LSC
CONTROL SYSTEMS

MANTRA LITE

Lighting Controller for LEDs, Moving Lights & Dimmers
Quick Start Guide

LSC Control Systems ©
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AUSTRALIAN MADE

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Contents

1   Overview

This "Quick Start Guide" provides basic information on patching, controlling intensity, colour & position, creating a simple animation plus recording and playback.

The "Mantra Lite User Manual" provides comprehensive information on all aspects of the Mantra Lite. It can be downloaded from mantralite.lsccontrol.com.au where training videos can also be viewed.

Mantra Lite comes with a "Sample" show that you can load so that you can familiarise yourself with the controls before patching your own fixtures.

To load the sample show from the "Home" screen touch:

Tools/Load Show…/SampleShow.

If you don't need the sample show and want to patch your own fixtures now, go straight to section 20.

Mantra Lite can control up to 24 lighting fixtures. The fixtures that you control might be……

- A conventional lighting dimmer
- A multi-colour LED fixture
- A multi-colour fixture with additional controls for position and/or beam shapes

Each fixture is patched to a Yellow fader and button.

The Mantra Wing is an accessory for the Mantra Lite console provides control of an additional 12 lighting fixtures (25-36) and a further 10 playbacks (11-20) (with 10 pages of memory) as well as a second DMX512 universe (U2) output. Connecting a second Mantra Wing provides control of an additional 12 fixtures (37-48) and a further 10 playbacks (21-30) (with 10 pages of memory) as well as a third DMX512 universe (U3) output. Connecting an LSC "QX1" provides an additional DMX universe output.

2   Help

Context sensitive help is available on the touch screen for many functions of the Mantra Lite. Tap the ⑦ button to open the help screen. Tap ⑦ to close.

3   Undo

To quickly undo the last action <u>double tap</u> ⟲ .

To undo more than one action tap ⟲ once to see the list of your actions.

Touch **Undo** to undo an action and step down the list. Touch **Redo** to redo an action and step up the list.

Tap the ⊛ [**Back**] button to finish.

<u>Note:</u> The undo list is automatically <u>cleared</u> whenever you save your show, start a new show or load an existing show.

4   Getting Connected

4.1 Power Input

Two models of Mantra Lite are available:
- The MANTRA/LT has an IEC mains input (90 volts to 260 volts)
- The MANTRA/LT/E has 12-volt DC power input. An external mains power pack is supplied

4.2 DMX 512 Output

Connect a DMX data cable from the DMX512 output (one universe of 512 channels) to the DMX512 input of your first fixture (dimmer, LED or Mover) and loop to the next fixture/s. Only use specific DMX cable (never use audio cable) and always terminate the end of the DMX line. Set the required DMX addresses on your equipment. Patch each fixture to a yellow fixture fader. See section 20 for more details on patching.
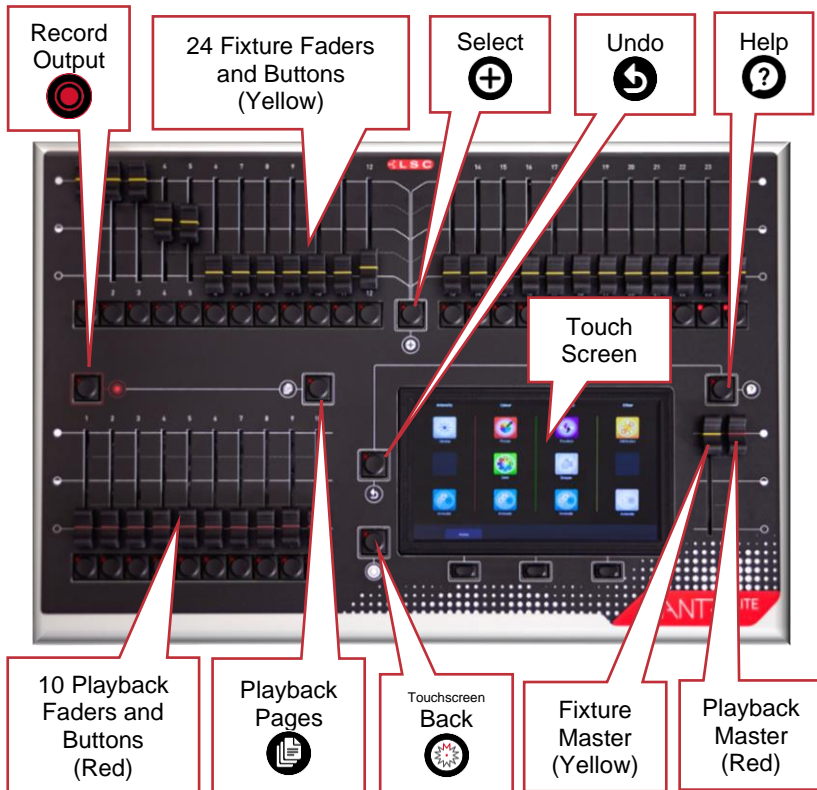
4.3 Ethernet Network Connector

The RJ45 Ethernet connector can be used to output sACN and ArtNet. These are lighting control protocols that send DMX lighting data over a network or to a lighting visualiser program running on a computer. The Mantra Lite can also be connected to a network and controlled remotely via "Remote Triggers". See the Mantra Editor User Manual for details.

