Basic Training of Jester 24ML - Topics

- Programming a Memory Generic Lighting
- Adding a Fade up and Fade down
- Clearing a Memory
- Inserting Memory
- Naming a Memory
- Moving to a Memory by Keying in Number
- Editing a Memory
- Copying a Memory to another Memory location
- Programming Chases for Generic Lighting / Chase Button
- Programming a Submaster for Generic Lighting
- Copying a Submaster to another Memory Location
- Assigning Fixtures
- Patching Fixtures
- Fixture Button
- Home Button
- Use of Palletes for Moving Lights, Colour / Beamshape / Position
- Programing a Memory for Moving Lights
- Programming Effects in Moving Lights
- Saving Shows / Loading Shows

1 Introduction

Trainer Information

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2 Recording a Memory for RGB or Moving Light (with Pre-Programmed Pallets)

1. Go to **Program Mode**
2. Choose the Generic lights by moving the **faders** up or down
3. Select the ML or RGB lighting by pressing the **Fixtures** Button first
4. Select the Fixtures that you want by pressing the **Multi function Keys** (LEDS are lit on the fixtures that are selected)
5. Bring the dimmer levels up by pressing the **Fixtures** + **Home** button or by moving the **middle wheel**
6. Press the **Colour** Button,
7. Press the MKF for the Colour you want
8. Press the **Gobo** Button (ignore if your fixture is a fixed RGB Lighting)
9. Press the MFK for the Gobo you want (ignore if your fixture is a fixed RGB Lighting)
10. Press the **Position** Button (ignore if your fixture is a fixed RGB Lighting)
11. Press the MFK for the position you want (ignore if your fixture is a fixed RGB Lighting)
12. Press the **Down Arrow key** ↓
13. Move the **Arrow key** to the memory you want to store into
14. Press **Special Button**
15. Move **Middle wheel and Right Wheel** for **Fade up** and **Fade down** timings
16. Select MFKs Keys for Colour to **Fade (U)**, Beamshape to **Snap**, Position to **Fade (U)**
17. Press **Store** Button

(Remember to set the dimmer values to zero or - - for the selected fixtures and also unselect the fixtures before recording the next Memory, remember to untag the fixtures)

3 Recording a Submaster for RGB or Moving Light

1. Go to **Program Mode**
2. Choose the Generic lights by moving the **faders** up or down
3. Select the ML or RGB lighting by pressing the **Fixtures** Button first
4. Select the Fixtures that you want by pressing the **Multi function Keys** (leds are lit on the fixtures that are selected)
5. Bring the dimmer levels up by pressing the **Fixtures** + **Home** button or by moving the **middle wheel**
6. Select the Colour by pressing the **Colour** Button
7. Select the Gobo by pressing the **Gobo** Button (ignore if your fixture is a fixed RGB Lighting)
8. Select the Position by pressing the **Position** Button (ignore if your fixture is a fixed RGB Lighting)
9. Select the **Flash button** for a Submaster you want to record into
10. Press **Special Button**
11. Move **Middle wheel and Right Wheel** for **Fade up** and **Fade down** timings
12. Select MFKs Keys for Colour to **Fade (Up)**, Beamshape to **Snap**, Position to **Fade (Up)**
13. Press **Store** Button

(Remember to set the dimmer values to zero or - - for the selected fixtures and also unselect the fixtures before recording the next submaster remember to untag the fixtures)

4 Copy a Submaster X to Submaster Y

1. Go to **Program Mode**
2. Select the **Flash Button** of the Submaster X you want to copy
3. Press **Edit** Button
4. Select the **Flash button** of Submaster Y
5. Press **Store** button

5 Copy a Memory X to Memory Y

1. Go to **Program Mode**
2. Select the **Memory** X you want to copy by moving the up and down **arrow keys**
3. Press **Edit** Button
4. Select the **Memory** Y by moving the up and down **arrow keys**
5. Press **Store** button

6 Edit a Memory

1. Go to **Program Mode**
2. Select the **Memory** X you want to Edit by moving the up and down **arrow keys**
3. Press **Edit** Button
4. Do the changes by moving faders or changing Colour in the Pallet
5. Press **Store** button

7 Editing a Submaster

1. Go to **Program Mode**
2. Select the **Submaster** X you want to Edit by pressing the Flash Key
3. Press **Edit** Button
4. Do the changes by moving faders or changing Colour in the Pallet
5. Press **Store** button

8 Selecting a Memory Number

1. Move Cursor to the <Mem:#> field selected,
2. Press **ENTER**,
3. type in the required memory number using the **MFK** Multi Function Keys,
4. Press **ENTER**

