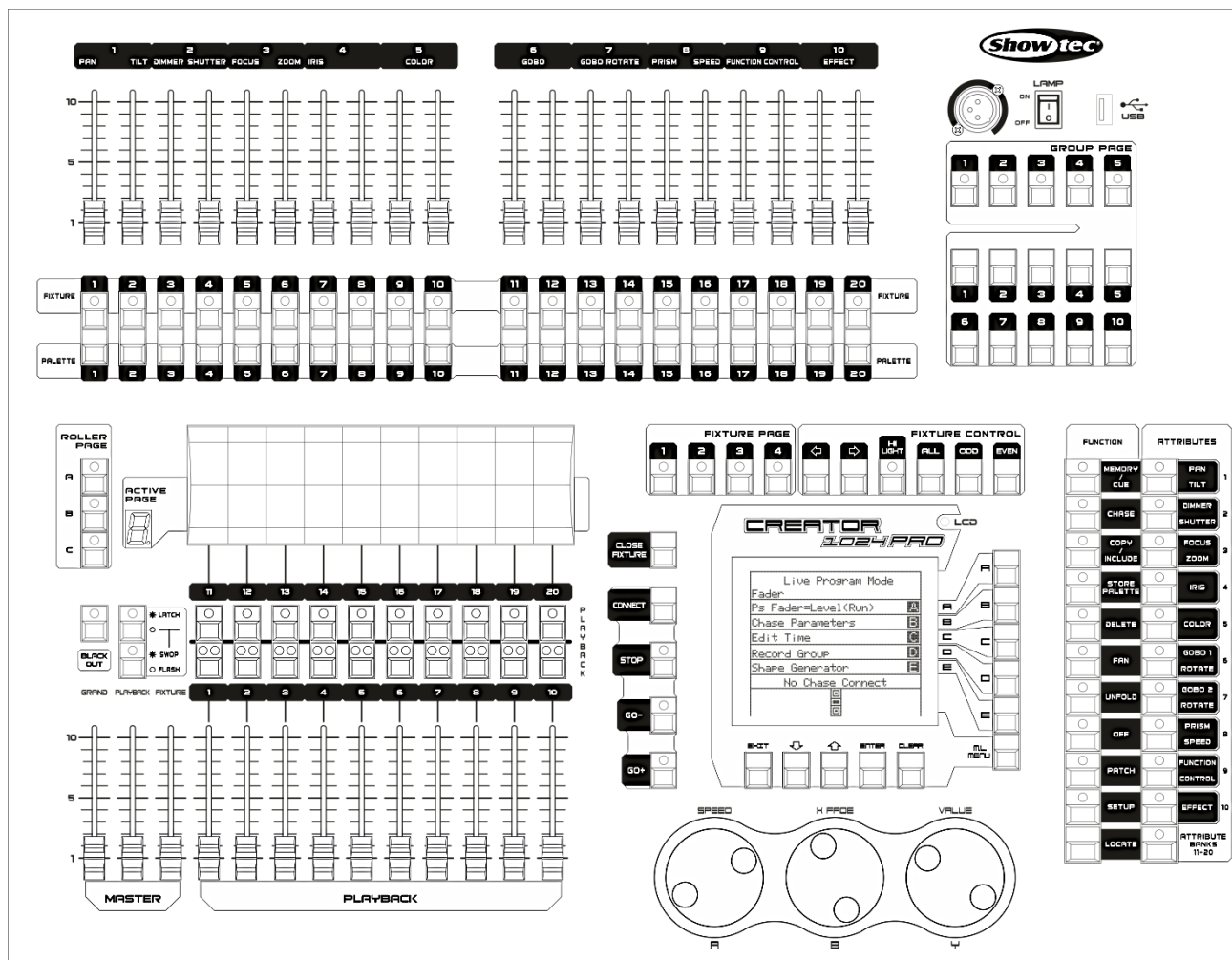




MANUAL



ENGLISH

Creator 1024 PRO

Ordercode: 50731

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1. Overview

Creator 1024 PRO DMX controller can control up to 80 fixtures. It is compatible with the library in Avolite Pearl R20 format and featured with built-in shape effects of pan/tilt circle, RGB rainbow, beam dimming wave, etc. 20 Scenes and 20 built-in shapes can be output simultaneously. Faders can be used to output Scenes and adjust the intensity of the dimmer channels in the Scenes.

1.1 Specifications

DMX channel	1024
Fixture	80
Re-patched Fixture address	Yes
Swap Pan/Tilt	Yes
Reversed channel output	Yes
Channel slope modification	Yes
Channels for each fixture	40 primary + 40 fine tune
Library	Avolite Pearl R20 library supported
Scene	600
Scenes to run simultaneously	20
Total Scene steps	600
Time control of Scenes	Fade in/out, LTP slope
Shapes for each Scene	5
Scene and dimmer by slider	Yes
Swap Scene	Yes
Flash Scene	Yes
Shape generator	Shapes of Dimmer, Pan/Tilt, RGB, CMY, Color, Gobo, Iris and Focus
Shapes to run simultaneously	20
Master slider	Global, playback, fixture
Real time blackout	Yes
Channel value by wheel	Yes
Channel value by slider	Yes
Dimmer by slider	Yes
USB Memory	FAT32 supported

2. Installation



**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY
BEFORE YOUR INITIAL START-UP!**



2.1 Unpack

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Your shipment includes:

- Creator 1024 PRO
- Power cable
- User manual
- Dust cover
- Flightcase

Optional Accessories

- Goose-neck lamp (ordercode: 60722)

2.1 Safety instructions



CAUTION!
Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!



Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow the instructions of this manual



CAUTION! Be careful with your operations.
With a dangerous voltage you can suffer
a dangerous electric shock when touching the wires!



Before your initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power-cord come into contact with other cables! Handle the power-cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Do not open the device and do not modify the device.
- Never use anything to cover the ground contact.
- Never leave any cables lying around.
- Do not insert objects into air vents.
- Do not connect this device to a dimmerpack.
- Do not switch the device on and off in short intervals, as this would reduce the device's life.
- Do not shake the device. Avoid brute force when installing or operating the device.
- Never use the device during thunderstorms, unplug the device immediately.
- Only use device indoor, avoid contact with water or other liquids.
- Do not touch the device's housing bare-handed during its operation (housing becomes hot).
- Only operate the device after having familiarized with its functions.
- Avoid flames and do not put close to flammable liquids or gases.
- Always keep case closed while operating.
- Always allow free air space of at least 50 cm around the unit for ventilation.
- Always disconnect power from the mains, when device is not used or before cleaning! Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power-cord is never crimped or damaged. Check the device and the power-cord from time to time.
- If the external cable is damaged, it has to be replaced by a qualified technician.
- If the glass is obviously damaged, it has to be replaced. So that its functions are not impaired, due to cracks or deep scratches.
- If device is dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Showtec device fails to work properly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Showtec dealer for service.
- For adult use only. Lighteffect must be installed out of the reach of children. Never leave the unit running unattended.
- For replacement use fuses of same type and rating only.
- Allow time to cool down, before replacing lamp.
- The user is responsible for correct positioning and operating of the Creator 1024 PRO. The manufacturer will not accept liability for damages caused by the misuse or incorrect installation of this device.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- During the initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.

Operating Determinations

- This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.
- The minimum distance between light-output and the illuminated surface must be more than 0.5 meter.
- The maximum ambient temperature $t_a = 45^\circ\text{C}$ must never be exceeded.
- The relative humidity must not exceed 50 % with an ambient temperature of 45°C .
- If this device is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.
- Any other operation may lead to dangers like short-circuit, burns, electric shock, crash etc.


You endanger your own safety and the safety of others!

Improper installation can cause serious damage to people and property !

Connection with the mains

Connect the device to the mains with the power-plug.

Always pay attention, that the right color cable is connected to the right place.

International	EU Cable	UK Cable	US Cable	Pin
L	BROWN	RED	YELLOW/COPPER	FASE
N	BLUE	BLACK	SILVER	NUL
	YELLOW/GREEN	GREEN	GREEN	EARTH

Make sure that the device is always connected properly to the earth!

Improper installation can cause serious damage to people and property!



Return Procedure



Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail aftersales@highlite.nl and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:

- 1) Your name
- 2) Your address
- 3) Your phone number
- 4) A brief description of the symptoms

Claims

The client has the obligation to check the delivered goods immediately upon delivery for any shortcomings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.

It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.

