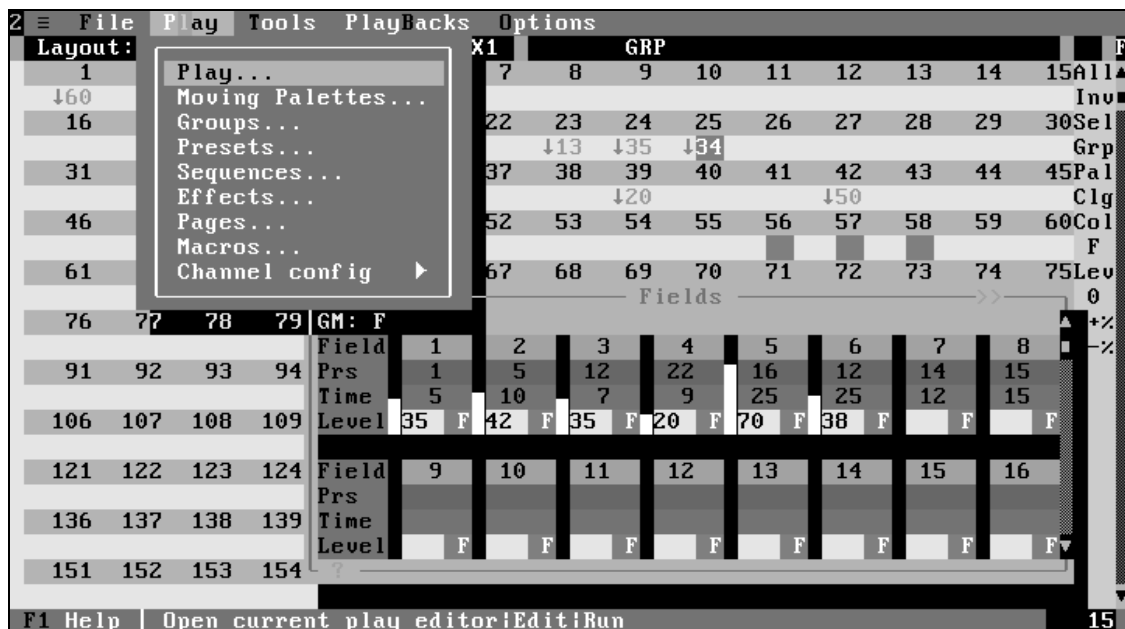


avab SAFARI



System Reference



 transtechnik

This is the main reference manual for the Safari system. It contains three different sections.

- First, the General section with information on basic concepts such as windows and mouse.
- Second, the Function Key reference with explanations to the different function keys of the Safari.
- Third, the Function Reference with explanations to the editors, rename, patch etc.

All sections are sorted alphabetically.



Note that some functions described are not available in all program versions. Other functions may require optional software packages.

AVAB reserves the right to change the behaviour of the system without further notice.

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■ Introduction

The Safari system consists of different components:

Computer:	IBM-compatible PC. An Pentium II or other fast computers are recommended for software version 2.0 and higher.
Hardware:	Input/Output cards for handling protocols like DMX512 or PCLink
Basic Software:	The base software for the system including all standard features. The functions allowed on each software level (Lite, Standard, Pro, Plus and Grand) has been adjusted with software version 2.0. More functions are now available on the lower levels. There is also a more logical difference between the different levels
Additional Software Packages:	Add-on packages such as Scroller Control, Moving Instruments Control
Locking device dongle:	Provides information to the system about which components and packages you are allowed to use
Optional Network components:	Hubs, FileServer etc.

Computer

The computer consists of a PC, one or several VGA monitors, a keyboard and a mouse. The computer uses MS/DOS as its operating system.

Hardware

In the computer the different IO-cards are mounted. Depending on your configuration, you may need different cards. To read more about setting up the cards, read System Setup in the Function section.

Software

The operating software for Safari is installed in a directory called on the harddisk of the computer. If you have a network system, Ethernet software is installed in the directory. The software can be started with different parameters. Read more in Parameters in the General section.

From software version 2.0 onwards a standalone system can send Ethernet data to an Ethernet DMX box. Start with the /NETx parameter to select which network it should send on.

MultiNet

From software version 2.0 onwards it is possible to have up to 10 different logical AVABNet networks on the same physical Ethernet.

On each logical AVABNet, any number of network nodes (LightServer, Backup, Client, Ethernet Tap) can be used.

To select which networks you want to connect to, use the /NETx parameter where x is the network number. Network numbers are from 0 to 9. Net 0 is equivalent to the old version without MultiNet. If you don't specify a net number, net 0 is used.

Locking Device

The locking plug is mounted on the parallel port of the computer. It is preprogrammed with information about your system: Number of channels and outputs, additional software packages etc. Note: If you connect a printer, it is connected at the other of this plug. Make sure that the printer is powered on and selected, otherwise the software cannot detect the plug.

■ General Section

This section explains the basic elements of the system and how to operate it. Here you can find general information on how to use the mouse, understand the window system, menus etc.

ASCII Light Cues - General

ASCII Light Cues is a world standard adopted by USITT for transfer of lighting data between consoles. It is a general, plain-text, standard that makes it possible to read data from other systems from other manufacturers. ASCII Light Cues files can be edited or created with the ASCII Editor command in the File menu. To see what an ASCII Light Cues file looks like, try to export your play with the Export ASCII Light Cues command in the File menu. Open the file with the ASCII Editor.

The format is quite self-explanatory but here are some basic rules:

Each line starts with a keyword, such as CHAN, TEXT, CUE. Some keywords such as UP and DOWN belongs to a preceding keyword such as CUE. Lines starting with a ! character in the first column are treated as comments and is not interpreted. Here is a short example with comments.

```
!First some general information about the system that generated the file.
MANUFACTURER AVAB
CONSOLE VLC
!This is the current version of the ASCII Light Cues protocol.
IDENT 3:0
!Start with clearing the whole system.
CLEAR ALL
!The first cue (preset) is called 1. It has an In time of 10 seconds and an Out time of 5 seconds.
CUE 1
DOWN 5
UP 10
!The sequence text.
TEXT HAMLET ENTERS
!Here are the channels and levels for cue 1.
!There is one channel/level for each value. The
!levels are written in hexadecimal format.
!Example 83/H80 means channel 83 with a level
!of Hex 80 = 128 = 50%.
CHAN 83/H80 84/H80 85/H80 86/H80 105/HFF 106/HFF 107/HFF
!The last line must be ENDDATA
ENDDATA
```

Contact AVAB or USITT for a full description of the standard.

AVAB Protocol - General

The AVAB Protocol was the first digital light transmission protocol in the world. It was developed by AVAB in 1982. It has been the de facto standard for about 10 years. Because of the large acceptance of the DMX512, the AVAB protocol is not used so much in new installations. However, it is available in AVAB products for compatibility reasons.

Using the AVAB protocol, up to 256 levels can be sent on one cable. If you have more than 256 channels, you have to use multiple cables, sending 256 channels each. The levels in the AVAB protocol are always numbered 1-256. This means that if you have several AVAB cables, the first level in each is named 1. You have to calculate the global number (the VLC number) by adding 256 (in this case) to the local number.

The levels transmitted with the AVAB protocol can have values between 0 and 255. Light levels are always recorded and transmitted in this way, giving a resolution of 256 steps. Example: The level 50% is internally stored and transmitted as 128 (50% of 256).

At Mode - General

The Safari can operate in two different modes when it comes to selecting channels and setting levels.

- The normal mode is called Reverse Polish Notation and is the same that is used for all commands in the whole Safari system.
- An alternative method called At Mode can be used. Many consoles on the market use this method and to make it easier for a user used to this method, it is included in the Safari too.

Activate At Mode

Check the At Mode checkbox in the Expert Setup dialog. This dialog you will find in the Export Expert submenus in the File menu. There you will also find the command Save as default, which will make your Safari program start up in At Mode from start.

Using At Mode

When At Mode is selected, the Channel , and and Level keys behave differently.

Selecting a channel

- 1 Enter a channel number, press followed by a digit – .
 - This will set the channel to a level of 10 x the digit. 5 = 50 %, 7 = 70 % and so on.
- 2 To enter a level of, for example, 45 %, you have to press 4.5.
- 3 Pressing twice will set a level of 100 %.

Examples:

: Set channel 1 to 50 %.

: Set channel 2 to 35 %.

: Set channel 5 to 100 %.

Selecting a group of channels

Channels can be grouped by use of the , and keys.

Examples:

: Set channel 1 and 3 to 70 %.

: Set channel 1 – 10 to 100 %.

: Set channel 1, 2, 4, 5 to 30 %.

History Line

At the bottom of the monitor, you will see a combined status and history line for At Mode. Here you can see the actual At Mode commands carried out.

is shown as +,
 is shown as -,
 is shown as T,
 is shown as @.

If you click on the down arrow on the very right of this line, you will be given a popup with the At Mode commands you have done so far. Selecting one line from this will repeat that specific chain of commands.

Introduced with software version 2.0 all popup lists with a selection of choices are sorted. This applies to the Layout view in the Channel View, to the parameter type in a Template and in many other cases.

Note

Sometimes you may want to just select channels without setting a level (like in Channel Track). In this case you cannot use the function because it is waiting for you to press a digit. Instead you must tell the system to just select the channel(s). This is done by pressing the key.

Example:

: Select channel 1, 3 and 5.

Browser - General

The word *Browser* is a standard computer term. It is an overview format that shows you information. You can easily browse - or scan - through the information to find what you are looking for. The Browser is used as a common base in most editors in this system. It is important that you understand the way the Browser displays information.

The Browser shows you information as a tree structure. There are one line for each object that is displayed. Each line of information is indented to show you the relationship between the objects. An object (a line in this case) owns the following objects which are more indented.

The first line of a Browser is the root object. This could be a Play, a Sequence, an Effect, depending on the type of editor you are using. The root object is the base (or owner) of the following objects. Inside a Play, for instance, there are several groups of data, Sequence, Presets, Effects etc. Inside a Sequence there are Sequence Steps. On the Sequence Steps there are Times, Links, Scrollers etc. The objects (lines in this case) that are inside a object (meaning owned by the object) are called sub-objects.

From software version 2.0 onwards the system keeps track on changes you make in all browsers. If you try to leave a browser without saving, the system will prompt you.

Expand/Compress

A star (*) on the left side of each line indicates that there are more information to be shown (sub-objects). If you double click with the mouse on the beginning of the line (or press), the hidden information will be shown. This is called Expanding.

If you double click again (or press again), the information will be hidden. This is called Compressing. On the Local Menu for a Browser, there are commands called Expand All and Compress All. Using these commands, you can show/hide all sub-objects in the tree at the same time.

Using Expand/Compress, you can open up and see the information you need in every moment, hiding the information you do not need.

Editing in a Browser

Most information can be edited directly in the Browser using normal editing techniques:

- 1 Select an item to edit with the arrow keys or by clicking on it with the left mouse button.
- 2 Enter new values with the ENTER key or by double clicking with the left mouse button.
- 3 Change values with the Designer wheel or by dragging with the right mouse button down.
- 4 Drag and Drop items between different lines of the Browser.

Browser with associated Channel Viewer

Many browsers, such as the Sequence Editor and the Effect Editor also have the possibility to show channels in the upper part of the browser. Double click on the gray heading with the left mouse key (or use the Object Editor command on the Local Menu). This will open an associated Channel Viewer.

You can drag the Browser header to decide how much of the Channel Viewer you would like to see.

You can make changes in the Browser or in the Channel Viewer. Select which part to work in by clicking anywhere in the desired view or use the SELECT FUNCTION command. In the Channel Viewer you can use all commands available in Channel Viewers. In the Browser you can use all commands available in Browsers.

When you change to another step, preset etc. in the Browser, the Channel Viewer will change correspondingly.

Channel Group - General

The term *Channel Group* is used to describe the channels selected for control by a joystick, designe wheel, -, -keys, key etc.

Example: If you enter

,

the Channel Group will consist of channels 1 to 4 and channel 10.

Channel Viewer - General

The Channel Viewer is the standard way to manipulate channels and levels in the Safari system. It lets you build and modify light for later recording.

The Channel Viewer can be a part of the Desktop or a window such as the Field editor or Preset editor.

It consists of several parts:

- A heading with different settings for the Channel Viewer such as field, preset etc.
- A scrollable view showing channel numbers and corresponding levels. This information can be showed in a number of different formats, see below.
- A function palette with a number of often used commands such as level setting, , , .

You can have several Channel Viewers active at the same time (showing different presets or fields). All channel and level commands you make will be handled by the focused Channel Viewer.

Key commands

All channel commands (, , , etc.) work with the focused Channel Viewer. Use the direct keys on the console or the shortcut keys on the keypad.

 Read more: Channels and levels

Mouse commands

- 1 Select or deselect a channel by clicking on it with the left mouse button.
- 2 Start a new selection by double clicking on a channel with the left mouse button.
- 3 Change the levels of the selected channels by dragging up or down with the right mouse button pressed.
- 4 Select a range of channels by holding down the Ctrl-key on the keyboard and click on the last channel of the range.

 Read more: *Channels and levels*

Palette commands

The palette at the right side of the Channel Viewer contains the following commands:

- 0 – 9, F: Set 0 %, 10 % – 90 % or Full to the selected channel group.
- +%: Increase selected channels by a predefined amount.
- -%: Decrease selected channels by a predefined amount.
- All: Select all channels with a level.
- Inv: Invert the selected channel group.
- Clg: Clear all channels and levels in the field.
- Col: Set a color to a channel.
- AdP: Add preset.

You can choose which channel layout you want to display (standard, packed play, packed field or selected) by clicking on Layout.

You can change between Stage and Field display by clicking on the heading showing Stage or Field.

You can load a new preset by clicking on the preset field in the heading. Enter the preset number and double click OR double click with no number to get a selection popup.

On the right side of the heading there are two symbols to click on.

Copy attributes to other devices

From software version 2.0 onwards it is possible to copy attributes to other devices directly from the channel view.


- 1 Select the devices you want to copy to.
- 2 Enter the number of the device to copy from.
- 3 Select the `Copy Attributes to` command from Mov menu in the channel palette.

Channels/Levels - General

Read More: *Channel Group*

Selecting channels and setting levels can be done in a number of different ways. It is important that you find a way of working that suits your needs. If you are using a console, you can select channels with the numeric keypad and the channel function keys (, , ,).

If you are using a mouse, you can select channels by clicking on them on the screen. When you have selected a channel or group of channels, you can set and change levels with the mouse, keyboard, joystick/channel wheel.

 Note: In the system there is an alternate method for selecting channels and setting levels, the At Mode. In this mode the channel and level function behaves in a different way. These differences are noted below.

To select a single channel (CH)

MOUSE Double click on the channel on the screen.

CONSOLE Enter the number of the channel and press .

or: Enter the number of the channel and move the joystick or the channel wheel.

KEYBOARD Keypad command

To step through the channels

CONSOLE After you have activated a single channel, press the or key to step forwards and backwards through the channel numbers.

AT MODE This function is not available.

To add a channel to the selection (CH+)

MOUSE Click on the channel on the screen.

CONSOLE Enter the number of the channel and press .

KEYBOARD Keypad command.

AT MODE See At Mode

To to select a range of channels (THRU)

You can create a group out of a successive range of channels. Select the first channel in the range as a single channel. Select the last channel in the range like this:

MOUSE Hold down on the keyboard and click on the channel on the screen.

CONSOLE Enter the number of the channel and press .

KEYBOARD Keypad command.

AT MODE See At Mode


To subtract a channel from the selection (CH-)

MOUSE Click on the channel on the screen.

CONSOLE Enter the number of the channel and press .

KEYBOARD Keypad command.

AT MODE See *At Mode*

 Note: All channel selection functions can be used together with each other. The CH-, CH+ and THRU functions can be combined to subtract or add ranges of channels to the selection.

To select all channels with a level

MOUSE Click on ALL in the channel palette.

CONSOLE Press .

KEYBOARD Keypad command.

Multiple console matching (introduced with software version 2.0)

When using several consoles (or one console and changing the masters with a mouse) the levels are now matched. This means that if one console has set the master to a specific level, another console has to pass this level to take control of the master. Previously, the level jumped to the position of the last fader moved.

■ Cookbook - General Hints


This section describes some useful techniques when working with the Safari system.

How do I quickly put some light in a field without preparation?

- 1 Change to the field by double clicking on the field number in the Show Fields window.
 - Select the channels and levels.
 - Set the master of the field to a level.

 Note: You can make the Show Fields window as small as you want by resizing it.

- 2 Select Field Editor from the PlayBacks menu.
 - Select the field you want to edit from the list.
 - Select the channels and levels.
 - Set the master of the field to a level.
- 3 Drag the field number to the edit icon. You will have a field editor for the selected field.
 - Select the channels and levels.
 - Set the master of the field to a level.
- 4 Drag a group of channels from another field and
 - drop it on the preset field in the Show Fields windowor
 - drop it in a field editor
- 5 Display the Field List.
 - Open the Object Editor in the upper part. Now the field contents of any field can be displayed and changed easily. Leave this window open. Select the field to modify in the lower part and change channels and levels in the upper part.

 Note: You can always load a preset into the selected field by double clicking on the preset field in the upper right corner.

How do I work with the sequence in a good way?

- 1 Use the Sequence Editor from the Play menu.
- 2 Open the Object Editor in the upper part.
- 3 Now you can select any sequence step independent of the current sequence position.
 - The content of the preset on that step is displayed in the upper part of the window, ready to be modified. With this arrangement you can edit all sequence parameters and the channels and levels of the presets.
- 4 If you want to work with several different parts of the sequence at the same time, you can open several sequence editors.
- 5 Position them to different parts of the sequence. Now you can Drag and Drop items between the different parts of the sequence.

How do I have easy access to my presets?

- 1 Open the Presets Editor.
- 2 Open the Object Editor in the upper part.
- 3 Name your presets properly and sort the Presets Editor by Name or Number (local menu).
- 4 Leave this window open.
 - When you need a preset, you can easily find it in the list and drag it to a field to activate it. You can also select some channels from a preset and drag it.
- 5 If you want to copy channels and levels between presets, open a Preset Editor for each preset.
- 6 You can now Drag and Drop channels or groups between the presets.

How do I exchange data between the Play in memory and Plays on disk?


- 1 Open the Library.
- 2 Drag the play you want to load from to the Edit Icon.
- 3 Expand the play by selecting it and double click.
- 4 Expand the parts you are interested in. Drag items from the Library into a field or editor.
- 5 Open the Object Editor in the upper part if you want to fetch parts of presets.
 - When you select a preset or sequence step in the lower part, the content of that will be shown in the upper part.

How do I use the masters in an efficient way?

Use the Show Fields command to display the Master status view.

Note that you can resize this window to show only as many masters as you want.


- Load preset:
- 1 Enter preset number and double click on the preset item for each field.

 Note: The system will automatically increment to the next recorded preset. You can then directly double click on another field to load the next preset and so on.

- Set time:
- 1 Enter time and double click on the time item.
 - 2 Change time by selecting the item and move the wheel or drag with the right mouse button.

- Set master levels:
- 3 Enter level and double click on the level item.
 - 4 Change level by selecting the item and move the wheel or drag with the right mouse button.

- Start fade on master:
- 5 Hold down the Ctrl key and click on the master number.

 Note: You can use the arrow keys to move the focused item within the Show Fields window.

- 1 Clear the field: Drag the master number to the Trash icon.
Edit the field: Drag the master number to the Edit icon.
- 2 Load a preset by dragging any preset number from the Presets Editor (or wherever presets are displayed) and drop it on the preset item.
Load an effect by dragging any effect number from the Effect list (or wherever effect numbers are displayed) and drop it on the preset item.
- 3 Use the Local menu Set Mixer Mode, Clear Field or other commands related to the master.
- 4 Double click on the master number to change channel control to that field.

How to I use the Channel view in a good way?

- 1 Change display format from the Layout popup list.
- 2 Change to another field:
Enter a field number and double click on the Field item.
If you just double click you will have a list of fields to choose from.
- 3 Change preset: Enter a preset number and double click on the preset item.
If you press C and double click, you will have a list of presets and effects to select from.
- 4 Select channels with the mouse and drag the right mouse button to change levels.
Use the mouse palette commands to set levels or for other channels commands.
With this technique it is possible to use the mouse for most channel and level changes.

How can I access/modify text files

With the ASCII Editor you can open and modify standard text files. This could be used to view a manuscript from within the Safari. It could also be used for writing/viewing notes or instructions.

Dialogs - General

Some windows are called dialogs. They are used for setting up different things like Patch, Rename, User Choices etc. A dialog includes several items like Checkboxes, Radio Buttons, Buttons etc. These are explained below.

Buttons

Clicking on a button executes the command written on the button. Some buttons are standardized and always give the same action: OK confirms a message or changes made to a dialog. It also closes the dialog box. Cancel aborts and closes a dialog. Changes are not stored. Yes answers Yes to a question. No answers No to a question.

Check Boxes

Check boxes allows you to select one or more options at the same time. Clicking on the symbol will check and un-check the choice. means checked, means unchecked.

Radio Buttons

Radio Buttons allows you to select one out of several possible choices. Clicking on the symbol will select that choice, un-checking all other possible choices in this group. means checked, means unchecked.

Dipless Crossfade - General

The normal mode for a crossfade is called Dipless. In dipless mode the computer calculates the shortest way to fade for each channel during a crossfade. If a channel has a level of 100 % in X1 and 50 % in X2, the computer will fade directly from 100 % to 50 % without a 'dip'. If the channel has the same level in X1 and X2, it will not change at all.

Note: With dipless mode enabled, you cannot remove channels that exist both in X1 and X2 by setting the X1 fader to 0 %.

If you want the channel to 'dip', use the Split mode. Split mode can be activated for each crossfade individually.

Move Fade and Crossfade - General

Each sequence step can be defined to execute a Crossfade, a Move Fade or an All Fade.

After the sequence step number and before the preset number there is a small field where you can select X (Crossfade), M (MoveFade) or A (AllFade).

Crossfade

A sequence step which is set to Crossfade (X) will fade from the preset in the X1 field to the preset in the X2 field. The light in X2 will completely replace the light that was in X1 when the crossfade started,

Move Fade (requires software version 2.0 onwards)

A sequence step that is set to Move Fade (M) will fade from the preset in the X1 field to the preset in the X2 field. Only the channels which have a different level in the X2 field will change.

So, what's the difference?

Normally, there is no practical difference between a Crossfade and a Move Fade. However, if you start a new fade before the previous fade is completed, the difference will be very big.

If you start a new Crossfade before the previous one is completed, all channels will immediately start to fade to their new levels (all channels are always involved in a Crossfade) on the In and Out times that are specified in the new sequence step.

If you start a new Move Fade before the previous one is completed, only channels that have a new level in the next preset will fade on the times defined in the new sequence step.

The channels that do not change will continue on their current fading times. To be able to handle several running fades with different times, the Safari creates a sort of time group for each part fade.

The time group is named after the cue where the channels came from originally.

Up to 256 such part fades can be running at the same time.

Move Fades are very useful if you want to start new fades before the previous fade is completed and keep the individual fade times from the previous fades.

All Fade (requires software version 2.0 onwards)

A sequence step that is set to All Fade (A) will force all running part fades back to one fade. This can be used after starting a number of Move Fades when you want to fade back all the separate parts to one single fade again.

Followon time

For each sequence step, you can set either a Followon or a Wait time:

- A Followon time starts counting from the start of a fade to the start of the next fade. If the Followon time is shorter than the fade time, it will start from software version 2.0 onwards the next fade before the previous one is completed (when you make this manually, we call it GoAhead). This is sometimes called overlapping fades.
- A Wait time starts counting from the end of a fade to the start of the next fade. When the time has expired, the next fade will start.

Before the Wait Time item on the sequence step, there is a 1-character item which is the Wait Time type. When the Wait time type item is empty, this means a Wait Time. If you select F, it is a Followon Time. (If you select A, it is an Alert Time.)

How the levels are stored in the Presets

In some lightboards, only the changed levels are stored in a Move Fade preset. This has some disadvantages:

- The preset is not a complete lighting state that can be put on a master. Since the preset only contains changes, it relies completely on the history of presets that were played back before.
- You can not easily change the fading type for a preset between Move Fade and Crossfade since a move fade preset only contains some channels and a crossfade preset contains all channels.

In the Safari, on the other hand, all levels are always stored in each preset. This makes it possible to switch between Crossfade and Move Fade fade type at any time. It also makes it possible to put any preset on a master as a complete lighting state.

The only difference between Crossfade and Move Fade is in the playback logic, that is, how the playback treat the channel levels.

DMX512 Protocol - General

DMX512 is a world standard for transmission of light data. It is developed and adopted by USITT. The DMX512 protocol is transmitted by most light control systems and understood by most dimmer, scrollers, moving instruments etc.

Using the DMX512 protocol, up to 512 levels can be sent on one cable. If you have more than 512 channels, you have to use multiple cables, sending 512 channels each. The levels in DMX512 are always numbered 1 – 512. This means that if you have several DMX512 cables, the first level in each is named 1. If you connect a scroller to the second DMX512 cable, you must set the address selector of the scroller to the local number (1 – 512) of that cable. You have to calculate the global number (the Safari number) by adding 512 (in this case) to the scroller address.

