

Saving / Loading

New show
 Save show
 Load show
 Save settings
 Load settings
 Save partial show
 Merge in show
 Load archived backup
 Export patch list
 Import patch list
 Import ASCII file
 Reset console

SETUP <View Settings> <New Show>
 SETUP <View Settings> <Save Show>
 SETUP <View Settings> <Load Show>
 SETUP <View Settings> <Save Setting>
 SETUP <View Settings> <Import Settings>
 SETUP <View Settings> <SHIFT +Export Show>
 SETUP <View Settings> <SHIFT + Import Show>
 SETUP <View Settings> <SHIFT + Load Backup>
 PATCH <View Chans> <Export Heads>
 PATCH <View Chans> <Import Heads>
 PATCH <View Chans> <Import USITT>
 SETUP, <SHIFT + QUIT>

Patching

Select head for patching
 Patch 1 head, next free address
 Patch 5 heads, next free address
 Patch 1 head at uni 1 address 1
 Patch 5 heads at uni 2 address 1
 Patch 5 heads at uni 2 address 1, start at head 100
 Patch 5 heads with offset 20
 Patch after uni 3 address 50
 Patch 5 heads at uni 7 address 2, head no. 201
 Reselect heads
 Edit patched head
 Repatch selected heads without changing offset

PATCH <Choose Head>
 1 <Patch It>
 5 <Patch It>
 1@1-1 <Patch It>
 5@2-1 <Patch It>
 5@2-1*100 <Patch It>
 5/20 <Patch It>
 5@+3-50 <Patch It>
 10@7-2*201
 Cursor to head <SHIFT +Choose Head>
 Cursor to head <SHIFT +Edit Head>
 3-1/ ENTER

Select heads

Select head 1
 Sub Select element 2
 Select heads 1 to 4
 Select heads 1 to 10, not 5
 Deselect all heads
 Reselect last heads after CLEAR
 Select Group 1
 Select Groups 1 to 4
 Sub select 1st head
 Sub select 1st and 2nd head in group
 Sub select 3rd 4th and 5th head
 Select all heads using palette
 Select heads active in Playback
 Select heads above 20% intensity
 Select heads above 20% intensity
 Select heads with 20% intensity

1 @@
 .2 NEXT HEAD
 1 THRU 4 @@
 1 THRU 10 - 5 @@
 0 @@@
 ALL
 1 * *
 1 THRU 4 * *
 1 NEXT HEAD
 1 + 2 NEXT HEAD
 3 THRU 5 NEXT HEAD
 ALL + <Palette entry>
 ALL + <S>
 ALL + 20 ENTER
 20 ALL + INT
 ALL + @20 + ENTER

Lamp On / Lamp Off / Reset

Lamp On entire rig
 Lamp Off entire rig
 Lamp On selected heads
 Lamp Off selected heads
 Reset selected heads
 Lamp on selected heads
 Lamp off selected heads
 Reset selected heads

MACRO <Lamp on all>
 MACRO <Lamp off all>
 SHIFT + LOCATE
 CTRL + SHIFT + LOCATE
 CTRL + LOCATE
 <select head> *++
 <select head> *--
 <select head> *//

Setting intensities

Set head 1 to 100%
 Set head 1 to 50%
 Set heads 1 to 4 to 100%
 Set head 1 +10%
 Set head 1 -1%
 Set head 1 to 50% time 3 secs
 Heads 1 to 10, 100% split delays 4s to 1s, 1s fade
 Set head 1 to 100% using keyboard
 Set heads 1 to 4 to 100% using keyboard
 Set heads 1 to 4 @ 50%, all others at 0%
 PC Keyboard THRU = '>'

1 @ FULL (Also 1 FULL)
 1 @ 50 ENTER
 1 THRU 4 @ FULL
 1 @ + 10 ENTER
 1 @ - 01 ENTER
 1 @ 50 / 3 ENTER
 1 > 10 @ FULL / 4 > 0 / 1
 1 @ #
 1 > 4 @ #
 1 > 4 @ 50 --
 FULL = '#'