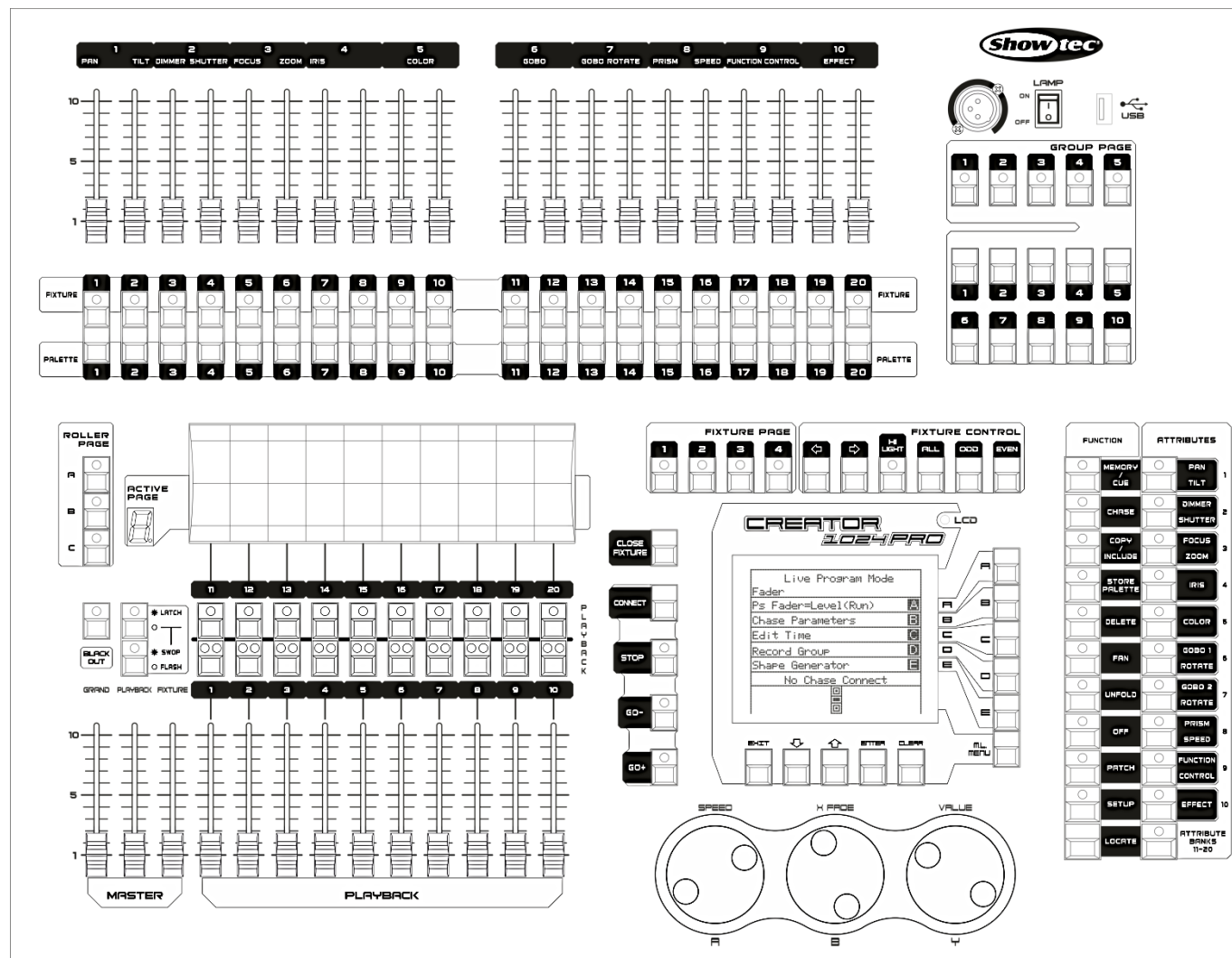
Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.

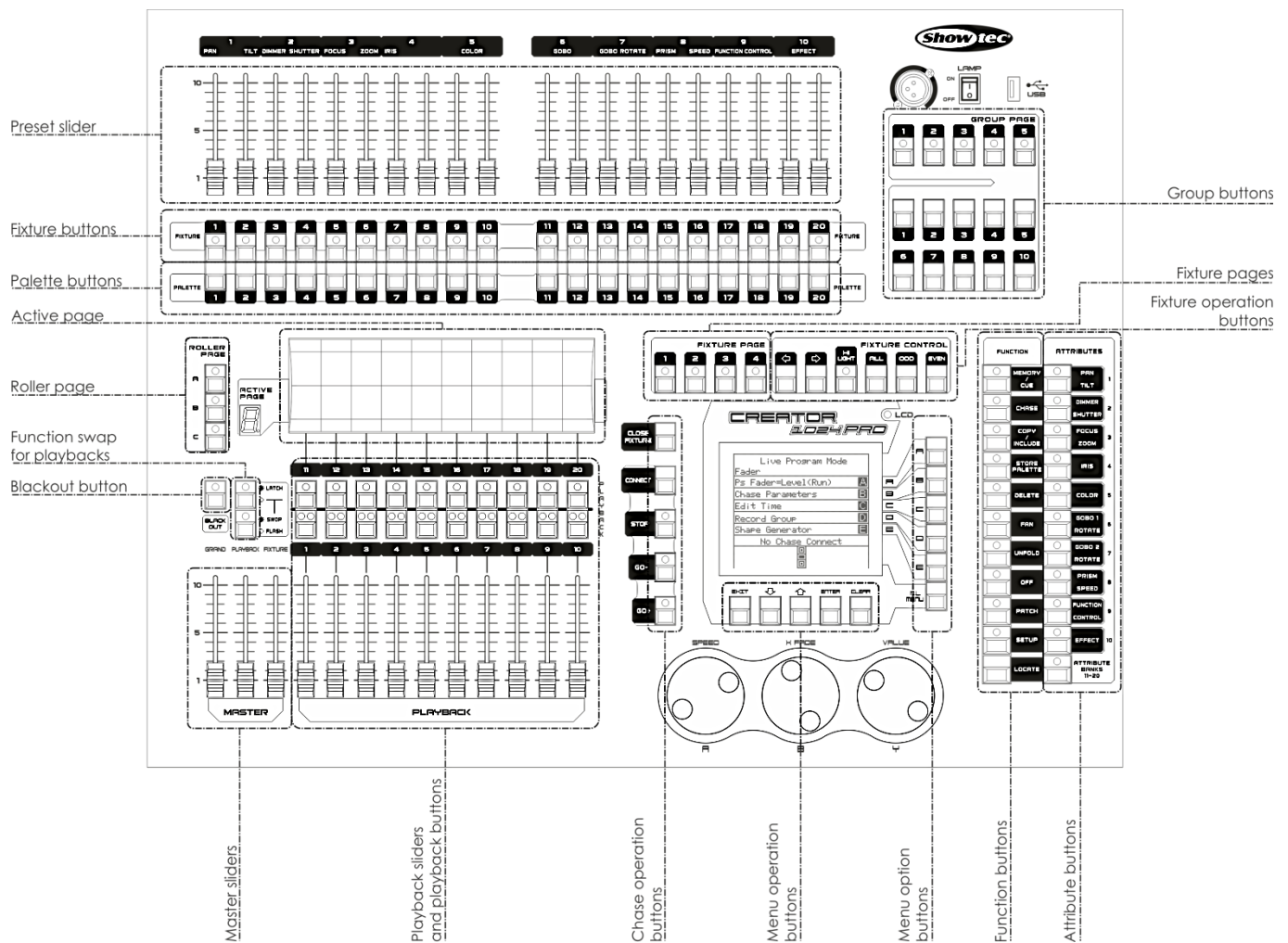
Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.

Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.

3 Operation

3.1 Front Panel





- The **Preset Sliders** are used to control individual dimmer channels and fixture intensities or control fixture attributes.
- The **Fixture Buttons** are used to patch and select fixtures.
- The **Palette buttons** let you quickly apply many effects (e.g. color, gobo, position) on you fixtures.
- The **Fixture Page buttons** select 4 pages for the fixtures and palettes.
- The **Fixture Controls buttons** control the fixture selection in different ways.
- The **Active Pages and Roller Pages** let you select different pages of playbacks, and you can write the playback names on the roller so you know what's in them.
- The **Function Swap for Playbacks** swap the Latch, swop and flash functions of playback buttons.
- The **Master sliders** control the overall output of the various parts of the console. You will normally have these set at full, otherwise, the indicator of the Blackout button will keep flashing.
- The **Blackout button** allows you to blackout the whole console.
- The **Playback sliders and playback buttons** are used to playback Scenes you have programmed, when you are running a show.
- The **Menu Operation buttons** is used to cancel, select or page up/down in menu operation.
- The **Menu Option buttons** are used to select control options. The display next to the buttons shows what each one will do. The options for each key change depending on what the console is doing.
- The **Function buttons** are used to carry out functions such as storing cues, copying, saving to disk, etc. These buttons have lights on to indicate when they are active.
- The **Attribute buttons** are used to select which attributes of a fixture (e.g. color, gobo, pan, focus) are going to be controlled using the control wheels. The buttons have light on to show you which attributes are active.
- The **Fixture Group buttons** allow you group the selected fixtures so that all the fixtures in the group can be activated in one single button.

3.2 Glossaries

- Scene: The data of a stage Scene that are saved in a playback.
- Chase: The data of a series of fixture performance that are saved in a playback.
- HTP: The type of the channels with the highest output (highest takes precedence), normally for dimmer channels.
- LTP: The type of the channels with the latest output (latest takes precedence), for non-dimmer channels.
- Fade in: The intensity of the light changes from dark to bright.
- Fade out: The intensity of the light changes from bright to dark.
- Record by fixture: This is the normal mode of the Creator 1024 PRO. It means that when you record a cue, all attributes of every fixture that you have changed are recorded in the cue. So if you change only the position of a fixture, the color, gobo, intensity and all other attributes of that fixture are recorded as well. This is useful because you know that when you recall the cue, it will look exactly as it did when you saved it. However, it can be slightly inflexible if you want to combine cues.
- Record by channel: This means that only attributes you have changed are recorded in the cue. So if you change the position of a fixture, only the position is recorded. When you recall the cue, the color, gobo etc will remain as they were last set. This means you can use a cue to change the position of some fixtures while leaving the color set from a previous cue, allowing more variety when you are running a show. It is a powerful feature but you can easily get yourself into trouble with it, so you need to be sure which attributes you need to record and which you want to "show through". When you're learning, it's best to have some cues "recorded by fixture" which turn on the fixtures in a known state, then have some color cues to modify just the color, or some gobo cues to set the gobo, or other attributes.

