

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, next free channel on universe 2
 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@2-1 <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>
 5@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
 Select all heads
 Reselect last heads after CLEAR
 Select Group 1
 Select Groups 1 to 4
 Select Group via S button
 Select All heads in Cue Playback
 Sub select 1st head
 Sub select 1st and 2nd head in group
 Sub select 3rd 4th and 5th head
 Select all heads using palette
 Sub select heads using palette and above 0%
 Select heads active in Playback
 Select heads above 20% intensity
 Select heads above 20% intensity
 Select heads with 20% intensity
 Change selection order
 Pair selection
 Invert current sub selection of heads
 Select all DUP elements
 Odd/Even DUP elements

1 @@
 .2 NEXT HEAD
 1 THRU 4 @@
 1 THRU 10 - 5 @@
 0 @@
 NEXT HEAD + PREV HEAD
 ALL
 1 * *
 1 THRU 4 * *
 GROUP + S of playback, select group with the selected PB no.
 ALL + S of playback
 1 NEXT HEAD
 1 + 2 NEXT HEAD
 3 THRU 5 NEXT HEAD
 ALL + <Palette entry>
 NEXT HEAD + <Palette entry>
 ALL + <S>
 ALL + 20 ENTER
 20 ALL + INT
 ALL + @20 + ENTER
 Keep ALL pressed
 SHIFT + SINGLE or ALT + SINGLE
 0 + NEXT HEAD
 .> @@
 . ODD/EVEN or . NEXT HEAD or . PREV HEAD

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%
 Select 2nd element from head 1>10 at 50%
 Select 1st till 3th element from head 1>10 at 50%
 PC Keyboard THRU = '>'
 Set DMX channel 1-50 @ FULL

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 - -
 1>10.2 @50
 1>10.1>3 @50
 FULL = '#'
 *1-50@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 holdover Playbacks
 Release all test Playbacks/Cues/Stacks
 Enter/exit Blind with 3 sec time
 Make Cue Stack default all pages
 Transfer a Cue Stack to other playback

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

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
 Load Hard Valus in Programmer
 Snapshot output cues
 Snapshot active values
 Snapshot selected heads

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
 * + INC
 PROG, <Snapshot>
 THRU RECORD
 * + SET

Removing values from the Programmer

Clear all values
 Clear with 3 sec time
 Clear selected heads
 Clear to default vals
 Clear to zero value

CLEAR
 3 CLEAR
 Select heads, SHIFT + CLEAR
 CTRL + CLEAR
 SHIFT + CTRL + CLEAR

Remove attrib
 Remove attrib
 Remove position attribs
 Remove colour attribs
 Remove beam attribs
 Remove intensity attribs
 Remove all attribs

<REMOVE + turn encoder>
 <soft button + REMOVE>
 <POS + REMOVE>
 <COLOR + REMOVE>
 <BEAM + REMOVE>
 <INT + REMOVE>
 <* + REMOVE>

Make attrib hard value
 Make attrib hard value
 Make position attribs hard value
 Make colour attribs hard value
 Make beam attribs hard value
 Make intensity attribs hard value
 Make all attribs hard value

<INCLUDE + turn encoder>
 <soft button + INCLUDE>
 <POS + INCLUDE>
 <COLOR + INCLUDE>
 <BEAM + INCLUDE>
 <INT + INCLUDE>
 <* + INCLUDE>

Recording Cues

Record Cue on Playback
 Record Cue ID 2.5
 Record Cue to current Playback
 Record to Playback 2
 Record to Cue ID 2.5 Playback 2
 Record sel heads only
 Record selected only
 Record sel attribs
 Record merge
 Record remove
 Record remove selected head only
 Record remove to a range of cues
 Record entire state of programmer
 Record Merge current Cue
 Record Merge current Cue
 Record merge selected head only
 Record merging to a range of cues
 Record Cue Only
 Record Selected Heads
 Record Snapshot
 Recording into the current cue
 Set Head 2 at 50% into current cue
 Set Head 2 at +10% into current cue
 Set Head 2 at 50% into all cues
 Set Head 2 +10% into all cues