4.4 USB Connectors

The two USB connectors can be used to connect:

- A USB key-board
- A memory stick for show backup and software upgrades
- A USB LED desk lamp (up to 250mA)
- One or two Expansion wings
- QX1 node. Provides an additional DMX universe

5 Front Panel

Record Output

24 Fixture Faders and Buttons (Yellow)

Select

Undo

Help

Touch Screen

10 Playback Faders and Buttons (Red)

Playback Pages

Touchscreen Back

Fixture Master (Yellow)

Playback Master (Red)

The 24 Yellow fixture faders control fixture intensity. Moving a fixture fader automatically selects that fixture allowing its other parameters such as colour or position to be controlled by Apps

on the touch screen. Moving a fader to zero deselects the fixture.

The Yellow "Fixture Master" has overall <u>intensity</u> control of the yellow fixture faders.

The current output can be recorded into any of the Red playbacks by tapping ⏺[**Record**] then tapping a Red playback button or playback displayer of your choice [**1-10**].

Different looks can be recorded on different Red Playback faders so that you can easily change the entire look on stage by using the Red Playbacks. See section 16 for more details.

6　Touch Screen

If the touch screen is not on the "Home" screen, tapping the ⊛ [**Back**] button steps back through the screens to the "Home" screen. <u>Double tapping</u> ⊛ [**Back**] quickly returns to the "Home" screen from any screen.

The "Home" screen is divided into two sections:

- The top section (yellow border) has fixture icons that show the fixture number, intensity, colour and position (if applicable) of the patched fixtures
- The bottom section has 10 playback displayers that show the contents of each red Playback

Red Playback Page Number

Fixture Icons show intensity, colour and position

Playback Contents

Dot shows position of moving fixtures

Current function of button below

"Home" Screen
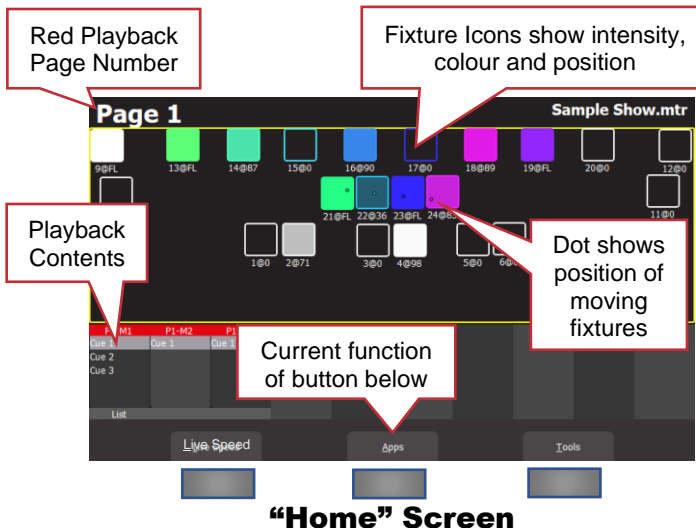
The 3 buttons below the touch screen have different functions for different screens. Their current function is shown on the screen above each button. You can tap the button or touch the screen to operate them.

Touching **Apps** opens the "Apps" screen. Apps are used to control the attributes of <u>selected fixtures</u>. Move a yellow fader to automatically select that fixture. Use an App to adjust the attribute. Other methods of selecting fixtures are described in section 9.

The bottom section of the "Home" screen has Playback displayers showing the contents of each Playback (if any have been recorded). Touch any playback displayer to modify its memory. See section 18

7   Controlling Fixture Intensity

The 24 (yellow) fixture faders (under the overall control of the yellow fixture master) control the intensity of the fixtures that are patched to them. To see the output of a fixture:
- Fade up the Yellow Master.
- Fade up a fixture fader to set its Intensity.

7.1   Flash

When the touch screen is on the "Home" screen, the buttons below the yellow faders act as intensity [**FLASH**] buttons. You can set the flash intensity level in the **Tools**/**Setup** screen.
If a red fader contains a single cue, then its button acts as intensity [**FLASH**] button.
If a red fader contains a <u>cue-list</u> then its button "<u>steps</u>" the cue-list. See section 17.

