Light Board Quick tips/Reference Guide:

Power on/off:
Power On
1. To Power On hit the red button on top of the board to power on.
2. Allow it to load the preset file (you can also speed it up by clicking load now)

Power Off
1. To power off first release all lights by pressing the hog button + the release button.
2. Then hit the setup button
3. Using the left click button click on the bottom right of screen "Quit" → "Shutdown"
4. Cover the board to protect from dust

Turning on lights:
Lights are organized in different "Masters": House lights are in Master 1, Color lights are in Master 8, etc.
1. Click into the master you want (or use "Choose" button on that master)
2. Use buttons: Go To → # (list item number) → Enter
3. Ex. for 75% Worship Stage Lights click on Master 3 hit "Go To" then "1" then "Enter"

Basic Troubleshooting:
1. Make sure all manual faders are up
2. Make sure you are in/not in blind mode depending on what you are working on (if you are editing a cue and want to see changes Blind button should be dark, if you are editing a cue and you want to keep changes hidden, Blind button should be lit)

Recording a new cue
1. Select the master list you want to use
2. Using the console buttons press Record > Cue > Enter
3. This will automatically create a new cue at the bottom of the list

Copying a cue to a new cue
1. Using the console buttons select Cue # > Copy > Cue #(of new cue) > Enter
2. You can create a cue in between other cues by using decimals in the label like 3.1 or 3.2
3. If you have created or moved cues and the numbers would be more organized if renumbered, the renumber button is on the top menu bar of the "Chosen Master" screen

Editing a Cue (Basic)
1. Select the Master the cue is in
2. Select the cue by using Go To > Cue # > Enter
3. Double tap the Cue button
4. View current changes by clicking the Blind button to deselect blind mode
5. When you are finished, tap Update button to save

Editing a cue (Advanced)
1. You can select or deselect individual light fixtures with the mouse
2. If you click on the select button on screen, there are other select options like "select" → "invert" that can help you select a single fixture quicker
3. If you want to change color, make sure you have the correct fixture(s) selected then tap the color button, now you can use the wheels to adjust the on screen parameters (like hue/saturation) (or you can tap color 2x and use the Color Picker graph)
4. Alternatively you can make adjustments to color, intensity, etc by clicking on the text boxes inside of the cue and inputting values with the keyboard

Editing the Macros for a worship service
1. We use the Master on the far right (10) to be our worship service macros
2. Macros are a group of commands that we can pre-program so that we can trigger sequences of multiple changes by just hitting the play or next button.
3. You can use RM (#) to release individual masters or you can RM 1>7 to release masters 1 through 7.
4. GM = "Go to Master" RM = "Release Master" FM = "Fade Master"
5. The First number followed by a dash and another number indicates the master followed by the cue number.
6. Ex. GM 1/2: RM2 means it will launch cue 2 of master 1 and it will release master 2.
7. To rearrange the cues in the Worship Service use "Cue (#)" > Move > new "Cue #" and use decimal values like 2.1 to fit in between existing cues. Renumber with the renumber button after editing for organization.

Editing Cue List:
1. Double tap List console button to access Cuelist Directory
2. Hit "List" > "(type list number)" > "Delete"
3. You can rename by clicking on the list names and typing with the keyboard
4. You can move lists around using same method as Cues ("Move" button)
5. To add a cue list to a master "List" → "Move" → "Choose"
6. To remove a cuelist from a master hit "Choose" + "Delete"

Using the Intimidator Spot lights
1. The intimidator Spot lights are mapped to channels 901, 902, and 903
2. The intimidator spot lights can be adjusted by intensity, pan/tilt (position), color, GOBO1, GOBO2, strobe, and other effects
3. Try combining different GOBOS as well as using the 5 face division for cool looks
4. Try double tapping the Effects console button to access motion effects
5. You can change the speed of the effects as well as the maximum movement distance to fine tune them to your liking
6. If you edit the strobe value and you want to turn it back off, you can either use the undo button or hit the "Clear" console button which clears all unsaved edits.

Random:

The DMX input on the ceiling behind the mounting bar is in a different universe so make sure to patch intimidator spot light to that universe as well (should be able to be mapped to both at the same time)

Open + Fixture opens Fixture Window

Create a Chase sequence on Page 289

Setup+ Dial changes worklights