MEGA Console

User's Manual

The MEGA CONSOLE is unique for being the first console to offer three control platforms together: Lumen8, Enlighten, and Disco. These software solutions cater to a wide range of users, from beginners seeking a simplified introduction to the control platform, to advanced users requiring production and theatrical control capabilities. Each software includes features such as a simple fixture profile builder, ArtNet-enabled multi-universe output, direct fader channel programming, and a user-friendly built-in 3D visualizer.

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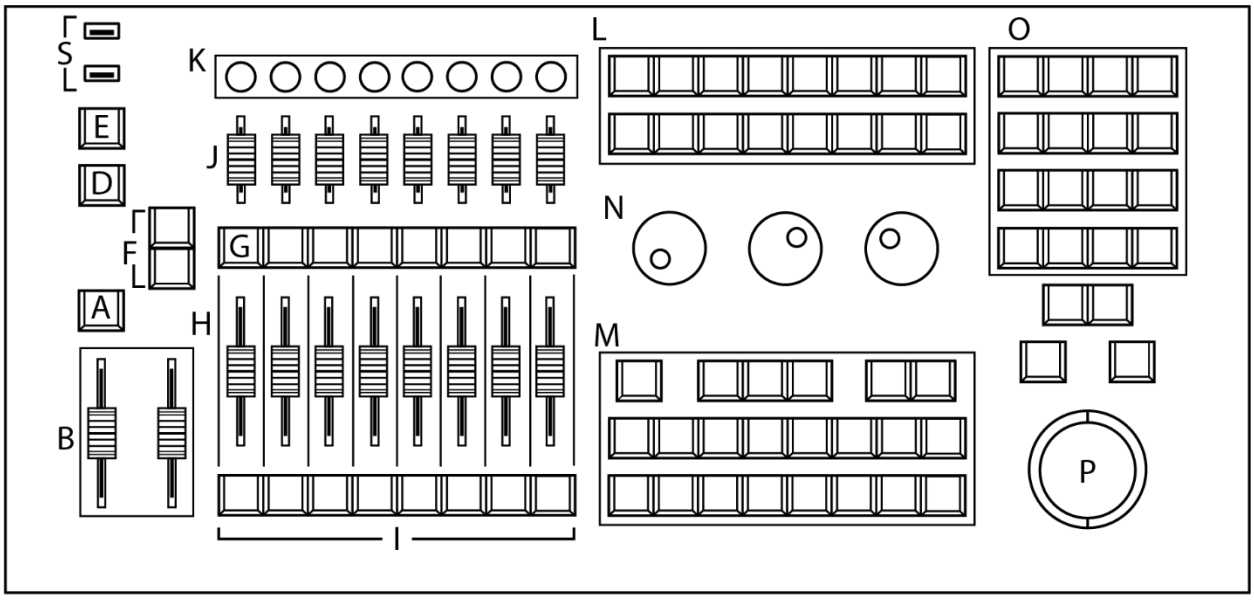
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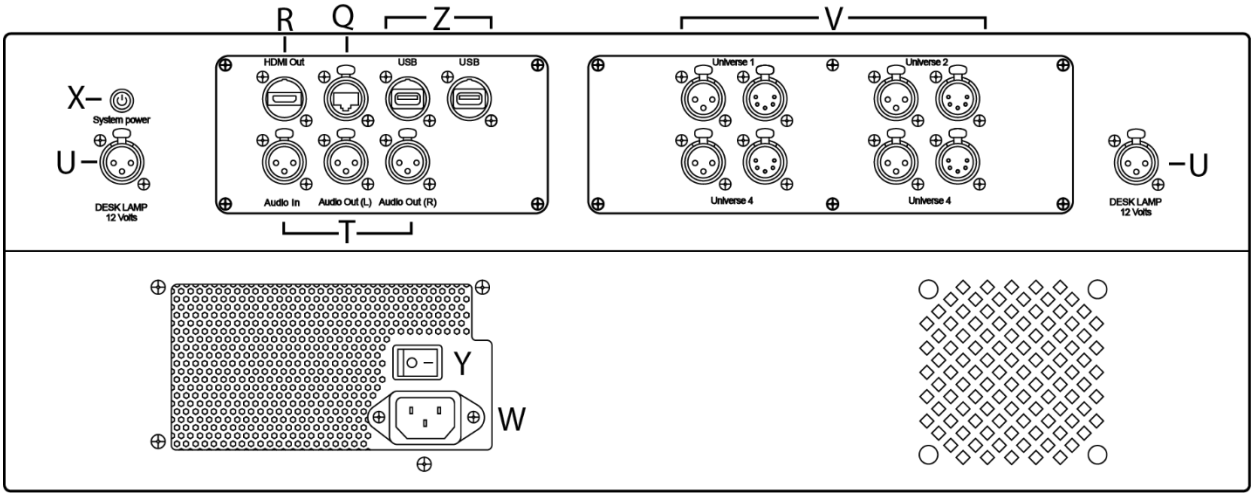
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Audio Out (R)
Universe 4
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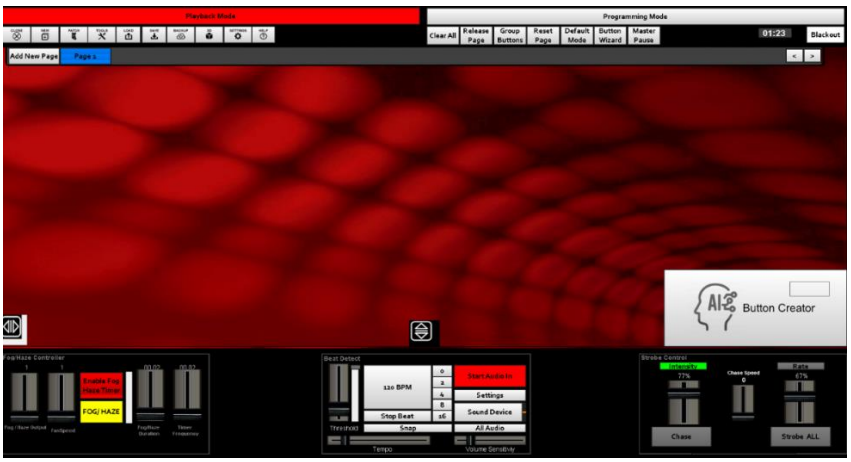
The Console From A-Z

A.	Blackout Button	Brings all dimmers to 0 with no delay time.
B.	Master Fader	All intensity channels from 0-100 based on fader position.
C.	Global Rate Master	Controls the speed of all running effects.
D.	Master Go	Advances scenes on all faders.
E.	Tap Tempo	Sets tempo for chases by tapping the button 4 times.
F.	Page Button	Go next and previous playback pages.
G.	Playback Go	Go command for playback master.
H.	Playback Masters	Intensity master (default) for playback groups
I.	Playback Bump Buttons	Bump intensity of playback to 100%
J.	Scene Masters	Single scene masters (intensity is default)
K.	Trait Encoders	Programming and Playback functions
L.	Palate Buttons	Palate selection buttons
M.	Programming Controls	Programming/ playback buttons
N.	Main Encoders	Default functions are Intensity, Pan, and Tilt.
O.	Preset/ Scenes Triggers	Playback scenes or assigned effects.
P.	Trackball	
Q.	Ethernet Port	Artnet/ sACN output
R.	HDMI Output	Additional Monitor/ Video Output [Enlighten Only]
S.	Front USB 2.0	Show back ups and wireless USB accessories
T.	Audio in/ out	Audio signal in and out
U.	Desk Lamp 12v	Standard 3 Pin Console lamp (sold separately)
V.	DMX Outputs	
W.	Power Cable Input	
X.	Power Button	Single depress of this button will power the console.
Y.	Main Power Switch	Supplies main power to the console.
Z.	Rear USB 2.0	USB Accessories.

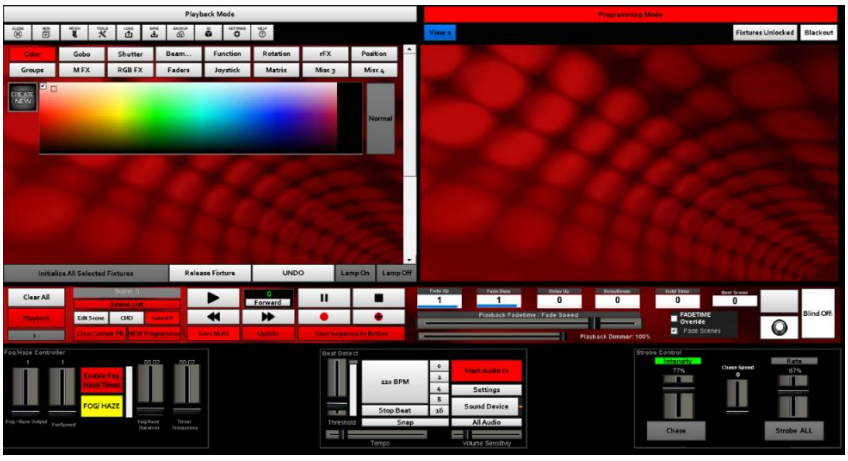
DISCO Nightclub and Lounge Controller

For users that may be new to DMX or experienced designers who need powerful, intuitive programming and playback controls in a simple, easy to learn package.