The levels transmitted with the DMX512 protocol can have values between 0 and 255. Light levels are always recorded and transmitted in this way, giving a resolution of 256 steps. Example: The level 50 % is internally stored and transmitted as 128 (50 % of 256). When using scrollers, all 256 steps are used.

Controlling Scrollers and Scanners

A scroller or scanner is set up to listen to one or several DMX512 levels. Usually, you set the start address of the device using a DIP-switch or a rotary switch (consult the manual for the device). This is the first local DMX512 number that the device will react to. On a scroller, the first (and sometimes only) address is usually the color itself. The parameters that be controlled in a specific device is described in the manual for the device.

Note that when dealing with DMX512 devices, you have to deal with values between 0 and 255 (see above).

DMX Input/Output

From software version 2.0 onwards it is possible to connect a DMX input to a client as well. Previously this was only possible on a LightServer. In addition you can now set in the System Setup fast or slow DMX output rate for each port individually on an I/O 3 card. Previously, all ports on a card had to have the same setting.

DMX Output is now disabled on Stations that are disabled by the A/B system or by disabling the Station in the System Setup. Previously, DMX output was always generated.

Drag and Drop - General

Drag and Drop is a new technique to visually rearrange or modify data directly on the screen. Basically, you just point and click on the data you want to move and then, while holding the left mouse button down, drag the data to its new position and release the mouse button.

This can be used for many things:

- move a complete sequence step to another part of the sequence
- move a preset from a preset list to a field
- load a play from disk into the memory
- copy a scroller registration between sequence steps
- rearrange the channel positions on the screen to form a custom layout
- etc etc.

Drag and Drop is a central function in the Safari system. It is easy and visual to use and understand.

Edit Icon

When you drag most objects, the Edit Icon will be shown at the bottom of the screen.

If you drop an object on this icon, an editor for the object will be opened.

Dragging something to the Edit icon is the same thing as selecting it and execute the Edit command from the Tools menu.

Effects Application

This is an introduction as to how you set up and use the effects of the Safari system. The effect generator of the Safari system is a powerful but simple tool. An effect consists of a looped chain of steps (effect presets) where you can set a separate time for each step. There are no templates as in Viking with ready made fire effects, but you can easily simulate these effects with the general tools provided.

Creating and editing effects

You open the effect editor by

- pressing the `EFFECT EDITOR` key (console) or
- selecting it from the Play menu (`Effects...`).

Like all the other double editors it has two halves. The upper half shows channels and the lower half, in this case, shows a list of all recorded effects. If the list is expanded it also shows each step of the effects. If you entered a number before entering the Effect editor you would have selected that effect for editing (providing it existed). If not, or if you want to create a new effect do like this to create a new effect:

- 1 Enter the effect editor and press `INSERT`.
 - A new effect with the next free effect number will be introduced into the effects list. You can now proceed building the first step of this effect using the channel functions of the system.
- 2 When the step is set up like you want it, press `RECORD NEW` to record the step.
 - A default time of 0.1 will be given the step and you can now proceed recording the second step using the channel functions.

You will of course have to clear the channel information from the former step if you don't want it in the new step.

- 1 Proceed like this until you have created all the steps you want.
- 2 Use the screen editor to alter the individual times of the steps.
- 3 Re-record any step by selecting it and re-recording as you would any preset (`RECORD CHANGE`).
- 4 Use `Insert` and `Delete` to add, insert or remove steps.

General facts about the effects

There is no exact limit as to how many effects you can store or run simultaneously except in the Lynx systems where its 100 effects with 100 steps each and a maximum of 10 running at the same time. These limitations, however, should give you an idea as to the possibilities of your system. The amount of effects you can store is limited by the available memory in your system. The amount of effects that can run simultaneously after more than 10 depends on the memory in your system, and the capacity of your computer. Try and see. If what you see is acceptable, then your system is just right for what you're trying to achieve.

Once an effect is recorded, it is run from a master field, and can be linked as a master link to sequence steps. You load an effect either by dragging it to the master field from the effects list, or with the function "Load effect" from the master fields local menu. Every time the master for an effect is faded up, the effect will start looping from the first step of the effect. If the "Laps" parameter is set to anything but 0 the effect will stop after performing that number of laps, and the master will be automatically set to 0 %.

Effect Parameters

There are plenty of general parameters you can change for an effect when it's built or even when its running. These are all set in the effect editor:

Time You can scale the total time of the effect with joystick or number entries in this position. Be careful of scaling the total time so low that the individual times of the steps become equal. When this is done, the individual times will be scaled equal.

Mode There are two modes, "normal" which is displayed with an empty box, and "invert" which is displayed with that word. In normal mode the effect will function as expected, adding light to the output of the system in each step as recorded. In the "invert" mode, all channels involved in the effect will be set to the level of the effect master, and the channels will fade negatively to the proportional value they are recorded to in each step.

Example:

Imagine an effect with two steps. Channel 1 at 50 % in the first step, and channel 2 at 100 % in the second step. In "invert" mode if the effect master is at 100 %, the effect will light channel 1 & 2 to 100 % and then CH 1 will fade down to 50 % in the first step, and CH 2 to 0 % in the second step. Try and see.

Type You can choose between three different types of transition between the steps. These are "hard", "soft" and "breath". "Hard" transition is direct, "soft" gives a fade and "breath" will create a breathing effect with all steps fading up and down simultaneously.

- Direction** There are three parameters for the direction apart from normal, which isn't indicated at all (the box is empty). These three are "bounce", "reverse" and "random".
- Laps** The last parameter you can set is "laps". When "laps" is set to 0 the effect will loop endlessly. When "laps" is set to a specific count of loops, the effect will loop for so many times, and then the master for the effect will be set automatically to 0%.
- Time Master** Even when these parameters are set and the effect is loaded and run from a master you can create a special time master for the effect (master fields local menu) in an additional master field, which can be used to speed up and slow down the total time of the effect. This setting can not be recorded into the effect, and will only affect the effect as long as the Time master is set to that value.
- To change the total time of the effect permanently, you change the parameter "Total time" in the effect editor. When the effect time master is set to 50% the effect will be running at approximately the speed it would run at without a time master. You can then use the time master to speed up or slow down the total time.

Expand/Compress - General

In a browser structure you can view information connected to an object. This is called to Expand. The objects containing more information are marked with a star (*). Double click on the object line you want to expand. For example, double clicking on the Presets object views information about the different presets.

You can compress the information by double clicking again on the object. For example, double clicking again at the Presets object will hide the information about the presets. You can also use the Expand/Compress key or the Expand All and Compress All commands.

FAQ

FAQ stands for Frequently Asked Questions. Here you will find the most frequently asked question about the Safari system, and their answers.

Fields - General

A field is a playback and modification area for lighting looks. Light can be created, modified and played back in most of the fields.

The Safari system has many fields:

- one field for each master in the system.
- one crossfade field for each playback in the system. A crossfade field consists of two fields (X1 and X2) and is calculated in a special way (dipless).
- one effect field for each effect running. An effect field is capable of running a complete effect.
- one field for each Preset Editor that is used.

Most of the fields have a master. When the master is above 0 %, the light in the field will be visible on Stage. If you make modifications in the field, these will be made live. If the master is at 0 %, the light from that field is not visible on Stage. If you make modifications in the field, these will be made blind.

You can choose to view the content of a field OR the Stage output using the Stage/Field command.

The Stage output for a channel is calculated as the Highest Level from any field where the channel is active. This method is called Highest Level Takes Precedence.

You can select to work in a field by using the SELECT function. Switch between the X1 and X2 fields with the `X1/X2` key.

To temporarily select a field for short modifications, hold down the `Assign` key for the field (marked M1..M24, X1, X2 etc.). This will select that field as long as you keep the assign key down. You can then make quick modifications to channels and levels and return to the previously selected field by releasing the `Assign` key.

You can edit any master or crossfade field using the Field Editor (PlayBacks menu or `FIELD EDITOR` key).

Effect fields can be edited in the Effect Editor (`EFFECT EDITOR` key).

If you use the Preset Editor, this will temporarily create an extra editing field. When you leave the Preset Editor, that field will disappear.

Introduced with software version 2.0 all field information is packed. Only the channels that have levels are included. This has several implications:

- Field calculations are faster than before since only used channels are included.
- Faster update and login of Clients since the transmitted data is minimized.
- Faster load and store of status information when starting or shutting down a system.
- Less traffic on the Ethernet.

Focus - General

In the Safari system, there is always one item that is focused. This means that commands such as ENTER, right mouse button drag, designer wheel/joystick affects that item.

The focused item will almost always have white background color.

Focusing with the arrow keys

Use the arrow keys to navigate to the item you want to change.

Focusing with the mouse

Click with the left mouse button on an item and you have focused it.

Notes

In the Channel Viewer, the whole viewer is regarded as one focused item. To focus it, click anywhere inside it.

If a window is de-selected (by selecting another window), it will lose its focus. To make the window receive commands again, you must make it active by selecting the window.

Focusing mode - General

 Read more: *Focusing setup, Focusing mode*

Focusing mode is a master mode we have developed to make it easier to check and direct your light before a performance.

When using the Focusing mode the channels involved will be set to a predefined pre-focus level, thereby making it easy to spot broken lanterns. When a channel or a group is selected in Focusing mode the channels involved will automatically be set to a predefined focus level. When you have directed the light for the selected channel or group, you simply choose the next channel or group you are interested in, which will make the deselected channels to be set at 0 level and removed from the display.

How to focus your lighting rig

- 1 Assign the preset or group you are interested in to the master.
- 2 Put the master in Focusing mode.
- 3 Open the Field editor for the master.
 - The channels in the field will be set to the prefocus level that is set in the Focusing Setup.
 - When a channel is selected in the editor it will have the output level that is determined with Focus level (if used) in the Focusing Setup.
- 4 Focus your lights by selecting channels or groups in the editor with , , or and directing your light.
 - The level will be set to 0 when the channels are deselected and the channels will be removed from the editor.

How to do a fast check of your lanterns

- 1 Press **C** on your console and go through the channels with **CH+** and **CH-**.
 - When doing this the selected channels will be set to the focus level, thereby making it easy to spot a broken lantern.

Formatting Diskettes - General

A diskette has to be formatted before it can be used for play storage. Currently, there is no function for formatting diskettes from within the Safari software.

To format you must leave the software using the Shutdown command.

- 1 Insert an unformatted diskette in the disk drive.
- 2 At the DOS prompt, type **FORMAT A:** and press **Enter** .
 - The diskette will be formatted for you.
- 3 Restart the Safari software.

Groups - General

Groups are building blocks for your light. A group can contain channels and levels in the same way as a preset. In addition, a group can include attribute links like a sequence step. Using groups, you can prepare basic lighting blocks, color mixes or positions. When you are creating your sequence, you just call the proper group to include all or some of its settings.

The groups in the system are handled through its own number series. There are two ways to access groups: With the **GROUP** key or by using the decimal point.

The decimal point was chosen because it is close to the numerical keypad on all consoles. By pressing **GROUP** (or decimal point) before other commands such as **CH**, **CH+**, **THRU** etc. they will operate on groups instead of their normal function.

You can also select groups from the Groups Palette.

Selecting a group	1. Enter the group number followed by: GROUP CH
Adding a group	GROUP CH+
Subtracting a group	GROUP CH-
Adding levels from a group	GROUP AT LEVEL
Adding colors from a group	GROUP COLOR
Adding positions from a group	GROUP POSITION
Fetching values from a group	1. Select the channels you want to fetch to. 2. Press GROUP FETCH/REVERT

Help - General

Wherever you are in the program you can get appropriate help.

- 1 Press the **F1** key or click directly on the word Help on the screen.
 - The **HELP** key on a console can also be used.
 - If you have selected an item in a menu you will get help on that item, if you are in a dialog you will get help for the dialog, etc.
 - If you double click on white words or phrases in the help text, you will get more help about that specific item. Another help text on that subject is then displayed. This is called hypertext links.

Help format

At the top of most help texts it is displayed where the function can be found. This could be a key on a console (console functions are written with capital letters). It could be a menu or mouse click. Also, there are usually references to other topics after the Read More heading.

Help index

If you press **Shift** + **F1**, the help index is displayed. In the Index, all the topics in the system are displayed with a hypertext link.

MOUSE Double click on the topic.


KEYBOARD 1 Type the start of the name to select and press **ENTER**.

 2 Use the **Backspace** key to remove letters you have typed.

- The system will always try to find a topic starting with the letters you have entered.

KEYBOARD 3 Use the **TAB** key to advance to the next topic.

- **Shift** + **TAB** takes you to the previous one.

 Note: The Help Index is a very good place to start when you want to learn a new function. Make a habit of checking the Index first.

Getting help for menus

It is difficult to get help for menu commands if you use the mouse. As soon as you click on a menu command, the command is executed. In this case, click on the menu header to pull down the menu. Then you can use the arrow keys to select which command to get help for. Press **F1**.

Getting help for windows

Normally when you press **F1** in a window you will get help for the selected object. If you want to have overall help for the window itself, click on the **?** symbol in the lower, left corner of the window.

Highest Level - General

This basic rule says: One channel can be controlled from several fields at the same time where the highest level for that channel will be the outgoing level.

Because the different fields work completely independent of each other, the same channel can be active at different levels in different fields at the same time. The outgoing level for a specific channel is the highest level from the different fields.

This calculation is performed about 40 times per second to provide smooth fades.

Infrared Remote - General

The Safari system can optionally be remote controlled using two different InfraRed control systems: The older IR-6 system and the newer UR-1 Universal Remote.

- With the IR-6, you have basic access to channels and levels.
- With the UR-1, you have full access to channels, levels, attributes and other lightboard functions.

Setting up

Both IR systems are connected on the APN network via the IR -> APN Interface card. To be able to use the IR, you must define an IR port. Read More: System Setup.

Using the IR

When defined, the IR system is always enabled. As soon as you select channels and set levels to them from the IR, the IR Active indicator is shown on the menu line. This indicates that there are channels activated from the IR. To view the special IR field, click on the IR Active indicator. You can also select the IR field from the Field List.

The IR field is a separate field for the IR. It can be used simultaneously with the other fields of the lightboard. Channels in the IR field are not shown on the Stage display. This means that the IR can be used completely without disturbing any other work going on on the lightboard.

IR-6 commands

Note that all commands may not be available in your program version.

Channel control

Channel Mode (see Modes below) must be active to operate on channels.

Choose	Press key	Meaning
1 – 990	F	Set channel to 100 %
1 – 990	^	Increase channel by % set in setup
1 – 990	v	Decrease channel by % set in setup
1 – 990	0	Set channel to 0 %

Master control

Master Mode (see Modes below) must be active to operate on masters.

1 – 24	F	Set master to 100%
1 – 24	^	Increase master by 5%
1 – 24	v	Decrease master by 5%
1 – 24	0	Set master to 0%

Load Preset

1 – 899	.	Load Preset to selected field
900 – 990	.	Load 900-group to selected field

Record Preset

991	.	Same as <input type="button" value="RECORD CHANGE"/>
-----	---	--

ID/Check

992	F	ID On for selected channels
992	^	Check+ Select next channel for checkout
992	v	Check - Select previous channel for checkout
992	0	ID Off for selected channels

Field control

993	F	Select X1 field for editing
993	0	Select IR field for editing

Crossfade control

996	F	Same as <input type="button" value="SEQ+"/>
996	^	Same as <input type="button" value="GO"/>
996	v	Same as <input type="button" value="GO BACK"/>
996	0	Same as <input type="button" value="SEQ-"/>
996	.	Same as <input type="button" value="PAUSE"/>

Modes

997	.	Select Channel Mode. Numbers will operate on channels.
998	.	Select Master Mode. Numbers will operate on masters.

ALL

999	F	Same as <input type="button" value="ALL"/> <input type="button" value="1"/> <input type="button" value="0"/> <input type="button" value="0"/> <input type="button" value="AT LEVEL"/> .	Sets all lit channels to 100 %
999	^	Same as <input type="button" value="ALL"/> <input type="button" value="+%"/> .	Raises all lit channels
999	v	Same as <input type="button" value="ALL"/> <input type="button" value="-%"/> .	Lowers all lit channels
999	0	Same as <input type="button" value="ALL"/> <input type="button" value="0"/> <input type="button" value="AT LEVEL"/> .	Clears all lit channels

UR-1 commands

See the manual for the UR-1.

Radio Remote Control

From software version 2.0 onwards a transtechnik Radio Remote control can be connected to the system. New View at the top of the main screen: Remote Control. This replaces the IR Active indication. It works together with the older IR systems and the new Radio Remote.

Double click on Remote Control to select the first Remote control field with light active. Right-click to show a local menu where you can disable all remote controls.

In the System Setup on the IR Port or Radio Port, you can define which functions that should be allowed from each receiver and which field it should control.

The keys on the Remote Control provide some of the functions that are available from a console or keyboard. There is no feedback from the system to the Remote Control. Operations are therefore indicated on the Radio Remote display.

The Radio Remote control work as an independent device. It has its own channel selection, separate from the console or keyboard. For this reason channels selected by a Radio Remote are not identified on the monitors. As soon as you set levels, however, the levels are visible on the monitor.

Several Radio Remote controls can be used together with the same radio receiver. Up to 8 transmitters with different ID-numbers can be used at the same time. Each transmitter can be set up to operate in its own remote control field or directly in the X1, Y1 or Z1 fields.

Hardware Connection

The Radio Remote receiver is connected to one of the PC serial ports, called COM1 and COM2. COM1 is normally used for the mouse and COM2 is free.

Software Setup

- 1 Open the System Setup window.
- 2 Open the upper part of this window with the Open Object Editor command on the Local Menu.
- 3 Press Insert to insert a new piece of hardware.
- 4 Select Com Ports.
- 5 Press Shift-Insert to insert a device on the Com Port.
- 6 Select Radio Remote.
- 7 Select the following parameters in the upper part of the window: The COM port you have connected the Radio receiver to, 8 bits, 2 stop bits, Even parity and 9600 Baud.
- 8 Press Shift-Insert again to insert a Remote control port.
- 9 Select Remote Port.
- 10 Set the Port ID to the ID that the Radio transmitter is using.
- 11 If you have several Radio transmitters with different IDs, insert one Remote control port for each of them and set the Port ID.
- 12 Save the System Setup with the Store System Setup command in the Local menu.
- 13 Restart the system.

Each Remote control port automatically creates a Remote control field. These fields are called Rx where x is the ID number of the transmitter and the Remote control port ID.

In the upper part of the window, you can specify in which field the Radio remote control should operate.

Normally, it operates in a Remote control field but you may also select X1, Y1 or Z1. The field you operate in can also be changed from the transmitter with a special command. If you want to disable the transmitter from changing field, check the Disable Remote Target Change checkbox.

You may also define which operating mode each transmitter shall operate in. It could be in three different modes:

- Disabled: Transmitter is not active.
- Channel Control: Only channels and levels can be controlled.
- All Functions: All commands are available.

Operation

The LCD of the radio remote control consists of four lines, of which only the middle one is currently used. This line shows key entries.

Hold the red Shift key on the side for approximately 2 seconds to turn on the Radio Remote control. The display "Radio Remote" appears on the display.

The leftmost key above the keypad has some special functions:

- When the radio control is activated, this key can be used to switch on the background illumination of the display. It switches off again automatically if the radio control is not operated for more than 2 minutes.
- Operating the key together with the Shift key turns off the Radio Remote control.
- Integrated into the key is the activity indicator for the Radio Remote control. The lamp illuminates as long as the radio control is active.

When you press a key on the keypad, the corresponding function with a White label is performed. If you hold the Red button (Shift) on the left side of the transmitter and press a key, then the function with the Yellow label is performed.

Keys labeled 0-9 enters a number. This number is referred to as # in the Syntax column below.

Note that in the table below, some functions are currently not available. These functions are planned for in future software releases.


Key label	Display text	Syntax	Description
Rec	RECORD	# REC	Record current light as preset
Prs	PRESET	# PRS	Load preset #
Grp	GROUP	# GRP	Load group #
Outp	OUTPUT		Currently not available.
AddP	ADD PRESET	# AddP	Add the channels from preset # to the selection
Ch	CH	# Ch # Ch (held) Ch (held)	Select a channel Identify a channel. Currently not available. Identify the selected channel(s). Currently not available.
On	ON	On	Set selected channel(s) to ON level
+	+	# +	Add a channel to the selection
+%	+%	+% (held)	Increase selected channel(s) or master
-	-	# -	Subtract a channel from the selection
-%	-%	-% (held)	Decrease selected channels(s) or master
C	C	C	Clear key
.	.	.	Decimal point
All	ALL	All	Select all channels with level > 0%
PMod	PATCH MODE	PMod	Select Patch Mode. Currently not available.

Key label	Display text	Syntax	Description
FMod	FOCUS MODE	FMod	Select Focus Mode. Currently not available.
Mast	MASTER	# Mast	Select the field to work in: 0 = Remote Field, 1 = X1, 2 = Y1, 3 = Z1
GO	GO	GO	Make a crossfade
Goto	GOTO	# Goto	Fade to a sequence step. Currently not available.
Thru	THRU	# Thru	Select a range of channels
Clr	CLEAR	Clr	Clear the remote control field
@Lev	@ LEVEL	# @Lev @Lev	Set a level to the selected channel(s) Set default level to selected channel(s). Currently not available.
Patt	PATTERN	# Patt	Select a Pattern palette. Currently not available.
Col	COLOR	# Col	Select a Color palette. Currently not available.
Parm	PARAM	# Parm	Select a Parameter palette. Currently not available.
Chk+	CHECK+	Chk+	Select next channel in check or focus mode
Bal	BALANCE	Bal	Select Balance mode. Currently not available.
Foc	FOCUS	# Foc	Select a Focus palette. Currently not available.
Up arrow		Up arrow	Tilt up
Beam	BEAM	# Beam	Select a Beam palette. Currently not available.
Chk-	CHECK-	Chk-	Select previous channel in check or focus mode
Comp	COMPARE	Comp	Compare field content with recorded. Currently not available.
Left arrow		Left arrow	Pan left
Down arrow		Down arrow	Tilt down
Right arrow		Right arrow	Pan right
Fetch	FETCH	# Fetch Fetch	Fetch levels from another preset Undo last level changes. Currently not available.
POff	PATCH OFF	POff	Leave Patch mode. Currently not available.
FOff	FOCUS OFF	FOff	Leave Focus mode. Currently not available.

Charging the Battery

The Radio Remote control automatically checks the charge of its batteries. If they only have enough capacity for a short time, "B" will be displayed.

If they are too weak for regular operation, "Charge battery" is displayed. Replace batteries immediately when this is indicated. You can recharge them with the supplied charging unit.

-  Note on charging batteries with capacity of more than 700 mAh: It takes approx. 75 to 90 min to recharge these batteries. After one charge operation they are charged to about 70-80%. Disconnect the charging unit for approximately 20 seconds. Reconnecting it starts a second charge operation. The charging unit ends the operation automatically.

Remote View/Control

From software version 2.0 onwards you can view screens from any Station. Remote control keyboard and mouse. You can do this from any other Station or from Supervisor. There is no limit on number of screens or Stations to view.

Joystick - General

Some consoles are equipped with a spring-loaded control lever called a joystick. This joystick has several functions depending on mode.

Set channel levels

Select a channel or channel group with the channel keys. Move the joystick upwards to increase the level of the channels, or downwards to decrease the level of the channels. Depending on how much you move the joystick from its center position, the levels will change at different speeds.

As a shortcut, you can enter a channel number and directly move the joystick. This will select the channel and change the level.

Speed control

When a crossfade is running, the joystick will automatically change to speed control mode. Moving the joystick upwards will speed up the fade. Moving it downwards will slow it down to a complete stop.

The joystick will affect all running fades on masters and crossfaders.

To force the system into speed control mode, press the SPEED CONTROL key.

Disable Auto Speed Control in Safari Setup: If checked, the joystick on Panther, Tiger and Lynx console will not change to Speed Control automatically (with software version 2.0). You have to press the SPEED CTRL key to change the joystick into Speed Control mode.

The text Speed is displayed in the Executor when the joystick is in Speed Control mode.

Value change

Most values selected with the screen cursor can be modified with the joystick. Move the joystick upwards or downwards to change the value.

Calibrating joystick

In the Console Setup, you can calibrate the end and middle position of the joystick. The joystick may change its calibration over time.
























- 1 Select your console in the setup.
 - In the upper part of the window, you will have three buttons for setting Low, Mid and High position.
- 2 Move the joystick to its lowest physical position and select the Low button.
- 3 Move the joystick to its upper position and select the High button.
- 4 Release the joystick and select the Middle button.
- 5 Select the OK/Save button to store the settings.

Keyboard

Most of the functions in the system can be run from the keyboard. Also, it is the only place where you can enter text information.

A lot of editing can be made from the keyboard once you get acquainted with the functions of the keys on the keyboard.

