

etcedit

Version 3.0

User Manual

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chapter one

introduction

In ETCEdit, Electronic Theatre Controls, Inc., (ETC) presents a powerful software system that lets you use your personal computer to create or modify shows for ETC lighting control consoles.

ETCEdit is intended for lighting designers who need to create or edit shows at home or while travelling between shows, and for touring companies who need to make fast block changes to a touring repertoire on a day-by-day basis.

Shows recorded on disks by an ETC Vision, MicroVision, MicroVision FX, Insight, Impression, Expression or Concept 500 console can, with ETCEdit, be read into your PC, edited there, and then stored on your hard disk or a DOS-formatted floppy disk. If you prefer, you can record your show on a disk ready for immediate input into any of the ETC consoles listed above.

In fact, a show may be read from a disk for one type of console and recorded on a disk for another type of console, providing an easy method for converting shows from one console to another.

In addition, ETCEdit provides a method for reading or writing shows in ASCII text format, which may be used as a translation path to or from non-ETC consoles and other software programs, such as word processors and spreadsheets.

From main menu

ETCEdit provides a number of editing worksheets - display modes used in editing shows or creating shows from scratch. As you edit a show you can move freely among the various editing worksheets:

- [F3] Cue Worksheet displays all channel levels for a cue in a format like the Blind display in ETC consoles.
- [Ctrl/F3] Group Worksheet displays all channel levels for a group in a format like the Blind display in ETC consoles.
- [F4] Track Sheet displays levels in all cues for a channel in a format like the Track Sheet display in ETC consoles.
- [F5] Cue/Channel Spreadsheet displays all cues, channel levels, fade types, fade times etc., in a spreadsheet format.
- [F6] Submaster Spreadsheet displays channel levels, fade times etc., for all submasters in a spreadsheet format.
- [F7] Softpatch Worksheet displays the dimmer softpatch in a format similar to the Patch display in ETC consoles.
- [Ctrl/F7] Dimmer Profile Worksheet provides a graphic display and edit facility for custom dimmer profiles and profile labels.

Editing is accomplished by using the function keys and selected alphabetic keys.

Because the command syntax closely mimics the functions of ETC consoles, if you are familiar with ETC consoles you will have little difficulty learning to use ETCEdit. On-screen menus and prompts guide you along and on-screen help is available for all commands.

ETCEdit lets you dump a show's contents to a printer in each of the various formats supported by ETC consoles. In addition, ETCEdit can automatically determine and print the differences between two shows. This latter feature helps you document what you changed in an editing session.

Advanced editing features

Besides emulating the show-editing capabilities of ETC consoles, ETCEdit offers advanced show-editing functions. For instance, in editing a show you can import parts of other shows: ranges of cues and channels, submasters or a softpatch.

In addition, a flexible and powerful set of editing functions, collectively called the Channel Editor, let you import channels, shuffle them around, combine several channels into one, split one into several and so on.

With ETCEdit, you can keep a “library” of shows on your hard disk or DOS-formatted floppy disks and import pieces of them as needed. This capability has many possible applications.

For example, a touring dance company may need to vary its program from performance to performance, selecting different combinations of dances from its repertoire. This company may also need to adapt its lighting designs to a number of different venues, each with its own dimmer patch and front-of-house configuration.

With ETCEdit, the lighting cues for the various dances in the company’s repertoire and the patches for the difference venues on the tour can all be saved on the hard disk (or DOS-formatted floppy disks).

Then, the cues and patch needed for any given performance can be assembled quickly and easily into one show. The Channel Editor can be used to adjust the front-of-house channels as needed for a given venue. Finally, the whole show can be stored on a disk for immediate input to an ETC console.

Text shows

ETCEdit can store shows in ordinary text files which can, in turn, be used in any word processor program. Shows stored in the text format are called text shows.

ETCEdit can read text shows and it can convert any show into a text show. This means you can create shows on a word processor, if you prefer. More importantly, the text show feature provides a bridge to other software you may wish to create or adapt for manipulating shows.

In particular, ETCEdit is capable of inputting patch information generated by the Lightwright software (formerly ALD/Pro) of Rosco Laboratories, Inc.

Dimmer profiles

ETCEdit provides a convenient method of editing and labelling different dimmer profiles for use in any ETC Impression, Insight, Expression, or Concept 500 console running software version 2.00 or later.

This may be used to tune a mixed rig of dimmers from different manufacturers, or to create special output profiles for particular light sources or other equipment.

Consoles supported

ETCEdit supports the following ETC consoles: Vision, MicroVision, MicroVision FX, Expression, Insight, Impression, and Concept 500.

Throughout this manual, the phrase "ETC console" will mean one of the above consoles.

Hardware requirements

ETCEdit is compatible with DOS Version 3.2 and above, excluding Version 4.0 (4.01 is acceptable). To use ETCEdit, your computer must be an IBM PC, XT, AT or IBM compatible and have at least 640K of RAM (random access memory). Your computer must have a 3.5-inch disk drive (preferably low-density) and a hard disk with at least 1.5 megabytes of disk storage available.

ETCEdit does not run on computers with floppy disk drives only. You must have a hard drive to run this software.

Note: If you are working with an ETC Concept 500 and need to use more than 250 control channels, you must have at least 590K of memory available. In addition, you must have 500K of expanded, or extended, memory. If you are not sure how much memory your computer has, check the documentation that came with it. Information on its memory capacity should be included. If you still have questions about whether your computer can run ETCEdit, contact ETC at 608/831-4116.

About this manual

This manual is organized in two parts: the Tutorials and the Reference Guide.

The Tutorials introduce you to ETCEdit in a series of easy-to-follow, step-by-step lessons. Included are a number of illustrative examples based on the sample shows on the ETCEdit Install Disk. These examples are an integral part of the tutorials, so we strongly recommend that you read the tutorials at your computer, trying the examples as you go.

The Reference Guide contains a description of each ETCEdit command, with all of the command's options and other relevant information. It is arranged alphabetically by command name, for easy reference.

What is assumed of the reader

It will help if you have a basic familiarity with ETC consoles, though you don't have to be an expert.

A slight acquaintance with DOS, the operating system for your PC, is also assumed. You should be familiar with words like *file* and *directory*. If not, consult the DOS manual, or better yet, ask a friend.

chapter two

getting started

ETCEdit is contained on three 3.5-inch disks labelled Install, Data Disk 1 and Data Disk 2. Follow the instructions below to install ETCEdit Version 3. Once you have begun the installation procedure, follow the on-screen instructions to complete the installation process.

Note: The SentinelPro Security Key is not necessary to run ETCEdit Version 3.0 or higher.

What you should have received:

Two ETCEdit Data Disks

One ETCEdit Install Disk

One ETCEdit User Manual

Using the Install program

Let's assume your 3.5-inch disk drive is drive A:. (If it is B:, change A: to B: in the instructions below.)

As with all software, it is a good idea to start by making backup copies of your ETCEdit disks. We recommend you use the DOS Diskcopy program. See your DOS manual for details.

Then, to install ETCEdit, insert the ETCEdit Install Disk in drive A:, and enter the following two commands:

A:

INSTALL

Note: The Install program assumes that your floppy disk drive is A: and your hard disk is C:. If your designations differ, substitute your own drive designator as you go through the install process.

The Install program will prompt you with a series of questions. As you answer them, Install will automatically install ETCEdit on your computer.

When Install completes, it will display the commands you must enter to execute ETCEdit on your computer.

Changing the video display

The Install program sets up ETCEdit to work with the type of video display in your computer. If you change the display type at a later time (for example, if you switch from a monochrome to a color monitor) you can reconfigure ETCEdit without going through the full installation procedure. Do this as follows:

First, make sure that Install.exe is in your C:\ETCEdit directory. If it is not there:

Insert the ETCEdit Install disk in drive A: and enter the following DOS commands:

A:

COPY A:\INSTALL.EXE C:\ETCEdit

The COPY program reports "1 file(s) copied"

In the C:\ETCEdit directory, enter the command

VIDEO

Follow the prompts to set up ETCEdit to operate with the new video display.

Changing the printer ports

ETCEdit supports parallel printers. The Install program lets you select the parallel port: LPT1 or LPT2.

To use a serial printer, see the MODE command in the DOS manual. MODE lets you re-route printer output from a parallel port to a serial port. For example, to re-route output from LPT1 to COM1, use the DOS command:

MODE LPT1=COM1

If you need to change your parallel port selection, you can do so without going through the full installation procedure. Do this as follows:

In the C:\ETCEdit directory, enter the command

PRINTER

Follow the prompts to set up ETCEdit to operate with the new port selection.

Specifying system type

Before you use ETCEdit to create or make changes to a show, you must indicate what sort of ETC console the show will be run on. This is also important if you are converting a show created on one type of ETC console for use on another.

Note: When converting shows from one console type to another, if the show uses more channels, cues or submasters than the new console can accommodate, the excess channels, cues or submasters will not appear in the show when it is transferred.

Follow these steps to select the type of ETC console that will run the show you are creating or editing:

1. From the Main Menu, press [F9], **Utilities**.
2. Press [F4], **System Settings**.
3. Press [Ctrl/F3], **System type**.
4. Enter 1 for Expression, 2 for Impression, 3 for Insight, 4 for Concept, 5 for Vision, or 6 for MicroVision or MicroVision FX, then press [Enter].

chapter three

tutorials

The tutorials include a number of illustrative examples based on the sample shows included on the ETCEdit Install disk.

These examples are an integral part of the tutorials. We strongly recommend that you work through the tutorials at your computer, trying the examples as you go.

Each tutorial is meant to be self-contained, but the examples within a given tutorial are intended to be done in sequence. Often, an example will build on the one preceding it.

Note: Throughout the tutorials it is assumed that the Default Show Directory is C:\ETCEDIT\SAMPLES. When you installed ETCEdit, C:\ETCEDIT\SAMPLES was automatically made the default. It will remain the default until you change it.

Tutorial 1: Getting started

Full-Screen Menu

The Main Menu that is displayed when ETCEdit first comes to the screen is a full-screen menu. You can gain access to either a sub-menu or a spreadsheet/worksheet by pressing the function keys, [F2] through [F9].

Example: From the Main Menu, press [F9]. This brings the Utility Menu to the screen. The Utility Menu is a sub-menu of the Main Menu. The Utility Menu also has several sub-menus.

Press [F3]. This brings the File Menu to the screen. Read through the various commands in the File Menu, then press [F2] twice to return to the Main Menu.

[F2] always returns you from a sub-menu to its parent menu.

[F1] always gives you help.

Editing Commands Menu

When an editing worksheet is on the screen, the menu of its editing commands appears at the bottom of the screen. Commands are selected via alphabetic characters rather than function keys.

The editing commands are designed to mimic as closely as possible the functions of ETC lighting control consoles.

Example: From the Main Menu, press [F5]. This brings the Cue/Channel Spreadsheet to the screen.

Look at the menu at the bottom of the screen. For each command, the capitalized letter indicates the key that activates the command. For example, the And command is displayed as **aNd**, indicating that it is activated by pressing [N].

The bottom line of the menu displays certain Main Menu commands that are accessible from the Cue/Channel Spreadsheet. These commands are activated via function keys. Press [F2] to return to the Main Menu.

Notation used

Throughout these tutorials, names of editing commands will appear as they do in the menus.

Example: The And command will always appear as:

aNd

This serves as a shorthand reminder that the command is activated via the N key.

The buttons and keys on the keyboard will be enclosed in brackets so they won't look like editing commands. For example, the Enter and Esc keys are represented by [Enter] and [Esc].

The prompt window

The bottom of the screen is used for menus of editing commands. It is also used for displaying messages that prompt you to enter information as required by the various commands.

Example: From the Main Menu, press [F5]. Now press [C], for the Chan command. A prompt appears in the prompt window, showing the command name, the prompt and additional pertinent information.

When you type in a response to a prompt, you must press the [Enter] key to complete the response. An exception: two-digit channel levels do not require you to press [Enter]; this mimics the action of ETC consoles.

Escape

To bail out of a command or prompt, use the escape key. This is true of every prompt for every command in ETCEdit.

Example: Press [Esc] and [F2]. This cancels the Chan command and returns you to the main menu.

Screen messages

Error messages and other status messages usually appear in the center of the screen in a pop-up window.

Example: From the Main Menu, press [F5] and [C]. At the prompt, type:

999 [Enter]

The number 999 is not a legal channel number in ETCEdit, so it is rejected and an error message is displayed.

Press space bar and [F2] to return to the Main Menu.

Using help

ETCEdit has a comprehensive help feature that provides a complete on-line reference manual for all ETCEdit commands.

The [F1] function key activates help screens that give an overview of the full-screen menu or editing worksheet that is currently displayed on the screen.

If you are in a worksheet/spreadsheet, pressing any command key while holding down the [Alt] key activates a help screen describing the functions of the command.

Example: From the Main Menu, press [F1]. A general discussion of ETCEdit will be displayed. This discussion is several pages long. You can step through them by pressing the space bar.

When you have returned to the Main Menu, press [F5] while holding down [Alt]. This causes help on the Cue/Channel Spreadsheet to be displayed. If you do not want to read all the pages, press [Esc]. You should be back at the Main Menu.

Press [F5], then [Alt/Q] (i.e. press [Q] while holding down the [Alt] key). This displays help on the Que command.

Similarly, [Alt/C] gives help on the Chan command, [Alt/N] gives help on the aNd command, and so on.

Tutorial 2: The Cue/Channel Spreadsheet

The Cue/Channel Spreadsheet is one of several worksheets provided for full-screen editing of shows. It is organized like a spreadsheet, with channel numbers running horizontally across the screen, cue numbers vertically down the screen.

To get to the Cue/Channel Spreadsheet press [F5] in the Main Menu.

The numbers scattered across the middle of the screen are the levels for the various channels in each cue. Levels that have changed from the previous cue are distinguished from those that have not. If you have a color monitor, for example, changed levels are shown in blue, unchanged levels in green.

Scrolling

You can move the cursor in the show in two ways. The first way is to use the direction keys on the keypad at the right hand side of the keyboard. The second way is to use the Que or Chan command to bring a specific cue or channel to the screen.

Try using the arrow keys on the keypad. The [→] key moves the cursor to the right, [←] moves it to the left, and so on. You can hold an arrow key down to scroll smoothly through the show.

Now try the other direction keys. They move the cursor vertically through the show. [PgUp] moves the cursor up a page, [PgDn] moves it down. [Home] moves the cursor to the top (to the first cue), [End] moves it to the bottom (the last cue).

Now hold the [Ctrl] key down while you try [PgUp], [PgDn], [Home], and [End]. Instead of moving the cursor vertically, now they move it horizontally. That is, [Ctrl/PgUp] moves the cursor to the left a page, [Ctrl/PgDn] moves it to the right a page. [Ctrl/Home] moves the cursor all the way to the left (i.e., to the first channel), [Ctrl/End] moves it all the way to the right (the last channel).

Using the direction keys

Here's a summary of direction key usage for the Cue/Channel Spreadsheet:

[←]	Left one channel
[→]	Right one channel
[↑]	Up one cue
[↓]	Down one cue
[PgUp]	Up one screenful of cues
[PgDn]	Down one screenful of cues
[Home]	Up to first cue
[End]	Down to last cue
[Ctrl/PgUp]	Left one screen of channels
[Ctrl/PgDn]	Right one screen of channels
[Ctrl/Home]	Left to first channel
[Ctrl/End]	Right to last channel

Using Que and Chan

You can also move the cursor directly to a particular cue or channel by using the Que and Chan commands.

Example: Press [Q]. At the prompt, type:

910 [Enter]

This brings cue 910 to the screen. Press [C]. At the prompt, type:

100 [Enter]

This brings channel 100 to the screen. Cue number 910 is highlighted (because cue 910 has been selected), as is its level in channel 100 (because channel 100 has been selected).

Now press [Enter] twice. The cue and channel are no longer selected.

Note: Throughout ETCEdit, pressing [Enter] twice de-selects whatever is currently selected. Pressing the [Esc] key once has the same effect.

Edit a show

Let's look at SAMPLE2, one of the sample shows you received with ETCedit.

From the Main Menu, press:

[F9] to move to the Utility Menu

[F3] to move to the File Menu, and

[F4] to Edit a Show.

Insert the ETCedit Install Disk, which contains the sample shows, in the drive indicated and press [Enter].

The screen will show the current Default Show Directory and a list of shows currently in the directory - or on the sample show disk if your computer has no hard disk.

You will be prompted to enter a filename. Type:

SAMPLE2 [Enter]

Stand by while the show is read. When it has finished, the screen display will switch automatically to the Cue/Channel Spreadsheet.

We are assuming that the Default Show Directory is C:\ETCEDIT\SAMPLES. (To set the Default Show Directory, see *Tutorial 9 - the File Menu*.)

Edit a cue

A cue must be selected before you can modify its levels, fade times and so forth.

Selecting a cue

The Que command selects a cue. It corresponds to the [Cue] button on ETC consoles. Unlike the [Cue] button, however, Que can also be used to select a number of cues at once.

Example: Press [Q]

At the prompt, type:

901.5 [Enter]

Cue 901.5 is now selected. You can tell if a cue has been selected when it is highlighted.

Selecting channels

Use the Chan command to select channels. This command corresponds to the [Chan] button on ETC consoles.

Use it as you would the [Chan] button, in concert with the aNd and Thru commands, which correspond to the [And] and [Thru] buttons on ETC consoles.

Example: With cue 901.5 still selected, press [C] and then type the following:

5 [Enter] T 10 [Enter] N 25 [Enter]

This selects channels 5 through 10 and channel 25.

Notice the prompts along the way, and how the selected channels' levels are highlighted in the selected cue. The selected channels are now ready to be modified.

Shortcut

There is a faster way to select the channels in the example above. Whenever the next keystroke is a letter standing for an editing command, we don't have to press [Enter] first.

Example: Press [Enter] twice so we can start over, then select cue 901.5 again. Now press [C] and enter the same keystrokes as above, but this time leave out the [Enter] keystrokes.

5 T 10 N 25

Channel levels

Use the At command [A] to set levels for the selected channels. This command corresponds to the [At] button on ETC consoles. At the prompt, enter a two digit level or press [F] for Full (This corresponds with On in ETC Consoles).

Example: Suppose we want to set the selected channels to 50 percent intensity.

With the cue and channels still selected, type:

A 50

If we had wanted to set the channels to Full, we would have typed:

A F

Or just **F**

Adding a cue

If you select a non-existent cue via the Que command, the cue is added automatically.

Example: Press [Q]. At the prompt, type:

```
100
```

A new cue 100 is created and selected. Now type:

```
C 1 N 3 A 65 C 5 T 10 F
```

We did not have to press the [Enter] key following the cue number.

Replicating a cue

The dittO command causes a cue to have the same levels as the cue preceding it.

Example: We have just created cue 100. Suppose cue 101 is to be the same as 100 but with a few additional levels.

Type:

```
Q 101 O
```

Cue 101 is created and the levels from cue 100 are copied into it. You can then add or modify levels in cue 101 as needed.

Group

Use the Group command when you are preparing a cue, and you want to add to it the proportionally-adjusted contents of another group, cue or submaster.

The Group command selects, in the currently selected cue, the channels that are non-zero in another group, cue or submaster, and it gives those channels, with a proportional adjustment, the levels they had in the other group, cue or submaster.

Example: Suppose we want cue 102 to contain levels in the same channels as cue 101, but all at 75 percent of the intensity they had in cue 101. Type:

```
Q 102 G Q 101 A 75 [Enter]
```

By the way, we can enter a percentage greater than 100 percent if we want the levels in cue 102 to be higher than cue 101.

Channel - Enter

Suppose you want to adjust the contents of a cue proportionally. This capability is provided by the Channel-Enter feature.

To use the Channel-Enter feature, you must first select a cue. Then press [C] for the Chan command and press [Enter]. All channels with non-zero levels in that cue are selected automatically and you can then reset their levels proportionally.

Example: Suppose we want to reduce the levels in cue 101 to 65 percent of their current intensities.

Type:

Q 101 C [Enter] 65 [Enter]

As with the Group command, we can use a proportion greater than 100 percent.

Fades, links and delays

The fade types, fade times, links, and delays can be displayed in the Cue/Channel Spreadsheet via the tiMescreen command. When you press [M], the fade types, etc., are all displayed in the left half of the screen. Channel levels still appear at the right in a split-screen arrangement. You can still scroll through the cues and channels.

The command is a “toggle”. That is, the first time you press [M], the tiMescreen information appears; when you press [M] again, it goes away.

Example: Press [M]. Try using the direction keys to scroll through the cues and channels. Press [M] again.

Fade type

Fades have two types: Crossfades and Allfades. Each cue is made a Crossfade by default when the cue is created. To change a cue’s type, use the tYpe command.

Example: Select cue 901.1 then press [Y]. The tiMescreen information is brought to the screen automatically.

Type:

2 [Enter]

Notice that 0 percent levels are now displayed for cue 901.1, indicating that the Allfade cue will block tracking.

Fade times

To set a cue's fade times – up, down and wait – use the `tlme` command.

Up time is the time required for the cue to fade up, Down time is the time required for the preceding cue to fade down, and Wait time is the delay after which the preceding cue will begin its downfade.

Example: Let's enter fade times for cue 101. Select cue 101, then type:

1

The `tlmescreen` information is displayed automatically. The prompt calls for the Up time.

Times can be entered in various ways, just as on ETC consoles. Here are some examples:

3 (3 seconds)

3.2 (3.2 seconds)

25 (25 seconds)

130 (1 minute and 30 seconds)

The maximum fade time is 5959 - 59 minutes and 59 seconds.

Note: Cue 101 already shows an Up and a Down time of 5 seconds and a Wait time of 0. The default Up/Down time is 5 unless changed in the System Settings Menu. The default Wait is always 0. Type:

3 [Enter]

The prompt asks you to enter the Down time. The default Down time equals the Up time. This time is supplied for you after the prompt.

Let's say we want to accept this value. Press [Enter].

