

Congo Tips

Commonly Used Programming Commands

Power Scroll	Arrow Key s + Level Wheel
Lock a Tab	Setup + Tab
Move a Tab	Tab + Left Arrow, or Right Arrow
Close all unlocked Tabs	C/Alt + Tab
Split Screen (Toggles Vertical/Horizontal Split)	Tab + Down Arrow
Restore split screen	Tab + Up Arrow
Adjust Section Height of Tab	Tab + Level Wheel
Zoom Display	Format + Level Wheel
Adjust Column Width	Column + Level Wheel
Release Channel Selection	C/Alt + Ch/ID
Record a Group	Record + Group or # Record + Group
Record a Focus Palette	Record + Focus or # Record + Focus
Record a Beam Palette	Record + Beam or #Record + Beam
Record a Color Palette	Record + Color or # Record + Color
Record an "All" Palette	Record + Palette or # Record + Palette
Record a Preset	Record or # Record
Record Preset to Master	Record + Master Key
Place existing Preset on a Master	# Preset + Master Key
Place existing Group on a Master	# Group + Master Key
Place existing Focus palette on a Master	# Focus + Master Key
Place existing Beam palette on a Master	# Beam + Master Key
Place existing Color palette on a Master	# Color + Master Key
Place existing "All" Palette on a Master	# Palette + Master Key
Place existing Sequence on the Main Playback	# Seq + Playback
Place existing Sequence on a Master	# Seq + Master Key
Clear Master Content	C/Alt + Master Key
Record a Master Page	Record + Page
Setup Default Go Time	Setup + Go
Setup Step Level	Setup + @ Level
Device Lamp Functions	Enable + Lamp On, Lamp Off, or Idle
Open Parked Items List	Modify + Park
Park an Output	# Output, set level, Park + Output
Un-Park an Output	# Output, Un-Park + Output
Park a Channel	# Channel, set level, Park + CH/ID
Un-Park a Channel	# Channel, Un-Park + CH/ID
Edit a Master	Modify + Master Key

Patch 1 Output to 1 Channel - Output Editor:

Press [Output] to open the Output Editor.
Press [Modify] 2 times to active patch mode
[Output] # [Modify]
Confirm Patch by pressing [Modify]

Patch multiple Outputs to 1 Channel or Range - Output Editor:

Press [Output] to open the Output Editor.
Press [Modify] 2 times to active patch mode
[Output] # [Thru] # [Modify]
Select all outputs to 1 channel or select range patch
Confirm patch by pressing [Modify]

Patch – Channel List:

[Modify] + [CH/ID] to open the Channel List
Press # [CH/ID] to jump to a specific Channel #
Place selection box in the Dimmer Address column
Option 1. ## [Modify] to place 1 Ouput.Universe into the selected channel
Option 2. Press [Modify] to open the Output Editor window
[Insert] to place 1 Ouput.Universe into the selected channel
This can be done multiple times to insert multiple outputs into the same channel

Patch – Output List:

Navigate to Browser -> Patching -> Output List ->Select Desired Universe to patch within [Modify]
Place Selection Box over the output # to patch
[Modify]

Saving Screen Layouts:

Select Screen from your Direct Select [Type]
Press [TAB] + Direct Select Button

Channel Timing:

Select the Channel #
(desired time)
[CH/ID]+[Time]

Channel timing is now applied to the preset. The channel timing is applied to the preset either the A or the B fader depending on your System Settings. (Setup->Crossfade Tab->Site times to A/B)

Tap:

Load Chase on to a Master Handle
Run the Chase
Press [TAP]+Master Key (Tap the tempo with the master button)

Channel Chase:

Select a Group of Channels to include in the chase.

Set the Intensity

Press [SEQ]

Press [Wizard]

Select the number of steps

Select # of Channels per step.

Set Chase #

Arrow down to Execute and press [Modify]

Fetch:

Bring the preset you want to update into Live

Select channel number(s) you want to apply new attributes to

Select # of the preset you want to fetch attributes from

Fetch + Focus, Color, Beam, or @ Level

Update + Update

Align:

Select Channel to copy attributes from

Add fixtures to the selection

Align + Focus, Color, and/or Beam.

Dimmer Check:

[Output] # [@Level] or Level Wheel

Press +/- to step thru outputs sequentially

Starting a Master Link:

[Seq] to open up the Sequence list you want to insert the Master link into.

Scroll down to the step where the master link needs to be placed.

Scroll over to the "MastLink" column

Press [Modify]

[Insert]

(# specified before [Insert] button is pressed should be the master number you want to link to)

Target level should be set to 100 for the master to play its associated content

Stopping a Master Link:

[Seq] to open up the Sequence list you want to insert the Master link into.

Scroll down to the step where the master link needs to be placed.

Scroll over to the "MastLink" column - Press [Modify]

[Insert]

(# specified before [Insert] button is pressed should be the master number you want to link to)

Target level should be set to 0 for the master to stop playing its associated content