

# FROG 2



## FROG 2 QUICK START GUIDE

If a portable or temporary three phase mains supply is used to power this desk, we recommend that the desk mains plug is removed before connecting or disconnecting the supply. Serious damage will occur if the desk is connected across two phases.

This equipment is designed for use as a lighting control desk only, and is unsuitable for any other purpose. It should only be used by, or under the supervision of, an appropriately qualified or trained person.

Zero 88 reserves the right to make changes to the equipment described in this manual without prior notice. E & OE.

Federal Communications Commission

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment.

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

**Document Ref: IM7813**

**Manual Stock No: 73 - 761 - 00**

**Issue 4.2 - September 2007**

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# FROG 2 QUICK START GUIDE

## 1. Introduction

This guide is intended to give you an indication of the steps necessary in order to prepare the Frog 2 desk for programming. It is by no means meant as a substitute to the Operating Manual, but will guide you through the initial setup stages. As your experience with the desk expands, you may well find your own way of setting up the desk.

## 2. Getting Started

Prior to powering up the desk, it is essential to attach all the peripherals you require. The desk has support for a PS2 or USB Keyboard and Mouse, two VGA monitors (or touch screens) and a desk light (Littlelite) on 3 pin XLR. These must be connected before powering up, as subsequent connection could result in software or hardware malfunctions.

Once you have connected all the peripherals you require, power on the desk using the switch on the rear panel. The external power supply has a separate switch on it, so if you see no immediate response, check you have both power switches set to ON, and that the IEC lead is firmly attached to the external power supply.

When you power on the desk, the desk will run through its power up routine and after a short while you will be presented with the Home Screen as shown below:



## 3. Setting Up the Desk

Before you start programming cues etc, you will need to set up the desk.

Press the SETUP key to display the Setup Window on the touch screen and monitor.

Setup is intended to give you access to the core settings for the Frog 2, and you shouldn't need to enter the Setup area during a show. It is, however also used for saving and loading of show files and updating the desk software.

## 4. Adding Fixtures

Once in the Setup screen, the first task you need to perform is to assign the fixtures in your rig to the desk's fixture schedule. This tells the desk how many of each fixture type you have, allowing the desk to load the correct details into its memory.

Press the [Add Fixtures] key on the touch screen. The Fixture Schedule Window is displayed on the touch screen:



The left hand column in this screen allows you to select the fixture manufacturer.

Scroll down or use the cursor keys to select the required manufacturer (eg MARTIN).

Press the right arrow key to move the cursor to the fixtures into the right hand column.

Scroll down or use the cursor keys to select the required fixture type (eg MAC 250).

Press the SET key to enter the quantity (Qty) field. Enter the quantity of the fixture required, then press the ENTER key.

You can then repeat the above procedure for adding the other fixtures in your rig.

When you have finished adding all of the fixtures you require to the schedule, press the [OK] key. You will then be returned to the Patch area of the Setup screen.

### **Note – Fixture Types**

*If the fixture type you require is not in the fixture library stored on the desk you can import the fixture type – see Setup chapter in the Operating Manual for full details.*

## 5. Patching Fixtures

After adding the fixtures into the schedule, the next step is to patch the fixtures.

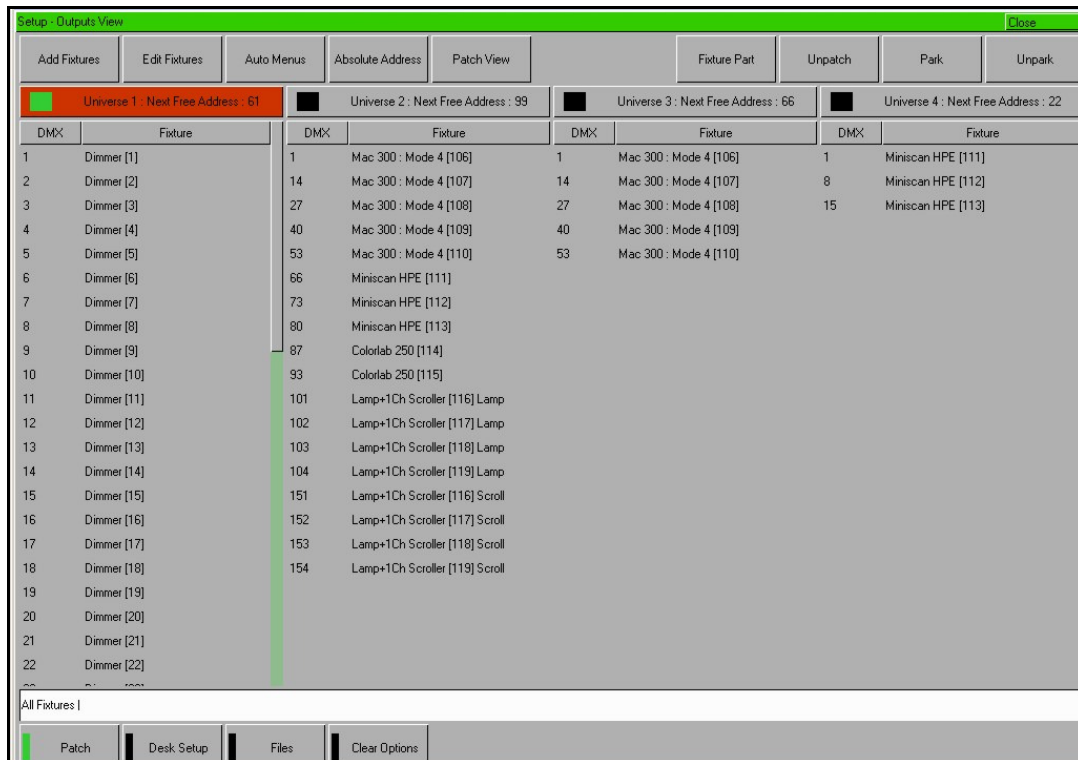
Patching involves telling the desk which fixture is located at which DMX start address.

