

# dot2

# USER MANUAL

## of MA Lighting



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## 1. New in the Manual

Here you find an overview about all changes compared to the previous version of the manual.

For every software update, the manual gets an update as well.

Topic	Description
<a href="#">Fixtures View</a>	New layout view to arrange fixtures
<a href="#">Patch and Fixture Schedule</a>	New multipatch option to create additional rows to patch several DMX addresses for the selected fixture in the Patch and Fixture Schedule.
<a href="#">Move Command</a>	Added function to move the main executor.
<a href="#">Copy Command</a>	Added function to copy the main executor.
<a href="#">Select Functions of Executor</a>	New swop button to turn the executor to full as long as you press the button. All dimmer values from other executors will be set to zero, except if they are swop protected.
<a href="#">Settings of Executor</a>	New swop protect function to protect the dimmer values of this executor are not set to zero when an other swop executor is on.
<a href="#">Icons</a>	Added swop icon.
<a href="#">Network Setup Window</a>	New function to change universe at XLR out and to change the hostname of a Node4.
<a href="#">Backup Window</a>	New auto save button.
<a href="#">Control Elements - Title Bar</a>	New backup icon. New purple effect mode title bar.
<a href="#">Load Show Window</a>	New backup icon to get the .backup files.
<a href="#">Control Elements - Executor Bar</a>	New fader position identification to bring the hardware fader to the software fader position.
<a href="#">Remote Inputs Configuration</a>	New page column to change the page.
<a href="#">Page Pool View</a>	New way to get to the page pool.
<a href="#">Select Function for Remote Inputs Configuration</a>	Select button window renamed to select function window.
<a href="#">Select View Window</a>	New view buttons available.
<a href="#">Select View for External Screen Window</a>	New view buttons available.
<a href="#">Video Preset Type View</a>	Added smart view.
<a href="#">Select Fixture Type... Window</a>	New export fixture type function.
<a href="#">Cues View</a>	Added equal sign as indication for overwritten fade or delay time by the exec time master.
<a href="#">System Colors</a>	New purple system color.

Topic	Description
<a href="#">Macros Pool</a>	Added new macros.

## 2. Introduction

MA Lighting embodies an extraordinary approach towards professional lighting control and enjoys an enviable reputation for quality and reliability. Now MA presents a new compact series of lighting control solutions – the dot2 range.

Designed for small and mid-sized projects and installations, dot2 offers advanced functionality without confusing options.

Intuitive operation is the core of the dot2 philosophy and with all connectivity onboard, the dot2 range is suitable for most theater, touring, corporate, television and education lighting environments.

Discover the free dot2 onPC software and the free dot2 3D visualization software. Test it for yourself!

### 2.1. Intended Use

The dot2 is a console intended for control of all kinds of lighting genres such as conventional, moving lights, LEDs, video and other media via DMX signal.

Every other use is not intended and could follow personal injury and damage to property.

MA Lighting does not cover damages which can result of a not intended use of the console.

## 2.2. System Requirements dot2 onPC

If you want to run the dot2 onPC on your PC, here's what it take.

	Minimum	Recommended
Operating system	Windows® 7 Windows® 8 Windows® 8.1 Windows® 10 all with admin rights	
Processor	CPU Dual Core 2.4 GHz or faster with SSE2 support	
RAM	2 GB	4 GB
Hard disk	32 GB available space	type SSD
Graphic card	Any graphic card with hardware acceleration and 512 MB	
Resolution	1920 x 1080 Full HD	
Network card	100BASE-TX, 1000BASE-T	1000BASE-T

IBM® compatible PC or notebook necessary.

Additional requirements to use certain features:

- To use Art-Net with a dot2 onPC and Windows® 8 or Windows® 8.1, it is necessary to start the application as administrator.
- To change settings like the system clock, you need admin rights on your Windows® system.
- To use the online help manual, you need internet access.

We recommend that you visit your PC manufacturer's website for info about updated drivers and hardware compatibility.

### 2.3. Installation of dot2 onPC

For running the dot2 onPC software, it is necessary to copy and install the program files on your PC.

The installation is possible in every root directory or in the **standard directory** "C:\ProgramData\MA Lighting Technologies\dot2".

To make sure that there are no troubles with the installation, deactivate your safety software.

1. Download the installation file from [www.ma-dot2.com](http://www.ma-dot2.com) .
2. Start the file with a double click.

The installation program opens. You get detailed hints and information regarding the installation.

Watch out for the suggested directory and change it if you want to.

The installation directory is not changeable in the dot2 onPC.

After confirmation, the program files will be copied into the selected directory.

### 3. Getting Started Guide

This is a guided tour through most of the functions of the dot2.

It's meant to be read from the beginning to the end (follow the numbers), but it's separated into different chapters for convenience.

The goal is to give you a hands-on experience with the console. Even though the general idea with the dot2 is to have a console that doesn't need a manual, you still might want to take the tour to get familiarized with the functions and principles of the dot2.

It could be a good idea to have this guide on a computer next to the console (or on PC). If you read this online you'll have the advantage of always having the latest and most updated version of this text. If your console isn't the latest version then you can change the version of these pages in the top right side of the browser. If you read this on the console, then it'll match the version of the software.

Enjoy :-)

#### 3.1. Getting Started Guide - Introduction

##### **"Don't Panic"**

*- Douglas Adams, The Hitchhiker's Guide to the Galaxy*

Welcome to this guide through the dot2.

We are going to have a look at most of the functions of the dot2 console.

It's a learning curve and we suggest that you follow the steps in this guide precisely and then might experiment on your own afterwards.

It's also recommended that you read this guide from the beginning to the end. It doesn't make much sense if you jump around between the chapters.

The design and idea behind the console is that it should be easy to use and easy to understand.

When you are presented with different possibilities on the console, then you also see a short explanation of the options on the console. In this guide we are going to explain it a bit further and explore some of the differences.

This guide is written as if you are sitting at a physical console. I'll suggest you use an external USB keyboard and an external screen - preferably a touch screen, if you don't have a touch screen, then you'll also be happy with a USB mouse.

You can follow this guide using just a console, but you get a better experience with an external screen. There's more about connecting these external devices in the next chapter.

#### The different markup in this guide

Throughout this guide I'll use some different markings in the text.

If you need to press a key or I'm just referring to a key on the console it'll look like this: **Help**

Some keys have symbols and when we need to talk about them, I'll show you the key and also introduce the written word for those keys.

You also need to tap areas on the screen. It will look like this: .

If I need you to write something on the keyboard, I'll write it like this: **f 42 at full** I might also use this for a quick demonstration of syntax and commands.

If you need to enter text into the command line using a keyboard (I know you might not know yet what the command line is) or just look at the actual command the console is about to execute, it'll look like this:

Fixture 42 At Full

And the response from the console would look like this:

Fixture 42 At Full

Please follow the step of this guide and I hope you'll have a great experience with the dot2.

That's it! We should be ready to move on to the next chapter.

### 3.2. Getting Started Guide - Physical setup and layout - how to connect stuff and what's what

You should always place your console on a flat and stable surface. It's also a good idea to avoid a dirty and dusty environment - yeah I know, not often a possibility, but it's recommended anyway .

## The back

The back panel looks like this (on a dot2 core):



There's a lot of different connectors on the back of the console. For this tour we'll need to connect power (the connector at number one) and I would suggest that you connect a USB keyboard to one of the USB connectors at number three. You should also connect an external screen (connector number four). The best is a screen with touch function. If you don't have a touch screen, then you should connect a mouse. Both are connected to the USB connectors at number three. That's the devices we need for the beginning of this guide. Later we'll look at connecting the console to a network (using the Ethernet connector at number two).

When you have connected the needed devices, then you can press the DC power button (at number one) to turn on the console - remember to connect it to a suitable power source.

The following is a short description of all the connectors on the back:

1. **Power switch and connector** - Here you can connect the power cord and turn on or off the console.
2. **Ethernet connector** - This is for connecting to a network.
3. **3 x USB connectors** - for USB memory sticks, touch screen, Keyboard & Mouse, etc.
4. **DVI-D connector** - for an external digital screen. You can't use a DVI to VGA adaptor. It's for digital screens only.
5. **Balanced Audio in** - this is a balanced mono audio input for sound trigger functionality.
6. **DMX input** - this DMX input is currently only used for DMX remote control.
7. **MIDI in and out** - the MIDI can be used also as a remote control and for MIDI Time Code.
8. **DC Remote Control** - this is for contact closure remote control.
9. **Lamp connector** - this is for the console goose neck lamp. Please only use original dot2 lamps.
10. **LTC connector** - this is used for SMPTE Time Code.
11. **4 x DMX out** - here you can get universe 1 to 4 out of the console.

The front

The front of a dot2 core looks like this:



Throughout this guide I'll mention different areas of the console.

This is a short walk-through of the different areas:

1. **Command section** - This is where you have access to most of the functions on the console using keys.
2. **Encoders** - The encoders are used to select and change values and options. You can press an encoder to confirm your current choice and sometimes open other windows. The functions of the encoders changes throughout the different sections of the console. The current function and values can be viewed on the screen above them (indicated with number 10 - Screen 1).
3. **Main Executor** - This is the main executor section. Here you'll most likely put your primary cue list.
4. **Executors with faders** - These executors can also have cue lists, but they could also have chasers, group masters and other functions. There's one key under the fader with this symbol . This is the executor GO key (This is unfortunately called "Button 1" in some view). The one below this have this symbol , this is the executor Flash key (this is unfortunately called "Button 2" in some view). The executors are numbered from the Main executor (number three) to the left. So the one closest to the Main executor is executor number 1.

5. **Executors without faders** - There are two rows of extra executors above the ones with faders. They are independent of each other. They are only executor GO keys - . The functionality don't have to be Go. They are also numbered from the Main executor and to the left. The top row begins with number 101 and the next row begin with 201. If you press and hold the  key then you can see the numbers at the bottom of the screen above them (number 11 - Screen 2). Moving forward I'll just use the executor numbers.
6. **Page keys** - Pressing these keys you can change the page numbers for your executors. This allows you to organize your show onto different pages. Active executors are always visible and will stay "on top" when you change page. We'll have a look at this later. You can't change the page for the Main executor.
7. **Grand Master** - The grand master fader allows you to pull down the intensity of your output. The  key will take the output to zero as long as it's pressed. If it flashes then, your grand Master fader isn't at 100%.
8. **Level wheel** - You can change the intensity of your selected fixtures using this level wheel.
9. **Menu keys** - These three keys gives you access to the three main menu sections of the console. A lot more about this in the next chapters.
10. **Screen 1** - This screen changes content dynamically with your work. At the bottom of the screen you can always see the function and values of the encoders below. There will also be a command line input. On the right side of the screen you'll be able to select different functions for the fixtures (when we add some).
11. **Screen 2** - This screen allows you to view and select different things and functions. We'll talk a lot more about this one.

If you have a dot2 XL-F or dot2 XL-B, you have some more executors and you have another screen (screen 3) on the left side. Please press the  key to see the executors numbers.

Ok that's what it looks like. Let's start doing something - Next chapter please.

### 3.3. Getting Started Guide - Create a new empty show and saving it

#### Create new show

We should begin with a new clean show. Just to make sure we begin at the same point, please turn on the console (if it's not already on).

When it's done booting, you should press the  key. This gives you the Backup menu:

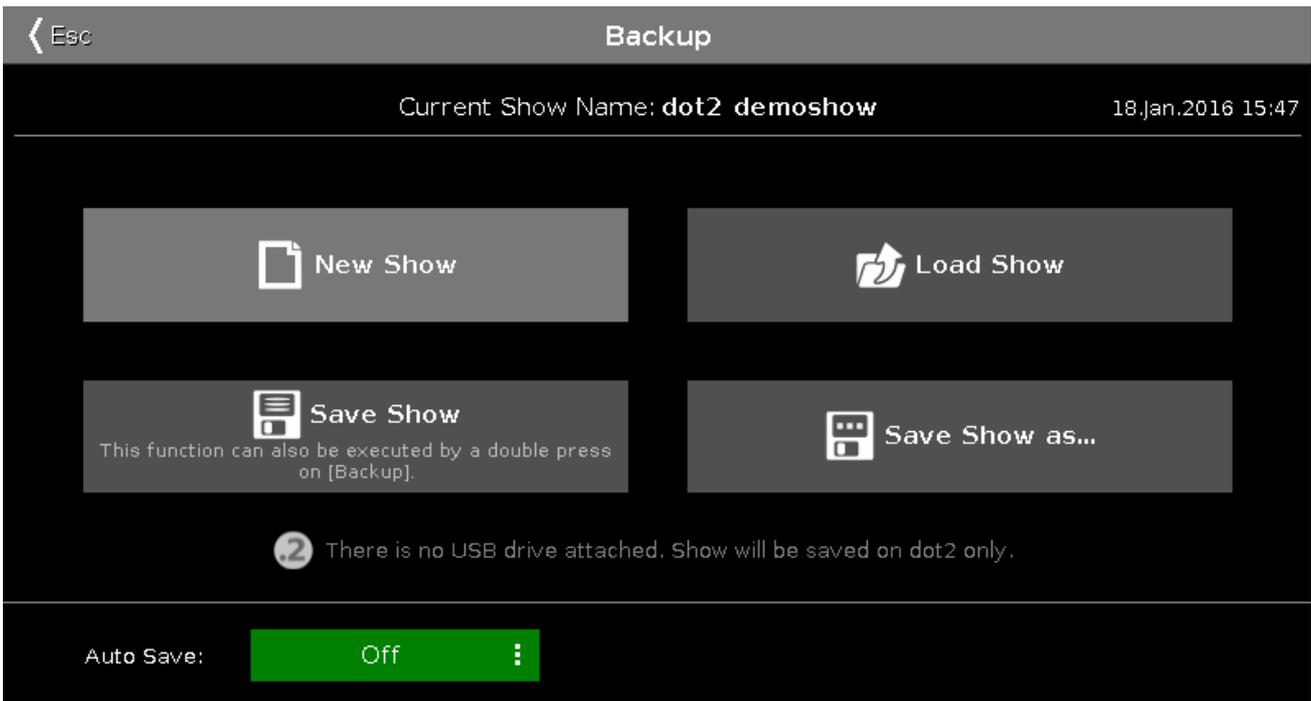


Figure 1: Backup menu.

Please press the **New show** button. This will create a new and empty show.

The next that will happen is a pop-up that asks for a name of your new show. Please type in: **Getting Started 01**



Figure 2: Input a name to the new show.

If there's a show loaded (there most likely is), then you are asked if you want to save the current show before creating the new show - or not. Saving might be a good idea.

You also might be presented with a window that tells you that there already is a show with this name. Then you can choose to overwrite the existing file/show or tap Cancel to give it a new and different name.

Now the console will create the new show.

## Save show

If we ignore everything on the screens for a second and just focus on saving your new (but still empty) show.

This is also handled from the Backup Menu. Please press the **Backup** key once more.

Besides the **New Show** option there's three more options. One of them is to **Save Show**.

**Save Show as...** is used if we wanted to save with a new name.

But as you can also read in the text on the **Save Show** button, you could just have pressed the **Backup** key like double clicking a mouse. We can't do this when the Backup Menu is open. So now you have two choices: Press the **Save Show** button or press the **Backup** key three times (one to close the menu and then twice to do the save show command).

Remember to save your show often. There's no built in power backup in the console and if you turn it off or loses power then the console shuts down (without saving).

You should also save your show on an external device like a USB memory stick. Please insert one in one of the USB connectors. Then save the show again. Now it's saved both on the stick and in the console.

Ok? Let's move on to the next chapter.

## 3.4. Getting Started Guide - Adding and patching dimmers

So we have a new empty show. We need to add some lights for it to be fun (without it, then console is just a rather expensive paper weight).

We are going to pretend we have a small black box theater and we are going to add some dimmers. We got 12 dimmer to play with. This is our basic plot:

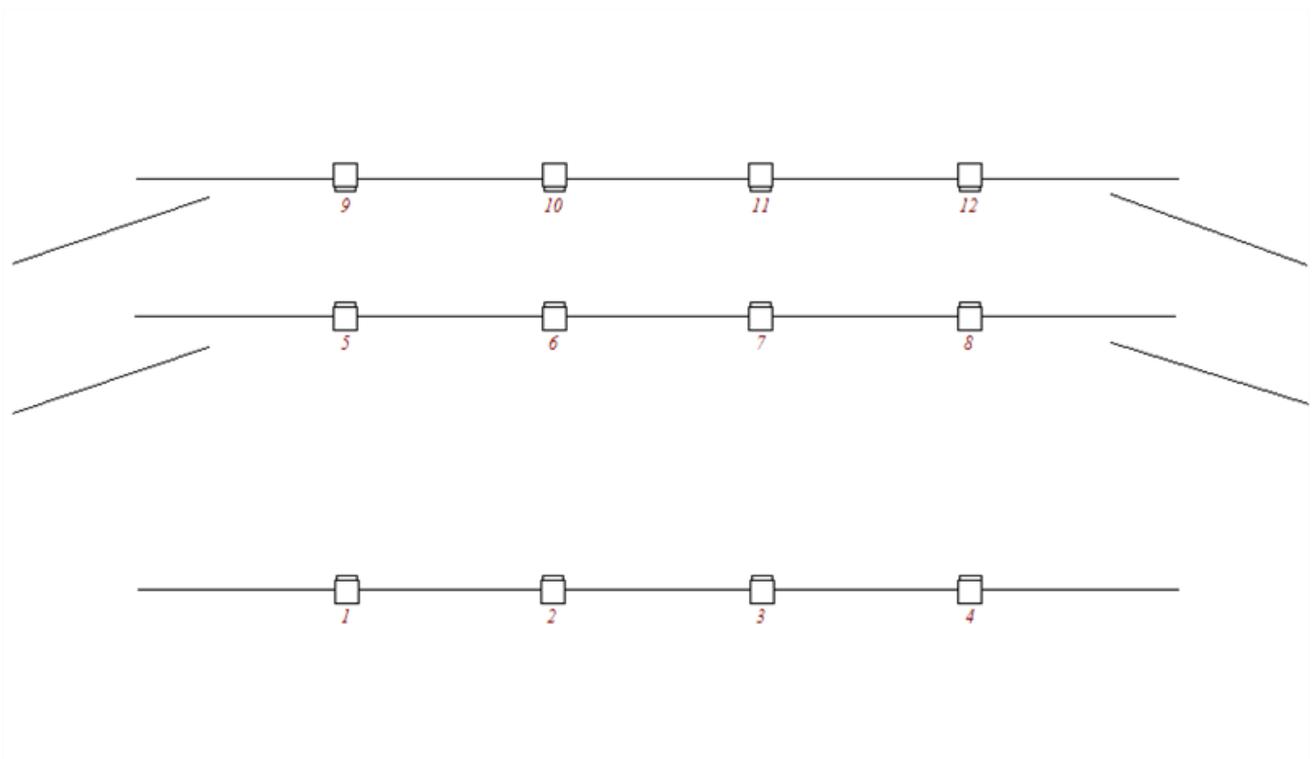


Figure 1: Light Plot - only dimmers.

So let's add those 12 dimmers to the setup in the console (don't worry, we'll add more fun stuff later).

Ignore what your screen says and just press the **Setup** key. Now turn the rightmost encoder until it says "Select Patch & Fixture Schedule" and then shortly press the encoder.

Notice how the external screen (and screens 3 to 5, if you have them) now shows you the help file for this view. Please ignore it for now - I'm going to tell you what to do and what's what.

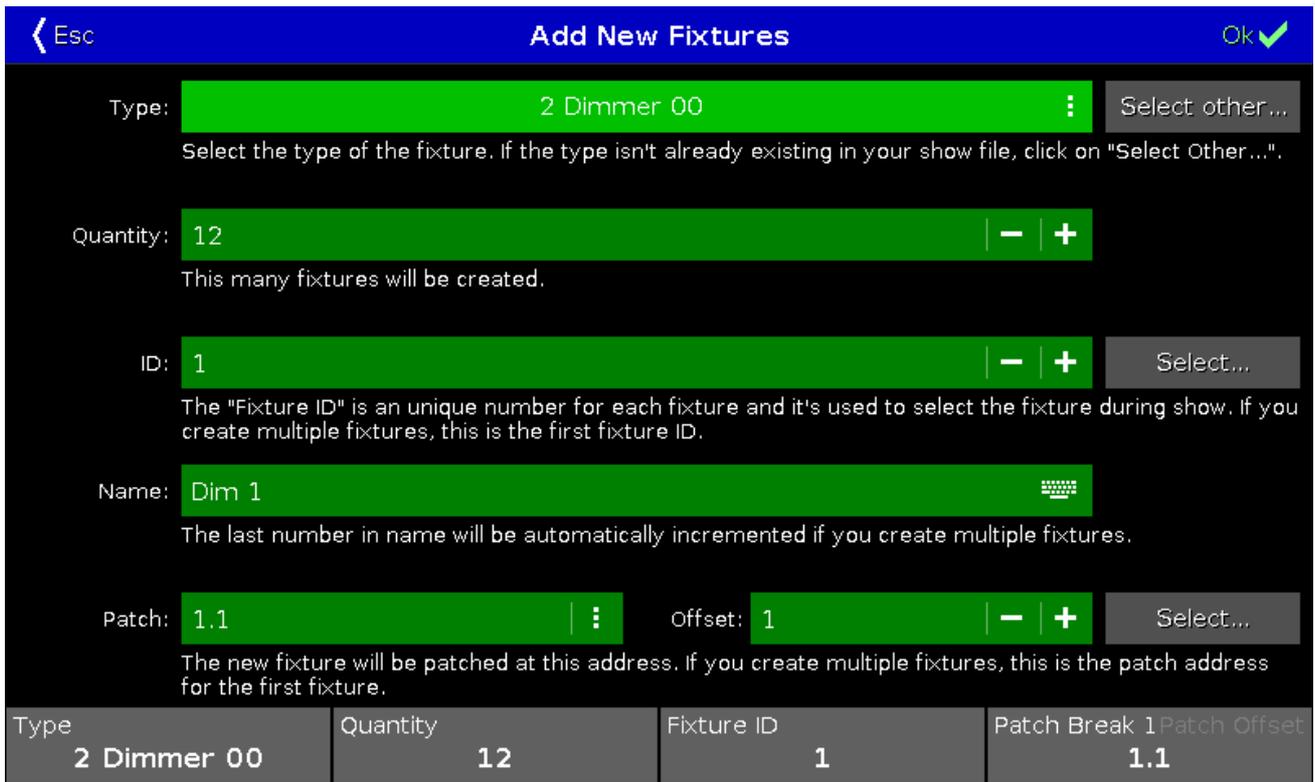
Press on the right side of screen 1 where it says **Add New Fixtures**.

This gives you **Add New Fixtures window**. All the green areas can be adjusted to make sure we add the correct fixtures.

There are already a generic dimmer fixture selected in the 'Type' (don't worry about the number "2" and the "00" part of the name).

We need to change the quantity to 12. The best way to do this is by turning the second encoder from the left until it says "Quantity 12".

We want to have a Fixture ID that begins with number 1 and the name can be changed later (so can the rest by the way). We are also happy with patching them to universe 1 and from the first address and forward. It should look like this when we are gone with our adjustment:



Type	Quantity	Fixture ID	Patch Break 1	Patch Offset
2 Dimmer 00	12	1	1.1	

Figure 2: The dimmer settings.

OK, we are happy. Press the **OK** in the upper right corner.

This will now displays the **Fixture Setup view** (and now with fixtures in it). You can use the rightmost encoder to scroll through the list. If you done it right, then you'll have 12 dimmers with ID numbers '1' to '12' and patched from address '1.001' to '1.012'.

Now press the upper right corner again - this time it says **Done**.

You are now asked to confirm that you are leaving the patch and fixture schedule and you are asked what should happen. We want to press where it says **Apply All Changes**.

That's it, we have added 12 dimmers to our show - please save your show. In the next chapter we are going to look at ways to control these dimmers.

### 3.5. Getting Started Guide - Selecting and controlling dimmers

So, we got our 12 dimmers patched and ready. In the console they are identified as fixtures. All fixtures should have a unique fixture ID that allows you to select each of them individually.

Let's have a look at them. Press the **Fixture** key on the console.

Your screen 1 should now have a Fixtures view that looks like this:



Figure 1: Fixture view

Each rectangle represents each of our 12 fixtures. We can see that they all currently have a value of 0% - so they are turned off. This is their default value. That means that if they are not told anything else, then they go to 0%.

