

# Cyber Commander™



## USER GUIDE

# The CyberSync™ System

Cyber Commander™ is part of the CyberSync™ remote control product line, available exclusively from Paul C. Buff, Inc.™

- **Cyber Commander™** CC
- **CyberSync™ Plus AC Powered Receiver** CSR+
- **CyberSync™ Plus Battery Powered Receiver** CSRB+
- **CyberSync™ AC Powered Receiver** CSR
- **CyberSync™ Battery Powered Receiver** CSRB
- **CyberSync™ Transceiver** CSXCV
- **CyberSync™ Transmitter** CST

FCC ID: OUECSXCVRI  
IC: 6866A-CSXVRI

These devices comply with Part 15 of the FCC rules and Industry Canada requirements. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

## Requirements for the effective use of **Cyber Commander™**

In order to utilize all the features designed into this product, you will need to use one of these three modules for each light in the system:

### **CSR+**

AC powered receiver

### **CSRB+**

Battery powered receiver

### **CSXCV**

Transceiver module for Einstein™ and other next-generation Paul C. Buff™ lights.

# TABLE OF CONTENTS



What is Cyber Commander™?	2
Using the joysticks	3
How to interpret the Indicator Bars	4
How to interpret the Status Bars	5
Using the Micro SD card & handling files	6
Troubleshooting and FAQ	6
Using groups with Cyber Commander™	7
Using “Non +” CyberSync™ receivers	7
Equalizing your modeling lamps	7
Bracketing explained	7
EU Numbers explained	8
Initial setup	8
Synchronizing lights	9
Setting light parameters	10-12
Saving partial setups to Micro SD card	11
Setting up groups of lights	11
Equalizing modeling lamps	12
Controlling flash	13
Calibrating to a third-party meter	13
Using your light meter	13-14
Saving and retrieving setups	15
Adjusting screen brightness & timeout	15
Backing up files from Micro SD card	16
Adding and removing lights from setup	16
Product specifications	17
Warranty and repair information	17



# JOYSTICK FUNCTION

## LEFT JOYSTICK

For the primary FLASH menu screen shown, pushing this joystick left or right selects Channels (CH) 1 through 16, Groups (GRP) 1 through 8, and ALL.

Pushing up or down adjusts the flash power of the selected channel / light. It also brackets multiple lights when either a GROUP number or ALL is selected. (See "Bracketing Explained, Page 7).

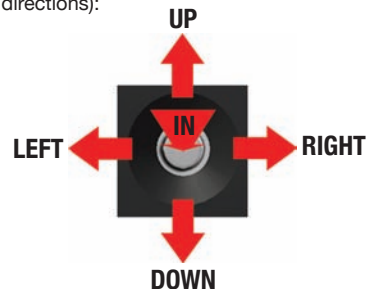
Pushing in test-fires the selected Channel / Light, Group or ALL.

Holding this joystick in for two seconds places Cyber Commander™ in "hibernate" mode. Hibernate mode is essentially a power-off mode that allows for an immediate wake up, simply by pressing either joystick in any direction. It also allows you to fire the system from the camera hot shoe without turning on the LCD.



## JOYSTICK MOTION

The left and right joysticks control all parameters with three planes of action (five total directions):



## RIGHT JOYSTICK


For the primary FLASH menu screen shown, pushing in on this joystick takes a flash meter reading of the selected Channel / Light (CH), Group (GRP) or ALL.

After a meter reading is taken, changes in flash power to any Channel, Group or ALL will automatically update the previous meter reading, as shown by the yellow dots and by the digital f-stop display at top.


Pushing the right joystick left or right navigates through the system's screens, from FLASH, MODEL, and SETUP. Prompts that are specific to each area will appear on each screen to guide the user. The REFRESH command is performed by pressing up on the right joystick. This will rebroadcast the current setup to all receivers with power.

# INDICATOR BARS

## FLASH POWER INDICATOR

Blue bars  indicate the flashpower of each channel / light, and correspond to the EU scale on the right side of the screen (see “EU Numbers Explained”, page 8).

## ACTIVE INDICATOR


Black bars  indicate the presence of active lights and the total range of power for each. Notice the arrangement is done in such a way that indicates the range of each light's power relative to the power of the other lights in the setup.

Bars that are even with each other indicate identical power ranges. For example, a 160WS light set to full power will display the same height as a 2500WS light dialed down to 160WS. Bars that are taller than those around it indicate a higher maximum power.

The top of each bar corresponds to the EU Number of each light. This allows the user to compare flashpower directly with lights that have different wattsecond ratings (see “EU Numbers Explained, page 8).



## F-STOP EXPOSURE INDICATOR

Yellow dashes  indicate current f-stop exposure for each channel / light. If flash power is changed, yellow dots will change in conjunction with the digital f-stop display at the top of the screen. Yellow dots correspond to the f-stop range (f/1.0 to f/64) on the left side of the screen.

