

ENGLISH

Creator 1024 PRO

V2

Ordercode: 50731
Firmware: 2.3.10

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Warning



**For your own safety, please read this user manual carefully
before your initial start-up!**



Unpacking Instructions

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
- Flight case

Optional Accessories

- Goose-neck lamp (ordercode: **60722**)

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 indoors, 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. Light effect 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.
- 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 maximum ambient temperature $t_a = 40^{\circ}\text{C}$ must never be exceeded.
- The relative humidity must not exceed 50 % with an ambient temperature of 40°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 offersales@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:

- 01) Your name
- 02) Your address
- 03) Your phone number
- 04) 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.

Description of the device

Features

DMX channel	1024
Fixture	80
Re-patched fixture address	Yes
Swop 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
Swop scene	Yes
Flash scene	Yes
Shape generator	Shapes of Dimmer, Pan/Tilt, RGB, CMY, Color, Gobo, Iris and Focus
Shapes to run simultaneously	10
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
Fuse:	F1L/250V
Dimensions:	655 x 550 x 135 mm (LxWxH)
Weight:	12,6 kg

Overview

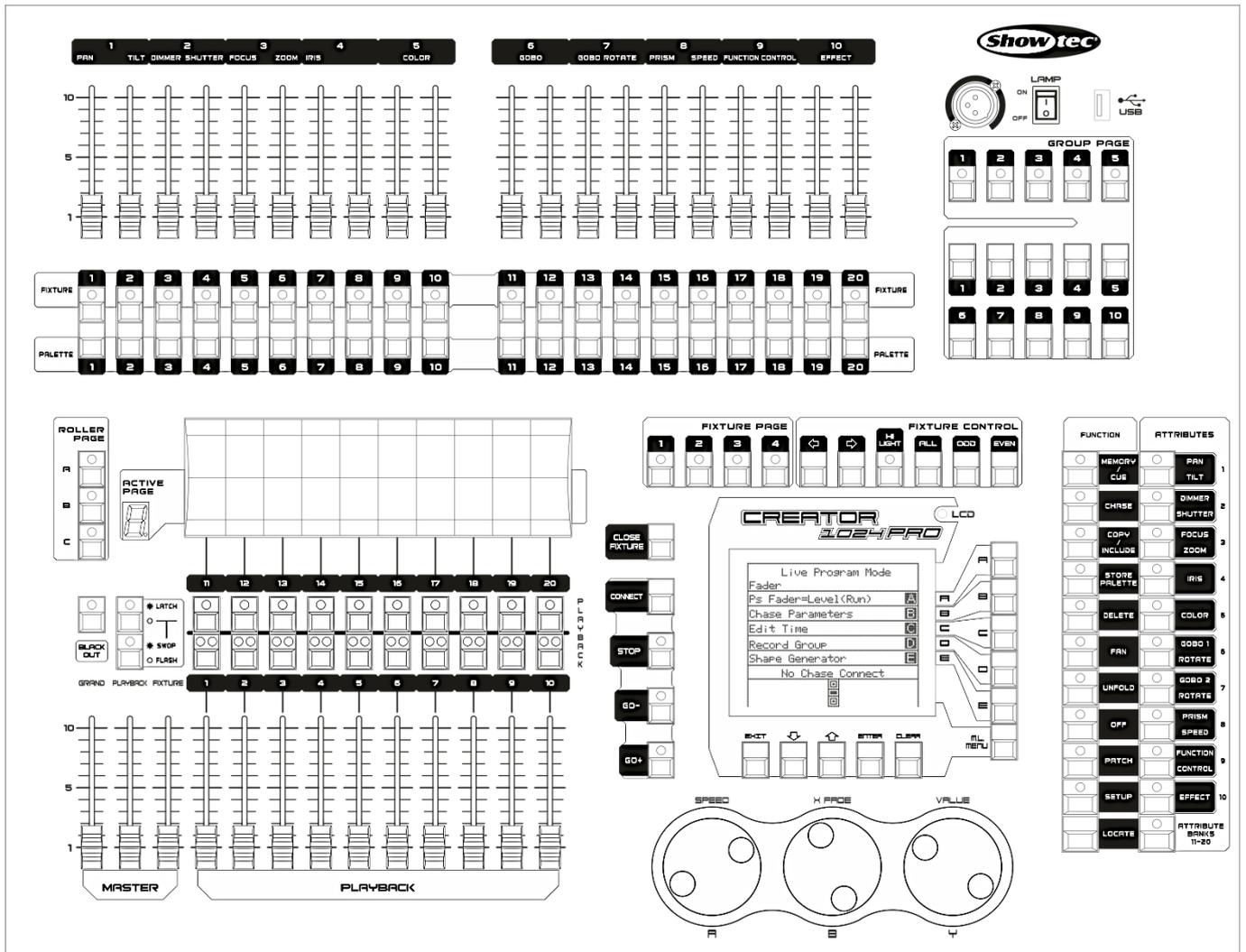


Fig. 01

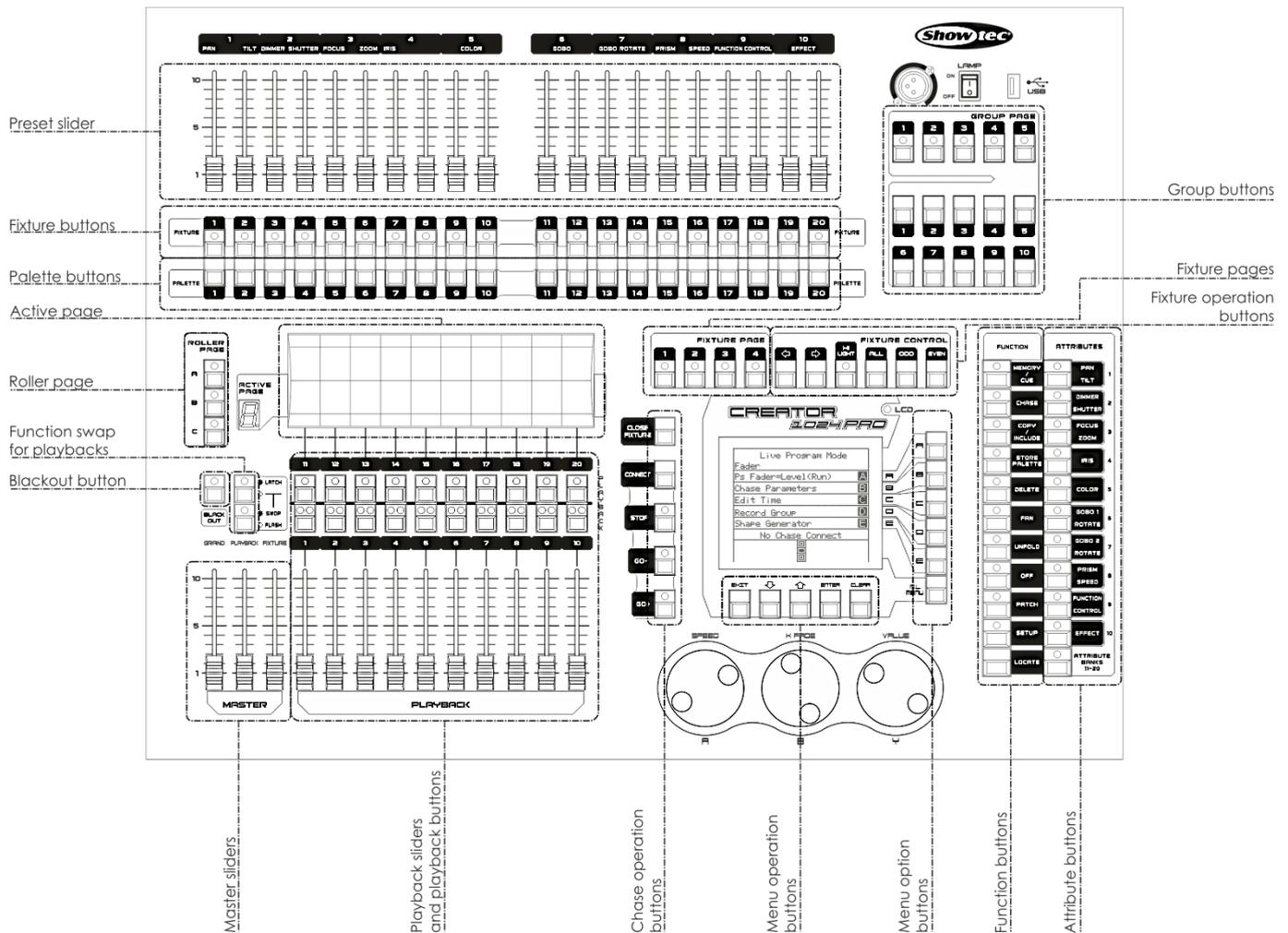


Fig. 02

- The **Preset Sliders** are used for controlling individual dimmer channels and fixture intensities or control fixture attributes.
- The **Fixture buttons** are used for patching and selecting fixtures.
- The **Palette buttons** allow you to 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** allow you to select different pages of playbacks and to write the playback names on the roller, so that you know what's in them.
- The **Function Swap for Playbacks** swap the Latch, swop and flash functions of the playback buttons.
- The **Master sliders** control the overall output of the various parts of the console. You will normally have these set to full. Otherwise, the indicator of the Blackout button will keep flashing.
- The **Blackout button** allows you to black the whole console out.
- The **Playback sliders and playback buttons** are used for playing back scenes you have programmed, when running a show.
- The **Menu Operation buttons** is used for cancelling, select or page up/down in menu operation.
- The **Menu Option buttons** are used for selecting 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 for functions such as storing cues, copying, saving to disk, etc. These buttons are equipped with light indicators, to indicate whether they are active or not.
- The **Attribute buttons** are used for selecting which attributes of a fixture (e.g. color, gobo, pan, focus) are going to be controlled with the control wheels. The buttons have light indicators, to show you which attributes are active. Repeatedly press the buttons to switch between their functions – you do not have to press the Page button anymore.
- The **Fixture Group buttons** allow you to group the selected fixtures so that all the fixtures in the group can be activated with one single button.

