

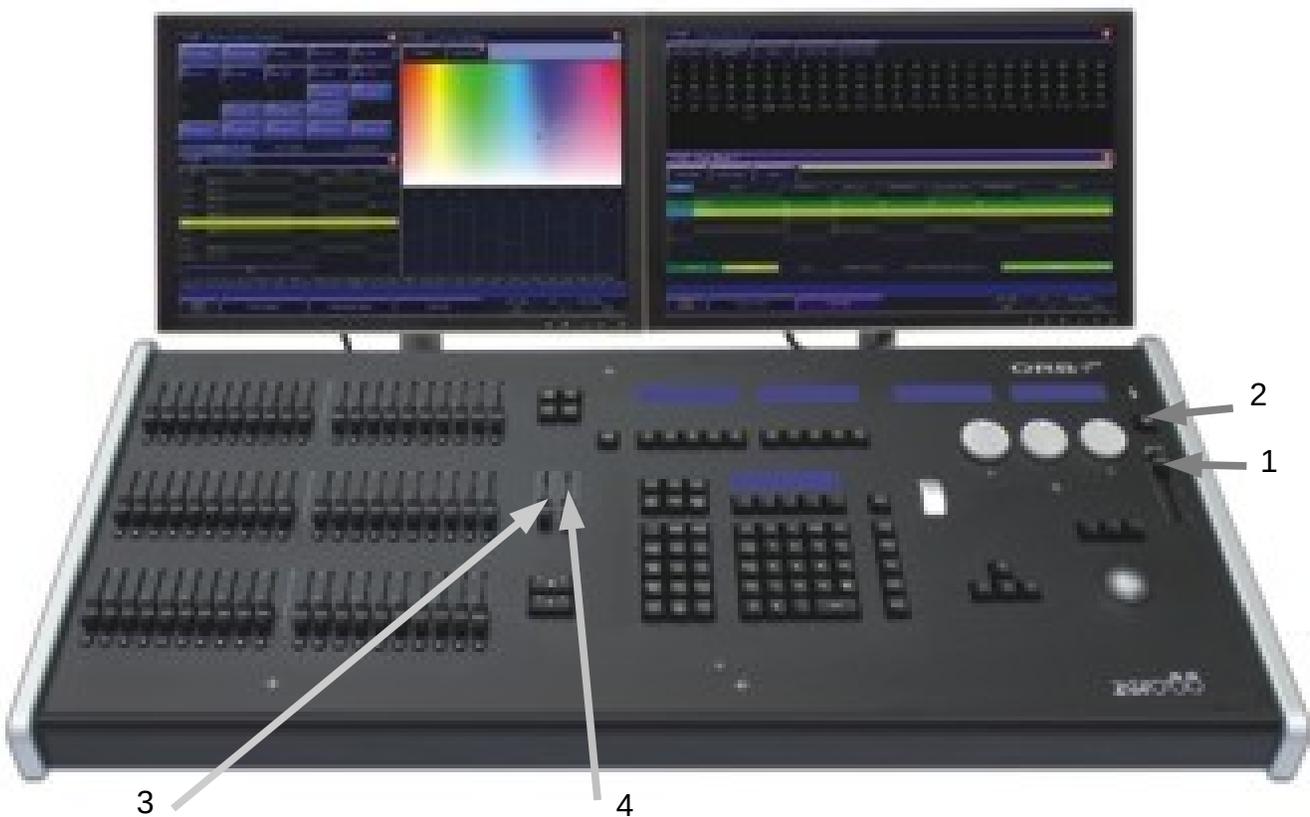
Don'ts

1. **Do not** attach a thumbdrive on the console when switching on the console.
2. **Do not** attach a keyboard that is different from the one loaned to you.
3. **Do not** charge your handphone on the Orb console.
4. **Do not** attach other devices into the USB slots on the console.
5. **Do not** use thumbdrives above 4GB to save your Lighting Show, please use a formatted thumbdrive only having your Lighting Shows and no other files.

