

# THEATRELIGHT NZ NOVA OPERATION

## RECORDING AND ASSIGNING A SCENE

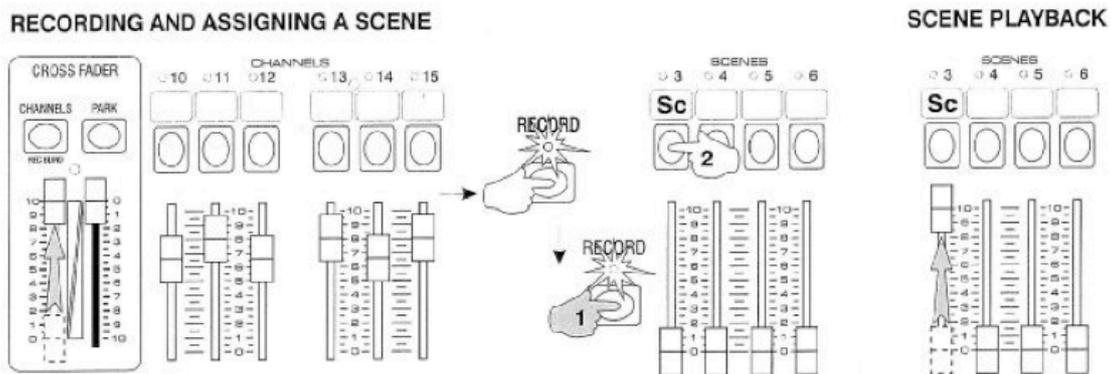
You should always make sure the Record LED is GREEN before recording any new levels: if it is Red or flashing Red, the Record Buffer needs to be cleared:

- > Hold [RECORD] then press [DBO]: after a Mimic flash the Record LED will change to Green.

The Record Buffer is now clear for recording new levels:

1. Set the Channels Master at Full, and set up levels on the Channel faders.
2. Press and release [RECORD]. This records the output of the desk in spare memory; the Record LED turns Red.
3. Hold [RECORD] and press a Scenemaster Flash key to assign the recording to that fader on the current page.

After a short Mimic flash the Record LED turns Green the Record Buffer memory is now empty, and the Scene is recorded under the Scenemaster fader. The LED above the Scenemaster is set On to show a Scene has been recorded. A Scene may be assigned to any Scenemaster, including those marked "Shows".



## DELETING A SCENE

You can delete any Scene as follows:

- > Hold [RECORD] and then press the Flash key of the Scene to be deleted. Wait for a long Mimic flash, then press it again before releasing [RECORD].

The long Mimic flash after the first press of the Scenemaster Flash key is a warning that the master holds a previously recorded Scene. The short Mimic flash on the second press indicates the scene has been deleted. The Scenemaster LED will turn off, showing that the master is empty.

## OVER-WRITING A SCENE

You can over-write any previous recording with a new Scene as follows:

1. Set up a new Scene using the Channel faders, or a combination of other Scenes.
2. Press [RECORD] to record the levels.
3. Hold [RECORD], and press the Flash key of the old Scene. Wait for a long Mimic flash, then press it again before releasing [RECORD].

The long Mimic flash after the first press of the Scenemaster Flash key is a warning that the Scenemaster holds a recorded Scene. The short Mimic flash on the second press indicates the new Scene has been assigned, and the old Scene over-written.