Playback Screen



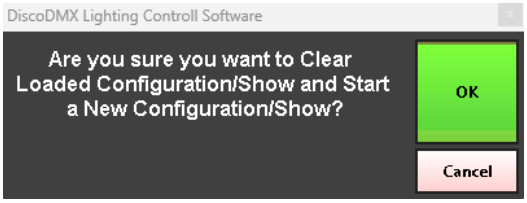
Programming Screen



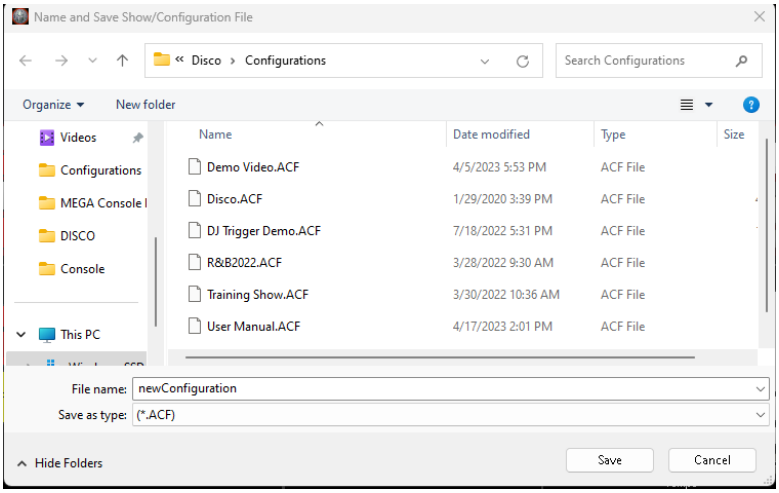
Starting a new Showfile

1. Click NEW from the toolbar.

2. Click OK from the pop-up box. Only do this if you wish to start a new showfile.



3. Name your showfile and click SAVE.

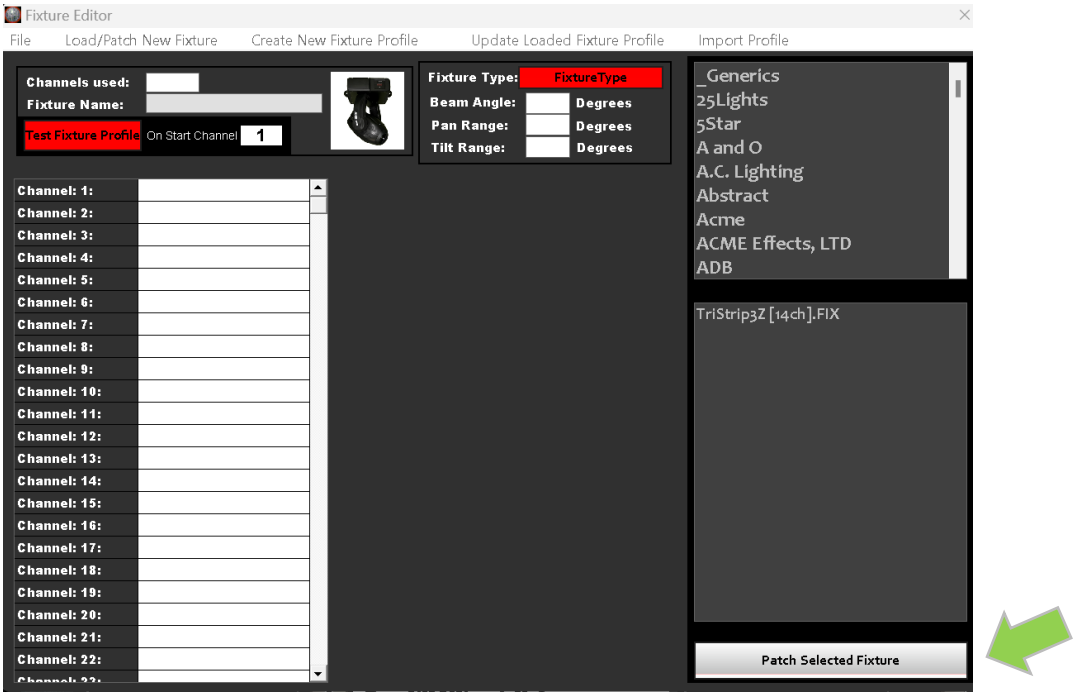


- *Showfile names cannot contain slash marks.*
- *Showfile saves sequence and preset data to local machine only. To transfer to other machine, please use BACK Up (see backup section for details on how to create a show file backup)*

Adding lights to your show

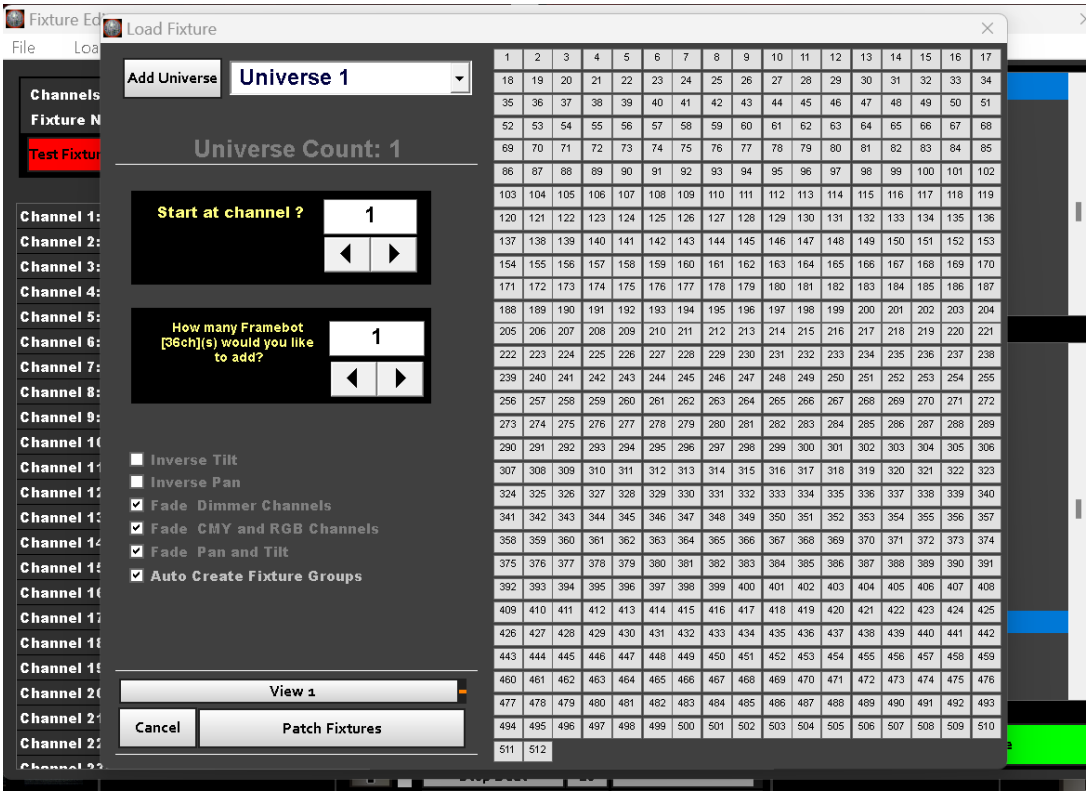
1. Click PATCH from the toolbar.

2. From the drop-down menu select Load/ Patch New Fixture



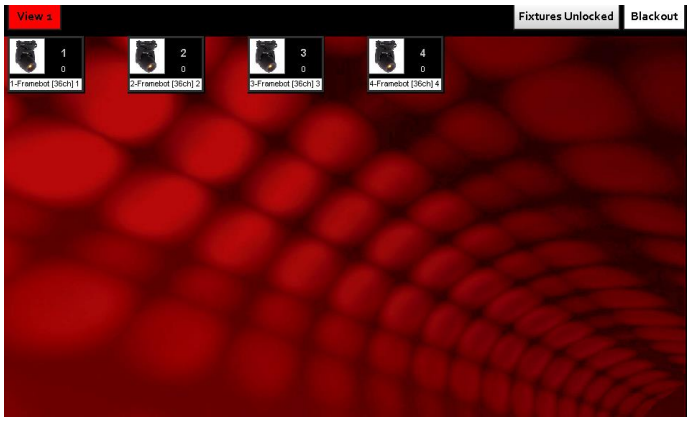
3. The box that appears is called the Fixture editor.
4. From the Fixture Editor, select your desired fixture(s). The top right column will show you a list of manufacturers, the bottom will be the available fixtures from your chosen manufacturer.
5. Once you have the fixture and desired mode selected, click Patch Selected Fixture from the Load Fixture screen, select how many of each fixture you wish to patch and type that into the box asking

how many of each fixture you would like to add.



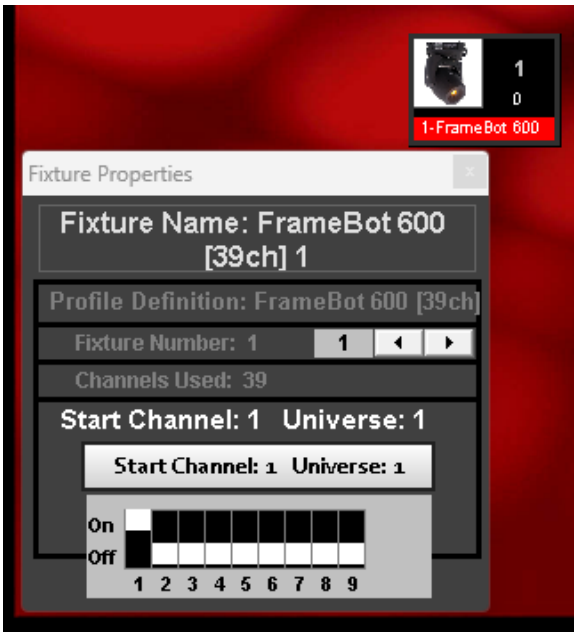
When patching in Disco, the software will automatically select the first available address. However, if you prefer to patch a specific address, you can easily achieve this by selecting any of the open addresses indicated in grey from the column on the right. Simply click on the desired address to patch to it.

