



Element Console Programming

Level 2: Enhanced Skills

V2.3 Rev. A

www.etconnect.com/education

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Purpose of the Class


The Enhanced Skills class will provide a more in-depth look at advanced operation and working with multi-parameter devices on an Eos family console.

LEARNING OBJECTIVES:

After completing this class, one should be able to:

- Patch moving lights and multi-parameter devices and edit device attributes
- Work with non-intensity parameters and their associated functions
- Record and recall palettes
- Use Direct Select and ML Control Modules
- Use Auto-Mark functions
- Understand Update
- Create Relative and Absolute Effects
- Create and use a magic sheet

SYNTAX ANNOTATION

- **Bold** Browser menus
 - **[Brackets]** Face panel buttons
 - **{Braces}** Softkeys and direct selects
 - **<Angle brackets>** Optional keys
 - **[Next] & [Last]** Press & hold simultaneously
-
- **Play Icon**  Link to video on ETC's YouTube Channel - ETCVideoLibrary

HELP

Press and hold **[Help]** and press any key to see:

- the name of the key
- a description of what the key enables you to do
- syntax examples for using the key (if applicable)

*As with hard keys, the "press and hold **[Help]**" action can be also used with softkeys and clickable buttons*

Review Patch

Begin in a new or untitled show.

REVIEW PATCHING CONVENTIONALS - BY CHANNEL CHANGED NUMBERS

[Patch] or use Add-a-Tab (the {+} sign)

[1] [Thru] [10] [At] [51] [Enter]

selects channel 1 thru 10 and patches address 51 thru 60 to them

[11] [At] [71] [Thru] [75] [Enter]

selects channel 11 and patches addresses 71 thru 75 (in individual parts)

[21] [Thru] [32] [At] [81] {Offset} [3] [Enter]

allows for a three-circuit cyc light patch

[1] [Thru] [10] [Part] [2] [At] [121] [Enter]

creates a part 2 for channels 1 thru 10 and patches the outputs starting at 121

REVIEW PATCH A MULTI-PARAMETER DEVICE – BY CHANNEL

[101] [Thru] [105] [Enter]

selects channels 101 through 105

Click on {Type} in the CIA

notice the two softkeys {Favorite} and {Manfctr}

Click on {Manfctr}

2 left columns show manufacturers; selecting a manufacturer repaints the right columns with their devices

Click on {High End Systems} and then select {Studio Color 575}

fixture placed on the command line after channels

[At] [2] [/] [1] [Enter]

completes the patch

[At] [Enter] [Enter]

clears the patch

[At] [2] [/] [1] {Offset} [20] [Enter] [Enter]

patches the fixtures with an easier starting number

PATCH EXERCISE - SEE APPENDIX 1 & 2

Start a new show, [Displays], File> New> and press [Select] or double-click. Are you sure? [Enter] or press OK.

Now, go to Appendix 1 & 2 – Channel Hookup in the back of the book and patch the entire hookup.

CHANNEL CHECK:

[Live] [1] [at] [Full] {Chan Check} [Enter]

puts the console in Chan Check mode

then [Next] ... [Next] ...

steps through all patched channels



DEVICE ATTRIBUTES

In Patch, {Attributes}

opens the Attributes module

{PREHEAT}

Specify an intensity value to preheat incandescent filaments. When a preheat flag is applied to a cue, any channels that are fading from zero to an active intensity and have been assigned a preheat value in Patch will preheat in the immediately preceding cue. **A two-step function**

Step 1 [1] {Preheat} [03] [Enter]

assigns a preheat value of 3% (if enter 30, get 30%)

Step 2 [Live] [Cue] [X] {Preheat} [Enter]

puts the Preheat flag on the cue

{PROPORTION}

Proportion is a mathematical modifier for recorded levels or intensities. This value is set numerically in a range of 0% to 200%.

[1] {Attributes} {Proportion} [125] [Enter]

applies a 125% proportion to channel

[1] {Attributes} {Proportion} [Enter]

removes the applied proportion

{CURVE} & {FAN CURVE}

A curves changes how a fade happens over time.

[Displays] [More SK] {Curves}.

to view pre-programmed curves

The control input is what the console is telling the fixture to go to. The output is actual value that is being output via DMX.

Back in Patch, [1] {Curve} [905] [Enter]

applies curve 905 (Full at 1%) to the intensity parameter of channel 1

[1] {Curve} [Enter]

removes the curve

{LD FLAGS} – A TOGGLE

By default Live and Dark flags are enabled. If there is a Live or Dark move, an 'L' or 'D' will be displayed in the move flags column in the PSD. This can be disabled on a channel-per-channel basis.

[2] {LD Flags}

toggles the attribute - enabled/disabled

{GM EXEMPT} – A TOGGLE

A toggle state, if selected, channels are exempt from Grandmaster, Blackout, **[Rem Dim]**, **[Go To Cue]** **[Out]** and Intensity Master operations.

{INVERT PAN OR TILT} & {SWAP P/T}

A moving light attribute used to invert the output of pan, tilt, or both.

[Live]: [121] [Thru] [124] [Full] [Enter], tilt them down stage and then pan

note how they move – all together

Back in Patch: [121] [+] [122] {Attributes} {Invert Pan}

inverts the output of the pan parameter

Back to [Live]: [121] [Thru] [124] [Enter], and pan

note how they move now

In Patch: [121] {Swap P/T}

swaps the pan and tilt parameters



INDEXED PARAMETERS

CREATING A NEW CUSTOM SCROLL OR WHEEL

When using the editor, function keys are on the lower left side of the CIA, either mouse or touch selected. They change depending on device editing.

- **{Clear}** - clears the current wheel selection
- **{New}** - to create a new scroll or wheel
- **{Copy}** - copy an existing and then modify
- **{Edit}** - opens the editor to modify
- **{Delete}** - removes the selected device

[21] [Thru] [26] [Part] [2] [Enter] then press {Attributes} {Scroller}

Press {New} on lower left side of display or also a softkey	{new wheel#1} appears in list
[Label], [Label] to clear, then type 'Training' [Enter]	labels the new scroll
In Frame List on far left, press the gray box under 'C/G'	available color selections displayed
Press {Open Frame} softkey on lower left side of display	display returns to the new wheel frame list and adds 'Generic open open'
Press next gray box under 'C/G'	available color selections displayed
{Rosco} {Roscolux } and then {R010}	returns to the frame list and adds color
Press next gray box to continue	repeat process till scroll is complete
Press {Done}	completes the scroll, applies to fixture

When creating a gobo wheel: after you press the gray box in the C/G list, make sure that the softkey {Gobo} is selected.

SCROLLER EXERCISE - SEE APPENDIX 4

OTHER INDEXED PARAMETERS

All indexed parameters have the same editing experience.

{GOBO WHEEL}

An attribute used to change the gobo wheel loaded in a moving light.

In [Patch] [111] {Attributes} {Gobo Wheel}

selects channel and opens the Wheel Picker in the CIA for wheel selection

{COLOR WHEEL}

An attribute used to change the color wheel loaded in a moving light.

In [Patch] [131] {Attributes} {Color Wheel}

selects channel and opens the Wheel Picker in the CIA for wheel selection



Merge

Merging show files is different from opening show files. When you open a show file or any part of a show file, all other show info is cleared. When you do a merge, only the selected targets are overwritten.

COMPLETE TARGET LISTS

[Displays], {Browser}, File > Merge, select a show, and press [Select]

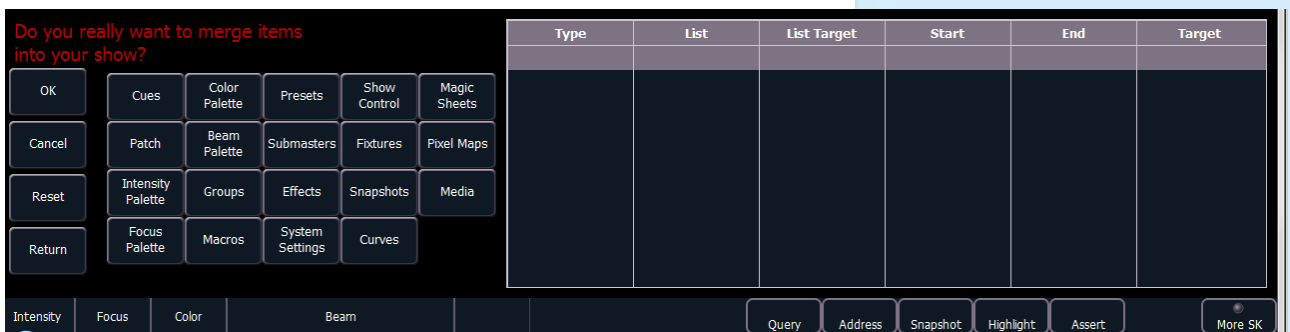
opens main Merge screen

By default all items are unselected (black). Selected items will turn gray.