Function keys

ESC	Close the active window. Same as clicking in the Close Box or pressing  on a console.
F1-F12	Direct keys for some functions.
INSERT	Inserts an object at the current location. Same as pressing  on a console.
DELETE	Deletes the selected object. Same as dragging it to the Trash Icon or pressing  on a console.
HOME	Moves one page left in a window with a horizontal scrollbar.  +  takes you to the very left.
END	Moves one page right in a window with a horizontal scrollbar.  +  takes you to the very right.
PG UP	Moves one page up in a window with a vertical scrollbar.  +  takes you to the top.
PG DOWN	Moves one page down in a window with a vertical scrollbar.  +  takes you to the end.
	Backspace: Same as pressing  on a console
   	Arrow keys: Moves the screen cursor.
ENTER	Sets a value to a field. Same as  .
Caps Lock	When activated, capital letters are written with the keyboard.
Num Lock	When activated, numbers can be written with the keypad
Ctrl	Pressed together with other keys to perform special functions. Example:  +  means GO.
Alt	Pressed together with other keys to perform special functions. Example:  +  selects the Play menu.
TAB	Moves to the next function in dialogs and windows. Same as  on a console.
Numerical keypad	The numerical keypad is used for entering numbers into the system. Some of the keys in the keypad perform often used channel and level commands. If you press Shift together with one of these keys, a related command is performed.

Load Icon

When you drag an object in the Disk editor, the *Load* Icon will be shown at the bottom of the screen.

If you drop an object on this icon, the object will be loaded from the harddisk to the internal memory. Press enter to confirm.

Local Menu - General

KEYBOARD


MOUSE Click right button on object


Many views have a local menu with often used commands. Which commands that appear in the menu depends on what you click on. The Local menu is always accessed by clicking with the right mouse button on an object. Normal Local menu commands are commands for Inserting, Naming and Deleting objects. Commands for Expand and Compress are also common.

Master Link - General

A master can be linked to the sequence.

- When you press GO, the master fades in a specified preset or effect in a specified time and with an optional delay. Prepare a master with a preset and a time.
- Drag the master number to the sequence step and Drop it there. The master with its preset and time assignments will be linked to the sequence step.
- If the master was at 0 % when you dragged it, it will be linked as an upgoing Master Link. An up arrow indicates this. When you press GO, the master will fade to 100 % in the given time.
- If the master was above 0 %, it will be linked as a downgoing fade, indicated by a down arrow. When you press GO, the master will fade to 0% in the given time.
- You can change master number, preset, time and delay by selecting the item on the master link line and enter a new value.
- For each Master Link a Target level can be specified. A Master Link with a Target level will fade to that level. This is useful when you want to fade a master to a specific level instead of 100 % or 0 %.

 Note: You can also use the Insert Master Link command on the Insert Link sub-menu in the Local Menu for the Sequence View to insert an empty Master Link.

 Note: There is a conflict when linking the same master to two sequence steps after each other. When the second step appears in the X2 field, the master link is loaded to the master, disrupting the previous link. To avoid this, you have to insert an extra sequence step between the two.

Safari Configuration file

The SAFARI.CFG file (introduced with software version 2.0) allows the system to be configured in several new ways. The allowed video modes for any video adapter can now be defined. Also, the number of channels, outputs, attributes and master fields can be changed here (within the limits of your hardware and software configuration).

■ Menu Commands

This chapter includes descriptions for all commands in all menus on the menu bar.

Menu File

This is the menu where all functions for handling play information are situated. This is where you find functions for

- storage and retrieval of plays
- import and export between different lighthboard formats
- printing and ASCII editing.

Library...	This function gives you the Library editor from which you can select a play on the Hard disk for editing and copying information or loading into memory. You cannot load a play by double clicking with the mouse, either press ENTER or drag it to the Load Icon. Double clicking on an object in a list editor with mouse left key performs the expand/compress function showing you the last 10 saves of the play. To load an older version, just drag it to the Load icon.
Save change	Saves a copy of the play you have in memory. The version you loaded when you started is not overwritten. Instead a copy is made and numbered 1-10. When the same play has been saved with this function 10 times the 10th oldest version is overwritten. This gives you a security of being able to go back 10 versions of the same play if needed. The latest saved version will be shown on the top of the list.
Save new...	Gives you a popup where you can name the play you have in memory and save it for the first time. After this you will use the Save Change function to store changes in that Play. You can also save the play in memory to a new name with this function.
Import >	This is where you import a play from a floppy disk. You can import a Safari play, an Expert play or a standard Ascii file play. You will not see the disk library unless loading a play in Safari format.
Export >	This is where you can export a play to a floppy disk. You can export it in Safari format, Standard Ascii format or Expert format. We have put the Expert Setup here also since its part of exporting information to an Expert.
Clear...	Allows you to clear the play in memory, or only part of it. One of the Clear Partial functions clears all fields and sets all levels of these fields to 0%.
Ascii editor...	This is just an Ascii editor which can be used to view Ascii light plays, but also to read text files and edit your own text files, with comments on the system or a manuscript for example.
Print...	Gives you a popup from which you can access the printing functions.

Menu Play

Under this menu you will find all objects that can be regarded as play data and edit them directly by selecting either of them. Play data is everything from how your channels are configured (Patched, Renamed, Device configurations like scrollers or moving objects) to what you do with them in Presets, Sequences and Effects.

Play...	Gives you the Play Editor. Here you can scroll through all data of your play and edit it directly on screen. If you're scrolling through the Preset or Sequence lists you will have the contents of each preset displayed in the upper half of this double editor.
Sequences...	Gives you the Sequences editor. The system is now equipped with three default sequences and you will have all displayed when you select this function. You can add more sequences using the Insert function. The editor works just like the Play double editor described above.
Presets...	Gives you the Preset List. The editor works just like the Play double editor described above.
Effects...	Gives you the Effects list. The editor works just like the Play double editor described above.
Channel config >	This menu is where channels are configured in your play. It has four submenus:
Patch...	Gives you the Patch Editor where you can patch dimmer outputs to the channels, set proportional levels for the dimmers and assign dimmer curves to the dimmer outputs.
Curve >	Gives you the Curve editor for any of the 5 user definable curves.
Rename...	Gives you a list where you can rename the channels on the screen. The renamed channels will appear in numerically sorted order on all channel screens. With software version 2.0 the maximum number a channel can be renamed to is increased to 9999.
Devices...	Anything controlled from the system which is not a dimmer is set up here. Up to now this can be a moving light or a scroller.

Menu Tools

Under this menu you have direct access to the four tools available for working with the objects in your Play. This is also where you will find Copy, Cut and Paste when these are implemented.

Track...	If you select a channel or a group of channels in any part of the system and choose Track from this menu you will enter the channel track editor for those channels. This menu function performs the same function as the TRACK icon which appears on the bottom of the screen when you drag a group of channels with the mouse. There will be Track functions for more objects in the system in the future.
Edit...	This menu function performs the same function as the EDIT icon which appears on the bottom of the screen when you drag an object with the mouse.
Insert	This menu function performs the same function as the Insert key on the keyboard or console. It can be used to insert data between sequence steps, add a new Effect, Sequence or Device in one of the corresponding editors.
Delete	This menu function performs the same function as the Delete key on the keyboard or console. If you select Delete when an object is selected (like a preset or a sequence step) you will get a popup asking you to confirm that you want that object to be deleted.


Menu PlayBacks

This is the menu that gives you direct access to the playbacks of the system. You have 36 Master fields and three sequence playbacks (X, Y & Z). Today you only access the Master fields from here. The Sequence Playbacks are accessed from the main/sequence desktop executor.

Field List...	Gives you the Field list in a double editor where you can view and edit the contents of all Fields in the system, including the IR field, directly on screen.
Show Fields...	Gives you a window where all 36 Master fields are displayed graphically. You can edit them directly on screen with the mouse or arrow keys.
Flash	Activates Flash mode for the Master fields, turning the Assign keys of your console (depending on how the console is set up) into Flash keys.

Menu Options

Many computer based systems have a menu where optional functions and some functions that just don't fit under the other menus are placed. This is it for the Safari! Here you will find the Autofocus functions, the dimmer feedback and PC link functions and also, the topographic output display. In the future you'll probably find this menu expanding as new ideas come along and are integrated.

 **Note:** Some of the functions in this menu may be optional and therefore does not appear in your system.

Show output topographic...	Gives you a topographic output display which you can adapt to the layout you find appropriate. Additional information for outputs connected to an Attribute is shown from software version 2.0 onwards when you select an output.
Autofocus >	Gives you the submenus for using Autofocus units. Command... Gives you the Command panel for running the autofocuses. List... Gives you the list of defined autofocuses and their status. Running... Gives you the running status for the units.
Feedback...	Gives you the complete feedback status list for all dimmer outputs in the system if you have this option.
PClink...	Right now this function allows you to Record the light output into a memory in the dimmers for backup utilities (Provided you have this option installed). In the future this may be expanded to allow more remote PC link functions.
System Log	New window in the Options menu, introduced with software version 2.0. It shows you a log of system activity: Stations connecting and disconnecting, users logging in and out etc. It also shows a history of dimmer reports like Fuse Broken, Load missing etc. (only with PC Link option).

Menu System


This is where all setup parameters for your system are made.

About...	Gives you a popup with your software version number. The serial number of your system is also shown.
Version info...	Gives you a Help file where you can click on different software version numbers and read the update information on those versions.
Net >	The Net submenus has two functions, either of which you will find yourself using normally.
Connections	Gives a list over all units attached to your network, and their ID's. This information is only required when a technician is setting up the system.
Mail	This function is not yet implemented.
View >	Gives you a submenu with functions for changing information on the screens in your system.
Screen mode...	Gives you a popup where you can choose between different desktops for each Screen, and also lets you toggle between four resolution modes. Some of these resolution modes come to their full right first when you are using larger monitors than 14". We do recommend you to try the 132x30 high resolution mode, though.
Select Screen	Selects next Screen.
Select Window To Next Screen	Selects next window in the selected Screen Moves the selected window to the next screen.
Resize/move	When selected this function allows you to use the arrow keys to move around and resize the selected window in case, for example, that you have no mouse.
Zoom	This function will zoom in/out the selected window.
Close	This function will close the selected window.
Local menu	This function gives you the according local menu.

Preferences >	Gives you a submenu with functions for changing the settings and parameters of your system.
Houselight >	See the HELP file in the software for information on this function. This alternative will only appear if you have the Houselight option installed in your system.
System Setup...	This is where a technician will set up the software against the specific hardware in your system.
Safari Setup...	This is where you can set user definable parameters to the software, like default crossfade times, step level, sound, etc.
Colors...	Allows you to redefine and save versions of the color layout of the system.
Mouse...	Allows you to set the response time for double clicking on the mouse.
Console Setup...	This is where you can redefine any key in your console to perform any key function existing in the software. you can have the same function on several keys. There have been requests on being able to save user definable console setups like the color settings, and we are working on this to see if it's possible.
Shutdown	This is the ONLY way you should shut down your system before turning off the hardware.

Menu Commands - Local Menus

A lot of functions for different editors and windows in the system are situated in the local menu. This way you will always have quick access to the corresponding functions by clicking the right mouse key with the cursor over the window or editor you want a local menu for. Then you can select the function you want with arrow keys or mouse and press **[ENTER]**, or click with the left mouse key.

 Note: you can also press **[MENU]** (or **[F10]**) twice to view the Local menu.

From software version 2.0 onwards: In the local menu for a palette, there is now a command for copying palette information to other devices of the same type. Select the `of same type` command.

This will create palette items with a copy of the selected data for all devices of the same type.

Local Menu Channel page

Click with the right mouse key with the cursor over one of the channel pages.

Revert/Fetch	When the levels of a channel or channel group are altered using joystick, wheel or mouse fader you can retrieve the original levels by selecting this function. If the number of a preset is entered before selecting this function, the levels for the currently selected channels will be copied live from that preset.
Clear Field	This function will clear the field.
Balance	This function is used to temporarily mute all channel levels except the selected group. Repeat the function to restore the muted levels. A useful function to check the direction and focus of a single or some instruments while balancing a whole preset.
CH TIME	Enter a time (#) and select this function to set a separate fade time for the selected channels in the next fade. This is displayed in the sequence as a time group.
CH DELAY	Enter a delay time (#) and select this function to set a separate delay time for the selected channels in the next fade. This is displayed in the sequence as a time group.
Record group tracking	If you make a relative change in a channel group in a preset and you want the same change to be recorded in all coming presets where the same channels have the same level as in this preset, select this function. This is the same as the Tracking feature found in the Channel Track window.
Update Positions	If you are jumping around in the sequence (usually during rehearsals) you can update the devices (which are moving according to the latest action principle) to the positions they should have in the currently selected sequence step if the sequence had been executed numerically.
Update Autofocus	Performs the same function as "Update Positions" except for Autofocus units.
Record Positions	Records the position of devices into a sequence step. Scrollers are automatically recorded when recording a preset. Devices defined in Templates must be recorded with the Record Positions command. When you are editing already recorded presets and you have only changed a single or some colors in scrollers this function allows you to re-record only the scroller information of a sequence step without risking re-recording any channel level information.

Autofocus Command...	Gives you the autofocus command editor for running the Autofocus units. Not available in all versions.
Used Channels	Selects all used channels as a channel group.
Unused Channels	Selects all unused channels as a channel group.
Channel Track...	Loads the currently selected channels into the channel Track Sheet.
Channel Info...	Provides a list over the channel configuration of the currently selected channels; Patched outputs, Rename, Curve.

Local Menu Sequence Executor

Click on the Sequence executor with the right key of the mouse.

Field Editor	Provides the Field Editor Window for the selected field.
Clear Field	Clears the light contents of the selected field.

Local Menu Sequence desktop

Click on the Sequence desktop with the right key of the mouse.

Fixed X1/X2	<p>When flagged this function fixes the display of the sequence so that the list will travel upwards past the display line of what steps are in the X1 and X2 fields. When not flagged, the list will stand still and the display line of X1/X2 till move downwards in the list.</p> <ul style="list-style-type: none"> • Toggle the flag by double clicking or pressing ENTER.
Show Sequence position	<p>When flagged the sequence position numbers are displayed.</p> <ul style="list-style-type: none"> • Toggle the flag by double clicking or pressing ENTER.
Autoexpand next when fixed	<p>When flagged this function automatically expands all information of the sequence step in X2.</p> <ul style="list-style-type: none"> • Toggle the flag by double clicking or pressing ENTER.
Expand all	<p>This function expands all compressed information in this editor.</p>
Compress all	<p>This function compresses all expanded information in this editor.</p>
Insert preset at step #	<p>This is the menu function for inserting a preset into the sequence at the step that is focused with the screen editor cursor.</p> <ul style="list-style-type: none"> • Enter the number of the preset you wish to insert and select this function. The INSERT key will perform the same function.
Insert Link at step #	<p>This is the menu function for inserting a Link directly into the sequence step that is focused with the screen editor cursor.</p> <ul style="list-style-type: none"> • Enter the number of the master you wish to link and edit it in that step directly on screen.
Delete object	<p>This is the menu function for deleting the currently selected object. The DELETE key will perform the same function.</p>
Edit object name...	<p>This function will provide a popup for editing the name of the selected object. Usually only used for editing device names, or sequence names in other editors.</p>
Open object editor	<p>Will perform the same action as if an object is dragged onto the EDIT Icon.</p>
Insert Subobject	<p>A seldomly used function (except when setting up the system) that allows you to insert a subobject in situations where INSERT won't do this for you.</p>

Local Menu Master Fields

Click on the Master Fields with the right key of the mouse.

Field Editor	Provides the Field Editor window for the selected field.	
Mode >	Normal	In Normal mode a master functions like a submaster. The contents of the master field is added to the light output according to the "highest takes precedence" principle.
	Balance	In Balance mode the master functions like an additional channel joystick, or channel wheel (depending on what console hardware you are used to) working on the channels selected with a level in that field against the X1 field.
	Inhibit	In Inhibit mode the master functions as a filter on the output of all fields in the system. Any channels loaded to this field (with a level) will be controlled by this master as if it was a Grand Master for only that channel group.
	Solo	In Solo mode the master will progressively replace the outputs of all other fields in the system with the contents in the master when this master faded up. If there is more than one Solo master, the one with the lowest field number will control the rest. A useful function when you manually want to time a total change of light to music and then fade back to multiple effect masters and sequence, in a smooth manual fade.
Clear field	Clears the contents of the master field.	
Load >	Load Effect	Enter the number of an effect and select this function to load the master of that effect to this field.
	Load Effect Time Master	Enter the number of an effect and select this function to load the time master for that effect to this field.
Flash Setup	This function is used to set an individual flash level for a field, or to toggle local flash mode on/off. Enter a level and select the function to set a flash level. Select this function without any preceding number to toggle local flash mode.	
Start	This function will fade the level of the selected field to 100 % if under 50 % and to 0 % if over 50 %. Holding Ctrl on the keyboard and clicking with the left mouse key on the number of the field will perform the same function.	

Local menu Editors


Click on any Editor window (or lower half of any double editor) with the right key of the mouse.

Expand all	This function expands all steps in the list part of the currently selected editor.
Compress all	This function will compress all steps in the list part of the currently selected editor.
Object Editor	Toggles the upper half of the double editors (Shift F4).
Edit Object name	Lets you edit the name of the focused object in a popup.
Open Object Editor	Will perform the same action as if an object is dragged onto the EDIT Icon.
Insert Subobject	A seldomly used function (except when setting up the system) that allows you to insert a subobject in situations where INSERT won't do this for you.

Menus - General

The Safari system has a menu bar on the top of the screen with several menus on it. Each of these menus contains related functions. The File Menu includes commands to work with plays, loading and storing etc. In a menu you can select any command with a highlighted letter in it.

Commands all written in dimmed letters are not available.

 Note that some commands are only available when you are in a specific mode.

How to select a Menu

Menus can be accessed

- by pressing the **Alt** key on the keyboard together with the highlighted letter in the desired menu.
- You can also use the mouse. For example, the File Menu is pulled down by **Alt** **F** or by using the mouse.

How to select a Command from the keyboard or the console

Do as follows:

- 1 Press the **F10** key on the keyboard or the **MENU** key on the console to activate the Menu bar.
- 2 Use the **←** and **→** keys to select the menu you want to use.
- 3 Use the **↑** and **↓** keys to select the command you wish to execute.
- 4 Press the **Enter** key on the keyboard or the **OK** key on the console.


How to select and Command with the mouse

Do as follows:

- 1 Put the cursor on the desired menu and press the left mouse button to pull down the menu.
- 2 Hold the mouse button while pulling down.
Select a command by releasing the mouse button when the desired command has changed color.

Shortcuts

Some commands can be selected by pressing one of the function keys (**F1**, **F2**, etc.) or special combinations of other keys. These shortcuts are shown after the command in the menu. You can also get info about the shortcut for a specific command in the help text for that command.

-  Note that in the menus and the help texts # stands for a number, and (#) stands for an optional number. Many commands have different functions depending on if you enter a number or not.

Select the desired command by pressing the function key indicated after the command. Whatever you are working with, you can always use these shortcuts to execute the corresponding command.

Mouse - General

A Mouse is generally a pointing device that is used to move a cursor on the screen. By using the keys on the mouse, you can select and modify the item the cursor is positioned at on the screen. This makes it very easy and straight-forward to enter and modify data directly on the screen. The Safari uses the mouse to make all operations easier and faster to use. It can be used together with the console or the keyboard but we recommend you to study and learn the techniques described below to get the most out of your Safari system.

Moving the mouse

Roll the mouse on a flat surface. Every move you make with the mouse moves the cursor on the screen in exactly the same way. You will have the best control if you hold the mouse with its cable pointing directly away from you and your index finger on the left mouse button.

Notice that lifting the mouse and putting it down on a different place does not move the cursor. Whenever you run out of place for the mouse - if it goes off the table, for instance - lift the mouse and put it down again where you have more room.

Notice that the cursor cannot go off the screen, so you do not have to worry about losing it. If you are running with more than one monitor, moving far left or right will move to the next available screen in that direction.

The mouse has two or three buttons on it. The left and right mouse keys are used to make different actions. The middle key is not used.

Clicking

The left mouse button usually selects the item the cursor is on.

The right mouse button usually selects a Local menu with available actions for the screen area where the cursor is.

Position the cursor on what you want to select or make active. Press and quickly release the mouse button.

Double clicking

Double clicking is used to set values to items or as a shortcut to activate an editor for a specific item. Position the cursor on what you want to select. Press and release the left mouse button twice in quick succession without moving the mouse. If you accidentally move the mouse between the clicks, it will not count as a double click. The time limit between two clicks can be adjusted with the Mouse Options dialog.

Pressing

Position the cursor on a menu title, a scroll arrow, or wherever you want the action to happen. Without moving the mouse, press and hold down the mouse button. As long as you hold down the mouse button, the effects of pressing continue. Pressing on scroll arrows results in continuous scrolling. Pressing on a menu title pulls down the menu and keeps it down until you release the mouse button.

Dragging

If you hold down a mouse button and, at the same time, move the mouse, this is called dragging. Dragging with the left mouse button down move a window on the screen or moves an item to another place on the screen. This is called Drag and Drop. Dragging with the right mouse button down changes the value of the currently selected item up or down. This can be used for changing channel levels, master levels etc.

Navigating - General

In a Safari system, you normally have more than one physical monitor, showing one screen of information each. Even with one physical monitor, you can have up to different monitor screens. The screens are labeled Screen 1 – 4 in the top right corner.

The selected screen always shows the system menus on the top line and the status line on the bottom of the screen. On each screen you can have several windows at the same time, such as the Sequence Editor. Within each windows there may be several sections or functional parts, such as the sequence list of a sequence editor.

To select a screen

CONSOLE:

KEYBOARD: + , + , +

MENU: System menu, View sub-menu, Select Screen

MOUSE: Move to another screen

This will select the next screen. With the + arrow commands or the mouse, you can select if you want to select next or previous screen.

To select a window

CONSOLE:

KEYBOARD:

MENU: System menu, View sub-menu, Select Window

MOUSE: Click on a window

This will select the next window. With the mouse you can select the desired window directly. With the commands you may have to step through a chain of windows before you activate the desired one. Note that the desktop is regarded as one window.

To select a part within a window

CONSOLE:

KEYBOARD: , +

MOUSE: Click on a part of a window

This will step through all the parts of a window. Note that you may have to press several times to move to the desired part.

To select an item within a part

CONSOLE: Arrow keys

KEYBOARD: Arrow keys

MOUSE: Click on an item in a window

This will move the cursor within the selected part. For example, between the sequence steps in a sequence.

To change an item's value

When you have selected an item in the described way, you can enter new values in the following ways:

- on the keypad followed by
- on the keypad and double click on the item
- by dragging with the right mouse button down
- by moving the joystick or designer wheel

Objects - General

Background

In the Safari system, most of the data you record (Presets, Effects, Sequence Steps etc.) are referred to as objects. Don't be scared by this! The word Object is just used as a general term for any type of data.

The Safari system is an object-oriented system. In such a system, data is called objects. In addition to this, there are general tools such as Insert, Delete, Move, Copy that operate on any type of data object. There is no need to have separate commands for moving a scroller link or for moving a sequence step. Depending on what you select, the system knows if it shall move a scroller link or a sequence step when you use the Move command.

This makes the system easy to use with only a few general tools to learn. Doing the same thing to different types of data is done in the same way, using the same basic commands.

Object

An Object is the basic data element. This could be a Sequence Step, an Effect, a Preset etc.

Root Object

The Root Object is the base object in a Browser. This is the top-most object that owns the rest of the objects in the browser list. A typical root object is the Sequence itself in a Sequence Editor or the Effect itself in the Effect Editor.

Sub-object

Sub-objects are the objects that are owned by another object. A typical sub-object is a Scroller Link that is owned by a Sequence Step.

Page - General

 Read more: *Pages editor*

Makes it possible to store and recover master setups as a Page.

- Use `Record Page` in the menu or
- `PAGE` + `RECORD` from a console.

All masters with a preset, group or effect will be recorded into the selected page.

- 1 To activate a page,
 - select page number and press `PAGE` or
 - `Execute Page` in the menu. If no number is used you will get a list with all the recorded pages to choose from

You can also drag and drop individual master to and from a page. Edit the recorded pages in the Pages editor (Play menu).

A page can contain all parameters for a master:

Preset, Group or Effect, Time, Mode, Flash mode and flash level.

A Page can also be linked to a sequence step, where it works like an aggregate of several masterlinks, with the difference that no fades will start on the masters.

PC Link - General

PC Link is the name of the Dimmer Control system for AVAB PDDIII dimmers. With the PC Link protocol, the dimmer parameters can be set. Dimmer status such as Fuse Broken, Phase Voltage, Load Missing etc. is reported to the Safari system.

PC Link requires an optional software package. One port on an IO3 card is also needed for the communication.

Play - General

A collection of lighting objects (Sequence steps, Presets, Effects, etc) is called a Play. Plays can be stored on the internal Hard disk or on external floppy diskettes for archiving or transfer to other systems. When you load a play, all data objects that are stored in the play will be loaded into the internal memory of the Safari system.

A Play is created on the hard disk with the *Save New* command in the File Menu. You can then use the *Save Change* command in the File Menu to record changes to disk.

Use the *Library* command (File Menu) to view plays on the hard disk and load plays into the memory.

Plays are normally stored on the internal hard disk of the Safari system in a special Safari format. You can choose to store or load a play to/from a floppy disk with the Export and Import sub-menus in the System menu. You can choose from the following formats:

- ASCII Light Cues:
This is a world standard for transferring lighting data between consoles of different manufacturers.
- Expert:
Reads or writes diskettes from/to the Expert family of lighting consoles.
- VIKING 1/2:
Reads data from the VIKING family of lighting consoles.

