

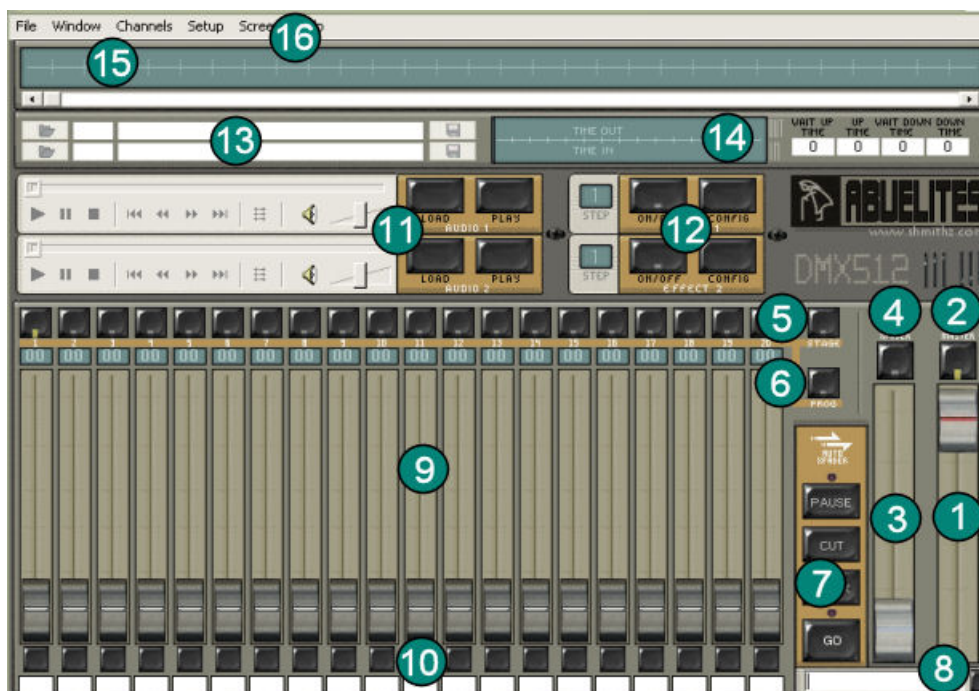
ABUELITES MANUAL

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MAIN WINDOW



1. Grandmaster level

2. BlackOut button

3. Crossfader

Move to crossfade between loaded cues, when you reach opposite point next cue will be loaded.

4. Crossfader Mode

Switch timed crossfader or manual crossfader.

5. Stage button

Selects Stage page, every change you do in channels is sent to the dimmers.

6. Prog button

Selects Program page, you can modify levels of the channels of next cue loaded. channels page shows channel levels. changes are sent to the dimmers when you move crossfader.

7. Auto Crossfader section (Go Button)

Click go button to crossfade between scenes on a specified crossfade time. You can pause or cut crossfade time or go back one cue.

8. Direct Screen

You can change levels of any channel directly on this screen. Syntax examples:

- **01a80** (channel 1 at 80%)
- **05/20aFF** (channels 5 to 20 at FULL)
- **05+08+10/15a00** (channels 5,8 and 10 to 15 at 0%)
- **05+07s10** (adds a 10% to the level of channels 5 and 7)
- **02/04d30** (subtract 30% to the level of channels 2 to 4)

changes are sent to the selected page (Stage, Prog, submaster...)
Click Right button to show the keyboard.

9. Submasters

Each slider controls one submaster level. Click the button over the submaster to select it and then modify channels with channels window, single channel window or direct screen.

If you Right-click the button over submaster you can change Submaster tooltip text , submaster color, and submaster mode. Faders can control submaster level, audio volume, audio balance, fx speed ...

10. Flash Buttons and fader labels.

If you click flash button fader will move to max value. If you right click flash button, fader will move to zero if fader is raised or to max value if submaster is zero.

If you click on fader label, you can add a small description of submaster contents. If you double click this label you can change label color or text format.