RECORD <S>
 2.5 RECORD <S>
 RECORD ENTER
 RECORD 2 ENTER
 RECORD 2 / 2.5 ENTER
 <SHIFT + RECORD> <Sel Only> <S>
 Hold * and press REC
 <SHIFT + RECORD>, select attribs, <S>
 <+ + RECORD> <S>
 <- + RECORD> <S>
 Hold * and - and press REC
 RECORD REMOVE x THRU y <S>
 ALL + RECORD
 <S> + REC
 REC then UPDATE
 Hold * and + and press REC
 RECORD MERGE x THRU y <S>
 / + REC
 * + REC
 THRU + REC
 REC 0 ENTER
 S + <2 @ 50>
 S + <2 @ +10>
 S + <2 @ 50 THRU>
 S + <2 @ +10 THRU>

Editing Cues

Edit in Programmer
 Record merge
 Rec merge all Cue Stack
 Rec remove all Cue Stack
 Remove Cue Stack
 Remove Cue ID 2.5
 Remove level current cue
 Copy Playback
 Copy Playback unlinked
 Remove intensity from Cue

INC <S>, make change, UPDATE
 Change vals in Prog, <S> + REC>
 <SHIFT + REC> <Record Merge> <S>
 <SHIFT + REC> <Record Remove> <S>
 REMOVE <S>
 REMOVE 2.5 <S>
 <S> <head number> @.. ENTER
 COPY source <S> dest <S>
 <SHIFT + COPY> source <S> dest <S>
 Keep S-button and enter level ..
 Example 1@.. ENTER
 COPY <from Cue ID> @ <to Cue ID>
 MOVE <from Cue ID> @ <to Cue ID>
 COPY <Cue ID> @
 COPY <from Cue ID> THRU <from Cue ID> @ <to Cue ID>
 <from head no> COPY <to head no> ENTER
 COPY <from head no> @ <to head no>
 Hold + and COPY
 Or SHIFT + COPY and select COPY HEADS option
 Or Press COPY HEADS from Copy toolbar
 SET/

Copy Cues
 Move Cues
 Copy Cue to end of Cue Stack
 Copy multiple Cues
 Copy heads data

Copy heads in Cues

Set cue to current timecode

Palettes

Record Palette
 Re-record Palette
 Name Palette
 Name Palette (no keyboard)
 Edit Palette
 Play Palette with 3 secs
 Play Palette with 3 secs fanned
 Play Palette with 3 secs reverse fan
 Play Palette with 3 secs into centre fan
 Play Palette with 3 secs centre out fan
 Play Palette with 3 secs Random fan
 Use last fan timing
 Play Palette fan fade 0 to 3s
 Play fan delay 0 to 3s, 1s fade
 Copy Palettes to Playback
 Set Icon for a palette

Select heads, REC, select item
 Select heads, REC, select item
 Type name, SET
 SET SET, type name, sel item
 Select heads, INC,select item, make changes, UPDATE
 3 select item
 3 * select item
 3 * / select item
 3 * + select item
 3 * - select item
 3 * . select item
 *
 0 THRU 3 select item
 0 THRU 3 / 1 select item
 <SHIFT + cursor> to select Palettes, COPY <S>
 SHIFT + SET, choose palette, choose icon

Information Windows

Extra Output Info Windows
 Output Window 16bit values
 Programmer Info Window
 Cue Stack Info Window
 Execute Windows
 Send text message
 Send text with delay 10 sec, 20sec visible
 Send text with delay 0 sec, stay visible

1 OUT 2 OUT 3 OUT
 OUT <View heads> CTRL + SHIFT
 CTRL + PROG or 2 PROG
 CTRL + CUE STACK or 2 CUE STACK
 1 EXEC 2 EXEC 3 EXEC
 !<delay>, <show length>!message
 !10,20!message
 !0,0!message

Net Session

Resync SLAVE console

Hold cursor left + cursor right, press SET

Wing / Keypad short cuts

<POS + <S>>

Select position palette
 Select colour palette
 Select beam palette
 Select position palette 4
 Select colour palette 5
 Select position 4 time 5 secs
 Select position 4 time 5 secs fan
 Default intensity attribs
 Make active intensity attribs
 Remove intensity attribs

