Building Template for Pilot 2000

1. Push "**Setup**" button in the "Operation" keys. (Grey Keys) Use the arrow key "Up or Down" (below the joystick) to select "**Internal Library**" which is in the "**Configuration & Setup Menu**".
2. Select "**Ok**" by pressing the right arrow key (above the joystick) The display will read "**Internal Library Configuration**" with either "**Create New Unit**", "**Edit Existing Unit**", or "**Delete Unit**" flashing.
3. Use the up or down arrow key (below the joystick) to select the "**Create New Unit**". It will be flashing.
4. Enter in the "**Create New Unit**" by pressing the right arrow key (above the joystick). Display reads, "**Select feature to configure for**" with one of the 13 sub-menus flashing.
5. Use the Up or Down arrow key to select "**Total DMX Channels**" in the Sub-menus.
6. Select "**Ok**" by pressing the right arrow key (above the joystick). Display reads, "**Total channels occupied on DMX**" with a **(1)** flashing. Use Up Key (below the joystick) to select the number of channels the fixtures occupies. Then select "**Ok**" by pressing the right arrow key (above the joystick) it will go back to where the display reads "**Total DMX Channel**" flashing.
7. Use the up arrow key (below the joystick) to go to the next sub-menu, which is "**LCD Effect Label**". To enter select "**Ok**" by pressing the right arrow key (above the joystick). The display now reads "**Enter number of LCD pages**"

   Note: 6 channels can occupied on one page, so if your fixture has 12 Channels, you will need "2" LCD Pages.

   Use the up arrow key (below the joystick), and set the number of pages needed for
   The fixture. Select "**Ok**" by pressing the right arrow key (above the joystick).
   Display now reads "**Enter the string for Effects**" follow by " **----------------**" Use
   The Up / Down key (below the joystick) to change the Characters to spell out the features of the fixture. (E.g. Dim , Shutter, Iris, etc.) And use the left or right arrow keys (below the joystick) to move the cursor. This is to create a Label for each slider underneath the display. To move to the next page of 6 slides, press the right arrow key (above the joystick). When all features of the fixture have been labeled, you exit by pressing the left arrow key (above the joystick) move back to were the display flashes "**LCD Effect Label**".

8. Use the Up arrow key (below the joystick) to move to the next sub-menu. Display reads "Internal Patch" enter by selecting "Ok". (right arrow key above the joystick) The display will show the labels you just made with a cursor flashing a number one. (1) Use the arrow keys below the joystick to place the channel number that corresponds to the label. Patch fixture labels on all pages by using the right arrow key (above the joystick) to move to the next page. When done go back to beginning sub-menu by pressing the left arrow key above the joystick. Display will read " Internal Patch".
9. Use the Up arrow key (below the joystick) until you get to the sub-menu that reads "**Effects Type**", select "**Ok**" to enter. Place cursor under the features you want to be controlled by the "**Grand Master**" slider, by pressing the right arrow key (below the joystick). Use the Up or Down arrow key (below the joystick) to change from **(Eff)** to **(Dim).** Go back to beginning by pressing the left arrow key (above the joystick) until display flashes "**Effects Type**".
10. Use the Up arrow key (below the joystick) until you get to the sub-menu that reads "**Mirror / Head Patch**" select "**Ok**" to enter. Display reads "**X(Pan)**" and "**Y(Tilt)**" with a flashing cursor next to the "**H**" under the X(Pan). Place the channel number of the Course Pan movement in the "**H**" and then move the cursor over to the "**L**" and put the channel number of the Fine Pan movement. Do the same with the Y(Tilt) by using the arrow keys (below the joystick) to change and move cursor. Select "**Ok**" when done and it will put you back to beginning were the display flashes "**Mirror / Head Patch**"

    Note: Only in 16 bit mode will you find a course and a fine motor movement. Don't change the "L" if it is only 8 bit motor movement.

11. Use the Up arrow key (below the joystick) until you get to the sub-menu that reads "**Hard / Soft Cross**", select "**Ok**" to enter. Use arrow keys (below the joystick) to change the features

that you want from a "**Hard**" snap indexing to a "**Soft**" linear movement. Continue with all pages by using right arrow key (above the joystick) and when done go back to beginning by using the left arrow key (above the joystick), until the display flashes "**Hard / Soft Cross**".

12. Use the Up arrow key (below the joystick) until you get to the sub-menu that reads "**Unit Name**", select "**Ok**" to enter. Display reads "**NNNNNNNNN**" with the first "**N**" flashing. Change the letters by using the arrow keys (below the joystick) and put in the fixtures name. When done select "**Ok**" by pressing the right arrow key (above the joystick). Display goes back to the beginning and flashes "**Unit Name**".

13. Use the Up arrow key (below the joystick) until you get to the sub-menu that reads "**Reset / Lamp Values.**", select "**Ok**" to enter.

    Note: This only needs to be done if the fixtures reset and/or lamp can be controlled by controller.

    Display reads "**Reset (Off) (On) and Lamp (Off) (On)**" with cursor flashing under reset. This is where you put the channel the fixture occupies for controlling the reset. Move cursor over by pressing the right arrow key (below the joystick) and put in the value the channel uses when in standby. Then move cursor under (On) and put in the value of the channel to reset the fixture. Move cursor over (under the "Lamp") and put in the channel that occupies the lamp control on and off.
    Move cursor over (under "Off") and put in the value to turn the lamp off. Do the same with turning the lamp on. When done select "Ok" and it will take you back to the beginning where the display flashes "**Reset / Lamp Values**".

14. Use the Up arrow key (below the joystick) until you get to the sub-menu that reads "**Dip-Switch Config.**", select "**Ok**" to enter.

    Note: This only needs to be done if the fixture addressing is done through dip-switches and not on a digital display.

    Display reads "**n.dip= [--] 1st channel=**". Use the Up arrow key (below the joystick) to change "**n.dip**" to the number of dip-switches the fixture has. Press the right arrow key (below the joystick) to move cursor over to the 1st Channel Then you are able to change the "**1**st channel" to either a "**1**" or a "**0**". Put it to a "**0**" if the fixtures address is offset by one. (e.g. all dip-switches are off when starting address is "1") When done select "Ok" by pressing the right arrow key (above the joystick). This takes you back to the beginning where the display flashes "**Dip-Switch Config.**".

    The rest of the sub-menus are for more feature controls but are not needed.

15. To finish and Exit, press the "Setup" button in the "Operations" section. As long as there are no problems the display will read "Select Memory" and you are ready to Patch the template.

    Note: if there is a problem the display will read "Mishmash". You need to back up and fix the problem by selecting "retry". That is done by pressing the left arrow key (above the joystick).

    Warning: if you push the right arrow key (above the joystick), you will exit the programming and you will lose all the   information you have already put in.