

Orion

BASIC PROGRAMMING GUIDE

LEVEL



PATTERN

Superauto

Sound Chase Vari-speed Chase Auto Chase

This Pattern

Direction

Attack

Speed

Min Max

Step No



Transfer

Standby

One-shot

OUTPUT/PROGRAM

View Add Step Delete Step Program

1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	5 <input type="checkbox"/>	6 <input type="checkbox"/>
7 <input type="checkbox"/>	8 <input type="checkbox"/>	9 <input type="checkbox"/>	10 <input type="checkbox"/>	11 <input type="checkbox"/>	12 <input type="checkbox"/>
13 <input type="checkbox"/>	14 <input type="checkbox"/>	15 <input type="checkbox"/>	16 <input type="checkbox"/>	17 <input type="checkbox"/>	18 <input type="checkbox"/>
19 <input type="checkbox"/>	20 <input type="checkbox"/>	21 <input type="checkbox"/>	22 <input type="checkbox"/>	23 <input type="checkbox"/>	24 <input type="checkbox"/>

POWER



Orion

by zero

This booklet has been carefully designed to take the first time user in easy stages through the basic programming of Orion.

Please work through the following pages in sequence and you will begin to appreciate how elegantly simple the answers can be to all the previously complex problems of lighting design.

- THIS GUIDE PRESUMES THAT THE ORION IS IN AN 'EMPTY' MODE, AND THAT NOTHING HAS BEEN ENTERED INTO MEMORY WHICH MAY CONFUSE THE FIRST-TIME USER.

BASIC PROGRAMMING GUIDE

Orion

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BASIC PROGRAMMING | 1 : PROGRAMMING MODE

Switch on



Press Program Button. The red LED above the button will flash on and off.*



Press Program Button Again. The red LED will now glow steadily and



2 bars will appear in the Step No. and Next Pattern windows.

* **Note:** The program LED flashing would normally indicate Enter Access Code. At this stage we do not have an access code, and a second press of the program button will be sufficient to get into the programming mode. Access codes will be fully discussed in Advanced Programming.

You are now into programming mode

BASIC PROGRAMMING GUIDE | 2 : THE 4 CHANNEL CHASE — PROGRAMMING

■ THE SET-UP

Press **F** Button and



This selects Pattern 1 which will show in Next Pattern window.



Set Level Slider to Full



Set Speed Pot to a position just past right hand 0 symbol.



■ THE PROGRAMMING

Press Channel Button 1



Then Add Step



Press Channel Button 2



Then Add Step



Press Channel Button 3



Then Add Step



Press Channel Button 4



Do NOT Add Step



Press Program Button Again



This gets you back out of program mode.

You have now programmed a 4 Channel Chase

BASIC PROGRAMMING | REPLAYING

Ensure that No. 1 is
in Next Pattern
window



Press Transfer
Button
and



The green output
LEDs will chase
from Left to Right



You have programmed a 4 Channel Chase, and replayed it from memory.
Now let's modify the chase.

BASIC PROGRAMMING | MODIFYING

Ensure the chase is running — if not:

Switch On



Press the - Button and



Select No. 1 which will show in Next Pattern window



Press transfer Button



Reduce Level Slider to midway between Half and Full.



Turn Back Speed pot to just beyond left 0 symbol



Press Attack Button until



LED lights below
^
symbol

Press Direction Button until



LED lights below
< >
symbol

Having completed these steps you will note no difference in the output LEDs! Neither will you until you finally Press transfer Button.



You have now transferred to output a three-quarter Level, slow crossfading chase moving from left to right and reversing.

BASIC PROGRAMMING | MODIFYING

(CONTINUING FROM PREVIOUS PAGE)

Using the instructions in the previous page. We suggest you now spend a couple of minutes experimenting with various combinations of:

Speed
Direction
Level
Attack

Just to get the hang of it.

Remember, nothing you do to the modifier sections will affect the output until you



Transfer it

Note: All modifications that have just been made are temporary. Once switched off, the Orion's memory will return to the original 4 channel chase pattern. However, all modifications can be entered into memory. This will be discussed in Advanced Programming.

BASIC PROGRAMMING | EDITING

Having shown you how to put a chase into memory, let's now learn how to remove it.

Firstly go back into PROGRAMMING MODE

as you've previously done.

Switch On



Press Program Button



Press Program Again



And ? has appear in Step No and Next Pattern windows



Ensure level is Full



Press + Button



And Ensure No. 1 is in Next Pattern



To remove a step from memory simply press the appropriate channel button — for example:

This is the 4 channel chase you have programmed. You should have one green LED lit



■ EDITING
Press View Button



With each press the chase will move along one place.

Repeated presses sequences the chase. Try it.

