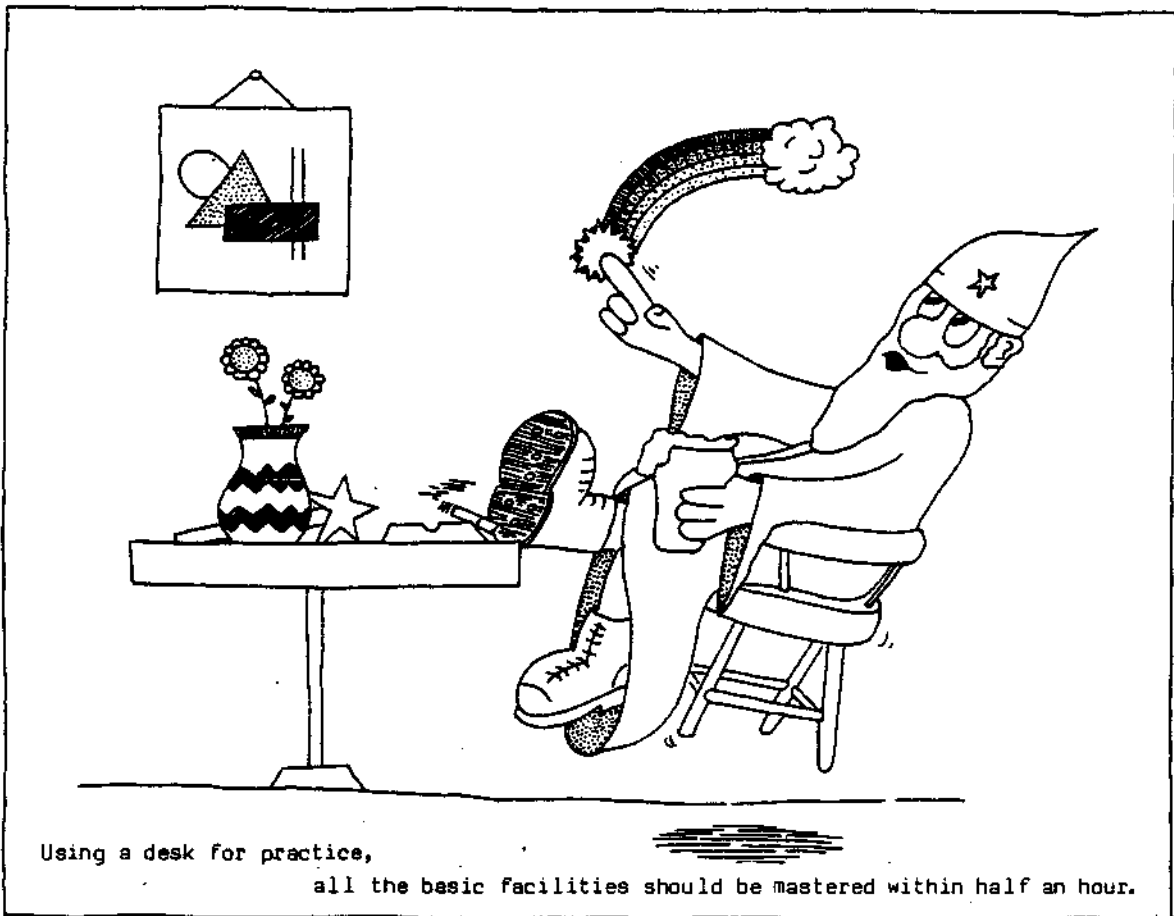


ZERO 88 LIGHTING LTD

OPERATOR MANUAL
FOR
THE ECLIPSE LIGHTING DESK
SECOND EDITION - August 1985



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INTRODUCTION

The ECLIPSE is a unique combination of a manual two preset desk and a computer based memory desk.

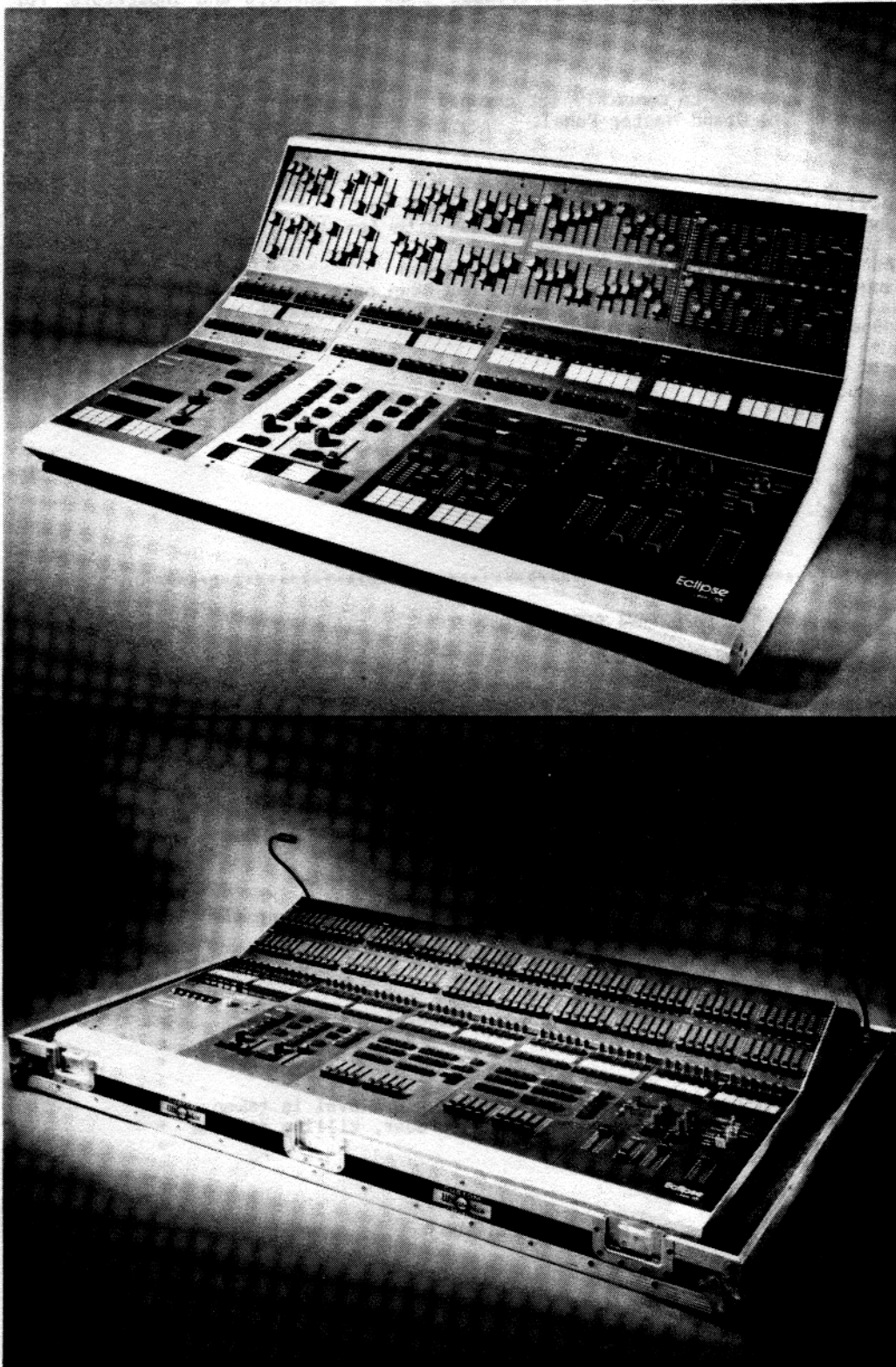
Zero 88 has designed a computer ASSISTED manual desk especially suitable for fast, live applications. All the responses of the desk to your lighting needs are IMMEDIATE.

The modular construction allows easy reconfiguration; for hire work, take only the facilities needed.

Special high reliability features abound. Each Master Panel has its own processor; vital components are duplicated; the desk can even be used as a two preset desk with the memories turned off, if required.

Built in are comprehensive test facilities, allowing the more technically minded to fault find in the field, in the unlikely event of this becoming necessary.

Zero 88 Lighting Ltd reserves the right to make changes to the equipment described in this Manual without prior notice



The Manual

This Operator Manual has been designed, like the ECLIPSE itself, to be easy to use.

A quick read of the introduction and points on page 4, followed by reading the individual sections is recommended.

