

Browser Expand
[Browser] & Level Wheel

Browser Collapse All
[C/ATL] & [Browser]

Browser Adjust
[Browser] & Level Wheel

Zoom In/Out
[Format] & Level Wheel

Scroll Up/Down
Up/Down Arrow & Level Wheel

Moving Screens
[Tab] and Left/Right Arrows

Split Screens
[Tab] and Down arrow

Multiple Live Screens
[Tab] and [Live]

Page Down in Live
[C/ALT] and up or down arrows

Lock a Tab:
[Park] + [Tab]

Adjust Section Height of Tab:
Tab + Level wheel

Adjust Column Width:
Column + Wheel

Close All Unlocked Tabs:
[C Alt] + Tab

Change Time to %:
C/alt + Modify

Hiding/Unhiding the Time Bar:
[Format] + [Up Arrow] or [Down Arrow]

Programming Shortcuts

Fading in Blind Content to Live
[Blind] and Intensity Wheel

Live Channel Check
[C/ALT] and [+] or [-]

Deselect Channels
[C/ALT] [C/ALT]

Clear all channel selections and
intensity values
[C/ALT] and [CH]

Delete a Direct Select
[C/ALT] and desired DS (same for
deleting a master)

Sequence List
[Seq][Seq]

Clear the Main Playback
[C/ALT] & [Playback]

Loading Sequences into Master
Playback
then [Seq] and [Playback]

Clearing Entire Page of Masters
[C/ALT] & [Page]

Modifying Masters
[Modify] & [Master Button]

Edit a Master:
[Modify] + Master button (opens the
master editor)

Clear A Master:
0, Group (Seq. / Preset) + Master
button

Channel Chase:

1. Select Channels
2. [Seq] & [Wizard]

Fetch (get parameters from another preset)

1. Be in the Preset that you want to update
2. Select the channels you wish to fetch in.
3. Select Preset # that you want to get parameters from
4. Fetch + Category (Color, Focus, Beam)

Align

1. Select channel to copy from
2. ADD channels to copy to
3. Align + "Category" (focus, Color, Beam)

Balance:

Brings all other channels except those selected to zero

1. Channels
2. Balance (toggle)
3. (use + or -, it's like Highlight)

Capture and Release:

This remembers where a channel (Intensity ONLY) was so that you can return (RELEASE) to the previous value.

Rename Color and Gobos:

This will give names of colors or gobos instead of C1, C2 or G1, G2

1. Browser
2. Templates
3. (highlight the template)
4. Modify
5. Select the "Range" cell of the parameter to edit (ex. Color, range)
6. Select the cell you want to rename
7. Modify
8. Rename entry
9. Modify

Individual Channel Times in a Preset

1. (The Preset should be in "B")
 2. Select the CH#
 3. # (the time value)
 4. CH & TIME (You can also change delay times) CH & DELAY
- To view the times: Use the mouse and click on "ChT:x" on the "B" line of the

"Main Playback". This will open the "Channel Time Editor" where you can change times and delays and also add more channels by using "Insert".

Saving Views:

Make sure you have "Screen" selected as a row on the direct selects.
Save just like you would a Direct Select

Tap

1. Load a chase (Sequence) loaded into a master fader.
2. Run the chase
3. Tap + Master Button (tap the tempo on the "Master" button)

Patching by Channel – In CHANNEL list:

1. Highlight any channel cel
2. # (dimmer to be patched, ex. 1.2)
3. OUTPUT
4. # (Channel number to patch to)
5. MODIFY

To add a single or multiple dimmer to a channel

1. Highlight the "dimmer address" cell of the channel you want to modify
2. MODIFY
3. # (the number of the dimmer or dimmers you want to add)
4. INSERT
(repeat steps 3 & 4 if necessary)
5. ESCAPE

To patch consecutive dimmers to consecutive channels (range patch)

1. Highlight any channel cell
2. # (start channel number)
3. CH
4. # (end channel number)
5. THRU
6. # (first dimmer number)
7. MODIFY

PATCHING by Dimmer – In the OUTPUT list:

1. Go to the OUTPUT list (in the browser or MODIFY + OUTPUT)
2. # (dimmer number ex. 411.1)
3. OUTPUT
(you can use + and thru also to patch multiple dimmers)
4. # (the channel number to patch to)
5. MODIFY

Assign Multiple Channels to a Master:

1. Select channels with levels
2. Preset + Master Button (assigns all the selected channels to the master)

Assign Individual Selected Channels to Several Masters:

1. Select channels with levels
2. Channel + Master Button

Recording a Home Value:

1. Select a fixture
2. Adjust its value for the "home" position
3. Record + Home

MASTER LINKS:

(Executing a preset and having it execute a master)

1. Be in the preset you want to add the link to.
2. 100 (This is the percentage level you want the master to playback)
3. INSERT + MASTER BUTTON (the one you want to have run when the preset is executed)

(Stopping the Master, is done by using “zero” for the percentage)

Go in B:

1. Open the browser then open the “preset list” or press the “preset” button.
2. Double click the “Attribute” cel of the preset you want to apply “Go in B” (GiB) to. (the “Preset Attribute Editor” for that preset will open)
3. Select the “Go on Go” cel of the devices you want to apply “GiB” to.
4. MODIFY (until you see “InB”)
5. ESCAPE

The time that it takes to move during the “dark” preset is taken from the time value in the final preset. If you want to make a faster move you have to change the time of the parameters in the final preset. Ex. 1, Time + Color or.....1, Time + Focus.