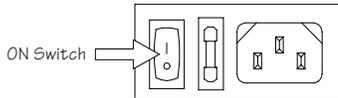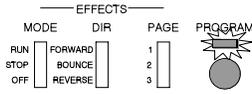
CLEAR MEMORY

TO CLEAR MEMORY:
Press and hold the PROGRAM button.

TURN THE CONSOLE ON.
The ON switch is located in the rear of the console.

STEP DISPLAY SHOWS 'CL':
The 7-segment step display window shows "CL" to alert operator that the console is in the erase memory mode.

PRESS THE STEP/HOLD BUTTON:
This will erase all Submaster/Effects memory.

RELEASE BOTH BUTTONS:
This will restore normal operation.
(Step display window shows "- -".)

SOFTWARE VERSION:
On Power Up, the Step display will show the version Number 3.0.

ACCESSORIES

SOFT CONSOLE COVER:
Designed to keep your Lite clean, dust free, and protect the control surface.

	12-Channel	24-Channel
EDI Part Number:	202-0064	202-0065

	36-Channel	48-Channel
EDI Part Number:	202-0066	202-0067

	60-Channel
EDI Part Number:	202-0068

HARD CONSOLE CASE:
Tough, durable locking travel case for transport, or storage of your Lite.

EDI Part Number: HARDCASEXX

DMX CONTROL CABLE:
The standard DMX-512 Data Cable is furnished with a 5-pin XLR style locking connector, 25' in length. Custom lengths are available on request.

EDI Part Number: 25CC 5XLR

ANALOG CONTROL CABLE:
The standard Analog Control Cable is furnished with a 25-pin "D" style connector with locking tabs, 25' in length. Custom lengths are available.

EDI Part Number: 25CC 25D

DMX REMOTE CONTROL UNIT:
Allows direct dimmer access for focus or dimmer checks without the control console on line. This small, hand-held, battery powered unit simply plugs into the existing DMX-512 data line for operation.

EDI Part Number: DMXRCU

DMX WINDOWS KIT:
DMX Windows Kit converts the USITT standard DMX-512 signal into a Super VGA monitor signal directly compatable with any VGA Color Monitor.
(Monitor sold separately)

EDI Part Number: 020-0969

TECHNICAL
SPECIFICATIONS

5XLR Output Pin Configuration

NC
NC
MUX+
MUX−
GND

C13   C1

GND   C14
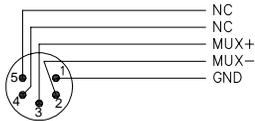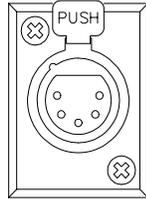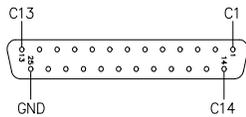
24-Channel Output Pin Configuration

PROTOCOL

Lite consoles are available with two distinct types of dimmer address protocols identified as:

DMX-512 PROTOCOL:

DMX-512 is based on USITT standards.

Connector: 5-pin XLR locking type

Keyed connector style

Up to 512 dimmer addressed on a single connection

All control pins are numbered. (See 5XLR pin detail illustration).

DMX-512 control is a digital signal transmitted over the control cable.

TO INSURE PROPER CONNECTION:

Physically inspect connectors prior to mating.

Rotate connector to insure key alignment.

Connectors should mate easily. Do not force.

ANALOG CONTROL PROTOCOL:

Analog Output: 0-10 Volts DC, 5 mA.

Connector: 25D chassis mount connector

Up to 24 channels of address are available in a 25D connector.

(See 25D pin detail illustration)

Analog control requires a wire in the D25 connector and cable for each dimmer addressed.

TO INSURE PROPER CONNECTION:

Physically inspect connectors prior to mating.

Connectors should mate easily. Do not force.

Always tighten locking screws on connector.

ADDENDUM

LITE FRONT PANEL

Legend:

