

microVision Fx

CHEAT SHEET

Patch dimmers to channels

In Patch display:
Enter dimmer number(s).
Can use [And] and [Thru] commands
Press Enter.
Enter channel number.
Press Enter.

To unpatch dimmers

In Patch display:
Enter dimmer number(s).
Can use [And] and [Thru] commands
Press Enter.
Enter channel (0)
Press Enter.

Setting channels at levels

Chan N At XX
Chan N Full
Chan N At {Wheel}
Chan N At [+] or [-]

Record a cue

Set channels at desired levels.
Press Record.
Enter the cue number.
Press Enter.

Changing fade time on a cue

Select Cue number
Press Time.
Enter upfade time
Press Enter.
Enter downfade time
If no difference from upfade, just press Enter
Press Enter.

Linking cues

Select first cue number
Press Link.
Select cue number to link to
Press Link.
Enter delay time if other than length of first
cue
Press Enter.

Delete a cue

In Blind display:
Select cue number to be deleted
Press Clear.
Press Record.

Record a submaster

Set channels at desired levels.
Press Record then Sub.
Enter the sub number.
Press Enter.
or
Press Record
Press the bump button of the sub where
you want the look recorded

Delete a submaster

In Blind display:
Press Sub
Enter the sub number to be deleted
Press Clear.
Press Record.

Save show to Disk

In Setup display:
Select Menu item 1, Write show to disk
Press Enter.
Select a show number (1 through 5).
Press Enter.



CHEAT SHEET

Chases

A chase is a lighting effect in which the currently loaded page of sub-masters are flashed in sequence to an output level you determine. Each chase step consists of a channel or group of channels recorded as a submaster.

Creating a chase

1. Press [Stage] and set the switch labeled **Light/Dark/Off** to **Off**.
2. Record the submasters you want to use as chase steps
3. Set the switch labeled **Forward/Reverse/Bounce** to select a chase direction:
 - Forward** - ascending numerical sequence, e.g., 1 through 6.
 - Reverse** - descending numerical sequence, e.g., 6 through 1.
 - Bounce** - alternately in ascending then descending numerical sequence, e.g., 1 through 6, then 6 through 1, then repeat.
4. Set the switch labeled **Rate/Both/Audio** to indicate how you want to control the chase rate:
 - Rate** - Set the switch to **Rate** for manual control, and then set the Rate pot to the desired setting - marked in increments from 0 to 10. At 0, the chase stops; at 10, the chase runs at a rate of about 15 steps per second.
 - Audio** - If you want to use a music source to control the chase rate through the audio input connector, set the switch to **Audio**. MicroVision FX analyzes the tempo of the music and sets the chase rate accordingly. (See the manual for more information.)
 - Both** - If you are controlling the chase rate with the Rate pot and also want to use audio control, set the switch to the **Both** setting. The chase rate is determined simultaneously by the setting of the Rate pot and the audio input.
5. Set the switch labeled **Light/Dark/Off** to either **Light** or **Dark**. This starts the chase.
 - Light** - the submasters flash on in sequence.
 - Dark** - the submasters flash off in sequence.
6. To stop the chase, set the switch labeled **Light/Dark/Off** to **Off**.

Setting chase output levels

You can modify the submasters output level by setting the level of the potentiometer labeled **Effects**. When the Effects pot is set at 10, all chase submasters playback at their recorded level. When it is set a a level less than 10, the submasters' output levels equal the current pot setting multiplied by the percentage level at which the pot is set. For example if submaster levels are recorded at full (100 percent) and the Effects pot is set at 5, the step will output at 50 percent of recorded submaster levels.

Setting number of submasters in a chase

The rotary pot labeled **Step** allows you to select the number of submasters you want to include in a chase. This can be handy if you want to create a chase that does not require all six submasters, or if you need to reserve some submasters for other purposes.

For example, to include only submasters one and two in a chase, set the Step pot to 2; to include submasters one, two, three, and four, set the pot to 4.