

## TRITTON

### SOFTWARE UPDATE 1.61 → 1.62

#### **IMPORTANT!**

After the software updating, do a Cold Reset:

- Switch Off the console
- Press and hold down pressed ←
- Switch On the console, and after a few seconds...
- Release ←

#### **SOLVED BUGS**

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##### ■ MDFY ■ *function*

When it were modified a group (*GRP*) content in a master using the function:

##### ■ *MDFY* ■ Mn

If this same group was recorded in other pages, was losing its reference, and from other pages were loaded as empty group. In some occasions was producing strange behaviours in the console.

## TRITTON

### SOFTWARE UPDATE 1.5 → 1.61

#### **IMPORTANT!**

After the software updating, do a Cold Reset:

- Switch Off the console
- Press and hold down pressed ←
- Switch On the console, and after a few seconds...
- Release ←

#### **NEW FUNCTIONS**

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##### *Portuguese language*

A new idiom option, Portuguese, is added. Now the Portuguese language can be selected for the messages of warning and information.

The available languages are placed in the **LNG** option, inside the **SETUP** option.

- Select with the cursors ■ **LNG** ■ and press **ENTER**. The system shows us the language selected.

```
■ Lng ■ english
```

- Select ■ **english** ■ and press **ENTER**. Now, the system shows us all the available languages. In this screen you can select the desired language:

```
■ CAST ■ ENGL FRAN  
PORT
```

In concrete, the options are: **CAST**-Spanish, **ENGL**-English, **FRAN**-French and **PORT**-Portuguese (new option).

#### **SOLVED BUGS**

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##### *ASCII files (Only for OLE)*

Wasn't possible to load Groups recorded in an ASCII file (Menu/MCARD). Bug solved.

SOFTWARE UPDATE 1.5 --> 1.6

# TRITTON

## SOFTWARE UPDATE 1.3 → 1.5

### IMPORTANT!

After the software updating, do a Cold Reset:

- Switch Off the console
- Press and hold down pressed ←
- Switch On the console, and after a few seconds...
- Release ←

### NEW FUNCTIONS

#### *Park Curve*

There is a new curve: The curve 5 or curve Park. A dimmer with Park curve assigned is always at 100% and it can not be controlled by its channel.

This curve is very used to give service in the backstage.

#### *New “attributes” and new “modes” for the Chases*

The TRITTON chases has been modified deeply, some of their parameters are totally new, others has been extended and others has been eliminated.

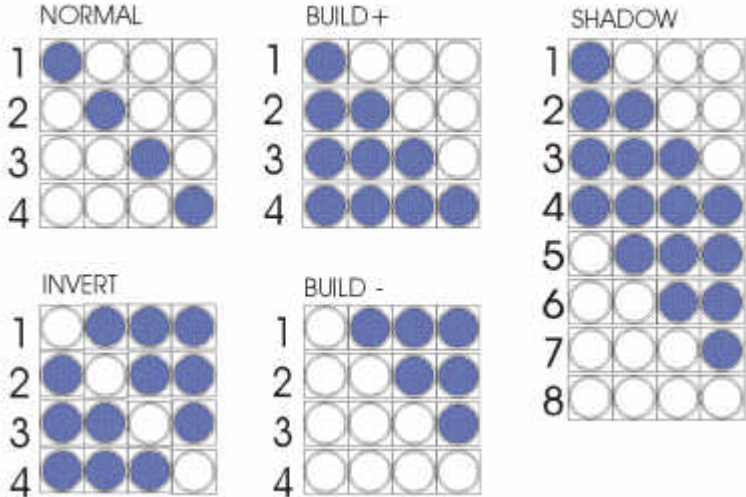
In the next table, you can see the current chase parameters:

Parameter	Name	What is it?
Name	<b>8##</b>	The chase name is a number (801-899). This number permits us to name the chase for its recording, loading, deleting, etc.
Type	<b>PRES CHAN GRPS</b>	Is the type of content of its steps. Each step contents a number of preset, of channel, or a group. All the step chases are the same type.
Fade Time <b>New</b>	<b>F</b>	<b>Is the fade time of a chase. When a chase is executed in automatic mode (GO), the chase fades in scene in this fade time. When a active chase is deactivated in automatic mode (GO), the chase fades out scene in this same fade time.</b>
Step time	<b>T</b>	Is the time that each step is in scene before to be replaced by the next step. The step time only is computed when the chase is in automatic mode (GO). In manual mode (STEP) the step time is not computed.