Cool, let's try to change the value. If you move the level wheel then nothing happens with our fixtures. The first thing we need to do is to select what fixtures we want to change.

Try to touch number 1 on the screen. This should change the frame around the rectangle to a yellow color - like this:

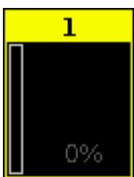


Figure 2: Fixture icon.

This indicates that this fixture is now selected and if you now move the level wheel, you'll see that the value changes.

All right, so now you know how to use the level wheel to change the value.

Let's explore some other ways. Still with fixture one selected try to press the following keys: **At 5 0 Please**. This will put the fixture at 50%. Now press **At - 1 5 Please**. This will take your fixture 15% down, so we are now at 35%. Now try to press **+** twice. That added 10% and a double press on **-** will take 10% off.

If you double press the **.** you put your fixture at 0% and if you press the **Full** key you get 100%.

Try some different combinations until you feel comfortable.

If you make a typo or maybe hit a wrong key, you can use the **Oops** key as a backspace. If you want to abandon the whole thing (not the console as such, but just what you started typing) you can press **Esc** to cancel the command you are typing.

When you are ready to move on you should press the **Clear** key two times.

Notice that this removes the value (if you had any) and the frame around fixture 1 turned gray again. What does this mean? If you guess that it's no longer selected and back at 0%, then you are right!

It's very easy to select the fixtures on the screens. You can even move your finger around to select a bigger group of fixtures. When you tap a fixture in the Fixtures view, then it toggles the selected status of the fixture.

You can tap single fixtures to deselect them or press **Clear** once (when you have a selection) to clear the entire selection.

We are now going to use the keys to select the fixtures. Press the following:

**Clear** **Clear**

**Fixture** **1** **Thru** **1** **0** **Please**

**At** **4** **0** **Please**

That should select the first ten fixtures and put them all to 40%. We did more typing than we actually needed. Often this operation can be done faster. Press the **Clear** key two times again and then press the following:

**1** **Thru** **1** **0** **At** **4** **0** **Please**

This gives you the same result. The long way is the more correct command and what the console is actually doing, but you can often do with the short version. If for some reason the short version doesn't always work for you, then you should try the longer and more correct commands before you start throwing things around the room.

We don't need to give all the fixtures the same value - we could spread it out. Without pressing clear do this: **At**

**1** **0** **Thru** **1** **0** **0** **Please**

This will fan out the values from 10% to 100%. Please have a look at the Fixtures view. If you haven't already you might want to look at the little dimmer bar on the left side of each rectangle and the big square. The dimmer bar indicates the dimmer value. The square shows a combination of the dimmer intensity, color and gobo.

You can actually even spread it out over three (or even more) values: **At** **1** **0** **Thru** **5** **0** **Thru** **1** **0** **Please**.

## Selection matters

As you have seen above, you are allowed to select fixture using ranges. And you can also use **-** and **+** to remove or add fixtures to you selection. Try to do this:

**Fixture** **1** **Thru** **5** **-** **2** **+** **7** **Please**, then you have selected fixtures 1, 3, 4, 5 and 7.

But the selection order is also important. Press **Clear** once and then do the following:

**1 Thru 1 2 At 1 0 Thru 1 0 0 Please**, this will do a nice spread of values with fixture one on 10% and fixture 12 at 100%. But let's try something else. Press **Clear** two times and then do the following:

**1 2 Thru 1 At 1 0 Thru 1 0 0 Please**, then the spread is reversed. Now fixture 12 is at 10% and fixture one in on 100%.

We selected the fixtures in the reverse order and then applied the same range of values.

If you use the screen to select the fixtures in a random order (you might need to press **Clear** first) and then do the **At 1 0 Thru 1 0 0 Please**, you'll see how the values are distributed.

So, selection order matters.

### Attribute control

There's two more ways to change the value, that I want to tell you about.

If you have pressed clear, then please select fixture 1 to 10 again.

Now on the right side of screen 1 you need to press where it says **Dimmer**.

This opens a view that allows us to do more. This becomes very useful in the future when we add more complex fixtures. This is called Preset Type view. We'll talk more about preset types later.

This is how it looks for the dimmer:

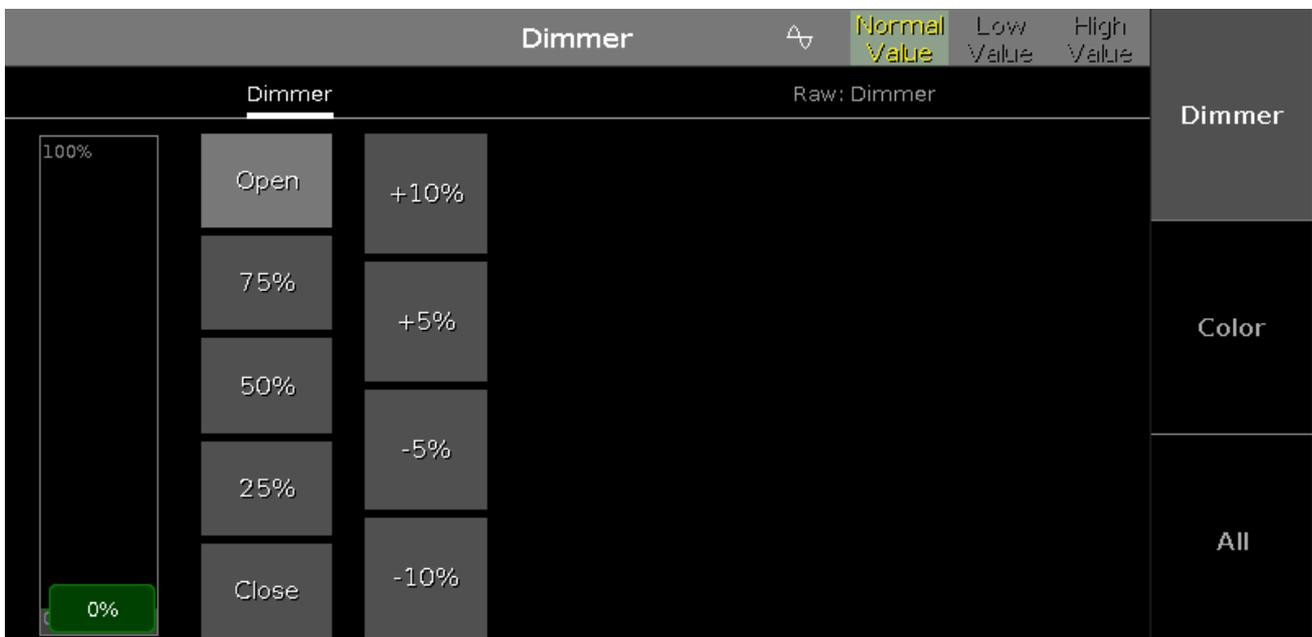


Figure 3: Attribute control

Here you'll have some predefined dimmer values that you can select and change the values in plus and minus 5% and 10% intervals. You can see that the slider follows the values, and you can use the slider to set a value.

Notice that you can now also use the leftmost encoder to change the dimmer value.

You might want to open a Fixtures view on one of the other screens. On the top right side of screen 2 you should press the **Fixtures** button. This will open a Fixtures view on screen 2.

Now press the leftmost encoder. This will open **The Calculator**. It could look like this:

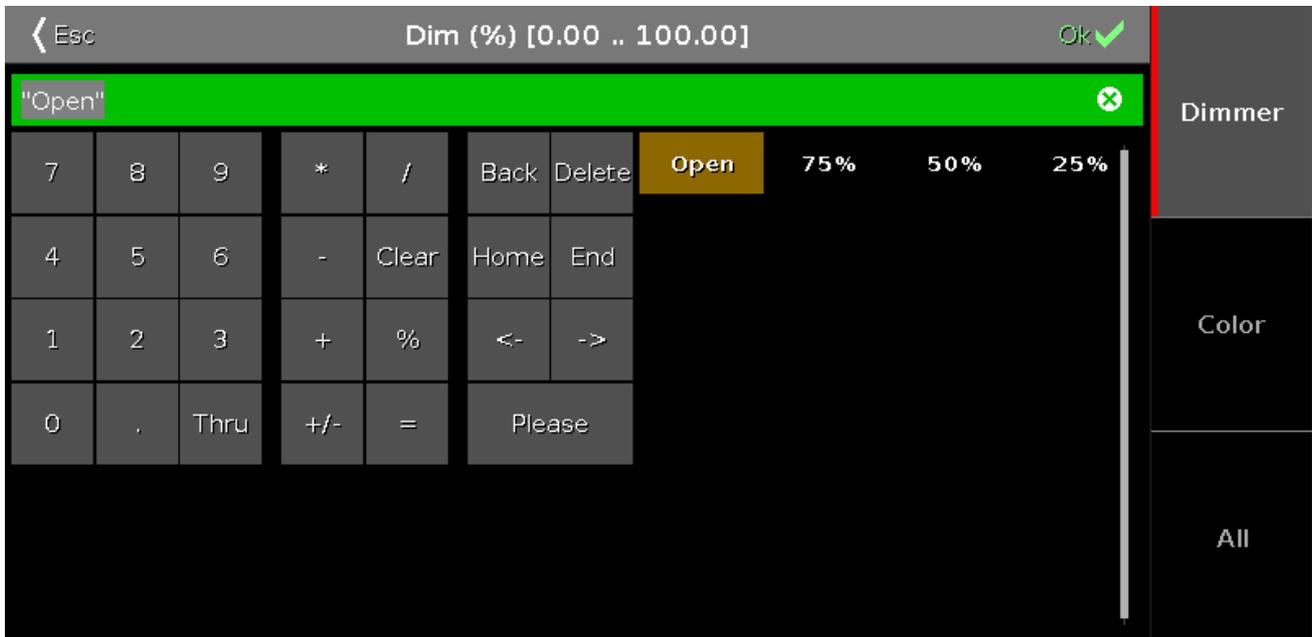


Figure 4: Calculator window.

This also allows you to type a value on the screen. But you can also use some predefined values. On the picture above there are four buttons: **Open**, **75%**, **50%** and **25%**.

'Open' is the same as 100% (full open). Pressing one of the four options will close the calculator and put the selected fixtures at that value.

### Align

Until now we have used the keys to spread out values over more than one fixture. But this is actually a function we call Align. You find out in later chapters that the Align function can be used on almost anything. But for now we only have dimmer. So try to select fixtures 1 thru 10 (in that order) and then give them all 50%. Please press the **Dimmer** button in the preset type bar so we have the dimmer control on the left encoder. Now press the **Align** key once. Now a small information pop-up tells you that you are now in the "Align <" mode. There are five different modes and we are now going to explore them a little bit. It's important that you keep the same selection order in all the examples below. With this first mode activated try to turn the dimmer encoder down, notice how the value stays at 50% for fixture number 1 but is spread out evenly to fixture number 10. It could look like this:

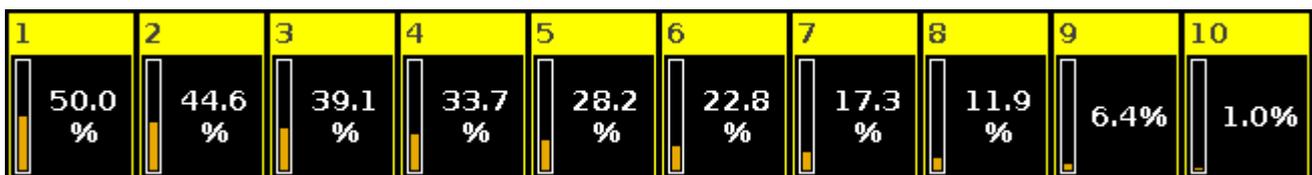


Figure 5: Align <.

Now let's reset and give all the fixtures 50% again (**At 50 Please**). Now press the **Align** key until the pop-up says the mode is "Align >". And now try to turn down the dimmer encoder again. Now the result is that we change

fixture 1 and the value is spread up to fixture 10, that doesn't change. It could look like this:



Figure 6: Align >.

Reset again with a 50% to all fixtures. Now press the **Align** key until the mode is "Align >>" and then turn the encoder. Now it's like we have a pivot point in the middle of our 10 fixtures and we can tip the values one way or the other. It could look like this:

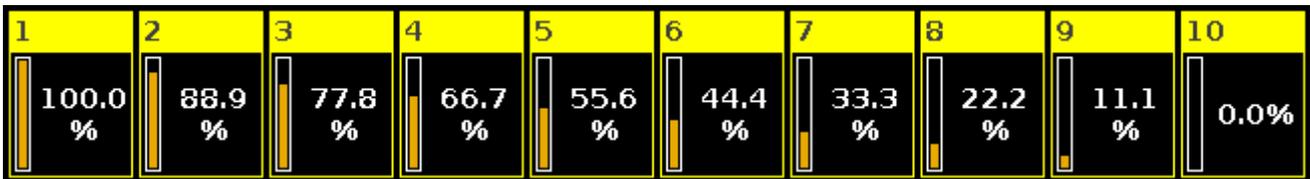


Figure 7: Align >>.

Reset one more time with all the fixtures at 50%. Press the **Align** key until the mode is "Align <<" and then turn the encoder. Now the first and last fixture stay fixed at 50% and the middle moves the most. It could look like this:

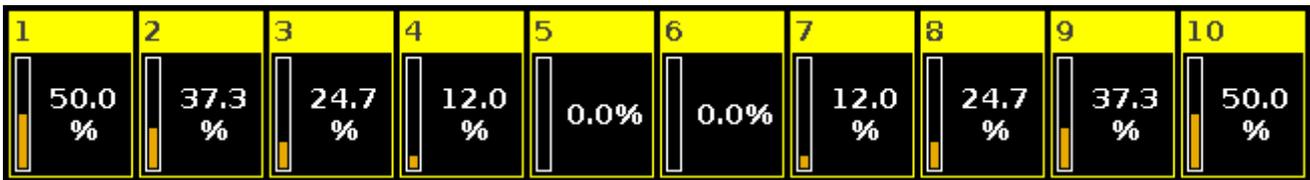


Figure 8: Align <<.

Did you notice that every time you reset the value to 50% then the align key doesn't light up anymore, and when you press it then you needed to go through all the mode we have already tried. This is actually the fifth and default mode called "Align Off". Every time you do something other than rotating the encoder (after having activated one of the active align modes), then it resets the align mode to off.

Ok, you might wanna play around a little bit with the controls. When you feel happy and comfortable, you should press **Clear** two times and move on to the next chapter, where we are going to have a closer look at the **Fixture view**.

### 3.6. Getting Started Guide - A closer look at the Fixture view

We just had a short look at the Fixture view, but this is a very powerful view that can do a lot of cool things.

The general purpose of the view is to show the fixtures. It allows you to select the fixture and you can see some or all of the different attributes of the fixtures - including their values.

But this is not a one trick view. There are several ways to display this information to you.

## The Title bar and the controls

The title bar controls what part of the Fixture view you are looking at.

This is the title bar:



Figure 1: Fixture View - Title bar.

The right side have a pin icon. This can be used to lock the view of it doesn't automatically scroll to the selected fixtures.

The left side have different icons that changes the way the view works.

The 5 icons with numbers are 5 different views called Fixture Layout Views. Here you can arrange the fixture icons the way you like it. They can contain all or some of the fixtures. But each fixture can only be once in each of the 5 layout views.

The icon that is highlighted in the figure above is the one we saw in the previous chapter. This is called the Fixture Symbol View, here you can see all the fixtures added to the show. They are automatically organized by the fixture type.

The last icon is the Fixture Sheet View. Here you can see all the fixtures added to your show. They are organized by fixture ID. it also displays all the different attributes and their values.

## Fixture Layout views

Let's try to arrange our fixtures in the first fixture layout view and let's arrange them as they are in our plot.

Press **Clear** this makes sure you haven't selected any of the fixtures (we are going to have a closer look at what this means in the next chapter).

Press **Fixture 1 Thru 1 2 Store** and then tap the number one symbol (the left most) in the title bar on the left screen.

Now tap somewhere in the center of the screen.

This adds the 12 fixture symbols in this first layout view.

They are all in one line and you might not see them all.

The title bar now got 3 new buttons on the right side. The title bar now looks like this:



Figure 2: Fixture Layout View - title bar.

The 3 icons are Edit Layout (the pen), Zoom to Fit (the magnifying glass with 2 arrows) and Lock Layout (the pad lock).

Tap the Zoom to Fit. Now you can see all the fixtures.

To arrange them you need to tap the Edit Layout icon. Now you'll see a grid in the view. and if you still have all the fixtures selected then you can press and hold the screen while you move your finger to move the position of the fixtures. If you press, hold and move outside the fixture symbol then you are drawing a lasso frame. If you lasso some fixtures then they'll be selected. You'll only move the selected fixtures. You can also change what fixtures you have selected by tapping them.

When you are done moving the fixtures remember to tap the Edit Layout icon again to turn off the edit mode. Then you might want to tap the Zoom icon again.

You can also use the zoom bar on the left side of the view and the two scroll bars to move the layout view around.

This is my result:

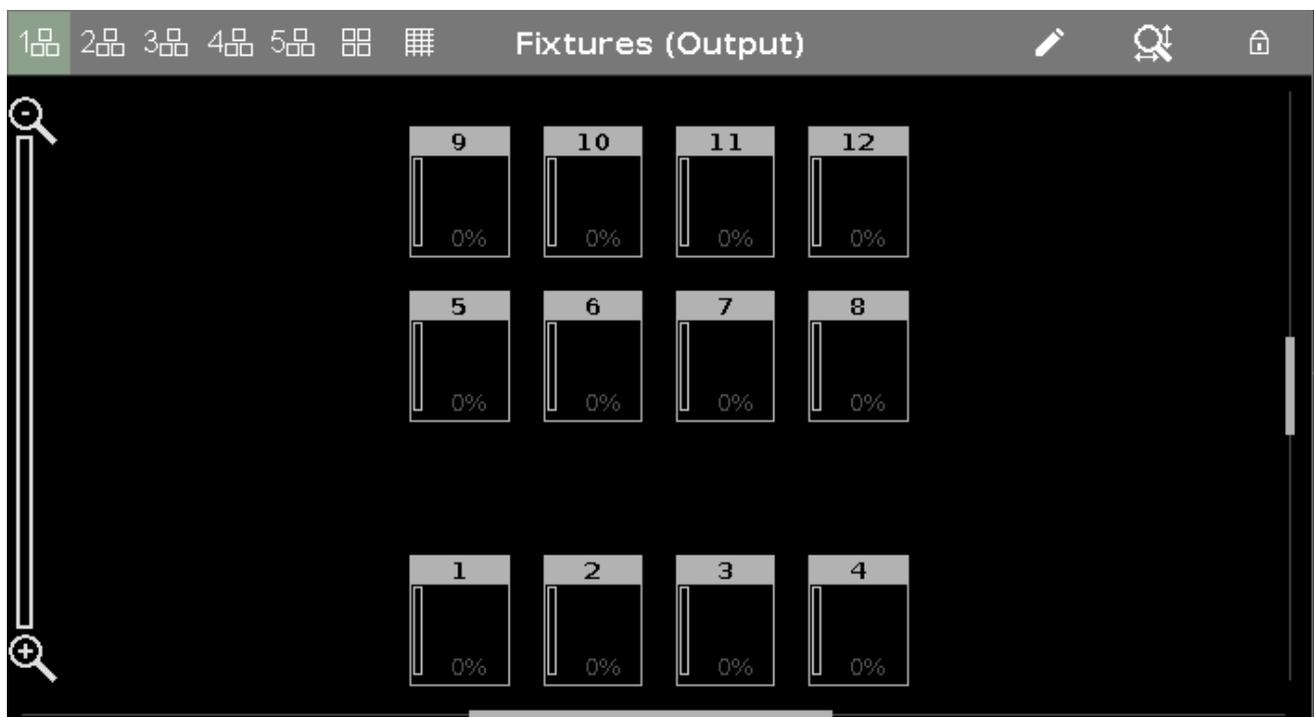


Figure 3: Fixture Layout View 1 - result.

This is the Fixture Layout view. You can make five different views. They can each contain all or some of your fixtures.

If you press and hold the  key you'll see the fixture name and the color for each fixture - the color part get's better when we have fixtures that can change color.

## Fixture Symbol View

The Fixture Symbol View looks a lot like the Fixture Layout view. The exception is that you can't arrange them and they are all there. They are arranged by fixture type.

This is what it looks like now:

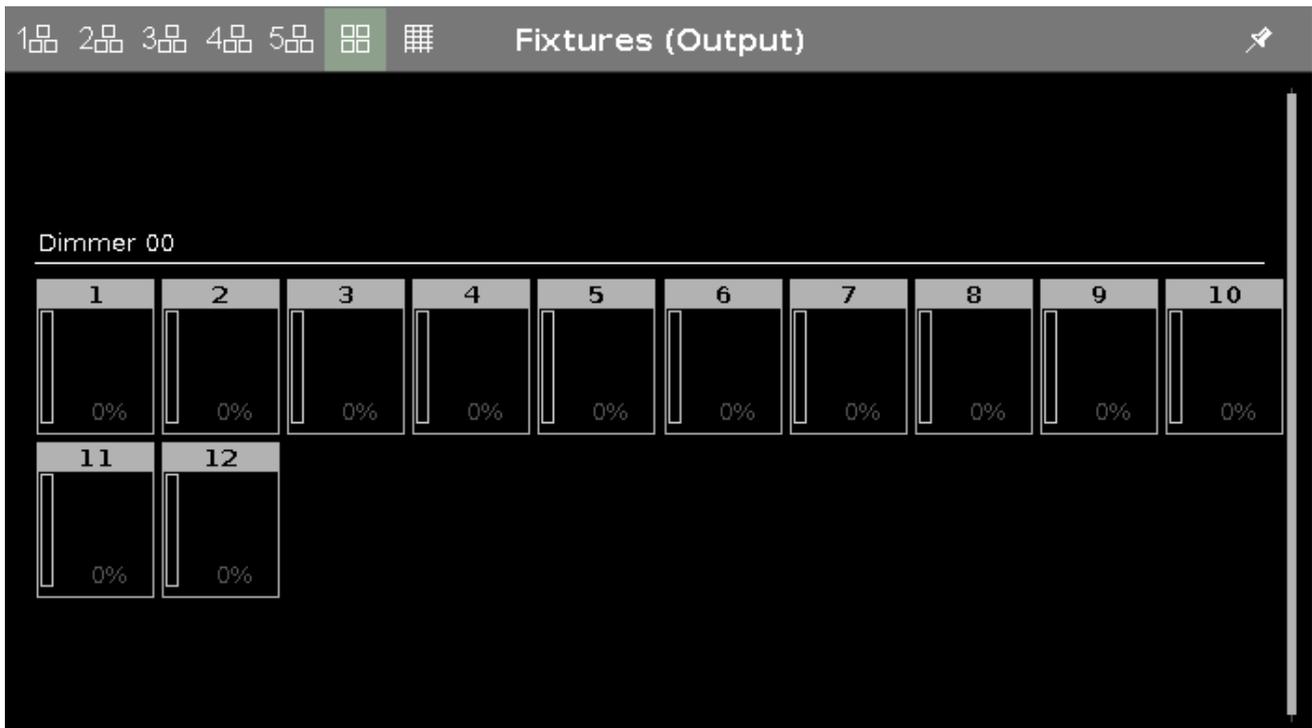
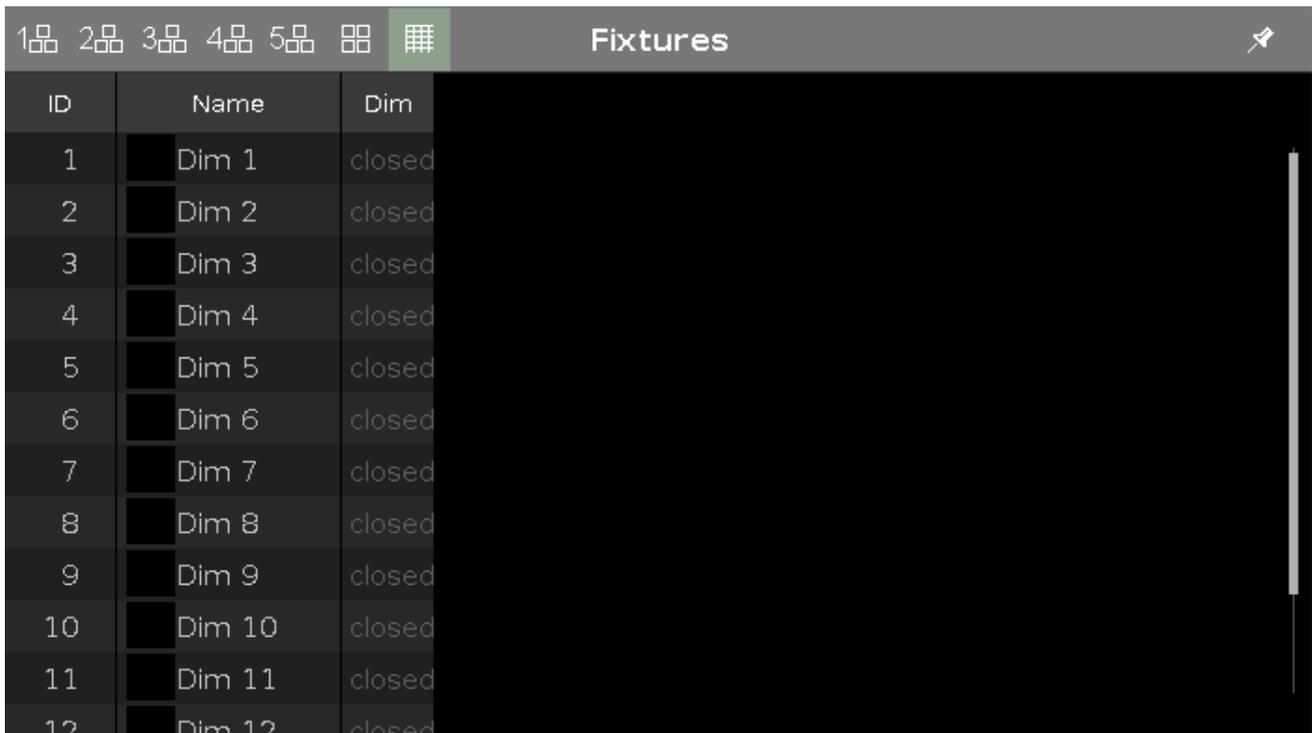


Figure 4: Fixture Symbol View.

