5 - THE CHASES

THE CHASES

A chase is formed by <u>steps.</u> Each step is programmed with a **preset,** a **channel** or a **group**. The chase is the succession of these steps in scene. There are not a maximum number of steps.

TITAN has up to 99 chases, named like **8**01 at **8**99, and we can activate simultaneity: 7 for TITAN-48, 13 for TITAN-72 and 19 for TITAN-96.

In a chase we can define:

| Parameter	Name	What is it?
Name	**8##**	The chase name is a number (801-899). This number permits us to name the chase for its recording, loading, deleting, etc.
Type	**PRESET CHANNEL GROUPS**	Is the type of content of its steps. Each step contents a number of channel, of presets, or a group. All the step chases are the same type.
Fade Time	**T**	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.
Step time	**StepT** ó **StT**	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	**_|** **/|** **|** **/** **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	NORMAL INVERT BUILD+ BUILD- SHADOW RANDOM CHAOS	**NORMAL,** the chase begins with all its steps deactivated, and then, each step is activated in scene and the previous step is deactivated. **INVERT,** the chase begins with all its steps activated, and then, each step is deactivated in scene and the previous step is activated. **BUILD+,** the chase begins with all its steps deactivated, and then, each step is activated in scene but, the previous step is not deactivated. **BUILD-,** the chase begins with all its steps activated, and then, each step is deactivated in scene but, the previous step is not activated. **SHADOW**, 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. **RANDOM,** 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. **CHAOS,** 