ADVANCED

{Advanced} allows you to select specific ranges of the targets and place them where you want them in the current show file.

- **Start** - The first in a range of components (such as a range of groups).
- **End** - The last in a range of components.
- **Target** - The desired location of the components in the new show file (for ranges, this will be the location in the new show of the first component in the range. The others will follow in order).



{Groups}

selects what you want to merge

{Start} [1]

selects the starting number of the range from the stored show

[Page▶] to the End column, [8]

sets the ending number of the range

{Target} [101]

sets starting location in the current show - blank merges in as same numbers

{Groups} [12] [Page▶] [15]

multiple ranges of the same targets

{Return}

to go back to main Merge screen.

Do not hit **{OK}**!

TO MERGE GROUPS INTO THE SHOW

{Groups} {Ok}

merges groups into current show

[Group] [Group]

to verify groups have merged

Groups

REVIEW RECORDING GROUPS

[Live] [Clear] [Sneak] [Enter] [1] [Thru] [3] [Record] [Group] [101] [Enter]	records channels 1 - 4 to the target group
OR [Group] [Group] [Group] [101] [Enter] [1] [Thru] [3] [Enter]	creates same group in Group List (Blind)



SUBGROUPS

You can create subsets of channels within a group that are treated as a single channel in group/channel selection and in effects.

[Group] [Group]	opens the Group List (blind)
[Group] [102] [Enter]	creates group 102
[Shift]&[/] [11] [+] [12] [Shift]&[/] [Shift]&[/] [13] [+] [14] [Shift]&[/] [Shift]&[/] [15] [+] [16] [Shift]&[/] [Enter]	puts sidelights in sub groups
[Live] [Group] [102] [Full] {ChanCheck} [Enter] [Next]...	does a channel check with subgroups



OFFSET - SELECTION TOOL TO CREATE GROUPS

[Clear] [110] [Thru] [120] {Offset}	new display in CIA area
{Chan per Group} [4] ... [Clear] Then [5]	watch channel display line for differences
{Interleave}...[Clear]	note first channel of each subgroup
{Jump} [3]	notice the gap between the subgroups
[Shift]&[Clear]	clears the command line
[51] [Thru] [67] {Offset} {Mirror In} [Record] [Group] [20] [Label] Cyps In [Enter]	
[Group] [Group] [Group] [20] [Copy to] [21] [Enter]	in Group Display, copies the group
{Reverse} [Enter] [Label] Cyps out [Enter]	watch the channel sequence...

GROUP EXERCISE

Build groups 9, 13, 14, and 16 in Live or in the Group List Display.

All other Groups should be in the show after the merge or added thru the exercises above.

Group #	Label	Channels
1	Specials	1 thru 3
2	Band	4 thru 9
3	Blue Sides	11 + 12
4	Pink Sides	13 + 14
5	Yellow Sides	15 + 16
6	Texture	21 thru 26
7	Top Lights	31 thru 45
8	LED Cyc Top	51 thru 67
9	LED Cyc Bottom	71 thru 87
11	Robin 300s	101 thru 106

Group #	Label	Channels
12	VL3500	111 thru 115
13	VL2000	121 thru 124
14	Mac 700	131 thru 134
16	All movers	G11 thru G14
20	Cyps In	(51 67)(52 66)(53 65)(54 64)(55 63)(56 62)(57 61)(58 60)(59)
21	Cyps Out	(59) (58 60)(57 61)(56 62)(55 63)(54 64)(53 65)(52 66)(51 67)
30	Effect 1	1, 4, 2, 5, 3
101	-	1 thru 3
102	-	(11+12) (13+14) (15+16)

Non-Intensity Parameters

NON INTENSITY PARAMETER CONTROL (FCB)

Pressing **[ML Control]** will open up the ML Control display in the CIA. You will need to have a moving light selected to properly view this display. The display will change based on the device selected.



Keep in mind the NIPs (non-intensity parameters). They are divided into four major parameter categories:

- **Intensity** . . . Level or output of fixture
- **Focus** . . . Pan and Tilt positioning
- **Color**. . . All color parameters
- **Beam** . . . Any other parameters, divided into sub-categories
 - **Form** - includes parameters that affect the quality or size of the light output, such as edge, zoom, iris, IMF, frost, etc.
 - **Image** - includes anything that drops into the gate and interrupts the beam of light, such as gobos, effects wheels, etc.
 - **Shutter** - includes all of the framing devices for the luminaire



REVIEW COLOR SELECTION WITH SCROLLERS

[Group] [6] [Full] [Enter]

A few ways to change color:

- Select the frame desired from the scroller tiles
- To go to a particular frame – **[Frame] [5]** for frame 5
- Use the Color Picker – will get as close as it can with gels



REVIEW COLOR SELECTION WITH LEDs

[Group] [7] [Full] [Enter]

- Use the virtual encoders to mix the color desired – i.e. R, G, B
- Use the encoder softkeys: **{Min}**, **{Max}**
- Tap the encoder label – **{Green} [50] [Enter]**
- Use the Color Picker – Remember the line limits
- Use the Gel Library
- To go to a particular gel color – **[At] [5][/][27]**
- Use the parameter tiles on the CIA display



COLOR SELECTION WITH OTHER FIXTURES

[Group] [14] [Full] [Enter]

- Use the virtual encoders to dial to the color desired– i.e. C, M, Y
 - Use the encoder softkeys: **{Min}**, **{Max}**
- Use the Color Picker and Gel Picker
- Tap the Color or Color Select encoder label – **[Color Select] [5]***
- Use the Color Select tiles to select the color desired
- Use the parameter tiles on the CIA display – **{Cyan} [75] or {Color Select} [3]**

* If you leave Color Select in a frame other than open, when you go to the gel color, you'll have a weird color (wheel plus CMY). Will need to do a **{Color Select} {Home} [Enter]**

Gel Library

- 1 Apollo Gel
- 2 GAM GamColor
- 3 Lee
- 5 Rosco Roscolux
- 6 Rosco SuperGel
- 7 Rosco E Color
- 8 TokyoBS Poly

MOVING LIGHTS

LAMP CONTROLS

Lamp controls allow you to execute control functions of selected fixtures such as calibrate, douse lamp, strike lamp, and reset. Each fixture type has its own set of lamp control options which are available to you when you select the fixture from Live.

[Clear] [Sneak] [Enter] [Group] [12] [Enter] [About] channel selection on command line

Lower right hand corner of CIA area – Lamp Controls

[Group] [14] [Enter] note different lamp controls



FOCUS

[Group] [11] [Full] [Enter] notice all four fixtures move as a group

- Focus can be set manually by clicking on the gold dot in the middle of the Pan/Tilt graph and dragging it around.
- Notice all four fixtures move as a group

**REMEMBER: TILT FIRST!!
OR YOU ARE JUST SPINNING IN PLACE!**

Press [Next], tilt, [Next], tilt, [Next], tilt

able to work with each light individually

[Select Last] to reselect group and pan now back as a group

- For Coarse and Fine: use the Virtual encoders (wheels). Click and hold close to the center line for slow movement, further away for faster movement.

FLIP

{Flip} is used to spin the unit into its exact same position, but from the other direction (long path versus short path).

Click on {Flip} and watch the fixtures reset

Click on {Flip} again and watch the fixtures reset

Flip results in a manual value. Don't forget to update if in a cue!

HOME

Under Tilt, click on {Home} [Enter] returns tilt parameter to 50/50 or Home position

ALWAYS ANOTHER WAY TO DO THINGS

Click on the Tilt label, [-30] [Enter] places the Tilt parameter at -30°

[Displays], press the {Tilt} parameter tile, [Home] [Enter] ... or homes the tilt parameter



BEAM

Remember: divided into sub-categories: Form, Image, and Shutter!

[Clear] [Sneak] [Enter] [Group] [12] [Full] [Enter] and tilt up on stage

Just like Color and Focus, multiple ways of doing the same thing

FORM - ZOOM

- Use the Zoom virtual encoder
- Use the encoder softkeys: **{Min}**, **{Max}**
- Click on Zoom label, **[35] [Enter]**
- Click on the home button under **{Zoom}**

IMAGE - GOBO SELECT

- Under Gobo Select, click on the desired pattern
- Click on the Gobo Select label, **[3] [Enter]**
- Under **{Mode}** select the desired functions for the parameter such as rotate, index, or special effects. **{Mode}** affects the scale of **Gobo Index/Speed**. Change the mode; notice the scale options below Gobo Index/Speed.