The Frog 2 desk has four universes of DMX output, numbered 1 to 4.

It is important to ensure you patch the fixtures to the correct DMX universe.

The patch window can display the patch in three different views on the monitor screen (Outputs, Fixtures and Channels). The default view is the Outputs view (see below).

Select the Outputs view of the Patch Window and select the DMX universe you wish to work on by clicking on the relevant universe in the Patch Window:



## 5.1 Patching a Group of Fixtures

To patch an entire group of fixtures (eg All MAC 250s) sequentially from a start address, press the GROUP key, select the group from the tool bar on the touch screen, press the @ key, enter the DMX start address and press ENTER.

For example: GROUP [MAC 250] @ 101 ENTER

## 5.2 Patching Individual Fixtures

To patch individual fixtures (eg the first MAC 500) at a specified start address, press the GROUP key, select the group from the tool bar on the touch screen, select the required fixture, press the @ key, enter the DMX start address and press ENTER.

For example: GROUP [MAC 500] 1 @ 274 ENTER

## 5.3 Patching by Fixture Number

If you have assigned each fixture an individual fixture number in the Edit Fixtures screen, you can omit the group selection part of the command, and simply refer to the fixture(s) by their individual fixture number(s).

For example: 301 @ 146 ENTER

## 5.4 Patching to a Specified Universe

Fixtures can also be patched to a specified universe by including the universe number in the command. For example to patch the MAC 250's to universe 3 starting at DMX address 201, enter the following command:

GROUP [MAC 250] @ 3/201 ENTER

## 5.5 Unpatching Fixtures

If an error is made in patching, the [Unpatch] soft key can be used in place of ENTER to undo a patching command. For example:

GROUP [MAC 250] 1 THRU 5 @ 1 UNPATCH

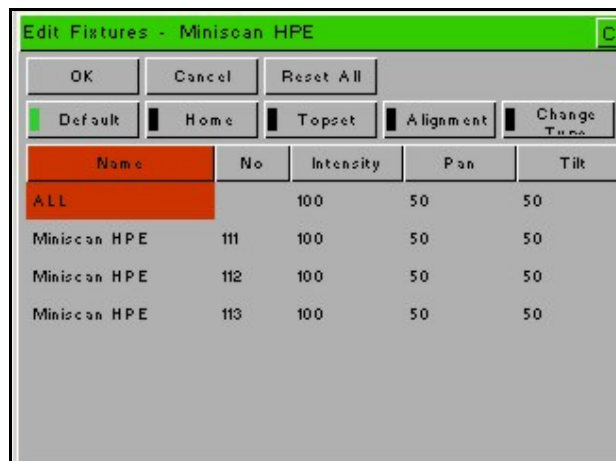
## 6. Editing Fixtures

The Edit Fixtures screen allows you to perform the following functions on the fixtures in the fixture schedule:

- Name individual fixtures
- Assign user fixture numbers
- Edit fixture parameter Default (release) values
- Edit fixture parameter Home values
- Edit fixture parameter Topset values
- Adjust the Pan and Tilt alignment of fixtures
- Change Fixture Type
- Patch Functions

### 6.1 Edit Fixtures Screen

Press the [Edit Fixtures] key on the touch screen or monitor. The Edit Fixtures screen is displayed on the touch screen and the monitor:



To make changes to a particular fixture or a complete group of fixtures, first select the fixture group. The name of the group is displayed in the header of the window.

Press the GROUP button until the required group is displayed in the touch screen header. All the fixtures in this group are now displayed in the Edit Fixtures Window.

Use the soft buttons [Default], [Home], [Topset] etc to display the required fixture data.

Use the cursor keys to move to the individual field to edit or use the ALL row to edit all fixtures in the chosen group. Press SET to enter the field, adjust the value as required then press ENTER.

Once all changes have been made, press the [OK] key to return to the Patch screen.

## 6.2 Naming Fixtures

Use the arrow keys to move the cursor to the Name column of the required fixture and then press the SET key. Enter the name of the fixture using the external keyboard, then press the ENTER key.