You are now prompted for a Wait time. Type in a value and press [Enter].

Link and delay

To link a cue to another cue, use the Link command.

To modify the delay time for a linked cue (i.e. the interval between the start of the cue and the start of the cue to which it is linked), use the Delay command. These correspond to the [Link] and [Delay] buttons on ETC consoles.

Example: Let's link cue 101, which is still selected, to cue 102. Press [L]. At the prompt, type:

102 [Enter]

The Delay command is executed automatically. Since the Up and Down times equal one another for cue 101, the default is set to use that same time for the Delay time.

This time will be supplied to you after the prompt. To accept it, just press [Enter]. Otherwise, type in a new value. To modify the Delay time without going through the Link command, use the Delay command.

Editing a set of cues

In ETCEdit you can combine the Que, aNd, and Thru commands to select a set of cues and edit them all at once.

Example 1: Let's add a set of cues and set levels in them all at once. Type:

Q 1 T 5 N 10 T 15

C 2 N 4 N 6 F

Cues 1, 5, 10 and 15 did not already exist, so they and the intervening cues (2, 3, 4 and 11, 12, 13, 14) are automatically added. The Chan command applies to them all at once.

Let's set fade times:

I 3 [Enter] [Enter] [Enter]

Note: When you enter a channel level or fade time, for example, it goes into all the cues in the set at once. Links are handled a little differently - they are entered for each cue in sequence. Try it:

L 2 [Enter] [Enter] [Enter] and so on. Notice the blinking prompt in the Link column in the tiMescreen display.

Example 2: Whenever one of the cue numbers used in a Thru range has a decimal point, the intervening cues that are automatically created are assumed to have decimal points as well. Type:

Q 20 T 21.2

Cues 20, 20.1, 20.2, 20.3, 20.4, 20.5, 20.6, 20.7, 20.8, 20.9, 21, 21.1, and 21.2 are created.

Example 3: Whenever both of the cue numbers used in a Thru range already exist, it is assumed that you want to select only currently-existing cues in the range, i.e., no cues will be added. Type:

Q 4 T 10

Cues 4, 5 and 10 are selected.

Example 4: Suppose, though, that you had wanted to add cues 6 thru 9 and select cues 4 through 10. You must do this in two steps.

First:

Q 6 T 9

to add cues 6 through 9.

Then:

Q 4 T 10

to select cues 4 through 10.

Track

Suppose a channel keeps the same level through a range of consecutive cues.

Now let's say you want to modify the level of that channel in the first cue in the range, and you want the new level to track through the range of cues until you reach the cue in which the channel level changed.

To propagate modified levels in this way, use the tRAck command.

Example: To set up this example, modify the levels we set in the example above. Type:

Q 3 C 2 A 40

Q 4 C 4 A 50

Q 5 C 6 A 60

Then, modify the levels in cue 1, as follows:

Q 1 C 2 A 67

C 4 A 74

C 6 A 83

Let's suppose that we also want to track these changes as described above. Type **RA**.

Tracking usually modifies a number of cues at once. As a precaution, therefore, you are prompted to confirm that you want to go through with it. Press [Y] and [Enter] and observe how the changed levels are propagated through succeeding cues.

Note: Tracking stops in a channel when a change is encountered in that channel. It also stops when an Allfade cue is encountered.

Shortcut

In the previous example, suppose that at the final prompt we decide we don't want to go through with tracking. We should then press [N], for no, and [Enter]. A shortcut, however, is to just press [Enter].

Many prompts have a default response for which a simple [Enter] will do. Keep an eye open for other examples as we proceed through the tutorials.

Common sense will usually tell you which response is the default in any given instance. A response will default in this way only if the response is harmless.

In the tracking example, for instance, we certainly would not want the software to go ahead and modify a number of cues without the user explicitly requesting it to do so, so the default is N, not Y.

Naming cues with the teXt function

ETCEdit allows you to assign alphanumeric names to cues, groups, submasters, and shows. Cue, submaster, group, and show names can consist of letters, numbers or the symbols #, %, &, *, (,), +, ', -, [,], /, as well as the comma and period.

Cue names may consist of up to 25 characters. Follow these steps to name a cue:

1. From the Cue/Channel Spreadsheet, press [Q], then type the desired cue number and press [Enter].
2. Press [X], then enter cue name, and press [Enter]. The cue name is displayed in the upper right corner of the display screen.

Zero

Vision and MicroVision FX consoles differ from Insight, Impression, Expression, and Concept 500 consoles by making a distinction between explicit 0 percent levels (which we will call "hard" zeros) and clear levels ("soft" zeros).

To block tracking in a Vision cue, you do not make it an Allfade cue, as you would in the other consoles. Instead, you enter hard zeros in the cue's channels. The hard zeros block tracking.

The Zero command mimics this Vision function, i.e., it lets you enter a hard zero in a channel.

If the show is subsequently recorded on a disk for an Impression, Expression or Insight console, the hard zeros are treated like any other 0 percent level. If the show is recorded on a Vision disk, however, they act the way a Vision user would expect.

The syntax for the Zero command is like the one used for the Full command. One must select the cue, select the channels, then type [A] [Z] or just [Z].

Example: Type:

Q 10 C 12 T 15

To select channels 12-15 in cue 10. Now, to set the channels to a hard zero, type:

Z

To see how this differs from an ordinary 0 percent level, with cue 10 still selected, type:

C 14 T 16 A 0 [Enter] [Enter] [Enter]

With the cue no longer selected, we see that the ordinary 0 percent levels are cleared, while the hard zeros are displayed.

We should emphasize that the Zero command should be used only for shows destined for an ETC Vision or MicroVision console. Expression, Insight, Impression, and Concept 500 shows should use Allfade cues instead.

Delete

To delete a cue or range of consecutive cues, use the dElete command.

Example: Let's delete cue 1. Press [E]. You are prompted to enter the first cue to delete. Type:

1 [Enter]

You are prompted next for the last cue in the range. Since we are only deleting one cue, you don't have to type [1] again. You can just press [Enter].

Now you are asked if you want to delete tracking as well. If you respond [Y], all levels that tracked from the cue we are deleting will be cleared in subsequent cues. Try it by typing:

Y [Enter]

Observe what happens to channels 2, 4 and 6 in cues 2-4.

If you don't want to delete tracking, you can just press [Enter] - instead of typing [N] and [Enter].

Undo

The Undo command returns the selected channels to the levels they had when the cue was selected for editing. It is analogous in this respect to the [Rel] (release) button on ETC consoles.

To execute Undo, press [U]. The first time you do so, the most recently selected channels are returned to their former levels. If you press the [U] key again, all previously selected channels are returned to their former levels.

Undo only works when a single cue is selected. When a set of cues is selected for simultaneous editing, Undo cannot be used.

Example 1: To set up this example, type:

Q 50 C 1 T 10 A 75 C 11 T 20 F

Press [Enter] twice. We have added cue 50 with channels 1 through 10 at 75 percent and channels 11 through 20 at Full.

Now type:

Q 50 C 3 T 5 A 60 C 10 F

C 15 T 17 A 35

Now let's try the Undo command. Press [U] once. Since channels 15 through 17 are the most recently selected channels, they are set back to their former levels (Full).

Press [U] again. Now channels 3 through 5 and channel 10 are all set back to their former levels.

Example 2: Try it now with a set of cues selected. Type:

Q 902 T 903 C 1 T 10 F

Now press [U]. You get an error message telling you that Undo cannot be used when more than one cue has been selected for editing. Press [Enter] to clear the error message from the screen.

Saving

To save a show you use the saVe command.

Example: Press [V] then [Enter].

You are prompted to enter the filename for the show. ETCEdit remembers the filename from the Edit a Show command and supplies that name as a default in case you want to save the show under that same filename.

To use that filename again, just press [Enter]. This is a convenience aimed at the typical case where you are saving editing changes to guard against accidental loss of data.

Note, however, that if you do save the show under the same filename, the previous version of the show in that file will be lost.

In this example, therefore, let's save the show under a different filename so we don't destroy the original version of SAMPLE2. Type:

TEST [Enter]

and stand by while the show is saved.

When the saVe command is done, the show remains in memory and you are free to continue editing it. We recommend you save often to avoid loss of data if power (or your computer) should fail.

Exiting ETCEdit

Having saved your changes, you can safely exit ETCEdit and turn off your computer. To exit, press [F2] to return to the Main Menu, and press [F10]. You will be asked to confirm; press [Y] and [Enter].

Macros

Editing macros is not currently supported by ETCEdit. However, if a show containing macros is loaded into ETCEdit, edited and recorded back onto a disk for input into an ETC console, the original macros are preserved.

Tutorial 3: Using multipart cues

A multipart cue is a cue that consists of up to eight parts, each of which is essentially an independent cue. A multipart cue allows you to control the levels and timing of more than one group of channels at a time. Each part of a multipart cue may consist of any number of channels, but a channel may only be included in one part of a given multipart cue. If you attempt to record a channel in two parts, the channel will be removed from the previously created part and will automatically be included in the new part.

Multipart cues may be used with Insight, Expression or Concept 500 consoles running software version 2.0 or higher.

Wait times in multipart cues

Upfade and downfade wait times allow you to program upfades and downfades that do not start immediately when you start the multipart cue. When you run a multipart cue with wait times, some parts may start immediately and others may start as much as 99 minutes, 59 seconds later. The total duration of a multipart cue is equal to the combined wait and fade times of the longest part.

Note: Fade and wait times cannot be assigned to a part until the part is recorded. Either record a part and then assign times to it, or record the entire multipart cue, then assign times to all its component parts at once.

Creating a multipart cue

Follow these steps to create a multipart cue:

1. From the Main Menu, press [F3], Cue Worksheet or [F5], Cue/Channel Spreadsheet.
2. Press [Y], Type, enter [3] for a multipart crossfade, or [4] for a multipart allfade.

Note: In a crossfade, one cue fades into another; in an allfade, one cue fades to black.

3. Press [Q], Que, then enter a cue number, and press [Enter].
4. Press [P], Part, then enter a part number, and press [Enter].
5. Press [C], Channel, then enter the channel(s) that you want to include in the part. You may use [N], And and [T], Thru to enter more than one channel at a time.
6. Press [I], Time to assign upfade, downfade and/or wait times to the part.

Note: If you do not assign times to a part, ETCEdit will automatically assign the default up and down fade times to it. No wait time will be recorded.

7. Enter an upfade time between .1 second and 100 minutes, and press [Enter]. You can enter time in either minutes and seconds, or as a fraction of a second in decimal format. For example, all of the following are acceptable: .2, 5.5, 00:12, 5:30.
8. Enter a downfade time if different from the upfade time you selected. If you do not enter a time, ETCEdit assumes you want the same time.
9. Enter upfade wait time. Upfade wait time is the length of time after pressing [Go] on the console before the upfade starts. If you do not enter an upfade wait time, ETCEdit assumes you want an upfade wait time of zero.
10. Enter downfade wait time. Downfade wait time is the length of time after pressing [Go] on the console before the downfade starts. If you do not enter a downfade wait time, ETCEdit assumes you want a downfade wait time of zero.
11. Repeat steps 2 through 10 for each part you want to create.

Note: You do not need to rerecord the part to add fade and wait times.

Converting a standard cue to a multipart cue

If you have already created a standard cue, ETCEdit allows you to convert it to a multipart cue. You can convert a standard cue to a multipart cue in either Cue Worksheet or Cue/Channel Spreadsheet mode.

When you begin to break the cue into parts to convert it to a multipart cue, ETCEdit automatically creates a part number eight. Channels not included in the first recorded part are automatically assigned to part eight. As channels are assigned to new parts, they are automatically deleted from part eight.

Follow these steps to convert a standard cue to a multipart cue:

1. From the Main Menu, press [F3], Cue Worksheet or [F5], Cue/Channel Spreadsheet.
2. Press [Q], Que, then enter the cue number you want to convert, and press [Enter].
3. Press [Y], Type, and enter [3] to convert cue to a multipart crossfade, or [4] for a multipart allfade. Then press [Enter].

Note: In a crossfade, one cue fades into another; in an allfade, one cue fades to black.

4. Press [P], Part, then enter the desired part number (1 - 8), and press [Enter].
5. Press [C], Channel, then enter the channel(s) that you want to include in the part. You may use [N], And, and [T], Thru, to enter more than one channel at a time.
6. Press [I], Time, to assign upfade, downfade and/or wait times to the part.

Note: If you do not assign times to a part, ETCEdit will automatically assign the default up and down fade times to it. No wait time will be recorded.

7. Enter an upfade time between .1 second and 100 minutes, and press [Enter]. You can enter time in either minutes and seconds, or as a fraction of a second in decimal format. For example, all of the following are acceptable: .2, 5.5, 00:12, 5:30.
8. Enter a downfade time, if different from the upfade time you selected. If you do not enter a time, ETCEdit assumes you want the same time.
9. Enter upfade wait time. Upfade wait time is the length of time after the multipart cue starts before the upfade begins. If you do not enter an upfade wait time, ETCEdit assumes you want a upfade wait time of zero.
10. Enter downfade wait time. Downfade wait time is the length of time after the multipart cue starts before the downfade. If you do not enter a downfade wait time, ETCEdit assumes you want an downfade wait time of zero.
11. Repeat steps 2 through 10 for each part you want to create.

Note: If all of the channels are assigned to parts 1 through 7, part 8 is automatically deleted.

Converting a multipart cue to a standard cue

ETCEdit allows you to convert multipart cues to standard cues.

Follow these steps to convert a cue:

1. From the Main Menu, press [F3], Cue Worksheet or [F5], Cue/Channel Spreadsheet.
2. Press [Q], Que, then enter the cue number you want to convert, and press [Enter].
3. Press [Y], Type, and enter either [1] to convert to a crossfade, or [2] to convert to an allfade. All parts are combined into one cue. The upfade time for the converted cue is equal to the sum of the longest part upfade time and the longest part upfade wait time; the downfade time is equal to the sum of the longest part downfade time and the longest part downfade wait time. Wait times revert to zero.

Note: See page 34 for instructions on changing fade times in a standard cue.

Editing a multipart cue

Once you have created a multipart cue, you can add or delete channels from the parts, change channel levels, or change fade and wait times.

Adding, deleting and modifying channels.

Follow these steps to make changes to a multipart cue:

1. From the Main Menu, press [F3], Cue Worksheet.
2. Press [Q], Que, then enter the cue number and press [Enter].
3. Press [P], Part, then enter the number of the desired part, and press [Enter].
4. Press [C], Chan, and enter the number(s) of the channels you want to add, delete or modify. Set channel intensity levels by pressing [A], At, and entering a two-digit level, or press [F] for full intensity or [0] for zero.

Modifying part fade and wait times

If you do not assign fade and wait times to a part, ETCEdit automatically assigns the default upfade and downfade times to it. No wait times will be recorded unless you specify them. Follow these steps to assign fade and wait times to parts in a multipart cue:

1. From the Main Menu, press [F3], Cue Worksheet or [F5], Cue/Channel Spreadsheet.
2. Press [Q], Que, and enter the desired cue number.
3. Press [I], Time, and enter the part number for which you want to enter fade/wait times; then press [Enter].
4. Enter an upfade time between .1 second and 59 minutes 59 seconds, and press [Enter]. You can enter time in minutes and seconds, or as a fraction of a second in decimal format. For example, all of the following are acceptable: .2, 5.5, 00:12, 5:30.
5. Enter a downfade time, if different from the upfade time you selected. If you do not enter a time, ETCEdit assumes you want the same time.
6. Enter upfade wait time. Upfade wait time is the length of time after the multipart cue starts before the upfade begins. If you do not enter an upfade wait time, ETCEdit assumes you want an upfade wait time of zero.
7. Enter downfade wait time. Downfade wait time is the length of time after the multipart cue starts before the downfade begins. If you do not enter a downfade wait time, ETCEdit assumes you want a downfade wait time of zero.

Tutorial 4: The Cue and Track worksheets

The Cue/Channel Spreadsheet is just one of three editing worksheets in ETCEdit that display cue information in various formats. The other two are the Cue Worksheet and the Track Sheet.

Because the three editing worksheets for cues display information in different ways, each is useful at different times. You are free to move among them as you edit a show.

The Cue Worksheet

The Cue Worksheet displays one cue at a time, in a format similar to the Blind display in ETC consoles.

The cue number is displayed in the upper left corner of the screen, and, as in all the editing worksheets, the show name appears at the upper right.

Channel numbers are displayed across the screen and levels are displayed below the channel numbers. As in the Cue/Channel Spreadsheet, levels that have changed from the previous cue are distinguished from those that have not. If you have a color monitor, for example, changed levels are shown in blue, unchanged levels in green.

Example: If sample show SAMPLE2 is no longer in memory, execute the Edit a Show command as described in the previous tutorial (from the Main Menu, press [F9], then [F3], then [F4]) so we can take a look at SAMPLE2 again.

Then, in the Cue/Channel Spreadsheet, select cue 904. As we have seen, this moves the cue to the center of the screen. Now, press [F3] to switch to the Cue Worksheet.

You will see that cue 904 is displayed in the new format. Press [F5]. This switches you back to the Spreadsheet.

Try switching back and forth, and notice how the two worksheets display the cue information. In the Cue Worksheet, you can see all of cue 904's levels at once. In the Cue/Channel Spreadsheet, you have to scroll the screen horizontally to see all of cue 904's levels. On the other hand, in the Cue/Channel Spreadsheet you can see more of cue 904's context within the show. In the Cue Worksheet all you can see is one cue at a time.

Compare also the menus of editing commands in the two worksheets. Notice that the Cue Worksheet has a subset of the Spreadsheet's editing commands. Missing are the commands that use the tiMescreen display: tYpe, tlme, Link, Delay, and tiMescreen.

These commands must be executed in the Cue/Channel Spreadsheet.

All of the other commands, however, can be done in either of the two worksheets.

They work in exactly the same way in either case. You may move freely between the two worksheets as you edit. When you are done comparing the two worksheets, press [F3] to return to the Cue Worksheet.

Scrolling

As in the Cue/Channel Spreadsheet, in the Cue Worksheet you can move around in the show either by using the direction keys or by selecting a specific cue or channel via the Que and Chan commands.

Using the direction keys

The direction keys act just the way you probably would expect from your experience with Cue/Channel Spreadsheet.

As in the Spreadsheet, the [↑] and [↓] keys step you through the cue list, one cue at a time. [PgUp] and [PgDn] move you 10 cues at a time. [Home] takes you to the first cue, [End] to the last.

Now, what about moving through the channels? The Cue Worksheet can display up to 250 channels at once, so unless your show is configured for more than 250 channels you don't need to move through the channels in the Cue Worksheet display.

In the sample show, for example, the keys that you might expect would move you through the channels ([←], [Ctrl/PgUp], [Ctrl/Home], etc.) have no effect at all.

If your show has more that 250 channels, the channels are displayed in two screensful, the first screenful containing the first 250 channels, the second containing the rest (at most 250 more are possible). In this instance, use [←] and [→] to move back and forth between the two channel screens.

Here's a summary of direction key usage for the Cue Worksheet:

[←]	Left one screenful of channels
[→]	Right one screenful of channels
[↑]	Up one cue
[↓]	Down one cue
[PgUp]	Up 10 cues
[PgDn]	Down 10 cues
[Home]	Up to first cue
[End]	Down to last cue
[Ctrl/PgUp]	Left one screenful of channels
[Ctrl/PgDn]	Right one screenful of channels
[Ctrl/Home]	Left to first screenful of channels
[Ctrl/End]	Right to last screenful of channels

Using Que and Chan

You can also display a specific cue or channel by using the Que and Chan commands, just as you did in the Cue/Channel Spreadsheet.

Editing a cue

As we have seen, the Cue Worksheet has exactly the same editing commands as the Cue/Channel Spreadsheet, except that the Timescreen commands are missing. Edit a cue just as you did in the Cue/Channel Spreadsheet.

To edit a cue, you must still select the cue explicitly via the Que command just as you did in the Cue/Channel Spreadsheet. You cannot edit a cue – set its channel levels, for example – without selecting the cue first.

Example 1: Go to the Cue Worksheet (from the Main Menu, press [F3]). Press [Enter] twice to make sure no cues are selected. Now, try to set channel 1 to 50 percent:

C 1 A 50

Nothing happens to the level in channel 1 since no cue is selected.

Example 2: Go to the Cue/Channel Spreadsheet (from the Main Menu, press [F5]).

Use the Que and Thru commands to select cues 901 through 901.9. Now press [F3] to switch to the Cue Worksheets. Note that cue 901, the first cue in the range, is displayed. The cue is highlighted in yellow on color monitors, indicating that the cue is currently selected.

Use the [↓] key to step down through the range of selected cues until you reach cue 902. Note that cue 902 is not selected, even though we are looking at it in the Cue Worksheet.

Notice that a range of cues was selected even though in the Cue Worksheet we could view only one of the cues at a time.

Now press [F5] to switch back to the Cue/Channel Spreadsheet. Cues 901 through 901.9 remain selected. Moving around in the show in either worksheet does not affect which cues are selected.

Example 3: With cues 901 through 901.9 still selected, press [F3] to go back to the Cue Worksheet. Use the arrow keys to bring cue 901 to the screen. Type:

C 5 T 10 N 20 T 25 A 75

The new channel levels appear on the screen. Now press [F5] to return to the Cue/Channel Spreadsheet. Since a range of cues was selected, the channel levels are set in all the selected cues at once.

The fact that you were in the Cue Worksheet and could see only one of the cues when you set the levels does not affect what the Chan command does. If a range of cues is selected, the whole range is affected, no matter which worksheet you happen to be looking at the time.

Moreover, we selected the range of cues while we were in the Cue/Channel Spreadsheet, but we could just as well have selected them in the Cue Worksheet. Try it!

Example 4: In the Cue Worksheet, type:

Q 903

[Enter]

This selects cue 903. Now press [F5] to return to the Cue/Channel Spreadsheet. Note that cue 903 is now selected here as well.