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	**Pr**	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 chase steps are the same type. Each step only has an item (channel, preset or group). The steps are succeeded, in scene, controlled 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 " "
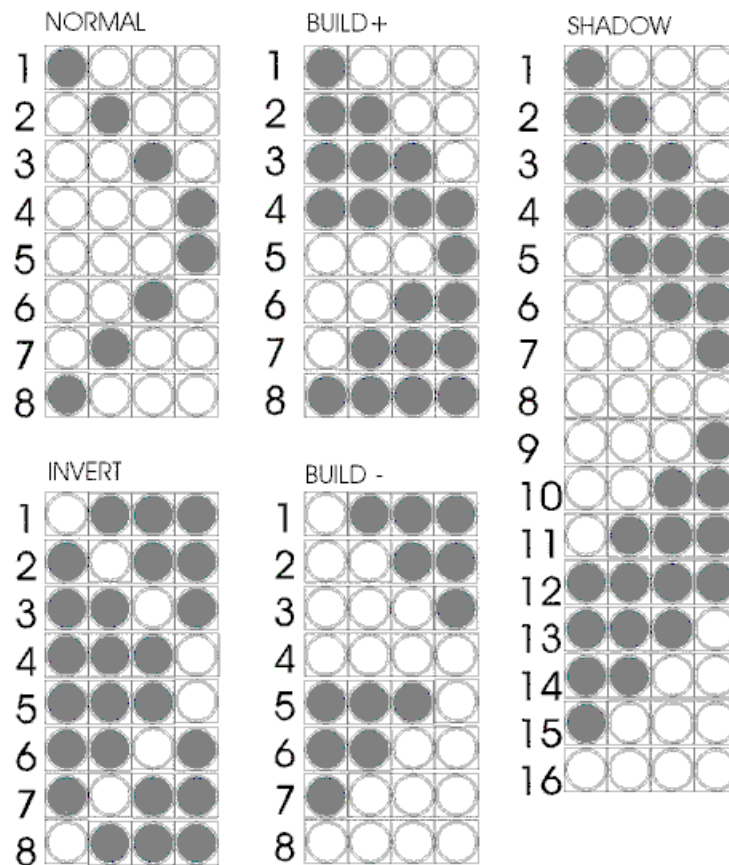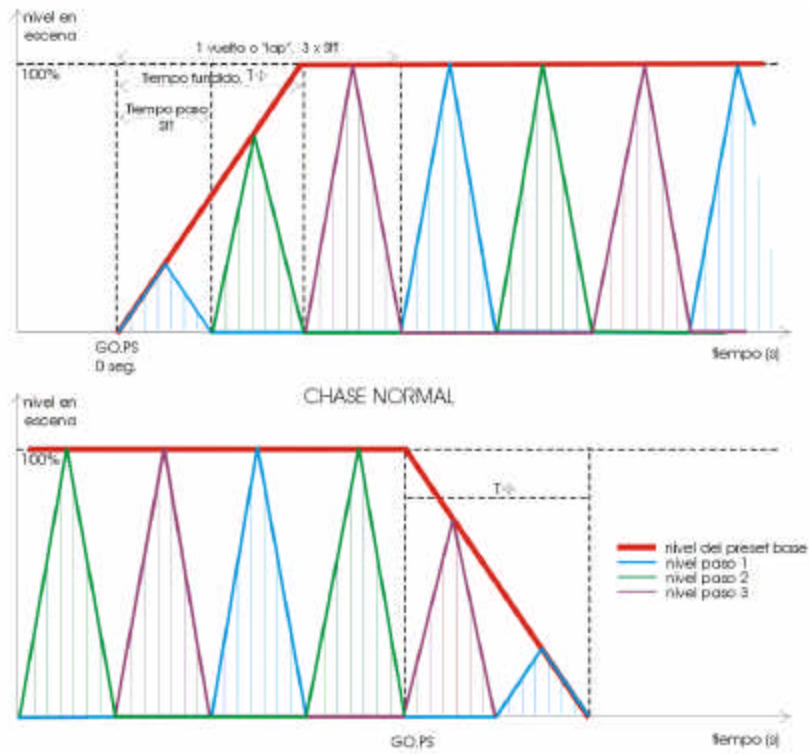
Ascendant direction (>)
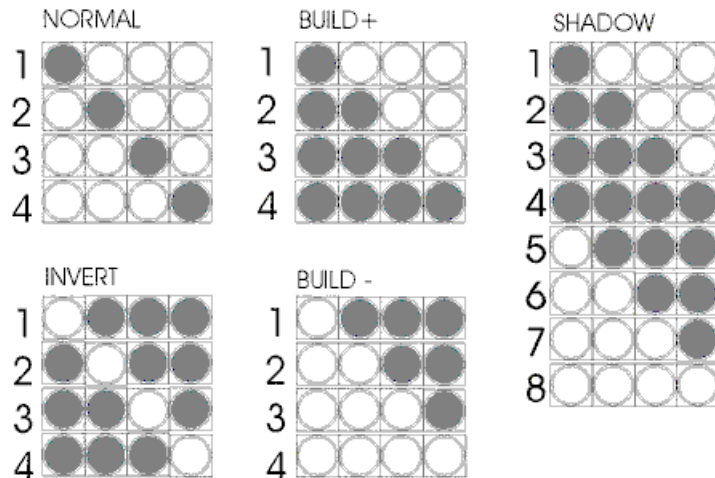
Descendant direction (<)
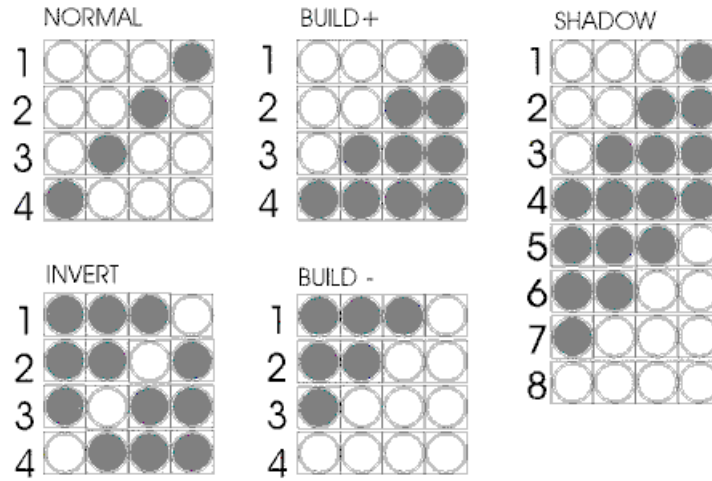
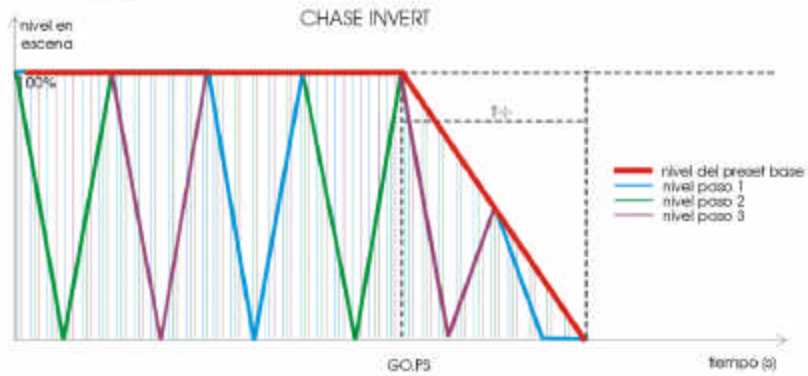## Cyclic direction (> <)
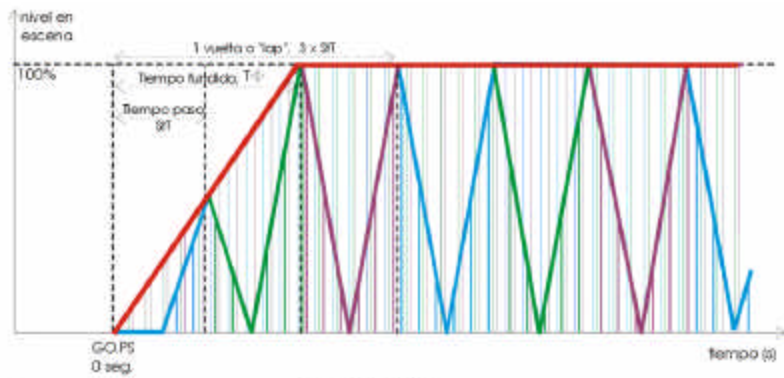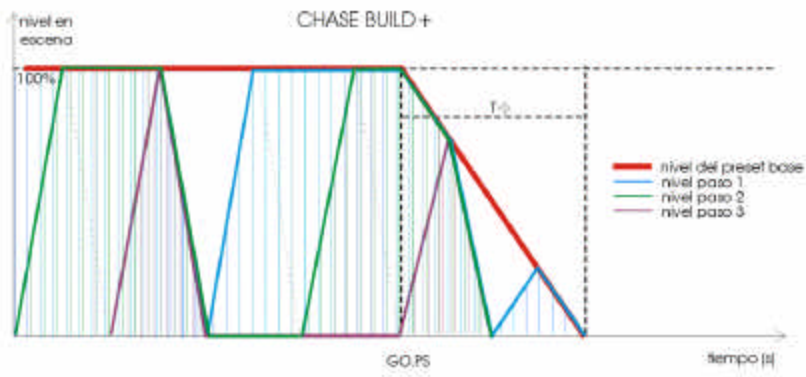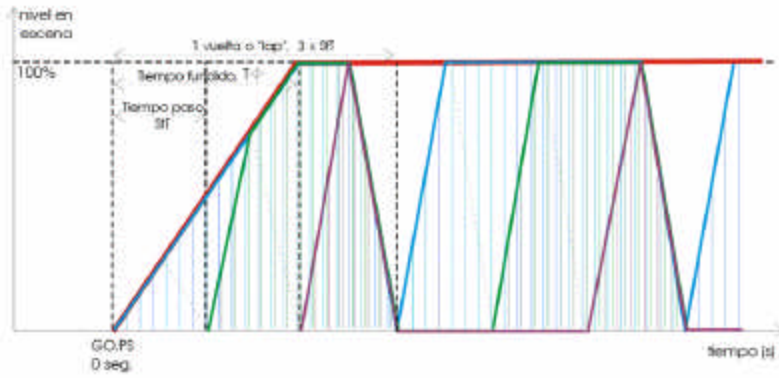
Suppose a chase with 3 steps, direction **>**, and mode **Ë** . This chase has programmed a base preset and a fade time (T).

