



# Schlachthaus Light System – Guidelines

Welcome to the Schlachthaus. We are a small venue and part of the Offene Jugendarbeit Dornbirn.

We host many concerts, DJ-events and many smaller events like film screenings and parties. We have a wide range from young, local artists to international, worldwide known artists and music genres from techno to punk to death metal.

Please prepare everything as best as possible before your arrival, so everything is relaxed and stress-free on the day of the show.

## Basics and preparation

Please notice that it is strictly forbidden to use any kind of confetti, CO2 or pyro effects. Because of the small size of the venue the safety of the audience as the technical equipment would be in danger.

As below described, the light system is network-based. **Please make sure to check if your light console can handle our light system** and configure your light console as follows:

- Transmitting protocol ArtNet, Universes as in the table below
- Preferably static IP address: 2.0.0.45, Mask 255.0.0.0, Gateway 2.0.0.1  
If static IP is not possible, we do have a DHCP.

Please make sure to only send Data on the required ArtNet Universes (normally 13, 14, 16 and if needed 15 and 17 -- see table below) and not to send data on any other universes we use for our system. If you want to use other parts/universes of the light system, please consult with the Schlachthaus crew.

We provide a PowerCon True1 and EtherCon Connection to our light system. If necessary, adapters for Schuko and RJ-45 are available.

If you bring own light equipment, you may use our two additional DMX outputs on the stage. Please inform us early enough if you need them, so we can make sure they are not used for other purposes.

## Structure of the light system

The whole control system is network-based on the ArtNet-Protocol. The system consists of a total of 8 physical DMX universes which are controlled by 16 Artnet universes – every DMX universe has two LTP merched ArtNet universes. This allows an uninterrupted switching between our light console and the light console from external technicians.

The universes are set up as below:

DMX Universe	Primary ArtNet (Schlachthaus)	Secondary ArtNet (external technicians)	Purpose
DMX 1	Universe 0	Universe 10	Room lightning, bar
DMX 2	Universe 1	Universe 11	Party lights
DMX 3	Universe 2	Universe 12	Tech room
DMX 4	Universe 3	Universe 13	Stage lights
DMX 5	Universe 4	Universe 14	Ladder stage left, fog
DMX 6	Universe 5	Universe 15	Additional DMX stage left
DMX 7	Universe 6	Universe 16	Ladder stage right, hazer
DMX 8	Universe 7	Universe 17	Additional DMX stage right

● not allowed to use   ● on request   ● allowed to use

## Stage

Picture of the stage – the dots mark the fixtures, the color the different DMX universes (4, 5, 7).



## DMX Addressing

The tables below show the DMX patch for the relevant universes which are used for the stage lights.

All Channels and Modes are on the following pages in the chapter “Channel assignment” described.

### DMX Universe 4

Address	Fixture	Purpose	Position on stage
1	Involight SBL 2000	Static color changer	Center left
27	Involight SBL 2000	Static color changer	Left rear
53	Involight SBL 2000	Static color changer	Right rear
79	Involight SBL 2000	Static color changer	Center right
105	Varytec HeroWash 712Z	Moving light	Front truss left
120	Varytec HeroWash 712Z	Moving light (Pan/Tilt inverted!)	Front truss right
135	Varytec HeroWash 712Z	Moving light	Stage center left
150	Varytec HeroWash 712Z	Moving light(Pan/Tilt inverted!)	Stage center right
165	Involight SlimPAR 56 PRO	Floorspot	Stage left (floor)
174	Involight SlimPAR 56 PRO	Floorspot	Stage right (floor)
183	Stairville LED PAR 64 CX-70	Front light	Front truss left
188	Stairville LED PAR 64 CX-70	Front light	
193	Stairville LED PAR 64 CX-70	Front light	
198	Stairville LED PAR 64 CX-70	Front light	
203	Stairville LED PAR 64 CX-70	Front light	V
208	Stairville LED PAR 64 CX-70	Front light	Front truss right