## 6.3 Numbering Fixtures

Each fixture has its own fixture number. By default, the first fixture in each group is numbered 1, and then sequentially onwards up to the quantity of fixtures in their group.

It is worth taking some time thinking about numbering your fixtures. One method of numbering fixtures would be to give each group of fixtures an individual start number.

The ALL row allows you to make changes which affect the whole group of fixtures.

Use the arrow keys to move the cursor to the ALL row and No column and then press the SET key. Enter the fixture number for the first fixture in the group and press ENTER.

For example – select the MAC 500 fixture group and enter 501 in the All row and No column. The MAC 500 fixtures will be renumbered 501, 502, 503 etc.

## 6.4 Editing Default / Home / Topset Values

Press the [Default] / [Home] / [Topset] key. Use the arrow keys to move the cursor to the required column of the selected fixture and then press the SET key. Enter the required value using the external keyboard or numeric keypad on the front panel of the desk, then press ENTER.

## 6.5 Aligning Fixtures

Press the [Alignment] key. Use the arrow keys to move the cursor to the required column of the selected fixture and then press the SET key. Use the arrow keys to move to the Invert P, Invert T or P/T Swap column of the required fixture and then press the SET key. Use the left and right arrow keys, to toggle between the values. Press the ENTER key.

## 6.6 Changing Fixture Type

Press the [Change Type] key. Select the [Change] button for the required fixture or the [Change] button in the ALL row to change all of the selected fixtures.

Select the Manufacturer, Fixture Type and Mode (if applicable) via the touch screen or popup window on the monitor and confirm the change type operation.

## 6.7 Patch Functions

Press the [Patch] key. You can now patch, repatch or unpatch the selected fixture(s). See Setup section of the Operating Manual for full details of the patch functions available.

## 7. Desk Setup

The Desk Setup function allows you to configure or customise the settings on the desk to your own requirements.

Desk Setup is divided into a number of different sections which are accessed by pressing the corresponding soft button on the touch screen:



A summary of the Desk Setup options is provided below. For full details of the various options refer to the Setup chapter in the Operating Manual.

- **Displays** - Indicate which monitors are connected; adjust the touch screen timeout, brightness and contrast; re-calibrate the touch screen(s); adjust desk lamp brightness.
- **Peripheral** - Allow mouse or trackball to control pan and tilt parameters; display soft keyboard on the touch screen; wheel sensitivity.
- **Inputs** – Set up SMPTE and MIDI Timecode; CAN; Set Time; Set Date.
- **Outputs** – Configure DMX universe to DMX output sockets.
- **Behaviour** – Keep parameters separate options; Page Holdover if Active; Confirm Overwrites; UDF and UDK actions; Tie UDF / Playback pages.
- **Default Times** – Set up the default delay and fade times for each attribute (Intensity, Colour, Beamshape, Position) for all new recorded cues.
- **Cue Stack Defaults** – Set up the default options for all new cue stacks including timecode and chase modifiers.
- **Lock** – Lock the desk; change the lock code (PIN).
- **Event Monitor** – Indicates each front panel action (slider movement, key press etc.)



## 8. Saving Shows

The Frog 2 desk will save the show automatically to its internal memory at regular intervals.

External backups of the show data can be made to a USB Storage Device (eg memory stick included with your Frog 2) or to recordable CD.

Press the [Files] key on the touch screen or monitor.

Press the [Save Show] key to enter the Save Show screen.

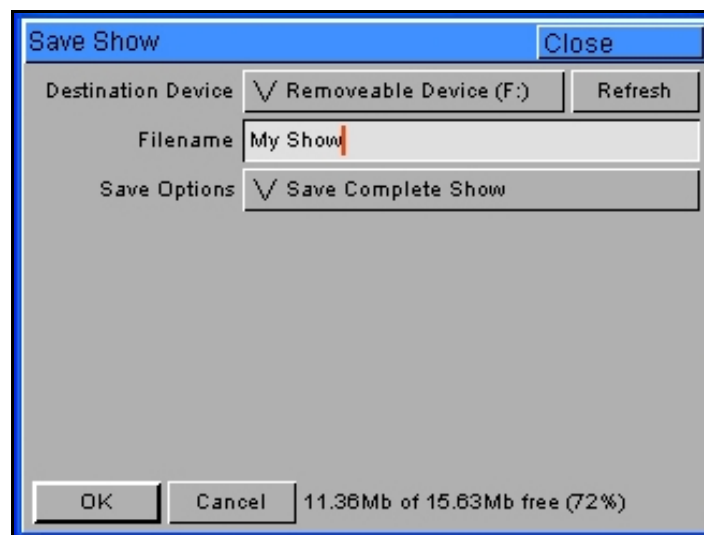
Press the Destination Device key to select the required device.

Type the show name in the Filename box.

Ensure that you have the correct save option selected (default = Save Complete Show).

Press the [OK] key.

After a few seconds, the show will be saved.



## 9. Loading Shows

Shows can be loaded onto the Frog 2 from either CD or USB Storage Device.

Insert or connect the storage medium containing the show.

Press the [Files] key on the touch screen or monitor.