In the next examples, the progress of this chase is shown, (for 3 basic attributes):

CHASE BUILD+

nivel del preset base
nivel paso 1
nivel paso 2
nivel paso 3

CHASE INVERT

nivel del preset base
nivel paso 1
nivel paso 2
nivel paso 3

EDITING A CHASE

Remember! The chases are in the rank 801 - 899.

To store the desired chase, press:

- **8## REC**

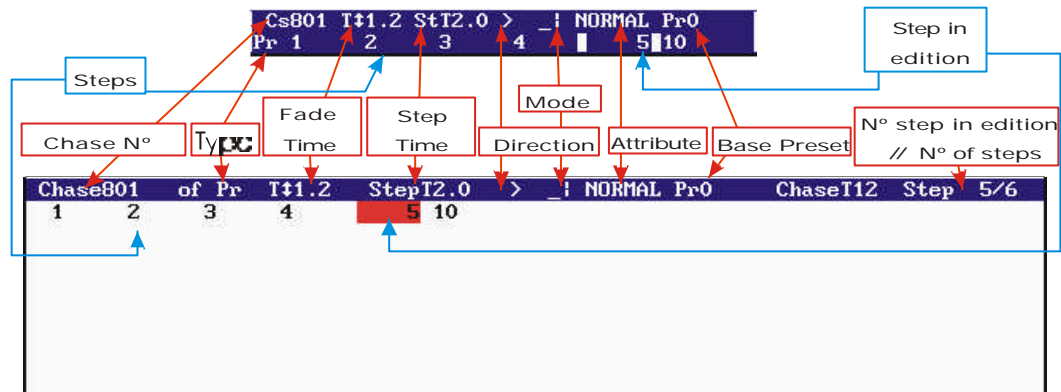To store the next free chase (last stored chase +1), press:

- **800 REC**

In the display, a type selection screen appears. To select the **type** of the new chase:

PRESETS   CHANNELS GROUPS

- Move the cursor up to the desired **type** (using the arrow keys) and press **ENTER**. Example: *PRESETS   ENTER*

The system shows us the edition table of the chase (in display and monitor):

- In this edition table, edit the steps content, and adjust the chase general parameters (see bellow).

- Press **ENTER** to accept and store the edited chase.

WORKING IN THE CHASE EDITION TABLE

To select the desired cell, use the arrows keys.

To enter a numeric data use the numeric keyboard.

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

These times can are 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.

Only in the monitor, it is possible to see the next information:

The total time for a lap of the chase, this time is calculated in base at the step time and the steps number, (ChaseT **12** in the previous draw).

The number of the step in edition (selected with the cursor), and the total of the chase steps (Step **5/6** in the previous draw, in other words, the step 5 is been edited in a chase of 6 steps).

The chase **steps** are edited in the second line of the display, and the steps are always ordered in ascendant direction. To access to the steps edition (second line of the display) press ⬇.

To edit a **new step**:

- Move the cursor to the last step cell (empty step) and select one of the next options:
  - For **presets chase or channels chase**: Enter the **preset number or channel number** for this step.
  - For **presets chase or channels chase**: Press **INSERT** to entered the next preset/channel to the preset/channel of the previous step. **INSERT** permits us to edit steps with consecutive channels (or presets) easily. You can maintain pressed this key to edit several consecutive steps.
  - For **groups chase**: Prepare the desired picture in scene, and press **LOAD** to load the scene output like a group in the step in edition.
- Accept the entered data moving the cursor with any arrow key (except in the edition done with **INSERT**, that they are accepted immediately).