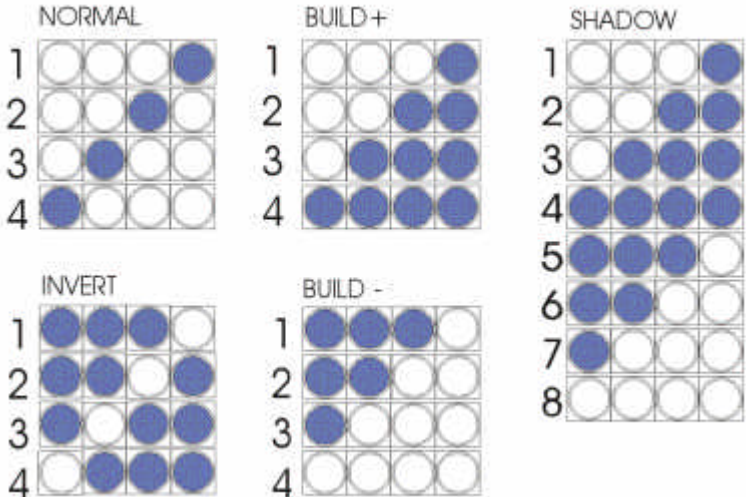
Direction	> < ><	Defines the order of succession of the steps in scene: > ascendant (1, 2, 3...8, 9) < descendant (9, 8, 7... 2, 1) >< cyclic (1, 2, 3... 8, 9, 9, 8, 7..., 2, 1)
Mode  Extended with the mode XF	_  /   \ /\ XX XF	Is the mode in that the steps are activated or deactivated: _  The step jumps in scene and jumps out scene. /  The step fades in scene and jumps out scene.  \ The step jumps in scene and fades out scene. /\ The steps fades in scene and fades out scene. XX The step cross fades in scene with the previous step (no-dipless). XF The step cross fades in scene with the previous step (dipless). In dipless, the level of the channels that are in the current step and the next step, never decreases beneath the minimum level stored.
Attribute  New	NORM INVR BLD+ BLD- SHAD RAND CHAO	<b><u>NORM (NORMAL)</u></b> , the chase begins with all its steps deactivated, and then, each step is activated in scene and the previous step is deactivated. <b><u>INVR (INVERT)</u></b> , the chase begins with all its steps activated, and then, each step is deactivated in scene and the previous step is activated. <b><u>BLD+ (BUILD+)</u></b> , the chase begins with all its steps deactivated, and then, each step is activated in scene but, the previous step is not deactivated. <b><u>BLD- (BUILD-)</u></b> , the chase begins with all its steps activated, and then, each step is deactivated in scene but, the previous step is not activated. <b><u>SHAD (SHADOW)</u></b> , the chase begins with all its steps deactivated, and then, each step is activated in scene but, the previous step is not deactivated, when all steps are in scene, each step is deactivated in scene but, the previous step is not activated, to the end, all steps are deactivated. <b><u>RAND (RANDOM)</u></b> , the chase begins with all its steps deactivated, and then, the steps are activated in scene in random order and with a step time random too. This mode is very used to simulate flames, fire, etc. <b><u>CHAO (CHAOS)</u></b> , the chase begins with all its steps deactivated, and then, the steps are activated in scene in random mode (order, level and number) and with a step time random too. This mode is very used to simulate flames, fire, etc. that they need more than one step in scene.
Base Preset New	P	This preset is activated in scene with the chase, and this preset is in scene during the chase is active. Is the static light base of a chase.
STEPS		Are not limited. The steps of a chases are the same type. Each step only has a item (a channel, a preset or a group). The steps are succeeded in scene in controlled way for the direction, the mode, the attribute and the step time.

Graphic examples of the chase **attributes and directions**. This example is based in a channels chase with 4 steps, where a active channel is showed like “●”, and a deactivated channel like “○”.

