Cheat Sheet ~ Expression family consoles

Explanation of notation

[Channel]   Required keypress
{Channel}   Sometimes selected by default. Check the prompt box at the top corner of the display.
[n]   The numerical label of something. Can use [And] and [Thru] to create a range.
[#]   Quantity, such as level or time.

All procedures below, except as noted, may be performed in either Stage or Blind.

Basic operations

Patching dimmers to channels

In Patch display:
1. Press {Dim} [n] [Enter]
2. Press {Channel} [n] [Enter]

Unpatching dimmers

In Patch display:
1. Press {Dim} [n] [Enter]
2. Press {Channel} [0] [Enter]

Setting channel levels

- Press {Channel} [n] At [#]
- Press {Channel} [n] [Full]
- Press {Channel} [n] and set the level with the wheel or trackpad.
- Press {Channel} [n] At [+] or [–]

Recording a cue

1. Set channels at desired levels.
2. Press [Record] {Cue} [#] [Enter]

Changing a cue's fade times

You can set upfade, downfade or both fade times at once.
1. Press {Cue} [n] [Enter]
2. Press [Time] {#} [Enter]
3. Press {#} [Enter]

Notes: Skip {#} in step 2 to set only downfade; skip {#} in step 3 to set downfade equal to upfade.

Deleting a cue

1. Press [S6], *Delete Cue,* [n] [Enter]
2. Press [Enter] again to confirm.

Recording a submaster

1. Set channels at desired levels.
2. Press [Record] [Sub] [n] [Enter]
3. Alternatively, press [Record] followed by the desired submaster's bump button

Deleting a submaster

1. Press [Sub] [S6], *Delete Sub*, [n] [Enter]
2. Press Enter again to confirm.

Saving and macros

Saving show to diskette

In Setup display:
1. Press [3], *Disk Functions*, [Enter] [1], *Write All to Diskette*, [Enter]
2. Press Enter to confirm.

Learning a Macro (Saving show to diskette)

1. Press [Learn] [n] [Enter], where [n] is the desired macro number
2. Follow the steps for Save show to diskette.
3. Press [Stage]
4. Press [Enter Macro]

To play the macro, press a numbered macro key, M1-M7, or [M*] [n].

Effects (Chases)

Creating a simple chase

In the Blind display

1. Press [Cue] [n] [Type] [3]
2. Press {S1}, *Step*, and press [1] [Thru] [5] [Enter] to select five steps.
3. Press {Channel} [1] [Thru] [1][0] to select ten channels.
4. Press [S8], *Add Channels*, to assign the ten channels to the five steps. See the result at right.
5. Press [Record] [Enter]

Step #	Contains Channels
1	1, 6
2	2, 7
3	3, 8
4	4, 9
5	5, 10

Assigning attributes

1. Press [S7], *More Soft-keys*, [S8], *Attribute*.
2. Select attributes from the softkeys on the screen.

Notes: All effects are either Positive or Negative. Additional Attributes include Alternate, Reverse, Bounce, Build and Random. To remove an attribute, select it again. Take time to play with a simple effect, changing its attributes, its timing, and its low and high levels.

Moving light fixtures

Patching fixtures

In Setup display:

1. Press [1][5], *Moving Light Functions*, [2], *Fixture Patch*
2. Press [n] to select fixture(s).

Note: Move from field to field by pressing [Enter] or the left/right arrow keys.

- **Label**: type on the alphanumeric keyboard.
- **Personality**: Press [+] and [–] to select or enter its number.
- **Start Channel**: Assign a number
- **DMX Start**: Assign a port and starting address.
- **Dimmer**: Assign a number if not provided by the fixture.
- **Swap**: Follow the prompt.
- **Flip**: Follow the prompt.

Using the fixture box

Press [S8], Fixture [n] [Enter]

- Press [+] or [–] to scroll fixtures.
- Press [←] or [→] to scroll attributes.
- Press [↑] or [↓] to scroll attribute pages.

Recording a focus point

1. Aim the fixture(s) where desired and set other attributes, such as intensity, strobe, iris and speed.
2. Press [Record] [Focus Point] [n] [Enter], where [n] is the focus point number.

Setting fixture(s) at a focus point

1. Press [S8], *Fixture*, [n] [At] [Focus Point] [n] [Enter]
2. Restrict to a category: Press [S8], *Fixture*, [n] [Only]
3. Press one of the category softkeys, S1- S5
4. [At] [Focus Point] [n] [Enter]

Updating focus point(s)

1. Aim fixture(s) at new or changed location.
2. Press [S2], Update, [Focus Point] [n] [Enter]