8   Controlling Fixture Attributes

Mantra Lite uses "Apps" on the touch screen to control the attributes of <u>selected fixtures</u>. From the "Home" screen, open the "Apps" page by touching **Apps**.

Apps Screen

There are 4 columns (Intensity, Colour, Position, Beam/Other) that have Apps for their type of attribute. Touch the App for the attribute that you want to control.

9   Selecting Fixtures

When you use an App, you need to select the fixtures that you want to control with that App. Fixtures that have attributes that can be controlled by the selected App will flash their buttons indicating that they are available for selection. When a fixture is selected its button is lit. Fixtures can be selected using several methods and multiple fixtures can be selected at the same time.

- Move a yellow fader to automatically select that fixture. Move the fader to zero to de-select it.
- Tap the button below a yellow fader to select that fixture. Tap again to deselect it.
- To select a range of fixtures, hold the first button and tap the last button in the range. This works with both low number to high number selection and high to low number.
- Tap ⊕ [**Select**] to re-use previous selections or to select **None**.

10 Controlling Colour

10.1 Picker

From the "Home" screen, open the "Apps" page (described above) then touch the colour **Picker** app icon. Fixtures that have colour attributes will flash their buttons. Select the fixtures (described above) then drag your finger to change the colour. The colour is selected when you "lift" your finger from the screen.

The side of the colour picker app shows the recently selected colours. Touch any of the recent colours to re-use them.
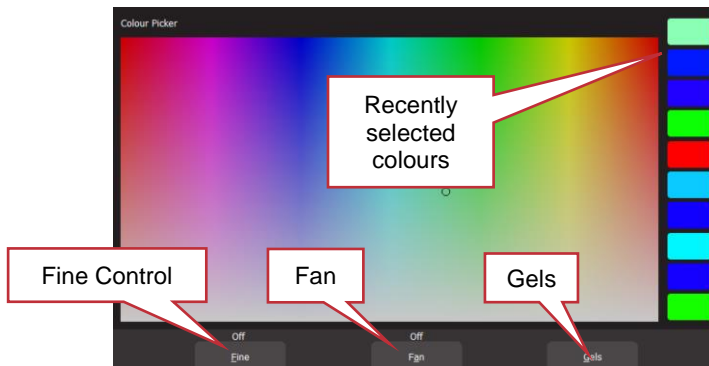
10.2 Fan

When multiple fixtures are selected you can fan their colours to create rainbow effects. Touching **Fan** selects "Directional" fanning. Drag to fan the colours across the selected fixtures.

Touching **Fan** again selects "Symmetrical" fanning. Drag to fan the colours with your finish colour in the centre of your fixture selection.

Touching **Fan** again turns fanning off.

Your fixture selection order is used by the Fan App. Experiment with different orders of selection to get different colour effects.

Previous selections can be re-used by tapping the ⊕ [**Select**] button.

10.2.1   Gels

The colour **Gels** app is similar to the "Picker" app but has 100 commonly used colour gels to choose from.

10.3 Sliders

Touching **Sliders** opens the "Colour Sliders" app that provides individual sliders for all colours. Up to 5 attributes are displayed on a page. Touch **Next** to see more attributes (if available).
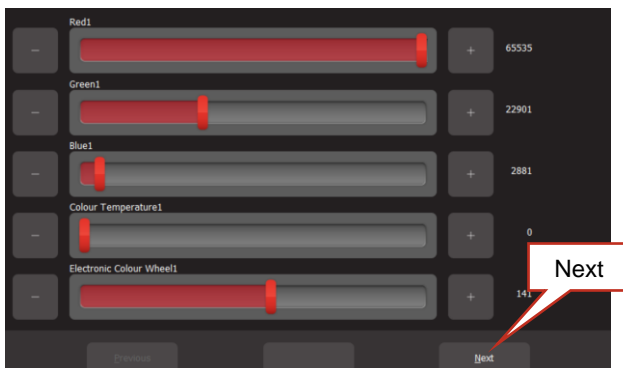

Next

Colour Sliders

- **+** and **–** buttons are provided for small increments.
- The decimal values of each slider are shown on the right.

Some fixture attributes can be set to either "Fade" or to "Snap" to their recorded values. When you record a cue that includes the selected fixture(s), this setting will be included. When the cue is played back, attributes set to "Fade" will follow the movement of the red playback fader. Attributes set to "Snap" will go to their recorded value as soon as the red playback fader is raised above zero. To change a snapping attribute to "Fade" touch **Set to Fade**. To change a fading attribute to "Snap" touch **Set to Snap**.