SHUTTER

- Use the shutter virtual encoders for In and Angle
 - opposing shutters are mapped together
- Click on the Shutter label and specify specific angle, **[30] [Enter]**



HOME



{Home} returns the selected target to its default position. On the ML Control Display, **{Home}** is a self-terminating command. No Enter required.

[Clear] [Sneak] [Enter]

[Group] [14] [Full] [Enter], tilt up on cyc, in orange, with gobo, sharp, zoom out

[131] [Enter] **{Home}** under ALL

[132] [Enter] **{Home}** under FOCUS

[133] [Enter] **{Home}** under **{Gobo Select}**

set levels

homes all non-intensity data for channel

homes just the focus data for channel

homes just the gobo for channel



SYNTAX AND COMMAND LINE FILTERING

Console has an expectation of the order of information given on the command line:

Channel selection → categories and parameters → modifiers → target.

USING SNEAK

[134] [Copy To] [131] [Thru] [133] [Enter]

resets all fixtures to same place

[131] [Sneak] [Enter]

sneaks all parameters back to default

[132] {Focus} {Color} {Beam} [Sneak] [Enter]

everything but intensity sneaks

[133] [-] {Intensity} [Sneak] [Enter]

same results using subtractive syntax

[134] {Beam} [-] {Gobo Select} [Sneak] [Enter]

specific category with exceptions

* *To put categories on the command line, use either the labels in the ML Control or the tiles in the CIA area.*



COPY TO AND RECALL FROM

[Copy To] takes the information here and copies it over there.

[Recall From] takes the information from over there and copies it here.

[Clear] [Sneak] [Enter]

[131] [Full] [Enter], tilt upstage, zoom out, in orange, add gobo and sharpen

set levels

[131] [Copy To] [132] [Thru] [134] [Enter]

copies all values to other channels

[132] [Thru] [134] [-] {Intensity} [Sneak] [Enter]

[132] [Thru] [134] [Recall From] [131] [Enter]

copies all info from one channel to other channels

[Select Last] [-] {Intensity} [Sneak] [Enter]

[131] {Intensity} {Focus} [Copy to] [132] [Enter]

copies just intensity and focus

[-] {Intensity} [Sneak] [Enter] can also be done with [Sneak] [Sneak].

Palettes

REFERENCED DATA

Eos family consoles support up to 1,000 palettes of each type: Intensity, Focus, Color, and Beam (=IFCB). Palettes are referenced data. This means that changes to the palette are propagated into all of the places the palette is stored (in presets, cues, or effects). Except for Intensity Palettes, Palettes ignore conventional or single parameter devices.

*If you need to create a reference that will include a mix of IFCB information, use **Presets**.*

INTENSITY PALETTES

[Clear] [Sneak] [Enter] [1] [Thru] [135] [Full] [Enter]	set levels
[Record] [Int Palette] [1] [Label] 100% [Enter]	records active channels at 100% in IP1
[Clear] [Sneak] [Enter] [Group] [20] [At] [10] [Thru] [100] [Enter]	set levels using intensity fan (gradient)
[Group] [20] [Record] [Int Palette] [2] [Label] Hot Cyc Cntr [Enter]	records active channels in IP2
[Clear] [Sneak] [Enter] [Group] [20] [IP] [1] [Enter]	brings back the levels recorded in IP1
[Clear] {Select Last} [IP] [2] [Enter]	brings back the levels recorded in IP2
[Clear] [Sneak] [Enter] [Group] [20] [Recall From] [IP] [2] [Enter]	brings back the absolute data – no ref

COLOR PALETTES

[Clear] [Sneak] [Enter]	clears the stage
[Group] [7] [+] [Group] [8] [+] [Group] [11] [Thru] [14] [Record] [Group] [25] [Enter]	sets up a group for use with color palettes
[Group] [25] [Full] [Enter] {Color Picker} and select a red	notice not all the same
[Group] [25] [Record] [Frame] [Frame] [1] [Label] Red [Enter]	records CP1
[Clear] [Sneak] [Enter] [Group] [8] [Full] [Full] [CP1] [Enter]	the whole cyc goes to red
[Group] [25] [Full] [Enter] {Color Picker} and select an orange	
[Next]...[Next] and adjust each till you have all the same orange	or as close as possible
[Clear] {Select Last} [Record] [Frame] [Frame] [2] [Label] Orange [Enter]	records CP2

Record five more Color Palettes using Group 25:

CP1	Red
CP2	Orange
CP3	Yellow
CP4	Green
CP5	Lt blue
CP6	Dk blue
CP7	Magenta



FOCUS PALETTES

[Clear] [Sneak] [Enter]**[Group] [12] [Full] [Enter]**

brings up FOH lights

[Next]...[Next] and focus each light on the DSR Desk**[Clear] {Select Last} [Record] {Focus Palette} [1] [Label] Desk [Enter]**

records FP1

[Clear] [Sneak] [Enter] [Group] [12] [Full] [Enter] [FP1] [Enter]

all lights go to the desk

Record four more Focus Palettes using Group 12:

FP1	DSR Desk
FP2	USC Solo
FP3	DSL Study
FP4	Vocals (USR Platform)
FP5	Guitar (USL Platform)



BEAM PALETTES

[Clear] [Sneak] [Enter] [Group] [12] [Full] [Enter] Tilt on stage

make sure you are in Live Table View

{Zoom} {Max} {Gobo Select} [5] [Enter]

zoom fixtures full and in colored dots

[Clear] {Select Last} [Record] {Beam Palette} [1] [Enter]

records BP info for all beam parameters

Notice that all parameters in the Beam category have been recorded into the Beam Palette. Not just zoom and gobo select.

USING COMMAND LINE FILTERING

[Clear] [Sneak] [Enter] [Group] [12] [Full] [Full] Tilt on stage

put the lights back on stage

{Zoom} {Max} {Gobo Select} [5] [Enter]

zoom fixtures full and in colored dots

[Clear] {Select Last} {Gobo Select} [Record] {Beam Palette} [2] [Enter]

records BP info for Gobo only

[Blind] {Beam Palette} [1] [Enter]

shows data stored in all parameters

{Beam Palette} [2] [Enter]

shows only Gobo Select stored

[Live]**[Group] [12] {Zoom} [Record] {Beam Palette} [3] [Enter]**

records BP info for just the selected channels and selected parameter

Notice now that BP2 only shows in Gobo Select parameter and BP3 only shows in the Zoom parameter.

Direct Selects

TO OPEN DIRECT SELECTS:

Click on **Add-a-Tab (the {+} sign)**

DS -- Direct Select Module Classic

DS-x25 Direct Select Module

Under Controls, two Direct Select Options

opens Direct Select Standard display

opens Direct Select 25 display

CLASSIC LAYOUT

Press **{1x/2x}**

to change display from 2 blocks of 25 tiles to 1 block of 25 tiles

Click **{Select}**

displays the target choices

You will be offered the following target choices to view: Channels, Groups, Intensity, Focus, Color, and Beam Palettes, Macros, Effects, Snapshots, and Magic Sheets.

SHOW FLEXI

Flexi mode hides unused Direct Select tiles that do not have targets but leaves a single empty tile between non-sequential Direct Selects.

Click **{Show Flexi}**

hides unused Direct Select tiles

Click **{Color Palettes}**

displays the target choices

Using page buttons: **{{Δ}, {▽}}**

to view subsequent pages

Press **{20/50}**

to change from one target type of 50 tiles to 2 target types of 20 tiles

Click **{Select}** on the second group and click **{Groups}**

displays the target choices

Press **{Expand}**

to fill a full screen (Century mode) with one particular target

Notes: With channel or group selections on the command line, direct selects are highlighted to show which blocks have recorded data for those channels.

DS-X25 LAYOUT

Click **{Select}** and hit **{Groups}**

displays the target choices

Press **{+ Array} {- Array}**

to add or delete blocks of Direct Selects

CONFIGURATION MENU OPTIONS

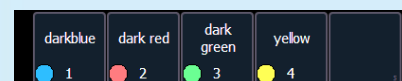
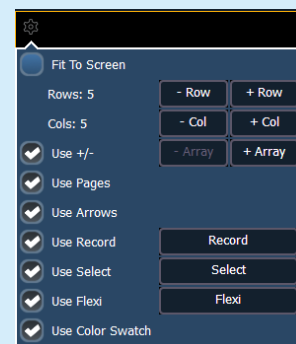
Fit to Screen - direct selects fill the screen as much as possible

Rows - select the number of rows in the arrays

Columns - select the number of columns in the array

Use Buttons - select which buttons are displayed on the screen

- Use +/- to display the **{+ Array} {- Array}** buttons
- **Use Pages** to display the page # buttons
- **Use Arrows** to display the page up and down arrows
- **Use Record** to display the **{Record}** button
- **Use Select** to display the **{Select}** button
- **Use Flexi** to display the **{Flexi}** button
- **Use Color Swatch** to displays a round color swatch in the lower left corner of a color palette direct select





Auto-Mark

Sometimes referred to as Move while Dark or Move before Bright, AutoMark is a default function of the console. Non-intensity parameter transitions will occur in the cue *immediately preceding* the cue in which the changes are stored.