Press the [Load Show] key to enter the Load Show screen.

Press the Source Device key to select the required device.

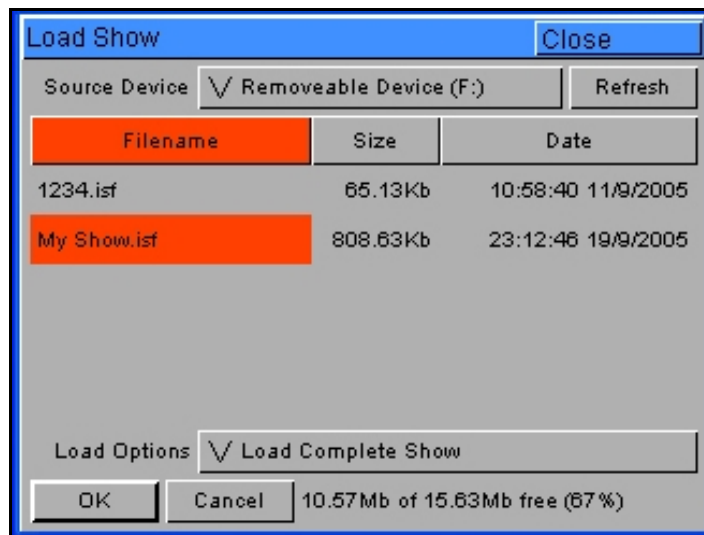
A list of show files on the currently selected storage device appears on the touch screen.

Select the show file you wish to load using the cursor keys.

Ensure that you have the correct Load Option selected (default = Load Complete Show).

Press [OK] key to load the show.

The desk will load the show into its memory and you will be returned to the home screen.



## 10. Clear Options

This section of Setup allows you to clear (delete) various components which make up the show file (ie cue stacks, groups, palettes, UDF's, UDK's etc.) For full details see the Setup section of the Operating Manual.

## 11. Exiting Setup

Once you have finished making changes to the setup, press the [Close] key in the top corner of the Setup screen to leave Setup. You will be returned to the Home Screen.

## 12. The Program Window

The Program Window is central to the programming functionality on the Frog 2 desk.

It is recommended that the Program Window is displayed on one of the monitor screens when programming cues, palettes, UDFs, UDKs etc.

To display the Program Window on the monitor press the [Program Window] key on the touch screen.

As you select fixtures and adjust their parameters with the control wheels, the corresponding information is shown in the Program Window.

The fixture parameter data displayed in the Program Window can then be recorded to cues, palettes, UDF's or UDKs as required.

Values	Percent	Intensity	Smart Tag	Intensity	Pan	Tilt	P/T Spd	Cyan	Magenta	Yellow	Color 1	Color 2	Iris	FrostFX	Prism
Mac 300 : Mode 4 [106]		100		50	50	0		0	100	0	0				
Mac 300 : Mode 4 [107]		100		50	50	0		0	100	0	0				
Mac 300 : Mode 4 [108]		100		50	50	0		0	100	0	0				
Mac 300 : Mode 4 [109]		100		50	50	0		0	100	0	0				
Mac 300 : Mode 4 [110]		100		50	50	0		0	100	0	0				
My First Scan [101]		100		38	65						61	0	100	0	0
My Second Scan [102]		100		38	65						61	0	100	0	0
Goldenscan HPE [103]		100		38	65						61	0	100	0	0
Goldenscan HPE [104]		100		38	65						61	0	100	0	0
Goldenscan HPE [105]		100		38	65						61	0	100	0	0
Miniscan HPE [111]		47		63	76						0				
Miniscan HPE [112]		47		63	76						0				
Miniscan HPE [113]		47		63	76						0				

The fixtures and their parameter values are shown as a table.

The currently selected fixtures are highlighted in yellow.

Fixture parameters which are tagged have a green background, those that are untagged have a grey background.

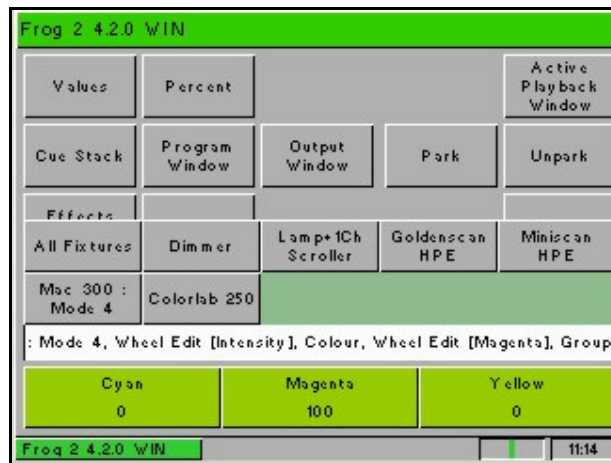
## 13. Controlling Fixtures

Once you have added fixtures to the schedule, patched them to the DMX, changed the defaults (if required) and exited Setup you are ready to control the fixtures.

### 13.1 Selecting Fixtures

The simplest way to select a group of fixtures is via the Master Groups which are created automatically when fixtures are added to the schedule.

