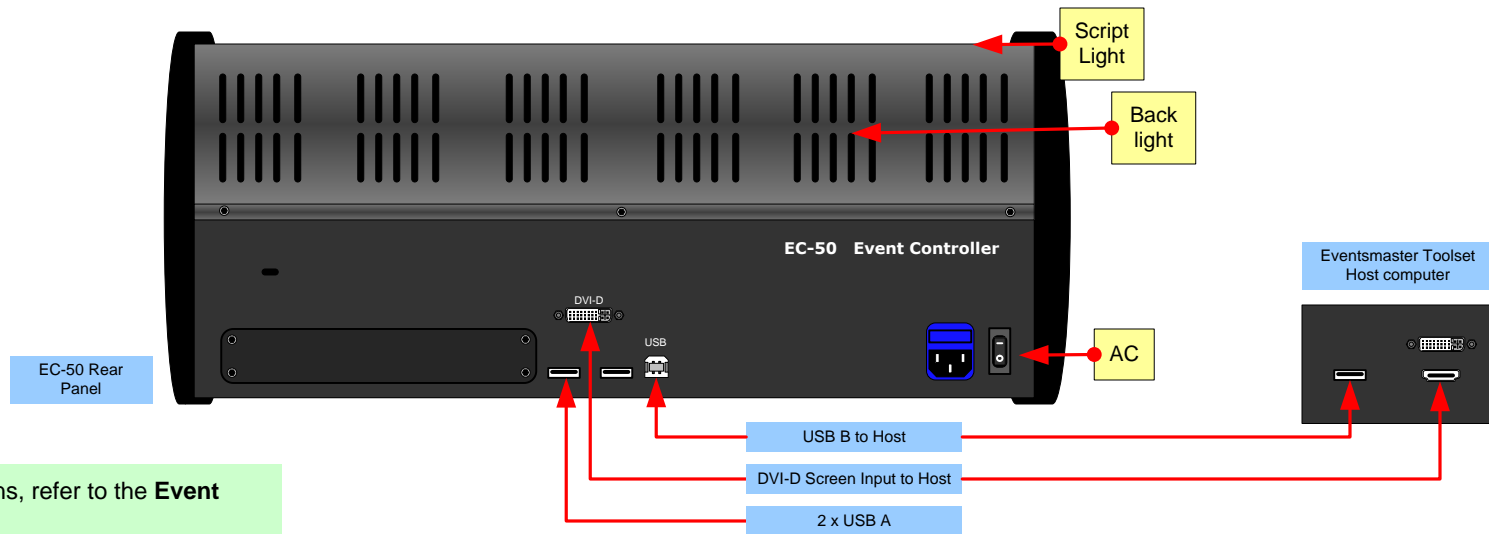


### Event Master Series Controller Installation: System Connections



For detailed installation instructions, refer to the **Event Master devices User's Guide**.

### System Setup



System setup is comprised of sequences, each of which includes many steps.

For error-free setup, always refer to the associated sections in the **Event Master devices User's Guide**.

1

**Connections** — Connect the external screen and USB communication from the host computer to the DVI and USB B connector on the EC-50. Necessary cables are provided in a new system. In the case that the original cables are missing, simply use standard computer cabling to make these connections.

2

**Power Up and Status Check** — Power up the EC-50 control panel, Host computer and peripherals.

3

**Touch Screen Calibration** — (Optional) The operating system on the host computer provides this capability as it would for any standard touchscreen. Refer to the OS manual for the correct procedure.


