LOLA

10

CANDICE

9

8 7 6 5 4

1

2 FELICITY

3

DELILAH

Minuette FR

ADB FSI

Birdie

LED Parcan

LED DESTINATIONS
RED/GREEN/BLUE

LOLA: 24/25/26
DELILAH & CANDICE:
32/33/34
FELICITY: 36/37/38

PLEASE NOTE LIGHT 9 IS ON A T-BAR
THERE ARE ADDITIONAL HOUSE LIGHT LEDS CONTROLLED THROUGH THE BOARD -
DESTINATIONS 13-16 & 28-30

Jester Lighting Board Crib sheet

If you only require all lights up and down/ different brightness this first section will cover this.

<u>Submasters –</u>

This is the easiest way to operate the lights. The different pre-programmed states are labelled at the bottom of each submaster. They can be put on together or separately. To create different colours i.e. purple put the red and blue on together. The brightness can also be controlled with the grand master. There is a manual blackout button should you require a snap blackout.

<u>Programming/saving cues-</u>

If you wish to program your lighting states, please say during your technical handover and you will be assigned a number range. Firstly, ensure the board is in program mode. Ensure the cue is in the correct number on the top right hand of the monitor. Then enter the command on the keyboard for example if you wanted all the lights on at 70 you would type Group 0 (0 is always all lights) @ 70 then enter. This would include the LEDS. For all traditional lights use 1 THRU 10 @ 70. Alternatively, if you only wanted lamps 4 and 7 type 4 and 7 @ 70 then enter. Then press the lit-up program/go button in the middle of the board -this records the cue. Then move the cue down to the next cue using the arrows and repeat the process. Repeat the process until completed all cues. The place the board back in go mode and use the program/go button to run your cues. Please use the rig diagram for light numbers and LED destinations.

Please do not re-rig any lights, unplug any lights or delete any existing saved cues.