## Fixture Sheet View

The last version of the Fixture view is the Fixture Sheet View. This will also display all the fixtures in your show and they are sorted by the Fixture ID. This view also shows all the different attributes the fixtures have. Right now we only have fixtures with dimmers - so it's a bit boring. As we later add more fixtures with different attributes, this list will get bigger.

This is what it looks like at the moment:



ID	Name	Dim
1	Dim 1	closed
2	Dim 2	closed
3	Dim 3	closed
4	Dim 4	closed
5	Dim 5	closed
6	Dim 6	closed
7	Dim 7	closed
8	Dim 8	closed
9	Dim 9	closed
10	Dim 10	closed
11	Dim 11	closed
12	Dim 12	closed

Figure 5: Fixture Sheet View.

Notice the black space between the fixture ID and fixture Name. This is actually a small square called "Symbol Output". It works like the symbols in the Fixture Layout View and Fixture Symbol View. It displays the value from the fixture. It's a combination of the color, gobo and the intensity.

It also have other functions and important information that we are going to have a closer look at in the next chapter.

### 3.7. Getting Started Guide - Programmer - What is it and why do you need it

In previous chapters we looked at how to change the values of dimmers.

What we actually did, was taking values into our **Programmer** and having these output from the programmer live on the outputs (DMX out of our system).

It works as a temporary place for values until you choose to store them somewhere or release the values again (back to their defaults).

You might have noticed that when we changed the values of the fixtures there was a red line on the Dimmer button on the right side of screen 1. It looked like this:



Figure 1: Dimmer button with programmer values.

And when we pressed **Clear**, it went away.

This indicated to us that we had dimmer values in the programmer.

If you want to see more detailed what you actually have in your programmer you need to look at the **Fixture Sheet View**.

This changes the view to something like this (depending on what you have in your programmer):

ID	Name	Dim
1	Dim 1	closed
2	Dim 2	closed
3	Dim 3	50.0
4	Dim 4	50.0
5	Dim 5	closed
6	Dim 6	closed
7	Dim 7	closed
8	Dim 8	closed
9	Dim 9	closed
10	Dim 10	closed
11	Dim 11	closed
12	Dim 12	closed

Figure 2: Fixture Sheet View with programmer values.

Notice that I have fixture 3 and 4 at 50% in the picture above.

Try to set your fixture 3 and 4 at 50%.

Notice how the fixture ID and name are yellow instead of gray. This shows us that these fixtures are selected - just as the yellow frame color in the Fixture Layout and Symbol views- and if you change the value, the fixtures will be affected.

The dimmer value have a red background and the value are in red text. All this indicates that we have this value active in our programmer and it will be saved if we store it somewhere.

In the previous chapters we also pressed **Clear** a lot. This also has to do with our programmer. We use clear to remove stuff from our programmer.

Try to press the **Clear** key once.

Now the fixture ID and name turned back to gray. These fixtures aren't selected anymore. When you turn the level wheel, nothing happens.

But we still have the values in our programmer and it will still be stored if we chose to do so.

Press **Clear** once more.

Now we have released the values from the programmer and the background and text turned gray. This means that if you chose to store a cue now, you wouldn't store any values. Said in a different way: Every value with a red text and **background** will be saved when you store - this is called active values. The red background is the important one.

Notice that when you store the values, you might still have them in your programmer. The value text is still red to show this, but the background isn't red anymore. This means that it will not be stored if you now try to store again. You'll need to give the fixture an active value again, before storing them again.

Instead of pressing the **Clear** key two times, you could keep it pressed for 1 second - it's the same thing.

I'll tell you more about the programmer when we begin to store cues.

## Highlight

I'll like to introduce you to the Highlight function before we move on. Clear your programmer and then press the **Highlight** key. Now press the **Next** key. This should show you that fixture 1 is selected, but notice that you don't have anything in your programmer.

If you are still in the Fixture Sheet View then you can only see that you are actually doing output in the "Symbol Output", but if you change back to the Fixture Symbol View, you'll might see it more clearly. The Fixture Symbol View will always show you the current output (including the percent value) and the Fixture Sheet View will show your programmer and executor output (I'll tell you more about Executors later) in the different attribute columns - the small "symbol output" will show the actual output. Make sure you are looking at the Fixture Symbol View and then press **Next** again.

Notice how it's now fixture 2 that is selected and giving 100% output and fixture 1 is back to 0%. Press **Prev**. Now we are back to number 1. If you press **Prev** again, then fixture 12 gets output.

When highlight isn't active and if you press and hold the **Highlight** key, then the selected fixtures will begin to flash. This is very useful when you try to locate a fixture in your rig.

Try to play around with **Next** and **Prev** and toggle highlight on and off by pressing the **Highlight** key. Even try to give the fixtures a value in the programmer and still use the highlight function - look at the difference in the programmer value and the "symbol output" in the Fixture Sheet View.

When you feel you have a good understanding of the programmer and the highlight function, you should move on to the next chapter where we are going to create groups.

### 3.8. Getting Started Guide - Making and working with groups

Let's have a look at a way to organize our fixtures. Right now we only have 12 fixtures, but we expand it later in this guide.

So we should have a look at a way to organize the fixtures into groups.

Groups contain a selection of fixtures - it could also just be one fixture. It doesn't have any information about values, it's just a selection of fixtures and the selection order - remember the selection order can be important.

Let's have a look at the Group view. Press the **Group** key. This will give us an empty **Group view** on screen 1.

It has 28 squares. Each square represents one group. If you scroll the rightmost encoder, you'll see that there's a lot more than 28 available.

Let's make a group.

Make sure you don't have anything or any selection in your programmer.

Now select all your fixtures. This is the fastest way:

**Thru Please**

This actually selects all fixtures from the lowest possible ID number to the highest. Now we have a selection and we can store this as a group:

**Store Group 1 Please**

This created group number 1 with the selected fixtures and it gave it a name: "Dim".

To check it, you could open a Group view on screen 2 and clear your programmer. This should give you a Fixture view on screen 1 and a group view on screen 2.

Try to press the **Dim** group. This should select all your fixtures - if it doesn't, then you should delete it and restart this chapter from the beginning.

Let us give the group a better name: **Label Group 1 Please**

This opens a **Enter Name** window that allows us to change the name of the group. Call it "All Dimmers".

When we store a group we are actually able to get this window immediately. As soon as you have stored the group you can begin typing on an external keyboard to enter the name. Or when you store the group, you can press this little balloon



Figure 1: Label balloon.

and get the Enter Name window.

Let's make one more group. It should contain fixtures 1 and 2. It should be group number 2 and be called "All FOH".

I would like to make one thing very clear. The groups are just a convenient way to select fixtures. There is no relation from a cue list back to the group.

I'll try to explain using an example. Your new group with fixtures 1 and 2 is selected by tapping the group in group pool, then you give the two fixtures a value of 42%, this is then stored in a cue. In a few seconds we are going to add fixture 3 and 4 to the group. This doesn't mean that the cue will change. It still only have information for fixtures 1 and 2. Even deleting groups doesn't affect the information stored in cues.

Ok, let's add those two fixtures. Select fixture 3 and 4 and then press: **Store** **Group** **2** **Please**.

Now you are presented with a pop-up that allows us to select the store method used. There are three possibilities. **Overwrite**, **Merge** and **Remove**. These are general store methods you are going to meet throughout the console so I'll take the time now to explain them.

**Overwrite** will always replace what is currently stored, with what you are storing now - so you loose the old content. **Merge** will add what you are storing now to the already existing content. **Remove** will remove the content in your programmer from the destination. If the destination doesn't have any overlapping content, then it don't do anything.

Since we wanted to add fixtures to our group, we should press **Merge** - do that. Try to tap the group to check that it actually select fixture 1 to 4.

## Move, Copy and Delete

There are three functions that I would like to show you. They are general functions that works on many things, but now is the right time to tell you about them.

### Move

You can move the groups around so they are positioned where you like them.

Press **Move** and then press the **All Dimmers** group. Now press on an empty group button. This moved the group to this new location. Now press **Move** again and then **All Dimmers** and then **All FOH**. This doesn't move anything yet. We have now selected to move two groups and the console is waiting for a new location. Press somewhere that have two free buttons. We just moved the two groups next to each other at the new location.

### Copy

You can also copy a group. Then you have two identical groups.

Press **Copy** and then **All Dimmers** followed by an empty group button. We have now created a new group. The content is exactly the same as the 'All Dimmers' group. The name ends with a "#2" so the two groups can still be distinguished. The two groups are not connected. If you change the content in one group, then the other is still untouched.

### Delete

You can delete a group by pressing **Delete** and then the group you want to delete. Remember this doesn't affect any cues. You can delete the copy you just made.

Let's make more groups

Ok, let's make some more groups. All the odd numbered fixture in our plot have a warm colored gell and all the even numbered have a cold color.

You know everything needed to create these groups, so I'll just list all the groups needed in a table form:

Number:	Fixtures:	Name:
1	1 to 12	All Dimmers
2	1 to 4	All FOH
3	5 to 12	All Stage
4	5 to 8	Down Stage
5	9 to 12	Up Stage
6	1 + 2 + 5 + 6 + 9 + 10	Stage Right
7	3 + 4 + 7 + 8 + 11 + 12	Stage Left
8	1 + 3 + 5 + 7 + 9 + 11	All Warm Dim
9	2 + 4 + 6 + 8 + 10 + 12	All Cold Dim

When you are done the Group view should look like this:

Groups						
1	2	3	4	5	6	7
All Dimmers	All FOH	All Stage	Down Stage	Up Stage	Stage Right	Stage Left
8	9	10	11	12	13	14
All Warm Dim	All Cold Dim					
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Figure 2: All the Groups.

### Combination selections

With these groups we can do a lot of different combinations.

You can combine two groups simply by pressing them. If you press **All FOH** and then **Down Stage** (there's an automatic + function), you have selected fixtures 1 to 8.

You can also use the **-** key to remove overlapping fixtures from a different group. If you need all the warm dimmers except the ones from front of house (FOH), you could do it like this (do a **Clear** first):

All Warm Dim **-** All FOH

First we selected all the warm dimmers and then we removed the FOH ones from our selection.

### Previous, Set and Next - the group edition

With a selection of fixtures you can use the **Prev** and **Next** keys to step through the group, just like we did when we didn't already have a selection. The difference is that this will only step through the fixtures in the group.

Try to select group 2 (All FOH) and then press **Next**. This should be the result:

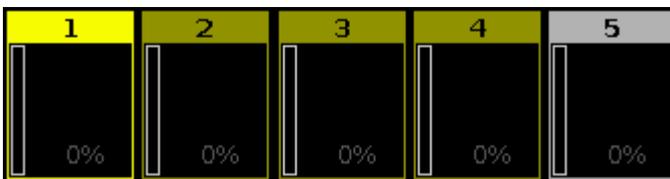


Figure 3: Previous and Next in groups.

If you keep pressing next you see that you are just jumping through the fixtures in the group - you never select fixture 5.

If you want to reselect the entire group then you can press the **Set** key.

When you feel comfortable (maybe check if you need some more coffee or tea) you should move on to the next chapter, where we are going to store our first cue - yeah it's about time!

## 3.9. Getting Started Guide - Storing a cue and playback

Let's make a cue with something in it.

Clear your programmer. Then select fixtures 5 and 7. Put them at 40%.

Now press **Store** **Please**.

Now we have created cue number 1 on the main executor. Try to clear your programmer. If you look at a Fixture view, you can see that your fixtures don't output the 40%. You'll need to activate the cue and make sure the fader is up for the values to be outputted.

We stored the cue on the main executor so this is the one we need to play back the cue.

Have a look at this picture:



Figure 1: Main Executor Off.

Here we can see what the console is doing on the main executor. It says the executor is currently off.

The Main executor has two faders. The left one is the master, the right one is used to manually cross fade between two cues. Moving this fader to the opposite position will fade between cues using the timing of your fader movement.

The dot2 doesn't have motorized faders. So there might be some inconsistencies regarding where the console software believes a fader should be and where it actually is. If this is the case then you'll see a graphic visualization of the faders with a red marker. The marker tells you where the physical fader is. The graphic fader shows where the software says the fader should be.

If your left physical fader (the Master) isn't at 100, please move it there and please make sure the Crossfade fader is at 0. We might still need to activate the cue. We do this by pressing the big **Go +** key below the faders.

Then your mini executor view should look like this:

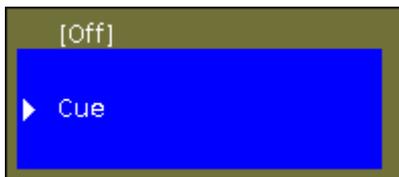


Figure 2: Main Executor - cue 1.

Notice the brighter color and the blue marking of the cue. This indicates that the executor is active and that the cue is active.

You should also be able to see the fixtures have 40% output on the Fixture view.

Try to move the Master fader up and down to see how this is related to the output of our channels.

## Cues view

Let's have a look at the cue list. Press the **Cue** key. Now we can see the Cues view on screen 1. Each cue is represented by a horizontal row. The columns are different settings or information regarding the cues.

I don't want to go into a lot of details, but I will tell you what each column is. Some of it is obvious, but other things are a bit more tricky.

- **'Number'** is the cue number.
- **'Name'** is the cue name.
- **'Protected'** is a function to protect the cue from changes made in previous cues (tracking - we'll get to it).
- **'Trig'** is the action that triggers the execution of the cue. The default trigger is "Go", but there are other possibilities and we are going to look at them later.
- **'Trig Time'** is relevant when you use time triggers instead of Go.
- **'Fade'** is the fade time for the cue.
- **'Out Fade'** is used when you need a different fade time for the fixtures going down in dimmer value.
- **'Out Delay'** is used when we want to delay the beginning of the fade for the fixtures going down in dimmer value.
- **'All Fade'** is grayed out and can't be used.

- **'All Delay'** is grayed out and can't be used.
- **'[Preset type] Fade'** - Each of the possible preset types have their own fade column. This is used to set a fade time for that specific preset type. The unavailable preset types are grayed out and cannot be changed. More about Preset types later. If the background of a cell is dark and the number is black, then it's not an active values and will not have any influence in how the cue is played back. White values are active and will influence the cue playback.
- **'[Preset type] Delay'** - Each of the possible preset types have their own delay column. This is used to set a delay time for that specific preset type. The unavailable preset types are grayed out and cannot be changed. More about Preset types later. If the background of a cell is dark and the number is black, then it's not an active values and will not have any influence in how the cue is played back. White values are active and will influence the cue playback.
- **'Cmd'** is short for command. This is used when we need to trigger something else with the cue - we are going to explore that later.
- **'Snap Percent'** is a special function used with complex fixtures that have things like gobo wheels. Some things are set to "snap" from the old position to the new, instead of fading from one to the other. Snap Percent is used to set the point in the cue fade time when the gobo wheel should change position. 0% is when the fade begins. 100% is when all the fade times are done.

When we add more advanced fixtures to our show then the grayed out delay and fade column for each of the different preset types will be available.

Most of the elements can be changed using the **Edit** key. We can also use the rightmost encoder. Press it and keep it pressed while you rotate. When you have a blue background on the name you can release the encoder and then just to press it shortly - if you are using the dot2 onPC, then you can't do this, instead you can use the mouse and right click the cell.

This gives us the Edit Name pop-up. Change the name to **Behind Curtain**. If you can't see the entire name or you just want to change the width of the columns you can do this by pressing on the black line between the column headlines and then while pressing, move your finger to change the width.

When you are done it should look something like this:

Off Time: 0.0s		Cues of "Exec 'Main'"					TC Record 	
Number	Name	Protected	Trig	Trig Time	Fade	Out Fade	Out Delay	
1	Behind Curtain		▶ Go		0	InFade	InDelay	

Figure 3: Cue view.

The Cues view can also be called on the other screens. On the right side of the other screens you find a button called **Cues**.

Let's make some more cues

Turn group two (All FOH) at full. Now press **Store** and then the  key associated with executor number 1 (if you forgot, then it's the one closest to the main executor). Again you might need to move the fader to match what the console does.

Let's have a look at the relationship between the executor and the programmer.

Clear your programmer and take both your executors down to zero. Make sure the main executor is off by pressing the **Off** key and then one of the keys associated with the main executor.

When you turn up executor 1 then fixtures 1 to 4 turn on. When you turn it down, then they turn off again.

Now put the fader at around 50. Then put group two at 80% in your programmer. Try to move the fader again. Now the fixtures stay at 80%. This is because the programmer has a higher priority than the executor.

Try to store your programmer on executor number 2. Now try to move executor number 2. This will change the values for the four fixtures. So when we store the content of the programmer somewhere it's transferred to the executor and doesn't have the high priority from the programmer - it's no longer "active" in the programmer.

Try to turn up executor number 2 to 100. That turns up the fixtures to 80%. Now turn executor number 1 to 0 and then up to 100. Now your fixtures fade from 80% to 100%. This is because the executors work by a latest takes precedence (LTP) principle. That means that the fixtures will fade to the newest value being called. That's why they fade to the value from executor number 1. Take down executor 2 and keep up executor 1. Now the fixtures are still at 100%. Now turn up executor 2. Notice that the values now fade down to 80%. Because that's the latest value.

If you would like to see the cues on the other executors then the main one, then you need to press the (it's called the Eye) key followed by one of the keys associated with the executor you want to look at.

This opens the Cue view for that executor on Screen 1. If you have a Cue view on a different screen than screen 1, then this will also show you this cue list. You can keep this Cue view locked to this executor if you press the pin icon in the upper right corner of the Cue view. The icon gets a brighter background color. This shows you that this view is pinned.

### Time view

When we stored our cues, then we get a default cue timing. This default can be changed. Press the **Time** key. Now you got a view like this:



Figure 4: Time settings.

Here we can set a new default time that will be used when we store cue in the future. When we add fixtures with more preset types then these will appear on the right side of this view.

If you change any of the factory default, then your time key will flash when we are in the "storing" mode. The small icon with a circle with a cross in it , will reset the timings to the factory defaults.

Before moving on make sure all executors are off and the faders are down.

### Moving Executors to a different page

You can move your executors to a different page of executors. Yes that's right, there are several pages of executors. Press **Move** and then one of the keys associated with executor number 1. Now press **Page+**, this takes us to the next page. Notice that all our cue lists disappeared. Now press one of the keys associated with executor number 1 again. Now we have moved the cue list that was on executor 1 on page 1 to executor 1 on page 2. Also move the cue list on executor 2 to page 2.

Try to run the cue on executor 1 on page 2 and then change the page. Notice how there's now a pattern on top of the executor and there's a text telling you "+1 fixed from Page 2". This is because all the running executors should as a default always be visible. So an active executor gets "fixed" when you change the page. Try to pull the fader down. Now the executor disappeared - it went back to it's own page.

You can choose to keep an executor fixed even when it's off. What have happened so far is what's called "Auto Fix". This means that when you turn off an executor that comes from a different page, then it goes back to that page. If you want to keep it, then you can press **Fix** and then the executor you want to keep Fixed. Try it. To "unfix" an executor again then you press **Fix** and then the fixed executor.

This Auto Fix option can be turned off globally. Press **Setup** followed by **Global Settings**. This menu allows you to enable or disable the Auto Fix function. If it's disabled, then you'll need to manually Fix the executors you want to keep visible. Remember that if this is disabled then you could have an executor on a page somewhere that is giving values to your lights.

Please go to the next chapter without any fixed executors but the Global Auto Fix function enabled.

## Moving the Main Executor

You can even move the Main Executor.

Doing so moves it with all the settings it might have - there are small differences in the settings between a cue list stored on the main executor and a cue list stored on one of the regular executors.

In the next chapter we are going to make more cues on the main executor.

## 3.10. Getting Started Guide - Making more cues in main cue list

Now we are going to make more cues in the main cue list and we are going to look at how to play them back.

Do this:

**Group** Up Stage **At** 5 0 **Please**

**Store** Time 3 **Please**

This should give you a pop-up with different possibilities.

Select the one called **Create a second cue**.

That created cue number 2 with a fade time of 3 seconds instead of the default time of 0 seconds.

Try to run the cue to see the fixtures in group 5 fade in.

Let's try to use the command line input instead of the keys.

Locate this on screen 1:

Command Line



This is the command line input. Here we can type commands using the keyboard (on screen or external). When you press it you'll get the Command Line view. here you can see previous executed commands and other feedback from the console.

Write this:

```
g 2 - 9 at 75
```

And finish with a press on Enter. In the future, you can just finish the examples I write with Enter or a **Please**.

Now do this:

```
g 4 - 9 + f 9 t 12 at + 20
```

Let's have a look at the response from the console and talk about what we just did.

The response to the first command is this:

```
Executing : Group 2 - 9 At 75
```

So we can see that the "g" is a shortcut for "Group". So we took the fixtures in group 2 except the ones that are also in group 9 at put them at 75%. The "Executing" part is just the console telling you that it actually did it.

Next line was more complex:

```
Executing : Group 4 - 9 + Fixture 9 Thru 12 At + 20
```

The first part is like the other one but then we see that "f" is interpreted as "Fixture" and "t" is "Thru". So we took the fixtures from group 4 except the ones that are also in group 9, then added fixtures 9 to 12 and gave the selection 20% more than they had.

Let's store this using the commands:

```
st c 3 fa 5
```

Here's the response:

```
Executing : Store Cue 3 Fade 5
```

So again there are shortcuts to most words. We created cue number 3 with a fade time of 5 seconds.

We can also see that the dot2 is running a macro when you store. This macro removes unnecessary values in your cue list.

Cue number 4 is a darker cue, so we are going to take 40% of everything that's currently on. Currently we have group 5 and 8 on..

This is the key presses needed:

Group 5 + 8 At - 4 0 Please

We are going to make it cue 4 using these keys:

Store 4 Time 2 Time 6 Please

Now something extra happened. Look at the response from the console:

```
Executing : Store Cue 4 Fade 2 OutFade 6
```

By using the **Time** key we have stored the cue with a fade time of 2 and an outfade time of 6.

Next cue should be the same as cue 3, so we can just copy it:

Copy cue 3 at 5 Please

In the pop-up you select **Copy** or just press **Please** again to confirm.

No we need a black out:

Group 1 . . (remember the double press on the dot key gave us the "Zero" shortcut).

Store Please (this stores the next available cue with the default time of zero seconds).

That was cue 6.

The last cue we are going to make (for now) is a cue that brings back the light. Basically it's cue five again. But instead of copying we are going to try something different.