PRESET AND DECODE PANELS

SUMMARY:

The Preset and Decode Panels provide all the individual Channel controls and indicators. For every Preset Panel, a Decode Panel is required as Preset B is used to program the memories.

PRESET PANEL:

Contains the presets which are used to manually set channel levels under the overall control of the preset Master faders on the Grand Master Panel.

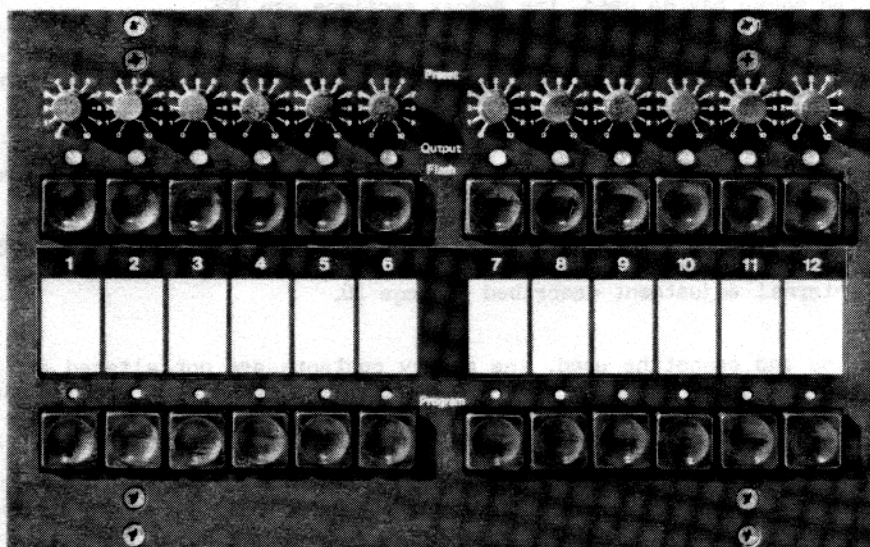
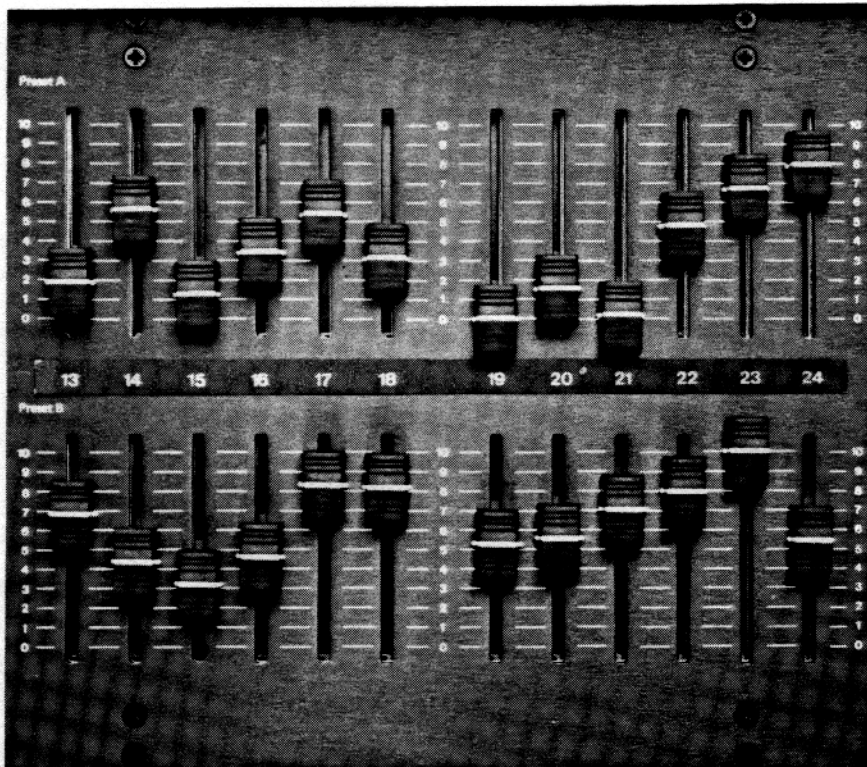
DECODE PANEL:

Has the following facilities for each channel:

- * Green channel Output light (varies in brightness with level)
- * Flash button - to level set by Flash Master
- * Program button - used to program channel information
- * Yellow Program light - shows whether channel has been programmed
- * Individual channel inhibit control - sets the maximum channel output level independently of any other desk control

```
*****
*
*                               IMPORTANT POINTS:
*
* PREVIEW:
*   EVERY memory feature of the Eclipse desk system may be previewed on
*   the yellow channel Program lights WITHOUT affecting the output in
*   any way. This applies to both programming and use.
*
*   During Programming, the yellow channel Program lights show the
*   memory CONTENTS at all times.
*
*   Memories may ONLY be cleared when Preview has been pressed and
*   their contents are being displayed on the Program lights. Hence
*   complete memories may be edited or cleared one at a time.
*
*   To turn off the channel Program lights during Run Mode (A or X),
*   press the Preview button a second time.
*
* MEMORIES:
*   In this Manual the word MEMORY is used to describe stored cues.
*
* SOLO:
*   When any Solo button is pressed, the memory/chaser level is taken
*   to the maximum permitted by the Grand Master fader, killing all the
*   other outputs whilst pressed.
*
* CHASER:
*   Each PATTERN consists of up to 197 STEPS, subject to a total of 200
*   Steps per Chaser.
*
*****
```

PRESET AND DECODE PANELS



GRAND MASTER PANEL

SUMMARY:

TWO PRESET MANUAL DESK CONTROLS

- * Grand Master fader
- * DBO (Dead BlackOut)
- * Preset Master A and B
- * Preset Flash buttons
- * Preset Fade Time - for autofading from 3 seconds to 5 minutes in two ranges
- * Flash Master - sets the output level of all the master panel Flash buttons EXCEPT the preset Flash buttons on the Grand Master Panel.

MEMORY DESK CONTROLS

- * The Keyswitch
- * Level Blind switch and light
- * Solo Lock switch

KEYSWITCH FUNCTIONS:

OFF: Turns off all power to the electronics.

PRESETS ONLY: The two preset features listed above may be used, the memory sections are OFF.

PROGRAM: The whole desk is on and may be programmed. The large red Program lights on the Master Panels come on showing that the memories may be cleared or altered as required.

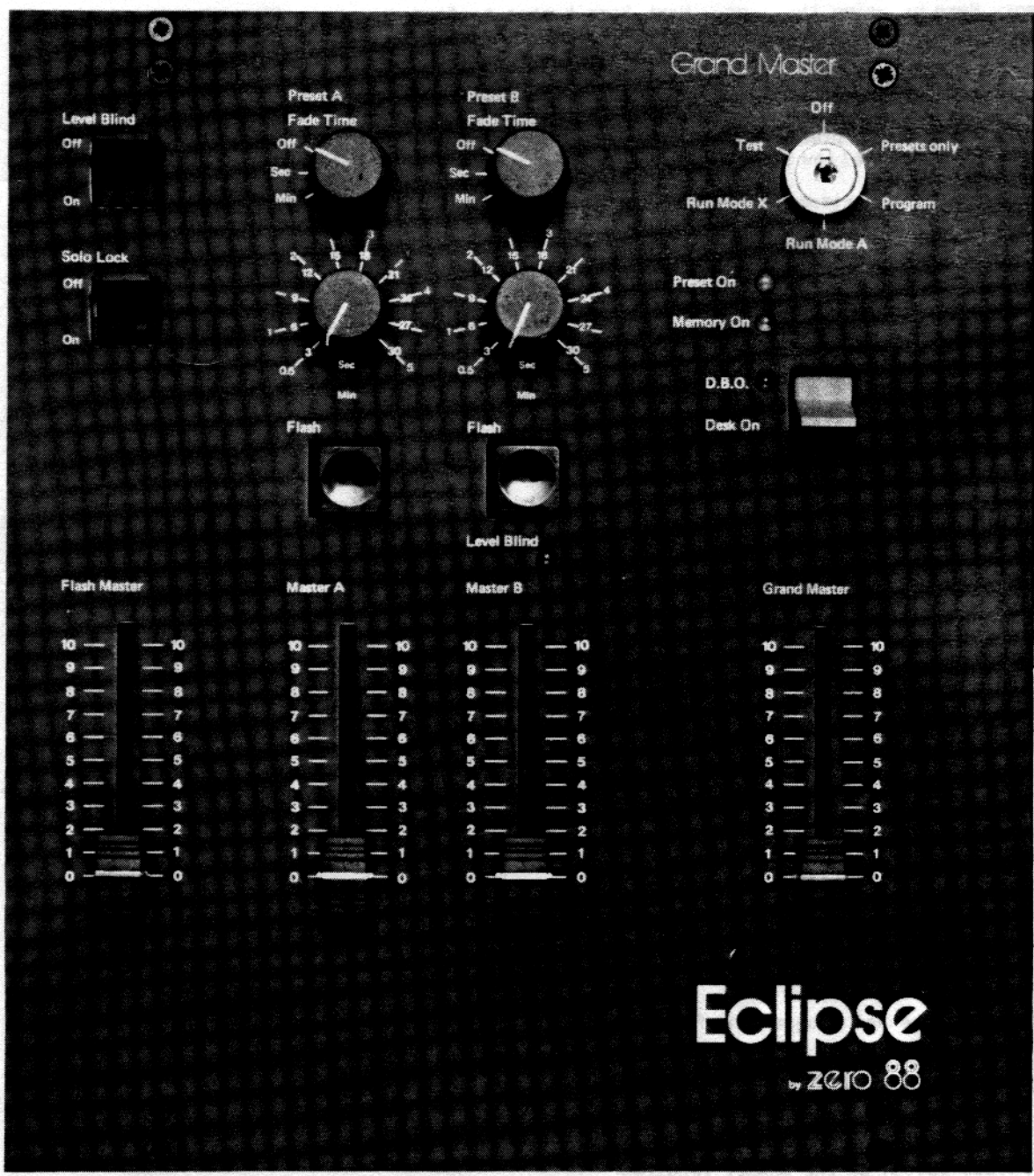
RUN MODE A: The normal operating position; the whole desk is on; the memories may be used but not programmed.