There are now 4 Framebot 600's in Fixture view.



To move fixtures in the layout view, follow these steps:

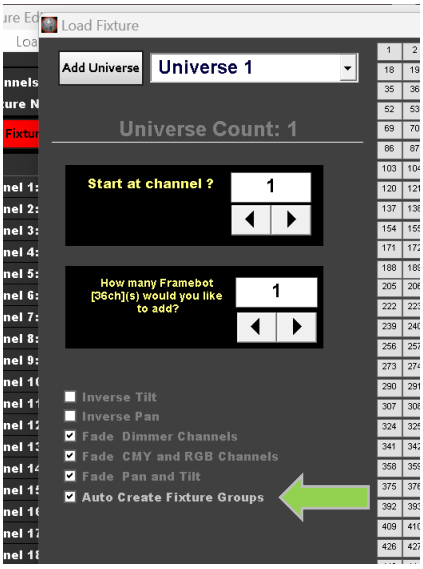
1. Select the fixture(s) you want to move. A yellow box will appear around the fixture icon.
2. Move the selected fixture(s) to the desired position in the layout view.



To retrieve vital details about a fixture, such as the start address, mode, and fixture number, double-click on the corresponding fixture icon. If you wish to rename the fixture, double-click on the name box associated with the fixture.

Fixture Groups

1. Disco will create fixture groups if you have the AUTO Create Fixture groups selected.



All fixtures, Even, and Odd are created for each fixture type patched.

To create custom groups in DISCO, follow these steps:

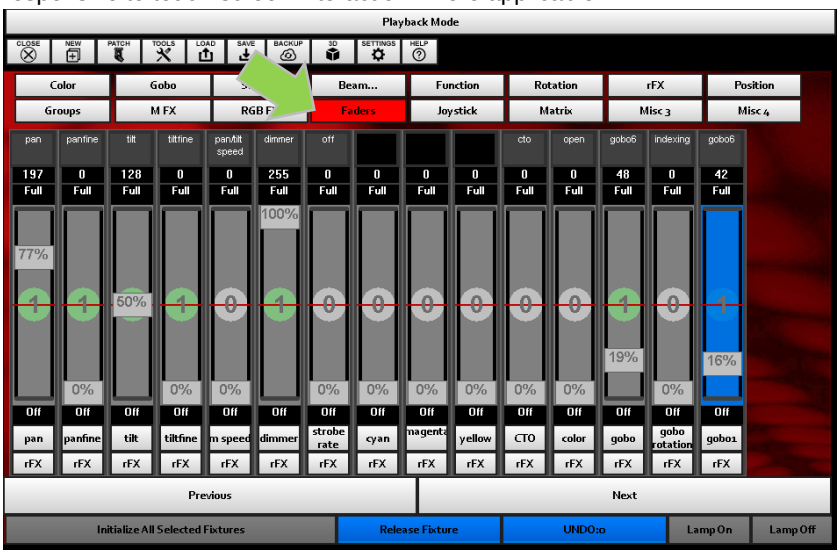
1. Select the fixtures that you want to include in your group.
2. Navigate to the Groups tab.
3. Choose the option "CREATE NEW" to start the group creation process.

To locate and highlight your fixtures, select your lights, and click on Initialize All Selected Fixtures. Initialize is DISCO's highlight function. This command opens the shutter, brings the dimmer channel to full. Pan and Tilt channels are brought to 50%. If lights mix color, it will bring all color channels to full.

Attribute Manipulation

DISCO provides users with direct attribute controls known as FADERS, which can be used to create presets and program scenes.

1. Select the lights you want to manipulate.
2. Initialize all selected fixtures.
3. Faders from the Palate Buttons in Programming Mode.
4. To create your desired look or preset, you can now use the attribute faders. If a fixture has more than 15 attributes, you can click on "Next" to access additional channels. The faders can be manipulated by left clicking with your mouse or console trackball and moving them up and down. Additionally, they are responsive to touch-screen interaction where applicable.

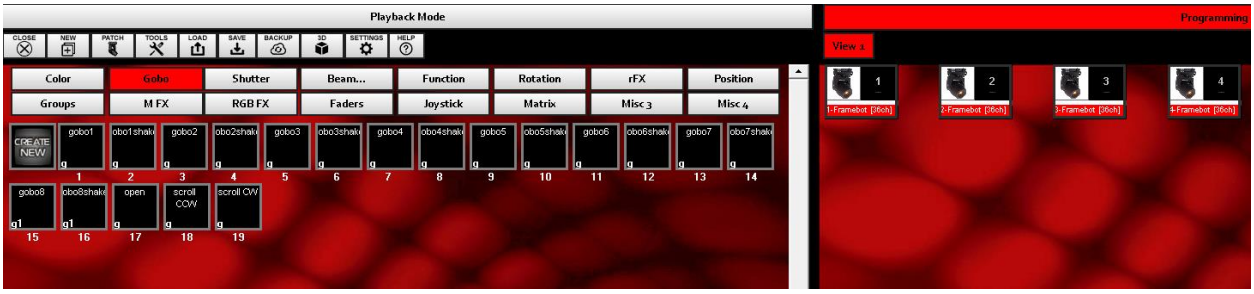


On the MEGA console, you can easily manipulate the attribute you wish to modify by following these steps:

1. Touch the attribute you want to affect, and the fader associated with it will turn blue.
2. Use Encoder number one to navigate the attribute fader and make the adjustments according to your preferences.

Palettes & Presets

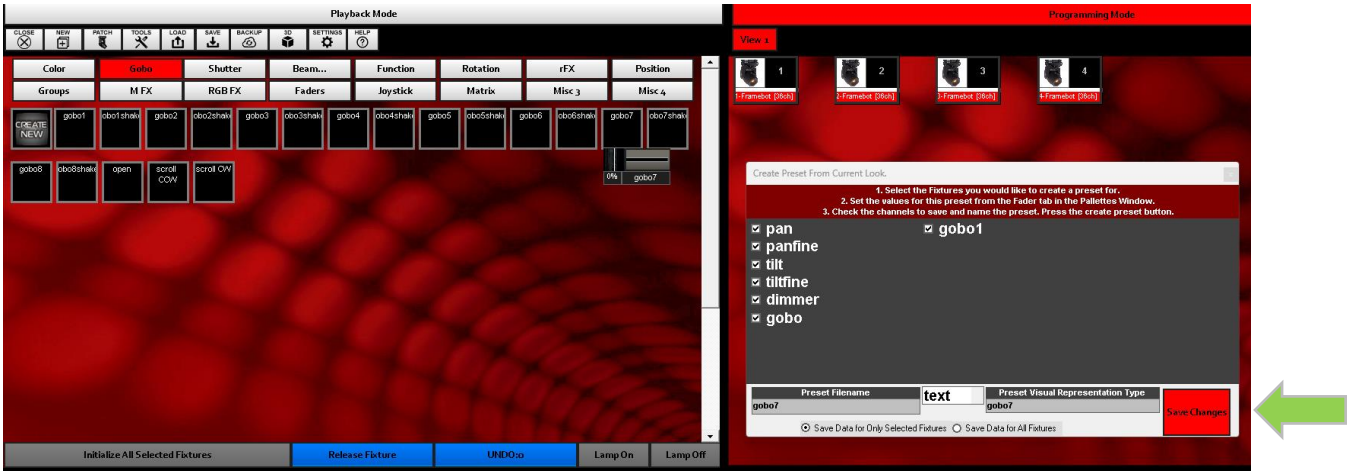
Palettes, also known as presets, serve as the fundamental elements of programming in DISCO. They can be created for attributes such as Intensity, Color, Gobos, focus, and effects.



DISCO includes pre-made presets for GOBO, COLOR, and Position attributes for most fixtures. It is suggested to customize these presets to align with your show or design style for an enhanced programming experience. To further optimize your programming experience, you can build your own presets. The following instructions will guide you through the process of editing and creating custom palates.

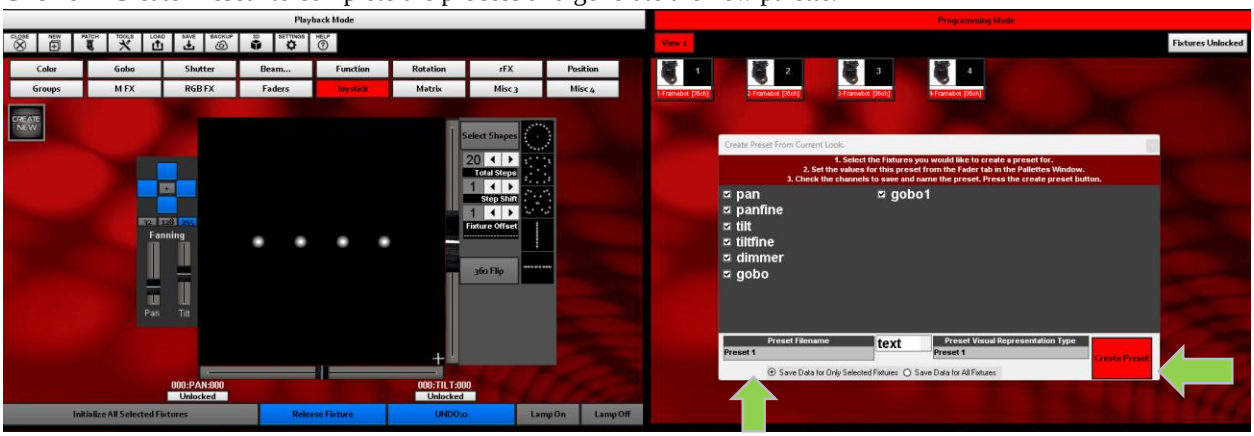
To edit a palette in DISCO, follow these steps:

1. Select the fixtures for which you want to edit the palettes.
2. Make the desired attribute changes.
3. Right-click on the palette icon.
4. From the drop-down menu, choose "UPDATE/Save Preset using Current look."
5. On the "Create Preset from new look" screen, you can now select the attributes you wish to edit.
6. In edit mode, the filename will display the preset you are currently editing.
7. Once you have confirmed the attributes, click "Save Changes" to finalize the edits.



