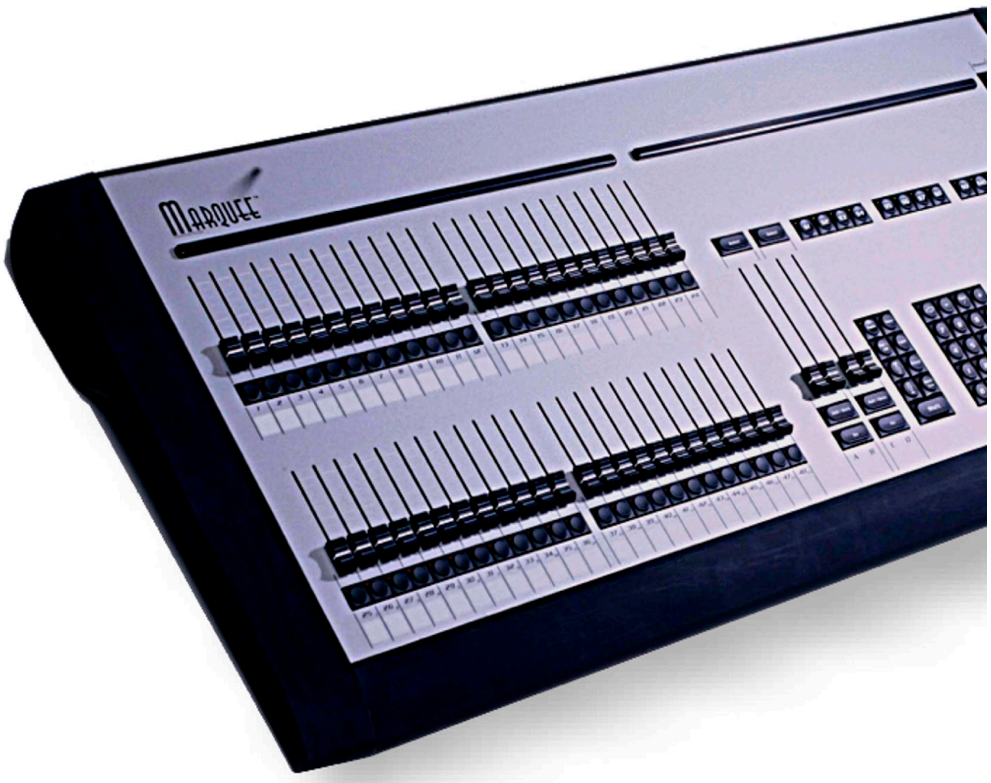
MARQUEE™

INSTALLATION, SETUP, AND QUICKSTART GUIDE



Marquee™ Lighting Control Console

Entertainment Technology

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Marquee™ Lighting Control Console Installation, Setup, and Quickstart Guide
Entertainment Technology part number: MQM

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Version as of: 5-October-2004



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Forward

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Introduction

About This Guide

Congratulations on your purchase of a Marquee™ Lighting Control Console. This guide provides important information regarding safety, installation and operation for all console hardware components. Familiarizing yourself with this information will help you get the most out of your lighting system.



WARNING: It is important to read ALL included safety and installation instructions to avoid damage to the product and potential injury to yourself or others.

Additional Documentation

The console's graphical user interface (GUI) is provided by Horizon® Control Inc. For detailed instructions on using the Marquee software, refer to the Marquee Software's Help system within the software itself.

For the latest software documentation updates, please visit: www.horizoncontrol.com

For more information regarding DMX512 systems, refer to the DMX512/1990 & AMX 192 Standards publication available from United States Institute for Theatre Technology, Inc. (USITT).

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6443 Ridings Road
Syracuse, NY 13206-1111 USA
1-800-93USITT
www.usitt.org

Terminology and Text Conventions

The following specific terminology is used in context with this guide:

- **Fixture** = moving light
- **Intensity Channel** = non-moving light

The following text conventions are used throughout this guide:

Style	Meaning
Arial Font	Software graphical interface buttons and menu selections. Example: Click on SAVE.
[Button]	Panel hard button. Example: Press [Cue].
[Button A] + [Button B]	Button combination sequence. [Button A] is held while [Button B] is pressed and released.

Customer Service and Support

Our Goal

At Entertainment Technology, we are committed to providing you the highest quality in customer service. Our comprehensive resources are available to help your business succeed and ensure you get the full benefit of being an Entertainment Technology customer. Whether your needs are telephone troubleshooting assistance or technical service, our full-time staff of experienced professionals are on-hand to provide support.

How to Reach Us

For general and hardware related assistance, contact the Entertainment Technology Customer Service Department, 8am -6pm CST Monday through Friday, at the following:

phone: 1-800-223-9477 *or* 1-214-647-7880

email: customercare@genlyte.com

For Marquee software related assistance, contact Horizon Control, Inc. at the following:

phone: 1-412-422-3100 Ext. 2

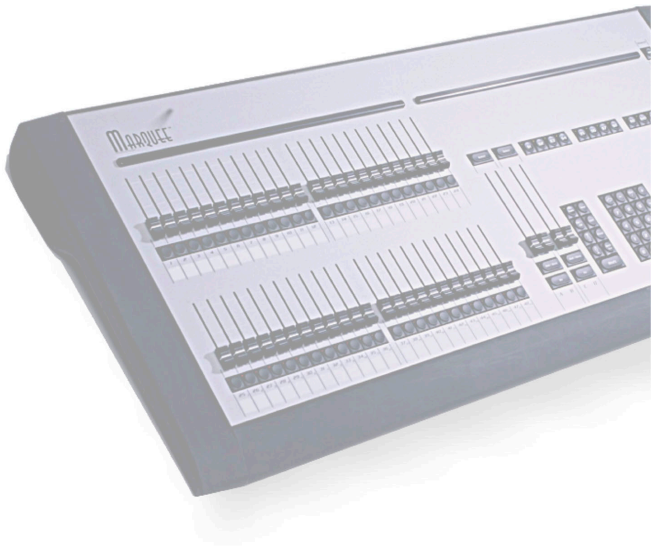
email: support@horizoncontrol.com

Additional Resources

For additional resources and documentation, please visit our website at: www.etdimming.com.

1. Overview

- Components
- Features
- Theory of Operation

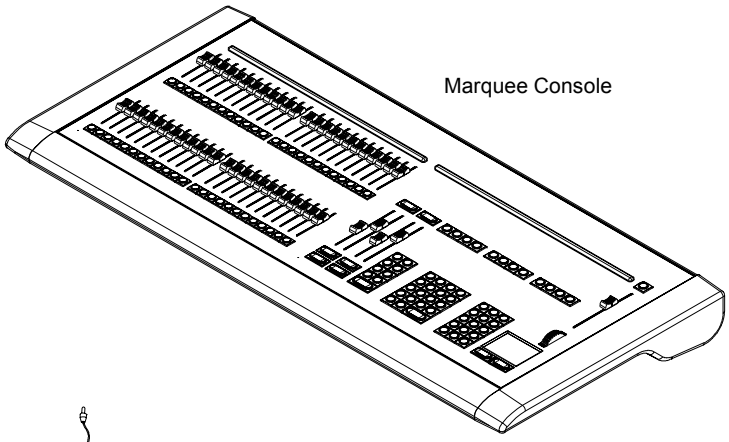


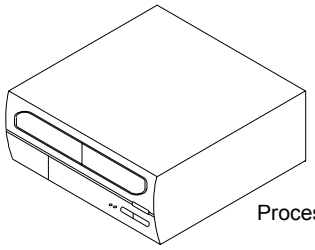
Components

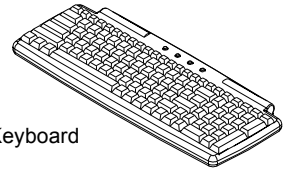
Included Items

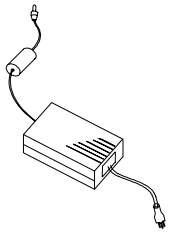
The Marquee lighting control system consists of the hardware desk and an accompanying, dedicated processor. Additional slider and button wing panels are also included with some configurations. The contents of the Marquee shipping package are shown below.

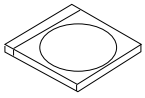
Standard Items

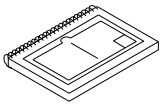

Marquee Console

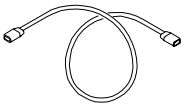

Processor


Keyboard

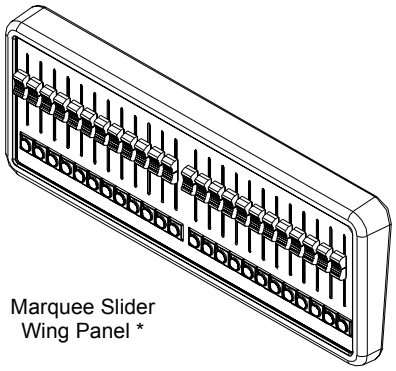

Power Supply / IEC Cable

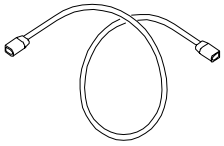

Marquee Software CD ROM

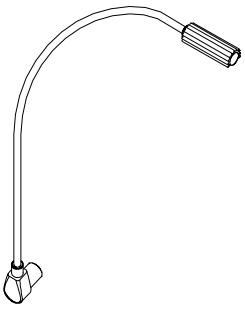

Marquee Installation, Setup, and QuickStart Guide


USB Cable

Optional Items *(sold separately)*


Marquee Slider Wing Panel *


CAT5 Cable **


Littlite® Gooseneck Lamp*

* Not included in all configurations.
** Only included with wing panel(s).

Accessories and Expansion Devices

Monitor

The Marquee Processor will support any standard CRT or LCD monitor. The monitor must be capable of 1024 x 768 or higher resolution.

Desk Lamps

The console's back panel will support installation of two industry standard Littlite® gooseneck lamps. (For more information, refer to: www.littlite.com)

Optional Accessories *(sold separately)*

The following items are available from Entertainment Technology, for purchase, as add-on (optional) accessories:

ET Part Number	Item Description
MQS-128UG	Marquee MLC (128) Channel Software Upgrade
MQS-512UG	Marquee MLC (512) Channel Software Upgrade
MQ-SUG	Architectural Interface Option Card
MQ-MUG	MIDI / SMPTE Interface Option Card
MQ-SWP	Marquee 24 Slider Wing Panel
LCD-VDU-17	17" Flat Screen LCD Color Video Display
CRT-17	17" VGA Color CRT Monitor
MQ-RFUW	Remote Focus Unit (wired)
MQ-RFU	Remote Focus Unit (wireless)
MQ-LL	Littlite® Gooseneck Work Lamp
MQ-CDC	Marquee Console Dust Cover
MQ-WDC	Marquee Wing Panel Dust Cover
CL6RES	6-Button Architectural Control Station (1 Gang). For house light control, use with Architectural Interface Module/Console
CL8RES	8-Button Architectural Control Station (1 Gang). For house light control, use with Architectural Interface Module/Console

Features

Standard Features

Control - Split up/down fade times - Split up/down wait times - Follow time - Cue loops - Channel check - Preset or tracking style operation - 32-bit fades - Fade times from 1/100 second to 20 days	**General** - Two cue lists - Unlimited numbers of simultaneous fades - Unlimited cues - Unlimited groups - Unlimited macros - Unlimited virtual submasters - Two timed/manual fader pairs - 1024 DMX512 output - 32,768 channel Ethernet support - Free offline editor available at: www.horizoncontrol.com
Playback - 24 channel two-scene operation - 48 channel single-scene operation - 128 channel memory operation * - 48 submasters with individual bump buttons and integrated LED - Integrated TrackPad - Level wheel - Configurable Grand Master slider and Black Out button	**Display Functions** - Channel labels - Blind editing - Multiple (2) cue lists support HTP, persistent LTP and priority operations - Supports a graphic monitor up to 1280 X 1024 - Patch - Live Editing

* Expandable

Options

Connectivity to... - Architectural button stations - Supports Pathport, RDM and ACN protocols - Legacy Horizon DMX Interfaces - Opto 22 Digital I/O - Telnet sessions - RS232 - HTTP - 10/100BASE-T Ethernet remote control - Visual Basic	**External Control** - Two remote trigger inputs - Standard MIDI events - MIDI show control - MIDI/SMPTE time code in/out - Remote Focus Unit (RFU) - Wired - Remote Focus Unit (RFU) - Wireless - Serial interface to architectural button station networks **Wing Panel** - Slider Wing Panel with 24 sliders, bump button and LED

Theory of Operation

Tracking vs. Preset

Two basic styles of lighting consoles have evolved since computerized versions were first introduced in the early 1970's. These two styles are known as *Tracking* and *Preset*. The names are derived from the way in which these two types of consoles build and store cue information.

The Marquee console is considered a *tracking* console. This style is capable of much more sophisticated effects than its *preset* counterpart, and therefore preferred. The primary reason for this distinction is the tracking console's ability to execute more than one fade at the same time, referred to as "overlapping fades."

Traditionally, because of the sophistication and intricacies of tracking consoles, most venues were forced to hire dedicated operators. Venues which could not afford a dedicated operator, typically stayed away from tracking consoles, and instead, chose the much easier to operate preset style. However, with the introduction of Horizon control software - on which the Marquee console is based - even the most inexperienced user can efficiently write and execute cues and effects.

Marquee Software

The Marquee processor utilizes an embedded version of Microsoft® Windows XP to run a specially designed lighting control software developed by Horizon Controls Inc. The Marquee application works in conjunction with console hardware buttons to provide control of external devices, data management, and show file storage.

Note: Other programs cannot be installed by end-user on the processor.

Benefits of Marquee Software:

- Marquee is a tracking-based application.
- The Marquee software replaces the hidden command structure of traditional DOS-based tracking consoles with an easy-to-use Graphical User Interface. Based on Horizon's easy-to-use windows, the software provides standard operations such as Menus and Dialog Boxes, so that it can be easily operated by any computer-literate user.
- Marquee displays a wealth of information on its graphical screen, allowing the user to work faster and more efficiently.
- The Marquee software can be easily upgraded or expanded should the need arise.

Off-Line Editor

A free off-line editor is available at through Horizon Controls at www.horizoncontrol.com

Control of Connected Devices

Control of connected devices and/or lighting systems is achieved by using the console desk hardware in conjunction with the Marquee graphical user interface. In some cases, actions can be performed using either the hardware or software, providing you with a variety of choices suitable to your preferences and requirements.

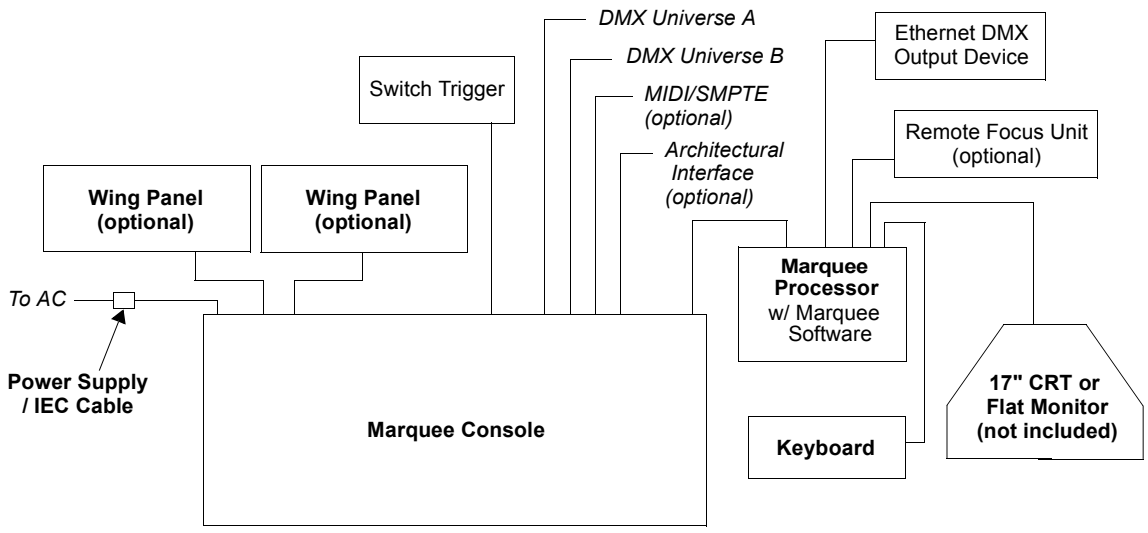
- For more information about the hardware controls, refer to "Overview" on page 20.
- For more instructions on using the Marquee software, please refer to the console's Help file. For more information, access the "Help" system within the program itself (by either selecting it from the menu or touching the Help button on the desk).

External Control

The console can accept several forms of external control, depending on your console's particular configuration. These include, but are not limited to, architectural control buttons, MIDI, SMPTE, switch closure triggers, and remote focus units. Refer to "Hook-Up" on page 14.

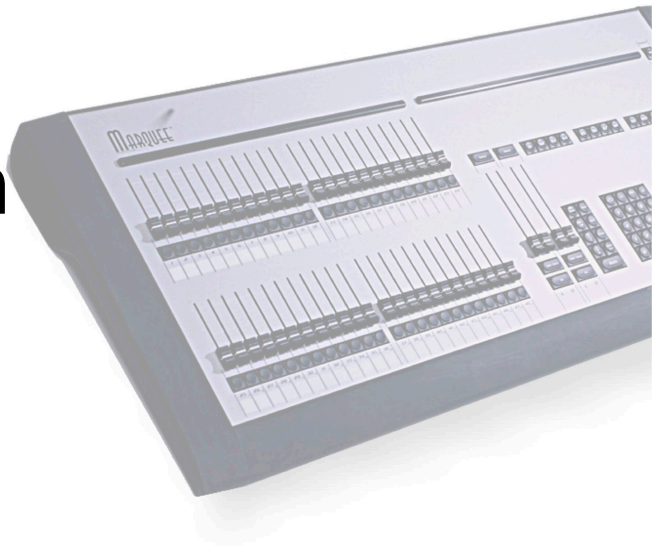
Component Block Diagram

The following diagram provides an overview of the basic Marquee component setup:



Notes

2. Installation



- Unpack
- Hook-Up

Unpack

Site Requirements

The console and its components require a sturdy, flat surface for installation. The surface should be able to support the weight of the console (including console's processor, monitor, keyboard, etc.) and should provide suitable ventilation. Also, the site shall be clean (i.e. absent of any construction dust or debris) and dry. Before setting up, ensure that the installation site meets these requirements. Refer to "Specifications" on page 69.