RUN MODE X: The restricted facilities mode. The whole desk may be used but not programmed; however, ONLY Memory Page 1 / chase Pattern 1 can be accessed. The maximum output of all channels may be limited in this mode by an internal adjustment described on page 20.

TEST: The memory section is disabled and cannot be used, the memory contents are not altered and the two preset manual facilities may be used normally. The tests described in detail in the Technical Manual may be performed.

NOTE: The key is removeable EXCEPT in the PROGRAM or TEST positions. This is a security precaution against the desk being tampered with whilst the operator is away. Don't lose it or leave it in the bar!

GRAND MASTER PANEL



Eclipse
by zero 88

EXTENDED LEVEL MEMORY MASTER PANEL

SUMMARY:

This stores channel levels. There are a total of 200 memories which are divided into 25 pages; one memory from each page is permanently assigned to one memory Level fader. The memories may be programmed 'Live' or 'Blind' - one channel at a time or all together. In the 'Blind' mode the memory can be programmed without the program being routed to the outputs, allowing for memories to be updated during use.

Page Overlay, Level Match and Memory Transfer facilities are incorporated in this panel (See Page 18).

'LIVE' PROGRAMMING:

Set keyswitch to Program; all the large red Program lights come on

Select Memory Page by using the + or - Next Page button to find the page number required. Press the Change Page button and the Memory Page display will change to the selected page.

Select the fader required and press the associated Preview button; the yellow lights on the Decode Panels show any channels that are already programmed.

To cancel the memory, set preset Master B to 0 on the Grand Master Panel and press the Program Memory button once. The yellow program lights will go out showing that the memory is clear

Set up the cue to be memorised on Preset B with preset Master B set to maximum (Note 1).

Press the Program Memory button; the yellow program lights come on one at a time from the left for each channel that is programmed.

TO PROGRAM INDIVIDUAL CHANNELS

Check that the Preset B channel fader is set to the correct level

Press the Program button on the Decode Panel for that channel; the yellow light comes on.

Repeat for any other channels as required

'BLIND' PROGRAMMING:

This is exactly the same as 'Live' programming except that the Level Blind switch on the Grand Master Panel is switched to On. This is shown by the red Level Blind light above preset Master B. Preset B channel fader settings will not now affect the desk output. All channels will be recorded into memory at whatever level they have been set on Preset B.

USING:

Set keyswitch to Run Mode A

Select Memory Page by using the + or - Next Page button to find the page number required.

Press the Change Page button and the Memory Page display will change to the selected page.

Press Preview to view the memory on the yellow program lights

Press Flash button to flash the memory (Note 2)

Press Solo button to kill all other output and flash the memory (Note 3)

Fade up memory Level fader to the required level

EDITING:

Use the individual channel programming features (Live or Blind)

CLEARING A LEVEL MEMORY:

Select the Memory Page required

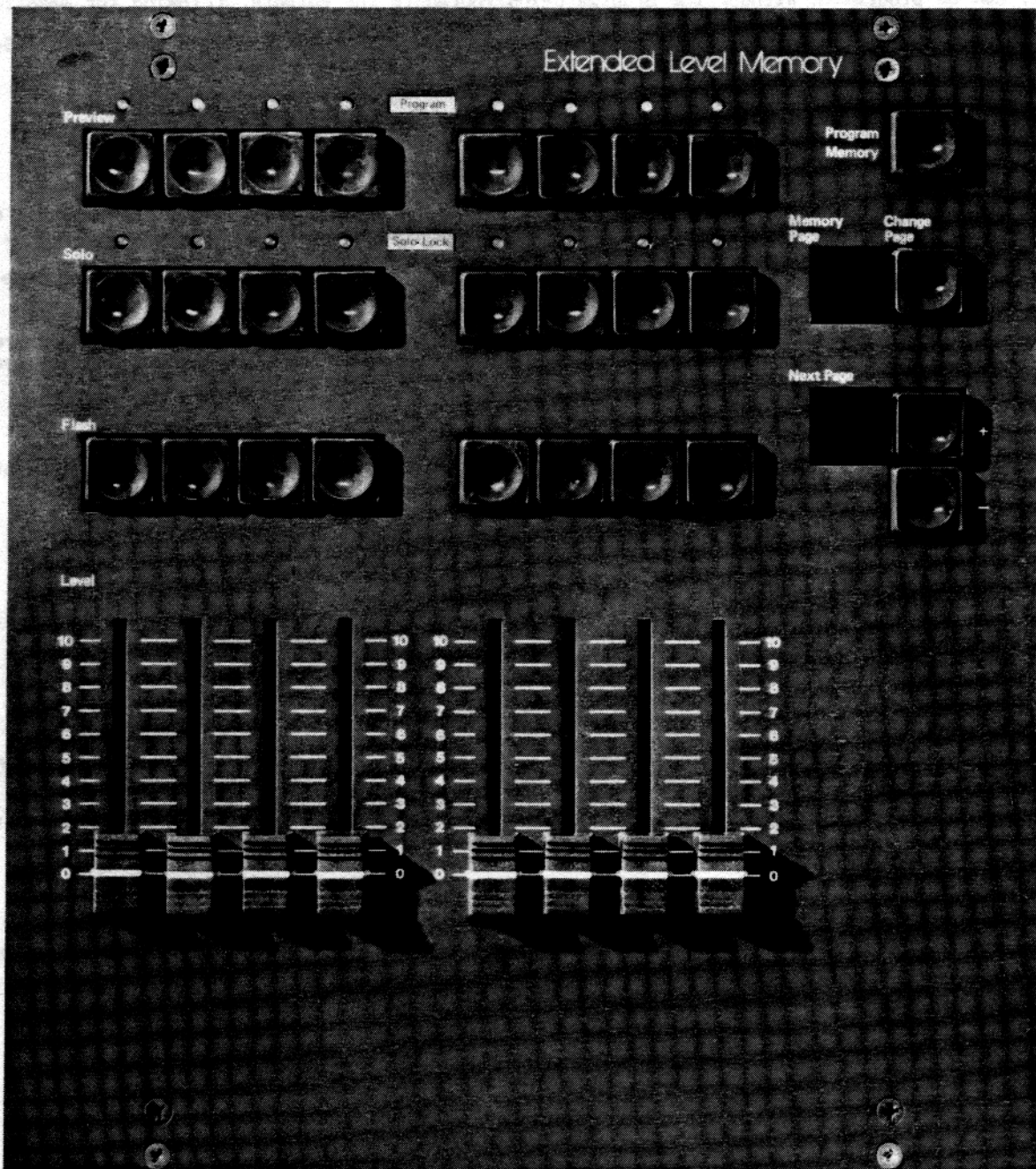
Press the Preview button of the memory required

Set preset Master B to 0 on the Grand Master Panel

Set keyswitch to Program

Press the Program Memory button once. The yellow Program lights will go out showing that the memory is cleared.