FX

Add FX
Convert chase to FX
Force Cue to have no FX

Select heads, FX <ADD FX>
CUE STK <SHIFT + Make FX>
Select heads <Add FX 0 Size>

Playback

Step through Cue
Step back up Cue
Go to next step without time
Go back a step without time
Reassert Playback
Take manual control of Playback
Change chase / FX speed live
Go to Cue ID 2
Release Playback with 3 sec time
Release all Playbacks
Release all test Playbacks/Cues/Stacks
Enter/exit Blind with 3 sec time
Make Cue Stack default all pages

>
|| (also SHIFT + >)
>>
<<
<<S> + FLASH button>
<S + move manual fader>
<S + turn encoder X>
<S> 2 ENTER
<S> 3 <REL>
SHIFT + RELEASE
CTRL + RELEASE.
3 <BLIND>
Change to Page 1, PLAYBACK, <Default Cue Stack>
(soft button D)
SHIFT + SEL – select source – select target

Transfer a Cue Stack to other playback

Loading Values into the Programmer

Default all attribs
Default position attribs
Default colour attribs
Default beam attribs
Default intensity attribs
Make active all attribs
Make active pos attribs
Make active colour attribs
Make active beam attribs
Make active int attribs
Load Cue from Playback
Load Cue ID 2
Load Cue at 40%
Load Cue at current level
Load entire state of Cue
Load selected heads
Load from DMX
Snapshot output cues
Snapshot active values

Select heads, LOCATE
Select heads <POS + LOCATE>
Select heads <COLOR + LOCATE>
Select heads <BEAM + LOCATE>
Select heads <INT + LOCATE>
Select heads, <* + SET>
Select heads, <POS + SET>
Select heads, <COLOR + SET>
Select heads, <BEAM + SET>
Select heads, <INT + SET>
INC <S>
2 INC <S>
@ 40 INC <S>
@ INC <S>
ALL + INCLUDE
<SHIFT + INC> <Selected Only> <S>
Select heads, <CTRL + INC> ENTER
PROG, <Snapshot>
THRU RECORD

Removing values from the Programmer

Clear all values
Clear with 3 sec time
Clear selected heads
Clear to 0 vals
Remove attrib
Remove attrib
Remove position attribs
Remove colour attribs
Remove beam attribs
Remove intensity attribs
Remove all attribs

CLEAR
3 CLEAR
Select heads, SHIFT + CLEAR
CTRL + CLEAR
<REMOVE + turn encoder>
<soft button + REMOVE>
<POS + REMOVE>
<COLOR + REMOVE>
<BEAM + REMOVE>
<INT + REMOVE>
<* + REMOVE>

Recording Cues

Record Cue on Playback	RECORD <S>
Record Cue ID 2.5	2.5 RECORD <S>
Record Cue to current Playback	RECORD ENTER
Record to Playback 2	RECORD 2 ENTER
Record to Cue ID 2.5 Playback 2	RECORD 2 / 2.5 ENTER
Record sel heads only	<SHIFT + RECORD> <Sel Only> <S>
Record selected only	Hold * and press REC
Record sel attribs	<SHIFT + RECORD>, select attribs, <S>
Record merge	<+ + RECORD> <S>
Record remove	<- + RECORD> <S>
Record remove selected head only	Hold * and - and press REC
Record remove to a range of cues	RECORD REMOVE x THRU y <S>
Record entire state of programmer	ALL + RECORD
Record Merge current Cue	<S> + REC
Record Merge current Cue	REC then UPD
Record merge selected head only	Hold * and + and press REC
Record merging to a range of cues	RECORD MERGE x THRU y <S>
Record Cue Only	/ + REC
Record Snapshot	* + REC
Record Snapshot	THRU + REC
Recording into the current cue	REC 0 ENTER

Editing Cues

Edit in Programmer	INC <S>, make change, UPDATE
Record merge	Change vals in Prog, <S> + REC>
Rec merge all Cue Stack	<SHIFT + REC> <Record Merge> <S>
Rec remove all Cue Stack	<SHIFT + REC> <Record Remove> <S>
Remove Cue Stack	REMOVE <S>
Remove Cue ID 2.5	REMOVE 2.5 <S>
Remove level current cue	<S> <head number> @.. ENTER
Copy Playback	COPY source <S> dest <S>
Copy Playback unlinked	<SHIFT + COPY> source <S> dest <S>
Remove intensity from Cue	Keep S-button and enter level ..
	Example 1@.. ENTER
Copy Cues	COPY <from Cue ID> @ <to Cue ID>
Move Cues	MOVE <from Cue ID> @ <to Cue ID>
Copy Cue to end of Cue Stack	COPY <Cue ID> @
Copy multiple Cues	COPY <from Cue ID> THRU <from Cue ID> @ <to Cue ID>