Currently set to Snap

11 Controlling Position

From the "Home" screen, open the "Apps" page then touch the **Position** app icon. Fixtures that have Pan/Tilt attributes will flash their buttons. Select the fixtures then drag your finger around the touchscreen to move the beam around the stage. You don't have to touch the current position icon to move a fixture, you can touch and drag anywhere on the screen and the selected fixture(s) will follow your movements.

11.1 Flip

Touching **Flip Pan** or **Flip Tilt** reverses the direction of movement. These settings are useful if the fixture movement is opposite to the movement on the touch screen.

11.2 Centre

Touching **Centre** moves the selected fixtures to their centre position.

11.3 Fan

When multiple fixtures are selected you can fan their positions to create symmetrical patterns.

Touching **Fan** selects "Centred" fanning. Drag to fan the positions around the centre fixture.

Touching **Fan** again selects "Directional" fanning. Drag to fan the positions around the first fixture in your selection.

Touching **Fan** again selects "V–Shape" fanning. This pan works best when fixtures are already fanned into a line. Drag to pull the line of fixtures into a V shape.

Touching **Fan** again turns fanning off.

Your fixture selection order is used by the Fan App. Experiment with different orders of selection to get different shapes. Previous selections can be re-used by tapping the ⊕ [**Select**] button.

12 Automatic Fixture De-select

When you open an App, fixtures that have attributes that can be controlled by hat App flash their buttons indicating that they are available for selection. When you select fixtures, their buttons are lit. After you have used the App to change any attribute of the selected fixtures, the buttons of the un-selected fixtures stop flashing. This tells you that selecting another fixture will cancel the previous selection and start a new selection process. This speeds up operations because you don't have to de-select fixtures once you have set their attributes.

For example: Open the Colour Picker App and fade up fixtures 1 and 2. They are automatically selected. Pick a colour. Fade up fixture 3 and 4. This de-selects 1 and 2 and selects 3 and 4. Pick a colour for 3 and 4.

Automatic fixture de-select can be overridden by holding the ⊕ [**Select**] button whilst selecting additional fixtures.

13 Animate Apps

Animate Apps provides a simple and intuitive way of creating chases and moving patterns. They work with 2 or more selected fixtures and they shift the attribute settings (such as colour or intensity, position or beam) from one fixture to the next and loop the settings of the last selected fixture back to the first. There

must be at least one different setting amongst all of the selected fixtures so that you can see the different setting being shifted from one fixture to the next.

Example 1,

Let's create a 2-colour animation using RGB LED fixtures 1 through 4:

- From the "Home" screen, open the "Apps" page then touch the Colour **Picker** app icon.
- Fade up fixtures 1, 2 and 3. This automatically selects them.
- Select a colour (say red) by touching the colour picker.
- Fade up fixture 4. This automatically deselects the previous selection and selects fixture 4.
- Select a different colour (say blue). The output is shown in "Step 1" below.
- Tap 💮 [**Back**] once to return to the Apps screen then open the Colour **Animate** app.
- Select all 4 fixtures by fading them up to full or tapping their buttons then touch **Create**.
- The animation runs and the blue steps through the 4 fixtures.

	Fixture 1	Fixture 2	Fixture 3	Fixture 4
Step 1	red	red	red	blue
Step 2	blue	red	red	red
Step 3	red	blue	red	red
Step 4	red	red	blue	red
Step 1	red	red	red	blue

Example 2,

Let's create a 4 fixture intensity animation (a chase) using fixtures 1 to 4:

- Fade up the fixture 1 to full and fade down fixtures 2, 3 and 4 to zero (Step 1 below).
- Open the Intensity **Animate** app icon.
- Select fixtures 1 through 4 by holding fixture [**1**] button and tapping fixture [**4**] button (or tap them individually).

Touch **Create** and the animation runs as an intensity chase.

	Fixture 1	Fixture 2	Fixture 3	Fixture 4
Step 1				
Step 2				
Step 3				
Step 4				
Step 1				

All animation Apps have controls for:

- Speed in BPM (Beats Per Minute).
- Crossfade: When set to "0%", the animation snaps from step to step. When set to "100%", it fades from step to step. In between settings give a proportional crossfade and a pause.
- Direction: Forward, Reverse, Random, Centre Out or Centre In. Centre Out and Centre In work best with an odd quantity of fixtures. If you select an even number of fixtures you should start with a symmetrical pattern (e.g. First and Last fixture).

The only limitation for animations is that there must be at least 2 fixtures selected and there must be at least one different setting in one of the fixtures. Multiple animations can be running simultaneously.

13.1 Recording Animations

When you record the output of the Mantra Lite as a cue it includes any animations that are running. Recording animations will automatically clear the animations from the yellow faders. If you want to keep the animations running on the output, fade up the red playback fader on which you make the recording. See section 16 for details on how to record cues.

14 Shapes App.

The Shapes App provides a quick and simple way of creating continuously moving positions on fixtures that have Pan and Tilt attributes by constantly varying those attributes.