EXTENDED LEVEL MEMORY MASTER PANEL



NOTES:

- 1 REDUCED OUTPUT LEVELS. These may be memorised by either programming with the Grand Master, or ('Live' only) with Preset Master B set to a lower level
- 2 Pressing the Flash button will take the output of the memory to the level set by the Flash Master on the Grand Master Panel. If this is LESS than the memory Level setting, the output will reduce. The Flash button can thus be used as a 'Kill' button when the Flash Master is at 0 on the Grand Master Panel
- 3 The Solo Lock switch turns the Solo button action from 'Push On, Release Off' to 'Push On, Push Off'. The first Solo button to be used in Solo Lock kills all the other desk outputs. Pressing more Solo buttons whilst in Solo Lock ADDS to the outputs. Switching the Solo Lock switch off returns the desk directly to the normal outputs. This allows selected chasers/memories to be used in an Add/Kill mode.
- 4 The Program channel lights come on whenever a level greater than 10% is memorised

LEVEL MEMORY MASTER PANEL

SUMMARY:

This stores channel levels. There are a total of 48 memories which are divided into 6 pages; one memory from each page is permanently assigned to one memory Level fader. The memories may be programmed 'Live' or 'Blind'; one channel at a time or all together. In the 'Blind' mode the memory can be programmed without the program being routed to the outputs, allowing for memories to be updated during use. Page Overlay, Level Match and Memory Transfer facilities are incorporated in this panel (See Page 18).

'LIVE' PROGRAMMING:

Set keyswitch to Program; all the large red Program lights come on

Select memory required by pressing the appropriate Memory Page button. Page 5 is reached by pressing Memory Page 1 and 4 buttons simultaneously; Page 6 by pressing 2 and 4 simultaneously.

Select the memory Level fader required and press the associated Preview button above the fader; the yellow lights on the Decode Panels show any channels that are already programmed.

To cancel the memory, set Preset Master B to 0 on the Grand Master Panel and press the Program Memory button once. The yellow Program lights will go out showing that the memory has been cleared.

Set up the cue to be memorised on Preset B with preset Master B set to maximum (Note 1).

Press the Program Memory button; the yellow Program lights come on one at a time from the left for any channel that is programmed.

TO PROGRAM INDIVIDUAL CHANNELS

Check that the Preset B channel fader is set to the correct level

Press the Program button on the Decode Panel for that channel; the yellow light comes on.

Repeat for any other channels as required

'BLIND' PROGRAMMING:

This is exactly the same as 'Live' programming except that the Level Blind switch on the Grand Master Panel is switched to On. The red Level Blind light above preset Master B is now on. Preset B channel fader settings will not now affect the desk output. All channels will be recorded into memory at whatever level they have been set on Preset B.

USING:

Set keyswitch to Run Mode A

Select the Page required. Page 5 is reached by pressing Memory Page 1 and 4 buttons simultaneously; Page 6 by pressing 2 and 4 simultaneously.

Press Preview to view the memory on the yellow Program lights

Press Flash button to flash the memory (Note 2)

Press Solo button to kill all other output and flash the memory (Note 3)

Fade up memory Level fader to the required level

EDITING:

Use the individual channel programming features (Live or Blind)

CLEARING A LEVEL MEMORY:

Select the memory page required

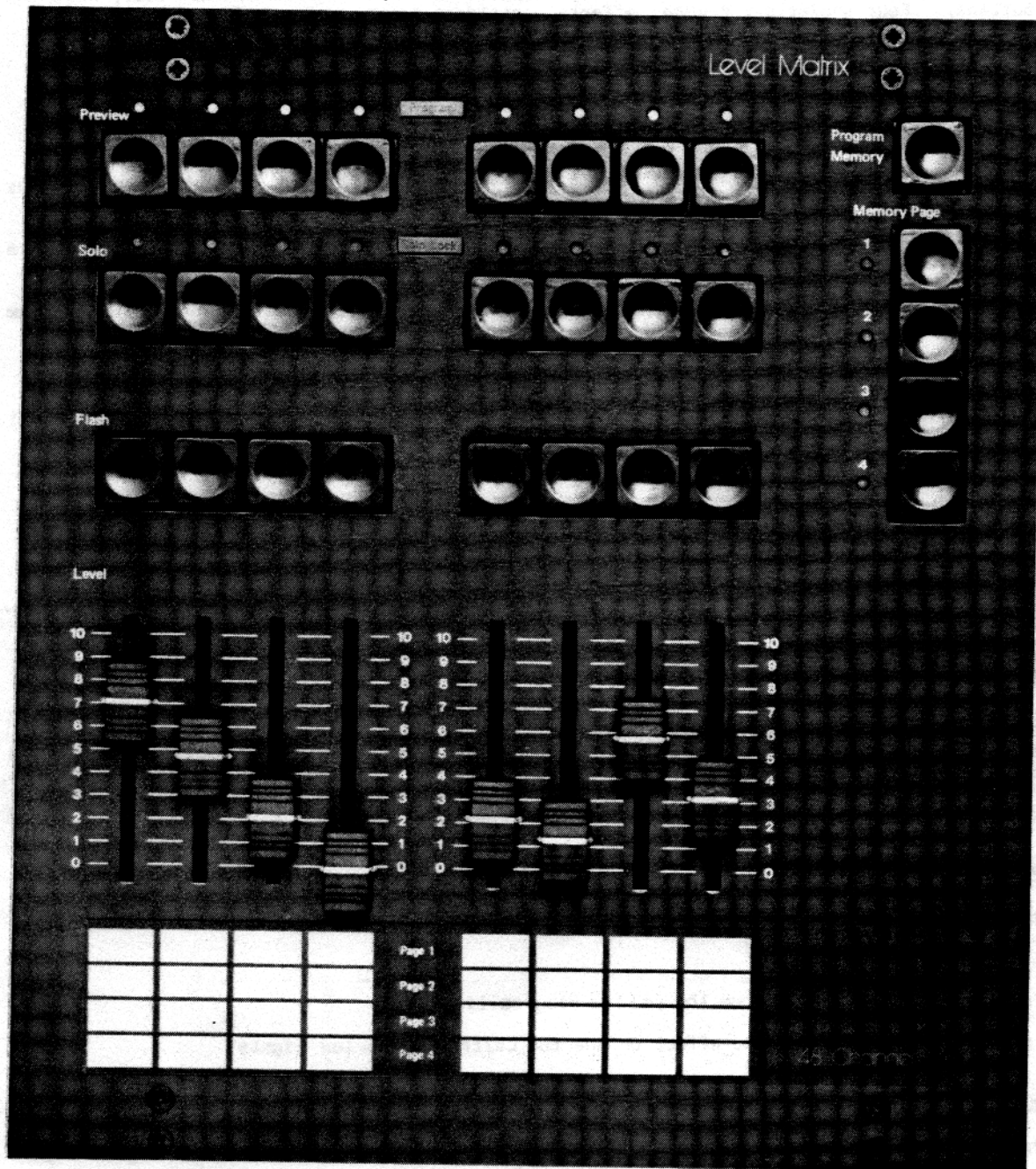
Press the Preview button of the memory required

Set preset Master B to 0 on the Grand Master Panel

Set keyswitch to Program

Press the Program button once. The yellow Program lights will go out showing that the memory is cleared.

LEVEL MEMORY MASTER PANEL



NOTES:

- 1 REDUCED OUTPUT LEVELS. These may be memorised by either programming with the Grand Master, or ('Live' only) with Preset Master B set to a lower level
- 2 Pressing the Flash button will take the output of the memory to the level set by the Flash Master on the Grand Master Panel. If this is LESS than the memory Level setting, the output will reduce. The Flash button can thus be used as a 'Kill' button when the Flash Master is at 0 on the Grand Master Panel
- 3 The Solo Lock switch turns the Solo button action from 'Push On, Release Off' to 'Push On, Push Off'. The first Solo button to be used in Solo Lock kills all the other desk outputs. Pressing more Solo buttons whilst in Solo Lock ADDS to the outputs. Switching the Solo Lock switch off returns the desk directly to the normal outputs. This allows selected chasers/memories to be used in an Add/Kill mode.
- 4 The Program channel lights come on whenever a level greater than 10% is memorised

CARTRIDGE EFFECTS MASTER PANEL

SUMMARY:

This enables cartridge generated effects to be output to any channel at any programmed level. Each panel has six Memory Pages; each page holds a complete set of levels for each of the six cartridge output channels. Effects are routed to each of these cartridge output channels from either or both cartridge holders. Each cartridge holder has its own Level master fader, Solo and Flash buttons. Four and/or six channel effects cartridges may be used. The memories may be programmed 'Live' or 'Blind'. Level Match and Memory Transfer facilities are incorporated in this panel (See Page 18).