<u>To create a new palette, follow these steps:</u>

1. Choose the fixtures for which you want to create the preset.
2. Select the attributes you want to include in your palette.
3. Click on "Create New."
4. Check the attributes you want to appear in your palette, which can include multiple attributes like Position, Shutter, Dimmer, and Focus.
5. Name your preset.
6. Select to save data for only selected fixtures.
7. Click on "Create Preset" to complete the process and generate the new palette.



Programmer

Programming scenes or looks in DISCO is a straightforward and efficient process. Let us familiarize ourselves with the programming options screen.

Here is a breakdown of the functions of the program options screen.

- Clear All: Clears all playbacks and programming.

- Playback: Displays a list of active playbacks.

- New Sequence: Represents the name of the active playback.

- Scene List: Shows a list of scenes in the sequence.

- Edit Scene: Allows for editing the current scene.

- CMD: Not Used (a placeholder or unused command).

- Auto Go: Starts the playback of a scene once selected.

- Clear Current PB: Clears the currently active playback.

- New Programmer: Enables creating a new programmer even if other playbacks are running.

- Save Multi: Saves multiple programmers and playbacks into one MULTI Button.

- Scene/Chase Controls: Allows for controlling the advancement, decrease, pause, or stop of a chase or multiple-step scene.

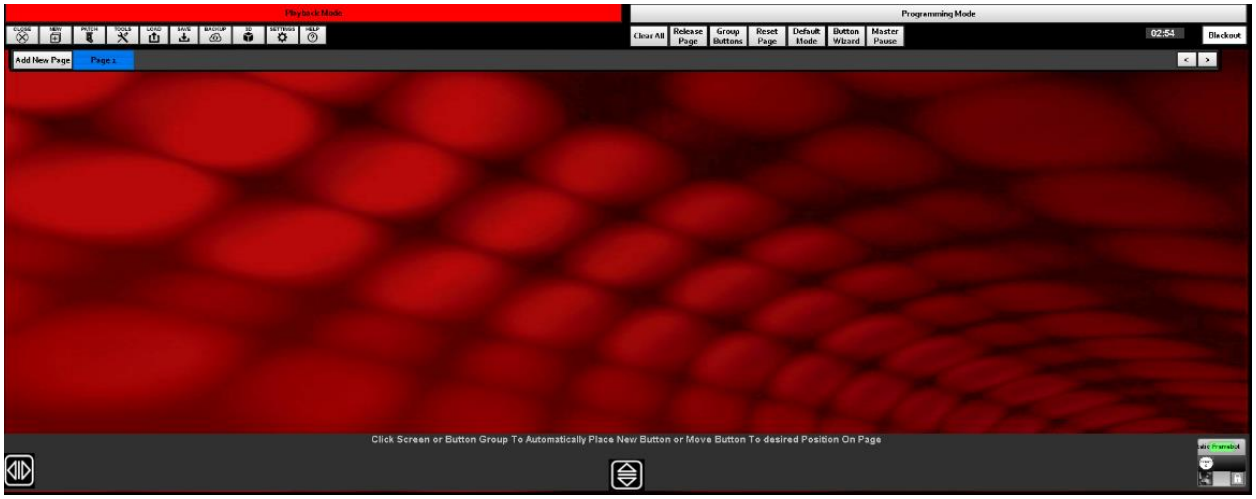
- Record Button: Records changes made.

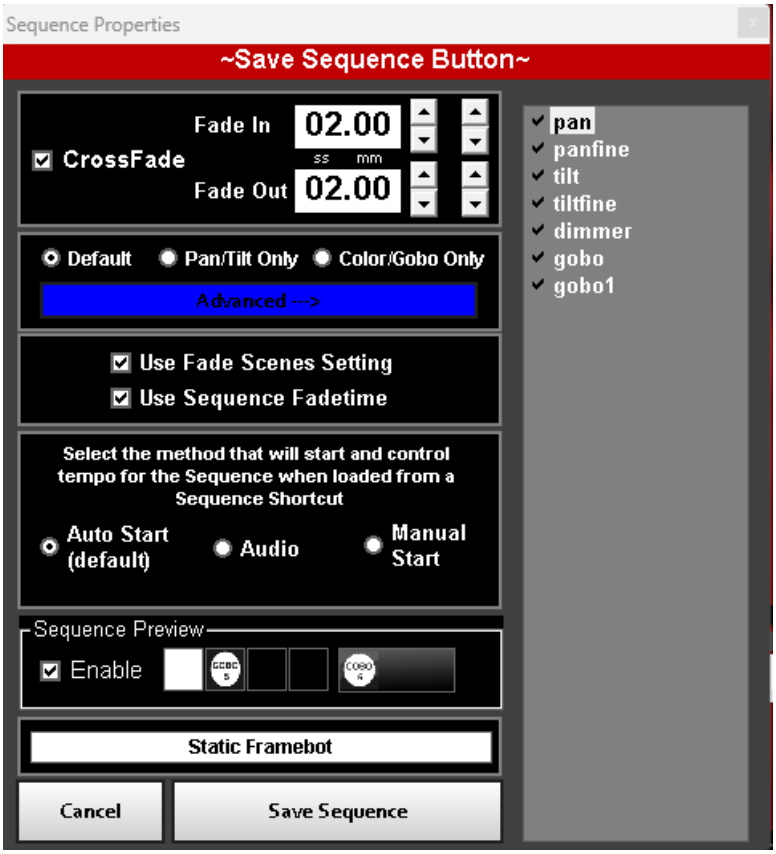
- Record+: Records changes as a step.

Programming a static scene

Having created our presets and familiarized ourselves with the recording section of DISCO, let us proceed to create a static (non-moving) scene.

1. Select the lights or group of lights you want to program in your scene.
2. Use presets or faders to set your look.
3. Click Record
4. Click Save Changes as Button
5. Make selections from your advanced tab, including fade times and sequence previews.
6. Name scene.
7. Click Save Sequence.
8. New button will appear in the bottom right corner of the playback window. (See image below)
9. Click and drag to any location within the RED plyaback area





- Crossfade Times indicate how long the scene will take to fade in and out.

- Advanced button will allow you to record only selected attributes, such as dimmer only, Pan/ Tilt only etc.

- Start Control and audio control allow you to decide if the scene will start automatically when selected, and if it will follow an audio trigger, or if speed will be selected manually.

- Sequence Preview shows attributes included in the scene, such as intensity, gobo, colors and if the scene is moving or not.

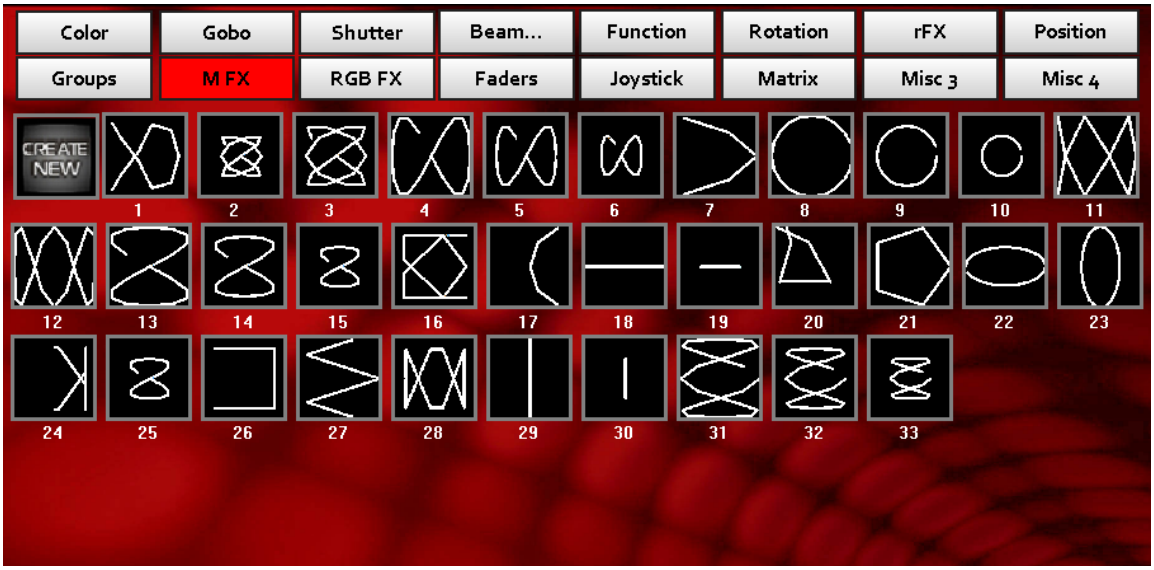
Programming a Moving Scene using (MFX)

DISCO provides various methods for creating moving scenes. In this discussion, we will cover the simplest approach. For more intricate adjustments and fine-tuning of moving scenes, please refer to the module on Joystick control.

