

Using B-Station2 in stand-alone mode

1-universe lighting controller and programmable button panel in one

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Introduction

For small lighting projects, the B-Station2 is a clever, compact and complete stand-alone solution. Fitted with 6 push buttons and a DMX port, the B-Station2 can be programmed via its web-interface. 32 fixtures can be patched, 6 playbacks (or zones) are available, many cues may be programmed and there is even a basic FX-engine.

The push-buttons are fitted with RGB LED rings. The LEDs can be freely programmed to create an intuitive user experience, for example by indicating which button or lighting scene is active, or representing the real-time colour of the fixture. Messages from protocols such as DMX, UDP, OSC, Art-Net or sACN can be used to control the feedback to the LED rings.

Any of the 6 buttons is capable of triggering Actions. An Action can include one or more Tasks, effectively switching on lights, changing intensity, jumping to specific cues, starting a FX, etc. There is complete freedom in mapping functions onto the buttons.

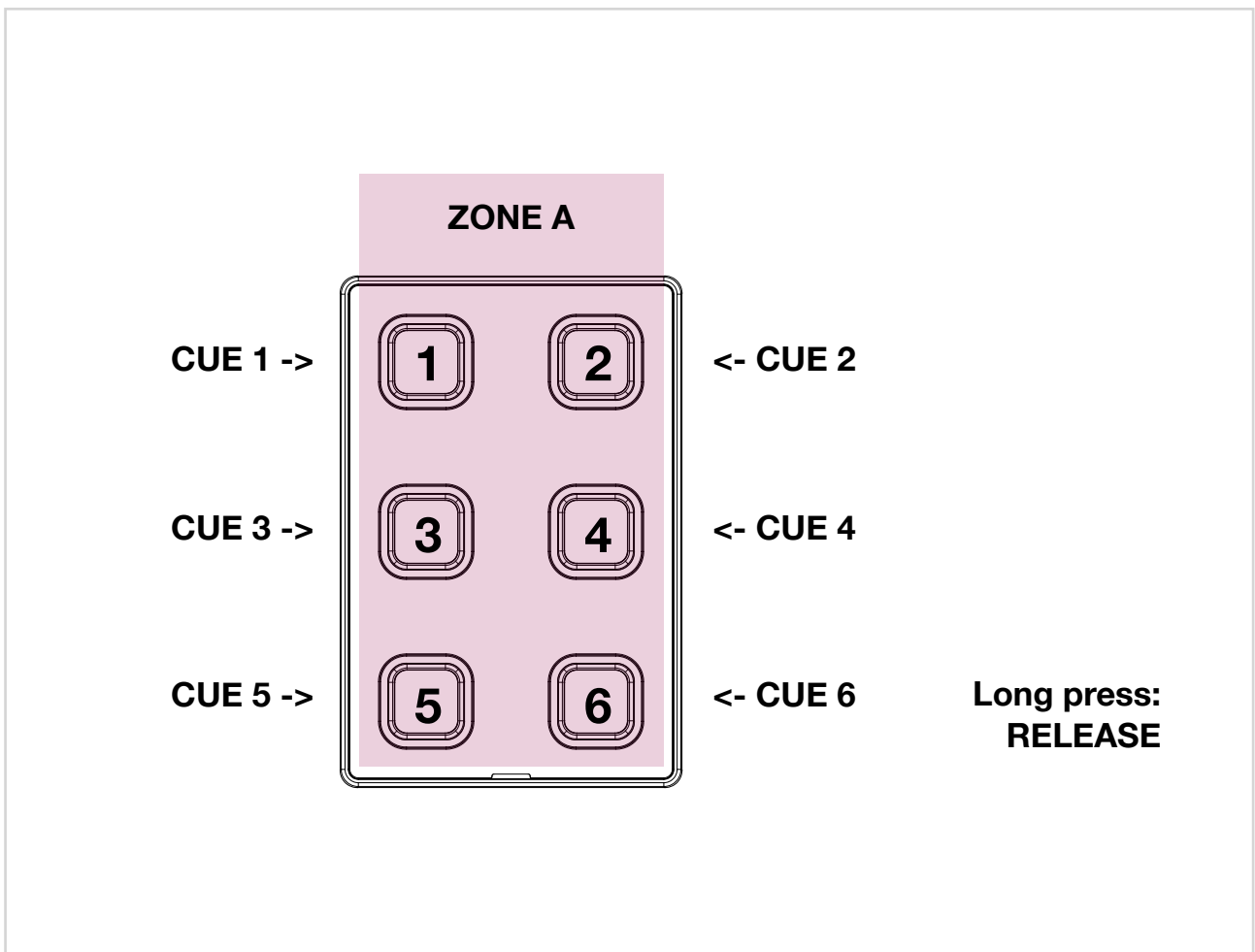
B-Station2 is powered by PoE, Power-over-Ethernet Class I, can be either wall mount or mounted in an equipment rack using the optional 3U rack mount.