4

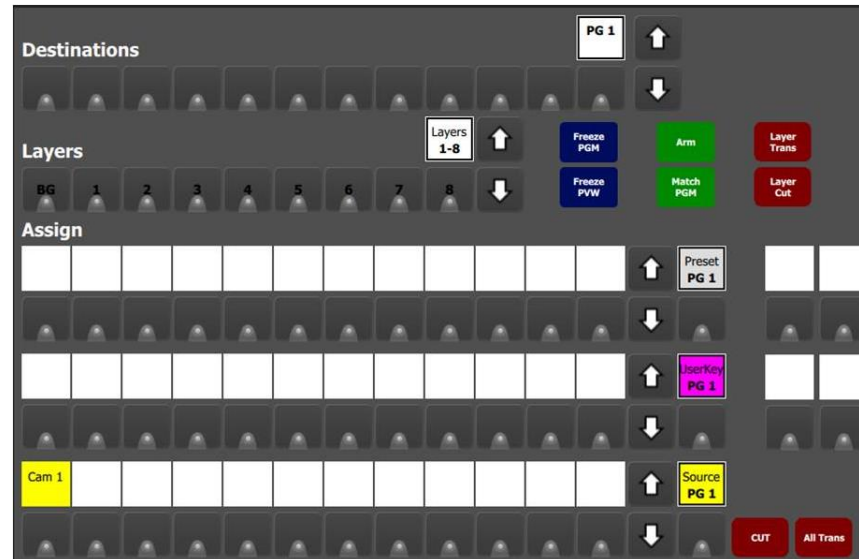
**Communications Setup** — During the Event Master Toolset installation you are asked to add a driver, be sure to answer yes to this question in order to use the EC-50 with your host computer. If the driver is not installed the EC-50 will not work.

5

**Startup state of the desk** — Once the desk is connected and started it will retrieve the button assignment of the configuration. If there is none it will have to be assigned.

6

**Assigning resources to the desk** — In the Event Master Toolset, click on the  icon to open the controller menu setup page. Drag and drop the resources from the right side onto the buttons corresponding to the ones on the console.



### LEDs

#### Back light

The Red backlight on the EC indicates power is on. This light does not turn off.

#### Scriptlight

One flexible scriptlight connection and a LED powered light adapter is supplied. Light can be adjusted for brightness.

#### Front light

White light under the hand rest is for reading show scripts. Light can be turned on and off.

### Indications

#### Blue LEDs in Destination

If the Blue LED's of the Destination buttons chase back and forth they indicate that the communication with the host controller is not established.

### Event Master Series Controller Operation

**Destination** (7): A row of 16 buttons for selecting destinations. A blue LED indicates the selected destination.

**Layer** (8): A row of 16 buttons for selecting layers. A green LED indicates the selected layer. Includes buttons for Freeze PGM, Freeze PVW, Layer Trans, Layer Cut, Arm FX, and Match PGM.

**Assign** (9): A grid of buttons for assigning resources. Includes buttons for Preset 1, User Key 1, and Source 1.

**Contextual Buttons** (10-15): Includes arrow buttons for page navigation, contextual display buttons for menu mapping, a T-Bar for manual transitions, layerfunction buttons, and Cut & All Trans buttons.

**LEDs**: Blue indicates selected or active in all its buttons; Green indicates selected in Preview; Red indicates selected in Program or Transitioning.

**Backlight**: Once a Button is assigned with a resource, the backlight of the display will turn to the corresponding color: White for Presets, Magenta for UserKeys, Yellow for Sourfiles, Green for Background sources.

**Operation overview**

**7 Destinations** — These buttons give direct selection of the assigned Destination configurations. Buttons toggle on and off the selection. A blue LED indicates selected

**8 Layers** — These buttons give direct selection of the layers in the selected Destinations. In normal mode the button selects and/or adds a layer in the Preview of the selected Destination. A green LED indicates selected.  
In LIVE mode (unlocked Program) the Layer is selected in the Program of the selected Destination.

**9 Assign** — These buttons give direct selection of the assigned resources. There are several that can be mapped.

**PRESETS** — The Presets created in EMTS can be mapped onto a bus that is selected to PRESETS, like the top row in the picture.

**USERKEYS** — The UserKeys created in EMTS can be mapped onto a bus that is selected to USERKEYS, like the mid row in the picture.

**SOURCES** — The Source Files, (not the Inputs) created in EMTS can be mapped onto a bus that is selected to SOURCES, like the bottom row in the picture.

**BACKGROUND SOURCES** — The Backgrounds created in EMTS can be mapped onto a bus that is selected to BackGround Source, this is not shown in the picture.

Once a Button is assigned with a resource, the backlight of the display will turn to the corresponding color.

**10 Arrow buttons** — These buttons choose the next page of its button bus.

**11 Contextual Display Buttons** — These provide mapping of a variety of functions from the EMTS. Mapping of them is done in the menu.

**12 T-Bar** — Manually transitions Preview to Program.

**14 Layerfunction Buttons** — These buttons provide indicated function to selected layer(s).

**15 Cut & All Trans** — These buttons executes the transition setup in the GUI.

For detailed installation instructions, refer to the **Event Master devices User's Guide**.