Press the GROUP button. The Master Groups are displayed in a toolbar above the command line on the touch screen. Select the required group by pressing one of the soft keys on the touch screen (eg Goldenscan HPE).



### 13.2 Homing the Fixtures

The easiest way to see which fixtures in the rig you are controlling is to 'home' them. This will set their position (Pan and Tilt) to 50%, the dimmer to 100% with an open white beam (no gobos or effects).

Hold down the SHIFT key and then press the HIGHLIGHT key. This will send all the fixtures in the selected group to their 'home' values and automatically tag all of the fixture parameters.

### 13.3 Controlling Fixture Parameters

Each fixture type has its own set of parameters (intensity, color, gobo, pan, tilt etc) which are classified or grouped together into different attributes (Position, Colour, Beam).

Once a fixture, or group of fixtures has been selected, the attribute buttons and control wheels can be used to adjust the parameter output levels as required.

## 13.4 Controlling Intensity

The intensity parameter of the selected fixture(s) can be controlled by entering commands directly via the numeric keypad or by using the corresponding control wheel.

### 13.4.1 Direct Commands

Intensity levels can be set for a complete group of fixtures using the following commands:

GROUP <select group> @ N ENTER                      sets the intensity output to N %.

GROUP <select group> FULL ENTER                      sets the intensity output to 100 %.

Intensity levels can also be set for a single fixture or a number of fixtures within a group. First select the group and then use any of the following commands:

1 @ N ENTER                      sets the intensity output of fixture 1 to N %.

1 FULL ENTER                      sets the intensity output of fixture 1 to 100 %.

2 + 3 @ N ENTER                      sets the intensity output of fixtures 2 and 3 to N %.

2 + 3 FULL ENTER                      sets the intensity output of fixtures 2 and 3 to 100 %.

5 THRU 10 @ N ENTER                      sets the intensity output of fixtures 5 to 10 to N %.

5 THRU 10 FULL ENTER                      sets the intensity output of fixtures 5 to 10 to 100 %.

### 13.4.2 Using the Control Wheel

The Intensity channel of a fixture can also be adjusted by control wheel.

First select the fixture(s) required as described above and then press the POSITION attribute key (if not already selected). The intensity parameter is assigned to the second finger wheel.

Use the control wheel to adjust the intensity level as required. The output value is shown on the touch screen above the corresponding control wheel.

#### **Tip – No Intensity Output ?**

*If the intensity output levels do not change when you send any of the above commands to a fixture, or adjust the intensity level using the wheel, check that the GRAND MASTER fader is at full and the BLACKOUT button is off. If the selected fixture(s) have a Shutter parameter, check that the shutter is open. Check that the Highlight key is not selected.*

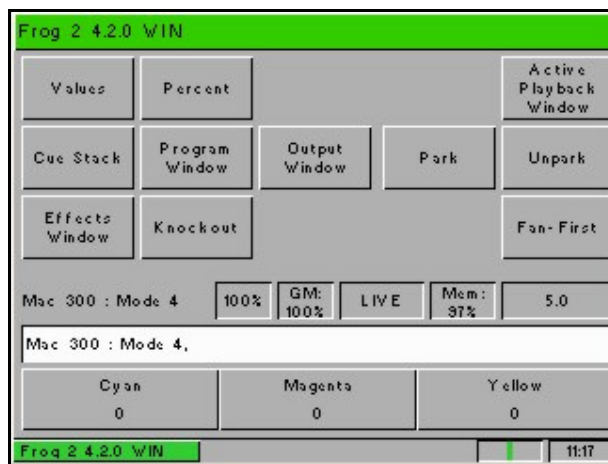
### 13.5 Controlling Colour, Beamshape and Position Parameters

The colour, beamshape and position parameters of the selected fixture(s) are controlled using the control wheels. First select the required fixture(s) and then press one of the attribute keys (POSITION, COLOUR or BEAM).

The corresponding parameters for the fixture are assigned to the control wheels and are indicated on lower part of the touch screen.

In the example below, COLOUR has been selected and the fixture parameters Cyan, Magenta and Yellow are assigned to the three control wheels.

If the fixture has more than three controllable parameters for the selected attribute, pressing the attribute key selects the next group of parameters.



### 13.6 Parameter Values

The fixture parameter values displayed on the touch screen and Program Window can be shown in percentage, DMX or parameter details (if defined in the fixture data).

Press the [Percent] soft button on the touch screen. A drop down menu is displayed with the options Percent, DMX, Details (%), Details (DMX). Select the required option.