Product Care

In the event the console needs to be cleaned, remove all power from unit and use only a very mild soap on a damp cloth. Dry immediately with a soft lint-free cloth after cleaning. Never use harsh chemicals such as window cleaners, paint removers, vinyl conditioners, etc.

Unpack and Assemble Components

Step 1. Remove console components from shipping container or case.

Step 2. Place console desk on installation surface.

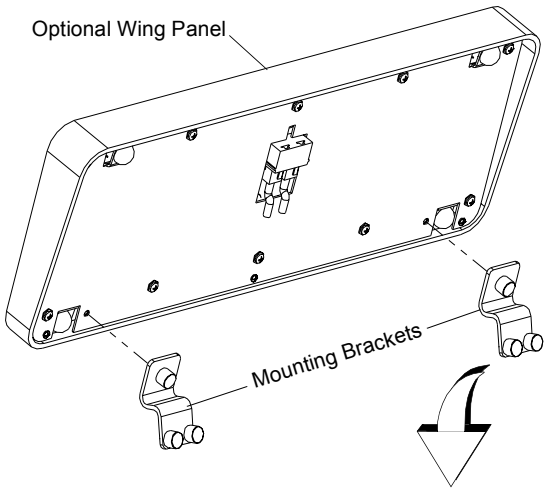
Step 3. Place processor, monitor and other external components close enough to console so that cabling will reach.

Step 4. Any included optional wing panels may be installed atop the desk or placed nearby as desired. If installing wing panels atop the console, do the following:

a. Install the two (2) included brackets with the wing panel. Each bracket have two thumb screws that will insert into the console.

b. Tighten both bracket screws into the console.

Optional Wing Panel Installation



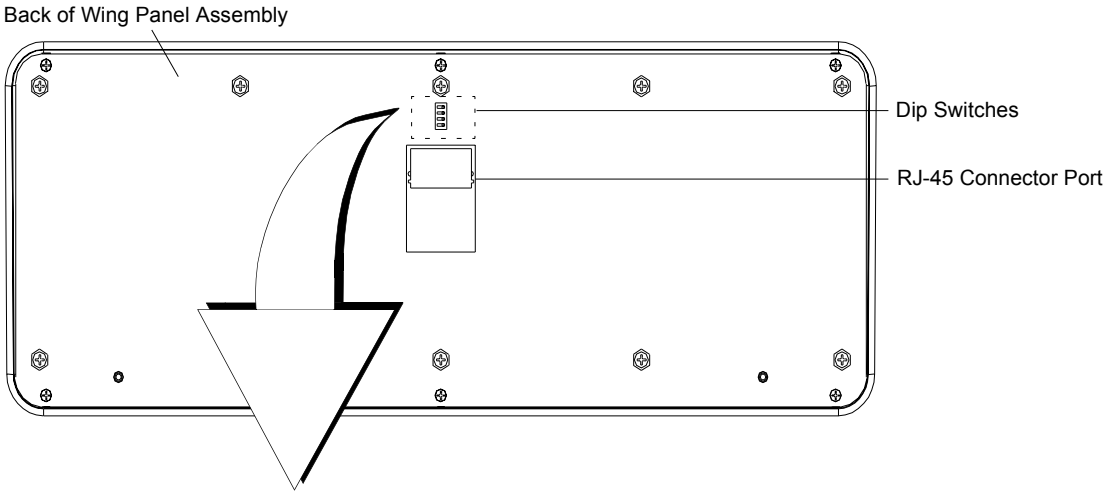
c. After connecting brackets, position wing panel so the holes line up with the bracket screws.

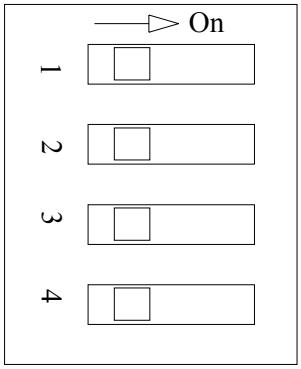
d. Tighten wing panel retaining screws into wing panel.

e. Connect supplied communication cable (CAT 5 cable) between the panel into Marquee expansion bus on the back of the console.

f. Set wing panel address via DIP switches as shown in the "Wing Panel Address Switch Settings" diagram (shown below).

Wing Panel Address Switch Settings





	Dip Switch			
Panel Address	**1**	**2**	**3**	**4**
1	**Off**	**Off**	**N/A**	**N/A**
2	**Off**	**On**	**N/A**	**N/A**
3	**On**	**Off**	**N/A**	**N/A**
4	**On**	**On**	**N/A**	**N/A**

N/A = Not applicable. Dip Switches 3 and 4 are for factory diagnostic purposes only. Leave in the "Off " position.

Step 5. Proceed to "Hook-Up" on page 14.

Hook-Up

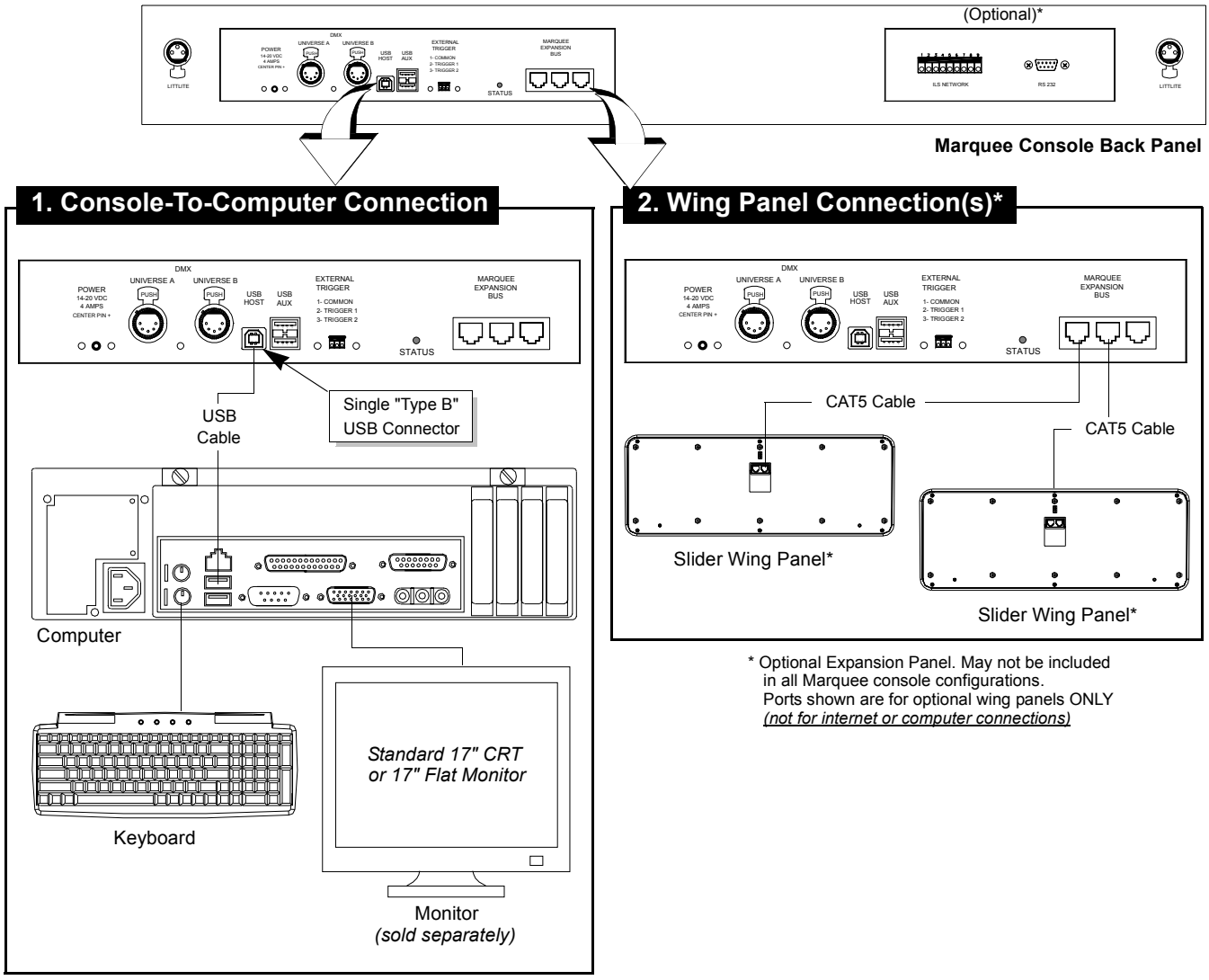
Interconnecting Console Components

Step 1. Connect processor to console as follows:

a. At console USB Host port, connect UCB cable (supplied). Connect other end to processor (front or rear panel).

b. At processor rear panel, connect keyboard (supplied) and monitor (sold separately).

Step 2. At console expansion bus, connect any wing panels using CAT5 twisted-pair Ethernet cable (included). Connect panels directly to the console (or daisy-chain, wing panel to wing panel).

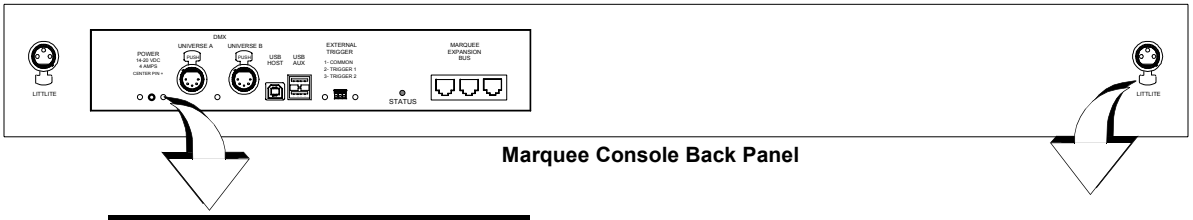


* Optional Expansion Panel. May not be included in all Marquee console configurations.
Ports shown are for optional wing panels ONLY *(not for internet or computer connections)*

Step 3. At Power input port, connect desktop power supply (included).

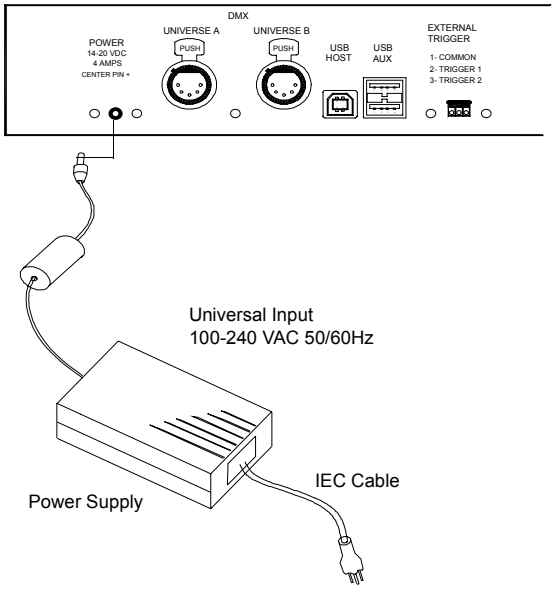
Step 4. At Littlite ports, install gooseneck lamps (sold separately) as required.

Step 5. At USB Auxiliary port, connect any additional USB-compatible peripherals.

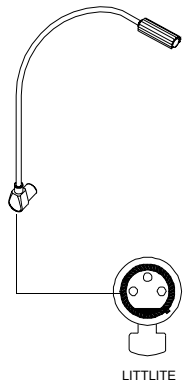


Marquee Console Back Panel

3. Power Supply Connection

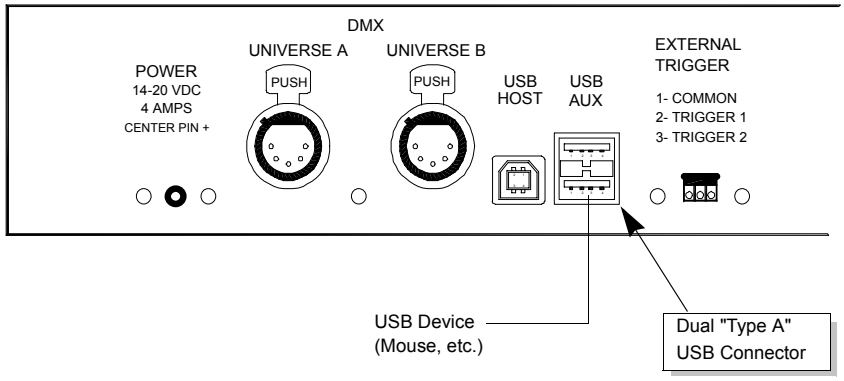


4. Littlite Installation



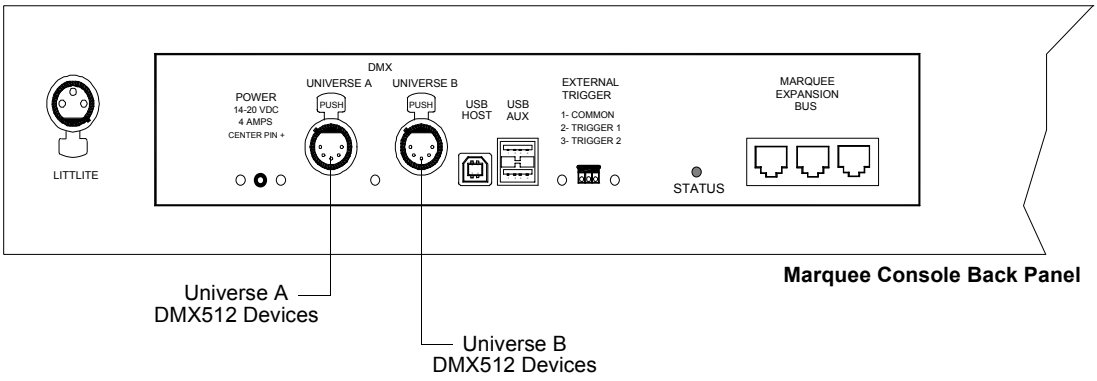
Note: Littlites not included - sold separately.

5. Aux USB Connection



Connecting to System

The console provides two standard XLR 5-pin connectors for connecting to DMX512 devices. Each connector supports one DMX universe.

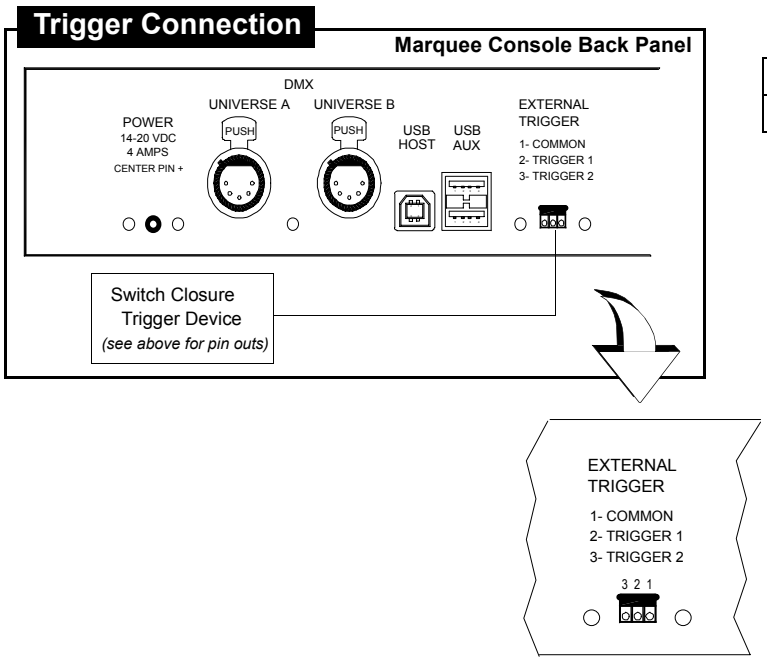


Switch Closure Trigger Input

A switch closure trigger input is available at the console's back panel. This connector supports any compatible device which can trigger the dry contact closure. The trigger function is user-configurable using the Marquee software interface.

The trigger input connector is wired as follows:

Note: Trigger setup is done via [S3] Hardware Setup. Refer to Marquee software Help File for details.