4 Patching

Patching is the process where you tell the Creator 1024 PRO

- What type of lighting units you have connect to it
- What DMX addresses they are operating at
- Which DMX output line each unit is connected to
- Which fixture button you want to use to access them

You can either patch the DMX channels on your console to match your lighting rig, or set up the console first and then set the lighting rig to match.

4.1 Patch dimmer

Each dimmer channel is allocated to one fixture button. If you want to link dimmers together, you can allocate several to the same fixture button.

- 1) In the initial menu, press Patch, then <A> [Dimmer].
- 2) On the second line of the display, the Creator 1024 PRO shows the DMX address it is going to patch it. You can change this by roll Wheel V. You can also use Menu option A to patch onto the other DMX output line.
- 3) To patch a single dimmer, press a Fixture button. To patch a range of dimmers, hold down the Fixture button for the first dimmer in the range, then press the last fixture button in the range. The range of dimmers will be patched to sequential DMX addresses.
- 4) To patch another dimmer to the same Fixture button, enter the new DMX channel and press Fixture button again.
- 5) Repeat from step 2 for other dimmers.

You can patch multiple dimmers onto the same Fixture button by typing the DMX address of the next dimmer to be patched and pressing the Fixture button again.

4.2 Patch moving light fixtures

Moving light fixtures are more complicated to patch than dimmers because they have more attributes to control, such as pan, tilt, color etc., where a dimmer channel just have intensity. When you patch a fixture, you will see on the display that it occupies a block of DMX channels rather than just one.

- 1) In the initial menu, press <Patch>.
 - 2) If the desired fixture library is not available in the console, you can copy it (in R20 format) to the root directory of a USB Memory stick.
 - 3) Press [Select a Fixture]. It will access the fixture library in the USB Memory stick; if the USB is not inserted, then, it will access the library in the console.
 - 4) Press <Up> or <Down> to browse into the library; Press the soft key to select. When a library in USB Memory is selected, the library will be added or updated into the console.
 - 5) On the second line of the display, the Creator 1024 PRO shows the DMX address it is going to patch it. You can change this by roll Wheel V. You can also use Menu option A to patch onto the other DMX output line.
 - 6) Press an unused Fixture button to patch the fixture. If you want to use a different fixture page, select the new page first.
 - 7) Press <Exit> to return to the upper menu; then, you can select fixtures of other types.
- You can patch a range of Fixtures by holding down the first and last Fixture buttons of the range, the same as for dimmers.
 - Unlike dimmers, you cannot patch more than one fixture onto a Fixture button. If the Fixture button is already used, then patch will fail. Use a different fixture button or delete the fixture already on the fixture button if you don't want it any more.

4.3 View the patching

Follow the below steps to view the patching:

- 1) In the initial menu, press <Patch> to enter Patch menu.
- 2) Press <E> [Patch Information] to view the patching info.
- 3) The button number, fixture name and address code will be displayed in the menu. Press < Up> or <Down> to browse. Press the fixture button to go to the fixture directly.

4.4 Changing the DMX address of a fixture

You can re-patch a fixture to a different DMX address or a different DMX output line. All programming is kept.

- 1) In the initial menu, press <Patch> to enter Patch menu.
 - 2) Press <C> [Repatch Fixtures].
 - 3) On the second line of the display, the Creator 1024 PRO shows the DMX address it is going to patch it. You can change this by roll <Wheel Y>. You can also use Menu option A to patch onto the other DMX output line.
 - 4) Press the fixture button for fixture to patch that fixture at the new address.
 - 5) Press <Enter> to confirm the change.
 - 6) Repeat from step 3 if you want to change other fixture
- If the new DMX address was already used by another handle, the fixture or dimmer on that Fixture button will be "parked". All programming for the Fixture button is preserved, but you need to patch it to a new DMX address using the above procedure before you can use it again. If you view the fixture patch as described above, the display will show "park".

4.5 Deleting a patched fixture

- 1) In the initial menu, press <Patch> to enter Patch menu.
 - 2) Press <Delete> to enter the Delete Patch menu.
 - 3) Press the Fixture button that you want to delete.
 - 4) Press <Enter> to delete.
- You can delete individual DMX channels from a Fixture button by modifying the channel number instead of pressing a Fixture button. This is useful for deleting dimmer channels from Fixture button which have multiple channels patched to them. Be careful not to delete individual channels out of fixtures using this function.

4.6 Patch Utilities

The Creator 1024 PRO allows several options to be set for each fixture or dimmer when it is being patched. The Patch Options menu is accessed by pressing <D> [Patch utilities] while you are in patch mode. Set the options before you start programming, because Scenes will play back differently when the options are on.

The options are:

- **Invert** – Allows you to invert an attribute of a fixture, so when you set zero the output will be full. You cannot invert some attributes.
 - 1) In the initial menu, press <Patch> to enter Patch menu.
 - 2) Press <D>[Patch Utilities] to enter the Patch Utilities menu.
 - 3) Press <A>[Set Invert]
 - 4) Select the desired fixtures and press the attribute buttons to select the desired attributes. Then, press <A> or on the right of the screen to modify.
- **Set/Reset Instant Mode** – When the Creator 1024 PRO faders LTP (movement) channels between two Scenes, the LTP values normally change smoothly. You can set Instant mode to make the channel snap instantly to the new value.
 - 1) In the initial menu, press <Patch> to enter Patch menu.
 - 2) Press <D>[Patch Utilities] to enter the Patch Utilities menu.
 - 3) Press [Set/Reset Instant Mode].
 - 4) Select the desired fixtures and press the attribute buttons to select the desired attributes. Then, press <A> or on the right of the screen to modify.
- **Swap Pan & Tilt** - If you have some fixtures mounted sideways, it can be useful to swap the pan and tilt channels over.
 - 1) In the initial menu, press <Patch> to enter Patch menu.
 - 2) Press <D> [Patch Utilities] to enter the Patch Utilities menu.
 - 3) Press <C> [Swap Pan & Tilt] to enter Swap Pan and Tilt.
 - 4) Press <Up> or <Down> to browse the swap info of pan and tilt. You can change the setting with the buttons on the right of the screen.

5 Controlling dimmers and fixtures

When you are programming a show, and sometimes when you are running a show, you need to manually control the fixtures and dimmers to set the intensity, position, color, etc. To do this you first select the fixtures you want to change using the Swop buttons, then you set the attributes of those fixtures using the Wheels and Attribute buttons.

5.1 Selecting fixtures and dimmers for control

To select the fixtures or dimmer channels that you want to control, you use the Fixture buttons. You can select fixtures or dimmers individually, or several at once.

You can control dimmer channels and fixture intensity directly from the fader control of the handle, or select the channels as described below and use the Dimmer attribute.

- 1) Press the Fixture buttons for the fixtures you want. The LED in the Fixture button comes on for selected fixtures.
- 2) To select a range of fixtures, hold down the Fixture button for the first fixture then press the Fixture button for the last fixture.

Here are some other things to know:

- Press <Locate> to position the selected fixtures in open white at a central position. These Values are not loaded into the programmer – they won't be saved in a Scene unless you modify the fixture.
- If you want to light up a fixture without moving its position, press <ML> then [Locate without P/T]
- If you select a fixture you don't want, press its Fixture button again to deselect it.
- You can deselect a fixture by pressing the fixture select button again.
- Once you have changed any attribute, pressing a Fixture button will deselect all fixtures and start the selection process again.
- You can select fixtures on another page by pressing one of the "Pages of Fixtures" buttons.

5.2 Changing attributes of the selected fixtures

"Attributes" are the functions of the fixture, like pan, tilt, color, dimmer, etc. You select which attributes you want to modify using the buttons on the right edge of the console and set values using the wheels at the bottom of the Creator 1024 PRO. The attributes available depend on the fixture type. Dimmer channels only have a dimmer attribute. The Creator 1024 PRO can control up to 40 attributes per fixture. Each attribute button controls two attributes, one on the left wheel and one on the right wheel.

- 1) Press the button for the attribute to be changed.
- 2) Turn the wheels to set the attribute. The display above the wheels shows which attributes are being controlled.
- 3) Repeat from 1 to change other attributes of the selected fixtures.

Some other things to know about attributes:

- The Attribute buttons let you select the first 20 attributes. Another 20 attributes are available by pressing the "Attribute Banks 11-20" button, to cater for the weird and wonderful DMX fixtures of the future. The light on the button stays on when you are using the top 20 attributes.
- If the display above the wheels does not show the attribute when you press the button, that attribute is not available on the selected fixtures.
- There are three operation modes for the sliders above the Fixture buttons. In "Live Programming Mode" menu, press <A> to change the operation modes:
 - Dimmer (Programming): The sliders are to control the dimmer channels of the Fixture button. The data will enter the programming area.
 - Dimmer (Playback): The sliders are to control the dimmer channels of the Fixture button. The data will not enter the programming area.
 - Attribute: To control the attributes of the selected fixtures. The data will enter the programming area.

