

## SD-2CF Instructions for use with SD3D

### *Set Up:*

1. Copy the attached file onto a compatible compact flash card. Elation Professional® recommends 64MB SanDisk, 64MB Kodak or 64MB Cannon Compact Flash Cards only.
2. Insert the compact flash card into the CF drive on the rear of the Show Designer-2CF.
3. Press the "Menu" button on the face of the SD2CF.
4. Turn data wheel #1 (furthest to the left) until display reads option – Load Memory File From Disk -.
5. Press the "Enter" button.
6. Turn data wheel #1 until display reads "SD2SD3D".
7. Press the "Enter" button. A warning will come up explaining that proceeding will replace the entire memory. Make sure you've saved any wanted memory from the SD2CF before proceeding.
8. Press the "+yes" button. The file will begin to load immediately and should take under one minute to complete.

### *Default Channel Settings:*

1. There are default channel settings that should always be accessed through Scene #1. To access it, press the "scene" button.
2. Press button # "1".
3. Press the "fixture" button.
4. You can now select any of the fixture (Layer) buttons 2-10 to begin programming. Please refer to the DMX chart that is included in your SD3D user's manual to become more familiar with what each channel does. You can also use the right and left arrow buttons above the display to access four channels at a time for the selected fixture. It is also recommended that you use the four data wheels to control your layers channels. However, you may use the channel faders if desired. Each data wheel will control the channel that is displayed directly above it. Each click of a data wheel increase or decrease the channel value by 5. For fine adjustments, press the "fine" button so each click will increase or decrease the channel value by 1. *For example – press button #2 (Video 1 Layer), turn data wheels #1 (Intensity) & 4 (FileGo) up to value 255 then turn data wheel #3 up to value 1 to play the first video (Make sure you've pressed the fine button to change values by 1 as each value number contains a video file. Otherwise, you will skip videos as each click of the data wheel will change values by 5).*