The provided text selection describes the steps to set up and save a sequence of lighting effects in a playback window. Here are the steps:

1. Select your fixtures.
2. Initialize your fixtures.
3. Set desired attributes (i.e., Color, gobo, shutter, etc.).
4. Click MFX from the palate section.
5. Select from the premade moving scenes.

6. Click Select changes as a button.
7. Make selections from your advanced tab, including fade times and sequence previews.
8. Name the scene.
9. Click Save Sequence.
10. A new button will appear in the bottom right corner of the playback window.
11. Click and drag the new button to any location within the RED playback area.

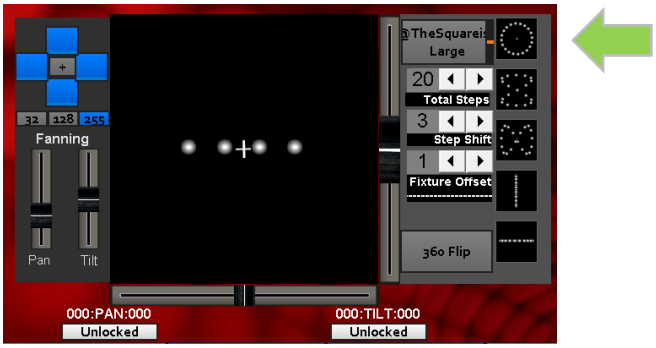


Joystick Control of Moving Lights

Utilize the joystick controls to position moving lights swiftly and effortlessly. Additionally, take advantage of the joystick controls to achieve more precise control over your moving light scenes.

The provided text selection describes the steps to control and manipulate fixtures using a joystick and other features. Here are the steps:

1. Select and initialize your fixtures.
2. Click Joystick in the palate window.
3. The Pan and Tilt encoders are now used to control those attributes.
4. You can move them as a group, or individually.
5. Fanning your fixtures is as simple as dragging the desired fanning fader up or down to the desired fixture's location.
6. You can use the joystick to create position presets or as part of a scene.
7. You can also select from some standard moving effect forms from the shape box in the upper right corner of the screen.



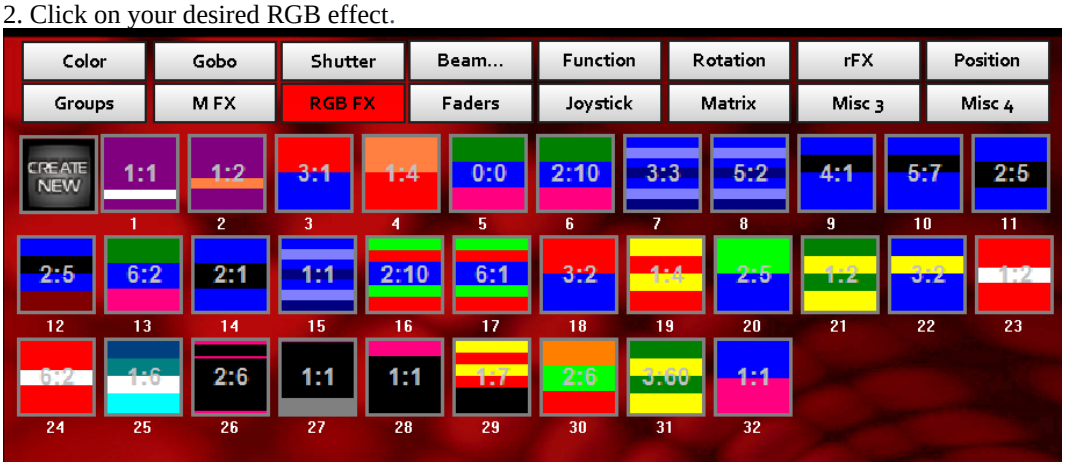
When using moving effects and joystick is selected, you can scale the size of your moving scenes with main encoder number one. In this mode the PAN encoder is used to adjust the pan of your fixtures, while the TILT encoder is used to adjust the tilt of your fixtures. This is useful to choose the starting point of your moving scenes. Example, Scale encoder one until the lights are no longer moving. Use the pan and tilt encoders to select where on the stage you would like your lights to begin. Once you are happy with this location, scale (encoder one) until your lights are moving in the area you desire.

RGB Effects

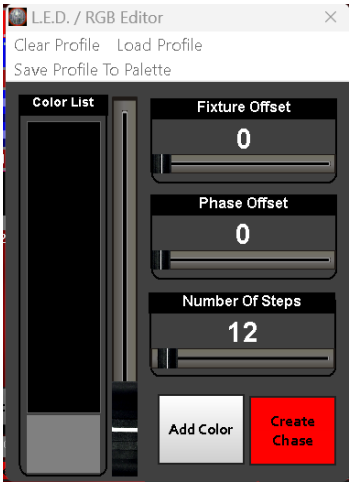
RGB Effects are pre-made color effects that can be applied, modified, and recorded onto color mix fixtures.

The provided text selection outlines the steps to select, create, and play back an RGB effect. Here are the steps:

1. Select and initialize your fixtures.
2. Click on your desired RGB effect.



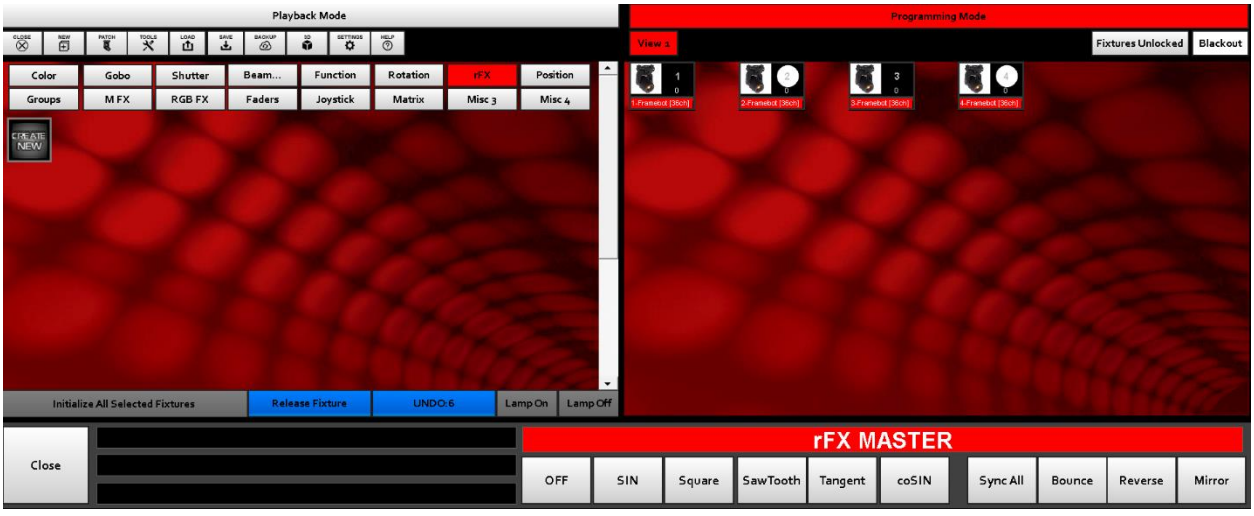
To create your own RGB Effect
1. Click "Create New."
2. Click on the color list to choose your colors.
3. Adjust your fixture offset and Phase offset.
4. Click "Create Chase."
5. Follow the above steps to play back your created RGB Effect.



Clicking on the RGBFX tab in the palette window will reveal more pages of effects, both premade and user recorded.

Real Time Effects (rFX)

Real-time effects can be applied spontaneously as an overlay on a static scene and released at any desired moment. They function as form-based masks that can be applied to any attribute of a fixture. These effects are versatile and can be used for pre-programmed chases and movements. Alternatively, they can be recorded as presets for seamless integration and release during live performances