'LIVE' PROGRAMMING (OF ONE cartridge output):

Set keyswitch to Program; all large red Program lights come on

Select memory required by pressing the appropriate Memory Page button. Page 5 is reached by pressing Memory Page 1 and 4 buttons simultaneously; Page 6 by pressing 2 and 4 simultaneously.

Select cartridge output channel required and press associated Preview button; the yellow lights on the Decode Panels show any channels that are already programmed.

To cancel the memory, set preset Master B to 0 on the Grand Master Panel and press the Program button once. The yellow Program lights will go out showing that the memory is cleared.

Set up the cue to be memorised on Preset B with preset Master B set to maximum (Note 1).

Press the Program Memory button; the yellow Program lights come on one at a time from the left for any channel that is programmed.

REPEAT FOR THE OTHER CARTRIDGE OUTPUTS ON THE PAGE

TO PROGRAM INDIVIDUAL CHANNELS

Check that the Preset B channel fader is set to the correct level

Press the Program button on the Decode Panel for that channel, the yellow light comes on

Repeat for any other channels as required

'BLIND' PROGRAMMING (Of one cartridge output channel):

This is exactly the same as 'Live' programming except that the Level Blind switch on the Grand Master Panel is switched to On. This is shown by the red Level Blind light above preset Master B. Preset B channel fader settings will not now affect the desk output. Again, REPEAT FOR THE OTHER CARTRIDGE OUTPUTS ON THE PAGE

USING - TO PREVIEW CARTRIDGE EFFECT:

Set keyswitch to Run Mode A

Select the Memory Page required

Press Preview to view the memory on the yellow Program lights

Insert a Cartridge and observe the effect on the red Cartridge Preview lights

USING - TO RUN A CARTRIDGE EFFECT:

Press Preview to view the output of any one cartridge output channel on the yellow Program lights

Press Flash button to flash the effect (Note 2)

Press Solo button to kill all other desk output and flash the effect (Note 3)

Fade up cartridge Level fader to the required level

EDITING:

Use the individual channel programming features (Live or Blind)

CLEARING A CARTRIDGE OUTPUT MEMORY:

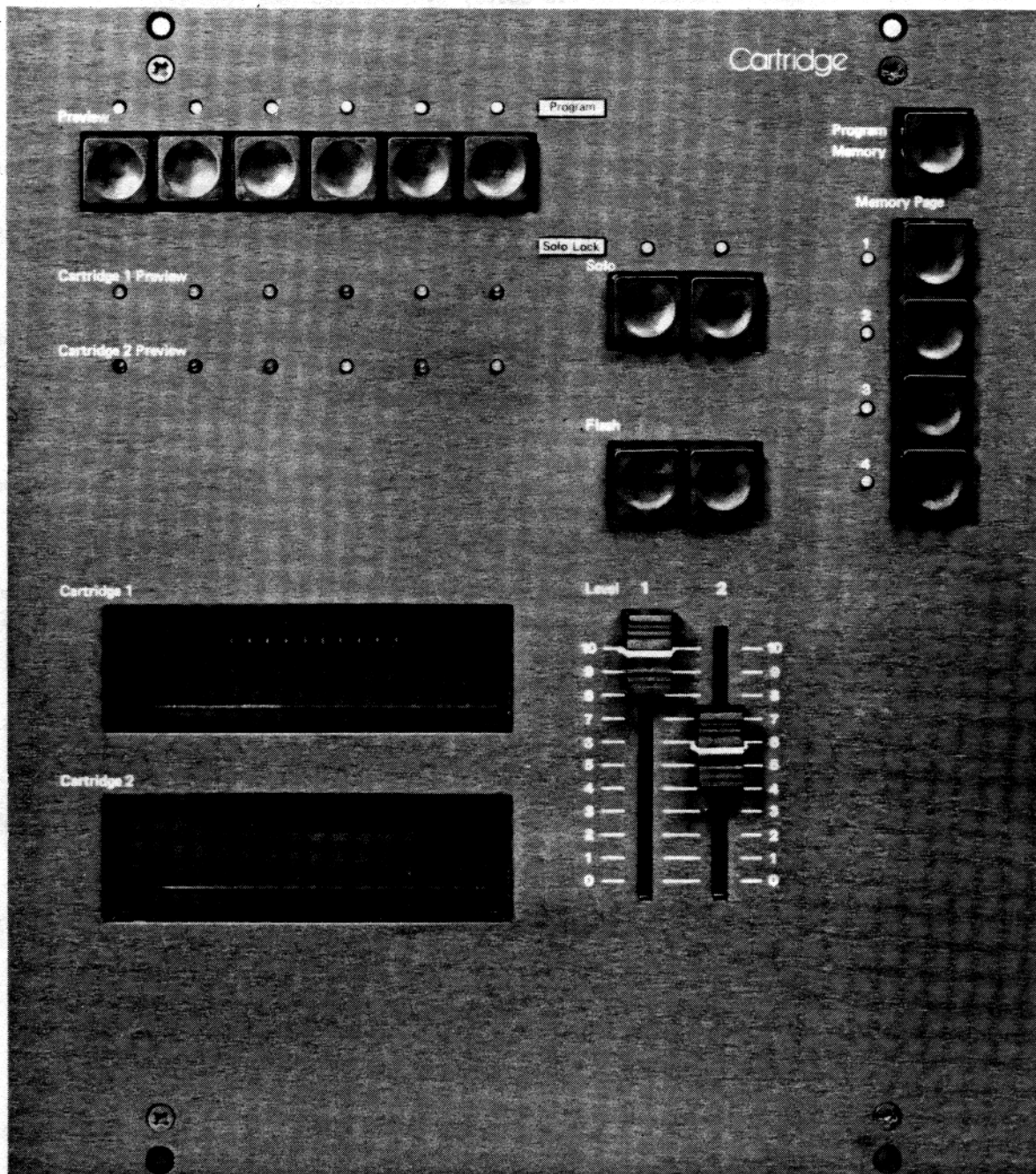
Select Memory Page required and press the Preview button of the Cartridge Output memory required

Set preset Master B to 0 on the Grand Master Panel

Set keyswitch to Program

Press the Program Memory button once. The yellow Program lights will go out showing that the memory is cleared. Repeat for the other Cartridge Output memories as required.

CARTRIDGE EFFECTS MASTER PANEL



NOTES:

- 1 REDUCED OUTPUT LEVELS. These may be memorised by either programming with the Grand Master, or ('Live' only) with preset Master B set to a lower level
- 2 Pressing the Flash button will take the output of the cartridge to the level set by the Flash Master on the Grand Master Panel. If this is LESS than the cartridge Level setting, the output will reduce. The Flash button can thus be used as a 'Kill' button when the Flash Master is at 0 on the Grand Master Panel
- 3 The Solo Lock switch turns the Solo button action from 'Push On, Release Off' to 'Push On, Push Off'. The first Solo button to be used in Solo Lock kills all the other desk outputs. Pressing more Solo buttons whilst in Solo Lock ADDS to the outputs. Switching the Solo Lock switch off returns the desk directly to the normal outputs. This allows selected chasers/memories to be used in an Add/Kill mode.
- 4 The yellow channel Program lights come on whenever a level greater than 10% is memorised

TWIN PROGRAMMABLE CHASER MASTER PANEL

SUMMARY:

This has two chasers each having four patterns and up to 197 steps split in any mix across the patterns. Each chaser has full programming and editing controls. Any number of channels up to the chaser panel maximum may be programmed 'ON' or 'OFF' onto one chase step. The chaser does not record levels. The chase speeds and patterns are easily synchronised (See Page 19).

PROGRAMMING A NEW PATTERN:

Set keyswitch to Program; all the large red Program lights come on

Select Chaser X or Y by pressing associated Preview button

Select required pattern by pressing Pattern button; the yellow Program lights on the Decode Panels show any channels that are already programmed into the first step of that pattern.