11. Audio Controls

You can load sound effects or songs here. Player can be controled directly or using special cues.

You can drop sound files over the buttons to easily load them. If You drop a sound file over the play button it will be played but if you drop it in load button it will be loaded but not played.

12. Chaser Controls

You can setup and play two chasers. Chaser level and speed could be controled by faders on main window.

13. Cue Screen

On the top line you can read cue number and title you have loaded in stage (current cue) and the cue title on the botton line you can read cumber and title of cue loaded in program (next cue)

14. Cue times

On the top line you can see a red bar that represents loaded cue times, on the botton time you cab see a green bar that represents next cue times. A black vertical bar represent crossfade time position.

15. Channels screen

You can see device output here (only raised channels are shown).

*There are three screen modes: **Output mode** shows master output, **Live mode** shows real DMX output, **Selected mode** shows only channels raised in selected submaster. You can see real values (0 to 255) or percent values (0% to 100%).*

16. Menus

On file menu you can load and save desk setup file. On Window menu you can load other program windows. Use channels menu to copy channel values from one submaster to another. look [menus section](#).

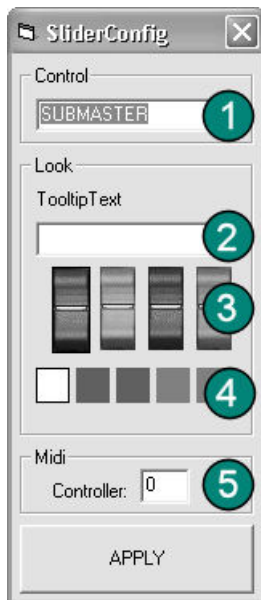
SUBMASTER MODES

If you Right-click the button over any submaster, a new window will open.

There you can change:

1. Fader Mode

- **Submaster** Each fader control 1 submaster level
- **Bypass** Each fader control 1 submaster level (submaster is not affected by master level)
- **Inhibit** Submaster that inhibits previous submaster levels
- **Submaster Master** Fader controls Submaster Master level
- **Audio Volume** Fader controls Player 1 or 2 volume



- **Audio Balance** Fader controls Player 1 or 2 balance
- **Audio Speed** Fader controls Player 1 or 2 Speed
- **Fx Speed** Fader controls FX 1 or 2 Speed
- **Fx Level** Fader controls Fx 1 or 2 Speed

2. **Tooltip text** : Help text that you will see if you stay over the fader but out of the knob

3. **Knob used** : knobs can be changed to mark your submasters

4. **Knob secondary color**: You can change knob secondary color.

5. **Midi Controller** : Midi controller (see Midi section for more help)

CUE WINDOW

CUE	FUN	TIMES	NAME	1	2	3	4	5	6	7	8	9	10	11
1	1	2	3	Primera memòria	20	30							50	
1	2	2	3	Segona memòria			130			70	50			
5	5	1	2	Tercera memòria	20	30							50	
10	0	3	1	Quarta memòria	20	30							50	
11	1	1	3	Cinquena memòria	20	30							50	
13	1	1	3	Sisena memòria	20	30							50	

This window shows Status of each cue (scenes).

1. **Show title**

2. **Show date**

3. **Cue Number**

4. **Cue Function.**

There are several types of cue function:

