

Showstopper 3 Consolette™

Quick Start Guide v1.0

Start Here

The Showstopper 3 Consolette is a compact operator interface for the Spikemark scenic automation software and also a SIL 3 rated emergency stop button. It is a powerful, simple to operate device used to jog motors, execute cues and engage the E-Stop when necessary. You'll need at least Spikemark v3.2 to use the Showstopper 3 Consolette - it is available for free at creativeconners.com/download.

What's in the box

- Quick Start Guide (this document)
- Showstopper 3 Consolette
- 10' Showstopper 3 accessory cable (12 pin)
- Mini USB cable for updating the firmware
- A "Soft Stop" key cap

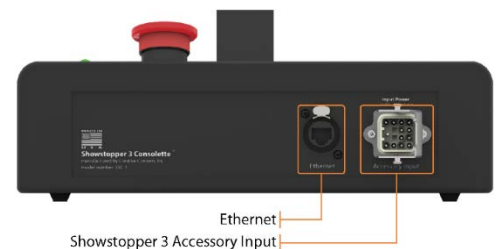
If any of these items are missing, please contact us immediately.



Connections

The Showstopper 3 Consolette requires two connections:

- 1) The power connection from a Showstopper 3 Base or Hub through the Accessory cable
 - Once the connection is made and the Showstopper 3 Base is powered up the Green "System Ready" indicator will be illuminated
- 2) Data link to Spikemark via the Ethernet Network using a standard CAT5 or Ethercon cable



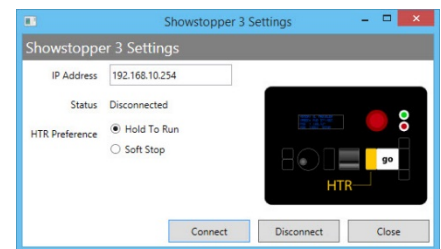
Settings

Network

Without a network connection to Spikemark the Consolette will only act as a remote E-Stop. Its real capabilities are revealed once connected to Spikemark. The Consolette ships from the factory with a default IP Address of 192.168.10.254. Both Spikemark and the Consolette (and all Stagehands) must be set to the same IP range (192.168.10.xxx) in order to communicate.

Hold To Run or Soft Stop: The great debate

From the factory the Consolette is configured as a Hold To Run button (aka dead man's switch) that must be depressed in order to run cues. It can also be easily configured as a Soft Stop button through Spikemark. Simply click on the Consolette icon at the top of the Cue Tree to open the options window and change the setting.



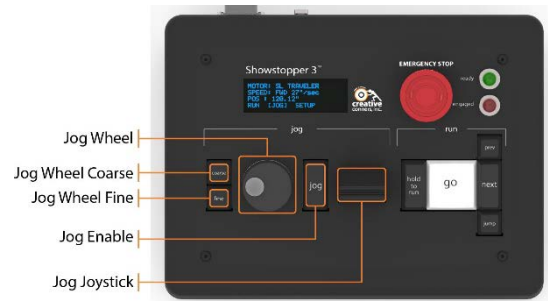
Jogging

The Consolette provides two methods for jogging a motor: the Joystick and the Jog Wheel. With either method the user must first select the desired motor in Spikemark, then press and hold the Jog button on the face of the Consolette.

The Joystick offers the user Proportional speed control - the further you move the Joystick the faster the machine moves. This is particularly helpful when jogging a wagon on stage. Pushing the Joystick forward moves the selected motor forward, reverse moves it in reverse. When the Joystick is centered the motor stops.

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The *Jog Wheel* offers much finer control of the selected motor. While pressing the Jog button press and release either the Coarse or Fine button next to the jog wheel. Selecting Coarse will move the motor 1 unit (1" or 1' or 1 degree) as set in Spikemark. Selecting Fine will move the selected motor 1/10th of a unit. These options are extraordinarily helpful when the Designer or Director asks to "nudge that unit".



Running Cues

Between the easy to read OLED display showing important details, to the GO button that pluses to alert the operator a cue is loaded, running programmed cues is easy and intuitive with the Showstopper 3 Consolette. The user is able to select and load the Previous or Next cue with a single tap, or use the Jump button to open a dialogue box in Spikemark and load any cue.



Troubleshooting

Below is a list of the most common issues encountered with the Showstopper 3 Consolette.

Problem	Solution
Green System Ready indicator is not illuminated	Confirm the Consolette is connected to the Showstopper 3 Base and that it has power
Red E-Stop indicator is illuminated	Release the local E-Stop Confirm all Showstopper 3 E-Stops are released
Consolette will not connect to Spikemark	Confirm IP Address settings on Consolette, in Spikemark and on the Spikemark PC Confirm the CAT5 cable connection and network functionality
Consolette is unresponsive but the display is illuminated	Confirm connection in Spikemark Confirm Spikemark is in LIVE mode Confirm CAT5 Cable connection
Motor will not jog	Confirm correct motor is selected in Spikemark Confirm the motor position is within the Soft Limits set in Spikemark Confirm the Stagehand is connected to Spikemark Confirm Spikemark is in LIVE mode
Motor moves when Jog button is pressed, without joystick or wheel movement	See Consolette manual for adjustment procedure
Condition isn't listed here	Refer to the Reference Manual found at creativeconners.com/resources/manuals

Getting Help

The full Product Manual is available for download at: <http://creativeconners.com/resources/manuals>. If you need any help along the way, contact us on the web (creativeconners.com), via email (support@creativeconners.com), or by phone (401-289-2942).