The following objects can be stored in a Play:

- Sequence
- Presets
- Patch
- Effects
- Rename
- Devices

Presets - General

The recorded lighting looks in the Safari system are called presets. When you set levels to channels and use the RECORD NEW function, you have created a preset.

When you record presets they are added to a common pool of presets. You can later choose to use the preset in different ways:

- link it to a Sequence
- load it to a Field
- use it as a building group (groups and presets are the same in the Safari system)

It is very important to understand that a preset is an object in its own. This has several powerful implications:

- a preset can be linked to several sequence steps. E.g. the same preset can be used in several places in the sequence where the same light should appear.
- the presets can be linked in any order in the sequence. You do not need to have preset numbers appearing in numerical order. You are free to change the order of the presets in the sequence.
- presets can be used in fields, effects, as building blocks etc. without conflict with the sequence.
- several sequences can be used with different or the same presets.

Copy presets

If you want to copy a light to several preset numbers, load the preset to any field and make the field active. You can then record the light under one or several number with the RECORD NEW function.

Build

If the Build function is activated, presets that you record are automatically linked to a sequence in numerical order. This is the default mode to make it fast and easy to record a sequence. If you want to record presets that should not be in the sequence (such as building blocks), switch off this function.

Presets Editor

The Presets Editor shows you all presets recorded in the memory. You have several possibilities when the Presets Editor window is visible.

- Load:
Drag the preset you want to load to the desired field and Drop it there.
- Delete:
Drag the preset you want to delete to the Trash Icon and Drop it there. This will remove the light in the preset and the preset number is marked as unused.
- Edit:
Drag the preset you want to edit to the Edit Icon and Drop it there.

 Read more: *Cookbook*

Re-record

If you have made modifications to a preset and want to record the changes you have made to memory, use the RECORD CHANGE function. This will not create a new preset, just re-record the changed preset to memory. This function is only available when you have a preset in the active field that can be re-recorded.

Scrollers Application

In the Safari system only dimmers are regarded as DMX outputs. Everything else connected to the system is a device. A device can be a moving lantern like the VL5, or a color scroller of some kind. Ready drivers for specific systems in some cases are standard in the software. More drivers will be added along, and customized drivers can be ordered to specifications.

A device is associated with the channel number of the light channel for that device. When you select the light channel you will automatically have control over the device (scroller or pan/tilt of a moving device).

From software version 2.0 onwards you can change the channel number an attribute is attached to and recorded links will update.

The parameters of a scroller are set up once in the Device editor. If you set up and calibrate all colours in a scroll roll in the editor, then you can access that list from the channel editors and select color directly from that list. If a scroller for some reason has to have a color position corrected, this can be done directly for that scroller in the editor.

Setting up a standard scroller

- 1 Go into the Play menu and select `Attributes` under `Channel config >`.
 - This will present you with the devices double editor.
- 2 Enter the number of the channel that you want to associate a device to and press `INSERT`.
 - This will give you a popup asking you if you are associating a moving device or a Color changer.
- 3 Select `Color changer`.
 - This in turn gives you a choice of different types of scrollers.
- 4 Select `Standard Scroller` for this example.

`DMX`

You will now have created a scroller connected to the light channel you entered before pressing `INSERT`. This number can be changed afterwards directly on screen.

The next position on the information line is `DMX`. This is the first and last time you will have to worry about that number, which is the number of the DMX channel the scroller has been set up to answer to.

`FrmT`

The next position is where you can define a default time for how long it shall take in seconds per frame to change color if no specific time is set in the link that will be created in the sequence when colors are recorded. In effect you could say that it is a speed more than a time.

`Frms`

Finally you have to define how many frames your gel roll has. Since the Safari software is taking care of frame modes and such, you can actually define even half filters as frame positions if you want to. We'll get back to this later. For now, just

- 1 enter the number of filters your roll has and press `ENTER` .
- 2 Proceed to the upper half of the editor (press `TAB` on the keyboard or click with the mouse) and name the color positions of the gel roll.

As you can see, the first position is called position 0. This is the first filter in the roll. The software will calculate the exact position of each position in the maximum resolution of DMX, which is 255 steps per output. This value is displayed for each frame position and can be trimmed directly on screen. If you select the Autolocate option by clicking that box in the top of the editor, the scroller will follow as you edit each step. That way you can fine tune the position values for each scroller and color "live".

`Mv`

If you enter a value for the `Mv` parameter, the scroller will move forward and backwards that number of steps (0-255). This is useful with dark filters to prevent them from burning.

Selecting colors in a scroller

If you exit the device editor and select a channel page, you will find a blue square next to the level value of the channel you associated the scroller to. The current color number will be displayed in this blue square.

- 1 If you select the channel and press or select `COLOR` without a preceding number entry, you will get a popup with the list of colors that you defined in the editor.
- 2 You can select any of these with the mouse or arrow keys and `ENTER`. You can also select a color directly without having to pass that list by entering the number of the color and selecting `COLOR` (console key, or mouse in the screen palette of the channel page).

Recording scroller information in the sequence

The scroller information is recorded automatically as soon as these light channels have a level and/or the color has been changed. It is recorded as a link to the current sequence step, in a "separate" sequence which works with the "latest action" principle. There are several reasons for this. One is that you won't have to record the information for all scrollers in all sequence steps, only when changes are made. Another is that this makes editing easier and gives a good overview over when color changes take place. Also you will have full control over each color change, when it is made, and at which individual speed and delay. Observe that scroller links are only recorded when you are recording presets in the sequence fields.

Example

- 1 Set a level to the scroller light channel and select frame 0.
Record as a new preset (Record New).
 - You will get an automatically generated link to that sequence step telling which light channel, and which color.
- 2 Change the lintensity of the light channel only, and Record as the next preset.
 - This time you didn't get a scroller link, because the color didn't change.
- 3 Set the scroller to frame position 5 and record as the next preset.
 - This time you got a scroller link again, indicating the new frame, and frame name.

Moving, copying or changing a Scrollerlink

Once a scroller link is recorded it can be moved or copied to another sequence position.

- 1 Click on it and drag it to the sequence step you want to move/copy it to.
 - You will get a popup asking if you want to move or copy.
- 2 You can also change the color in a link with the joystick/wheel. Also see the function `Record colors`.

Record colors

There is a function for updating only changes in the color settings of a preset without affecting the light information. This is done by selecting the function `Record colors` from the local menu in the channel page of the sequence fields.

Scroller Link parameters

Time & Delay	The time you set will decide the speed of the change. The delay time will decide how long the link waits before executing the time. If no time is set the scroller will change color on the default time you have specified in the setup earlier (<code>FrmT</code>).
OnGo	A scroller link will execute the change when the sequence step that has the link is loaded to X2. In effect this means the scroller will change automatically when the previous fade is completed. If you check the box under the position OnGo, the scroller will change when <input type="checkbox"/> <code>GO</code> is pressed for the sequence step that it is linked to.


Update scrollers

This function updates the scroller links if you have jumped around in the sequence or changed colors manually. This is done from the channel page local menu (observe that scroller links are only recorded in the X-fields).

- Select the function from the local menu.
 - The scroller links will be updated.

Scroller types in the device editor


There are currently five different types of scroller modes available in the device editor.

Standard Scroller	This mode will work for most scrollers in the market that only require one standard DMX channel control signal. Fan and speed are not controlled from the desk, but the mode gives you both frame mode and speed control of changes with the time functions in the links.
Rainbow +, mode speed + fan	This mode is for Rainbow scrollers set to work in the mode where you can control speed and fan from the desk. This will require three DMX control channels for each scroller. In the positions Speed and Fan you can set a start value 0 – 255 for these parameters. These values will apply until you set new values in a link.
Lightpaint, mode speed + fan	This mode is for Lightpaint scrollers set to work in the mode where you can control speed and fan from the desk. This will require three DMX control channels for each scroller. In the positions Speed and Fan you can set a start value 0 – 255 for these parameters. These values will apply until you set new values in a link.
Pancommand Colorfader colortable (option 5)	The Pancommand Colorfader can be set to run from one DMX control channel only, giving you 90 different preset color mixes. These will automatically be listed when you select this mode.  Note: Select the Slow output mode for the DMX port if you are using this mode.
Pancommand Colorfader Direct access (option D)	The Pancommand Colorfader can be set to run from three DMX control channels, giving you the possibility to customize any combination of color mixes in the editor. Define as many color combination you want to use with the <code>FRMS</code> parameters. Mix the three different channels together in the upper part of the editor.

Selecting - General

The word Selecting is used to tell you to Focus an Object. Selecting is generally done by clicking on the object with the mouse or selecting the object with the arrow keys.

Sequence - General

-  Read More: *Sequence Executor*
- Read More: *Sequences*
- Read More: *Sequence*

A sequence is a list of things to happen (events) in a play.

The system includes up to three basic sequences depending on version. These sequences are totally separate from each other. They can be used simultaneously by using the three Sequence Executors X, Y and Z (number of executors may vary depending on version).

The sequence list consists of sequence steps. A sequence step is a collection of things that should happen simultaneously, activated by the GO key.

To a sequence step, a variety of events can be linked:

- **a preset with in, out, delay times** Normally all sequence steps will have a light fading in, replacing another light, fading out.
- **one or several Master Links** A Master Link starts a fade on a master with a specific preset and time.
- **Part fades** Single channels and groups can be given their own fade times and delays.
- **Attribute link** Commands for color scrollers and other devices like scanners.
- **AutoFocus links** Commands for automated luminaires.

New events can be linked to a sequence step using the Insert Link sub-menu on the Local Menu in the Sequence View. The sequence is shown as a standard Browser with full screen editing and mouse capabilities. Events can be moved or copied by dragging them with the mouse and dropping them onto other sequence steps. The events on a sequence steps will be executed when you press the GO key. The sequence will automatically advance to the next step.

A sequence of presets will be automatically created if you record presets from the X1 or X2 fields and the Build function is On.

Features introduced with software version 2.0

- If you change the preset number or the cue number on a sequence step, you now get a popup with choices. You can select if you want to replace or copy the content or rename the preset.
- If you change executor with the SELECT PB function, the active working field will change to the new executor automatically. This will only happen if you have one executor visible.

- You can now create a link to another sequence by dragging a sequence step from another sequence and drop it on a sequence step.
- You can select the Playback command palette with Alt-F10.
- If you have a sequence that is controlled by Time Code and position it on the last step of the sequence, you can use the temporary Learn mode (hold down the Alt key) together with GO to create new steps with time stamps.
- The time stamp of a sequence step cannot be changed outside the time stamps of the steps immediately before and after.
- There is a new simplified layout of the Time Code Control Panel. It is now clear that there is a selection of 4 different time code sources. The Export as MIDI TimeCode and Capture TimeCode functions are check boxes that can be activated together with a selected Time Code source.
- When you change the Time Code source, the mode for the sequence loaded into the corresponding executor is also changed. If you change the mode in the sequence, the Control Panel is also updated.

Multiple LTP Sequences with priority

From software version 2.0 onwards it is possible to define a priority for each sequence. When priorities are used, sequences are played back in LTP mode. This means that a sequence with a higher priority can 'steal' channels from sequences with lower priority. When the high priority sequence reaches the Sequence End step, it will release control of the 'stolen' channels to sequences with lower priority. Change the End on the last sequence step to Release if you want this to happen. You can also set the release times on the last sequence step.

Cue Mode records directly into a sequence step


From software version 2.0 onwards light can be recorded directly into a sequence step - Cue Mode. In this case there is no need to record a Preset and then make a Sequence Step with a reference to the Preset. This simplifies working with multiple sequence since there is no common Preset pool to administrate.

Check the Cue Sequence as default in the Safari Setup to change to Cue Mode.

When you record light, it will automatically be recorded as a Cue. Each cue is connected to a specific sequence so there can be several different cues with the same number recorded in different sequences. The cue number is shown like this: 4/1 which means cue 1 in sequence 4.

Startup Parameters

The V.BAT file starts the software. Any command line parameters should be added in this file to the right of the VLC command. All command line parameters must be written with capital letters, preceded by a / character. If several parameters are given, they should be separated by a space character.

Parameter	Code	Meaning
Screen parameter	/Sx	Specifies the number of monitors used. x = number of monitors. If used together with the /M parameter, it specifies the number of virtual screens.
Virtual screen parameter	/M	Tells the software to provide several virtual screens (specified by the /S parameter) on the same monitor. This is useful when you want to have more information on one monitor. The system behaves as if it has several monitors.  Note: This parameter should not be used when you have a multi video card.
Video Card address	/A0120	Specifies the address of the multi video card. The address is always 0120.
Reverse screens parameter	/R	Reverses the order of the monitor screens.
Serial port Console parameter	/Cx	Specifies which COM port (x = 1-4) to use for an Expert type console. This parameter cannot be used together with the /APN parameter.
Client mode	/CLIENT	Start as Client working on a network with a Server. Use this parameter on a workstation or a console computer in a network system.
Server mode	/SERVER	Start as Server working on a network with Client(s). Use this parameter on the main lightserver.
Backup mode	/BACKUP	Start as BackupServer working on a network with Client(s). Use this parameter on the backup lightserver Note: If a BackupServer is started with the /SERVER parameter it will start up as a BackupServer if the ordinary Server is already started. The advantage of using the /SERVER parameter on the BackupServer is that if the Server for any reason doesn't start up, the BackupServer will start-up as a Server instead.
Peripheral Mode	/PERIPHER	If this parameter is present, the program will run as a peripheral output computer communicating with the server on the network.
APN Mode	/APN	Activate APN network for connecting consoles. Requires APN card. This parameter should not be used for connecting IR. This is set-up in the IO Setup inside the program. This parameter cannot be used together with the /Cx parameter.

Parameter	Code	Meaning
Desktop Mode	/NODESK	If this parameter is present, the desktop will not be shown. This parameter should be used on the Server and Backup computer. The software does not need to update the screens which makes the software faster.
Test mode parameter	/T	Enters test mode automatically and provides some extra information for testing only. If this parameter is used, it is possible to import files from a VIKING 1/2 system. Check the Import menu.

Parameter examples

Here are some typical V.Bat files with explanations:

Typical standalone system No network	FONTINST VLC /S3 /A0120 S3=Three monitors A0120=Multi Video card present
Typical server system Network	FONTINST VLC /S2 /M /SERVER /NODESK S2=Two screens M=Virtual screen mode SERVER=Server mode NODESK=Does not display desktop
Typical backup server system Network	FONTINST VLC /S2 /M /BACKUP /NODESK S2=Two screens M=Virtual screen mode BACKUP=BackupServer mode NODESK=Does not display desktop
Typical client system Workstation with console Network	FONTINST VLC /S3 /A0120 /CLIENT /APN S3=Three monitors A0120=MultiVideo card present CLIENT=Client mode APN=Console connected to APN card
Typical client system Workstation without console Network	FONTINST VLC /S3 /M /CLIENT S3=Three screens M=Virtual screen CLIENT=Client mode
Typical peripheral system Network	FONTINST VLC /S1 /PERIPHER S1=One screen PERIPHER=Peripheral mode

Status Line – General

The Status Line is the bottom line of the selected screen. It shows you some available and often used commands. Depending on what you are currently working with, the status line changes to show appropriate commands.


- 1 You can click directly on a command to execute it OR use the corresponding function key (such as **F1**, **F7**).

Templates - General

A template describes how a moving instrument such as a scanner is controlled. You describe the different parameters (Pan, Tilt etc.) by inserting Template Parameters. A parameter such as Color or Gobo contains Positions. A position associates an output value with a color or gobo name. You can then select a gobo from a list of names instead of remembering the output value.

You use a template by using the Attributes command.

- 1 Press **INSERT** in the Attributes setup and select Insert from Template.

 Note: Do not add or remove template parameters after you have recorded a position based on that template. This could cause a problem.

Time/Date - Setting

With software version < 2.0 there is no function for setting the date and time from within the Safari software.

- 1 To set Date or Time you must leave the software using the Shutdown command.
- 2 At the DOS prompt, type DATE to set the date or TIME to set the time.
- 3 Enter the new date or time in the displayed format.
- 4 Restart the Safari software.

From software version 2.0 onwards the current date will shown if you pause with the mouse cursor on the Time in the upper right corner.

If you right-click on the Time, you will have a local menu where you can set time and date.

In the local menu for Time, you can open Stop watch windows. Any number of stop watches can be running at the same time.

Times - General

The Safari system can handle many different types of times:

- In Time
- Out Time
- Delay Time
- Wait Time
- Alert Time
- Channel Time and Channel Delay

All times can have a range between 0.1 second to 59 minutes and 59 seconds. (In some low end versions it may be limited to max 9 minutes and 59 seconds.)

How to enter times

Times between 0.1 and 9.9 seconds are entered as 0.1 – 9.9.

Times between 10 and 59 seconds are entered as 10 – 59.

Times of 1 minute and above are entered as mss or mmss like this:

- 139 means 1 minute and 39 seconds.
- 1255 means 12 minutes and 55 seconds.

Track Icon

When you drag some objects (currently only Channel Groups), the Track Icon will be shown at the bottom of the screen.

If you drop an object on this icon, the object will be Tracked. A channel or Channel Group will enter the Channel Track window. Dragging something to the Track Icon is the same thing as selecting it and execute the Track command from the Tools menu.

Note: The Track Icon may not be available in some versions.

Trash Icon

When you drag most objects, the Trash Icon will be shown at the bottom of the screen:

Trash

If you drop an object on this icon, the object will be removed. Press enter to confirm.


Dropping something on the Trash icon is the same thing as selecting it and executing the Delete command from the Tools menu or pressing the DELETE key.

Users - General

The system can be set up to limit access to specific functions for different users. Each user is given a User Name, a Password and Permissions. The permissions decides which operations each user is permitted to perform.

Normally, the login system is disabled. To enable login, use the Users command in the Options menu. Log in as supervisor and enable the Login system in the object editor in the User Setup. The password for supervisor is available on request from AVAB.

Then you can insert new users with INSERT. Specify User Name, Password and check the desired permission flags.

 **Note:** This is an advanced function that should be used with care. Once enabled, only the supervisor can disable the login system again. Do not forget your passwords, otherwise, you may not be able to use your system!

Use the Login and Logout commands from the System menu to login or logout. When logged out, you have no permissions at all.

Introduced with software version 2.0 each time a user logs in or out, information about this is added to a file called USERS.DAT.

Windows - General

A window is a sort of information box on the screen. Some windows are information windows displaying something. Others are dialog windows where you are supposed to answer a question or set a value, for instance.

Moving a window

All windows can be moved and positioned wherever you want on the screen.

- 1 Position the cursor on the title bar of the window.
- 2 Press and hold down the left mouse button.
- 3 Drag to desired position.
- 4 Release the mouse button.



Scrolling

There is often more information than can fit in the window at one time. Use the scroll bars to move what is in the window so you can see more of it. The horizontal scroll bar represents the width of the content of the window. The vertical scroll-bar represents the length of the content of the window.

Within a scroll-bar, there are several parts:

- A scroll box which indicates which part of the content that is shown in the window. If the box is at the very top of the scroll bar, there is no information above. Vice versa, if the box is at the bottom of the scroll bar, this is an indication of that the very end of the window content is displayed. If the shaded area shows above and below the box, you can scroll in either direction.
- A scroll arrow in each end of the scroll-bar scrolling up and down respectively.
- A page scroll area on each side of the scroll box scrolling up and down one page of information a time.

To scroll line by line

- 1 Determine whether you want to see the area preceding ( key) or following ( key) the part of the text displayed in the window.
- 2 Click on the arrow that points in the direction of what you want to see.
 - Each click scrolls the text one line.
- 3 To scroll continuously, press the mouse button on the scroll arrow and hold it down.

To scroll by the windowful

- 1 Click in the gray area of the scroll bar to scroll by the windowful.
- 2 Click in the area above the scroll box to scroll upwards, and in the area below the scroll box to scroll downward.
- 3 To scroll continuously by the windowful, press the mouse button in the shaded area and hold it down.

To scroll quickly to any part of a window

- 1 Determine what part of the content you want to see.
- 2 Drag the scroll box to a place in the scroll bar that represents that approximate position.
- 3 For example, if you want to go to about the middle of the content, drag the scroll box to the middle of the scroll bar.

Changing the window size

If the bottom right side of a window have a single edge corner it is possible to change the size of the window.

- 1 Position the cursor on the bottom-right corner, press and hold down the left mouse button.
- 2 Drag to desired size.
 - When you release the mouse button, the window have changed size.

If the top right corner of a window looks like this () it is possible to change the size of the window between two sizes, Full Screen or Window.

- 1 Position the cursor on the arrow and click.
 - The window zooms out to nearly fill the screen.
- 2 Click on the arrow again and the window returns to its former size.

The contents of the window do not change at all when you change the size of the window. The only thing that changes is how much you can see of the contents.

Closing a window

If the upper left corner of the window you close the window by clicking on the box. You can always close the active window with the ESC key on the keyboard or the console.

Areas

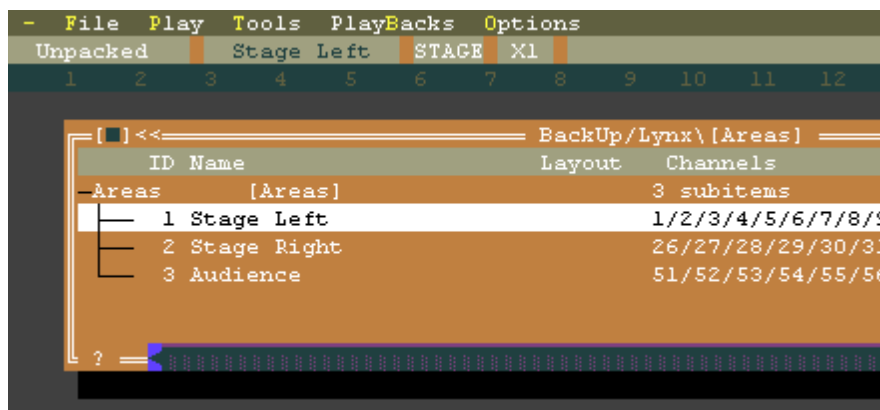
An area (introduced with software version 2.0) is a collection of related information. It can be used to collect information about a room or a part of a stage.

To the Area, channels, sequences and Triggers/Actions will be possible to connect. The Area will be possible to load, copy or move with all its connected parts.

Currently, an Area only has a Channel Mask (the channels it is allowed to access) and a geographical Channel Layout file name.

Future additions to the Area functions could be (PRELIMINARY):

- A Resource Map that maps all the local resources (MIDI ports, serial ports, masters etc.) needed for the Area to the global ports. This makes it possible to move an area to a new environment and simply re-connect the Resources. It will also be possible to easily Transform the channels used by an Area to a different set of channels.
- Sequences that are connected to the Area.
- Events that are connected to the Area.



Working with Areas

- 1 Use INSERT to insert new Areas. Currently you have to give them names using the Edit Object Name in the local menu.
- 2 To assign which channels that belongs to which area, you have to drag the channels from a channel view and drop them on the Area.
- 3 Type the file name of a corresponding Channel Layout into the Layout field.

Selecting/Deselcting an Area

The select which area you want to work in, double-click on the view to the right of Unpacked. This will give you a popup to select from. You can also enter an Area number and double-click. To de-select an area and go back to the normal channel screen, you have to enter 0 and double-click on the area view. You can also use the local menu on the Area field in the Channel View. There is also a new button called AREA that can be assigned in the Console Setup.

As long as an Area is selected, you are only allowed to access channels that are included in that area.

Areas cannot be overlapping.

■ Function Key Reference

This section explains the function of all the key functions of your system. Note that the console you are using may not include all the function keys. However, you can change which keys that do appear on your console using the MODULE LAYOUT function.

 (#) means: Enter number

-% **Lowers the level of a channel by a specific value**

The decrement value can be changed from its 5 % default in the Setup to any value.

Read more: *Channel and Levels*

CONSOLE (#) and

MOUSE (#) and click on -% in channel palette

EXAMPLES:

- Lowers the level of channel 4 by 5 % (default)
- Selects channel 10 and lowers its level by 5 % (default)

+% **Raises the level of a channel by a specific value**

The increment value can be changed from its 5 % default in the Setup to any value.

Read more: *Channel and Levels*

CONSOLE (#) and

MOUSE (#) and click on +% in channel palette

EXAMPLES:

- Raise the level of channel 4 by 5 % (default)
- Selects channel 10 and raise its level by 5 % (default)

ADD PRESET Fetches, adds and subtracts channels from and to a preset

Read more: *Channel and Levels*

CONSOLE

MOUSE Click on **AdP** in channel palette

EXAMPLES:

- Fetch channels from a preset (
- Fetch levels from a preset (& simultaneously)
- Add channels from a preset to the channel group (
- Subtract channels from a preset from the channel group (
- Add a range of presets to the channel group (

ALERT Records and deletes alert times to the sequence

 Read more: *Sequence* Read more: *Times*

CONSOLE

MOUSE Double click on **Alert time**

EXAMPLES:

- Record alert times to the sequence (&
- Delete an Alert time (&

ALL Selects all channel with a level > 0% in the active field

 Read more: *Channel and Levels*

CONSOLE

KEYBOARD Keypad command

MOUSE Double click on **All** in Channel palette

AT LEVEL Sets a level to the selected channel group

 Read more: Channel and Levels

CONSOLE

KEYBOARD Keypad command

MOUSE Click on 0 – F in channel palette
or
Drag with right button

EXAMPLES:

- Set level (# level)
- Set a level of 70% for all channels in the group. (70 % is default and can be changed in the Setup.)
- Change a level up and down Drag the mouse with the right mouse button down.

