- **512 CHANNELS**
- **1400 PROGRAMS (CUE, SUB, SEQ, CHAS)**
- **1 GENERAL MASTER**
- **1 SPEED FOLLOW**
- **1 CROSS FADER / FLASH MASTER**
- **1 SPEED STEP**
- **24 CHANNEL POTENTIOMETERS**
- **24 CHANNEL BUTTONS**
- **28 OPERATING BUTTONS**
- **38 OPERATING AND INDICATION LED**
- **1 LCD (2 X 16 characters)**
- **1 ON / OFF POWER SWITCHER**
- **1 XLR 3 PINNS PLUG FOR DMX 512 OUTPUT**
- **1 POWER PLUG**
- **1 micro SD SLOT**

COM-2 CONSOLE PRESENTATION

Atel-Lights manufactures and presents COM-2 lighting console which is suitable for theaters, concerts and places that require lighting control. It can create 1400 scenes at 512 channels. The console includes one LCD display with 2x16 characters that shows the illumination quantum of the channels and the operating indications.

1-10 Buttons without LED: for arithmetic operations

1-24 Buttons with LED: operate like flash buttons on console channels or like group on console operations.

BLACKOUT Button: for instantaneous interruption

CHASER Button: presents the chaser effects that have been created

FREEZE Button: cancels SPEED and FOLLOW potentiometers

REC Button: records scenes

EDIT Button: corrects the recordings

COPY Button: copies scenes

DEL. Button: eliminates operations

THRU Button: sets the time of channels or scenes

ATT Button: sets the illumination quantum of each channel

ENTER Button: completes every operation

PAGE/CHAN Button: selects the lighting page and channel

GO Button: increases the console operations

BACK Button: returns into previous state

QUE Button: creates or restores scenes

SUB Button: creates or restores SUB

SEQ Button: creates or restores SEQ

ESC Button: returns into previous state

1-24 Potentiometer: set the illumination quantum of channels and can operate like SUB MASTER as well

CROSS/FLASH Potentiometer: goes over the next scene

SPEED Potentiometer: changes the speed of fade in/ fade out steps

FOLLOW SPEED Potentiometer: changes the duration that steps are constant

G. MASTER Potentiometer: general master

RECORD SCENE (CUE)

In manual state the console can manage 512 channels. To record scene increase G. Master. To record the first scene press PAGE/CHAN and BACK button. On display appears PAGE 1. Regulate the potentiometers in the positions you want while the display shows the illumination percentage you set (if there is a need for more than 24 channels, press GO button and on the display appear the next 25 to 48 channels; press again the GO button and 49 to 72 channels appear and so forth). When the scene is completed press REC buttons and then the CUE button. On display appears RECORD CUE. Type the first CUE (e.g 1), press ENTER and on display appears TIME UP (anode time), type the anode time duration you want and press ENTER, on display now appears TIME DOWN (cathode time) , type the cathode time duration you want and press ENTER. On display finally appears FOLLOW (time duration the scene stays on), type the time you want and press ENTER. If you don't want to set the time up, time down and follow press just ENTER when the command appears which equals to instantaneous or zero time.

After the regulations are completed on display appear COMPLETE TO CUE (scene completion). It is possible to add between two scenes three intermediate scenes (e.g between scene 2 and 3, 2.1 2.2 and 2.3 scenes are added) using the same pattern like before. While the recording is created you can see on the display on the right how many scenes you have record. After the scene entry is completed you can check again the recorded scenes by pressing the CUE button, the scene number you want to check and ENTER button. On the display appear the scene number that has been chosen, the illumination percentage and the time durations that have been set. To check on the next scene press GO button and to check on the previous scene press BACK button.

COPY SCENES

In order to copy a scene and put it in another position press COPY button and CUE button. On the display appears the message COPY FROM, type the number of the scene you want to copy, press ENTER, now on display appears the message COPY TO, press CUE and type the position number you want to copy the scene to. Finally type the anode, cathode and steady time and press ENTER.

DELETE SCENES

To delete a scene press DEL button and then CUE button in order to choose the number of the scene you want to delete, complete the procedure by pressing ENTER button. On display appears the message "DELETE CUE?", if you agree press ENTER if you not

double press ESC button. If you want to delete more than one scenes in sequence press DEL and then CUE, type the number of the first scene you want to delete, press THRU, type the number of the last scene you want to delete and complete the procedure by pressing ENTER.