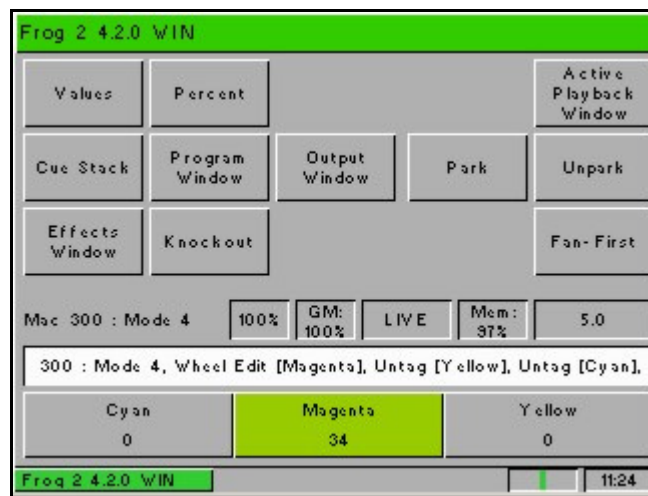
## 13.7 Tagging Parameters

On the Frog 2 desk, fixture parameters must be 'tagged' for them to be recorded when programming cues, palettes, UDF's or UDK's.

The tag status of each fixture parameter is indicated on the touch screen and in the Program Window by it's background colour – grey indicates that the parameter is untagged; green indicates that the parameter is tagged.

If a parameter's value is changed by a command, moving the control wheel or directly in the Program Window, it will be tagged automatically.

It is also possible to tag and untag fixture parameters manually via the touch screen, by pressing on the parameter name.



## 14. Cues

Once you have set up a look that you like you can then record that state into a cue.

If you wish to see the cues as they are recorded then display the **Cue Stack Window** on one of the monitor screens. Press the [Cue Stack] key on the touch screen.

### 14.1 Selecting a Cue Stack

Cues can be programmed into any of the 1000 user programmable cue stacks.

Select Page 1 on the playback master section, using the PAGE+ and PAGE- buttons.

Press the Stack SELECT button above the cue stack you wish to program. The LED in the SELECT button illuminates to indicate that it is the active cue stack.

### 14.2 Recording a Cue

To record the tagged parameters into the next available whole cue number on the selected cue stack, simply enter the following command:

RECORD ENTER

If you wish to record the fixture data to a particular cue rather than the next available cue, then enter the following command:

RECORD N ENTER (N = Cue Number)

If you wish to record the fixture data to a particular cue stack and cue number rather than the next available cue on the selected stack, then enter the following command:

RECORD S/C ENTER (S = Stack Number, C = Cue Number)

After recording a cue, the command line on the touch screen is cleared, the fixtures remain selected but the parameters are untagged.

Subsequent cues can then be set up and recorded using the same method.

As you become more experienced with the desk, you will find the most efficient way of programming your cues.

#### **Note – Record Options Window**

*When you press the RECORD key the Record Options Window is displayed on the touch screen. This window allows you to adjust what data is recorded, as required – see the Programming chapter in the Operating Manual for further details.*



### 14.3 Adjusting Fade and Delay Times

As well as the actual output levels recorded in the cue, each fixture parameter also has its own fade and delay times.

Default fade and delay times for Intensity, Colour, Beamshape and Position parameters are defined in Desk Setup, and can be adjusted if required, prior to programming your cues.

The parameter fade and delay times are displayed in the Fade and Delay views of the Program Window. To see the fade or delay times for the fixture parameters in the Program Window press the [Values] soft button and then select [Fade] or [Delay] from the drop down menu as required.

Fade	Percent	Intensity	Smart Tag	Intensity	Pan	Tilt	Color 1	Color 2	Iris	FrostFX	Prism	Focus	Gobo
2.4		3.0		3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
2.4		3.0		3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
2.4		3.0		3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
2.4		3.0		3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
2.4		3.0		3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
7.3		3.0		3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
7.3		3.0		3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0
7.3		3.0		3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0	3.0

**Program Window – Fade View**

In the Fade view, the current fade times for each fixture parameter are displayed in table form (see example above).

Fade times can be adjusted using the control wheels, in the same way as the output values, or they can be edited directly in the Program Window.

Use the cursor keys to select a field in the table. Press the SET key, enter the fade time using the numeric keypad or external keyboard, then press ENTER.

Delay times are edited in the same way as fade times.

#### **Note – Fade and Delay Times**

*The fade and delay times for all parameters programmed in a cue can also be globally edited from the Cue Stack Window. See the Programming chapter in the Operating Manual for further details.*

## 14.4 Editing Cues

To edit a cue, the simplest method is to load it into the Program Window, by entering the following command:

LOAD S/C ENTER (S = Stack Number, C = Cue Number)

This will load the cue into the Program Window and output the programmed DMX values.

You can then select fixtures and make changes to parameter levels and fade and delay times as necessary, in the same way as when recording the cue (see earlier).

To record the changes to the cue, press the UPDATE key.

## 14.5 Naming Cues

Select the required cue from the Cue Stack Window and press the SET key or enter the following command:

SET S/C ENTER (S = Stack Number, C = Cue Number)

Type in the name using the external keyboard and then press ENTER to complete.

## 14.6 Playing Back Cues

Before playing back the programmed cues in a cue stack, it is important to clear the Program Window by pressing the CLEAR button. This removes any unrecorded commands and sends fixtures to their default values, with the exception of the intensity, which is kept at 0%.