5.3 Grouping

You can create groups of fixtures or dimmer channels, to make selecting them faster. You can, for example, make a group for each type of fixture, or group by left / right stage, etc.

- 1) Select the desired fixtures for group setting.
- 2) In "Live Programming Mode" menu, press <D>[Save Fixture Group].
- 3) Select a <Fixture Group> button to save.
- 4) Repeat Step 1-3 to set another group.

Other useful things to know about groups:

- To select all the fixtures of a group, simply press the <Fixture Group> button. Other fixtures will not be selected.
- The order in which you select the fixtures takes effect when you use the last fixture – next fixture functions described in the next section, and when you use Shapes and Fan mode.

5.4 Stepping through Selected Fixture one at a time

If you have selected a range of fixtures, or a group, the Creator 1024 PRO has functions to step through the selected fixtures one at a time. This can make it easier to program a range of fixtures because you don't have to select each one manually.

This mode uses the "Fixture Control" buttons which are normally used for controlling chases.

- 1) Select a range of fixtures or a group.
 - 2) Press <←> (Reverse) and <→> (Forward) will select the fixtures in the range one at time.
 - 3) The <HiLight> button will highlight the output of the selected fixture so you can see it on sate (the button LED is lit when in Highlight mode)
 - 4) The <All> button reselects the whole range of fixtures.
- Press <Odd> or <Even>, the fixtures at the odd/eve positions will be selected.
 - You can also use the left and right arrow keys to step through selected fixtures.
 - The selected fixture from the range will light up, and the other fixtures will go out (if the LED of <HiLight> is turned on).

5.5 The Align function

The **Align** function allows you to copy an attribute from one fixture to others. This can be useful if you want to set a row of scans to have the same tilt position, or if you want to copy a color from one fixture onto other fixtures.

- 1) Press an Attribute button that you want to align.
 - 2) Select the fixture to use as the reference
 - 3) Select the other fixtures you want to align to the first one.
 - 4) Press <ML>, then, press <C> [Align Attribute].
 - 5) The attributes will be copied to all the selected fixtures.
- You can align all attributes of the fixtures using [Align Fixtures] (it doesn't matter which attribute is selected).
 - If you use a group to select the fixtures, the one you selected first when you recorded the group will be the reference fixture.

5.6 Fan Mode

Fan mode automatically spreads out the values on a selected range of fixtures. If used on pan and tilt, the result is spreading out "rays" of light beams. The first and last fixtures of the range are affected most, and the central fixtures are affected least. The amount of fan can be set using the wheels.

As with shapes, the order in which you select the fixtures sets how the fan effect works. The fixtures you select first and last will be the ones which change most. If you use a group to select the fixtures, the order is that in which the fixtures in the group were selected when it was created.

The fan effect, while normally used on pan or tilt attributes, can be applied to any attribute.

- 1) Select the fixtures you want to fan
- 2) Select the attributes to fan (Pan/Tilt or Color, etc);
- 3) Press <Fan>
- 4) Set the amount of fan using the wheels;
- 5) The controllable attributes will be displayed in the bottom two lines in the screen.
- 6) The display shows which attribute is being controlled by each wheel
- 7) Turn off Fan by pressing the <Fan> button again when you have finished

Fan mode needs to be used on at least 4 fixtures to give good effects. If you have an odd number of fixtures, the central fixture will not move in fan mode.

Press the Fan button again to leave Fan mode. Any effects you have set will remain in the programmer.

- It's fairly easy to accidentally leave Fan mode turned on and be very confused about why the wheels aren't working properly, so turn it off as soon as you have completed the effect.

5.7 Advanced Options

- **Locate** positions selected fixtures at central position with light coming out of them. The settings are not placed in the programmer, so you need to change the values if you want to save them. The "locate fixture" settings for each type of fixture are defined in the personality file.
- **De-Select fixtures** deselects all fixtures but does not clear the programmer.
- **Close Fixture:** Select a fixture, press <Close Fixture>, then, all the channels except the pan/tilt channels of the fixture will output 0.

6 Palette

When in programming, you will find some of the positions or colors will be frequently used. The console allows you to store the frequently used data, like an artist using his palette. Therefore, you can access such data quickly by pressing a single button. 20x4 pages of palettes are available in the console.

6.1 Shared and individual Palette

Palette entries can be shared or individual.

- **Shared:** If there is only one fixture in the programmer (you have only changed one fixture) when recording the palette entry, then you can use that palette entry for all fixtures of the same type. So you could save a value for "Red" on the first of your Moving Heads and then use that value for any of your other Moving Heads. This is a shared palette, useful for values which are the same for all the fixtures of one type, such as color, gobo, prism etc. The preprogrammed palettes are all shared.
- **Individual:** If there is more than one fixture in the programmer when recording the palette entry, then the entry is unique for each fixture. So when you save an entry with pan/tilt positions for your 4 central Moving Heads, those positions will only ever apply to those fixtures. You can later add values for other fixtures; fixtures which have no values saved will not change when the palette is recalled. This is an individual palette, useful for values which vary for each fixture, like pan, tilt and image focus.

6.2 Which attributes are stored in palettes

A palette entry can store any or all attributes of a fixture, so you could store position, color and gobo in the same palette entry. However, it's easier to operate the Creator 1024 PRO if you have some palettes for position, some for color, some for gobo and so on. There are 80 palettes available so you don't need to mix them up.

6.3 Storing a palette

This is how you save a palette value:

- 1) Press <Clear> to clear the programmer.
- 2) Select the fixtures for which you want to store palette values. Select one fixture only to record a shared palette entry.
- 3) Using the attribute buttons and wheels, set the attributes you want in the palette entry. You can store any or all attributes of a fixture in each palette entry. Only attributes you have changed will be recorded.
- 4) Press the attribute button for the attributes you want to store (the dimmer button will store all attributes). The buttons light up to show you which attributes are going to be recorded. It's best to save only one type of attribute (e.g. Tilt/Pan)
- 5) Press <Save Palette>, then, press <Palette> to save.

6.4 Recalling a palette value

To recall a palette value, this is what you do:

- 1) Select the fixtures to be changed. Shared palettes can be set to any fixture of the same type. Individual palettes will set individual values to each fixture.
 - 2) Select the attributes you want to recall from the palette. The Dimmer attribute button will recall everything stored in the palette (the LEDs on the buttons show you which attributes are active)
 - 3) Press <Palette> to recall it.
- It's easiest if you only save one type of attribute (such as pan/tilt) into each palette, then you can just leave the Dimmer attribute button selected when recalling the palette. If you store a mixture of attributes, you always have to make sure that the correct attributes are selected when recalling a palette and this is an extra step which you could do without.

6.5 Delete a Palette

Press <Delete>, then, press <Palette> to delete.

7 Shapes

A shape is simply a sequence of values which can be applied to any attribute of a fixture. A "circle" shape, for example, applied to the pan and tilt attributes, would cause the fixture to move its beam around in a circular pattern. You can set the centre point of the circle, the size of the circle and the speed of the circle movement.

In addition to beam position shapes, there are a large number of other shapes available in this console. The shapes are defined for a particular attribute such as color, dimmer, focus and so on. Some shapes will not work with some fixtures; focus shapes, for example, can produce nice "focus pull" effects on fixtures which have DMX focusing, but will do nothing on fixtures which don't have focusing.

When you use a shape with more than one fixture, you can choose to either apply the shape identically to all the fixtures, or offset them so that the shape runs along the fixtures creating "wave" or "ballyhoo" type effects. This is called the *spread* of the shape.

7.1 Selecting a shape

Selecting a shape is very similar to selecting a value from a palette. When you choose a shape, it will be applied to all selected fixtures.

- 1) Select the fixtures the shape is to be applied to.
 - 2) In the initial menu, press <E> [Shape Generator].
 - 3) Press <A> [Playback a Shape].
 - 4) Select a shape type: Pan/Tilt shape, dimmer shape, RGB/CMY shape, Color wheel shape, gobo wheel shape, focus shape and iris shape.
 - 5) Press <Up> or <Down> to browse and confirm with a soft key.
- Most shapes are based on the current settings of the fixture, so a circle would move around the current pan-tilt position of the fixture.
 - If the shape description says "Even" or "Parallel", this describes the Spread of the shape. You can always change this later.
 - You can change the base value of a shape (e.g. the centre of a circle) by changing the attributes using the wheels in the usual way. You can reduce the Size to zero (see next section) to help you see what the base value actually is.
 - You can run more than one shape at a time by repeating the above procedure. You can run several shapes on one fixture.
 - Each shape is designed to work on a particular attribute; the list on the palette display shows you which attribute. Obviously if the fixtures don't have the attribute, you can't use that shape on those fixtures.
 - 5 internal shapes can be run simultaneously; And, each fixture can run max. 5 internal shapes.
 - In the Shape menu, press [Edit a Shape] to view the running status of the shapes.
 - To apply the same shapes to two different groups of fixtures, the shapes will show twice in the list. You can adjust the "two" shapes individually.
 - To delete a shape press <E> [Shape Generator], press <Delete>, select the desired shape and then press <Enter> to delete.
 - Each shape works on specific attributes. If a certain attribute is not available in a fixture, then, the related shapes will not be applied to the fixture.

7.2 Shape Parameters

It's quite easy to modify the range and the speed after a shape is selected.