Notice Channel 8 is a non-Buff light. Power cannot be controlled by Cyber Commander™, therefore no black bar is shown and it must be manually adjusted. It can, however, be metered and included in groups.


## MODELING BRIGHTNESS INDICATOR

Orange dots  indicate the modeling brightness of each channel / light.

## LIGHT INDICATORS

Grey dots  indicate lights that are active but currently disabled.

White dashes  indicate lights that are active and enabled.

Green dashes  above and below indicate the light / channel currently selected for adjustment and digital display.

# STATUS BARS

## METER STATUS

Indicates current flash meter settings (ex: "ISO 100 at 1/250 sec").

Shutter speed can be set between one second and 1/1000 second. Flash meter settings apply to all lights on all channels.

## FLASH STATUS BAR

Bar highlighted in Blue displays flash power settings for the channel indicated (ex: "256WS, EU6.4, -2.3f for the light on CH02").

Any adjustments to the Flash Power on the Channel indicated will be reflected here, displayed in Wattseconds, EU Number and Flash Power relative to the light's maximum capability, using the term "-2.3f".

## MODELING STATUS BAR

Exhibits modeling lamp power settings for the channel indicated (ex: "42.6 watts for the light on CH02"), and its brightness relative to maximum wattage (" -2.3f").

Any adjustments to this light's modeling lamp power will be reflected here. Similarly, readouts for modeling lamps in "Track Flash" mode will alter proportionally based on changing Flash Power settings.

## EXPOSURE

Indicates the exposure reading for the light selected, or the total exposure reading if ALL are selected.

## TEMPERATURE STATUS

Values shown in Kelvin (K) indicate the Color Temperature of the selected channel at the current flash power, thus determining the warmth or coolness of the light. This value will change to reflect adjustments to the Flash Power.

## FLASH DURATION STATUS

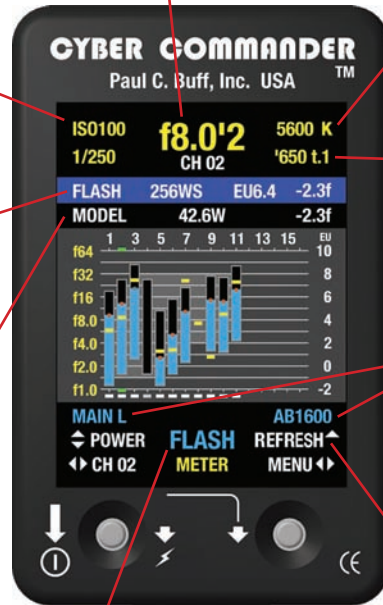
Values shown in t.1 indicate the Flash Duration of the selected channel at the current flash power, indicating the speed at which the light turns on and off. This value will change to reflect adjustments to the Flash Power.

## LIGHT STATUS

Cyber Commander™ tells you what type of light is on each channel, and allows you to assign a name to each light so you can easily identify them. Some names are pre-programmed, such as "Left Main", "Right Hair", "Center Fill", etc. Thus, you don't have to remember which position each light is in within your setup.

## REFRESH

A one-touch rebroadcast of settings. This resets the settings to lights that may have lost their settings due to a power loss or other inadvertent input.



## SCREEN

Indicates which screen is currently active, such as FLASH, MODEL, SETUP, etc.

## THE MICRO SD CARD

Cyber Commander™ has the capacity to save and retrieve up to 50 entire lighting setups in the Micro SD card and two additional setups in its internal memory. Saving a preset includes all setup parameters, light specs, names, power and modeling settings, grouping, frequency, channels, and flashmeter readings.

**It is recommended that the Micro SD card that ships pre-installed in Cyber Commander™ be kept in place when the device is in use.** As you make changes to your setup, they are stored in the card. If you change batteries, the last setup you were using comes up automatically, with no intervention required.

The exception, of course, being that your lights and modifiers must be in exactly the same positions as when a preset was saved, and your subject is placed at the same distance from where you took your meter readings. If any changes to the physical layout of the setup take place, it is advised to meter again to get accurate settings.

## MANAGING SETUP FILES

Since the Micro SD card contains important information, you are encouraged to back up these files to your computer and/or to a CD or DVD. This is easy to do on either a Mac or Windows computer. You only need a card reader with a Micro SD card slot, which will allow you to retrieve and add files as needed. It is recommended that you designate a Cyber Commander™ settings folder on your computer to which you can periodically save your updated settings. Use caution when handling your Micro SD card and when copying and moving files, just as you would when dealing with image files from a shoot.

## APPROPRIATE FORMATTING

Cyber Commander™ uses a standard Micro SD card with capacity from 512KB to 2GB, formatted to “FAT16”.

This formatting is normally already in place on a new card. **Micro SD cards formatted to “FAT32” or other formats will not be recognized by Cyber Commander™, nor will Micro SD HC or SDXC cards.**

Please contact Paul C. Buff, Inc.™ Technical Help at 1-800-443-5542 if you have any questions about anything discussed here.