Glossary

- Scene: The data of a stage scene that is saved in a playback.
- Chase: The data of a series of fixture performances that is 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 a 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. 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 that you can use a cue to change the position of some fixtures while leaving the color set for 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.

Backside

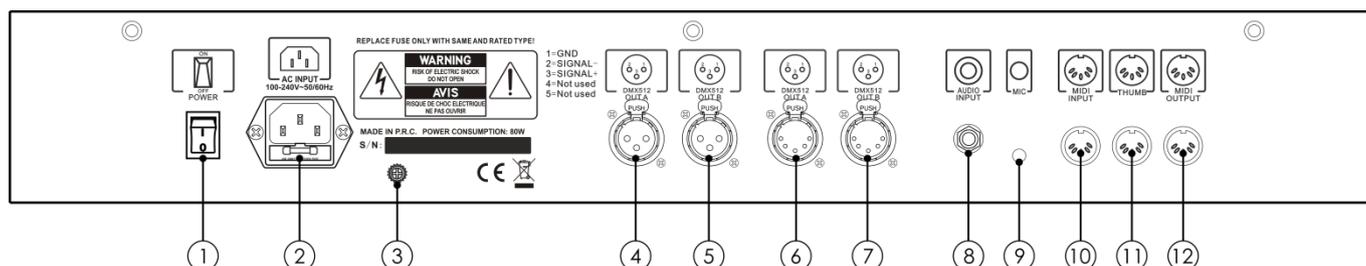


Fig. 03

- 01) ON/OFF
- 02) IEC Power connector 100-240V AC + Fuse F1L/250V
- 03) Ground/earth connection
- 04) 3-pin DMX Output A
- 05) 3-pin DMX Output B
- 06) 5-pin DMX Output A
- 07) 5-pin DMX Output B
- 08) Audio Input
- 09) Microphone
- 10) MIDI Input
- 11) MIDI Thru
- 12) MIDI Output

Installation

Remove all packing materials from the Creator 1024 PRO. Check if all foam and plastic padding is removed. Connect all cables.

Do not supply power before the whole system is set up and connected properly.

Always disconnect from electric mains power supply before cleaning or servicing.

Damages caused by non-observance are not subject to warranty.

Set Up and Operation

Follow the directions below, as they pertain to your preferred operation mode.

Before plugging the unit in, always make sure that the power supply matches the product specification voltage. Do not attempt to operate a 120V specification product on 230V power, or vice versa. Connect the device to the main power supply.

This user manual is based on the software version **2.3.10**.

Patching

Patching is the process during which you tell the Creator 1024 PRO:

- What type of lighting units you have connected 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 in order 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.

1. Patching Dimmers

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

- 01) In the initial menu, press <Patch>, then <A> [Dimmer].
- 02) In the second line, the display shows the DMX address which is going to be used. You can change this by turning the Wheel V. Press <A> to patch onto the other DMX output line.
- 03) To patch a single dimmer, press one of the fixture buttons. 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.
- 04) To patch another dimmer to the same fixture button, enter the new DMX channel and press the fixture button again.
- 05) Repeat from step 2 for other dimmers.

You can patch multiple dimmers to the same fixture button by inserting the DMX address of the next dimmer to be patched and subsequently pressing the fixture button again.

2. Patching 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., whereas a dimmer channel just has intensity. When you patch a fixture, you will see on the display that it occupies a block of DMX channels rather than just one.

- 01) In the initial menu, press <Patch>.
- 02) 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 (do not save more than 40, FAT32 files on a USB memory stick).
- 03) 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.
- 04) Press <Up> or <Down> to browse through the library; Press the soft key to select. When a library from the USB memory is selected, the library will be added or updated into the console.
- 05) In the second line, the display shows the DMX address which is going to be used. You can change this by turning the Wheel V. Press <A> to patch onto the other DMX output line.
- 06) Press an unused fixture button to patch the fixture. If you want to use a different fixture page, select the new page first.
- 07) 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 to a fixture button. If the fixture button is already used, then the patch will fail. Use a different fixture button or delete the already existing fixture from the fixture button, if you do not want it any more.

3. View the Patching

Follow the below steps to view the patching:

- 01) In the initial menu, press <Patch> to enter Patch menu.
- 02) Press <E> [Patch Information] to view the patching info.
- 03) 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. 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.

- 01) In the initial menu, press <Patch> to enter Patch menu.
 - 02) Press <C> [Repatch Fixtures].
 - 03) In the second line, the display shows the DMX address which is going to be used. You can change this by turning the Wheel V. You can also use menu option A to patch onto the other DMX output line.
 - 04) Press the fixture button for fixture to patch that fixture at the new address.
 - 05) Press <Enter> to confirm the change.
 - 06) Repeat from step 3 if you want to change other fixture
- If the new DMX address was already used, 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."

5. Deleting a Patched Fixture

- 01) In the initial menu, press <Patch> to enter Patch menu.
 - 02) Press <Delete> to enter Delete Patch menu.
 - 03) Press the fixture button, assigned to the fixture which you want to delete.
 - 04) 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 buttons which have multiple channels patched to them. Be careful not to delete individual channels from the fixtures using this function.

6. Patch Utilities

The Creator 1024 PRO allows several options to be set for each fixture or dimmer when it is being patched. Patch options menu can be 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.
 - 01) In the initial menu, press <Patch> to enter Patch menu.
 - 02) Press <D>[Patch Utilities].
 - 03) Press <A>[Set Invert].
 - 04) Select the desired fixtures and press the attribute buttons to select the desired attributes. Then, press <A> or on the right hand side 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.
 - 01) In the initial menu, press <Patch> to enter Patch menu.
 - 02) Press <D>[Patch Utilities].
 - 03) Press [Set/Reset Instant Mode].
 - 04) Select the desired fixtures and press the attribute buttons to select the desired attributes. Then, press <A> or on the right hand side 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.
 - 01) In the initial menu, press <Patch> to enter Patch menu.
 - 02) Press <D> [Patch Utilities].
 - 03) Press <C> [Swap Pan & Tilt] to enter Swop Pan and Tilt.
 - 04) Press <Up> or <Down> to browse the swop info of pan and tilt. You can change the setting with the buttons on the right of the screen.

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.

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.

- 01) Press the fixture buttons for the fixtures you want. The LED on the fixture button will light up for the selected fixtures.
- 02) To select a range of fixtures, hold down the fixture button for the first fixture then press the fixture button for the last fixture.
 - Press <Locate> to position the selected fixtures in open white at a central position. These values are not loaded into the programmer – they will not be saved in a scene unless you modify the fixture.
 - If you want to light up a fixture without moving its position, press <M.L. MENU> then <A> [Locate without P/T]
 - If you select a fixture you do not 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.

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, by turning 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.

- 01) Press the button for the attribute to be changed.
- 02) Turn the wheels to set the attribute. The display above the wheels shows which attributes are being controlled.
- 03) Repeat the steps to change other attributes of the selected fixtures.
 - The attribute buttons let you select the first 20 attributes. Another 20 attributes are available by pressing the attribute 11-20 buttons, 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 faders are to control the dimmer channels of the fixture button. The data will enter the programming area.
 - Dimmer (Playback): The faders 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.

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.

- 01) Select the desired fixtures for group setting (be aware of the order in which you select the fixtures as it will have influence upon the performance).
- 02) In "Live Programming Mode" menu, press <D> [Record Group].
- 03) Select a fixture group button to save.
- 04) Repeat steps 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.

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 do not have to select each one manually.

This mode uses the fixture control buttons, which are normally used for controlling chases.

- 01) Select a range of fixtures or a group.
 - 02) Press <←> (Reverse) and <→> (Forward) will select the fixtures in the range one at a time.
 - 03) The <HiLight> button will highlight the output of the selected fixture so that you can see it on stage (the button LED is lit when in Highlight mode).
 - 04) The <All> button reselects the whole range of fixtures.
- Press <Odd> or <Even>, the fixtures at the odd/even 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 black out (if the LED of <HiLight> is turned on).