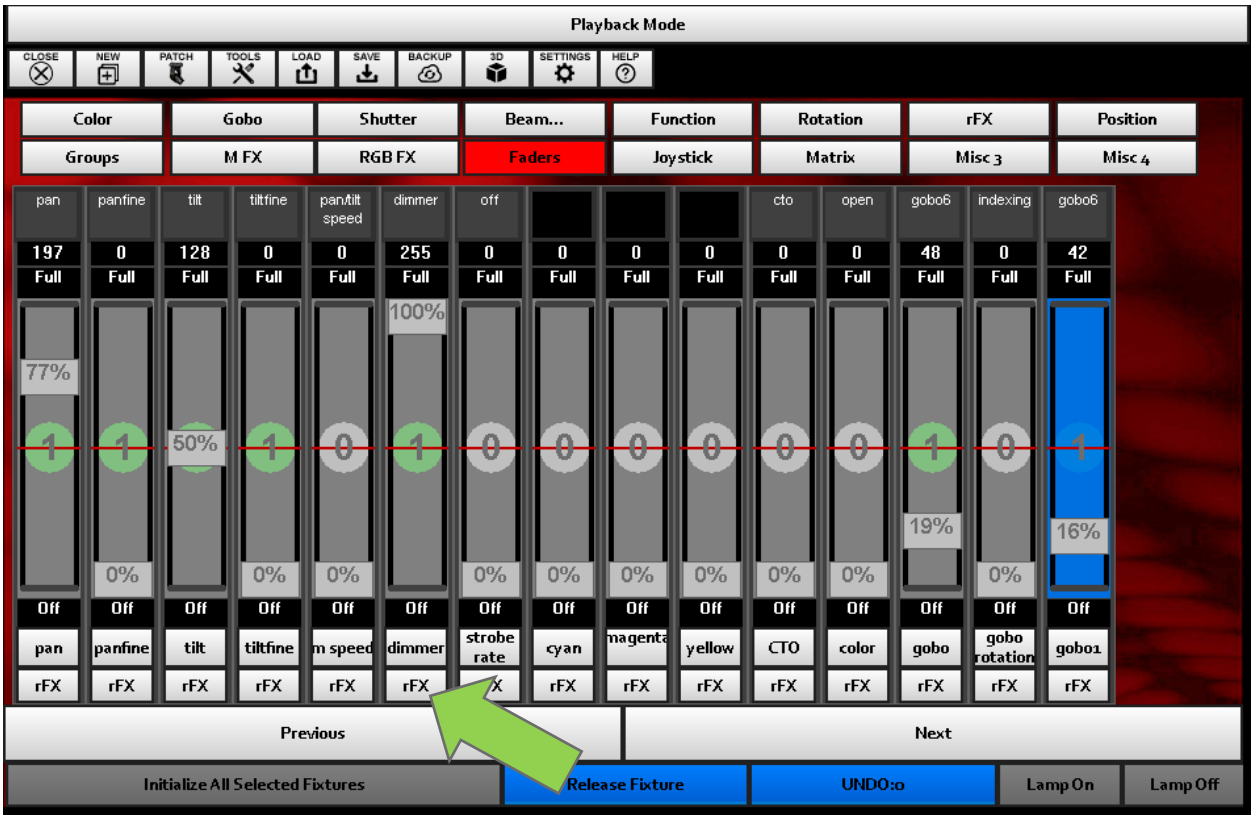
Using the RFX engine, you can apply a wave form to any desired attribute accessible from the fader menu. The wave forms can be customized by adjusting the offset, size, and speed to create your desired visual effect. These adjustments can be made using the silver Trait Encoders

TRAIT ENCODER control of rFX

1. Speed
2. Offset
3. Size

Wave Form Effects

SIN	A continuous smooth wave.
Square	Amplitude alternates steadily between fixed minimum and maximum values, with the same duration at minimum and maximum. In an ideal square wave, the transitions between minimum and maximum values are instant.
Saw Tooth	A waveform that rises in a straight line from a minimum value to a maximum value (or vice versa), then snaps back to the starting value.
Tangent	The tangent curve is not continuous. It breaks at 0, 90˚ and 270˚.
coSIN	Cosine wave is the same as the sine wave but shifted 2 units to the right.



To apply a real time effect:

1. Select your desired fixture(s)
2. Select the Fader view from the palate section.
3. Choose the attribute you would like to affect.
4. Select rFX from the palate section.
5. Choose your effect form and direction.
6. Use trait encoders to adjust speed, offset and size.
7. You can save as a preset palate as described in the making presets section above.
8. You can save rFX as a scene as described above.
9. To release an rFX simply click OFF on the rFX page in the palate menu.

rFX can be recorded as a preset for quicker application of desired effect in live show. rFX can also be recorded in the same way a scene can. Follow the previously described steps to create an rFX scene or preset.

Chases

Recording and playing back step scenes or chases in DISCO is a straightforward and intuitive process.

1. Select your desired fixtures.

2. Set your look for step 1 and press the Record Plus button. Repeat until you have written all the steps you wish to be included in your scene.

3. Click save changes as button

4. Save scene as previously described. It is possible in the advanced tab to just record selected attributes in your recorded chase.

Playing Back a chase:

1. Click on your chosen chase scene from the playback page. If you have selected AUTO GO, the scene will begin running immediately upon being enabled.

Group Buttons

In DISCO, scenes and chases can be organized into group buttons. These group buttons function as a cue list, and the go button allows you to progress to the next look or scene in the sequence.

Create a new Group Button

1. Click Create Button

2. The first group button will auto draw. The next time you select this button, DISCO will ask if you want to auto draw or draw your own.

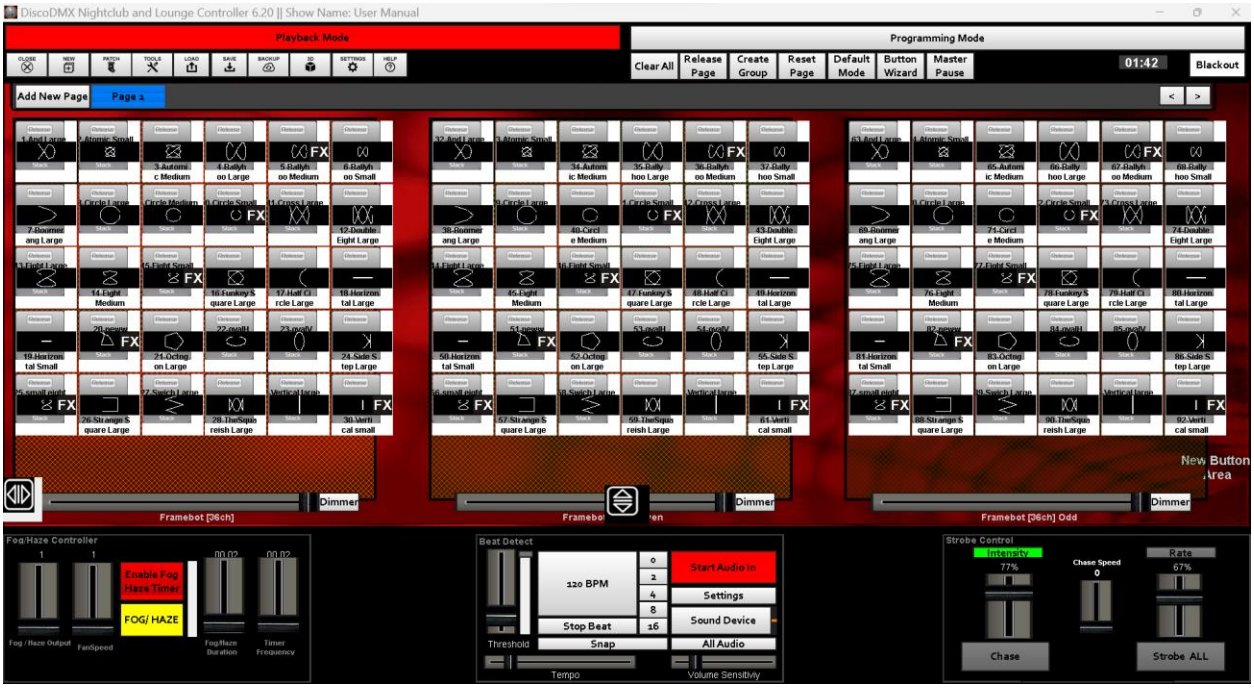
3. Drag your scene(s) into the new button group.

4. Line up your scenes consecutively within the button group. Notice the colored halo around the new scene, showing that the scenes are now linked together within the group. By selecting the "GO" button, you can advance to the next scene in the sequence.
5. You can right click inside the group button to show options for Naming, or color coding your button groups.
6. Clicking on the small rectangle box at the bottom right of the group changes the control attributes of the fader. The options are DIMMER, SPEED and SIZE.
7.

AI Button Creator

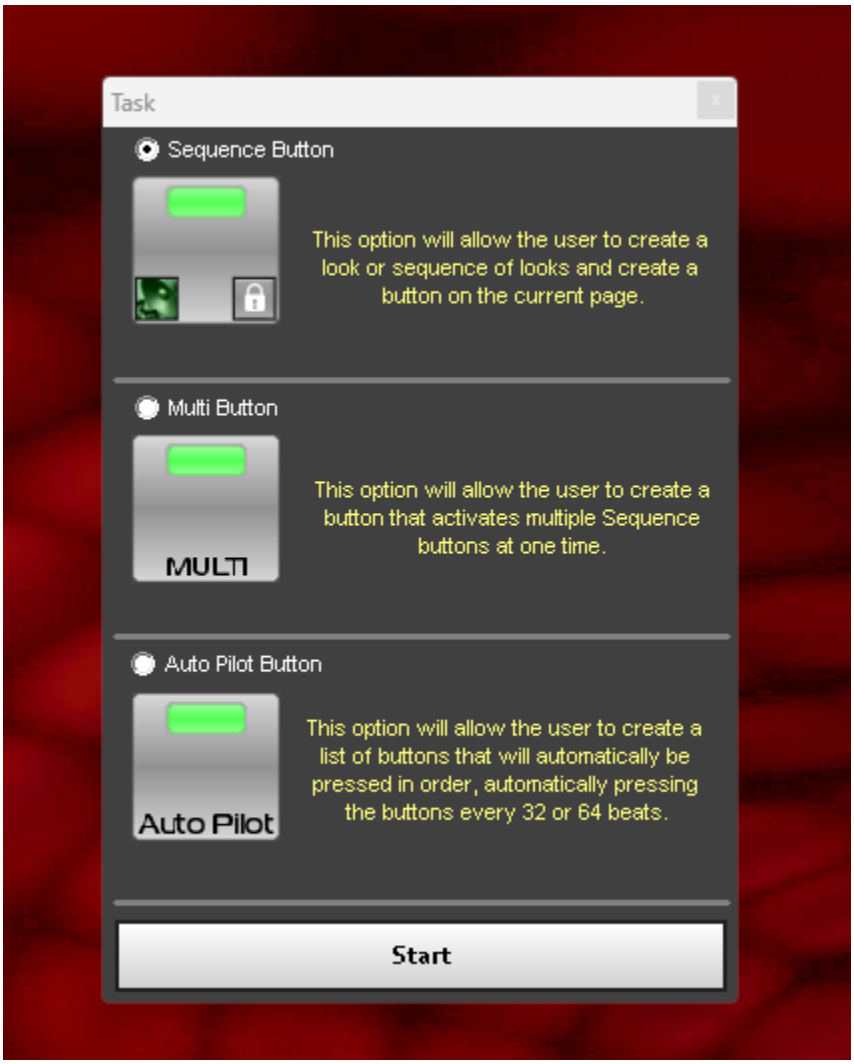
The AI Button Creator eases the automatic creation of scenes using preset and group data. This tool enables the swift generation of an entire page of scenes for seamless playback.