To play back the cues in a cue stack in sequence first select the required page of playbacks using the PAGE+ and PAGE- buttons.

Press the GO button for the selected playback, and raise the master fader to full. These commands can be executed in either order, as sometimes a manual fade up is desirable.

Pressing the GO button will trigger the start of fades on all parameters, but the intensity channels are mixed with the master fader.

To output the next memory in the stack, simply press the GO button again.

To output a specific memory in the cue stack, use the cursor keys to select the next memory in the Cue Stack Window (indicated with the yellow highlight bar), then press the GO button.

Once you have finished playing back cues, it is important to release the cue stack. This returns all of the affected fixtures to their default values, or to the value they were at before the cue stack was executed. Note that this is a snap function.

Select the cue stack, using the Stack SELECT button, then press the RELEASE key.

## 15. Palettes

The Frog 2 provides the user with four sets of 200 palettes. The palettes are stored under the nominal headings of Position, Beam, Colour and Effects.

All palettes may contain any combination of Intensity, Colour, Beamshape, Position and Effects parameters. For example, a colour palette may include intensity and colour, a beamshape palette could include beamshape and position etc.

### 15.1 Palette Windows

Each set of palettes has it's own palette window. To display a palette window on the monitor, hold down the SHIFT key and then press the appropriate attribute key (POSITION, COLOUR, BEAM or EFFECTS).

The palette window contains a soft button for each of the 200 palettes. Each soft button contains the following information:

Palette Number (1 - 200), Status Flag (\* = unprogrammed), a set of content flags indicating which attributes are programmed in the palette (I = Intensity, C = Colour, B = Beamshape, P = Position, E = Effects) and name, if defined.

Example Colour Palette Window:

Colour Palettes										Close
1 C [White]	2 C [Red]	3 C [Orange]	4 C [Yellow]	5 C [Green]	6 C [Blue]	7 C [Violet]	8 C [Cyan]	9 C [Magenta]	10 C [Pink]	
11 C [Blue]	12 C [Blue 100]	13 C [CTC 5500-2900K]	14 C [Cyan]	15 C [Green]	16 C [Green 206]	17 C [Magenta]	18 C [Orange]	19 C [Pink]	20 C [Pink 312]	
21 C [Red]	22 C [Red 308]	23 C [UV]	24 C [Violet]	25 C [White]	26 C [Yellow]	27 *	28 *	29 *	30 *	
31 C My Goldenscan Palette	32 C Red 308	33 *	34 *	35 *	36 *	37 *	38 *	39 *	40 C Colour 40	
41 C My Goldenscan Palette	42 C Red 308	43 *	44 *	45 *	46 *	47 *	48 *	49 *	50 *	
51 *	52 *	53 *	54 *	55 *	56 *	57 *	58 *	59 *	60 *	
61 *	62 *	63 *	64 *	65 *	66 *	67 *	68 *	69 *	70 *	
71 *	72 *	73 *	74 *	75 *	76 *	77 *	78 *	79 *	80 *	
81 *	82 *	83 *	84 *	85 *	86 *	87 *	88 *	89 *	90 *	
91 *	92 *	93 *	94 *	95 *	96 *	97 *	98 *	99 *	100 *	
Available			Not Available				Unprogrammed			

## 15.2 Recording Palettes

Programming a palette is simple and very similar to recording a cue.

Set up the fixture outputs as required, ensuring that the correct parameters are tagged. To record the data as a colour palette, enter the following command:

RECORD COLOUR N ENTER (N = palette number).

If you wish to record attributes other than the default for the palette, these can be selected on the Record Options Window on the touch screen before pressing the ENTER key.

To record the data as a beamshape, position or effects palette, simply replace the COLOUR part of the above command with BEAM, POSITION or EFFECTS.

## 15.3 Naming Palettes

To assign a name to a palette enter either of the following commands:

COLOUR N SET or SET COLOUR N ENTER

Type in the name using the external keyboard and then press the ENTER key to confirm.

## 15.4 Outputting Palettes

To apply or output a palette - select a fixture or group of fixtures and then enter one of the following commands:

COLOUR N ENTER Snaps the outputs to the palette values.

COLOUR N TIME ENTER Fades the outputs in time defined by the Time UDF.

COLOUR N TIME X ENTER Fades the outputs in X seconds.

If any of the selected fixtures are not actually programmed in the applied palette, but there are one or more fixtures of the same type that are programmed, the fixture will use the values programmed for the first fixture of the same type.

If the fixture data in the Program Window is then recorded into a cue, UDF or UDK, the desk will record the palette reference rather than the actual parameter value.

## 16. User Definable Faders (UDF)

The desk provides 100 pages of 10 User Definable Faders, with associated 'flash' buttons.

The user definable faders may be assigned to Groups, Palettes, Cues, fixture parameters or channel data. They can also be assigned to special Time, Override or Virtual Playback Master functions.

### 16.1 UDF / UDK Window

To display the User Defined Faders/Keys Window on the monitor hold down the SHIFT key and press one of the User Definable Fader flash keys.