Auto-Marks will execute using the time of the cue in which the moves occur. On a “per-channel” basis, an AutoMark does not occur until:

- Any parameter delay time has elapsed and
- The intensity has reached zero and the parameter has completed any previous movement.

Auto-Marked cues are indicated by an “M” in the flag column of the playback status display

[Go To Cue] [Out] [Clear] [Sneak] [Enter] [Record] [10] [Enter]

[Group] [1] [Full] [Enter] [Record] [Next] [Enter]

turns specials on

[Group] [12] [Full] [Enter] [FP3] [Enter] [Record] [Next] [Enter]

inserts a mark for the movers in cue before, notice ‘M’

[Go To Cue] [Out], run the cues and watch the movers

note where the movers pan and tilt

* Notice the green ‘MK’ on the channel intensity in the marked cues

TURN OFF AUTOMARK ON A PER-CUE BASIS

It is possible to override AutoMark on a per-cue (or cue part) basis. A “D” is displayed when AutoMark has been disabled.

[Cue] [12] {AutoMark Off} [Enter]

turns Auto-Mark off for cue 12, notice ‘D’ and ‘L’ in Flags columns

[Go To Cue] [Out], run the cues again and ...

now you see a live move

This is a toggled state, and to turn AutoMark back on for that cue, hit {AutoMark off} again.

[Cue] [12] {AutoMark Off} [Enter]

turns Auto-Mark on, notice ‘M’

MARK TIME

Mark Time is a setup option which allows you to set the time that mark instructions will use.

Setup > Show > Show Settings > Mark Time [15] [Enter]

notice new duration on cue 11

When {Mark Time} is disabled, which is the default, mark instructions use cue timing.

When you enter a Mark Time in Setup, all NPs that are marked through Auto-Mark will use this time.



Update

Update is a 'save changes' tool. It only pertains to values that are red or modified – values that have been changed. Update saves manual changes back to targets such as cues, palettes, and submasters.

UPDATE

[Go To Cue] [Out] and be in Live Table View

[Group] [12] [IP1] [FP1] [CP1] [BP1]

sets levels

[Record] [100] [Enter]

records the look as a cue

[111] {Color} [At] [50]

makes a manual change to the look – note the red R's in the table view

[Update] Note the prompt above the command line [Enter]

updates the cue and all references stored to that cue – CP1 has been modified

MAKE ABSOLUTE – A {SOFTKEY}

If you want to record your changes to the cue without updating the references, {**Make Absolute**} updates the background cue and converts all levels to absolute values, thereby removing any references.

[Undo]

brings back modified cue

[Update] {Make Abs} [Enter]

changes in cue, not palette

Press & hold [Data]

values modified at cue level, palette unaffected

OTHER UPDATE EXAMPLES

[Update] {Trace} [Enter]

tracks current levels backward until initial move is found, changes from that point

Trace softkey appears after you press [Update]

[Update] <Cue> [x] [Cue Only/Track] [Enter]

updates changes in specified cue only and creates move instructions if needed in next cue

[Update] <Cue> [x] {Trace} [Cue Only/Track] [Enter]

updates the selected cue and tracks changes backward until initial move is found

[Update] [Sub] [x] [Enter]

updates sub to include changes in live output only for channels already in sub

<Channel list> [Update] [Sub] [x] [Enter]

adds only specified channels to sub

Effects



EFFECTS ATTRIBUTES

[Effect] [Effect] or use Add-a-Tab (the {+} sign)

to view the effect list

Effects 901 – 918 are preprogrammed effects

LET'S PLAY WITH A PREPROGRAMMED EFFECT

[Live] [Go To Cue] [Out] [Enter] [Group] [14] [Full] [Enter], Tilt up on cyc

[Effect] [901] [Enter]

applies a circle effect to channels

[Effect] [Effect]

to edit the effect in Blind

Effect properties include: **{Type}**, **{Scale}**, **{Cycle Time}**, **{Duration/Cycle}**, **{Parameters}**, **{Attributes}** as well as **{Entry}** & **{Exit}** Methods, **{Time}**, **{Grouping}** and **{Trail}**.

ATTRIBUTES

{Scale} - Size (default 25)

{Shape/Form} – Default horizontal, press and hold **[Shift]** for vertical

{Axis} – Rotates the shape (Watch the graph as well)

{Cycle Time} – Speed of the effect

GROUPING

{Grouping} determines how channels currently running the effect will be distributed throughout the pattern. Grouping defaults to **{Spread}**.

Every light runs individually, based on the channel order, cycle time, and trail times. A grouping of 2 means every other light will move together.

Grouping of three means every third light, and so on.

TRAIL

{Trail} determines how channels are to follow each other through the effect; it is a percentage of the cycle time. Trail can be any value from 0-100%, even, or solo. The default is even.

- **{Even}** – the groups will be distributed evenly throughout the path. This is calculated by dividing the cycle time of the effect by the number of groups of channels.
- **{Solo}** – the first group will execute the entire path. When done, the second group will execute the entire path.
- **{10%} - {90%}** – when the first group is 10% through the effect, the second group will start the effect, and so on through the remaining groups. Therefore, the groups will trail n% behind each other, as a percentage of the cycle time.

STOPPING AN EFFECT

[Live] [Group] [14] [At] [Enter] or [Effect] [Enter]

stops effect 901 from running

OR [Effect] [901] [At] [Enter]

stops effect 901

OR [Clear] {Fader Controls} {Stop Effect} [Enter]

stops all effects

CREATING EFFECTS



CREATE AN ABSOLUTE EFFECT

[Effect] [Effect]

[Effect] [11] [Enter]

creates a new effect

<Type> {Absolute}

selects Absolute and changes display

{Action} [Page ▶] to {Level} column, then [Color Palette] [1] [Enter]

enters CP1 as the first action

[Page ▼] [Color Palette] [2] [Enter]

enters CP2 as the second action

[Page ▼] [Color Palette] [3] [Enter]

enters CP3 as the next action

[Page ▼] [Color Palette] [4] [Enter]

enters CP4 as the last action

[Page ▼] [Color Palette] [5] [Enter]

enters CP5 as the last action

[Page ▼] [Color Palette] [6] [Enter]

enters CP6 as the last action

[Page ▼] [Color Palette] [7] [Enter]

enters CP7 as the last action

[Live] [Group] [14] [Full] [Enter] [Effect] [11] [Enter]

plays effect

Play with grouping on this effect – note that a grouping of 1 will do a solid color change of the whole cyc.

Watch the effect on the color picker display too!

[Group] [8] [Full] [Enter] [Effect] [11] [Enter]

plays effect across cyc

[Group] [20] [Effect] [11] [Enter]

plays effect running in toward center

[Group] [21] [Effect] [11] [Enter]

plays effect running out from center

[Clear] [Sneak] [Enter]



CREATE A RELATIVE EFFECT

Relative effects are mathematical based effect that can run on any fixture that has the same parameters. A focus effect can be run on any fixtures that have pan and tilt parameters.

FOCUS EFFECT

[Effect] [Effect]

[Effect] [12] [Enter] {Focus}

creates a new focus effect

Graph: X is Pan, Y is Tilt; center is where the light is focused when effect starts.

{Edit}, then {Clear}, left click on the grid, drag to create a closed path

draw something – a triangle

Don't forget to hit {Apply}!

{Grouping} {1}

easier to see them all move as one

[Live] [131] [Thru] [134] [Full] [Enter] Tilt them up on the cyc

[Effect] [12] [Enter]

▶ Magic Sheets

Magic Sheets is a tool that allows you to create a custom layout to display and to interact with your console functions in different ways. There are multiple ways of opening a new or blank magic sheet.