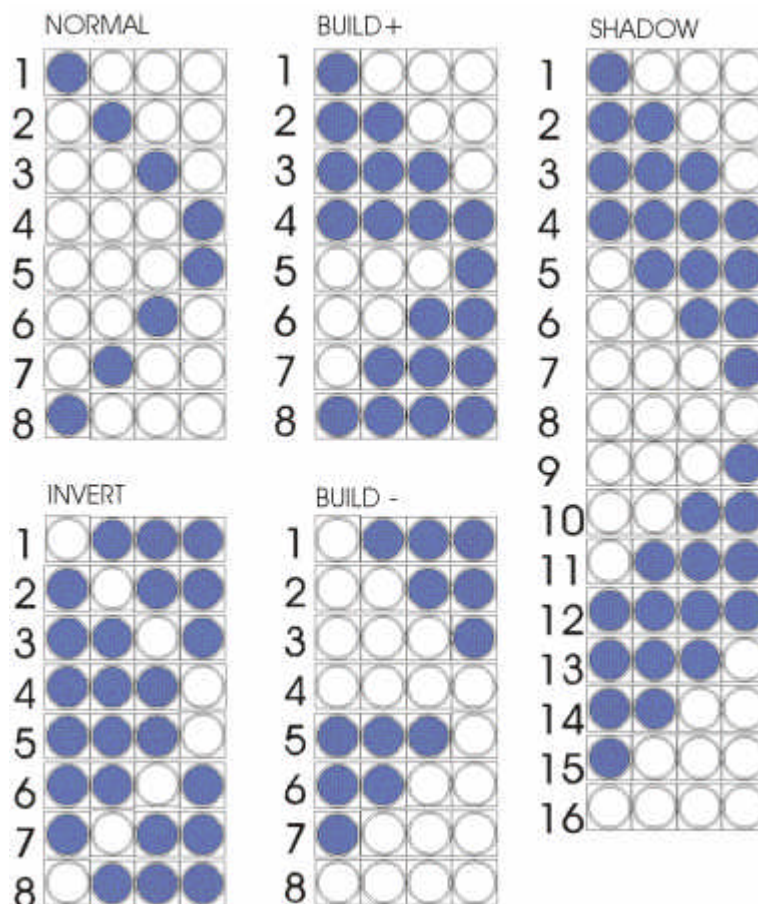
**Ascendant direction (>)**



**Descendant direction (<)**



**Cyclic direction (><)**



**Editing a Chase**

To store the desired chase, we have the command:

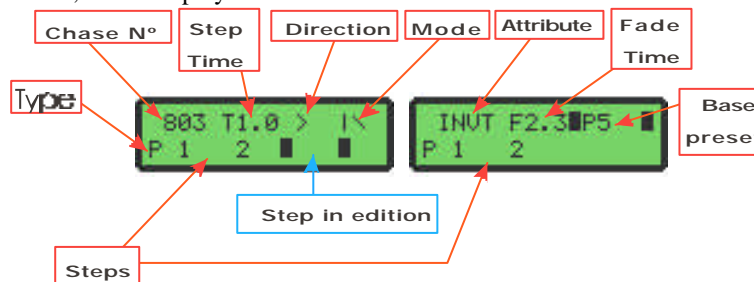
- **8## REC**

And now, this command has been extended with a new command to store the **next free chase** (last stored chase +1), for this, press:

- **800 REC**

**The edition table of the Chase**

The new parameters, in the display:



The edition way, of the chase parameters in this edition table, hasn't changed.

The default step time, **T**, and the fade time, **F**, is a 'cut' time (0,1 sec).

These times can be compressed between 0 and 999.9. But the times with 3 digits and decimal point only are showed with its 3 digits.

To edit the **direction, mode or attribute** of the chase, place the cursor in the corresponded cell, and toggle between the available options pressing **INSERT** as many times as will be necessary.

From this version it is possible **to insert or to edit a blackout step** in the chase, for this, enter the number **0** instead of the number of preset or number the channel.