To create a shape, from the "Home" screen, open the "Apps" page (see section 8) then touch the "Position" **Shapes** app icon.

Fade up the fixture(s) to which the shape is to be applied. This automatically selects the fixture(s).

The Shape App has controls for:

- Ellipse (clockwise or anti-clockwise).
- Rectangle (clockwise or anti-clockwise).
- Triangle (clockwise or anti-clockwise).
- Random.
- Pan Amplitude.
- Tilt Amplitude.
- Speed (in seconds).

- Spread (in percentage). Applies when 2 or more fixtures are selected and spreads them around the movement shape. When set to 0%, all fixtures are focused on the same point as they move around the shape. When set to 100% the fixtures are evenly spaced apart as they move around the shape. In between values vary the spread. Does not apply to the "Random" shape.
- Rotate (in degrees). Rotates the shape about its axis. Does not apply to the "Random" shape.

Touch **Create** and the shape runs.

Multiple shapes can be created by selecting **New Shape** and repeating the procedure above.

14.1 Recording Shapes

When you record the output of the Mantra Lite as a cue it includes any shapes that are running. Recording a shape will automatically clear that shape from the yellow faders. If you want to keep the shape running on the output, fade up the red playback fader on which you make the recording. See section 16 for details on how to record cues.

15 Clearing Fixtures

If you have used any Apps to control fixture attributes such as selecting a colour or position or created an animation(s) or shape(s), you can clear these settings and restore the fixture(s) to its default settings (open, white, centred beam) and delete any animations.

From the "Apps" screen, touch **Clear All** or to only clear specific attributes touch **Clear** then make your choices from the screen.

Note: Recording a cue (see below) that contains an animation or shape automatically clears that animation or shape from the yellow faders.

16 Recording the Output

When you have adjusted the intensity and colour of your fixtures and possibly created an animation(s) and or shapes you can record the current output of the Mantra Lite onto a Red Playback fader.

To record the current output onto a Red Playback fader, tap ⏺ [**Record**] then tap the button below the Red Playback fader of your choice [**1-10**]. All of the attributes of any fixture with an intensity level greater than 0% will be included and the recording is called a cue.

To include fixtures with no intensity, after taping ⏺ [**Record**], tap ⊕ [**Select**], then tap (and light) the buttons of any fixtures with no intensity that you want to include in the cue.

The look on stage can now be played back from the recorded cue (see Playback below). This frees up the yellow faders ready for you to create another lighting look and to record it into another cue.

If you record a cue to a Red Playback that already contains a single cue you are offered 2 choices:

- "Overwrite". Replaces the existing cue.
- "Add". Creates a "Cue-list" with the new cue following the existing cue. See section 17.1

If you record a cue to a Red Playback that already contains a Cue-list the new cue is added after the current cue in the list.

The Red "Playback Master" fader has overall intensity control of the Red playbacks.

16.1 Pages

There are 10 red playback faders and 10 pages of memory giving a total of 100 memories. Each memory can contain either a single cue or a "cue-list" which can contain up to 250 cues.

- Repeated taps of the 📄 [**Page**] button will step through the 10 pages of memory.
- To switch *directly* to a page number; HOLD 📄 [**Page**] and TAP a red fader button [**1** to **10**].

The current page number is shown in the top left corner of the "Home" screen and the contents of the red playback faders are shown along the bottom.

17 Playback

To playback a recorded cue, fade up the Red Playback Master to full and fade up the Red Playback fader where you recorded the cue (remember to select the correct page). You might want to fade down the Yellow master (or all of the yellow fixture faders) <u>after</u> you bring up the Red playback, so that you only see the recorded look on the output.

Different looks can be recorded in different cues so that you can easily change the entire look on stage by only using the Red Playbacks.

Unlike the Yellow Fixture faders that only control intensity, the Red Playback faders control all of the attributes of the fixture that have been recorded in the cue. This allows you to crossfade from one Playback to another with a smooth transition of intensity, colour and position. See Latest Takes Precedence (LTP) below.

17.1 Cue-lists

If a Red Playback contains a cue-list you can crossfade to the next cue in the list by tapping its playback button (below its fader). The crossfade uses the "fade in" and "fade out" times in the cues. See section 18.

Every cue in a cue-list can contain a "Link Time" (0.1 seconds to 60 minutes) or "Link Time" can be set to "None".

- If a cue in a cue-list contains a link time, then when the cue is played, the link time starts counting down. When the time expires the next cue in the cue-list is <u>automatically</u> played.
- If the Link Time is set to "None", then the button below the red fader must be used to manually play the next cue

To crossfade in the <u>reverse</u> direction, HOLD the ⊛ [**Back**] button whilst tapping the playback button.

