ROBOROUGH STUDIOS
STRAND LIGHTING 530 LIGHTING CONTROL CONSOLE

BASIC OPERATION
Turning channels on

`2 5 ON`	(channel 25 to FULL)
`2 8 [WHEEL]`	(fade in 28 on wheel)
`4 3 @ 6 *`	(channel 43 to 60%)
`2 1 + 2 5 + 28 @ 8.2 *`	(channels 21, 25 and 28 at 82%)
`1 8 THRU 2 4 @ 5 *`	(channels 18 through to 24 to 50%)

Turning channels off

`1 8 @ 0`	(channel 18 to 0%)
`1 8 @ *`	(channel 18 to 0%)

All channels off (shortcut)

`* @ . (star at point)`   (all channels to 0%)

Copying channel levels

`9 @ COPYFROM 5 *`   (copies levels of intensity from channel 5 to channel 9)

Recording lighting states ("cues")

`CUE 1 0 2 RECORD`   (record current lighting state as cue 102)
                       (press RECORD twice to overwrite an existing cue)

Note: Cue 0 is always a blackout cue and cannot be modified, but can be played back. Cue numbers can go from 0.1 to 999.9

Setting text for Cues

`CUE 1 TEXT House Lights *`   (gives Cue 1 the text 'House Lights')

Changing cue times

`CUE 1 0 7 TIME 5 *`   Sets the time on Cue 107 to 5 seconds up and down.
`CUE 5 7 TIME 5 / 8 *`   Sets the time on Cue 57 to 5 seconds up and 8 seconds down.
NB: Do NOT press record when setting times as you will record over the cue with what's on stage.

Acceptable times

`0.01` One hundredth of a second
`4`   4 seconds
`4.05` 4.05 seconds
`152`   1 minute 52 seconds
`5959` 59 minutes 59 seconds

Recording Delay times

`CUE 2 DELAY 5 RECORD`   (records the current state as Cue 2 and applies an Up/Down Delay time of 5 seconds)
`CUE 8 DELAY 5 *`   (applies a Up/Down Delay time of 4 seconds to Cue 8 WITHOUT re-recording the state)
`CUE 12 DELAY 2 / 0 *`   (applies a 2 second Delay time to the 'Up' portion of the cue, but leaves the Down portion to run as normal)

Recording Wait times

`CUE 2 WAIT 5 RECORD`   (records the current state as Cue 2 and applies a Wait of 5 seconds (from the start of the cue to the start of the next cue, which is started automatically))

Clearing Wait times

`CUE 2 WAIT *`   Clears the Wait time from Cue 2

Recording lighting states to submasters

`SUB 1 RECORD`   Records the current state into Submaster 1 (and replaces what was there before)

Submaster Times

`SUB 1 TIME 4 RECORD`   Records the current state into Submaster 1, giving it a time of 4 seconds.

Manual operation

`1 THRU 3 TIME 5 @ 5`   Fade channels 1 to 3 from current level(s) to 50% over 5 seconds.

Shut Down the desk

`REPORT EXIT (softkey) twice`

This is only a small fraction of the functions of this lighting desk – see the manual for more information.

JP October 2010