To **insert** a **step** between 2 stored steps:

- Move the cursor to the cell of the step that you want to insert. Example: If you want to insert a step between the current steps 3 & 4, move the cursor at the step 4.
- For **presets chase or channels chase**: Enter the **preset number or channel number** for the new step, and press **INSERT**.
- For **groups chase**: Prepare the desired picture in scene, and press **INSERT** to store the group in the new inserted step.

To **insert or to edit a blackout step**:

- Move the cursor to the cell of the step that you want to edit and enter the number **0**, instead of a number of preset or a number of channel.

To **delete** a stored **step**:

- Move the cursor to the cell of the step that you want to delete.
- Press **DELETE**.

To cancel a numeric entry, before to accept this number, press **C**.

Example:

Suppose that we want record the chase number 805, with presets, mode **ë**, cyclic direction, and it formed with the presets, 1, 3, 5, 7, 5, 8, 9, 10, 11 y 9, in this progression. The step time is 1 minute (60 seconds):

- **805 REC**
- *PRESETS* **ENTER**
- Select the **StT** cell and enter **60.**
- Select the **Direction** cell (**_|)** and press **INSERT INSERT,** the symbol **<>** appears**.**
- Select the **Mode** cell and press **INSERT INSERT INSERT,** the symbol **ë** appears**.**
- Press ↓**,** and enter the next data for the steps**:**
- **1 ➜**
- **3 ➜**
- **5 ➜**
- **7 ➜**
- **5 ➜**
- **8 ➜**
- **INSERT (**added the next stored preset**, 9)**
- **INSERT (**added the next stored preset**, 10)**
- **INSERT (**added the next stored preset**, 11)**
- **9 ➜**
- **ENTER** (To exit of the chase table; all entered data are accepted).

MODIFYING A CHASE

To modifying the chase data:
- Select the chase. Example: **853 REC**.
- Edit the desired cells.
- Press **ENTER** to end.

COPYING A CHASE

To copy the chase data in a new chase:
- Select the recorded chase. Example: **853 REC**.
- Select the first cell: *Cs853*
- Enter the number of the new chase, example: **863,** and press ➜ to accept it.

Now you are editing the new chase. The chase 853 has been copied in the new chase 863. The chase 853 is not modified.

This command only works with a new chase numbers. It is not possible to copy a chase in other recorded chase.

DELETING A CHASE

You can to delete a concrete chase, pressing:
- **8## DELETE** (8## is a chase number, 801 - 899).

You can to delete all chases stored in the console, pressing:
- **800 DELETE**
 This option requests confirmation. Confirm pressing **DELETE** again.

EXAMINING A CHASE

You can to exam a concrete chase, in the console display, pressing:
- **8## EXAM** (8## is a chase number, 801 - 899).
- **ENTER,** to quit of the exam display.

You can to exam the list the all the stored chases, in the console display, pressing:
- **800 EXAM**
- Use the arrows keys to move the display information.
- **ENTER,** to quit of the exam display.

ACCESS TO THE CHASE EDITION TABLE

To access to the edition table of a concrete chase, you can press:
- **8## REC**   or   **8## MD.FY**