Anything you do in one worksheet immediately takes effect in the other worksheets. The various worksheets just give you different ways of looking at the same information. The way the editing commands work is not affected by which worksheet you happen to be looking at.

Naming cues with the teXt function

ETCEdit allows you to assign alphanumeric names to cues, groups, submasters, and shows. Cue, submaster, group, and show names can consist of letters, numbers or the symbols #, %, &, *, (,), +, ', -, [,], /, as well as the comma and period.

Cue names may consist of up to 25 characters. Follow these steps to name a cue:

1. From the Cue Worksheet, press [Q], then type the desired cue number and press [Enter].
2. Press [X], Text, then enter cue name, and press [Enter]. The cue name is displayed in the upper right corner of the display screen.

The Track Sheet

The third worksheet for displaying cue information is the Track Sheet. It is similar to the Track Sheet display in ETC consoles.

The Cue Worksheet displays all the channels for one cue at a time. The Track Sheet does the opposite: it displays all cues for one channel at a time. The Track Sheet is useful for looking at what happens in a given channel over the course of a show.

The Track Sheet displays the channel number at the upper left, and, as always, the show name appears at the upper right.

Cue numbers are displayed across the screen, and below each cue number is displayed the level the channel has in that cue. As in the other worksheets, levels that have changed from the previous cue are distinguished from those that have not. If you have a color monitor, for example, changed levels are shown in blue, unchanged levels in green.

Example: Try switching back and forth among the Cue/Channel Spreadsheet, the Cue Worksheet and the Track Sheet, comparing how they display cue information.

Compare also the menus of editing commands in the worksheets. Notice that the Track Sheet has exactly the same editing commands as the Cue Worksheet and they work exactly the same way.

Scrolling

As in the other worksheets, in the Track Sheet you can move around in the show either by using the direction keys or by selecting a specific cue or channel via the Que and Chan commands.

Using the direction keys

The direction keys act in the same way as they do in the Cue Worksheet, but with one major difference.

You still use the up and down direction keys to move vertically through the show and the left and right direction keys to move horizontally. But the roles of cues and channels are reversed in the Track Sheet compared to the Cue Worksheet, so vertical movement is movement through the channels and horizontal movement is movement through the cues.

Here's a summary of direction key usage for the Track Sheet:

[←]	Left one screenful of cues
[→]	Right one screenful of cues
[↑]	Up one channel
[↓]	Down one channel
[PgUp]	Up 10 channels
[PgDn]	Down 10 channels
[Home]	Up to first channel
[End]	Down to last channel
[Ctrl/PgUp]	Left one screenful of cues
[Ctrl/PgDn]	Right one screenful of cues
[Ctrl/Home]	Left to first screenful of cues
[Ctrl/End]	Right to last screenful of cues

Using Que and Chan

You can also display a specific cue or channel by using the Que and Chan commands, just as you did in the other worksheets.

Editing a cue

As we have seen, the Track Sheet has exactly the same editing commands as the Cue Worksheet. Edit a cue in the Track Sheet just as you would in the Cue Worksheet.

Tutorial 5: Submaster Spreadsheet

If you only work with Vision consoles, you can skip to the next tutorial, since Vision has no submasters.

The Submaster Spreadsheet is an editing worksheet devoted entirely to the programming of submasters. Like the Cue/Channel Spreadsheet, it is organized as a spreadsheet. Channel numbers run horizontally across the screen, and submaster numbers run vertically down the screen.

The channel levels programmed into the various submasters are displayed across the middle of the screen. For inhibitive submasters, **IN** is displayed in place of a level in each inhibited channel.

Example: Go to the Cue Worksheet. In the last line of the command menu, there is an entry **F6-Sub**. This indicates that [F6] is the key to press to move to the Submaster Spreadsheet.

Go to the Track Sheet and Cue/Channel Spreadsheet and note that the same entry appears in their menus as well.

Press [F6] to move to the Submaster Spreadsheet. Take a look at the command menu. Most of the commands are familiar.

Sub is analogous to Que in the cue-editing worksheets; it selects a submaster for editing.

Submaster pages

Like all current Expression-line consoles, ETCEdit Version 3 allows you to save two pages of submasters. When you set up ETCEdit for MicroVision FX shows, five submaster pages are supported. Each page can hold a full set of submasters.

When you are working in Submaster Spreadsheet, ETCEdit displays the submaster page number that is loaded in the upper left corner of the screen. Follow these steps to change the current submaster page:

1. From the Main Menu, press [F6], Submaster Spreadsheet.
2. Press [E], Page.
3. Enter [1] to load submaster page one, or [2] to load submaster page two. When set up for MicroVision FX consoles, legal page numbers are 1 through 5.

Scrolling

Scrolling the Submaster Spreadsheet is accomplished exactly like scrolling the Cue/Channel Spreadsheet. The only difference is that the Sub command takes the place of the Que command in bringing a particular submaster to the screen.

Using the direction keys

Use the direction keys exactly as you would in the Cue/Channel Spreadsheet:

[←]	Left one channel
[→]	Right one channel
[↑]	Up one submaster
[↓]	Down one submaster
[PgUp]	Up one submaster screen
[PgDn]	Down one submaster screen
[Home]	Up to first submaster
[End]	Down to last submaster
[Ctrl/PgUp]	Left one screen of channels
[Ctrl/PgDn]	Right one screen of channels
[Ctrl/Home]	Left to first channel
[Ctrl/End]	Right to last channel

Using Sub and Chan

You can also display a particular submaster and channel using the Sub and Chan commands.

Example: Type: **S 20 C 100**

Submaster 20 and channel 100 are selected and moved to the center of the screen.

Press [Enter] twice. Submaster 20 is no longer selected.

Editing a submaster

The first step when editing a submaster is to select the submaster.

Selecting a Submaster

Submasters are selected via the Sub command. It corresponds to the [Sub] button on ETC consoles.

As noted above, Sub is analogous in the Submaster Spreadsheet to Que in the Cue/Channel Spreadsheet.

There is one important difference, however. With Sub you cannot select a set of submasters at once. Submasters must be selected and edited one submaster at a time.

Example: Press [S].

At the prompt, type: **20** [Enter]

Submaster 20 is selected. Note that the submaster number is highlighted.

Note: A submaster must be selected before you can modify its levels, fade times or type.

Selecting channels

Use the Chan command, in conjunction with the aNd and Thru commands as needed, to select channels.

Example: With submaster 20 still selected, type:

C 5 T 10 N 25

This selects channels 5 through 10 and channel 25.

Channel levels

Channel levels are programmed exactly as in the cue-editing worksheets, i.e., by using the At command or the Full command.

Example: With channels 5 through 10 and 25 still selected, type:

A 65

This sets the channels at 65 percent. If we had wanted to set the channels to Full, we would have typed:

A F

or just:

F

Group, Time, Timescreen and Save

The Group, tlme, tiMescreen, and saVe commands are completely analogous to their counterparts in the cue-editing worksheets.

Note: SaVe saves the entire show, not just the submasters. The same is true in the other worksheets, i.e., saVe always saves the entire show, not just the part corresponding to the worksheet you happen to be in at the time.

Pile-on and inhibitive submasters

In ETC Impression, Expression and Concept 500 consoles, submasters have two types: Pile-on and inhibitive.

In Expression consoles, submasters 1 - 12 are always pile-on submasters, while submasters 13 - 24 may be either pile-on or inhibitive.

In Insight consoles, submasters 37-108 are always pile-on submasters, while submasters 1-36 may be either pile-on or inhibitive.

A submaster's current type is displayed as part of the tiMescreen information.

Making a submaster inhibitive

When a show is first created, all submasters are pile-on submasters. To change a submaster to an inhibitive submaster, use the minUs command.

Select the submaster you want to be inhibitive and the channels you want it to inhibit, then press [U]. Note that you select the channels before you press [U].

Example: Let's make submaster 21 an inhibitive submaster inhibiting channels 1, 3, and 5. Type:

S 21 C 1 N 3 N 5 U

You are prompted to confirm that you wish to make the change. Type:

Y [Enter]

Channels 1, 3 and 5 for submaster 21 now display **IN** to show that they are inhibitive.

Press [M] to look at the tiMescreen display. Note that the Type for submaster 21 has changed to **INHIBIT**.

Making a pile-on submaster

To change an inhibitive submaster back into a pile-on submaster, we use the piLe-on command.

Select the submaster and press [L]. You do not have to select any channels first. The submaster's type is changed to pile-on and all channels are cleared.

Then, to set channel levels, select the submaster and edit it in the usual way.

Example: Let's change submaster 21 back into a pile-on submaster. Type:

S 21 L

You are prompted to confirm that you wish to make the change. Type:

Y [Enter]

Submaster 21's channels are cleared, and its type is changed back to pile-on. Take a look at the tiMescreen display to verify that the type has indeed changed.

Naming submasters using the teXt function

ETCEdit allows you to assign alphanumeric names to cues, groups, submasters, and shows. Cue, submaster, group, and show names can consist of letters, numbers or the symbols #, %, &, *, (,), +, ', -, [,], /, as well as the comma and period.

Submaster names may consist of up to 10 characters. Follow these steps to name a submaster:

1. From the Submaster spreadsheet press [S], Submaster, then enter the desired submaster number, and press [Enter].
2. Press [X], Text, enter the desired submaster name, and press [Enter].

Note: To display a complete list of submaster names, press [F6], Submaster spreadsheet; then press [X], Text, without selecting a submaster. The first 18 submasters are displayed initially. Use [PgDn] and [PgUp] or the up and down arrow keys to display remaining submasters. Press [X] again to remove the list.

Importing submasters

ETCEdit lets you import the submasters from another show residing on your hard disk or a DOS floppy disk. This is done via the impoRT command.

Example: Press [P].

The name of the Default Show Directory is displayed, followed by a sorted list of filenames for shows in that directory.

You are prompted to enter a filename for the source show, i.e., the show from which the submasters are to be imported.

To select one of the shows in the list, just enter the filename as shown. Let's import the submasters from SAMPLE1. Type:

SAMPLE1 [Enter]

If, instead, you want to select a show file from a different directory on your hard disk or from a floppy disk, you can enter a drive name and/or a path name as well. For example, you could enter:

C:\ETCEDIT\OPERAS\FIGARO [Enter]

or:

A:HAMLET

assuming, in each case, that such a source show existed.

Note: We are assuming that the Default Show Directory is C:\ETCEDIT\SAMPLES. For a discussion of how to set the Default Show Directory, see the tutorial on the File Menu.

Tutorial 6: Group worksheet

The Group Worksheet allows you to create and edit groups. Groups are channels recorded at proportional levels. Once you record channels as a group, you can use the group as a component in creating cues and submasters. The Group Worksheet displays one group at a time, in a format similar to the Blind display on ETC consoles.

When the Group Worksheet is displayed on your monitor, the group number is displayed in the upper left corner of the screen. The show name appears in the upper right corner. Channel numbers are displayed in rows across the screen. Below each channel number is its recorded level.

Displaying a group

The Group Worksheet allows you to display a group in one of two ways. You can select a specific group by pressing S, Select group, then entering the number of the group and pressing [Enter]. Or, you can scroll through the recorded groups one at a time by using the up and down arrow keys after pressing [S]. [PgUp] and [PgDn] move 10 groups at a time. Press [Home] to display the first recorded group or [End] to display the last.

Recording or modifying a group

Follow these steps to record a new group:

1. From the Main Menu, press [Ctrl/F3], Group Worksheet.
2. Press [S], Select group.
3. Enter the desired group number, and press [Enter].
4. Press [C], Chan.
5. Enter the number of the first channel you want to include in the group.
6. Press [T], Thru.
7. Enter the number of the last channel you want to include in the group and press [Enter]

Note: Use [N], And, and [T], Thru, to create groups made up of more than one set of channels.

8. Press [A], At.
9. Enter a two-digit intensity level to record the proportional level of the channels, press [F], Full, to record channels at 100 percent, or press [Z], Zero, to set all channels at zero percent.

Using cues and submasters as groups

You can use channels already recorded as cues and submaster as groups. As groups, they can then be used to create cues, submasters, or groups. Follow these steps to use a cue or submaster as a group:

1. From Cue/Channel Worksheet, Cue Spreadsheet, Submaster Spreadsheet, or Group Spreadsheet, press [G], Group.
2. Press [Q], then the desired cue number to select a cue as a group. Or, press [S], then the desired submaster number to select a submaster as a group.

Note: If you are using a submaster as a group, you will be prompted to enter the submaster page number.

3. Enter an intensity level. The number you enter is a percentage of the level at which the cue, submaster or group was recorded. You may enter a proportional level up to 999 percent, but you can not bring the actual intensity level of the group above 100 percent.

Naming groups using the teXt function

ETCEdit allows you to assign alphanumeric names to cues, groups, submasters, and shows. Cue, submaster, group, and show names can consist of letters, numbers or the symbols #, %, &, *, (,), +, ', -, [,], /, as well as the comma and period.

Group names may consist of up to 25 characters. Follow these steps to name a group:

1. From the Main Menu, press [Ctrl/F3], Group worksheet.
2. Press [S], Select group, then enter the desired group number, and press [Enter].
3. Press [X], Text, then enter group name, and press [Enter]. The group name is displayed in the upper right corner of the display screen.

Tutorial 7: Softpatch Worksheet

The Softpatch Worksheet is an editing worksheet devoted entirely to the softpatch. It presents a table of channel numbers and associated dimmer numbers, similar to the Patch display in ETC consoles.

From the Main Menu, press [F7] to view the Softpatch Worksheet.

Channel numbers are displayed vertically down the screen. Next to each channel number, running horizontally across the screen, are the dimmer number and proportion for each dimmer patched to that channel.

Proportions are shown because ETC consoles support proportional patching. That is, the channel level that is output to a dimmer is first multiplied by a “proportion” - a percentage in the range 0 percent to 100 percent, where 100 percent is shown as **FF** (Full) on the screen.

Dimmers that are not patched to a channel are said to be patched to channel 0. Channel number 0 is represented in the channel number column as: -. Channel 0 is displayed at the bottom of the table, after the highest channel number.

Example: If you haven't done so already, from the Main Menu, press [F7]. You can also access the Softpatch Worksheet by pressing [F7] in any editing worksheet.

Most of the commands in the commands menu are familiar.

Dimmer is analogous to Que and Sub in the other editing worksheets, i.e., it selects a dimmer for editing.

Scrolling

As in the other editing worksheets, there are two methods of scrolling the screen: via the direction keys and via the Dimmer and Chan commands.

Using the direction keys

Here's a summary of direction key usage for the Softpatch Worksheet:

[←]	Next lowest dimmer
[→]	Next highest dimmer
[↑]	Up one channel
[↓]	Down one channel
[PgUp]	Up 10 channels
[PgDn]	Down 10 channels
[Home]	Up to first channel
[End]	Down to last channel
[Ctrl/PgUp]	Left ten dimmers
[Ctrl/PgDn]	Right ten dimmers
[Ctrl/Home]	Left to first dimmer
[Ctrl/End]	Right to last dimmer

Example: Let's look at SAMPLE1, one of the sample shows you received with ETCEdit.

From the Main Menu, press:

[F9] to move to the Utility Menu, then

[F3] to move to the File Menu, then

[F4] to Edit a Show.

The screen will show the current Default Show Directory and a list of shows currently in the directory - or on the show disk if your computer has no hard disk.

At the prompt, type:

SAMPLE1 [Enter]

Stand by while the show is read in from disk. When it has finished, the screen display will switch to the Cue/Channel Spreadsheet.

We are assuming that the Default Show Directory is:

C:\ETCEDIT\SAMPLES.

Note: For a discussion of how to set the Default Show Directory, see the tutorial on the File Menu.

Press [F7] to move to the Softpatch Worksheet.

Note that dimmer number 1 is highlighted. This indicates that the cursor is currently positioned at dimmer 1. A different form of highlighting is used to indicate a selected dimmer.

Now, try moving through the patch table, first using only the direction keys for vertical movement – [↑], [↓], [PgUp], [PgDn], [Home], [End].

Hold down the [↓] key to scroll smoothly through the channels. Do the same with the [↑], [PgUp], and [PgDn]. Note that some channels have no dimmers patched to them, while others have several. At the bottom of the table is channel 0. Press [End] to go directly to channel 0. Most of the dimmers are patched to channel 0. Press [Home] to go back to channel 1.

Now try using the direction keys for horizontal movement. Press [right arrow] several times, slowly. Note that this steps you along sequentially through the dimmer numbers, no matter where the dimmers are located in the table. Try the other horizontal movement keys also.

Using Dimmer and Chan

You can move the display directly to a particular dimmer or channel using the Dimmer and Chan commands.

Example: Type:

D 20

D 40

D 60 [Enter]

First, dimmer 20 is selected and brought to the screen. Then dimmer 40 is selected and displayed (at which point dimmer 20 is no longer selected). Finally dimmer 60 is selected and displayed. If you have a color monitor, you will notice that the dimmer number changed color when the dimmer is selected.

Press [Enter] again. No dimmers are selected now.

Type:

C 20

C 100

C 0

Channels 20, 100 and 0 are displayed in succession.

Editing a dimmer assignment

The sequence of actions for editing the patch for a dimmer is:

- Select the dimmer(s) to be patched
- Select the channel to patch to them to
- If the patch proportion is less than 100 percent, use the At command to enter the proportion

Selecting dimmers

Dimmers are selected via the Dimmer command.

As noted above, Dimmer is analogous in the Softpatch Worksheet to Que in the cue-editing worksheets or Sub in the Submaster Worksheet.

To select a set of dimmers at once, you may use the aNd and Thru commands with Dimmer.

Example: Type:

D 20 T 30 N 50

Dimmers 20 through 30 and dimmer 50 are selected.

Selecting a channel

Terminate the selection of dimmer(s) by pressing either [Enter] or [C] for Chan.

You will be prompted to enter the channel number for the dimmer(s). To delete the dimmer(s) from the patch, enter a channel number of 0.

Example: Dimmers 20 through 30 and 50 are selected, and you have been prompted to enter the channel number for the dimmers. Type:

20 [Enter]

The dimmers are patched to channel 20.

Setting a proportional patch level

When a show is created, all proportional patch levels are initially set to Full (100 percent).

When you change a dimmer's patch, the proportional patch is left at its current level unless you change it. Nearly everyone uses 100 percent proportional patch nearly all of the time, so ETCEdit does not pester you with a prompt for the proportion.

To enter a proportion, use the At command.

Example 1: Dimmers 20 through 30 and 50 are still selected. Type:

A 85

The proportional patch level is changed to 85 percent and the dimmers are no longer selected.

Example 2: You can also change the proportional patch level without changing the channel assignment for the dimmer. Type:

D 25 A 75

Dimmer 25's proportional patch level is changed to 75 percent.

Assigning dimmer profiles

ETCEdit allows you to assign one of ten default dimmer profiles to your dimmers. If you prefer, you may create your own dimmer profiles and assign them to your dimmers. See *Creating a customized dimmer profile* for instructions on creating custom dimmer profiles. Follow these steps to assign dimmer profiles to dimmers.

1. From the Main Menu, press [F7], Softpatch Worksheet.
2. Press [D], Dimmer.
3. Enter the desired dimmer number(s), and press [Enter].

Note: Use [N], And, and [T], Thru, to select more than one dimmer.

4. Enter the channel number to which you want to patch the selected dimmers, then press [Enter].
5. Press [P], Profile.
6. Enter the number that corresponds to the desired dimmer profile (0 through 9), and press [Enter].

Importing the softpatch

ETCEdit lets you import the softpatch from another show residing on your hard disk or a DOS floppy disk. This is done via the impoRT command. The details of the impoRT commands vary slightly depending on whether or not you have a hard disk in your computer.

Example: Press [R][T].

The name of the Default Show Directory is displayed, followed by a sorted list of filenames for shows in that directory.

You are prompted to enter a filename for the source show, i.e., the show from which the softpatch is to be imported.

To select one of the shows in the list, just enter the filename as shown. Let's import the softpatch from SAMPLE2. Type:

C:\ETCEDIT\OPERAS\FIGARO [Enter]

or:

A:HAMLET

assuming, in each case, that such a source show existed, and assuming, as before, that the Default Show Directory is C:\ETCEDIT\SAMPLES. For a discussion on setting the Default Show Directory, see the tutorial on the File Menu.

Importing from Rosco's Lightwright Software

ETCEdit can also import softpatch information that has been exported to a text file by the Lightwright software (formerly ALD/Pro) distributed by Rosco Laboratories.

This is done via the command Import a Show from a Text File in the Utility Menu. For details, see the tutorial on Text Shows.

Tutorial 8: Dimmer Profile Worksheet

ETCEdit allows you to customize the output curves of your dimmers, either by selecting one of ten standard dimmer output profiles, or by creating your own dimmer profile. By allowing you to select a specific output curve, ETCEdit enables you to compensate for nonlinear light outputs from certain types of fixtures or incorporate a preferred response in a fade.

Creating a customized dimmer output profile

ETCEdit allows you to create custom dimmer profiles that compensate for variations in dimmer performance and to use standard dimmers to control equipment such as strobes, fans and motors.

ETCEdit divides a dimmer's output into 20 equal segments. The first segment represents the first 5 percent of the dimmer's range; the second segment represents the second 5 percent; the last segment represents the final 5 percent. You create a customized dimmer profile by individually assigning an output intensity level to each of the 20 segments.

Follow these steps to create a customized dimmer output profile:

1. From the Main Menu, press [Ctrl/F7], Dimmer Profile Worksheet .
2. Press [P], Profile, then enter a profile number (0 through 9), and press [Enter].
3. Use the up and down arrow keys to select the desired segment of the output curve. Eleven segments are displayed at one time. The selected segment is displayed in green on a color monitor, or dimmed on a monochrome monitor. (You may customize all 20 segments, but each segment must be customized individually.)
4. Press [A], At, and enter the desired output level. Or, press [F], Full, or [Z], Zero, to set the output level at 100 percent or zero percent respectively.
5. Repeat steps three and four for each segment you want to modify until you have created the dimmer profile you want.
6. Press [N], Name, and enter a name for the customized output profile you have created. The name may be up to twelve characters long.
7. Press [F2] to return to the Main Menu, or another function key to go to another menu. When you save the current show, the dimmer profile you created will be saved.