### ***New commands to access to the edition table of a Chase***

To access to the edition table of a concrete chase, you can press:

- **8## REC** or **8## MDFY**

To access to the edition table of a chase loaded in the masters **Mn** & **Mn+1**, you can press:

- **MDFY Mn** or **MDFY Mn+1**

### ***New option: SETUP SPD-DMX***

TRITTON permits us to control the speed of DMX frame. This characteristic is very used to adjust the DMX output of TRITTON with old DMX receivers or receivers, exactly, no standard.

To configure the DMX speed, access to **SPDdMX**, from the second screen of **SETUP**:

- Move the cursor, pressing →, up to select the option **SPDdMX**.
- Press **ENTER**.

In the display, the 3 available options appear:

SpdDmx	FAST *
MÉDIUM	SLOW

**FAST** is the DMX speed by default, and currently selected (marked with an asterisk).

Some parameters of the DMX frame depend of the selected speed:

Parameter	Norma DMX 1990	TRITTON FAST	TRITTON MEDIUM	TRITTON SLOW
Break Length	Minimum 88 µs	100 µs		
MAB Length	Minimum 8µs	46 µs		
Bytes/packet	1-512 channels	512		
Break to break	170µs – 3 sc	50 ms	100 ms	150 ms
Updates/s	1-44	20	10	7

## ***New option: MENU PB-ZERO***

The ***PB-ZERO*** menu is composed by initialisations functions. These functions permit us:

- Configure the modes and temporal functions of TRITTON in a status by default.
- Put at “zero” all TRITTON Playbacks (masters and sequence)
- Put at “zero”, only, the masters output.
- Put at “zero”, only, the sequence output.

To execute these functions, select the ***PB-ZERO*** option, from ***MENU***:

- Move the cursor to select the option ***PB-ZERO***
- Press **ENTER**

In the display:

Pb-Zero STATUS
ALL MASTER SEQ

Now, to execute one of these functions, for example ***ALL***:

- Move the cursor to select the option ***ALL***
- Press **ENTER**. The system requests confirmation.
- Press **ENTER** again.

## ***STATUS***

This function returns to TRITTON to a status by default. When you execute this function, in the console:

1. Any exam page is cancelled.
2. Any selected menu is cancelled, returning always to the main menu ( ***Main*** ).
3. In the manual field, if it is necessary, the DOUBLE mode is cancelled.
4. Any modification process is cancelled.
5. The special function of ***TIME*** to learn times, if active is cancelled.
6. The Blind mode is cancelled.
7. The **Mn** keys are configured like GO keys (***FL-MI*** function with its LED at off)
8. And, it is necessary, the ***BLK.OUT*** functions are deactivated.

## ***ALL***

This function permits us to put at “zero” the outputs of the console. When you execute this function, in the console:

1. The manual field is emptied (all manual channels at 0%).
2. The masters outputs are putted at zero. Each master maintains its content. The masters with groups or preset are initialised at 0%. The masters with chase are deactivated and initiated at 100% for its level and its speed.
3. The sequence output is putted at zero. The sequence is maintained, but they is initiated with the step 0 in X1 (at 100%) and step 1 in X2 (at 0%).

## ***MASTER***

This function puts at zero the outputs of the masters. When you execute this function, in the console:

1. The masters outputs are putted at zero. Each master maintains its content. The masters with groups or preset are initialised at 0%. The masters with chase are deactivated and initiated at 100% for its level and its speed.

## ***SEQ***

This function puts at zero the sequence output. When you execute this function, in the console: The sequence output is putted at zero. The sequence is maintained, but they is initiated with the step 0 in X1 (at 100%) and step 1 in X2 (at 0%).

## ***Off Line Editor for PC (Windows)***

TRITTON has a Off Line Editor for PC (Windows system).

This simulator can be downloaded from [www.lt-light.com](http://www.lt-light.com)

## ***INSTALLATION***

PC 486 or superior.

Operative System: WIN95/WIN98/WIN2000, WIN-NT or WIN-XP.

If the PC hasn't much video memory, configure its video for 256 colours (16 bits).

The downloaded simulator program is zipped: WTRITTON.zip

Copy the WTRITTON.zip file, in a new folder in the HD.

Unzip it in its folder:

The file WTRITTON150.EXE is extracted, and it is ready to execute.