<COLOR + <S>>
 <BEAM + <S>>
 POS 4 ENTER
 COLOR 5 ENTER
 POS 4 / 5 ENTER
 POS 4 / 5 * ENTER
 <ALL + LOCATE>
 <ALL + SET>
 <ALL + REMOVE>

Console

Start up
 Shut down
 Soft reset
 Calibrate touch screen
 Hard reset
 Hard power off
 Reset Graphics
 Shut Down console
 Lock/unlock console
 Console lights on/off
 Backlight display off
 Home on Compact Consoles
 End on Compact Consoles
 Enter/exit test mode

Start button on rear
 SETUP, <QUIT>
 SETUP, <SHIFT + QUIT>
 SETUP, <View Settings> <Cal Touch> or <CNTRL>+SET
 Hold rear reset button 5 seconds
 Hold rear reset button 15 seconds
 SHIFT + DBO
 CTRL + DBO
 <CTRL + SOFT button Encoder A>
 <CTRL + SOFT button Encoder B>
 SHIFT + BLIND
 ALT LAYOUT 1
 ALT LAYOUT 3
 <SHIFT + SHIFT> for MQ100-300 consoles
 <ALT + CTRL + SHIFT> for MQ40/MQ60/MQ70/MQ80/MQ500
 Type test and press <CTRL + SHIFT> for PC
 ALT + Lay 1
 ALT + Lay 3
 ALT + HEAD
 ALT + TIME

Home on Compact consoles
 End on Compact console
 Home on MQ500
 End on MQ500

Cue Stack Macros

Activate Playback
 Activate Playback with level
 Run Keyboard Macro
 Release Playback
 Release all held Over Cue Stacks
 Release held over Cue Stacks for this playback

A <Playback no>
 A <Playback no> / <Level>
 B <Macro no> (0 = stop all macros)
 R <Playback no>
 R1000
 R999

Activate Playback 100%
 Release Playback 0%
 Go Playback
 Stop Playback
 Choose Playback
 Set level last Cue Stack activated
 Set level current Playback
 Set level of this Playback
 Jump to Cue id current Playback
 Activates Cue Stack (Stack Store)
 Releases Cue Stack (Stack Store)
 Change Page
 Open view (window layout)
 Set decoded time code
 Enable/disable external time code gen
 Set current time code (gen only)
 Set current time code (internal)

T <Playback no>
 U <Playback no>
 G <Playback no>/<Cue ID>/<Option> 1=preload/<fade time>
 S <Playback no>
 C <Playback no>
 K <Level>/<fade time>
 L <Level>/<fade time>
 M <Level>/<fade time>
 J <Cue Id>
 E <Qid from Stack Store>/<Level>
 F <Qid from Stack Store>
 P <Page no> (0 is next)
 V <View no>
 O <Time code>
 W <Enable> (1 enable, 0 dis)
 Q <Time code> e.g. Q100
 I <Time Code> e.g. I100

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

A1-18
 G3THRU5
 C6L60

Lamp on all heads
 Reset all heads
 Lamp off all heads
 Kill screen save command
 Enable zone x
 Disable zone x

H1
 H2
 H3
 H4
 H5/x
 H6/x

Select Window

Cue window positioned on attribute

Keep S-button pressed and press Pos, Beam, Col, Int or FX button

Open Cue Stack Window current playback
 Open Cue Stack Options Window current playback
 Open Cue Window current playback
 Close all Windows
 Bring all Windows to internal screen

Double click S-button playback
 Triple click S-button playback
 SHIFT+ Double click S-button playback
 SHIFT + CLOSE
 SHIFT + EXT (typ 0 and SHIFT + EXT on Compact consoles)

MQ500 Shortcuts

Change Execute buttons function
 Toggle Windows between monitors
 Resize Windows using touch screen

SHIFT + NEXT/PREV Page
 ALT + SETUP
 ALT + Touch and Drag