Online Help

including jester ml 24 & jester ml 48

Welcome

Welcome to the JesterML online help system, which is intended to give you a basic guide to performing everyday functions on the JesterML. For more complete help, please consult the User Manual.

The JesterML operates in four distinct modes. Preset, Program, Run and Setup. The mode you are currently in is displayed via a LED next to the MODE button, and is also indicated on the monitor in the form of a colour change. Each mode has its own use. These modes are explained in the following four sections.

Preset Mode - nothing programmed, everything operated live.
Program Mode - for storing data into the desk, and modifying stored data.
Run Mode - for running memories and playing back submasters.
Setup - for adjusting the settings of the desk.

Support

For further information on the JesterML, please consult the User Manual. Up to date copies of the User Manual are available for download from the Zero88 website, **www.zero88.com**.

For technical support with any Zero88 product, please call **+44 (0)1633 838088** or e-mail **techsupp@zero88.com**. Overseas users should first contact their dealer.

Software Updates may become available for the JesterML from time to time. To obtain the latest update, visit the Zero88 website where you can also obtain detailed instructions on performing the update.

We also offer a free informal internet discussion forum where customers can get hints, tips and offer suggestions for new features on all of our products. A link to this forum, together with details of training courses and new products, can be found on the Zero88 website.

Preset Mode

Preset Mode gives you direct control of the fixtures. To determine which mode you're in, look at the LEDs to the left of the MODE button. This displays the operating mode you are working in. To switch to Preset Mode from any other mode, press and hold the MODE button for 1 second.

When in Preset Mode, the multi function keys (MFKs) allow you to select and adjust the fixtures. The three fixture wheels allow you to manipulate the parameters displayed on the LCD above them. If no fixtures appear when you press FIXTURES, you must assign the fixtures - to do this, enter SETUP mode.

Faders may either be local, or on a wing connected to the DMX-IN. The top bank of faders allow you control of the lights connected to the first half of the channels, whilst the bottom bank of faders can be switched between controlling the first half or the second half of the channels. Each bank of faders has an overall master, located at the top of the desk. The Preset B master works in the opposite direction to that of the top bank of faders, enabling you to crossfade between two sets of faders by pushing the two masters in the same direction.

Scenes can be set up on the Preset A faders, with their overall level controlled by the Preset A master. Another scene can be set up on Preset B faders, then the Preset A and Preset B faders can be moved together so that Preset B is output and Preset A is faded out. This fade occurs relative to the position of the faders.

To switch into wide mode, press the PAGE B button, and the bottom LED will light. Now the Preset B faders will control the second half of the channels. The JesterML still allows you to crossfade between scenes in Wide mode.

Once you have a scene you like set-up, press the STORE button until the LCD reads B FADERS A STORED. This indicates that the PRESET A fader is now controlling the overall level of the temporarily stored scene and the PRESET B fader is now controlling the live output from the faders.

Ensuring that B MASTER is set to 0%, you can now set up a scene 'blind'. When the scene is setup, you can move the A MASTER and B MASTER faders downwards in tandem to crossfade between the previous scene and the new one. Once the B MASTER is at full and the A MASTER is at 0%, press the STORE button to switch the stored scene to the current outputs. The LCD and monitor change to display A FADERS B STORED. Now you can set up a new scene using all the preset faders, and when ready, crossfade with the masters, then hit the STORE button. This sequence runs clockwise around the front panel of the desk, and can be thought of as FADERS, MASTERS, BUTTON.

You can flash lights by pressing the FLASH BUTTON below the channel. The FLASH MODE is determined by the setting on the MFKs, under Special. Flash sends the channel to 100%, Solo sends the channel to 100% and all other channels to 0%. Both are temporary measures which are undone when the button is released. Flash Mode can also be set to OFF, meaning that the buttons perform no function in Preset Mode.

Program Mode

Program Mode is used to record scenes and chases into memories or submasters, as well as to store and use palettes. In Program Mode, the PROGRAM/GO button is coloured red and acts as a PROGRAM button, storing the required information in the selected location. Times can be associated with memories and names can also be assigned where required.

To program a scene into a blank memory, use the cursor keys to select the memory. Once selected, use the channel faders and wheels to create the scene you want to program, and set the required fade time by setting the wheels to Special mode. Once you've set all the parameters of the scene, press the PROGRAM button to store the scene.

To record a chase, record the first step as defined above. Then re-select the memory and set up the second step of the chase. Now press PROGRAM and select <Make Chase>. The JesterML will convert the memory into a chase, and you can then press PROGRAM every time you have a step you wish to program. Move out of the STEP field and press EDIT to see the chase run 'to time' (the speed is set by moving the wheels to Chase mode).

Chases and Scenes can be recorded onto a submaster too. Instead of selecting a memory, simply press the FLASH BUTTON under the submaster you wish to record. Alternatively press PAGE B and then select the submaster using the MFKs. Once the submaster is selected, set the scene/step as required and press PROGRAM.