Use the **Go-** and **Go+** keys below the main executor to move to cue number 5. Notice that the active cue have a green background color in the cue view and a blue background in the small executor view above the executors.

So this is the look we need in the new cue 7. We are going to use a function called "StoreLook". You get this by pressing and holding the **MA** key while you press **Store**. Here's the commands:

**MA** + Store Cue 7 Time 3 Please

Try to press Go+ to see how cue 6 and 7 work.

Notice that this time we specified what cue number (we have done that previously). If you don't specify, then it will automatically use the next available whole number - so we didn't need to do it in this example.

Also notice that when we use StoreLook it creates a protected cue - There's a "Yes" in the protected column. Protected cues have a white line above the cue. This is to indicate the values that we might store in one of the previous cues will not track into the protected cue. E.g. if we add a fixture in cue 2 at 50% then it will also be at 50% in 3 to 6 but in cue 7 it automatically goes to 0% (or what value it might have been stored at).

## Editing the cue list

Remember when we edited the name of the first cue? Now we need to change the name of the rest of them:

Number:	Name:
1	Behind Curtain
2	Curtain Up
3	Build
4	Solo
5	Return
6	BO
7	Curtain Call

We would like that the third cue runs automatically when the second cue is finished. This is a function called "Follow". In stead of the trigger being a Go from us, it needs to be Follow. Edit the 'Trig' cell on the third cue. The window that opens allows us to select a different trigger. Press **Follow**. Try it out. Press the **Go+** until you get to cue 2. When this cue is done then it automatically runs cue 3.

We are going to look at one more of those options. We want cue number 7 to run four seconds after the black out (cue 6). So we need to change this trigger to "Time". When you do this you get a number in the "Trig Time" column. This needs to be changed to 4. Try it out with the **Go+**.

Now, I'm the lighting designer of this little show, and I changed my mind about cue number five. I want us to change this cue so it uses the cold colors instead of the warm colors. So do this:

**Goto Cue 5 Please**

**Group 2 + 4 . .**

**Fixture 2 + 4 At 7 5 Please**

**Fixture 6 + 8 At 6 0 Please**

That's the changes we need, now we can store this to cue number five:

**Store Cue 5 Please**

In the pop-up you need to select **Merge** to confirm this choice.

That's it for now.

Remember to save your show (often).

In the next chapter we are going to add some more interesting fixtures.

### 3.11. Getting Started Guide - Adding LED fixtures

Now we are going to add some more fixtures to our patch.

We got four Chauvet COLORdash Par-Hex 7 wash fixtures. Our new plot looks like this:

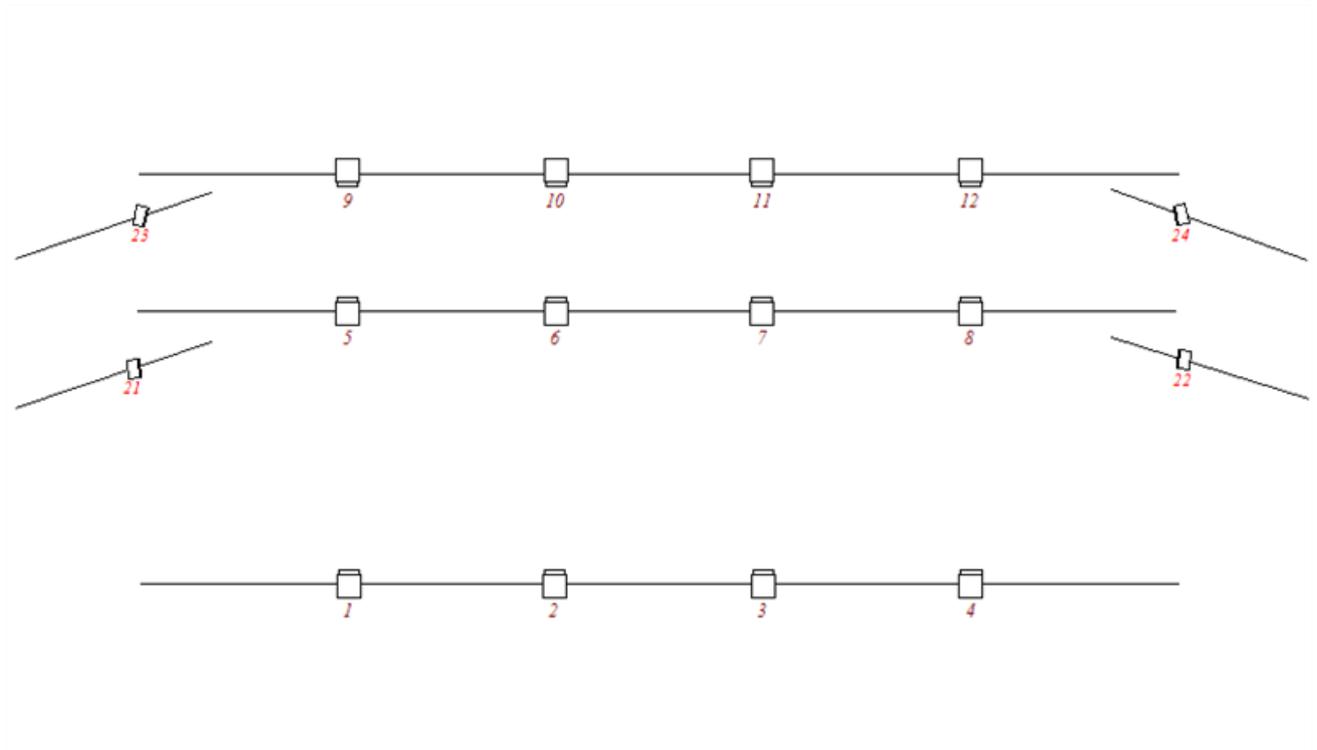


Figure 1: New plot with LED wash.

They are mounted on vertical poles on each side of the stage.

We need to go back into the setup and add these four fixtures. Press **Setup** and select **Patch & Fixture Schedule**.

On the right side you'll find a button called **Add New Fixtures** - That sounds like something we need.

When you press this, you'll get the **Add New Fixtures window**.

In the type input field we still have the Dimmer selected. We have all the dimmers we need, so we need to get a new fixture type. Press the button next to this area where it says **Select Other...**. If this is the first time this is done, then the console needs to update the fixture library - That might take a few seconds.

When it's done (or if you didn't need to wait for it) you can press the green input field and type **dash 7**.

The search will display every possible hit in the fixture library. The easy way to select the right fixture is using the encoders.

We need the one from Chauvet called ColordashPar HEX 7. This fixture have several possible modes. We need to select the mode called "13 channel".

Sometimes when you add fixtures they'll only have one mode available. Then the mode will often be called "00". This is the case for our dimmers - remember they have a 00 at the end.

Ok, back on track. When you've found the Hex 7's, the bottom of your screen should looks like this:

Drive <b>Internal</b>	Manufacturer <b>Chauvet</b>	Fixture Type <b>Colordash Par HEX 7</b>	Mode <b>13 channel</b>
--------------------------	--------------------------------	--------------------------------------------	---------------------------

Figure 2: The encoders with the correct fixture.

Then we can press the **OK** in the upper right corner.

Now our fixture type is the correct one. Change the quantity to 4 and the fixture ID to 21.

We also need to change the address for the first fixture. We want to patch them from the first address on the second DMX universe and we want then to have 20 addresses between them (they only use 13 channels).

Press the rightmost encoder.

This opens the **Select DMX Address** window. Here you can see what is patched to the 8 available universes.

Again we can use the encoders to change the patch address. The left encoder selects the universe and the rightmost encoder selects the address. The middle right encoder is called "Patch Offset" - this can be used to automatically add more channels between fixtures. We need universe 2, address 1 and we want to have 20 channels between each fixtures start address, so we need to set the Patch Offset to 20. When you have that you can press the **OK** in the upper right corner, this takes us out of the Select DMX Address window.

Again we can press the **OK** in the upper right corner (to close the Add New Fixtures window). This takes us to the Fixture Setup - all is good here, press the **Done** in the upper right corner and select **Apply All Changes**.

That was it. Now you can see in the Fixture Symbol View that we have 4 new fixtures:



Figure 3: New Fixtures in the Fixture Symbol View.

We should also add these fixtures to our Fixture Layout View number 1.

Select the fixtures using a fixture view and press **Store** followed by selection the number 1 Fixture Layout View and then tap inside the view. You are now presented with a pop-up asking how you want to store. Select **Merge**.

Now you can arrange the added fixtures in the view.

It could look like this:

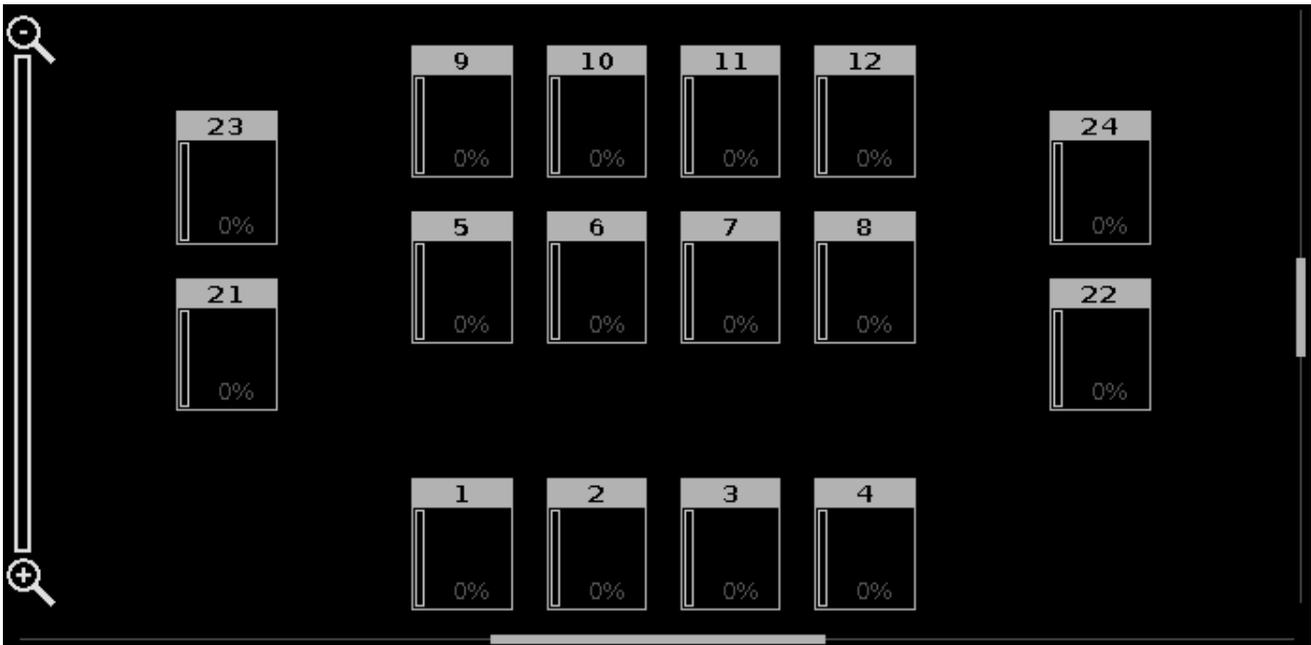


Figure 4: New Fixture Layout View.

In the next chapter we are going to have a look at controlling these new fixtures.

### 3.12. Getting Started Guide - Working with colors

The fixtures we just added have six different colored LED's and a dimmer (there's also a "curve" channel - but we are not going to talk about that one).

Before we do anything with them we should make a group with all of them. Call it **All Hex7** and make it group number 10.

Let's have a look at the color control. On the right side of screen 1 you'll find a button called **Color**. Make sure you have selected the All Hex7 group and then press this button.

#### Picker

The first thing we see is called **Color Picker**. This is a big colored touch area that you can press to change the color output from the LED's.

There are two faders on the right side of the screen. The one on the left controls the brightness of the fixtures. The one on the right is called Quality.

The quality fader deserves some explanation. It works with fixtures that have more than three colors. You can choose how the console should mix the colors. At the top of the fader it says "Primary". This means that the fixture will only use the three primary red, green and blue LED's to create the desired color. At the bottom of the fader it says "Pure". This means that the console will try to mix the color as close to the desired color as possible using all the available colored LED's in the fixtures. In the middle of these two it says "Max". This will give you maximum light

output, using as many LED's as possible.

The best way to test this is to choose a color in the color picker area - don't choose the primary saturated colors, but something in the middle. Now move the quality fader while you have a Fixture Sheet View visible. Notice how the color is mixed by looking at the different color columns. Each column is one the colors available in the fixture (R, G, B, Amber, White and UV). Notice that the encoders gives you control over the Hue, Saturation, Brightness and Q (quality). This is their primary function. They also have a secondary function. This can be reached by pressing and holding the  key.

Have a look at the picture below. It's the same encoder, but on the left side is the primary function. The middle one is the secondary function:



The third example in the picture is showing you that it's possible to change the resolution or speed of the encoder. The small circle icon with a dot in it, is the Encoder key it looks like this: . Pressing it toggles the resolution. It can be slow or normal. The third example above slows you what it looks like when it's slow, the two others shows you normal speed.

Let's try something fun in the Color Picker. Select all Hex 7 fixtures and select a color using the picker. Now press the  key and press and hold a different color, notice how the color is spread out. So the color Picker is working with the Align functionality we looked at with the dimmers. Try the different align modes.

## Fader

Let's have a look at some of the other ways to select a color. At the top of screen 1, there are several options to control the colors. Right now the one called  is selected. Try to tap the one called . This changes the view to show us three different fader systems to mix a color. They are: "Hue, Saturation, Brightness", "Cyan, Magenta, Yellow" and "Red, Green, Blue". On the right side you have the Quality fader again.

These three sections are connected. Meaning if you change the color on one of them, the others move as well. You can change what system your encoders are connected to by touching each section. Try it out. Also notice the primary and secondary functions on the encoders.

## Swatchbook

Next we are going to look at the  - please tap it.

This allows us to choose a color from the catalogs from many of the main gell manufacturers. It's not a precise system, but it will give you a color that is close.

On the left side you can choose a manufacturer. Then the right side will give you the list of their gells. You can use the left and right encoder to scroll the two lists.

## Raw

The last way to control the colors is raw control with the actual color channels of the fixture. Press where it says . This gives you the first 4 color channels. Next to it is MixColor B. This is the next set of 2 channels.

Here you can change the value on the screen or by the encoders.

When we have other fixtures with less color options it still might show the raw color faders, but if the color isn't available, then the fader says "No matching fixture selected".

That's the different ways we can control the colors.

Next chapter is going to be about something called "Presets".

### 3.13. Getting Started Guide - Creating the first presets

In the last chapter we looked at controlling the colors of our LEDs. But it would be annoying to always use this method when we have to select the colors we use in our show.

So we can store our selected color into a color **Preset**.

Presets are divided into different types - they are called Preset Types - according to the fixtures you have patched. It's the same preset types you select on the right side of screen 1. Right now we have "Dimmer", "Color" and something called "All".

On screen 2 you need to tap where it says **Presets**. This opens the Preset view. This view is dynamic. So when we select Dimmer, Color or All on the preset bar on the right side of screen 1, then the preset view will change the type accordingly - notice that the title bar changes text. Try it out.

The preset view is much like the group pool. Each square is a preset. The preset contain not only a selection of fixtures but also the values of the fixtures - but only the values within that preset type. The exception is the "All" type. In this you can store all types of values - e.g. Dimmer, color, Position, Gobo, etc. The preset only works for the fixtures you have selected when you store the preset.

When you store presets in a cue, you don't store the values that are stored in the preset. You store the reference (or link) to the preset. So if you change the content of the preset afterwards, then your cues look different. We are going to try that.

#### Making presets

Select the four LED's and give them a color. Press **Store** and then the first available color preset in the preset view.

Notice that the console automatically gives the preset a name. You can change the name if you want to - just like working with groups.

The preset we just stored is now in our programmer. So we don't have the values in our programmer, we have a link to the preset. If you store a cue now, then you would store the preset in your cue.

The best way to see this is in the Fixture Sheet View.

Try to give your fixtures a dimmer value and a new color. Now store this as a new color preset. Notice that we still have the original dimmer values in our programmer. That's because we can't store dimmer values in the Color preset. So we have the original dimmer values and the link to the color preset in our programmer.

Now try to tap **All** then **Store** and tap one of the empty All presets. Now we have store a preset that have the red color *and* the dimmer value.

Make some more **color** presets so we have something to choose between.

Make a **red** colored preset and call it **MyColor**.

## Using presets

Clear your programmer and tap one of the color presets once. That didn't change the color. What it did was selecting the fixtures that can use the preset you tapped. Tap the preset again. Now they got the color.

If you don't have a selection when you tap a preset, then the fixture(s) who can use that preset gets selected. If you have a selection of fixtures and tap a preset, then the fixtures that can use the preset, get the reference to the preset in the programmer and the output from the preset. Remember that you are not actually getting the values from the preset in your programmer, you get the reference or link to the preset.

Make the MyColor preset active and give the fixtures a dimmer value. Store this as a cue on executor 101 (top row closest to the main executor).

Clear the programmer and run the cue. Now your fixtures should be red.

Select the fixtures and give them a blue color. Now press **Store** and then the **MyColor** Preset. Select the **Merge** option in the store pop-up. Finish by clearing your programmer.

The fixtures are still blue. That's because the cue we stored is still active and even though the cue was stored when the preset was red, then you changed the preset, so now the cue will give us the fixtures in blue.

Try to delete the MyColor preset. Say OK in the confirmation pop-up.

The fixtures are still blue!

When you delete a preset then the (real) values from the preset is stored into the cues where it was used. So you loose the preset and thus the link. But your cues still looks the same.

## Making more executors

Before we move on, we are going to make some more executors and change what the executor keys does.

We still have the blue cue on executor 101. Select your four fixtures and then one of the presets you made (don't select a blue one) - and give them an intensity. Now store this on executor 102.

Clear your programmer and try what happens with the color of the fixtures when you press the executor keys.

Right now the executor keys work as a toggle function, this means you can turn executor 101 on or off with the same key. There's an added twist to this. If all the values stored in the active cue is under the control of a different executor, then the executor is automatically turned off.

In the next chapter we are going to have a closer look at the external screen.

### 3.14. Getting Started Guide - External screen

I asked that you connect an external screen. So let's have a look at what we can do with it.

If you don't have a touch screen, then you should connect an external mouse. This allows you to use the external screen better.

In the lower right part of the external screen, there's a button called **More...**. When you press this you'll get the **Select View** window. On the left side of the window there's an area called **Arrangement**:

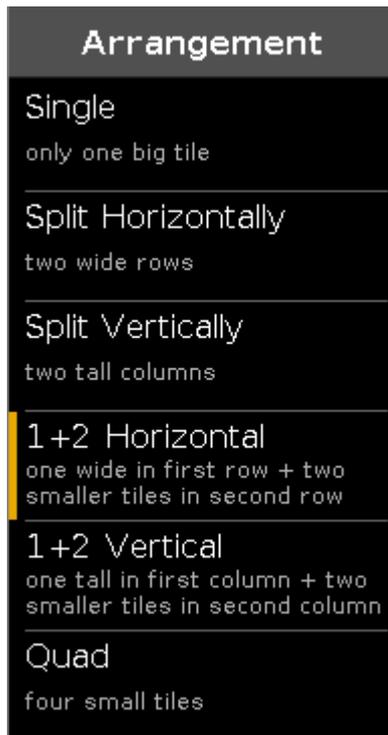


Figure 1: Arrangement of External Screen.

This allow us to select 6 different view arrangements. Try to select the different ones.

On the middle top part you can see what the different arrangements look like.

The lower section of the middle part is the different special views you can assign, the standard views are on there usual position in the right side bar.

When you have selected a nice arrangement you can select a tile (top middle section) and then select a view for this tile.

This closes the Select View window.

You can always change what view you got, by selecting the title bar of the view and then select a different view in the view bar on the right side of the screen or by opening the Select View window.

There's one more way you can change what's on the external screen. Press the **Setup** key and then the **Select Views for External Screen**.

This is the same view as Select View on the actual external screen. In the version displayed on screen 1 you'll keep it when you select different views for the different tiles. You can also use the encoders to change the arrangement and views.

In the next chapter we are going to add some moving lights.

### 3.15. Getting Started Guide - Adding moving lights

Let's add some moving lights to our patch. We are going to add 6 pieces of GLP Impression X4 in "Compressed" mode and 9 Clay Paky Alpha Profile 700 in "Standard Lamp on" mode.

This is our new plot:

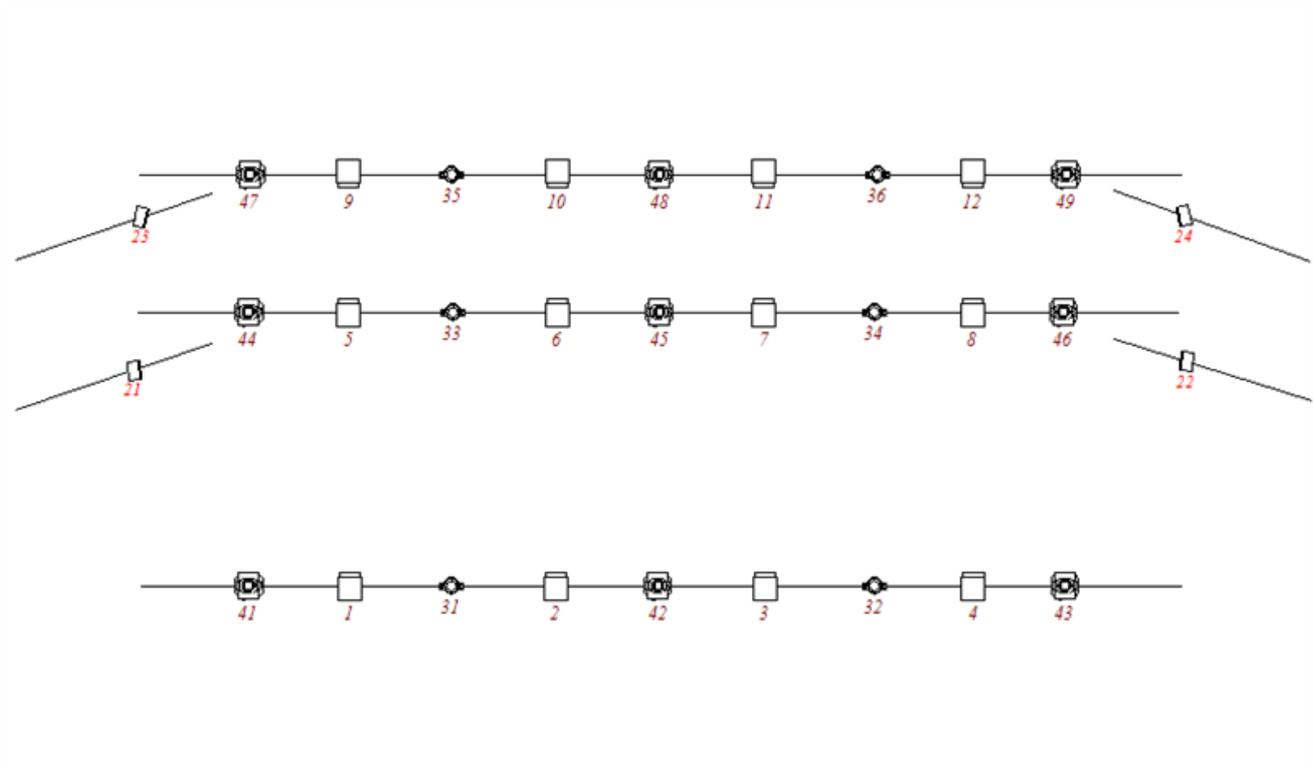


Figure 1: Final Plot.

Let's add the fixtures together.

Again we need to go to **Setup** and the **Patch & Fixture Schedule**.

We need to add new fixtures.

In the type field there's a symbol you need to learn. It's three white vertical dots (the icon is called Ellipsis). It looks like this:



When you press this, then you get a drop down list.

If you do this in the type field then we get a list of the fixture types that already exists in our show. When we added the Cheuvert Colordash Hew 7's, we took a copy from the fixture library and copied it into our show.

We need to do the same with the GLP X4's. Press  and find the GLPs (impression X4 - "Compressed" mode). When you have found them you need to press the  in the upper right corner.

The quantity should be 6.