5. Move Lighting Menu

In Fixture menu, there are more options for fixture operation. Press <M.L. MENU> to turn the pages.

- Locate without P/T: Turns on the selected fixtures but does not move them to the central position. It is useful if you do not want to change the positioning of the fixtures.
- Align Fixture/Attribute: See The Align Function, page 16.
- Flip: See Flip Fixtures, page 16.
- Macro: Serves the purpose of lighting up or auto testing a fixture. Alter the personality settings first, for this function to work.
- De-Select fixtures: Deselects all fixtures but does not clear the programmer.
- Flip Pan: Pan movement flip.
- Flip Tilt: Tilt movement flip.
- Remove Shape Temp: Move two fixtures running the same shape to the desired position.

6. 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.

- 01) Press an attribute button of the attribute that you want to align.
 - 02) Select the fixture which is to be used as the reference.
 - 03) Select the other fixtures you want to align to the first one.
 - 04) Press <M.L. MENU>, then, press <C> [Align Attribute].
 - 05) The attributes will be copied to all the selected fixtures.
- You can align all attributes of the fixtures using [Align Fixtures] (it does not 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.

7. Flip Fixtures

The Flip function is mainly used for moving heads. This type of fixture has two kinds of movement: pan/tilt. This function alternates between those two movements. While using this function, you do not have to stop pan movement all the time.

- 01) Select the desired fixtures.
- 02) Press <M.L. MENU>.
- 03) Press <D> to flip the fixtures.

8. 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 by turning 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 the one 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.

- 01) Select the fixtures which you want to fan.
- 02) Select the attributes to fan (Pan/Tilt, Color, etc).
- 03) Press <Fan> and set the reference point for the fan effect. You can select 3 modes:
 - <A> Middle.
 - First
 - <C> Symmetric
- 04) The controllable attributes will be displayed in the bottom two lines in the screen.
- 05) The display shows which attribute is being controlled by each wheel.
- 06) 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 which you have set will remain in the programmer.

- <A> Middle: In this mode, the fixtures on the edges will move fully, while the fixture close to the middle will move partially. If the total number of fixtures is odd, then the fixture located on the right middle will not move at all.
- First/Last: If set to First, the first fixture will remain static and the remaining fixtures will move in the way that every fixture will move more than its predecessor. If set to Last, the last fixture will remain static and the remaining fixtures will move in the way that every fixture will move less than its predecessor.
- <C> Symmetric: The fixtures will be divided into 2 groups. Both groups will run in Middle mode (see above).

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

9. 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.

If you use the firmware version **2.3.10.**, press <Close Fixture> to temporarily and rapidly remove the built-in shapes from the selected fixtures. Press <Clear> to recover.

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. 20 x 4 pages of palettes are available in the console. Every time you patch a fixture, the console will reserve 10 preset positions, 10 colors and 10 gobos to the palette assigned to this fixture. Using those presets, you do not need to turn the wheels to search for a specific color or gobo. Usually, preset positions should be set in advance and the presets should be available in the fixture's personality file.

1. Customize Palette

The Creator allows you to select the way in which the palettes can be used.

- 01) Press <Setup> and then press <Down> to scroll down.
- 02) Press <A> [User Setting].
- 03) There are 2 options in the menu:
 - Save Pal. Not link A/Save Pal. Link Attr.: When recording a palette entry, you can select to link it to attributes or not. If yes, then only the data of the selected attributes in the programmer will be recorded. Otherwise, all the data in the programmer will be recorded.
 - Use Pal. Not link At/Use Pal. Link Attr.: When loading a palette entry, you can select to link it to attributes or not. If yes, then only the data of the selected attributes will be loaded. Otherwise, all the data will be loaded.

2. Palette Page

Palette pages can be locked/unlocked, as fixture pages are turning.

- 01) Press <Setup> and then press <Down> to scroll down.
- 02) Press <A> [User Setting].
- 03) Press <Down> to scroll down.
- 04) Press <A> [Palette Page ON/OFF].
 - If set to ON, then the palette pages will turn together with the fixture pages.
 - If set to OFF, then the palette page will be locked on page 1.

3. 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. Therefore, 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.

4. 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 is 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 do not need to mix them up.

Some attributes are linked to each other. When we store or recall the first attribute, the console will store all the other modified attributes or recall all the other attributes stored with data. The 4th attribute button is also linked to the 9th and the 10th attribute buttons.

5. Storing a Palette

This is how you save a palette value:

- 01) Press <Clear> to clear the programmer.
- 02) Select the fixtures for which you want to store palette values. Select one fixture only to record a shared palette entry.
- 03) 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.
- 04) 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).
- 05) Press <Store Palette>, then press one of the palette buttons, to save.

6. Recalling a Palette Value

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

- 01) 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.
 - 02) 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)
 - 03) Press one of the palette buttons to recall it.
- It is easiest to save only 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.

7. Palettes in Playback

In firmware version **2.3.10.**, once a palette is recalled and stored in a playback, the playback will change as the palette is changed. For example, if we have a palette or red color and store it in a playback, the playback will output red. However, if we change the palette color from red to green and run the playback again, the playback will output green.

- Due to the free space limit, we suggest to recall only one palette in each playback. If you recall more palettes, it may cause a time lag. This issue will be addressed in the future update.
- This function can be disabled. While in the main menu, press <C> [Edit Time], press the desired playback button, then press <Down> twice and, finally, press <E> to toggle between [Relate palette] and [Not relate palette].

8. Delete a Palette

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

Shapes

A shape is 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 center 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 do not 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*.

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.

- 01) Select the fixtures the shape is to be applied to.
 - 02) In the initial menu, press <E> [Shape Generator].
 - 03) Press <A> [Playback a Shape].
 - 04) Select the shape type: Pan/Tilt shape, dimmer shape, RGB/CMY shape, color wheel shape, gobo wheel shape, focus shape, iris shape, frost shape, prism shape and strobe shape.
 - 05) 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 center 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 do not have the attribute, you cannot use that shape on those fixtures.
 - 5 internal shapes can be run simultaneously; Each fixture can run max. 5 internal shapes.
 - In 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.

2. Blocking a Shape

- 01) Select your fixtures (or a range of fixtures) by pressing the fixture/group buttons.
- 02) In the initial menu, press <E> [Shape Generator], press <A> [Playback a Shape], press <Down> and finally press <E> [Block Shape].
- 03) Choose the kind of shape which you would like to block (All, Pan/Tilt, Dimmer, RGB or CMY).
- 04) The shape will now be blocked on the chosen fixtures.

3. Shape Parameters

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

- 01) In the initial menu, press <E> [Shape Generator].
 - 02) Press <C> [Shape Parameters].
 - 03) Highlight the desired shape with a soft key. Then, adjust the value with by turning the Wheel V.
- If you have more than one shape running, the controls have effect upon the most recent one. You can edit the parameters of any shape that is 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. When set to 0, the shape will be paused.
 - Speed: The running speed of the shape. When set to 0, the shape will be paused.
 - Repeat: This introduces a smaller offset into the timing of the shape across each fixture. The period of a shape (in other words, interval angle between two neighbouring fixtures) is 360°.
 - 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). When set to 1, then the 1st and the 3rd fixture will perform the same. When set to 2, then the 1st and the 4th fixture will perform the same. When set to Even, then all the fixtures will be distributed evenly in the shape period, to create an even wave.
 - Direction: You can set one of the 4 shape movement directions.
 - Loop Playback/Bounce/Stop On First Process: If set to Loop Playback, the Creator will run the current shape for the unlimited amount of times. If set to Bounce, the Creator will run the current shape from start to finish and then from finish to start. If set to Stop On First Process, the Creator will run the current shape only once.
 - Center: Set one of the 2 options. Absolute (the reference point is the absolute center point of the fixture) or Relative (the reference point are the manually preset pan/tilt settings).
 - Width1: Set the percentage of time during which the Creator will perform the desired shape. Width 1 cannot be used together with Width 2.
 - Width2: Set the percentage of the desired shape size. Width 2 cannot be used together with Width 1.
 - Quick Group: Shapes can be divided into groups in a fast way. Fixtures which belong to the same group will act the same.
 - Advanced Group: Sometimes it is useful to have several fixtures to run a shape as a group. In this case, you can use the Group function. Press <A> [Advanced Group] to enter. The menu contains the following options:
 - Number of groups: The number of groups which we need to define. By setting Spread, you can select the group quantity, not fixture quantity.
 - Group number: The fixture buttons of the group number will light up. To add a fixture to the group number, press the desired fixture button until it lights up. If you press any button by mistake, you will need to return to the settings of the original fixture group.
 - Group -> < -: Outward auto grouping
 - Group <- -: Inward auto grouping
 - Reset: Reset the group number to fixture number.
 - Auto group: The fixtures will automatically be grouped, in a consequent order.
 - Increase group: The fixtures will be grouped with an add-on number.
 - Start Process: Define the start position.
 - Offset Degree: Define the end position. If the run mode is set to "Stop on Final Process," adjust this option to set the offset of the fixtures.
 - Reload: Press the button to restart the current shape.
 - Remove & Remain Offset: The number of shapes which run simultaneously is limited. However, when you create a static effect with shapes and want to save it as a scene, use this option to record the offset on the programmer and remove the shape. Then, save it as a scene or a chase.