Note: When you load the a show with customized dimmer profiles into an ETC console, the customized profiles automatically replace the console's default profiles.

Restoring default dimmer profiles

Once you have modified dimmer profiles, you can easily reset them to default profiles. Follow these steps to replace a customized dimmer profile with its factory default:

1. From the Main Menu, press [Ctrl/F7], Dimmer Profile Worksheet.
2. Press [D], Default, then enter the number of the dimmer profile you want to reset to default levels, and press [Enter].

Copying a dimmer profile from another show

If you have already created custom dimmer profiles for a show, you may want to use them for subsequent shows. Follow these steps to copy a dimmer profile from one show to another.

1. Load the show that contains the desired dimmer profiles to the ETCEdit directory. From the Main Menu, press [Ctrl/F7], Dimmer Profile Worksheet
2. Press [M], Import. ETCEdit displays the shows currently loaded in the ETCEdit directory
3. Type the file name of the show that contains the dimmer profile(s) you want to copy, and press [Enter]. Enter only the name as displayed; do not enter drive or path information.

Note: All ten dimmer profiles are copied when you use Import.

Tutorial 9: File Menu

This tutorial describes how to transfer edited and saved shows to an ETC console or how to transfer a show programmed in an ETC console to a computer for editing with ETCEdit. Most of the features which enable these functions are found in the File Menu.

Overview of file-related functions

To view the features in the File Menu, from the Main Menu press [F9] to go to the Utility Menu, then press [F3].

ETCEdit works on shows already stored on your hard disk. ETCEdit can also read shows from disks created by an ETC console. Conversely, ETCEdit can record shows on disks that can be read by an ETC console.

In fact, ETCEdit can read a show from a disk created on one kind of ETC console and store it on a disk formatted for another kind of ETC console.

(For example, you can use ETCEdit to convert MicroVision FX shows into Expression shows, or vice versa. As you may know, Impression disks and Expression disks have entirely different formats. They are incompatible with one another and neither is compatible with DOS disks, but ETCEdit is able to resolve these incompatibilities.)

ETCEdit lets you import pieces of other shows into the show you are currently editing. You can import groups of cues or channels, or even particular channels within particular cues. You can import submasters or the softpatch. You can import a show that has been stored in text form and, conversely, you can export a show to a file in text form.

ETC console disks

ETC console disks are 3.5-inch disks formatted to be read or written directly by an ETC console. They are the means by which shows are transferred between ETCEdit and ETC consoles.

ETC console disks are not DOS-compatible. ETCEdit is the only software in your PC that is capable of reading them or writing them.

You can format an ETC console disk on an ETC console or, if you have a 3.5-inch disk drive (720k - low density), via ETCEdit using the command [F8], Format an ETC Console Disk, in the File Menu.

Reading a show

Reading a show from an ETC console disk into ETCEDIT's memory for editing is a two-step process.

- Step 1** Read the show from the ETC console disk and store it on the hard disk. (The command that does this is [F6], Load a Show from an ETC Console Disk, in the File Menu.)

- Step 2** Read the show from the hard disk and load it into ETCEDIT's memory for editing. (The command that does this is a command we have already met in earlier tutorials, [F4], Edit a Show, in the File Menu.)

The two steps are done independently. That is, once a show has been stored on your hard disk you do not have to go back to the original ETC console disk every time you want to edit the show or import part of it into another show.

Recording a show

If you are editing a show and you want to record it onto an ETC console disk, two steps are involved.

Step 1 Save the show on the hard disk. (The command that does this is [F5], Save Current Show, in the File Menu, which is equivalent to the saVe command you met in earlier tutorials.)

Step 2 Take the show from the hard disk and store it on an ETC console disk. (The command that does this is [F7], Store a Show on an ETC Console Disk.)

Once again, the two steps are independent. Suppose, for example, there is a show that is already on your hard disk and you want to store it on an ETC console disk. You need only perform Step 2.

Once you have saved a show on hard disk, it is available for editing or for importing into another show. You don't have to keep going back to the original ETC console disk. Reading from a hard disk is much faster than from a show disk, which has to be reformatted as it is read.

Similarly, saving a show on your hard drive is much faster than recording it on an ETC console disk. This makes it practical for you to save your show frequently as you edit to protect against accidental loss of data.

Moreover, you can keep a whole library of shows on your hard disk and import pieces of them as building blocks in constructing new shows.

Consider, for example, a touring dance company that needs to be able to vary its program from performance to performance, selecting different combinations of dances from its repertoire. The company also needs to adapt its lighting designs to a number of different venues, each with its own dimmer patch.

With ETCEdit, the lighting cues for the various dances in the company's repertoire and the patches for the different venues on the tour can all be saved on the hard disk. Then, the cues and patch needed for any given performance can be assembled quickly and easily into one show and stored on an ETC console disk, ready for input to an ETC console.

The two step approach also means that, after Step 1, any show file is compatible with any other, even if they originated on different types of ETC consoles. This makes for a great deal of flexibility. For example, you can import pieces of a MicroVision FX show into an Expression show, or vice versa. Or, you can store a given show on several different ETC console disks, each formatted for a different type of ETC console.

ETCEdit directories

The ETCEdit program resides in the following directory on your hard disk:

C:\ETCEDIT

When you installed ETCEdit, subdirectories were created for saving shows. The INSTALL procedure automatically copied the sample shows into the subdirectory:

C:\ETCEDIT\SAMPLES

In addition, you were given the opportunity to create additional subdirectories for saving shows, subdirectories like the following:

C:\ETCEDIT\MUSICALS

C:\ETCEDIT\OPERAS

C:\ETCEDIT\PLAYS

Now, suppose you execute the saVe command to save a show on the hard disk. In which of the various show directories will ETCEdit save the show? Similarly, when you edit or import a show from the hard disk, from which directory does ETCEdit take the show?

Default show directory

The answer to these questions is that there is, at any given time, a directory name that ETCEdit uses by default in any command that reads or writes shows on the hard disk. This directory is called the Default Show Directory.

Moreover, you can change the Default Show Directory at any time by using the Default Show Directory command in the System Settings Menu (from Main Menu press [F9], then [F4]).

ETCEdit always assumes a file resides in the Default Show Directory unless a drive name and/or path name is included explicitly in the filename.

Note: The Default Show Directory is required to be a subdirectory of C:\ETCEDIT, the directory containing the ETCEdit program.

Example: Let's make C:\ETCEDIT\SAMPLES the Default Show Directory.

Press: [F9] to go to the Utility Menu,

[F4] to go to the System Settings Menu, then

[F9] for the Default Show Directory command.

You are prompted to enter the directory name, leaving out the drive and path name. The latter are not needed because of the requirement that the Default Show Directory must be a subdirectory of C:\ETCEDIT, the directory containing the ETCEdit program.

Type: **SAMPLES** [Enter]

Now press [F2] to return to the Utility Menu and [F3] to go back to the File Menu.

List show directory

To display the name of the Default Show Directory and a list of the shows in that directory, use the command [F3], List the Show Directory, in the File Menu.

For each show in the directory, the following are displayed:

- Show name
- Filename
- Size of the file in bytes
- Date and time the file was last modified on your computer
- Notes on the show

We shall see in a moment what these items mean.

In addition, the number of bytes left open on the hard disk (i.e., the free space) is displayed.

Example: Before we discuss further the meaning of the various items above, let's try the List the Show Directory command. Press [F3].

The Default Show Directory name is displayed at the top of the screen. Now, stand by while ETCEdit reads your hard disk. After a few moments, a list of shows is displayed, sorted alphabetically by filename. The list is followed by the number of bytes free on your disk.

Filenames and show names

Shows in the list are identified by both a show name and a filename.

Filename

The filename is the name by which the show is known to DOS, the operating system on your computer. It is required, therefore, to conform to the ordinary DOS conventions for filenames.

That is, a filename consists of up to 8 alphanumeric characters, optionally followed by a period (.) and up to 3 more alphanumeric characters. The following are examples of legal filenames:

MYSHOW	SHOW#123
AIDA.1	AIDA.2
MACBETH.NEW	

The filename must be unique, i.e., two versions of the same show must have different filenames.

Note: show files are not required to have any particular filename extension (the optional part of a filename that follows the dot). Filenames for text shows (shows stored in text format), however, must have .TXT as their extension.

Show name

To help you document what you are doing, a show is also given a show name. This name consists of up to 20 alphanumeric characters.

When a show is being edited, the show name appears at the upper right corner of the screen. The show name also appears on all printouts.

The show name does not have to be unique. Suppose you have two versions of a design for *The Magic Flute*. You might choose to give them the filenames MAGIC.1 and MAGIC.2 but use "The Magic Flute" as the show name for each.

Notes

The output from the List the Show Directory command includes notes on the show. These are the first 21 characters of the page of descriptive text that can be stored with any show. We will see in the next section how to enter notes for the show.

Loading a show

Suppose a show has been recorded on an ETC console disk by an Expression console. Now we want to load the show onto our hard disk to be edited by ETCEdit or to be used as a building block that can be imported into another show.

To do this, we use the command [F6], Load a Show from an ETC Console Disk, in the File Menu.

Example: Let's suppose a show has been recorded as show 2 on an Expression disk and you want to load it from disk drive B. (If you do not have an ETC console disk to use, just read the example. Otherwise, substitute the drive name, show type, etc., that match the disk and drive you are using.)

To initiate the command, press [F6] in the File Menu.

You are prompted to enter the name of the disk drive you will be using to read the disk. We are using drive B in our hypothetical example, so type:

B [Enter]

Next, you are prompted for the show type, i.e., the type of show recorded on the disk. There are three choices:

1. Impression, Insight, Expression, and Concept 500
2. Vision
3. MicroVision FX

Please note that the disk (as opposed to show) format for Insight consoles is the same as that of Expression, Impression and Concept 500.

Our hypothetical disk is an Expression disk, so type:

1 [Enter]

Now, the screen displays a list of show numbers for the disk, indicating for each whether or not a show of that number is recorded on the disk. Our hypothetical show is #2, so type:

2 [Enter]

Next, you are prompted to enter the filename for the show.

Unless the filename includes an explicit drive name and/or path name, the file is assumed to belong in the Default Show Directory. By including a drive name and/or path name, however, you can direct the file to any directory on your hard disk or to a DOS-formatted floppy disk.

Let's load the show into a file called TEST in the Default Show Directory (which is currently C:\ETCEDIT\SAMPLES). Type:

TEST [Enter]

Stand by while the show is read from the ETC console disk. This takes a little while, as the whole show is being reformatted as it is read from the ETC console disk.

After ETCEdit has finished reading the show from the disk, you are prompted for the show name. Type:

Test Show [Enter]

Finally, you are asked if you want to enter descriptive text for the show. Recall that the first 21 characters of this text constitute the Notes that appear when the List the Show Directory command is executed. Type:

Y [Enter]

Just testing ...

[Esc]

When the command has completed, the File Menu returns to the screen. Press [F3] to list the contents of the Default Show Directory. Our new show is in the list. To edit, use the command [F4], Edit a Show.

Storing a show

To take a show from the hard disk (or a DOS-formatted floppy disk) and store it on an ETC console disk so we can input it into an ETC console, we use the command [F7], Store a Show on an ETC Console Disk, in the File Menu.

Example: Let's store the sample show SAMPLE1 as show 1 on our hypothetical Expression disk in drive B.

To initiate the command, press [F7] in the File Menu.

You are prompted to enter the name of the disk drive. Type:

B [Enter]

Next, you are prompted for the show type. Again, there are three choices:

1. Impression, Insight, Expression, and Concept 500
2. Vision
3. MicroVision FX

Type:

1 [Enter]

Now, the screen displays a list of show numbers for the disk, indicating for each whether or not a show with that number is already recorded on the disk. Our show will be #1, so type:

1 [Enter]

Next, you must enter the filename of the show that is to be stored on the disk.

To help you, the screen displays the current Default Show Directory and a sorted list of shows in the directory.

As in the Load command, above, unless the filename we enter includes an explicit drive name and/or path name, the file is assumed to belong in the Default Show Directory.

Type:

SAMPLE1 [Enter]

Now stand by while the show is stored on the disk. If you have an Expression console handy, you can then read the show into the console for immediate use!

Tutorial 10: Advanced cue editing features

ETCEdit provides a variety of advanced cue editing features that are not available in ETC consoles.

These advanced features include the ability to copy cues or parts of cues within a show and to import cues or parts of cues from another show.

In addition, a flexible and powerful set of functions collectively known as the Channel Editor is provided for manipulating channels.

Using the Channel Editor, channels can be copied, inserted, deleted, or multiplied by a proportion. A channel can be imported from another show, several channels can be imported and combined into one channel, and one channel can be imported and split into several channels.

All of the advanced features are available in each of the three cue-editing worksheets.

- Cue Worksheet
- Track Sheet
- Cue/Channel Spreadsheet

Copying cues

The Kopy command lets you copy a range of cues within a show. You can copy the cues in their entirety or copy only a subset of their channels, renumbering the channels if you like. You can copy just channel levels, or you can also copy fade types, fade times, links, and delays.

Example 1: Let's look at SAMPLE1, one of the sample shows you received with ETCEdit.

From the Main Menu, press [F9] to move to the Utility Menu.

Press [F3] to move to the File Menu.

Press [F4] to Edit a Show.

If your computer has no hard disk, insert the ETCEdit sample show disk in the disk drive when prompted to do so.

At the filename prompt, type: **SAMPLE1** [Enter]

Stand by while the show is read in from disk. When it has finished, the screen display will switch automatically to the Cue/channel Spreadsheet.

Note: We are assuming the Default Show Directory is C:\ETCEDIT\SAMPLES. For a discussion of how to set the Default Show Directory, see Tutorial 9 - The File Menu.

Let's copy channels 11-19 of cues 11-19 to channels 1-9 of cues 200-208.

Before we start, though, let's look more closely at cues 11-19.

Press [M] for the tiMescreen display. You will notice that cues 11-19 are linked in sequence, with cue 19 linked to cue 20. We will see in a moment what the Kopy command does with these links. Press [M] again to clear the tiMescreen display.

Now, let's do the Kopy command. Press [K]. Type the following, pausing to read the prompts as they appear:

11 [Enter]

19 [Enter]

200 [Enter]

Y [Enter]

11 [Enter]

19 [Enter]

1 [Enter]

Stand by while cues are copied.

A warning message is displayed.

Remember how our original cues were linked. The Kopy command does its best to fix up the cue numbers for the links. Although it tries to maintain the relationships among the copied cues, the software has no reasonable candidate for a link for cue 208.

That's what the warning message is about. The tiMescreeen display is automatically activated, and the link for cue 208 is cleared and displayed as asterisks to show where the problem is. You can use the Link command to set the link to the correct value.

Example 2: In the previous example, cues 200-208 did not exist, so they were added. The Kopy can also be used to copy to existing cues, however. In that case, channels not copied to are unaffected.

For example, let's copy the same cues/channels again, but this time we will copy them to channels 11-19 of cues 200-208.

Type:

K 11 T 19 [Enter]

200 [Enter]

N [Enter]

11 [Enter]

19 [Enter]

11 [Enter]

This time, we declined to copy link information, since we did not want to overwrite the existing links.

Take a look at the levels in channels 1-19 of cues 200-208. We now have two identical copies, one in channels 1-9, the other in channels 11-19.

Example 3: The preceding examples were fairly complex. Suppose instead we just want to copy the channel levels of a single cue.

Let's copy cue 20's levels to cue 220. Type the following, pausing to read the prompts along the way:

K 20 [Enter]

[Enter]

220 [Enter]

[Enter]

[Enter]

It was pointed out in an earlier tutorial that many prompts have a default, shortcut response that is activated by simply pressing [Enter].

Note the use of shortcut responses in the example above:

- No cue number is entered for the last cue in the range, so only one cue is copied
- No request is made to copy fade type, fade times, link, and delay, so they are not copied
- No subrange of channel numbers is given, so all channels are copied

The software's interpretation of the default response is, in each case, just what common sense would probably lead you to expect, so you do not have to try to memorize the various cases. We will see more examples below.

Importing cues from another show

The impoRT command is identical to the Kopy command, except that instead of copying cues from elsewhere in the same show, it imports cues from another show.

As with the Kopy command, you can import the cues in their entirety or import only a subset of the cues' channels, renumbering them if you like.

And, as you would expect, you can import just channel levels, or you can import also fade types, fade times, links, and delays.

The source show (i.e., the show from which you are importing cues) is assumed to reside in the Default Show Directory, unless you include an explicit drive and/or path name in the filename for the source show.

Otherwise, the impoRT command is exactly the same as the Kopy command.

Channel Editor

Touring companies often are faced with adapting their lighting designs to new venues. At the very least, front-of-house lighting varies from venue to venue, requiring the front-of-house channels to be brought up or down, renumbered, combined, or split.

To respond to these and other similar needs, ETCEdit includes a set of functions for manipulating channels: the Channel Editor.

The Channel Editor functions are available in each of the three cue-editing worksheets. They have a menu of their own, which is displayed via function key [F8] in all cue-editing worksheets ([F3], [F4] and [F5]).

Example: In the command menu for the Cue/Channel Spreadsheet, note the entry **[F8] - Chan Edit**. This indicates that [F8] is the key that displays the menu for the Channel Editor.

The same entry appears in the menus for the other cue-editing worksheets: the Cue Worksheet and the Track Sheet.

Press [F8]. The Channel Editor menu pops up in the upper right corner of the screen. Read through the list of commands.

As you can see, the commands are activated by pressing a function key [F1] through [F8] while holding down the [Shift] key.

The Channel Editor commands can be activated whenever you are positioned in any one of the cue-editing worksheets; the Channel Editor menu does not have to be visible at the time.

Since the Channel Editor commands can be used only in the three cue-editing worksheets, the Channel Editor menu cannot be brought to the screen in any other worksheet or menu.

Press [F8] again. The menu disappears. [F8] is a toggle; press it again to make the menu appear again.

Let's look at the various Channel Editor commands in turn.

Clear channels

The Clear Channels command lets you clear the levels in a channel or in a range of consecutive channels across all cues in the show.

For example, you might need to clear a channel corresponding to a front-of-house luminaire that is no longer available when the show moves to a new venue.

Example: Reload the sample show SAMPLE1 again via the Edit a Show command (from the Main Menu, press [F3], then [F4]).

We will clear channel 80. We can do it in any of the cue-editing worksheets. Let's do it in the Track Sheet, though, so we get a better view of what is happening.

Press [F4] to go to the Track Sheet. Then type:

C 80 [Enter]

Note that channel 80 has levels in half a dozen cues. (This step is not necessary to clear the channel. Its purpose here is just to let us see what's going on.)

Press [F8] to bring the Channel Editor menu to the screen. You will note that the Clear Channels command is activated by [Shift/F2].

Press [Shift/F2]. You are prompted for the first channel to clear. Type:

80 [Enter]

You are prompted then for the last channel to clear. If we were clearing a range of consecutive channels, we would enter here the number of the last channel in the range.

Since we are clearing only channel 80, we can enter 80 again here, or better, as a shortcut, we can just press [Enter].

Press [Enter]. Channel 80 is cleared in all cues.

Insert channels

The Insert Channels command lets you insert one or more channels into all cues in the show. Existing channels are “shifted over” – i.e., renumbered – to make room for the inserted channels.

Example: Continuing with SAMPLE1, the sample show we have been using, press F5 to move to the Cue/Channel Spreadsheet.

Note that SAMPLE1 is configured for 150 channels. (To see this for yourself, press [Ctrl/End] to move the screen to the last channel.)

Let’s insert 3 channels after channel 9. Type the following, pausing to read the prompts along the way:

[Shift/F3]

3 [Enter]

10 [Enter]

What happens? Channels 10 and above are “moved over” (i.e., the levels for channels 10-147 are copied into channels 13-150), and 3 clear channels are inserted as channels 10-12. The levels that used to be in channels 148-150 are thrown away.

Delete channels

The Delete Channels command lets you delete a channel or a range of consecutive channels from the show.

The remaining channels are shifted over – i.e., renumbered – to fill the hole left by the deleted channels.

To clear channels without any renumbering of channels, see the Clear Channels command.

Example: Let's delete the 3 channels we inserted in the example above, channels 10-12. Type the following, watching the prompts:

[Shift/F4]

10 [Enter]

12 [Enter]

What happens? The levels for channels 13-150 are copied into channels 10-147, and channels 148-150 are cleared.

Copy channels

The Copy Channels command lets you copy levels from one set of channels to another set of channels within the show you are currently editing. Up to 5 channels, not necessarily consecutive, can be copied at once.

You can specify a proportion (i.e., a percentage, which is allowed to exceed 100 percent) by which levels are multiplied as they are copied.

In particular, you can copy a channel to itself with a proportion if you need to bring a channel up or down by some percentage - for example if a new luminaire is brighter or dimmer than the light it replaces.

You can copy all the channels at once, or you can ask that the copied values be displayed a cue at a time to let you override or accept them, at your discretion.

Example: Let's copy channel 1 to channel 148, channel 21 to channel 149, and channel 11 to channel 150, reducing the levels to 80 percent of their former values.

Type the following, watching the prompts along the way:

[Shift/F5]

3 [Enter]

1 [Enter]

148 [Enter]

21 [Enter]

149 [Enter]

11 [Enter]

150 [Enter]

80 [Enter]

Y [Enter]

Since we elected to confirm the values, a window pops up in the center of the screen. It shows, a cue at a time, the levels in the source channels (channel 1, 21 and 11 in our example), the new levels in the destination channels (channels 148, 149 and 150), and the proportion (80 percent). For example, channel 1 of cue 1 is Full (100 percent), so channel 148 of cue 1 is now at 80 percent.