DoS

1. **Do** ask the staff on the basic operation of the console before proceeding.
2. **Do** save your show often (advised every 45 minutes.)
3. **Do** check that the dmx output cables are plugged into the correct universe at the back of the console.

1. Please ensure Grand Master fader is FULL or 100%
2. Black -out Button is not Activated (NO red led blinking)
3. Go Button Fader (Intensity left side is full at 100%)
4. Go Button Fader (timing fader is at 50%)



SCHEDULE OF TRAINING

10.00AM – 11.30AM	TRAINING PART 1- BASIC SETUP OF ORB XF TRAINING PART 2 - MANEUVERING THE WINDOWS IN ORB XF
11.30AM – 12.30PM	SELF LEARNING SESSION
12.30AM – 01.00PM	TEST ON BASIC SETUP OF ORB XF TEST ON MANEUVERING THE WINDOWS IN ORB XF
01.00PM – 02.00PM	LUNCH BREAK
02.00PM – 03.30PM	TRAINING PART 3- RECORDING A CUE TRAINING PART 4 – RECORDING A SUBMASTER
03.30PM – 4.30PM	SELF LEARNING SESSION
04.30AM – 05.00PM	TEST ON RECORDING A CUE TEST ON RECORDING A SUBMASTER

Orb XF Training – Basic

1. Basic Setup of Orb XF

- Black Out is off (No red LED blinking)
- Grand Master Fader @ 100%
- MFF Fader positions to 0%
- Master Go / Playback Fader position 100%
- Master Go / Playback timing to 50%
- Not in Blind Mode
- No Thumb Drive on Console USB ports (especially OS update thumbdrives)
- Set left screen to Desktop 2 and right screen to Desktop 1
- Set console to Non Tracking Mode

2. Maneuvering the windows in the ORB XF

- Basic Mouse Control
- Desktop setting on Monitors - Desktop 1 on Right and Desktop 2 on Left
- Opening - **Output Window** (**More Button**)
- Opening - MFF Fader Window (**Shift + UDK Button**)
- Opening - Submaster Window MFF (**Fader Func. Submaster**)
- Opening – MFF Fader Window (**Fader Func. Channels 1-60**)
- Opening - Playback Window MFF (**Fader Func. Playbacks**)
- Opening - Submaster Window (**Shift + Sub**)
- Opening - Cue Stack Window (**Shift + Cue**) or **View Stack 1**
- Opening - Palette Window (**Shift + Colour**)
- Explanation of Active Windows
- **Closing Windows**
- Changing **Screen** (Active Windows to different Screens) (**Mouse Right Button**)
- **Sizeing and positioning Windows**

3. Recording a Cue

- Setting Active Cue Stack: **Stack 1 enter**
- **Recording a Cue** (Please follow strictly to flowchart)
- Playback a Cue (Eg: **Cue 1/9 Go**)
- **Loading a Cue** (Eg: **Load Cue 1/9 Enter**)
- **Updateing a Cue** (Please follow strictly to flowchart)
- **Copying a Cue** (Eg: **Cue 1/5 Copy to Cue 1/10 Enter**)
- **Moveing a Cue** (Eg: **Cue 1/6 Move to Cue 1/11 Enter**)
- **Deleteing a Cue** (Eg: **Delete Cue 1/11 Enter**)
- **Nameing a Cue** (Eg: **Name Cue 1/11 Enter King Departs Enter**)
- Inserting a Cue in Between Cues (Eg: **Record Cue 1/5.5 Enter**)
- Fade up and Down (Eg: **Cue 1/11 Time 5 Enter**)
- **Delaying a Cue** (Eg: **Cue 1/11 Time Delay 10 Enter**)

4. Recording a Submaster

- Setting Active Submaster Page: **Sub Page 1 Enter**
- **Recording a Submaster** (Please follow strictly to flowchart)
- **Loading a Submaster** (Eg: **Load Sub 1/9 Enter**)
- **Updateing a Submaster** (Please follow strictly to flowchart)
- **Copying a Submaster** (Eg: **Sub 1/5 Copy to Sub 1/10 Enter**)
- **Moveing a Submaster** (Eg: **Sub 1/6 Move to Sub 1/11 Enter**)
- **Deleteing a Submaster** (Eg: **Delete Sub 1/11 Enter**)
- **Nameing a Submaster** (Eg: **Name Sub 1/11 Enter House Lights Enter**)
- **Fade up and Down** (Eg: **Sub 1/11 Time 5 Enter**)
- **Play a Submaster** (Eg: **Bring up Submaster Fader 5**)

