

GAMCOMMAND II OPERATING INSTRUCTIONS FOR MODEL 3202

The GAM Command II is a two-preset control with a pile-on memory (memory preset), and a solo preset (dimmer input preset) which holds one channel or a contiguous group of channels at a time. When an input is made, the last entry is automatically switched out.

CONTROLLING A DMX CHANNEL (Dimmer Input Preset)

Enter DIM 56 AT 75. This entry will put channel 56 on the DMX output of the GAM COMMAND II at 75%. On the left display is the channel (dimmer) number and on the right is the GAM COMMAND II's level in percentage. To adjust this level after entry, enter AT 40 for 40% or AT FULL for 100%, etc.

The channel level can also be adjusted with the UP/DOWN keys (these are also the '0' and '7' keys). The keys function as UP/DOWN only after a dimmer level is fully entered. Pressing and holding down the UP key raises the level. Pressing and holding down the DOWN key lowers the level. The GAM COMMAND II will also provide level changes at the decimal level of DMX. Click the UP key once and the output level changes by one decimal increment. It takes 2.55 decimal increments for a 1% change. Level entries below 10% must be entered as a two digit number (01 for 1%, for example). The NEXT and BACK keys can advance you sequentially to the 'next' dimmer number and 'back' to the last one when entering a new dimmer.

MULTIPLE DIMMERS (THRU key)

Enter DIM 10 THRU 20 AT 65. This entry sets dimmer channels from 10 through 20 at 65%. The display will show the first channel of the group. To see which channel is the last in the group, press THRU again. An LED dot will light at the bottom of the first digit on the left. The letter 'T' is just below to indicate it is the THRU function display. Press THRU again and the display will revert to the starting channel of the group.

FADING LEVELS UP

When making a dimmer entry, it may be more convenient to fade up your selection more slowly. This is achieved by holding down the last key of your entry as it's entered. In our example entry, DIM 56 AT 75, hold down the '5' key at the end of the entry to slow the fade. Fade up can also be achieved by entering your required dimmer at 01%. The UP key can then be used to slowly fade up to the desired level. Ex: enter DIM56 AT 01, then use the UP key (7) to incrementally reach the target level.

CLEARING THE DIMMER PRESET

Enter DIM ALL AT 100 to clear all entries in the dimmer input preset. The dimmer input preset holds only one channel or one contiguous group of channels at a time. Each time a new entry is made, the last entry is automatically replaced by the new one. This operation allows fast access to each channel individually when setting up lamps for focus and for fast checking of individual dimmer channels.

MEMORY FUNCTIONS (MEM KEY, Memory Preset)

To Place A Channel In Memory

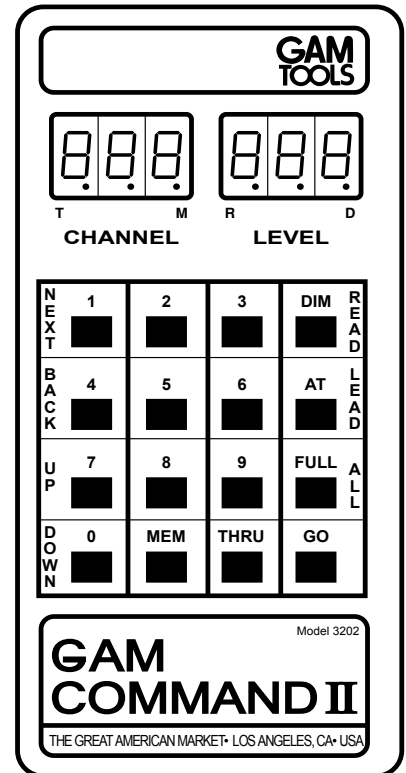
Enter DIM ## AT ## to set the channel number and level. Press MEM then GO and the dimmer just entered will be added to the memory. The memory allows up to 14 entries to be piled from the 'DIM' input. When the memory is full, an 'FL' will appear in the channel display when the MEM key is pressed. If there is no need to keep the lowest dimmer number in memory, pressing MEM then GO saves the new entry to memory by overwriting the lowest numbered dimmer channel to memory.

Switching To Memory

Press the GO key. This key switches the memory presets on and off. A dot appears on the right side of the channel display (above the 'M') to indicate the memory is on.

Scanning The Memory Contents

When the memory preset is on (the dot above the 'M' is lit), the display can indicate which channels have been memorized by using the NEXT and BACK keys. Press NEXT and the display will show the next channel in memory. BACK will back down through the list of channels. As you scan through the memory channels, the dimmer preset channel will be indicated even if it has not been put in memory. To indicate this channel, the dot above the 'D' will light.



To Delete A Channel From Memory

Use the GO button to switch on the memory preset. The dot at the bottom of the display near 'M' will indicate it's on. Use NEXT and BACK to scan through the channels in memory. Once you arrive at the channel to be deleted, press AT 00 to send the channel to 0. This channel will no longer be in memory. If the channel does not delete from memory, it is most likely a channel from within the group that is saved to memory. In this case, only the complete group can be deleted. First, locate the channel that starts the group with the NEXT and BACK keys. Then delete it with AT 00. If the channel display is located on the dimmer input preset (the 'D' indicator is on), then only the dimmer input channel, not the memory will go to zero. To delete the memory channel, press MEM then GO.