## FIRMWARE UPGRADES

In the event of future firmware updates to Cyber Commander™, the needed data file and installation instructions can be downloaded from our web site, or can be emailed to you. This is a quick and simple process that involves placing your Micro SD card into your card reader, following the instructions for writing to your Micro SD card, reinserting the card into your Cyber Commander™ and following the screen prompts. For safety, if you have a current backup file of your Cyber Commander™ data, you can add the downloaded firmware to this file and then write all of this to a completely new Micro SD card, thereby leaving your present card intact.

## TROUBLESHOOTING & F.A.Q.

For help with your Cyber Commander™, answers to Frequently Asked Questions, or to solicit troubleshooting assistance, please visit our Tech Forum, or call us at 1-800-443-5542.

[www.paulcuff-techforum.com](http://www.paulcuff-techforum.com)

## GROUPS EXPLAINED

Cyber Commander™ has the capacity to organize your lights into eight different groups. Lights enabled in a group will be affected simultaneously by power changes (bracketing), parameter changes, etc., and a group may be metered such that only the enabled lights will contribute to the meter reading. Lights excluded from a group will have their modeling lamps off and are disabled from firing while the group is selected. If the camera or CST is activated while a group is selected, the exposure will only come from those lights enabled in the selected group.

## USING “NON +” RECEIVERS

If any non-Plus receivers are contained in your setup (not recommended), they will not be recognized by Cyber Commander™ during setup (see Step 3: “Open Studio”) and their presence will not be shown on the Cyber Commander™ screens. Thus they cannot be selectively fired or metered.

However, if the Cyber Commander™ or CST is used in the hotshoe, it will still fire non-Plus receivers. If Cyber Commander™ is metered while in ALL mode, the non-Plus receivers will fire and be included in the combined meter reading.

## HIGH VOLUME STUDIOS

Cyber Commander™ works well in studios where the lights are typically left in the same position with the same modifiers, and where several styles of lighting are used for each client. This allows finely tuned lighting setups to be developed and stored. The photographer can rapidly select from the stored setups and quickly switch between them, generating a series of lighting styles all perfectly exposed, with no need to constantly meter or fire test shots.

## EQUALIZING MODELING LAMPS

Setup instructions in this manual presume that you have set all modeling lamps to TRACK. This means your modeling lamp will get proportionately brighter or dimmer based on the power setting of your light. If all flash units have the same maximum flashpower and all modeling lamps are the same wattage, then you do not need to equalize your modeling lamps because they bear the same relationship to flashpower. But if you are mixing lights with different flashpower ratings and modeling watts, you will not see an accurate exposure preview from the modeling lamps. Assume, for example, you are mixing two AlienBees™ B1600 units (640WS) and two B800 units (320WS), and all units have 150W model lamps. Even though the B800s are half as powerful as the B1600s, their 150W bulbs ALL still put out 150W! So, in order to obtain accurate previews, you must adjust the B800s’ modeling lamps to half of those in the B1600 units.

Cyber Commander™ allows you to alter the relationship of modeling power to flash power by CHANNEL, GROUP or ALL, while still tracking flashpower changes.

## BRACKETING EXPLAINED

The term “bracketing” in photography involves making exposures at incremental settings, usually above, below and at the “proper” exposure setting. This helps ensure a properly exposed photograph under difficult metering situations. For example, an exposure value of f11 at 1/200 can be bracketed down 1 stop to f8 at 1/200, or up 1 stop to f16 at 1/200.

Similarly, Cyber Commander™ allows you to bracket light output settings based on an initial meter reading, ensuring both proper exposure and desired outcome. This is done by selecting ALL or GROUP, allowing the adjustment of every light proportionate to its starting point.

## EU NUMBERS EXPLAINED

When lights having different wattsecond ratings are mixed in a studio, terms like “1/4 power” or “-3f” don’t tell the user how much light one unit outputs compared to another. In order to allow a direct comparison between lights of different WS ratings, several European manufacturers have instituted a numbering system that directly compares lights in 1/10 f-stop increments without requiring calculations or WS math conversions.

The EU Number defines a 6400WS power level as EU10.0, and each 1/10 f-stop change is represented by a one digit change in the decimal. Thus, EU9.9 is 1/10f less power than EU10.0. A full f-stop change is thus a one digit change before the decimal point.

EU9.0 = 3200WS	EU8.0 = 1600WS
EU7.0 = 800WS	EU6.0 = 400WS
EU5.0 = 200WS	EU4.0 = 100WS
EU3.0 = 50WS	EU2.0 = 25WS
EU1.0 = 12.5WS	EU0.0 = 6.25WS
EU-1.0 = 3.13WS	EU-2.0 = 1.56WS

If your main light is EU6.4 and your fill is EU5.3, you quickly know your fill light is 1.1f less powerful than your main light.