The current cue has a grey background when faded down and a red background when faded up. A pointer indicates when a fade is in progress.
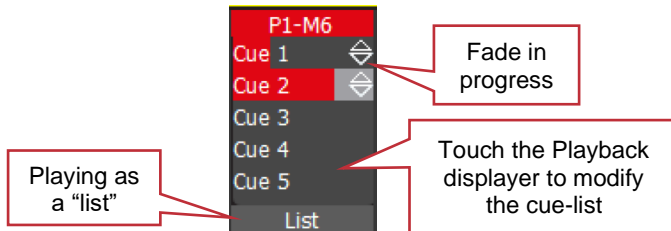
The cue-list can be manually played as a "list" or automatically played as a "chase". See section 18.

17.2 ICPB Filters

When a memory is played back it includes all of the Intensity, Colour, Position and Beam (I C P B) attribute groups of the fixtures recorded in the cue however for extra flexibility you can choose which groups of attributes are included in the playback. For example, you could choose to only playback colours from one cue list or choose to only playback positions from another cue list. See section 18 for more details.

17.3 Latest Takes Precedence

The value for each attribute of a fixture (intensity, colour, position, etc.) that appears on the output is determined by a method known as LTP (Latest Takes Precedence) <u>and</u> by fader position. An LTP action occurs when a <u>red fader is raised above zero</u>. When this occurs, the fader will take control of its attributes and they will <u>fade to</u> their levels in that fader <u>following the fader movement and fade times</u>. When that fader reaches <u>100%, it fully overrides all other faders</u> containing attribute values for the same fixtures.

For example, we have 3 cues recorded on red playback faders 1 to 3 with the same single LED fixture in each cue. In the first

fader the fixture is red, in the second it is blue and in the third it is yellow.

- Fade up fader 1 to full. The fixture fades to red.
- Fade up fader 2 to full. The fixture fades to blue.
- Fade down fader 1 and nothing happens because fader 2 is the <u>latest</u> (LTP) and it is at <u>full</u>.
- Fade up fader 3 and the fixture fades to yellow because fader 3 is the latest.
- Fade down fader 3 and the fixture fades back to blue (the previous latest).

Remember that when the <u>latest red fader</u> to be raised from zero is at <u>full</u>, other faders controlling the same fixtures can be faded down without having an effect.

17.4 Live Speed

"Live Speed" allows you to override the fade times and speeds of cues, chases, animations and shapes. The changes are only a temporary offset applied to the settings saved in the cue or on the live yellow faders. The settings in recorded cues are not altered.

From the "Home" screen press **Live Speed**.
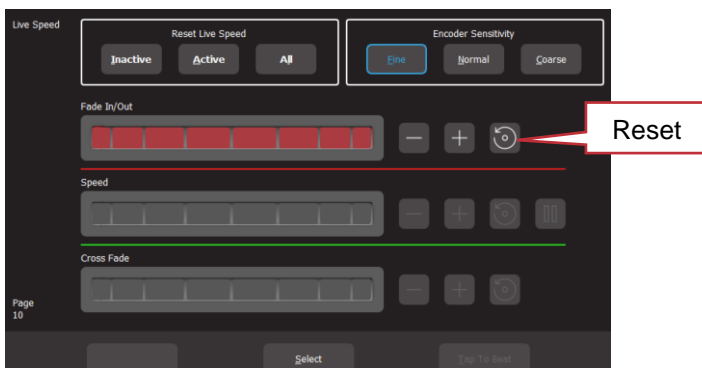
The "Live Speed" screen has controls to override the following parameters:

- "Fade In/Out" times of a cue.
- "Speed" "Pause/Play" of a chase, animation or shape.

- "Crossfade" of a chase or animation.
- "Tap To Beat" to set the speed of a chase, animation or shape.

Each set of controls only becomes active when one of the above parameters is either active on the output or "selected" as described below.

Moving an encoder wheel to the right or touching **+** increases the value by multiplying the recorded value. Moving it to the left or touching **-** decreases the value by dividing the recorded value.

When the **Select** button is grey, the controls will override all live output.

If you touch **Select** it turns blue and you can now choose which playback to override by tapping the buttons below the playbacks. Multiple playbacks can be selected and or deselected. The LED in the playback button lights to show it is selected.

17.5 Tap To Beat

You can set the speed of a chase, animation or shape and by tapping the beat.
Play the chase, animation or shape on the output then from the "Home" screen press Live Speed.
Tap the Tap to Beat button at least 4 times at the desired rate. Mantra Lite averages all of your taps to set the speed. If you have tapped a speed and then want to change it, pause for 2 seconds then start tapping again (at least 4 taps).