The User Defined Faders/Keys Window shows information on the current page of User Definable Faders and Keys as shown by the PAGE DISPLAY on the front panel.

Each of the User Definable Faders has a button in the UDF window. Each of these buttons shows the UDF number, the item assigned to the fader and other associated data depending on what is actually assigned to the UDF.

### 16.2 User Definable Faders Setup Window

To display the UDF Setup Window on the touch screen, hold down the SETUP key and then press one of the User Definable Fader flash buttons. This window allows the user to set the various parameters for the individual UDF.

### 16.3 Assigning User Definable Faders

In this quick start guide we will just consider recording channel data to a UDF. For details of the other items that can be assigned to UDF's see the UDF chapter in the Operating Manual.

Recording channel data to a UDF is simple – first set up the fixture outputs as required, ensuring that the correct parameters are tagged and then enter the following command:

RECORD <UDF>      (<UDF> = press the FLASH button for the required UDF).

### 16.4 Outputting User Definable Faders

The data assigned to a UDF can be output either by raising the fader to full, or by pressing the FLASH button associated with the fader.

The action of the FLASH button can be set to either Flash or Latch in the User Definable Faders Setup Window – see UDF section in the Operating Manual for further details.

### 16.5 Clearing User Definable Faders

To clear a UDF (ie remove the data assigned to it), enter the following command:

DEL <UDF>              (<UDF> = press the FLASH button for the required UDF).

## 17. User Definable Keys (UDK)

The desk provides 100 pages of 20 user definable keys.

The user definable keys may be assigned to Groups, Individual Fixtures, Palettes, Cues, or channel data.

### 17.1 UDF /UDK Window

To display the User Defined Faders/Keys Window on the monitor hold down the SHIFT key and press one of the user definable keys.

The User Defined Faders/Keys window shows information on the current page of User Definable Faders and Keys as shown by the PAGE DISPLAY on the front panel.

Each of the User Definable Keys has a button in this window. Each of these buttons shows the UDK number and the item assigned to the key (if the UDK is programmed).

This window is used for information, so that the user can see what is assigned to each UDK on the current page. Selecting a soft button in this window with a mouse is equivalent to pressing the corresponding UDK on the front panel of the desk.

### 17.2 User Definable Keys Setup Window

To display the UDK Setup Window on the touch screen, hold down the SETUP key and then press one of the User Definable Keys. This window allows the user to set the various parameters of the individual UDK – see UDK section of the Operating Manual for further details.

### 17.3 Assigning User Definable Keys

In this quick start guide we will just look at recording channel data to a UDK. For details of all the other items that can be assigned to UDK's see the UDK chapter in the Operating Manual.

Set up the fixture outputs as required, ensuring that the correct parameters are tagged. To record the data to a User Defined Key, enter the following command:

RECORD <UDK>      (<UDK> = press the required UDK on the front panel).

### 17.4 Outputting User Definable Keys

The data assigned to a UDK is output by pressing the UDK on the front panel or by clicking on the soft button in the User Defined Faders/Keys Window on the monitor.

The action of the UDK can be set to either Flash or Latch in the User Definable Keys Setup Window. See the UDK section of the Operating Manual for further details.

### 17.5 Clearing User Definable Keys

To clear a UDK (ie remove the data assigned to it), enter the following command:

DEL <UDK>              (<UDK> = press the required UDK on the front panel).

## 18. Groups

The Frog 2 provides 200 user definable Groups. Groups are most commonly used when selecting fixtures and programming data to be recorded in cues, palettes etc. Groups can also be assigned to User Definable Faders (UDF) and User Definable Keys (UDK).

### 18.1 Group Window

To display the Group Window on the monitor, hold down the SHIFT key and then press the GROUP key. The Group Window contains a soft button for each of the 200 groups. Each soft button contains: Group Number (1-200), and name (if defined).

### 18.2 Master Groups

As part of the setup process, when fixtures are added to the schedule, the desk automatically generates a Master Group for each different fixture type contained in the schedule. It also creates an additional Master Group containing all the fixtures in the schedule – The ALL FIXTURES group.

The Master Groups are displayed in a toolbar on the touch screen whenever you select the GROUP key. Master Groups are not referenced by Group Number and do not appear in the Group Window.

### 18.3 Automatic Groups

In Setup, there is an option to generate a set of automatic groups based on the fixture types in the schedule. The desk generates a group for each of the Master Groups, plus 'odd' and 'even' groups for each different fixture type in the schedule.

To create the automatic groups, first enter SETUP, press the [Auto Menus] soft key on the touch screen, select the [Create Auto Groups] option, then exit Setup.

Automatic Groups are referenced by Group Number and appear in the Group Window.

### 18.4 User Defined Groups

You can create your own groups of fixtures, eg Floor MAC 500's, FOH MAC 500's etc.

User defined groups can be all of the same fixture type or any combination of fixture types.

Simply select the fixtures that you wish to be in the group and then enter the command:

RECORD GROUP N ENTER           (N = Group Number).

User defined groups are referenced by Group Number and appear in the Group Window.



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