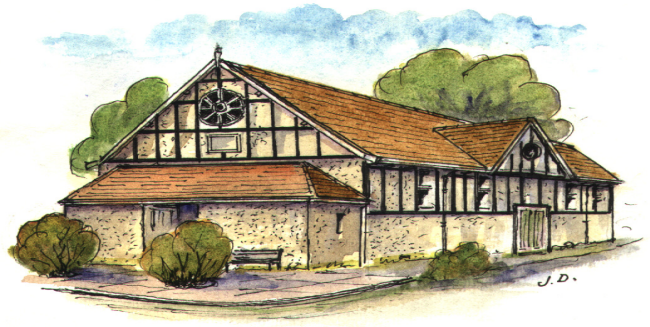


# ASHTON KEYNES VILLAGE HALL

MANAGEMENT COMMITTEE

## STAGE LIGHTING SYSTEM



*Ashton Keynes Village Hall is a Registered Charity. Number 1059462*

The Stage Lighting system is not complicated, although it may initially appear daunting as there are numerous cables. If you look at it by individual components, it is fairly easy to understand. Do not be concerned that the system is made up of old style round plugs. Prior to the use of LEDs for Stage Lighting (and ours fit into that category) the immediate load from a quick power up or reverse blackout would blow a 13amp fuse, hence the plugs and sockets have to be unfused. The other components of the system are there to ensure that the system is electrically sound.

The components detailed below are Lights, Sockets and Bulbs; the Zero 88 BETApack<sup>3</sup> Dimmer Unit which is fixed to the back wall in the lighting box cupboard (hereinafter called the BETApack<sup>3</sup>); and the Zero 88 Jester lighting control desk (hereinafter called the Jester).

### 1. Lights, Sockets and Bulbs

Basically each of the individual lights plug into a socket situated near the light itself, each of these sockets has a code which corresponds with the label on the plug within the lighting cupboard. There are a couple of exceptions:

1. The Rear Stage lights are designed to use coloured bulbs or foils to create different backgrounds spread evenly across the back of the stage. Each of the main rear stage lights (of which there are 2 has 9 bulbs and in each of the 2 lights a number of bulbs are connected to a single circuit (R1, R2 or R3). So each individual circuit (R1, R2 and R3) will provide power to a set of bulbs in each of the 2 lights, thereby allowing whatever spread or colour mix that you like. As these are just standard bulbs, feel free to move them around to suit your lighting scheme.
2. Due to budget constraints it was only possible to purchase a 6-way controller box and deck, therefore it was necessary to 'pair up' some circuits. This pairing is done in a separate component that you should not touch, although you can see it high on the right hand side of the Lighting cupboard. As it is a separate component it is easy for an electrician to change the pairing if required. You can see on the plan below that circuits FG6, FG2, S1 and S5 all power 2 lights.
3. At the time of install, we also purchased 2 multi-blocks that each hold up to 3 plugs. So, for example, it is possible to plug R1, R2 and R3 into the multi-block so that it only takes a single socket on the BETApack<sup>3</sup> and slider on the Jester (both referred to later).
4. We bought as many lights as the budget would allow and laid them out in the best way we thought possible. This does mean that circuits S3, S5 and S4 have no lights plugged into them. It is possible to move things around if more light is required 'on stage', but as the sockets are 5 amp round plugs, any light plugged in must have that type of plug.
5. If one of the Gantry or On-Stage lights is blown (i.e. the bulb has gone) please contact the Management Committee and do not attempt to replace this yourself. As mentioned in 1, this does not apply to the standard blubs that are used in the rear stage lighting.

## 2. BETApack<sup>3</sup> Dimmer Unit

This is the box facing you on the back wall of the Lighting cupboard. As you can see, it has 6 circuits with 2 sockets in each. On the right hand side of the box (on the fascia of the unit) are 6 grey switches that correspond with each of the circuits. As you may not have any idea how the lights were left by the last user, turn all of these grey switches to OFF before turning on the BETApack<sup>3</sup>.

Each of the 6 circuits will correspond to a slider on the Jester, and so for example, if you plugged S1 and a multi-block (with R1, R2 and R3) into the 2 sockets on circuit 6 of the BETApack<sup>3</sup>, you could control the whole of the 'on stage' lighting with a single slider on the Jester. It is of course best to even out circuits across the board, rather than place a massive load on one circuit. Placing too much load on a single circuit, could blow the jumper on the Village Hall circuit Board and therefore take out all of the stage lighting (needs to be reset on the kitchen distribution board). Therefore never use more than a single multi-block on a BETApack<sup>3</sup> circuit.