Press Clear Pattern; this clears ALL the steps of the selected chase pattern and Step number 1 is indicated on the display next to the Step button

TO PROGRAM FIRST CHASE STEP:

Press the Program buttons on the Decode Panel for each of the channels required to be 'on' for the first step; the associated yellow Program light comes on

Press any Program button a second time to remove a channel from the chase step

Press Add Step, noting that the step display number increases by 1

REPEAT FOR EACH NEW STEP IN THE CHASE PATTERN; pressing the Steps Left button will display the total number of unused steps remaining in the chaser

TO END THE CHASE

Program the last step, do NOT press Add Step; use the Step button to review the chase if required and exit by:

- Pressing another Preview button
- or Selecting another Pattern button
- or Switching the keyswitch out of Program

USING:

SETTING UP:

Set keyswitch to Run Mode A

Select Chaser X or Y by pressing the appropriate Preview button

Select the Pattern required and observe the chase by:

- Manually pressing the Step button
- or Setting the Speed control to the required speed and starting by pressing Start/Stop button

RUNNING:

Press Flash button to flash the chase

Press Solo button to kill all other output and flash the chase

Fade up chase Level fader to the required level

Press Reverse to reverse the chase direction.

EDITING:

Set keyswitch to Program

Select Chaser X or Y by pressing the appropriate Preview button

Select the Pattern required and step through the chase by pressing the Step button repeatedly and use the yellow Program lights and/or step display to find the correct step

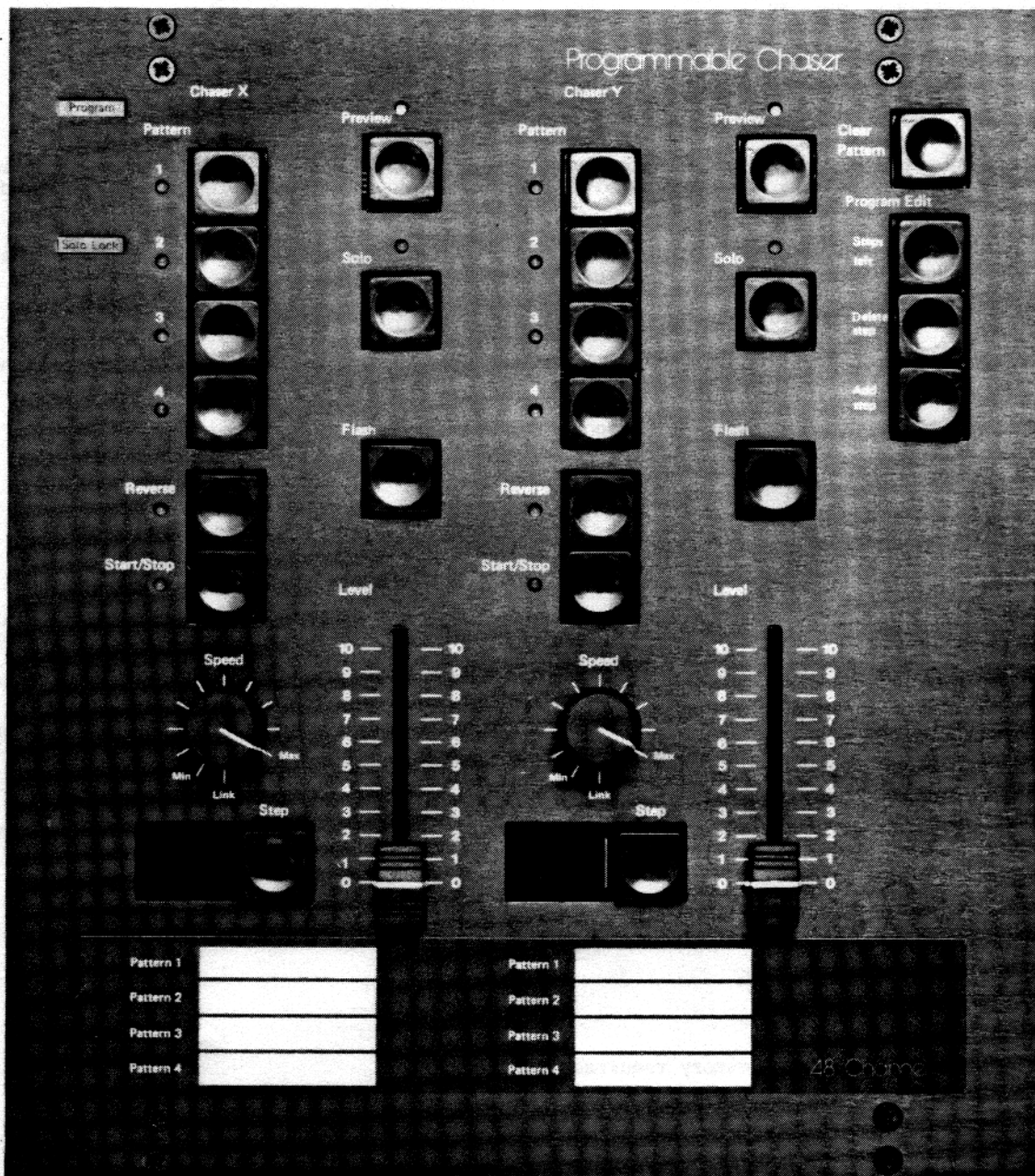
- TO DELETE A STEP: Press Delete Step button
- TO ADD A STEP: Press Add Step button and program in the usual way
- TO AMEND A STEP: Simply press the necessary Program buttons

CLEARING:

To clear a chase, press Clear Pattern with the keyswitch set to Program.

**** IN EMERGENCY, the chaser microprocessor may need resetting. This is described on Page 20 ****

TWIN PROGRAMMABLE CHASER MASTER PANEL



NOTES:

- 1 When one chaser is being previewed using the Speed control, the other will work normally on the outputs. Setting the keyswitch to Program will stop the chaser that is being previewed. In Program, only manual stepping is possible.
- 2 Pressing the Flash button will take the output of the chaser to the level set by the Flash Master on the Grand Master Panel. If this is LESS than the chaser Level setting, the output will reduce. The Flash button can thus be used as a 'Kill' button when the Flash Master is at 0 on the Grand Master Panel
- 3 The Solo Lock switch turns the Solo button action from 'Push On, Release Off' to 'Push On, Push Off'. The first Solo button to be used in Solo Lock kills all the other desk outputs. Pressing more Solo buttons whilst in Solo Lock ADDS to the outputs. Switching the Solo Lock switch off returns the desk directly to the normal outputs. This allows selected chasers/memories to be used in an Add/Kill mode.
- 4 Reverse does NOT operate whilst inputting a program.
- 5 SYNCHRONISATION of two chasers is described on Page 19

SWITCH MEMORY MASTER PANEL

SUMMARY:

This is an ON/OFF Memory; it stores groups of channels, not individual levels. There are a total of 48 memories, which are divided into 6 pages; one memory from each page being permanently assigned to each memory Level fader. It works like an electronic pin matrix. The Master Level fader sets the maximum output level of any of the memories. Transfer of memories to other memory panels is described on Page 18.

PROGRAMMING:

Set keyswitch to Program; all large red Program lights come on

Select memory by pressing the appropriate Memory Page button. Page 5 is reached by pressing Memory Page 1 and 4 buttons simultaneously (lights 1 and 4 on); Page 6 by pressing 2 and 4 simultaneously (lights 2 and 4 on).

Select fader required and press associated Preview button; the yellow Program lights on the Decode Panels show any channels that are already connected to the group

Press Clear Memory if required to clear this memory

Press the Program buttons of required channels on the Decode Panels; the yellow Program lights will come on

Press a Program button a second time to disconnect a channel from the group

USING:

Set keyswitch to Run Mode A

Select the Page required

Fade the Master Level fader to the maximum output level required

Press Preview to view the memory on the yellow Program lights

Press Flash button to flash the memory (Note 1)

Press Solo button to kill all other outputs and flash the memory (Note 2)

Fade up memory Level fader(s) to output the cue

EDITING:

Reprogram as described above without first clearing the memory.

