Solution Introduction

Preset Faders

The Solution presets have three modes - “Disabled”, “Two Preset” or “Wide”. This can be changed using the PRESET MODE setting in Special Page 1 of the MFKs.

Preset Faders

The Solution desk has 48 preset faders arranged as two rows of 24 faders and buttons. These control 48 channels when Preset Mode is “Disabled”, 48 channels when in “Wide ”, or 24 channels in “Two Preset” mode The Solution XL desk has 96 preset faders arranged as two rows of 48 faders and buttons. These control 96 channels when Preset Mode is “Disabled”, 96 channels when in “Wide”, or 48 channels in “Two Preset” mode.

Channel Flash Buttons

Each desk has a CHANNEL FLASH button located below each PRESET fader, used to flash, solo or latch the channels or to select the channels or fixtures assigned to the corresponding faders; their action being determined by the CHANNEL BUTTON MODE setting in Special Page 1 of the MFKs.

A and B Master Faders

“Disabled” – these faders are unused “Two Preset”– The A MASTER fader controls the maximum output levels from the PRESET A FADERS. The B MASTER fader controls the maximum output levels from the PRESET B FADERS. “Wide” – The A MASTER and B MASTER faders control the maximum output levels from all the PRESET faders or the stored scene according to the setting on the PRESET CONTROL button.

Preset Control Button

The PRESET CONTROL button is only applicable in “Wide” mode and is used to control which of the A or B MASTER faders has control of the preset faders and which has control over the stored scene. The red LEDs in the button indicate the current state. Pressing the button swaps the function of the two faders.

Page Controls, Mode Keys and Multi Function Keys (MFKs)

This section of the front panel contains page controls and a seven segment display, a set of Mode keys (FIXTURE, GROUP, COLOUR, BEAMSHAPE, POSITION, EFFECTS, MACRO, SPECIAL) and a block of 20 Multi Function Keys (MFKs).

Page Controls and Display

The current Page is indicated on the dual seven segment display. The PAGE UP and PAGE DOWN keys are used to select the required page. Pressing the PAGE UP and PAGE DOWN keys together selects Page 1. Each mode (Fixture, Group, Colour etc.) has its own current page.

Mode Keys

The mode keys (FIXTURE, GROUP, COLOUR, BEAMSHAPE, POSITION, EFFECTS, MACRO, SPECIAL) determine the function of the block of 20 Multi Function Keys (MFKs). Each of the mode keys contains a red LED, which is lit when selected. If the mode key is flashing, this indicates that the wheels are in control of this attribute but the MFKs are showing another function. This allows simultaneous selection of fixtures whilst still manipulating attributes, for example.

Multi Function Keys (MFKs)

The Multi Function Keys are arranged in 4 rows of 5 keys with a graphical LCD above each row of keys. The brightness and contrast of the LCDs can be adjusted as required. Each Multi Function Key contains a red LED. These LEDs are used to indicate which fixtures, groups etc. are selected depending on their current function. Pressing and releasing one of the Mode Keys changes the MFK's to that page and the control wheels follow (when appropriate). The MFKs remain in that mode until a different Mode key is pressed. Pressing and holding down a Mode key temporarily changes all the MFKs to that function. Selecting an MFK will apply that MFK but the MFKs will return to the previous MFK mode, when the Mode key is released. For example – Press and release the FIXTURES key. The MFKs change to fixture selection keys. Select a number of fixtures. Press and hold down the COLOUR key. The MFKs change to colour palette selection keys (while the COLOUR key is being held down). Press one of the colour palette MFKs to apply the colour palette to the selected fixtures. Release the COLOUR key and the MFKs return to being fixture selection keys.

Playback Faders

The Playback faders controls the maximum output level of the cue being output on the Master Playback. This fader only affects the dimmer and brightness fixture channels (if applicable). The Colour, Beamshape and Position fixture channels are not affected by the master fader.

Playback Buttons

The Playback buttons, located below each of the playback faders are used to flash, solo or latch the data programmed on the playback. When multiple cues are programmed on the Playback, these buttons can act as a GO or Pause function. Each button can have two actions, a "Normal" action and a "Shifted" action (when SHIFT and the PLAYBACK BUTTON are pressed together). The actions of these buttons are user definable via the Playback Setup Window (accessible by holding SETUP and pressing the PLAYBACK BUTTON).

Playback Page Controls and Display

The current Playback Page (1-20) is indicated on the dual seven segment display. The PAGE UP and PAGE DOWN keys are used to select the required playback page. Pressing the PAGE UP and PAGE DOWN keys together selects Playback Page 1.

Step Button

The STEP button is used to initiate the Global Tap tempo when Playbacks are set to "Chase" and have "Global Tap Tempo" enabled. There is no difference between the two Step buttons.

