



## De-Mystifying Eos and Ion Displays

In the descriptions that follow, syntax examples are sometimes used. Hard keys are denoted with [ ], while softkeys or buttons that appear on the touchscreens are indicated with { }. Optional key presses are indicated by < >. Direct selects are indicated with [Target #] – for example, [Color Palette 5]. Using direct selects does not require [Enter] to confirm the action. Some Eos functions require two buttons to be pressed simultaneously. These are shown as follows: [Assert] & [Load] or [Tab] & [4].

### Eos Displays

Eos uses a tab metaphor for displays. All displays open in a tab, the name and number of which are displayed across the bottom of the display the tab opens on. Each display has an associated number, which can be used for selection purposes.

The Live/Blind display is always open, always as Tab 1. Playback Status is always open, always as Tab 2. These displays can be covered with other displays, or moved to other screens, but they cannot be closed. The [Live] or [Blind] button can be used to pull focus to the Live/Blind display, or you can tab to it using [Tab] + [1].

As displays are opened, they use the lowest available number.

List views/editors of all record targets can be opened by double clicking the record target button. [Effect] [Effect] opens the effect list and editor. [Color Palette] [Color Palette] opens a list view of color palettes. Many people assume this is the only way to access a blind view for non-cue record targets. This isn't the case. At any time, it is possible to: [Blind] [Sub] [1] [Enter] (for example), to go into blind for Submaster 1.

Some displays do not have an associated front panel button. Those displays are accessed as softkeys under the [Displays] key. This includes Patch, the Color Picker, Effect Status Display, Setup, Curves and the Browser. Of these displays, only Patch and Curves opens a tab display. The remainder of these displays open in the CIA (central information area just above the main keypad) – they are not "modes", but rather are programming tools.

In all likelihood, the first thing you will do is open patch ([Displays] {Patch}). If this is the case, Patch will then be Tab 3.

When a display is selected, it is bounded in gold with the label of the display is also highlighted in gold. Focus is now on that display and the command line is routed to editing the contents of that display. Focus can be placed on a tab by:

- Pressing the associated button, such as:
  - Live
  - [Effect] [Effect]
  - [Displays] {Patch}
- Selecting the display by number:
  - [Tab] & [2]
- Selecting the display by sequential presses of the tab key. This advances the tab in focus by one display for each press of [Tab].
- Displays can also be opened or selected from the browser. Touch on the browser, scroll down to Record Target Lists. You can do this by using the arrow keys or you can use the intensity encoder. Use the [Page ⇒] or [Page ⇐] keys (which are placed in scroll lock mode automatically) to expand and contract the file structures). Highlight the display that you wish to open and press [Select] (or you can “double click” the selection).
- Live/Blind is the only display that can have multiple views open. This allows you to have (as an example) your main live view in one mode (channel summary for example, in show channels mode) and another view of live in a different view (table view, in selected channels flexi mode).

Displays can be moved from one screen to the next by placing focus on that display and then using [Tab] & [Page ⇒] or [Tab] & [Page ⇐]. Continue this until the display is on the desired monitor/touchscreen. Displays can be closed by putting focus on that display and pressing [Escape]. [Escape] + [Tab] can be used to close all open tabs, except 1 – Live/Blind and 2 – Playback Status Display.

Some displays have multiple different layouts. Use the [Format] key to advance through the available formats.

Live – Channel Summary, Table View

Blind – Channel Summary, Table View, Spreadsheet

Patch – By Channel, By Address

Playback Status Display – Expanded Cue List, Expanded Playback View

Eos organizes all parameter data into one of four categories (Intensity, Focus, Color and Beam). The following conventions are in place for the Channel Summary and Table Views.

### **Channel Summary (aka the tombstone view):**

This is the default view.



The numeric value is the current intensity. If the field has a grey zero, that means the channel is patched, but the light is inactive (off, at home, at default, etc). If the field is empty, it means that the channel is not patched. A channel that has no graphic outline has been deleted. An unpatched channel can have intensity values set and stored. A deleted channel cannot.

The FCB icons across the bottom indicate the status of Focus, Color and Beam parameter categories. If grey, F, C or B are untouched (at their home position). If blue, some parameter in FCB has received a move instruction. If yellow, some parameter in FCB is under the control of a submaster. If red, some parameter in FCB is manual.

The channel summary view can be expanded. Press [Params] + {Focus} (You can press {Color} or {Beam} as well). This will expand the FCB to show category level data.



You are now seeing a summary view of Intensity, Focus, Color and Beam.

If there is only one palette or preset in use for a category (and anything not in use is at its home position), you will see that palette/preset number/label. If some of the data in the category is not included in the palette/preset, and is absolute data (set numerically from the keypad or encoders), you will see that palette/preset number/label with a + in superscript to the right. If there is more than one palette/preset in use on that category, you will see a " + " in the data field itself. It is worth noting that timing/speed functions do not impact this display method.

If you press [Time] (the time button above the intensity encoder), discrete timing will be displayed. If there is only one discrete time in use on a category, the timing will be displayed. If there are different times in use for parameters within a category, a "+" will be displayed for that category.

## Table View

Press [Format] to change to the table view. The default for this view is for IFCB to be in a summary view. Use [Focus], [Color] or [Beam] while holding down the [Params] key to expand each individual category. When a category is first expanded, all of the parameters patched will be displayed. If you hold down [Params], you will see each tile highlighted in the CIA. To suppress specific parameters, press the associated tile in the CIA while the [Params] key is depressed. If you return to a summary view for that

category ([Params] + [Focus]/[Color]/[Beam]), and then expand the category again, only the parameters you had chosen to view before will be displayed.

When the category is expanded, pressing [Time] will display the time of each parameter.

### **Blind Spreadsheet**

By default, only intensity is displayed in blind spreadsheet. Use [Param] + each individual CIA tile to display the non-intensity parameters you wish to view.

### **Ion Displays**

Almost all of the conventions for Eos displays are also used with Ion. Following are the exceptions:

- Ion does not use tabs.
- A [Swap] key allows you to move content from monitor 1 to 2 and 2 to 1.
- Ion does not have a [Params] key. To expand and contract FCB categories, use [Data] + the encoder paging keys.
- In the expanded table view, to deselect parameters you don't wish to view, use the [Data] key and select/deselect CIA tiles. (The CIA opens on an external monitor).
- To see discrete time, press and hold the [Time] key on the main programming keypad.