- 1) In the initial menu, press <E>[Shape Generator].
- 2) Press <C> [Shape Parameters].
- 3) Highlight the desired shape with a soft key. Then, adjust the value with <Wheel Y>.

Other things to know about size and speed of shapes:

- If you have more than one shape running, the controls operate on the most recent one. You can edit the parameters of any shape that's running using the Edit Shape function, see later in the chapter.
- The minimum size is zero. This will "hide" the shape, and the fixture will resume its previous settings. The shape is, however, still active.
- The minimum speed is Stop. This will freeze the shape and will offset the positioning of the fixture.
- Size: The amplitude.
- Speed: The running speed of the shape.
- Repeat: This introduces a smaller offset into the timing of the shape across each fixture.
- Spread: This can vary from all fixtures moving identically, fixtures working in pairs (spread = 1) through to all fixtures being distributed evenly through the shape, so the first fixture is just starting the shape as the last one finishes (spread = Even).

7.3 Edit a Shape

Option B[Edit a Shape] in Shape Generator can be used to edit a running shape. Only the selected shape can be edited. The shapes in a Scene cannot be edited here.

- 1) In the initial menu, Press <E>[Shape Generator].
- 2) Press B[Edit a Shape].
- 3) The screen shows the shapes that can be edited.
- 4) Press a soft key to highlight (select) a shape.
- 5) Exit and then edit the parameters of the Shape.

7.4 Delete a Shape

- 1) In the initial menu, Press <E>[Shape Generator].
- 2) Press <Delete>.
- 3) Press a soft key to highlight (select) a desired shape.
- 4) Press <Enter> to delete.

7.5 Shapes with and without reference

Some shapes will operate on the current settings of the fixture; a Circle shape, for example, will be centred around the current pan and tilt positions of the fixture. This is called a **relative** shape. If you change the pan and tilt of the fixture, the whole shape will be moved.

- All Position (pan/tilt) shapes, and other shapes with "User" or "Usr" in the name, are Relative shapes.

Other shapes always operate about a fixed value; a Rainbow shape, for example, is centred at the midpoint of the color mix attributes so that a full range of colors is obtained. This is called an **absolute** shape. The current settings of the fixture are overridden by the shape.

- Non-position shapes (color, gobo, focus, dimmer, iris) are usually Absolute shapes, unless they have "User" or "Usr" in the name. For example, "Magenta Even" is an absolute shape centred on 50% magenta, but "Magenta Even Usr" is a relative shape which will change around the current Magenta value of the fixture.

If you run a Scene containing a shape, when you turn the Scene off the shape will stop. The final state of the shape will be left as an offset to the fixture settings. Option E of the Playback Parameters (see next page) allows you to remove this offset when the shape stops and return the fixture to its programmed settings.

7.6 Playback Parameters

This option lets you set parameters for a shape stored in a playback / Scene. When a Scene fades in, you can determine whether the shape should start at full size and speed instantly, (Static) or whether the shape speed and/or size should fade in as well (Timed).

- 1) In Shape Menu, Press <E>[Playback Parameters].
- 2) Press the <Playback> button of the playback you want to set parameters for.
- 3) <A> set the size to Static or Timed.
- 4) set the speed to Static or Timed.
- 5) <C> allows you to remove the offset caused by a shape when it is stopped. When you turn off a Scene with a shape, the fixtures will be offset by the last state of the shape. Setting this option to "Removed" causes the fixture to return to its programmed settings. Setting this option to "Remains" leaves the shape offset in place.

8 Scenes

There are many functions in the controller to create a complicated lighting effect; and, the most fundamental part is a Scene, in which you can store a "look" you have created using your light. There are 600 playbacks on 3x10 pages, each page with 20, which can be used to store Scenes and chases. In Running Mode, the faders and the <Playback> buttons are used to control playbacks; In Programming Mode, the buttons in the <Playback> area are for editing

8.1 How the Creator 1024 PRO works when programming

This console has a special internal Scene called the "Programmer". Whenever you change an attribute of a fixture, the changes are stored in the Programmer. When you record a Scene, the contents of the programmer are stored in the Scene. Nothing else from the console output is stored.

This console has two programming modes, "Record by Fixture" (the normal mode) and "Record by Channel". The differences are:

- **Record by Fixture** - When you change any attribute of a fixture, all the other attributes are placed in the Programmer as well. You will get exactly the result you expected when you recall the Scene, but you can't combine Scenes containing the same fixtures, because the new Scene will just override the old one.
- **Record by Channel** - Only the attribute you change is placed in the programmer. This means you can save Scenes which only contain position information, then recall them with other Scenes to set colors, gobos etc. This is much more flexible but requires more programming initially, because you need several Scenes to get a result. It also lays you open to problems if you don't keep tabs on what you are doing. (This is known as *Tracking* mode on other consoles).

When you press <Clear>, all fixtures are cleared from the programmer. You should get into the habit of pressing <Clear> before you start to program a Scene, or you can end up recording fixtures you don't want. You also need to press <Clear> when you finish programming, because any functions in the programmer will override playbacks.

Attributes in the programmer are displayed with a white background.

Turning on a Scene does *not* place the values from the Scene in the programmer (but the Include function lets you do this). The Locate Fixture function does not place any values in the programmer either.

8.2 Creating a Scene

- 1) Press Clear to clear the programmer. This ensures that you are starting with a clean slate.
- 2) Set up the stage effect using the fixtures. You can include shapes in a Scene. Remember that only the fixtures you have changed will be included in the Scene.
- 3) Press <Scene>.
- 4) Empty Scenes will flash.
- 5) Press the Playback button of a flashing playback to record it. (Select a new page first if you want to use a different page).
- 6) Press Clear to clear the programmer. Repeat from 2 to program more Scenes

Other useful things to know about recording Scenes:

- You can record the whole output of the console (not just what's in the programmer) by pressing A [Record Stage]. The option will highlight when Record stage mode is active.
- The roller has a segment above each playback fader to allow you to write on the name of the Scene using the low-tech but reliable method of marker pen (use a strip of tape on the roller surface). You can then see at a glance what's in each Scene.

8.3 Using shapes in Scenes

As you would expect, any shapes you have set up will be saved as part of the Scene.

If the base value of the shape is not in the programmer (e.g. the central pan/tilt position, for a circle), and the shape is a "User" type, then the Scene will contain a "relative" shape. When you recall the Scene, the shape will start based on the current position of the fixture. This allows you to create lots of different effects by layering a few different Scenes - one for the shape, one for the base position. You can either use "Record by channel" mode, and not set the position, or use the "Off" function to achieve this effect.

8.4 Running playbacks with a Scene (Autoload)

If you want to run a chases as a part of a Scene, or automatically turn on an existing Scene, you can assign an Autoload to the Scene.

- 1) Play back playbacks you want to assign as autoload.
- 2) Press <Scene>.
- 3) Empty Scenes will flash.
- 4) Press <E> [Runing Pb. As AutoLoad], the option will highlight.
- 5) Press the Playback button of a flashing playback to record it. (Select a new page first if you want to use a different page).

The playback will trun on when the Scene runs and will remain turned on until close the Scene.

8.5 HTP and LTP channels

The Creator 1024 PRO can treat control channels in two ways:

- Dimmer or intensity channels work on the principle of "highest takes precedence" (HTP). If an HTP channel is turned on at different levels in several Scenes, the highest level will be output. When you fade a Scene, the HTP channels fade out with it.
- Moving light channels work on the principle of "latest takes precedence" (LTP). The latest change takes over from any other values, so the most recent Scene to be turned on is the one which is output. When you fade a Scene, LTP channels do not normally fade (though you can make them if you want, except for channels set to Instant). They set their full values when the Scene starts to fade in, and stay there until another value is set. (You can set the value this happens at using the User settings menu).

The fixture personality file tells the console which channels of a fixture are HTP and which are LTP.

Normally, only dimmer attributes are HTP, and everything else is LTP. If a fixture does not have an intensity control channel, the Gobo channel is defined as HTP to make sure the fixture blacks out when a Scene is turned off.

8.6 Playing back a Scene

To playback a Scene, just push up the playback slider or press the playback button. (Make sure there are no values in the programmer by pressing the Clear button, because anything in the programmer will override the playback).

- You can turn on more than one Scene at once.
- All the HTP (intensity) of the Scenes saved in <Playback> buttons 1-10 fade in/out as the slider is up/down. The LTP (movement) channels will start immediately once the slider is not at zero. (The LTP channels also run like this when the Scenes are in Mode 1 or Mode 2 unless the channels are set without fading function in the fixture library.)
- All the HTP and the LTP of the Scenes saved in <Playback> buttons 11-20 will be output immediately when you press the button. (If time is set in the Scene, they will fade in as set.)
- There are two playback combination keys: One is to control the latch of <Playback> 11-20; Another is to toggle between Flash and Swop of the <Playback> buttons.
 - When the LED indicator of <Latch> is on, to press <Playback> 11-20 will start outputting Scenes till the <Playback> button is pressed again. If <Latch> is not on, <Playback> 11-20 is in manual control mode; it outputs only when pressed and stops when released. The output mode will be <Flash/Swop> whichever is on.
 - When the LED indicator of <Flash/Swop> is on, it functions as Swop mode, in which a playback will output data when the <Playback> button is pressed and close other Scenes. When the LED indicator of <Flash/Swop> is off, it functions as Flash mode, in which a playback will output data when the <Playback> button is press while other Scenes will keep running.