We need to give them a Fixture ID. Press  next to the ID field. This opens the Select Fixture ID pop-up. Here you can see the occupied fixture IDs and the name of the fixtures who has them. Select  and press  in the upper right corner.

We haven't bothered with the name so far and we are not really going to begin now. But I will tell you one thing about naming. When you write something for a name and the make a space and then a number, then the rest of the fixtures will be enumerated from that number.

Let's give them a patch. Press the three dotted drop down list symbol in the patch input field. This give you a different option for selecting a universe and an address. If you know the start address you can also just type this using the numeric keys.

We need to patch the GLPs at universe 3 address 1 - this is typed 3.1.

We are not going to add an Offset.

Now we can press the  button in the upper right corner.

That was the GLPs. We still need to add the Clay Pakys.

The process is the same, so I'll just give you the information you need:

- Clay Paky - Alpha Profile 700 - Standard Lamp on
- 9 fixtures
- Beginning fixture ID is 41
- The patch address is 4.1
- No Offset

When you added them, then we can leave the Fixture Setup view by pressing the  in the upper right corner and .

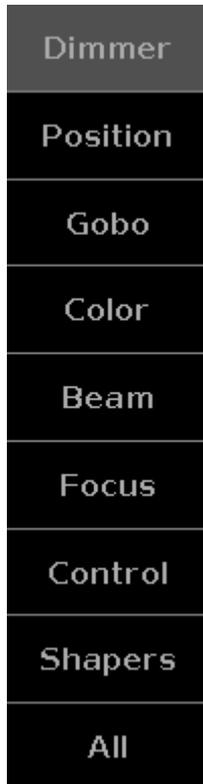
Notice the extra fixtures in the fixture view.

Arrange the new fixtures in the number 2 Fixture Layout View according to the plot.

In the next chapter we are going to look at controlling all the extra features we just got.

### 3.16. Getting Started Guide - Controlling moving lights

We have added some new fixtures, with a lot of new functions. That means that our preset type bar on the right side of screen 1 have expanded. It now looks like this:



Try to select fixture 42 using the keys. Notice how the fixture sheet and Fixture symbol view scrolls to allow you to see the selected fixture. The Layout views don't move.

Pressing the different preset types in the preset bar allows you to see the different ways to control the different functions of the fixtures.

In an effort to make this as easy as possible MA have made a series of different views that gives you fast access to some of the most used functionality. You still have access to the raw values, so If you know exactly what value a specific attribute should be, then it might be better to use the raw faders. How this is all organized is a part of the fixture profile.

We have already had a little look at this when we where working with colors in chapter 12. Here you were introduced to The Picker, The Faders, The Swatchbook and The Raw values.

All the different Preset Types have the Raw values control on the right most tabs. In Raw you might experience that there are more than 4 channels. But they are organized in groups of maximum four, to make it easy to use the encoders to control the channels. They are often organized in smaller groups to separate different functions.

This doesn't only look one way. They adapt depending on the fixtures in your show. The structure is similar for most of the different preset types.

In the following I'll take some time to explain the most common controls based on the fixtures we have in our

current show. It's a little dry to read, but use it to try out all the different things I write about. We are not storing anything in this chapter, so if you already feel comfortable with fixture control, then feel free to jump to the next chapter.

## Dimmer

We have already looked at this view in chapter 5. If you have forgotten, then I suggest you go back and have a look - there's a lot of nice information in that chapter.

## Position

In position we usually have two faders. One for Pan and one for Tilt. Most fixture types are build with their default position in the middle of their movement range. So the faders default position is also in the middle. The values shown as a scale for the faders are taken from the physical values in the fixture profile. Next to each fader is a button that resets the position to the center position (usually 0 degrees).

On the right side you'll find some more buttons.

**Flip** is used when a moving head is pointed at a position using a set of pan and tilt values. Sometimes you can reach the same position with a different set of values. The **Flip** button toggles between these possible value sets.

**Home** is like pressing the center button for both Pan and Tilt. It puts the fixture back to it's default position.

There are five buttons for each of the Align modes and a **Wings** button that allows you split your selection of fixtures into two groups (split in the middle) and then the second group mirror the values of the first group on the Pan attribute. Wings only work on Pan.

## Gobo

The Gobo Preset Type view allows us to see, select and control the Gobo wheels in your fixtures. This view can change a lot depending on the fixtures you have patched. Some fixtures have many gobo and animation wheels. For our Alpha Profile 700 we only have one gobo wheel.

On the left side there's a vertical scroll bar that allows us to select the gobo we want. Next to this is a group of buttons. The top one is called **Select**. This allows us to select one of the gobos on the left side. Some fixture types have continuous rotation of the gobo wheel. The Alpha Profile 700 doesn't. That's also why the next three buttons are grayed out. They are used to control the direction of the rotation (**Spin >** goes clockwise and **Spin <** goes counter clockwise) and to stop it (**Stop**). The last buttons is available if the fixture have a Gobo Shake function.

If the gobo wheel have gobo rotation, then this is usually controlled by the second encoder and screen fader. Usually the rotation have two modes. Index and rotation. This is selected by the buttons next the on screen fader. There's **Spin >** and **Spin <** that rotates the gobo in the selected direction. The fader controls the speed. **Stop** stops the the rotation where it is. **Index** changes the mode and now you can use the fader to precisely position the gobo the way you want it. **Center** takes the gobo position back to the default center position.

Remember that pressing the encoders opens the Calculator view where you also can select the different defined gobos.

## Color

We looked at color control in chapter 12. I hope you haven't forgotten about it.

## Beam

The Beam Preset Type covers a lot of different things that affects the look of the beam. It can be attributes like Iris, Prisms, Shutters, Frost and build in Effects.

Let's have a look at what our fixtures can do. The leftmost tab have Shutter, Strobe and Iris. The Strobe fader controls the strobe speed. The buttons next the fader allows you to first select if the shutter should be open or closed. The three other buttons allows us to select the different strobe modes the Alpha Profiles and GLP's can do. There's the standard strobe mode, a Pulse and a Random.

The second fader doesn't have any functionality with our fixtures.

The third fader is the Iris in the Alpha Profiles. Again the fader controls the iris opening and there are some buttons next to the fader that works a lot like the buttons for the Shutter. First two are Open and Closed. The next three gives you different modes. Strobe gives you a strobe effect on the Iris. The two others are different pulse patterns.

Notice that there's an extra tab called  Prisma 1. Here you can choose to have the 3 facet prism in or out. You put it in by selecting it and take it out by pressing  Off. The prism we got don't have rotation so the second fader doesn't do anything.

Other functions are only accessible through the Raw attributes. This includes Frost.

## Focus

In Focus there's usually both Zoom and Focus control. The two controls for these are very similar. The faders control the beam size or the focus point in the fixture. Next to them are three buttons. They each represent the top, middle and bottom position of the fader. Some fixtures have a more complex focus system. These extra attributes can only be accessed in the Raw attributes.

## Control

The control allows us short cuts to lamp features and different resetting of the fixtures. These shortcuts doesn't work if your fixtures don't have these control channels, but have put these functions inside a different channel. Like the Martin Rush MH3 - here you'll find the fixture controls inside the "Curve" channel in the Dimmer Preset Type.

## Shapers

Shapers don't have any special helping view. Here you only have the Raw value control.

Ok, enough boring information, let's use use it for something. In the next chapter we are going to make some more groups and create some more presets.

### 3.17. Getting Started Guide - Making more groups and presets

In this chapter we are going to update the groups and make some more presets.

You have already learnt all you need to do this. So this will be a little repetition and prepare some things for the next chapter.

### Updating the groups

We need to make some more groups.

Make one for each of the two new fixture types and call them **All X4** and **All 700**.

And we need to add fixtures to the appropriate groups.

Select fixtures 21, 23, 31, 33, 35, 41, 44 and 47 and **Store Group Stage Right** and in the store pop-up you need to select **Merge**.

For the group called "Stage Left" we need to add fixtures 22, 24, 32, 34, 36, 43, 46 and 49.

Group "Up Stage" needs fixtures 23, 24, 35, 36, 47, 48 and 49.

Group "Down Stage" needs fixtures 21, 22, 33, 34, 44, 45 and 46.

Group "All Stage" needs fixtures 21, 22, 23, 24, 33, 34, 35, 36, 44, 45, 46, 47, 48, 49.

Group "All FOH" needs fixtures 31, 32, 41, 42 and 43.

We also need a new group called "Center Stage" with fixtures 2, 3, 6, 7, 10, 11, 42, 45 and 48.

Now you might want to rearrange the groups - you can do this with the **Move** key. This is how I arranged them:

Groups						
1 All Dimmers	2 All Hex7	3 All X4	4 All 700	5	6 All Warm Dim	7 All Cold Dim
8 All FOH	9 All Stage	10 Down Stage	11 Up Stage	12 Stage Right	13 Center Stage	14 Stage Left
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Figure 1: Group pool.

### Making more presets

In the previous chapter we looked at how we controlled the position of the moving lights.

Make five different position presets called "All Stage Wash", "All Stage Profile", "Chair", "Speaker" and "Starting Position" with all the moving lights. Here's my result:

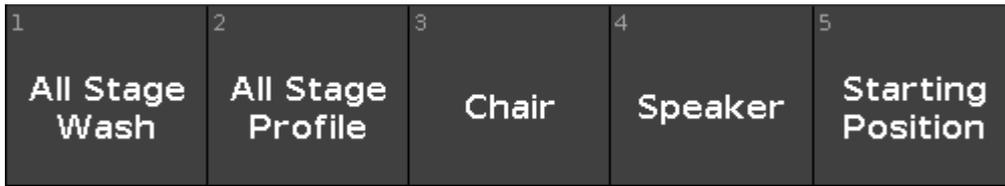


Figure 2: Position Presets.

The Alpha Profiles have a gobo wheel. Make three gobo presets - the first one should be one without any gobo. Mine looks like this:



Figure 3: Gobo Presets.

We also need to update the color presets. Again it's a good idea to have one that's open, White or No Color. When you update these, then they change how they look. That's because we now also add information about the color wheel, the console prioritize the color mixing system and keeps the color wheel on open white. So the small colored frame with a white circle represents the color wheel (it's all white in all my presets). Mine looks like this:

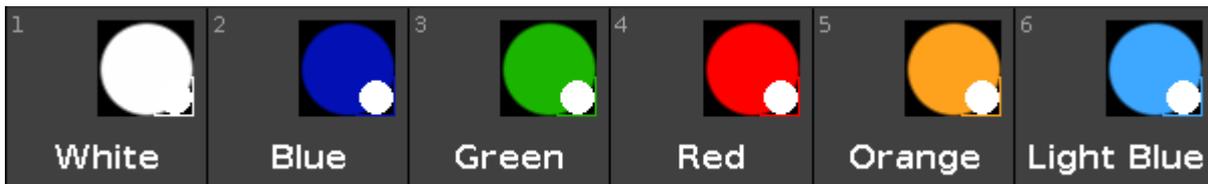


Figure 4: Color Presets.

I don't care for the Beam, so I'm gonna skip those. You can make some if you want.

The focus handles both Zoom and Focus. We need three different Zoom presets and two different focus presets. Pay attention to only getting the zoom information in the zoom presets and only focus information in the focus ones. And please add both the X4's and the Alpha Profiles in the Zoom presets. Here's mine and what I've called them:

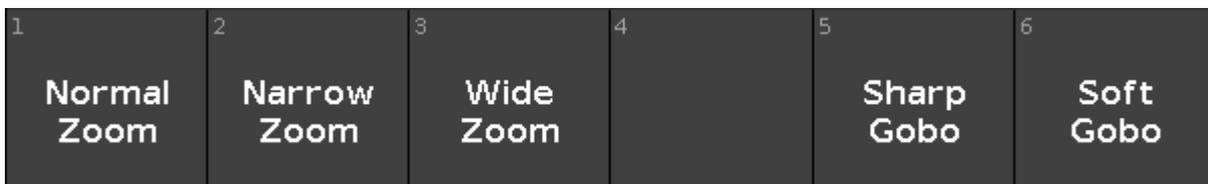


Figure 5: Focus Presets.

I also don't care about the control channels. But the Shapers are fun. I made two. One that's open and one where the shapers are in. I called that one "Forrest" - it goes with what we are going to use them for in the next chapters. Here's my result:



Figure 6: Shaper Presets.

I think we are done making presets. You can make some more if you like :-)

In the next chapter we are going to add some more information to our cues.

### 3.18. Getting Started Guide - More about cues and playback

We are going to add the new fixtures to our show, we are going to look at some cue timing and examining tracking. I assume you have made presets with the same names as I did.

Let's update our cues

Go to cue number 5 on the main cue list.

Select all the X4s and put them on presets `All Stage Wash` and `Green`, `Wide Zoom` and finally turn them at 60%.

Press the `Update` key followed by `Please` and select "Normal" and tap `Ok` in the pop-up. This will add the values to the active cue - number 5.

We need the `All Hex 7` group to be at 20% and in the same green preset. This can be updated to cue 5.

We also want to add some of the new profiles. Fixtures 44 thru 49 needs to go to 40% and the following position preset: `All Stage Profile` please add a gobo and an orange or warm color. Then we put in the `Wide Zoom` and the `Soft Gobo` preset. And finally we add the `Forrest` shaper preset. All this is also updated into cue 5.

Now run cue 6. Notice that this isn't a blackout any more. The fixtures we just added are still on. I know the console automatically runs into cue 7 (the protected cue), but they are on in cue 6. And they are not on in cue 7. That's because the console is a tracking console. If we asked the fixture to do something, then it'll keep doing it until we tell it something else. Cue 7 was marked protected, so all the tracking that came into cue 6 didn't go into cue 7.

So we need to fix cue 6 and 7. Select all the fixtures that we turned on in cue 5 and actively give them 0%. Now this needs to be stored in cue 6 - `Store Cue 6 Please Merge`.

Now we need cue 7 to look like cue 5 again. We can do this by copying it again - `Copy Cue 5 At 7 Please Merge`.

The alternate way

This was one way to do it. There's a different way to archive the same goal.

We could have turned off the protection on cue 7. Done all the updates in cue 5 (tracked into cue 6 and 7). taken the fixtures to 0% and stored the values in cue 6 but in stead of doing our normal store and then select the "Normal" Store Mode, we could have used the "Cue Only" Store Mode.

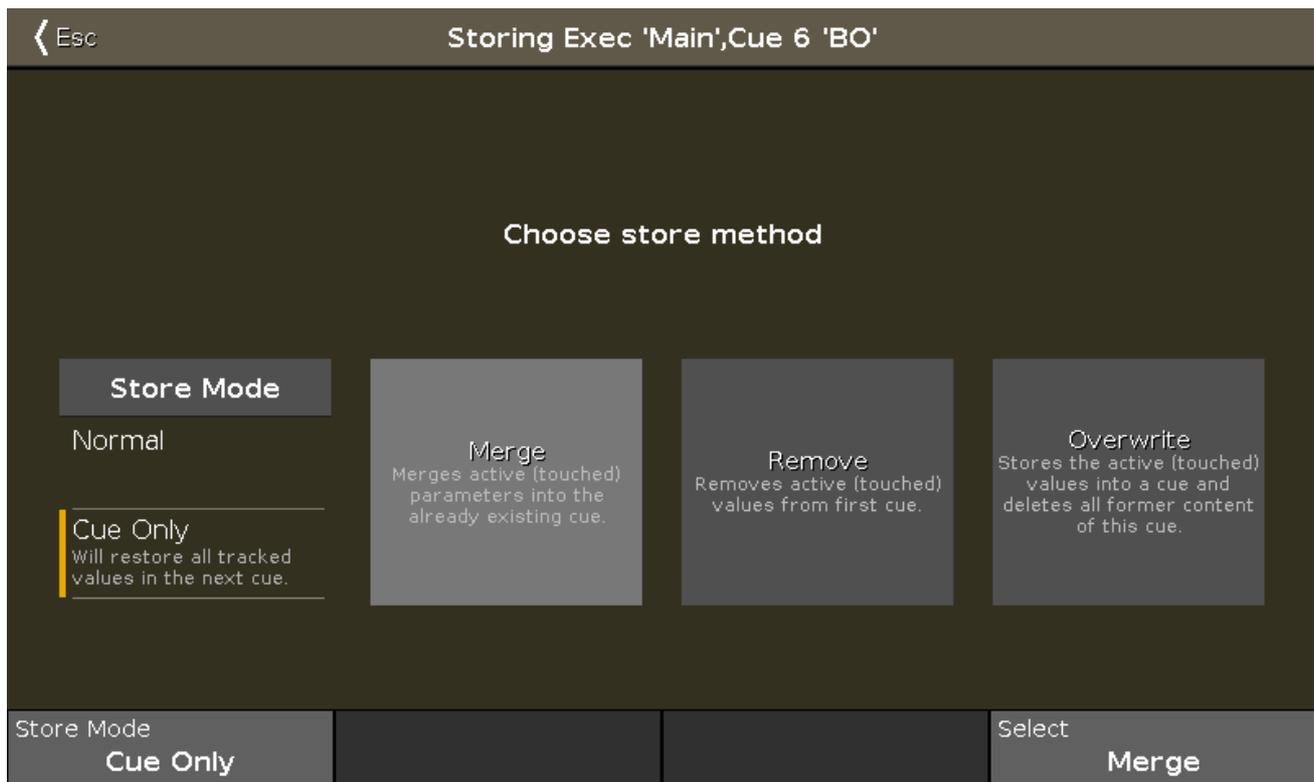


Figure 1: Choose Store Method.

That would make sure that we don't track the new 0% values into cue 7.

This is an example of some of the many ways you can work on the dot2. Often there's not just one way to do something.

### More changes and small fixes

Anyway, that should have fixed the ending of our little cue list. Please try it out. **Goto Cue 5 Please** will take you back to cue 5 with the cue fade timing, and now try cue 6 and 7.

Ok, moving on we should change cue number 4. Go to cue number 4. In this cue we need fixture 41 position preset **Chair** and 43 at position **Speaker**, both at 80% and in a light blue color.

Now store this as "Cue Only" in cue 4 and go back to cue 3. Have a look at your fixture symbol view. All the fixtures we added are now at their default position and color. Press **Go+**.

Notice that the fixtures fade the color and position in. That also happens when we run cue 5. That's really not that pretty. We can fix this using a function called **Move In Black (MIB)**. It will automatically look forward in our cue list and put the fixtures in the next position needed - not only position, but all attributes except dimmer.

So let's activate this feature. Press **Cue** and then tap the tool icon . This opens the Settings for our main executor. There's a lot of settings here. The one we are interested in is called **MIB**. This is deactivated as a default. Please tap the green input box to enable it (a white check mark) and close the settings window (**Esc** in upper left corner).

Now let's try our cue list again. Press **Off** and then one of the buttons below the two big executors. This turns off the main executor. Now press the **Go+** and run cue 1 - this looks as always. Run Cue 2 and it automatically runs cue 3. With cue 3 we can see that fixtures 41 and 43 fade in the position and color. So now they are ready for cue 4.

### Cue timings

Now run cue 4. This will give values to all the fixtures we programmed in cue 5 so they are ready. Notice that fixtures 41 and 43 turned on. Keep an eye on them as you press **Go +**. See how they are changing color and moving while they fade out. So MIB fixes the problem of presetting the fixtures, but since we stored it as Cue Only then they'll move back to their default position and color as we go into cue 5. This is not what we want. We really want to delay the color and the movement until it's finished fading out.

Have a look in the cue list. Since we added a lot of new fixtures, we can now use most of the time columns. Locate the Position Delay column and press and hold the cell where it interacts with cue 5. This should display the Calculator where you can set the delay time for all position moments in the transaction from cue 4 into 5. Set the delay to 5 seconds. Do the same in the Color Delay column. We can even fine tune it a little bit more. Since we now wait until the dimmer has faded out, we don't need then to do a position and color change in 5 seconds. The color is just a small internal part of the fixtures, so they can move in zero seconds. The pan/tilt movement is more visible and we should give it a little time to do the movement. Give it 1 second. This should be your final result:

Off Time: 0.0s		Cues of "Exec 'Main'"						TC Record	
Number	Name	Priority	Position Fade	Position Delay	Gobo Fade	Gobo Delay	Color Fade	Color Delay	
1	Behind Curtain		0	0	0	0	0	0	
2	Curtain Up		3	0	3	0	3	0	
3	Build		5	0	5	0	5	0	
4	Solo		2	0	2	0	2	0	
5	Return		1	5	5	0	0	5	
6	BO		0	0	0	0	0	0	
7	Curtain Call		3	0	3	0	3	0	

Figure 2: Cue list with Preset Type timing.

This works because nothing else moves or changes color in this cue. Otherwise we would have to make a cue in between 4 and 5.

### Group master

Now if we imagine that we are going to play this show and that the audience love it, they might want multiple curtain calls. Our small but cool imaginary theater actually has a curtain and the stage manager want to use this instead of going back in our BO cue. So, we need to be able to remove all our front lights. This is best done using a group master that can limit the output from the FOH group.

Clear your programmer and activate group **All FOH** - how nice we already had that :-). With this selection in our programmer, press **Store Group** and then one of the keys associated with executor number 6. Now this works as

a group inhibitor. This means that the output of the FOH fixtures are limited by this master. When it's at 100% then they all have full range of output. If you put this master to 50%, then this is their output limit. The output is scaled. This means that if a fixture is stored at 50% in the cue and you move the master to 50% then the output goes to 50% of 50% - which is 25%. So it's very important that you remember to put all the Group masters back to 100% for your show.

## Master Rate and Magic Speed

Now sometimes it's nice to be able to dynamically modify the cue timing just little bit. You might want to match the speed of a performer with the stored cue time. Or you have really long fades that you just wanna see but not waiting half an hour on that nice sunset you have programmed. Then you can use the master rate. Press **Store** **Speed** and then any key associated with executor number 5. On the pop-up window you need to select the **Master Rate**. This gives you a master rate fader.

This master's normal position is in the middle of the fade range. Here all cue timings are 1 to 1. So a 5 second fade will run on 5 seconds. The fader value on the master is divided with the cue timings. So if the cue fade time is 5 seconds and you move the master rate up so it says 2, then you have the 5 seconds cue fade time that will be divided by 2 and the result is a 2.5 seconds cue fade. On the other hand, if you move the fader down till it says 0.5 then you have 5 divided by 0.5 - the result is a 10 seconds cue fade.

Press the **Magic** key. This opens a nice window like this:

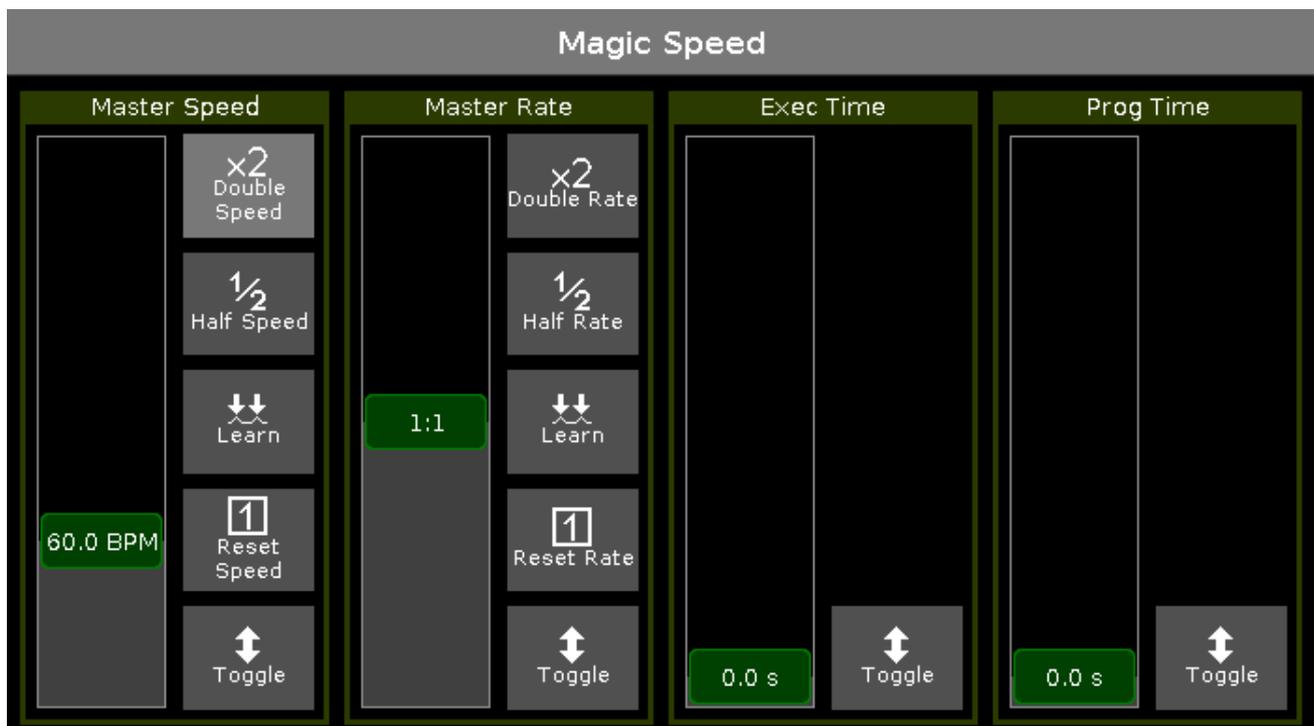


Figure 3: Magic View.