4. Edit a Shape

This option can be used for editing a running shape. Only the selected shape can be edited. The shapes in a scene cannot be edited here.

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

5. Remove a Shape from Fixtures

- 01) In the initial menu, Press <E>[Shape Generator].
- 02) Select the fixtures which you want to remove the shape from, then select the shape in [Edit a Shape].
- 03) Press <D> [Remove Shape of fixtures] to delete the shape.

6. Delete a Shape

- 01) In the initial menu, Press <E>[Shape Generator].
- 02) Press <Delete>.
- 03) Press a soft key to highlight (select) a desired shape.
- 04) Press <Enter> to delete.

7. Relative Shapes and Absolute Shapes

Some shapes will operate on the current settings of the fixture; a circle shape, for example, will be centered 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 centered 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 centered 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 below) allows you to remove this offset when the shape stops and return the fixture to its programmed settings.

8. 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).

- 01) In Shape menu, Press <E> [Playback Parameters].
- 02) Press the playback button of the playback which you want to set parameters for.
- 03) <A> set the size to Static or Timed.
- 04) set the speed to Static or Timed.
- 05) <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.

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 3 x 10 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 for controlling playbacks; In Programming mode, the buttons in the Playback area are for editing

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 cannot 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 that 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 do not 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 do not 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.)

2. Creating a Scene

- 01) Press <Clear> to clear the programmer. This ensures that you are starting with a clean slate.
- 02) 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.
- 03) Press <Memory/Cue>.
- 04) Empty playbacks will flash.
- 05) Press the playback button of a flashing playback to record it. (Select a new page first if you want to use a different page).
- 06) 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 is 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.

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.

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 autoload to the scene.

- 01) Play back playbacks which you want to assign as autoload.
 - 02) Press <Memory/Cue>.
 - 03) Empty playbacks will flash.
 - 04) Press <E> [Runing Pb. As AutoLoad], the option will highlight.
 - 05) Press the playback button of a flashing playback to record it. (Select a new page first if you want to use a different page).
 - 06) Press <Clear> to clear the programmer. Repeat from step 2 to program more scenes.
- Let us suppose that you have scenes 1, 2 and 3 and you want to autoload them in scene 4. Make sure that scene 4 is empty. Press <Memory/Cue>, then [Save Running Pb As AutLo> and save to scene 4.
 - The playback will run when the scene runs and will remain turned on until the closing of the scene.

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 any other values, so that 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 do it, 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.

6. Playing Back a Scene

To playback a scene, just move up the playback fader or press the playback button. (Make sure that 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 on the playback buttons 1-10 fade in/out as the fader is up/down. The LTP (movement) channels will start immediately once the fader is not set to 0. (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 on the 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; The other is to toggle between Flash and Swop of the playback buttons.
 - When the LED indicator of <Latch> is on, pressing one of the playback buttons 11-20 will start outputting scenes till the playback button is pressed again. If <Latch> is not on, the playbacks 11-20 are 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 pressed, while other scenes will keep running.

7. Turning Playback Pages

By rolling 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 that there is a total of 30 pages on the roller.

To run an opened playback, move its fader down and then move it up again. The scenes on the previous page will be closed and the scenes on the current page will start running.

8. Editing a Scene

You can edit any part of a saved scene:

- 01) Press <Clear> to empty the programmer.
 - 02) Turn on the scene you want to edit, so you can see what you are doing. Turn off all other scenes to avoid confusion.
 - 03) Select the fixtures you want to change, and make the changes.
 - 04) Press <Memory/Cue> button.
 - 05) Press the playback button of the scene you are editing.
 - 06) Our console will tell you a scene already exists on playback.
 - 07) Press <A> [Merge Scene] to edit the existing scene. Unchanged information is not affected.
- If you are in "Record by fixture" mode, all attributes of any fixture you have 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 <Memory/Cue>).
 - 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.

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.

- 01) Press <Copy/Include>.
- 02) Press the playback button of the desired scene.
- 03) Press <C> to select "Include selected fixtures only" or not.
- 04) Press <Enter> to include the data.

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 that you recorded a scene which had scans at a certain position, with the color set to green. If you later decide that you do not want the recorded color at all in the scene, so that the previous color setting of the scans will be used, you can 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.

Pressing the <Off> button is not the same as recording an attribute at zero.

- 01) Turn on the scene which you want to edit, so you can see what you are doing.
- 02) Select the fixtures you want to change.
- 03) Press the <Off> button (one of the blue command buttons) to display the Off menu.
- 04) To switch off all attributes of the selected fixtures, press <A> (this will remove the fixtures from the scene).
- 05) 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)
- 06) Repeat from 3 to turn off other attributes, or from 2 to turn off other fixtures.
- 07) Press <Memory/Cue>.
- 08) Press one of the playback buttons 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.

11. Copy a Scene

- 01) Press <Copy/Include>.
- 02) Press the playback button that stores a scene.
- 03) Press an empty playback button to copy.

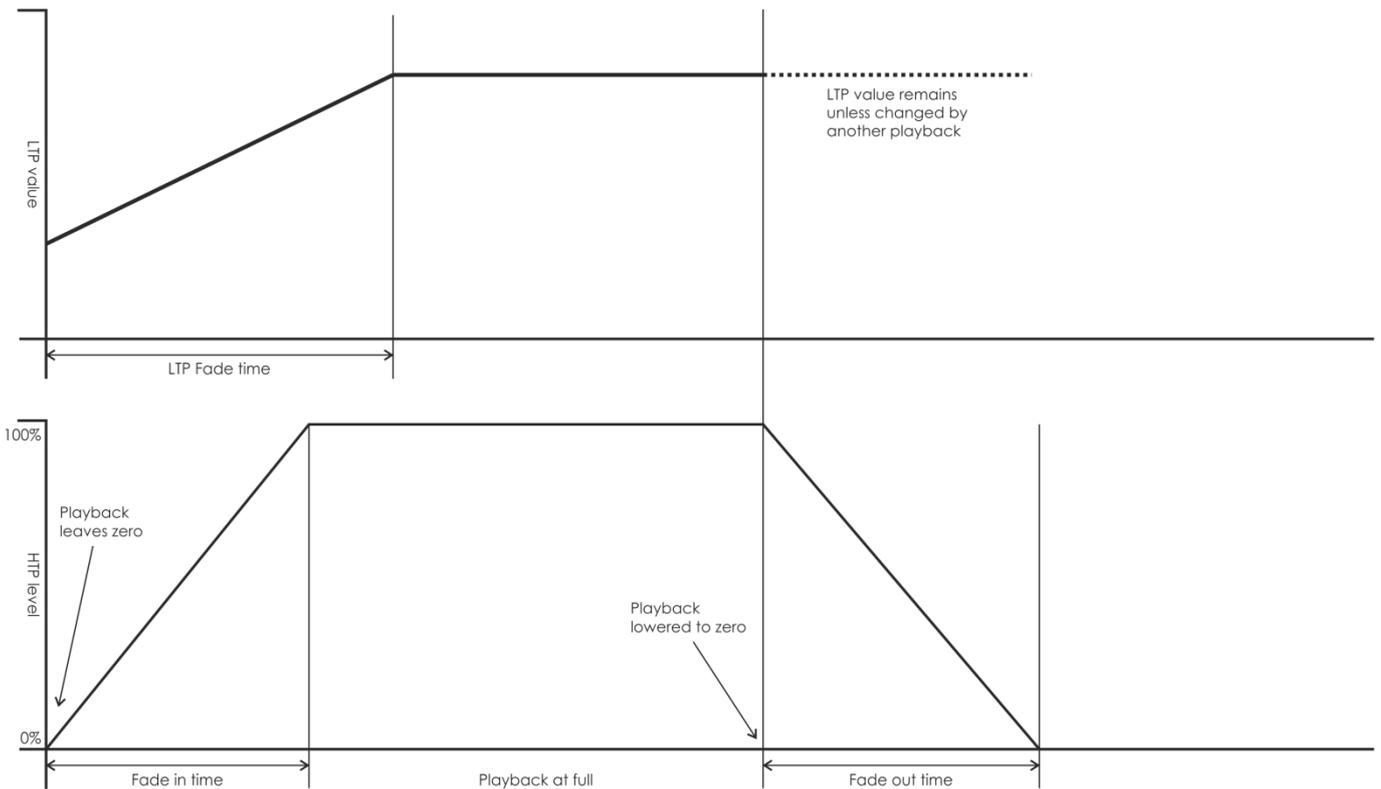
12. Delete a Scene

- 01) Press <Delete>.
- 02) Press the desired playback button.
- 03) Press the playback button again, to delete.