Explanation of **Shift + Release** (Releasing all cue stacks)

Explanation of **Clear** Button

Stack <n> Release for releasing individual Cue stacks

View 0 and **View 1**

ORB XF training Basic

Test on Part 1- Basic Setup of ORB XF

Test on Part 2- Maneuvering the windows in the ORB XF

Name : _____

Date: _____

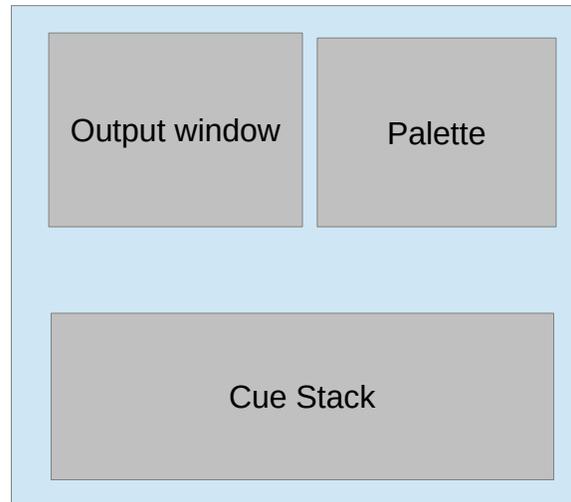
Organisation : _____

Department: _____

Designation: _____

No.	Description on Test 1	☺	≈	X
1	• Black Out is off (No red LED blinking)			
2	• Grand Master Fader @ 100%			
3	• MFF Fader positions to 0%			
4	• Master Go / Playback Fader position 100%			
5	• Master Go / Playback timing to 50%			
6	• Not in Blind Mode			
7	• No Thumb Drive on Console USB ports			
8	• Set left screen to Desktop 1 and right screen to Desktop 2			
9	• Set console to Non Tracking Mode			

No.	Description on Test 2	☺	≈	X
1	• Basic Mouse Control			
2	• Desktop setting on Monitors - Desktop 1 and 2			
3	• Opening - Output Window			
4	• Opening - MFF Fader Window			
5	• Opening - Submaster Window MFF			
6	• Opening – MFF Fader Window			
7	• Opening - Playback Window MFF			
8	• Opening - Submaster Window			
9	• Opening - Cue Stack Window			
10	• Opening - Palette Window			
11	• Sizeing and positioning Windows			
12	• Changing Screen (Active Windows to different Screens)			
13	• Closeing Windows			



No.	Description on Test 1- Recording Cues	😊	≈	X
1	• Recording a Cue			
2	• Playback a Cue			
3	• Loading a Cue			
4	• Updateing a Cue			
5	• Copying a Cue			
6	• Moveing a Cue			
7	• Deleteing a Cue			
8	• Nameing a Cue			
9	• Inserting a Cue in Between Cues			
10	• Fade up and Down			
11	• Delaying a Cue			

No.	Description on Test 2- Recording Submasters	😊	≈	X
1	• Setting Active Submaster Page:			
2	• Recording a Submaster			
3	• Loading a Submaster			
4	• Updateing a Submaster			
5	• Copying a Submaster			
6	• Moveing a Submaster			
7	• Deleteing a Submaster			
8	• Nameing a Submaster			
9	• Fade up and Down			
10	• Play a Submaster			

Recording a Cue

Setup Faders as channels

if faders are not as channels
- **Fader Func.** - choose [channels] from the MFK
- choose channel [1-60]

Setup Stack

eg.. **Stack 1 Enter**
(View Stack 1)