This can be selected as a view on your screens.

Try running your cues with the Master Rate at different positions. When you are done you should move your fader to the middle and press the **↑** key to reset the Master Rate to 1:1.

In the next chapter we are going to have a little look at blind programming.

### 3.19. Getting Started Guide - A look at the Blind, Preview and DMX tester functions

In this chapter we are going to try two functions of the console called Blind and Preview.

Sometimes you want to see the content of a cue or store something into a cue without changing the current output of the console.

There are two different functions that can help us with this.

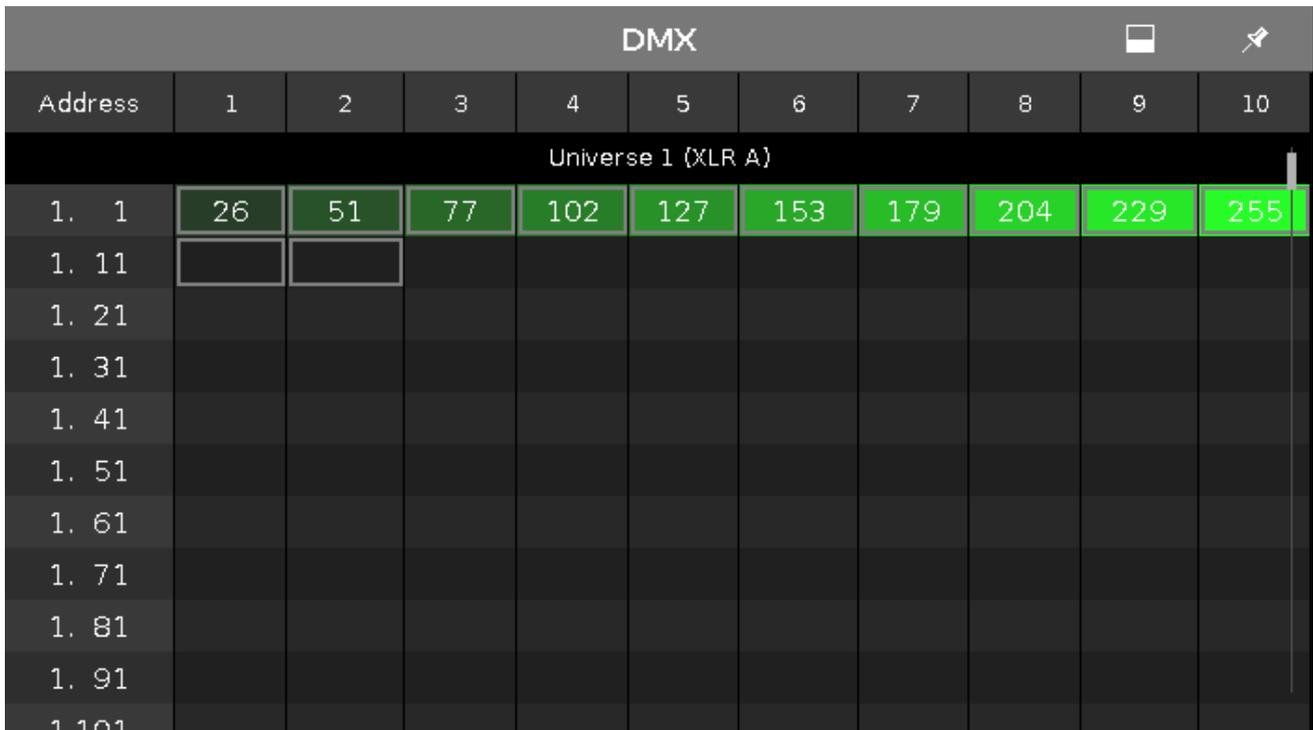
#### Blind

Blind is function that effectively hides the programmer from the output. You toggle the blind function by pressing the **Blind** key

If you have content in your programmer when you enter blind, then this will not be a part of the output anymore. Likewise if you exit blind with something in your programmer, then it will be sent to the output.

#### DMX view

Before we try this, there is a view we haven't really talked about that I would like to properly introduce you to. It's called **DMX view**. It could look like this:



DMX										
Address	1	2	3	4	5	6	7	8	9	10
Universe 1 (XLR A)										
1. 1	26	51	77	102	127	153	179	204	229	255
1. 11										
1. 21										
1. 31										
1. 41										
1. 51										
1. 61										
1. 71										
1. 81										
1. 91										
1. 101										

This view shows you the output from the console. It shows the actual DMX value of each DMX address. If an address have the value of 0 then it's not displayed. If there's something patched to a DMX channel then it'll have a gray frame around it. If it a fixture that uses more than one DMX channel then the frame will group the DMX channels that it uses.

I'm not going into many details about this view, but I'll give you the highlights.

The background of each address becomes more green as the value gets higher.

In the right corner of the title bar there's a button  that expands each cell so it not only show the value, but also what type of parameter it is.

The view scrolls to the selected fixture. Selected fixtures are shown with a yellow frame.

Parked channels have a blue background. DMX channels being under the control of the DMX tester have a red background. We'll look at parking and testing later in this chapter.

It can look like this:

Address	1	2	3	4	5	6
Universe 1 (XLR A)						
1. 1	191 DIM	DIM	191 DIM	DIM	153 DIM	DIM
1. 11	179 DIM	255 DIM	255			

If you press and hold the  key, then it will show the DMX address instead of the value.

Ok, enough about the DMX view.

## Back to Blind

Try to have the following views visible: Fixture Symbol view, Fixture Sheet view and a DMX view.

Run cue 1 on the main cue list. This will turn on fixture 5 and 7 at 40% it's the same as a DMX value of 102.

Then select fixture 1 and give it a value of 50%. Now this should be visible on all screens. In both Fixture views and in the DMX view (a value of 128). Then toggle blind mode. Notice that you can still see the values in your programmer in the fixture sheet view, but the fixture symbol view will display the fixture at 0%. Just like the DMX view - here the value also disappears.

So programmer values can only be seen in the fixture sheet view. The other views shows you the actual output. Also notice the title bar of the two fixture sheets. The symbol view says "(Output)" and the sheet view says "(Blind)".

Notice that if you toggle blind again then your programmer values goes active again. This can be used to pre-load a look in your programmer and exit the Blind to put it live on stage.

Now you might be thinking "That's nice, but then it just snaps on, that might not look to good" - and you are right. Let me introduce you to the **Program Time Master**. This is one of the masters we can see in the **Magic Speed view**. It can be used to change the timing of the programmer. Press    and then one of the keys associated with executor number 4.

Now try to move the new fader up till it says 2.5 seconds and toggle the  key again. Notice how the values fades in and out. The two keys associated with the fader allows you to toggle the Program Time on and off without

having to move the fader. This is really nice for live shows, where you want to set up the next look.

The down side of the Blind function is that you can't have anything in your programmer that you would like to keep live while you are working on something else in the background. This is where Preview helps us.

## Preview

The other option for looking at something without actually outputting it is the Preview function.

With this we can look at and edit cues and we can test how the fade times look from one cue to another. All without actually outputting anything.

This might be best explained by a scenario. In our theater the designer is considering to add fixture 1 at 50% in the first cue.

So "Off" everything and run cue 1 now add fixture 1 at 50% in your programmer. So now he's sitting talking with the set designer about this change. But you really want to add the Hex7's with an orange glow in cue 3. But you can't go into blind, cause that would take out fixture 1. So what to do?

Try to press the **Prw** key and then the big **Go+** under the main executor. Now your fixture views get a red headline! This is to show you that they are currently showing you something that isn't the real output.

Notice that fixture number 1 is still active in the output. The DMX view is still showing the actual output of the console. But fixture 1 is not in our programmer. It's not in any of the Fixture views.

We are currently looking at cue number 1, both in real life and in Preview. But we want to edit cue 3.

Try to press the little **Go+** in the command section (it's important **not to** press the big Go+ under the main executors) and then the **Prw**. Now you can see the fade from cue 1 to 2 and the follow into cue 3. Now we can add the Hex7's just as we would normally do.

Fixture 21 thru 24 needs to go to 15% in an orange color. All this is currently in your **preview programmer**. Please notice that this is visible in both the Fixture views, but no value has changed in the DMX sheet.

Now press **Update** **Please** and tap **Ok** to update cue number 3. Clear your programmer and run the next cue in our previewer.

This is cue 4. Here we need to turn off the Hex7's and add this zero value to the cue. Please do this.

Now let's say the director and set designer are done talking and decided not to add fixture number 1. Now we can exit the preview mode. Press **Esc**. If you have something in your command line you might need to press it twice.

Now back in real world, we can run our cues to check what we have programmed in preview. Clear the programmer and run the cues.

The Preview function is a nice tool to work in the background and check fade times. If you want to preview other executors then you need to press **Preview** and then a key associated with that executor.

## DMX Tester

In the beginning of this chapter I mentioned that DMX channels that was under the influence of the DMX tester has a red background in the DMX view. So let's have a look at the DMX tester.

Sometimes it's nice to be able to just test a DMX channel without having to patch anything. Or you might have some blue lights that should just always be on.

With a DMX view open try to press the following: **DMX 1 3 At 5 0 Please**. Notice that this DMX channel gets the red background and a value of 127 (DMX is a range from 0 to 255 - 50% equals a value of 127).

You can use this on any DMX channel. Patched or unpatched - doesn't matter. You can't see in any other views that you have this DMX channel under control - except the  icon next to the command line input on the left screen. The DMX tester has the highest priority. This means that you can't control the output of the DMX channel from the programmer, executor or by parking.

If you want to release a channel from the DMX tester then you can use off. **Off DMX 1 3 Please**.

If you want to release all channels under the influence of the DMX tester you have two options: **Off DMX Thru Please** or press **Tools** and then **Turn DMX Tester off**.

Be careful with the DMX tester. Use it only when appropriate. You can end up spending a lot of time trying to figure out why a fixture isn't doing what it's supposed to do, just to realize that it's the DMX tester that's keeping the control.

## Fixture parking

We can choose to lock a fixture so we don't change its values by accident. This is called parking. Try to set your fixture number 1 at 50%. Now press **MA** + **Pause** (gives you the Park command) **Fixture 1 Please**. Now clear your programmer. You can't see it in your fixture views, but the fixture is actually still at 50%. Have a look in the DMX view. Here you can see that the fixture is at a DMX value of 127. This value will not change no matter what your programmer or cues tell the fixture to do. It's even ignored by the grand master and blackout key.

There's also a small parking  icon next to your command line input.

To unpark the fixture again you can press **MA** + **GO+** (the small one - this gives you the Unpark command) **Fixture 1 Please**. Now the fixture is back to normal operation.

Remember when we press the **Tools** key? One of the buttons in this menu says **Unpark all DMX channels**. This will unpark all the parked fixtures.

If fixtures are not responding to your commands, then you should look if there's a parking or DMX tester icon next to the command line.

In the next chapter we are going to look into macros.

## 3.20. Getting Started Guide - Fun with macros

MA dot2 comes with some built-in Macros that can help you work better and faster.

Press the **Macro** key to see them. This is what it looks like:

Macros						
1	2	3	4	5	6	7
+05	-05	Align <	Align >	Align <>	Align ><	Align Off
8	9	10	11	12	13	14
Circular Copy >	Circular Copy <	Clear All	Clear Selection	Clone single Preset Type	Clone all Presets	Clone Fixture in Executor
15	16	17	18	19	20	21
Export all Executor to USB	Export Patch to USB	IfActive	if output	IfProg	Invert	Knockout: Invert
22	23	24	25	26	27	28
Knockout Selection	MAtricks 1/3	MAtricks 1/4	MAtricks 1/5	MAtricks Block 1	MAtricks Block 2	MAtricks Block 3

Figure 1: Macro view.

You can't change the macros or add your own. If you run one of them you'll see that they are actually performing a command, or sometimes a series of commands, that you can also type your self. So there's no secret extra things in the macros, just a faster and often more convenient way to do some task. Some of the commands are only accessible using the macros or the command line and the keyboard.

You can also have the Macro view on one of your screens. If you tap the **More...** button on the lower right side of the screens then you can choose the Macro view.

Some of the functions available in the macro pool are unique to the macro pool. I'll demonstrate some of them for you, and I suggest you follow along and try stuff out.

## Circular Copy and Shuffle

Let's have a look at something called Circular Copy.

Clear all you got in your programmer and turn off all running executors.

Now select all your X4's using the **All X4** group. Turn them on and give them all a blue color. Now select one of them and give that fixture a white color.

Now reselect all your X4's. Press the **Macro** key and locate the **Circular Copy >** macro and tap it. Notice how the white color moves from one fixture to the other. Try to tap it multiple times. Also try the **Circular Copy <**. So we move all the information in the fixture one step through our selection. This is a very nice and fast way to shift values. In the next chapter you'll see one of the major advantage with this feature.

Let's try and combine this with one of the other macros. So you noticed that Circular Copy moves the value sets through our selection and you used the group, so your selection order is 31 to 36. But try to locate and tap the **Shuffle Selection** macro - you might have to scroll down in the Macro view. Nothing much appeared to have happened, but now try the Circular Copy again. Notice that now it seems a bit random what fixture will be white the

next time. This is because we have shuffled the selection order of our selected fixtures.

Try to select one of the blue fixtures and make it red. Then reselect them all again - fixture 31 thru 36. Now when you press Circular Copy, then the white and red will move in the expected direction. Now locate and tap the **Shuffle Values** macro. This moves the six different sets of values we have to one of the six fixtures we have in our selection.

## MAtricks and Invert

Now let's clear the programmer and try something else.

Select fixture 1 thru 10 in that order. And now locate and tap the macro called **MAtricks Odd**. Remember when we looked at the **Next**, **Prev** and **Set** keys and was able to step through the selected fixtures? This is kinda the same, we have just selected every other fixture in our selection. So right now we have selected fixtures 1 out of 2. Try to tap the **MAtricks Even** macro. This will select the other fixtures in our selection. This happens to be the fixtures with Odd and even fixture ID's. But this is only because of our initial selection order. Try to tap the **Shuffle Selection** macro. And then try the Odd and Even macros again. Notice that it has nothing to do with the fixtures ID number. That's why there's also two macros called **MAtricks Odd ID** and **MAtricks Even ID**. If you try to tap them now you'll see that they are applied on top of our current sub selections - yes, I know quite complicated, and not really what we wanted. First we need to make sure we don't have any sub-selections. This can be done by tapping the **MAtricks RESET** macro. Now try the **MAtricks Odd ID** and **MAtricks Even ID** macros. Now we can select the fixtures with the odd or even ID even after we have done a shuffle selection.

Try to clear and reset fixture 1 to 10. Now tap the **MAtricks 1/3** macro. This divides your selection into 3 groups and select the first sub group. You can use the **Next** and **Prev** keys to change what sub groups you have selected. There are also MAtricks with 4 and 5 sub group selections.

Try to clear and then reselect fixture 1 thru 10. Now locate and tap the **Invert** macro followed by a press on the **Please** key. Now we have selected all the other fixtures and not fixture 1 thru 10 anymore.

Try to clear again and then select fixtures 5 and 6. Now tap the **Invert** macro and then **Group** and then tap the first group **All Dimmers**. Now we have selected all the fixtures in the "All Dimmers" group except fixtures 5 and 6. So you can use invert to do some more complex fixture selection.

An little extra nice bonus info about invert. If you have by accident done a Shuffle Selected but would like to have selection back in numerical order then you can do two times Invert (remember to do a "Please" in between). Then you'll have you original selection in numerical order.

## Knockout

The two knockout macros are really useful for removing fixtures and their values from the programmer. Select fixtures 1 thru 10 and put them to Full. Now only select fixtures 5 and 6. And then locate and tap the macro called **Knockout Selection**. This clears your selection and removes the programmer values for those two fixtures. Let's try the other one. Press **Oops**. Now you have the values of fixtures 5 and 6 back and they should be selected. now tap the **Knockout Invert** macro. We have thrown away all other programmer values than the ones for fixture 5 and 6. We have also cleared the selection. Two nice macros that help a lot during your programming.

## More if's

There are two "If" macros that I would like to introduce. They are called "IfActive" and "IfProg". Together with our regular IfOutput from the **If** Key, we have a lot of nice options to select our fixtures.

Let's clear our programmer by using a nice tool. Press and hold the **MA** key while you press the **Off** key. This opens the **Off..** window. Here you can turn off running executors, clear the programmer, reset special masters or all of the above. We want to start from scratch so please tap where it says **Everything Off**. Now run cue 1 on the main executor.

Now press the following keys **If Please**. This executes an IfOutput command. That means that you select all fixtures currently having an output above 0% will be selected. This is nice. If you now do an Invert, than you have all the fixtures that are currently not on.

Let's look at the two others. Try to tap **IfActive**. This doesn't do anything (well, it deselects the current selection). For them to work we have to have something in our programmer. Select fixtures 21 thru 24 and give them a nice color. Press **Clear** once. Now to reselect them you can tap the **IfActive** macro. That is because they have active values in your programmer (there's a red marker by the color preset bar - showing you active values). Now store this on an empty executor and press **Clear** one time only (this is important). Now try the **IfActive** macro again. Now it doesn't work. The fixtures still have their values in the programmer, but they are no longer active! So try the **IfProg** macro instead. This reselects the fixtures.

If you want to you can delete the executor we just stored - it was just for show and tell.

That was a look at some of the macros - there are others that are not described here. If you want to learn more about them then you should read the help file for the Macro view.

In the next chapter we are going to use some of them a little bit more.

## 3.21. Getting Started Guide - Building chasers

Ok, so now we know how to do some fancy circle copying, let's try to use this to make a chaser.

Let's add it on a new page. Press **Page +** until you are on page 3 and make an "Everything Off" using the **MA** + **Off** key combination to open the Off window.

### Building the cue list

Chasers are a cue list that is set to run using a different timing than the one stored in the cues. Often they run as loops, but there are other options.

So the first thing we need to do is to build the cue list.

Select all your X4's using the group.

Turn them on and give them a blue color except number 31 - that should be white.

Store this on executor number 1.

Make sure all fixtures are selected (using the group) and tap the **Circular Copy >** macro once.

Store this as cue number 2. Continue using the circular copy and storing cues until you have 6 cues.

This is our cue list with the different steps in the chaser.

The only problem is that it now have too much information. When you use circular copy then it takes all values of the fixture and copy this around. That's all very nice, but not what we want in our chaser - only dimmer and color. Let's remove the rest. Select all the X4's and press the Please key twice. This brings you all the possible attributes into your programmer. We want to keep dimmer and color information in our cues, so we don't want that in our programmer right now. Press **Off** and then **Dimmer** in the preset bar (right side, right screen) and again **Off** and then **Color** in the bar. This should remove the red markers next those. Ok, now press **Store Cue Thru** and then one of the two keys associated with the executor. In the Store window tap where it says **Remove**. Now we have removed all the unnecessary values from the cue list.

## Changing it to a chaser

Now we need to change the mode of the cue list. We need to tell the console that this is now a chaser.

Press the  key and then any of the keys associated with the executor where you stored the cues.

In the upper right corner of the cue window you'll see the Tool icon  - Tap it.

This opens the settings for the executor. We also looked at this for our main executor, when we activated MIB. The top if the settings looks like this:

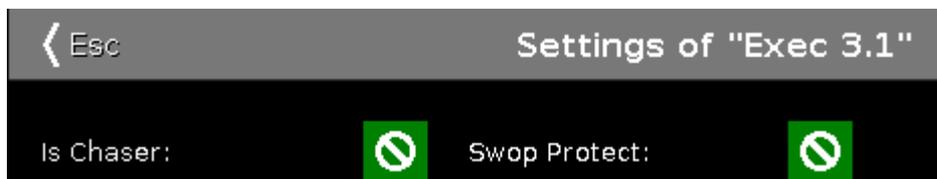


Figure 1: Settings for the Chaser Executor

Right now the check marker on "Is Chaser" isn't filled out so it's not a chaser. Tap it once and then tap in the upper left corner where it says **Esc**.

Notice that the color has changed for the executor in the Executor Bar. It now looks like this:



Figure 2: Chaser colored Executor.

Try to move the fader down and then up to 100. Now your chaser starts running.

## Changing the Chaser settings

If you can't see the cue list, then press the  key again and then any of the keys associated with executor where the chaser is running.

Now the bottom of screen 1 gives us some new chaser specific settings. They look like this:

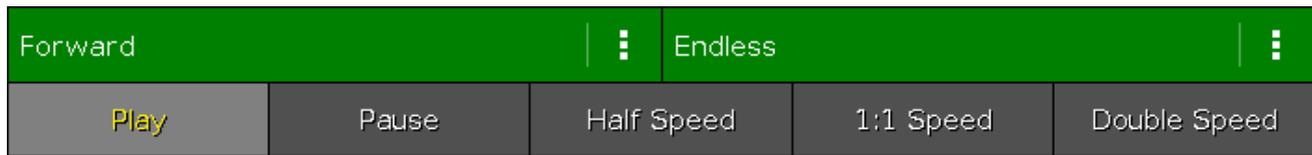


Figure 3: Chaser options.

The top half of this gives you two different settings regarding how the different cues or chaser steps should run. Pressing the three dots on the left opens a pop-up list with four options.

- **Forward** - will run the steps from the one with the lowest number to the one with the highest.
- **Backward** - is run from the one with the highest number to the one with the lowest.
- **Bounce** - will begins as a forward, then when reaching the highest number it will begin to run backwards. The result is a constant change of direction.
- **Random** - is choosing a random cues/step as the next one.

The three dots on the right gives you the following settings:

- **Endless** - will have the chaser running until you stops it.
- **Shoot-Off** - will run the chaser once and then turn off. If the running order is random, then it will run the amount of steps/cues, but not necessarily all the different cues/step!
- **Shoot-On** - is the same as Shoot-Off but it will pause after the final step/cue.

The bottom half of this gives you controls to play the chaser (for any of the shoot modes) or pause it. There are also three buttons that changes the speed. You can half the speed, double it or reset it to what the encoder below is set to.

Remember that I said that all the cue timings are ignored? This means that as a default the cue fade times is 0 and the result is that the chaser snaps between the different steps. If we would like it to do a more nicely fade from one step to the next, we can do this using the second from the right encoder. This is currently called "Fade" and is a percent number. This can be used to set how much of the available time should be used to fade from one step to the next. The more you turn this up, the more of the time is used to fade.

Next to the Fade encoder is the Speed encoder. Here you can set a more detailed speed. But if you are trying to match the beat of some music, then you can press and hold the **Speed** key while you tap one the keys associated with the chaser. This will dynamically change the chaser speed to the speed of your presses - it's a function called learn and you can also see it on the Master Speed in the Magic Speed view.

The MA dot2 is handling speed as BPM (Beats Per Minute). This is used for chasers and effects and both are adjusted by the Master Speed fader in the Magic Speed view.

## Running chasers from cues

One of the limits with chasers is that they are not easy integrated with cue playback.

The only way to do this is to add commands in your cue list. Try to press **Cue** to open the main cue list view. Now scroll all the way to the right and locate the "CMD" column.

In the command cell for cue 4 we want to add a command that activates the chaser. First make sure the chaser fader is down and then note the executor page and executor number. It should be on page 3, executor number 1.