CLEARING A SWITCH MEMORY:

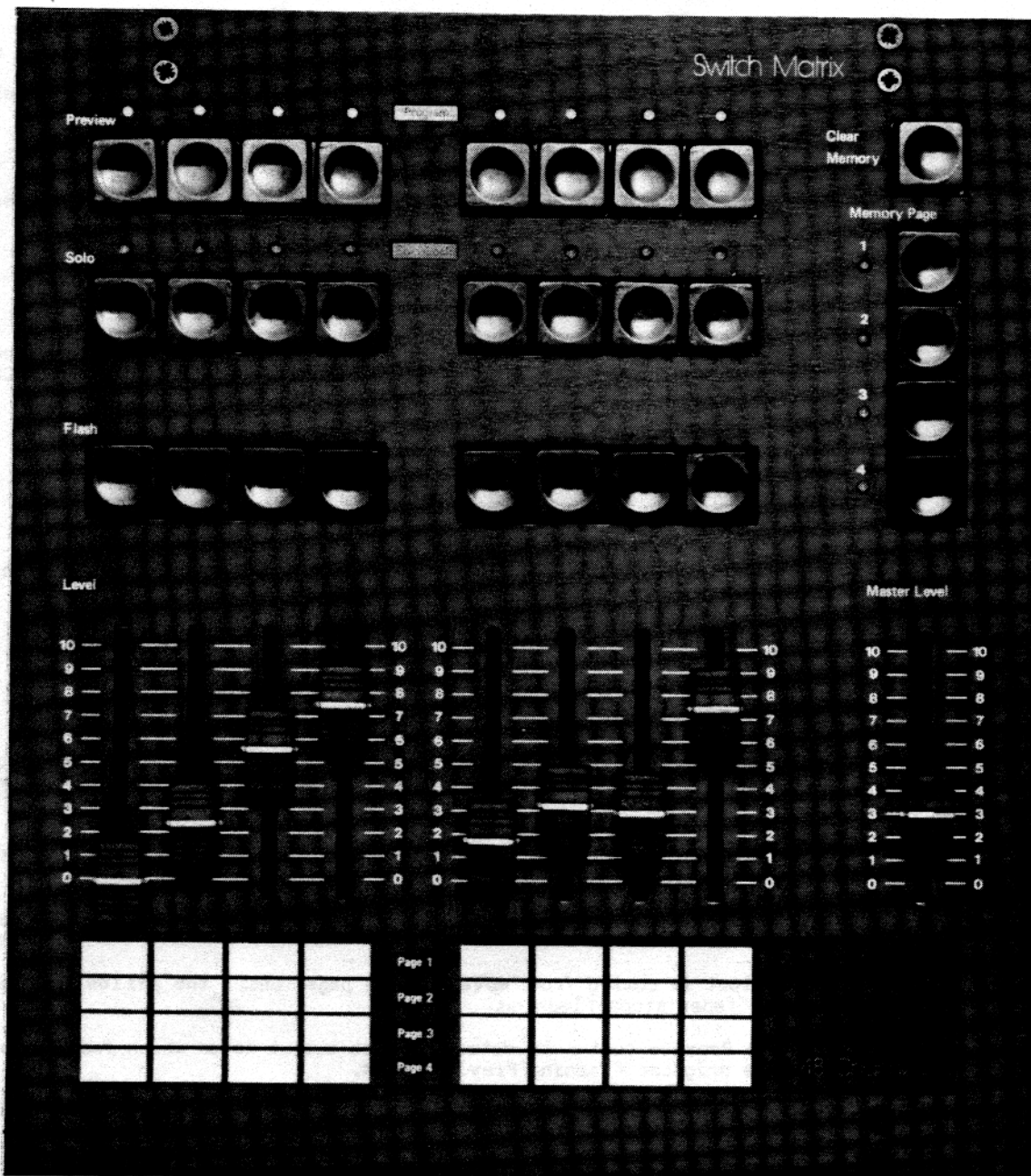
Select the Memory Page required

Press the Preview button of the memory required

Set keyswitch to Program

Press Clear Memory.

SWITCH MEMORY MASTER PANEL



NOTES:

- 1 Pressing the Flash button will take the output of the memory to the level set by the Flash Master on the Grand Master Panel. Of course if the memory Level fader is higher than the Flash Master level then nothing will happen.
- 2 The Solo Lock switch turns the Solo button action from 'Push On, Release Off' to 'Push On, Push Off'. The first Solo button to be used in Solo Lock kills all the other desk outputs. Pressing more Solo buttons whilst in Solo Lock ADDS to the outputs. Switching the Solo Lock switch off returns the desk directly to the normal outputs. This allows selected chasers/memories to be used in an Add/Kill mode.

ADVANCED MASTER PANEL FEATURES

1. MEMORY TRANSFER

The ECLIPSE system allows easy transfer of memory information between Panels. Note that Source information is mixed with the Destination memory on a 'Highest Wins' basis. This allows the use of a few 'master' cues as building blocks for complex plots.

To transfer only the source information, clear the destination memory first by pressing the Program Memory button having first checked that the preset Master B is set to 0.

NOTE:

Transferring from Switch Memory or Chaser to Level Memory Panels, any 'On' channels are given a level of 100%.

Transferring from Level Memory to Chaser or Switch Memory, any channels with a level of greater than 10% will be programmed as 'On' (100%)

TO TRANSFER:

Decide which is the SOURCE memory (Where the information is coming FROM), and which is the DESTINATION (Where it is GOING).

Set keyswitch to Program

Press the DESTINATION memory Preview button and hold down.

Press the SOURCE memory Preview button and hold; After a small delay, memory transfer takes place quickly and the SOURCE Preview light will flash once to confirm transfer complete. WATCH CAREFULLY it is very quick!

Release both memory Preview buttons

2. PAGE OVERLAY (Level and Extended Level Memories Only)

The page overlay facility allows outputs from a memory panel to come from different pages at the same time. This is possible only when the keyswitch is set to Run Mode A.

TO USE:

Turn keyswitch to Run Mode A.

Select a memory and move the memory Level fader to 10

Select another page; the yellow Preview light associated with the memory Level fader in use now flashes. This indicates that the desk output is from the original memory page, not the memory page selected at this moment.

Using this feature, it is possible to have a different memory page being output on each fader at the same time if sufficient memory pages are available.

Moving a memory Level fader to 0 will return that fader to the memory page selected; the Preview light stops flashing.

To find which memory page the output is coming from, move between pages until the yellow Preview light associated with the chosen fader stops flashing.

It is still possible to use the Preview button to determine what output is on which fader. The previewed fader is indicated by a brighter flashing Preview light.

3. LEVEL MATCH (Level and Extended Level Memories Only)

Level Match is a facility which enables you to recreate a recorded cue as originally set up on the Preset B. This is in order that you can edit/modify that cue easily. This can be done at any time in Run Mode A.

NOTE:

Matching can only be done when on the actual page, ie Page Overlay is not in use.

Matching can be carried out in Level Blind mode but ONLY when the previewed memory is on the page selected.

ADVANCED MASTER PANEL FEATURES

AN EXAMPLE OF THE USE OF LEVEL MATCH:

SET UP A SCENE:

Find a memory that is not currently being used.

Turn the keyswitch to Program.

Clear the memory.

Use Channels 1 to 6 on Preset B; Check that preset Master B is set to 10

Set Preset B channel 1 fader to 10, channel 2 to 9, channel 3 to 8, and so on.

Press Program Memory to record this

Return to Run Mode A and reset Preset B faders to 0; the yellow Program lights for the six channels should still be on.

TO RESET THE COMPLETE SCENE:

To reset the position of, for example, the Preset B channel 3 fader to the level that was recorded:

Press the channel 3 Program button on the decode panel and hold down; the yellow light above it will flash SLOWLY.

Move the channel fader slowly towards maximum; the light will stop flashing at the level which was originally recorded.

If this point is passed, the yellow light flashes QUICKLY, so move the fader down again until the light stops flashing.

Once the cue has been re-created, turn the keyswitch to Program and carry out any modifications required.

Press Program Memory to re-record the cue.

TO RESET A SINGLE CHANNEL:

Set the Preset B channel fader to the original level using Level Match

Turn the keyswitch to Program

Adjust the level as required

Press the Program button on the Decode Panel; this will update that channel only leaving the rest of the cue unaltered.

4. PROGRAMMABLE CHASER:

SYNCHRONISATION OF TWO CHASES:

SUMMARY:

The Link position on the Chaser Speed control allows the two chasers to be easily synchronised:

WHILST RUNNING:

SPEED:

Set the required speed on one chaser Speed control; press the Start button

Turn the second Speed control to Link; press the Start button. The speed of the second chaser is now set by the first.

PATTERNS:

Synchronise speeds as described above

Output one chaser by bringing the Level fader up

Preview the other by pressing the Preview button

Press Step manually until the patterns are synchronised

The patterns will only stay synchronised if they have the same number of steps

ADVANCED MASTER PANEL FEATURES

FROM A STANDING START:

Select the required Pattern, press the appropriate Preview button.

