

GENESIS

Powered by **LSC**

Lighting Control Console

Expansion Wing Guide



Overview

The Genesis Wing is an accessory for the Genesis lighting console and it only operates with the Genesis console. A maximum of 2 Genesis Wings can be connected to a Genesis console.

Connecting a Genesis Wing provides control of an additional 12 lighting fixtures (25-36) and an additional 10 playbacks (11-20), with 10 pages of memory, as well as a second DMX512 universe (U2) output.

Connecting a second Genesis Wing provides control of an additional 12 fixtures (37-48) and an additional 10 playbacks (21-30), with 10 pages of memory, as well as a third DMX512 universe (U3) output.

Connections

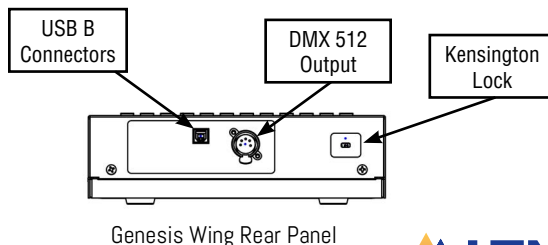
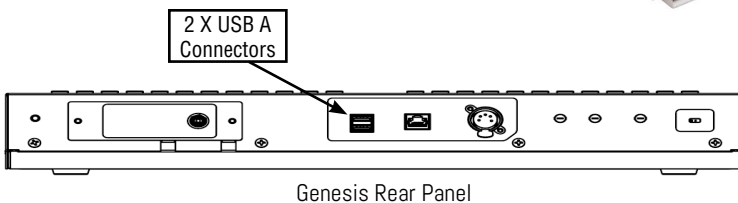
Your new Genesis Wing will only operate if your Genesis Console is running software version 1.20 (or higher).

To check the version of software your Genesis is running, on the touch screen select Tools/Setup/About.

On the internet navigate to <http://www.altmanlighting.com>. Download and save the latest version of Genesis Software to a USB stick then insert the stick into your Genesis console then on the Touch screen select Tools/Setup/Update Firmware.

Follow the instructions to update your Genesis. Check the "About" page again to make sure it is installed properly

Genesis Wings are connected to the Genesis console by a USB A-B cable (supplied).



Front Panel

Status LED

When a single wing is connected to a Genesis console, its “Status” LED turns **Green**.

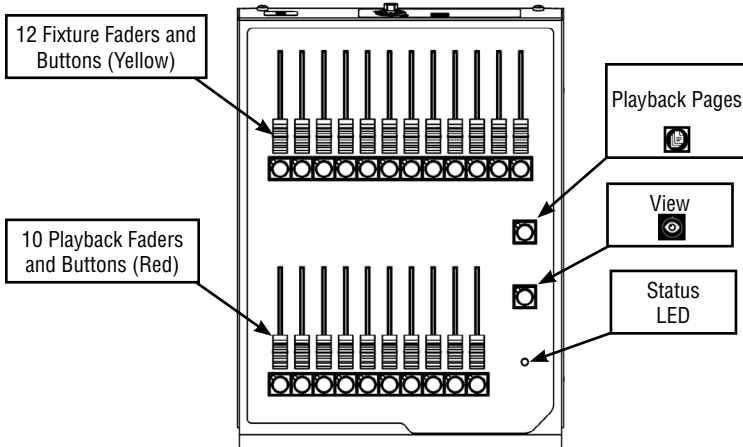
This indicates:

- Yellow faders/buttons control fixtures 25-36.
- Red faders/buttons control playbacks 11-20.
- The output from its DMX connector is Universe 2.

When a second wing is connected to a Genesis console, its “Status” LED turns **Blue**.

This indicates:

- Yellow faders/buttons control fixtures 37-48.
- Red faders/buttons control playbacks 21-30.
- The output from its DMX connector is Universe 3.



If the console has had two wings connected, the wing assignments (Green or Blue) are retained when the console is switched off.

If the console is switched on with the two wings already connected it will keep the original assignments.


If the console is switched on without any wings connected it will assign Green status to the first wing to be connected.


Faders / Buttons

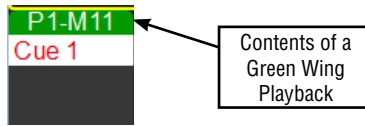
The yellow fixture faders/buttons and the red playback faders/buttons operate in the same way as on the Genesis console. Refer to the Genesis Console documentation for details.

View Button

Recording a cue(s) on any of the wing's red playbacks shows see the contents of those playbacks on the Genesis screen.

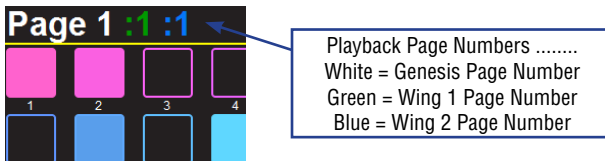
Press and hold the  "View" button to momentarily view.

Double tap  "View" to latch the display. Single tap to release.



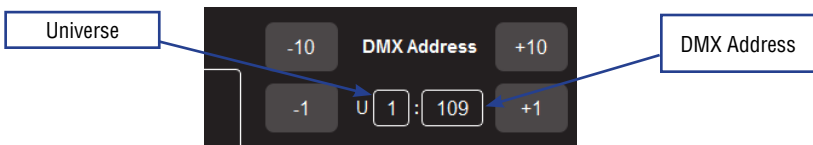
Page Button

The "Page" button changes the memory pages for red playbacks. The current page number for each wing is shown at the top of the "Home" page on the Genesis console.



DMX Universes

Fixtures are patched to DMX universes via the Genesis "Patch" screen. If the DMX address is incremented above 512 the universe automatically increments to the next universe. Alternately you can touch in the universe pane and enter a universe number using the pop up keyboard.



ABOUT THESE INSTRUCTIONS

The document provides basic information for a qualified, trained installer. These instructions provide information for the following product:

- Genesis Wing

Note: Additional product information can be found on our web site at www.altmanlighting.com or by scanning the QR code to the right.

Please read all instructions before installing or using this product. Retain these instructions for future reference.



For Additional information and a full operation manual on the Genesis Lighting Controller please scan the QR Code above