

**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 1<sup>st</sup> head  
 Sub select 1<sup>st</sup> and 2<sup>nd</sup> head in group  
 Sub select 3<sup>rd</sup> 4<sup>th</sup> and 5<sup>th</sup> 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 heldover 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  
 Screenshot internal & external screens  
 Multiple Eexecute windows  
 Multiple Group windows

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  
 ALT + ADD SWAP (F12 on PC)  
 2 EXEC, 3 EXEC  
 2 GROUP, 3 GROUP

**Net Session**

Resync SLAVE console

Hold cursor left + cursor right, press SET

**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> or <CNTRL>+SET
Hard reset	Hold rear reset button 5 seconds
Hard power off MQ100/40/50/60/70	Hold rear reset button 15 seconds
Hard power off MQ80	Unplug Powercon + Hold reset button 10 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
Home on Compact Consoles	ALT LAYOUT 1
End on Compact Consoles	ALT LAYOUT 3
Enter/exit test mode MQ100	<SHIFT + SHIFT>
Enter/exit test mode MQ40/50/60/70/80	<ALT + CTRL + SHIFT>
Enter/exit test mode PC/Mac	Type test and press <CTRL + SHIFT>
Home on Compact consoles	ALT + Lay 1
End on Compact console	ALT + Lay 3
Home on MQ500	ALT + HEAD
End on MQ500	ALT + TIME

**Cue Stack Macros**

Activate Playback	A <Playback no>
Activate Playback with level	A <Playback no> / <Level>
Run Keyboard Macro	B <Macro no> (0 = stop all macros)
Release Playback	R <Playback no>/<fade time>
Release all hold Over Cue Stacks	R1000
Release hold over Cue Stacks for this playback	R999
Activate Playback 100%	T <Playback no>
Release Playback 0%	U <Playback no>
Go Playback	G <playback number> / <cue id> / <preload flag> / <fade time>
	Option 1 = preload
Go Playback at frames before end	G0/1/<frames>/<layer>
Stop Playback	S <Playback no>
Choose Playback	C <Playback no>
Set level last Cue Stack activated	K <Level>/<fade time>
Set level current Playback	L <Level>/<fade time>
Set level of this Playback	M <Level>/<fade time>
Jump to Cue id current Playback	J <Cue Id>
Activates Cue Stack (Stack Store)	E <Qid from Stack Store>/<Level>
Releases Cue Stack (Stack Store)	F <Qid from Stack Store>
Activates Exec Grid item	E0/<Exec Grid>/<Item>
Releases Exec Grid item	F0/<Exec Grid>/<Item>
Change Page	P <Page no> (0 is next)
Open view (window layout)	V <View no>
Set decoded time code	O <Time code>
Enable/disable external time code gen	W <Enable> (1 enable, 0 disable)
Enable/disable Automation	W <Autom ID> / <Enable> (1 enable, 0 disable)
Set current time code (gen only)	Q <Time code> e.g. Q100
Set current time code (internal)	I <Time Code> e.g. I100
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<zone number>
Disable zone x	H6<zone number>
<b>Select Window</b>	
Cue window positioned on attribute	Keep S-button pressed and press Pos, Beam, Col, Int or FX button
Open Cue Stack Window current playback	Double click S-button playback
Open Cue Stack Options Window current playback	Triple click S-button playback
Open Cue Window current playback	SHIFT+ Double click S-button playback
Close all Windows	SHIFT + CLOSE
Bring all Windows to internal screen	SHIFT + EXT (typ 0 and SHIFT + EXT on Compact consoles)
<b>MQ500 Shortcuts</b>	
Change Execute buttons function	SHIFT + NEXT/PREV Page
Toggle Windows between monitors	ALT + SETUP
Resize Windows using touch screen	ALT + Touch and Drag