Palettes

Record Palette	Select heads, REC, select item
Re-record Palette	Select heads, REC, select item
Name Palette	Type name, SET
Name Palette (no keyboard)	SET SET, type name, sel item
Edit Palette	Select heads, INC,select item, make changesUPDATE
Play Palette with 3 secs	3 select item
Play Palette with 3 secs fanned	3 * select item
Play Palette fan fade 0 to 3s	0 THRU 3 select item
Play fan delay 0 to 3s, 1s fade	0 THRU 3 / 1 select item
Copy Palettes to Playback	<SHIFT + cursor> to select Palettes, COPY <S>
Set Icon for a palet	SHIFT + SET, choose palet, choose icon

Information Windows

Extra Output Info Windows	1 OUT 2 OUT 3 OUT
Programmer Info Window	CTRL + PROG or 2 PROG
Cue Stack Info Window	CTRL + CUE STACK or 2 CUE STACK
Send text message	!<delay>,<show length>!message
Send text with delay 10 sec, 20sec visible	!10,20!message
Send text with delay 0 sec, stay visible	!0,0!message

Wing / Keypad short cuts

Select position palette	<POS + <S>>
Select colour palette	<COLOR + <S>>
Select beam palette	<BEAM + <S>>
Select position palette 4	POS 4 ENTER
Select colour palette 5	COLOR 5 ENTER
Select position 4 time 5 secs	POS 4 / 5 ENTER
Select position 4 time 5 secs fan	POS 4 / 5 * ENTER
Default intensity attribs	<ALL + LOCATE>
Make active intensity attribs	<ALL + SET>
Remove intensity attribs	<ALL + REMOVE>

Console

Start up	Start button on rear
Shut down	SETUP, <QUIT>
Soft reset	SETUP, <SHIFT + QUIT>
Calibrate touch screen	SETUP, <View Settings> <Cal Touch>
Hard reset	Hold rear reset button 5 seconds
Hard power off	Hold rear reset button 15 seconds
Reset Graphics	SHIFT + DBO
Shut Down console	CTRL + DBO
Lock/unlock console	<CTRL + SOFT button Encoder A>
Console lights on/off	<CTRL + SOFT button Encoder B>
Backlight display off	SHIFT + BLIND
Enter/exit test mode	<SHIFT + SHIFT> for MQ100-300 consoles <ALT + CTRL + SHIFT> for MQ40/MQ60/MQ70 Type test and press <CTRL + SHIFT> for PC

Cue Stack Macros

Activate Playback	A <Playback no>
Run Keyboard Macro	B <Macro no>
Release Playback	R <Playback no>
Activate Playback 100%	T <Playback no>
Release Playback 0%	U <Playback no>
Go Playback	G <Playback no>
Stop Playback	S <Playback no>
Choose Playback	C <Playback no>
Set level last Cue Stack activated	K <Level>
Set level current Playback	L <Level>
Set level of this Playback	M <Level>
Jump to Cue id current Playback	J <Cue Id>
Activates Cue Stack (Stack Store)	E <Qid from Stack Store>
Releases Cue Stack (Stack Store)	F <Qid from Stack Store>
Change Page	P <Page no> (0 is next)
Open view (window layout)	V <View no>
Set received time code	O <Time code>
Enable/disable time code gen	W <Enable> (1 enable, 0 dis)
Set current time code (gen only)	Q <Time code>

Activate Playback 18 on wing 1	A1-18
Go on Playbacks 3 to 5	G3THRU5
Set the level of Playback 6 to 60%	C6L60

Lamp on all heads	H1
Reset all heads	H2
Lamp off all heads	H3
Kill screen save command	H4
Enable zone x	H5/x
Disable zone x	H6/x

Select Window

Cue window positioned on attribute	Keep S-button pressed and press Pos, Beam, Col, Int or FX button
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