## INITIAL SETUP

Follow this setup procedure each and every time you use your Cyber Commander™ with a CSR+ or CSRb+ receiver, and with all AlienBees™, White Lightning™, and Zeus™ flash units.

Set each receiver to the same frequency.



Set each light to a separate Channel.

(Not applicable on non+ CS models)

“Wake up” any battery-powered receivers by pushing TEST.

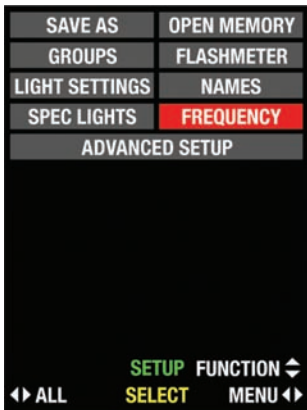
With the receivers disconnected from the RJ11 (telephone) jack, turn on the light. Set the power to Full.

Insert dummy plug into sync jack to disable the slave eye.



Push in all buttons on the back of the light (Model Lamp On, Track & Cycle).

Now plug in the RJ11 cable from the receiver to the rear panel of the light.

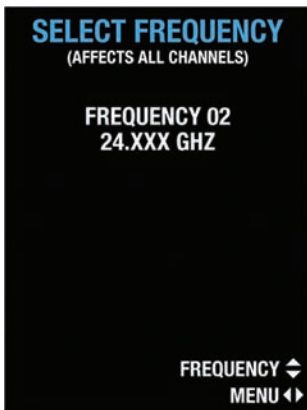


1. Push the right joystick left or right to scroll to the SETUP menu, then push it up or down to scroll FUNCTION to FREQUENCY. Select by pressing in on the joystick.

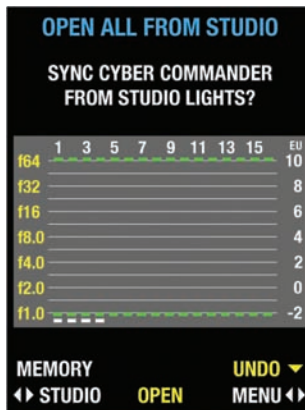
SELECT FREQUENCY menu will appear.



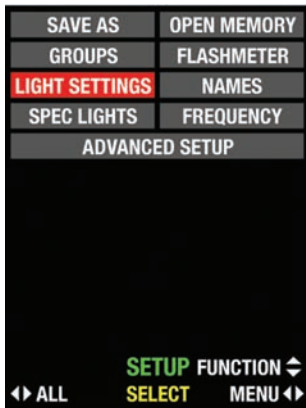
3. Now, scroll MENU button (right joystick) to the right to return to SETUP menu. Scroll FUNCTION to OPEN MEMORY and press SELECT.



2. Scroll FREQUENCY to the same frequency your receivers are set to. Now the whole system is on the same frequency.



4. Scroll the MEMORY button until STUDIO is displayed. The top of the screen will say OPEN ALL FROM STUDIO. Select OPEN by pushing down on the right joystick.

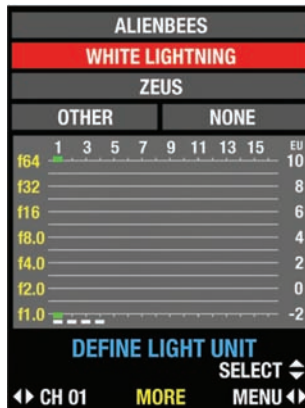


5. Next, scroll MENU to the right to return to the SETUP screen. Scroll to LIGHT SETTINGS and SELECT. The LIGHT UNIT SETTINGS screen will appear (#5). Assuming you want all lights on the same settings, scroll the left joystick to ALL. Scroll down through PARAMETERS to toggle through the available areas. Use the SETTING joystick to set each of these to the desired state.

Note: On CSR+/CSRB+ receivers, COLOR MODE, SLAVE CELL and RECYCLE INDICATOR has no effect. POWER STANDBY turns the Flash and Model Lamp to zero.



6. Next, scroll MENU right to return to the SETUP screen and scroll FUNCTION to SPEC LIGHTS. Assuming your lights are not all the same, you will need to follow this procedure one channel at a time. Scroll to Channel 01 and SELECT. The DEFINE LIGHT UNIT screen (#7) will appear.



7. Select ALIENBEES, WHITE LIGHTNING, ZEUS or OTHER, then select MORE.



8. Select the specific model and configuration of the light on Channel 01 using the VERSION joystick. In this example, WLX1600 with the power switch set to Full has been selected. Select MORE and continue to the next page.

*Note: steps 6-9 are not necessary when using Einstein™ or other next generation Paul C. Buff™ lights, as these are automatically recognized by Cyber Commander™.*

**SELECT MODEL WATTS - ENTER**

40W	100W
60W	150W
75W	<b>250W</b>

WLX1600 Full  
WATTS

ENTER MENU

9. Select the wattage of the modeling lamp (WLX1600 and WLX3200 normally have a 250W lamp, but when set to 1/4 Power, 60W should be specified instead).

