Online Help

including *jester* TLXTRA

Welcome

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

The JesterTL 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 JesterTL, 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 JesterTL 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 channels and 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 Memory Master fader controls the crossfade between a Live scene and a Stored scene, so that simple crossfading between 2 scenes can be achieved. Preset Mode is useful for learning basic command syntax without the risk of changing any stored memories or submasters in the desk.

To begin, raise the Memory Master fader, and press the STORE button (coloured yellow) until "Up Live, Down Stored" is displayed. "Up Live" will be highlighted as confirmation that the Memory Master fader is up, and that control is now Live. You can now begin to enter commands using the numeric keypad, such as:

1 AND 2 @ 75 <ENTER>
20 THRU 36 @ 50 <ENTER>
85 THRU 95 EXCEPT 90 @ @

All levels are percentages, and you will see the result on the outputs. @ @ is a shortcut for 100%. When a command is completed, it moves up to the previous line on the LCD and monitor. You can also recall channel selection Groups (set up in Program Mode), e.g.

GROUP 1 @ 80 <ENTER>

Groups are useful for quickly selecting commonly used sets of channels, for example colour washes or cyc lights.

For 2-preset operation, once you have a scene you like set-up, press the STORE button so that the LCD reads "Down Live, Up Stored". "Up Stored" will now be highlighted, as confirmation that the Memory Master fader is up, and that control is now of the Stored scene. Commands entered now will affect the Stored scene instead of the Live outputs.

When you have finished preparing the Stored scene, lower the Memory Master fader to crossfade from the current outputs to the Stored scene. Then press the STORE button to swap the numeric keypad to controlling the Stored scene again. You can then repeat these operations to set up new scenes and crossfade to them - the operation runs clockwise around the front panel of the desk, and can be thought of as KEYPAD, MASTER, STORE.

In Preset Mode, the multi function keys (MFKs) allow you to select and adjust the fixtures. These are always live and do not form part of the 2-preset operation described above. 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.

Program Mode

Program Mode is used to record scenes and chases into memories or submasters, as well as to store and use palettes, groups and macros. 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.

Scenes and Chases can be stored in two ways - Memories and Submasters. Memories are played back in sequence using a GO button, whereas Submasters are played back individually from the MFK buttons and can be controlled by a fader desk connected to the DMX Input. The JesterTLXtra has 10 local submaster faders.

To program a scene into a blank memory, use the cursor keys to select the memory. Once selected, use the numeric keypad 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 JesterTL 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).

To record to a submaster, press SUBMASTERS and then select the submaster using the MFKs (or flash buttons on the JesterTLXtra). Once the submaster is selected, set the scene/step as required and press PROGRAM.

Palettes are small bits of memory which can 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.

Groups are used to quickly select commonly used sets of channels. To program a group, type the Group number into the command line, e.g. GROUP 5 and press the PROGRAM button. The current channel selection will then be stored in that group for later use.

Macros can store frequently used sequences of key presses. To program a macro, type the Macro number into the command line, e.g. MACRO 2 and press the PROGRAM button. Then enter the sequence of key presses, and press MACRO again to finish. To replay the macro, type it's number and press ENTER, e.g. MACRO 2 <ENTER>.

To set the name of 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.

To make edits on the JesterTL, first select the memory or submaster to edit, then press the EDIT button. Now make the edits using the numeric keypad and wheels. 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 JesterTL 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.

The numeric keypad can be used in Run Mode to add in additional channels you want to bring up. Submasters can be controlled from the SUBMASTERS page on the MFKs, or from a wing connected to the DMX Input, or from the faders on the JesterTLXtra. When the MFKs are in SUBMASTERS mode, the submaster page can be changed using the MFK Page Up and Page Down buttons.

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

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 JesterTL. 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 JesterTL 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 JesterTL as a backup desk.

Remote/Sound/LCD Setup
JesterTL 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, palettes, groups and macros. Navigate to the required option, confirm your choice, and the desk will perform the requested task.