Master Playback

The Master Playback controls "Playback 0". This Playback is no different to any of the other Playbacks, except that it's separated out and is always available, no matter which Page the console is currently set to.

Fader

The MASTER fader controls the maximum output level of the cue being output on the Master Playback. This fader only affects the dimmer and brightness fixture channels (if applicable). The Colour, Beamshape and Position fixture channels are not affected by the master fader.

Go Button

The GO button is used to initiate a crossfade between the cue currently being output and the Next cue in the Playback as indicated on the Playback screen. Other actions are available via the Playback Setup Window (accessible by holding SETUP and pressing the GO button).

Pause Button

The PAUSE button is used to pause a crossfade between the current and next cue. When a crossfade has been paused, the red light in the button flashes. Pressing the GO button releases the pause. Pressing Pause again will step backwards in the cue stack.

Override Control

The OVERRIDE control is used to slow down or speed up the crossfade between the current and next cue. When the control is moved away from the central neutral position.

Main LCD

The Main LCD provides part of the user interface on the front panel of the desk. The content, layout, operation and other information displayed on this screen is dependent on the current operation being carried out on the desk. When the Playbacks screen is selected, the Main LCD acts as a small viewing portal on the Playbacks window. When any of the other main windows (Outputs, Groups etc.) are selected, the Main LCD displays a simple text message directing you to refer to the monitor, plus the desk software version and other helpful information,

SETUP - used to enter Setup mode and display the Setup screen on the Main LCD and monitor. Also used for exiting Setup mode.

MEMORIES - opens the Cue List of the selected Playback. To select a different playback, hold MEMORIES and press the flash/GO button of any Playback together.

SUBMASTERS - displays information on the current page of “Playbacks”.

OUTPUTS - used to display the Outputs screen on the monitor.

PGM WIN - opens the “Fixture Levels” window of the selected Playback, which displays the value of every fixture in every cue. To select a different playback, hold PGM WIN and press the flash/GO button of any Playback.

Cursor Keys (UP, DOWN LEFT, RIGHT) - used to move around the fields on the main LCD (where appropriate) and/or the monitor screen. These buttons are equivalent to the four cursor keys on an external keyboard (if fitted).

Plus (+) and Minus (-) - used to increment or decrement the value of the current selection.

NAME - used for naming cues, playbacks, palettes etc.

TIME - used in combination with other keys to perform various functions over the internal fade time (eg outputting palettes over a time).

LOAD - load a cue into the programmer, press LOAD, type the cue number on the MFKs, and then press the flash/GO button of the playback containing the cue you with to load.

CLEAR - used for clearing the “programmer”. As soon as any changes are made to the look in the programmer, the LED in the CLEAR key is lit, to indicate that dimmer or fixture parameter values have changed. Pressing the CLEAR key once clears the fixture selection in the Output Window. Pressing the CLEAR key a second time will clear (undo) all the operations made in the “programmer” since the LED was first lit and the LED in the key goes out.

UPDATE - used to update loaded items or items modified by the programmer.

RECORD - used for programming cues, groups and palettes.

COPY - used to copy Cues and Playbacks from one location to another

INSERT - includes a range of functionality, customisable by the user by holding SETUP and pressing INSERT.

DELETE - used when deleting items (cues, playbacks, groups, palettes etc.)

ENTER - used for completing commands and selecting ‘soft’ buttons on the Main LCD, monitor screens and popup windows.

HOME - used as a quick method for setting all the parameters, or all the parameters for a particular attribute to their home values.

GRAND MASTER - controls the final output values of all dimmer and fixture intensity channels, resulting from the Program Window, Playback X and submasters. The Grand Master level is displayed on the monitor screen.

BLACKOUT - reduces the outputs of all dimmer and fixture intensity channels to zero. Pressing the BLACKOUT key toggles between active and not active. The red LED in the BLACKOUT key flashes when blackout is active.

SHIFT - used in conjunction with various front panel controls to provide additional functions, eg holding SHIFT and pressing the COLOUR key displays the Colour Palette Window on the monitor.

Wheel LCD

The Wheel LCD is used to indicate which fixture parameters or other data are being controlled by each of the three control wheels. Example - When showing fixture parameter values - The Wheel LCD displays the parameter name (eg Colour1) and the value in %, DMX or the parameter detail name. Tag status is shown by inverse graphics – a white background shows a tagged parameter, and a blue background display shows an untagged parameter.

Control Wheels

The three control wheels are used for setting fixture parameter levels and other data. The names of the fixture parameters or other data currently assigned to each of the wheels and their values is shown on the Wheel LCD.

Wheel Editing Modes

There are a number of wheel editing modes which apply when editing several fixtures at the same time (Absolute, Relative, Fan First, Fan Middle, Fan Last, Fan V). For each attribute there is a normal wheel mode which applies when the control wheel is moved and a shifted wheel mode which applies when the SHIFT key is held down and the control wheel is moved.