In the command cell type: fader 3.1 at 100 fade 2

And to turn it off again in cue 5 I write: fader 3.1 at 0 fade 5

Now you can try the cue list and when you run cue 4 then the chaser begins and with cue 5 it stops. Notice how nice it fade in. The fade out isn't really that nice. That's because the X4's still got dimmer values from the main executor. So after the 5 second fade then the colors snap to green. To fix this you'll need to create a new empty cue 5.5 with a fade time of 2 and then add the X4 dimmers at 0% in cue 5 only. Then give cue 5.5 a follow as the trigger. I suggest you make this :-)

Now this is almost all you need to know about chasers. The cues can have any kind of content, there can be as many cues as you like. It's just a question of your imagination. Next chapter we are going to look at some effects.

### 3.22. Getting Started Guide - Effects

In this chapter we are going to look at the effects engine in the MA dot2.

Let's start from fresh. Turn everything off and reset all special masters.

#### Dimmer effects and effect theory

Let's begin with some of the more basic effects. Select fixture 1 thru 10.

Select **Dimmer** in the Preset Type Bar and press the **Effect** key.

This opens the Dimmer Effect view. Here you have a selection of possible effects for the dimmer attribute. The left side of the screen shows you the possible effects and the right side is different tools like "Shuffle selection" and all the Aligns.

Tap the effect called **Soft Dimmer** and look at the Fixture view. This have given us a moving sinus curve effect on our ten fixtures. It goes from 0% to 100% percent. There's also a magenta colored marker in the fixtures views, next to the fixture ID, to show you that the value is under influence from an Effect.

Effects are the transition from one value to another. It always moves between two values - and only two. We can control how it should get from one value to the other, we can control the speed and whether they should all to this at the same point in time or if they should be spread out.

Let's examine some of these settings. Let's begin with the two values. In the purple effect title bar you'll find two buttons called **Low Value** and **High Value**. These are used to access and change those values.



Figure 1: Dimmer Effects title bar.

Press where it says **Low Value**. This gives you the standard look for the dimmer value. Tap the button called **25%**. Notice how this changes the lowest value in the Fixture view. Notice also that the Dimmer title bar is now also purple and there are two extra buttons in this view:



Figure 2: Dimmer title bar - Effect running.

The left most button is a small sine curve. This doesn't change because we change the effect type. The **Normal Value** button will take you back to controlling the normal value. We will examine what this means later.

Tap where it says **High Value** and then change the value to **75%**. Now we have limited the effect to only run from 25% to 75%. That's the High and Low values. Now tap the Sinus Icon in the title bar. This takes us back to the effect view.

We could also have set the Low and High Values using the left encoder.

Try to turn encoder number 2. This changes the speed of the effect.

The third encoder controls something called Phase. This is the name we use for spreading out the fixtures over the time of the effect loop. Try to tap the encoder and set the value to 0. Now all ten fixtures are doing the same output. They are in other words at the same time in the effect loop phase. Even if you now turn the encoder, then nothing really seems to happen. This is because all the fixtures are still at the same point in the loop, we are just moving where they all are in the loop. If we want to remake the effect to what it was before, then we need to spread the fixture throughout the loop. This loop is also often described as a circle. That's why the phase is a degree. There are 360 degrees in a circle so if we want to spread all the fixtures evenly through the loop then they need to have a phase from 0 to 360 degrees. Because of mathematics (a bit too complex to begin to explain here) it needs to be 0 to -360 to look like it moves from left to right. Press the encoder and select the dark red button called **0..-360**. And we are back to the sine effect.

Before moving on, please tap the **Hard Dimmer**. This gives us a chaser style dimmer effect. The right most encoder have control over something called **Width** and **Softness**. Try to turn it. A small width gives you less fixtures on at the same time. The higher the number the more fixtures are on. With a width of something like 20%, try to press and hold the **DATA** key while you turn the encoder. This makes the values fade in and out or snap. Depending on the percent number. Try to give softness 100% and width 50%. Recognize the effect?

Try the two ramp effects and play around with width.

Ok, let's try to use this. Choose the **Hard Dimmer** effect and set the width at 50%. Now press **Shuffle Selection**. Press **Store** and then one of the keys associated with executor number 1 on page 1. Clear your programmer and try to run the cue. If you have set a default cue time then the effect uses this to fade in the effect.

Let's make a cue number two where the effect fades to a stop. Select the 10 fixtures again and press the **Effect** key. Now it might seem logic that you should press **Off** in the Effect view, but that takes the effect out of our programmer and right now it's in the cue. The cue list is a tracking cue list, so we need to tell the fixtures to stop the effect - we need to program a stop. This is called "Stomp" in MA. So press where it says **Stomp**. Now this stops the effect. Let's store this as a cue 2 with a fade time of 5 seconds - you know how to do this.

## Color effects

Let's try to make some color effects.

Select the X4's, turn them to full and tap **Color** in the Preset Type Bar and then the Sinus Icon in the title bar.

Tap the **2 Color Hard**. Now that looks a lot like the chaser we did in the previous chapter!

Now the Low and High Value controls the two colors your effect changes between. Try to change them. Also play around with width and softness.

Let's make an effect that moves from the outside and into the middle. Clear your programmer. Select all the X4 using the group and run the **2 Color Hard** effect. Use the Low and High values to select the some colors you are happy with. Tap the Phase encoder and set the phase to 0 for all fixtures. Now tap the **Align <>** button and turn the Phase encoder counter clockwise until the effects moves from the outside to the middle. If you turn it enough then it starts to move the other way. Set the value at something you are happy with. Store the result as cue 1 on executor number 2 on page 1.

There's one special color effect. The RGB Rainbow effect. Select all the X4's and try it. Store this as cue 2 with a fade time, and try the transition from cue 1 to 2.

The "Colorwheel 2 Color" effect is used for color effects on color wheels. It's an effect between two colors on a color wheel.

There really isn't a lot more to say about color effects. Let's do some motion.

## Position effects

Remember I promised to explain the "Normal Value"? Many position effects are only fun if the fixtures already have beginning position. This means we can have a cue where the fixtures are pointed at a singer in a band. Next cue the fixture begin to do a circle effect around the singer. Next cue the fixtures move to the guitar player while still making the circle. Next cue the fixtures moves to the singer while the effect stops. This scenario is why there's also a Normal Value and why the effects (values) are put on top of the normal values.

Let's try to make this. First make two position presets with the Alpha Profiles. They should be called "Singer" and "Guitar". Turn on the fixtures and put them on the singer. Store this as cue 1 on executor 3 (Page 1).

Now we need a circle effect. Tap **Position** in the Preset Type Bar and then the Sinus icon in the title bar. Here we very convenient find a circle effect - select it. Let's make it a bit more random looking. Use the **Odd** macro to select half of the fixtures and go back into the Effect view and tap the **Direction <>** button. Finish this by pressing the **Set** key (reselect all the fixtures). Now half the fixtures turn the opposite way. Let's make the size just a little bit smaller. The leftmost encoder controls the size. Turning this allows you to make the circle smaller or larger. It shows you two different numbers in percent. This is because there are two different sizes. One for tilt and one for pan. Turning the encoder change these two values together. Make it a size you like - I like 3.6%..10%. This is our circle effect. Store this as cue 2 with a fade time of 3 seconds.

Next cue we need to move the fixtures to the guitar player. Select the fixture and select the Guitar position preset. Store this as cue 3.

With the fixtures selected open the position effects again and tap **Stomp** and then the **Singer** position preset. Store this as cue 4.

I think you should add a fade time of 3 seconds to all the cues. Clear Your programmer and test it.

You can see the circle movement in the Fixture Symbol view and you can see the position presets in the Fixture Sheet view. When a fixture have a running effects then there's a small magenta marker next to the fixture ID - in all your Fixture Views.

Position effect uses Size and Center instead of Low and High value. This is because we have a base position and we make a size effect around the base. You can use the Center value to offset the effect from the base position.

This was the basic introduction to effects. Before moving on, try the other position effects. And play a little around in the effects.

You can of cause make effects on most preset types. This just a demo of some of the common ones.

We are getting real close to the end of this guide. Before it's all over we should have a look at connecting external equipment.

### 3.23. Getting Started Guide - Connect to onPC, 3D, Wings and Nodes

So, now that we are getting real close to the end of this Getting Started Guide, I would like to take you through the process of adding some external equipment.

The dot2 family consists of three different consoles. The smallest is called "dot2 core". This is the commands section and a special Core Fader section. Then there's the "dot2 XL-F". This is the same as a core with an extra fader wing build in. The "dot2 XL-B" is like a core with a Button Wing. A "dot2 F-Wing" have 8 executors with faders and 16 extra executors without faders. A "dot2 B-Wing" have 48 executors without faders.

A dot2 core can have a maximum two dot2 F-Wings and two dot2 B-Wings connected. The same amount is used with the dot2 XL consoles, but their build in wing counts as one from the beginning, so you can only connect three wings.

You can connect 10 dot2 Node4 (1K)s to your system. The nodes are used to output DMX universes. They connect to the network and can be positioned at remote locations. You can decide which one of the 8 DMX universes each port on the console and node should output.

You can connect up to 5 dot2 consoles or onPCs and up to 5 3D visualizers in one system.

All these devices connect together using a 100MB (minimum) Ethernet switch. You need to use a quality switch that allow something called multicast. Today most switches do. Please also use good quality Ethernet cables of minimum cat.5e specifications. The dot2 devices talk together using IPv6. This is a unique number that functions as an address for each device. If your are using dot2 onPC or dot2 3D, then your computer needs to have an IPv6 address. All new computers have this automatically, but if yours doesn't then you'll need to set it up. There is another help page called [What is IPv6](#), that might offer you some help with this.

## dot2 Wings

When you have made all the physical connections, you need to connect the equipment to the console. Press **Setup** and then **dot2 Wings**.

The window could look like this:



Figure 1: Wing setup.

Here you can choose a free wing slot (of the right kind) to connect a wing.

When you select a free slot then you get a list of available wings in your network. When you select a wing in the list, then it begins to flash. This identifies what wing you have selected. Select the device you want and press **Assign selected**.

That's it for wings.

## dot2 console, dot2 onPC, dot2 Node4 (1K) and dot2 3D visualizers

The story is a little bit different for the rest of the dot2 devices.

To connect consoles, onPC, nodes and 3D visualizers we need to have a session running. Press **Setup** and then **Sessions**. If your console is already part of a session then the top right button will say **Stop/leave session** and the text next to it tells you what session you are a part of. If you don't have a running session then the button says **Start new or join an existing session**. There can be four different sessions running in a network. To connect your consoles, onPC, nodes and 3D, then they need to be in the same network and they need to join the same session number. When you press the **Start new or join an existing session** button then you get four buttons - one for each session. If a session number is already used then the button will say **Join session**. If there's no session running you have the option to tap **New Session** and begin your own new session.

You can add Consoles, onPCs, 3D and DMX Nodes into your session by having a session running and then in the **Sessions** view under "Connected Devices" you can tap the **Add** button. This will give you a list of all available devices in your network.

When you tap each section then you can see the different devices in each section. If the console or onPC have a bright green background, then it's the device you are sitting in front. A dark green background is a device that's a part of your session. Red backgrounds are devices that should be in your networks but is missing.

You can remove a device from your network by selecting it and press .

As written above: The limit for each session is five dot2 consoles/onPC's, five dot2 3D visualizers and 10 dot2 Node4 (1K)s.

You can set what universes a connected node or console outputs on each XLR port. You can change this by selecting the node/console you want to change and then the cell below each of the XLRs. Tap the right encoder and write the universe number you want it to output - you can select 1 through 8.

The show remembers what different devices it should connect to and their DMX universe assignment.

Last chapter coming up!

### 3.24. Getting Started Guide - Happy programming

Thank you for taking the time to go through the Getting Started Guide.

In this we have touched many of the functions in the MA dot2. There are a lot of details that I didn't write anything about.

But I would urge you to use the manual to find the answers to the questions you might have.

There are a lot of nice resource here.

You can read about all the [views & windows](#). There's also the description of all the [commands](#). Each [key](#) is described.

For more information about the different concepts in the console you can read in the [What Are...](#) section and if you are trying to do something specific it might be described in the [How to...](#) section.

Don't forget that you can use the **Help** key together with the keys and the tapping the screens to get fast help on keys and views.

And finally you can use the online dot2 user forum to ask question. If you are reading this online, then you can use this link to get to forum: <http://forum.ma-dot2.com/>

You can also find more interesting stuff on the dot2 webpage: <http://www.ma-dot2.com/>

**Happy programming :-)**

## 4. What are...

In this section we'll try to answer some of the questions about the different elements in the dot2.

It's meant to help you understand the concept of the different terms used throughout the manual and the console.

For more "hands on" description you could have a look at the [How to...](#) pages.

### 4.1. System colors

After some actions, the dot2 gives you directly feedback in color form.

The following examples will explain it.

#### Gray Color

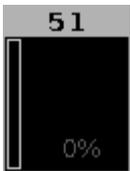


Figure 1: Gray color

Gray color indicates a not selected object. It is the default color.

#### Yellow Color



Figure 2: Yellow color

Yellow color indicates a selected object, e.g. fixture or group.

#### Red Color



Figure 3: Red color

Red color indicates that this value comes from the programmer and you can store it, e.g. [preset type bar](#) or [fixtures sheet view](#).

## Purple Color

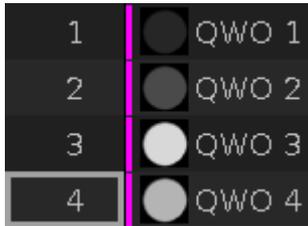


Figure 4: Purple color

Purple color indicates a running effect in the [fixtures view](#) or in the [title bar](#) of the preset types if the low or high values are visible for effects. In the preset pools it indicates a stored effect.

### 4.1.1. Command History Colors

The command history colors are visible in the [command line view](#).

#### Green

```
Fixture
```

Green indicates, that this is a command or a short cut of a [command](#).

#### Yellow

```
Error #8: NUMBER TOO SMALL
```

Yellow indicates, that this is an [error message](#).

#### White

```
Executing :
```

White indicates, that is default command text.

#### Related Links

- [Command Line View](#)
- [Control Elements - Command Line](#)
- [How to use the Command Line?](#)
- [Commands](#)
- [Error Messages](#)

#### 4.1.2. Executor Colors

These executor colors are visible in the [executor bar](#), in the [executor bar window](#), and in the [change functions of executor window](#).

If an executor is in its neutral position, the executor color is in a darker shade.

For more information about executors, refer to [What are executors?](#)

##### Olive Green



Olive green executor indicates, that this is an executor with a cue list on it.

##### Blue



Blue executor indicates, that this is an executor with a [chaser](#) on it.

##### Brown



Brown executor indicates, that this is an executor with a [group master](#) on it.

##### Grass Green



Grass green indicates, that this is an executor with a [special master](#) on it.

##### Big Stripes



Big stripes indicates, that this is an auto fixed executor.

##### Small Stripes



Small stripes indicates, that this is a manual fixed executor, by a [fix command](#).

#### 4.1.3. Value colors

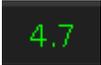
The value colors are visible in the [Fixtures Sheet View](#).

#### Cyan Value

30.0

Cyan values comes from the main executor and indicates all attributes which are changed in the current cue. It indicates also dimmer values which are getting bigger.

#### Green Value

4.7

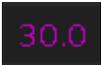
Green values comes from the main executor and indicates dimmer values which are getting smaller.

#### Grey Value

max

Grey values indicates that this is a default value.

#### Magenta Value

30.0

Magenta values indicates that this value is a tracked value from the main executor. Those are values from a previous cue, which are not stored in the actual cue.

#### Red Value

17.8

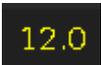
Red values indicates that this value comes from the programmer.

#### Red Background

6.3

Red background color indicates that this value is in the programmer and you can store this values. This is an active programmer value.

#### Bright Yellow Value

12.0

Bright yellow values indicates that this value comes from a normal executor.

Dark Yellow Value

12.0

Dark yellow values indicates that this value is a tracked value from a normal executor.

## 4.2. What is the programmer

The Programmer is the temporary place for your values. This is where the values are kept until you store them somewhere or throw them away.

The Programmer have several levels. When you select a fixture the fixture ID number turns yellow in the fixture view. You can change the values of the selected fixtures by moving the level wheel or any other way you can change the values. When you have active values in your programmer they get a red background in the [Fixture view](#) (sheet mode). You'll also see red markers in the [Preset Type Bar](#).

When you store something you still have the values in your programmer - they are just not considered *active* anymore.

When you have a selection and values in your programmer, then you can press the **Clear** key once to remove the selection and **Clear** once more to release the values from the programmer.

If you just want to release something specific you can use the **Off** key and then press what you want to release - to learn more about off please read about [the Off key](#).

The Programmer have a higher priority that the executors. This means that if you have a values in your programmer, then it will not be overwritten by the cues.

You can hide the values in the programmer from the output by pressing the **Blind** key. And bring it back to the output also by pressing **Blind**.

### Related links

[How to work with Cues](#)

[How to work with Presets](#)

[How to work with Groups](#)

### 4.3. What are groups

A group is a way to store a selection of fixtures.

If you often use the same selection of fixtures, then you might want to store them in a group. This allows you to easily call the same selection simply by selecting the group.

A group also stores the selection order of your fixtures. A group with fixtures 1 + 2 + 3 is not the same as a group with fixtures 3 + 2 + 1.

You can also have groups with only one fixture.

Groups can be moved around in the groups view. This allows you to organize your groups (fixtures) in a way that makes sense for you.

They can be freely named so it's easy for you to remember what fixtures you have in the group.

You can have several groups with the same selection.

#### Related links

[How to Work with Groups](#)

[Group key](#)

[Group command](#)

[Groups View](#)

#### 4.4. What are presets

Presets are used to store values for fixtures in nice pools for each preset type plus a special pool for all values.

It's very useful when you want to reuse a value. It could be a position, color or something else that you use.

If you use a preset in a cue then you don't store the values stored in the preset, but you store a *link* to the preset. If you then update the values in the preset, then your cues will automatically use the updated values.

Think of presets as a lot of drawers in a big chest of drawers. We have a chest for each of the preset types we see on the right side of screen 1. So each chest is labeled "Dimmer", "Position", "Gobo" etc.

Now you can put something in these drawers. If you select a fixture and give it a color, you can store this in a color drawer. It's like writing a small note and putting it in the drawer. What you write is the ID number of the active fixture(s) and the(ir) active values.

This information is then put in the drawer and the drawer is labeled. If it was a red color then it would be labeled "Red". Not all drawers are labeled this smart. The dot2 don't know what the different positions are, so they are just labeled "Position".

You can put other notes in the same drawer, but there can only be one note for each fixture. The same fixture can't have a note that says "Red" and one that says "Blue". But fixture 1 can be "Red" and fixture 2 can be "Blue".

Now if we select a fixture and then a preset and store this in a cue. Then we actually store that the cue should go look in the drawer for the value. It only stores this reference for the fixture you have stored in that cue. This means that if you later add more notes for other fixtures in the same drawer, then this don't change the cue. The cue is still only looking in the drawer for the notes to the specific fixtures stored in the cue.

If you change the values written on the note for the fixtures you use, then your cues will use the updated values. You might need to change the values on the note if the color wasn't right or if the position change for the singer or for a million other reasons.

The special group of presets called "All" will store all the possible values in an all preset.

#### Related links

[What are Cues](#)

[How to Work with Presets](#)

[Preset Key](#)

[Preset Command](#)

[Preset Pools view](#)

## 4.5. What is tracking

The dot2 is a tracking console.

Now, you shouldn't really need to worry about that, but it's nice to know some details.

Here's how it works.

In it's most basic form you could say that tracking is fixtures only doing something when they are told change a value. If you set a fixture to 50% in cue number one, then it stays at 50% through all your other cues - as long as you don't tell it to do something in the other cues.

Have a look at this table:

Cue number	Fixture 1 Dim
1	<b>50</b>
2	<i>50</i>
3	<i>50</i>
4	<i>50</i>
5	<i>50</i>
6	<i>50</i>

Here we can see that fixture 1 is only stored in cue 1 (marked with **bold**, *italic* is tracked values). But if you run cue 2 fixture number 1 is still at 50% - it is tracked.

If we store and merge 60% for fixture 1 in cue 3 it would look like this:

Cue number	Fixture 1 Dim
1	<b>50</b>
2	<i>50</i>
3	<b>60</b>
4	<i>60</i>
5	<i>60</i>
6	<i>60</i>

So we changed the value for the fixture in cue 3 and now it's tracking that value from cue 3.

A different option when we store is Cue Only. If we use that option and store fixture 1 at 40% in cue 5 you'll see that we didn't make a change in cue 6. meaning it still looks the same as it did before we stored cue 5.



Cue number	Fixture 1 Dim
1	<b>50</b>
2	50
3	<b>60</b>
4	60
5	<b>40</b>
6	<b>60</b>

If you add a fixture that hadn't previously been used, then the dot2 can automatically create a hidden cue number zero and put the default value (the value a fixture has if it isn't told anything) in that cue. Cue Zero can be activated in the [Settings view](#) for a cue list.

You can't access this cue, but it makes sure that cues look correct if you copy them.

Have a look at this example:

Cue number	Fixture 1 Dim
1	0
2	<b>50</b>
3	50
4	50
5	50
6	50

Here we have fixture 1 that has a stored values in cue number 2. This value tracks from this cue and to cue 6. If you copy cue number 1 to a new cue 3.5 using cue only, then you'll see that the fixture have 0% in the new cue and goes back to 50% in cue 4 - so cue number 4 never changed.

Cue number	Fixture 1 Dim
1	0
2	<b>50</b>
3	50
3.5	<b>0</b>
4	<b>50</b>
5	50
6	50

If we don't use Cue Zero then it looks different. Before copy:

Cue number	Fixture 1 Dim
1	
2	<b>50</b>
3	<i>50</i>
4	<i>50</i>
5	<i>50</i>
6	<i>50</i>

When we copy cue 1 at cue 3.5 then we copy an empty cue, so we don't copy anything. This is the result.

Cue number	Fixture 1 Dim
1	
2	<b>50</b>
3	<i>50</i>
3.5	<i>50</i>
4	<i>50</i>
5	<i>50</i>
6	<i>50</i>

When the copied cue is empty, then the tracked values will just track thru it - they are not told anything else.

Cue Zero is turned off as a default but can be changed for each executor.

## Tracking Shield

The dot2 also uses something called **Tracking Shield**. It's a system that automatically protects cues from unwanted changes to all attributes except dimmers.

Let's have a look at some examples.

Have a look at this table:

Cue number	Fixture 1 Dim	Fixture 1 Position
1	<b>100</b>	<b>Singer</b>
2	<b>0</b>	<i>Singer</i>
3	<i>0</i>	<i>Singer</i>
4	<i>0</i>	<i>Singer</i>
5	<i>0</i>	<i>Singer</i>
6	<b>100</b>	<i>Singer</i>

We have stored fixture 1 at 100% and on the **Singer** position in cue number 1. In cue 2 it's turned off.

Down in cue 6 it's turned back on and it's still used in the singer position - but it's a tracked value (it's not actually stored in cue 2 through 6).

Now we would like to use the same fixture in cue 3 at the drummer position.

So we turn it to 100% and selects the **Drummer** position. This is stored in cue 3.

So this is our current scenario:

Cue number	Fixture 1 Dim	Fixture 1 Position
1	<b>100</b>	<b>Singer</b>
2	<b>0</b>	<i>Singer</i>
3	<b>100</b>	<b>Drummer</b>
4	<i>100</i>	<i>Drummer</i>
5	<i>100</i>	<i>Drummer</i>
6	<i>100</i>	<b>Singer</b>

So the new drummer position is stored in cue 3 and tracked until cue 6 where the console new that we needed the Singer position.

Also notice that it has not protected the dimmer value in cue 6 - it's now a tracked value from cue 3.

So now we need to store the dimmer at 0% in cue 4 and cue 5. If we just do this with a normal store, then it'll track into cue 6 and turn the dimmer off.

Take the dimmer to 0% and store (merge) cue 4 and 5 as Cue Only.

This is the final result:

Cue number	Fixture 1 Dim	Fixture 1 Position
1	100	<b>Singer</b>
2	0	<i>Singer</i>
3	100	<b>Drummer</b>
4	0	<i>Drummer</i>
5	0	<i>Drummer</i>
6	100	<b>Singer</b>

This is the principle behind Tracking Shield:

The system looks for dimmer values that changes from 0 to above 0 for each single fixture. If there's a change in the dimmer (from 0 to a value above), then it stores the tracked values before creating the new values in the previous cues, thus preventing the cue output from changing because of the tracking.