We are given the option of accepting each new value, or of changing it. The level of 80 in channel 148 of cue 1 is highlighted, indicating that this is the first value we are asked to accept or change.

Let's say we want to accept that value of 80 percent in channel 148 of cue 1. To accept the value, press [Enter].

When you do so, note that the highlight moves on to the next new level: cue 1, channel 149. Its value is 0. Suppose we want to change it to 10 percent. Type:

10

The level is changed instantly and the highlight moves on to the next new level. Accept it by pressing [Enter].

The window moves on to the next cue, cue 2. Suppose we are happy with the levels in all three of the destination channels in cue 2. We can accept all of them at once; type:

[Ctrl/Enter]

The window moves on to the next cue.

You can proceed in this way through all the cues in the show, accepting or changing levels as you go.

With the window still on the screen, try using the direction keys to scroll around in the show. Switch to the other worksheets, scroll around in them, then switch back to the Cue/Channel Spreadsheet.

As you can see, you can move freely among the worksheets and scroll through them with the direction keys while you are going through the confirmation process. This flexibility lets you examine the context before you decide whether to accept or modify a particular level.

When you decide you do not need to review any more of the new levels, you can accept them all at once by pressing [Esc].

Press [Esc].

Channel Editor import commands

There are three commands in the Channel Editor that let you import channels from another show (or another copy of the current show):

- Import Channels
- Import and Combine Channels
- Import and Split a Channel

These import commands are intended to be used primarily in situations where the source show has the same number of cues, with the same cue numbers, as does the current show.

For example, we may, in the current show, be adapting the source show to a new venue. We keep the same cues, therefore, but we need to move a few of the source channels around, split or combine them, change their levels proportionally, and so on.

If you use one of these import commands in a situation where the source show and the current show have different cues, a warning message appears and you are asked if you want to continue.

If you elect to go ahead with the command, the channel levels will be imported blindly, i.e., they will be written into consecutive cues without regard to cue number. You will, however, be given the opportunity to specify the number of the cue you want to start with.

Therefore, the Channel Editor's import commands are generally inappropriate for use with shows that have different cue lists. In such cases, use the `impoRT` command of the cue-editing worksheets.

Import channels

The Import Channels command is identical to the Copy Channels command, except that instead of copying channels from elsewhere in the same show it imports channels from another show.

To execute the command, go to any cue-editing worksheet ([F3], [F4] or [F5]) and press [Shift/F6].

As with the Copy Channels command, up to 5 channels, not necessarily consecutive, can be processed at once. You can specify a proportion (i.e., a percentage, which is allowed to exceed 100 percent) by which levels are multiplied as they are imported.

The source show (i.e., the show from which you are importing channels) is assumed to reside in the Default Show Directory, unless you include an explicit drive and/or path name in the filename for the source show.

Otherwise, the Import Channels command is exactly the same as the Copy Channels command.

Import and combine channels

Suppose you need to adapt a show to a new venue with fewer front-of-house channels than you had previously. As a result, you need to combine several channels into one. You can do this with the Import and Combine Channels command. To execute this command, go to any cue-editing worksheet ([F3], [F4] or [F5]) and press [Shift/F7].

Up to 5 channels at once, not necessarily consecutive, may be imported and combined into a single channel.

For each of these source channels, you specify a proportion (i.e., a percentage, possibly greater than 100 percent) by which the levels in that channel are multiplied.

The resulting proportional levels are combined into a single channel by applying a combination rule that you select.

The available combination rules are the following:

Hi	Select the highest level among the source channels in each cue
Low	Select the lowest level among the source channels in each cue
Avg	Compute the average (mean) of the levels in the source channels in each cue
Sum	Compute the sum of the levels in the source channels in each cue
Avg of nonzero levels	Compute the average (mean) of the non-zero levels in the source channels in each cue
Low nonzero level	Select the lowest of the non-zero levels in the source channels in each cue

As in the Copy Channels and Import Channels commands, you are given the option of importing all the channels at once, or confirming the values one at a time. If you choose to confirm, the values are displayed in a window and are accepted or modified just as in the commands above.

Import and split a channel

Now what if the new venue has more front-of-house channels than you had previously? You may need to split a channel up into several new channels, each consisting of the original channel multiplied by a different proportion. Do this via the Import and Split a Channel command.

To execute this command go to any cue-editing worksheet ([F3], [F4] or [F5]), press [F8], then [Shift/F8].

A channel in the source show (the source channel) may be split into up to 5 channels in the current show (the destination channels), not necessarily consecutive.

For each of the destination channels, you specify a proportion (i.e., a percentage, possibly greater than 100 percent) by which the levels in the source channel are multiplied. For example, you might put 20 percent of the source channel in one channel, 35 percent of it in another, and 120 percent of it in another.

As in the preceding commands, you are given the option of importing the channels all at once, or confirming the values one at a time. If you choose to confirm, the values are displayed in a window and are accepted or modified just as we have already seen.

Tutorial 11: Text shows

In ETCEdit, a text format has been defined for storing shows in ordinary text files so you can edit with any word processor program. Shows stored in this format are called text shows.

ETCEdit can read text shows, and it can convert any show into a text show. The commands for performing these functions are found in the Utility Menu.

Text shows provide a bridge between ETCEdit and other software that you may wish to use or create to manipulate shows. In particular, ETCEdit can import softpatch information exported to a text file by the Lightwright software (formerly ALD/Pro), distributed by Rosco Laboratories.

The format for text shows is described in detail in the Reference Guide, under the heading *Text Format for Shows*.

Importing a text show

To read in a show that has been stored in the text show format, use the command Import a Show from a Text File in the Utility Menu.

The show is read into ETCEDIT's memory and opened for editing. You can then save it as an ordinary show file, if you wish, by using the saVe command.

Note that the filenames for text shows are required to have .TXT as their extension, for example MYSHOW.TXT.

Example: A sample text show, SAMPLE.TXT, is included on the ETCedit Install Disk. This file was copied to the directory C:\ETCEDIT\SAMPLES when you installed ETCedit.

Using the text editor or word processor of your choice, take a look at the contents of SAMPLE.TXT. The text format is designed to be easily read by people, not just computers.

Now let's import the text show. In the Utility Menu, press [F8]. At the filename prompt, type:

SAMPLE.TXT [Enter]

Stand by while the show is imported. When it is finished, the display switches automatically to the Cue/Channel Spreadsheet.

Note: We are assuming here that the Default Show Directory is C:\ETCEDIT\SAMPLES. For a discussion of how to set the Default Show Directory, see Tutorial 6 - The File Menu.

You may recognize the show - it is the same as the sample show SAMPLE2.

You can edit the show in the usual way, and when you are done use the saVe command as usual to save it as an ordinary show file.

Imported text shows are complete

When you import a text show, you import an entire show; cues, submasters, softpatch, system settings, and so on.

If the text show contains only cues, or only submasters, or only softpatch information, etc., the other portions of the resulting show are cleared.

Suppose, though, that a text show contains only softpatch information, for example, and you want to include this softpatch in another show without clearing its cues, submasters, etc. How do you do it?

Import the text show, then save it using the saVe command. Let's say you give the saved show the filename SHOW1. Now, edit the show into which you want to import the softpatch, and use the imPort command in the Softpatch Worksheet to import the softpatch from SHOW1.

The following section gives an example of this general procedure.

Importing the patch from a Lightwright export file

Many designers with PCs use the Lightwright program from Rosco Laboratories Inc to enter paperwork information prior to actually programming a show into a console.

Until now, such designers have been forced to type the softpatch information twice: once into Lightwright, and a second time into the console.

With ETCEdit, however, the patch information can be taken directly from a Lightwright export file.

The procedure is the following:

In Lightwright, enter the patch information, then use the Export Softpatch feature to export the patch information to a file with filename extension .TXT (e.g., MYSHOW.TXT).

Then, in ETCEdit use Import a Show from a Text File to import the patch information. This gives you a show with nothing but patch information filled in.

You can enter the cue information, etc., directly into this show if you like. Alternatively, you can save the show via the saVe command, then import the patch from it later via the imPort command in the Softpatch Worksheet.

Exporting a text show

We have seen that ETCEdit can import a show from a text file. The reverse operation is also possible: ETCEdit can take a show and export it to a file in the text show format. The command that does this is in the Utility Menu: Export Current Show to a Text File.

Note that it is the current show that is exported, i.e., the show currently being edited. Thus, to export a show that is in a show file, first execute the command Edit a Show, then export it.

When you export a show, you will be prompted for the filename for the text show. Recall that the filename is required to have .TXT as its extension, for example MYSHOW.TXT.

Example: The sample show is still in memory from the previous example. Let's export it. Go to the Utility Menu (from Main Menu press [F9]) and press [F9].

At the filename prompt, type:

TEST.TXT [Enter]

Stand by while the show is exported. When it is done, you can use the text editor or word processor of your choice to look it over.

This completes the tutorial section of the manual. There are a number of commands we have not covered in the tutorials – see especially the System Settings and Print Functions Menus – but you have enough experience with ETCEdit by now that these commands should present no problem for you.

Please consult the Reference Guide for information on individual commands.

chapter four

reference guide

This reference guide contains ETCEdit commands arranged alphabetically.

Command names appear as they do in the ETCEdit menus. For example, the And command appears as aNd, indicating that the command is activated via the [N] key.

There are, in addition to the sections on individual commands, several sections devoted to more general topics:

- Disk Usage in ETCEdit
- Effects in ETCEdit
- Filenames and Show Name
- Importing the Softpatch from Lightwright
- Macros in ETCEdit
- Subroutines in ETCEdit
- Text Format for Shows

As in the tutorials, the phrase "cue-editing worksheets" is used to refer to the three editing worksheets in which cues can be edited:

- Cue Worksheet
- Track Sheet
- Cue/Channel Spreadsheet

Also as in the tutorials, the phrase "console" refers to the following kinds of ETC consoles:

- Vision
- MicroVision FX
- Impression
- Expression
- Insight
- Concept 500

aNd

The aNd command acts like the [And] button on ETC consoles.

Use the aNd command to specify a range of cue, channel, or dimmer numbers.

For example, to specify the numbers 2 and 4 and 8, type:

2 N 4 N 8

aNd can also be combined with Thru.

For example, to specify numbers 5 through 10, and 15 through 20, and 25, type:

5 T 10 N 15 T 20 N 25

At

The At command acts like the [At] button on ETC consoles.

In the cue-editing worksheets and Submaster Spreadsheet, use At to set the levels of channels selected via the Chan or Group command.

For example, suppose you want to set the selected channels to 75 percent. Type:

A 75

To set the selected channels to Full, type:

A F

or just

F

Note: In the Softpatch Worksheet, use At to set the proportional patch level for a collection of dimmers selected via the Dimmer command. The syntax is the same as above: A 75, and so on.

Chan

The Chan command acts like the [Chan] button on ETC consoles.

In the cue-editing worksheets and the Submaster Spreadsheet, use Chan, together with the aNd and Thru commands, to select a collection of channels so you can set their levels.

For example, to select channels 5 through 10 and 15, type:

C 5 T 10 N 15

Selected channels are highlighted. Set their levels by using the At or Full command.

Chan can also be used to bring a particular channel to the screen, even if you do not intend to change its level. For this purpose, use Chan with no cue or submaster selected.

Channel editor

ETCEdit provides a set of commands for manipulating channels. These commands are known collectively as the Channel Editor.

The Channel Editor commands are available for use in each of the cue-editing worksheets: the Cue Worksheet, the Track Sheet and the Cue/Channel Spreadsheet.

When you are in one of the cue-editing worksheets, you can press [F8] at any time to display a menu of the Channel Editor commands. To clear the window, press [F8] again. You can use the commands of the Channel Editor without its window being displayed.

The Channel Editor commands include:

Help

Provides on-screen help for any of the Channel Editor commands.

Clear Channels

Clears all levels in a channel or range of consecutive channels across all cues in the show.

Insert Channels

Inserts one or more channels, renumbering channels appropriately.

Delete Channels

Deletes one or more channels, renumbering channels appropriately.

Copy Channels

Copies the levels in a channel or range of channels to another channel or range of channels within the same show, multiplying levels by a proportion if desired.

Import Channels

Imports a channel or range of channels from another show, multiplying levels by a proportion if desired.

Import and Combine Channels

Imports up to 5 channels from another show, multiplying the levels of each by a proportion if desired, and combines the results into a single channel according to a criterion specified by the user.

Import and Split a Channel

Imports a channel from another show and splits it into as many as 5 channels, multiplying the imported levels by proportions specified by the user.

For more details, see the descriptions of the individual commands.

Channel-Enter

Use the Channel-Enter feature to adjust the contents of the selected cue proportionally.

To use the Channel-Enter, select a cue, then press [C] for Chan and press [Enter]. All channels with non-zero levels in that cue are selected automatically, and you are prompted to enter a proportion (percentage) to be applied to the selected channels.

For example, to reduce the levels in cue 10 to 85 percent of their present intensities, type:

Q 10 C [Enter] 85 [Enter]

To increase the levels, use a percentage greater than 100.

Channel-Enter cannot be used when more than one cue is selected.

Channel Maximum

The amount of RAM memory used by ETCEdit varies depending on the maximum channel count allowed, as follows:

Channels	Memory Used by ETCEdit
150	503K
250	540K
500	640K, plus one megabyte of expanded or extended memory

Use the Channel Maximum command to change the maximum channel count.

To execute the Channel Maximum command, go to the System Settings Menu and press [F10].

Note: When you execute the Channel Maximum command, ETCEDIT's working memory is cleared. Thus, if you have been editing a show, you will want to save it first.

Clear Channels

Use the Clear Channels command to clear the levels in a channel or the range of consecutive channels across all cues in a show.

This command is a Channel Editor command ([F8]), so it can be executed in the Cue Worksheet, Track Sheet, or Cue/Channel Spreadsheet.

To initiate the command, go to any cue-editing worksheet and press [F2] while holding down [Shift].

You will be prompted to enter the number of the first channel to be cleared. Type the channel number and press [Enter].

You will then be prompted to enter the number of the last channel to be cleared.

If you are clearing only one channel, just press [Enter]. Otherwise, type the number of the last channel to be cleared and press [Enter].

Copy Channels

Use the Copy Channels command to copy levels from one set of channels to another set of channels within the same show.

It is a Channel Editor command ([F8]), so it can be executed in the Cue Worksheet, Track Sheet or Cue/Channel Spreadsheet.

Up to 5 channels, not necessarily consecutive, may be copied at a time.

You can specify a proportion (i.e., a percentage, possibly greater than 100 percent) to be applied to all levels as they are copied.

You can copy all the channels at once, or you can request that the copied values be displayed, a cue at a time, to let you override or accept them, as you see fit.

To initiate the command, go to any cue-editing worksheet and press [F5] while holding down [Shift].

You will be prompted to enter the number of channels (i.e., **how many: 1-5**) to be copied. Type the number and press [Enter].

You will then be prompted to enter the channel to be copied, and the channel to which it is to be copied. Depending on how many channels are to be copied, these last two prompts will be repeated: channel to copy from, channel to copy to. Neither set of channels is required to be consecutive.

After the channel numbers, a proportion is entered. This is a percentage by which all levels are multiplied. To copy the levels without change (i.e., to use a proportion of 100 percent), just press [Enter]. The proportion is allowed to exceed 100 percent.

The next prompt asks you whether you want to confirm the values. If you want to confirm the values one at a time as the copy command is executed, type [Y] and press [Enter]. If you want to copy all the channels at once, just press [Enter].

If you ask to confirm the values, a window appears on the screen that displays, a cue at a time, the levels in the source channels and the new levels in the destination channels.

To accept a level, press [Enter]; to accept all levels for the cue (which is faster than doing the levels one at a time), press [Enter] while holding down the [Ctrl] key. To change a level, just type in the new value. To accept all remaining values, press [Esc].

Note: The worksheets remain visible behind the window. You can move freely among the worksheets and scroll through them with the direction keys while you are going through the confirmation process. This flexibility lets you examine the context before you decide whether to accept or modify a particular value.

To move the Channel Editor window around the screen, so you can view the worksheet, press the direction keys.

To copy channels from another show, see the Import Channels command.

Example: Suppose you copy channel 2 to channel 25 and channel 15 to channel 10, using a proportion of 75 percent. After the channels have been copied, the levels in channel 25 across all cues are 75 percent of the levels in channel 2, and the levels in channel 10 are 75 percent of the levels in channel 15. The levels that used to be in channels 25 and 10 are lost.

Creating a customized dimmer output profile

ETCEdit allows you to create custom dimmer profiles that compensate for variations in dimmer performance and to use standard dimmers to control equipment such as strobes, fans and motors.

ETCEdit divides a dimmer's output into 20 equal segments. The first segment represents the first 5 percent of the dimmer's range; the second segment represents the second 5 percent; the last segment represents the final 5 percent. You create a customized dimmer profile by individually assigning an output intensity level to each of the 20 segments.

Follow these steps to create a customized dimmer output profile:

1. From the Main Menu, press [Ctrl/F7], Dimmer Profile Worksheet .
2. Press [P], Profile, then enter a profile number (0 through 9), and press [Enter].
3. Use the up and down arrow keys to select the desired segment of the output curve. Eleven segments are displayed at one time. The selected segment is displayed in green on a color monitor, or dimmed on a monochrome monitor. (You may customize all 20 segments, but each segment must be customized individually.)
4. Press [A], At, and enter the desired output level. Or, press [F], Full, or [Z], Zero, to set the output level at 100 percent or zero percent respectively.
5. Repeat steps two and three for each segment you want to modify until you have created the dimmer profile you want.
6. Press [N], Name, and enter a name for the customized output profile you have created. The name may be up to twelve characters long.
7. Press [F2] to return to the Main Menu, or another function key to go to another menu. When you save the current show, the dimmer profile you created will be saved.

Note: When you load a show with customized dimmer profiles into an ETC console, the customized profiles automatically replace the console's default profiles.

Customize Channels

Use the Customize Channels command to specify the number of control channels available for a show.

To initiate the command, go to the Systems Settings Menu and press [F3]. You will be prompted to enter the number of channels.

The current setting for the number of channels will be displayed following the prompt.

If you want to leave it unchanged, just press [Enter].

Otherwise, type the new number of channels and press [Enter].

Note: The maximum allowable value for the number of channels depends on the current maximum channel setting – see the Channel Maximum command.

The Customize Channels command does not change the amount of memory used by the ETCEdit program, however, the Channel Maximum command does.

Customize Dimmers

Use the Customize Dimmers command to specify the number of dimmers to be used by a show.

To initiate the command, go to the Systems Settings Menu and press [F4]. You will be prompted to enter the number of dimmers.

The current setting for the number of dimmers will be displayed following the prompt.

If you want to leave it unchanged, just press [Enter].

Otherwise, type the new number of dimmers and press [Enter].

Default Fader Clear Time

On ETC consoles, there is a [Clear] button associated with each of the playback fader pairs. [Clear] causes the contents of the fader to be cleared.

The default fader clear time governs how quickly the fader is cleared. The fader can be cleared instantaneously (clear time = 0) or can fade out over a specified interval.

Use the Default Fader Clear Time command to set the default value for the fader clear time.

To initiate the command, go to the Systems Settings Menu and press [F8]. You will be prompted to enter the default time.

The current setting for the default time will be displayed following the prompt.

If you want to leave it unchanged, just press [Enter].

Otherwise, type the new default time and press [Enter].

Default Full Level

The [On] button on ETC consoles allows the full level to be entered with a single button press.

This full level may be 100 percent, or it may be any other level.

Use the Default Full Level command to set the default level.

To initiate the command, go to the Systems Settings Menu and press [F6]. You will be prompted to enter the default level.

The current setting for the default level will be displayed following the prompt.

If you want to leave it unchanged, just press [Enter].

Otherwise, type the new default level and press [Enter].

Default show directory

As you know, DOS lets you divide your hard disk into directories and subdirectories.

Various ETCEdit commands read or write files on the hard disk. These commands include:

- Delete a Show from Show Directory
- Edit a Show
- Export Current Show to a Text File
- Import a Show from a Text File
- Import and Combine Channels
- Import and Split a Channel
- Import Channels
- impoRT (Cues)
- impoRT (Softpatch)
- impoRT (Submasters)
- List the Show Directory
- saVe
- Save Current Show

Use the Default Show Directory command to specify a directory that serves as the default directory for the above commands.

Files accessed by the above commands are assumed to reside in the Default Show Directory unless a different directory name is explicitly included in a filename.

The Default Show Directory can be changed at any time.

The Default Show Directory is required to be a subdirectory of the directory containing the ETCEdit program.

For example, you might have the following directories on your hard disk:

```

\ETCEDIT
\ETCEDIT\DANCE
\ETCEDIT\MUSICALS
\ETCEDIT\OPERAS
\ETCEDIT\PLAYS

```

The ETCEdit program resides in the \ETCEDIT directory and the show files reside in the various subdirectories of \ETCEDIT.

You could make any of these subdirectories your Default Show Directory at any given time.

To initiate the Default Show Directory command, go to the Systems Settings Menu and press [F9]. You will be prompted to enter the directory name, excluding drive and path names. For instance, in our example above you would enter one of:

DANCE

MUSICALS

OPERAS

PLAYS

To display the current Default Show Directory, use the List the Show Directory command (from the Main Menu press [F9], then press [F3], then [F3]).

Note: you can override the default in any given command by explicitly including a drive and/or path name in a filename.

Example: Suppose that the current Default Show Directory is \ETCEDIT\OPERAS. In the process of editing a show in this directory, we may decide that we want to import some cues from another show file, \ETCEDIT\PLAYS\HAMLET. When we execute the impoRT (Cues) command, we can enter

\ETCEDIT\PLAYS\HAMLET

for the filename of the source show. (If we just enter HAMLET for the filename, that would be construed as the file \ETCEDIT\OPERAS\HAMLET.)

Default Softpatch

Use the Default Softpatch command to patch channels to dimmers in a one-to-one relationship.