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.

- 01) Press <C> <Edit Time>.
- 02) Press the playback button of the playback you want to set times for.
- 03) There are two pages in the menu. Press <Up> or <Down> to browse. Select the desired option and modify the data by turning the Wheel V.
- 04) Press <Enter> twice to save and exit or press <Exit> twice to exit without saving.
- 05) The effect of the times is shown in the chart below.



- 06) The times you enter are also affected by the scene mode. Press <Up> and <Down> to proceed to page 2 and press [Mode]. The available options are:
 - 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 0. 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 0. 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.
- 07) Once you have adjusted all the options, press <Enter> twice to save and exit, or press <Exit> to exit without saving.

14. Overlap Function

Overlap is a powerful function which makes the fixtures run the same effect with delay. The Overlap must be switched on (see page 31, The Global Time of a Chase) and scene mode must be set to Mode 2, for this function to work. The scene will play the overlap effect, as you move the playback slider up. If the scene is set to instant time, then the overlap effect will play as the fade time runs. There are the following options in the menu.

- Quick Group: Press <E> to enter. Turn the Wheel V to set the number of quick groups. The adjustment range is between 0-80. The fixtures in the step can be divided into groups. Fixtures from the same group will act the same.
- Advanced Group: Sometimes it is useful to have several fixtures to run a shape as a group. In this case, you can use the Group function. Press <A> [Advanced Group] to enter. The menu contains the following options:
 - Number of groups: The number of groups which we need to define. By setting Spread, you can select the group quantity, not fixture quantity.
 - Group number: The fixture buttons of the group number will light up. To add a fixture to the group number, press the desired fixture button until it lights up. If you press any button by mistake, you will need to return to the settings of the original fixture group.
 - Group -> <-: Outward auto grouping
 - Group <- ->: Inward auto grouping
 - Auto group: The fixtures will automatically be grouped, in a consequent order.
 - Increase group: The fixtures will be grouped with an add-on number.
 - Reset: Reset the group number to fixture number and group again automatically.

15. Priority

The playback priority levels define how the playbacks run. The priority can be set to different levels: Lowest/Low/Normal/High/Highest. The default priority for a new playback is set to Normal. When you run a new playback, which has the same priority as the current playback, then the current playback will be replaced by the new playback. However, if the new playback is of lower priority than the current playback, then the current playback will keep on running, instead of the new one. Set the priority in Edit Time menu.

Chase

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

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 the <Include> button 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.

- 01) Press <Chase>.
- 02) Press the playback button of the playback where you want store the chase.
- 03) Set up the lighting for the first step, either manually or by pressing the <Include> button on existing scenes.
- 04) Press the playback button of the playback or <Enter> to store the programmer contents as step 1 of the chase.
- 05) Press Clear (unless you want to re-use the contents of the programmer), then repeat from step 3.
- 06) 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 will not 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 Creator considers the shape to be the same if you did not press <Clear> after the previous step, and did not 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 be shown on the screen.
- A maximum of 600 steps can be edited in a chase.
- You can turn the Wheel V to input step NO., then press <E> [Edit Menu] to edit the step. In "Edit Menu", press <Delete> to delete the current step.

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 autoload to the step.

- 01) Press <Chase>.
 - 02) Press the playback button of the playback where you want to store the chase.
 - 03) Play back playbacks you want to assign as autoload.
 - 04) Press <C> [Runing Pb. As AutoLoad], the option will highlight.
 - 05) Press the playback button of the playback or <Enter> to store the programmer contents as step 1 of the chase.
 - 06) Press <Clear> (unless you want to re-use the contents of the programmer), then repeat from step 3.
 - 07) Press <Chase> or <Exit> to finish when you have stored all the steps you want.
 - 08) Set the times of the chase to 0, in Edit Time menu (see The Global Time of a Chase, page 31).
- The playback will turn on when the step runs and will remain turned on until the step is closed. Press <Go+> or <Go-> to run the playback.

3. Running a Chase

Move a playback slider up 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 on the playback buttons 1-10 are controlled by the faders. The LTP (movement) channels will implement the chase as the fade time defines.
- The chases saved on the playback buttons 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 playbacks 11-20; The other is to toggle between Flash and Swop of the playback buttons.
 - When the LED indicator of <Latch> is on, pressing the playback buttons 11-20 will start outputting scenes till the playback button is pressed again. If <Latch> is not on, the playbacks 11-20 are 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 pressed while other scenes will keep on running.

4. Connecting a Chase to the Wheels A/B

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

- Press <Connect> and then press the desired playback buttons of chases to set which chase to connect and which not to play back.

5. Setting Speed, Crossfade and Direction

Run a chase, then you can turn the wheels to adjust speed and fade time.

Once the chase speed is saved, the playback will run at this speed.

- Speed: The interval (global) time between two steps. If some steps are set to special time, then it will run according to their own time.
- Crossfade: The ratio of Wait Time to Fade Time. The three pieces of data fade in slope ratio, fade out slope ratio and LTP slope ratio. FF means that it is all slope time during the total time and the Wait Time is 0. When the value is set to 70, it means that the 70% of the total time is the slope time and the rest is Wait Time.
 - Wait Time: For example, there is a fixture which is supposed to move from point A to point B. If the Wait Time is set to 3 seconds, then the fixture will stop at point A for 3 seconds and then will start moving.
 - Fade Time: For example, there is a fixture which is supposed to move from point A to point B. If the Fade Time is set to 3 seconds, then the whole process of moving from point A to B will last 3 seconds.

Once the chase speed is saved, the playback will run at this speed.

- 01) Turn the Wheel A to adjust the speed.
- 02) In the initial menu, press [Chase Parameters].
- 03) Press <A>[Save Speed].

- When a chase is running and you turn the wheels to do something like adjusting 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 [Chase Parameters] + [Save Direction].

6. Manually Controlling the Chase Step

Press <Stop> to control the chase manually. If the chase is set as "Link = Close", it will automatically change to manual control. For more information about "Link," see below.

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

7. Add a Step

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

8. Unfold a Chase for Editing

Press <Unfold> to unfold the steps of a chase to the playback buttons; each step functions like a scene for separate running and editing.

- 01) Press <Unfold> and press the desired playback button, for editing.
- 02) The first 20 steps of the chase will be applied to the playback buttons 1-20.
- 03) Move a playback fader up or press the playback button to output the step data.
- 04) The options of the unfolded Chase menu are described below.
- 05) Press <Unfold> again to exit the mode.

- Edit a step: Press <Clear> to clear the programmer. Move up the fader or press the button to modify. Press <A> [Save a step] then press a playback button 1-20.
- Adjust the step time, press [Edit Time] and press a playback button. 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 which you want to add it to. The new step will be inserted and the following steps will be pushed back by one step.
- To delete a step, press <Delete>, then and press the desired playback button. Press <Enter> to confirm.
- To copy a step, press <Clear> and press <Copy/Include>, then press the desired step to send 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.
- Press <E> [Shape Generator], to add a shape in the chase.

9. Include the Data of a Chase Step

- 01) Press <Copy/Include>.
- 02) Press the button of a scene/chase that you want to copy from.
- 03) Press the button of the target chase.

10. Delete a Chase

Deleting a chase works the same as to deleting a scene. Press the blue <Delete>, then press the desired playback button twice.

11. Delete a Chase Step

Press <Unfold> to unfold a chase and press <Delete>. Then, press the desired playback button to delete.

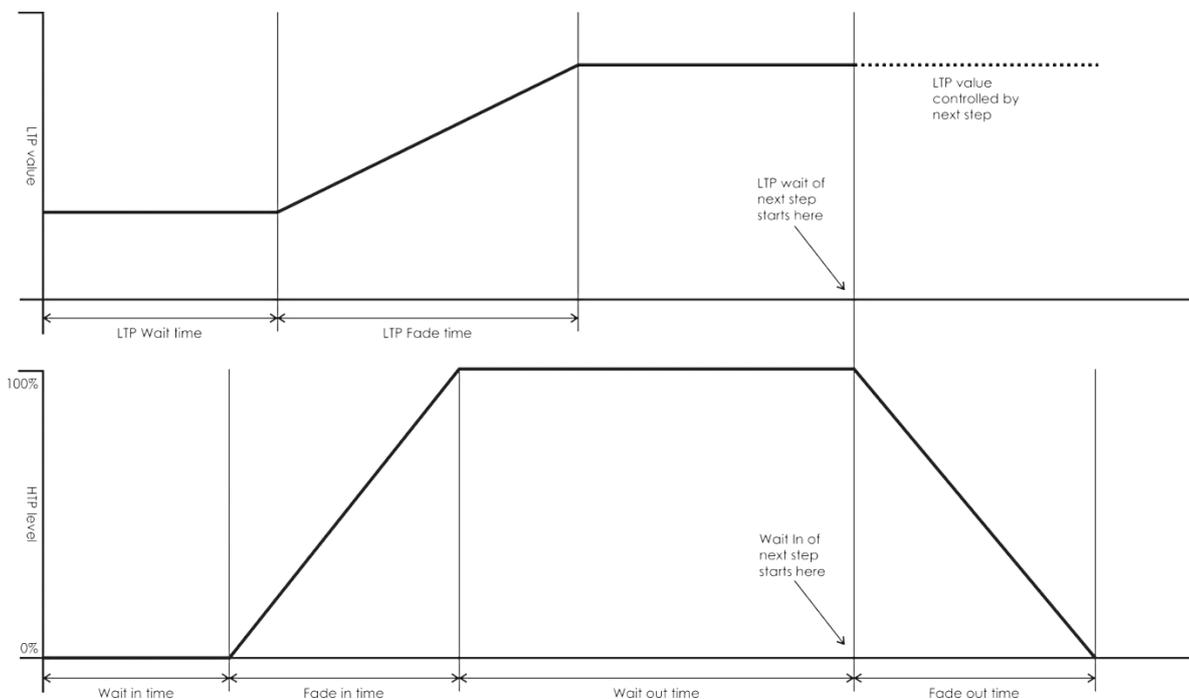
12. Adjust Speed and Fade Time with Wheels