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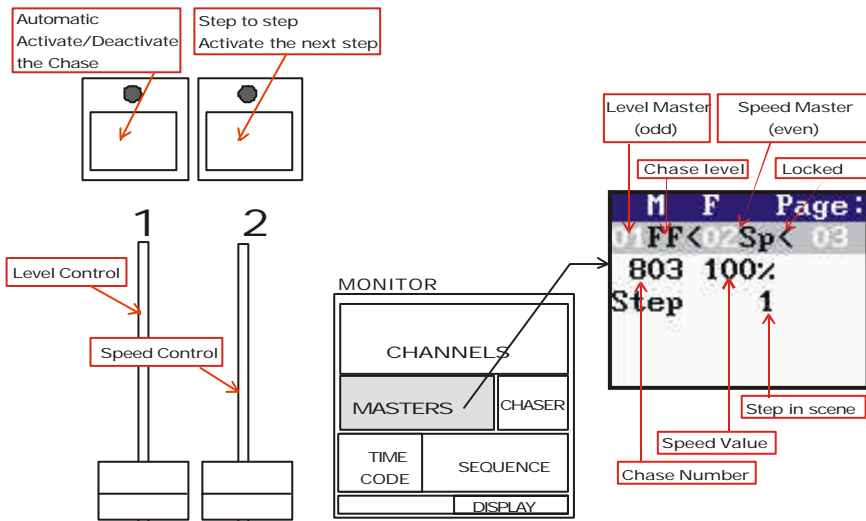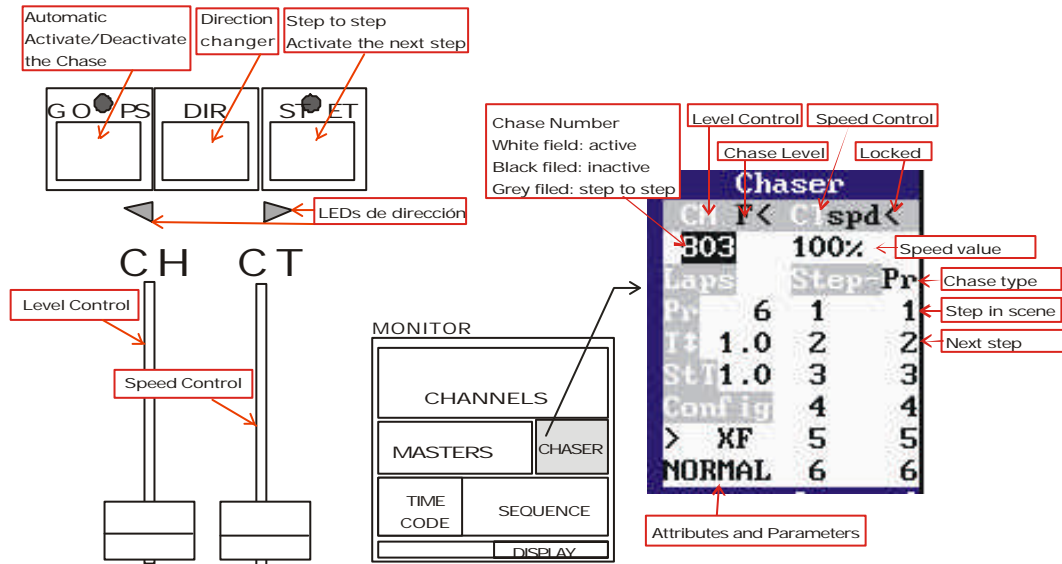- **MD.FY Mn**   or   **MD.FY Mn+1**

To access to the edition table of a chase loaded in the chaser, you can press:
- **MD.FY GO.PS**

CHASES INFORMATION

Visualisation in the monitor of the Chaser and of 2 masters with a loaded chase:

STATUS AND PLAYBACK MODES OF THE CHASES

A chase is activated when has active some of its steps in scene. TITAN permits us to activate a chase in the Chaser or in 2 consecutives Masters.

A chase is in automatic mode when it doesn't need the user intervention for that the chase activates the next steps.

A chase is in step to step mode, when it needs the user intervention for that the chase activates the next steps.

The base preset (if it is programmed) is activated when the chase is activated, and it is deactivated when the chase is deactivated. When the mode changes of automatic at step to step, or vice versa, the base preset doesn't change.

The fade time, **T**, only is computed when the chase changes from deactivated to activated in automatic mode, and when it changes from activated in automatic mode to deactivated. When the mode changes of automatic at step to step, or vice versa, the **T** is not computed. When the chase is activated in automatic mode, this **T** affects to the steps and to the fade in of the base preset. When the chase is deactivated, this **T** affects to the steps and to the fade out of the base preset.

