



FROG SCREEN OPERATING MANUAL



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1. Introduction

The Frog Screen is designed to be used as a remote control panel for use with the Frog Box.

It provides the majority of the functionality available from the Frog Box front panel, without having to be in the location of the Frog Box itself.

The Frog Screen has 130 buttons that can be assigned by the user to play back any of the programmed memories in the show or act as a GO button.


Only one Frog Box can currently be used on the network. Chillinet Control Panels can also be used on the Network.

The Frog Screen is connected to the Frog Box using a 4-way RJ12 cable plugged into one of the sockets on the rear of the Frog Box and the socket on the Frog Screen.

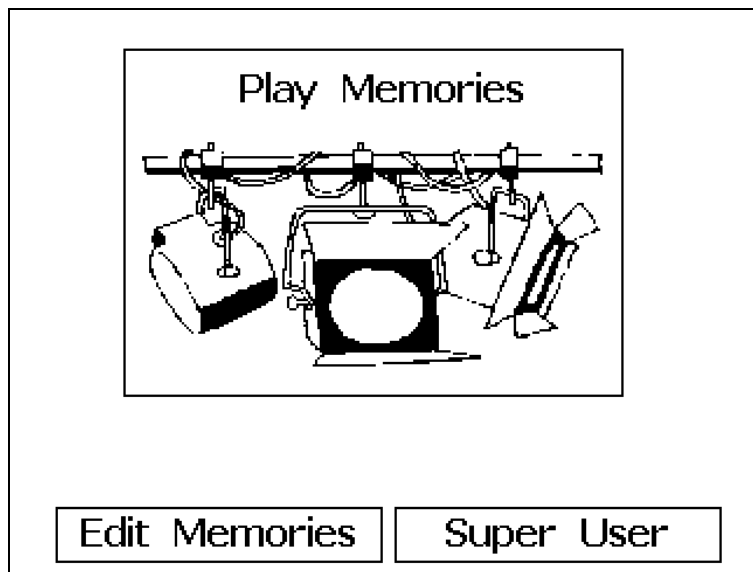
The Frog Screen communicates with the Frog Box using the Chillinet Protocol. Ensure that the Frog Box is set up to receive Chillinet messages (see Frog-Box Operating Manual Chapter 4 for details).

When the Frog Screen is powered up, or if the screen is not touched for a period of 60 seconds, the Frog Logo screen is displayed.

Touching the Frog Logo screen selects the Main Menu screen (see below).

The  button is used in any screen to go back to the previous screen.

2. The Main Menu Screen

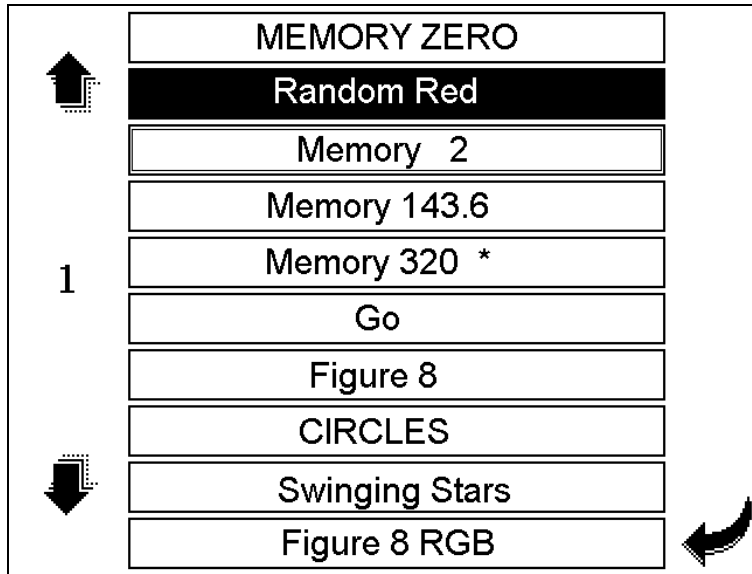


The Main Menu Screen contains the following options:

- Play Memories
- Edit Memories
- Super User

3. Play Memories

Select the *Play Memories* button on the Main Menu screen. The Play Memories screen is displayed, showing page 1 containing buttons 1 – 10, for example:



The 130 buttons on the Play Memories screen are divided into 13 pages of 10 buttons.