Triggering

Trigger 1	Short pins 1 & 2
Trigger 2	Short pins 1 & 3

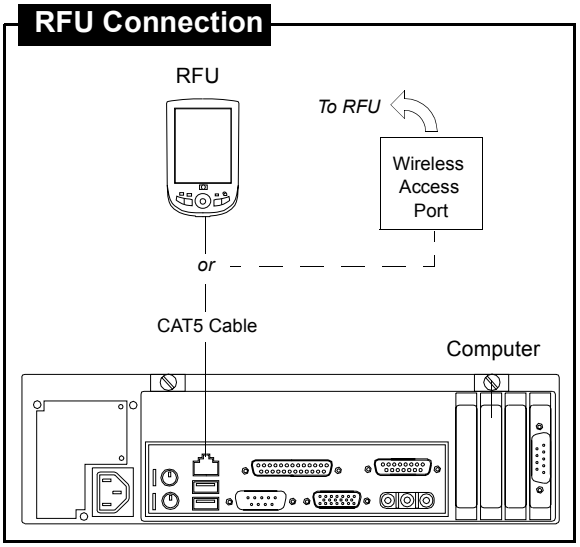
Trigger Connections

Pin	Description
1	Common
2	Trigger 1
3	Trigger 2

Remote Focus Unit

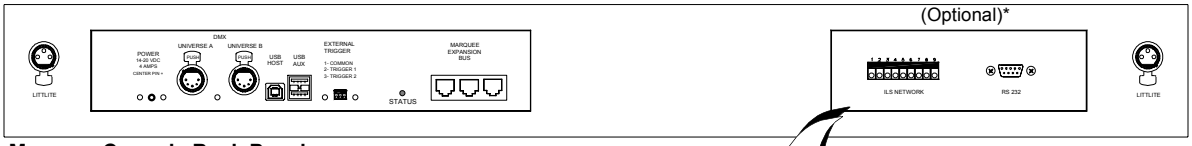
A remote focus unit (RFU) is an Ethernet device that can be connected to the console using either a wired or wireless configuration. The two connection options are as follows:

- CAT5 twisted-pair Ethernet cable from the back of the processor to the RFU. (The configuration can be routed through walls, hubs, switches, etc.)
- CAT5 twisted-pair Ethernet cable from the back of the PC to wireless Access Port; and then from the Access Port though the air to the RFU with wireless receiver.

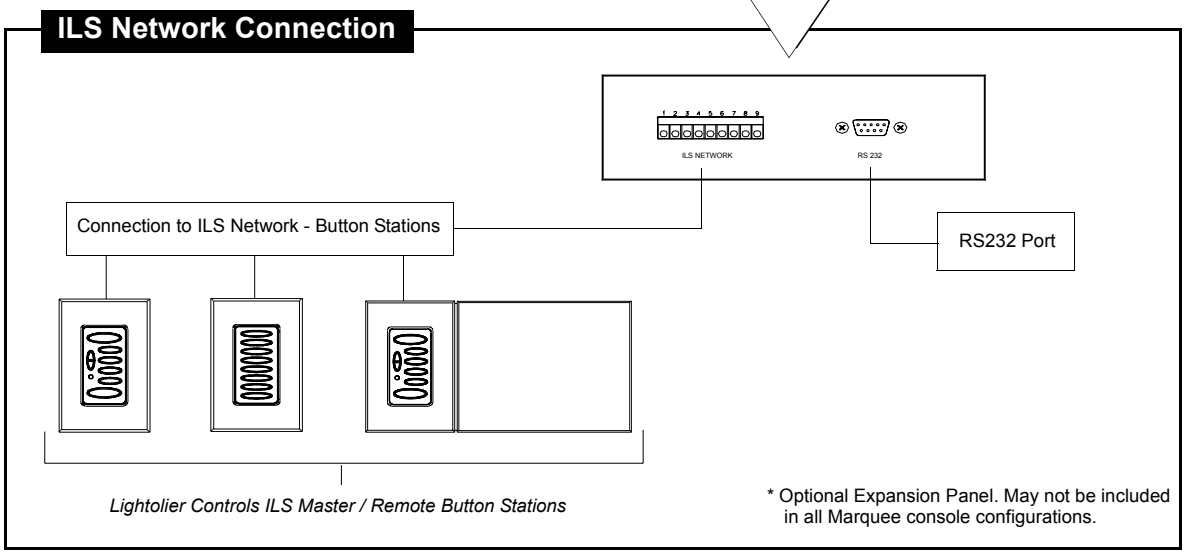


Connection to Lightolier Controls ILS Network

Marquee can be connected to a Lightolier Controls Intelligent Lytemode™ System (ILS) Network to communicate with, and control, button stations (i.e., for houselights, lobby, emergency lights, etc.).

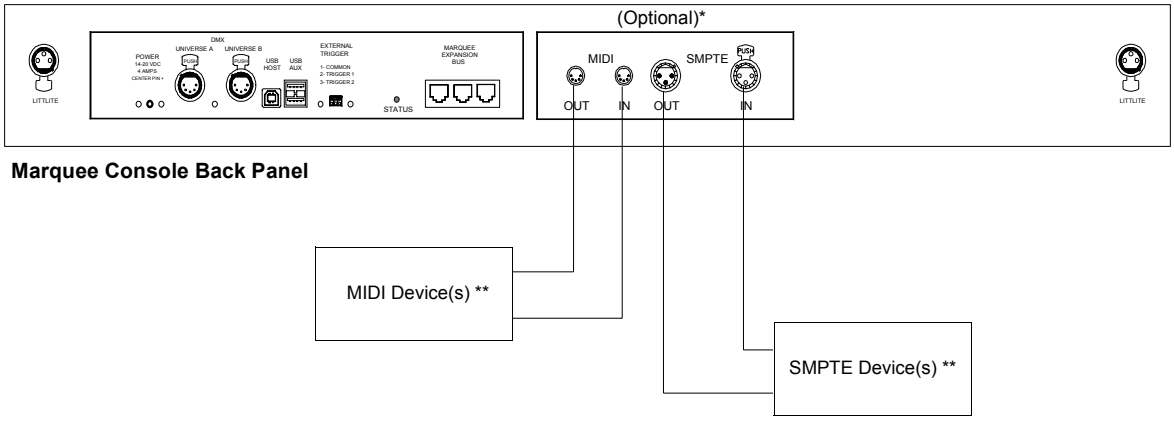


Marquee Console Back Panel



Connection to SMPTE / MIDI Interface Device

An optional SMPTE / MIDI interface is available for Marquee. This device provides the capability to control external devices (that input/output SMPTE / MIDI signals) from the console.

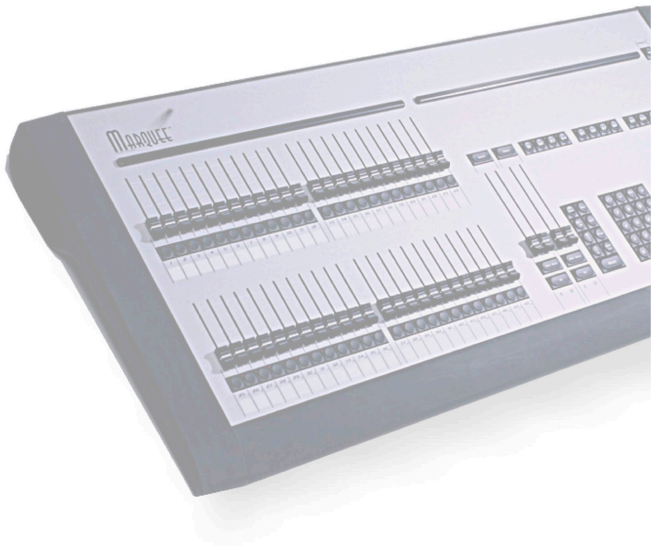


Marquee Console Back Panel

* Optional Expansion Panel. May not be included in all Marquee console configurations.

** SMPTE and MIDI devices are sold by others

3. Controls

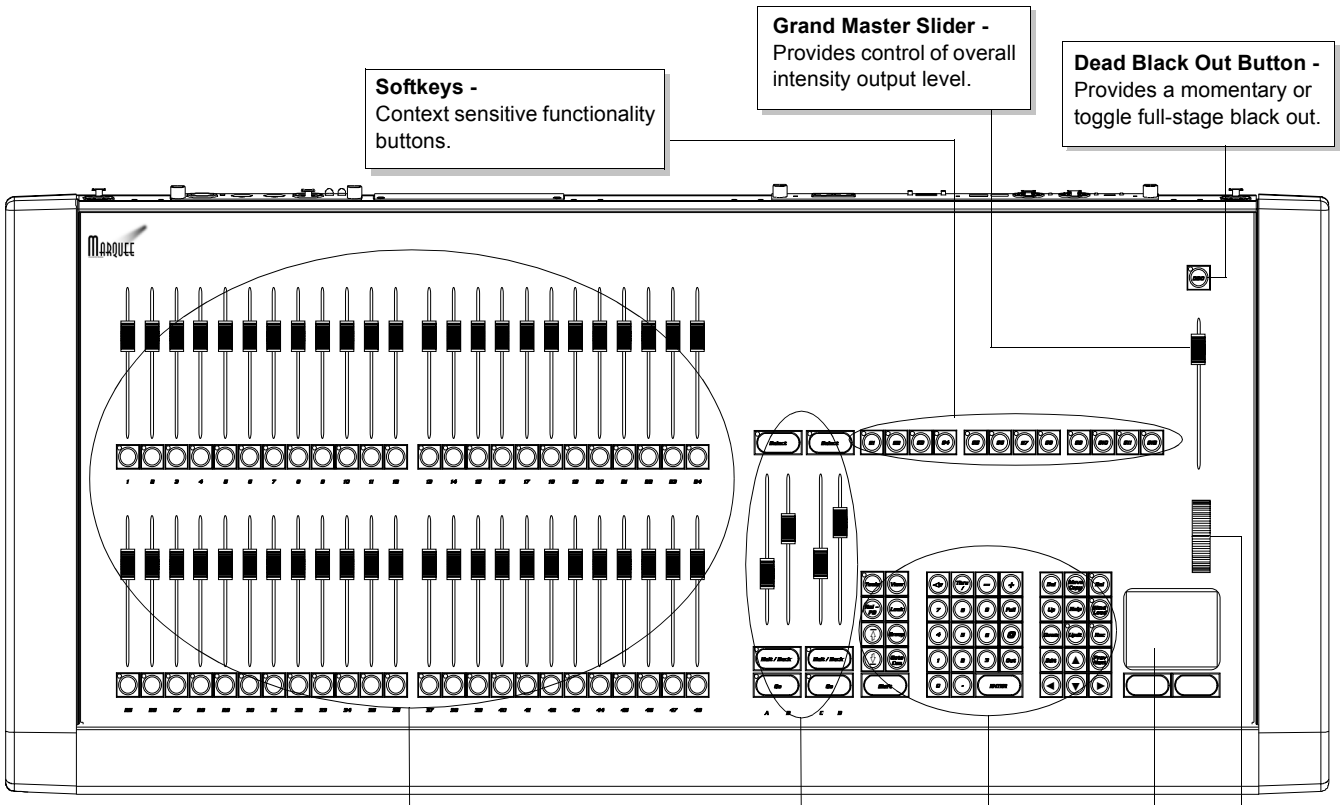


- Desk Layout
- Console Buttons
- Marquee Screen Layout
- Marquee Control Panel
- Recording a Cue or Look
- Marquee Processor

Desk Layout

Overview

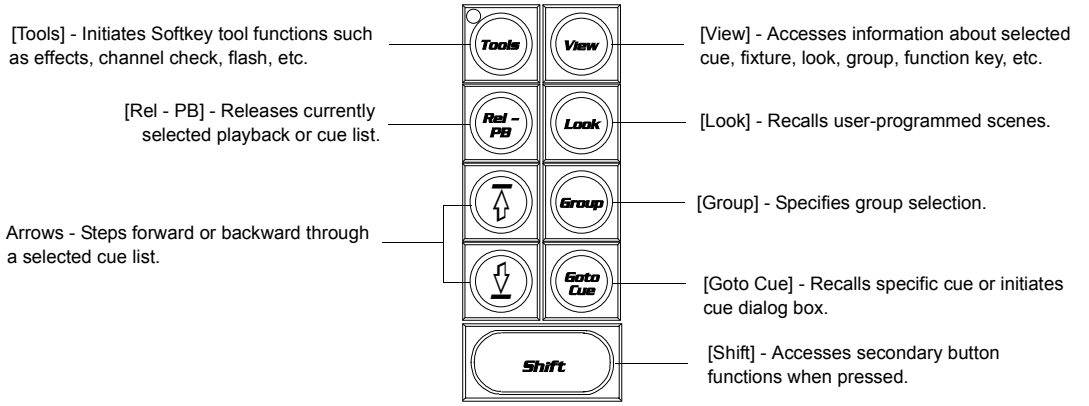
The following illustration provides an overview of console desk controls. Refer to subsequent pages for more in-depth explanations of individual button and slider functions.



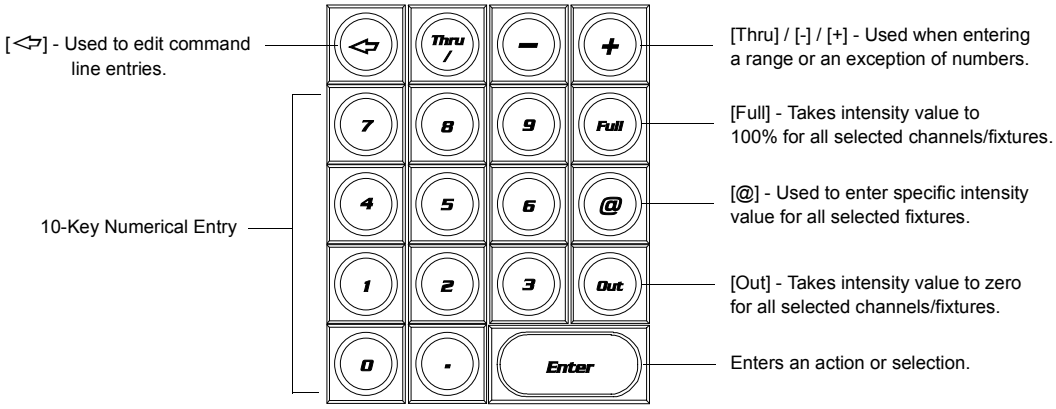
Programming

The programming section of the desk provides direct access to intensity channels, fixture attributes, playback control, console setup and display options.

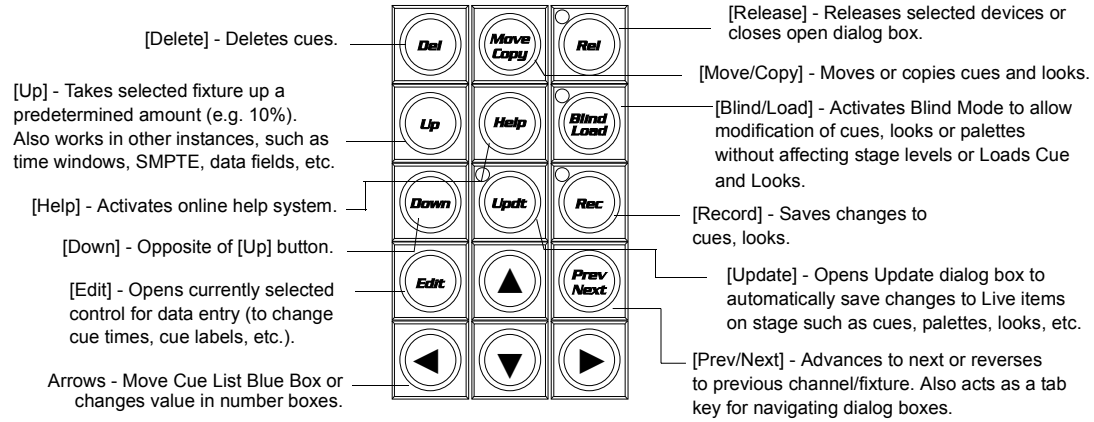
Playback, Information and Select



Numerical Keypad

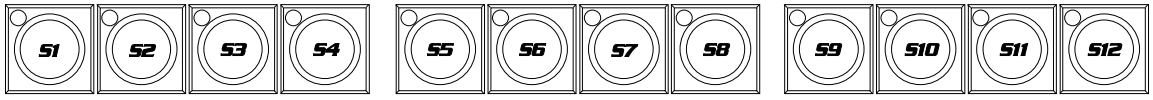


Actions



Softkeys

The twelve Softkeys provide context sensitive functionality, which will assist in navigating Marquee dialog boxes, execute actions linked to the [Tools] and [View] buttons. The amber LED will blink showing the current control when the dialog box is open.



Dialog Navigation Function

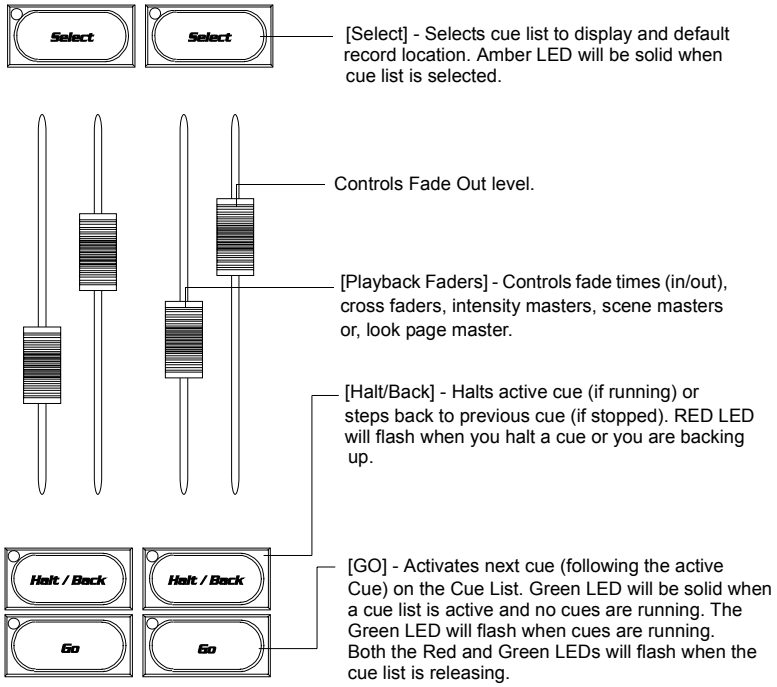
Depending on the currently active Marquee dialog box, each of the Softkeys will provide a related function. For example, if the Record As Cue dialog is active, pressing [S1] prompts Cue List, [S2] prompts the Cue Number, [S4] prompts Name, etc. If the Console Setup dialog is active, the Softkeys would provide functions related to the console's setup, and so on.

