



*Pro Lighting Equipment*

## **LP-X48 Quick Start      VGA/Touchscreen Mode Operation**

There are three separate modes of operation for the LP-X48:

- VGA Mode makes good use of the expanded viewing area of a larger screen while also offering trackball & keyboard support for programming.
- VGA Mode with the Touchscreen capability gives you the features of the VGA with the added benefit of touch activation.
- LCD Mode does not require any peripheral devices for programming making it ideal for programming in spaces where real estate is at a premium.

This document will cover programming with VGA Mode alone.

To start it is recommended that you start with a new show. To do so enter the 'Set up' section > go to 'Erase' icon > select 'Entire Show'.

**Moving Light or Color Scroller Assignment-** The first 200 of the 1024 DMX Channels are reserved for conventional fixtures therefore the console defaults to DMX Channel 101 on Universe A when assigning moving lights/LTP Instruments. The 'Reserve List' may be altered if required, see instructions beginning on Page 38 for a more detailed example.

### ***To begin:***

- 1) Enter the 'Set Up' section located in the upper left-hand corner of the console.
- 2) Select- 'Instrument' icon
- 3) Using the trackball or touchscreen point to the first empty slot and select
- 4) Choose fixture manufacture and double click/tap on the model.
- 5) Once the fixture has been selected the console will load the profile and look for the first available Slot and DMX starting channel. You can either alter or accept as needed.
- 6) The buttons beneath the control faders are instrument select buttons in 'Record' or 'Edit' mode and they are also Bump Buttons for the conventional fixtures in 'Run' mode.

**Selecting Intelligent Instruments-** the LP-X48 has the ability to control up to 48 intelligent instruments. Instruments can be selected with the 'Instrument selects' located beneath the control faders or in the Programmer screen with the trackball or touchscreen. Fixtures 1 thru 48 can be selected via the numerical keypad or with the trackball or touchscreen on the VGA.

The status indicators are as follows:

**Selected:** Responds to Programmer  
Yellow on VGA Screen/ Blinking LED on 'Instrument select'

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**Standby:** In the cue, holding position  
Blue on VGA Screen/Lighted LED on 'Instrument select'

**Cleared:** Not in the cue  
White on VGA Screen/LED out on 'Instrument select'

To select instruments for programming:

### ***Via Instrument selects on console***

- 1) Simply press the button to activate the fixture. The fixture will default to its' Home position, shutter open, & color will be white.
- 2) Press the same button again to place the fixture into Standby mode in the cue.
- 3) Press 'Clear' then the instrument select again to clear the fixture from the programmer.

### ***Via the trackball or touchscreen***

- 1) Use the trackball, point & click on the desired fixture or with the touchscreen simply press the desired fixture.
- 2) Press again to place the fixture in standby
- 3) To clear the fixture from the cue, hold down the clear button or click on the 'Clear' icon then click on the fixture.

### ***Via the numerical keypad.***

- 1) Select the 'Fixture' button located above the numerical keypad.
- 2) Select- the fixture number with the keypad then press the '+' key to add fixtures & '-' key to remove fixtures.

Ready to program- Place the console in 'Record' mode

Set the 'Display' button to 'ML' to view information for intelligent instrument settings. Bring the 'Programmer' fader to full to view the changes 'live', keep it down to make changes 'blind'.

There are two different methods for programming intelligent fixtures, Label Programming & Attribute Programming. Label Programming is the use of preset Labels (Palettes) for Color, Beam, or Focus properties. Attribute Programming is the manipulation of a fixture on a channel by channel basis.

Most fixtures have built in personalities for Color & Beam properties. Focus labels must be created prior to programming. It is strongly recommended that you create Focus Labels to speed up programming while also making updating & editing easier.

## **Creating Labels-**

- 1) Select the fixtures for which you would like to create a label.
- 2) Point & Click/Press on the 'Focus' icon under Labels
- 3) Point & Click/Press on the 'Create' icon
- 4) Use the encoders, scroll wheel on the mouse, or the keypad to adjust Pan, Tilt, & Focus.
- 5) Select- 'Save as' and name the position

Same basic idea for programming Beam & Color Labels.