So all of the grey switches on the right hand side of the BETApack<sup>3</sup> are set to OFF and you may have sorted your lighting into circuits (it does not matter whether you have at this stage). It is now time to power up the BETApack<sup>3</sup> and this is done by fairly large lever switch (with a plastic cover) right in front of you, fairly central and under the BETApack<sup>3</sup>. Once powered, the BETApack<sup>3</sup> will have a digital illumination to show that it is ON and will invariably display the number '1' and the 'Manual' LED should be illuminated. If you have not already sorted your lighting requirements into circuits, do so now. Once you have, you can turn on the individual circuits (on the grey switches). Of course you may wish to experiment sampling different lighting schemes, but it is always sensible to turn off the grey circuit switch before swapping plugs.

Please do not interfere with the small switch to the side of the plastic covered lever switch – this needs to be ON at all times as it is a part of the circuitry for the side coloured spot lights.

Equally, unless you have read the user manual for the BETApack<sup>3</sup>, do not use the Mode, Enter, Up or Down arrows to the right of the digital display. They are for specific purposes and setting them to different levels will interfere with a basic lighting plan.

**When you have finished your event, turn off all of the grey switches and then turn OFF the BETApack<sup>3</sup>. If the unit is left ON and any of the grey switches are left ON, then you will leave the system consuming substantial power and we may need to invoice you the extra cost. With Stage Lighting, it could be ON despite the fact that you cannot see any glow from the bulb, hence the importance of ensuring that the BETApack<sup>3</sup> box is OFF.**

## 3. The Jester Controller Deck or Board

Our 6 channel controller deck can be used in a variety of ways, the majority of which are for automatic or timed processes, special effects, etc. There is a Manual in the Lighting Cupboard of how to use all of the functionality (please ensure you leave it in the cupboard or return it there when finished).

As the vast majority of Users just want to use the lighting system for stage illumination and maybe as a few spot lights, the below covers the very basic use and hopefully eliminates the need for you to read the manual.

The first thing to do is to plug it in. There are two cables required, 13amp power from any plug socket and a digital cable link to the BETApack<sup>3</sup>. We have two BETApack<sup>3</sup> link cables (both orange), one fairly short for on stage use or on a table in the Ellison side wing at the front of the Hall, and a much longer cable if the control of the lights needs to be handled from much further down the Hall. The Jester should be plugged into the BETApack<sup>3</sup> 'DMX IN' socket. When you leave, the Jester will have to be unplugged from the mains in order to store it in the lighting cupboard, but feel free to leave it plugged into the BETApack<sup>3</sup>.

It is impossible for us to know how the system was left by the last User and so when setting it up for your event, it is best to start by resetting the Jester. If an Error is shown in the display, it is worthwhile just pressing the Enter key to see if the error clears – sometimes it does. If it clears the error condition then you can avoid the next two paragraphs.

As Jester does not have a battery, any settings will normally only last for 48 hours and so it may be necessary to reset, even if you only used it a few days ago. If the Jester is showing an error condition in the display area, even after you have pressed Enter, it needs to be resetting.

Resetting is easy. The first thing is to get into 'SUPER USER Mode' and this is achieved by holding down the SHIFT button (slightly to the right and below the display area) button and the MODE button at the Top at the same time. You will see that the LED changes at the side of the MODE button from PRESET to SUPER USER and that the display area also changes to a list of commands. Use the arrow keys to move the display down to RESET DESK, the system will ask for confirmation and so use the arrow key to move to OK and then press ENTER. The desk will reset. To get out of SUPER USER mode, use the SHIFT and MODE keys as before. It may be worth also resetting the Memory and that is a few commands down the list from RESET DESK. Once you have left the SUPER USER mode, use the arrow keys to turn FLASH to OFF – it will be fairly obvious in the display panel.

Providing the above has been followed, your circuit control should now be on the bottom left six sliders (yellow), but if they do not work, try one of the other sets as it is quite easy to knock the buttons that change the slider zone. There are also several levels of Master Control, one for the whole deck (called GRAND MASTER on the top right) and one for the Yellow circuits (called B MASTER) which you are now set to. There is also a Master slider for the Red zones called A MASTER. The Master Control sliders are to the top right of the Deck and are used for fading everything with one slider. There is also a Black Out button on the right hand side that can be used if you want to black-out rather than fade. Note that when blacked out the lights are still on and consuming power, hence the reason for ensuring that the BETApack<sup>3</sup> is turned off before you leave.

Leave the Fade Time knob set to MANUAL.

#### 4. Sockets layout