The first page displays buttons 1-10, the second page buttons 11-20 etc.

The up and down arrows are used to scroll through the pages of buttons.

The text in each button varies according to the function assigned to the button as follows:

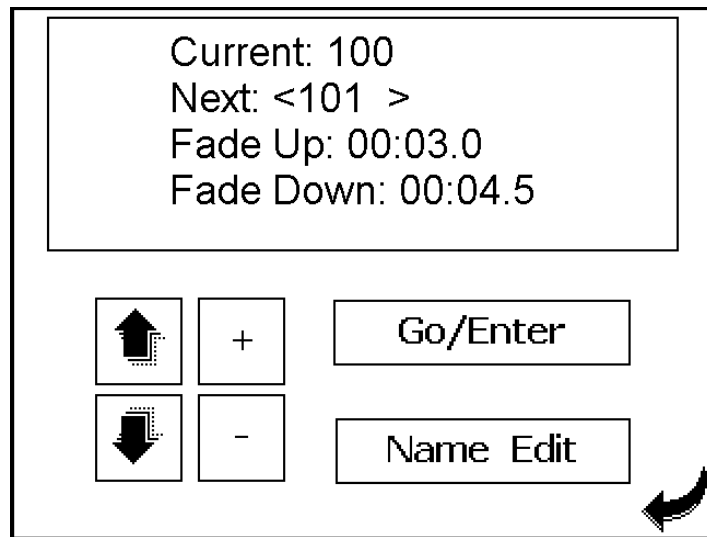
Button Assignment	Button Text
Not Assigned	Not Assigned
Go Button	Go
Go to Memory Zero	Memory Zero
Go to an unprogrammed memory	Memory n *
Go to a programmed memory without name	Memory n
Go to a programmed memory with a name	<memory name>

If any of the buttons are assigned to memories that are the *Current* or *Next* memory in the memory stack, they will be indicated on the Frog Screen as follows:

Current Memory	The button is inverted – “Random Red” in above example
Next Memory	The button has a double border - “Memory 2” in above example

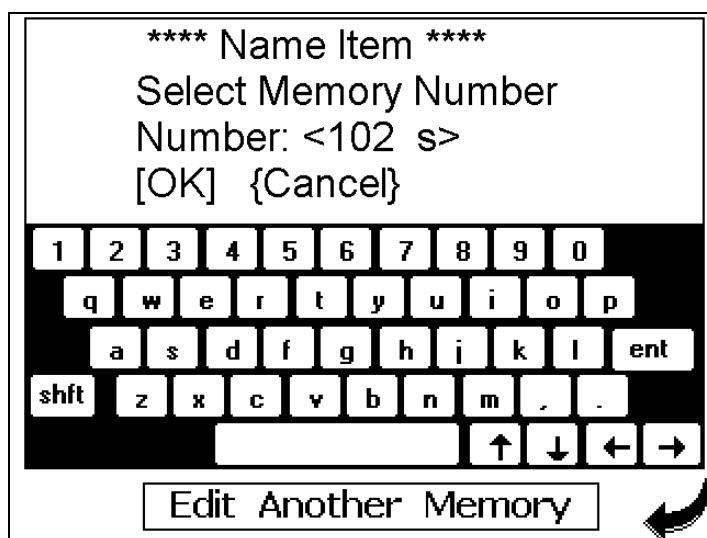
4. Edit Memories

Select the *Edit Memories* button on the Main Menu screen. The *Edit Memories* screen displays a copy of the information shown on the Frog Box LCD, for example:



The Up,Down,+ ,– and Go/Enter keys work in the same way as those on the Frog Box front panel. These keys can be used to select and trigger memories, edit fade times, LTP actions, dwell times and memory triggers, and to add, edit or delete jumps in the memory stack – see Frog Box Operating Manual for further details.