8.7 Turning Playback Pages

To roll the roller, you can change to another 20 Scenes. There are 10 columns on the roller and 3 page buttons for the roller. That means, there are total 30 pages on the roller.

To run an opened playback, pull back its slider and push it up again. The Scenes on the previous page will be closed and the Scenes on the current page will start running.

8.8 Editing a Scene

You can edit any part of a saved Scene:

- 1) Press <Clear> to empty the programmer.
 - 2) Turn on the Scene you want to edit, so you can see what you are doing. Turn off all other Scenes to avoid confusion.
 - 3) Select the fixtures you want to change, and make the changes.
 - 4) Press <Scene> button.
 - 5) Press <Playback> button of the Scene you are editing.
 - 6) Our console will tell you a Scene already exists on playback.
 - 7) Press <A> [Merge Scene] to amend the existing scene. Unchanged information is not affected.
- If you are in "Record by fixture" mode, all attributes of any fixture you've changed will be saved in the Scene with their current settings. If you only want to save certain attributes of a fixture, you need to use "Record by channel" mode (press after pressing Scene).
 - You can overwrite the existing Scene entirely using [Replace Scene]. This wipes the playback and saves the current programmer as a new Scene.
 - If the Scene contains shapes, and you have selected some new shapes, the original shapes in the Scene will be deleted (after a warning). To get round this you need to use Include on the original Scene (see next section) to load the shapes into the programmer. Ensure that the playback fader for the Scene is at zero (i.e. the shape is not active) when Including the Scene.

8.9 The Include function

The Include function lets you load selected parts of a Scene back into the programmer. (Normally, only manual changes to fixtures are put in the programmer). You can then use this to make a new Scene. This is useful if you want to make a Scene which is similar to one you already have.

- 1) Press <Copy/Include>.
- 2) Press the <Playback> button of the desired Scene; then, press <Enter> to Include the data.

8.10 The “Off” button

The “Off” button allows you to remove an attribute which has been stored in a Scene, as if you never recorded it.

For example, suppose you recorded a Scene which had scans at a certain position, with the color set to green. If you later decide that you don't want a color recorded at all in the Scene, so that the previous color setting of the scans will be used, you use the Off function to turn off the color in the Scene. You can also use the Off function to remove complete fixtures from a Scene.

Using the Off button is not the same as recording an attribute at zero. It is like not recording the attribute at all.

- 1) Turn on the Scene you want to edit, so you can see what you are doing.
 - 2) Select the fixtures you want to change.
 - 3) Press the OFF button (one of the blue command buttons) to display the Off menu.
 - 4) To switch off all attributes of the selected fixtures, press <A> (this will remove the fixtures from the Scene).
 - 5) To switch off selected attributes, press the appropriate attribute button, then use and <C> to set each attribute to Off (the screen shows which attribute will be turned off for each button)
 - 6) Repeat from 3 to turn off other attributes, or from 2 to turn off other fixtures.
 - 7) Press <Scene>
 - 8) Press the Swop button for the Scene you are editing to save the changes. Unchanged information is not affected.
- Attributes which are Off are shown on the screen. (The stage output will not change as the output values remain at their last settings).
 - Attributes or fixtures set to “Off” can be turned back on again by selecting them in the usual way and changing them using the wheels.
 - You can also use this function to turn off fixtures or attributes in a palette entry. Use the procedure above, but instead of editing and recording a Scene, edit and record a palette entry instead.

8.11 Copy a Scene

- 1) Press <Copy/Include>.
- 2) Press a <Playback> button that stores a Scene.
- 3) Press an empty <Playback> button to copy.

8.12 Delete a Scene

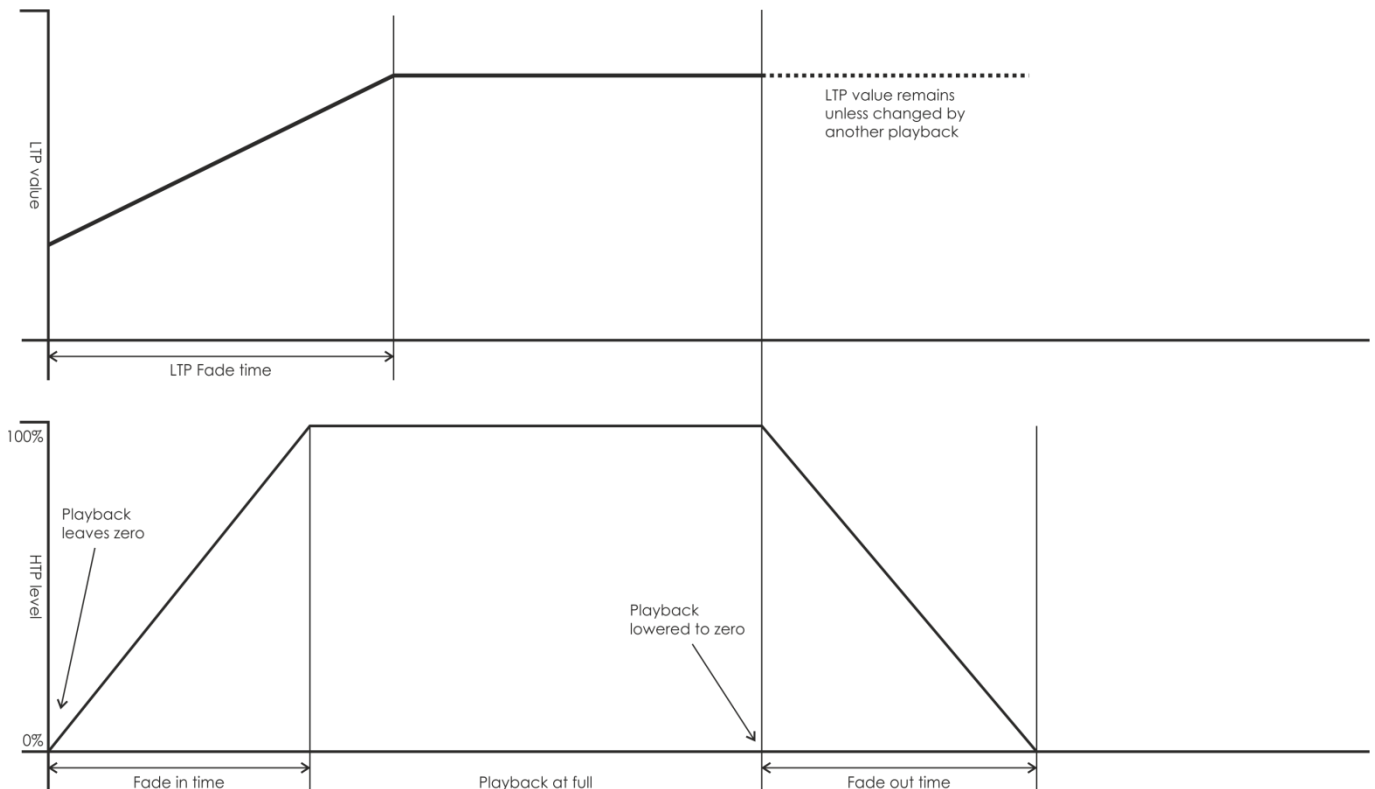
- 1) Press <Delete>.
- 2) Press a desired <Playback> button.
- 3) Press the <Playback> again to delete.

8.13 Time

You can set a fade in and fade out time independently for every Scene. The fades only affect HTP (intensity) channels. There is a separate LTP timer which allows you to set movement times. LTP channels which were set to "instant" during Patching ignore LTP fade times.

- 1) Press <C> <Edit Times>.
- 2) Press the Playback button of the playback you want to set times for.
- 3) There are two pages in the menu. Press <Up> or <Down> to browse. Select a desired option and modify the data with <Wheel Y>.
- 4) Press <Enter> twice to save and exit or press <Exit> twice to exit without saving.

The effect of the times is shown in the following picture.



The times you enter are also affected by the Scene mode:

- Mode 0 – No timing information is used. The HTP channels faded with the 0-100% position with playback faders.
- Mode 1 – Channels fade as set by the HTP and LTP fade times (except Instant LTP channels). If you enter times for a Mode 0 Scene, it will automatically change to Mode 1. If HTP times are set to zero, the HTP levels will fade with the fader
- Mode 2 – HTP channels fade as set by the HTP times, or with the fader if times are set to zero. LTP channels are controlled by the fader position (except Instant channels). The initial data of LTP is the data before the slider is push up. Set the LTP fade time to 0 to use this mode.
- Mode 3 – HTP channels fade as set by the HTP times, or with the fader if times are set to zero. LTP channels are controlled by the fader position (except Instant channels). The initial data of LTP is 0. Set the LTP fade time to 0 to use this mode.

9 Chase

In the console, one chase can be edited with up to 600 steps.

9.1 Programming a chase

To program a chase, you have to set up the lighting for each step of the chase, then save it. The contents of the programmer are recorded as a step.

You can either set all the fixtures and dimmers manually for each step, or you can use Include to load in the information from Scenes you have already recorded.

You cannot use an existing Scene as a chase step just by turning it on. You need to use the Include button to load the Scene into the programmer.