STATUS	MODE	INFORMATION IN THE LEDS OF ...	
		GO.PS (or **Mn**)	**ST.EP** (or **Mn+1**)
Deactivated	**Loaded**	**Lit**	Off
	Unloaded	Off	Off
Activated	**Automatic**	**Blinking**	Off
	Step to Step	Lit	**Lit**

WORKING WITH THE CHASES

The chase can be activated in the Chaser, or using 2 consecutive masters. These 2 consecutive masters, **Mn** and **Mn+1**, permit us to control the chase in a similar way that the Chaser:

Mn works like **GO.PS** and the **Mn** fader works like the **CH** fader.

Mn+1 works like **ST.EP** and the **Mn+1** fader works like **CT** fader.

The **Mn** master is always the odd master (1, 3, 5, …).

THE CHASES

To load a chase, press:

In the Chaser
- **8## LOAD GO.PS** (8## is the chase number, 801-899)
  The **GO.PS** LED is lit.

In the Masters
- **8## LOAD Mn**
  The **Mn** LED is lit.

To unload a chase, press:

In the Chaser
- **800 LOAD GO.PS**   or   **0 LOAD GO.PS**   or   **DELETE GO.PS**
  The **GO.PS** LED is Off.

In the Masters
- **800 LOAD Mn**   or   **0 LOAD Mn**   or   **DELETE Mn**
  The **Mn** LED is Off.

Don't confuse with **8## DELETE**, this command deletes the chase 8## of the data memory of the console.

To exam, in the display, the chase loaded, press:

In the Chaser
- **EXAM GO.PS**

In the Masters
- **EXAM Mn**

The chase control, in the Chaser (or in the Masters)

Control	What happen with the loaded chase?
CH fader **Mn** fader	This fader controls the chase output level. When the chase is loaded, the level fader is locked at 100%; to take the control, the first time, will be necessary to move it up to its up extreme.
CT fader **Mn+1** fader	This fader controls the playback speed of the chase. When the chase is loaded, the speed fader is locked at 100% of its speed, in its midpoint; to take control, the first time, will be necessary to move it up to its midpoint.

GO.PS **Mn**	If the chase is deactivated, pressing **GO.PS (**or **Mn)**: The chase is activated, in automatic mode, in **T** seconds. The first step is activated in scene, it is in scene the programmed time, and then, it is deactivated, at the same time, that the next step is activated. The chase steps are activates in order, indefinitely. If a chase is active in automatic mode, pressing **GO.PS (**or **Mn)**: The chase is deactivated in **T** seconds. If the chase is active in step to step mode, pressing **GO.PS (**or **Mn)**: The chase changes at automatic mode from the current step.
# GO.PS **# Mn**	If the chase is deactivated, pressing **# GO.PS (**or **# Mn)**: The chase is activated, in automatic mode, in **T** seconds. The first step is activated in scene; it is in scene the programmed time, and then, it is deactivated, at the same time, that the next step is activated. The chase steps are activates in order, until the chase completes **#** laps, and then, the chase is deactivates automatically in **T** seconds. If a chase is active in automatic mode, pressing **# GO.PS (**or **# Mn)**: The chase follows active in automatic mode, but, when the chase completes **#** laps, it is deactivated automatically **T** seconds. If the chase is active in step to step mode, pressing **# GO.PS (**or **# Mn)**: The chase changes at automatic mode from the current step, when the chase completes **#** laps, it is deactivated automatically **T** seconds. **#** is the number of laps, it can take a value from 1 to 99.
ST.EP **Mn+1**	If the chase is deactivated, pressing **ST.EP (**or **Mn+1)**: The chase is activated, in step-to-step mode, in a cut time. The base preset and the first chase step are activated and maintained in scene. If a chase is active in automatic mode, pressing **ST.EP (**or **Mn+1)**: The chase changes to step-to-step mode, the current step (in scene) is deactivated, at the same time, that the next step is activated, and this step is maintained in scene. If the chase is active in step to step mode, pressing **ST.EP (**or **Mn+1)**: The chase follows in step-to-step mode, the current step (in scene) is deactivated, at the same time that the next step is activated, and this step is maintained in scene. In the last case, each time that you press **ST.EP (**or **Mn+1)** the chase advances one step.