The numbers of the file name are a reference to the software version (the version numbers are the same in the console and in the simulator).

Execute the program WTRITTON150.EXE

In the PC monitor, you can see: a TRITTON simulated monitor and the own console panel.

## ***WORKING IN THE SIMULATOR***

All functions and modes are equals that in the console. If necessary, read the console user manual.

With the PC mouse:

“Click” on a key to press it , or

“Drag” the faders to move them.

### **Special notes:**

The frontal panel bitmap can be dragged to place it in the desired position on the PC monitor.

To move 2 faders at the same time (very used for X1 & X2 faders):

- Press **CTR** and click, with the mouse, in the first fader cap.
- Then, click, with the mouse, and drag on the second fader cap. Note that both faders are moved at the same time.
- Free **CTR**.

## ***SPECIAL FUNCTIONS IN THE SIMULADOR***

The simulator has some special functions that they aren't in the console.

These functions are in the third screen of *MENU / MEM*.

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These functions permit us to store and load the shows of the *inner memory* using other formats. These functions are thought, mainly, to exchange shows.

### THE INNER MEMORY IN THE SIMULADOR

The TRITTON simulator imitates the *inner memory*. The physical memory is simulated with a file of 256K named **wtriton.lt2**. This file only is read using the TRITTON simulator.

Inside **wtriton.lt2** are stored the shows created with the simulator.

The first time that you access to the menu **MEM** (in the simulator), it is needed format the *inner memory* (this process creates the **wtriton.lt2** file).

To store, to load and to exam the shows in the simulator, use the same functions that in the console.

In the simulator, the *inner memory* is not a physical, is the PC file **wtriton.lt2**

### REC-LOAD A SHOW IN A FILE

The commands **fL** (*File Load*) and **fR** (*file Rec*), in the third screen of **MEM**, permit us to load shows from a computer file, and to store shows in a computer file. These commands are very used to create a shows-library, a backup copy, etc.

To store a show of the *inner memory*, like a computer file, from the **MEM**:

- Insert the show number to transfer (this show must be in the *inner memory*).
- Move the cursor to select the option **fR**
- Press **ENTER**.
- A dialogue windows appears. Select a name and directory for the computer file. This computer file will have the same data that the selected show.

To load a computer file like a show of the *inner memory*, from the **MEM**:

- Insert the show number to store in the *inner memory*.
- Move the cursor to select the option **fL**
- Press **ENTER**. If the entered number (show) exists in the *inner memory*, the system requests us confirmation. Press **ENTER** again to confirm, or try it entering other show number.
- A dialogue windows appears. Select a name and directory for the computer file that you want load like a show.

### REC-LOAD A SHOW IN ASCII FORMAT

The commands **aLD** (*AsciiLOAD*) y **aRC** (*AsciiREC*), in the third screen of **MEM**, permit us to translate ours shows to ASCII LIGHT CUE.

ASCII LIGHT CUE is a standard format created by the USITT to exchange shows of different consoles and manufactures.

Using ASCII LIGHT CUE format, it is possible to recover shows of others console models , (like HYDRA, by LT) or shows of others console of others manufactures (like ETC, COMPULITE, etc); and vice-versa ( a TRITTON show can be recovered in other consoles).

The ASCII format doesn't store the complete data of a show (each manufacture has some specific data and others data depend of each console – pages, macros...). The ASCII format always stores the basic data of a show (presets , patch, fade times...).

The ASCII LIGHT CUE files can be opened with a text editor, and, in TRITTON has extension \*.txt.

To store a show of the *inner memory*, like a ASCII LIGHT CUE file, from the **MEM**:

- Insert the show number to transfer (this show must be in the *inner memory*).
- Move the cursor to select the option **aRC**
- Press **ENTER**.
- A dialogue windows appears. Select a name and directory for the ASCII file.

To load a ASCII LIGHT CUE file like a show of the *inner memory*, from the **MEM**:

- Insert the show number to store in the *inner memory*.
- Move the cursor to select the option **aLD**
- Press **ENTER**. If the entered number (show) exists in the *inner memory*, the system requests us confirmation. Press **ENTER** again to confirm, or try it entering other show number.
- A dialogue windows appears. Select a name and directory for the ASCII file that you want load like a show.

