


SceneStation Programming

Quick Reference Guide

This guide is a quick reference for SceneStation programming, using the SceneStation Programmer's Remote.

Below is an overview of the function of each of the remote's buttons:



Edit - Used to select a scene to edit

Option - Used to choose an option

Power - Turns the station on or off

Record - Takes a DMX snapshot

Copy - Copies the properties of one scene to another

Lock - Locks the keys on a station

- Switches to channel number entry during scene editing

% - Switches to channel level entry during scene editing

Enter - Commits any new entry

Cancel - Always returns to Playback Mode without saving anything

Arrows - Used to increment or decrement a value, channel, scene or brightness

0-9 - Used for numeric entry

Bump (⏏) - Sets the selected channel's level to 100% or 0%.

Clear - Erases any partially entered numeric entry

Point - Used for fractional number entry

Properties - Selects one of six properties of a scene to edit

Scene Edit Mode

This mode is used to edit the six properties of a scene (Fade, Follow, Loop, Scene, Indicator and Repeat).

To enter the Scene Edit mode, press:

EDIT + (two-digit scene number)

To select which property of a scene is being adjusted, press:

FADE, FOLLOW, LOOP, SCENE, INDICATOR or **REPEAT**

The currently selected property is indicated by the flashing color of the Center LED.

By default, the Scene property is selected (Cyan).

To save changes after adjusting one or more properties, press:

ENTER

To cancel changes at any time, press:

CANCEL

Set Fade Time

Each scene may be assigned a fade time from 0 to 86,400 seconds (24 hours) in 0.01 second increments.

This property specifies the amount of time during which a scene will gracefully "fade" to its programmed look when activated.



1. Press **FADE**.
2. Enter the number of seconds for the fade time using **0-9** and the decimal point (.) as desired.
3. Enter a fade time of 0 (zero) to specify no fade time (the scene should appear instantly).

The center LED blinks Red while adjusting the Fade Time parameter.

Set Follow Time

Each scene may be assigned a follow time from 0 to 86,400 seconds (24 hours) in 0.01 second increments.

This property specifies the amount of time after a scene has been activated that SceneStation will automatically "follow" to the next scene.



1. Press **FOLLOW**.
2. Enter the number of seconds for the follow time using **0-9** and the decimal point (.) as desired.
3. Enter a follow time of 0 (zero) to specify no follow time (the scene should not automatically advance to the next scene).

The center LED blinks Yellow while adjusting the Follow Time parameter.

Set Loop

Each scene may be assigned an optional scene to loop to, which can be used to create repeating patterns.

This property specifies the scene number that should follow the current scene.



1. Press **LOOP**.
2. Enter the number of the scene that should come after the current scene.
3. Use a loop to scene 0 (zero) to specify no looping should occur.

The center LED blinks Green while adjusting the Loop parameter.

Playback Mode

This is the normal operating mode of SceneStation. The button LEDs show the current state of the scenes assigned to the buttons.

Press **CANCEL** at any time to return to this mode or to clear any incomplete or partial data entry.

Recall a Scene

1. Press a scene button on the SceneStation.
2. Enter the two-digit scene number to recall on the remote.

Set Overall Brightness

1. Use the **UP** and **DOWN** buttons on the remote.
All LEDs blink Red when the maximum or minimum brightness is reached.

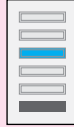
Sequentially Step Through Scenes

1. Use the **RIGHT** and **LEFT** buttons on the remote.

Scene Edit Mode (continued)

Set Scene

Each scene's channel levels may be manually edited by using the Scene Edit mode.



1. Press **SCENE**.
2. Use the **UP** and **DOWN** buttons to raise and lower the selected channel.
3. Use the **RIGHT** and **LEFT** buttons to advance to the next channel or return to the previous channel.
4. To quickly bump the selected channel's value to 100% or back to 0%, use the **BUMP** (\updownarrow) button.
5. To select a specific channel, use the **CHANNEL** button, followed by the three-digit channel number (001..512) of the channel to select.
6. To enter a specific percentage level for the selected channel, use the **LEVEL** button, followed by the two-digit percentage (00..99) to set. 99% is scaled to equal 100% in this function.

The center LED blinks Cyan while adjusting the scene's channel levels.

Set Indicator Colors

Each scene may be assigned indicator colors for when the scene is active and inactive. Each scene can also have an optional indicator flashing pattern.