Once you have created your focus labels for the show you are now ready to begin programming the show.

## **Programming in VGA Mode**

- 1) Press the 'Esc' button until you're at the main programmer
- 2) Select all of the fixtures you wish to have in the cue. Place the fixtures in standby that you do not immediately manipulate.
- 3) Point & Click/Press on one of the Label options, Color, Beam, or Focus, this will open the 'Label Picker' screen.
- 4) You may now use the trackball, touchscreen **or** the encoders to choose the desired label from the three columns.
- 5) You can also assign Fade times to any one of your C, B, I, F parameters from here.

## **To program with the Effects Generator**

- 1) Point & Click/Press on the Color, Beam, or Focus effects options, this will open the Effects Programmer screen.
- 2) Select the desired effect. 'Circle', 'Ballyhoo', 'Label Chase'.....
- 3) Manipulate the parameters until satisfied with the look

Once you have achieved the desired look for the step you can now add the conventional light look as well or you can simply save the look as a step. To program the step on to a Playback/Submaster press the 'Select' button located above the desired Playback. Each Playback can contain multiple steps, simply continue to press 'Select' for each additional step. To save the look in the Cue Stack section press the 'Select key located in the Stack section. The console will ask you to confirm the Step #, press Yes or Enter to confirm.

Data loaded into the programmer will remain until cleared. Again a quick and easy way to clear the programmer is to hit 'Clear' plus enter.



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**Conventional Instruments-** There are a total of 192 Control channels for conventional instruments, with channels 1-48 accessible via the manual faders or numerical keypad and channels 49 through 192 accessible via the keypad.

*To begin.....*

Set the 'Display' button to 'Dim' to view information for conventional instrument settings.

**With Faders-**

Ensure that the 'Manual Master' is up. Start with Bank 1-24. Set the faders to the desired level. Switch to Bank 25-48. Set the fader to the desired value. You can also assign a fade time for the step in this screen.

**With Numerical Keypad-**

Select-'Channel' Button

Select-'Thru', 'And', or 'Except' buttons to add or exclude channels.

Select-'Level' button, then numerical value to assign an output value.

*To run the show from the Playback/Submaster Section*

- 1) Place the console in 'Run' mode and bring the Programmer fader down.
- 2) Select the 'Page'.
- 3) Raise the desired Playback to activate the first step. Press the Select button above the active Playback to advance each step. The Playbacks operate on a LTP basis, the last fader activated will take precedence.
- 4) Lowering the Playback will reset the cue list to step one.
- 5) Up to 12 Playbacks can be run simultaneously
- 6) You can access steps within each Playback by either pressing the '+' Key on the alpha numeric keypad or by pressing the 'Jump to Step' option on the screen. Either selection will trigger the data window.

*To run the show from the Cue Stack section*

- 1) Turn the Cue Stack 'On'
- 2) You may press the 'Go' button to trigger Cue 1 or you may call any step up by selecting the 'Cue' button > selecting the Cue # > 'Enter' to confirm > then 'Go'
- 3) You may also reverse the direction for the Cue List with the 'Back' button
- 4) The 'Hold' button will interrupt the step until the 'Hold' button releases it or you can simply press 'Go' again.



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## Tips & Tricks

Clear the programmer with Clear + Enter x 2

Clear Manual channels with Clear + 'Channel' button

Clear a Playback with Clear + Select above the corresponding submaster in 'Record' Mode

Enter key on keypad duplicates the Yes key

When programming your show be sure to place the board in Run mode before turning the power off. This will save the show information to memory.

There are two modes of operation for the submaster section, Retain & Release.

Release Mode-. When you bring the playback to zero it resets the cuelist back to one.

Retain Mode-When you bring the playback to zero the cuelist retains the last active step and the playback then becomes a cuelist master. To reset the playback you can hold down the Clear Button and press the Select Button above the desired playback.

You can get to the modes by going into Set Up>Defaults & Misc.>Retain or Release