Press Start/Stop to start and set the speed required. Press Start/Stop to stop.

Set the chase to step 1 by pressing the manual Step button repeatedly or by pressing another Pattern button and then the button for the pattern required.

Set the other Speed control to Link and press Start/Stop on that chaser; the chasers are now fully synchronised and ready to go.

Press Start/Stop on the first chaser to start.

Use the Level faders, Solo, or Flash buttons to use these chasers in the usual way.

TO RESET THE CHASER IF THE MEMORY IS CORRUPT (or if not working correctly)

- 1 Turn the keyswitch to Program.
- 2 Clear Chaser X:
Select Chaser X by pressing its Preview button.
Hold down Chaser X Pattern buttons 1, 2, 3 and 4 at the same time and press the Clear Pattern button.
- 3 Clear Chaser Y:
Select Chaser Y by pressing its Preview button.
Hold down Chaser Y Pattern buttons 1, 2, 3 and 4 at the same time and press the Clear Pattern button.

The Chaser panel has now been initialized and is ready for normal use.

5. SYSTEM MASTER PANEL:

ONE (AND ONLY ONE) Master panel must be designated SYSTEM MASTER, for the system to function correctly.

The System Master is selected by a small link (called the Startup Link) that connects the two pins situated next to the large ribbon cable connector on the back of each memory panel.

The Eclipse will not work properly if there is more than one Startup Link OR no Startup Link at all in the system.

6. MIXING DIFFERENT SIZE MEMORY PANELS:

Should an ECLIPSE desk have two different size Master Panels, the system will only function as a desk of the SMALLER size.

For example, if a system has a 48 Channel Chaser and a 60 Channel Level Memory, then the system will only work as a 48 Channel system.

THE SMALLER PANEL MUST BE THE SYSTEM MASTER

Any ECLIPSE Master Panel may be mixed with any other subject only to the above limitation.

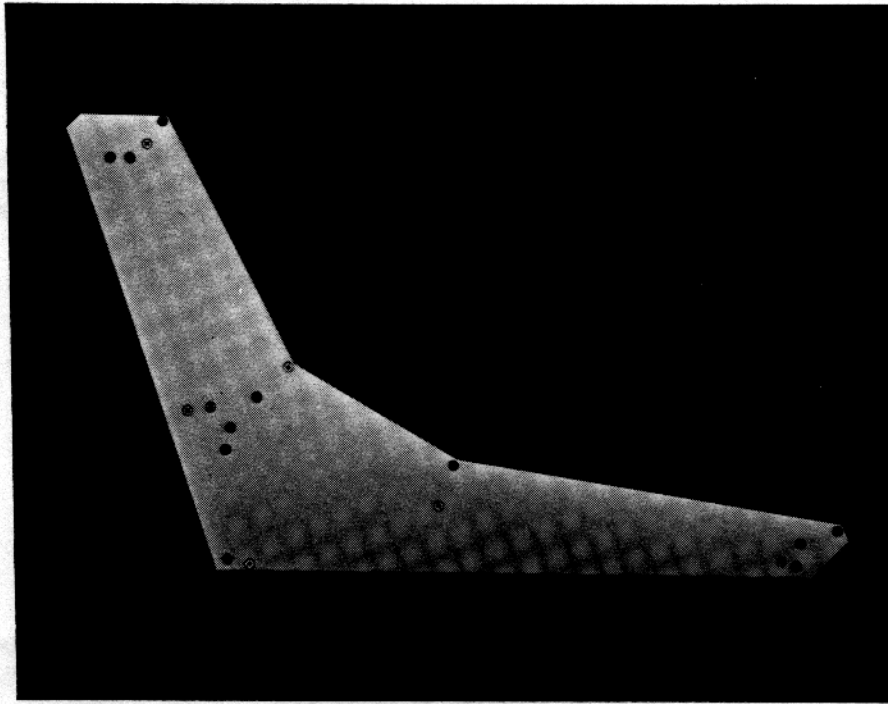
7. GRAND MASTER PANEL

ADJUSTMENTS:

The adjustments on the rear of the Grand Master Panel are:

From the top:	
Calibrate 'A' Time	Factory/Maintenance adjustment ONLY
Calibrate 'B' Time	Factory/Maintenance adjustment ONLY
GM Top Set	Sets the upper Output Voltage Limit.
Preset 'X' Level	Variable between 50% and 85%
Memory 'X' Level	Variable between 50% and 85%
Memory Mode 'X'Link	(IN place for restricted memory output level)
Preset Mode 'X'Link	(IN place for restricted preset output level)

SERVICE & FAULT FINDING INFORMATION



FLUORESCENT TUBE & GEL

To change the tube:

Remove black screws from the top of the rear cover. Pull cover back a little.
Remove the two front screws (one at each end of the desk) securing the top frame extrusion, and loosen the back screws (one at each end also)
Swing top of frame upwards to reveal the tube
Gel may be fitted under the top part of the Preset Panels

Reassemble in the reverse order

SIMPLE FAULT FINDING:

1 NO OUTPUTS FROM DESK:

- 1 Check power is connected and all three Power Supply lights are on
- 2 Check keyswitch is not OFF
- 3 Check Presets Only light is on
- 4 Check DBO is off (red light out)
- 5 Check Grand Master is set to 100%
- 6 Check Autofade rotary switches are Off
- 7 Set channel 1 fader on preset A to full.
- 8 Check green output light on Channel 1. If on, check cables and racks; if not on, call an engineer (or run self test [see Technical Manual])

2 MEMORY DOES NOT WORK

- 1 Check that one Panel is System Master; if not fit link as detailed below.
- 2 Run self test (see Technical Manual) or call an engineer

3 MEMORY WORKS BUT TWO PREVIEW LIGHTS ON AT ONCE

- 1 Check that keyswitch is not switched to Test
- 2 Check that ONLY ONE panel is System Master
- 3 Run self test (see Technical Manual) or call an engineer

SERVICING

WARNING - SWITCH OFF THE DESK BEFORE ATTEMPTING ANY SERVICING

TO REMOVE A PANEL

Simply unscrew the panel by removing the four OUTER screws at the front. If the panel is to be removed completely, unplug the cables from the panel. DO NOT FORGET the Earth lead when replacing the panel; apart from the safety hazard, it might touch a signal line and damage the electronics.

DECODE PANELS

Each Decode Panel has a switch assigning its block number. If wrongly set or if two are the same, a channel block will not work or will duplicate another. Correct by resetting the switch on the rear of the panel. The panel numbers start at zero on the far left.

SPECIFICATIONS & OUTPUT DETAILS

MAINS INPUT VOLTAGE: 200-260v ac; 50/60Hz; 110-115v 60Hz (Factory Set)

MAINS FUSE:

2 Amp AntiSurge fuse (in each Power Supply on the rear of the desk). Each mains input connector has a spare fuse inside. Remember to replace it if used.

OUTPUT VOLTAGES:

As standard, the ECLIPSE is supplied with both 0 to +10 volts and 0 to -10 volts output. Unless otherwise specified, systems are built set to 0 to +10v upon leaving the factory. This may be easily changed to 0 to -10v by removing the Decode Panels and changing the output plugs from the +10v to the -10v connectors

OUTPUT CONNECTOR WIRING:

SOCAPEX:

Pin 1: Channel 1; up to Pin 30: Channel 30; Pin 37: 0 Volts
Pins 31 to 36 are not used by the Eclipse

DM:

Pin 'A': Channel 1; up to Pin 'H': Channel 8
Pin 'J': Channel 9; up to Pin 'N': Channel 13
Pin 'P': Channel 14; up to Pin 'Z': Channel 23
Pin 'a': Channel 24; up to Pin 'g': Channel 30
Pin 'm': 0 Volts
There are no Pins 'O' or 'I'; Pins 'h' to 'l' are not used by the Eclipse

CANNON D:

Channel:	0v	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36
Connector Pins	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	
Channel:	1	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	

Note: Wiring a Cannon D this way is very easy.

XLR7:

Each XLR connector is marked 'Ch 1-6', Ch '7-12' and so on on the Rear Panel.

Pin 1 is Channel 1, 7, 13, and so on. Each XLR case is used for 0v.

DO NOT USE ANY OF THE Pin 7 CONNECTIONS. Other equipment uses this Pin for +25v Supply Voltages.