Move along chase until Ch 3 lights up.

Press Channel Button



Green LED will go out

Sequence the chase with the View button again and the result will be. Ch 1, 2, —, 4.

You have inserted a blank space into memory. Press Ch 3 once more to restore the step into the space. There you have it; it is quite easy to program a blank or series of blanks if the lighting design demands.

BASIC PROGRAMMING | DELETING AND INSERTING

■ DELETING

You should be back to the original 4 Channel Chase once more. Sequence through until No. 3 is illuminated again.

Press the Delete Button



and the No. 3 will go out

The difference being however, when the chase is sequenced the result will be:
1, 2, 4

No. 3 has disappeared completely and you are left with a 3 Channel Chase. No Blanks. The Orion has compensated the chase and DELETE does not allow a blank space as EDIT does.

- 1: A single press removes a step.
- 2: Press and hold removes a sequence.

■ INSERTING A NEW STEP

Suppose you need to insert a new step between Step 2 and 3 of Pattern No. 1 the original 4 Channel Chase and make it a 5 Channel Chase.

Press View Button



and select No 2 in Step No. window



Now Press Add Step

You will now have a clear new step to program as you like. All subsequent steps are automatically renumbered. When you have done this, sequence through using the View button.

Now clear out the whole of Pattern 1.

Press and hold in Delete Step until the 2 bars appear once more in Step No.

BASIC PROGRAMMING | 3 : THE BAR CHASE — PROGRAMMING

You should still be in
PROGRAMMING MODE

Ensure that No. 1 is
still in Next Pattern
window and



Set Level to Full
and



Speed to Midway



Programming

Press
Ch 1
Button



Press
Ch 2



Press
Ch 3



Press
Ch 4



Press
Ch 7



Press
Ch 8



Press
Ch 9



Press
Ch 10



Press
Ch 13



Press
Ch 14



Press
Ch 15



Press
Ch 16



Press
Ch 19



Press
Ch 20



Press
Ch 21



Press
Ch 22



Add
Step



Add
Step



Add
Step

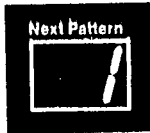


Program



BASIC PROGRAMMING | REPLAYING THE BAR CHASE

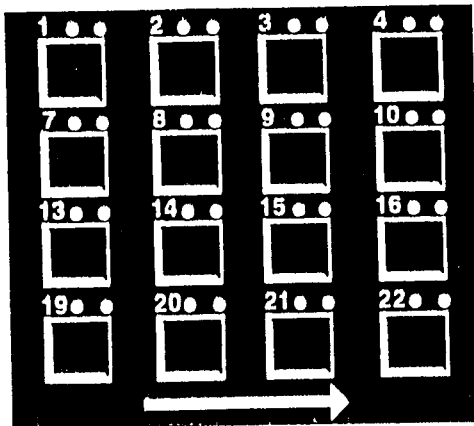
Ensure that No. 1 is
in Next Pattern
window



Press transfer
Button and



The green output
LEDs will chase
from left to right



You have programmed a 4 Ch Bar Chase, and replayed it from memory.

This pattern can be modified in exactly the same way as the 4 Ch Chase, as set out in section 2.

Spend a couple of minutes experimenting utilising:

- Speed
- Direction
- Level
- Attack

Remember nothing you do to the modifier section will affect the output until you --



Transfer it

BASIC PROGRAMMING | 4 : THE MODIFIED BAR CHASE

■ Once again into PROGRAMMING MODE

Switch On



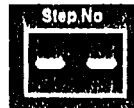
Press Program Button



Press Program again and



two bars appear



■ Set Up

Press + Button



until No 2 shows in Next Pattern window



Set level to full



Set Speed to midway



■ THE PROGRAMMING



With Level Fader at Full Press Channel 1 Button



Reduce Level Fader to three quarters and Press Channel 7 Button



Reduce Level Fader to half and Press Channel 13



Reduce level Fader to a quarter and Press Channel 19



NOW ADD STEP

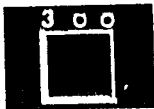


Return Level Fader to Full and Repeat the above on Channels 2, 8, 14 and 20.

Refer to next page and carry out further instructions.

BASIC PROGRAMMING | MODIFIED BAR CHASE

(CONTINUING FROM PREVIOUS PAGE)



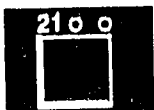
Press Channel 3 and hold in.
After 15 seconds a numeric display will appear in the This Pattern window.
NOTE: This number is an accurate indication of the Light Level Percentage. Raise Fader to Full, and 10 will appear. **DO NOT ADD STEP.**



Press Ch 9 and hold in.
Reduce Level Slider three quarters (75).
DO NOT ADD STEP.