To edit the name of an existing memory on the Frog Box, touch the *Name Edit* button. The Frog Screen will show the following:



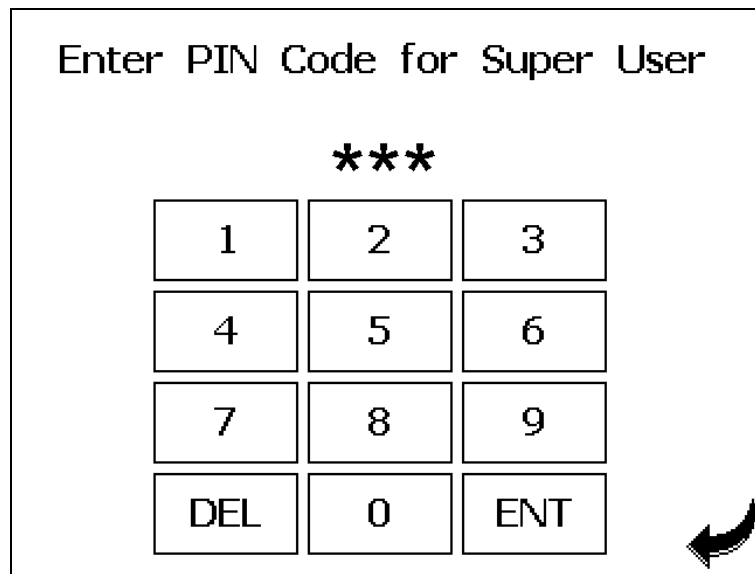
Use the cursor keys to select the memory number to edit and then press the *ent* key. The name for the selected memory will be displayed.

Use the keyboard to enter the name, and the cursor keys to move through the *Name* field. Press the *ent* key when finished.

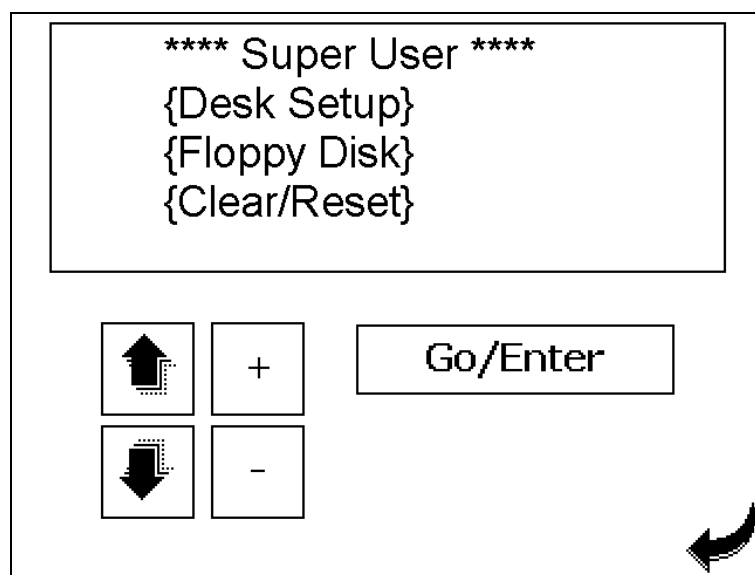
Touch the back arrow to return to the Edit Memories screen or touch *Edit Another Memory* to edit another memory name.

5. Super User

Select the *Super User* button on the Main Menu screen. The following screen is displayed:



Enter the code **088** followed by the ENT button. The Frog Screen will show the following:



The Up,Down,+ ,– and Go/Enter keys work in the same as those on the front panel of the Frog Box. These keys can be used to select and enter the various Super User functions – see Frog Box Operating Manual for further details.