Suppose, for example, your system is customized for 250 channels and 250 dimmers. In that case the default softpatch patches dimmers 1 through 250 to channels 1 through 250, respectively.

Suppose instead your system is customized for 250 channels and 400 dimmers. Then the default softpatch patches dimmers 1 through 250 to channels 1 through 250, and dimmers 251 through 400 to channels 1 through 150.

Initiate the Default Softpatch command by going to the System Settings Menu and pressing [F5]. You will be prompted to enter [Y] or [N] (yes or no) to confirm that you want to record the default softpatch.

If yes, type [Y] and press [Enter]. Otherwise, just press [Enter].

Default Up/Down times

The default up and down times are the times entered by default for the upfade and downfade, respectively, when a new cue is created.

Use the Default Up/Down Times command to modify the times used as the defaults for upfade and downfade.

To initiate the command, go to the Systems Settings Menu and press [F7].

You are prompted first to enter the default upfade time. The current setting for the default upfade time is displayed following the prompt.

If you want to leave it unchanged, just press [Enter]. Otherwise, type the new default time and press [Enter].

You are then prompted to enter the default downfade time. The current setting for the default downfade time is displayed following the prompt.

If you want to leave it unchanged, just press [Enter]. Otherwise, type the new default time and press [Enter].

Delay

The Delay command acts like the [Delay] function on ETC consoles.

Use the Delay command to edit the delay time for a linked cue.

The delay is the time between the start of fading for the cue being linked from and the start of fading for the cue being linked to.

The delay time is usually equal to the upfade time for the former cue, so that the latter cue starts its fade exactly when the former has completed its fade. Of course, you can set a different delay time if you desire.

To initiate the command, select a cue or several cues and press [D]. The tiMescreen display will be brought automatically to the screen.

You will be prompted to enter the delay time. The current delay time will be displayed after the prompt.

To change the delay time, type the new time and press [Enter]. The time may be expressed in seconds (i.e., 2) or seconds and tenths of seconds (i.e., 0.1 or 1.5), or minutes and seconds (i.e., 5:30).

To leave the time unchanged, just press [Enter].

If you have selected several cues at once, the delay time you enter will apply to all the selected cues. If you want to enter different delay times, you must select the cues separately.

dElete

Use the dElete command to delete a single cue or a range of consecutive cues.

To initiate the command, press [E] in any cue-editing worksheet.

You will be prompted to enter the first cue you want to delete. Type the number and press [Enter].

You will then be prompted to enter the last cue you want to delete. If you are only deleting a single cue, you can just press [Enter]. Otherwise, type the number of the last cue to be deleted and press [Enter].

Finally, you will be asked whether you want to delete tracking as well. If Yes, type [Y] and press [Enter]; if No, just press [Enter].

Answering Yes has the following effect: Suppose some channels keep the same levels they had in the last deleted cue through one or more subsequent cues – i.e., those levels “track” through. Then each of those channels is cleared in the cue following the last deleted cue and all subsequent cues until a cue is encountered in which the channel had a level different from that in the last deleted cue – i.e., until the channel changes. Tracking is also stopped by an Allfade cue (see the tYpe command).

You can quit the delete command without deleting any cues by pressing [Esc] in response to any of the prompts.

Delete a Show from Show Directory

To delete a show file from the hard disk, use the command Delete a Show from Show Directory.

To initiate the command, go to the File Menu and press [F9].

The screen will display the current Default Show Directory and a list of shows currently in that directory. Select a show from the list.

You will be prompted to enter the filename for the show you want to delete. Type the filename and press [Enter].

If you want to delete a show from a directory other than the current Default Show Directory, you are permitted to enter a drive and/or path name with the filename.

After you have entered the filename, you will be prompted to verify that you do indeed want to delete the file. This gives you a chance to back out if you have mistyped the filename, for example.

To erase a show from an ETC console disk, see the command Erase a Show from an ETC Console Disk.

Delete Channels

Use the Delete Channels command to delete one or more consecutive channels from all cues in the current show. (The remaining channels will be renumbered.)

It is a Channel Editor command ([F8]), so it can be executed in the Cue Worksheet, Track Sheet, or Cue/Channel Spreadsheet.

To initiate the command, go to any cue-editing worksheet and press [F4] while holding down [Shift]. To view the Channel Editor window, press [F8].

You will be prompted to enter the first channel to be deleted. Type the number and press [Enter].

You will then be prompted to enter the last channel to be deleted. If you are deleting only one channel, just press [Enter]. Otherwise, type a channel number and press [Enter].

For example, suppose your show is customized for 150 channels and you delete channels 10 through 12. Channels 13-150 are moved up; that is, their levels are copied into channels 10-147. The levels that used to be in channels 10-12 are thrown away, and channels 148-150 are cleared.

To clear the levels in a channel or range of channels without actually deleting the channels, see the Clear Channels command.

Dimmer

The Dimmer command acts like the [Dim] button on ETC consoles.

Use the Dimmer command to select a dimmer or set of dimmers.

To initiate the command, press [D]. You will be prompted to enter a dimmer number. Type the number and press [Enter].

To select several dimmers at once, use the aNd and Thru commands. For example, to select dimmers 5 through 10 and dimmer 15, type:

D 5 T 10 N 15 [Enter]

You will be prompted to enter a channel number for the dimmer(s).

If you want to patch the selected dimmers to a new channel, type the channel number and press Enter. To delete the dimmers from the softpatch, enter a channel number of 0. If you do not want to patch the dimmers to a new channel, just press [Enter] or [Esc].

To modify the proportional patch level for the selected dimmers, use the At command.

To de-select the currently selected dimmer(s), do one of the following:

- Select a new dimmer(s)
- Press [Esc]
- Press [Enter] twice

dittO

Use the dittO command to copy all channel levels into the selected cue from the cue preceding it.

The fade type and times, link and delay are not affected.

If you have selected several cues at once, the channel levels are copied from the cue preceding the first selected cue.

Edit a Show

To modify a show or create a new show, use the Edit a Show command. That is, execute the Edit a Show command either to edit an existing show or to clear memory so you can create a show from scratch.

To initiate the command, go to the File Menu and press [F4].

The screen will display the current Default Show Directory and a list of shows currently in the directory. Select a show from the list.

You will be prompted to enter the name of the file containing the show. If you are creating a new show, just press [Enter]. Otherwise, type in a filename from the list and press [Enter].

You can also enter a filename not on the list (i.e., the name of a file in another directory or disk drive) by including a drive and/or path name in the filename.

To modify a show from an ETC console disk (a 3.5-inch disk produced by an ETC console), you must first load the show via the command Load a Show from an ETC Console Disk. Then perform the Edit a Show command.

When you have finished editing a show, save it by executing the command Save Current Show. The save command also appears in each of the editing worksheets as saVe.

Edit Descriptive Text for Show

To help you document your shows, each show has a page of descriptive text. You can enter a description, a memorandum, or any information about the show; the text is saved with the show.

The first 21 characters of text appear on the screen when you perform the List the Show Directory command, so it is recommended that this portion of the documentation indicate briefly the show's contents.

To create or modify the descriptive text for the current show, or to take a look at it, use the Edit Descriptive Text for Show command.

To initiate the command, go to the Utility Menu and press [F7]. The show's text will be brought to the screen.

ETCEdit provides a simple set of text editing functions to let you enter new text or edit the existing text. You can move the cursor around the screen with the [Home], [End] and arrow keys and can use the [Ins] and [Del] keys to insert and delete text.

To enter text, just type it in. The entered text types over the existing text. But, if you press the [Ins] key you will switch into Insert mode, in which case all entered text is inserted, pushing the existing text over to make room. The cursor changes to a block cursor to give you a visual indication that you are in Insert mode.

To switch back to Overstrike mode, press the [Ins] key again. Note that the cursor changes back to an underline cursor.

You can toggle back and forth freely between the two modes.

When you are finished viewing, entering and modifying text, press the [Esc] key to save the text and to terminate the command.

Edit Show Name

Each show can be given a show name. The show name is intended to help you document what you are doing.

When a show is being edited, its name appears in the upper right corner of each editing screen. The show name also shows up when you perform the List Show Directory command and on all printouts for the show.

Create or modify a show name via the Edit Show Name command.

To initiate the command, go to the Utility Menu and press [F6]. You will be prompted to enter the show name.

If you are in the process of editing a show that has a show name, that name will appear after the prompt.

To leave the name unchanged, just press [Enter]. To modify it, either type in a new name and press [Enter], or use the [Backspace] key to erase part of the name, retype the part to be changed, and press [Enter].

A show name consists of up to 20 alphanumeric characters.

*Note: The show name is not the same as the show filename. (For definitions, please see *Filenames and Show Names in the Reference Guide.*)*

Effects in ETCEdit

Insight, Expression and Concept 500 effects may not be created or edited in ETCEdit. However, shows containing effects cues may be edited in ETCEdit, and subsequently written to ETC console disks, without the effects cues being lost.

Erase a Show from an ETC Console Disk

An ETC console disk is a 3.5-inch disk formatted for use directly with an ETC console.

To erase a show from such a disk, use the command Erase a Show from an ETC Console Disk.

To initiate the command, go to the File Menu and press [F10].

If you have a hard disk, you will be prompted first for the name of the disk drive for the ETC console disk. Type [A] or [B] as appropriate for your computer and press [Enter].

If, instead, you have a system with two disk drives, there will be a prompt telling you which drive to use.

Insert the disk into the appropriate drive.

The next prompt asks for the show type. The choices are:

1. Impression, Insight, Expression and Concept 500
2. Vision
3. MicroVision FX

Type the number for the show type and press [Enter].

Next, the screen will display a list of show numbers for shows recorded on the disk. Type the number of the show you want to erase and press [Enter].

The final prompt asks you to confirm that you do indeed want to erase the show. If you do want to erase the show, type [Y] and press [Enter]. Otherwise, just press [Enter].

Exit ETCEdit

When you are finished using ETCEdit, press [F10] to quit the program and exit to DOS.

If you have been editing a show and you want to save the changes you have made, be sure to do so before you exit the program or the changes will be lost.

ETCEdit will warn you if you are about to exit without saving changes you have made to your show.

Export Current Show to a Text File

With ETCEdit, a format has been defined for storing shows in ordinary text files that you can use with any word processor.

Shows stored in this text format are called text shows. The format for text shows is described in the section Text Format for Shows.

ETCEdit can read text shows and it can automatically convert any show into a text show.

These capabilities provide a bridge to other software packages that you may wish to adapt or create to manipulate shows.

Use the command Export Current Show to a Text File to convert the show you are currently editing into such a text show.

To initiate the command, go to the Utility Menu and press [F9].

You will be prompted for the name of the file to receive the text for the show.

The filename must have .TXT as its extension. That is, it must consist of 1-8 alphanumeric characters followed by .TXT – e.g., MYFILE.TXT.

Type the filename and press [Enter].

A drive and/or path name can be included with the filename. Otherwise, the text file is stored in the Default Show Directory.

File and show names

Filename

Show files are identified by a filename. This name obeys the ordinary DOS filename conventions.

That is, a filename consists of up to 8 alphanumeric characters, optionally followed by a period (.) and up to 3 more alphanumeric characters. The following are examples of legal filenames:

MYSHOW

SHOW#123

AIDA.1

AIDA.2

MACBETH.NEW

The filename must be unique, i.e., two versions of the same show must have different filenames.

Show name

To help you document what you are doing, a show is also given a show name. This name consists of up to 20 alphanumeric characters.

When a show is being edited, the show name appears at the upper right corner of the screen. The show name also appears on all printouts.

The show name does not have to be unique. Suppose you have two versions of a design for *The Magic Flute*. You might choose to give them the filenames MAGIC.1 and MAGIC.2 but use "The Magic Flute" as the show name for each.

Further documentation is provided by the page of descriptive text stored with each show. For details, see the command Edit Descriptive Text for Show.

Note: Filenames for show files are permitted to have any extension (the 1-3 character part of the filename following the '.') or no extension at all.

Filenames for text files containing shows in text format, however, are required to have .TXT as their extension.

Format an ETC Console Disk

An ETC console disk is a 3.5-inch disk suitable for input directly to an ETC console.

Before you can store a show on an ETC console disk the disk must be properly formatted.

You can format a disk either on an ETC console or by using ETCEdit on your PC, provided your PC has a low density (720k) disk drive.

Use the ETCEdit command Format an ETC Console Disk. To initiate the command, go to the File Menu and press [F8].

You will be prompted first to enter the show type. The choices are:

1. Impression, Insight, Expression, and Concept 500
2. Vision
3. MicroVision FX

Type the show type and press [Enter].

You will be prompted next to enter the name of the disk drive in which the ETC console disk will be formatted. Type [A] or [B] as appropriate for your computer and press [Enter].

Formatting destroys all shows recorded on the disk. Do not format the disk every time you store a show on it, only the first time. Note also that shows of various formats cannot be mixed on a single ETC console disk. You cannot, for example, store an Expression show and a MicroVision FX show on the same console disk.

Full

The Full command acts like the [On] button on ETC consoles.

Use the Full command to enter the default full level (usually 100 percent). In any context that calls for a level to be entered from the keyboard, you can press the [F] key as shorthand for the default full level.

When a show is first created, the default full level is 100 percent. To change it, use the Default Full Level command.

Group

The Group command acts like the [Group] button on ETC consoles.

Use the Group command to bring into a cue or submaster, proportionally, the levels contained in another cue or submaster.

To initiate the Group command, press [G]. You will be prompted to enter the cue number to use as a group.

If you are using a cue number as a group, type the cue number and press [Enter]. If you are using a submaster number as a group, press [S].

In the latter case, you will be prompted to enter the submaster number to use as a group. Type the submaster number and press [Enter].

The channels that have nonzero levels in the group are selected automatically.

You will then be prompted to enter a proportion for the group. This is a percentage by which the levels in the group are multiplied before they are entered in the selected cue(s).

This percentage is permitted to be greater than 100. Use 200, for example, to double the levels in the group.

Help

The [F1] function key provides help screens of a general nature that give an overview of a command menu or editing worksheet.

When you are in one of the editing worksheets you can get overview help by pressing either [F1] or [H].

To get help on a particular command in a menu, go to the right menu/worksheet, and press the command's key and [Alt] simultaneously.

Example: The Edit a Show command is activated by the [F4] key in the File Menu, so to get help on the Edit a Show command, go to the File Menu and press [Alt/F4].

Similarly, the impoRT (Submasters) command is activated by the [P] key in the Submaster Spreadsheet, so to get help on the impoRT (Submasters) command, go to the Submaster Spreadsheet and press [Alt/P].

Note: Help, like the command keys, is context-sensitive. For example, the [D] key means Delay or Dimmer depending on which editing worksheet you are in at the time. Likewise, when you press [Alt/D], the help description displayed depends on the context.

Import a Show from a Text File

With ETCEdit, a format has been defined for storing shows in ordinary text files which can be used with other software, for example a word processor.

Shows stored in this text format are called text shows. The format for text shows is described in the section *Text Format for Shows*.

ETCEdit can read text shows and it can automatically convert any show into a text show.

These capabilities provide a bridge to other software packages that you may wish to adapt or create to manipulate shows.

To read in a text show, use the command Import a Show from a Text File.

To initiate the command, go to the Utility Menu and press [F8].

If your computer has no hard disk, insert the DOS-format floppy disk containing the text show when you are prompted to do so.

The screen will display the current Default Show Directory and a list of text shows currently in the directory, or on the DOS-format disk if your computer has no hard disk.

(What this list actually displays is all files in the Default Show Directory whose filenames have .TXT as the extension. That is, filenames that consist of 1-8 alphanumeric characters followed by .TXT – e.g., MYFILE.TXT. Text files for shows are assumed, by convention, to have .TXT as their extension.)

You will be prompted to enter the filename for the text show.

Type the filename and press [Enter].

A drive and/or path name can be included with the filename. Otherwise, the text show is assumed to reside in the Default Show Directory.

Import and Combine Channels

Use the Import and Combine Channels command to extract levels from a set of channels in another show, combine them into a single set of levels according to one of a flexible set of rules, and copy the resulting levels into a channel in the current show.

It is a Channel Editor command ([F8]), so it can be executed in the Cue Worksheet, Track Sheet, or Cue/Channel Spreadsheet.

Up to 5 channels, not necessarily consecutive, may be imported and combined at a time.

You can import the levels en masse, or you can ask that the levels be displayed, a cue at a time, to let you override or accept them at your discretion.

To initiate the command go to any cue-editing worksheet and press [F7] while holding down [Shift].

You will be prompted to enter the filename for the show from which the channels are to be extracted. This show is called the source show.

The screen will display the Default Show Directory and a list of shows in that directory. Select a show from the list.

Type the filename and press [Enter].

The filename can include a drive and/or path name, if desired. Otherwise, the file is assumed to reside in the Default Show Directory.

Note: There is nothing to prevent the source show from being a previously saved copy of the show you are editing. This gives you a way of combining channels within a show.

Next, you will be prompted for the number of channels (i.e., how many: 1 to 5) to be imported. Type the number and press [Enter].

The succeeding prompts will ask you to enter the channel to be imported – type the channel number and press [Enter] – then a proportion (percentage) by which the levels in that channel are to be multiplied. If the proportion for a channel is 100 percent, just press [Enter]; otherwise, type the percentage and press [Enter].

Depending on how many channels are to be imported, these last two prompts will be repeated: channel to import (source channel), proportion to be applied to it.

The channels imported are not required to be consecutive or in numerical order.

After selecting the source channels, enter the destination channel. This is the channel in the current show which is to receive the combined levels of the source channels.

The source channels, after they have been multiplied by their various proportions, can be combined in a variety of ways. The next prompt will ask you to select the method for combining the channels. The choices are:

Hi:	Selects the highest level among the source channels, per cue
Low:	Selects the lowest level in the source channels, per cue
Avg:	Computes the average (mean) of the levels in the source channels, per cue
Sum:	Computes the sum of the levels in the source channels, per cue
Avg of nonzero levels:	Computes the average (mean) of the nonzero levels in the source channels, per cue
Low nonzero:	Selects the lowest of the nonzero levels in the source channels, per cue level

Note: The imported levels destroy the levels previously stored in the destination channel.

You may want to go ahead and do the command en masse, or you may want to confirm the values on at a time as they are imported. The next prompt asks you whether you want to confirm the values. If yes, type [Y] and press [Enter]. If no, just press [Enter].

If you ask to confirm the values, a window appears on the screen that displays, a cue at a time, the levels in the source channels, the proportion for each source channel, the source levels after multiplication by their various proportions, and the new, combined level imported into the destination channel.

To accept an imported level, press [Enter]. To change the level, just type in the new value. To accept all remaining levels, press [Esc].

Note: Worksheets remain visible behind the window. You can move freely among the worksheets and scroll around in them with the direction keys while you are going through the confirmation process. This flexibility lets you examine the context before you decide whether to accept or modify a particular level.

To move the Channel Editor window around the screen, so you can view the worksheet, press the direction keys while holding down [Shift].

Note: This command is intended to be used in situations where the source show has the same number of cues as the current show.

If the source show and the current show have different cue lists, a warning message is produced and you are asked whether you want to continue.

If you elect to go ahead with the command, the channel levels will be imported blind. In other words, they will be written into consecutive cues without regard to cue number. You will, however, be given the opportunity to specify the starting cue number into which levels will be written.

Import and Split a Channel

Use the Import and Split a Channel command to extract a channel from another show, to split that channel into several channels by applying proportions (percentages to the levels, and to copy the resulting levels into a set of channels in the current show.

It is a Channel Editor command ([F8]), so it can be executed in the Cue Worksheet, Track Sheet, or Cue/Channel Spreadsheet.

A channel may be split into up to 5 channels, not necessarily consecutive, at a time.

You can import the levels en masse, or you can ask that the values be displayed, a cue at a time, to let you override or accept them at your discretion.

To initiate the command, go to any cue-editing worksheet and press the [F8] key while holding down [Shift].

You will be prompted to enter the filename for the show from which the channel is to be extracted. This show is called the source show.

The screen will display the Default Show Directory and a list of shows in that directory. Select a show from the list.

Type in the filename and press [Enter].

The filename can include a drive and/or path name, if desired. Otherwise, the file is assumed to reside in the Default Show Directory.

Note: There is nothing to prevent the source show from being a previously saved copy of the show you are editing. This gives you a way of splitting channels within a show.

Next, you will be prompted for the number of the channel to be imported (the source channel) and the number of channels (i.e., **how many: 1 to 5**) into which the source channel is to be split.

The succeeding prompts will first ask you to enter the channel to receive imported levels (i.e., a destination channel) – type the channel number and press [Enter] – then, it will ask for a proportion (percentage) by which the imported levels in that channel are to be multiplied to produce the levels for the destination channel. If the proportion for a channel is 100 percent, just press [Enter]; otherwise, type the percentage and press [Enter].

Depending on how many destination channels are involved, these last two prompts will be repeated: destination channel number, proportion used to produce it.

The destination channels are not required to be consecutive, or in numerical order.

Note: The imported levels destroy the levels previously stored in the destination channels.

You may want to go ahead and do the command en masse, or you may want to confirm the values one at a time as they are imported. The next prompt asks you whether you want to confirm the values. If yes, type [Y] and press [Enter]. If no, just press [Enter].

If you ask to confirm the values, a window appears on the screen that displays, a cue at a time, the level in the source channel, the proportions used to produce the destination levels, and the new, proportional levels imported into the destination channels.

To accept a level, press [Enter]; to accept all levels for the cue (which is faster than doing the levels one at a time), press [Enter] while holding down [Ctrl]. To change a level, just type in the new value. To accept all remaining values, press [Esc].

Note that the worksheets remain visible behind the window. You can move freely among the worksheets and scroll around in them with the direction keys while you are going through the confirmation process. This flexibility lets you examine the context before you decide whether to accept or modify a particular value.

To move the Channel Editor window around the screen, so you can view the worksheet, press the direction keys while holding down [Shift].