⬚⬚⬚⬚⬚⬚	6-position Dip Switch: (Setting per Circuit Board shown)
▬	Connector
🔋	Battery
⬚▭	Socketed IC with Direction Indicated
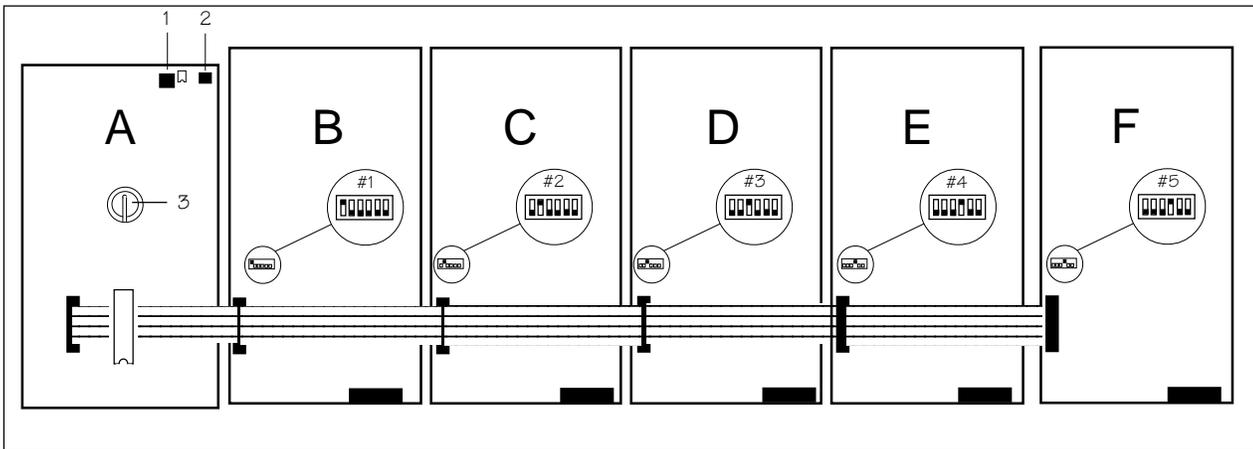
DESCRIPTION	EDI PART NUMBER
1 Power Connector on CPU card.	--
2 DMX Output on CPU Card.	--
3 Battery	RAY-O-VAC BR2032
A CPU Board	670-8899
B-F Channel Modules	670-8891
#1-#5 Address settings per circuit board	

ADDENDUM

LITE CHASSIS

POWER   DMX OUT   HOUSELIGHTS (Optional)   ANALOG OUT (Optional)   ANALOG OUT (Optional)

A   **B**   **C**   **D**   **D**

E
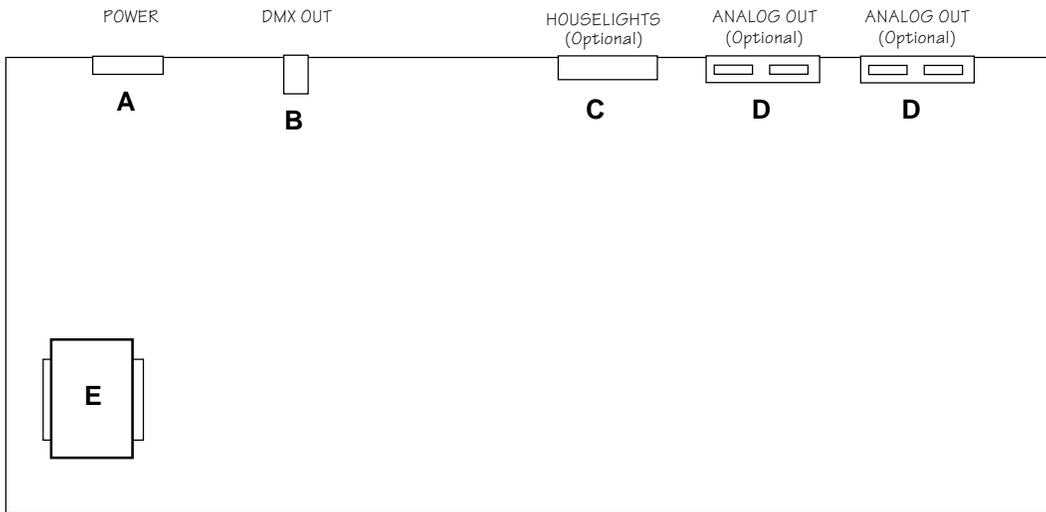
DESCRIPTION	EDI PART NUMBER
A Power Switch	020-4001
B DMX Output	179-0501
C Houselights (Optional)	--
D Analog Output (Optional)	020-4004
E Power Transformer 120-0070	

SERVICE

EDI offers a 24 hour Service / Support Network.
For technical questions about this product or operational assistance, ask for Customer Service at: 1-800-547-2690

You may communicate by FAX: 1-503-629-9877

After Hours Emergency contact: 1-503-645-5533
Ask for Emergency Assistance.

Internet: . . . . www.edionline.com

Internet E-Mail: . . . . service@edi.org

If your Lite console needs repair, call 503-645-5533 for a Return Materials Authorization number, and a **shippping address** will be furnished.

This console is a product of:

Electronics Diversified, Inc.

1675 N.W. Cornelius Pass Road, Hillsboro, Oregon 97124 USA

Attention Lite console owners!

Please return this registration card immediately.

Your prompt attention to this matter will ensure your receiving updated technical information for this product as it becomes available. Please complete all information. Look for acknowledgment of your registration within 6-8 weeks.

Name: _____

Title: _____

Facility and/or Company: _____

_____

Street Address: _____

_____

City: _____ State: _____ Zip: _____

Phone: _____

Fax: _____

E-mail: _____

Web site: _____

Mail to:
EDI User Manual Registration
1675 NW Cornelius Pass Road
Hillsboro, Oregon 97124

or FAX to: (503) 629-9877

CUT ALONG DOTTED LINE

Revision 2, May 1998