Frost | Productions

LP 612
Quick Reference Programming Guide

Clearing Patch:
1) Press the **PRESET** menu button. Repeat key press until the **PATCH** LED is lit.
2) Press the **DOWN** arrow until the label **CL**, appears on the display. The red record LED will blink.
3) While the LED is blinking, press the **RECORD** key.
4) While the display is blinking, press **RECORD** again to clear all presets.
5) The board will verify the operation by displaying **dE** (default Erase) for a few seconds. The patch will now
   be initialized to a 1:1 patch for 12 dimmers.

Patching Dimmers:
1) Press the **PRESET** menu. Repeat key press until the **PATCH** LED is lighted.
2) The **dF** display indicates the default patch of 1:1 is in effect.
   Press the **UP** arrow next to the display
3) The **2 digit** display now shows the active dimmer number, which can be changed by the **UP** and
   DN arrows
4) The channel assigned to the active dimmer channel is indicated by the output LED indicator located
   above each board channel.
5) To assign the active dimmer channel to another board channel, press the **BUMP** button of the new
   channel. The LED for the previously assigned board channel will go out, and the LED for the
   new board channel will be lighted.
6) To clear a dimmer assignment, press the bump button of the lighted channel. The bump button will
   toggle the channel to an off state.

Clearing Presets
1) Press the **PRESET** menu button. Repeat key press until the **PAGE** LED is lighted.
2) Press the **DN** arrow to display **CL** appears on the display. The red record LED will begin to blink.
3) While the LED is blinking, press the **RECORD** key.
4) The board will verify the operation by displaying **PE** (Preset Erase) for a few seconds.

Programming Preset Memories
1) Press the **PRESET** menu key to light the **PAGE** LED.
2) Use the display **UP** and **DN** keys to select a page number of 1 through 4.
3) Press the **RECORD** button.
4) Set the stage look using the X scene channel faders.
5) Press the **BUMP** button beneath the desired preset fader.
6) When finished recording, press the **RUN** key.

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Clearing Chases:
1) Press the **CHASE** button. Repeat key press until the **PATTERN** LED is lighted.
2) Press the **DN** arrow until the label **CL** appears on the display. The red **RECORD** LED will begin to blink.
3) While the LED is blinking, press the **RECORD** key.
4) While the display is blinking, press **RECORD** again to clear all presets.
5) The board will verify the operation by displaying **CE** (Chase Erase) for a few seconds.

Programming Chases:
1) Press the **CHASE** button to light the **PATTERN** LED
2) Set the pattern display to one of the patterns 5 to 11.
3) Press the **CHASE** menu button a second time to enter **STEP** mode.
4) Press the **RECORD** button.
5) Set the channels of the Chase step using the bump buttons or X scene faders.
6) Press the **UP** key to advance to record and advance to the next step.
7) Repeat for all steps
8) When finished, press the **RUN** key to end programming.

Clearing Cue Stacks:
1) Press the **STACK** button. Repeat key press until the **NOW** LED is lighted.
2) Press the **DN** arrow until the label **CL** appears on the display. The red **RECORD** LED will begin to blink.
3) While the LED is blinking, press the **RECORD** key.
4) While the display is blinking, press **RECORD** again to clear all presets.
5) The board will verify the operation by displaying **SE** (Stack Erase) for a few seconds.

Programming Stack Presets
1) Press the **STACK** button to display **NOW** scene. Use the **DN** key to set now to **--**
2) Press the **STACK** menu key again to light the **NEXT** LED.
3) Use the **UP** and **DN** keys to select a cue number of 1 through 50.
4) Set levels on stage using manual channels or Presets.
5) Press the **RECORD** key once. The **RECORD** LED will begin to blink.
6) Press **RECORD** again to store the cue and advance to the next.
7) Continue setting and recording cues.
8) Press **RUN** key to end recording.
9) While in **NEXT** Mode use arrow buttons to call up the first cue for playback.
10) Us the **STACK FADER** to manually crossfade between cues or the **GO** button to timed fade to next cue.