9 Recording Colour Pallet

1. Go to **Program Mode**
2. Select the ML or RGB lighting by pressing the **Fixtures** Button first
3. Select ALL the same Fixtures that you want by pressing the **Multi function Keys** (leds are lit on the fixtures that are selected)
4. Bring the dimmer levels up by pressing the **Fixtures** + **Home** button or by moving the **middle wheel**
5. Select the Colour by pressing the **Colour** Button
6. Select the MFK button you want that colour to be in
7. Move the wheel for Red to 255, untag the rest by pressing TAG/ UNTAG and move other wheels to untag
8. Press **Store** Button

10 TAGGING

Tagging is also important when overlaying palettes on each other to build up looks. For example some palettes may contain commonly used gobo wheels, and other palettes may contain commonly used gobo rotation speeds. Because both of these control parameters would normally be in the Beamshape attribute, you need to ensure that only the desired parameters are tagged when each palette is recorded. Untagged parameters are not recorded.

Tagging is different to fixture selection, and it is important to understand the distinctions between the two.

Tagging is indicated by the parameter or fixture name being displayed in inverse graphics on the LCDs, and shows what will be recorded.

Fixture selection is indicated by the LEDs in the Multi Function Keys being lit or flashing, and shows what will be adjusted with the wheels, home button or palette.

11 Effects - Fan Modes

When multiple fixtures are selected and a wheel is moved, there are several options for how the change is applied to the fixtures.

For Brightness, Colour and Beamshape, the change is applied as an **Absolute** change, i.e. the new value for the primary fixture is applied to all selected fixtures.

For Position, the change is applied as a **Relative** change, i.e. the change is applied separately to the current value for each of the selected fixtures.

The current edit mode is indicated on the left hand side of the LCD above the wheels;

ABS for absolute, and **REL** for relative.

If SHIFT is held down, then a Shifted Wheel Edit Mode is used. The type of Shifted Wheel Edit Mode selected is indicated on the left hand side of the LCD above the wheels:

ABS Absolute

REL Relative

FANF Fan First the lowest numbered fixture is locked, and higher numbered fixtures are moved increasing amounts from that point.

FANM Fan Middle the middle fixture is locked, and other fixtures are moved increasing amounts from that point (in opposite directions for lower and higher numbered fixtures).

FANL Fan Last - the highest numbered fixture is locked, and lower numbered fixtures are moved increasing amounts from that point

FANV Fan V - the middle fixture is locked, and other fixtures are moved increasing amounts from that point (lower and higher numbered fixtures are both moved in the same direction).

This can be used to create visual effects such as rainbows or arches with a line of fixtures. It is also very useful for fanning the **Offset** parameter of movement effects, to quickly create Mexican wave type effects.

You can set the Shifted Wheel Edit Mode for each attribute, **by holding down SHIFT, and pressing the relevant attribute button.** The Wheel Edit Modes will be displayed on the Multi - Function Keys, and you can select the new shifted edit mode for that attribute

12 Effects Generator

Moving Lights on the JesterML have access to a powerful effects generator, based on the Pan/Tilt of a fixture. The effects generator is found after the Position channels of thefixture. Press the POSITION button multiple times to cycle the wheels to the effects parameters. There are 6 parameters for effects, and they are explained below:

Effect Can be **Ellipse, Quad, Triangle or Figure 8.**

Size X

The “horizontal” movement element of the effect, specifies the amount of

the channel to use (0-100%)

Size Y

The “vertical” movement element of the effect, specifies the amount of

the channel to use (0-100%)

Speed

How fast the effect runs Offset Where (in time) in the effect the selected fixture starts (0

-100%) Rotation Allows you to rotate an effect (0 -360°)

To start a basic effect,

1. Go to **Program Mode**
2. Choose the Generic lights by moving the **faders** up or down
3. Select the ML or RGB lighting by pressing the **Fixtures** Button first
4. Select the Fixtures that you want by pressing the **Multi function Keys** (LEDS are lit on the fixtures that are selected)
5. Bring the dimmer levels up by pressing the **Fixtures** + **Home** button or by moving the **middle wheel**
6. Press the **Colour** Button,
7. Press the MKF for the Colour you want
8. Press the **Gobo** Button (ignore if your fixture is a fixed RGB Lighting)
9. Press the MFK for the Gobo you want (ignore if your fixture is a fixed RGB Lighting)
10. Press the **Position** Button (ignore if your fixture is a fixed RGB Lighting)
11. Set the Size X and Size Y to around 20%, by moving the wheels

12. Set the Speed to around 15%, by moving the wheels
13. Select an effect. **Ellipse, Quad, Triangle or Figure 8** by moving the wheels
14. Press the **Down Arrow key** ↓
15. Move the **Arrow key** to the memory you want to store into
16. Press **Special Button**
17. Move **Middle wheel and Right Wheel** for **Fade up** and **Fade down** timings
18. Select MFKs Keys for Colour to **Fade (U)**, Beamshape to **Snap**, Position to **Fade (U)**
19. Press **Store** Button

    (Remember to set the dimmer values to zero or - - for the selected fixtures and also unselect the fixtures before recording the next Memory, remember to untag the fixtures)

Note that some effects do not work particularly well when a moving head is pointing at its home position (50/50 Pan/Tilt) so it might be best to set the position first, using Pan/Tilt, before selecting the effect required.