Use Add-a-Tab (the {+} sign)

[Displays] {Magic Sheet} [Enter]

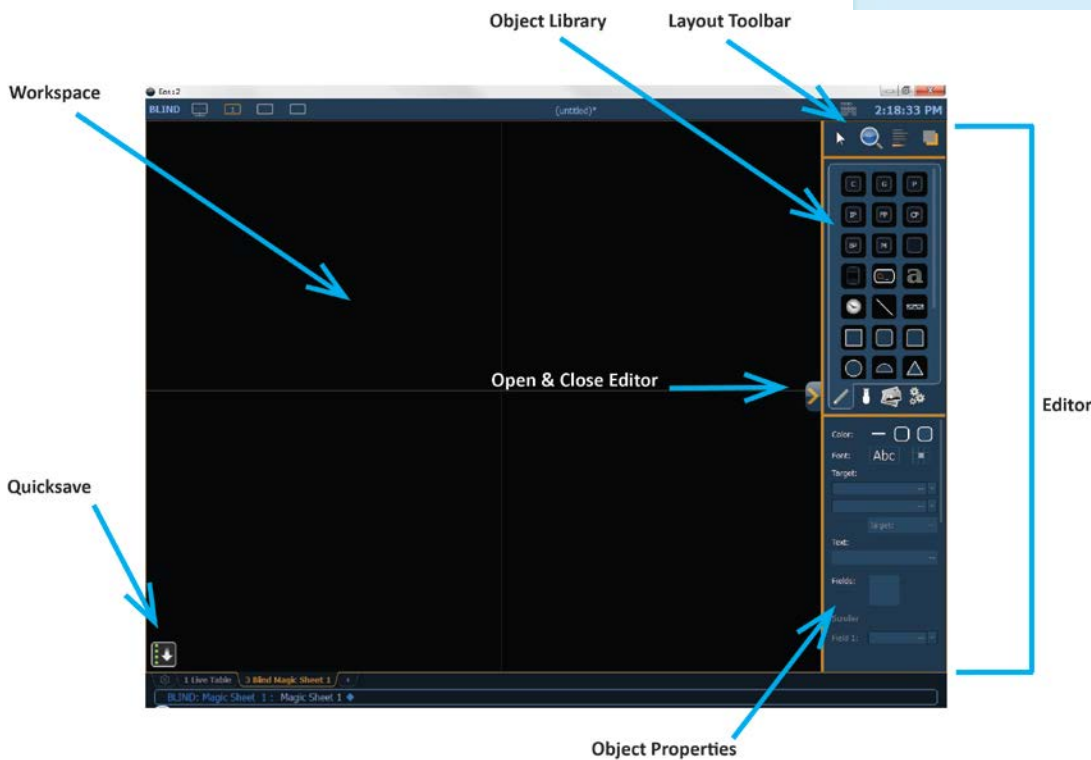
Click or touch "create a new Magic Sheet..."

[Displays] {Magic Sheet} [1] [Enter]



GETTING STARTED

Clicking on the Edit button (>) on the right hand side of the magic sheet display will open the editing tools.



QUICK SAVE

Clicking on the {Quick Save} button allows you to save a restore point for the magic sheet you are working on. Once saved, a green check mark will temporarily appear next to the {Quick Save} button.

NOTE: If no restore points are saved, [Undo] [Enter] will delete the magic sheet.



SIMPLE TOOLS

Click in the Object Library on the rectangle – 6th down on right side

Drag and drop it on the worksheet

- Green Handle for proportional stretch
- Blue handles for edge stretch
- White dot handle for rotate
- Pink handles for individual point move

OBJECT PROPERTIES

COLOR PROPERTIES

- Outline line weight
- Outline color
- Object fill color
 - Brightness (saturation) bar on right side
 - X is the no fill or clear

Select a line weight and a fill color

TARGET ASSIGNMENT

- Beam Palette
- Color Palette
- Focus Palette
- Intensity Palette
- Preset
- Submaster
- Macro Magic Sheet
- Console Button *
- Zoom - when clicked, the view will zoom in to show all objects within that object's group.
- Selection - when clicked, all other objects within that object's group will be selected.
- Channel (default)
- Cue
- Effect
- Group
- Pixel Map
- Snapshot
- User

Make the target 'Group' and start at number 8

FIELD SELECTION

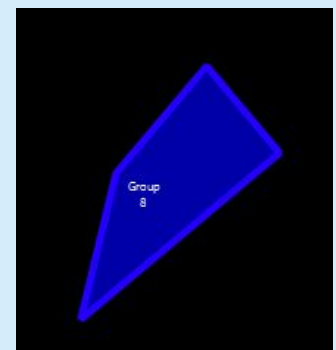
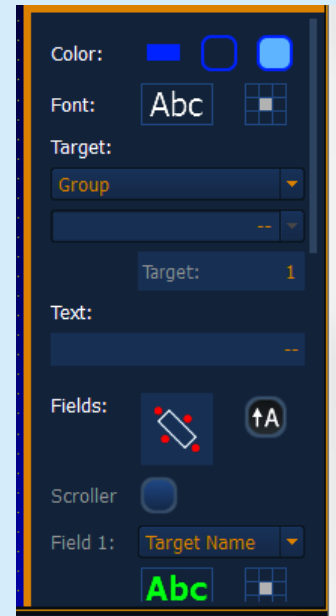
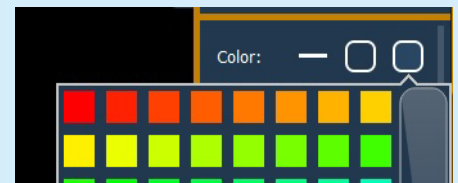
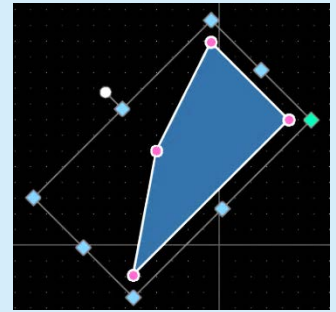
Up to six different fields of custom information can be displayed

- Target ID
- Target Name
- Text 1-4
- Intensity Bar
- Summary
- Color
- Status
- Fixture Type
- Label
- Intensity
- Color Swatch
- Focus
- Beam
- Prev Move
- Next Move

- **Abc or Font icon** - adjust the font type, size, color and style (bold, italic, underline)
- **Alignment icon** - position of the field

Make Field 1 the Target Name and make Field 2 the Target ID

The object might look something like the image to the right.



MOUSE NAVIGATION TOOLS

Use your mouse wheel

to zoom in and out

Right click and hold

to pan or drag the display

CTRL+C and CTRL+V

to copy and paste

Control and multiple clicks

to select multiple objects

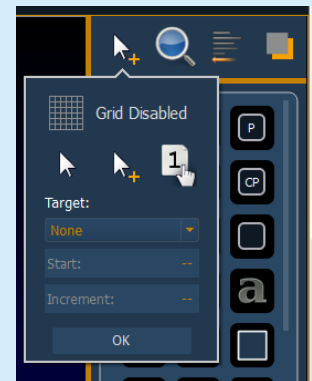
Zoom out to have more room

LAYOUT TOOL BAR

On the Layout Toolbar, click on the Pointer

Click on the Quick Layout Tool (arrow with a plus sign)

Target should be Channel and Start = 56, Increment = 1



OBJECT LIBRARY

Click on the Fixtures Library tab

Select the Selador – 3rd down on right side

On the workspace, click and drop 7 Seladors - preferably horizontally

Click on the red Done icon when finished

Back on Layout Toolbar, change back to Normal pointer (simple arrow)

ALIGNMENT

Click and drag to select all the Selador fixtures

Back on the Layout Toolbar, click on the Align tool

Select Align Middle and then select Distribute Horizontally

BACK TO OBJECT PROPERTIES

Click on the Object Fill Color icon

Click on both Link to Channel Color and Link to Channel Intensity

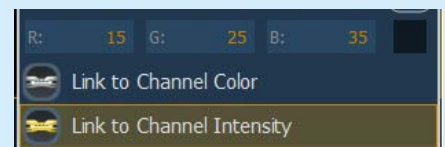


IMAGE LIBRARY TAB

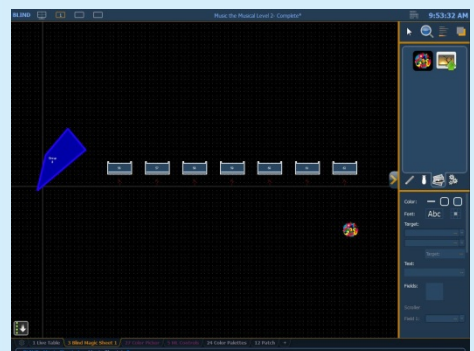
Images can be imported into magic sheets for two different purposes: background images or as icons.

- **[Gobo]** – a direct link to the console gobo library
- Accepted image formats: .bmp, .gif, .ico, .jpg, .pbm, .pgm, .png, .ppm, .svg, .svgz, .tga, .tiff, .xbm, and .xpm.
- The maximum image size allowed is 1920 x 1920

Click in the Images Library

Select your favorite gobo from the gobo library to add to the Image Library

Click on it and add it to the Magic Sheet



The magic sheet might look something like the image to the right.

