

Electronic Theatre Controls Congo Training Checklist

Basic Topics:

- Show physical layout (Hardware)
 - Connections
 - Front USB
 - All on back
 - Network
 - Ethernet
 - AVAB/IPX APN
 - DMX output
 - Ports 1-2
 - LFD's mean Valid DMX outs
 - How to turn it on and off
 - **Show Power Button**
 - Trackball and mouse buttons
 - Show/explain the 3 modes of the ball
 - **Fader Mode Control**
 - Channels Only
 - Masters
 - Jam
 - Master Faders
 - Playback
 - Channels
 - **Parameters**
 - Main LCD
 - Parameter wheels
 - Soft Keys
 - Programming Keypad
 - **Independents**
 - Knobs
 - **Buttons**
 - **Output Modes**
 - Blackout
 - On
 - Freeze
 - **Grand Master**
 - Main Playback
 - - "Go" button
 - Rate Wheels
 - Seg +/-
- Main Login Screen
 - o Explain Server, offline, client, system settings
- Browser navigation
 - Open and close tabs
 - Zoom in and out
- Screen Navigation

- Patch wizard
 - Patch Wizard
 - Channel List
 - Output list
 - Import Template Wizard
- Programming Syntax Style
 - o Explain RPN, and Purpose
- Channel Selection & Levels
 - Practice Exercise
 - o Setting Levels
 - At Level
 - Show how to change step level
- □ Groups
 - **Recording Groups**
 - **Recalling Groups**
 - **Edit Groups** 0
- Palettes
 - o Focus
 - Color
 - o Beam
 - o Placing Pallets on Direct Selects & Masters
- Updating Palettes
 - o Highlight
 - Focus Mode
- Record Presets
 - o Channels
 - o Levels
 - Attributes
- Playback Sequences
 - o Timing
 - o Presets
 - Channels
- Timing Options
 - o Set Timing from the master Playback
 - Set Timing in the Sequence List
- □ Help System

Have students spend the better part of an hour doing the following:

- Patching
- Writing Presets
- Making and playing sequences
- Interact With the Training Files (Capture)



Electronic Theatre Controls Congo Training Checklist

Advanced Topics:

- Dynamic Effects
 - o Creating ML Effects with the capture file
- □ Jam Mode
 - Start a new play
 - o Patch some ML's
 - o Patch some channels w/ labels
 - Switch console into Jam mode and see that it creates Groups and Palettes for operator to update.