Press ENTER. Channel 01 light specification is now complete. The display should return to Screen 7. Now select the next active channel in your setup and repeat steps 8 and 9. Repeat this a channel at a time until all your lights have been specified.

<b>SAVE AS</b>	OPEN MEMORY
GROUPS	FLASHMETER
LIGHT SETTINGS	NAMES
SPEC LIGHTS	FREQUENCY
ADVANCED SETUP	

Scroll FUNCTION to SAVE AS (#10).

Click SELECT. This takes you to SAVE ALL TO MEMORY (#11).

SETUP FUNCTION

ALL SELECT MENU

10. After you have specified all the lights in your system, don't forget to save your partial setup. You should be back to the SETUP menu. If not, scroll the MENU button until you are.

Scroll FUNCTION to SAVE AS (#10).

Click SELECT. This takes you to SAVE ALL TO MEMORY (#11).

SAVE ALL TO MEMORY

OVERWRITE SD1?  
CANNOT BE UNDONE

MEMORY SD1 SAVE CANCEL MENU

11. The Micro SD card should always be in place to store your settings. It may also be used to store complete setups that can be retrieved as needed. To store the current partial setup (steps 1 - 10), use the left joystick to navigate to the desired location for your setup (ie, "SD1"). Press SAVE to store the current state in the chosen location. It will remain there unless overwritten. To retrieve this saved setup, navigate to OPEN MEMORY, then to MEMORY = SD1. For more info about saving, see page 15.

ISO100 f11'3 GROUP 07

1/250 SET UP GROUPS

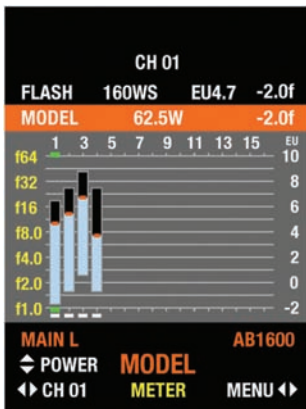
SELECT GROUP AND SCAN CHANNELS  
INCLUDE OR EXCLUDE CHANNELS

HAIR C WLX1600 FULL

CH 02 ADD/REMOVE CH

GRP 07 METER MENU

12. SETTING UP GROUPS  
Cyber Commander™ has the capacity to organize your lights into eight different Groups (see "Groups Explained", page 7). Navigate to the SETUP menu (Screen 10). Select GROUPS. Here, Group 07 has been selected amongst the other available Channels and Groups with the left joystick. You can ADD or REMOVE each channel from the selected Group using the right joystick. In this example, channels 2 and 4 are included and channels 1 and 3 are excluded.



### 13. EQUALIZING MODELING LAMPS IN TRACK MODE

To equalize modeling lamps (See “Equalizing Modeling Lamps”), first set all flash units to “Track.” In Screen 13, you can see the relationship in action. At the current power setting shown, the B1600 on channel 1 has a flashpower rating of 160WS (see Flash Status Bar), with a modeling lamp power at 62.5W (a ratio of 0.39 modeling watts per flash wattseconds). The 150W modeling lamp on a B800, on the other hand, results in a ratio of 80WS to 62.5 Watts if

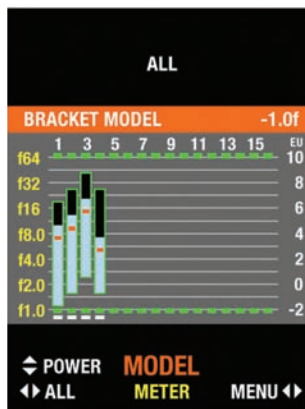
left unadjusted.

To equalize this light, multiply the WS of the selected light times the known ratio of another light (in this case, 0.39) which will give you the power to which your modeling lamp should be adjusted (in this case, 31.3W). This is what you would need to set the modeling power to on the B800.

To make this adjustment, scroll to the MODEL screen and select the necessary Channel. Lower the POWER using the left joystick to the desired setting. For example, 31.3W (0.39 times the Flash WS).

As you make this adjustment you will see the “62.5W” notation and the orange dot that indicates modeling power both drop, and the “-2.0f” notation will change to -3.0f in this example. Once you have made this adjustment, the modeling lamp will continue to proportionally track the power of the flash, but with the 1 f-stop offset you introduced.

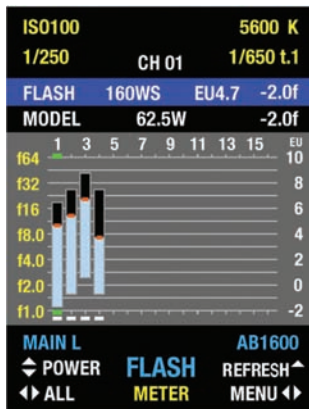
It is advised that you resave your setup at this point. (See steps 10 and 11 for help Saving).