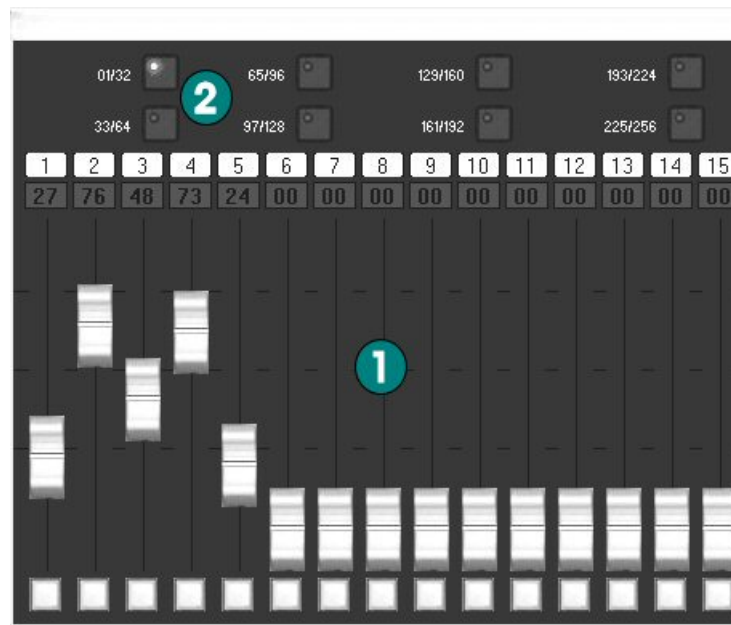
- 1. "normal" or lighting cues
- 2. Jump to cue number (not implemented yet)
- 3. Submaster load (not implemented yet)
- 4. Submaster level change
- 6. Run external program
- 7. Show message (still buggy)
- 9. Load a single file in stage (not implemented yet)
- 11. Load a single file in submaster 1 (not implemented yet)
- 12. Load a single file in submaster 2 (not implemented yet)
- 13. Load a single file in submaster 3 (not implemented yet)
- ...
- 30. Load a single file in submaster 20 (not implemented yet)

[See Cues section for details.](#)

5. **Cue times**

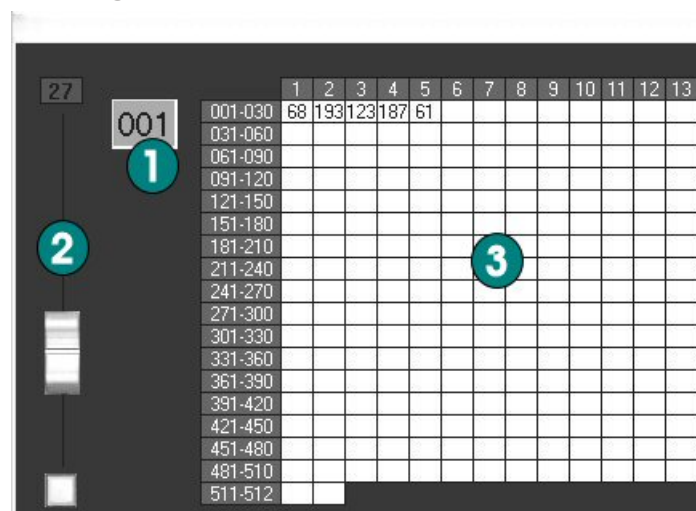
Here you can see four columns: Wait up time, up time , wait down time and down time.

CHANNELS WINDOW



You can raise channel levels moving sliders (1) as you wish. Change channels page with (2). Slider affects channel levels of stage, program or the submaster page you have selected.