Tools and View Function

Similar to the Marquee dialog box operation, the Softkeys will provide context sensitive functionality after either the [Tools] or [View] buttons are pressed.

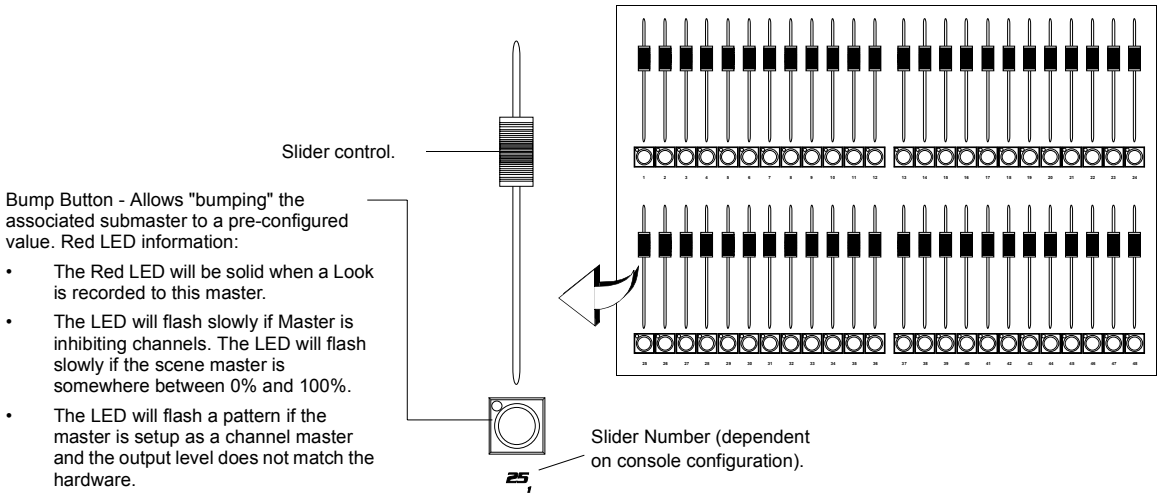
Playback

The playback section of the desk provides controls for executing active cues and fading between two pre-stored scenes. These faders consist of A/B and C/D pile-on, automatic timed sliders.



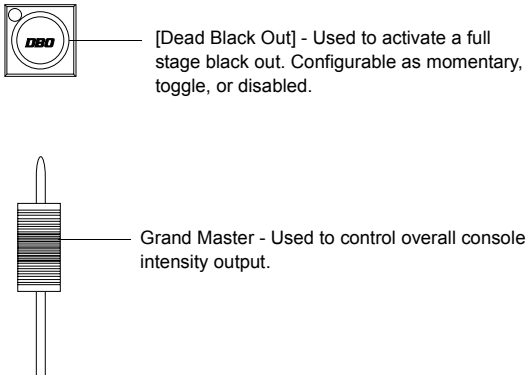
Faders

The faders section of the desk provides 48 proportional, fully overlapping sliders.



Masters

The console desk features a configurable Grand Master slider and Dead Black Out button. These can be used to control the overall intensity level of all channels/fixtures at once. The Grand Master slider will proportionally master intensity output, while the [DBO] button, when engaged, sets all intensities to *zero*.



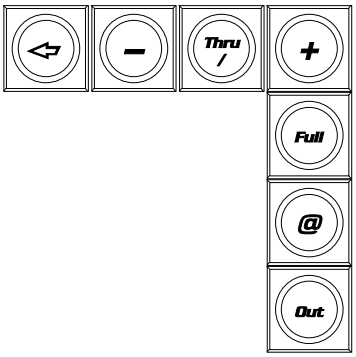
Encode Wheel

The console desk features an encode wheel which provides navigation of the Marquee window interface and control of fixture attributes. The wheel is context sensitive to allow appropriate control of attributes such as one percent, one DMX step, one gobo, one second of time, etc.



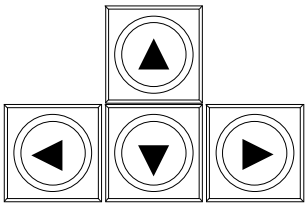
Console Buttons

Plus, Minus, @ *(At)*, Full, Out buttons



- [FULL] and [OUT] will set the level of selected channels without having to press [ENTER].
- When editing split up/down times, use [FULL] to highlight the Wait time (start of line) and [OUT] to edit the Fade time (end of line).
- Use [FULL] and [OUT] in dialog box edit boxes or combo boxes to take the value to its upper or lower limit.
- Use the [/] key to select a range of channels or to specify WAIT/FADE times in any time field.
- Use the [BACKSPACE] key to clear the command line and deselect any selected channels.

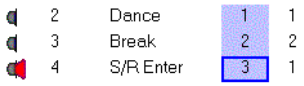
Arrow Buttons



- The arrow keys move the blue box in the cue list and patch displays.
- To change a value, press the [EDIT] button.
- Holding down the [SHIFT] key and pressing the up or down arrows selects a range.
- Once a range is selected, typing in a new value will change all cells to that value.
- If editing a numeric column (like time), after pressing [EDIT] use the [WHEEL] to change the values. If multiple cells are selected, the values will change relative to each other. In the example

below, if the WHEEL is used to change the '3' to a '4', the '2' would change to a '3' and the '1' would change to a '2'.

- Holding down [SHIFT] while rolling the WHEEL on any numeric field will change the value by 0.1.



- Loads cues while in Blind - follows Blue Box.

Dead Black Out Button



- Use this button to black out the stage.
- This button can be configured to work as a momentary button, a toggle button, or be disabled. Preference for the use of this button is by [S3] Hardware Setup.
- The LED flashes when the grand master slider is not at 100%. It flashes rapidly when the slider is at 0%.

Delete Button

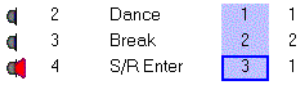


- Use this button to delete cues. Highlight the desired cue (or cues) with the Blue Box using the [ARROW KEYS] then press this button.
- To delete a Look, press [VIEW] [BUMP] then select [S2] Delete.

Edit Button



- Pressing this button allows changes to the highlighted cells in the cue list (times, labels, follows etc.) or in the patch displays. Move the blue highlighted cells using the [ARROW KEYS].
- If a range is selected, typing in a new value will change all cells to that value.
- If editing a numeric column (like time), after pressing [EDIT] use the [WHEEL] to change the values. If multiple cells are selected, the values will change relative to each other. In the example below, if the [WHEEL] is used to change the '3' to a '4', the '2' would change to a '3' and the '1' would change to a '2'.
- Holding down [SHIFT] while rolling the [WHEEL] while editing cells will change numeric values by 0.1.



Go Button



- This button will do a GO on its cue list. (NOTE: The [SELECT] button does not have to be active [amber LED On]).
- If a cue is running, the Green LED will be flashing.
- If you are sitting in a cue, the LED will be solid Green.
- If the cue list is Releasing, both the GO and the [HALT/BACK] LEDs will be flashing.
- [SHIFT] + [GO] asserts the cue list, grabbing full control of its channels without advancing the cue list.

Goto Cue Button



UNSHIFTED this button is the [CUE] button

- After pressing [RECORD], a Look or a Cue can be recorded.
- Recording a Cue is the default. If the [LOOK] button is selected, but a Cue is to be recorded instead, press the [GOTO CUE] BUTTON.

SHIFTED this button is the [GOTO CUE] button

- Press and hold [SHIFT] then press [GOTO CUE] [#] [ENTER] to take the selected cue list to the desired cue.
- The Cue Number edit box will be preloaded with the cue number of the blue highlighted line.
- Using the [NEXT] key, a desired time for the cue to execute can be set. The recorded time is the default time.

Group Button



- Press [GROUP] then [#] [ENTER] to put the channels in a particular Look on the wheel. Alternately, these can be set to a level using the keypad. Example: [GROUP] [4] [@] [50] [ENTER]
- Press [REC] then [GROUP] then a number to record a Look. The current levels will be stored in the Look, but if you only want to use the selection (group), recall the Look using the group key.
- If you want traditional "Group at Level" functionality, press [LOOK] then the Look number.

Halt / Back Button



- The [HALT/BACK] button will halt any running cues on its cue list. A cue is running when the Green LED on the GO button is flashing.
- If a cue list is halted (flashing Red LED), pressing this button again will back up the cue list.
- If the cue list is Releasing, both the [GO] and the [HALT/BACK] LEDs will be flashing.

Load / Blind Button



UNSHIFTED this is the [LOAD] button

- Press [LOAD] then the desired Cue number to load a cue. The pink status bubble will tell you what is loaded.
- Press [S4] to load the entire State of the cue (all the cumulative levels that got you to the look on stage at that point in the cue list).
- Edit the cue by changing levels, adding channels or releasing channels.
- Either press [UPDT] to Update the Loaded cue (watch the Loaded Pink Bubble at the bottom of the screen) or press [REC] to record it as a new Cue or Look.
- Press [LOAD] [LOOK] then the desired Look number to load a Look for editing.
- The Clear On Load check box will clear any channels that are on independent and anything that is already Loaded as shown in the Loaded Bubble.

SHIFTED this is the [BLIND] button

- Press [SHIFT]+[BLIND] to enter and exit the Blind display.
- While in Blind, the channel grid has a Green background and the Green LED will be flashing. You can also see a Green outline around the Blind button in the Channel Grid toolbar.
- While in Blind, moving the Blue Box will Load cues automatically.

Move / Copy Button



UNSHIFTED this is the [COPY] button

- Highlights the cues to be copied with the Blue Box then press [COPY] [NUMBER] [ENTER] to copy the selected cue(s) to new cue(s).
- Press [COPY] [LOOK] to open the Copy Look Dialog box.
- Use [COPY] [BUMP] [BUMP] to copy one Look to another.

SHIFTED this is the [MOVE] button

- Moving cues is essentially renumbering cues. Highlight the cues wanting to be renumbered with the Blue Box then press [SHIFT]+[MOVE] [NUMBER] [ENTER] to renumber the selected cue(s) to new cue(s).



Note: Cues can be moved between cue lists.

- While the Move dialog box is open, you can also select a new numbering scheme.
- Press [SHIFT]+[MOVE] [BUMP][BUMP] to move Looks.

Previous / Next Button

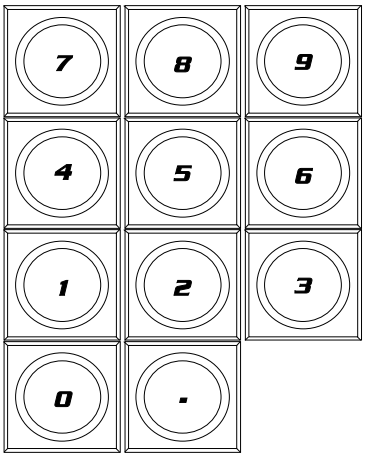


- Press this button to select the next fixture
- Press [SHIFT] and this button to select the last fixture

In dialog boxes:

- Press this button to go to the next control.
- Press [SHIFT] and this button to go to the previous control.

Number Buttons



- By default, typing on an empty command line, these buttons will select Fixtures or Channels.
- Use in conjunction with the other keys (+, -, Thru etc.) close to these to select ranges of Fixtures.
- While in dialog boxes, these keys fill in numeric fields.
- To change cue times, use these buttons in conjunction with the [ARROW KEYS] and the [EDIT] button.

Record Button



Recording Cues

- To record a cue, press the [REC] button. The record dialog box will open. A default cue number is entered and the cursor is waiting for you to enter a new one (if necessary). The [ENTER] key will close the dialog box and record the cue to the Selected Cue List.
- To quickly record to a different playback master, press [REC] then the desired [SELECT] key on the playback.

Recording Looks

- To quickly record a Look, press [REC] then press a [BUMP] button.
- Press [REC] then press [LOOK], enter a number and hit [ENTER].

- To record a group of channels, press [REC] then press [GROUP], enter a number and hit [ENTER]. A Look will be recorded (including the levels). Using the [GROUP] button, you can bring back the selected channels and set them to any level using the [WHEEL] or the Keypad.

Note: The Red LED will be on any time there is a change that has not been recorded.

See Also: [Update Button]

Release Button



- Press once to release selected fixtures.
- Press again (or twice) to release all fixtures.
- Press [SHIFT] + [REL] to bring back previously released channels. Press this combination of keys again to bring back the entire selection just released by pressing [REL] twice.

NOTE:

- If a dialog box is open, the LED is flashing. Pressing [REL] will close the dialog box without changes being committed.
- If fixtures are selected, the LED is flashing.
- If fixtures that have been changed but are not selected, the LED will flash in a stepped pattern.

Release Playback



- Pressing this button will release the cue list on the selected playback master. The cue pointer will remain at the current cue position, therefore pressing [GO] will put you back into the same state you were in before you hit [REL PB]
- Press and hold this button then press another playback's select button to release a cue list you are not currently viewing.
- Press [SHIFT]+[REL PB] to release both cue lists.

Select Button



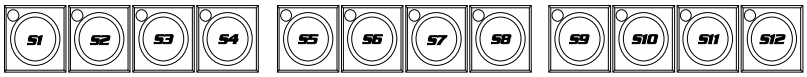
- Press a Select button to determine which cue list cue will be written to by default when you record cues. The 'selected' cue list will have an Amber LED on.
- Pressing this button is the same as using the mouse to highlight a cue list in the cue list directory.
- To quickly record cues to a cue list (even if it is not the currently selected cue list) press [REC] then [SELECT]. The new cue will be appended to the end of the cue list and the current cue list selection will not change.

Shift Button



- Use with [REL] to restore previously released fixtures.
- Use with [REL PB] to release both cue lists.
- Use with [STEP UP/DN] buttons to go to the top or bottom of a cue list. If a long cue is running, [SHIFT] [STEP DN] will complete the cue in Step Time.
- Use with [ARROW KEYS] to select a range of cells with the blue box.
- Use with [PREV NEXT] to select the last fixture or control in a dialog box.
- Use with [GOTO CUE] to open the Goto Cue dialog.
- Use with [MOVE COPY] to renumber cues or move Looks.
- Use with [BLIND LOAD] to enter or exit Blind mode.
- Use with [UP/DOWN] to adjust the selected fixtures level by one percent.
- Use with Split Crossfaders or Single Crossfaders (A/B C/D fader setup under [S3] Hardware Setup) to manually move backwards through a cue list.
- When the command line is empty, holding down [SHIFT] and rolling the wheel will scroll the channel grid.
- Use with [GO] to assert the appropriate cue list.

Soft Keys

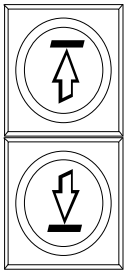


Screen Display

S1	S2	S3	S4	S5	S6	S7	S8	S9	S10	S11	S12
Cue List	Cue Number	Channels	Cue Label	Track Forward	Merge	Rec -Sub	Cue Only			Record Cue	Record Look

These buttons are context sensitive to what you are doing. When no dialog boxes are open, they give additional functionality that is not available with the hard buttons on the console. When a dialog box is open, the LEDs show you what buttons are used to jump to specific controls (lists, check boxes etc.). You can always see what each button will do by reading the bubbles at the bottom of the screen. The LED will blink showing you what control currently has focus.

Step Forward / Step Back Buttons



- Pressing the relevant button steps you through the Selected cue list using the step-time set in the properties of the cue list ([VIEW] [SELECT]).
- If the cue list is active ([GO] had been pressed at some point), the effect will be seen on stage. If it is not active, only the cue list pointer will move, awaiting a Go.
- Use with [SHIFT] to move to the top or bottom of the selected cue list.
- If a long cue is running and you want to quickly complete it, press [STEP FORWARD]. The cue will complete in the Cue List's Step Time as determined by the Properties of the Cue List.

Look Button



- Press [LOOK] then # [ENTER] to put the channels in a particular Look at their recorded level.
- Alternately you can set them to a level using the keypad by typing [LOOK] # @ Level [ENTER].
- Press [REC] then [LOOK] then a number to record a look.
- Press [REC] then a bump button to quickly record a look to a master (if set up to do so).
- Groups in Marquee are stored as Looks, even if the levels are not used.

Tools Button

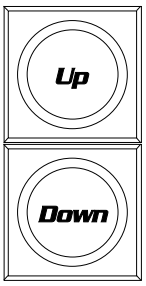


- Initiates SoftKey tool functions such as effects, channel check, flash, etc.
- The Softkeys display which tools are available when you press and hold this button.
- If the LED is on, the tool is active. Press the button to turn off the tool.
- Pressing and releasing this button when the LED is off will toggle the last selected tool on.



Note: A status bubble will appear at the bottom of the screen that shows the current active tool.

Up / Down Buttons



- Use these buttons to raise or lower the selected fixtures' intensity by the pre-determined level in [S2] Show Options.
- Use with [SHIFT] to move the selected channels one percentage point.
- In dialog boxes, these buttons will raise or lower number boxes by pre-determined levels (cue number by 10, time by 10, etc.)

Update Button



- When you make changes live, hitting the UPDATE button will open the Record dialog box for the current cue. Hitting [ENTER] will update the current cue with the changed levels but using all the old timing and label data. If you want, you can alter labels, times or tracking information before closing the dialog box.
- If you have used the [LOAD] button to load a Cue or Look in Live or Blind, once you make the changes, press [UPDT] to store the changes and release any selected fixtures. See Also: [Record Button].