For example: You want to delete 5th - 8th scene

Press DEL-CUE- 5 THRU 8- ENTER

If the scene number contains a point e.g 5.1 you can type 5.1 and delete it as has shown above. But if a scene contains points e.g scene 5, 5.1, 5.2 if you type 5 all the scene numbers with points will delete.

EDIT SCENES

In order to edit a scene press EDIT button, then CUE, choose the scene number you want to edit and press ENTER. On display appears the scene number which you can now edit. You can change the lighting percentage by regulating the potentiometer which is connected to the particular channel. On display appears the number of the channel and the lighting percentage that have been chosen. When the procedure is completed press REC and ENTER. The message TIME UP appears in order to edit the time just like while recording scenes. If you do not want to change the time press ENTER when TIME UP, TIME DOWN and FOLLOW appears. To complete the editing press ENTER. Every time you edit or record a CUE on the display in brackets appear all the CUE's you have entered.

RECORD SUB MASTER SCENE

In order to record sub master scenes create the scene and then press REC and SUB button. Type the number that the SUB will have and finally press ENTER. You can create up until 24 SUB MASTERS. On display in SUB recordings appears the number of SUB MASTERS you have created.

COPY SUB MASTER

In order to copy a SUB and put it in another position, press COPY and then SUB. On display the message COPY FROM appears. Type the number of the sub you want to copy and press ENTER, now on display appears COPY TO. Type the position number you want to copy the sub to and press ENTER.

EDIT SUB MASTER

In order to edit a SUB press EDIT and then SUB button, type the SUB number you want to edit and press ENTER. On the display appears the chosen SUB number. You can edit the channels you want by regulating the potentiometers. When you are finished press REC button and double press ENTER button.

DELETE SUB MASTER

To delete a SUB press DEL then SUB choose the sub number you want to delete and press ENTER. On the screen appears the message "DELETE SUB ?". You confirm the delete pressing ENTER or you cancel it by double pressing ESC button. If you want to

erase more than one SUB press DEL then SUB, type the number of the first SUB you want to remove, press THRU, type the number of the last SUB you want to remove and complete the delete by double pressing ENTER.
e.g You wish to remove 5-8 SUB you press:
DEL - SUB – 5 THRU 8 – ENTER

RECORD SEQUENCE SCENES

In order to record a sequence scene press PAGE and then BACK button. On you screen appears PAGE START 1. Regulate the potentiometers as you wish (if you need more than 24 channels press GO and channels 25 to 48 appear on the display, if you press GO another the next 49 to 72 channels appear; you can use as much channels you need). When the first sequence scene is completed press REC then SEQ and the SEQ number. Press POINT button to set the step (e.g step 1) and then press ENTER. On the screen appears TIME UP, type the anode time you wish, press ENTER then TIME DOWN appears, set the cathode time and press ENTER. Last set the FOLLOW time and press ENTER.
In every sequence scene you can record 1 to 100 steps following the instructions above.
e.g For the next step (step 2) press :
REC – SEQ – POINT , on the screen you see step 2, regulate the potentiometers as you wish, set the anode, cathode and follow time and press ENTER.

EDIT SEQUENCE SCENES

To edit a sequence scene press EDIT then SEQ then the SEQ number you wish to edit (e.g 1). On the screen you see the message "SEQ 1 step 1". You can chose which step you want to edit by pressing POINT button. Regulate the potentiometers as you wish and then press REC and ENTER. To complete the editing set anode, cathode and follow time and press ENTER.

DELETE SEQUENCE SCENES

To delete a sequence scene press DEL then SEQ then the SEQ number you wish to erase (e.g 4) and press POINT button. You see the message "Delete SEQ 4 step 1", press DEL and then "Delete SEQ 4 ALL?" appears on screen. Press ENTER to delete the complete SEQ 4 or double press ESC to cancel the delete. If you wish too delete specific steps of the SEQ and not the whole one when the message "Delete SEQ 4 step 1" appears press POINT button and type the number of the step you want to delete.