This document describes applications for a single B-Station2, controlling the lights in one or more areas. And, as the B-Station2 is a network connected device, it can easily send and receive OSC and UDP messages to and from other network devices.

The show files are available on request and will be available from <https://www.visualproductions.nl/downloads/> , select Miscellaneous. Files do not include any fixture patch and/or cues so you need to create these yourself.

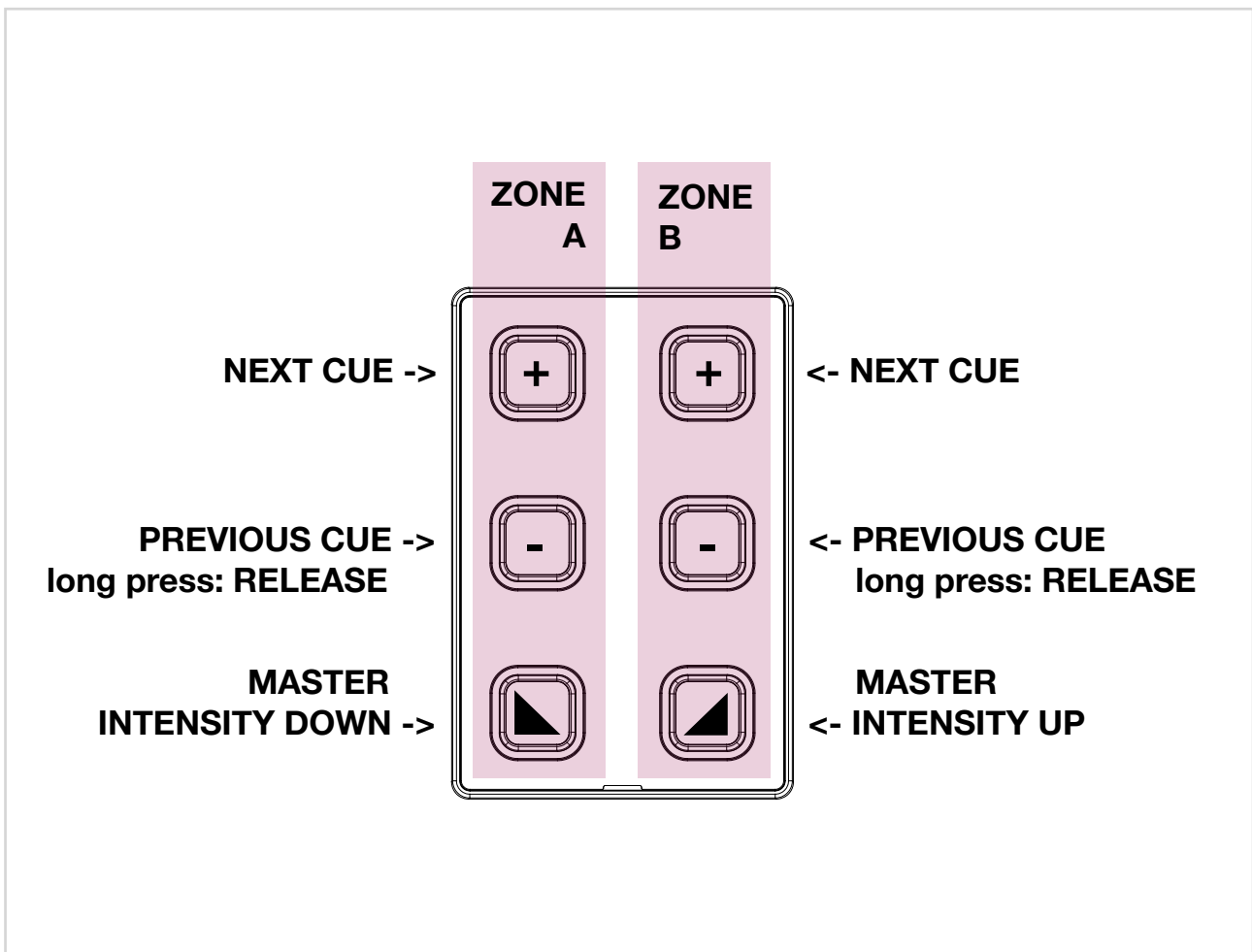
A. 1 zone

Having 6 buttons, B-Station2 can control 6 cues (or scenes, or settings). These cues are programmed in one Playback (area, zone), so cue 1 through 6 control the lights in this area. Since there