BALANCE Balances a group of channels free from other light

 Balance is not available in all software versions.

CONSOLE

KEYBOARD Keypad command

MOUSE Click on 0 – F in channel palette
or
Drag with right button

EXAMPLE:

- 1 Select the channels you want to balance as a channel group.
- 2 Press .
- 3 Balance the channel levels.
- 4 When you have finished, press again to restore the other channels.

BUILD **Toggles Build Sequence On/Off**

When activated, a numerical sequence will automatically be created when you record presets.

 Read more: *Sequence*

CONSOLE

MOUSE Double-Click on **Build** word

CH- **Subtracts a channel to the channel group in the active field**

 Read more: *Channel and Levels*

CONSOLE

KEYBOARD Keypad command

MOUSE Click on a selected channel with the left mouse button

EXAMPLES:

- Subtract a channel (i. e.: channel 8):
- Subtract a range of channels (i. e.: 4 to 9):
- Select the channel before the selected channel

CH+ **Add channel**

Console: (#) CH+

Mouse: Click on a channel

Read more: Channel and Levels

Add channel

Enter a channel number and press CH+.

Example: 1 CH 3 CH+ selects channels 1 and 3.

Increment channel

Pressing CH+ increments the selected channel.

CH/ID **Selects a channel**

Console: # CH/ID

Keyboard: Keypad command

Mouse: Double click on a channel

Read more: Channel and Levels

Enter a channel number and press CH.

Mouse: Double-click with the left mouse button on the channel.

If you hold down the CH/ID key on the console, the selected channels will blink for identification.

CHANNEL DELAY **Specifies a delay time for the selected channels**

Console: # CH DELAY

Menu: Local Menu, Channel View

Read more: Part Fade

Note: Channel Delay is not available in all software versions.

Enter the delay time and press CH DELAY.

This makes it possible to run different channels at different times within a single crossfade.

CH INFO **Gives detailed information about the selected channels**

Console: CH INFO

Menu: Local Menu in Channel View

Read more: Channel and Levels

Note: CH INFO is not available in all software versions.

Select the channel you want information about and press CH INFO.

CHANNEL TIME **Specifies a time for the selected channels**

Console: # CH TIME

Menu: Local Menu, Channel View

Read more: Part Fade

Note: Channel Time is not available in all software versions.

Enter the time and press CH TIME.

This makes it possible to run different channels at different times within a single crossfade.

COLOR Specifies color for a color scroller

Option: This function requires the SCR1 option package

Console: (#) COLOR

Mouse: (#) Click on Col in channel palette

Read more: Scrollers

From software version 2.0 onwards you can change colors on scrollers directly in the channel view. Enter a number and double-click or just double-click to show a selection popup. The automatic movement for dark gels (the Mv parameter) is now only executed when the lamp is on.

Selecting colors from a popup list

Select a channel with an associated color scroller.

Press COLOR.

You will be given a popup with the color names you specified in the Attributes setup.

Note: Using this method, you will only set the color to the first scroller if several channels with scrollers are selected.

Setting colors directly

Enter the color number and press COLOR.

This will set the specified color to all selected channels that have a defined color scroller.

COMPARE Compares the contents of the active field with a recorded preset

Console: # COMPARE

Function not implemented yet. Sorry.

Enter the number of a preset and press COMPARE.

Press COMPARE to compare the light in the active field with the preset that occupied this field before a modification.

DELAY Records delay times

Console: # (Delay in), # (Delay out)

Mouse: Double click on delay time

Read more: Sequence

Read more: Times

Enter a delay time. Press , and at the same time, press to delay the outgoing channels OR press to delay the incoming channels.

Mouse: Enter the delay time and double click with the left mouse button on the position of the delay time.

DELETE **Deletes the focused item**

Console:

Mouse: Drag the item to the Trash icon

Keyboard:

Press again to confirm.

ENTER **Sets a new value to an item selected with the screen cursor**

Console: #

Keyboard: #

Mouse: # Double click on item

Enter the new number and press .

ESC **Close the active window**

Keyboard:

Console:

Same as clicking in the Close Box.

EXPAND/COMPRESS **Expand or compress the selected browser line**

Console: EXPAND/COMPRESS

Keyboard: F9

Mouse: Double click on browser line

Mouse: Local Menu in most browsers

Read more: Expand/compress

FETCH/REVERT **Restores previous channel levels OR
fetches channels levels from a specified preset**

Console: (#)

Keyboard: Keypad command

Menu: Local Menu, Channel View

Read more: Channel and Levels

Restore previous levels

Press .

The selected channel/group will revert to the levels before the last modification with joystick. If you press REVERT again the previous levels will come back.

Fetch levels

Enter a preset number and press .

You will fetch the levels for the channel group from the specified preset.

FLASH **Toggles Flash mode On/Off**

Menu: PlayBacks Menu

Console:

In Flash mode the Assign keys will work as Flash keys for each master respectively.

Note: Flash mode can be disabled for each master individually using the Flash Setup command in the Local Menu for the master.

From software version 2.0 onwards the Flash mode is indicated on top of the monitor. You can toggle Flash mode on and off by clicking on it.

GO **Starts the next crossfade**

Console:

Mouse: Click on Go in the sequence palette

Keyboard: -

Press .

Go Ahead:

If is pressed while a crossfade is running, the next crossfade will start immediately.

The computer will calculate a smooth transition.

GO BACK Inverts a running crossfade

The crossfade will go back to its status before **GO** was pressed.

Console: **GO BACK**


Mouse: Click on GoBack in the sequence palette

Keyboard: **Ctrl** + **B**

Press **GO BACK**.

Backing to a previous sequence step

If you press **GO BACK** without a running crossfade, the system will fade to the previous sequence step. The Default GoBack time from the Setup will be used.

-  A Go Back does not reverse TimeGroups or MasterLinks. It does not restore the device settings. To update devices do a JUMP instead or use the Update Positions command.

IN Defines In times for crossfades

Console: # **IN**

Mouse: Double click on in time

Read more: *Sequence* and *Times*

Enter a time. Press **IN** .

Mouse: Enter the time and double click with the left mouse button on the position of the In time.

INSERT Inserts an object at the current focus

In some cases, a number has to entered before to tell the system which preset, master etc. to insert.

Console: (#) **INSERT**

Keyboard: (#) **INSERT**

INVERT GROUP Inverts the channel selection

All channels selected will be de-selected and the other channels with a level will be selected instead.

Console: **INVERT GROUP**

Keyboard: Keypad command

Read more: Channel and Levels

KEYPAD **Enter data in the system**

0 - 9: Numbers

C: Clears the entered number.

.: Decimal point.

If you hold down C and press CH, you will clear all levels and all selected channels in the selected field.

LOAD **Loads a preset or group to a master**

Console: # +

Mouse: # Double click on preset item

1 Enter a preset number or select a channel group.

2 Press and at the same time press the Assign key for the desired field.

Mouse:

1 Enter the preset number and double click with the left mouse button on any preset position on the screen. If you do not enter a number you will have a popup with all possible things to load from.

MENU **Select the menu bar**

Console:

Keyboard:

This makes it possible to use the arrow keys to select which menu and which command to execute. If pressed twice, it will select the Local Menu.

OUT **Defines Out times for crossfades**

Console: #

Mouse: Double click on out time

Read more: *Sequence and Times*

Enter a time: Press .

Mouse: Enter a time and double click with the left mouse button on the position of the Out time.

OUT+IN **Defines the same Out and In times for crossfades**

Console: #

Mouse: Double click on Out/In time

Read more: *Sequence and Times*

Enter a time: Press .

Mouse: Enter a time and double click with the left mouse button on the position of the Out/In time.

PAUSE Temporarily stops a running crossfade

Console:

Mouse: Click on Pause in the sequence palette-

Keyboard: +

Press .

To continue the crossfade press PAUSE again.

RECORD CHANGE Re-records the preset in the selected field

Read more: *Presets*

Console:

Keyboard:

Mouse: Click on Record Change

Press . You will get a warning. Press RECORD CHANGE again to confirm.

If Stage Mode is activated then the light on stage will be recorded, otherwise the contents of the working field will be recorded.

RECORD NEW Records a new preset

Read more: *Presets*

Console: (#) RECORD NEW

Mouse: (#) Click on Record New

Keyboard: (#) F7

- 1 Enter a preset number and press RECORD NEW.
 - If the preset exists you will get a warning.
 - 2 Press RECORD NEW again to confirm.
 - If Stage mode is selected then the light on stage will be recorded, otherwise the contents of the working field will be recorded.
 - If you do not enter a number, RECORD NEW will suggest the first empty preset number.
 - RECORD NEW also gives you the possibility to name the preset directly.
 - 3 Enter a name if you want to. Otherwise, press .
- This name is shown in the Presets Editor.

SELECT FUNC S **Selects the next item group in a window**

Read More: Navigating

Console: SELECT FUNC

Keyboard: TAB

Keyboard: Shift-TAB select the previous item group.

SELECT SCREEN **Selects the next screen**

Read more: Navigating

Menu: System Menu, View

Console: SELECT SCREEN

Keyboard: Shift+F6

SELECT WINDOW **Selects the next window on the selected screen**

Read more: *Navigating*

CONSOLE

MENU System, View

KEYBOARD

SEQ+ **Steps forward one position in the sequence without fade**

CONSOLE

MOUSE Click on **Seq+** on sequence palette

EXAMPLE:

Step forward one position in the sequence without fade

SEQ - **Steps backward one position in the sequence without fade**

CONSOLE

MOUSE Click on **Seq -** on sequence palette

EXAMPLE:

Step backward one position in the sequence without fade

STAGE/FIELD Selects Stage or Field Mode

Console:

Mouse: Click on Stage/Field word

In Stage mode, the screen displays channels active on Stage.

In Field mode, the screen displays channels in the selected field.

This will also affect recording. If you have selected Stage, you will record a mix of all lights currently active. If you have selected field, you will record only the light in the selected field.

This mode is displayed but not possible to change in the Preset and Field editors.

START Starts master fades

CONSOLE

MOUSE Click on master number

EXAMPLES:

Start master fade 5 (Console) +

Start master fade 5 (Mouse) + click on master number 5

If a master is up the fade will go down. If a master is down the fade will go up. If a master is fading, the fade will be reversed.

Swap Swaps the levels between two channels

This function can be used for replacing one channel with another.

Menu: Channel Local Menu

Console:

- 1 Select the first channel with (#) .
- 2 Enter the number of the channel to swap with and press .

THRU **Selects a range of channels for the channel group**

Read more: Channel and Levels

CONSOLE:

KEYBOARD Keypad command

MOUSE Click on channel

EXAMPLES:

Add ranges of channels

(i. E.: channels 10 to 25)

Subtract ranges of channels

(i. E.: channels 10 to 25)

Mouse:

- 1 Select the first channel by clicking on it.
- 2 Hold down the key on the keyboard and click with the left mouse button on the last channel in the range.

Preset Editor **Builds or modifies presets blind**

CONSOLE: (#) + PRESET EDITOR

MENU: Play

 Read more: *Presets, CookBook*

.


- 1 Load the `Preset Editor` from the `Play` menu or with the Preset Editor key.
 - If you specify a preset number, that preset will be loaded.
 - If you do not specify a preset number, you will be given a popup where you can select from existing presets.

- 2 You can also drag a preset from the `Presets Editor` to the `Edit Icon`.

The `Preset Editor` uses the standard `Channel Viewer`.

You can select channels and set levels

- with the mouse
- from the keyboard or
- with the keys of a console.

 Note that the editor defaults to a packed channel format in the upper part. Use the `Layout` popup to select another format.

You can load a new preset by clicking on the preset field in the heading.

- 1 Enter the preset number and double click OR double click with no number to get a popup with available presets.
- 2 Record the modified preset with the RECORD CHANGE key on the console or by clicking on the `Record` button on the `Status Line`.
- 3 Enter a new preset number and record with the RECORD NEW key to copy to another preset number.
- 4 Close the `Preset Editor` by clicking on the `Close` box or by pressing the ESC key.

TO NEXT **Moves the selected window to the next screen.**

Read more: *Navigating*

CONSOLE: TO NEXT

MENU: System, View

KEYBOARD Alt + F6

Unused Channels **Selects all channels in the Play that are not used in any preset or effect**

Read more: *Channel and Levels*

CONSOLE:

MENU: Local Menu, Channel View

Used Channels **Selects all channels in the Play that are used in any preset or effect**

Read more: *Channel and Levels*

CONSOLE:

MENU: Local Menu, Channel View

WAIT **Records wait times to the sequence**

Read more: *Sequence and Times*

CONSOLE

MOUSE Double click on Wait time

EXAMPLES:

- (Console) Enter a time and press .
Enter : Delete time
- (Mouse) Enter a time and double click with the left mouse button
on the position of the Wait time.

X1 **Loads a preset to the X1 field**

CONSOLE

MOUSE Double click on X1 preset

EXAMPLES:

- (Console) Enter the preset number and press twice.
- (Mouse) Enter the preset number and double click with the left mouse button on the X1 preset position.

X2 **Loads a preset to the X2 field.**

Console: # X2

Mouse: # Double click on X2 preset

Enter the preset number and press X2.

Mouse: Enter the preset number and double click with the left mouse button on the X1 preset position.

X1/X2 **Toggle between the X1 or X2 field as working field.**

Console: X1/X2

■ Function Reference

This section explains the function of all the editors, setups etc in your system. Here you can find information about patch, rename, editors, sequence and library to mention a few.


ASCII Editor

 ASCII Editor is not available in all software versions

In the ASCII Editor, you can view and edit any text file. It is intended to use with files written in ASCII Light Cues format but can be used for any text file such as a manuscript or for writing notes.

To read or write ASCII Light Cues data, use the Export ASCII or Import ASCII commands.

MENU File

 You can add comments in an exported ASCII Light Cues file using this editor. Use an exclamation mark (!) at the beginning of each line you add. Lines starting with ! are ignored by the receiving system.

Creating a new, empty file

Type the name of a non-existing file in the Open Dialog. When you select the Open command, you will have an error message about a missing file. Ignore this and you have a new empty file.

Saving the file

To save the file, you must use the Save As command.

1 Type the name of the file and press .

This command you will find in the Local menu.

Commands

The commands you can use in the ASCII editor you will find in the Local menu. Among the commands you will find the usual commands for an editor, like cut, copy, paste, search and so forth.

At Mode - General

The Safari software can operate in two different modes when it comes to selecting channels and setting levels.

- The normal mode is called Reverse Polish Notation and is the method that is used for all commands in the Safari system.
- An alternative method called At Mode can be used. Many consoles on the market use this method, and to make it easier for those used to this method, it is included as an option in the Safari system.

Activate At Mode

Check the At Mode check box in the Expert Setup dialogue. You will find this dialogue in the Export Expert submenus in the File menu. There you will also find the command Save as Default, which will configure your Safari program to start up in At Mode.

Using At Mode

When At Mode is selected, the Channel keys (**CH+** , **CH-** and **THRU**) and Level key (**AT LEVEL**) behave differently.

Selecting a channel

Enter a channel number, press **AT LEVEL** followed by a digit 0 – 9.

This will set the channel to a level of 10 times the digit: 5 = 50 %, 7 = 70 % and so on.

- To enter a level of, for example, 45 %, you have to press **4** **.** **5**.
- Pressing **AT LEVEL** twice will set a level of 100%.

EXAMPLES:

Set channel 1 to 50% **1** **ATLEVEL** **5**

Set channel 2 to 35% **2** **ATLEVEL** **3** **.** **5**

Set channel 5 to 100% **5** **AT LEVEL** **AT LEVEL**

Selecting a group of channels

Channels can be grouped by use of the **CH+** , **CH-** and **THRU** keys.

EXAMPLES:

Set channel 1 and 3 to 70 % **1** **CH+** **3** **AT LEVEL** **7**

Set channel 1 – 10 to 100 % **1** **THRU** **1** **0** **AT LEVEL** **AT LEVEL**

Set channel 1, 2, 4, 5 to 30 % **1** **THRU** **5** **CH-** **3** **AT LEVEL** **3**

History Line

At the bottom of the monitor, you will see a combined status and history line for At Mode. Here you can see the actual At Mode commands carried out.

CH+ is shown as +
 CH- is shown as -
 THRU is shown as T
 ATLEVEL is shown as @.

If you click on the down arrow on the very right of this line, you will be given a popup with the At Mode commands you have completed so far. Selecting one line from this will repeat that specific chain of commands.

Note

Sometimes you may want to just select channels without setting a level (for example in Channel Track). In this case you cannot use the ATLEVEL function because it is waiting for you to press a digit. Instead you must tell the system to just select the channel(s).

This is done by pressing the key.

EXAMPLE:

Select channel 1, 3 and 5

Attribute Links node *Represents all attribute links that is linked to a sequence step*

Option: This function requires the SCR1 or MOV1 option package

The object can be moved/copied between sequence steps with normal Drag and Drop techniques. This means that you can easily move a whole block of color links.


Deleting all attribute links

Drag this line to the Trash Icon or select it and press .

Balance Mode *Master controls channels in the X1 field*

 Balance Mode is not available in all software versions.

The master will be set to 50 % making it possible to fade the channels both up and down. This is useful for modifying the levels of the original groups that once made up the preset in X1.

 If you have several masters in Balance mode with conflicting channels, the last master moved will take control.

Beam Palette *Opens the Beam palette*

where the recorded palette entries are displayed.

Requires the TCMoving option.

The Beam palette contains the beam shape information for the palette entries, including Focu, Zoom, Iris etc.

MENU Function palette, Channel viewer

CONSOLE Keypad command

To record a palette entry:

- 1 Select the channels of interest.
- 2 Position the moving light to the desired positions, colors, gobos etc.
- 3 Use the Record palette for the appropriate palette in this menu
OR
drag'n drop the selected channels to the desired palette in the Moving Palettes window.
- 4 Name the palette entry in the recording popup.

To execute a palette entry:

- 1 Select the channels of interest.
- 2 Double click on the desired palette entry in the specified palette window or in the Moving Palettes window. You can also drag the desired palette entry to the Execute icon.

Capture Mode *Takes control over channels directly in the Stage mix*

In Capture Mode (available from software version 2.0 onwards), you can select and change the level of a channel directly in the Stage view. You can do this without knowing if the level comes from a Master, any of the Playbacks or an Effect.

You can do this in two different ways: Selecting Capture mode in the Safari Setup or execute Capture manually with the CAPTURE command.

- ☞ In Capture Mode, you are always working in Capture Mode. This is a bit dangerous since you never change any levels in a playback or master field, only in the Capture Field.

Therefore, you will probably use the CAPTURE command that just Capture specific channels.

- 1 Select the channel(s) that you want to control and press CAPTURE. Now you can capture the level for the selected channel(s) with the normal level commands (AT LEVEL, wheel etc.).
- 2 When Capture Mode is active (or after pressing CAPTURE) and Stage is selected in the Channel View, you can change the levels with the usual level commands. However, when you change the level of a channel, this automatically steals the channel level from the Stage output and puts it into a special Capture field.

Normally, the stolen channel levels are set to be in Auto Release mode. This means that as soon as a new crossfade is started where the channel is commanded to go to a new level, it will be automatically released from the Capture field and returned to the Playback.

Channels in Auto Release are given their own special color. You can modify this color in the Colors Setup.

Release channels without making a crossfade

- 1 Select the channels to release.
- 2 Execute the Release command from the Local menu or press the RELEASE key (this key has to be defined in the Console Setup).

This will release the channels and fade the levels back to the current stage level.

Note: You can change the time used for releasing channels in the Safari Setup. Enter the desired time at Capture Release Time.

Freeze channel levels more permanently

- 1 Select the channels to freeze.
- 2 Execute the Freeze command from the Local menu or press the FREEZE key (this key has to be defined in the Console Setup).

The channels are now frozen until you release them manually with the Release command (see above).

Channels in Freeze are given their own special color. You can modify this color in the Colors Setup.

Un-Freeze channel levels

- 1 Select the channels to un-freeze.
- 2 Execute the Release command from the Local menu or press the RELEASE key.
- 3 If you want to release all frozen channels, execute Release twice.

Releasing levels to a field

Often, when you have made a change on Stage, you want to move the changed levels to the active field when you make a release. Otherwise, you will loose the changed levels if you do not record it.

In this case, use the Release To Field command instead of Release.

Setting the default Capture mode to Freeze

In the Safari Setup in the Channel Setup, you can set up the system to always go directly into Freeze mode: Check the Capture Freeze as Default checkbox.

Cascade

Cascades the open windows on the screen

MENU System, View

CONSOLE CASCADE

CD Commands *Shows the available commands for a CD player*

Requires the CD option.

Click on a command to select it. Some commands have parameters that will have to be set in the Sound link.

No Action	Is set as default and will initiate no action.
Seek Tr	Seeks a track on the CD and changes the position to this track.
Seek TrFr	Seeks a track and a time in the particular track and changes the position to this time in the track.
Resume	Starts Play from the position currently on the CD.
Play All	Plays the whole CD.
Play One	Plays one track from the current position.
Play To	Plays from the current position to the chosen position.
Stop	Stops the playing of the CD.
Set Level	Sets the output level of the sound channels.

CD Players *Represents all CD players defined in the system*

Requires the CD option.

The CD players must be defined in the CD Players Setup.

MENU CD Editor, Options menu

You may view and use the controls of a CD player in the upper part of the window. Use the Object Editor command from the Local Menu to show/hide the object editor.

CD Players Setup *Defines CD players*

Requires the CD option.

 Read More: System Setup.

MENU System Setup, Preferences

Use Shift INSERT to insert the number of CD players you want and give them the desired ID. Up to 7 CD players can be used per SCSI-card, up to a maximum of 14 per computer.

From software version 2.0 onwards the number of the CD Player is stored in the Play.

Channel Information *Displays the properties of the last selected channel*

...including Moving Palettes for an attribute channel.

VIEW Channel viewer in User defined layout

The palettes can be affected for the channel as they would in the Moving controls window.

From software version 2.0 onwards the channel Information window has been enhanced:

You select the channel you want to change in the lower list of the menu.

There is also additional information about Attribute assignments for the selected channel. If you select the Attributes information, you can directly Edit or Track it.

There are also two new information fields: A short description and a long Memo field. Both fields are freely editable.

Load Channel Layout **Makes a topographical layout of the channels**

Loads a saved Channel layout made in the Channel viewer.

MENU Local menu, Channel viewer

Select the Defining user alternative in Screen Layout to place your channels. Place the channels by writing the number and double clicking on the desired spot. The channel number will be incremented automatically when a channel is placed, making it easier to place the channels.

The placed channels can be drag and dropped if you want to adjust their placement.

- To use the layout select the User defined alternative in the Screen Layout.
- To select several channels not in numerical order, hold down **[SHIFT]** and drag the mouse with the left mousebutton held down.
- To deselect several channels not in numerical order, hold down **[ALT]** and drag the mouse with the left mousebutton held down.

Save Channel Layout **Saves a Channel layout made in the Channel viewer**

MENU Local menu, Channel viewer

To make a topographical layout of the channels in the Channel viewer select the Defining user alternative in Screen Layout to place your channels. Place the channels by writing the number and double clicking on the desired spot. The channel number will be incremented automatically when a channel is placed, making it easier to place the channels.

- The placed channels can be drag and dropped if you want to adjust their placement.
- To use the layout select the User defined alternative in the Screen Layout.
- To select several channels not in numerical order, hold down **[SHIFT]** and drag the mouse with the left mousebutton held down.
- To deselect several channels not in numerical order, hold down **[ALT]** and drag the mouse with the left mousebutton held down.

Channel Track Shows and edits channels throughout a range of presets

It is a matrix with channel numbers on the horizontal axis and preset numbers on the vertical axis. The level for a channel in a preset is shown in the crosspoint between the two axis'.

Read more: *Channel and Levels*

CONSOLE (#)

MENU Local Menu, Channel View

MOUSE Drag group to Track icon

 Channel Track is not available in all software versions.

- 1 Select a channel group before selecting CHANNEL TRACK.
 - The selected channels will be shown on the horizontal axis.
- 2 Select a level with the arrow keys or by clicking on it.
- 3 Enter a new level.
- 4 Press return or double click on the old level.

If you want to change the channels shown on the horizontal axis, just make a new channel selection with any channel function, such as , , , .

At Mode:

- 1 Press instead of to complete the selection.

EXAMPLE:

Select channel 1 and 3

Using the checkboxes on the lower left side, you can select which data that should be shown on the vertical axes. You have the following choices:


Sequence	View all presets in the sequence
Preset	View all presets
Effect	View all effects steps
Group	View all groups
Field	View all fields

If you check the Match box, you will only see lines that contains Any or All of the selected channels depending of the Any/All setting.

Tracking

The Channel Track includes a method for changing levels in several presets at the same time. This is called tracking.