Wheels A/B control the speed of the fade time of the most recent chase. Press <Connect> to connect to other chases for control: Press <Connect>, then press the desired playback button of a chase.

13. The Global Time of a Chase.

- 01) Press <C> [Edit Time] and choose the desired chase by pressing one of the playback buttons.
- 02) Press <Up> or <Down> to turn the pages. Press <A-E> to select the desired option. Turn the Wheel V to adjust the value.
- 03) The time options include (see the chart on the next page):
 - Wait In: The wait time before an HTP channel fading in
 - Fade In: The fade in time of an HTP channel
 - Wait Out: The wait time before an HTP channel fading out
 - Fade Out: The fade out time of an HTP channel

- LTP Wait: The wait time before an LTP channel fading
- LTP Fade: The fading time of an LTP channel
- Overlap (ON/OFF): If set to ON, then the overlap effect will be active as the fade time runs.
- Priority (Lowest/Low/Normal/High/Highest): Set the priority for your playbacks. Playbacks with higher priority will always override the playbacks with lower priority.
- Quick Group: Press <E> to enter. Turn the Wheel V to set the number of quick groups. The adjustment range is between 0-80. The fixtures in the step can be divided into groups. Fixtures from the same group will act the same.
- Advanced Group: Sometimes it is useful to have several fixtures to run a shape as a group. In this case, you can use the Group function. Press <A> [Advanced Group] to enter. The menu contains the following options:
 - Number of groups: The number of groups which we need to define. By setting Spread, you can select the group quantity, not fixture quantity.
 - Group number: The fixture buttons of the group number will light up. To add a fixture to the group number, press the desired fixture button until it lights up. If you press any button by mistake, you will need to return to the settings of the original fixture group.
 - Group -> <-: Outward auto grouping
 - Group <- ->: Inward auto grouping
 - Reset: Reset the group number to fixture number.
 - Auto group: The fixtures will automatically be grouped, in a consequent order.
 - Increase group: The fixtures will be grouped with an add-on number.



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 press <Unfold>.

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

15. Overlap Function

Overlap is a powerful function which makes the fixtures in playbacks run the same effect with delay. The Overlap must be switched on (see page 31, The Global Time of a Chase). The overlap effect will play as the fade time runs. There are the following options in the menu.

- Quick Group: The fixtures in the step can be divided into groups. Fixtures from the same group will act the same.
- Advanced Group: Sometimes it is useful to have several fixtures to run a shape as a group. In this case, you can use the Group function. Press <A> [Advanced Group] to enter. The menu contains the following options:
 - Number of groups: The number of groups which we need to define. By setting Spread, you can select the group quantity, not fixture quantity.
 - Group number: The fixture buttons of the group number will light up. To add a fixture to the group number, press the desired fixture button until it lights up. If you press any button by mistake, you will need to return to the settings of the original fixture group.
 - Group -> <-: Outward auto grouping
 - Group <- ->: Inward auto grouping
 - Auto group: The fixtures will automatically be grouped, in a consequent order.
 - Increase group: The fixtures will be grouped with an add-on number.
 - Reset: Reset the group number to fixture number and group again automatically.

16. Priority

The playback priority levels define how the playbacks run. The priority can be set to different levels: Lowest/Low/Normal/High/Highest. The default priority for a new playback is set to Normal. When you run a new playback, which has the same priority as the current playback, then the current playback will be replaced by the new playback. However, if the new playback is of lower priority than the current playback, then the current playback will keep on running, instead of the new one. Set the priority in Edit Time menu.

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 "connected" chase, or the button will not function. The options you set are individual for each chase.

The options are:

- [Save Speed]: Save the current speed of the chase (set by turning 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. It is useful if you want that the chase to start as soon as you move the fader. (Press the button to toggle 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.

Show Recording

You can record the order of the playbacks and the interval time between the playbacks. The shows can be played back after recording.

1. Record a Show

- 01) Press <Setup>.
- 02) Press <E> [Show Record].
- 03) Press <A> [Show List] and select the desired show to record.
- 04) Press <A> [Record Show].
- 05) Press [Record] to highlight it.
- 06) Play chases and palettes back.
- 07) When the playbacks are finished, press [Record] to dehighlight it.
- 08) Press <Enter> to end the show.
- 09) Now, adjust the time settings. To set the first playback as the starting time.
- 10) To keep the original time settings, press <E>.

- Duration time of the show will be shown after recording.
- It is possible to select the time code of the console or the time code of an external MIDI source. In [Show Record] press <A> to toggle between those 2 options.

2. Run a Show

- 01) Press <Setup>.
- 02) Press <E> [Show Record].
- 03) Press <A> [Show List] and select the desired show to record.
- 04) Press <C> [Play Show].
- 05) Press [Play] to highlight it.

- Once a show is running, the timer of its first line will start.
- Press >D> and <E> to adjust the rhythm of the show. It works only with the console time code. It does not respond to MIDI.
- While playing, you can choose between the time code of the console or the time code from an external MIDI source. While in [Show Record], press <A> to toggle between those 2 options.

3. Delete a Show

- 01) Press <Setup>.
- 02) Press <E> [Show Record].
- 03) Press <A> [Show List] and select the desired show to record.
- 04) Press [Delete Show].
- 05) Press <Enter> to delete.

- To delete all programs, enter [Show Record], select [Clear Show List] and press <Enter>.

4. Save/Load a Show

Save Show List

- 01) Press <Setup>.
- 02) Press <E> [Show Record] and insert a USB memory stick.
- 03) Press <C> [Save Show List].
- 04) Turn the Wheel V to modify the characters. Press <Up> and <Down> to move the cursor. Press <Delete> to delete a character.
- 05) After naming the file, press <Enter> to save.

Load Show List

- 01) Press <Setup>.
- 02) Press <E> [Show Record] and insert a USB memory stick.
- 03) Press <D> [Load Show List].
- 04) Select the desired show list and press <Enter> to start loading.

Save a Single Show

- 01) Press <Setup>.
- 02) Press <E> [Show Record] and insert a USB memory stick.
- 03) Press <A> [Show List] and select the show.
- 04) Press <D> [Save&Load Show] and press <A> [Save Show].
- 05) Turn the Wheel V to modify the characters. Press <Up> and <Down> to move the cursor. Press <Delete> to delete a character.
- 06) After naming the file, press <Enter> to save.

Load a Single Show

- 01) Press <Setup>.
- 02) Press <E> [Show Record] and insert a USB memory stick.
- 03) Press <A> [Show List] and select the show.
- 04) Press <D> [Save&Load Show] and press [Load Show].
- 05) Press <Enter> to load.

Setup

Press <Setup> to enter the following options:

1. Save & Load

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

- Save data: Enter Save Data menu, turn the Wheel V to set the characters. Press <Up> and <Down> to move the cursor. Press <Delete> 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 appears on the screen. Press <Up> and <Down> to browse. Press <A-E> to select the desired option.

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.

3. Select Language

There are two language versions available on the Creator: Chinese and English.

4. Personality Management

Delete Personality

A maximum of 50 personalities can be saved on the console. To add a new personality when there are already 50 personalities on it, delete one of the old personalities first.

- 01) Enter Delete Personality menu.
- 02) Press <Up> or <Down> to browse.
- 03) Select the desired personality.
- 04) Press <Enter> to delete.

Delete All Personality

All personalities will be deleted from the console.

Update Personality

- 01) Insert a correct USB memory stick.
- 02) Press <Setup>.
- 03) Press <D>, to start reading personality libraries.
- 04) Select the desired personality to add.
- 05) Once updated, the line will be highlighted.