are 'Button', 'Short Press' and 'Long Press' trigger types, two triggers may be assigned to the same button. Here, the 'short press' trigger starts the cue, a 'long press' stops the cue (or: releases the Playback). 6 buttons seem a bit limited, but this is just a basic setup:



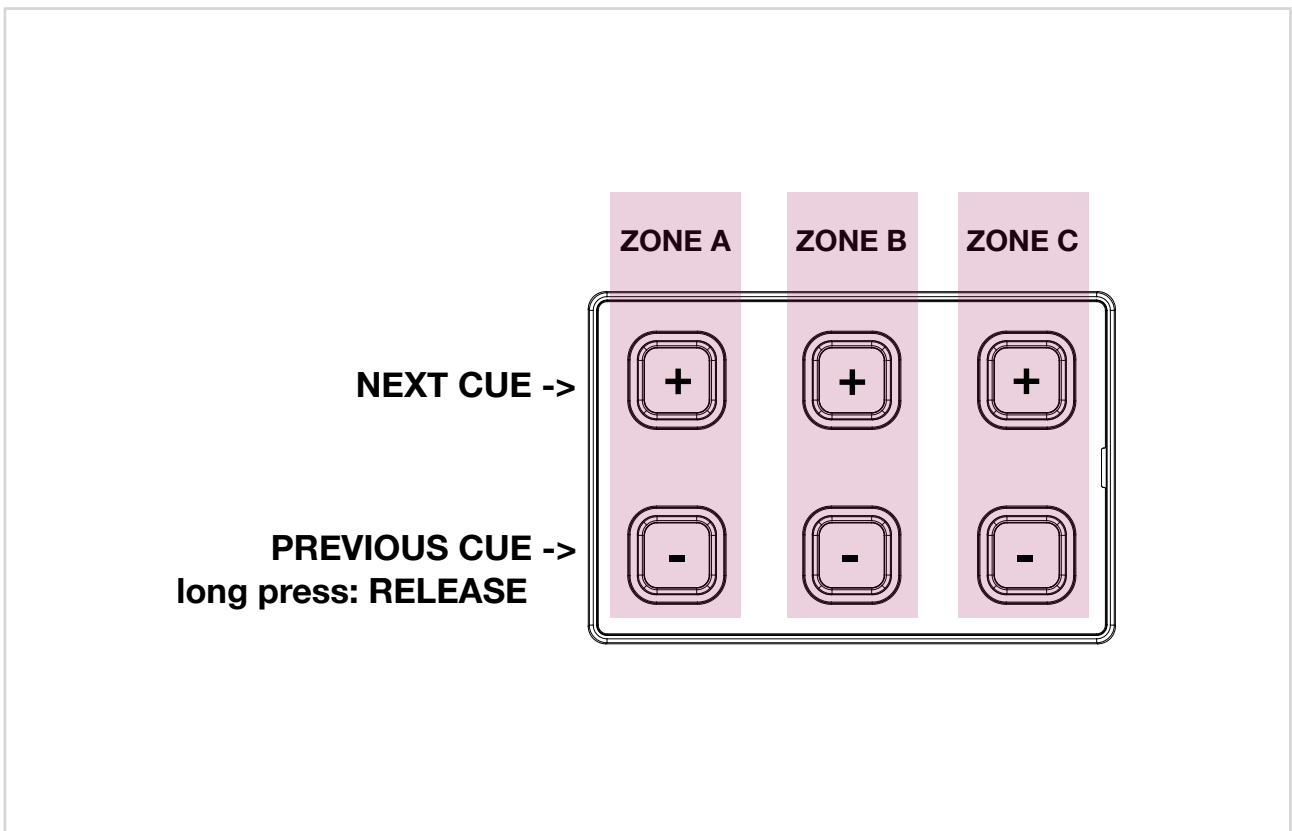
B. 2 zones

One B-Station2 can perfectly serve 2 areas or zones. With B-Station2 in portrait orientation and the 6 buttons divided in 2 sets of 3, the following functions in Show Control can be mapped. 'ZONE OFF' may be programmed with 'long press' in order to prevent from accidentally switching off all lights, while B-Station2's dimmer feature allows control of master intensity in both zones:



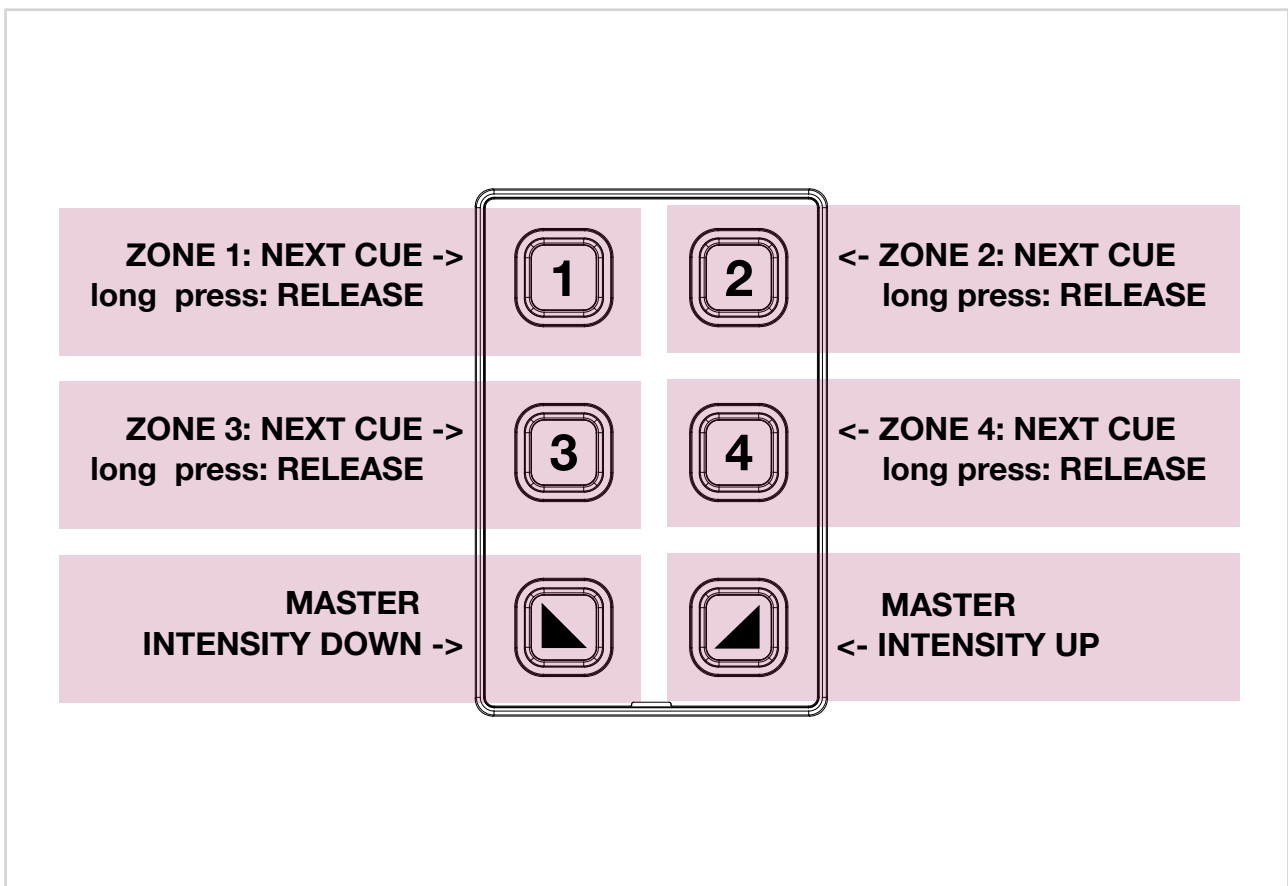
C. 3 zones

With 6 buttons available, if B-Station2 is in landscape position, 2 buttons may be dedicated to each zone, thus creating a 3-zone lighting controller: 'Upper button selects 'NEXT CUE', lower button select 'PREVIOUS CUE'. The latter double as 'ZONE OFF' buttons, as 'long press' stops the selected cue (or: releases the Playback) in that specific zone:



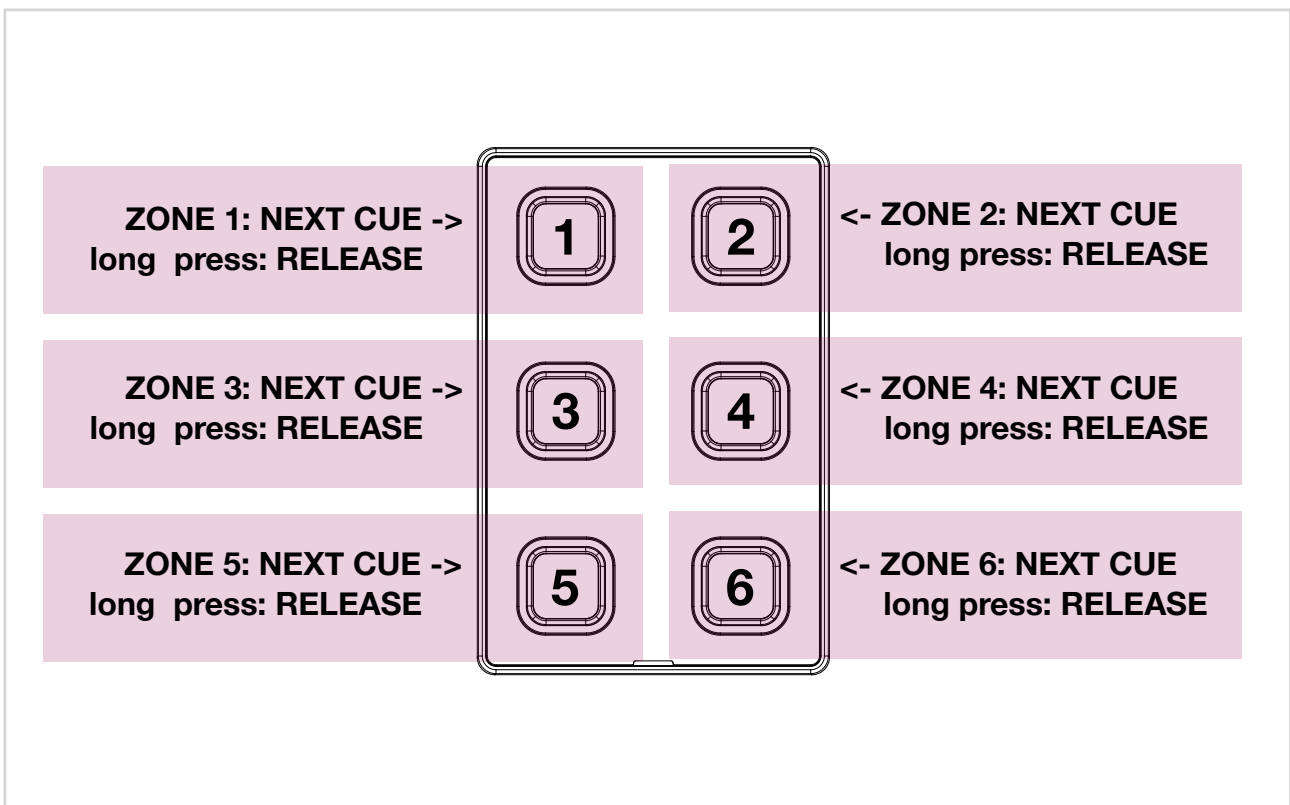
D. 4 zones

Dedicating buttons 1-4 each to one zone, effectively creates a 4-zone controller: for buttons 1-4, a short press will activate the 'NEXT CUE', long press will 'RELEASE' the playback in that zone. Buttons 5 and 6 can be used to control the intensity and since there are 2 buttons, the left one controls MASTER INTENSITY DOWN and the right one controls MASTER INTENSITY UP. Remember you cannot go back one cue, as there is no button available anymore to access or program 'PREVIOUS CUE':