Clear all Output

Shift Release

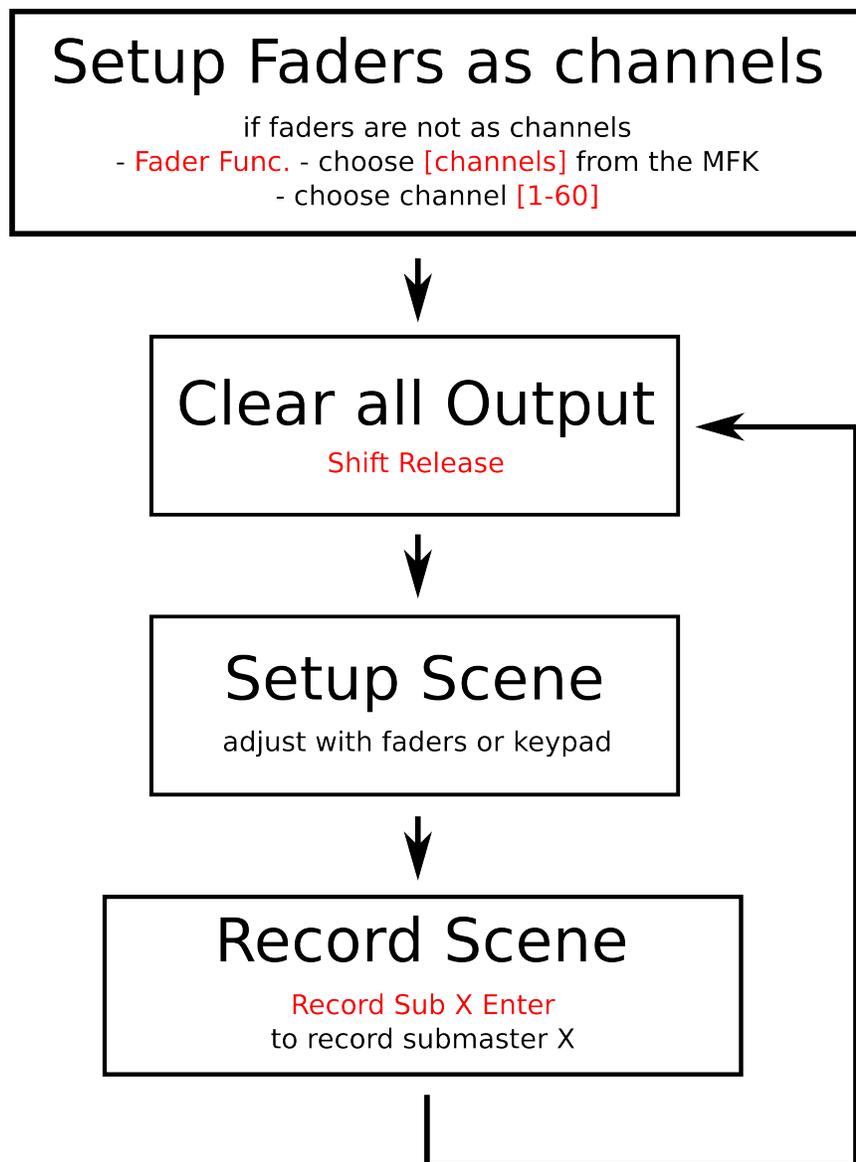
Setup Scene

adjust with faders or keypad

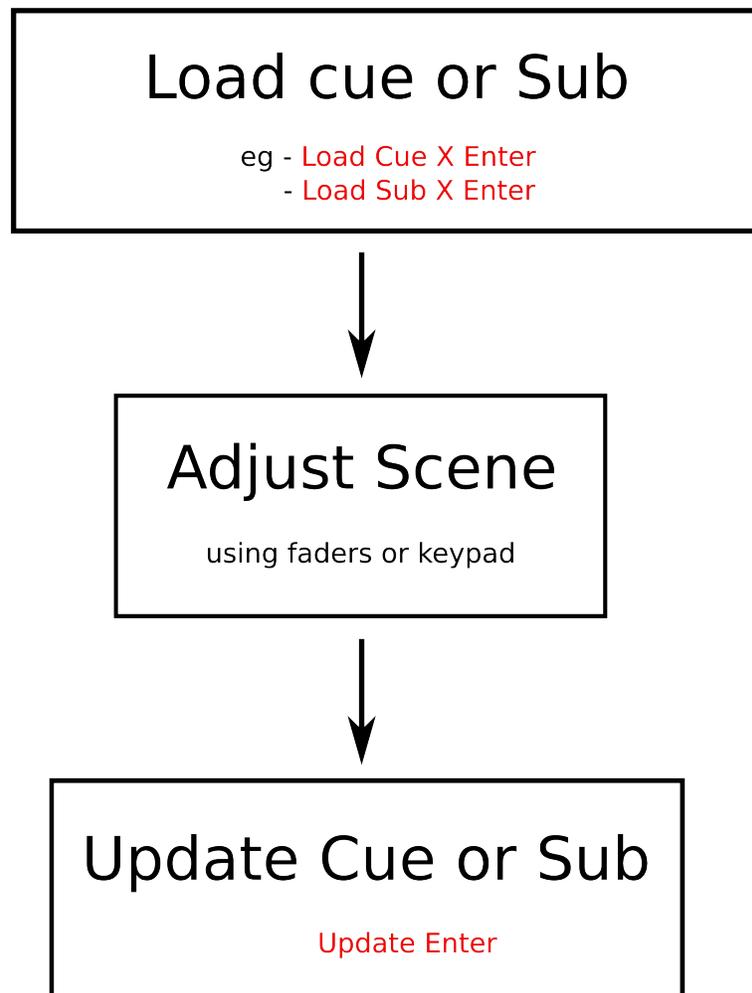
Record Scene

Record Enter - to record a new cue
Record Cue X Enter - to record cue X
(ensure intensity tag is selected)

Recording a Submaster



Updating Cue or Sub



Troubleshooting

No DMX Output?

If your fixtures and dimmers indicate that there is no DMX output, check the following:

- The DMX Output port green LEDs should be flickering
- The dimmers and fixtures are patched correctly on the desk and that the DMX address and mode on the fixture itself match the settings on the desk
- Desk Setup / Outputs have been configured to output data
- Check the DMX cabling for cable faults, and ensure that a DMX terminator is present at the end of the chain

Fixtures Not Responding?

If your fixtures and dimmers are not responding to the desk, check:

- The dimmers and fixtures are patched correctly on the desk
- The fixtures are not Parked (select the fixtures and use {Unpark} softkey to unpark them.)
- The DMX Output port green LEDs should be flickering
- Desk Setup / Outputs and Network / Art-Net have been configured to output data correctly for your system

No Intensity Output ?

If the intensity output levels do not change when you adjust it (via a cue, submaster, UDK or the programmer), check:

- The GRAND MASTER fader is at full
- The BLACKOUT button is off