View



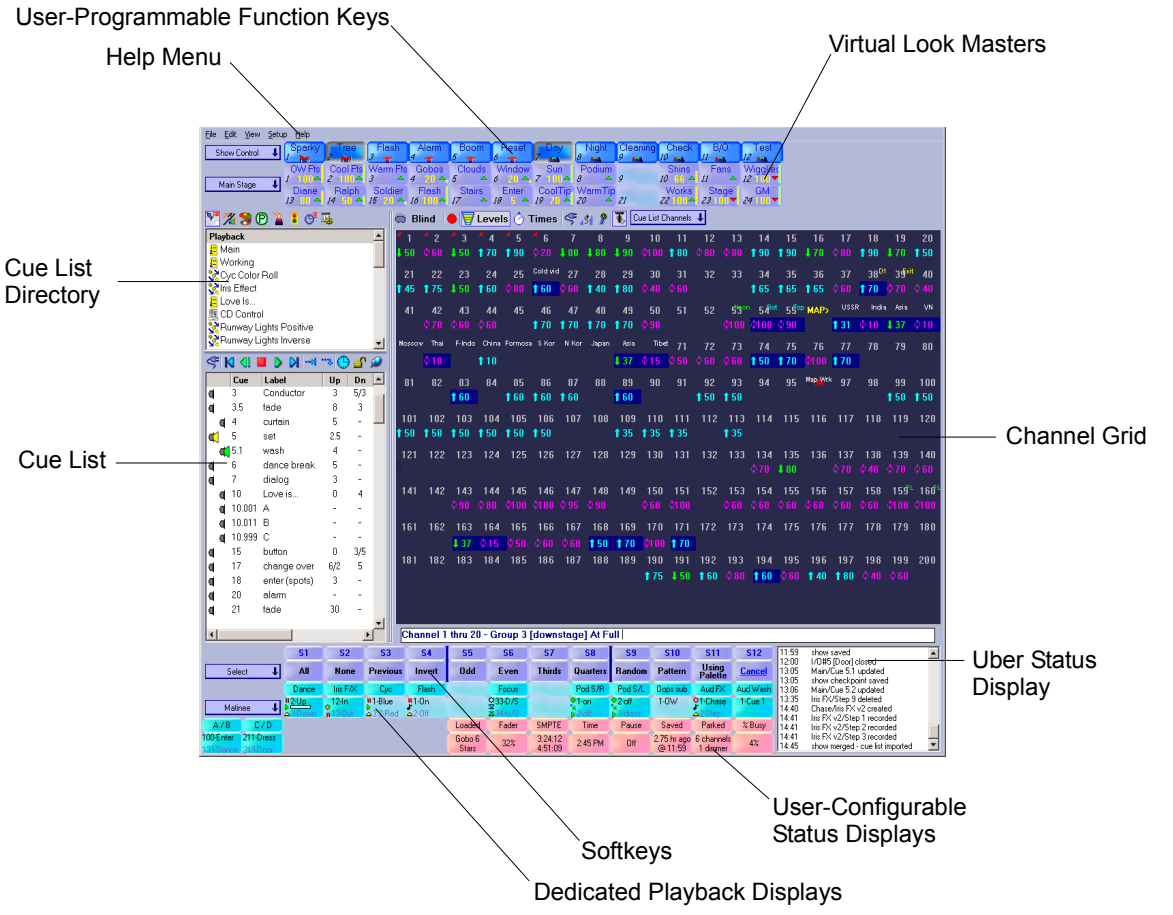
- Opens the View Properties dialog box where properties are displayed:
  - Press [VIEW] [NUMBER] [ENTER] to see a Channel's Label Dialog box.
  - Press [VIEW] [SELECT] to get a Cue List's properties.
  - Press [VIEW] [BUMP] to get a Look Master Properties (including the ability to delete a Look).

Marquee Screen Layout

Marquee Software Screen

With its easy-to-use Horizon® Graphical User Interface (GUI), Marquee can be operated by anyone with basic computer skills. Just like today's personal computers, the GUI uses menus and dialog boxes instead of a confusing and antiquated character-based language. This simplified operation appeals to venues of all sizes. Even if the Marquee console has not been used before, programmers get the same level of sophisticated control as the largest professional theaters in a simple to understand window layout. To make the console even more foolproof, the desk features a Help button for function-specific assistance.

The following pages are brief descriptions of the Marquee software screen and its elements. More thorough information is always available in the software's Help Files.



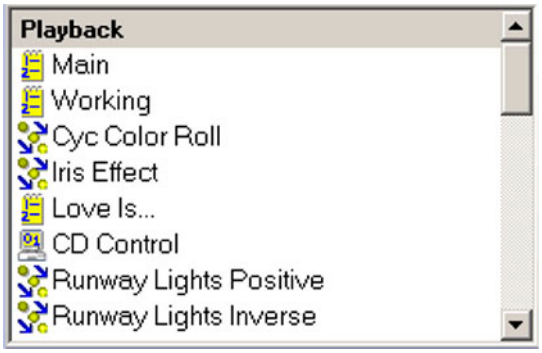
User-Programmable Macro Buttons

To see these buttons, select "Macro Buttons" from Display Menu. Right-click on a button to enter the Macro Editor.



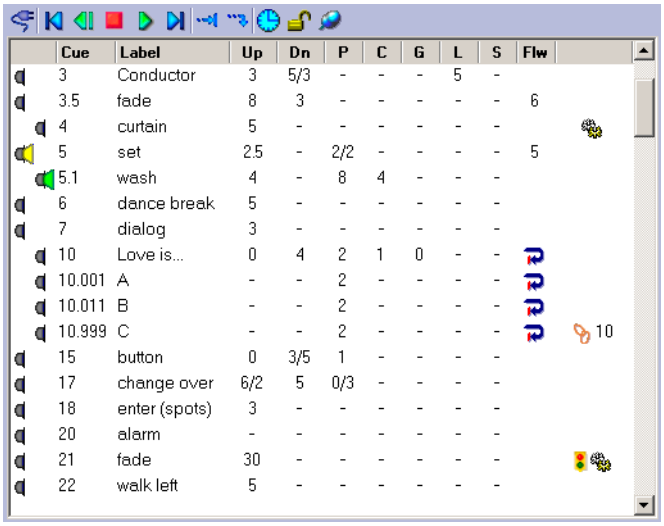
Cue List Directory

The cue list directory shows what cue lists are programmed and ready for playback.



Cue List

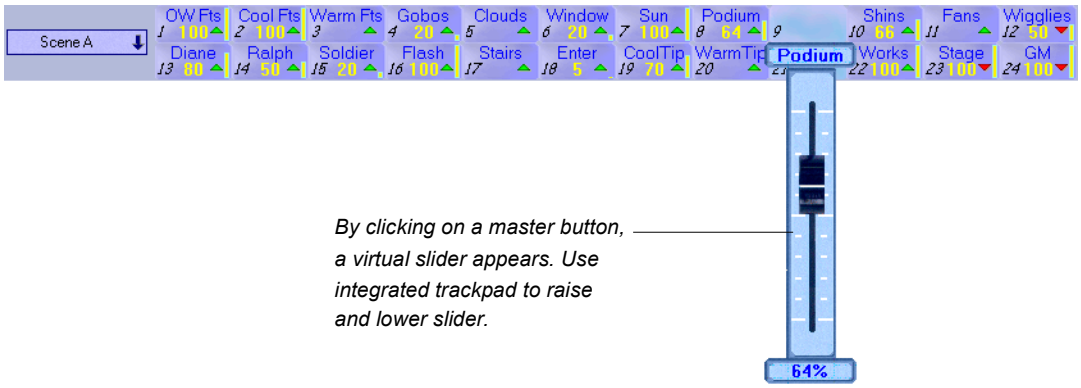
The cue list display allows instant access to altering cue and attribute timing as well as labels, wait, follow, and loop parameters. Blue Box is moved around by using [ARROW KEYS]. Pressing [EDIT] allows changing cells.



Cue	Label	Up	Dn	P	C	G	L	S	Flw	
3	Conductor	3	5/3	-	-	-	5	-		
3.5	fade	8	3	-	-	-	-	-	6	
4	curtain	5	-	-	-	-	-	-		
5	set	2.5	-	2/2	-	-	-	-	5	
5.1	wash	4	-	8	4	-	-	-		
6	dance break	5	-	-	-	-	-	-		
7	dialog	3	-	-	-	-	-	-		
10	Love is...	0	4	2	1	0	-	-		
10.001	A	-	-	2	-	-	-	-		
10.011	B	-	-	2	-	-	-	-		
10.999	C	-	-	2	-	-	-	-		10
15	button	0	3/5	1	-	-	-	-		
17	change over	6/2	5	0/3	-	-	-	-		
18	enter (spots)	3	-	-	-	-	-	-		
20	alarm	-	-	-	-	-	-	-		
21	fade	30	-	-	-	-	-	-		
22	walk left	5	-	-	-	-	-	-		

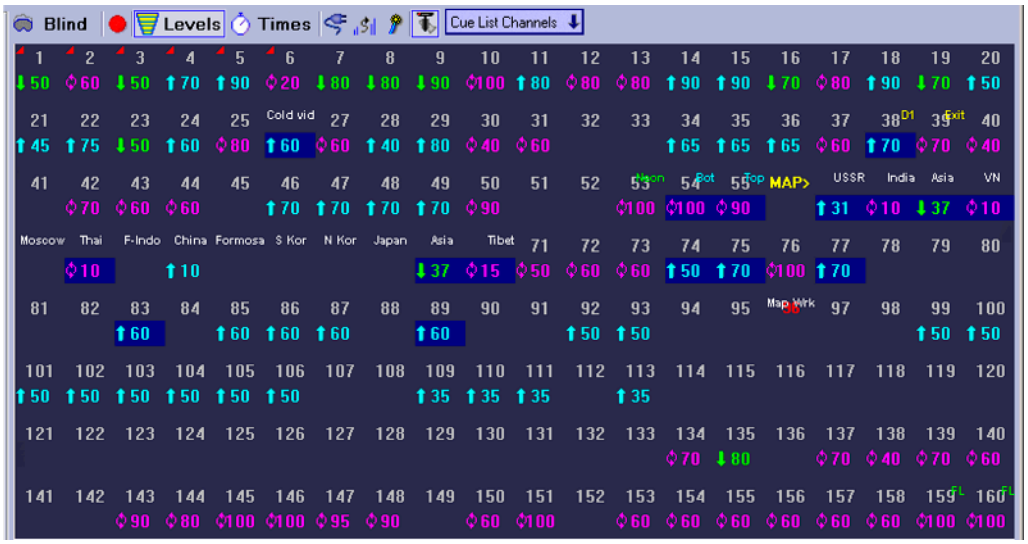
Virtual Look Masters

Unlimited Virtual Look Masters give “hands on” control of your conventional lights, effects, or automated luminaries.



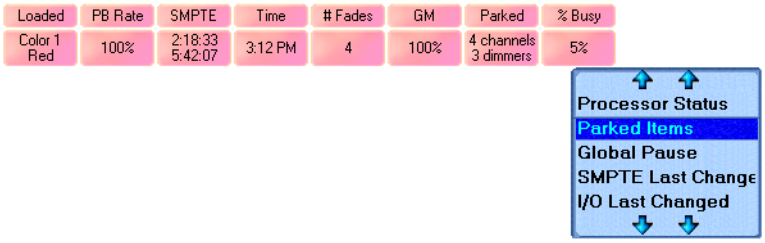
Channel Grid

The Marquee software provides a real-time status of all levels and effects in a cue in an user-friendly display. Users can select levels, blind, or times to see what is happening during playback or programming.



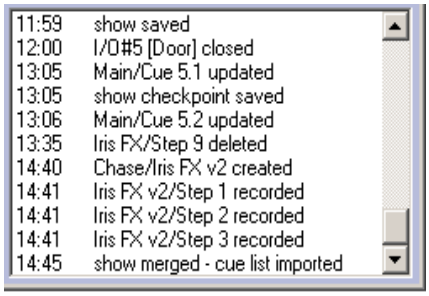
User-Configurable Status Displays

Eight user-configurable status displays allow the programmer to setup exactly what information they feel is most appropriate for their current task.



Uber Status Display

The uber status display shows the history of changes, updates, etc. of the program(s) and file(s). This window is helpful is seeing what has been done and when.Right click to clear the display or copy its contents to the system clipboard.



Marquee Control Panel



The Marquee console runs on a custom processor running the Windows® XP Embedded operating system (OS). An embedded operating system means that only what is needed to run the console is loaded in the processor. There are no extra user-configurable applications that are included in the OS. Therefore, its overall size, efficiency, and stability are greatly optimized. This protects the system and the operating software parameters assuring that system integrity is never compromised .

Since Windows XP Embedded is used, there are many features that can be taken advantage of, such as Internet Explorer, MS Media Player, Outlook Express, MS Paint, and Windows Explorer. The Marquee console can be connected to network to take advantage of services like DHCP networking, mapped network drives, Internet connectivity, and more. Windows also offers features specifically designed with accessibility in mind for those with disabilities.

To allow to access these special features, use the Marquee Control Panel (shown above). To launch the control panel from Marquee, press the [S4] button. Explanations of the icons (shown below) are covered in the following pages.


Accessibility Options


System Date, Time, DST, & Time-Zone


Windows Explorer


Hardware Test


Screen Resolution & Screen Saver


Internet Explorer


Keyboard Options


Windows Media Player


Monitor Power Saver


Mouse/Trackpad Setup


Network Configuration


Notepad Text Editor


Outlook Express Mail


MS Paint


Read Release Notes


Screen Resolution & Screen Saver


Shutdown System


Printers and Printing


Additional Applications



Launch / Show Marquee



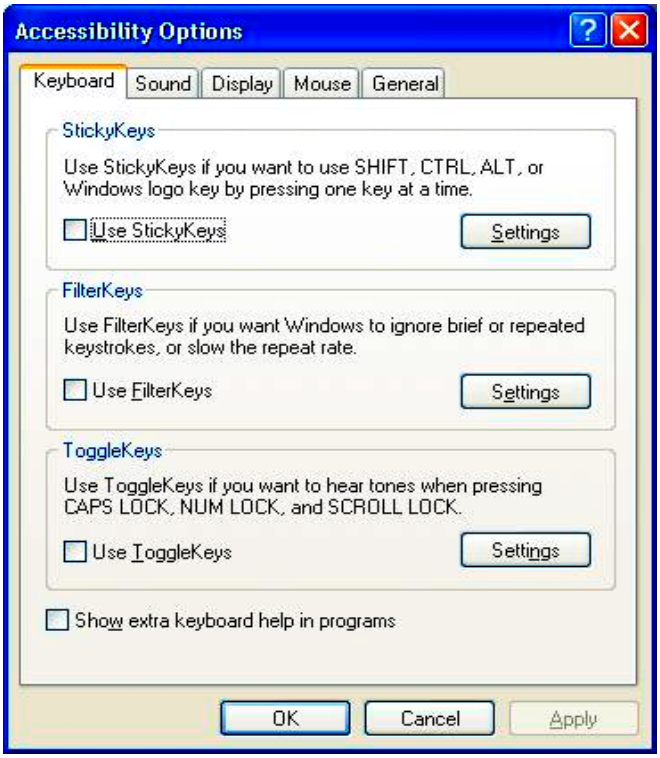


Note: The Control Panel will automatically hide itself after 30 seconds of inactivity.

Accessibility Options

Use the Accessibility options in the Control Panel to change things such as:

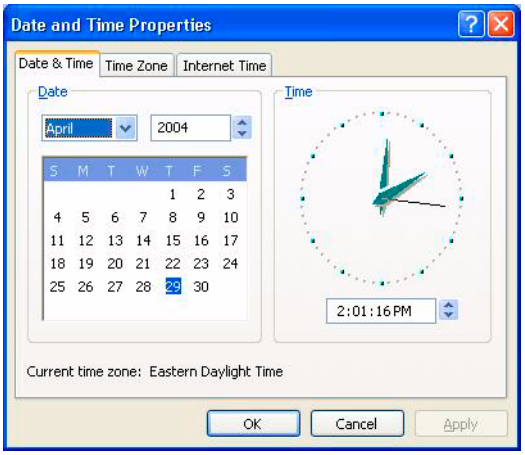
- Sticky Keys (one press on Shift - then one press on letter to get an upper case letter)
- Change display to use High Contrast or change the cursor blink rate
- Enable MouseKeys to allow the arrow keys to move the cursor





System Date, Time, Time Zone, DST

Changing the system's clock is done via the Date/Time control in the Marquee Control Panel. The Date and Time are set on the first tab you see when you launch the control.



To adjust the Time Zone (which is important if using Astronomical Events or want to synchronize the system with World Time Services), select the second tab and choose the appropriate time zone. Check Daylight Savings Time box for adjusting to time changes.

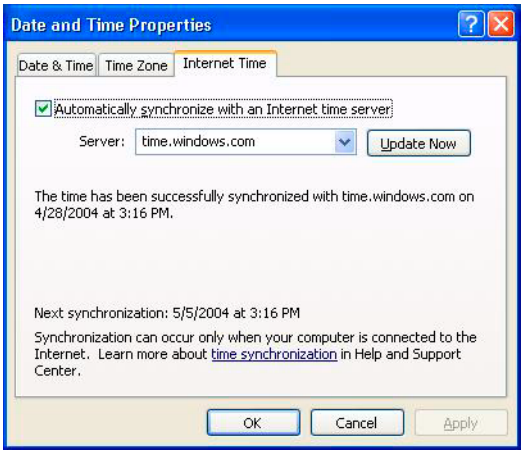




Note: Marquee must be restarted for the Time Zone change to take effect.