These effects can be treated as normal position channels and can the refore be stored into Memories, Submasters and Palettes and recalled as normal. A movement effect is tagged as one item, it is not possible to individually tag or untag individual movement effect control parameters. More complex moving light effects can be achieved by programming chases using particular channels of a moving light, for example a rainbow can be achieved by programming multiple colour steps.

13 CMYW and RGBW to DMX % or HEX Lighting Colour Convertor Chart 8 bit mode

Colour	Cyan	Magenta	Yellow	White	Red	Green	Blue	White
Daylight (5600K)					H255 (100%)	H237 (93%)	H130 (51%)	H255 (100%)
Warm White Tungsten (3200K)					H255 (100%)	H163 (64%)	H0 (0%)	H217 (85%)
Cool White (3200K)					H255 (100%)	H194 (76%)	H46 (18%)	H255 (100%)
Red	H0 (0%)	H255 (100%)	H255 (100%)	H0 (0%)	H255 (100 %)	H0 (0 %)	H0 (0%)	H0 (0%)
Orange	H0 (0%)	H127 (50%)	H255 (100%)	H0 (0%)	H255 (100 %)	H128 (50 %)	H0 (0 %)	H0 (0%)
Yellow	H0 (0%)	H0 (0%)	H255 (100%)	H0 (0%)	H255 (100 %)	H255 (100 %)	H0 (0 %)	H0 (0%)
Chartreuse	H127 (50%)	H0 (0%)	H255 (100%)	H0 (0%)	H128 (50 %)	H255 (100 %)	H0 (0 %)	H0 (0%)
Green	H255 (100%)	H0 (0%)	H255 (100%)	H0 (0%)	H0 (0 %)	H255 (100 %)	H0 (0 %)	H0 (0%)
Spring Green	H255 (100%)	H0 (0%)	H127 (50%)	H0 (0%)	H0 (0 %)	H255 (100 %)	H128 (50 %)	H0 (100%)
Cyan	H255 (100%)	H0 (0%)	H0 (0%)	H0 (0%)	H0 (0 %)	H255 (100 %)	H255 (100 %)	H0 (0%)
Azure	H255 (100%)	H127 (50%)	H0 (0%)	H0 (0%)	H0 (0 %)	H128 (50 %)	H255 (100 %)	H0 (0%)
Blue	H255 (100%)	H255 (100%)	H0 (0%)	H0 (0%)	H0 (0 %)	H0 (0 %)	H255 (100 %)	H0 (0%)
Violet	H127 (50%)	H255 (100%)	H0 (0%)	H0 (0%)	H128 (50 %)	H0 (0 %)	H255 (100 %)	H0 (0%)
Magenta	H0 (0%)	H255 (100%)	H0 (0%)	H0 (0%)	H255 (100 %)	H0 (0 %)	H255 (100 %)	H0 (0%)
Rose	H0 (0%)	H255 (100%)	H127 (50%)	H0 (0%)	H255 (100 %)	H0 (0 %)	H128 (50 %)	H0 (0%)
Deep Straw	H0 (0%)	H71 (28%)	H255 (100%)	H0 (0%)	H255 (100 %)	H184 (72%)	H0 (0 %)	H0 (0%)

Rose Pink	H18 (7%)	H156 (61%)	H28 (11%)	H0 (0%)	H237 (93 %)	H100 (39%)	H227 (89%)	H0 (0%)
Bastard Amber	H0 (0%)	H61 (24%)	H66 (26%)	H0 (0%)	H255 (100 %)	H217 (85 %)	H217 (85%)	H0 (0%)
Lavender	H143 (56%)	H247 (97%)	H46 (18%)	H0 (0%)	H112 (44 %)	H8 (3 %)	H209 (82 %)	H0 (0%)
Sky Blue	H255 (100%)	H158 (62%)	H28 (11%)	H0 (0%)	H0 (0 %)	H97 (38%)	H227 (89 %)	H0 (0%)
Bright Red	H56 (22%)	H255 (100%)	H255 (100%)	H0 (0%)	H199 (78 %)	H0 (0 %)	H0 (0 %)	H0 (0%)
Steel Blue	H173 (68%)	H46 (18%)	H5 (2%)	H0 (0%)	H82 (32 %)	H209 (82%)	H250 (98 %)	H0 (0%)