DISPLAY BEHAVIOR

Determines how the magic Sheet tab interacts with display functions

- **Normal Display** – takes focus like any Display Tab.
- **Channel Display** – uses **[Shift] & [Live]** to navigate to the tab.
- **Control** - will not take focus unless it is double-clicked.

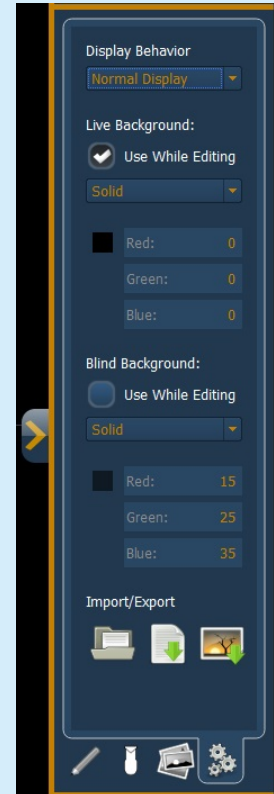
LIVE AND BLIND BACKGROUND SETTINGS

You can select Live and Blind backgrounds for magic sheets. To select the background to be used when editing, check the **{Use While Editing}** box.

- **Solid** – use Red, Green and Blue to select a color or click on the small square next to 'Red' to open a color picker, complete with saturation bar on the right. Note the X closes the color picker
- **Gradient** – select top and bottom colors and display will scale between the two colors
- **Image** -- click on the image icon to select a background image, set width, height and opacity, options for inverted or normal
 - Currently accepts image files: jpg, tif, bmp, png

Select Gradient in the pull-down menu

Choose a top color and a bottom color



LET'S ADD SOME OTHER OBJECTS

Click in the Object Library on the round rectangle – 6th down center

Drag and drop it on the worksheet, stretch it out longer

Make the target Color Palette 1

Make Field 1 the Target Name, font size to 20

Make Field 2 the Target ID, font size to 20

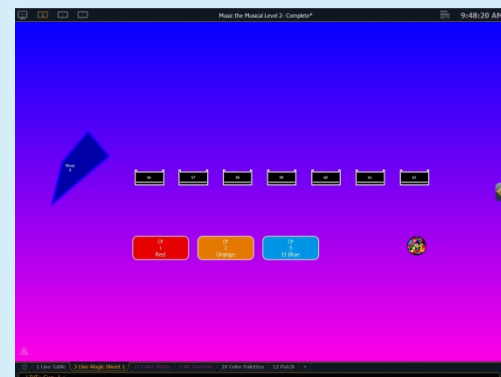
Make Field 3 the Label, font size to 25

Make the fill color red

CTRL+C and then CTRL+V twice

Make the copies: Color Palette 2 (Orange) and Color Palette 5 (Lt Blue)

The magic sheet might look something like the image to the right.



HOW IT WORKS IN LIVE

Close the Editor

Click on Group 8 object. **[Full] [Enter]**

Click on the Color Palette objects - red, orange, lt. blue

Roll down intensity wheel

now in Live

to bring cyc lights up

cyc changes color – also notice channel objects are changing color

channel objects slowly fade to black.



MAGIC SHEET EDITING

LET'S ADD AN EFFECT OBJECT

Open the Editor

Add a circle to the workspace – 6th down on left in Object Library

Make the fill color green

Make the target Effect 11

Make Field 1 the Target Name, font color black, bold and size to 20

Make Field 2 the Target ID, font color black, bold and size to 20

The magic sheet might look something like the image below.

Close the Editor

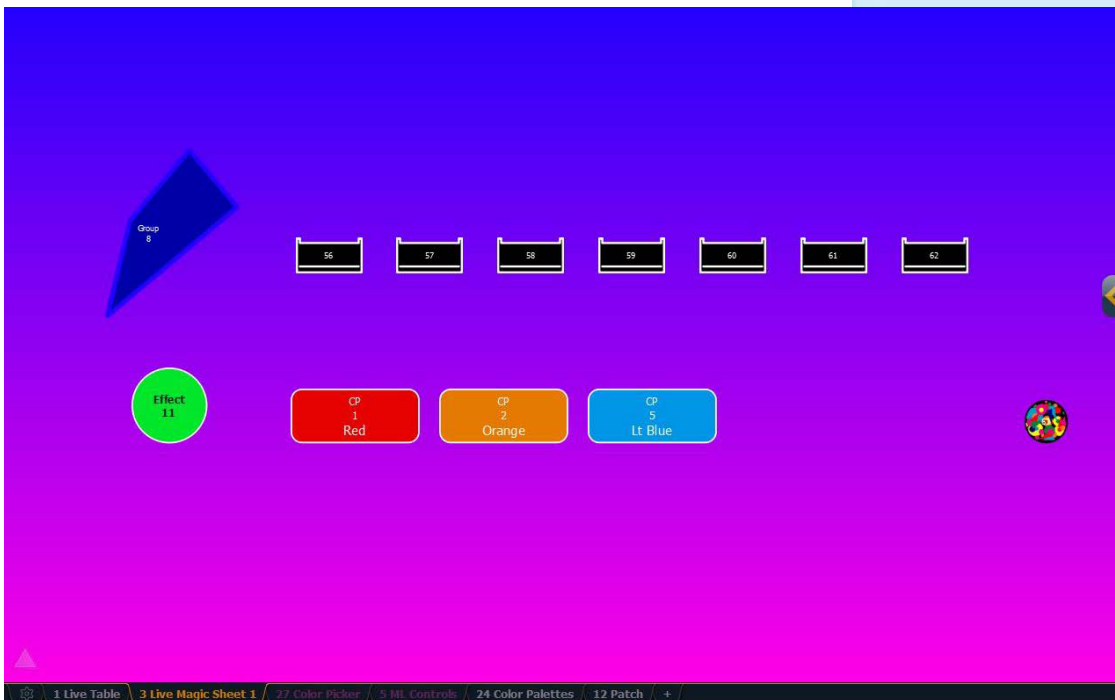
Click on Group 8 and roll to full

Click on the Effect object

now in Live

to bring cyc lights up

channels start running the color effect





NAVIGATION TOOLS

DISPLAY TOOLS

Click on the triangle in the lower left of the display

to open Magic Sheet navigation window

- **< ■ Add View >** – for each magic sheet, multiple views may be created, < and > allow for scrolling through the views.
- **Save Screenshot** – saves a png screenshot to a USB
- **Magic Sheet Browser** – opens a browser of thumbnail images to scroll through.
- **Lock / Unlock** – locks the magic sheet so it cannot be zoomed or panned. Note that the triangle turns into a lock.
- **Zoom to all** – zooms to show all objects
- **Zoom to selection** – zooms to show all selected objects
- **Center to selection** – centers the display on the selected objects without changing the zoom

Click on Zoom to all

Click on ■ Add View

zooms out to show all objects in MS1

Select Ellipsoidal, then click on Zoom to selection

Click on ■ Add View

zooms in to show only selected item

Zoom to all

zooms out to show all objects

Select the Group Array and Zoom to selection

Click on ■ Add View

Now use the < > to scroll through the 3 views

COMMAND-LINE NAVIGATION

{Magic Sheet} [1] [/] [2] [Enter] or {Magic Sheet} [1] [Part] [2] [Enter]

to go to a specific view - Magic Sheet 1, View 2

[Displays] {Magic Sheet} {1} [Enter]

command-line navigation

MULTI-TOUCH GESTURES

The following multi-touch gestures can be used with an external multi-touch touchscreen or the onboard monitors on Eos Ti and Gio. Multi-touch is not available on the on-board monitors of Eos.

- **Scroll** - touch with two fingers to move around the page.
- **Zoom Out** - touch with two fingers and then move your fingers toward each other.
- **Zoom In** - touch with two fingers and then move your fingers away from each other.
- **Zoom to All** - double tap with two fingers.
- **Jump to Previous View** - use three fingers to swipe upwards or to the right.
- **Jump to Next View** - use three fingers to swipe downwards or to the left.
- **Magic Sheet Browser** - tap with three fingers to open the browser.

Overview of the Shell

[Displays], Exit> and [Select] or press {OK}.

STARTING SCREEN

PRIMARY OR BACKUP

Primary is a mode for using a single console on a network where the primary output of data is from that single console. **Backup** requires a primary console be online to synchronize. In the event the primary goes offline, the Backup will intake all show data for use that it needs to assume control of the lighting system.

CLIENT OR OFFLINE

A **Client** console acts as an extension of the primary console, more like a remote controller, remote video station, or an expensive keyboard for a system. Whereas **Offline** mode puts the software in a state where there is no network activity, no control, and no connections to other consoles or any other network devices.