5.1 Desk Setup

Select the *Desk Setup* option from the Super User screen and press the Go/Enter button. The Desk Setup screen is shown on the LCD:

```
**** DESK SETUP ****
{Desk Defaults}
{Remote Switches}
{Frog Screen}v
```

Use the up and down arrow keys to scroll through the *Desk Setup* options which are as follows:

- *Desk Defaults* (see *Frog Box manual for details*)
- *Remote Switches* (see *Frog Box manual for details*)
- *Frog Screen* (see below for details)
- *Timecode Setup* (see *Frog Box manual for details*)
- *Exit Desk Setup.* (see *Frog Box manual for details*)

Use the up and down cursor keys to select the required option, then press the Go/Enter key to activate that option.

5.2 Assigning Frog Screen Buttons

This function allows the user to configure each of the 130 soft buttons in the Play Memories section of the Frog Screen as required.

Select the *Frog Screen* option from the Desk Setup screen and press the Go/Enter key. The *Frog Screen Buttons* screen will be displayed on the LCD. For example:

```
FROG SCREEN BUTTONS
Button No: < 2 >
Action: <Go Mem>
Memory: <123.4 >
```

The Frog Screen Buttons screen contains the following fields:

Button No Range 1 – 130.

Action The action for the Frog Screen Button - *None*, *Go* or *Go Mem*.

Memory If the Action is set to *Go Mem* then this field is editable and will contain the memory number to go to on pressing the Frog Screen Button.

If the Action is set to *None* or *Go*, this field will not be editable.

Use the up and down arrow keys to move through the various fields on the screen.

Use the + and – keys to adjust the value in the selected field.

Press the Go/Enter key to exit the Frog Screen Buttons screen and return to the Desk Setup screen.

Notes – Frog Screen Buttons

The Frog Screen configuration data will be stored as part of the Desk Setup data in the show file.

6. Technical Specification

6.1 Mechanical Data – White Plastic

Dimensions	220 x 146 x 25.5 mm
Fixing	Mounting bracket fixed to a standard 47 mm double gang backbox (see Figure 1).
Weight	0.5 kg
Material & Finish	Mounting bracket – 1.2 mm gauge zinc plated steel. Bezel – white polyurethane ABS mimic.

6.2 Mechanical Data – Stainless Steel

Dimensions	214 x 164 x 58.8 mm
Fixing	200 x 145 x 57 mm recess required. Backbox fitted to wall with 4 x No 6 screws (see Figure 2).
Weight	1.5 kg
Material & Finish	Backbox – 1.2 mm gauge zinc plated steel. Front Panel – 1.5 mm stainless steel.

6.3 Environmental Data

Temperature Range	+2°C to +40°C
Humidity	5 - 95% non condensing

6.4 Power Supply

Voltage	+12V DC via separate dedicated power supply.
Current	Maximum 300 mA
Connections	+12V DC 2-part terminal block (Pin 1: +12V, Pin 2: 0V)

6.5 Network Communications

The Frog Screen communicates with the Frog Box using the Chillinet protocol.

A 5-way terminal strip is provided for incoming and outgoing data, with the following pinout:

Pin 1	Orange pair	+12V
Pin 2	Blue/White	CAN-H
Pin 3	Blue	CAN-L
Pin 4	Green pair	0V
Pin 5	Brown pair	Shield

The unit also has an RJ11 connector with the following pinout:

Pin 1	
Pin 2	+12V
Pin 3	CAN-L
Pin 4	CAN-H
Pin 5	0V
Pin 6	

6.6 Earth Connection

A good Earth connection is required to the metal chassis of the Touchscreen, in order to guard against electrostatic discharge (ESD) on the panel, and voltage transients (spikes) on the cabling.

This should be connected by a standard M3 ring tag to one of the four main fixing screws on the controller board.

6.7 LCD Screen

LCD: ¼ VGA (320 x 240) monochrome with analogue touch overlay.

Contrast Adjustment: By internal potentiometer.