This command is intended to be used primarily in situations where the source show has the same number of cues, with the same cue numbers, as does the current show - for example, in adapting the source show to a new venue.

If the source show and the current show have different cue lists, a warning message is produced and you are asked whether you want to continue.

If you elect to go ahead with the command, the channel levels will be imported blindly. They will be written into consecutive cues without regard to cue number.

You will, however, be given the opportunity to specify the starting cue number into which levels will be written.

Import Channels

Use the Import Channels command to extract the levels from a set of channels in another show and copy them into a set of channels in the current show. (To copy channels within the same show, see the Copy Channels command).

It is a Channel Editor command ([F8]), so it can be executed in the Cue Worksheet, Track Sheet, or Cue/Channel Spreadsheet.

Up to 5 channels, not necessarily consecutive, may be imported at a time.

You can specify a proportion (percentage) to be applied to all levels as they are imported.

You can import en masse, or you can ask that the values be displayed, a cue at a time, to let you override or accept them at your discretion.

To initiate the command, go to any cue-editing worksheet and press [F6] while holding down the [Shift] key.

You will be prompted to enter the filename for the show from which the channels are to be extracted. This show is called the Source show.

The screen will display the Default Show Directory and a list of shows in that directory. Select a show from the list.

Type the filename and press [Enter].

The filename can include a drive and/or path name. If not, the file is assumed to be in the Default Show Directory.

Next, you will be prompted for the number of channels (i.e., **how many: 1 to 5**) to be imported. Type the number and press [Enter].

The succeeding prompts will ask you to enter the channel to be imported, then the channel into which it is to be copied.

Depending on how many channels are to be imported, these last two prompts will be repeated: channel to import (source channel), channel to copy to (destination channel).

Neither set of channel numbers is required to be consecutive, or in numerical order.

After the channel numbers, a proportion is entered. This is a percentage by which all imported levels are multiplied. To import the levels without change (i.e., to use a proportion of 100 percent), just press [Enter].

Note: The imported levels destroy the levels previously stored in the destination channels.

You may want to go ahead and do the command all at once, or you may want to confirm the values one at a time as they are imported.

The next prompt asks you whether you want to confirm the values. If yes, type [Y] and press [Enter]. If no, just press [Enter].

If you ask to confirm the values, a window appears that displays, a cue at a time, the levels the channels had in the source show and the new levels in the destination channels.

To accept an imported level, press [Enter]; to accept all imported levels for the cue (which is faster than doing the levels one at a time), press [Ctrl/Enter]. To change a level, just type in the new value. To accept all remaining levels, press [Esc].

The worksheets remain visible behind the window. You can move freely among the worksheets and scroll around in them with the direction keys while you are going through the confirmation process. This flexibility lets you examine the context before you decide whether to accept or modify a particular level.

To move the Channel Editor window around the screen so you can view the worksheet, press the direction keys while holding down the [Shift] key.

Note: This command is intended to be used in situations where the source show has the same number of cues as the current show.

If the source show and the current show have different cue lists, a warning message is produced and you are asked whether you want to continue.

If you elect to go ahead with the command, the channel levels will be imported blindly, i.e., they will be written into consecutive cues without regard to cue number.

You will, however, be given the opportunity to specify the starting cue number into which levels will be written.

impORT (cues)

Use the impoRT command in the cue-editing worksheets to extract a range of consecutive cues from another show and include them in the show you are currently editing. This feature allows you to renumber the cues in the process.

You can import all channels or any range of consecutive channels.

You can elect to import channel levels only or to import the channels along with the fade types, fade times, links and delays for the cues. If links are imported, ETCedit does its best to modify the link numbers to reflect cue renumbering.

To initiate, type [R][T] in any cue-editing worksheet.

You will be prompted to enter various parameters required by the command. If you press [Esc] at any step along the way, the command is cancelled without importing the cues. There are a number of steps, but the prompts will lead you through.

The steps are:

1. Enter the filename of the show from which the cues are to be imported – the source show. The screen will display the current Default Show Directory and a list of shows in the directory. Select the source show from this list. Type in the filename and press [Enter]. The filename can include a drive and/or path name to select a source show that resides in a directory other than the Default Show Directory.

Note: The source show must have been loaded previously via the Load a Show from an ETC Console Disk command. That is, it is not taken directly from an ETC console disk.

2. Enter the number of the first cue to be imported. Use the number the cue has in the source show, not the number it will have after it is imported. Type the number and press [Enter].
3. Enter the number of the last cue to be imported. Again, use the number the cue has in the source show. If only one cue is to be imported, just press [Enter].
4. Enter the number to be assigned in the current show (the destination show) to the first cue imported.

The decimal place (if any) of this number is required to agree with the decimal place (if any) of the first cue to be imported. The spacing of the numbers of the imported cues is maintained.

For example, suppose the following is a portion of the list of cue numbers for the source show: 10, 11, 12, 12.2, 12.3, 12.5, 13, 14, and 15 and suppose the cues in the range 11-14 are imported to start at cue 25. The imported cues will automatically be assigned the following cue numbers: 25, 26, 26.2, 26.3, 26.5, 27, and 28. If cues with these numbers already exist in the destination show, they will be replaced. If not, they will be added.

5. Enter [Y] or [N] (yes or no) to indicate whether fade types, fade times, link numbers, and link delays are to be imported along with the channel levels for the cues.

If you answer [N], the default values are used for cues that are added, and the existing values are left intact for cues that already exist.

If you answer [Y], ETCEdit does its best to renumber the links, as appropriate. For example, suppose two cues are imported, and in the source show the cues and their links are as follows:

Cue Link 2 3 3 4

Suppose further that cue 2 is to be imported as cue number 100 in the destination show. In the destination show, then, the imported cues will look like this:

Cue Link 100 101 101 **

The link for cue 2 is automatically changed to the new cue number for cue 3, but since cue 4 was not imported, no link can reasonably be assigned for cue 3. In such a case, ETCEdit clears the link and displays a warning message.

Similarly, suppose an existing cue in the current show is linked to cue 100 or 101. Its link is now questionable, since new cues 100 and 101 have just been imported. ETCEdit clears the questionable link and produces a warning message.

In either case, the cleared links show up as asterisks in the Cue/Channel Spreadsheet's tiMescreeN display, so you can locate them and fix them up by hand with the Link command.

6. You can elect to import all channels for the cues, or a range of consecutive channels.

If you are importing all channels, you can just press [Enter].

If you are importing a range of channels, type the starting channel number and press [Enter]. Use the number the channel has in the source show. (In a moment, you will have the option of renumbering it in the destination show.)

7. If you are importing all channels for the cues, there are no more parameters to enter and the cues will be imported at this point.

If, however, you are importing a range of channels, you will be prompted to enter the number of the last channel in the range. Use the number the channel has in the source show.

If you are importing only one channel, just press [Enter].

8. When importing a range of channels (as opposed to all the channels in the show), you may elect to renumber them, i.e., to import them into a different range of channel numbers in the destination show.

Enter the channel number to be given to the first imported channel.

Of course, this number is allowed to be the same as the number used in the source show. In that case, you can just press [Enter].

impORT (softpatch)

Use the impoRT command in the Softpatch Worksheet to extract the dimmer softpatch from another show and import it into the show you are currently editing.

To initiate the command, go to the softpatch worksheet and type [R][T].

The screen will display the current Default Show Directory and a list of shows in the directory. Select the source show from this list.

Type in the filename and press [Enter].

The filename can include a drive and/or path name to select a source show that resides in a directory other than the Default Show Directory.

Note: The source show must have been loaded previously via the Load a Show from an ETC Console Disk command. That is, it is not taken directly from an ETC console disk.

impORT (submasters)

Use the impoRT command in the Submaster Spreadsheet to extract the submaster levels and submaster timed fades from another show and import them into the show you are currently editing.

To initiate the command, type [R][T] in the submaster spreadsheet.

The screen will display the current Default Show Directory and a list of shows in the directory. Select the source show from this list.

Type in the filename and press [Enter].

The filename can include a drive and/or path name to select a source show that resides in a directory other than the Default Show Directory.

Note: The source show must have been loaded previously via the Load a Show from an ETC Console Disk command. That is, it is not taken directly from an ETC console disk.

Importing the softpatch from Lightwright

Many designers with PCs use the Lightwright program (formerly ALD/Pro) from Rosco Laboratories, Inc., to enter paperwork information prior to actually programming a show into a console.

Until now, such designers have been forced to type the softpatch information twice: once into Lightwright and a second time into the console.

With ETCEdit, however, the patch information can be taken directly from a Lightwright export file.

The procedure is the following:

In Lightwright, enter the patch information, then use the Export Softpatch feature to export the patch information to a file with filename extension .TXT (e.g., MYSHOW.TXT).

Then, in ETCEdit use the Utility Menu command Import a Show from a Text File ([F8]) to import the patch information. This gives you a show with nothing but patch information filled in.

You can enter the show information directly into this show if you like. Alternatively, you can save the show via the saVe command, then import the patch from it later via the impoRT command in the Softpatch Worksheet.

Insert Channels

The Insert Channels command lets you insert one or more channels into all cues in the current show. Existing channels are shifted over and renumbered to make room for the inserted channels.

Insert Channels is a Channel Editor command ([F8]), so it can be executed in the Cue Worksheet, Track Sheet, or Cue/Channel Spreadsheet.

To initiate the command, go to any cue-editing worksheet and press [F3] while holding down the [Shift] key.

You will be prompted to enter the number of channels (i.e., how many: 1 or more) to be inserted. Type the number and press [Enter].

You will then be prompted to enter the channels at which the channels are to be inserted. Type the channel number and press [Enter].

For example, suppose your show is customized for 150 channels and you insert 3 channels at channel 10.

Channels 10-147 and their levels are copied into channels 13-150, and 3 clear channels are inserted as channels 10-12. The levels that used to be in channels 148-150 are thrown away.

To clear channels without insertion, see the Clear Channels command.

Kopy

Use the Kopy command to copy a range of consecutive cues to another range of cues within the current show.

You can copy all channel levels for the cues or any range of consecutive channels, and renumber them.

You can elect to copy just the channel levels or to copy the channels with their fade types, links and delays. If links are copied, ETCEdit does its best to modify the link numbers to reflect cue renumbering.

To initiate the command, go to any cue-editing worksheet and press [K].

You will be prompted to enter various parameters required by the command. If you press [Esc] at any step along the way, the command is cancelled without copying any cues.

The steps to be followed are:

1. Enter the first cue to be copied (i.e., the first source cue). Type the number and press [Enter].
2. Enter the last cue to be copied. If only one cue is to be copied, just press [Enter].
3. Enter the first cue to which the cues are to be copied (i.e., the first destination cue).

The decimal place (if any) of this number is required to agree with the decimal place (if any) of the first cue being copied - unless you are copying only one cue.

The spacing of the numbers of the copied cues is maintained. For example, suppose the following is a portion of the list of cue numbers for your show: 10, 11, 12, 12.2, 12.3, 12.5, 13, 14, and 15 and suppose the cues in the range 11 through 14 are copied to cue 25. The destination cues will have the following cue numbers: 25, 26, 26.2, 26.3, 26.5, 27, and 28. If cues with these numbers already exist, they will be replaced. If not, they will be added.

4. Enter [Y] or [N] (yes or no) to indicate whether fade types, fade times, link numbers, and link delays are to be copied along with the cues.

If you answer [N], the fade type, etc., of a destination cue are not altered if the destination cue already exists. If the destination cue does not exist, it is added and given the default fade type, times and so on.

If you answer [Y], ETCEdit does its best to renumber the links, as needed. For example, suppose the following two cues are to be copied:

Cue	Link
2	3
3	4

Suppose further that the first destination cue is cue 100. After the cues have been copied, the destination cues will be linked as follows:

Cue	Link
100	101
101	**

Since cue 4 was not copied, no link could reasonably be assigned for destination cue 101. In such case, ETCEdit clears the link and displays a warning message.

Similarly, suppose an existing cue had already been linked to cue 100 or 101. Its link is now questionable, since new cues 100 and 101 have just been imported. ETCEdit clears the questionable link and produces a warning message.

In either case, the cleared links show up as asterisks in the Cue/Channel Spreadsheet's tiMescreen display, so you can locate them and fix them by hand with the Link command.

5. You can elect to copy all channels for the cues, or a range of consecutive channels.

To copy all channels, press [Enter].

To copy a range of channels, type the starting channel number and press [Enter].

6. If you are copying all channels for the cues, there are no more parameters to enter and the cues are copied at this point.

If, however, you are copying a range of channels, enter the number of the last channel in the range.

7. When copying a range of channels (as opposed to all the channels in the show), you may elect to assign the levels to a different range of channel numbers in the new cues.

To do so, enter the channel number to be given the first copied channel.

Of course, this number may be the same as the number used in the original cues, in which case just press [Enter].

Link

The Link command acts like the [Link] button on ETC consoles.

Use the Link command in the cue/channel spreadsheet to set up one cue to link to another cue automatically.

Use the Que command to select the cue or cues whose links you want to edit, then press [L] to initiate the Link command.

The tiMescreen display (fade types, fade times, links, and delays) automatically comes to the screen.

You will be prompted to enter the cue to which the selected cue is to be linked. Type the cue number and press [Enter].

If more than one cue is selected, you will be prompted to enter their links one at a time, in succession. In the Link column of the tiMescreen display, the currently selected entry blinks on the screen to indicate where you are in the list.

You will then be prompted to enter the delay. The delay is the time between the start of the cue being linked from and the start of the cue being linked to.

Typically it is equal to the upfade time for the former cue, so that the latter cue starts exactly at the end of the fade for the former cue. Of course, you can set a different delay time if you want.

The current delay time is displayed after the prompt. To accept this value, just press [Enter]. Otherwise, type the new delay time and press [Enter].

The time can be expressed in a variety of ways, for example: 3 (3 seconds), 3.2 (3.2 seconds), 25 (25 seconds), or 130 (1 minute and 30 seconds).

As mentioned above, if you are editing several cues at once, you will be prompted for their links individually. Look for the blinking link entry in the Link column of the tiMescreen display.

Note: The delay time you enter will apply to all the selected cues. Hence, if you want to enter different delay times for a set of cues you must edit the cues separately.

List the Show Directory

The List the Show Directory command displays a list of all the shows currently stored in the Default Show Directory.

To initiate the command, go to the File Menu and press [F3].

The following items are displayed for each show:

- Show name
- Filename
- Size (size of the file in bytes)
- Last modified (date and time when the show was last modified by ETCEdit)
- Notes (first 21 characters of the descriptive text for the show)
- In addition, the space remaining on the disk is displayed.

Load a Show from an ETC Console Disk

An ETC console disk is a 3.5-inch disk formatted for use by an ETC console.

The first step in editing a show recorded on an ETC console disk is to load the show into your computer, converting it into a format that your computer can use (DOS format). This step is performed via the command: Load a Show from an ETC Console Disk.

To initiate the command, go to the File Menu and press the [F6] key.

You will be prompted to indicate the disk drive you will be using. Type [A] or [B] as appropriate for your computer and press [Enter].

You will be prompted next to enter the show type. The choices are:

1. Impression, Insight, Expression, and Concept 500
2. Vision
3. MicroVision FX

Enter the number for the show type and press [Enter].

The screen will then display a list of show numbers for shows recorded on the disk. Type the number of the show you want to load and press [Enter].

Next, you must enter the filename of the destination file, i.e., the file into which the show is to be loaded. Type the filename and press [Enter].

The destination file will automatically be placed in the Default Show Directory, unless you explicitly include a drive and/or path name in the filename.

After the show has been copied, you are prompted for the show name. The show name consists of up to 20 alphanumeric characters. It is used to help you document the show's contents. Type the name and press [Enter]. If you want to change the show name later you can use the Utility Menu command Edit Show Name.

You are then prompted to indicate if you want to enter descriptive text for the show. The descriptive text is a page of notes that is saved with the show file. Use it to document what you are doing. The first 21 characters of this text will appear in the notes column when you use the List the Show Directory command.

If you want to enter some descriptive text, type [Y] and press [Enter]. Otherwise, just press [Enter].

If you elect to enter the descriptive text, the screen is cleared and you can begin to type the text. Simple editing functions are available to you, please see the discussion in the section *Edit Descriptive Text for Show* in this *Reference Guide*.

When you have finished typing, press [Esc]. You can change or add to the descriptive text later by using the Utility Menu command Edit Descriptive Text for Show.

After a show has been loaded, open it for editing by using the command Edit a Show.

Macros in ETCEdit

The Macro and Designer Graphic Tablet features of Insight, Expression and Concept 500 consoles are not currently supported by ETCEdit.

That is, macros and Designer's Graphic Tablet regions cannot be created or edited in ETCEdit.

However, if a show containing macros or regions is loaded into ETCEdit, edited and recorded back onto a disk for input into an Insight, Expression or Concept 500 console, the macros and regions will be preserved intact.

minUs

Use the minUs command to make a selected submaster an inhibitive submaster inhibiting the currently selected channels.

First use the Sub command to select the submaster you want to make inhibitive, then use the Chan command (together with aNd and Thru, as needed) to select the channels you want the submaster to inhibit, then press [U].

If a submaster has previously been recorded as a pile-on submaster with levels in some channels, those levels will be cleared when the minUs command is executed.

Note: Imagine submasters 1-12 and Insight submasters 37-108 cannot be inhibitive.

To change the submaster back into a pile-on submaster, use the piLe-on command.

Naming cues, groups, submasters, and shows

ETCEdit allows you to assign alphanumeric names to cues, groups, submasters, and shows. Cue, submaster, group, and show names can consist of letters, numbers or the symbols #, %, &, *, (,), +, ', -, [,], /, as well as the comma and period.

Naming cues

Cue names may consist of up to 25 characters. Follow these steps to name a cue:

1. From the Main Menu, press either [F3], Cue Worksheet, or [F5], Cue/Channel Spreadsheet.
2. Press [Q], Cue, then type the desired cue number, and press [Enter].
3. Press [X], Text, then enter cue name, and press [Enter]. The cue name is displayed in the upper right corner of the display screen.

Naming submasters

Submaster names may consist of up to 10 characters. Follow these steps to name a submaster:

1. From the Main Menu, press [F6], Submaster spreadsheet.
2. Press [S], Submaster, then enter the desired submaster number, and press [Enter].
3. Press [X], Text, enter the desired submaster name, and press [Enter].

Note: To display a complete list of submaster names, press [F6], Submaster spreadsheet; then press [X], Text, without selecting a submaster. The first 18 submasters are displayed initially. Use [PgDn] and [PgUp] or the up and down arrow keys to display remaining submasters. Press [X] again to remove the list.

Naming groups

Group names may consist of up to 25 characters. Follow these steps to name a group:

1. From the Main Menu, press [Ctrl/F3], Group worksheet.
2. Press [S], Select group, then enter the desired group number, and press [Enter].
3. Press [X], Text, then enter group name, and press [Enter]. The group name is displayed in the upper right corner of the display screen.

Naming shows

Show names may consist of up to 25 characters. Follow these steps to name a show:

1. From the Main Menu, press [F9], Utility menu.
2. Press [F6], Edit show name, then enter show name, and press [Enter]. The show name is displayed when you display the show directory. It is displayed on the control console display screen when you load the show to an Expression-line console.

Note: Naming your show and naming the file in which it is contained are not the same. The naming conventions for shows are described above; file names must conform to DOS file naming conventions.

piLe-on

Use the piLe-on command to make a selected submaster a pile-on submaster (as opposed to an inhibitive submaster).

Submasters are pile-on submasters by default, so the piLe-on command is needed only if the submaster in question was previously made into an inhibitive submaster via the minUs command.

To execute the piLe-on command, use the Sub command to select the submaster, then press [L]. You do not have to select any channels first. The submaster's type is changed to pile-on and all channels are cleared.

Now, to set channel levels for the submaster, select it and edit in the usual way using Chan, At, and so on.

To see whether a submaster is currently a pile-on submaster or an inhibitive submaster, use the tiMescreen command to bring the submaster type to the screen.

Print Cue Sheet

To print the fade type, fade times, links, and delays for a cue or range of consecutive cues in the current show, use the Print Cue Sheet command.

(To print channel levels as well, use the Print Cues command.)

To initiate the command, go to the Print Functions menu and press [F7].

You will be prompted to enter the first cue to print. Type the cue number and press [Enter].

You will then be prompted for the last cue to print. If you are printing only one cue, just press [Enter]. Otherwise, type the number and press [Enter].

The printer is expected to be a parallel printer connected to the first parallel port (LPT1:), unless you specified the second printer port (LPT2:) during the installation procedure. For more information, please see the ETCEdit Installation Notes. To use a serial printer instead, see the DOS manual for a description of how to use DOS's Mode command to redirect output from LPT1: to a serial port (COM1: or COM2:).

To quit printing after it has begun, press [Esc].

Note: The show currently being edited is printed.

Print Cue/Channel Spreadsheet

As you know, the Cue/Channel Spreadsheet displays channel levels for cues in a spreadsheet format.

To print, for the current show, a range of consecutive channels-by-cues in the same sort of spreadsheet format, use the command Print Cue/Channel Spreadsheet.

To initiate the command, go to the Print Functions menu and press [F8].

You will be prompted to enter the first cue to print. Type the cue number and press [Enter]. To print all cues, type [0]. To quit without printing, press [Esc]. If you are not printing all the cues, you will be prompted for the last cue to print. Type the number and press [Enter]. To quit without printing, press [Esc].

You will then be prompted for the first channel to print. Type the channel number and press [Enter]. To print all channels, type [0]. To quit without printing, press [Esc]. If you are not printing all channels, you will be prompted for the last channel to print. Type the channel number and press [Enter].

The printer is expected to be a parallel printer connected to the first or second parallel port (LPT1: or LPT2:). To use a serial printer instead, see the DOS manual to learn how to use DOS's Mode command to redirect output from LPT1: to a serial port (COM1: or COM2:).

To quit printing, press [Esc].

Note: The show currently being edited is printed.