SETTINGS

- **General** Device Name, Time/Date, Monitor Arrangement, Software Update
- **Network** Online status, IP Address, Protocols, Advanced Features, Wi-Fi Remote Enable
- **Maintenance** Deep Clear, Save Logs, Backup Show Archive, File Manager, Face Panel Test
- **Buttons** Eos Ti, and Gio facepanel buttons, RPU/RVI Button Setup (Export to a USB)
- **Local I/O** DMX Speeds for local DMX outputs, Show Control Settings
- **RFR** Base Station Frequency and Network ID

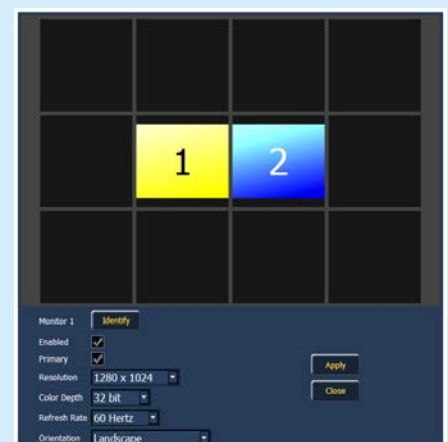
MONITOR ARRANGEMENT

The selected monitor will display in yellow. Monitors can be dragged to any of the surrounding black boxes to mimic actual monitor layout.

- **{Calibrate}** and **{Reset Calibration}** for the internal touchscreens
- **{Identify}** - displays the video port numbers that your monitors are connected to on the monitors to confirm where placement.
- **{Enabled}** - When checked, the monitor is available for use. Console displays the {Enabled} box checked for any monitors it recognizes.
- **{Primary}** - selects which monitor will display the Eos Configuration Utility and Central Information Area (CIA).
- **{Resolution}**, **{Color Depth}**, **{Refresh Rate}** and **{Orientation}** will help configure the monitors appropriately.
- **{Configure Touchscreens}** and **{ELO Settings}** for external touchscreens
- **{Apply}** - will save and use your settings.

SHUTDOWN

Clicking Shutdown will shut down the Eos console after a confirmation.



Important Concepts

CUE LIST OWNERSHIP

Eos family consoles support up to 999 cue lists, 200 of which can be active at a time. In a multiple-cue-list console, cue list ownership is an important concept and is determined by the cue from which a channel or parameter is currently receiving its value. In Live, a parameter is considered “owned” by a cue list when it is receiving its current value from that cue list.

When alternating playback between cue lists in sequential playback, a channel/parameter is “owned” by the last cue that provided it with a move instruction. For example, assume a channel is owned by cue list 1 and is at a tracked value. If a cue from another cue list is executed and provides a move instruction for the channel in the new cue, the channel is now owned by the second cue list. It will not return to cue list 1 until that cue list provides a move instruction for the channel.

This rule is not followed when executing an out-of-sequence cue. In general applications, the entire contents of the cue (both moves and tracks) will be asserted on an out-of-sequence cue. An out-of-sequence cue is any cue that is recalled via “Go To Cue”, a Link instruction, or manually changing the pending cue.

ASSERT

Assert is analogous to block, but is a Playback function - it defines how the cues interact with each other in regard to the concepts of Move Fade. Assert may be used to override this default behavior, allowing a cue list’s control over a channel to be restored, even when the channel’s data is tracked.

Assert is not only used in multiple cue list environments, it is useful in single list as well, as it is a way to force a tracked value to act as a move instruction on playback. Assert can be placed on a cue list, a cue, a channel or a parameter.

Example: Cue 10 is a blackout on a time of 0. Cue 9 starts some of the lights fading to zero. You run cue 10 before cue 9 is finished. Because some of the levels were already commanded to zero in cue 9, they will continue to run in cue 9’s time as they are not getting a new move instruction in cue 10. To get them to use cue 10’s time, you have to place an assert on cue 10 (blocking cue 10 will not do this).

REFERENCED DATA

Palettes are referenced data. This means that when included in presets, cues, or effects, changes to the contents of the palette are propagated into all of the places the palette is stored. Four types of palettes are available: Intensity, Focus, Color, and Beam.

Eos supports up to 1,000 palettes of each of the four types. Palettes can be recorded as decimal or whole numbers and are automatically filtered into IFCB categories. Color data cannot be placed in beam palettes, intensity cannot be included in focus palettes, and so forth. This makes the process of creating palettes easier, faster and less work. If you need to create a reference that will include a mix of IFCB information, presets can be used

UPDATE /TRACE

[Trace] works just as **Track** does, except it allows changes to be tracked backwards through the cue list, until it sees a move instruction. A trace will track into, but not beyond, a blocked instruction.

Following are some examples:

- **[Update] <Cue> [5] [Trace] [Enter]** -updates cue 5, and tracks changes backward until a move instruction is encountered. If the system is in track mode, the change will track forward in the cue list until the next move instruction or block. If in cue only mode, this has no impact on subsequent cues.
- **[Update] [Trace] [Cue Only/Track] [Enter]** - updates the selected cue and tracks changes backward until a move instruction is encountered. If the system is in track mode, the change is prohibited from tracking forward in the list. If in cue only mode, the change is allowed to track forward.

FILTERS

Filters can be used to modify what data is stored to a palette by a record action. The parameters that are active or filtered allow those parameters to be stored to record targets.

TO FILTER A PARAMETER:

Step 1: Press and hold the **[Filter]** button on the face panel.

Step 2: In the CIA, press the button for the parameter you wish to store.

Step 3: Release the **[Filter]** button. "Filter On" appears next to the parameter category button.

TO DETERMINE WHICH PARAMETER IS FILTERED IN THE CATEGORY:

Step 1: Press and hold the **[Filter]** button. All actively filtered parameters are highlighted in gray. You may need to press the arrow softkeys for that parameter category to page additional parameters in the category.

Filters are a toggle state. To remove filters, press and hold **[Filter]** and press the highlighted parameter buttons in the CIA to deactivate the filters, or use **{Clear Filters}**.

MAKE NULL

The **{Make Null}** softkey can be used to withhold parameter data from record or update actions in live, and remove parameter data from record targets in blind. **{Make Null}** is applied using channel selection and can impact entire channels, individual parameters, or parameter categories.

PSD FLAGS

Flags can be applied to cues to change specific behaviors. Flags can be set for “Mark - M”, “Block - B”, “Preheat - P” and “Moves - MV.”



M - Mark (Auto Mark Enabled)

- M A cue that the software is using for an Auto Mark, and has channels marking in it. The 'M' always appears in the cue directly before the Reference (which is not indicated when Auto Mark is enabled).
- D A cue where Auto Marks have been disabled, allowing live moves.

B - Block

- B Cue-Level Block
- b Discrete channel/parameter Blocks are present
- b Auto-Blocks are present
- I Intensity Block

P - Preheat

- P A cue that is set for Preheating. The cue before it will use each channel's preheat value from patch.

MV - Moves

- D A cue with Dark Moves. There are channels that have an intensity of zero and non-intensity moves stored in this cue. This is where you might want to delete unnecessary moves.
- L A cue with Live Moves. There are channels that have an intensity of zero stored in the previous cue, and an intensity level above zero and non-intensity moves stored in this cue. This is where you might want to Mark channels to a previous cue.
- + A cue where both Dark Moves and Live Moves are present.

HOW ELEMENT COMPARES TO THE OTHER EOS FAMILY CONSOLES

As of version 2.3 software:

SYSTEM

- 250 or 500 channel Max
- 1024 Output Max
- 40 or 60 physical faders assigned as fixed sub-pages or channels
- No External Fader Wings
- No encoders – use ML Controls
- No Multi-user or Partitions
- Can use an Element/ETCnomad (including Puck) as Backup to another Element. Must be in Element mode on ETCnomad.
- Single user client, all sharing a command line. Must be in Element mode and on an Element or ETCnomad device. (New as of v2.2.0)
- Snapshots limited to displays

PLAYBACK

- Single cue list – no multiple cue lists
- Follow Only (No Hang)
- No F/C/B Parameter Timing
- No Discrete Timing
- Block is both Assert and Block

CONTROL AND DATA MANAGEMENT

- No Presets
- No Home Preset
- No Reference Mark – AutoMark Only, which is always enabled
- No By Type option for Palettes
- Palettes do not have “Lock” or “Absolute” option
- No Pixel Mapping
- Update limited to All or Absolute (Default is always Update All)
- No Fan
- No Highlight
- No Capture
- No Filters
- No Trace
- No Query

MOVING A SHOW FILE FROM EOS TO ELEMENT

- Referenced Marks become AutoMark
- Presets become absolute data – no longer referenced
- Maintains Cue List 1. Other Cue Lists will be removed
- Submaster mapping becomes 1 to 1
- Hang is converted to Follow
- Discrete Time is removed

Note that the show file that you open on Element is not changed when opened. The show file is loaded into persistent storage, and that copy is changed. Data that is removed or changed will affect the show in persistent memory and any subsequent saves of that show file.