- Do you have the desk in Blind mode (press BLIND to exit)?

- If the selected fixture(s) have a Shutter parameter, check that the shutter is open.

- Some fixtures also have control of the lamp remotely – try sending the Lamp On Macro command (see page 130) to the fixture, if supported.

Desk Does Not Boot

- Remove all USB storage devices from the desk
- Check Monitor 1 for any error messages or warning information
- Hold SHIFT on a USB keyboard to get to diagnostic mode. Perform a Backup Desk State and email this to Zero 88
- Hold SHIFT on a USB keyboard then clear show data
- If all else fails, reinstall the software as a last resort

Software Installation Problems

- Only the Zero88 memory stick supplied with the desk is guaranteed to work for software updates – other manufacturers of memory sticks may cause boot problems.
- Use the USB connector next to the Ethernet connector on the rear of the desk
- Unplug any other USB devices whilst installing software

Front Panel not responding?

If the front panel does not appear to be working correctly, check the following:

Basic Maintenance

- Is the desk fully booted (check monitor 1 for any errors which may have halted the boot)?
- Do you have the desk in Blind mode (press BLIND to exit)?
- Are the LEDs and LCD screens responding correctly?
- Power on the desk with SETUP held down to enter panel test mode. Hold F9 on an external USB keyboard if holding SETUP on the panel does not work.