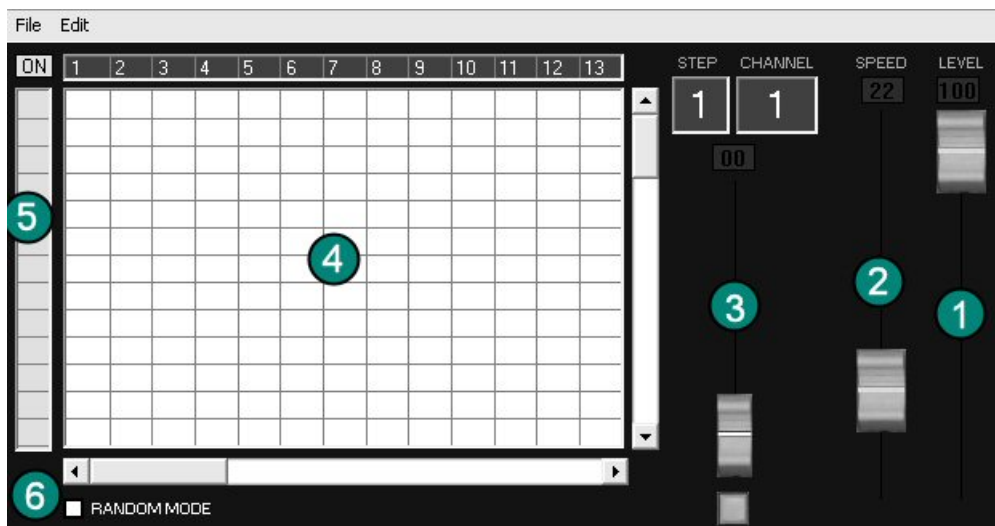
SINGLE CHANNEL WINDOW



This window sets levels for single channel of stage, program or the submaster page you have selected.

Select channel on (1), change channel level with (2). You can see changes on (3). You can click on (3) to easily select one channel.

CHASER CONFIG WINDOW



This window sets chaser channel values, there are two , one for each chaser. Channels grid (4) shows a chaser step on each row and channels in columns. Click on the channel and the chaser step you want to modify in the grid (4), and change channel level with (3). You can double click a channel to set its level at 255. The chaser lenght column (5) turns red from the first step to last. You can change it if you want.

The master fader (1) contols chaser output level and speed fader (2) its speed. For example: if you set grid as follows:

ON	1	2	3	4	5
	255				
		255			
			255		

The chaser will turn on channel 1 in first step, channel 2 in second and channel 3 on third.

MENUS

1. File menu

New: Reset program
 Open: Open a submaster config. file
 Save as: Save the Submaster config file.
 Exit: Close Program

2. Window menu

Cuelist: Open Cuelist window
 Matrix: Open Matrix window
 X/Y Control: Open X/Y Control window
 Channels: Open Channels window
 Simple: Open Simple window
 Keyboard: Open Keyboard window

3 . Channels menu

Copy: Copy channel values on selected submaster to temp. file
 Cut: Cut channel values on selected submaster to temp. file
 Paste: Paste channel values on temp. file to selected submaster
 Load Channels File: Load a previous saved Channel values file (*.sch)
 Save Channels file as: Save a Channel values file (*.sch)
 All to zero: put all channel levels on selected submaster to 0

4. Setup menu

Keyboard control: Use keyboard keys to control Abuelites
 Space key GO!: keyboard space key can act as a GO! button.
 Interface: Select interface you are using.
 Midi Setup: Setup midi channels and controllers
 Max Channels: Set up max. channels used
 Change Background: You can use your own bitmaps as abuelites background

USING CUES

There are several types of cue function:

1. "normal" or lighting cues : *Used to set channels level. When you press go button or move Crossfader level, every channel will change to match next scene.*

But you can use cues for various purposes, these are called "special cues" :

2. "Jump" cues : *(not implemented yet)* Will be used to jump to specified cue scene number.

3. Submaster load: *Used to load a snapshot file. It will change every submaster content and submaster level.*

4. Submaster level change: *Used to set level of every submaster. Channel 1 holds submaster 1 level, channel 2 submaster 2 ... channels 21 and above are not used. Submaster contents will not change.*

6. "External program" cues : When you press go a program will be launched.

7. "message" cues : *(not implemented yet)* When you press go message will be displayed.

9. "Load channels file" cues : When you press go a channel levels file will be loaded.

11. "Program submaster 1" cues : Used to program submaster 1 content. When you press go submaster 1 content will be changed for cue content.

12. "Program submaster 2 " cues : Used to program submaster 2 content.

31. "Load mp3" cues : When you press go mp3 will be loaded in player 1.

32. "Play" cues : When you press go player 1 starts playing

How to record a special cue :

1. Go to cues window
2. Click on "Add special cue" menu (new window will appear)
3. Choose cue function and fill needed fields. Click Ok button.
4. If you need to set channels level (in example: to use function 11, submaster 1 program) double click on channel square in cue window.