The last tab (refer to the next page) determines whether or not Marquee will look to World Time Servers on the Internet, such as time.windows.com, to synchronize the clock to World Standard Time. To do this all of the following must be true:

- The processor must be connected to the Internet (see Network Configuration).
- The date must be set correctly.
- The time zone must be set correctly.





Windows Explorer

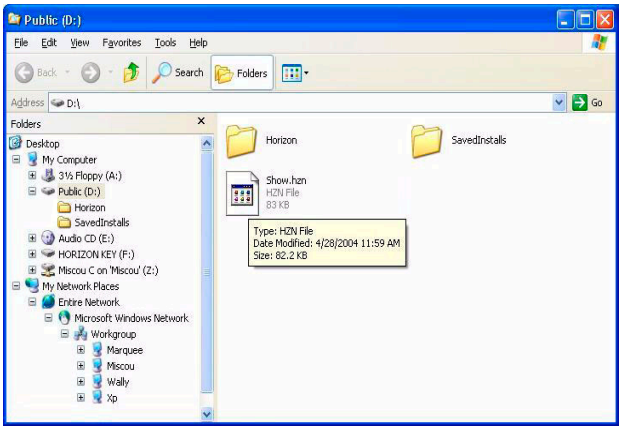
Launch Windows Explorer from the Control Panel to manage your hard drive. The D:\ will nominally have 35 GB of space available to you for whatever purposes you choose. Store show files, pictures, MP3s, text files, etc.

Because of the Embedded OS restrictions, you will NOT be able to:

- Explore the C:\ drive
- Format the Public drive (D:\)
- Label the drive
- Get the drive's properties
- Make changes in the D:\Horizon folder
- Perform administrative functions on the drive



Note: You can however, create your own folders and organize it as you like. It differs from regular XP in that the Right-Click menu is disabled. All of the functions that you need are available in the main menu (such as FILE|NEW|FOLDER or VIEW|DETAILS or TOOLS|MAP NETWORK DRIVE).





Hardware Test

Use this button in the Marquee Control Panel to start a hardware test. The Marquee software cannot be running to perform the test. Exit the software before selecting this option.

Once the hardware test software in started, a graphical representation of the console is shown. Select the appropriate button in the top left of the screen to choose the section of the console to be tested.

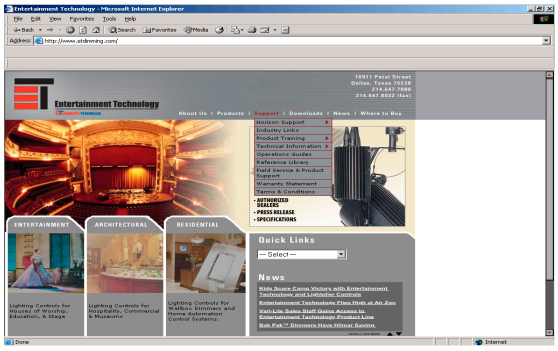
The test begins, all the LEDs on the console should begin to flash. Pressing a button will create a blue square around the button (s) or slider(s). Buttons or sliders that have been tested will display a green box. If a LED is not flashing, console lights that are not responding, buttons that are not responding, or buttons and sliders that turn green before you touch them, contact customer service at Entertainment Technology.

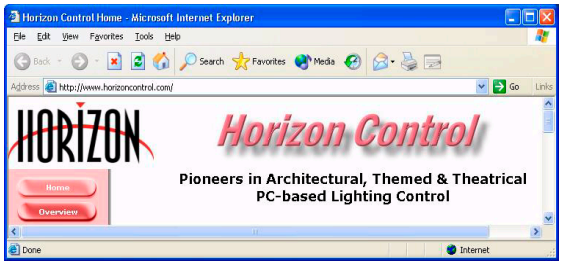


Internet Explorer

If the Marquee console's processor is connected to a Local Area Network that is connected to the Internet, you can surf the web right on your console.

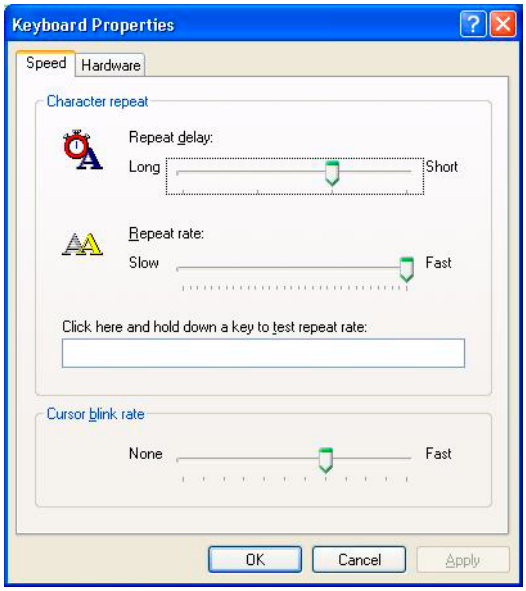
- You can visit www.etdimming.com or www.horizoncontrol.com for technical support.
- You can go directly to the Download section of the Horizon Control web site and get software or library update directly. Just click on the update and select SAVE TO D:\.
- You will not be able to download other software from the Internet and install it because of the Embedded operating system and general security restrictions.





Keyboard Options

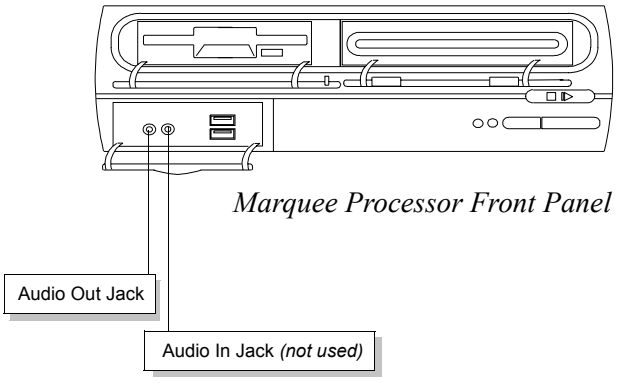
To change the repeat properties of the keys on the Marquee processor's keyboard, choose Keyboard Options from the Marquee Control Panel. Adjust the properties accordingly.



Windows Media Player

Windows Media Player is an easy way to play CD's, MP3's or AVI files, directly on the Marquee console.

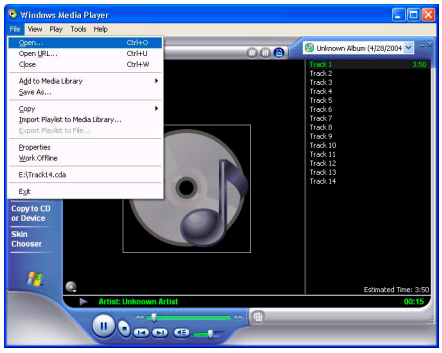
Connect headphones, speakers or audio console to the green mini-jack on the front of the processor.



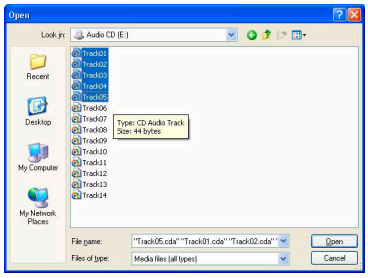
Marquee Processor Front Panel

a. Launch the Marquee Control Panel
b. Click on the Media Player Icon
c. From the File Menu, choose OPEN

d. Select either the Drive and Directory where the media files are stored or choose the CD drive (E:) to play an Audio CD



e. From the Open Dialog box, choose the file or files to play.



Note: To select more than one file, either hold down CTRL and click on each file, or hold down SHIFT while selecting the first and last files.)

f. Press the Play button to play the files in order as they appear in the Play List on the right hand side of the display.

g. Double click on any file in the Play List to play it out of sequence.

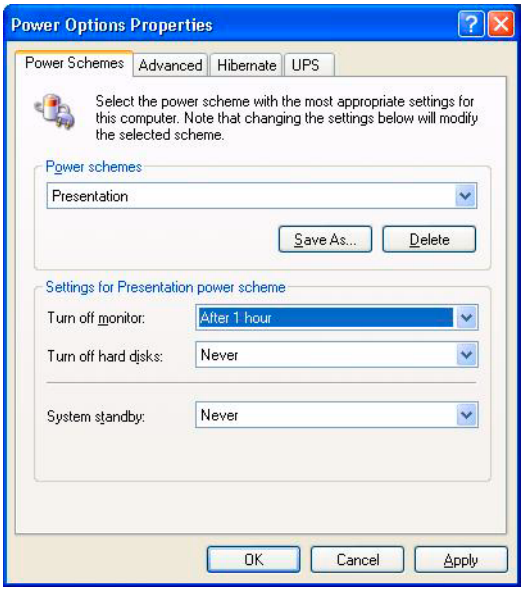
Tips:

- Adjust the volume with the slider at the very bottom of the screen or Press F9 on the keyboard to raise the volume, F10 to lower it, F8 to Mute it. Volume control is only possible when Media Player is the active window.
- Under the Play menu, there are Shuffle and Repeat options.
- Using the Taskbar to the very left of the display, the media player can connect to Internet Radio (Radio Tuner) if the Marquee processor is connected to the Internet.



Monitor Power Saver

If the system is running 24 hours a day, seven days a week, it may be a good idea to use the Screen Saver option in from the Marquee Control Panel. It is, however, preferable to turn off your monitor when the unit is not in use. To adjust the the power scheme, Launch the Power Options Properties from the Marquee Control Panel.



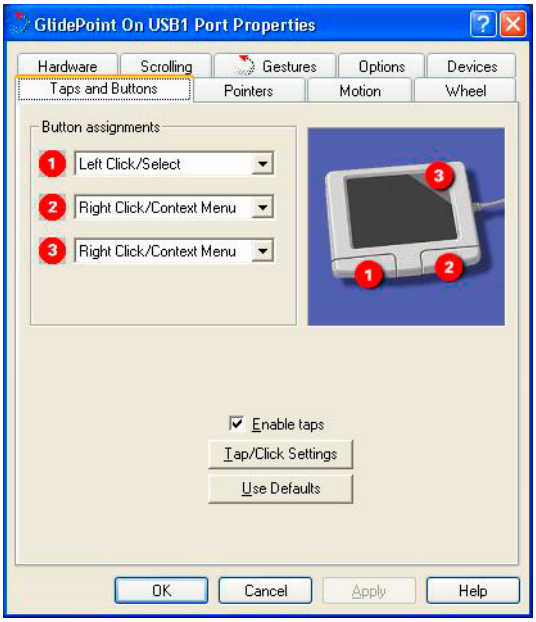
Tip: The safest way to turn on the monitor after it has automatically turned off is to touch the SHIFT key on your console. That is assured not to change any levels on the stage (either by running cues or adjusting subs). Touching any key or handle on the console will disable the screen saver and turn the monitor back on).

Note: It is not suggested that the hard disk power scheme be adjusted/changed from its original settings.

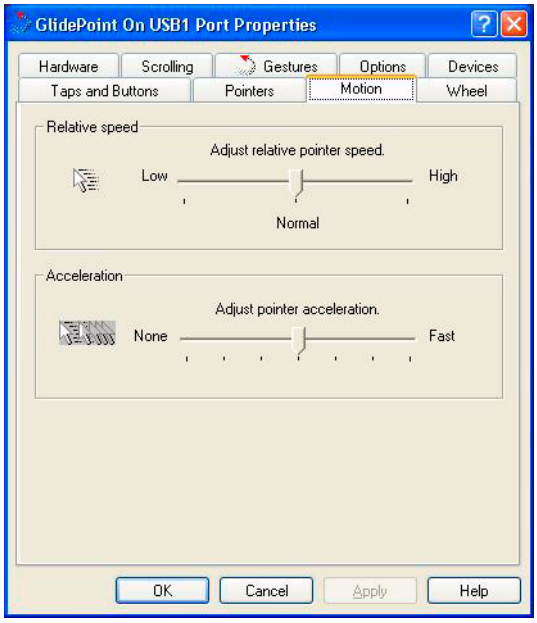
Marquee Integrated Trackpad Properties

Marquee's integrated trackpad has many options that can be adjusted by selecting the Mouse/Trackpad options from the Marquee Control Panel.

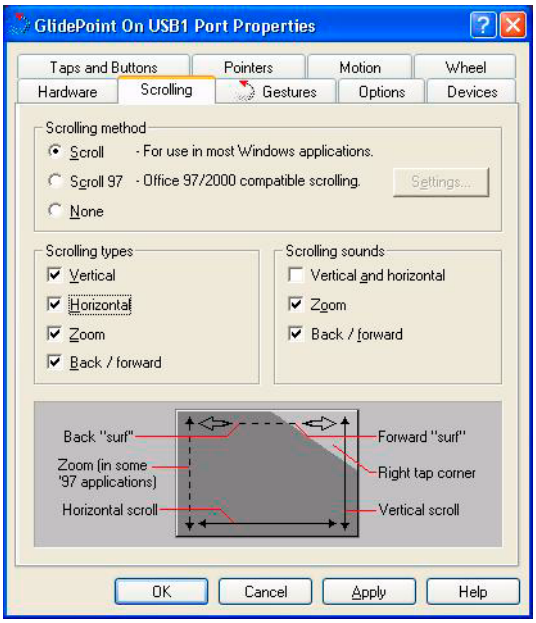
a. To enable or disable tap clicks on the pad or to change the button functions, select the Taps and Buttons tab.



b. To adjust the relative acceleration and speed of the trackpad, select the Motion tab.



c. To turn on or off edge scrolling, select the Scrolling tab.



Tip: If Vertical scrolling is enabled, the very right hand side of the trackpad emulates the level wheel. Fixtures can be selected by positioning the mouse pointer, tapping on the trackpad and then push along the right hand edge to set the level.



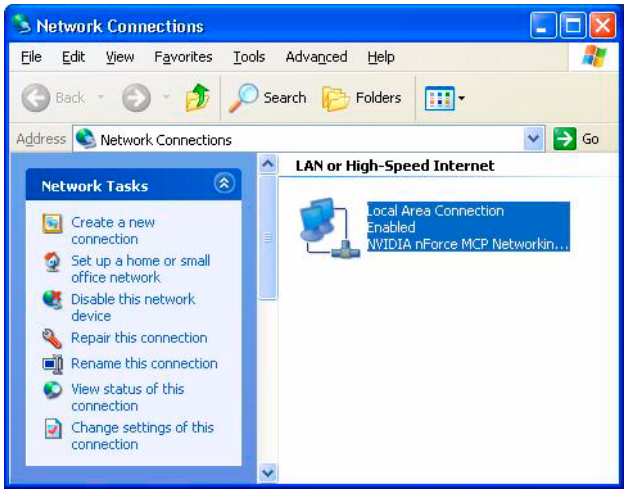
Network Configuration

If the Marquee console can be connected to the facility's network, networking capabilities such as mapped network drives and Internet connection can be accessed. Most LANs have a DHCP Server (Dynamic Host Configuration Protocol) that automatically assigns network properties such as the IP address. In most network situations, the Marquee can be connected to the network via connecting a network cable up to the back of the processor to either access the Internet or find shared drives on the network.

If a Static IP address is required to be assigned, then follow "Manually setting up a network connection" to setup a network connection.

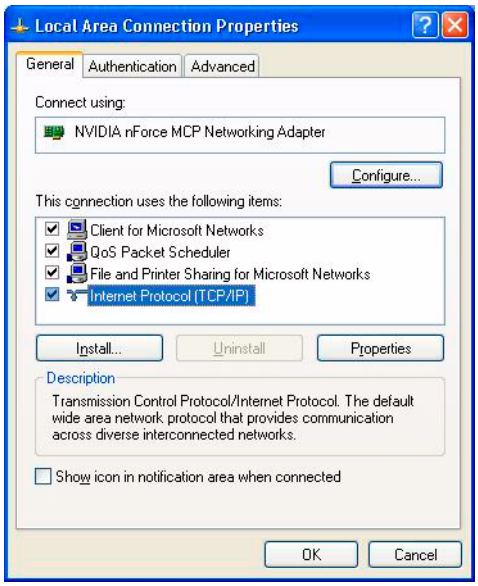
Manually setting up a network connection

a. Click on the Network button in the Control Panel.

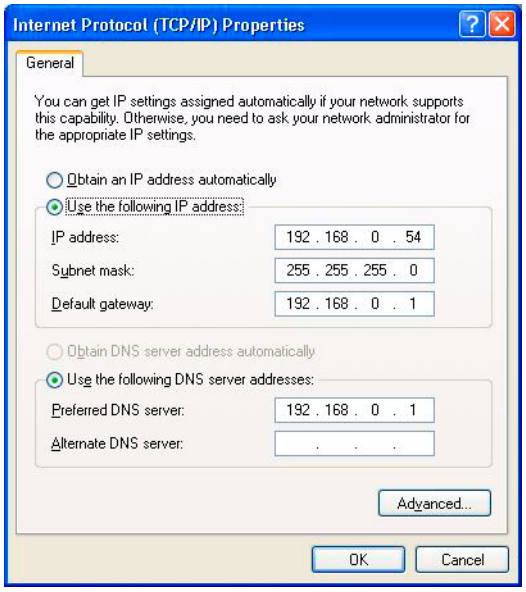


b. Click the **Local Area Connection** icon to expand the **Network Tasks** menu.

c. Click on **Change settings of this connection** to open the Local Area Connection Properties dialog box.



d. Select **Internet Protocol (TCP/IP)** and click **Properties**.



e. Choose **Use the following IP address**.

f. Type in the static **IP address** and appropriate **Subnet mask** provided by the network administrator.

g. Type in a **Default gateway** if access to an outside of the LAN (i.e. connect to other networks or Internet) is required.

h. Type in a **Preferred DNS (Domain Name Server)** for computer and website lookups.

i. Click OK.