Reporting a problem

Before reporting a problem to Zero 88, please obtain as many of the following pieces of information as possible:

- All version info shown in Desk Information
- Showfile
- debug.dat file if the desk crashed. The desk will prompt you to save this to a USB memory stick on the next boot following a crash.
- Details of what you were doing at the time which memory/sub/palette etc is affected

Support requests can be submitted through our support forum at <http://support.zero88.com/forum/> or via email to support@zero88.com

For more urgent requests, please contact Zero 88 by telephone on +44 (0)1633 838088 – 24 hour answer service available.

If you have reported a problem by email or on the forum, please bear with us as our response may take a few days if your problem is complex. It is also worth checking other posts on the forum to see if the fault is already reported/fixed before contacting Zero 88.

If you suspect that your problem is software related, please always check that you are running the latest software version and that all

slave processor firmware is up to date (check in the Desk Information screen – anything highlighted in RED is out of date).

Basic Maintenance

The ORB is designed to be relatively maintenance free, however a few simple steps can prolong the life of your hardware.

- The internal backup battery requires replacing every 2-3 years. The console should give you a warning at startup when this battery is running low, however it is good practice to replace it after a couple of years anyway. Please contact a Zero 88 support agent for details on servicing the desk.
- Every month or so, gently wipe down the front panel with a non abrasive, non corrosive surface cleaner applied with a soft cloth. Always exercise care when cleaning over the LCD windows as these are particularly sensitive to abuse and the lacquer which covers these can be damaged through misuse.
- A can of compressed air can be used to clear our dust from the fader tracks and track ball. Do NOT use an oil based lubricant (such as WD-40) on faders as this will cause irreparable damage to your ORB.
- To keep your ORB in optimum condition, after every use, re-fit the Dust Cover supplied. Replacement dust covers are available from your Zero 88 distributor.
- Care should be taken when transporting ORB. Zero 88 are able to supply flight cases for the transportation of their consoles – the shipping crate which ORB is supplied in is intended only for one or two journeys, and should not be relied upon to keep the console safe for prolonged use.
- Always observe the operating environment information in the Technical Specification. If this environment is exceeded, it is likely that damage will occur to your ORB.

Quick Reference Sheet

Quick Reference Sheet

Saving / Loading

Reset Desk	SETUP [CLEAR OPTIONS] [RESET DESK]
Save Show	SETUP [FILES] [SAVE SHOW]
Load Show	SETUP [FILES] [LOAD SHOW]
Leave Setup	SETUP

Monitor Windows

Output Window	{SHOW OUTPUT WINDOW}
Cue Stack Window	SHIFT + CUE
Submasters Window	SHIFT + SUB
Palette Windows	SHIFT + COLOUR Or SHIFT + BEAMSHAPE etc
Macro Window	SHIFT + MACRO
Group Window	SHIFT + GROUPS
Resize Window	{VIEW} {SIZE}
Close Window	{VIEW} {CLOSE}
Select Window	{VIEW} {SELECT}
Record View	RECORD VIEW <number> ENTER
Recall View	VIEW <number> ENTER
Calibrate Monitor	SETUP [DESK SETUP] [DISPLAYS] [CALIBRATE]

Dimmer Control

Channel at 100%	<fixture no.> FULL
Channel at level	<fixture no.> @ <level> ENTER
Range of channels	<fixture no.> THRU <fixture no.> @
Relative adjustment	Level <fixture no.> @ + 10 ENTER <fixture no.> @ - 30 ENTER
Clear selected fixtures	CLEAR CLEAR
REM DIM	SHIFT + FULL

Fixture Control

Select Fixture	# (fixture no.) ENTER
Home Fixture	HOME
Dimmer control	<Intensity Wheel>
Position control	POSITION <wheels>
Colour control	COLOUR <wheels>
Beamshape control	BEAMSHAPE <wheels>
Home just Position	POSITION 0 ENTER (also COLOUR 0 ENTER, etc)
Untag an attribute	CLEAR + <move wheel>
Untag a parameter	CLEAR + <attribute>
Fan a parameter	SHIFT + <move wheel>
Change Fan mode	SETUP + COLOUR <Shifted Wheel Mode> <select> <OK>