1. Press **INDICATOR**.
2. The top LED will display the active color, the center LED will display the inactive color and the bottom LED will display the flashing pattern.
3. Press **1** to select the active color.
4. Press **2** to select the inactive color.
5. Press **3** to select the flashing pattern.
6. Use the **RIGHT** and **LEFT** buttons to change the selected color (or pattern).
7. Use the **UP** and **DOWN** buttons to change the selected color's intensity.

Set Repeat

Each scene may be assigned an optional number of times that the scene's loop parameter will "repeat" before the loop will fall-through to the next scene.



1. Press **REPEAT**.
2. Enter the number of times that the scene's loop should repeat before falling-through.
3. Use a repeat of 0 (zero) to specify that the loop could continue indefinitely.

The center LED blinks Magenta while adjusting the Repeat parameter.

Copy Scene

When editing a scene, the channel levels and properties of a different scene may be "copied" to the current scene.



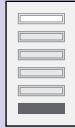
1. Press **COPY**.
 2. Enter the two-digit number of the scene to copy.
- The center LED blinks White while entering the scene number to copy.*

Button Edit Mode

This mode is used to edit the properties of the buttons on the front of a SceneStation, including which scene a button activates and the style of triggering a button should perform.

Set Button Scene

Each SceneStation button is assigned a scene number that it activates.

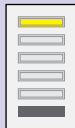


To change the scene that a button activates:

1. Press **EDIT** followed by the button you wish to edit.
The selected button will quickly flash White.
2. Enter the two-digit scene number of the scene you want the button to activate.

Set Button Mode

Each SceneStation button has a trigger mode that specifies the behavior of the button.



To change a button's trigger mode:

1. Press **EDIT** followed by the button you wish to edit.
The selected button will quickly flash White.
2. Press **OPTION**.
The selected button will change to flashing Yellow.
3. Enter **1** to change the mode to Normal.
A normal button always activates its scene (this is the default).
4. Enter **2** to change the mode to Toggle.
A toggle button activates its scene if the button is currently "off", and deactivates its scene if the button is currently "on".
5. Enter **3** to change the mode to Sequential.
A sequential button activates its scene if the button is currently "off", and steps to the next scene if the button is currently "on". This mode is used to create a button that steps through several scenes on each press.
6. Enter **4** to change the mode to Latched.
A latched button activates its scene if the button is currently "off", and performs no function if the button is currently "on".
7. Enter **5** to change the mode to Momentary.
A momentary button activates its scene when the button is pressed and returns to the previously active scene when the button is released.
8. Enter **0** to change the mode to Disabled.
A disabled button performs no function when pressed.

DMX Snapshot Mode

This mode is used to capture the DMX channel levels of an external source.

Connect an external DMX controller in-line with SceneStation. When SceneStation detects DMX data from another source, SceneStation stops outputting its own data and allows the other source to control the lighting fixtures.

Record DMX Snapshot

When an external DMX device is controlling the lighting fixtures, the current scene can be captured into SceneStation.



1. Press **RECORD**.

Two LEDs blink Green when SceneStation is ready to record the incoming DMX scene.

If no DMX input is present, all LEDs will briefly flash Red indicating that a scene cannot be recorded.

2. Enter the two-digit scene number to record.

The scene will be recorded immediately (all LEDs flash Green).

SceneStation is now ready to record another scene. You can adjust the incoming DMX levels and enter another scene to record.

3. When finished recording scenes, press **CANCEL**.

▲ *Note that when recording scenes in this manner, the other scene properties (such as Fade, Follow, Loop, etc.) are not modified from their previous values. To change them, use the Scene Edit mode as described above.*

Station Options

There are several global station options that affect the operation of the SceneStation:

To change an option, press:

EDIT + OPTION + (three-digit option number)

Below are a listing of several of the most common options (more options may be listed in the User's Manual):

Option 900: Power-Up Scene

This is the scene that will automatically execute when power is restored to SceneStation.

Enter the scene number and press **ENTER** to save. Enter scene **0** to remove the optional power-up scene.

Option 981: Recall Built-In Show 1

When this option is selected, **all memory is erased** and a built-in show is loaded into memory. Show 1 is a test show that has each preset programmed with a single DMX channel at 100%. Preset 1 has Channel 1 at 100%, Preset 2 has Channel 2 at 100%, etc.

Option 982: Recall Built-In Show 2

When this option is selected, **all memory is erased** and a built-in show is loaded into memory. Show 2 is a demonstration set up for running RGB LED fixtures. Each button on the station has a different behavior.

Option 989: Erase Memory

When this option is selected, **all memory is erased** and the SceneStation is returned to its "Factory Default" state.

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