### **REC A SHOW LIKE A TEXT FILE**

The **tRC** (*TxtREC*) command, in the third screen of the **MEM**, permits us to create a text file that has all the show data.

This text file can be edited (and printed) using any PC text editor... It is possible to delete some data, to insert some comments, or to change the letter type and the document format, etc. This tool is very used to obtain printouts of the data of our show.

To “print” a show of the *inner memory*, storing a text file in the PC, from **MEM**:

- Insert the show number to transfer (this show must be in the *inner memory*).
- Move the cursor to select the option **tRC**
- Press **ENTER**.
- A dialogue windows appears. Select a name and directory for the text file.
- Then, you can edit this text file using a text editor, and / or you can print it.

### **NOTES ABOUT THESE SPECIAL FUNCTIONS**

In the same way that with the LTSYSEX format, the formats FILE, ASCII & TEXT can not work with the active show (the console show); these formats only work with the shows stored in the *inner memory*, (to work with the active show, record this show in the *inner memory*).

And only it is possible to work with one show at the same time. Will be necessary repeat the same process for each show that you need “translate”.

### **USING THE MIDI PORT IN THE SIMULATOR**

The TRITTON simulator can use the MIDI port of your PC, if it exists, to send shows (or to receive) using the MIDI System Exclusive (LTSYSEX format)

To configure the MIDI port in our simulator, click, with the mouse, on the MIDI port bitmap. A configuration window is opened.

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This is the way to communicate a shows of a physical console (in a TRITTON console) with a show of the *inner memory* of the TRITTON simulator.

## **IMPROVEMENTS**

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### ***New distribution of menus***

The previous **SETUP** menu, now is divided in 2 menus: **MENU** and **SETUP**.

Then the main menu is:

Main	SEQ	>000
MDFY	NUM	->

Main	MENU	>000
SETUP	TEST	->

The options of **MENU** are:

Menu	PCH	SCR	
MEM	MID	PRH	->

Menu	PB-ZERO
DEL-SEQ	->

The options of **SETUP** are:

Setup	SEQ	XF	
GM	BEEP	CT	->

Setup	LNG
SPDdMX	->

Inside **MENU**:

The options **PCH**, **SCR**, **MID**, **PRH**, y **MEM** have no changes.

The option **DEL-SEQ**, the previous **DEL** command of the main menu, has been included inside the **MENU** options. (Only it has changed its name and localization).

The option **PB-ZERO** is new (explained before).

The **RST** option has disappeared in favour of the **PB-ZERO** option.

Inside **SETUP**:

The options **SEQ**, **XF**, **GM**, **BEEP**, **CT** and **LNG** have no changes.

The option **SPDdMX** is new (explained before).

### ***Storing the Next Page or storing the Next Chase***

2 new commands has been included to store the next page or the next chase.

These commands permits us to store a new page or new chase with the next number to the last stored number (of page or chase). These commands are:

- **900 REC** (and the new page is named automatically with the next number to the number of the last stored page)
- **800 REC** (and the new chase is named automatically with the next number to the number of the last stored chase)

### ***The Show stores the Page 0***

When a show is stored, automatically, a page 0 is stored too. This page 0 has the masters contents at the moment in which the show was stored.

After, when this show is loaded, automatically, this page 0 is loaded in the masters.

### ***Loading Pages with a active Chase***

If a chase is active in the masters, and one page is loaded, if this chase has its 2 control faders at 0 (including if the faders and locked at FF and 100%), when the chase is deactivated, the new masters content are loaded automatically, now it is not necessary to move these faders.

## ***SOLVED BUGS***

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### ***Masters***

When it were loaded a show, and then, were loaded a page, the faders that they were over its 0, upon moving them, its current output level was jumping to its physical value (with a possible light jump), this faders were not locked at 0. This bug is solved.

### ***The MD.FY function***

If the editor was activated pressing **MD.FY Mn**, if any **Mn** was pressed just after leaving of the editor - pressing **REC** or **ESC** - the console was interpreting the command **MD.FY Mn**, and was returning to activate the editor instead of execute the command **Mn**. This bug is solved.

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