Patching

Add Fixture	SETUP [PATCH] [PATCH WIZARD] <follow wizard>
Edit Fixture	Patch SETUP [PATCH] [EDIT FIXTURES] [PATCH] <edit as required>
Delete Fixture	SETUP [PATCH] [ADD FIXTURES] <select fixtures> <change quantity>

Palettes

Create Auto Palettes	SETUP [PATCH] [AUTO MENUS] [CREATE AUTO PALETTES]
Access a colour palette	COLOUR <enter colour palette no.> ENTER
Access Colour Picker	SHIFT + COLOUR <select colour picker button> ENTER
Store a colour palette	<setup fixtures as required> RECORD COLOUR <enter colour palette number > ENTER
Name a Colour Palette	COLOUR <enter number> NAME <select name> ENTER

Effects – auto palettes must be created first

Apply an effect	<select fixture> EFFECT <effect number> ENTER
Store an effect	<setup an effect> REC EFFECT <enter number> ENTER
Name an effect	EFFECT <enter number> NAME <enter name> / ENTER
Stop an effect	<select fixture> EFFECT <effect number> HOME

Cues

Record a Cue	<select stack> REC CUE <enter cue no> ENTER
Playback a Cue	CUE < enter memory no.> GO
Delete a Cue	<select stack> DEL CUE <enter cue no> ENTER [YES]
Name a Cue	<select stack> CUE<enter cue no> NAME <name> ENTER
Set Fade Times	<select stack> CUE <enter cue no> TIME <enter time> ENTER
Set Delay Times	CUE<enter cue no> TIME <enter time> ENTER
Release Stack	<select stack> RELEASE
Release all stacks	SHIFT + RELEASE

Quick Reference Sheet

Submasters

Record a Submaster	REC SUB <enter sub no.> ENTER
Playback Submaster	a <via DMX In fader> or SETUP + <select stack> <choose Submaster mode>
Delete Submaster	a DELETE SUB <enter sub no.> ENTER ENTER
Name Submaster	a SUB <enter sub no.> NAME <enter name> ENTER
Set Fade Times	SUB <enter sub no.> TIME <enter time> ENTER
Configure DMX In	SETUP [Desk Setup] [Inputs] <Submasters>

Macros

Create Auto Macros	SETUP [PATCH] [AUTO MENUS] [CREATE AUTO MACROS]
View Macros	SHIFT + MACRO
Lamp On Macro	<select fixtures> MACRO <enter macro number - normally 2>
Lamp Off Macro	<select fixtures> MACRO <enter macro number - normally 3>
Reset Macro	<select fixtures> MACRO <enter macro number - normally 1>
Record a Macro	REC MACRO <enter macro number> ENTER <perform task> MACRO
Play a Macro	MACRO <enter macro no.> ENTER
Link a Macro to a Cue	<select cue> <highlight 'Comments' cell> ENTER [MACROS..] <enter macro number> OK OK
Link a Macro to a Submaster	SHIFT + SUB <select sub> <highlight 'Comments' cell> ENTER [MACROS..] <enter macro number> OK OK

Groups

Create Auto Groups	SETUP [PATCH] [AUTO MENUS] [CREATE AUTO GROUPS]
Select a Group	GROUPS <enter group no.> ENTER
Store a Group	<setup fixtures as required> REC GROUP <enter number> ENTER
Name a GROUP	GROUP <enter number> NAME <enter name> ENTER

UDKs

Fixture UDK	<fixture number> RECORD <UDK>
Cue UDK	CUE <number> RECORD <UDK>
Channel Data UDK	<setup scene> RECORD <UDK>
Macro UDK	MACRO <number> RECORD <UDK>
Palette UDK	COLOUR <number> RECORD <UDK> BEAMSHAPE <number> RECORD <UDK> POSITION <number> RECORD <UDK> EFFECTS <number> RECORD <UDK>
Group UDK	GROUP <number> RECORD <UDK>
Setup UDK	SETUP + <UDK>

Notes