### DMX Universe 5

Address	Fixture	Purpose	Position on stage
1	Stariville WildWash Pro 648 RGBW	Strobe	Ladder left (rear)
22	Stairville Outdoor Stage PAR 12x4W Quad	Static color changer	Ladder left (rear)
28	Stairville Outdoor Stage PAR 12x4W Quad	Static color changer	Ladder left (rear)
34	Stairville Outdoor Stage PAR 12x4W Quad	Static color changer	Ladder left (rear)
40	JEM ZR22	Fog	Stage left (rear)

### DMX Universe 7

Address	Fixture	Purpose	Position on stage
1	Stariville WildWash Pro 648 RGBW	Strobe	Ladder right (rear)
22	Stairville Outdoor Stage PAR 12x4W Quad	Static color changer	Ladder right (rear)
28	Stairville Outdoor Stage PAR 12x4W Quad	Static color changer	Ladder right (rear)
34	Stairville Outdoor Stage PAR 12x4W Quad	Static color changer	Ladder right (rear)
40	Eurolite NH-110	Hazer	Stage right (rear)

## Channel assignment

### *Involight SBL-2000 (Mode: 26ch)*

Channel	Function	Info
1	Master dimmer	
2	Red head 1	8 Spotlights, each one can be controlled individually
3	Green head 1	
4	Blue head 1	
v	v	
23	Red head 8	
24	Green head 8	
25	Blue head 8	
26	Master strobe	

### *Involight SlimPAR 56 PRO (Mode: 9ch)*

Channel	Function
1	Red
2	Green
3	Blue
4	White
5	Amber
6	UV
7	Dimmer
8	Strobe
9	Color macro

### *Varytec HeroWash 712Z RGBW (Mode: 15ch)*

Channel	Function	Info
1	Pan	
2	Pan fine	
3	Tilt	
4	Tilt fine	
5	P/T Speed	
6	Dimmer	
7	Shutter	
8	Red	
9	Green	
10	Blue	
11	White	
12	CTC	
13	Col Macro	
14	Zoom	
15	Control	Please refer to the manual for detailed information.

*Stairville LED PAR 64 CX-70 (Mode: 5ch)*

Channel	Function	Info
1	Cold white	
2	Warm white	
3	Amber	
4	Dimmer	
5	Strobe	Attention: The fixtures have been modified for a flicker-free use, due to this the responsiveness is slightly worse and it's not recommended to use them for strobe or fast flashing effects

*Stairville Outdoor Stage PAR 12x4W Quad (Mode: 6ch)*

Channel	Function
1	Dimmer
2	Red
3	Green
4	Blue
5	White
6	Strobe

*Stairville Wild Wash Pro 648 RGBW (Mode: 21ch-2)*

Channel	Function	Info
1	Dimmer	
2	Strobe	Different strobe patterns on this channel. Please refer to the manual for detailed information.
3	Duration strobe-pulse	
4	Dimmer pattern	
5	Speed dimmer pattern	
6	Red segment 1	
7	Green segment 1	
8	Blue segment 1	
9	White segment 1	
V	V	
18	Red segment 4	
19	Green segment 4	
20	Blue segment 4	
21	White segment 4	

*Eurolite NH 110 (no different modes)*

Channel	Function
1	Fan Speed
2	Fog

*JEM ZR22 (no different modes)*

Channel	Function
1	Fog

## Finally....

Do not hesitate to contact us if there are any questions left or you need anything.

If you travel with a Chamsys MagicQ Console – that’s great, because our Light tech works with the Chamsys Stadium platform! So, we can provide a showfile with tested and verified head types, the right patch and network settings and a rough MagicVis setup for the first preparations.

We have an access-point with is connected to the light network – so it is possible to remote control your console via tablet/phone without the need for an own WiFi AP.

A little note to the end: We highly recommend to check if all fixtures are available on your console. Especially the “Involight SBL-2000” are not very common and because they are multi-element fixtures, there aren’t many comparable fixtures which can be used instead. Our experience has shown that this fixture has been the biggest challenge for external technicians so far.