# ST.EP **# Mn+1**	If the chase is deactivated, pressing **# ST.EP (**or **# Mn+1)**: The chase is activated, in step-to-step mode, in a cut time. The base preset and the step **#** are activated and maintained in scene. If a chase is active in automatic mode, pressing **# ST.EP (**or **# Mn+1)**: The chase changes to step-to-step mode, the current step (in scene) is deactivated, at the same time that the step **#** is activated, and this step is maintained in scene. If the chase is in step to step mode, pressing **# ST.EP** (or **# Mn+1)**: The chase follows in step-to-step mode, the current step (in scene) is deactivated, at the same time that the step **#** is activated, and this step is maintained in scene. **#** is the step number to activate, and can take values from 1 to 999.
DIR	This key is used to change the chase direction. The chase direction can be changed at any moment. Press **DIR** as many times as will be necessary. In the green LEDs that are under this key, you can see the current direction. The **DIR** function is not accessible, directly, in the Masters.

A channels controlled by a chase is in grey in the monitor.

Notes:
The chases loaded in Masters are recorded in the Masters pages.
The Flash Master function doesn't affect to the chase Masters.

The chase Masters doesn't accept fading times like the others Masters.

'LEARNING' TIMES IN THE CHASES

The step time of a chase in scene can be corrected manually.

In this process, the chase should be loaded in the chaser or masters (the chase can be active or not) and:

- **Press LN.TM** (Its LED will be lit) to active the "learn time" function. In this situation, the **CT** fader (or **Mn+1** fader) is locked at its 100%.

- **Press ST.EP** (or **Mn+1**), as many times as will be necessary to ensure the "rhythm".

- **Press GO.PS** (or **Mn**). The chase is activated in automatic mode (GO), with the "learned" step time. **This "learned" step time is the time between the last pressing of ST.EP (Mn+1) and the pressing of GO.PS (Mn)**. The "learn time" function will be deactivated, (the **LN.TM** LED will be off).

To quit of this process without record the step time press **LN.TM** again before press **GO.PS** (or **Mn**).

In this way, is a very simple to synchronise chases with a desired rhythm.

LTP CHANNELS. ATTRIBUTES & MODES

The chase behaviour depends of its mode and attribute.

The mode sets the form in which the steps are activated or deactivated in scene, and the attribute sets the moment in which the steps are activated or deactivated.

The LTP channels are not affected for the mode and attribute of the chase. These LTP channels always:

- Are activated and deactivated in a jump (mode: **_|).**

- Are activated in scene with its stored level (too in the INVERT chase).

- Are maintained in scene (never, the next step deactivates to the LTP channels of the previous step).

- Are not affected for the T .

- Are not affected for the **CH** fader (or **Mn** fader).

See the chapter 10.

Resume:

801 REC / 801 MD.FY		To store the chase 801
800 REC / 800 MD.FY		To store the next free chase
801 DELETE		To erase the chase 801 of the console memory
800 DELETE		To erase all recorded chases of the console memory
801 EXAM		To exam the chase 801
800 EXAM		To exam the recorded chases list
801 LOAD GO.PS	**801 LOAD Mn**	To load the chase number 801 in the Chaser or Masters
800 LOAD GO.PS	**800 LOAD Mn**	To free the Chaser or Masters
0 LOAD GO.PS	**0 LOAD Mn**	To free the Chaser or Masters
DELETE GO.PS	**DELETE Mn**	To free the Chaser or Masters
GO.PS	**Mn**	Automatic mode, activates or deactivates the chase
ST.EP	**Mn+1**	Step to step, and the next step is activated
DIR		To toggle the selected direction in the chaser
# GO.PS	**# Mn**	Automatic mode for **#** laps
# ST.EP	**# Mn+1**	Step to step mode, and the step **#** is activated
MD.FY GO.PS	**MD.FY Mn**	Modification of the loaded chase
EXAM GO.PS	**EXAM Mn**	To exam the chase assigned