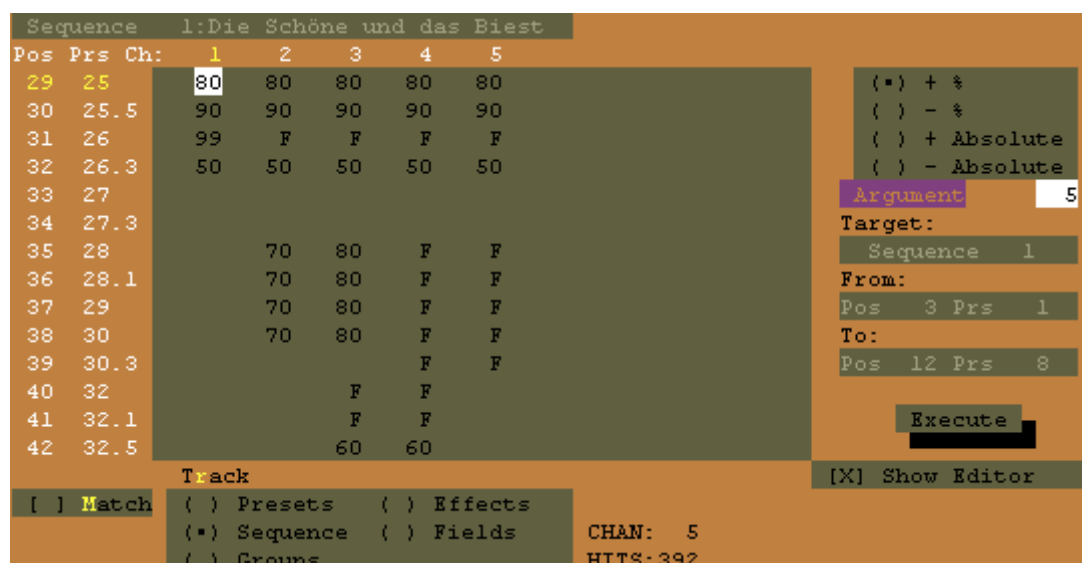
If you change the level for a channel, the system will scan forward in the sequence and check if the channel was on the same level in the next presets. If so, you are offered the possibility to change the level in these presets too. When you mark a level on the screen, you will have an indication on the presets that will be affected by such a change.

-  Tracking is only available if you look at Sequence steps. The Match box must also be unchecked. Otherwise, tracking cannot be performed.

You can also track changes directly in the channel view by using the Track Forward command in the Local Menu for the Channel View.

Track any sequence

From software version 2.0 onwards you can now track any sequence in Channel Track. Just select the desired sequence in the upper left corner.



The screenshot shows the Channel Track interface for sequence 1: Die Schöne und das Biest. The main table displays sequence steps (Pos, Prs, Ch) and levels for channels 1 through 5. Channel 1 is highlighted with a value of 80. The editor panel on the right allows for tracking changes, showing options for sequence, from, and to positions, and an Execute button.

Sequence	1: Die Schöne und das Biest						
Pos	Prs	Ch:	1	2	3	4	5
29	25		80	80	80	80	80
30	25.5		90	90	90	90	90
31	26		99	F	F	F	F
32	26.3		50	50	50	50	50
33	27						
34	27.3						
35	28			70	80	F	F
36	28.1			70	80	F	F
37	29			70	80	F	F
38	30			70	80	F	F
39	30.3					F	F
40	32				F	F	
41	32.1				F	F	
42	32.5				60	60	

Editor Panel:

- Argument: 5
- Target: Sequence 1
- From: Pos 3 Prs 1
- To: Pos 12 Prs 8
- Execute
- [X] Show Editor

Match Options:

- [] Match
- () Presets
- () Effects
- (*) Sequence
- () Fields
- () Groups

CHAN: 5
HITS: 392

The Channel Track also features a new editor (similar to the popular Expert Editor) that allows you to easily make changes to a whole range of sequence steps, presets, effects etc.

- 1 Check the Show Editor box to view the Editor controls.
- 2 Select the type of change you want to perform. Many new types will be added.
- 3 Enter the value of the change. Set the From and To arguments. Press Execute.

In this example, channels 1-5 will be increased by 5% in sequence step 3 to 12.

Channels View *Shows channel numbers together with levels and other parameters*

Read more: *Channel Viewer* and *Channels and Levels*

This such as Color number. It can be scrolled to another position using the vertical scroll bar.

The information can be displayed in a number of different formats, using the Layout popup at the top. The command palette at the right side includes the most used commands for selecting channels and levels.

You can also select channels and set levels using the mouse.

From software version 2.0 onwards the level of a channel is now shown in different colors depending on where the level comes from. Levels from master has a different color that levels from a playback. Adjust the colors in the Color Setup.


If you drop a sequence in the Channel View, the channels used in the sequence will be activated.

Clear Play *Clears the play in memory to start working on a new play*

Menu: File Menu

Read more: Play

If you select Partial, you will be given the choice to clear only part of the memory. Select which parts to clear and press OK.

 Note: If you have saved a default Patch, Rename or Attributes setup, these will be loaded automatically when you are clearing the memory. Check the help for Patch, Rename or Attributes for help about how to store a default setup.

Clear Fields *Clears all the master fields*

Menu: Tools menu

Read more: Clear field

Color changer node **Represents a color changer device**

Read more: *Color positions and Names*

Option: This function requires the SCR1 option package

Define the output channel for a color changer

All color scrollers must have a DMX512 output number. Enter the number that the scroller is addressed at in the DMX column. Some scrollers may use more than one output channel. The system will handle and display the range of output channels occupied.

Define the number of colors

For most scrollers you have to define the number of colors used.

Enter this number in the `FRMS` column.


Define the default speed

Under `FRtT` (Frame Time) you can set a default speed.

If no time is specified on a color link, the scroller will move with a speed that is `FRtT` seconds per color.

Color Palette *Opens the Color palette*

...where the recorded palette entries are displayed. The Color palette contains the color information for the palette entries, including Color wheels, Scrollers, CMY etc.

 Note: Requires the TCMoving option.

Menu: Function palette, Channel viewer

Console: Pal Color

To record a palette entry:

- 1 Select the channels of interest.
- 2 Position the moving light to the desired positions, colors, gobos etc.
- 3 Use the Record palette for the appropriate palette in this menu, or drag'n drop the selected channels to the desired palette in the Moving Palettes window.
- 4 Name the palette entry in the recording popup.

To execute a palette entry:


- 1 Select the channels of interest.
- 2 Double click on the desired palette entry in the specified palette window, or in the Moving Palettes window.
- 3 You can also drag the desired palette entry to the Execute icon.

Colors

Dialog for changing the color palette and assigning new colors to screen items

This isn't an easy task to do. Think twice before making any changes to the colors!

Menu: System menu, Preferences sub-menu

 Note: The color setup may not be available in some versions.

Set palette

First, you must define the 16 colors of the system palette. The screen does only show 16 different colors. However, these 16 colors can be chosen from millions of available colors.

On the right side of the dialogue you have the palette. It consists of a 4 by 4 matrix of colors. Click on a color to change it. Each color consists of a mix of three basic colors: Red, Green and Blue. The amount of each basic color is shown as a bar. The bars are marked with R, G and B. To change the amount of one of these, drag with the right mouse button on the bar.

Assign colors to items

When you have a palette of 16 nice colors, you must assign these colors to the different items in the system. An item could be a menu, window border, channel number etc.

On the left side of the dialogue, you have two lists. The leftmost shows logical groups of items. The rightmost shows items within that group. Select a group from the left list and then an item from the right list.

Each item consists of a background color and a foreground color (text color). In the dialogue you have one 4 x 4 matrix for selecting background color and one for the foreground color. Click on the desired foreground and background colors. You will see a sample of the colors combined in the lower left corner.

Warning: It is difficult to assign colors in such a way that you have a good visibility in all cases. Especially when you have overlapping windows. A lot of care has been taken when default colors were made. Change the colors on your own risk!

Default colors

If you have made changes that you don't like, use the Default button to revert to the predefined colors.

Saving/Restoring your colors

When you have made a nice color setup, use the Save button to store it to disk. You must enter a filename for the color setup.

Use the Restore button to restore another color setup.

Console Setup *Specifies the type of console*

Menu: System menu

You can also assign any function in the system to any physical key.

Enabling a console or module

Double click on the module/console line. An X appears at the very left. The console/module is now enabled.

Double click again to disable a module/console.

Changing the function of a key

Select the type of console or module you have from the list at the bottom left.

Select the key within the selected console or module from the list at the bottom right.

Press SPACE to see a list of available function assignments.

Select a new function from the list and press ENTER.

When you have made all changes you want, leave the Module Setup by pressing the Ok/Save button.

Note: You can also press directly on the desired key to select both console/module and key.

Delete Object *Deletes the focused object*

Same as dragging the object to the Trash Icon.

Keyboard:

Console:

Mouse: Drag object to Trash

Devices node *Represents the basic object for all Devices*

like scrollers and motorized lanterns.

Read more: *Color Scrollers*

Option: This function requires the SCR1 or MOV1 option package

Menu: Attributes in Channel config menu

Scrollers and moving lanterns are associated with a light channel. This means that when the light channel is selected, you can set color and position directly. Once setup, you never have to worry about which physical channel number(s) the scroller or moving lantern are connected to.

Define a Device

- 1 Enter the number of the corresponding light channel and press .

 - The system will ask which type of device you want to define.

- 2 Select the type from the list.

 - A new moving object will be displayed. Depending on the selected type, you will see different parameters.

Auto Locate

If you check the Auto Locate box, selecting a color will automatically select that color on stage.

Delete a Device

- 1 Select the line with the device to remove.
- 2 Press or drag the line to the Trash Icon.

Dimmer Curves

Menu: Channel Config Menu

Note: Custom dimmer curves are not available in all software versions.

Background

Normally a dimmer will fade in a linear way from 0 to 100%. This can be changed by assigning a dimmer curve to the dimmer. This can be useful if you have a lantern that does not behave in a linear way.

You can also set up a dimmer to switch on at a specific level. This is called an On/Off curve. The Safari system has 5 programmable dimmer curves that can be assigned to any dimmer.

Defining a curve

The curve can be adjusted in 21 different points.

Drag the scrollbar for each step to change the output level for that specific point.

On/Off curve

If you want to define an On/Off curve, select one of the 21 points by clicking on it. Press the On/Off button.

This will create an On/Off curve that switches on at the point specified.

Calculate range

Calculates a smooth curve between two points you specify. Set the levels for the two points you want to connect using the 21 bars. In the Calculate Range popup, you select the point number for the first and the second point using the horizontal bars. Click on OK to calculate the curve.

Assign curves to dimmers

To assign a curve to a dimmer, use the Assign Curve command in the Patch setup.

Effects Editor *Creates and modifies effects*


Console: (#)

Menu: Play Menu

Read more: *Effects, Effect*

Read more: Effect Step

- 1 Enter the number of the effect and execute the Effect Editor command.
 - If you do not specify an effect number, the Effects Editor will be presented.
- 2 Use to insert a new effect.
 - The Effect Editor is a standard Browser. This means that you can Expand/Compress selected effects. Most information can be edited directly in the Browser using normal editing techniques:
- 3 Select an item to edit with the arrow keys or by clicking on it with the left mouse button.
- 4 Enter new values with the key
OR
by double clicking with the left mouse button.
- 5 Change values with the Designer wheel
OR
by dragging with the right mouse button down.
- 6 Drag and Drop items between different sections of the Browser.
 - This Browser has the possibility to show channels in the upper part of the browser.
- 7 Double click on the browser heading with the left mouse key.
 - This will open an associated Channel Viewer.
- 8 You can drag the gray header to decide how much of the Channel Viewer you would like to see.

 Note that the editor defaults to a packed channel format in the upper part. Use the Layout popup to select another format.

You can make changes in the Browser or in the Channel Viewer. Select which part to work in by clicking anywhere in the desired view. In the Channel Viewer you can use all commands available in Channel Viewers. In the Browser you can use all commands available in Browsers.

When you change to another step, preset etc. in the Browser, the Channel Viewer will change correspondingly.

Building an effect

- 1 Select the channels and levels for the first effect step in the upper part of the window.
- 2 Press **RECORD NEW** .
 - This will create a new step with the channels you specified.

Total time

You can change the total running time of the effect by entering a new time in the Total Time field. This will recalculate the times on each step to fit the new total time. The proportions between the step times will be kept.

Effect Options

Each effect has several options. Each option has its own field on the main line of an effect. Available options are:

- | | |
|-----------|---|
| Mode | <ul style="list-style-type: none"> - Normal will chase upwards - Invert will chase downwards - Build: Channels are added together when the effect steps are executed (available from software version 2.0 onwards) |
| Type | <ul style="list-style-type: none"> - Hard Chase: The steps will not fade into each other - Soft Chase: The steps will fade into each other - Breathing: The steps will fade up and down in parallel |
| Direction | <ul style="list-style-type: none"> - Reverse: Runs the steps in reverse order - Bounce: Runs the steps forward and backward - Random: Runs the steps in random order |
| Laps | The number of loops before the effect stops. If you specify 0, the effect runs forever |

To change an effect option

- 1 double click on its position in the main line of the effect
OR
select the position with the arrow keys and press the **ENTER** key to toggle options.

Single Shot/Flash effect

To create an effect that runs only one time, set the Laps count to 1. Each time you activate the effect master by moving the fader up or by pressing the flash key, the effect will start and run once.

Effect List

Read More: Effect Editor

Shows a list of the defined effects. Drag an effect to the Edit Icon to edit the effect OR edit the effect directly in the upper part of the window.

Effects node *Represents all effects recorded in this play*

Read more: Effect Editor

Read more: Effect

To insert a new effect

Press INSERT.

This will insert a new empty effect in the Effects group.

Effect options

How to set different effect types and effect parameters is explained in the Effect Editor section.

Effect Node *Represents an effect*

Read more: Effect Editor

Read more: Effect Steps

It normally contains Effects steps. You may have to use the Expand/Compress command to view the Effect steps. If there is a * character at the beginning of the effect line, the effect has hidden steps.

To add an effect step

Select channels and levels for the effect in the upper part of the window. Press RECORD NEW to record the channels to a new step.

To insert an effect step

Select the effect step where you want to insert a new step. Press INSERT.

Select channels and levels for the effect in the upper part of the window. Press RECORD CHANGE to record the channels to the newly inserted step.

To start an effect

Drag the effect to a master field. This will start the effect with the master as main master for the effect.

Read more: Start Effect

To delete an effect


Drag the effect to the Trash Icon or select it and press DELETE.

Effect options

How to set different effect types and effect parameters is explained in the Effect Editor section.

Effect Palette *Opens the Effect palette*

...where the recorded palette entries are displayed.

 **Note:** Requires the TCMoving option.

Menu: Function palette, Channel viewer

Console: Pal Effect

The Effect palette contains the effects information for the palette entries, including Strobe, Effects etc.

To record a palette entry:

- 1 Select the channels of interest.
- 2 Position the moving light to the desired positions, colors, gobos etc.
- 3 Use the Record palette for the appropriate palette in this menu
OR
drag'n drop the selected channels to the desired palette in the Moving Palettes window.
- 4 Name the palette entry in the recording popup.

To execute a palette entry:

- 1 Select the channels of interest.
- 2 Double click on the desired palette entry in the specified palette window or in the Moving Palettes window.
- 3 You can also drag the desired palette entry to the Execute icon.

Effect Step node

Read more: Effect Editor

Read more: Effect

The Effect Step is the smallest object in an effect. It contains channels and levels. It also have a Time field. This is the time the step will be active during the execution of the effect.

To insert an effect step

Select channels and levels for the effect in the upper part of the window.

Press to record the channels to a new step.

To change an effect step

Select the step. Make the changes to the channels and levels in the upper part.

Press to record the changed step.

To delete an effect step

Drag the effect step to the Trash Icon or select it and press **DELETE**.

To change time on a step

Select the time field and enter a new time.

Effect options


How to set different effect types and effect parameters is explained in the Effect Editor section.

Export ASCII *Export lighting data in ASCII Light Cues format*

Menu: File Menu, Export

Read more: Play

Insert a diskette and execute the Export ASCII Light Cues command.


-  Note: There are some limitations for the Export ASCII function. Data supported by the standard (Cues, Channels, Levels, Times etc.) are exported together with some Safari specific features such as Effects. Other data types are not supported.

Export Expert *Export lighting data in Expert format to a floppy diskette*

Menu: File Menu, Export

Read more: Play

Insert a diskette and execute the Export Expert command.

-  Note: A big play may not fit on an Expert diskette. If the play in the Safari is bigger than what fits in an Expert, you will have a warning message.

Export Safari *Export lighting data in Safari format to a floppy diskette*

Menu: File Menu, Export

Read more: Play

Insert a diskette and execute the Export Safari command.

Field Editor *Builds or modifies presets blind or live*

Console: (#) FIELD EDITOR

Read more: Fields

Read more: CookBook

Load the Field Editor from the PlayBacks or with the FIELD EDITOR key. If you specify a field number, that field will be loaded. If you do not specify a field number, you will be given a popup where you can select from available fields. You can also Drag a field in the Edit Icon.

The Field Editor uses the standard Channel Viewer. You can select channels and set levels with the mouse, from the keyboard or with the keys of a console.

Note that the editor defaults to a packed channel format in the upper part. Use the Layout popup to select another format.

You can load a new preset to the field by clicking on the preset field in the heading. Enter the preset number and double click OR double click with no number to get a popup with available presets.

When you make changes, these are made directly in the selected field. If the master for the field is above 0%, the changes will be seen on stage. If the master is at 0%, the changes will be made blind.

If you want to keep the changes, you should choose to record the changed field to a preset. Record the modified field with the RECORD CHANGE key on the console or by clicking on the Record button on the Status Line.

Enter a new preset number and record with the RECORD NEW key to copy to another preset number.

Field List *Shows a list of all fields in the system and their contents*

Menu: PlayBacks Menu

Read More: CookBook

Double click on the header line (or select Object Editor from the Local menu) to have a Field Editor in the top of the window. This Field Editor will always show you the content of the field selected in the lower part. You may edit the field contents in the upper part if you wish.

Fixed X1/X2


When Fixed X1/X2 is on, the X1 and X2 lines will always be shown in the upper part of the sequence list. Sequence steps will automatically be compressed when they reach X1. Sequence steps in X2 will always be expanded.

You can also activate Fixed X1/X2 by clicking on the F symbol on top right of the sequence list.

As soon as you move outside the visible sequence steps (by using the scrollbar or arrow keys), Fixed X1/X2 will be switched off.

Focus Palette *Opens the Focus palette*

...where the recorded palette entries are displayed.

 Note: Requires the TCMoving option.

Menu: Function palette, Channel viewer

Console: Pal Focus

The Focus palette contains the Pan and Tilt positions for the palette entries.

To record a palette entry:

- 1 Select the channels of interest.
- 2 Position the moving light to the desired positions, colors, gobos etc.
- 3 Use the Record palette for the appropriate palette in this menu
OR
drag'n drop the selected channels to the desired palette in the Moving Palettes window.
- 4 Name the palette entry in the recording popup.

To execute a palette entry:

- 1 Select the channels of interest.
- 2 Double click on the desired palette entry in the specified palette window, or in the Moving Palettes window.
- 3 You can also drag the desired palette entry to the Execute icon.

Focusing Mode *ster is working in Focusing mode*

Read more: Focusing setup

To focus you lighting rig:

- 1 Assign the preset or group you are interested in to the master.
- 2 Put the master in Focusing mode.
- 3 Open the Field editor for the master.
 - The channels in the field will be set to the pefocus level that is set in the Focusing Setup.
 - When a channel is selected in the editor it will have the output level that is determined with Focus level (if used) in the Focusing Setup.
- 4 Focus your lights by selecting channels or groups in the editor with , , or and directing your light.
 - The level will be set to 0 when the channels are deselected and the channels will be removed from the editor.

Focusing Setup *Set the focusing parameters to fit your demands*

Menu: Safari setup in Preferences menu

Focus level

Sets the level a channel will have when selected in an editor in Focusing mode.

Prefocus level

Sets the initial level the channels will have in an editor in Focusing mode.

Focus page

When used it will, upon starting Safari, open all the editors in the page in Focusing mode.

Use focus level

When selected the Focus level will be used. When not the selected channels will have the levels they have in the preset or group in question.

CH+/CH- mode

Step to next with level means that in Focusing mode CH+/CH- will step to next channel in the editor that has a level.

Step to next visible means that in Focusing mode CH+/CH- will step to the next visible channel in the editor.

Step to next number means that in Focusing mode CH+/CH- will step to the next channel number.

Grand Master *Determinse the total output of the light*

Grand master is shown on top of the sequence screen and the Show Fields window. It will change to red is the master is below 100%.

Change the level relatively by first selecting the level by clicking on it and then dragging the right mouse button or the channel wheel/joystick.

You can also type in the desired level directly.

Group Palette *Shows a list of all recorded groups*

Read More: Groups

The list can be sorted by number or by name.

Select a group from the list and use any of the Channel, Level or Position buttons. All channels recorded in the group are activated.

Use the buttons in the Fetch section to fetch levels, colors or positions from a group to the currently selected channels only.

After selecting a group in the group-palette, it is possible to use the wheel or joystick directly in the group list to change levels (requires software version 2.0 onwards). You can also use the mouse-wheel.

Groups Editor *Shows recorded groups*

Menu: Play Menu

Read More: Groups

Use Drag and Drop to load groups to fields etc.

Edit a group

Drag the group to the Edit Icon OR select the group and execute the Edit command from the Tools menu.

Delete a group

Drag the group to the Trash Icon or select it and press DELETE.

Edit channels in groups

This Browser has the possibility to show channels in the upper part of the browser. Double click on the browser heading with the left mouse key or select Object Editor from the Local menu. This will open an associated Channel Viewer. You can drag the gray header to decide how much of the Channel Viewer you would like to see.

You can make changes in the Browser or in the Channel Viewer. Select which part to work in by clicking anywhere in the desired view. In the Channel Viewer you can use all commands available in Channel Viewer. In the Browser you can use all commands available in Browsers.

When you change to another step, preset etc. in the Browser, the Channel Viewer will change correspondingly.

Change group name

Double click on the preset name and type the new name.

Change sort order

In the Local menu in the Groups Editor, you can select Default sort order (by group number) or by Name.

Closing

Close the Groups Editor by clicking on the Close box or by pressing the ESC key.

Inhibit Mode *Master works as a Grand master for the channels assigned to it*

No matter of which field that controls the channel in a given moment, you can always take it down with an inhibit master.

Note: A channel can only be assigned to one inhibit master a time. If you assign it to a second one, it will be automatically removed from the first one.

Import ASCII *Imports lighting data in ASCII Light Cues format*

Menu: File Menu, Import

Read more: Play

Select an ASCII file to load (default extension is .ASC). The system will show you status information during the load process. If there are problems during the load, error messages together with standard error codes are shown. Click on an error message to see the line where the fault occurred.

The error messages can be Informational (I), Warnings (W) or Errors (E).

Use the ASCII Editor to modify the ASCII file if necessary.

Import Expert *To imports lighting data in Expert format from a floppy diskette*

Menu: File Menu, Import

Read more: Play

Insert the Expert diskette and execute the Import Expert command. The play will be converted to Safari format.

Import Safari *To import lighting data in Safari format from a floppy diskette*

Menu: File Menu, Import

Read more: Play

The system will show you a Library for the diskette.

Select the play you want to load and press .

Last action *Opens the Last Action window where all the previous actions can be viewed*

Menu: Tools menu

These actions can be executed from the list by double clicking on the desired action.

Library *Shows a list of Plays recorded on the disk*

Keyboard: F3

Menu: File Menu

Read more: Play

Each play is shown with its name and date and time when it was stored on the disk.

To load a play, select the main line of the desired play by clicking on it (or with the arrow keys) and press Return on the keyboard. You can also Drag the Play line to the Load icon and Drop it there.

The system stores a list of the latest 10 versions of a play. Use Expand/Compress to see the history list. Select any of the 10 versions in the same way you select the play.

Close the Library by clicking on the Close box or by pressing the ESC key.

Edit a play on the harddisk

Drag the play line to the Edit Icon.

After making any changes to the play, use the Store Play command on the Local menu to store the changes to disk.

Delete a play on the harddisk

Drag the play line (or any of the 10 versions) to the Trash Icon.

Library node *Shows all plays recorded on the hard disk*

Read more: Play

Each play is shown with its file name, storage date/time and name.

Load a Play

To load a play, drag it to the Load icon or select it and press ENTER.

Delete a Play

To delete a play, drag it to the Trash icon or select it and press DELETE.

Edit a Play

Drag the Play to the Edit icon.

Execute macro *Executes a macro*

Menu: Macro menu, Tools menu

Console: Number of macro+MACRO

Keyboard: Number of macro+F12

To execute a specific macro, type the number of the macro and choose this option or press F12. Note: The macros will have numbers from 101 and onwards.

Learn macro *Starts a recording of all actions as a macro*

Menu: Macro menu, Tools menu

When you are satisfied with the macro you stop recording with the Stop Learn command. The macros will be given numbers beginning with 101 and onwards.

Macro Links node

The Macro Links line contains one or several Macro Link lines. Macro links contains commands for sequences and sequence executors, for example Go, Jump, Load and so on. Use Insert Sub-object (Shift-Ins) to insert a new Macro Link.

 Hint: Use Drag and Drop to move/copy all Macro Links to another step.

Macros Editor

Menu: Play Menu

Edit a macro

Drag the macro to the Edit Icon OR select the page and execute the Edit command from the Tools menu.

Delete a macro

Drag the macro to the Trash Icon or select it and press DELETE.