Backlight: White LED, dimmable

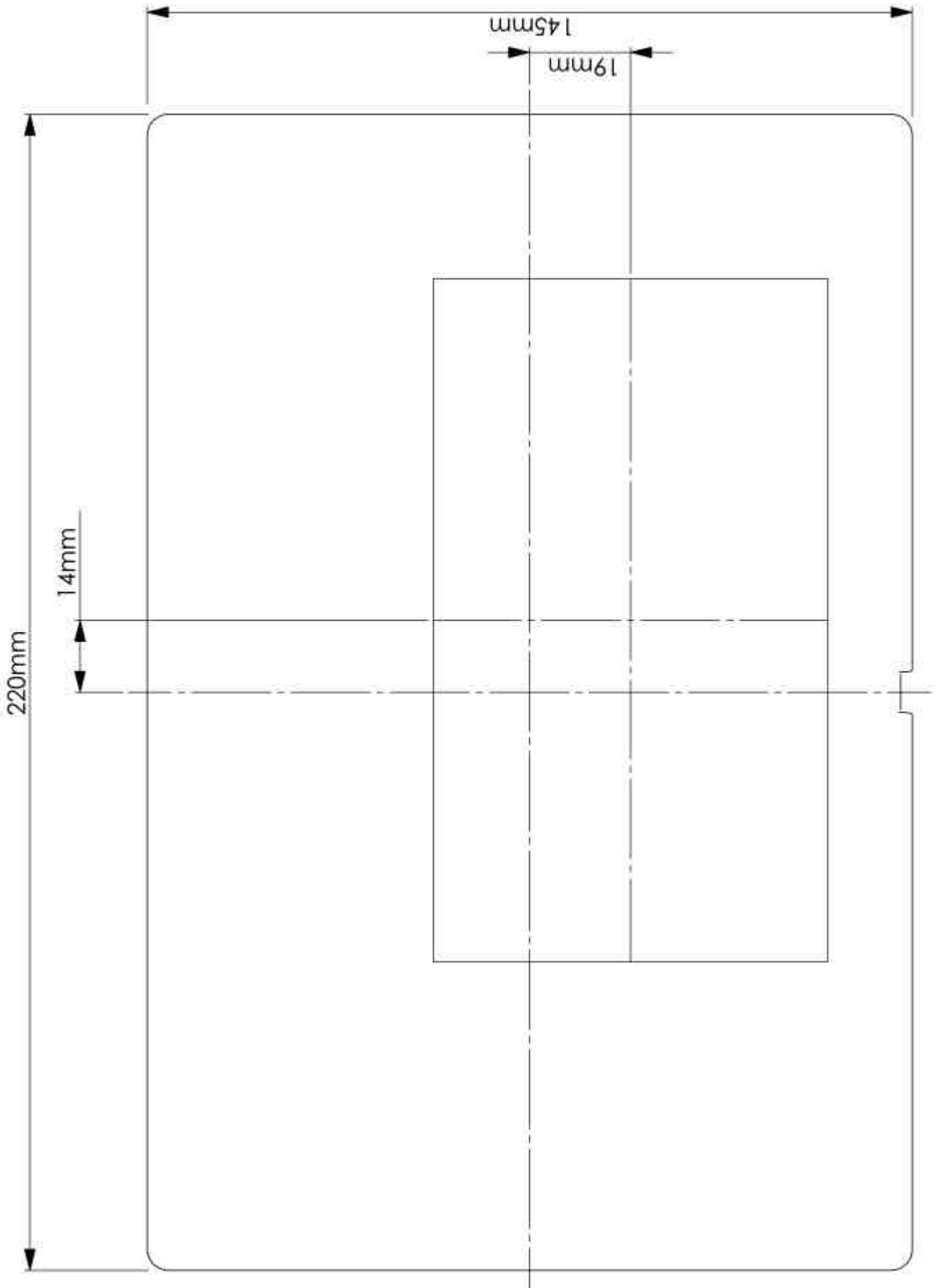


Figure 1 – White Plastic Frog Screen Backbox Mounting Position

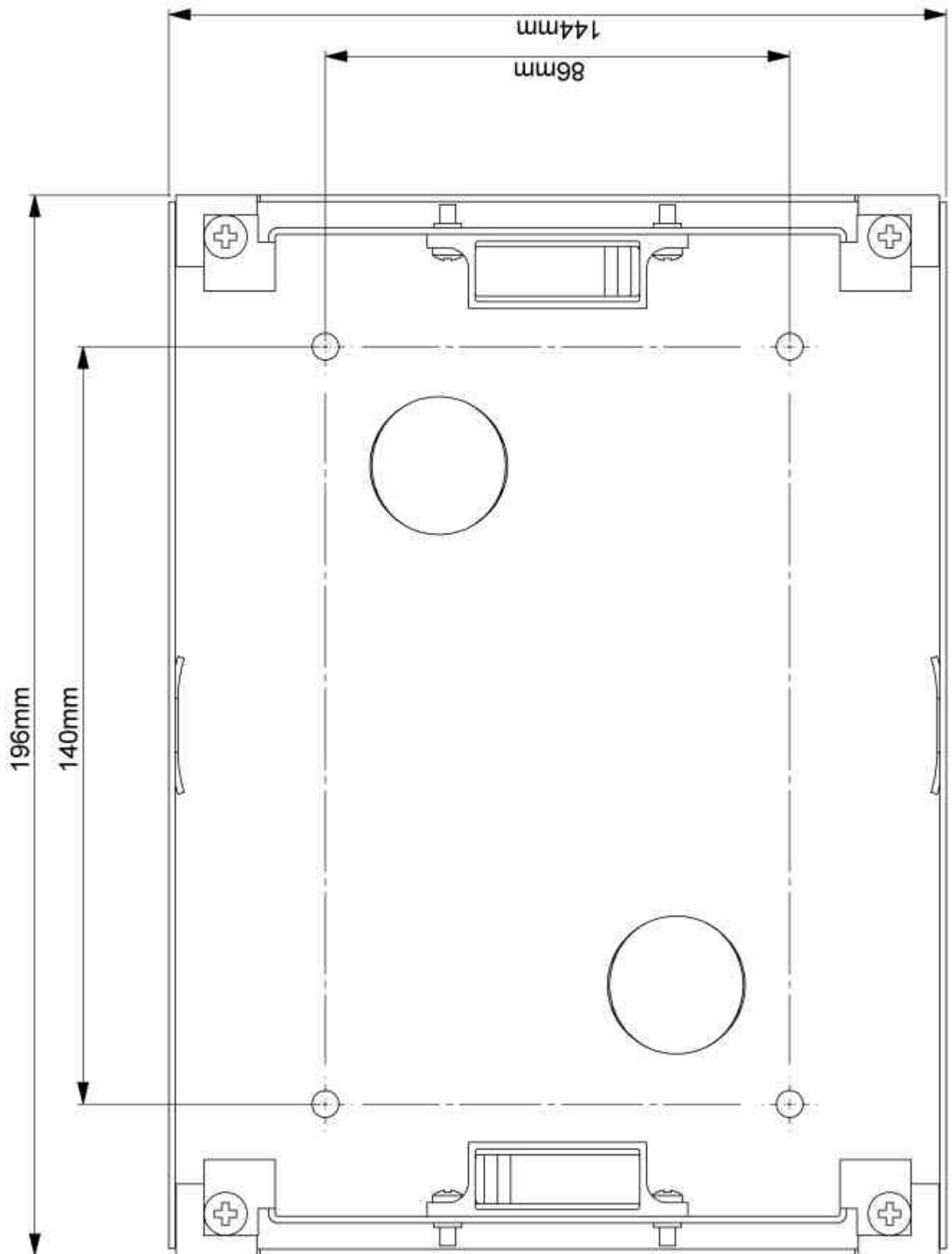


Figure 2 – Stainless Steel Frog Screen Backbox Fixing Positions



For news, views and the latest software visit our dedicated Frog website at:
www.frogsupport.com