Quick Reference Sheet

Saving / Loading

Reset Desk	SETUP [CLEAR OPTIONS] [RESET DESK]
Save Show	SETUP [FILES] [SAVE SHOW]
Load Show	SETUP [FILES] [LOAD SHOW]
Leave Setup	SETUP

Monitor Windows

Output Window	{SHOW OUTPUT WINDOW}
Cue Stack Window	SHIFT + CUE
Submasters Window	SHIFT + SUB
Palette Windows	SHIFT + COLOUR Or SHIFT + BEAMSHAPE etc
Macro Window	SHIFT + MACRO
Group Window	SHIFT + GROUPS
Resize Window	{VIEW} {SIZE}
Close Window	{VIEW} {CLOSE}
Select Window	{VIEW} {SELECT}
Record View	RECORD VIEW <number> ENTER
Recall View	VIEW <number> ENTER
Calibrate Monitor	SETUP [DESK SETUP] [DISPLAYS] [CALIBRATE]

Dimmer Control

Channel at 100%	<fixture no.> FULL
Channel at level	<fixture no.> @ <level> ENTER
Range of channels	<fixture no.> THRU <fixture no.> @
Relative Level adjustment	<fixture no.> @ + 10 ENTER <fixture no.> @ - 30 ENTER
Clear selected fixtures	CLEAR CLEAR
REM DIM	SHIFT + FULL

Fixture Control

Select Fixture	# (fixture no.) ENTER
Home Fixture	HOME
Dimmer control	<Intensity Wheel>
Position control	POSITION <wheels>
Colour control	COLOUR <wheels>
Beamshape control	BEAMSHAPE <wheels>
Home just Position	POSITION 0 ENTER (also COLOUR 0 ENTER, etc)
Untag an attribute	CLEAR + <move wheel>
Untag a parameter	CLEAR + <attribute>
Fan a parameter	SHIFT + <move wheel>
Change Fan mode	SETUP + COLOUR <Shifted Wheel Mode> <select> <OK>

Patching

Add Fixture	SETUP [PATCH] [PATCH WIZARD] <follow wizard>
Edit Fixture	Patch SETUP [PATCH] [EDIT FIXTURES] [PATCH] <edit as required>
Delete Fixture	SETUP [PATCH] [ADD FIXTURES] <select fixtures> <change quantity>

Palettes

Create Auto Palettes	SETUP [PATCH] [AUTO MENUS] [CREATE AUTO PALETTES]
Access a colour palette	COLOUR <enter colour palette no.> ENTER
Access Colour Picker	SHIFT + COLOUR <select colour picker button> ENTER
Store a colour palette	<setup fixtures as required> RECORD COLOUR <enter colour palette number > ENTER
Name a Colour Palette	COLOUR <enter number> NAME <select name> ENTER

Effects – auto palettes must be created first

Apply an effect	<select fixture> EFFECT <effect number> ENTER
Store an effect	<setup an effect> REC EFFECT <enter number> ENTER
Name an effect	EFFECT <enter number> NAME <enter name> / ENTER
Stop an effect	<select fixture> EFFECT <effect number> HOME

Cues

Record a Cue	<select stack> REC CUE <enter cue no> ENTER
Playback a Cue	CUE < enter memory no.> GO
Delete a Cue	<select stack> DEL CUE <enter cue no> ENTER [YES]
Name a Cue	<select stack> CUE<enter cue no> NAME <name> ENTER
Set Fade Times	<select stack> CUE <enter cue no> TIME <enter time> ENTER
Set Delay Times	CUE<enter cue no> TIME <enter time> ENTER
Release Stack	<select stack> RELEASE
Release all stacks	SHIFT + RELEASE

Submasters

Record a Submaster	REC SUB <enter sub no.> ENTER
Playback a Submaster	<via DMX In fader> or SETUP + <select stack> <choose Submaster mode>
Delete a Submaster	DELETE SUB <enter sub no.> ENTER ENTER
Name a Submaster	SUB <enter sub no.> NAME <enter name> ENTER
Set Fade Times	SUB <enter sub no.> TIME <enter time> ENTER
Configure DMX In	SETUP [Desk Setup] [Inputs] <Submasters>

Macros

Create Auto Macros	SETUP [PATCH] [AUTO MENUS] [CREATE AUTO MACROS]
View Macros	SHIFT + MACRO
Lamp On Macro	<select fixtures> MACRO <enter macro number – normally 2>
Lamp Off Macro	<select fixtures> MACRO <enter macro number – normally 3>
Reset Macro	<select fixtures> MACRO <enter macro number – normally 1>
Record a Macro	REC MACRO <enter macro number> ENTER <perform task> MACRO
Play a Macro	MACRO <enter macro no.> ENTER
Link a Macro to a Cue	<select cue> <highlight 'Comments' cell> ENTER [MACROS..] <enter macro number> OK OK
Link a Macro to a Submaster	SHIFT + SUB <select sub> <highlight 'Comments' cell> ENTER [MACROS..] <enter macro number> OK OK

Groups

Create Auto Groups	SETUP [PATCH] [AUTO MENUS] [CREATE AUTO GROUPS]
Select a Group	GROUPS <enter group no.> ENTER
Store a Group	<setup fixtures as required> REC GROUP <enter number> ENTER
Name a GROUP	GROUP <enter number> NAME <enter name> ENTER

UDKs

Fixture UDK	<fixture number> RECORD <UDK>
Cue UDK	CUE <number> RECORD <UDK>
Channel Data UDK	<setup scene> RECORD <UDK>
Macro UDK	MACRO <number> RECORD <UDK>
Palette UDK	COLOUR <number> RECORD <UDK> BEAMSHAPE <number> RECORD <UDK> POSITION <number> RECORD <UDK> EFFECTS <number> RECORD <UDK>
Group UDK	GROUP <number> RECORD <UDK>
Setup UDK	SETUP + <UDK>