Edit Personality

- 01) Press <D> [Edit Personality].
- 02) Turn the Wheel V to modify the characters. Press <Up> and <Down> to move the cursor. Press <Delete> to delete character.
- 03) After naming the file, press <Enter> to enter Channels Number menu.
- 04) Turn the Wheel V to modify the channel number or press a fixture button to enter the channel number. Press <Enter> to enter Channel Edit Menu.
- 05) Select the desired channel which should be edited. Once selected, the option will be highlighted. Press an attribute button to assign the desired attribute to the channel. If it is not a fine-tone channel, press the option button again to enter Advanced Channel Setting Menu.
- 06) In Advanced Channel Setting Menu, turn the Wheel B to modify the characters. Press <Up> and <Down> to move the cursor. Press <Delete> to delete a character. Press to change the attribute type. Press <C> to change the channel type. Turn the Wheel V to change the locating value of the channel. Press <D> to edit the reverse status of the channel.
- 07) When finished, press <Exit> to return to the previous menu.
- 08) Repeat step 5 until you have edited all the channels. Press <Enter> to enter Macro menu.
- 09) In Macro menu, select the macro which should be edited. Turn the Wheel B or press a fixture button to enter a channel number. Turn the Wheel V to enter a function value. After editing the macro command, press <Enter> to save the created/edited personality.

5. Show Record

Please, see page 34.

6. User Settings

- 01) Press <Up> or <Down> to turn the pages.
- 02) Choose one of the following options:
 - MIDI (Disable/Master/Slave): If set to Disable, the Creator will not respond to MIDI signals. If set to Master, the Creator will send MIDI signals to other devices. If set to Slave, the Creator will only receive MIDI signals and the playback section will respond only to MIDI signals.
 - MIDI Channel (1-16): Set the number of MIDI channels.
 - Palette LTP (Close/Open): Link To Playback. This option is useful if you have assigned any color to one of the palettes and then used this palette to program a show. If set to Open and you have reassigned another color to the same palette, the color will automatically be used in the previously saved show, without the need of adjusting the show itself.
NOTE: In [Edit Time] menu, [Relate palette] option must be selected.
 - Save Pal.: Choose between Not Link Attribute and Link Attribute. While saving a palette, you can select to link it to an attribute or not. If you have chosen Link Attribute, only the data in the

selected attributes will be saved. If you have chosen Not Link Attribute, all the data will be saved.

- Use Pal.: Choose between Not Link Attribute and Link Attribute. While loading a palette, you can select to link it to an attribute or not. If you have chosen Link Attribute, only the data in the selected attributes will be loaded. If you have chosen Not Link Attribute, all the data will be loaded.
- Palette Page (ON/OFF): If set to ON, the palettes will be linked to pages. This way, you can save up to 80 palettes (4 pages x 20 palette buttons). If set to OFF, the palettes will not be linked to pages. This way, the maximum number of palettes will be limited to 20, as there are 20 palette buttons.
- Wheel accele.: You can set the wheel reaction time. Choose between Fast, Normal and Slow.
- Blackout Output (HTP/All): If set to HTP and you press <Blackout>, only the HTP channel values will be set to 0. If set to All and you press <Blackout>, all the channel values will be set to 0.
- Master Fader Enable/Master Fader Disable: It is possible to enable or disable the master faders. If the master faders are enabled, move them to control the output levels of all the http channels.

Console Lock

- 01) In order to lock the Creator, to prevent any unwanted adjustments carried out by third parties, press and hold down <Setup> and <M.L. Menu> for 3 seconds.
- 02) The Creator will now be locked. To unlock, repeat step 1.

Updating

- 01) Copy the CR102PUD.bin update file to the root directory of a FAT32 USB memory stick.
- 02) Power off the Creator.
- 03) Insert the USB memory stick to the USB slot on the console.
- 04) Power on. The console will automatically find the update file on the USB memory stick. The display will show "Found Update File"
- 05) Press <Enter> to start updating. Do not power the Creator off, while the update is running.
- 06) Once the Creator has been updated, it will reboot automatically.
- 07) Press the Setup button to view the current software version.

Personality Builder

With the Personality Builder you can create and edit the fixture library (Personality). The library file must be placed in the root directory of a FAT32 USB memory stick.

1. Interface of the Personality Builder

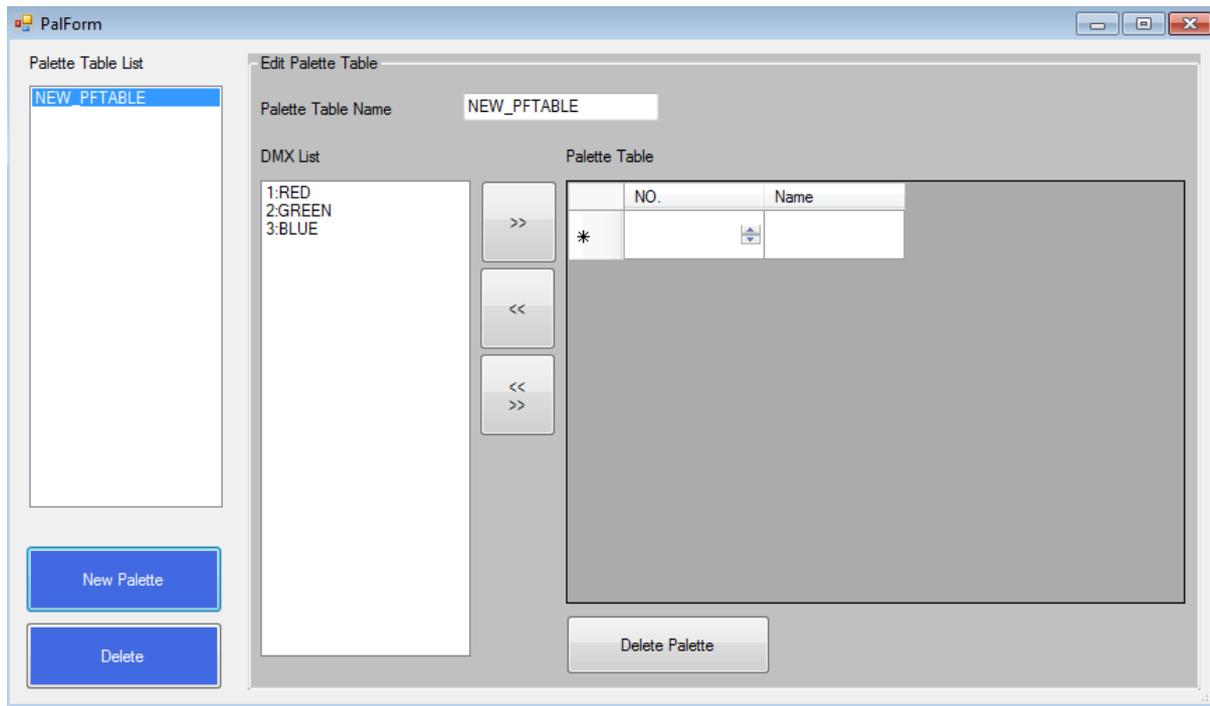
2. How to create a new Personality (Library)

- 01) Select your language.
- 02) Press [New] to create a new personality or press [load] to load an existing personality.
- 03) Enter the name of the personality. The name of the file should not consist of more than 12 characters. Do not use spaces between words!
- 04) Select the tags with blue background. Normally, you can keep the default configurations in the tag but it is possible to change them, too. Please note, that the pan/tilt tags cannot be changed.
- 05) Enter the channel value in Attribute Setting column and select the channel type. If the desired channel type is not on the list, you can select "Generic." Enter the attribute name. The name of the file should not consist of more than 12 characters. Do not use spaces between words!
- 06) Normally, you should keep the value of Locate function unchanged. However, in case of LED par lights, the value to locate the strobe is usually set to 0. Refer to the manual of the LED par fixture in question.
- 07) Set up Instant and Invert (under normal circumstances, keep it unchanged).
- 08) Press <Clear> to reset the HTP channel to 0 or to the value indicated by the playback fader position. This option is mostly used with the built-in program channel of a LED fixture.
- 09) Repeat from step 4 to set up another attribute.
- 10) Some fixtures are equipped with the lamp ON/OFF and reset functions. These can be found in Macros section. Enter the channel number of every channel in the Channel column. Enter the functional value in the Value column.
- 11) Save the personality.