- 1) Press <Chase>.
 - 2) Press the Playback button of the playback where you want store the chase.
 - 3) Set up the lighting for the first step, either manually or by using "Include" on existing scenes.
 - 4) Press the Playback button of the playback or Enter to store the programmer contents as Step 1 of the chase.
 - 5) Press Clear (unless you want to re-use the contents of the programmer), then repeat from step 3.
 - 6) Press Chase to finish when you have stored all the steps you want.
- Press <Clear> when you have finished saving the chase, otherwise when you try to play it back the programmer will override the chase and you won't see the chase properly.
 - The current step number is displayed in the prompt line.
 - You can record shapes in a chase. If the same shape is saved in subsequent steps it will continue from step to step, if not it will stop at the end of the step time. (The Pearl considers the shape to be the same if you didn't press Clear after the previous step, and didn't change the speed, size or spread of the shape from the previous step; or if you Included the shape from the previous step and have not modified it)
 - The current step number will show in the screen.
 - Max. 600 steps can be edited in a chase.
 - You can use <Wheel Y> to input step NO., then press <E> [Edit Menu] to edit the step. Under "Edit Menu", press <Delete> to delete current step.

9.2 Running playbacks with a step (Autoload)

If you want to run chases as a part of a step, or automatically turn on an existing scenes, you can assign an Autoload to the step.

- 1) Press <Chase>.
- 2) Press the Playback button of the playback where you want store the chase.
- 3) Play back playbacks you want to assign as autoload.
- 4) Press <C> [Runing Pb. As AutoLoad], the option will highlight.
- 5) Press the Playback button of the playback or Enter to store the programmer contents as Step 1 of the chase.
- 6) Press Clear (unless you want to re-use the contents of the programmer), then repeat from step 3.
- 7) Press Chase to finish when you have stored all the steps you want.

The playback will turn on when the step runs and will remain turned on until the step is closed.

9.3 Running a chase

Push up a playback slider or press a <Playback> button, it will run a chase.

- Two or more chases can be output simultaneously.
- All the HTP (brightness) of the chases saved in <Playback> 1-10 are controlled by sliders. The LTP (movement) channels will implement the chase as the fade time defines.
- The chases saved in <Playback> 11-20 will be output immediately when you press the playback buttons.
- There are two playback combination buttons, one is to control the Latch of Playback 11-20; Another is to toggle between Flash and Swop of the <Playback> buttons.
 - When the LED indicator of <Latch> is on, to press <Playback> 11-20 will start outputting Scenes till the <Playback> button is pressed again. If <Latch> is not on, <Playback> 11-20 is in manual control mode; it outputs only when pressed and stops when released. The output mode will be <Flash/Swop> whichever is on.
 - When the LED indicator of <Flash/Swop> is on, it functions as Swop mode, in which a playback will output data when the <Playback> button is pressed and close other Scenes. When the LED indicator of <Flash/Swop> is off, it functions as Flash mode, in which a playback will output data when the <Playback> button is press while other Scenes will keep running.

9.4 Connecting a chase to the controls

When running a chase, the playback control will automatically connect to chases.

- By pressing <Connect> and then pressing the desired <Playback> buttons of chases, a user can set which chase to connect and which not to playback control.

9.5 Setting speed, crossfade and direction

Run a chase, then, you can use the wheels to adjust speed and fade time. Once a chase speed is saved, the playback will run at this speed.

- 1) Use <Wheel A> to adjust the speed.
 - 2) In the initial menu, , Press [Chase Parameters].
 - 3) Press <A>[Save Speed].
- When a chase is running and you use the wheels to do something like adjust the positions of some fixtures by manual, then, you can press <Connect> + [Speed/Cross] to change the mode of the wheels.
 - Set the chase to the speed at time of editing, press <Connect> + <A >[Clear Temp. Time].

Chase direction is controlled by <Go+> and <Go->.

- Direction can be saved in chase: Press B [Chase Parameters] + [Save Direction].

9.6 Manually controlling the chase step

Press <Stop>, then, chase can be controlled by manual. If the chase is set as "Link=Close", then, it will automatically change to manual control. More description about "Link" is available below.

- Press <Go+> or <Go-> to restart the chase.

9.7 Add a Step

To add a step is similar to edit a chase step. Press <Chase> and press <Playback> button of a chase, then, follow the steps of record a new step. The new step will be recorded as the last step in the chase.

9.8 Unfold a Chase for Editing

To press <Unfold> will unfold the steps of a chase to playback buttons; each step functions like a Scene for separate running and editing.

- 1) Press < Unfold > and press a desired <Playback> button for editing.
 - 2) The first 20 steps of the chase will be applied to <Playback> 1-20.
 - 3) Push up a playback slider or press a playback button to output the step data.
 - 4) The options of the unfold Chase menu are described below.
 - 5) Press < Unfold > again to exit the mode.
- Edit a step: Press <Clear> to clear the programmer. Push up the slider or press the button to modify. Press <A> [Save a step] then press one button in <Playback> 1-20.
 - Adjust the step time, press [Edit Time] and press the <Playback>. Then, adjust the time.
 - To insert a new step, you need to set the effects of the new step first. Press <C> [Insert a Step] and press the <Playback> button to which you will insert it. The new step will be inserted and the following steps will be pushed back by one step.
 - To delete a step, press <Delete>, then, press the desired <Playback>. Press <Enter> to confirm.
 - To copy a step, press <Clear> and press <Copy/Include>, then press the desired step to Include its data to the programmer and save.
 - If there are more than 20 steps in the chase, press <Up> or <Down> to turn the pages.
 - To press <E> [Shape Generator], you can add a shape in the chase.

9.9 Include the data of a chase step

- 1) Press <Copy/Include>.
- 2) Press a button recorded with steps to Include.

9.10 Delete a Chase

To delete a chase is the same as to delete a Scene. Press the blue <Delete>, then press the desired <Playback> twice.

9.11 Delete a chase step

Press <Unfold> unfolds a chase and press <Delete>, then, press the desired <Playback> button to delete.

9.12 Adjust speed and fade time with wheels

Wheel A/B is to control the speed of the fade time of the most recent chase. <Connect> can be used to connect to other chases for control: Press <Connect>, then, press the desired <Playback> of a chase.

9.13 The global time of a chase

To set the global time for a chase:

- 1) Press <C> [Edit Times] and press a chase <Playback>.
- 2) Press <Up> or <Down> to turn the pages. Press <A>-<E> to select an option. Use <Wheel Value> to adjust the value.
- 3) On Page 2 of the Time menu, Option B is "Link". If "Link" is set to ON, the chase will run step by step automatically. If "Link"=OFF, you need to press <Go+> or <Go-> to run the steps one after another.
- 4) Press <Enter> twice to save and exit or press <Exit> to exit without saving.

The time options include (see the figure on the next page):

[Wait Fade In] – The wait time before an HTP channel fading in

[Wait Fade Out] –The wait time before an HTP channel fading out

[Fade In] –The fade in time of an HTP channel

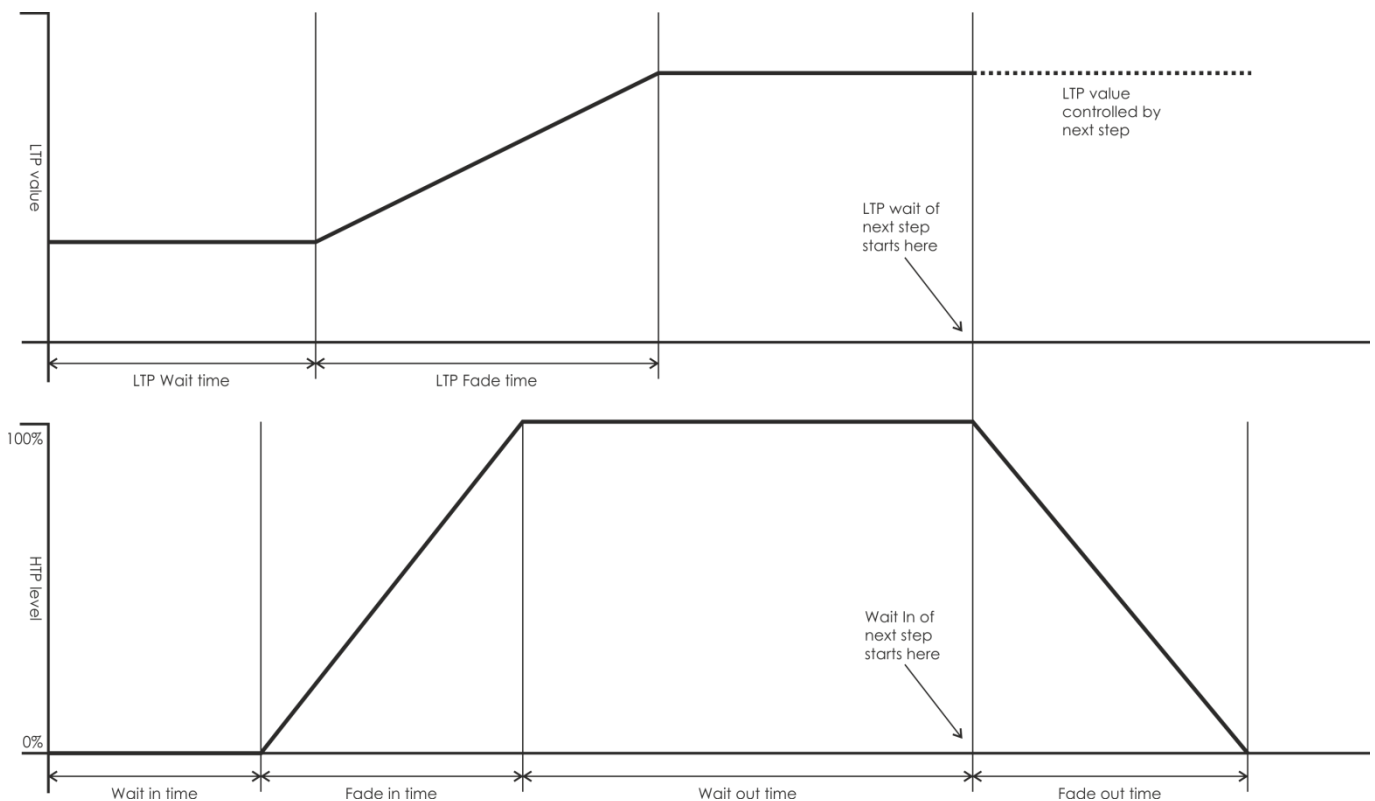
[Fade Out] – The fade out time of an HTP channel

[LTP Slope] – The fading time of an LTP channel

[LTP Wait] – The wait time before an LTP channel fading

[Slope] – The fading time of LTP channel.