QUICK START GUIDE

1. Raise channel level

Select Stage page on main screen

Open channel window and move a slider

or

Click direct screen on main screen and write a sentence (example: 01a80)

or

Open Single Channel window to control one channel.

2. Program a submaster

Select the submaster you want to modify by clicking the button over submasters slider (led blinks)

Raise channels as shown above

Raise submaster level to see changes.

3. Copy one submaster to another

Create one submaster (see above).

Select channels menu and select copy

select another submaster

Select channels menu and select paste.

You can paste channels to stage or program page too.

4. Save a scene (cue)

Click Stage page in main screen

Create a scene, rising a few channels.

Click 1st save button (next to S1 cue screen, the top button) give this scene a number.

Scene is saved in cuelist window.

5. Save a scene in blind mode

Click Program page in main screen

Create a scene, rising a few channels.

Click 2nd save button (next to P1 cue screen) give this scene a number. Scene is saved on cuelist window.

6. Load a cue in scene or program window, crossfade between scenes

Save a few scenes, give a number to each of them.

To see a scene Click S1 button (next to cue screen on main window) type the number of the cue you want to load.

To load a scene in Program click P1 button (next to cue screen on main window), type the number of the cue you want to load. Move the crossfader slide. Scene will be seen as you move crossfade level when you reach the opposite side of the crossfade starting point, next scene will be loaded in Program.

CONNECTION GUIDE

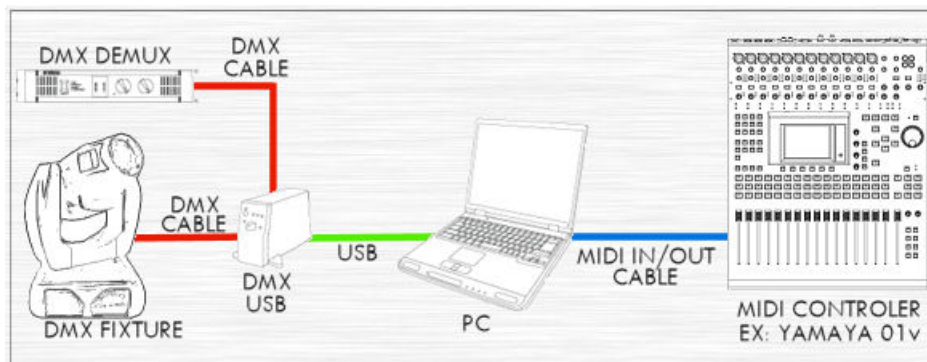
1. Use Abuelites as a Portable DMX Desk

Simply connect your PC to your USB-DMX widget and the widget and the widget to your DMX equipment. You can activate "Setup / Keyboard control" menu to control submasters and crossfader easily.

2. Use MIDI controller to move faders.

Usage of a MIDI controller is very recommended to use Abuelites on venues. Connect DMX equipment as show below and set up midi control change parameters on "Setup / Midi Setup" menu .

I use this method with a Yamaha 01v Digital desk on small venues, where a few channels are used for sound and the rest of faders are used to control DMX dimmers.



3. Use a Palm or POKetPc device to control Abuelites



This method is useful when you are working on stage.

You can control DMX fixtures on your Palm or Pocket Pc device simply installing a VNC server on your PC and a VNC client on your portable device. I recommend RealVNC for PC as server and Mocha VNC in your Palm Device.



4. Use your favorite audio sequencer to link music with light effects.

If you need to move lights with a recorded music (in a dance venue for example) that's the best solution.

Install a midi loop program ,I use LoopBe from www.nerds.de (freeware) but there are others.

Select your midi loop program in your abuelites midi input, and in your midi sequencer program select your midi loop program as Output midi device.

You can send notes from C0 to B9 to control DMX channels 1 to 119. Or you can use midi controller to move submasters.



In this screenshot you can see FruityLoops as a abuelites controller.