JESTERML24

- Ability to store palettes or preset focuses and use the comprehensive Zero 88 fixture library
- Direct control of 24 dimmer channels (Playback is either via 24 submasters or through a traditional theatrical cue stack)
- Channel, cuestack and submaster data can all be viewed using the monitor (LCD screens allow users to view all information needed to operate the console allowing it to be used without a monitor)
- A USB port allows users to back-up shows that have been recorded on the Jester
- Possible to snap shot a full 512 channels of DMX into submasters or the memory stack
- Has three modes, allowing it to operate as simple two scene preset desk through to a fully functional memory console.
- User has full access to all the channels on the console allowing live changes to be made to specials instantly in the playback mode.
- Midi notes can be used to trigger channels or submasters using sound to light jack allows for chases to be sequenced to music.
- It can be hooked up to another Jester to increase the generic channels and submasters.

* 30 Moving Lights
* 12/24 Channels of Control
* 24 Submasters
* Playback Stack
* Patching to 512 DMX channels
* DMX in allowing snap shots of all 512 DMX channels
* Monitor Display
* USB Storage
* Midi Notes
* Lock Function

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.

These controls set the general operating conditions for the desk.

MODE
The MODE button is used to select the operational mode of the desk. The red LEDs to the left of the button show the current operating mode (SETUP, PRESET, PROGRAM, RUN).

GRAND MASTER
The GRAND MASTER fader is used for overall control of the maximum output levels from all brightness channels of the desk.

BLACKOUT
The BLACKOUT button makes all the brightness channels output zero. Pressing the BLACKOUT button toggles between Blackout (all channels at zero) and normal desk outputs. The LED in the BLACKOUT button indicates the current state (Flashing = Blackout, Off = Normal). This is also replicated on the monitor, with flashing BLACKOUT text on the screen. Both Blackout and the Grand Master do not affect LTP (fixture attribute) channels or channels grabbed from the DMX-input.

PROGRAM/GO
The PROGRAM/GO button is a multi-coloured, multi-function button which adapts to the mode in which the desk is currently set. In Preset Mode, the button is inactive although when set to wide mode, it functions as a preset store button, and is coloured yellow. In Program Mode, the PROGRAM/GO button functions as a

program (record) button, and is coloured red. In Run mode, the PROGRAM/GO button acts as a go/pause button and is coloured green.

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.

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, and the desk will load the relevant fixture information from the library, which is stored internally. It is also possible to load a fixture profile from a USB stick, if the fixture you require is not included in the library stored on the desk.
Enter Assign Fixtures, then select the fixture you require by pressing the MFK required. Now use the left & right arrows to select the manufacturer, then the model of the fixture required.

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.

Midi

Activate in Setup(SHIFT + MODE) and press **Enabled** in the Midi Setup option.
Plug in MIdi cable to Midi in socket at the back of the console.
Set desk to **Preset Mode**

Chase

A chase is a series of states which are played back automatically in a loop. On the JesterML, a chase can be recorded as a memory in the stack, or onto a submaster. Modifiers such as direction, speed and attack are available for chases. Chases are commonly used for disco type effects.

Insert
To insert a step after or before the current step. A chase or fixtures can be inserted to the current step . For example if u insert it in step 1, u will be given a choice to insert it in step 1.1 to 1.9.

EDIT
This button loads the currently selected item onto the outputs. If it is a chase, then the chase is run. When EDIT is active, the LED in the button is lit. To save changes back to the original location, simply press the button again, and the LED will go out. To save changes to a new location, first select that location using:

- Memory: cursor buttons
- Submaster: Flash buttons, or PAGE B then Multi-Function-Keys
- Palette: COLOUR, BEAMSHAPE or POSITION then Multi-Function-Keys

then press PROGRAM/GO to store to the new location. Again the LED will go out as the desk is no longer in edit mode. This provides a Copy function.
The EDIT button also works in RUN Mode, so that quick edits can be made to the selected memory/submaster, with the desk returning automatically to RUN Mode once the edit is complete.

Fade
To adjust the time of fading in and out of each step in the chase.

Controlling Chase Direction
The direction of a Chase can be set to one of the following, when CHASES is selected:
- Forwards
- Backwards
- Auto-Reverse (Bounce or Ping-Pong)
- Random (steps are selected in a random order)

Using Sound Input
A chase can be advanced in time with the bass beat of a music source.

- Connect a suitable music source to the audio input on the desk.
- Ensure that the sound function is active. See the Setup section of this manual for more information on activating the sound function.
- To use only the sound to trigger the chase, press CHASES and ensure that the speed is set to Manual.
- To use a combination of sound and automatic, press CHASES and set the basic speed using the middle wheel.

HELP Function
Press **SHIFT**+**LEFT**+**RIGHT**

Buttons

Home - Sets to default values
Chases - Disco type effects. Can be controlled using MFK(Multi-Function-Keys) and wheels
Special - Controls fades
Fixtures - The fixed lights or moving heads
Colour - Changes the colour using wheels
Beamshape – Controls the beam projected by the moving heads
Position - To get movement effects (Pan/Tilt) using wheels.

Effects

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 the fixture. 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. (Predone)
- 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,

- set the Size **B** and Size **Y** to around 20%,
- set the **Speed** to around 15% and select an effect.

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 therefore 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.

Setting Memory Recovery Mode
Recovery mode determines whether the JesterML stores the current & next memories when restarted. If Recovery Mode is On - the desk remembers which of the memories was current, and which was next, and on restart these memories will automatically be selected. If Recovery Mode is Off - the desk will start in the first programmed memory, and the next memory will be selected as the second programmed memory.
1. Select the <Memory Recovery> menu option using the cursor buttons, then press ENTER.
2. The mode can be toggled by pressing ENTER, then using the up or down cursor buttons to toggle between Memory Recovery On and Off. Once you've set the recovery mode as you require, press ENTER, use the cursor buttons to select <OK> and then press ENTER