Appendix 1 – Level 1 Channel Hookup

Channel	Universe	Address	Manufacturer	Type	Focus/Notes
1	1	1	Generic	Dimmer	Special - DSR Desk
2	1	2	Generic	Dimmer	Special - USC Solo
3	1	3	Generic	Dimmer	Special - DSL Study
4	1	4	Generic	Dimmer	Special - Piano
5	1	33	Generic	Dimmer	Special - Drums
6	1	31	Generic	Dimmer	Special - Vocals
7	1	32	Generic	Dimmer	Special - Guitar
8	1	35	Generic	Dimmer	Special - Piano Top Light
9	1	34	Generic	Dimmer	Special - Drums Top Light
11	1	5, 6, 7	Generic	Dimmer	High Side SR - Blue
12	1	8, 9, 10	Generic	Dimmer	High Side SL - Blue
13	1	11, 12, 13	Generic	Dimmer	High Side SR - Pink
14	1	14, 15, 16	Generic	Dimmer	High Side SL - Pink
15	1	17, 18, 19	Generic	Dimmer	High Side SR - Yellow
16	1	20, 21, 22	Generic	Dimmer	High Side SL - Yellow
21	1	23	Generic	Dimmer	Texture Wash
21 P2	1	71	Generic	Scroller	Scroller w/ custom load
22	1	24	Generic	Dimmer	Texture Wash
22 P2	1	72	Generic	Scroller	Scroller w/ custom load
23	1	25	Generic	Dimmer	Texture Wash
23 P2	1	73	Generic	Scroller	Scroller w/ custom load
24	1	26	Generic	Dimmer	Texture Wash
24 P2	1	74	Generic	Scroller	Scroller w/ custom load
25	1	27	Generic	Dimmer	Texture Wash
25 P2	1	75	Generic	Scroller	Scroller w/ custom load
26	1	28	Generic	Dimmer	Texture Wash
26 P2	1	76	Generic	Scroller	Scroller w/ custom load
31	1	101	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
32	1	110	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
33	1	119	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
34	1	128	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
35	1	137	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
36	1	146	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
37	1	155	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
38	1	164	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
39	1	173	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
40	1	182	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
41	1	191	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
42	1	200	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
43	1	209	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
44	1	218	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light
45	1	227	ETC Fixtures	D40 Lustr+ – Direct Str	Top Light

Channel	Universe	Address	Manufacturer	Type	Focus/Notes
51	2	52	Color Kinetics	ColorBlast 12	Cyc Top
52	2	55	Color Kinetics	ColorBlast 12	Cyc Top
53	2	58	Color Kinetics	ColorBlast 12	Cyc Top
54	2	61	Color Kinetics	ColorBlast 12	Cyc Top
55	2	64	Color Kinetics	ColorBlast 12	Cyc Top
56	2	67	Color Kinetics	ColorBlast 12	Cyc Top
57	2	70	Color Kinetics	ColorBlast 12	Cyc Top
58	2	73	Color Kinetics	ColorBlast 12	Cyc Top
59	2	76	Color Kinetics	ColorBlast 12	Cyc Top
60	2	79	Color Kinetics	ColorBlast 12	Cyc Top
61	2	82	Color Kinetics	ColorBlast 12	Cyc Top
62	2	85	Color Kinetics	ColorBlast 12	Cyc Top
63	2	88	Color Kinetics	ColorBlast 12	Cyc Top
64	2	91	Color Kinetics	ColorBlast 12	Cyc Top
65	2	94	Color Kinetics	ColorBlast 12	Cyc Top
66	2	97	Color Kinetics	ColorBlast 12	Cyc Top
67	2	100	Color Kinetics	ColorBlast 12	Cyc Top
101	1	301*	Robe	Robin 300 LEDWash – M3	
102	1	321	Robe	Robin 300 LEDWash – M3	
103	1	341	Robe	Robin 300 LEDWash – M3	
104	1	361	Robe	Robin 300 LEDWash – M3	
105	1	381	Robe	Robin 300 LEDWash – M3	
106	1	401	Robe	Robin 300 LEDWash – M3	
111	3	1	VariLite	VL3500 Spot – VL3500 Spot	FOH
112	3	32	VariLite	VL3500 Spot – VL3500 Spot	FOH
113	3	63	VariLite	VL3500 Spot – VL3500 Spot	FOH
114	3	94	VariLite	VL3500 Spot – VL3500 Spot	FOH
115	3	125	VariLite	VL3500 Spot – VL3500 Spot	FOH












* Think Offset!!

Appendix 2 – Level 2 Hookup Additions

Channel	Universe	Address	Manufacturer	Type	Focus/Notes
71	2	1	Color Kinetics	ColorBlast 12	Cyc Bottom
72	2	4	Color Kinetics	ColorBlast 12	Cyc Bottom
73	2	7	Color Kinetics	ColorBlast 12	Cyc Bottom
74	2	10	Color Kinetics	ColorBlast 12	Cyc Bottom
75	2	13	Color Kinetics	ColorBlast 12	Cyc Bottom
76	2	16	Color Kinetics	ColorBlast 12	Cyc Bottom
77	2	19	Color Kinetics	ColorBlast 12	Cyc Bottom
78	2	22	Color Kinetics	ColorBlast 12	Cyc Bottom
79	2	25	Color Kinetics	ColorBlast 12	Cyc Bottom
80	2	28	Color Kinetics	ColorBlast 12	Cyc Bottom
81	2	31	Color Kinetics	ColorBlast 12	Cyc Bottom
82	2	34	Color Kinetics	ColorBlast 12	Cyc Bottom
83	2	37	Color Kinetics	ColorBlast 12	Cyc Bottom
84	2	40	Color Kinetics	ColorBlast 12	Cyc Bottom
85	2	43	Color Kinetics	ColorBlast 12	Cyc Bottom
86	2	46	Color Kinetics	ColorBlast 12	Cyc Bottom
87	2	49	Color Kinetics	ColorBlast 12	Cyc Bottom
121	2	351	VariLite	VL2000 Wash – Enhanced 16B	Over-stage
122	2	366	VariLite	VL2000 Wash – Enhanced 16B	Over-stage
123	2	381	VariLite	VL2000 Wash – Enhanced 16B	Over-stage
124	2	396	VariLite	VL2000 Wash – Enhanced 16B	Over-stage
131	2	201	Martin	Mac 700 Profile – Ext	Over-stage
132	2	232	Martin	Mac 700 Profile – Ext	Over-stage
133	2	263	Martin	Mac 700 Profile – Ext	Over-stage
134	2	294	Martin	Mac 700 Profile – Ext	Over-stage

Appendix 3 – Scroll Setup

Generic Scrolls (Channels 21 – 26)

1	Open Frame	
2	R10 – Medium Yellow	
3	R27 – Medium Red	
4	R339 – Broadway Pink	
5	R351 – Lavender Mist	
6	R359 – Medium Violet	
7	R370 – Italian Blue	
8	R38 – Light Rose	
9	R65 – Daylight Blue	
10	R85 – Deep Blue	
11	R90 – Dark Yellow Green	

Appendix 4 – Show File Data

Groups, Palettes and Presets are included in the show file:

Group #	Label	Channels
1	Specials	1 thru 3
2	Band	4 thru 9
3	Blue Sides	11 + 12
4	Pink Sides	13 + 14
5	Yellow Sides	15 + 16
6	Texture	21 thru 26
7	Top Lights	31 thru 45
8	LED Cyc Top	51 thru 67
9	LED Cyc Bottom	71 thru 87
11	Robin 300s	101 thru 106
12	VL3500s	111 thru 115
13	VL2000s	121 thru 124
14	Mac 700s	131 thru 134
16	All movers	G11 thru G14
20	Cyc In	Cyc In
21	Cyc Out	Cyc Out
25	CP Group	G7 + G8 + G11 thru G14
30	Area lights in a cross-stage order	1, 4, 2, 5, 3

Color Palette #	Label	Groups Used
1	Red	G25
2	Orange	G25
3	Yellow	G25
4	Green	G25
5	Light Blue	G25
6	Dark Blue	G25
7	Magenta	G25
Focus Palettes #	Label	
1	DSR Desk	G12
2	USC Solo	G12
3	DSL Study	G12
4	Vocals (USR Platform)	G12
5	Guitar (USL Platform)	G12
Beam Palettes #	Label	
1	All Beam parameters	G12
2	Just Gobo Select	G12
3	Just Zoom	G12
Preset #	Label	
1	USC Red (Solo In Color)	G12
5	Movers – Intensity	G12
6	Movers – Intensity and Beam	G12



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