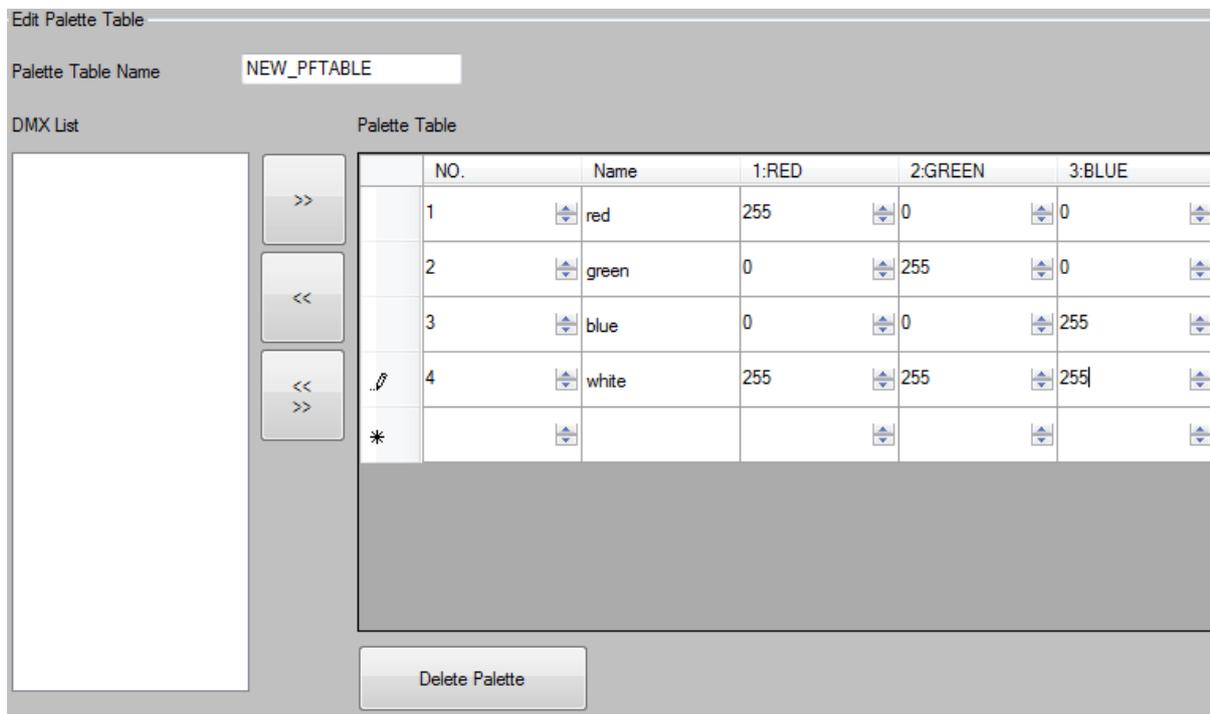
2. Creating Palettes

It is possible to save custom palettes, either with the Creator or using the software.

- 01) Click on "Palette."
- 02) Click on "New Palette." The following window will appear:



- 03) Go to Palette Table Name field and name your palette table. If you want to delete the palette, click on "Delete Palette."
- 04) Go to DMX List and, one by one, select and export the desired channel functions to Palette Table by clicking on the ">>" button.
- 05) Go to "NO." cell to set the palette button number, then go to "Name" cell to type in the name of the function. Subsequently, set the DMX channel values. See the picture below.



- 06) When finished, close the window.
- 07) Click on <Save As> to save your new R20 fixture file.
- 08) Repeat steps 1-8 to create more palettes.

Maintenance

The operator has to make sure that safety-related 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-related 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:

- 01) All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
- 02) There may not be any deformations on housings, fixations and installation spots.
- 03) Mechanically moving parts like axles, eyes and others may not show any traces of wearing.
- 04) 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.

Troubleshooting

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.

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

- 01) Power supply. Check that the unit is plugged into an appropriate power supply.
- 02) The effects. Return your effects to the dealer.
- 03) An effect does not respond to the Creator 1024 PRO: Check the DMX address of the fixture and the controller. Make sure that they match. Make sure the connections are correct. Check if blackout is off.
- 04) If all of the above appears to be O.K., plug the unit in again.
- 05) If nothing happens after 30 seconds, unplug the device.
- 06) 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.
- 07) Return the device to your Showtec dealer.

Incorrect Language

If the language is incorrect, follow the steps below.

- 01) Power the Creator on.
- 02) Press the <Setup> button.
- 03) Press the <C> button (next to the display).
- 04) The language will change and the Creator will return to the main menu.

No Response to DMX

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

- 01) Check the DMX setting. Make sure that DMX addresses are correct.
- 02) Check the DMX cable: Unplug the unit; change the DMX cable; then reconnect to electrical power. Try your DMX control again.
- 03) 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.

Playback Buttons Do Not Respond to Commands

Please check MIDI status in Setup menu. MIDI Slave mode will disable the playback buttons and the device will respond only to MIDI master commands.

Product Specifications

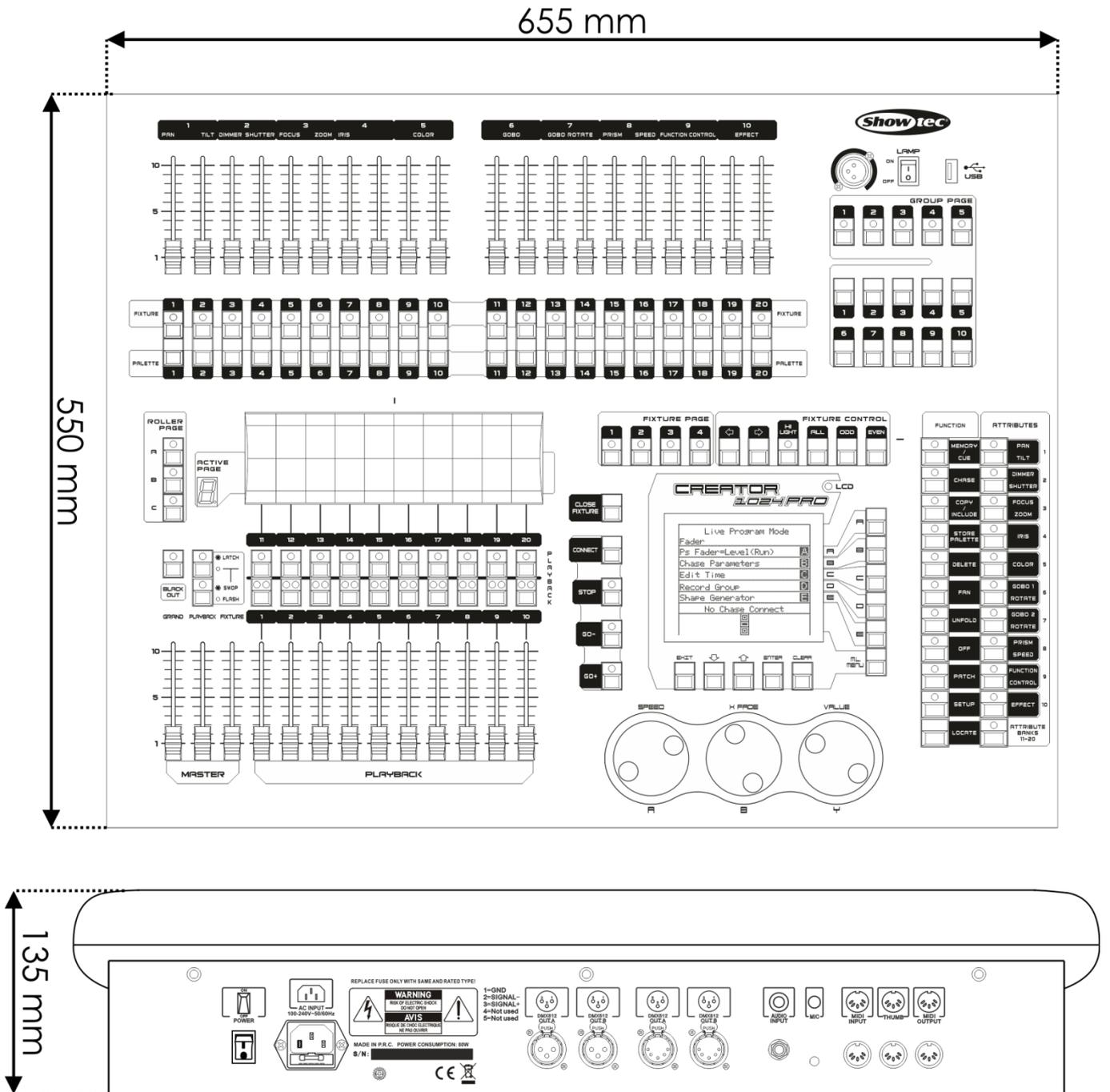
DMX channel	1024
Fixture	80
Re-patched fixture address	Yes
Swop Pan/Tilt	Yes
Reversed channel output	Yes
Channel slope modification	Yes
Channels for each fixture	40 primary + 40 fine tune
Library	Avolite Pearl R20 library supported
Scene	600
Scenes to run simultaneously	20
Total scene steps	600
Time control of scenes	Fade IN/OUT, LTP slope
Shapes for each scene	5
Scene and dimmer by slider	Yes
Swop scene	Yes
Flash scene	Yes
Shape generator	Shapes of Dimmer, Pan/Tilt, RGB, CMY, Color, Gobo, Iris and Focus
Shapes to run simultaneously	10
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
Fuse:	F1L/250V
Dimensions:	655 x 550 x 135 mm (LxWxH)
Weight:	12,6 kg

Design and product specifications are subject to change without prior notice.



Website: www.Showtec.info
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Dimensions





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