RECORD CHASER

To record a CHASER press PAGE CHAN and then BACK. On display appears PAGE SATRT 1. Regulate the potentiometers as you wish (if you need more than 24 channels press GO and channels 25 to 48 appear on the display, if you press GO another the next 49 to 72 channels appear; you can use as much channels you need). When the first chaser is completed press REC then CHASER type the number of this chaser and last press POINT.
On the screen you see step, you type the step you want and complete the recording pressing ENTER. You can record up to 12 chasers without any step limit.

EDIT CHASER STEPS

To edit the steps of a CHASER scene press EDIT then CHASER then type the number of the chaser you want to edit (e.g 1) and then POINT button. On the screen appears 1 STEP 1 the first 1 refers to chaser number and the second to step number. Type the step you want, do the editing using the potentiometers and complete pressing REC and then ENTER.

DELETE CHASER SCENES

To delete a CHASER press DEL then CHASER then the CHASER number you wish to erase (e.g 4) and press POINT button. You see the message "Delete CHA 4 step 1", press DEL and then "Delete CHA 4 ALL?" appears on screen. Press ENTER to delete the complete CHASER 4 or double press ESC to cancel the delete. If you wish too delete specific steps of the CHASER and not the whole one when the message "Delete CHA 4 step 1" appears press POINT button and type the number of the step you want to delete.

CONSOLE OPERATION

In order to watch the scene recordings you have created press CUE then type the number of the scene you want to watch and press ENTER. You can see on the display the scene you have chosen as well as the anode, cathode and follow time and the lighting quantum. To watch the next scene press GO. The transmission from one scene to another is set by CROSS/FLASH potentiometer. If you wish to return to the beginning state double press ESC.

SUB MASTER SCENE OPERATION

The console can operate 24 SUB MASTERS. To view a SUB MASTER press SUB button. The 1 to 24 potentiometers match to the SUB MASTERS and the buttons 13 to 24 placed under the potentiometers can operate like SUB MASTERS. If you wish to return to the beginning state press SUB.

SEQUENCE SCENE OPERATION

To view a SEQUENCE press SEQ and by pressing the number buttons you choose the SEQUENCE you want (e.g if you press SEQ then 1 and then ENTER you can watch the first SEQ). If you wish to return to the beginning state double press ESC.

CHASER SCENE OPERATION

To operate CHASER scenes press CHASER and then choose 1 to 12 and press the respective button. To freeze a CHASER press FREEZE button. The transmission speed of steps is set by SPEED and FOLLOW potentiometers. If you wish to return to the beginning state double press CHASER button. The console can play simultaneously 12 CHASERS.

MICRO SD

Among with the console a micro SD card of 4 GB capacity is included. You can load 10 different files on the card. When you enter the micro SD card in the console on the display appears the message "SD CARD INSERTED ENTER TO CONTINUE". Press ENTER and

then on the screen you can see the following indications: "Capacity: ..... Files: ......". Press ENTER again now on the screen you can see the following indications: "Select Action 1: READ, 2: WRITE". Pressing 1 button you are able to read a file you have saved and by pressing 2 button you can write a new file and save it to the memory card.

READ: Pressing 1 button on the display appears "....Files GO/BACK , File.....(...)". You are able to see how many files are saved in the memory card and if you press GO and BACK buttons you can choose the file you want to read. Inside the brackets it is shown how many records includes every file. When you have chosen the file press ENTER and on display appears the message "Delete old data?, Enter continue". If you press ENTER the saved files will be deleted and a new file from the external memory can be saved. Press ESC to return to the begging state.

WRITE: Pressing 2 button on the display you see "Write to file:,file:...", type the number that you want to name your file (e.g file 1) and then press ENTER. Now "Write to file..., Enter to continue" , press ENTER if you want to save the file and on screen appears "Verify finished". When you write a new file you can save all types of recordings (QUE, SUB, SEQ, CHASER). To return to console operations press ESC.

NOTES

The console can operate simultaneously CUE and SUB MASTER scenes as well as SEQ and CHASER scenes. The lighting changes by pressing each time the respective buttons. e.g: Begin with buttons CUE-1-ENTER and the first scene is shown then press SUB and with potentiometer regulations choose the SUB you want. At the same time press CHASER button and choose the CHASER using the 1 to 12 buttons. For the sequence scenes press SEQ button the number you want and you finish pressing ENTER. Every time you make a selection the led lights of every button switch on and on the display is written every regulation you make. When the console operates CUE scenes you can control the channels manually.
When there is a power outage the console returns to manual state.