Palettes are small bits of memory designed to be used as building blocks for your show. They are stored under Colour, Beamshape or Position and are located on the MFKs. There are 30 of each available, giving you plenty of room to store commonly used colours, positions and beamshape looks to palettes as required. To program a palette, simply press the MFK required, set up the scene, and press the PROGRAM button.

To name an item, first select it, then navigate to the Name field (this is displayed as < > on the LCD). Press ENTER and use the MFKs to set a name, then press ENTER.

Making edits on the JesterML is simple. Firstly, select the memory or submaster you wish to edit, then press the EDIT button. Now make the edits by moving the appropriate channel faders. The JesterML works on a grab principle, whereby you must grab the channel level in order to alter it. Push the fader up to capture the channel, then bring it to its new level. Once you are happy with the edit, press the EDIT button to save back to the original location, or alternatively select a new location and press the PROGRAM button to save there instead.

To delete a scene or a step of a chase, hold the CLEAR button for a few seconds with the required step highlighted. To delete an entire chase, hold the CLEAR button together with SHIFT for a few seconds.

Run Mode

Run Mode is used to run a sequence of cues and to use submasters. To switch to Run Mode, press and hold the MODE button until the JesterML is in Program Mode, then press the MODE button once to switch to Run mode. The PROGRAM/GO button will be coloured GREEN, to indicate that it is now functioning as a GO button.

Faders may either be local, or on a wing connected to the DMX-IN. In Run Mode, the top bank of faders control the channel levels, whilst the bottom bank of faders control the submasters. The PAGE A button selects whether the top bank of faders control the first half or the second half of the channels. The PAGE B button puts the MFKs into Submasters mode, and the submaster page can then be changed using the MFK Page Up and Page Down buttons.

The FLASH MODE setting under Special determines the behaviour of the submaster flash buttons and MFKs:

Off	- button is disabled.
Flash	- sends the submaster to 100% while the button is held.
Solo	- sends the submaster to 100% and all other brightness sources to 0% while the button is held.
Latch	- toggles the submaster between 100% and 0% using the displayed fade times.
Go/Step	- advances a chase on a submaster.
Beat	- press twice to set a beat speed for a chase on a submaster.

The PROGRAM/GO button functions in Run Mode as a GO button. This allows you to trigger the next memory in the sequence, and also to pause playback. To trigger a specific memory, select the required memory using the cursor keys (in the <N:> field) and then press GO. The current memory will fade into the selected memory in the time which was selected when the memory was programmed. This time can be adjusted live, using the wheels in Special mode. To pause the fade, press and hold SHIFT then press GO. Playback will be paused until you press GO when the crossfade will continue from where it was paused.

If a chase is running in the sequence, you can adjust its speed live by moving the wheels in Chase mode. Once a value is captured you can increase or decrease the speed as required. If you move the speed to manual, pressing the INSERT button will activate the next step.

Fixtures can also be controlled in Run Mode in the usual way. To access fan edit modes, hold down the Shift button while moving a wheel. To change the edit mode, hold down the Shift button and press Colour, Beamshape or Position.

To make a quick edit from Run Mode, press the EDIT button. The desk will temporarily change to Program Mode. Once the edits are complete, press EDIT again to save the changes and return to Run Mode.

Setup

Setup mode is where you can change the settings of the JesterML. It also provides facilities to save and load your show files. To enter Setup, press and hold SHIFT and the MODE button. After a few seconds, the desk will enter SETUP, and the LED next to the MODE button will light. To select an option, use the cursor keys to navigate to the required option, then press ENTER.

Assign Fixtures
One of the first menu options you will need to explore is ASSIGN FIXTURES. In this area you can inform the desk which moving lights are to be controlled. Fixture information can be loaded from the library stored on the desk, from a USB stick, or directly from an RDM enabled fixture.

Enter Assign Fixtures, then select Add Fixtures, and you will be guided through menus to select the manufacturer and model of the fixture you require. Once the fixture has been selected, select the MFKs that you want to assign this fixture to.

DMX Patch
Once you have assigned the fixtures, you need to enter the DMX Patch menu and adjust the DMX Addresses for each channel & fixture.

The default DMX patch is Channel 1 controls Dimmer 1, Channel 2 controls Dimmer 2, etc. Fixtures are not patched by default. Once you have entered the DMX Patch menu, select the item you wish to patch (fixture or channel, by pressing the flash button or MFK) and then select the DMX address. You can use the MFKs to type in a DMX address, if required.

Save/Load
The JesterML allows you to save and load your shows onto USB memory stick. Select the required options, and give your show file a name. You can also erase shows from the Load/Save Show screen.

DMX Input Setup
To use another desk connected to the DMX-IN as a wing to control submasters, or channels and submasters, set the mode in this menu. The default mode is Snapshot, for when using the JesterML as a backup desk.

Remote/Sound/LCD Setup
JesterML allows you to specify the action of the remote input, the sound input, and also to adjust the brightness and contrast of the LCDs. These options are all available in Setup.

Clear Options
The Clear and Reset options in Setup are used to reset the desk back to its original state, or to clear all programmed memories, submasters, and palettes. Navigate to the required option, confirm your choice, and the desk will perform the requested task.