### 14. GLOBAL MODELING LAMP ADJUSTMENT

Once you have equalized all modeling lamps to flashpower, you may find that the flashpower of your units is set below Full Power for a particular shoot and that your modeling lamps are thus dimmer than you would like. In this event, you can select ALL while in the MODEL screen and use the POWER joystick to raise (or lower) all the modeling lamps simultaneously. You will see all the orange dots and the BRACKET MODEL display change incrementally as you do this.

If you attempt to raise or lower any one modeling lamp above or below its maximum range by this method you will not be able to increment further, and the offending channel will blink red. This ensures that you can't destroy the relationship you set up in previous steps. When you return to an individual channel after doing an ALL adjustment you will see the ratio of modeling watts to Flash WS has been altered.



## 15. FLASH SCREEN

Scroll to the primary FLASH screen and select an active channel (See screen 15). The green dashes on Channel 1 show that it is selected. Any power adjustments will apply only to the selected Channel.

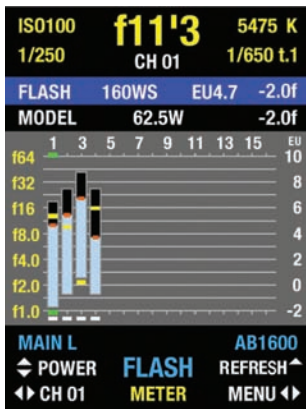
This screen also shows the type of light on each channel and its "name" (ie, MAIN L). The Flash Status Bar here indicates ISO 100 and 1/250 second. No flashmeter reading has yet been taken. The Color Temperature, indicated in Kelvin (K), at this power setting, is 5475 K and

the t.1 flash duration is 1/650 second. The modeling is presumed to be in TRACK FLASH mode, both on the unit itself and in the light settings within CC.

For the particular light shown, the flashpower is 160WS, producing an EU Number of 4.7 and the flashpower is -2.0f below its maximum power.

If you now operate the POWER, using the left joystick, the height of the blue flashpower graph will go up or down, and will be tracked by the orange modeling lamp dot. All the digital displays at the top will change as you make this adjustment, constantly updating parameters of the selected light. Consequently, the other bars representing the other Channels/Lights will not change.

**Note - the displayed color temperature does not account for color changes introduced by light in the room or from accessory modifiers - it is the reading emitted by the flash unit.**



## 16. USING YOUR METER

Stand at the subject position and point the dome on the back of the flashmeter toward the camera.

Press METER (right joystick). This will take a reading of channel 1 only. The yellow dash that corresponds to the scale in yellow along the left side will appear, as will the digital f-stop reading at the top (similar to Screen 16). Continue this process on each active channel. As you scroll through the channels you will see the metered f-stop from each individual

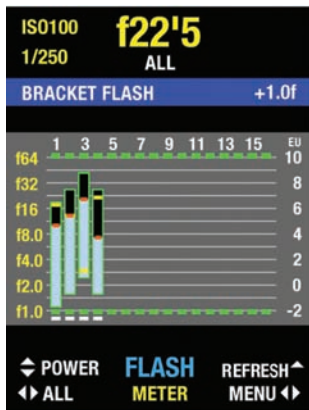
light. If you now adjust the flashpower of any channel from Cyber Commander™, its captured f-stop reading will be altered accordingly, as will the position of its yellow dash. This allows you to set the resulting f-stop to exactly what you want by changing flashpower, without the need to re-meter.

**Note - after you have captured flashmeter readings, changing the ISO will automatically update each captured reading. Changing the exposure time will not.**

## CALIBRATING THE METER

If you are using a third-party flashmeter in conjunction with your CC, calibration is recommended so that the readout on both meters is consistent.

- Meter your lights with both the CC and the third-party meter at the same time, holding them close together.
- If the readings do not match, scroll to SETUP, then FLASH-METER and hit SELECT.
- Scroll through the CALIBRATE settings until the readout matches that of the third-party meter.

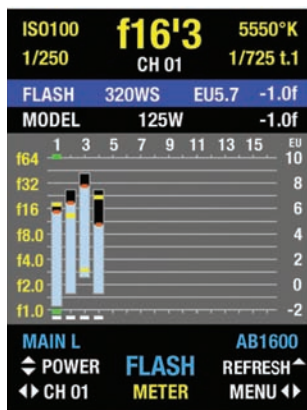


## 17. METERING ALL LIGHTS

If you now scroll to ALL and press METER (from subject position), you will see a display similar to Screen #17. This is the total exposure of all active lights - what the camera will see. You might consider mounting a CST transmitter on your camera for shooting, leaving you free to carry the Cyber Commander™ around for taking meter readings. The CST will fire all active lights established by Cyber Commander™, including lights combined into Groups.