Print Cues

To print the channel levels, fade types, fade times, links and delays for a cue or range of consecutive cues in the current show, use the Print Cues command.

(To print just fade type, fade times, links, and delays without channel levels, use the Print Cue Sheet command.)

To initiate the command, go to the Print Functions menu and press [F3].

You will be prompted to enter the first cue to print. Type the cue number and press [Enter]. To quit without printing, press [Esc] instead. You will be prompted for the last cue to print. If you are printing only one cue, you can just press [Enter]. Otherwise, type the number and press [Enter]. To quit without printing, press [Esc].

You will then be asked whether you want to print only the changed levels in each cue. If yes, press [Y]. If no, press [N].

The printer is expected to be a parallel printer connected to the first parallel port (LPT1:), unless you specified the second printer port (LPT2:) during the installation procedure. For more information, please see the ETCEdit Installation Notes. To use a serial printer instead, see the DOS manual for a description of how to use DOS's MODE command to redirect output from LPT1: to a serial port (COM1: or COM2:).

To quit printing, press [Esc].

Note that it is the show currently being edited that is printed.

Print Differences Between Two Shows

Use the Print Differences Between Two Shows command to automatically determine and either print or display on the screen the differences between two versions of a show.

All differences in cues, submaster and softpatch are displayed. This command provides a means for documenting changes made during a rehearsal or in an ETCEdit editing session.

To initiate the command, go to the Print Functions menu and press [F9].

You will be prompted to enter the filename for the first show. Type the filename and press [Enter].

You will then be prompted to enter the filename for the second show. Type the filename and press [Enter], or press [Esc] to quit.

You are then given the option of sending the output to the screen instead of the printer. To send the output to the screen, type [Y] and press [Enter]. Otherwise, just press [Enter].

Stand by while the shows are compared. This may take several minutes.

It is intended that the two shows compared are fairly similar versions of the same show. If you execute this command using two radically different shows, expect a lot of output!

If you are in the midst of editing a show, you must save it first before executing the Print Differences command. Otherwise, your changes will be lost. (ETCEdit will warn you.)

The printer is expected to be a parallel printer connected to the first parallel port (LPT1:), unless you specified the second printer port (LPT2:) during the installation procedure. For more information, please see *Chapter 2, Getting started*. To use a serial printer instead, see the DOS manual for a description of how to use DOS's MODE command to redirect output from LPT1: to a serial port (COM1: or COM2:).

To quit printing, press [Esc].

Print Softpatch

Use the Print Softpatch command to print the dimmer-to-channel softpatch assignments in the current show.

To execute the command, go to the Print Functions menu and press [F6].

The printer is expected to be a parallel printer connected to the first parallel port (LPT1:), unless you specified the second printer port (LPT2:) during the installation procedure. For more information, please see *Chapter 2, Getting started*. To use a serial printer instead, see the DOS manual for a description of how to use DOS's Mode command to redirect output from LPT1: to a serial port (COM1: or COM2:).

To quit printing, press [Esc].

Note: It is the show currently being edited that is printed.

Print Submasters

Use the Print Submasters command to print, for a submaster or a range of consecutive submasters in the current show, the channel levels, submaster type and times for the submaster timed fades, if any.

To initiate the command, go to the Print Functions menu and press [F4].

You will be prompted to enter the first submaster to print. Type the submaster number and press [Enter]. To quit without printing, press [Esc].

You will then be prompted for the last submaster to print. If you are printing only one submaster, just press [Enter]. Otherwise, type the number and press [Enter]. To quit without printing, press [Esc].

The printer is expected to be a parallel printer connected to the first parallel port (LPT1:), unless you specified the second printer port (LPT2:) during the installation procedure. For more information, please see *Chapter 2, Getting started*. To use a serial printer instead, see the DOS manual for a description of how to use DOS' MODE command to redirect output from LPT1: to a serial port (COM1: or COM2:).

To quit printing, press [Esc].

Note: The show currently being edited is printed.

Print Tracksheet

To print the levels, across all cues in the current show, for a channel or range of consecutive channels, use the Print Tracksheet command.

To initiate the command, go to the Print Functions menu and press [F4].

You will be prompted to enter the first channel to print. Type the channel number and press [Enter]. To quit without printing, press [Esc].

You will then be prompted for the last channel to print. If you are printing only one channel, you can just press [Enter]. Otherwise, type the number and press [Enter]. To quit without printing, press [Esc].

The printer is expected to be a parallel printer connected to the first parallel port (LPT1:), unless you specified the second printer port (LPT2:) during the installation procedure. For more information, please see *Chapter 2, Getting started*. To use a serial printer instead, see the DOS manual for a description of how to use DOS's Mode command to redirect output from LPT1: to a serial port (COM1: or COM2:).

To quit printing, press [Esc].

Note: The show currently being edited is printed.

Que

The Que command is used like the [Cue] button on ETC consoles.

Use the Que command to select a cue.

ETCEdit differs from ETC consoles in that ETCEdit lets you use the aNd and Thru commands in connection with Que to let you select a collection of cues for simultaneous editing.

To initiate the command, go to any cue-editing worksheet and press [Q].

You will be prompted to enter a cue number. If you want to edit a single cue, or view it on the screen, type the cue number and press [Enter].

If you want to edit several cues at once, you can use [N] (for aNd) and [T] (for Thru) in a way similar to the use of the [And] and [Thru] buttons on an ETC console.

Suppose, for example, you want to edit cues 5 through 10 and 12. Type:

5 T 10 N 12

When you select several cues at once, the changes you enter apply to all the cues. If you want to make different changes to different cues, you must select them separately.

Selecting a nonexistent cue(s) causes the cue(s) to be added automatically.

To de-select the selected cue(s), do one of the following:

- Select a new cue or cues
- Press [Esc]
- Press [Enter] twice

saVe

In the course of an editing session you will probably want to save your changes from time to time into a file on the computer's hard disk. Do this by executing the saVe command.

To initiate the command, go to any worksheet and press [V].

You will then be prompted to enter the filename for the show. Type in the filename and press [Enter].

If the current show already has a filename, that name is automatically supplied following the prompt. To use this filename again, just press [Enter]. Otherwise, type in a new filename and press [Enter].

The file will be placed automatically in the Default Show Directory unless you explicitly include a drive and/or path name in the filename.

Once the show has been saved, it can be recorded onto an ETC console disk for input directly into an ETC console. Use the command Store a Show on an ETC Console Disk.

The saVe command is the same as the Save Current Show command in the File Menu.

Save Current Show

When you are done editing a show, save it by executing the Save Current Show command.

To initiate the command, go to the File Menu and press [F5].

You will be prompted then to enter the filename for the show. Type in the filename and press [Enter].

If the current show already has a filename, that name is automatically supplied following the prompt. To use this filename again, just press [Enter]. Otherwise, type in a new filename and press [Enter].

The file will be placed automatically in the Default Show Directory, unless you include a drive and/or path name in the filename.

Once the show has been saved, it can be recorded onto an ETC console disk for input directly into an ETC console. Use the command Store a Show on an ETC Console Disk.

The Save Current Show command in the File Menu is the same as the saVe command in the editing worksheets.

Store a Show on an ETC Console Disk

An ETC console disk is a 3.5-inch disk formatted for use by an ETC console.

To record a show onto an ETC console disk for input directly into an ETC console, use the command Store a Show on an ETC Console Disk.

To initiate the command, go to the File Menu and press [F7].

You will be prompted to enter the drive name for the disk drive you will be using for the ETC console disk. Type [A] or [B] as appropriate for your computer and press [Enter].

You will be prompted next to enter the show type. The choices are:

1. Impression, Insight, Expression, and Concept 500
2. Vision
3. MicroVision FX

Type the show type and press [Enter].

Note: You can load a show from one type of ETC console disk and store it on another type.

For example, you can load a MicroVision FX show and store it as an Expression show. This gives you a simple mechanism for converting a show for use in a different type of ETC console.

Next, you must select the show number the show will have on the disk. A list of possible show numbers will be displayed on the screen, indicating for each show number whether or not a show is currently recorded under that number on the disk. Type the show number you have selected and press [Enter].

The screen will display the current Default Show Directory and a list of shows currently in the directory.

The final prompt is for the name of the source file. Type in a filename from the list, and press [Enter].

You can enter a filename not on the list (i.e., the name of a file in another directory or disk drive) by including a drive and/or path name in the filename. This lets you take a file directly from a DOS-format floppy disk, for example.

Note: Before a show can be recorded onto an ETC console disk, it must have been saved via the saVe command or the Save Current Show command in the File Menu.

Also an ETC console disk must be formatted before you can store a show on it. This formatting can be done either on the ETC console or via ETCEdit. See the command Format an ETC Console Disk.

Moreover, the format must be consistent with the type of console for which the show is destined. You cannot mix formats on a disk. For example, you cannot store a MicroVision FX show and an Expression show on the same disk.

Sub

The Sub command acts like the [Sub] button on ETC consoles.

Use the Sub command to select a submaster for editing or to specify a submaster number to use as a group. (For details on the latter usage, see the Group command.)

To select a submaster, press [S] in the submaster spreadsheet. You will be prompted to enter a submaster number. Type the number and press [Enter].

A submaster must be selected before you can modify its channel levels, fade times and so on.

To de-select the selected submaster, do one of the following:

- Select a new submaster
- Press [Esc]
- Press [Enter] twice

Subroutines in ETCEdit

The *Expression*-line subroutine function is not supported by ETCEdit.

However, if a show containing subroutines is loaded into ETCEdit, edited and recorded back onto a disk for input into an *Expression*-line console, the subroutines will be preserved intact.

Text format for shows

A format has been defined in ETCEdit for storing shows in ordinary text files which can be used with other software, for example, a word processor program.

A show that is stored in ETCEdit text format will be called a text show.

ETCEdit can read text shows, and it can automatically convert any show into a text show.

This feature provides a bridge to other software packages that you may wish to use or create to manipulate shows.

Specifically, ETCEdit is capable of inputting directly the patch information generated by Rosco's Lightwright software.

Text shows must be given filenames with extension .TXT, i.e., filenames like:

SAMPLE.TXT

MYSHOW.TXT

SHOW123.TXT

Text shows are required to conform to a particular format.

The file must be a standard ASCII text file in DOS format, consisting of lines of text up to 80 characters long, each terminated by a carriage return or by a carriage return and a linefeed.

If you use a word processor, set it up to produce a pure ASCII file containing no special formatting characters.

The contents of the file are described below. An example is given, then some specifications. The specs are not meant to be formally rigorous – you will need to look at the example, too. It would probably be a good idea to glance at the example first, then read through the specs comparing them to the example.

The example below is included on the ETCEdit Install Disk.

```
SHOW      'Europera1'
DESCR     'Modified portion of John Cage Europera1 for Verona festival using ETCEdit and two ETC
          Expression consoles
SYSTEM    ;indicates Systems Setting statements
          ;will follow
FULL 100  ;superfluous since 100 is the default
FADE 00:05 ;superfluous since 00:05 is the default
TRACK ON  ;definitely not superfluous!
;-----
```

```

CUE 200      ;Specs for cue 200 will follow
              ;Cues must be in order here since
              ;TRACK is ON
TYPE XFAD    ;Statements for a cue (TYPE, UP,
              ;DOWN, etc) may be in any order.
UP 00:16     ;They are assumed to refer to the
WAIT 0       ;current cue until another CUE or
LINK 200.1   ;a SUB keyword is encountered
CHAN 1,27 35,27 37,27 51,FF 53,FF 62,24
CHAN 64,28 91,62 92,28 107,28 109,28
CHAN 119,27 121,27 123,28 124,27
              ;The channels can be in any order
;-----
CUE 200.1
UP 00:08
LINK 200.2
DELAY 00.8
CHAN 1,41 35,41 37,41 51,43 53,43 62,36 64,43
CHAN 92,43 107,43 109,43 119,41 121,41 123,43
CHAN 124,41 126,41
;-----
SUB 1        ;specs for submaster 1 will follow
TYPE PILEON  ;superfluous - PILEON is default
UP 00:02
WAIT 00:01
CHAN 1,FF,2,50 3,50
;-----
SUB 13
TYPE INHIBIT ;TYPE 1 would be sufficient
CHAN 13,IN
;-----
PATCH NONE  ;"clears" patch so we start
              ;with a clean slate
PATCH 13,1 17,2,50 21,3,50 25,4,FF
              ;FF in previous line is superfluous
PATCH 33,5 38,6 43,7 47,8

```

Statements and keywords

Each line of the file is a statement. Each statement begins with a keyword. Some statements consist of a keyword alone (e.g., SYSTEM), but most statements consist of a keyword followed by data. Keywords include:

SHOW	Show name (1-20 characters)
DESCR	Show description (1-1680 characters)
SYSTEM	System customization and default settings follow.
	CHAN Customize number of channels
	DIM Customize number of dimmers
	FULL Default full level
	UP Default upfade time
	DOWN Default downfade time
	CLEAR Default fader clear time
TRACK	Determines whether or not cue definitions assume tracking.
	ON Cue definitions assume tracking
	OFF Cue definitions do not assume tracking (default).
CUE	Cue number. Cue specification follows.
	TYPE Cue type:
	XFAD (Crossfade)
	ALLF (Allfade)
	EFCT (Effect)
	SUBR (Subroutine)
	UP Upfade time
	DOWN Downfade time
	WAIT Wait before starting downfade
	LINK Number of linked cue, if any
	DELAY Delay before starting linked cue
	CHAN Channel levels for cue (see explanation of TRACK keyword below)
SUB	Submaster number. Submaster specification follows.
	TYPE Submaster type:
	PILEON
	INHIBIT
	UP Upfade time (max=2 minutes)
	DOWN Downfade time (max=2 minutes)
	WAIT Wait before starting downfade (max=2 minutes or INFinite)
	CHAN Channel levels for submaster
PATCH	Softpatch assignments.

Comments	All text from a semicolon to the end of the line will be treated as comments. Comments can be inserted anywhere.
Show name and description	Text for the show name and description are enclosed in single quotes.
Times	Times are expressed in one of the following formats: MM:SS minutes and seconds (max=99:59) M:SS minutes and seconds SS.T seconds and tenths S.T seconds and tenths SS seconds S seconds
Type	Type statements need not be typed out in full; the first character is sufficient (e.g., X for XFAD).
Chan for cues	Chan statements for cues: Channel data, consisting of a list of pairs of numbers of the form <i>CCC,LL</i> where <i>CCC</i> is a channel number and <i>LL</i> is the intensity level for that channel (FF may be used for 'full'). Pairs are delimited by blanks. The number of pairs per line is arbitrary, up to the 80 character line limit.
Track	Two statements are defined for the TRACK keyword: TRACK OFF TRACK ON If track is OFF (the default), all nonzero channel levels must be specified in each cue. In other words, if a channel is set to a level in a cue, but is not set to any level in the following cue, it is assumed to be at level 0 in the latter cue. If track is ON, once a channel is set to a level in a cue it remains at that level until it is explicitly set in a subsequent cue. While track is ON, cues must be defined in numerical order in the text show. Track statements can appear anywhere in the file. For example, track can be turned ON for a particular sequence of cues, then turned OFF again, turned ON again later, and so on. The tracking status remains fixed until it is changed explicitly by a TRACK statement. TRACK affects cues only.

CHAN for Submasters CHAN statements for submasters are the same as for cues except that inhibited channels are indicated by:

IN

For example, CHAN 13,IN

PATCH PATCH statements: Softpatch data, consisting of a list of pairs of numbers of the form DDDD,CCC,LL or DDDD,CCC where DDDD is a dimmer number, CCC is the channel number for that dimmer and LL is the level for proportional patch (the defaults in 100 percent).

Also permitted:

PATCH DEFAULT to select the default softpatch.

The default softpatch assigns dimmers to channels in a one-to-one relationship. For example, if a show has 600 dimmers and 250 channels, the default softpatch assigns dimmers 1-250 to channels 1-250, respectively, dimmers 251-500 to channels 1-250, and dimmers 501-600 to channels 1-100.

Also permitted:

PATCH NONE to patch all dimmers to channel "0" - i.e., unassigned. This can be used, for example, to "clear" the softpatch before a series of explicit PATCH assignments for the dimmers actually used.

Order of statements Statements are processed in order, so a later line can override the effect of an earlier line. For example, the default full level can be changed midstream, in which case the later default will apply only to channel full levels that follow it in the text file.

Defaults Redundant statements, i.e., statements with default values, may be omitted. For example, the default TYPE for cues is XFAD, so the statement "TYPE XFAD" is unnecessary. Similarly, the default type for submasters is PILEON, the default DOWN time is the same as the UP time, the default CHAN level in a cue is 0 when TRACK is OFF, and so on.

The defaults are as defined for your ETC console.

Thru

The Thru command acts like the [Thru] button on ETC consoles.

Use the Thru command when specifying a range of cue, channel or dimmer numbers.

For example, to specify a range 5 through 10, type:

5 T 10

Thru can also be combined with aNd. For example, to specify numbers 5 through 10, 15 through 20, and 25, type:

5 T 10 N 15 T 20 N 25

tlme

The `tlme` command acts like the [Time] button on ETC consoles.

Use the `tlme` command to set the Upfade, Downfade and Wait times for a cue or submaster.

To initiate the command, select a cue, a collection of cues or a submaster, then press [I]. The `tlmescreen` display will be brought to the screen automatically.

You will be prompted to enter the Upfade time. The time may be expressed in seconds (i.e., 2), or seconds and tenths of seconds (i.e., 0.1 or 1.5), or minutes and seconds (i.e., 5:30).

The current Upfade time is shown following the prompt. To leave the time unchanged, press [Enter]. To change it, type the new time and press [Enter].

You will be prompted next for the Downfade time. If you just modified the Upfade time, the Downfade time is set to be the same as the Upfade. This default value is supplied automatically following the prompt. To accept it, just press [Enter]. To change it, type the new value and press [Enter].

The final prompt is for the Wait time. The current Wait time is shown following the prompt. To leave the time unchanged, just press [Enter]. To change it, type the new time and press [Enter].

tiMescreen

To display the fade types, times, links, and delays for cues, or the type and fade times for submasters, go to the Submaster Spreadsheet and use the tiMescreen command.

The tiMescreen command is a “toggle” (i.e., press [M] once to bring the tiMescreen display to the screen; press it again to return to the previous screen format).

tRAck

The tRAck command acts like the [Track] button on ETC consoles.

Use the tRAck command to record levels in an auto-tracking fashion.

For example, suppose that cues 5 through 10 have been recorded with channel 1 at 75 percent and cue 11 has been recorded with channel 1 at 50 percent.

Now suppose you edit cue 5 and change the level of channel 1 to 70 percent. If you still want channel 1 to remain constant (at the new level of 70 percent) in cues 5 through 10, track cue 5 by typing [R][A].

This causes the changes in cue 5 to be tracked through in all subsequent cues that formerly agreed with cue 5 in the modified channels, until a cue is encountered that had a different level recorded in the channel (i.e., cue 11 in our example).

Since tracking can cause modifications to many cues at once, you are prompted to confirm that you do indeed want to record with tracking. To go ahead, type [Y] for yes and press [Enter]. To bail out, type [N] and press [Enter], or just press [Enter].

An Allfade cue acts as a global stop to the tracking process. To create an Allfade cue, use the tYpe command.

The dittO command is used to track levels from the preceding cue.

tYpe

The tYpe command acts like the [Type] button on ETC consoles.

Use the tYpe command to specify a cue's fade type. Two types of fades are currently supported by ETCEdit: Crossfade (XFAD) and Allfade (ALLF).

To initiate the command, go to the cue/channel spreadsheet, select a cue or collection of cues and press [Y]. The tiMescreen display is automatically brought to the screen.

You will be prompted to enter the fade type. The choices are:

1. Crossfade
2. Allfade

Type the number and press [Enter].

If you have selected several cues at once, all of their types are changed.

To display the current cue types on the screen, use the tiMescreen command.

The default fade type is Crossfade. When a crossfade is played in a playback, the new cue fades in with the Upfade time recorded in the cue, and the previous contents of the playback fade out in the time recorded as the Downfade of the cue.

A cue can also be recorded as an Allfade. Allfades differ from crossfades in two ways. First, an Allfade treats every channel as if its level has changed from the previous cue. Hence, an Allfade acts as a "stop" for any tracked levels (see the tRack command). Second, when an Allfade is played back it causes a downfade in both playbacks.

You may load from an ETC console disk a show that uses Subroutine (SUBR) cues. In that event, ETCEdit preserves the cue's information, but ETCEdit currently does not permit such cues to be edited. If the show is written back to an ETC console disk, the SUBR cues will survive intact.

Undo

The Undo command is analogous to the [Rel] (Release) button on ETC consoles.

Use the Undo command to return the selected channels to the levels they had when the cue was selected.

To execute Undo, go to any cue-editing worksheet and press [U].

The first time you do so, the most recently selected channels are returned to their former levels. If you press [U] again, all previously selected channels are returned to the levels they had when the cue was selected.

Note: The Undo command cannot be used when more than one cue has been selected for editing.

Zero

Vision and MicroVision FX consoles differ from Impression, Expression, Insight, and Concept 500 consoles by making a distinction between explicit 0 percent levels (which we will call “hard” zeros) and clear levels (“soft” zeros).

Moreover, to block tracking in an Vision cue, you do not make it an Allfade cue, as you would in the other consoles. Instead, you enter hard zeros in the cue’s channels. The hard zeros block tracking.

The Zero command mimics this Vision function.

Use the Zero command to enter a hard zero in a channel.

If the show is subsequently recorded on a disk for an Expression, Concept 500, Impression, or Insight console, the hard zeros are treated like any other 0 percent level. If the show is recorded on a Vision disk, however, they act in the way a Vision user would expect.

The syntax for the Zero command is like the one used for the Full command, i.e., select the cue, select the channels, then type [A] [Z] or just [Z].

The Zero command should be used only for shows destined for a Vision or MicroVision FX console. Insight, Impression, Expression, and Concept 500 shows should use Allfade cues instead.

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