

Console Personality

First, let's set the proper console personality.
S3 (Hardware Setup) S12 (Console) Console Personality

Palette Windows UI will give you a Windows feel with helpful dialogue boxes.
 All others will default to Command Line operation.



*Note: Shift and any action button will give you the other personalities' mode temporarily.
 Check Level Entry Mode in Hardware Setup > Console*

Show Options – S2 (Show Options)

To make sure the console responds as expected, **S2**



In **S9(General)**, disable Tracking with **Cue Only Mode**.
 In **S10 (Cue List)** For GeniusPro (Expression) style, disable **Goto Cue on Record** and **Release Fixtures on Record**. For LightPalette (500 series, Obsession) style, enable these two options.

Channel Control

The console defaults to channel mode. Start by bringing channel 1 to 100%.
1 FULL: Channel 1 to Full.
 You can also select the channel with a mouse or on a touchscreen.
2 @ 5 ENTER: Channel 2 at 50%. The ENTER key finishes most commands.
3 THRU 7 @ 75 ENTER: The THRU key allows you to select ranges of channels. You can also use + or - to add or minus out channels.
Note: The wheel will increase or decrease selected channels intensities as well as UP% and DOWN%.

Cue Recording

To store the lighting state you want, record it as a cue.
RECORD 1 ENTER. This command stores the entire lighting state as a cue to be played back in the default time of 3. The Record action defaults to recording cues. Just repeat the process of assigning levels to channels (see Channel Control above) and record to any cue number from .001 to 99999.999. **Record [Live] (Cue 1)**
*Note:[Live]: Record Type (Cue 1): Cue number suggestion.
 See (S2) Show Options for info on Record Types.*

Undo / Release (Palette V1 – silver desks – this button is REL)

With channels adjusted, **UNDO ENTER** will UNDO the selected channels to the previous level.
UNDO UNDO will release the selected channels to the previous state. **UNDO** again will release the remaining changed values.

BACKSPACE will unselect channels. **SHIFT UNDO** will redo the undo.

Cue Editing

Edit the channel's levels. **UPDATE ENTER** will update the current cue. **Update [Delta] (Cue 1)**
Note: Delta means changed values so the Update command will only affect changed levels. Look for the delta

Time (for Palette V1 – silver desks use S10 for Time, Shift 2,4,6,8 to move)

Now let's change the time of cue 1. **CUE TIME 5 ENTER**. This changes time of the current cue. You can also use the blue box in your cue list just by moving it around and pressing **EDIT**. Just use your mouse or **SHIFT 1,2,3,5** for the arrow keys or external keyboard. To change time on another cue, **CUE # TIME # ENTER**.
Note: notice the additional green softkeys that allow you to change other time elements for that cue. Press S1 thru S12 for standard softkeys, use Alt S1-12 for the Green keys. Silver Palettes use the M keys for the Green softkeys.

Text

Move the blue box to the label column for the cue that you want to label. Press **EDIT** and enter your label. Command Line: **CUE S12 (LABEL) ACT 1 ENTER**
 Or double click with a mouse to Edit.

Groups

Groups allow you to store multiple channels at different levels into a single item. Set the channel's levels (see Channel Control), then **RECORD GROUP 1 ENTER**. By default, this stores only selected information into the group.
Record [Live] (Group 1)
Note: You can also store selective channels. Just type the channels first.
1 thru 5 Selective Record [Selected](Group 1)

Submasters (Looks)

Subs allow you to put multiple channels at different levels on a slider for manual control. The submaster is the handle. The content is stored as a Look. Set the channel's levels (see Channel Control), then **RECORD LOOK 1 ENTER**. This stores, by default, a snapshot of the entire lighting state as a look to be played back by a sub's level.
Record [Live] (Look 1)

Output Control

Dimmer control can be done with the Output softkey. **S6 (Output) 1 FULL ENTER** will place dimmer 1 at full. **S6 (Output) RELEASE ENTER** will release all captured dimmers. Note that you can activate ranges of dimmers using the **THRU** key. You can also see any Output's level in **PATCH S11 (Patch By Output)**

Effects – Quick Effects

This effects engine allows you to program dynamic effects very quickly. Turn on the channels that you want to chase. **1 THRU 10 FULL** now that they are selected, **S10 (Effects) New Intensity Effect**. You can now pick from a long list of effects. As a sample, let's pick *Square Wave Wrap*. It's a standard chase that "wraps" around the selected channels in order of selection. Now that the effect is running, there are many parameters of the effect that can be adjusted. S1 thru S4 will show you just a few of them.

Rate 100%	Scale 100%	[Start] Span [0°] 0°	xTimes 1x
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Rate: Will change the speed of the effect.
Scale: will squish the high and low values together.
xTimes: Will divide 1 thru 10 into multiple chunks of channels. Pressing S10 will take you to the next effects' parameter page. Once all parameters are set to your liking, **RECORD CUE # ENTER** or **RECORD ENTER** to store the next whole cue number.

Effects – Standard Effects

Programming step effects is done thru a separate cue list.
 1. Create the new Cue List by selecting the current cue list, right click and select *New*. You can change the name of the cue list by going into *Properties*.
 2. Then create each step by setting levels and recording cues. Cue 1 will be step 1, cue 2 will be step 2 and so forth.
 3. After you have the cues written, go back to your *Main Cue List* by selecting it.
 4. Select the channels that you want in the effect.
 5. Double tap **S10 (Effects)** Select *New Intensity Effect*. Select *Cue List Chase* from the pop up list.



Now you can modify the effect parameters by paging thru **S10 (Effect)**. Set them as you want and Record a new cue.

Patch – Example below is in the *Patch by Chan/Fixture* display order.

Patch allows you to change dimmer assignment to the associated channels. The default patch is a 1 to 1 patch for the first 100 channels. Patching can be accomplished by going into the Patch display. Let's add channels 101 thru 200 with a 1 to 1 patch.

101 THRU 200 @ 101 ENTER

Patch Fixture 101 thru 200 to Output 101

Note: There is also a Patch 1 to 1 Wizard for a dialogue box solution as well as a Power Patch Wizard.



You can also move the blue box and use **EDIT**. Additionally you can go into Patch By Output (S10) And patch items with the Output number first.

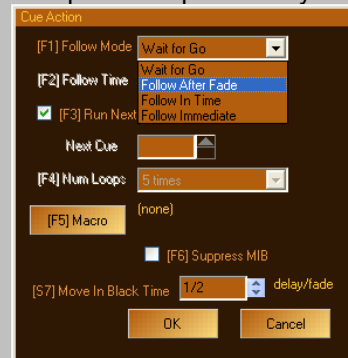
Follow Cues (AutoFollows)

All cue parameters can be programmed by either Command Line or the Windows User Interface. Programming an autofollow cue in Command Line is as easy as typing **CUE 1 S2 (Follow) 3 ENTER**

Cue 1 Follow 3 This means that the cue after cue 1 will automatically run after 3 seconds from pressing GO for Cue 1.



You can also setup Follow Cues from the Windows UI. Just pick the option that you want.



Note: Any softkey with a plus in the corner has a Shift version of that key. Just press Shift to see new command.

Links and Loops

Links and Loops are just as easy as following the softkeys after pressing **CUE 1 S3 (Link To) Shift S3 (Num Loops) 5 ENTER**

Cue 1 Link 3 Loops 5



Note: This is showing the Shifted version of the softkeys.