If the combined f-stop is higher or lower than what you desire, simply adjust the POWER control up or down, and the reading will change to whatever f-stop you desire. You will see both the digital f-stop readout change as well as the BRACKET FLASH readout. In the example shown here in Screen 17, we originally metered f16'5, then bracketed up by one f-stop to achieve the f22'5 result.

Cyber Commander™ does this by individually adjusting the flashpower of each separate light unit.



This screen shows the result of starting with #16, metering ALL in #17 and bracketing ALL +1 f-stop, then returning to Channel 1. Notice the yellow dashes, flashpower bars and orange modeling dots have all moved up one stop, and that the f11'5 reading for Channel 1 has gone to f16'5. The temperature and t.1 flash duration have also changed.

If you now return to Screen 17, you will see the combined reading remains at f22'5, but that the BRACKET FLASH has returned to 0.0f, ready for

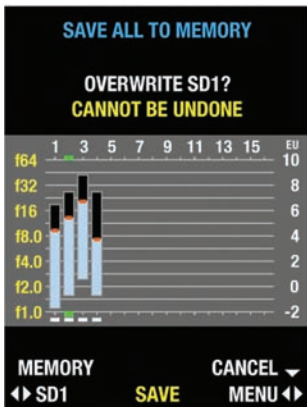
another bracket ALL.

## METERING AND BRACKETING GROUPS

The same action occurs if you meter and/or bracket Groups. If you have a Group selected and press METER, only those lights enabled in the selected group will be metered, and the result will be displayed at the top. If you then adjust POWER, only lights in the Group will be adjusted (bracketed). If you fire the camera while Cyber Commander™ is set to a Group, only those lights enabled in the Group will fire.

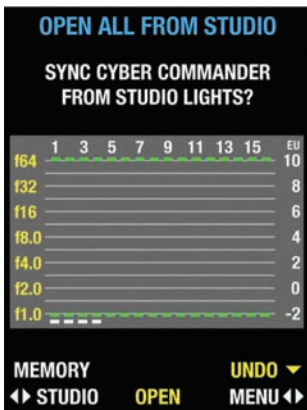
**Note - If you adjust or bracket individual lights or Groups after an ALL meter reading has been taken, the ALL reading will be overridden because the lights that comprised the reading have changed.**

**In this case, you will have to re-meter ALL. The same applies if you alter an individual light that is contained within a Group, move lights, change modifiers, etc. Naturally, saved readings will be invalid unless the studio is set up exactly as it was when the setup was stored.**



## 19. SAVING SETUPS

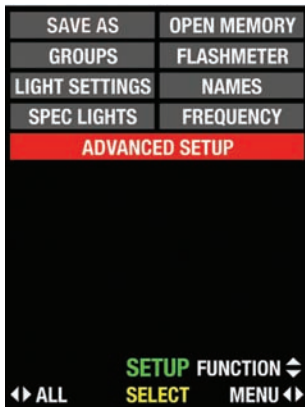
Scroll the SETUP menu to SAVE AS, and SELECT. This will open Screen #19. Scroll the left joystick to the desired memory location. White memory locations are currently empty, blue locations contain a previously saved preset and saving to blue will overwrite the existing data, and red locations contain locked presets that cannot be overwritten. Press SAVE when ready. ***This cannot be undone.*** Saved SD Card locations will be indicated by blue characters (setups saved on “internal 1” or “internal 2” will not be indicated in blue).



## 20. OPENING SETUPS

To open a previously saved preset, scroll the SETUP menu to OPEN MEMORY and press SELECT. This will open Screen #20. Scroll MEMORY to the location you wish to open and press OPEN. This will replace all settings currently visible with the saved setup.

*If you open the wrong setup, press UNDO to return Cyber Commander™ to its previous state.*



## 21. ADVANCED SETUP

Scroll the SETUP menu to ADVANCED SETUP and press SELECT.

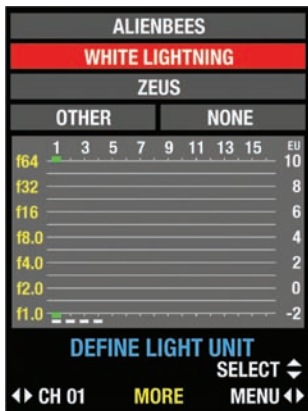
This will take you to a menu that allows you to lock and unlock presets (indicated by red characters), erase and format your Micro SD card, set the brightness and LCD Review time, and to perform other advanced operations as they become available in future firmware upgrades.

## 22. ADJUST SCREEN BRIGHTNESS AND TIMEOUT

Screen brightness may be adjusted from 10% and up. Screen timeout may be adjusted from 10 seconds and up.

To conserve battery life, it is advised that you set your screen brightness to 20% and timeout to 10 seconds.

Scroll to SETUP. Select ADVANCED SETUP. Then toggle to Backlight and use the joysticks to adjust your settings.



### 23. ADDING A LIGHT

After your initial setup, you may decide to add or remove lights at some point.