1. Create a new page on the playback screen.
2. Simply click on the AI Creator on the bottom right page of the screen.
3. Button groups will appear and be full of scenes when the AI sequence is complete.



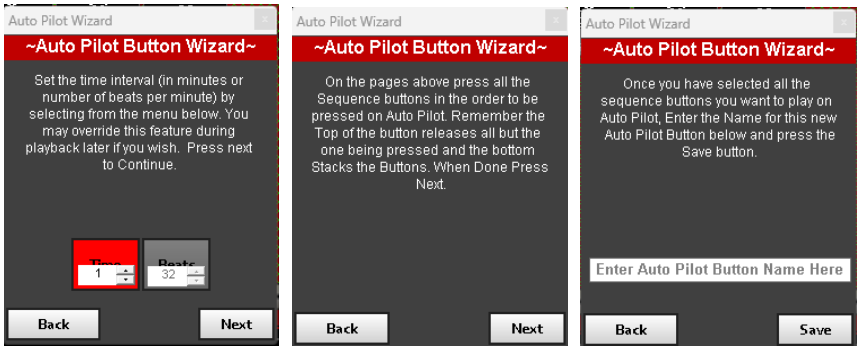
Scenes created by the AI button programmer are displayed within group buttons, allowing for flexible resizing. Multiple buttons from separate groups can be combined to create a multi button, enabling the simultaneous triggering of multiple scenes. For more information on creating a multi button, refer to the Button Wizard Section.

Button Wizard

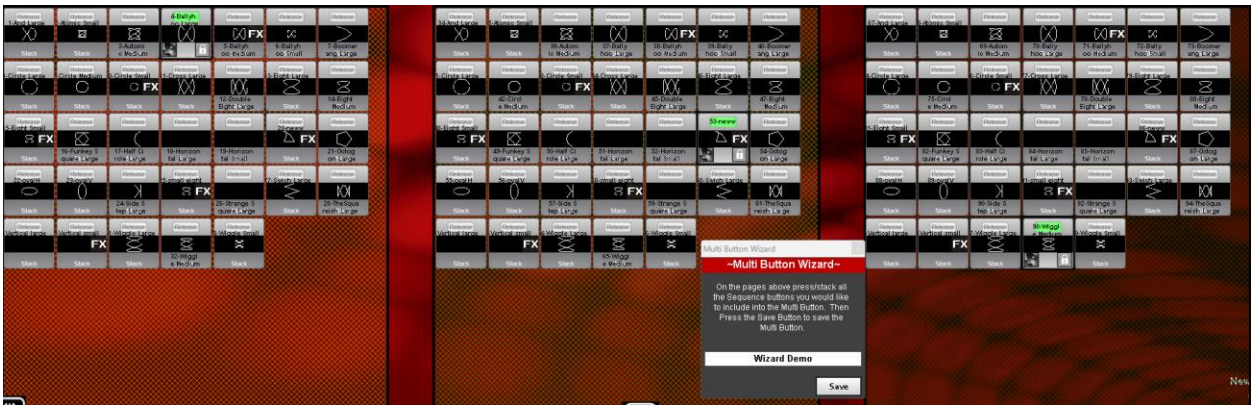


Using the button wizard, you can create a scene, chase, or trigger multiple scenes simultaneously.

1. Sequence Button walks you through the steps to create a scene from scratch.
2. Auto Pilot Button walks you through step by step to create a list of playbacks that can be played back at selected intervals (like a chase)



3. Multi Button walks you through creating a single button that will trigger multiple scenes at once.



Anatomy of a Scene button

Let us look at your scene buttons.

Green light shows this scene is active.

Playback Preview Effects, Color, Intensity shown here if selected when programming.

Lock- Click here if you want your scene or playback to run even if clear command is given

Speaker icon shows the scene will respond to tempo settings and beat detect (explained below)

Playback Scenes

Now that all the programming is completed, it is time to play back some scenes!

Playback Modes- These are found in the toolbar. ***You can cycle through the modes by simply clicking on the mode button in the toolbar.***

Clicking on a scene button will release any other scenes that are not locked.

Clicking on a scene button will release any other scenes that are not locked.

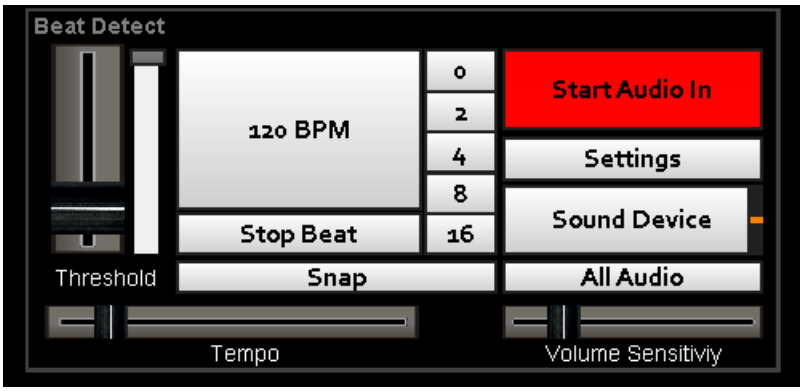
Clicking on a button will allow you to run multiple scenes at once, by clicking on the bottom of the button.

In Stack mode you can control which scene you playback and release. The top pane of the button is your release command, while the bottom is the activate or Stack command.

You can cycle through the modes by simply clicking on the mode button in the toolbar.

1. Playing back a scene.

    a. Click on the scene to activate it.
    b. Clicking the top of the button releases it.
    c. If you click on the speaker, you can control the speed of moving scenes and effects chases.
        i. MEGA console allows you can control speed of chases using the Global Fade Time Master

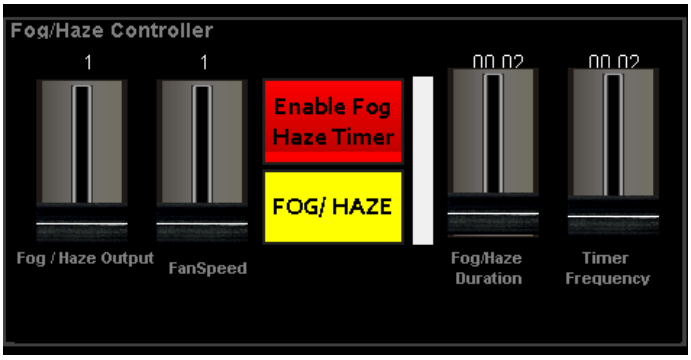


Inputting audio in the console of PC allows DISCO to detect the speed of music playback and playback lighting scenes in time with the music. You can adjust the settings in the settings tab.

If you do not input audio into console or PC, you can adjust the speed of your chases, by simply tapping on the center box until your desired tempo is reached.

<u>You must have the speaker icon selected in your playback if you wish it to respond to beat detect or audio in.</u>

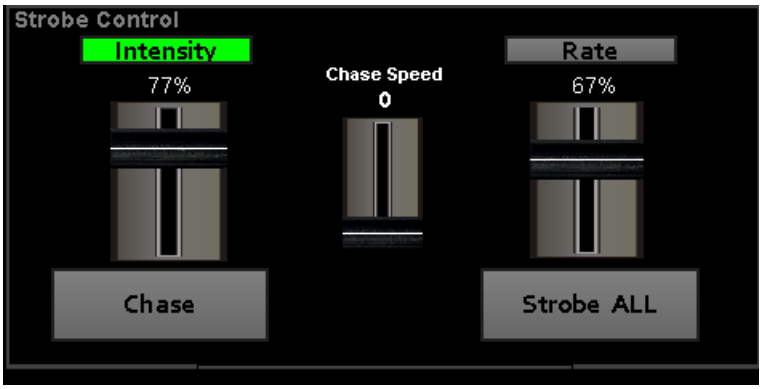
2. Haze and Strobe Controls



If you have patched a hazer or fog machine in DISCO, these controls are already set up for them.

A. You can activate when you desire using the yellow FOG/ HAZE button.
B. You can choose to have FOG or HAZE come on periodically throughout your performance by using the Fog /Haze Timer. Simply select your desired output, Duration and Frequency and Enable Fog/ Haze Timer. When enabled the button will appear green.

3. Strobe Controls



A. Clicking on Chase will affect the DIMMER channel of all fixtures where that attribute applies. Selecting the CHASE SPEED fader in the center adjusts the speed of the chase.
B. Click on STROBE ALL to strobe all lights with a strobe rate channel. The fader above adjusts the rate of the strobe.