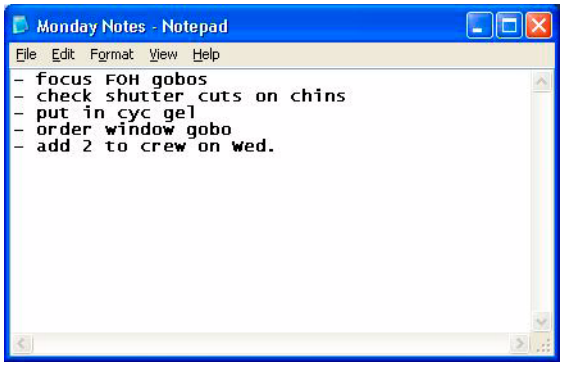
j. Click OK in the **Local Area Connection Properties** dialog box.

k. Close the **Network Connections** dialog box.

Note: There will be no need to reboot the processor for the network changes to take affect.

Notepad Text Editor

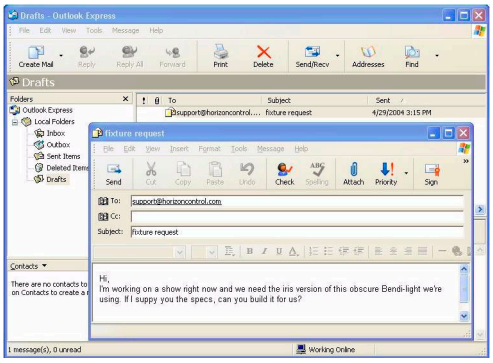
Launch the Notepad text editor from the Marquee Control Panel to create simple text-based documents.



Note: You can save your *.txt document anywhere on the D:\ drive except in the \Horizon folder. Feel free to make your own directory structures to suite your organizational style.

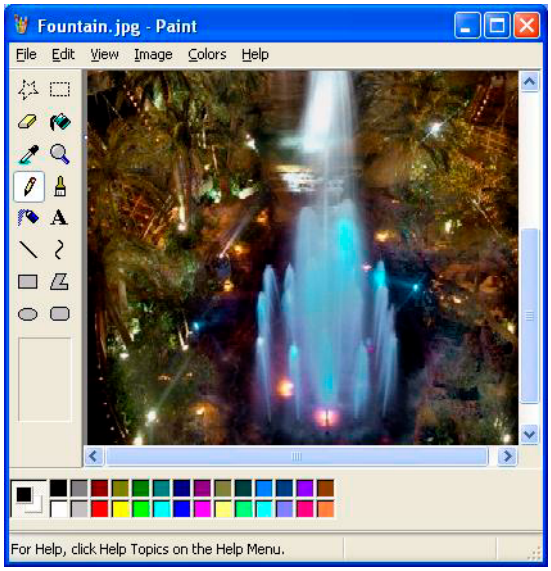
Outlook Express

An e-mail application, Outlook Express, is included with the Marquee Console. If the console is connected to a Local Area Network that is connected to the Internet, e-mails can be sent and received mail directly from Marquee. An Internet Service Provider's SMPT and POP3 server names, an account name, and password are required to set up the system. Upon first use, an Outlook Express wizard will open to assist in account set-up.



MS Paint

The basic Paint package can be launched from the Marquee Control Panel to view and look at Bitmap (BMP), JPEG File Interchange Format (JPG), Graphic Interchange Format (GIF), Tag Image File Format (TIFF), and Portable Network Graphics (PNG) image files. This program is helpful to refer to digital stills of the production or mockups.

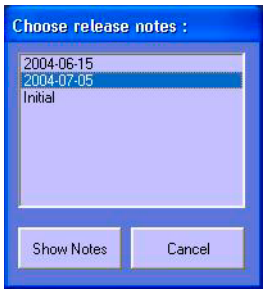


Note: Image files can be saved anywhere on the D:\ drive except in the \Horizon folder. A new directory can be created to store image files.

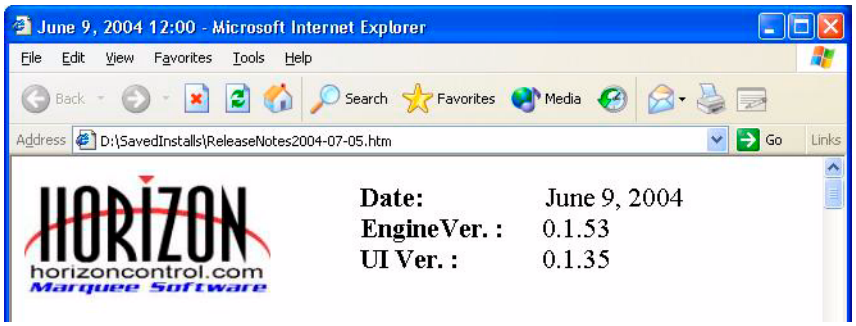
Read Release Notes

Each and every software update to Marquee will have accompanying Release Notes that explains what is new or what has changed in latest software release. After installation of the software, a dialog box will appear showing the release notes. Release notes can be read at anytime by selecting the "Read Release Notes" button from the Marquee Control Panel.

If there is only one set of release notes (initial install), clicking the Read Release Notes button will open up the notes directly. Otherwise, the user will be presented a choice of which release notes wish to be viewed.



The notes will be sorted by date. Either double click on the desired one or select it and choose the **Show Notes** button.



Use the scrollbar to the left to browse the notes. Click on any links in the notes for further information (some links may attempt to connect to the World Wide Web). Close this Explorer window when finished.



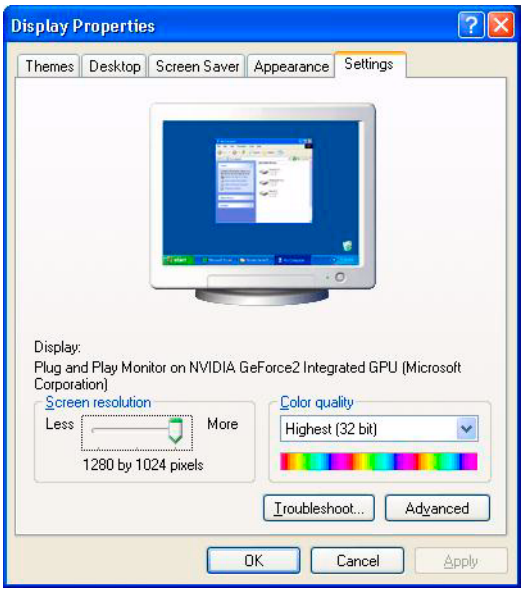
Screen Resolution and Screen Saver

By default, the screen resolution is set to 1024 x 768 and the screen saver is set for 15 minutes (of inactivity).

Changing the Screen Resolution

Screen resolution is user definable. Windows XP Embedded supports high-resolution monitors and can meet users needs.

a. From the Marquee Control Panel, choose Screen Resolution button.



b. Using trackpad, adjust Screen resolution slider to desired position.

c. Click **OK** button.

Note: The screen may be blank for a moment or two and ask to keep the new settings or not. If the monitor cannot handle the new resolution after a short period of time, the settings will revert to their previous state.

d. Inside of the Horizon software, move the mouse over the line separating the Channel Grid from the Cue List until it turns into this symbol (shown right).

e. Click on the vertical line and hold down the mouse button to adjust the width of the Channel Grid display.

OR:

f. Right-click once the symbol (shown above) appears, and select a set Channel Grid size from the right-click menu as shown below.

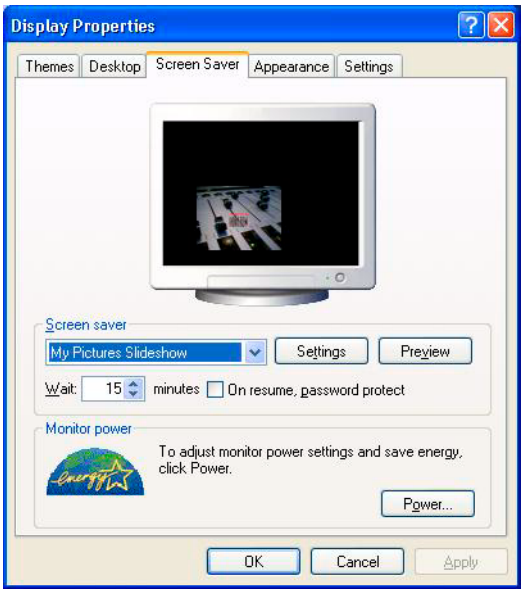


Changing the Screen Saver

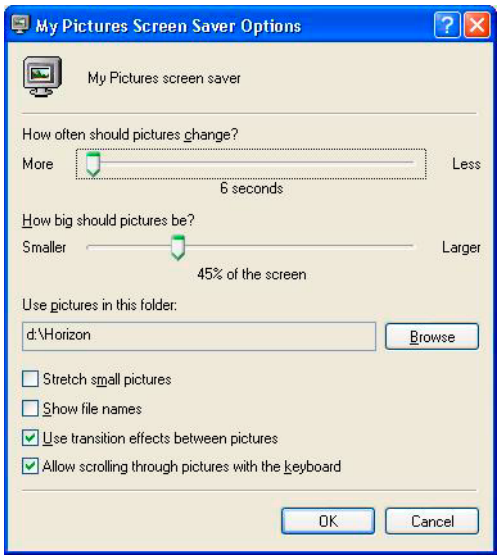
a. From the Marquee Control Panel, choose the Screen Resolution/Screen Saver button.

b. Select the **Screen Saver** tab.

c. Choose the **Setting** button.



d. Adjust the settings accordingly. Use the **Use pictures in this folder** option to point to any directory on the D:\ drive. Any images in the D:\ drive directories can be used when the screen saver is active.



e. Press **OK**.

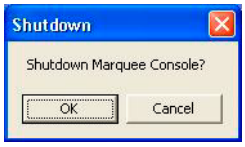
f. Press **OK** in the Display Properties dialog box.

Note: To change the power scheme for the monitor (auto power off), use the Monitor Power Saver button (shown right). Do not choose the Power button in the Screen Saver properties box as users will not have the proper permission to change the screen saver.

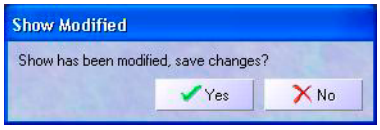


Shutdown Console

To shutdown the Marquee Console, choose the "Shutdown System" button from the Marquee Control Panel to shutdown the Marquee console. An OK/Cancel dialog box will ask you to confirm.



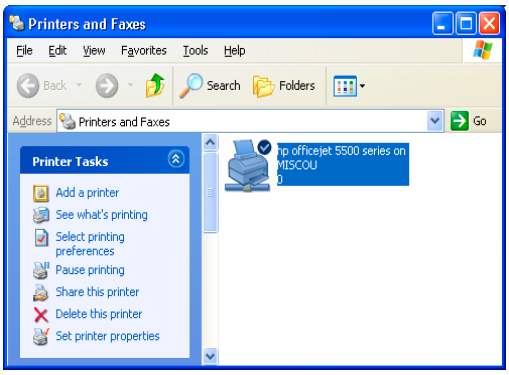
If recent changes have not been saved, Marquee will ask to save (or discard) changes before exiting.



Note: Answering either way (Yes or No) to the **Show Modified** dialog box will shutdown the Marquee console. DMX transmission will cease when when the Marquee console is shutdown.



Printers and Printing



Printing is achieved by connecting the Marquee Processor to a Local Area Network Printer, which saves you from having to move the printer close to the console. It also allows you to use any new printer you have successfully installed on your LAN without having to find printer drivers.

Click on the Printer button in the Marquee Control Panel to access the Printer Tasks dialog box.

Using the "Printer Tasks" list on the left, select **Add Printer** if one is not already installed. Simply follow the wizard that allows you to browse any shared networks for printers. You must make sure your system administrator has already established shared a printer on the LAN and given you privileges to connect to and use it.

Once a printer has been added, it will become the default printer (check marked - as shown above). You can add more than one printer; you will just have to choose which one you want to print to if it is not the default printer.

Marquee also prints to Adobe® Portable Document Format (PDF) files. These files can be saved to the hard drive or removable media (like a USB stick) and printed elsewhere if a shared (network) printer is not available.

Launch Adobe® Acrobat® Reader from the Additional Applications button or just browse the hard drive with Explorer and double click on your PDF files.



Additional Applications

This button is used to view and run additional factory-installed applications.



When you click on the button in the Marquee Control Panel, a dialog box will open presenting you with a list of additional applications that have been installed.

Either double click on the desired application or select it in the list and choose Run.



Launch / Show Marquee

This button launches the Marquee application so you can begin programming a new show (or load an existing show file) to run on Marquee.

Up Time

The Marquee Control Panel shows Up Time (running time) of the system and the Marquee software. If the Marquee software is restarted, the System Up Time and Marquee Up Time will be different.



Recording a Cue or Look

Recording a Cue

Fast Description

Step 1. Select channels **[#] [@]** level **[#]**.

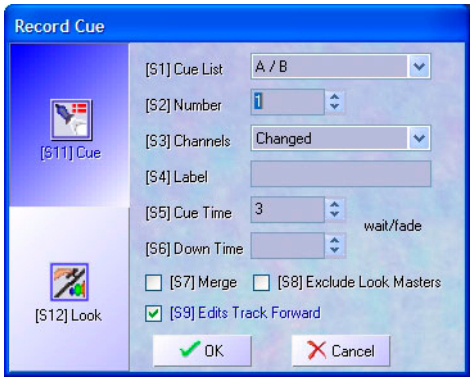
Step 2. Hit **[REC] [ENTER] [ENTER]**.

Detailed Description

Step 1. Set the levels desired to record as a cue. The levels can be set by any method (using the mouse, the keypad, Looks, Groups, etc.)

Step 2. Press **[REC]** or click the Record button on the **Tool Bar**. 

Step 3. The **Record Cue** dialog box appears.



Step 4. Enter a **Cue Number**. (The number in this box should be the next available cue at the end of your cue list or it will be cue number highlighted by the Blue Box.) The **Cue Number** box is active by default, so you can just enter a number and hit **[ENTER]**. *The following properties are optional:*

a. If needed, select the **Cue List** to record to. The default is the current cue list selected.

b. Change the Channels to record in the new cue if needed. The default channels to record are the ones that have been Changed.

c. Enter a **Cue Label**. This label will appear in the Cue List next to the cue. (optional)

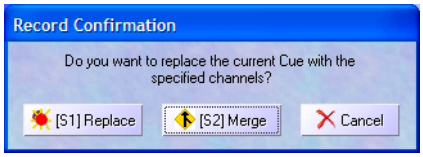
d. Change the Default **Cue Time**. If you do not enter a **Down Time**, the **Down Time** will be the **Cue Time**. If you do enter a **Down Time**, the **Cue Time** is equivalent to the **Up Time**. If you need the cue to wait a specified amount of time before it starts to fade (either Up or Down), use the **Wait/Fade** syntax in the time field.

e. If you are recording to an existing cue and want to **Merge** in the changes, select **Merge**. Merging in data means that the new data will be recorded to an existing cue, not destroying data that is currently there. If you are recording to an existing cue and do not select **Merge**, you will see the dialog box shown below after you hit **[ENTER]**.

f. Check **Exclude Look Masters** if you do not want to bring in levels from recorded Looks that are active on stage.

g. De-select **Edits Track Forward** if you are updating a cue which is not the last cue in the cue list and you do not want the changes you have made to go past this cue. This option is **ON** by default. You can change the default in **[S2] Show Options**.

Step 5. If you are attempting to record over an existing cue and you have not selected **Merge** as described in Step 4e above, you will be presented with the following dialog box.



a. **Merge** (see Step 5 above) is the default. Pressing **[ENTER]** will close this dialog box and update the existing cue, not losing old cue data.

b. Pressing **[S1] Replace** will essentially delete the existing cue and record the new cue data to this cue number using the channels specified in optional Step 2 above.

c. **Cancel** will close this dialog box and return you to the main **Record** dialog box.

WARNING: If you press [S1] Replace you may lose information already recorded in this cue.

Step 6. The recorded cue appears on the cue list.

Tips

- *You can use the [WHEEL] to change any of the fields in this dialog box once you enter them. Holding down [SHIFT] while using the Wheel changes numeric values by 0.1.*
- *You can quickly record a cue to a cue list that is not currently selected by pressing [REC] [SELECT].*

Recording a Look (Submaster)

Look Masters (Submasters) can be set up and recorded in either the Live (Active) or Blind.

From the Live Display

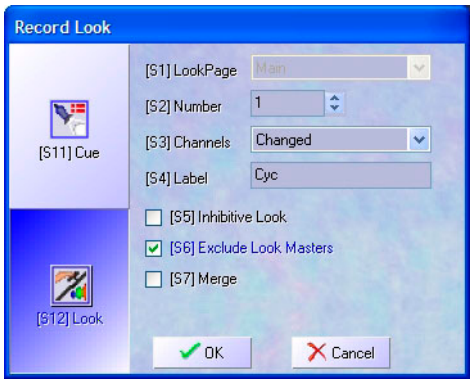
Step 1. Select **[LIVE]** button from the Channel Grid Tool Bar 

Step 2. Select the channels to be assigned to the **Look Master**.

Step 3. Set the levels for the channels.

Step 4. Click the **Record** button on the Tool Bar or press [REC]. Or, press submaster bump button of desired submaster.

Step 5. Press **[LOOK]** or **[F12]** to change to record a Look.



Step 6. Enter the number of the **Look Master** you wish to record.

Step 7. Enter a **Look Master** label in the text box (optional).