17.6 Page Freeze

A "PAGE FREEZE" feature prevents the contents of an "active" Red playback fader from being changed if its level is above 0% when a different page is selected.

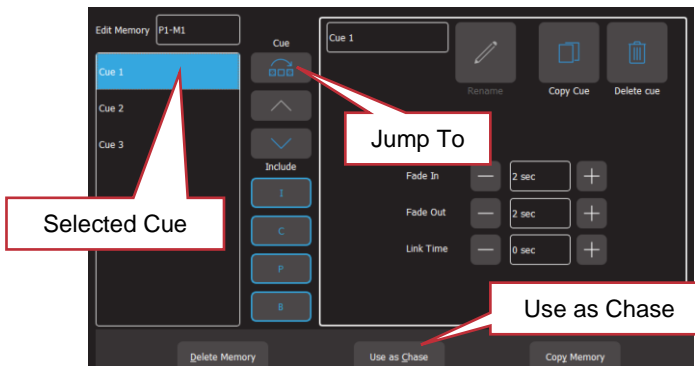The colour at the top of each playback displayer shows its page status.

Black = <u>not</u> current page

Red = current page

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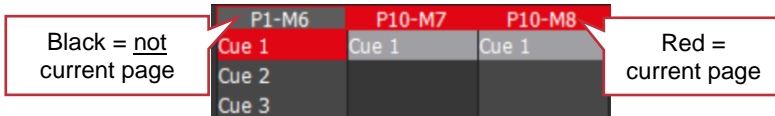
18 Editing Memories

If you touch a playback displayer you can edit its contents.

Playback displayer

The "Edit Memory" page opens with the current cue selected.

Jump To

Selected Cue

Use as Chase

Touch a cue to select/de-select it. You can:

- Select a Cue then touch **Jump To**. The cue-list will crossfade directly to the selected cue. Useful if you have a long cue-list and you want to quickly playback a cue without stepping through all of the intermediate cues
- Re-order the selected cue using the ∧ (Up) or ∨ (Down) buttons
- "Include ICPB". When a memory is recorded it includes all of the Intensity, Colour, Position and Beam (I C P B) attribute groups. Touching an attribute group (**I C P B**) excludes that group from the playback. The selection applies to all cues in the cue-list. For example, this

allows you to create a colour only cue-list and a position only cue-list allowing multiple combinations of colour and position to be created by playing both cue-lists at the same time
- Change "Fade In" time and a "Fade Out" times of the selected cue
- Change the "Link" time of the cue-list
- Re-name the selected cue
- Copy the selected cue
- Delete the selected cue
- Copy memory (the entire cuelist)
- Delete Memory (all cues in the list)
- Use the list as a chase (see below) or a cue-list.

Multiple cues can be selected when deleting, re-ordering or changing fade times.

To edit the intensity or attributes of a fixture in a cue see section 18.2.

18.1 Chase

To change a cue-list into an automatically stepping "Chase" touch its playback displayer then select "**Use as Chase**".

Use as Chase

The list will automatically increment through the steps using the speed and crossfade settings.

Speed, Crossfade & Direction Tabs

Select the tabs to set the speed, crossfade and direction of the chase.

Traditionally chases will snap (instantly switch) from step to step but you may also set a crossfade value so that it will crossfade from step to step.

You can manually step a chase by tapping its playback button (below its red fader). To manually step in the reverse direction, HOLD the ⊛[**Back**] button whilst tapping the playback button.

Hint: Set a low speed if you want to manually step the chase.

Chases automatically stop when their red fader is at zero.

18.2 Editing Cues

To edit a fixtures intensity or attributes in a cue, first bring down all yellow and red faders, then push up the red playback fader that contains the cue/cuelist and play the cue that you wish to edit. Fade up the Yellow master.

- To edit the intensity of a fixture, fade the fixtures yellow fader up from zero. When the fader matches the current level in the cue, the yellow fader will take control of the intensity. Set the intensity to the required level.
- To edit the other attributes of a fixture, select the appropriate App (Colour, Position, Beam / Other). Select the fixture(s) to be edited then use the App to make the change.

Update the cue by pressing ⊙ [**Record**] then press and HOLD (for 1 second) the button below the Red Playback fader which contains the cue.

<div style="background:red;color:white;text-align:center">

19 Save/Load

</div>

Shows can be saved/loaded to memory or exported/imported to USB. From the "Home" screen touch **Tools.**

20 Patching Fixtures

To create a new show, from the "Home" screen touch **Tools**/**New Show**. This loads a new empty show with no patch. *Note: If a "Default Show" has been previously saved, "New Show" becomes "New Show + Default Patch". See section 20.1.*

To patch fixtures, from the "Home" screen tap **Tools/Setup/Patch**. In the Patch screen you tell Mantra Lite the manufacturer, model and DMX address of the fixture that you want to patch. You tap a fixture number (1 to 24) (yellow fader button) then patch the fixture to that number by touching **Patch**. Multiple fixtures of the same type can be patched in one operation. See the examples below.