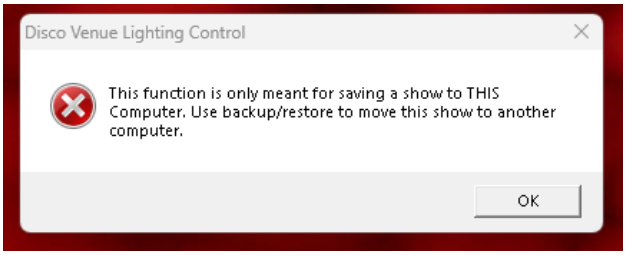
Saving and backing up your show

In DISCO, it is recommended to perform both saving and backing up as separate operations. It is recommended to save your work to the local machine and create backups on an external drive for added precautionary measures.

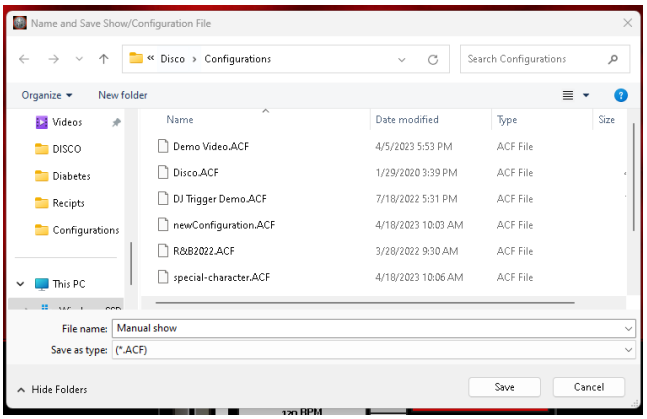
1. Saving a show

A. Click on Save in the toolbar.

B. Click OK, this means you are saving this show ONLY to the local hard drive on the console or PC



C. Be sure you are saving it to the DISCO configurations folder.



D. Click Save

E. This operation saves the local hard drive on the PC that DISCO is installed on.

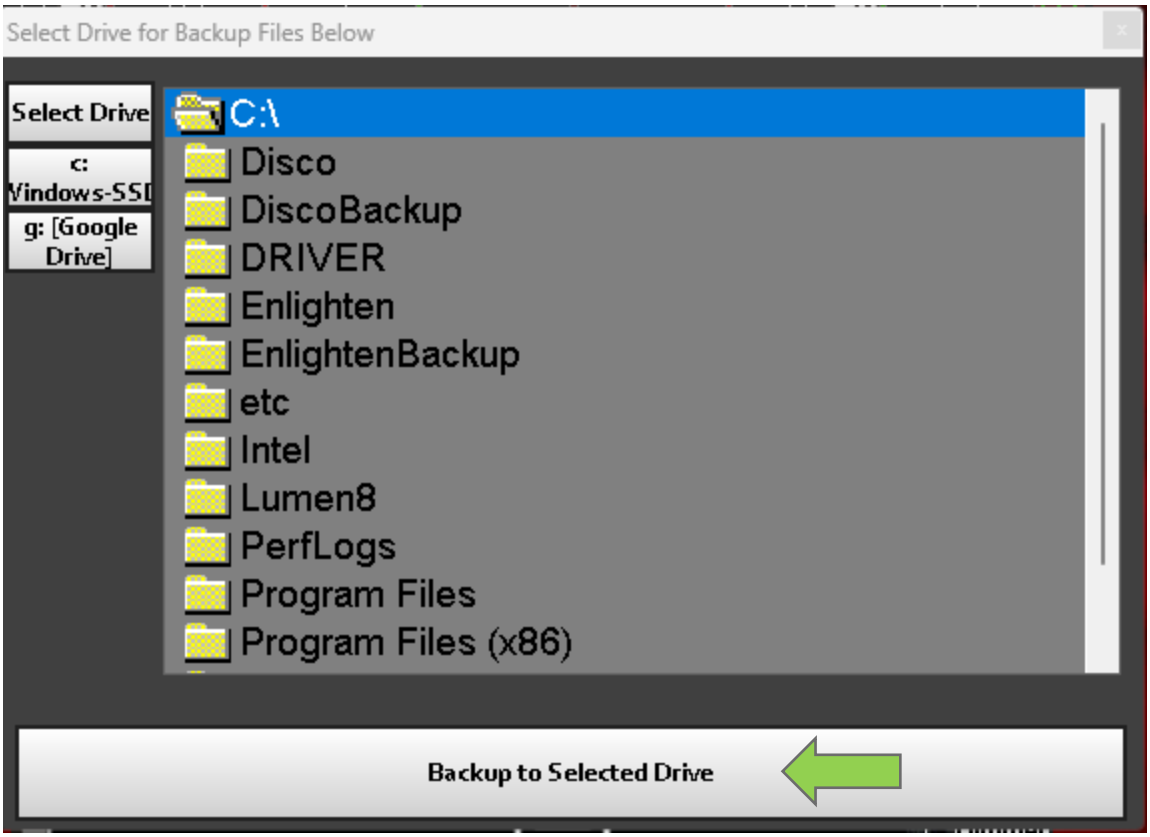
Back Up/ Restore

To ensure the safety of your show file, regular backups are recommended. Perform this operation by storing your show file on external storage devices such as a USB or external hard drive.

1.Slect BACKUP from the toolbar

2. Click on Backup Current Show.

4. Select a location for back up. ***If you have a USB device in your Pc, it will show on the left side as a selectable device.***

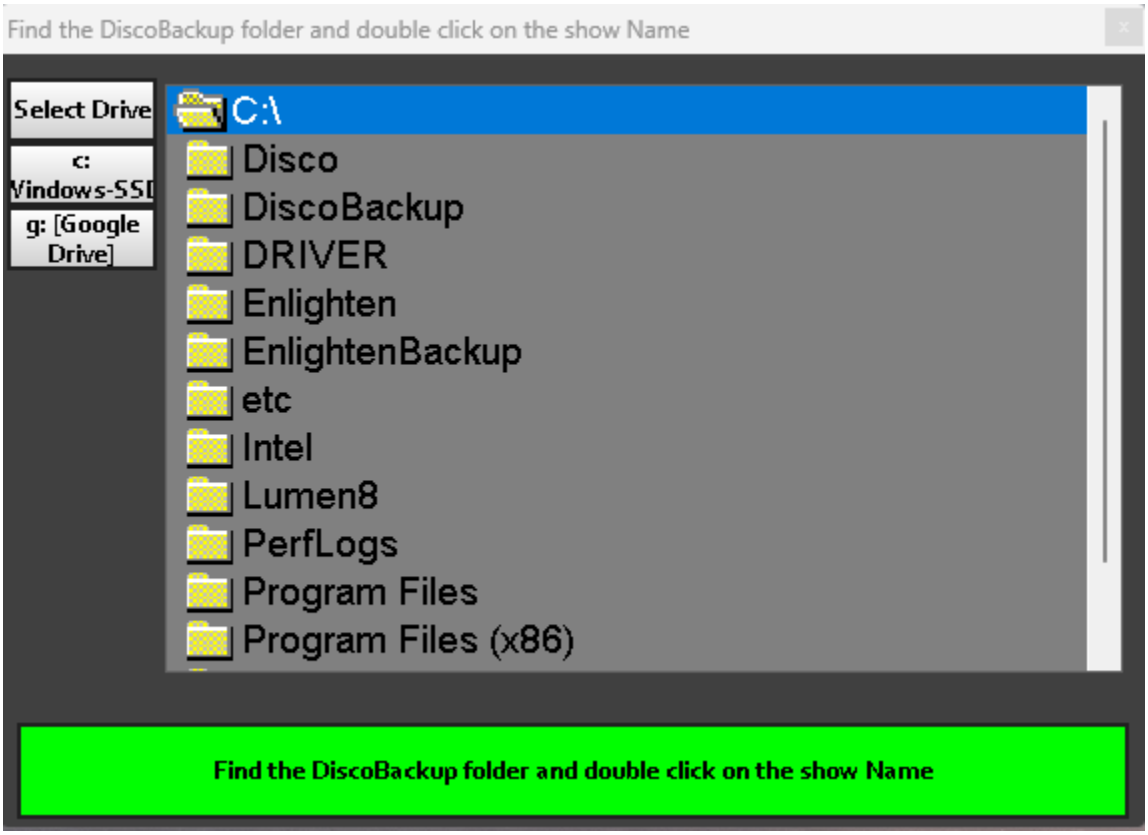


Restoring a Show:

You can use this function to create a backup of your show on an external hard drive, which can serve as an emergency backup or facilitate the transfer of your show file to another console or PC.

1. Click on Back Up
2. Choose Restore Show

4. Locate your showfile from the folder tree.



5. Once you click on the desired showfile, the restore process will begin.

Tools and Settings

Under Tools, select DMX View

Here are the available options:
- **DMX Output window**: The display shows the DMX channels of patched fixtures along with their corresponding output values.
- **DMX Configuration**: The selected universe display shows the DMX channels that are currently in use, as well as the available channels within that universe.
-**Patch List**: The provided spreadsheet presents a view of fixture names, fixture IDs, and their corresponding start addresses.

Under Settings, Select DMX OUT

Here are the options available:
- **Password**: Set your console in USER ONLY, PROGRAMMER, or PLAYBACK ONLY mode.
- **DMX REFRESH**: Adjust the DMX refresh rate.
- **ADVANCED**: Configure embedded preset settings and background images.
- **MIDI/MEMO**: Set MIDI input settings and MEMO remote settings.
- **VIDEO Playback**: Configure video output settings.
- **DMX Out**: Assign universes and detect DMX when needed.