



De-Mystifying Eos and Ion Displays

In the descriptions that follow, syntax examples are sometimes used. Hard keys are denoted with [], while softkeys or buttons that appear on the touchscreens are indicated with { }. Optional key presses are indicated by < >. Direct selects are indicated with [Target #] – for example, [Color Palette 5]. Using direct selects does not require [Enter] to confirm the action. Some Eos functions require two buttons to be pressed simultaneously. These are shown as follows: [Assert] & [Load] or [Tab] & [4].

Displays

Eos and Ion use a tab metaphor for displays. All displays open in a tab, the name and number of which are displayed across the bottom of the display the tab opens on. Each display has an associated number, which can be used for selection purposes.

The Live/Blind display is always open, always as Tab 1. Playback Status is always open, always as Tab 2. These displays can be covered with other displays, or moved to other screens, but they cannot be closed. The [Live] or [Blind] button can be used to pull focus to the Live/Blind display, or you can tab to it using [Tab] + [1].

Note: If the system detects a single monitor system, a third tab is automatically posted; that display is a "Split" view, and ½ showing channels and ½ showing the PSD. Again, like tabs 1 and 2, tab 3 cannot be closed.

As other displays are opened, they use the lowest available number.

List views/editors of all record targets can be opened by double clicking the record target button. [Effect] [Effect] opens the effect list and editor. [Color Palette] [Color Palette] opens a list view of color palettes. It is possible from there to select a record target press {Edit} to enter a blind view for that target. Many people assume this is the only way to access a blind view for non-cue record targets. This isn't the case. At any time, it is possible to: [Blind] [Sub] [1] [Enter] (for example), to go into blind for Submaster 1.

Some displays do not have an associated front panel button. Those displays are accessed as softkeys under the [Displays] key. This includes Patch, the Color Picker, Effect Status Display, Setup, Curves and the Browser. Of these displays, only Patch and Curves opens a tab display. The remainder of these displays open in the CIA (central information area just above the main keypad) – they are not "modes", but rather are programming tools.

In all likelihood, the first thing you will do is open patch ([Displays] {Patch}). If this is the case, Patch will then be Tab 3.

When a display is selected, it is bounded in gold with the label of the display is also highlighted in gold. Focus is now on that display and the command line is routed to editing the contents of that display. Focus can be placed on a tab by:

- Pressing the associated button, such as:
 - Live
 - [Effect] [Effect]
 - [Displays] {Patch}
- Selecting the display by number:
 - [Tab] & [2]
- Selecting the display by sequential presses of the tab key. This advances the tab in focus by one display for each press of [Tab].
- Displays can also be opened or selected from the browser. Touch on the browser, scroll down to Record Target Lists. You can do this by using the arrow keys or you can use the intensity encoder. Use the [Page ⇒] or [Page ⇐] keys (which are placed in scroll lock mode automatically) to expand and contract the file structures). Highlight the display that you wish to open and press [Select] (or you can "double click" the selection).
- Live/Blind can have multiple views open (Eos). This allows you to have (as an example) your main live view in one mode (channel summary for example, in show channels mode) and another view of live in a different view (table view, in selected channels flexi mode). Opening a second live/blind display must be done from the browser. Under displays, there is a selection for live/blind. If you click on that, an option to open "New" is displayed below. It is worth noting that if you have multiple instances of live/blind opened, the Live/Blind button will advance sequentially through these – which is one way to put focus on the additional instances of those displays. You can also use [Tab] & [n] to bring focus to them.
- The PSD can also have multiple views open (Eos).

Displays can be moved from one screen to the next by placing focus on that display and then using [Tab] & [Page ⇒] or [Tab] & [Page ⇐]. Continue this until the display is on the desired monitor/touchscreen. A display can be closed by putting focus on that display and pressing [Escape]. [Escape] + [Tab] or [Tab] + [Clear] can be used to close all open tabs, except 1 – Live/Blind and 2 – Playback Status Display.

All displays can be zoomed in and out. This is done by placing focus on the required display, holding down the [Format] key while rolling the intensity level wheel.

Some displays have multiple different layouts. Use the [Format] key to advance through the available formats.

Live – Channel Summary, Table View

Blind – Channel Summary, Table View, Spreadsheet

Patch – By Channel, By Address

Playback Status Display – Expanded Cue List, Dual Cue List, Expanded Playback View

Eos organizes all parameter data into one of four categories (Intensity, Focus, Color and Beam). The following conventions are in place for the Channel Summary and Table View.

Table View

The expanded table view is the default view for a new show file. Press [Format] to change to the summary view.

In the table view, data can either be in a summary or a detail (expanded). The default for table view is for all parameters to be expanded. Use [Focus], [Color] or [Beam] while holding down the [Params] key (Data in Ion) to suppress each individual category to a summary view. When a category is first expanded, all of the parameters patched will be displayed. If you hold down [Params] (Data), you will see each tile highlighted in the CIA. To suppress specific parameters, press the associated tile in the CIA while the [Params] key is depressed. If you return to a summary view for that category ([Params] + [Focus]/[Color]/[Beam]), and then expand the category again, only the parameters you had chosen to view before will be displayed.