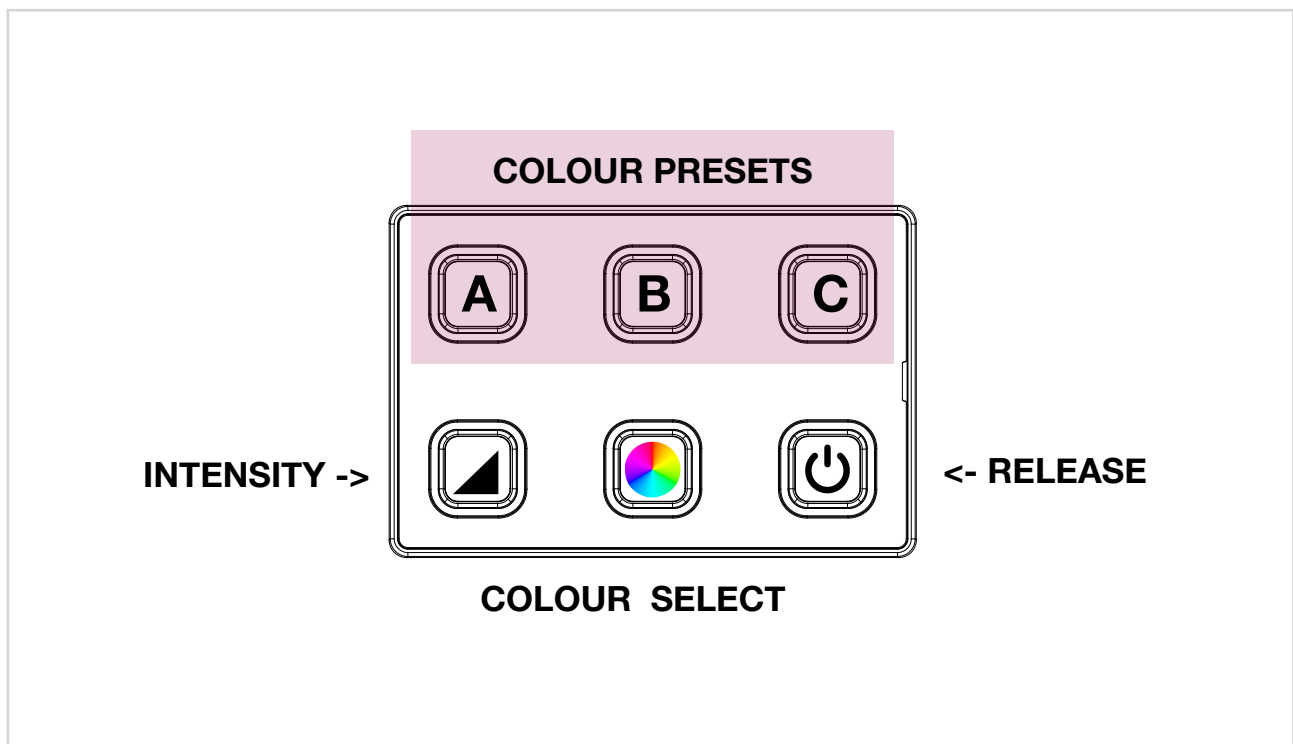
E. 6 zones

As B-Station2 has 6 playbacks, lights can be controlled in 6 independent areas. Each button functions as a zone, short presses cycle through the cues/scenes programmed. In order to switch off the lights in a zone, press and hold. Remember you cannot go back one cue, as there is no button available anymore to access or program 'PREVIOUS CUE':



F. 1 zone with presets and live colour select

Just like the most Visual Productions products, B-Station2 can work with variables, which allow for more complex programming. This example shows how a colour can be selected from a dynamic rainbow: press and hold, and the LED ring around the button will start changing colour continuously. Release the button at the desired colour and the fixtures will show that colour. Here, live colour select is combined with a single button dimmer and 3 colour presets:



G. 3 zones, each 5 cues using pages

This example works with variables too. Imagine 3 zones, each with 5 direct access cues. Using variables, 3 pages have been created. With button 6 'PAGE' dedicated to page selection, each page has 5 buttons left for direct access to 5 cues. The button 6 LED ring acts as page indicator. Every time this button is depressed, the LED ring will show a different color. In this example there is a red, a green and a blue page, meaning zone 1, 2 and 3. Available cues or scenes in a page are lit in steady white. Select a cue, for example 3, and the LED ring around button 3 starts pulsing, indicating cue 3 has been selected. Now press 'PAGE' for selecting the green page - the LED ring will go green, indicating the green page/zone 2 is selected. Select one of the white lit buttons and this one will start pulsing indicating this button/cue/scene has been selected. Press 'PAGE' again and do the same with blue page/zone 3. Pressing 'PAGE' again will go back to the red page: the active cue is still pulsing in white. Long pressing 'PAGE' button will turn off all cues in that zone.