Viewing macros

This Browser has the possibility to show the contents of the macros in the upper part of the browser. Double click on the browser heading with the left mouse key or select Object Editor from the Local menu.

Change macro name

Double click on the macro name and type the new name, or choose Edit object name in the Local menu.

Change sort order

In the Local menu in the Macros Editor, you can select sort order by number or by name.

Closing

Close the Macros Editor by clicking on the Close box or by pressing the ESC key.

Master Link node *Represents a master (or effect) that is linked to a sequence step*

You can edit or set the following parameters:

- M Master number (the master to which the preset or effect should be loaded)
- P Preset (the preset or effect to load)
- D Delay time (the time between pressing GO and the master starts)
- T Time (the time for the master fade)
- Targ Target level (the level the master should fade to)
- Mode Master Mode (which mode, Inhibit, Solo etc. the master should be set to).

The easiest way to create a Master Link is to drag a master field with preset and time and drop it on a sequence step.

A Master Link can be moved/copied between sequence steps with normal Drag and Drop techniques. You can also insert a new, empty master link using the Insert Master Link command from the Local Menu.

Master View *Master fields are displayed with their parameters*

Each field is shown as a small block with different parameters.

Field number

- 1 Double click on the field number to select the field.
- 2 Drag the field number to the Edit icon to select the Field Editor for the field
OR
click on the field number and execute the Edit command from the Tools menu.
- 3 Drag the field number to the Trash icon to clear the field.

Preset number

- 1 Enter a preset number and double click on the preset number to load a preset to the field.
- 2 Drag the preset to the Edit icon to select the Preset Editor for the preset.

Time

- 1 Enter a time and double click on the time item to set a time to the field.
- 2 Change the time relatively by first selecting the time by clicking on it and then dragging the right mouse button or the channel wheel/joystick.

Master Level

- 1 Enter a master level and double click on the level item to set the master for the field to a level.
- 2 Change the level relatively by first selecting the level by clicking on it and then dragging the right mouse button or the channel wheel/joystick.
 - A Bar beside the level shows the position of the master.
 - Flash mode and flash level is shown as a red square with the Flash level beside the master level if Flash Mode is active.

Midi Link node *Represents a Midi link*

...that can either give out Timecode or execute a command

Note: Requires the Midi option.

Use Insert Sub-object (Shift-Ins) to insert a new Midi Link.

Hint: Use Drag and Drop to move/copy a Midi Link to another step.

Mix Mode *To select operating mode for a master*

Console: MIX MODE+Assign

Menu: Local Menu for field object

Five different modes are available:

- Inhibit
- Balance
- Normal
- Solo
- Focusing

Move Steps

Menu:Local Menu,Sequences Editor for an Offset sequence

This command makes it possible to easily move one or several sequence steps within an offset sequence.

When you have typed in a time you will have to choose an argument:

- Add: Adds the time you have chosen to the current offset time.
- Sub: Subtracts the time you have chosen from the current offset time.
- Abs: Changes the current offset time to the time of your choice.

You will have the choice of what sequence steps you want to affect.

- Focused Only: Will affect only the focused sequence step.
- Marked Items: Will affect all the selected sequence steps.
- All to Start: Will move all sequence steps to the start.
- All to End: Will move all sequence steps to the end.

Moving Delay

Note: Requires the TCMoving option.

Menu: Local menu, Channel viewer

This function will give a delay time for the attribute link for the selected channels. Type the desired delay time and choose the Moving delay function.

Moving Controls

Console: MOVING CONTROLS

Menu: PlayBacks

Control panel for all selected moving instruments. Select one of the parameters and change it with the wheel/joystick or by dragging with the right mouse button.

Check the Show Selected box to see details for all selected instruments. You can directly change the parameters for an instrument in this list with the screen editor.

Note: A moving instrument must be defined in Attributes before it can be used.

Moving Palettes

Note: Requires the TCMoving option.

Menu: Tools menu

The Moving palettes is a platform from which you can record and execute palette entries containing defined information on the positions of Scrollers and Moving lights.

To record a palette entry: - Select the channels of interest. - Position the moving light to the desired positions, colors, gobos etc. - Use the Record palette for the appropriate palette in this menu, or

drag'n drop the selected channels to the desired palette in the Moving Palettes window. - Name the palette entry in the recording popup.

To execute a palette entry: - Select the channels of interest. - Double click on the desired palette entry in the specified palette window, or in the Moving Palettes window. You can also drag the desired palette entry to the Execute icon.

Show All Palettes

Note: Requires the TCMoving option.

Menu: Function palette, Channel viewer

Opens a dialogue where all the Palettes and their palette entries are displayed for selection.

Moving Time

Note: Requires the TCMoving option.

Menu: Local menu, Channel viewer

This function will give a time for the attribute link for the selected channels. Type the desired time and choose the Moving time function.

Normal Mode

This is the default operating mode for a master. When you move the master up, the channels on that master will fade in on stage.

The Highest Level for a channel from any field will be the result on stage.

Object Editor

Keyboard: Shift+F4

Console: OBJECT EDITOR

Mouse: Object Editor in Local Menu

Show/hide an Object Editor in the upper part of a Browser.

The Object Editor allows you to edit the contents of an object selected in the lower list.

For example, in the sequence editor, you can edit the content of the preset on the selected sequence step.

The object editor looks different depending on the type of object you have selected.

Page: Execute

Keyboard: #SHIFT+F12

Console: Number of Page+PAGE

Menu: Page Menu,PlayBacks menu

Read more: Pages editor

Executes a recorded page. Type the number of the Page you want to execute and choose this command. If no number is typed you will get a list of available Pages to choose from.

Page: Record

Console: PAGE + RECORD NEW

Menu: Page Menu,PlayBacks menu

Read more: Pages editor

Records a page. Type the number of the page you want to record and use this command. The master setups are then recorded as a Page.

Pages Editor

Menu: Play Menu

This editor shows recorded pages. Use Drag and Drop to load pages to sequences etc.

Edit a page

Drag the page to the Edit Icon OR select the page and execute the Edit command from the Tools menu.

Delete a page

Drag the page to the Trash Icon or select it and press DELETE.

Edit presets or groups in pages

This Browser has the possibility to show channels in the upper part of the browser.

- 1 Double click on the browser heading with the left mouse key or select Object Editor from the Local menu.
 - This will open an associated Channel Viewer.
- 2 Drag the gray header to decide how much of the Channel Viewer you would like to see.

You can make changes in the Browser or in the Channel Viewer.

- 1 Select which part to work in by clicking anywhere in the desired view.
 - In the Channel Viewer you can use all commands available in Channel Viewer.
 - In the Browser you can use all commands available in Browsers.
 - When you change to another step, preset etc. in the Browser, the Channel Viewer will change correspondingly.

Presets changed in the Pages Editor will not be updated in outgoing fields though the preset is changed, since the changes are made blind.

Change page name

- 1 Double click on the page name and type the new name
OR
choose Edit object name in the Local menu.

Change sort order

In the Local menu in the Pages Editor, you can select sort order by number or by name.

Closing

Close the Pages Editor by clicking on the Close box or by pressing the ESC key.

Patch

Menu: Channel Config Menu

The patch window allows you to connect one channel to several dimmer outputs. It also allows you to set up a special fading curve for a dimmer.

It consists of two main parts:

1. Control channels to the left and
2. Dimmer outputs on the right.

Connecting a dimmer to a channel

1 Select the channel and dimmer you want to connect by clicking on their numbers in the left and right part.

2 Once selected, connect them by pressing the Connect button.

OR

1 Enter the channel number and press Select channel (shortcut c).

2 Enter the dimmer number and press Connect to dimmer (shortcut m).

OR

1 Enter the dimmer number and press Select dimmer (shortcut d).

2 Enter the channel number and press Connect to channel (shortcut h).

Disconnect a dimmer from a channel

If you want to disconnect a dimmer from a channel,

1 select them and press the Disconnect button.

- The dimmers patched to the selected channel is shown in the Patched dimmer square.

- Pressing the Set default button sets the selected channel to the corresponding dimmer (1 to 1, 2 to 2 etc).

Set a relative level for a dimmer

1 Select the dimmer you want to set a level for.

2 Enter a level and press the Set level button.

Live mode

- If you check the Live Channels box, any channel selected will be lit on the output.
- If you check the Live Dimmer box, any dimmer selected will be lit on the output.

Go to next

If you check the Go to next box, pressing Connect automatically advances to the next channel. This makes setting up a patch very fast.

Setting and clearing the whole patch

- Set patch 1:1: Set all channel to their corresponding dimmer (1 to 1, 2 to 2 etc).
- Clear patch: Set all channels to be unpatched, that is, not connected to any dimmer.

Default patch


A patch can be made the default patch by pressing the Save as Default button. If you make a clear of the memory, this patch will be loaded automatically.

- Pressing Load Default loads the default patch.

Assign dimmer curves

A dimmer can be assigned any of the 5 dimmer curves created in the Dimmer Curve setup in the Channel Config menu.

- 1 Select the dimmer in the right part.
- 2 Enter the curve number and press the Assign Curve button.

 Note: In the right part of the Patch window, where the dimmers are displayed, both the renumbered Channel Name and the internal Channel Number is shown. The Channel Number is shown within [] characters.

Pattern Palette Opens the Pattern palette

...where the recorded palette entries are displayed.

The Pattern palette contains the pattern information for the palette entries, including Gobos, Spades etc.

 Requires the TCMoving option.

CONSOLE Pal Pattern

MENU Function palette, Channel viewer


To record a palette entry:

- 1 Select the channels of interest.
- 2 Position the moving light to the desired positions, colors, gobos etc.
- 3 Use the Record palette for the appropriate palette in this menu
OR
drag'n drop the selected channels to the desired palette in the Moving Palettes window.
- 4 Name the palette entry in the recording popup.

To execute a palette entry:

- 1 Select the channels of interest.
- 2 Double click on the desired palette entry in the specified palette window, or in the Moving Palettes window.
You can also drag the desired palette entry to the Execute icon.

Play Editor Shows all play data recorded in the memory

 Read more: *Play*

 Read more: Channel and Levels

CONSOLE PLAY EDITOR
 MENU Play Menu

The Play Editor is a standard Browser. This means that you can Expand/Compress selected parts of the Play. You can also make modifications directly in a play stored on the disk without loading it. Most information can be edited directly in the Browser using normal editing techniques:

- 1 Select an item to edit with the arrow keys
 OR
 by clicking on it with the left mouse button.
- 2 Enter new values with the ENTER key
 OR
 by double clicking with the left mouse button.
- 3 Change values with the Designer wheel
 OR
 by dragging with the right mouse button down.
- 4 Drag and Drop items between different sections of the Browser.
 - This Browser has the possibility to show channels in the upper part of the browser.
- 5 Double click on the browser heading with the left mouse key.
 - This will open an associated Channel Viewer.
 - You can drag the gray header to decide how much of the Channel Viewer you would like to see.
 - You can make changes in the Browser or in the Channel Viewer.
- 6 Select which part to work in by clicking anywhere in the desired view.
 - In the Channel Viewer you can use all commands available in Channel Viewer.
 - In the Browser you can use all commands available in Browsers.
 - When you change to another step, preset etc. in the Browser, the Channel Viewer will change correspondingly.
- 7 Close the Play Editor by clicking on the Close box or by pressing the ESC key.

Memo

In the Play editor, there is a field called Memo (from software version 2.0 onwards). If you select this, you get a popup window where you can enter a memo text that is associated with the play. When the play is loaded, this text will be displayed.

This memo field can be used to leave messages to your colleagues or to enter focusing instructions etc. that goes together with the play.

Play File node

- 1 To load this play, drag it to the Load icon or select it and press .

Checking the contents of a play

Each play can be opened and examined.

- 1 Drag the play line to the Edit Icon to open a play editor.
 - The expanded sequence behaves exactly as in the Sequence Editor.
 - You can move and edit sequence step, times etc.

Position

Menu: Tools

Console: POSITION

Execute positions from the selected item. If you select a sequence step, all position and color links will be executed. If you select a single link, only that one will be executed.

Using the Position command is the same thing as dragging an item to the Exec icon.

If you hold POSITION and press on an Assign key, you can execute positions from a Group with attributes that is loaded into that field (requires software version 2.0 onwards). The attributes will use the times and delays specified in the attribute links.

Position Mask

Select which parameters to load/store and select Mask. Select All to load/store all parameters.

Preset Editor

Console: (#) PRESET EDITOR

Menu: Play Menu

Read more: Presets, CookBook

With the Preset Editor, presets can be built or modified blind.

Load the Preset Editor from the Play menu or with the Preset Editor key. If you specify a preset number, that preset will be loaded. If you do not specify a preset number, you will be given a popup where you can select from existing presets. You can also Drag a preset from the Presets Editor to the Edit Icon.

The Preset Editor uses the standard Channel Viewer. You can select channels and set levels with the mouse, from the keyboard or with the keys of a console.

Note that the editor defaults to a packed channel format in the upper part. Use the Layout popup to select another format.

You can load a new preset by clicking on the preset field in the heading. Enter the preset number and double click OR double click with no number to get a popup with available presets.

Record the modified preset with the RECORD CHANGE key on the console or by clicking on the Record button on the Status Line.

Enter a new preset number and record with the RECORD NEW key to copy to another preset number.

Close the Preset Editor by clicking on the Close box or by pressing the ESC key.

Preset Jump

Menu: Local Menu Jump in Sequence View and Channel View

Console: Preset jump

Read more: Sequence

Jumps to a specific preset in the sequence.

Enter the number of the preset and select Preset Jump.

Presets Editor

Menu: Play Menu

Read more: Presets

This editor shows recorded presets. Use Drag and Drop to load presets to fields, sequence etc.

Edit a preset

Drag the preset to the Edit Icon OR select the preset and execute the Edit command from the Tools menu.

Delete a preset

Drag the preset to the Trash Icon or select it and press DELETE.

Edit channels in presets

This Browser has the possibility to show channels in the upper part of the browser. Double click on the browser heading with the left mouse key or select Object Editor from the Local menu. This will open an associated Channel Viewer. You can drag the gray header to decide how much of the Channel Viewer you would like to see.

You can make changes in the Browser or in the Channel Viewer. Select which part to work in by clicking anywhere in the desired view. In the Channel Viewer you can use all commands available in Channel Viewer. In the Browser you can use all commands available in Browsers.

When you change to another step, preset etc. in the Browser, the Channel Viewer will change correspondingly.

Change preset name

Double click on the preset name and type the new name.

Change sort order

In the Local menu in the Presets Editor, you can select Default sort order (by preset number) or by Name.

Closing

Close the Presets Editor by clicking on the Close box or by pressing the ESC key.

Preset Thru

Menu: Local Menu, Channel View

This command selects all channels used in the preset chosen with Add Preset to the preset chosen with the Preset Thru command.

Example: If you would like to select the channels used in presets 1, 2 and 3 you type 1 and Add Preset which will select the channels used in preset 1. Then you type 3 and choose Preset Thru, which will select the channels used in preset 2 and 3.

Print

Menu: File Menu

Read more: Play

Print dialogue that handles printing of play information to an external printer.

Select the information to print out (Sequence, Presets etc).

If you want to print only some presets, sequence steps etc., enter Start and Stop arguments.

Select which channels that should be shown on the printout. Select between Used, All and Changed. Used shows only channels recorded in each preset, All shows all channels in the system and Changed only shows changed channels.

Change the number of lines on each page if you need to. The number of lines is currently not saved. You have to specify it every time you make a printout.

From software version 2.0 onwards it is possible to print Rename and the Print Patch now includes the names of the channels.

Profile

MENU Opt sub-menu in Sequence palette

CONSOLE PROFILE

This function records a crossfade profile. A profile is an exact recording of how the crossfade wheels (or faders) were moved during the crossfade.


- 1 If you move the X1 wheel slowly at the beginning and fast at the end, this will be remembered by the system and played back the next time you execute the crossfade.
- 2 Execute the Profile command to start recording a profile.
 - The letter L (Learning) is shown in the sequence executor beside the fader levels.
- 3 Perform the crossfade manually as you want it.
 - When the crossfade is completed, the system automatically leaves Learn mode. The letter P appears at the sequence step.
- 4 Double click on it to view the graphical profile curve.

Delete a profile

- 1 Double click on the P in the sequence.
- 2 Select the Clear Profile button.

From software version 2.0 onwards speed control works on profiles.

Record Tracking Forward

 Note: This command may not be available in all software versions.

This command tracks the changes made to a preset and perform the same changes in the following presets in the sequence. It is only available when you have a sequence field such as X1 or X2 active.

When using this command, the system remembers the changes you have made to the preset in the active field. For each changed level, the system will scan forward in the sequence and check if the channel was on the same level in the next presets. If so, you are offered the possibility to change the level in these presets too. If you are tracking several channels at the same time, each channel is tracked separately. The last preset that will be affected by any change is indicated in the confirmation popup. Select the channel(s) you want to track and execute the Record Tracking Forward command.

RECORD POSITIONS

Console: RECORD POSITIONS

Menu: Local Menu, Channel View

Note: Requires the MOV1 option.

Record the current positions for the channel group to the current sequence step.

Select the channels you want to record positions for.

Press RECORD POSITIONS.

You will get a popup asking if you want to mask away some parameters (OK mask) or if you want to record the positions to another sequence step than the one you currently working in (Change position).

The current positions for the channels will be recorded to the sequence step of your choice.

Record Changed Tracking

Menu: Local Menu, Channel View

This command will track changes made in a preset through all the following presets. It works like a combination of the commands Changed and Record Tracking Forward. The Changed command selects the channel that have been changed in the preset. The Record Tracking Forward command tracks the selected channels through the following presets, and changes their level to the new modified level.

Rename command

Menu: Channel Config Menu

Note: Rename is not available in all software versions.

The Rename window lets you assign your own number to each channel. This new name will be shown on the screen and is the name by which you call the channel from the keypad.

The main part of this window shows the internal channel number (1-xxx) followed by your new name.

Changing the name of a channel

Mouse: Enter the new name and double click on the channel.

Mouse: Enter the channel number, click on Go to Channel. Enter the new name and click on Rename.

Keyboard: Enter the channel number and press C (Go to Channel). Enter the new name and press return (Rename).

When you assign a new name to a channel, the system will automatically step to the next channel, suggesting the next name. If you are happy with this, just press return or click on Rename to accept it.

Clearing the whole rename setup

Set all 1:1: Set all channel names to their corresponding channel (1 to 1, 2 to 2 etc).

Default rename

A rename setup can be made the default rename by pressing the Save as Default button. If you make a clear of the memory, this rename setup will be loaded automatically.

Pressing Load Default loads the default rename setup.

RS232 Link

This line represents an RS232 link, where you can transmit hexadecimal code on a COM-port using the RS232 protocol. Type in the hexadecimal code that you want to transmit and it will be sent when the link is executed.

Safari Setup

Menu: System Menu, Preferences sub-menu

Setup with user definable parameters.

The behaviour of the system can be changed in many ways. The different parameters are grouped together in logical groups.

Select the group of parameters you would like to change in the list to the left.

The right side will change to a panel with different types of controls, Radio Buttons, Check Boxes, Number fields etc.

The parameters on the right side may be grouped together in groups called Local and Shared. Local parameters are local to each WorkStation in a network system. Shared parameters are common for a whole system.

Save Change

Keyboard: F2

Menu: File Menu

Read more: Play

Updates the current play to Hard Disc. It must be previously stored with the Save New command.

Save New

Keyboard: Shift+F2

Menu: File Menu

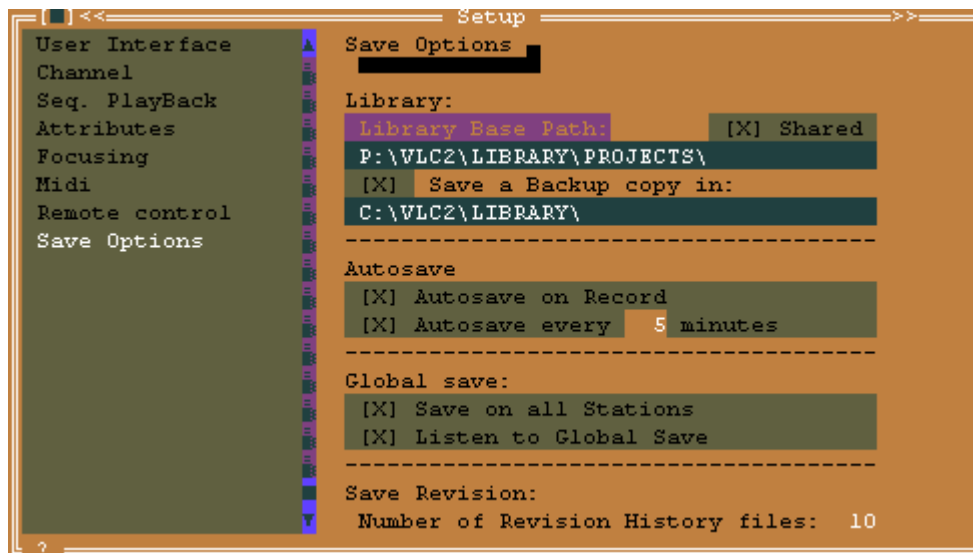
Read more: Play

Save the play in memory to a new name on the Hard Disk. The first time you save a new play to disk, you should use this command to define the play.

Note: The system will ask you for a file name. This name cannot have more than 8 characters. You may only use letters and digits. Space, point etc. are not allowed.

Saving Options

The tab Saving Options (introduced with software version 2.0) in the Safari Setup includes many new saving functions.



Library Base Path: Here you can enter the path where you want to locate your Library. If you want to operate with multiple Libraries, you can change the path here.

Shared: Check this box if your Library is on a common resource like a File Server. In this case only the computer that executes the Save command save to the File Server.

Save a Backup copy in: Check this box and enter a backup path to save to several locations at the same time. This can be used to maintain a backup copy of the plays on a local hard drive while keeping the File Server as the main saving location.

AutoSave: It is now possible to set the system to automatically save your work. In this case a special play name is used: AUTOSAVE.PLA.

AutoSave on Record: Check if you want the system to save to disk every time you press Record.

AutoSave every x minutes: Check this and enter the number of minutes between automatic updates.

Global Save: It is now possible to save globally on all connected Stations. If you make a Save on a Client, the Server, Backup and other Clients will also save to their local disks.

Check the Save on all Stations to send a Global Save command to all connected Stations every time you press Save.

Uncheck the Listen to Global Save box if you don't want to listen to this command.

Save Revision: Here you can change the default number of revision copies of your play (\$xx-files).

Changed Saving commands

- Save Update: Just update the current play file without changing the \$xx-files.
- Save Change: Same as before. Update the \$xx-files and eventually remove the oldest revision.
- Save New: Same as before. Save the play to a new name.

The Play name view will turn red if play if the play has changed to remind you to save it.

Screen Layout

Select which channels you want to view on the screen. Click on the word Layout in the Channel View to view a menu with the different selectable channel screen formats.

- Unpacked: Shows all channels in the system in numerical order.
- Used in Play: Shows only the channels that are used in the Play in memory.
- Used in Field: Shows only the channels that are active in the selected field.
If you select Stage, it will show you the channels active on Stage.
- Selected: Shows only the the selected channels. Use this mode and you get a compact overview of the channels you are working on for the moment.
- Locked: Locks the currently visible channels as a permanent format. Select any other format to leave lock mode.

Screen Mode

Menu: System menu, View Sub-menu

Shows a popup where you can select:

- What should be on the Desktop.

Sequence: Sequence Executor and Sequence View

Channels: Full-screen Channel Viewer

Channels/Sequence: Channel Viewer and mini Sequence View

None: Nothing. The desktop is empty.

- The number on lines and columns on the screen.

Select the format that best suits your needs and monitor size.

Note: The screen format can be individually selectable for each monitor.

Hint: If you want to see both the X and Y executors, you can select Sequence on two different screens and show the X executor on the first and the Y executor on the second.

Sequences Editor

Console: (#) SEQ EDITOR

Read More: Sequence

Read More: Sequence Executor

 Read More: *CookBook*

The Sequences Editor allows you to change or modify any data in any of the sequences.

- 1 Load the Sequence Editor from the Play menu or with the Sequence Editor key.
 - The Sequences Editor is a standard Browser. This means that you can Expand/Compress selected part of a sequence. You can Drag items around to, for example, copy a Master Link to another sequence step and moving a complete step with times and text.

The Sequences Editor normally contains at least three sequences (may be limited in some versions).

- The first one is called Main and is connected to the X Executor by default.
 - The second sequence is called Secondary and is connected to the Y Executor.
- 2 Select and open the sequence you want to edit. You can also create new sequences by pressing INSERT. In the executor, you can select which sequence that should be controlled by the physical controls on the console.

Most information can be edited directly in the Browser using normal editing techniques:

- Select an item to edit with the arrow keys or by clicking on it with the left mouse button.
- Enter new values with the key or by double clicking with the left mouse button.
- Change values with the Designer wheel or by dragging with the right mouse button down.
- Drag and Drop items between different sections of the Browser.

This Browser has the possibility to show channels in the upper part of the browser. Double click on the browser heading with the left mouse key. This will open an associated Channel Viewer. You can drag the gray header to decide how much of the Channel Viewer you would like to see.

You can make changes in the Browser or in the Channel Viewer.