Step 8. From the drop down list box select which channels will be recorded in this **Look Master**. (click here for further definitions)

a. **Changed** - Only channels that have been changed

b. **Selected** - Only channels currently selected

c. **Captured** - Only channels that have been selected and changed

d. **Captured and Selected** - Only channels that have a red text for their level value (this is the default when you press [REC] [GROUP]

e. **All Levels** - The entire channel grid

Step 9. Check **Inhibitive** if you want this to be Master to be inhibitive. See **Look Master Types** in the Marquee Software Help file for details.

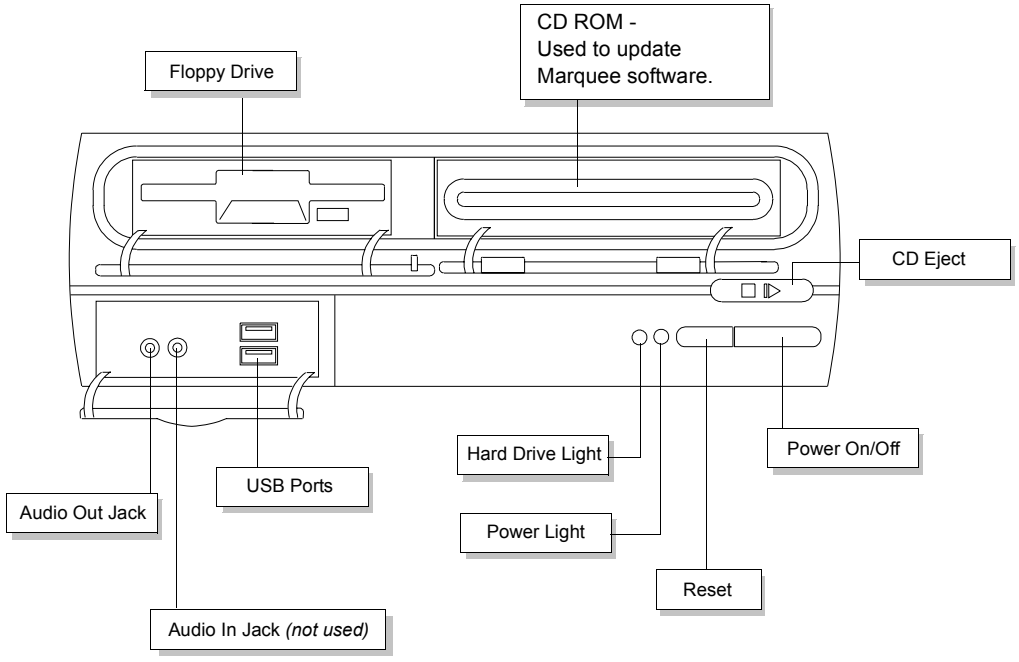
Step 10. Use the **Exclude Look Masters** check box to select if you do not want to record levels set by other **Look Masters**. This option is **ON** by default.

Step 11. Click **OK** (or push Enter on the keypad) to record the **Look Master**.

Marquee Processor

Processor Layout

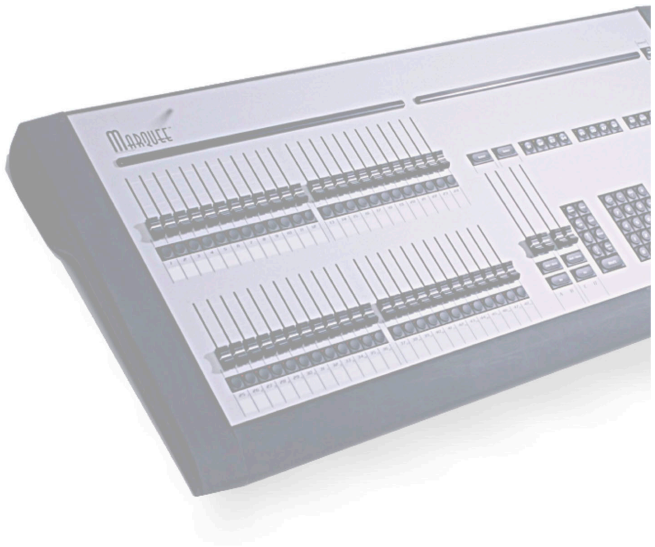
The Marquee Processor features standard controls associated with any computer. Keep in mind, the Marquee processor runs a special type of operating system - Windows® XP Embedded. The processor will not accept nor run standard Windows®-based applications. It is only intended for the Marquee console application.



Notes

4. Power Up

- Console Power Up
- Upgrading



Console Power Up

Power Up Procedure

Marquee is very easy to set up and begin using. The following steps should be followed before using the desk.

Step 1. Unpack all equipment and connect as described in this manual.

Step 2. Connect power supply to desk.

Step 3. Connect desk to processor with supplied USB cable.

Step 4. Connect power supply to AC power source.

Step 5. Turn on processor. Processor will boot. "Status" light on the back of the desk will begin to blink (after boot is completed).

Step 6. Marquee is ready for programming and use.

Upgrading

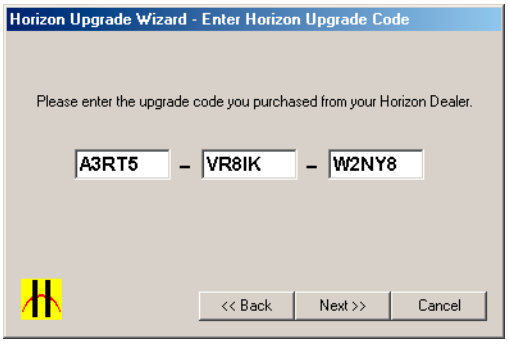
How To Upgrade Marquee Software Functionality

The Marquee software functionality included with your console is pre-authorized at the level initially purchased. However, the software functionality can be easily upgraded at any time.

Depending on whether or not your console can connect directly to the Internet, and whether or not you already have an Upgrade Key, you will need to perform the following:

Step 1. At Horizon Help menu, select Upgrade Software. The Upgrade Wizard will open.

Step 2. Enter your 15 digit Upgrade Key.





Re-Installing Marquee Application Software

If it is necessary to re-install the Marquee software program onto the console's processor, please follow the steps below.

Note: Marquee always looks to removable media first upon startup for software updates. Therefore, it is important not to leave the Marquee Application CD or USB Key in the processor. This method does not archive the install, but you can always store the CD. Follow the procedure below to re-install:

To re-install Horizon software:

Step 1. Copy Update File in D:\

Step 2. Reboot processor.

OR;

Step 1. Place Marquee Software Application CD in CD ROM drive.

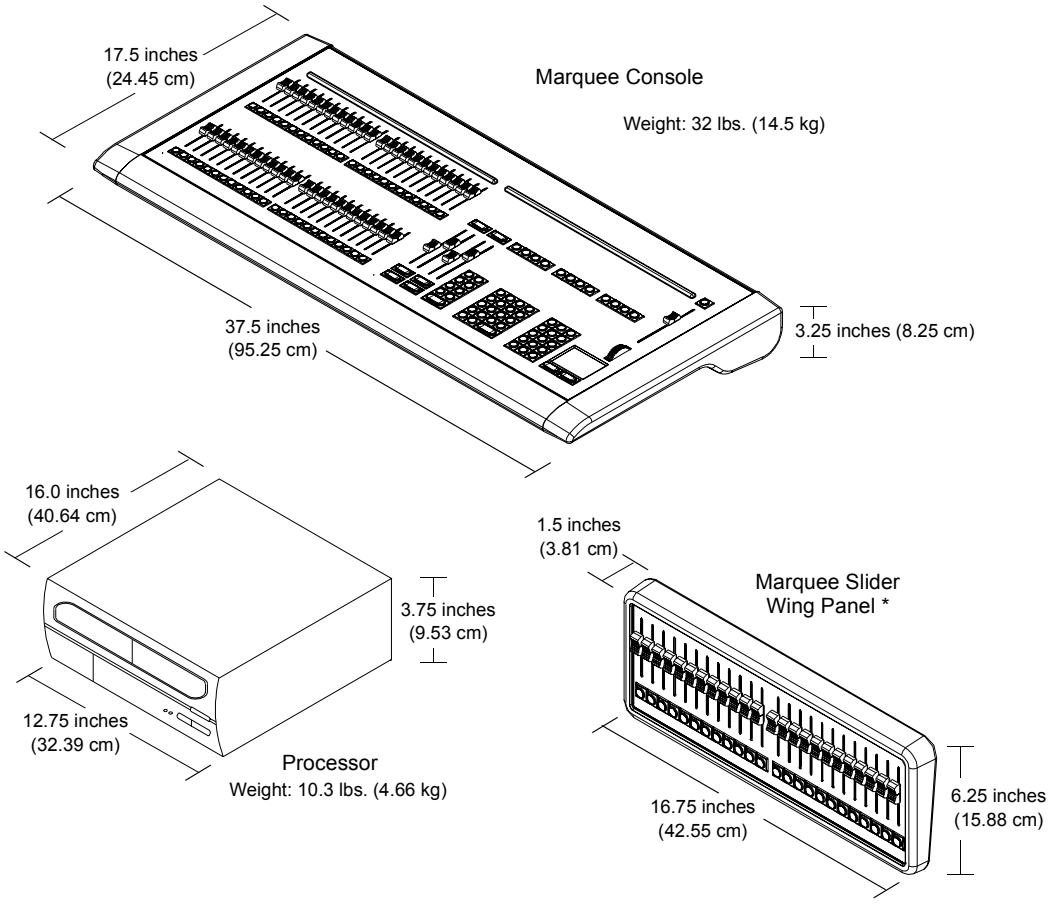
Step 2. Reboot processor.

Step 3. Remove CD when Marquee Software starts.

APPENDIX A.

Specifications

Dimensions and Weight



* Optional - not included in all configurations.

Power

Console *(*External desktop type power supply):*

- Input*: 100-240 VAC, 47-63 Hz, 1.6A (Max)
- Output*: 14-20 VDC@4A (Max)

Processor

- 90-240 VAC at 50/60Hz

Notes

APPENDIX B

Marquee Software Tips

Helpful Tips & Shortcuts

Below are some helpful tips and shorts to operate and program your Marquee Lighting Control Console. Take a few moments to review these for future use. The tips are also available through the Marquee software.

- Use the [HELP] button to get help on any specific button. Press [HELP] then the desired button.
- If your hardware is such that the A/B faders crossfade you between cues (see S3 - HARDWARE SETUP), holding down [SHIFT] while moving the faders moves you backwards through the cue list.
- Use [SHIFT] with the [ARROW] keys to select multiple cells with the blue box in the Cue List. This is handy for changing many cues' times all at once. This is also how you select multiple cues to delete, move or copy (before touching the [DEL], [MOVE] or [COPY] keys).
- The A/B and C/D faders can be configured with [S3] - HARDWARE SETUP to either manually fade the Up and Down times, crossfade the cues, work as cue lists intensity masters or be two-scene masters.
- Configure the way the [DBO] (Dead Black Out) button works in [S3] - HARDWARE SETUP. It can be a momentary button, a toggled or disabled.
- The release button has multiple functions. It will close any open dialog box or it will release selected fixtures if no dialog box is open. Press [SHIFT]+[REL] to bring back what you just cleared.
- It is not necessary to use the trackpad. Almost every function can be achieved using dedicated keys, the Softkeys ([S1] - [S12]), the [NEXT/PREV] button, the [WHEEL] or the [ARROW] buttons.
- The Grand Master can either include or exclude channels that are currently being edited (on Independent). Choose your option in [S3] - HARDWARE SETUP.
- The NEXT/PREV button moves you through dialog boxes. Use it with [SHIFT] to move backwards through a dialog box.
- Read the SOS Remote Support in the main help files and see if it’s right for you.
- While you are in a dialog box, the SOFTKEYS will take you to the individual controls. The control that currently has the focus of the [WHEEL], [ARROWS] or [NUMBER KEYS] will flash the amber LED on that SOFTKEY. challenge
- Releasing channels works in two stages: First time you press [REL], it clears any channels that are currently selected (red background). The second press clears all channels. Use it with [SHIFT] to make it an "Oops" key (also a two-stage process).

- The first time you press the [TOOL] key, you must hold it down and use the SOFTKEYS to select the desired tool. Next time, you can just touch the tools key quickly to toggle the tool on and off.
- To quickly copy a Look Master, touch [COPY] then the Look's [BUMP] button, then touch the desired new [BUMP] button.
- While in [BLIND], moving the Blue Box loads cues. Do not forget to check the Pink Loaded Status Bubble to see what is Loaded.
- To alter the selected channels by 1% instead of 10%, press and hold SHIFT while using the [UP] and [DOWN] buttons.
- Flash Channel (a TOOL) works whether or not you have channels selected before you initialize the tool. If you type Channel [#] [TOOLS|FLASH], that channel will start flashing. Then use the wheel to change which channel is flashing. Once you close the tool, the last channel will be on the wheel ready to set a level.
- To make the channels wait a specific amount of time after the [GO] button has been pressed enter a WAIT time. Do this by editing the Cue Time box using the WAIT / FADE syntax.
- When editing split up/down times using the blue box, use [FULL] to highlight the Wait time (start of line) and [OUT] to edit the Fade time (end of line).
- To enter time in HH:MM:SS format, press the decimal key twice to make the colon.
- Holding down SHIFT while rolling the [WHEEL] on any numeric field will change the value by 0.1.
- The GOTO CUE button has two functions. Un-shifted, it is the [CUE] button, used when in the Record dialog box. Shifted it opens the [GOTO CUE] dialog box where you can select any cue and Goto it in either recorded time or a time you enter in the dialog box.
- If another cue lists steals away channels from your cue list, press [SHIFT] + [GO] to 'Assert' your cue list. The current cue will not advance.
- The [BLIND LOAD] button has two functions. Un-shifted it opens the Load dialog box. Shifted it takes you in and out of [BLIND].
- If you want to remove information in a cue, [LOAD] the cue, select the channels, release them, then touch the [UPDT] key to update the cue.
- To quickly record a Look Master, set the desired levels then touch [REC] then a [BUMP] button. You can later edit the name of the Look by pressing [VIEW] then [BUMP] to get the Look's properties.
- If you are editing a numeric column (like time), after pressing [EDIT] you can use the [WHEEL] to change the values. If multiple cells are selected, the values will change relative to each other.
- While use Load to load cues or looks, you can load multiple items on top of each other to combine ideas.
- To quickly move a Look Master, touch [SHIFT]+[MOVE] then the Look's [BUMP] button, then touch the desired location's [BUMP] button.
- To quickly copy a Look Master, touch [COPY] then the Look's [BUMP] button, then touch the desired new [BUMP] button.
- Press [S4] - CONTROL PANEL to change the way your track pad works. You can turn on or off features such as the tap-clicks.

- To release all the Playbacks, press [SHIFT]+[REL PB].
- Use File Open file types to open Checkpoint files if you've made a mistake. Scroll up the User Status to see when the last Checkpoint file was recorded.
- To go to the top of a Cue List, press and hold SHIFT while pressing the [STEP UP] button. To get to the last cue in a Cue List, press [SHIFT]+[STEP DOWN].
- To scroll the channel grid, hold down the SHIFT key while rolling the wheel. This only works when there are no channels currently selected. To deselect all channels without affecting their set level, press the [BACKSPACE] key until the command line is clear.
- To go to a cue without using the [GOTO CUE] dialog box, use the [ARROW KEY] to move the blue box to the first column in the cue list and press [EDIT]. This is equivalent to double clicking on that cell with the mouse.
- Using [S2] - SHOW OPTONS, you can give each Cue List their own default Step times, Back times and Release times.
- Your console's work lights can have separate levels. Choose the desired levels in [S3] - HARDWARE SETUP.
- You can right click to Clear or Copy the contents of the User Status to the system clipboard. You can then paste this text into Notepad to print it if need be.
- Typing [VIEW] [CHAN NUM] [ENTER] allows you to change the labels of a channel to make your Channel Grid a little easier to understand. Alternately, you can select them and right-click with the mouse and choose Channel Label.
- Right click on the divider to the left of the Channel Grid to set 20 vs. 25 across.
- The pink Tools bubble will tell you what tool you will get if you touch the [TOOLS] button. To change the tool, press and hold [TOOLS] and select a new tool using the [SOFTKEYS].
- If you want to get back to the stage display while in the patch, just press a [SELECT] key.
- Instead of using the command line to patch channels, try using the Blue Box. Select the first cell, press [EDIT], type in the desired number then just keep pressing the [DOWN ARROW] rather than [ENTER].
- Press [S4] - CONTROL PANEL to get to applications other than the Horizon Lighting Control Software, such as MS PAINT, Internet Explorer and Media Player.
- Running your finger along the very right-hand side of the track pad allows you to adjust the levels of the selected channels.
- Why print to paper? Just e-mail your PDF output right from the Marquee Processor.
- There is a text editor built into Marquee that allows you to take notes. Get to it using [S4] - CONTROL PANEL.
- Use the [WHEEL] in dialog boxes to scroll through lists, number boxes and combo boxes. Holding down [SHIFT] while rolling the WHEEL will change numeric fields by 0.1.
- Press [S4] - CONTROL PANEL to change your Screen Saver. Changing the Settings of "My Pictures Slideshow" allows you to point to your own directory of images you place on the hard drive.
- Create a chase easily by selecting a range of cues' ACTIONs with the Blue Box, touch [EDIT] and select Follow After Fade. Then select the last cue and choose its [NEXT CUE] to be the first.

- If you have external slider panels, you can have a 24 channel four-scene console! Choose the desired configuration of the A/B and C/D faders using [S3] - HARDWARE SETUP.

Notes

Notes



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Marquee™ Lighting Control Console Installation, Setup, and QuickStart Guide
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Version as of: 05-October-2004