To Edit A Memory Channel

Use the GO button to switch the memory preset on. Use NEXT and BACK to locate the channel you wish to edit. Use UP and DOWN to change the level or press AT 20 to change its level to 20%, for example, or any level setting desired. If the channel being changed is also the dimmer input preset channel, this will be indicated by the dot above the 'D'. The level settings have to be saved to memory by pressing MEM then GO, otherwise only the dimmer input preset will accept the changes.

Using DIM GO Command

When memory preset is being used, any one of the memory channels can be moved into the dimmer preset by pressing DIM then GO. This is useful for focus when you want to select a single lamp from anywhere in the memory. Pressing GO again will switch the memory preset on and off, leaving the dimmer preset on. To move to another dimmer in the memory, press NEXT when the memory preset is on. The 'D' indicator will be off if the displayed channel is not the dimmer input preset. Press DIM then GO to put this next channel into the dimmer preset.

To Clear All The Memory To Zero.

Press MEM ALL AT 00 (zeros). Memory will be cleared.

READING DMX SIGNALS (READ)

Plug the DMX line into the male 5-pin XLR located at the top of the unit. Turn on the GAM COMMAND and press and hold the READ key (also labeled DIM). Hold the key down until the display changes. At this point the display will show a flashing dot at the bottom left of the display. There is an 'R' below this dot indicating it is the 'read' mode.

DISPLAY NO SIGNAL or ZERO SIGNAL

If the DMX line is not sending a signal, or the signal is unreadable, the display will show ALL --. ALL is displayed in the channel window, and two horizontal bars are displayed in the level window. If signal is being transmitted and all changes are at zero, the display will read ALL 0.

READ THE ACTIVE CHANNELS

Press DIMM ALL. If channels are up in the DMX signal, the GAM COMMAND will home directly to the first channel with level, and the display will show the channel number and level. To search through the signal line and find going channels, press the buttons labeled NEXT or BACK. This takes you to the next channel with level. If there is no response from these buttons, then there are no channels up in the signal line.

READ A PARTICULAR CHANNEL

Enter DIMM## AT If you want to read a particular channel in the DMX line and fix on this channel only. Example: press DIM30 AT to show you channel only. Once this is done, the NEXT and BACK buttons will move the read to the next DMX channel one by one.

RETRANSMITTING THE DMX

When the GAM COMMAND is used in its read mode, it transmits the incoming signal out through the 5-pin connector on the front of the unit. This feature allows you to put the unit in line with your desk output, to monitor channel levels as they leave the console. The retransmit feature may also help if you have a mismatch between console and dimmers. The GAM COMMAND rebuilds the DMX signal before it retransmits it. Press GO to resume normal operation.

TESTING A LEAD

Press and hold down the button labeled LEAD (also labeled AT) until the display changes to lead testing. If there's no cable in the sockets, the display will show 5 horizontal bars indicating that there is no connection on any of the 5 pins. Plug the lead to be tested in the male and female plugs on the top of the unit. If the lead is fully connected, the display will read 1 2 3 4 5 indicating the 5 lines of the lead are connected and in correct order. If the display reads 1 3 2 4 5, then pins 2 and 3 are reversed, for example. If it reads 1 8 8 4 5 then 1, 4 and 5 are OK, 2 and 3 are shorted.

When you have finished testing leads, press GO to exit this function and resume normal operation.

KEY FUNCTIONS FOR THE READ MODE

READ: Hold down for 10 seconds to enter the DMX read function.

DIM ### AT: Reads the level of a particular dimmer channel.

DIM ALL: GAMCOMMAND will read all channels in the DMX line and display only active channels.

NEXT: Advances to the next active channel when in DIM ALL mode, and advances one channel at a time in DIM AT mode.

BACK: Moves back one active channel when in the DIM ALL mode, and moves back one channel number in DIM AT mode.

GO: Exits from the DMX read functions.

STAND-BY MODE: If the keypad is not used for several minutes, the display will enter a power save stand-by mode displaying a single bar moving across the displays. While in stand-by mode, there is still full DMX output. Press any key to start the display and show 'last reading'.

LOW BATTERY WARNING: When the unit is turned on, the display will read LO. If batteries are low, the readout remains until a keyboard button is pressed to begin operation.

TESTING A LEAD

LEAD: Hold down for 10 seconds to enter lead testing function.

GO: Exits from lead test function.

KEY FUNCTIONS FOR DIMMER INPUT PRESET

DIM ### AT ##: Enters a dimmer level into the dimmer input preset. All level entries must be two digit (ex.:01=1).

DIM ### THRU ### AT ##: Enters a continuous group of dimmers at one level into the dimmer input preset.

AT##: Renews the level of the current channel.

THRU: Press to show the last dimmer in a THRU group. Press again to show the first dimmer.

UP: Fades up the current channel.

DOWN: Fades down the current channel.

NEXT: Advances to the next number dimmer channel when in dimmer preset.

BACK: Moves back one dimmer number when in dimmer preset.

ALL: All dimmers.

FULL: Use when entering levels at 100%.

AT 00: Sets the dimmer Input Preset to zero.

DIM ALL AT ##: Sets all 512 channels in the dimmer Input Preset to a specified level.

KEY FUNCTIONS FOR MEMORY PRESET MODE

GO: Switches on the memory preset.

MEM ALL AT 00: Clears memory.

MEM GO: Saves the contents of the Dimmer Input Preset to memory. All entries pile on.

DIM GO: Duplicates a memory preset dimmer to the dimmer input preset.

NEXT: Displays the next channel saved in memory preset.

BACK: Scans back through the memory preset to previous entry.