In this "quick start" guide we will patch a typical rig consisting of 12 dimmers starting at DMX address 1 and 12 RGB (Red, Green, Blue) LED fixtures starting from DMX address 101.

From the "Home" screen touch **Tools**/**Setup**/**Patch**.
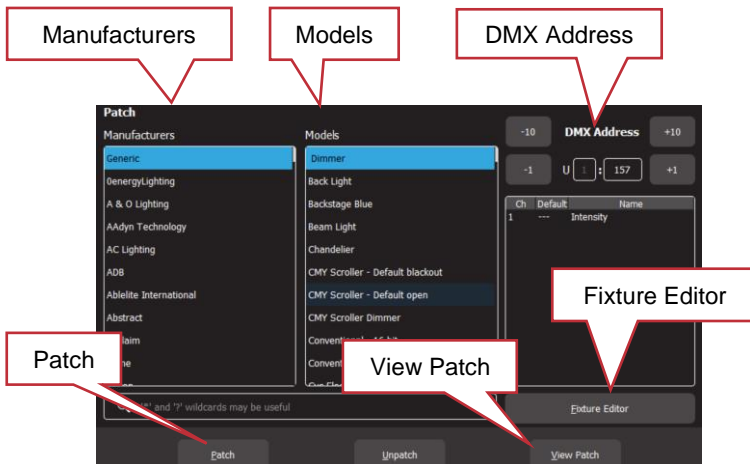
To patch 12 dimmers as fixtures 1 to 12 starting at DMX address 1:
- Under "Manufacturers" touch "Generic" and under "Models" touch "Dimmer channel".

- Use the **+10**, **-10**, **+1** and **-1** buttons to set the DMX address to 1 (the address of the first dimmer).
- Fixture numbers are selected using the buttons below the yellow fixture faders. To select all 12 dimmer channels, hold [**1**] and tap [**12**]. They light to show they have been selected.
- Touch **Patch**. Mantra Lite takes a few moments to make the patches and automatically increments the DMX address for each dimmer.

To patch 12 RGB LEDs as fixtures 13 to 24

- Under "Manufacturers" select "Generic" and under "Models" select "LED - RGB".
- Use the **+10**, **-10**, **+1** and **-1** buttons to set the DMX address to 101 (address of the first LED).
- To select fixtures 13 to 24, hold [**13**] and tap [**24**]. They light to show they are selected.
- Touch **Patch**. Mantra Lite takes a few moments to make the patches and automatically increments the DMX address for each fixture by 3.

To see the details of your patch touch **View Patch**.

- To finish patching and return to the "Home" screen double tap the ⚙ [**Back**] button.

20.1 Default Show

If the patch you have created will be used on a regular basis such as in a permanent installation, you should save it as the "Default Show". If a "Default Show" has been saved, the "New Show" button becomes "New Show + Default Patch" and it will automatically load the patch when selected.

20.2 Fixture Editor

If you have a fixture that is not listed in the fixture library you can create a template for it using Mantra Lites "Fixture Editor". See the Mantra Lite User Manual.

21 Rig View

The fixture icons on the "Home" screen can be arranged geographically so that they are positioned on the screen as they actually are in your rig.

To arrange the icons, tap and HOLD any of the fixture icons for 2 seconds. A yellow flashing dotted box appears. You can now drag and drop individual fixture icons to position them on screen. You can also change the size of the icons or reset to the default positions.

Touch 🔄 to save your layout.

22 Compliance Statements

The Mantra Lite range of lighting control desks from LSC Control Systems Pty Ltd meets all required CE (European), RCM (Australian) and UKCA (United Kingdom) standards.

CENELEC (European Committee for Electrotechnical Standardization).

$$C\,\epsilon$$

Australian *RCM (Regulatory Compliance Mark).*

UK Conformity *Assessed.*

UK
CA

WEEE *(Waste* Electrical *and Electronic Equipment).*

The WEEE symbol indicates that the product should not be discarded as unsorted waste but must be sent to separate collection facilities for recovery and recycling.

For more information about how to recycle your LSC product, contact the dealer where you purchased the product or contact LSC via email at info@lsccontrol.com.au
You can also take any old electrical equipment to participating civic amenity sites (often known as 'household waste recycling centres') run by local councils. You can locate your closest participating recycling centre using the following links.

- AUSTRALIA http://www.dropzone.org.au.
- NEW ZEALAND http://ewaste.org.nz/welcome/main
- NORTH AMERICA http://1800recycling.com
- UK www.recycle-more.co.uk.

-End-