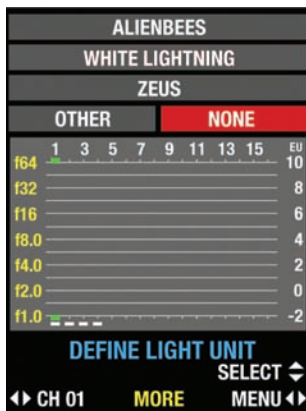
To ensure you don't lose all the setup information for the other lights, do not perform a new OPEN ALL FROM STUDIO operation after plugging in the new light.

Instead, use the following procedure:

1. Plug in the new light and assign the receiver to a new channel. Set the frequency to match that of the other lights.

2. Scroll SETUP to OPEN MEMORY and press in.
3. Designate the channel with the left joystick and press in on the right joystick. Repeat as necessary for each new light you add to the existing setup. Once you are finished adding lights, press once to the right on the right joystick to exit to the SETUP screen.
4. Perform Steps 6-9 (pages 10-11) to set the parameters of the new light. You may also need to EQUALIZE THE MODELING LAMP (Step 13).

You will be able to add this light to Groups, but remember you will need to re-meter both the updated group and your ALL setting. Re-save the setup to the Micro SD card.



### 24. REMOVE A LIGHT

Scroll SETUP to SPEC LIGHTS. Using the left joystick, scroll to the channel that corresponds to the light you wish to remove. Select NONE and press MORE. This will remove the light from the setup and from any Groups that previously contained it.

Because you have removed a light from the setup, you will need to re-meter any Groups that previously contained this light, and also re-meter ALL.

Again, it is advised that you re-save the setup to reflect the new changes.

### 25. BACK UP MICRO SD

Insert the Micro SD into your card reader.

Mac: card will automatically appear as an external disc on your desktop.

PC: go 'Start > My Computer' to navigate to the card.

Prepare a new folder on your computer and double click the Micro SD card icon to reveal its contents. Select the files on the card, and drag them to this new folder you created. Label the folder with a name like "CC Backup 12-09-09".

To eject the Micro SD card:

Mac: click the card icon on the desktop and drag it down to the Trash. Trash will turn into an Eject button.

PC: click the "Safely Remove Hardware" icon in the Task Bar at the bottom of the desktop, then select the card drive.

Remember to reinsert the card into Cyber Commander™.

**Note: Ejecting the card from the computer is very important for preventing damage to the saved data.**

## SPECIFICATIONS

**Frequency range:** 16 frequencies spaced 2MHz apart, from 2.427GHz to 2.457GHz

**Encoding:** Secure 256-bit binary encoded packet, with validity verification.

**Latency:** 1/4000 typical delay from closing of camera contact to receiver sync output signal.

**CC Battery Life:** Uses two AAA alkaline or lithium batteries. Use of rechargeable batteries is not recommended as they may adversely affect performance. Approximately 2 to 3 hours under normal use with a set of premium alkaline batteries. Will vary based on screen brightness & timeout settings.

**CST Battery Life:** Uses lithium coin cell CR2450 battery (3VDC, 540mAh). Two year typical life under normal use.

**CSRB / CSRB+ Battery Life:** Approximately 200 hours on-time with two AA alkaline or NiMH batteries. Auto shutoff after one hour of non-use.

**CC and CST Sync Voltage:** less than 4VDC at camera

**CSR/CSR+/CSRB/CSRB+ Sync Voltage:** Withstands up to 300VDC from connected flash unit.

**CSR / CSR+ Power Consumption:** Approximately 2 watts. Operates from 50VAC to 260VAC, 50/60Hz. Pass-through AC rated for up to 250VAC, 15A.

**CC and CST Connections:** Syncs from standard hotshoe or included sync cord (2.5mm sub-mini auxiliary jack to PC).

**CSR/CSR+/CSRB/CSRB+ Connections:** Supplied cords: 3.5mm male to 3.5mm male, 3.5mm male to 1/4" male, and 3.5mm to PC. CyberSync™ Plus models ship with an RJ11 telephone-style remote control cord, in addition to the cords sent with non-Plus models (listed above).

## WARRANTY

Paul C. Buff, Inc.™ guarantees all CyberSync™ products for a period of two years from date of purchase. We will, at our option, repair or replace any CyberSync™ product that becomes defective during this period. Batteries and Micro SD cards are excluded from this warranty, as is any damage resulting from improper use.

No claim is made for the suitability of this product for any intended use and no liability is implied or assumed beyond the repair or replacement of this product.

Defective units should be returned to us at the address below with a note explaining the defect or problem. We will return repaired or replaced units to you at our cost.

### Mail To:

**PAUL C BUFF INC**  
**ATTN: Repair Service**  
**2725 Bransford Ave.**  
**Nashville, TN 37204 USA**

**Toll Free:** 1-800-443-5542

**Local:** 615-383-3982

**Fax:** 615-383-0676

**Email:** [info@paulcbuff.com](mailto:info@paulcbuff.com)

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