Press Ch 15 and hold in.
reduce Level Slider to half (5.0).
DO NOT ADD STEP.



Press Ch 21 and hold in.
Reduce Level Slider to 2.5.



NOW ADD STEP



Repeat the above on Channels 4, 10, 16 and 22. **BUT DO NOT ADD STEP.**

Now press Program button to get out of Program mode.

At this point we have deliberately introduced a little bit of advanced programming.

The visual indication of Light Level is only needed for really accurate balancing of colour. Reducing the fader to an approximate position and then pre-add step is usually enough for most jobs.

BASIC PROGRAMMING | MODIFIED BAR CHASE

CONTINUING FROM PREVIOUS PAGE.

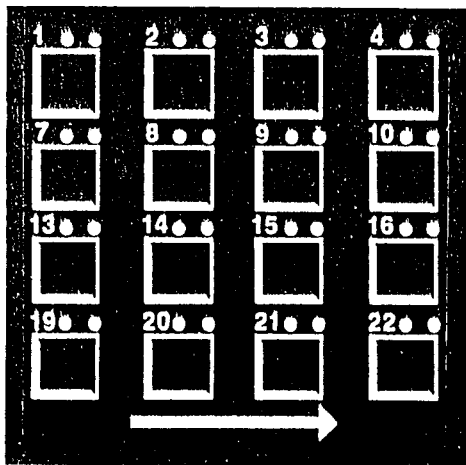
Locate that No. 2 is
in Next Pattern
window and the
Index is full



Press Transfer
Button and



The green output
LEDs will chase
from left to right,
but each bar will
fade away from top
to Bottom



You have programmed a 4 Channel Bar Chase and replayed it
from memory.

As you will probably realise however, you have introduced a
modifier into memory also. The significance of which will be
becoming obvious.

BASIC PROGRAMMING | 5 : MODIFIERS IN MEMORY

■ Once again into PROGRAMMING MODE

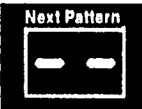
Switch On



Press Program Button



Press Program again



and two bars appear

■ Set Up

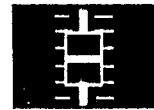
Press + Button



until No. 3 shows



Set Level to Half



and speed to left hand ○



All of which you've done before

■ SET-UP

Press Attack Button until



LED Lights Below
▲
symbol

Press Direction Button until



LED Lights Below
◀ ▶
symbol

Having completed these steps, now Program a simple 4 Channel Chase as previously done.

- i.e. Press Channel 1, Add Step
- Press Channel 2, Add Step
- Press Channel 3, Add Step,
- now Channel 4, then the Program button.

BASIC PROGRAMMING | REPLAY MODIFIERS IN MEMORY

CONTINUING ON FROM PREVIOUS PAGE

Ensure that No 3 is
in Next Pattern
window



Press transfer
Button and



The green LEDs will
cross fade at half
level Left to Right
and then reverse.



Whilst in Program mode, any modifiers (except speed) switched on will remain in the memory of the pattern programmed. They may be temporarily modified as previously indicated in section 2. But once switched off the Orion's memory will return to the original pattern entered in memory.

BASIC PROGRAMMING | 6 : ALTERNATIVE PATTERNS

Go into Programming Mode and set up a new Pattern No. 4.
Modify it by

Full Level



Left — Right
Direction



Fast Attack



Set Speed to
right hand O



Orion channels may be programmed in any order.
Star-bursts, Squares, Diagonals are all the same to it.
You choose it — Orion does it.

A Simple Example

Try this:

Press Ch 1, 6, 19 and 24	now add step
Ch 2, 12, 23 and 13	..
Ch 3, 18, 22 and 7	..
Ch 4, 24, 21 and 1	..
Ch 5, 23, 20 and 2	..
Ch 6, 22, 19 and 3	now press program

Ensuring that No. 4 is in the Next Pattern window, press Trar
and see what you've got.

You've now got a real idea of the Orion's capabilities —
suggest you practice for a while and then get into the
Advanced Programming.

BASIC PROGRAMMING | 7 : ORION TECHNICAL SPECIFICATION

Power Supply

200/265v, 50/60Hz or 100/130v, 50/60Hz

Connector — via IEC fixed plug.

Audio Input

Stereo, greater than 30mV Input impedance 22K Ω

Connector — stereo jack socket.

Outputs

24 channels

0 to + 10 volts (via diodes)

Maximum output 5mA continuous

Any channel may be set to:-

Analogue, Switched or Pulsed mode

(pulse — 10ms long)

Size

133 × 90 × 483mm (5 $\frac{1}{4}$ " × 3 $\frac{1}{2}$ " × 19")

Net Weight

3.5Kg (7 lb 8 oz)