[Connect] – If close the connection, then, the Scene running will be paused at this step until <Go+> or <Go-> is pressed.



9.14 Set separate time for a step

Fade in/out time can be set to each single step separately. A chase step with separate time is called a complex step; if it is using the global time, then, it is a simple step. To set separate time for each step, you can use <Unfold> for easy operation.

- 1) Press < Unfold >, and then press the <Playback> button of the chase.
 - 2) Press [Edit Time], and then press the <Playback> button of the step.
 - 3) On Page 2 of the Time menu, Option B is "Link". If "Link" is set to ON, the chase will run step by step automatically. If "Link"=OFF, you need to press <Go+> or <Go-> to run the steps one after another.
 - 4) Press <Enter> twice to save and exit or press <Exit> to exit without saving.
- Any modification will turn a step into a complex step.
 - To turn a complex step back to a simple step, you can use <Fixture Menu> button in the time editing menu to change.

9.15 Advanced Options

Each chase has options which can be set to affect the way it runs. Press <P.b. Par>. You need to have a chase "connected", or the button will not do anything. The options you set are individual for each chase.

The options are:

- [Save Speed] –saves the current speed of the chase (set using the wheel A).
- [Save Direction> –save the direction of the chase by using <Go+> and <Go->.
- [Loop Playback/Bounce/Stop on final step] - makes the chase stop on the final step. If the final step is a blackout, the chase will appear to turn itself off, so you can just press Go whenever you want to make it happen again.
- [Skip Time Options] - Allows you to skip the first wait and/or fade of a chase. You often want to do this so the chase starts as soon as you raise the fader. (Press the button to cycle through options):
 - Skip first wait time (The wait time is missed when the chase is first turned on)
 - Skip first wait and fade time (Both wait and fade times are missed when the chase is first turned on)
 - Wait and Fade for all steps.

10 Setup

10.1 SAVE & LOAD

To save data to and load data from a USB memory stick.

- Save data: Enter Save Data menu, use <Wheel Value> to set the characters. Press <Up> and <Down> to move the cursor. <Delete> is to delete a character. After naming, insert a USB Memory stick and press <Enter> to save the data.
- Load data: Insert a correct USB memory stick. Select the desired data from the list that shows in the screen. Press <Up> and <Down> to browse.

10.2 Wipe data

- Wipe Playback: Only the data in the playback area will be wiped off. Other data will remain.
- Wipe Palette: Only the data in the palette area will be wiped off. Other data will remain.
- Wipe All: Data of playback, palette and patch will all be wiped off. But, the library data will remain.

10.3 Select Language

Chinese and English are available in the console.

10.4 Personality Management

- Delete Personality: Max. 32 Personality will be saved in the console. To add a new Personality when there are already 32 Personality in it, you have to delete an old Personality first.
 - 1) Enter Delete Personality menu.
 - 2) Press <Up> or <Down> to browse.
 - 3) Select a desired Personality.
 - 4) Press <Enter> to delete.
- Delete All Personality: All Personality will be deleted from the console.
- Update Personality
 - 1) Insert a correct USB Memory stick. In the menu, press <D>, then, it starts reading libraries in the USB.
 - 2) Select a desired Personality to add. Once updated, the line will be highlighted.

11 Update

- 1) Power off the console.
- 2) Copy the update file to the root directory of a USB Memory stick.
- 3) Insert the USB to the USB port of the console.
- 4) Power on. The console will automatically find the update file in the USB.
- 5) Press <Enter> to start updating.
- 6) Once completed, the console will reboot automatically.

12 Personality Builder


Personality Builder is to create and edit fixture library (Personality). The library file must be placed in the root directory of a USB Memory stick in FAT32 format.

12.1 Interface of Personality Builder

17A	unpatch	18A	unpatch	19A	unpatch	20A	unpatch
17B	unpatch	18B	unpatch	19B	unpatch	20B	unpatch

FUNCTION	EFFECT	MAGENTA		RED	BLUE		
9A	unpatch	10A	unpatch	11A	unpatch	12A	unpatch
9B	unpatch	10B	unpatch	11B	unpatch	12B	unpatch
CONTROL	CYAN	YELLOW		GREEN	WHITE		
13A	unpatch	14A	unpatch	15A	unpatch	16A	unpatch
13B	unpatch	14B	unpatch	15B	unpatch	16B	unpatch
PAN	DIMMER	FOCUS	IRIS	FUNCTION	COLOR 1	GOBO1	PRISM
1A	unpatch	2A	unpatch	3A	unpatch	4A	unpatch
1B	unpatch	2B	unpatch	3B	unpatch	4B	unpatch
TILT	SHUTTER	ZOOM		FUNCTION	COLOR 2	GOBO2	P/T SPEED
5A	unpatch	6A	unpatch	7A	unpatch	8A	unpatch
5B	unpatch	6B	unpatch	7B	unpatch	8B	unpatch

Fixture name



Attribute Setting
 Attribute Name
 Channel NO. 0
 Fine Channel NO. 0
☐ Fader
☐ Invert

UNCATEGORISED
 SHUTTER
 FOCUS
 ZOOM
 IRIS
 COLOR1
 COLOR2
 COB01
 COB02
 Go-ROTATE1
 Go-ROTATE2
 PRISM
 P/T SPEED
 FUNCTION

Macros
 LAMP ON 0 0
 LAMP OFF 0 0
 RESET 0 0

12.2 How to create a new Personality (Library)

- 1) Select your language.
- 2) Press [New] to create a new personality or press [load] to load an existing personality.
- 3) Enter the name of the personality.
- 4) Select the tags with blue background.
- 5) Enter the channel value in Attribute Setting column.
- 6) Select the channel type in the scroll-down menu of Attribute Setting.
- 7) Change the attribute name as you wish.
- 8) Enter the fine value in the fine channels, if any.
- 9) Enter the value for the Locate function.
- 10) Setup the slope and invert. (Normally, keep it intact.)
- 11) Repeat Step 4-10 to setup another attribute.
- 12) Save the personality.

13 Maintenance

The operator has to make sure that safety-relating and machine-technical installations are to be inspected by an expert after every year in the course of an acceptance test.

The operator has to make sure that safety-relating and machine-technical installations are to be inspected by a skilled person once a year.

The following points have to be considered during the inspection:

1. All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
2. There may not be any deformations on housings, fixations and installation spots.
3. Mechanically moving parts like axles, eyes and others may not show any traces of wearing.
4. The electric power supply cables must not show any damages or material fatigue.

The Showtec Creator 1024 PRO requires almost no maintenance. However, you should keep the unit clean.

Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Do not use alcohol or solvents.

Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure connections are thoroughly dry before linking equipment or supplying electric power.

14 Troubleshooting

14.1 No Light

This troubleshooting guide is meant to help solve simple problems.

If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

If the Creator 1024 PRO does not operate properly, refer servicing to a technician.

Response: Suspect two potential problem areas: the power supply, the effects.

1. Power supply. Check that the unit is plugged into an appropriate power supply.
2. The effects. Return the Creator 1024 PRO to your Showtec dealer.
3. A effect does not respond to the Creator 1024 PRO: Check the DMX-address of the fixture and the controller. Make sure they match. Make sure the connections are correct. Check if blackout is off.
4. If all of the above appears to be O.K., plug the unit in again.
5. If nothing happens after 30 seconds, unplug the device.
6. If you are unable to determine the cause of the problem, do not open the Creator 1024 PRO, as this may damage the unit and the warranty will become void.
7. Return the device to your Showtec dealer.

14.2 No Response to DMX

Response: Suspect the DMX cable or connectors, a controller malfunction, a light effect DMX card malfunction.

1. Check the DMX setting. Make sure that DMX addresses are correct.
2. Check the DMX cable: Unplug the unit; change the DMX cable; then reconnect to electrical power. Try your DMX control again.
3. Determine whether the controller or light effect is at fault. Does the controller operate properly with other DMX products ? If not, take the controller in for repair. If so, take the DMX cable and the light effect to a qualified technician.



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