When a parameter category is in the summary view, and there is only one palette or preset in use for that category (and anything not in use is at its home position), you will see that palette/preset number/label. If some of the data in the category is not included in the palette/preset, and is absolute data (set numerically from the keypad or encoders), you will see that palette/preset number/label with a + in superscript to the right. If there is more than one palette/preset in use on that category, you will see a " + " in the data field itself. It is worth noting that timing/speed functions do not impact this display method.

If you have set the displays to show you palettes and presets by label, you can hold down the [Label] key to toggle the display to show the associated palette/preset number. If viewing these targets by number, holding the [Label] key will display the label instead.

When the category is expanded, pressing [Time] will display the time of each parameter. If a category is displayed in summary, the time will be displayed if it is the same for all parameters, or if it is the only discrete time in use in that category. If more than one discrete time is in use, a + will be displayed.

Channels patched to dimmers will be displayed in the tombstone view (see below), just as it is in the channel summary view.

Patched channels are displayed in white, with the appropriate graphic. Unpatched channels are also displayed with a graphic, but the channel number is in grey. Deleted channels are displayed in grey, with no graphic.

An unpatched channel can have intensity values set and stored. A deleted channel cannot.

The column width for multi-parameter devices can be adjusted. This is most easily done with a mouse – in the same manner you would adjust column widths in any spreadsheet program.

Channel Summary (aka the tombstone view):

This is the most condensed view possible.



The numeric value is the current intensity.

The FCB icons across the bottom indicate the status of Focus, Color and Beam parameter categories. If grey, F, C or B are untouched (at their home position). If blue, some parameter in FCB has received a move instruction. If yellow, some parameter in FCB is under the control of a submaster. If red, some parameter in FCB is manual.

The channel summary view can be expanded. Press [Params] + {Focus} (You can press {Color} or {Beam} as well). This will expand the FCB to show category level data.



You are now seeing a summary view of Intensity, Focus, Color and Beam.

The same conventions are used in this view as are used for the summary views in spreadsheet.

Blind Spreadsheet

By default, only intensity is displayed in blind spreadsheet. Use [Param] + each individual CIA tile to display the non-intensity parameters you wish to view. Intensity information is always visible.

The Playback Status Display

The PSD is Tab 2. Below is a partial screen capture of this display. Most of what you are seeing is self-explanatory. But, a few things to note.

List 1	Timing						Flags			Attribu				
	Cue	Int Up	Int Down	Focus	Color	Beam	Dur	M	B	A	P	Fw/Hg	Link	Loop
1		5		5	5	5	2.5							
2		4 / 8					8						2/1	
3		10					10							
4		5 / 5					10							
5		3 ⁺ / 3		5 ⁺	5 ⁺	5	20							
6		5		2	10	5	10							
7		5		5	5	5	5							
8		5		5	5	5	5						1	
9		5		5	5	5	5							

- Cue 2 shows a split intensity fade (4 seconds up/8 seconds down).
- Cue 4 shows a 5 count delay on the intensity downfade, and then a 5 count fade time.
- The + in superscript next to the "3" in cue 5 indicates that there are discrete upfade times on channels stored in the cue.

This is an explanation of what appears in the various "Flags" fields and what causes them.

M – M stands for Mark.

With Automark enabled:

- "M" indicates a cue that is automarking for the next cue.
- "D" indicates a cue (or cue part) that has automark disabled.

When using Referenced Marks:

- "M" indicates a cue that is executing a referenced mark.
- "R" indicates a cue that has a stored referenced mark (the source of the data for the "M" cue).
- "+" indicates the cue is both an "M" cue and an "R" cue.
- "x" indicates an automark will be executed, as a referenced mark was somehow broken or indicates a broken mark.

B – B stands for Block.

- "B" indicates a full cue block.
- "I" indicates an intensity cue block.
- "b" indicates a channel/parameter level block.

A - A stands for Assert.

- "A" indicates a cue level Assert instruction.
- "a" indicates a channel/parameter level assert.

P – P stands for Preheat.

- "P" means the Preheat flag has been applied.

AF – AF stands for All-Fade.

- "*" means the allfade flag has been applied.

MV – MV stands for Moves.

- "L" means "Live Move" - intensity is fading from zero to an active level and there is also a NP move on the same channel in the associated cue (indicates you have lights you might need to mark). The flag is not shown when NPs move on lights that are already active.
- "D" means "Dark Move" - NP moves are stored on lights that are inactive, excluding marked channels (indicates you might have lights with unnecessary move instructions).
- "+" means you have both live and dark moves in the same cue.

Direct Select Indicators

- A "T" in the bottom right indicates a "By Type" palette.
- An "A" in the bottom right indicates an "Absolute" palette/preset.
- An "L" in the bottom right indicates a "Locked" palette/preset.
- A "+" in the bottom right indicates a "By Type" palette that also has discrete channel data.