- 1 Select which part to work in by clicking anywhere in the desired view.
 - In the Channel Viewer you can use all commands available in Channel Viewers.
 - In the Browser you can use all commands available in Browsers.
 - When you change to another step, preset etc. in the Browser, the Channel Viewer will change correspondingly.
- 2 Close the Sequence editor by clicking on the Close box or by pressing the key.

Sequence Executor

The Sequence Executor is where a crossfade is being performed. The system has a maximum of three executors: X, Y and Z. Each executor can run its own sequence independent of the others.

The sequence steps are loaded one at a time into the Next (X2,Y2, Z2) field.

When the crossfade is made, the light in the Current (X1,Y1, Z1) field is replaced by the light in X2,Y2, Z2.

The X1 and X2 field are shown in the same way as the masters with Preset, Time and Fader.

The sequence text for X1 and X2 are shown under Current and Next.

Sequence command palette

In the executor the most used sequence commands are available. Click directly on the desired command.

Sequence selector

Below the sequence command palette, the selected sequence is shown. Double click on it to have a list of sequences to select from. This will connect the selected sequence with the executor. Each executor can have its own sequence that can be changed whenever you want.

Executor selector


On top of the X1 and X2 field display, the selected executor is shown. Double click on it to switch between the three executors.

Sequence modes

Modify and Build mode controls how the sequence behaves.

Alert clock

The Alert clock shows the elapsed time since the last crossfade was completed. This time can be recorded as an Alert time using the ALERT function.

 Note: The number of sequences and executors may be limited in some versions.

Sequence Jump

Menu: Local Menu Jump in Sequence View and Channel View

Console: Sequence jump

Read more: Sequence

Jumps to a specific sequence step.

Enter the number of the step and select Sequence Jump.

Sequence Step node

Read more: Sequence

A sequence step is a collection of things that should happen simultaneously, activated by the GO key.

To a sequence step, a variety of events can be linked:

- Preset: Crossfade to a preset with in, out, delay times.

Normally all sequence steps will have a light fading in, replacing another light, fading out.

- Master Links: A Master Link starts

a fade on a master with a specific preset and time.

- Part fades: Single channels and groups

can be given their own fade times and delays.

- Attributes links: Commands for color scrollers and moving devices.

- Page links: Executes a Page.

- Macro links: Commands to link actions to sequences in sequence executors.

- Sound links: Commands for CD players.

- Midi links: Commands for MIDI.

- AutoFocus links: Commands for automated luminaires.

Solo Mode

Read More: Mix Mode

Note: Solo Mode is not available in all software versions.

In this operating mode, the master will fade down other masters that are above 0%. It works pretty much like a faded Solo Flash.

If several masters are in Solo Mode at the same time, the leftmost master will have priority over masters to the right.

Sound Links node

Note: Requires the CD option.

The Sound Links line contains one or several Sound Link lines.

Sound links contains commands for CD players, like Seek Track, Play All, Set Level etc.

For some of the commands you can set Time and Delay.

Use Insert Sub-object (Shift-Ins) to insert a new Sound Link.

Hint: Use Drag and Drop to move/copy all Sound Links to another step.

System Setup

Menu: System Menu, Preferences sub-menu

Note: System Setup is not available in all software versions.

Background

All AVAB cards mounted in a computer must be defined for the system to be able to use them. For an IO3 card you must specify the type of signal connected (DMX512, PC Link etc.), start channel etc. This is done in the System Setup in the Preferences sub-menu. The setup is done in slightly different ways depending on if you have a network version or a standalone version, see below.

Network version

For computers in a network environment.

Background

The Server in a network version can define and set up all AVAB cards in all computers (Clients, BackupServer, Peripheral computers etc) connected on the network. The Ethernet card of each computer has a world unique serial number. This number is used to define for the server in which computer the physical IO card is found. Data is then transmitted on the network to the corresponding computer which in turn puts the data to the card.

How to define a computer and a card

Select the System Setup from the Preferences sub-menu.

Press INS to insert a definition for computer. The system will ask you for the network ID of the computer where the card is mounted.

If the card is mounted in the Server, enter the number of the server Ethernet card. This number can be found using the setup software for the network card. It is also displayed when the card is initialized during startup of the system. The ID number consists of 12 digits (0- 9 and some letters). If the displayed number is less than 12 digits you must put in leading 0 characters to have exactly 12 digits. A line showing the network ID is now displayed in the setup window.

Press Shift-INS to insert a card into the computer specified above. You will be asked which type of card you are inserting. Select between IO Card and APN card. A line describing the selected card is now inserted into the computer structure.

Depending on which type of card you can enter different parameters on this line. See below about setup for each card type.

Repeat the procedure for all the computers and the cards in your system. All setup should be done on the Server. When this is done you store the setup by using the Store system setup command in the Local menu. The setup is stored in the file RCARDS.DAT. When the Backup logs in on the Server, it will receive the setup for its cards through the network. When the Backup is shutdown, this setup is stored locally and will return when restarting. If this does not happen, try to copy the RCARDS.DAT file from the Server hard disk to the BACKUP hard disk.

Non-network version

You will have a line for your computer showing Local Cards. You follow the same procedure for inserting cards as the network version, but you will not be asked to identify other computers. When you have installed your cards you store the setup by using the Store standalone setup command in the Local menu.

Setting up an IO3 card

Define the card address to 1 for the first card, 2 for the second card, 3 for the third card and 4 for the fourth card.

The line describing the IO3 card can be expanded to show the definition for each of the 3 general ports on the card.

Select a port and press enter to select which type of port is should be defined as. Select between AVAB, DMX512, PCLink and AutoFocus ports. Depending on the port type different parameters has to be defined, see below.

AVAB, DMX512

Each port must define a start address and a size. Start addresses may be overlapping. Size defines how many channels that should be transmitted on the port. Normally it should be 512 for DMX512 ports and 256 for AVAB ports.

From software version 2.0 onwards it is possible to set both AVAB and DMX output protocols in slow mode. This could be used for receiving devices that cannot handle full DMX or AVAB speed.

PCLink

Option: This function requires the PC Link option package.

Each PDDIII unit that is connected to the port must be defined. Enter the unit number and press INS. This will insert a new unit for the port. You have to specify three parameters for each unit: Local Start Address, Global Start Address and Unit Size.

Local Start Address is the start address that should be set in the PDDIII unit. It must be in the range 1-512.

Global Start Address is the internal channel number in the Safari that corresponds to the local start address.

Unit Size is the number of dimmer channels in the unit.

Repeat this procedure for each PDDIII unit that is connected.

AutoFocus

Option: This function requires the AutoFocus option package.

Each AutoFocus unit that is connected to the port must be defined. Enter the channel number that the AF unit should be associated with and press INS. A popup will be given asking you for the unit address of the AF unit. Enter this and press RETURN. This will insert a new unit for the port.

Repeat this procedure for each AF unit that is connected.

Setting up an APN card

Define the card address to 1. Press Shift-INS to insert an APN function. Currently the only APN function is the IR port. You must define the IR ports ID. The first port should have ID 1, the second ID 2 and so on.

Setting up an IO1 card

Define the card address to 1.

Setting up a CD player

Note: Requires the CD option.

Use Shift-INSERT to insert the number of CD players you want and give them the desired ID. Up to 7 CD players can be used per SCSI-card, up to a maximum of 14 per computer.

Setting up a Midi card

Note: Requires the Midi option.

Choose what port and what interrupt (IRQ) you want to use. We recommend the use of the interrupt 12, since it's usually not used. Although if you have a PS/2 mouse it uses interrupt 12, so you will have to find another free interrupt.

Note

Pressing INS will insert an object on the same level as the cursor.

Pressing Shift-INS will insert an object inside the object currently selected with the cursor line. If you have trouble inserting the correct object where you want it, check that the cursor line is correct and that you use INS or Shift-INS properly.

Template Parameter node

Read More: Templates

This line represents a Parameter in a template. Select a parameter type (Pan, Tilt etc.) and the offset channel within a moving instrument. Select Double precision (D) for 16-bit resolution. Select I to invert the value of the parameter. Choose Fading (F) if you want the parameter to fade, instead of jumping to its new target.

If you select a Position type of Color, Gobo etc., you must insert positions using the Insert Sub-object (Shift-Ins).

Template Position node

Read More: Templates

This line represents a Position for a Parameter in a Template. A position could be a color, gobo etc.

Positions can be of different types: Position and Between. Position is an exact output value for a whole color or gobo. Between defines output values between the positions. If you hold down the High Resolution key or the shift key while changing, you will step through the between values as well.

Specify the range of output values for the position with the Min and Max items. Note that you can invert the output values by specifying a Max value below the Min value.

For positions and betweens you should also specify an ID number. This number can be used to call a gobo or color from the keyboard.

Tile horizontal

Menu: View Sub-menu, Tile menu

Console: TILE HORIZONTAL

Tiles the open windows on the screen horizontally.

Tile vertical

Menu: View Sub-menu, Tile menu

Console: TILE VERTICAL

Tiles the open windows on the screen vertically.

Timecode Palette

Menu: Options menu, Sequence viewer

This palette displays the Timecode with controls.

There are several choices of mode for the Timecode:

-External: The Timecode is generated by an external source, and can be used to synchronize events in Safari with for example videos, sequencers etc.

-CD sync: The Timecode is generated by a CD player, and can be used to synchronize events in Safari with the music on the CD.

-TimeOfDay: The Timecode is generated by the PCs clock, and can be used to synchronize events in Safari with different times of the day.

-Export: The Timecode is generated by the Safari software and exported to auxiliary equipment. This can be used to synchronize events in Safari with for example videos, sequencers etc.

-Learn: While in this mode the sequence is synchronized with a Timecode generated with any of the modes above. When in Lear mode every GO will be timed with the Timecode when it was pressed.

Note that you will have to use a special sequence, for it to accept Timecode.

There is also a Temporary Learn mode if you want to make adjustments in a synchronized sequence. This mode is entered by holding down the ALT key.

Thereby all GOs will replace previously recorded synchronize time.

Topographic layout

Menu: Options Menu

Note: Topographic layout is not available in all software versions.

In this window, the output of the Safari system are shown in a user-defined format. Each output can be placed anywhere to reflect the physical position of the output.

The space where the channels can be placed are bigger than the window. Vertical and horizontal scrollbars moves the visible part.

To move an output, simply drag the number with the mouse.

Zooming

This window can display output in two sizes. One similar to the channel display, one packed format where each output is represented by a single character.

Click on the Zoom In/Out item to toggle between the two formats.

In the packed format, only the level for each output is displayed in 10% steps.

Placing dimmers

Select Place dimmer. Enter the dimmer number and double click where you want to place the dimmer.

Selecting channels

Choose the Select channel command. Double click on a dimmer to select the corresponding channel.

Loading and Saving layouts

Use the Load layout and Save layout commands in the Layout menu to load and store layouts.

Cut/Copy/Paste

If you want to move or copy groups of channels at the same time, you can use the Cut/Copy/Paste functions from the Edit menu.

Select a block of channels by clicking on the first channel. Drag with the right mouse button to select a square block. Select Cut to move it or Copy to copy the block. Click with left mouse button on the new location for the block. Use the Paste command to insert the block at the new location.

Track

Menu: Tools menu

Mouse: Drag an object to the Track Icon

The Track command provides tracking function for some objects. Currently the Track command only tracks channels. In the future, it will be possible to track presets, masters etc.

Using the Track command is the same thing as dragging an object to the Track icon.

Tracking channels

Select some channels and use the Track command. This will enter the Channel Track window with the selected channels activated. Note: This command may not be available in all software versions.

Update Positions

Option: This function requires the SCR1 or the MOV1 option package

Menu: Local Menu, Channel View

Console: UPDATE POSITIONS

Updates all devices to the positions they should have at the current position in the sequence. This command can be used after jumping around in the sequence without actually executing the attribute links.

The command scans the sequence and the attribute links to find out which position each device should have. All devices will be updated to the position found.

Window list

Menu: System Menu, View

Console: LIST WINDOWS

This open the window list where you can view,select and close the open windows.

■ Description of Specific Options

Event Package (Event software option)

This section includes the following:

- General
- How to define a Category
- How to define a Trigger
- How to define Actions for a Trigger
- How to set up Conditions for a Trigger
- How to define an Action List
- How to define a String
- Triggers Reference
- Actions Reference
- Event Categories Reference

General

With the functions in the Event package, the Safari system becomes an interactive system. Many different types of inputs (called Triggers) can activate many different types of outputs (called Actions).

You can also define Conditions for when a Trigger is allowed to execute its Actions.

An Event is a Trigger with at least one Action connected to it.

– The Event List

In the Event list, all external Triggers that should be reacted upon and their Actions are defined. This could be things that should happen at specific absolute times or at regular intervals. It could be external switches or analog inputs with a corresponding Action.

– Event Categories

The Triggers in the Event List are sorted in different categories, one for each input type: Internal Real Time, CD Time Code, MIDI Time Code, Switches, DMX Inputs etc.

Each Category can be expanded and compressed as in the normal Safari browser.

When you first open the Event List, there are no Event Categories defined. You have to insert the ones you want to use.



You can have several Categories of the same type. This allows you to group related Triggers together. You may have one Category for key panels in one room and another Category of the same type for the panels in another room, thus making the structure clearer.

For more information about Event Categories, see the section called Event Categories Reference.

– **Trigger**

A trigger is an input of some kind. When the Trigger is activated, its Actions are executed.

Triggers are grouped into Categories, one for each type of input.

Each Trigger has different parameters. Read more about the Trigger parameters in the Trigger Types Reference chapter.

Each Trigger has two fields where you can define Conditions for when the Trigger is allowed to execute its Actions.

Read more about Trigger Conditions in the Trigger Conditions section.

– **Action**

An Action is an output of some kind. It can be something that is to be sent out of the Safari system or a command that controls an internal sequence or a master.

The Actions are inserted as sub-objects to the Trigger. Multiple actions can be defined for each Trigger.

Several Actions can be logically grouped together in an Action List.

Read more about the possible Actions and their parameters in the Action Types Reference section.

– **Action Lists**

An Action List is exactly what the name indicates: A List of Actions! It is a method for grouping several Actions together in a logical group.

An Action List has a descriptive name. In this way you can refer to a complex group of Actions with a simple logical name. You can reuse the same Action List as many times as you want. By changing the Action List, you will automatically update all the references to it.

Read more about the different Action Types and their parameters in the Action Types Reference section.

– **Trigger Conditions**

Each Trigger can be connected to a combination of Conditions. There are two types of conditions: Enable and Disable. There are 8 Enable conditions and 8 Disable conditions. For each Trigger there is an Enable Mask and a Disable Mask.

If any of the Enable conditions specified is active AND none of the Disable conditions specified are active AND the Trigger condition is true THEN the action will be executed.

– **The Trigger Condition Control Panel**

In the upper half of the Event List, there is a combined control/status panel for the Trigger Conditions.

The Conditions can either be remote controlled from an external Supervisor program or locally set using this control panel. For each of the 8 + 8 Conditions, you can set a descriptive name. You can also toggle the state of each Condition on or off.

– Strings

A string is a sequence of characters or data bytes. Such a string can be used in an Action to control an external device through a MIDI or Serial Port. A string can also be used in a Trigger to react on an incoming message from a MIDI or Serial Port.

Strings can either be defined directly in a Trigger or an Action (this is called a UserString) or in a special String List. In this case the Trigger or Action just includes a reference to the String in the String List. It is therefore called RefString.

A string in the String List can be given a descriptive name that can be picked from a popup list instead of typing the actual string of bytes each time it is needed. The descriptive name is then displayed on the Trigger or Action line in the browser instead of the string itself.

By changing the String List, all references to the changed string are updated automatically. This is similar to the way Scrollers and Moving Palettes are handled.

– Direct Actions

Using the Direct Actions function, you can display a popup on the screen with buttons that control specific Actions. All Actions that are defined with a Direct Action number > 0 in the Event List, will be included. (In the future you will be able to select which level of Direct Action function you want to include in the popup.)

Direct Actions can be used to make a control panel on the screen with some selected functions but without a physical panel.

How to define a Category

- 1 Open the Event List window.
- 2 Press INSERT to insert an empty Category.
- 3 Select which type of Triggers you want in the Category from the popup list.
- 4 Optionally, you can enter a comment for the Category describing the purpose.
- 5 Insert Triggers and Actions as described below into the Category.

How to define a Trigger

- 1 Open the Event List window.
- 2 Select a Category (or create a new one as described above).
- 3 Press Shift-INSERT to insert a Trigger as a sub-object to the Category.
- 4 Select the type of Trigger from the popup list.
- 5 Depending on which Trigger you choose, you may have to define additional parameters.

Read more about Triggers and their parameters in the Trigger Reference chapter.

How to define an Action for a Trigger

- 1 Open the Event List window.
- 2 Select a Category (or create a new one as described above).
- 3 Select a Trigger (or create a new one as described above).
- 4 Press Shift-INSERT to insert an Action as a sub-object to that Trigger.
- 5 Select the type of Action from the popup list.
- 6 Set the Action parameters.

You can insert as many Actions as you want into a single Trigger.

When the Trigger is activated and the Trigger Conditions are fulfilled, all linked Actions will be executed immediately.

Read more about the different types of Actions and their parameters in the Actions Reference section.

How to set up Conditions for a Trigger

Each Trigger can be connected to a combination of Conditions.

For the Trigger to be allowed to execute, all Conditions have to be fulfilled like this:


If any of the Enable conditions specified is active AND none of the Disable conditions specified are active AND the Trigger is true THEN the Action(s) will be executed.

If any of the Conditions are not fulfilled, a check mark is displayed before the Condition fields.

- 1 Open the Event List window.
- 2 Select a Category.
- 3 Select a Trigger.

To enable or disable a condition for the Trigger, double click on one of the dots.

There are 8 dots for the Enable conditions and 8 dots for the Disable conditions. The dot will change to a digit (1-8) to indicate that it is set.

 **Note:** You have to set (and activate) at least one Enable Condition for the Trigger to be active.

How to define an Action List

Several Actions can be grouped together in an Action List.

This makes it possible to group Actions logically together with a descriptive name.

- 1 Select the Action List item.
- 2 Press INSERT to insert a new Action List.
- 3 Enter a descriptive name for the new Action List.
- 4 Insert Actions into the Action List by pressing Shift-INSERT.
- 5 Select the Action Type from the popup list.
- 6 Set the Action parameters for the Action.

You can insert as many Actions as you want into a single Trigger.

Read more about the different types of Actions and their parameters in the Actions Reference section.

How to define a String

- 1 Select the Strings window.
- 2 Press INSERT to insert a new String.
- 3 Enter a descriptive name for the String.
- 4 Enter the desired string. For each data byte, you have to enter data as two hexadecimal characters followed by a space. To enter ASCII string "ABC", you should type the following: 41 42 43.

By changing the String, all recorded references to the changed string are updated automatically. This is similar to the way Scrollers and Moving Palettes are handled.

Strings are not predefined for either a serial port or MIDI. This is defined when you use the String in a Trigger or in an Action..

Triggers Reference

This reference includes descriptions for all the available Trigger types.

All Triggers have at least the following parameters:

- Enable Condition Mask
- Disable Condition Mask
- Comment

Most Triggers have additional parameters. These are explained in the table for each Trigger type.

– APN I/O Module

Trigger on a signal from an APN I/O Module. This could be either a switch closure or a change in level on an analog input.

Parameter	Values	Explanation
Mod	0-255	The number of the APN I/O Module. This is the module address that is set with the Dip switch in the module.
Type	Switch Analog	The type of input.
Switch	1-64	The number of the switch.
Analog	1-8	The number of the analog input.
Value	On Off	If the switch is closed or opened.
Value	0-255	The value for the analog input.
Direction	Up Down	If the Trigger should be activated when the analog value is passing the Value going up or going down.

– CD TimeCode

Trigger on a specific track and time received from a CD Player. The number of the CD player has to be defined on the CD TimeCode line. If you have several CD Players, then you need several CD TimeCode categories with different CD Players defined.

Parameter	Values	Explanation
Start	TT:MM:SS: FF	The Track and time within the track to trigger on.

– Condition

Not implemented yet.

– DMX Input

Not implemented yet.

– MIDI

Trigger on any standard MIDI Command or a user defined MIDI String received on a MIDI port.


Parameter	Values	Explanation
Port	0	0 means any MIDI Port
	1-x	1-x is a specific MIDI Port
Type	Command	A standard MIDI Command.
	UserStr	A User defined string.
	RefStr	Reference to a named String.

When you select Command, you can choose from a popup with the Standard MIDI Commands. You must also enter data for the parameters to the selected MIDI Command. Most Standard MIDI Commands take one or two additional parameters.


When you select UserStr, you can enter any string of bytes. Each byte is typed as two hexadecimal characters followed by a space as delimiter.

Example:

A NoteOn command on MIDI Channel 0 with key 64 and velocity 127 will be entered like this: 90 40 7F.

-  With this command you are very much on your own! No syntax checks will be made. Make sure you understand how MIDI works and consult the manual of the transmitting device carefully.

When you select RefStr, you have to specify which of the named strings you want to use. Just select the name from the popup list.

-  From software version 2.0 onwards some errors in the reception of MIDI messages has been fixed. A NOTE ON message with 0 velocity is now treated correctly as a NOTE OFF. Command popup now shows full descriptive texts.

– MIDI TimeCode

Not implemented yet.

– Network

Trigger on a Network Event sent from another Station on the network.

Parameter	Values	Explanation
Event	1-255	The number of the network event.

– Serial Port


Trigger on a user defined serial string received on a Serial Port.

Parameter	Values	Explanation
Port	0	0 means any Serial Port
	1-x	1-x is a specific Serial Port
Type	UserStr RefStr	A User defined string. Reference to a named String.

When you select UserStr, you can enter any string of bytes. Each byte is typed as two hexadecimal characters followed by a space as delimiter.

Example:

The command ABC followed by carriage return will be entered like this: 41 42 43 0D

 With this command you are very much on your own! No syntax checks will be made. Make sure you understand how the transmitting device works.

When you select RefStr, you have to specify which of the named strings you want to use. Just select the name from the popup list.

– TimeOfDay Clock

Trigger on a specific time from the TimeOfDay Clock.

Parameter	Values	Explanation
Start	HH:MM:SS:FF	The Start Time when the Trigger should first be activated.
Stop	HH:MM:SS:FF	The End time when the Trigger should end. It is only used together with the Interval parameter.
Interval	HH:MM:SS:FF	The interval with which the Trigger should be re-activated.

After the Interval the next time the Trigger will activate is shown. This is only a status information and cannot be changed.

Actions Reference

– Action List

Executes all the Actions from the selected Action List.

Parameter	Values	Explanation
ActionList	1-x	The number and name of an Action List.

– CD

Activate a CD Player.

Command	Values	Explanation
In preparat.		

– MIDI


Send a MIDI Command or user defined message on a MIDI Port.

Selection	Explanation
Command	Send a standard MIDI Message,
UserStr	Send a user defined string.
RefStr	Send a named String.

When you select UserStr, you can enter any string of bytes. Each byte is typed as two hexadecimal characters followed by a space as delimiter.

Example:

A NoteOn command on MIDI Channel 0 with key 64 and velocity 127 will be entered like this: 90 40 7F.

-  With this command you are very much on your own! No syntax checks will be made. Make sure you understand how the receiving device works.

When you select RefStr, you have to specify which of the named strings you want to use. Just select the name from the popup list.

– Serial Port


Send a command on a Serial Port.

Selection	Explanation
UserStr	Send a user defined string.
RefStr	Send a named String.

When you select UserStr, you can enter any string of bytes. Each byte is typed as two hexadecimal characters followed by a space as delimiter.

Example:

The command ABC followed by carriage return will be entered like this: 41 42 43 0D

-  With this command you are very much on your own! No syntax checks will be made. Make sure you understand how the receiving device works.

When you select RefStr, you have to specify which of the named strings you want to use. Just select the name from the popup list.

– VLC Command

Send a command to the Safari software itself.

Selection	Explanation
GO	Start a sequence at a specific step.
LoadPreset	Loads a preset to a master field.
StartMaster	Starts a master at a specific time to a specific target.
Preset	Activates a preset with a time and priority. *
Channel	Activates a channel with a time and priority. *

*) The Preset and Channel commands activate channels in a special LTP field. This means that if another Preset or Channel command tries to use channels that are already active, the new command will take control of these channels. However, using the priority field, you can define priorities between commands. A new command will only take control over channels if it is set to a higher priority.

You have a selection of possible actions for Preset and Channel:

Selection	Explanation
On	Take control of channels if higher priority.
On/Off	Toggle the channels on and off.
On/Release	Toggle the channels on and off but release the channels to actions with a lower priority instead of going off.
Off	Turn the channels off.
Release	Turn the channel off and release them to actions with lower priority.

Event Categories Reference

– APN I/O Module

APN I/O Modules connected to the APN bus are defined here.

– CD Time Code

Triggers that react on time code from a CD ROM Player. The number of the CD Player must be entered on the Category line.

– DMX Input

Not Implemented.

– MIDI

MIDI Commands except MIDI Time Code.

– MIDI Time Code

Triggers that react on time code from a MIDI Port. The MIDI Port has to be entered on the Category line.

- **Network**

Network triggers that can be sent from any other Station on a Safari network.

- **Serial Port**

Commands from Serial Ports.

- **Time Of Day Clock**

Triggers that should react on time code from the Internal Time Of Day clock.

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