The dimmer value in cue 5 is a tracked value even though we store both 4 and 5 as Cue Only because of a function called **AutoUnblock**. It's the same mechanism that made the dimmer in cue 6 a tracked value after we stored cue 3. AutoUnblock will automatically remove unnecessary stored values after each store operation.

## 4.6. What are cues

Cues is where we store the active values for our fixtures. This is very useful if we want to play it back later.

Cues are like a container where we can put values from our programmer. It then remembers the values. Cues are often stacked in a cue list.

The cues and the cue lists are stored to Executors and can only exist on executors. You can't have cues outside the executors. You can of course have values in your programmer without storing them in cues.

This can sound a little complicated, but the console usually does this for you. If you have active values and press store and then a key associated with an Executor then it will store a cue. If it don't know what you want to do, then it might ask you.

Cue also keeps the information about how we enter the cue. That's information like the fade times and delay and what triggers the cue (could be a Go key or something else).

Read the links below to understand more about executors or learn how to work with cues.

### Related links

[What is Executors](#)

[What is the Programmer](#)

[What is Tracking](#)

[How to Work with Cues](#)

[Cue Key](#)

[Cue Command](#)

[Cue view](#)

## 4.7. What are executors

Executors are the faders and keys below the screens (except the right screen).

They come in two versions. One with two keys and a fader and the other is just one key.

The keys have a printed symbol on them. It's  and for the ones with two keys there's also a . You can change the function of these keys using the [Change Functions of Executor window](#) or in the [Settings of Executor menu](#).

You can have many pages with executors. As a default, if you have an active executor and change page then your

executor will automatically be fixed and will stay visible. Anything that might be on that executor on the new page will not be available before the other executor (from the previous page) isn't active anymore. When it becomes inactive then it is automatically returned to the original page. This is called **Autofix** and can be globally disabled in Setup -> [Global Settings](#).

You can also choose to fix the executors using the [Fix commands](#) and [Key](#).

Active executors have a brighter colored frame than non active faders. You can make an executor non-active by pressing the **Off** key and then a key associated with the executor. Many executors will become non-active when the fader reach 0%, but not the Special Masters (read below for more on this).

The executors can have different roles. The following is a description of them.

## Cues

You can have cues and cue lists. When you store cues on an executor, then you get a cue list with one or more cues.

Now you can play back these cues using the executor keys and faders.

This is the default use for Executors.

## Chaser

A cue list can run in Chaser mode. Then it ignores the timing in the cue list and instead runs the cues in a loop with an overall timing. This can be changed in the [Settings of Executor menu](#).

## Group Masters

You can store groups to executors and then you get groups masters. These can be used to limit the dimmer output on the fixtures in the group. It doesn't affect other attributes (e.g. Pan/Tilt, Color, Gobo, etc.) than dimmer.

## Special Masters

There are four special masters available. They can be found in the [Magic Speed view](#), but they can also be assigned to executors - it only makes sense to have them on a fader executor.

This is a short description of the four masters:

### Master Speed

This master controls the speed of the effects stored in cues and the chaser speed.

It's a global time and will affect all executors. It can be disabled in the [Settings of Executor menu](#) for each executor if you don't want it to follow the master.

When this is active, then you'll see a  icon next to your command line on the right screen.

## Master Rate

This master is used to modify the timing of cues using what's called a divider. The default value is 1. This means that the time values in the cue is divided with one = the same time as stored. If you move the fader below 50% (default position for the transition fader) then you get a fader value lower than 1. If the fader is at 25% then you get a value of 0.50. So if your original cue fade is 2 seconds then it's divided by 0.5 and the result is 4 seconds. Moving the fader to 0% will stop all fades. If you move the fader above 50% then you get a higher fader value. If you put the fader at 75% then your value is 2. 2 divided by 2 is 1, so you fade time is 1 second. Taking it to 100% will basically give you fade time of 0 seconds.

It's a global time and will affect all executors. It can be disabled in the [Settings of Executor menu](#) for each executor if you don't want it to follow the master.

When this is active, then you'll see a  icon next to your command line on the right screen.

## Executor Time (Exec Time)

The **Exec Time** can be used to overwrite the stored cue Fade timing and use the time this executor is set to - The stored Delay times are ignored. When you move the fader up you get a value between 0 and 10 seconds. The two keys associated with the executor can be used to turn the Exec Time fader On or Off.

When this is active, then you'll see a  icon next to your command line on the right screen.

## Programmer Time (Prog Time)

The **Prog Time** master is used to set a time on your programmer. This is very useful if you are running live shows and are want to fade from one programmer value to another. When you move the fader up you get a value between 0 and 10 seconds. The two keys associated with the executor can be used to turn the ProgT fader On or Off. When it's On then all programmer values will use the time your fader is set to - including when you press **Clear**.

When this is active, then you'll see a  icon next to your command line on the right screen.

## Related links

[What are cues](#)

[What is the Programmer](#)

[Exec \(Executor\) Key](#)

[Executor Command](#)

[Executor Bar](#)

[Executor Pool](#)

[Magic Speed view](#)

## 4.8. What are chasers

Chasers are cue list that have a special mode.

In this mode the cue list will disregard the stored timing and then it runs all the cues one after the other.

Since it's not using the cue timings it runs using a set speed. The standard speed is 60 Beats Per Minute (BPM). This means that it runs 60 steps or cues per minute.

Chaser can have different running modes. The standard mode is endless loop. This will loop the cue list until you stop it. The other modes are Shoot-Off and Shoot-On. What they do is running the cue list once. The Shoot-Off then turns off the chaser when it reaches the last cue. The Shoot-On stops or pauses the chaser when it reaches the last cue.

One of the other settings you can change on chasers is the running direction. The standard is forward. Other options are Backwards, Bounce and Random. Bounce will run forward until you reach the last step and then it will run backwards until it reaches the first step, run forward again, and so on, and so on. Random will run the steps in a completely random order.

To learn how to make and run Chaser have a look at the [How to work with Chasers](#).

### Related links

[How to work with Chasers](#)

[What are cues](#)

[Cue View](#)

## 4.9. What are effects

Effects in the dot2 are attributes that dynamically changes between two values. The dot2 comes with a set of build in effects that you can modify.

The effects run on the different preset types. You can't currently make effects on the Control, Shapers and Video preset types.

Effects are stored in the cues. When you need to stop an effects you need to "Stomp" the effect. Stomp is what we use to tell the console to stop the effect on what ever we choose to stomp. This can be fixtures or preset types.

Off is as usually used to remove values from our programmer.

Effects are running in a cyclic loop. It changes between the High and Low values.

Usually you select some fixture, then you select what preset type you want the effects to run on and then press the **Effect** key. Now you can choose some of the predefined effects.

You can have multiple effects running and if you need them to be in sync, then you can tap the **Sync** button.

If you want your effects to look more random, then you tap the **Shuffle Selection** button.

The following is a short description of the different values you can adjust.

### Low / High value

The effects are moving between two values. Called High and Low.

### Speed

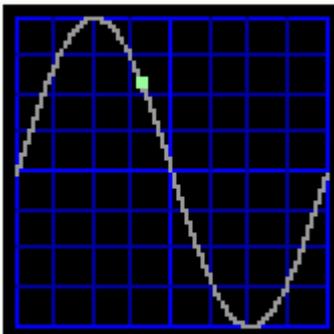
How fast your effect runs is defined by a speed parameter. This is measured in Beats Per Minute (BPM). The speed is also affected by the Master Speed special master - if it's active and turned on for the executor where you have stored the effect.

### Phase

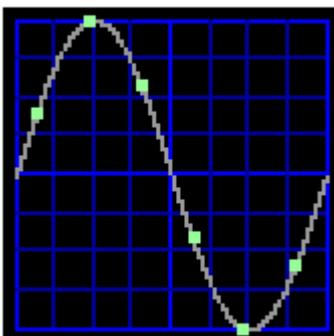
Phase is what could also be called distribution. This is where we can spread out the fixtures over the effect cycle.

If all your fixture have the same number in phase then they will all be at the same place in the cycle.

In this image there's 6 fixtures all at the green point in the sinus form:



If we spread them out evenly then they could look like this:



Each green point is a fixture. This is using one of the predefined phases called "0..360".

You can create nice looks and grouping by pressing the **Align** key and then keep turning the encoder in one direction. When you have values on the Phase with great separation you can create interesting looks.

The **Align <>** function can be used to create "mirrored" effects.

## Width

In some effects it makes a lot of sense to adjust the width. It's usually an adjustment between how many fixtures are at the High value and how many are at the Low value.

## Softness

In some effects you can adjust how the soft or hard the fixtures should change between the High and Low values. The higher the softness the more to fades.

If you would like to have a look at how to create and use effects, please read the [How to Work with Effects](#).

#### 4.10. What are preview and blind

Preview and Blind are two different ways to work without actually outputting the values.

##### Blind

Blind is a simple way to hide the programmer from the output. When you press the **Blind** key you are hiding the current programmer values from the output. Then you can change the programmer values just like you usually do. You can then store your programmer content or you can press **Blind** again to output your programmer.

This can be used to store changes to cues in the background or prepare something in your programmer and then reveal it with a single press of a key.

If you have set a Programmer Time (Prog Time), then this will be used when enter and exit the blind.

##### Preview

The preview function is more advanced. This can be used to simulate cue transitions or to simply have a look at a cue without changing the output. Instead of hiding your current programmer from the output - and then turn off values you might have in the programmer - you have an separate hidden programmer. This can be used to program cues without changing the current output.

You enter the preview function by pressing the **Prw** key and then a key associated with the cue list you want to preview. Then your Fixture views gets a red title bar and it shows you the cue content. You can then run cues in the previewer by pressing the small **Go+** and then **Prw**. This is a very nice way to make changes without disturbing what's going on on the stage.

While you are in preview you can still operate your executors as normally and run cues on the live output.

Follow the links below to learn more details about the Blind and Preview functions.

##### Related links

[What is the Programmer](#)

[Blind key](#)

[Blind command](#)

[Prw key](#)

[Preview command](#)

#### 4.11. What is network in dot2

Network can be a lot of things. In our world, network is when you connect at least one device with another using the RJ45 Ethernet connectors.

If you only have a console and nothing else then you don't need to worry about anything with network, but at some point you might want to add something to your system.

The simplest network is connecting a Wing or a dot2 node with the core or XL console.

Each device have an Ethernet connector on the back and when you connect a good (minimum) Cat.5e Ethernet cable between them, then you can connect it to the console.

For this connection the two devices uses IPv6. This is a unique number that each dot2 device have and uses to speak to each other - it's like an address that makes it possible for the devices to know where to send messages..

Since each device only have one Ethernet connector then you need to add a network switch if you want to connect more than two things. This needs to be a good switch that can handle IPv6 and multicast. Multicast is like a language the devices uses to talk to each other. The switch should be able to handle network speed of 100MB or more. Be aware that if you have a managed switch you might need to activate IPv6 in the switch.

You then needs to connect each device to the switch.

The consoles and onPC's are the brains in the operation. You can connect dot2 Wings, dot2 Node4's and dot2 3D to a console or onPC. You can also connect consoles and onPC's together for redundancy.

If you need to connect a computer with dot2 onPC or dot2 3D then you should make sure your computer can use IPv6. Most newer computers have this.

A dot2 core can connect to a maximum of 4 external wings. A dot2 XL already have an build-in wing so it can connect to a maximum of 3 external wings. Wings are connected to a specific console (real dot2 console or dot2 onPC).

Other network devices are connected together in a session. Each session can handle 5(five) dot2 consoles (real consoles or dot2 onPC), 5(five) dot2 3D's, 10(ten) dot2 Node4's outputting DMX.

You can have 4(four) different sessions in the same network.

#### Related links

[How to connect nodes, wings, onPC and 3D](#)

[What is IPv6](#)

#### 4.12. What is IPv6

IPv6 is the network address and language system used in the dot2 system.

All the devices from MA lighting have a unique IPv6 address - a big number. This means that you don't have to worry about setting an address on you equipment.

## Using a computer

But you might need to worry about your computers IPv6 address. Normally your computer will create it's own address. It's a number that is written in 8 blocks separated by colons. Each block have 4 hexadecimal numbers. So an IPv6 address could look like this:

```
2001:0db8:4545:0000:0000:00ff:fe21:67cf
```

It could also look like this (the same address):

```
2001:db8:4545::ff:fe21:67cf
```

All computers who supports IPv6 have something called a **Local Link Address**. This is an address that begins with "fe80". Data from and to a local link address is only being transmitted in your local network It will not be transmitted through a router or the internet.

Your computer should already have an Local Link Address.

## How to check this?

### Windows 10

Left click on the search icon (magnifying glass) - default in the toolbar left side.

Search for cmd, this will find the command prompt - run it.

Here you can type **ipconfig**. This will list the current settings for you network interfaces. Here you should find something called Link-local IPv6 Address. And hopefully you'll have an address here that begins with "fe80".

### Windows 8

Right click the windows start icon - the default position is in the lower left corner.

In the menu select "run" and then type **cmd** in the dialog that opens

This opens the command line interface for windows.

Here you can type **ipconfig**. This will list the current settings for you network interfaces. Here you should find something called Link-local IPv6 Address. And hopefully you'll have an address here that begins with "fe80".

### Windows 7

Click on the windows start icon - the default position is in the lower left corner.

In the menu click in the search field and type **cmd**.

This opens the command line interface for windows.

Here you can type **ipconfig**. This will list the current settings for you network interfaces. Here you should find something called Link-local IPv6 Address. And hopefully you'll have an address here that begins with "fe80".

If your computer does not have an IPv6 address, you'll need to look in the manual of your computer or operating system - alternative go to windows webpage and search for IPv6.

Your network needs to be able to handle the IPv6 address and language. Please make sure you are using network switches that supports IPv6.

## Related links

[What is Network](#)

[How to connect nodes, wings, 3D and onPC](#)

### 4.13. What is the DMX Tester

The DMX tester is used to turn on DMX channels without the need to patch something to the channel first.

Usually you need to patch a fixture to a DMX channel before you can turn it on. This isn't always useful. Sometimes you just need to find what DMX channel you need before you can patch a fixture to it. Or maybe you just need to turn on some blue lights.

Then you can use the **DMX** key to turn on the DMX. To see different examples on how to do this, please see the [DMX command page](#).

The DMX tester have a higher priority than your programmer and the executors. This means that If a DMX channel is active in the DMX tester, then you can't control it using the normal functions of the dot2. You'll need to turn the DMX tester off or take that specific DMX channel out of the DMX Tester.

The only place you can see that a channel is under the influence of the DMX Tester and what the current DMX values is, are the DMX view. These DMX channels will have a red background color.

The fastest way to turn off the DMX tester is the [Tools menu](#) and select .

## Related links

[DMX key](#)

[DMXUniverse command](#)

[DMX view](#)

[What is the Programmer](#)

## 5. How to...

In the "How to..." section we'll try to give you short explanations and examples on practical use of different elements in the dot2.

It could be how to create groups, how to rename a cue, what you need to do to connect a wing or a lot of different other things.

If you need to find out what these things are, you should have a look in the [What are...](#) section.

### 5.1. Turn the console on and off



*Figure 1: Power Switch at the back of the console*

---

#### Turn the Console on

- Press the power switch at the back of the console.

The console starts booting. The booting screen is displayed.

If the console is ready, the last saved show file opens.

If you turn on the console the first time, the start screen opens.

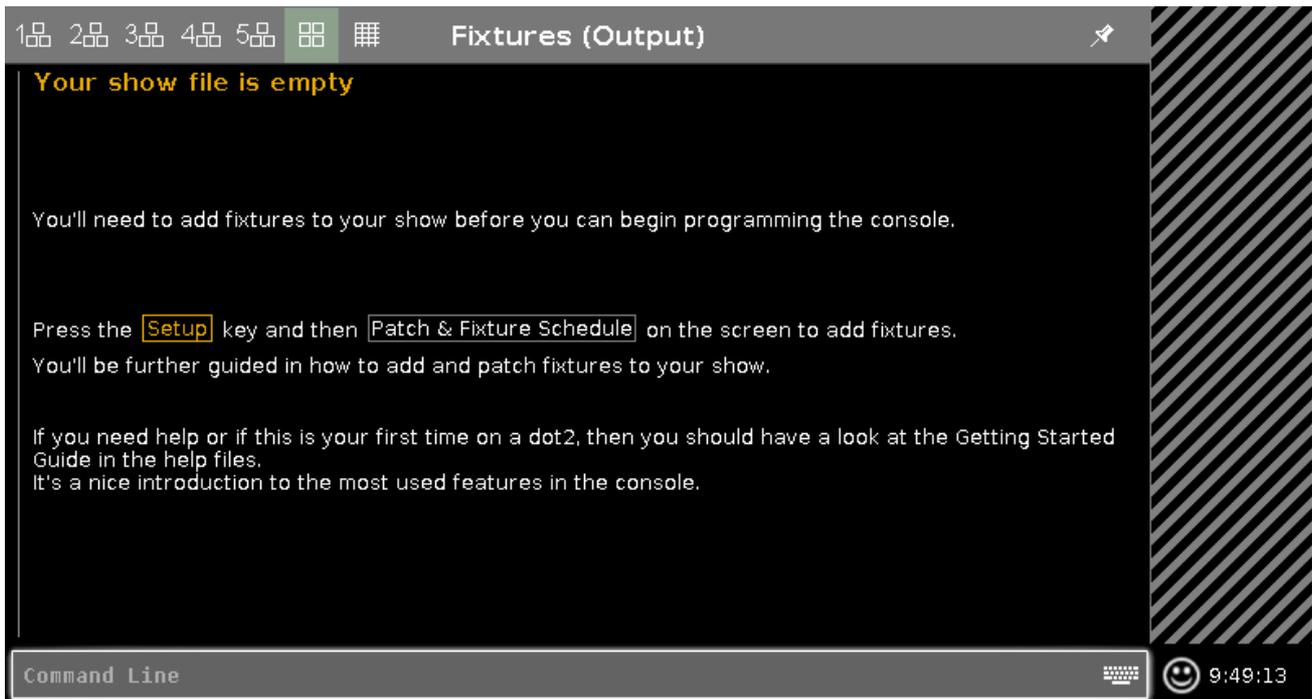


Figure 2: dot2 start screen

## Turn the Console off



### Warning:

Save the show file before you turn off the console. Press **Backup** **Backup** or go to the [Backup window](#).

If you do not save the show file first, the show data will be lost.

- Press the power switch at the back of the console.

The console is turned off.

## 5.2. How to update the console

You can update the software of the dot2 console.

The current software version is displayed in the [System Information Window](#).

1. Download the latest **dot2\*.update** file at [www.ma-dot2.com](http://www.ma-dot2.com) and save it on a USB stick.
2. Insert the USB stick at the back of the console.
3. Press **Setup** and tap under **console** at **Software Update**.  
The [Software Update via System Information window](#) opens.
4. Tap the **Update** button.  
The console asks, if you want to save the show file.
5. Tap **Save Showfile**.  
The console copies the update files and asks if you want to reboot now.
6. Tap **Reboot Now**.  
The console reboots and install update files.

The new software version is ready to use.

## 5.3. How to add and patch fixtures

On this page we'll have a look at the workflow when adding and patching fixtures in our show. We'll also look at removing fixture types that we don't use.

### A new and empty show

In a new and empty show we need to add some fixtures before we can do anything with the dot2. If you already have some fixtures in your show, then you can jump down to the [Adding fixtures in a show with fixtures section](#) of this help page.

Press the **Setup** key. This opens the [Setup](#) menu. Here you'll find a button called **Patch & Fixture Schedule**.

Please tap this button. Now we can see a list of all the fixtures (we don't have yet) in our show. Right now it very empty; we need to add some fixtures. Tap the button called **Add New Fixtures** on the right side of the right screen.

This opens the [Add New Fixtures](#) view. Here we have 6 different green input fields where we need to adjust the content. The 6 different things we need to define is:

- **Type** - This is the fixture type we want to add to our show
- **Quantity** - This is the amount of the above selected fixture type we want to add.
- **ID** - This is the fixture ID number of the first fixture we want to add. If you add more than one fixture then they will be enumerated from this number. Two fixtures can't have the same ID number and all fixtures need to have a ID number.
- **Name** - This is the suggested name for the fixture. You can change this to whatever you want. If you end the name with a space and then a number, then the fixtures will be enumerated from this number - if you add more than one fixture.
- **Patch** - This is the DMX patch address of the first fixture you add. If you are adding more than one, then the fixtures will be patched at the next available address from this number.
- **Offset** - This can be used to automatically add empty DMX channels between your fixtures.

Some of the fields have three small dots . This usually opens a drop down menu.

The plus/minus icons are used to increment or decrement the value.

The small keyboard icon  will open an on-screen keyboard.

## Type

If you tap the three dots in the type field, then you can see a list of fixture types imported into our show. This usually includes a simple dimmer fixture and some different LED fixtures. You can select one of fixtures in the list. If the fixture you are trying to add isn't in the list, then you can tap the  buttons next to the green input field.

This will open the [fixture type library](#). Here you can select one of the fixture types and import it into your show. This means that you take a copy out of the library and put it into your show. You can use the encoders to change the drive. **Internal** is the internal drive of the dot2, If you have a USB drive connected, then you can change to the library on the USB drive.

The other encoders are used to change the fixture manufacturer, the fixture type and if the fixture have more than one mode, then you can use the right encoder to select the mode of the fixture.

You can also type something in the green search field. Here you can write the manufacturer or fixture name or just some of it in any combination. The search is done on both the manufacturer and fixtures.

Once you have located and selected the fixture you want to add you can tap the  button in the upper right corner.

## Quantity

You can adjust the amount of fixtures you want to add. You can tap the input field and use the numeric keys to change the number or you can use the - and + on the right side of the input field to adjust the number. You can also turn the middle left encoder.

Set the quantity to the amount of fixtures you want to add.

## ID

All fixtures in our show needs an unique ID number. Two fixtures can't have the same ID number and all fixtures needs to have an ID number.

You can adjust the ID number the same ways as with the quantity. And you have an extra option. If you tap the  button you open the [Select Fixture ID\(s\) window](#). This can be used to visually see what fixture ID are available and what IDs are used. Right now you have an empty show so there aren't any ID conflicts or already used IDs. Let's return to this when we add fixture to a show that already have some fixtures.

Select the ID number of the first fixture.

## Name

You can give your fixtures a name that makes it easier for you to remember what they are.

You can tap the small keyboard icon  to open the onscreen keyboard or you can use an external keyboard. If you give it a name and then make a space and add a number then the fixtures will be enumerated from this number, if you are adding more than one fixture.

The name doesn't have to be unique.

## Patch

The fixtures we add needs a DMX patch address for us to be able to control them. The dot2 suggest the first available address after the last patched fixture.

You have several options for adjusting this value. If you tap the three white dots  in the input field gives you an drop down that allows you to adjust the universe number and the DMX address in the selected universe.

You can tap the input field and use the numeric keys to input a DMX address. If you type it in directly, then you need to separate the universe number and DMX address using a dot.

You can also tap the  button on the right side (next to the Offset) and open the [Select DMX Address.. window](#). This allows you to select the universe on the left side of the window and scroll through and select an address in the selected universe on the right side of the view. You can use the left and right encoders to select the universe and the DMX address. The middle right encoder can be used to set the Offset (read about it below). When you have selected a DMX address, you can tap the  button in the upper right corner to confirm you choice in the Select DMX Address window.

The patch address needs to be unique. You can't have fixtures that uses the same DMX addresses.

## Offset

The Offset can be used to automatically add empty DMX channels between your fixtures. If you add 10 fixtures that each use 16 DMX channels, then the console will patch then right next to each other without any gap between them. So the first will be at address 1 the next at 17, next at 34, etc. If you want a gab, then you can automatically add this. If you set the offset higher than the amount of channels that the fixture use then this will be the start address for the fixtures. E.g. we patch the 10 fixtures with 16 channels and have the offset at 20, then the first will be at 1, next will be at 21, next at 41, next at 61, etc. This can be easier to address unless you are not running out of DMX channels.

When you have adjusted the input fields to your liking, then you can tap the  button in the upper right corner to confirm you choices. This takes you back to the [Patch and Fixture Schedule window](#). Now you can see the fixtures you have added. Each Fixture gets its own row and the columns allow you to edit any field you desire. To learn more about the details of the Patch and Fixture window, please follow the link above.

To finalize the changes to our show and add the fixture please tap the  button in the upper right corner. This gives you a window that asks you to confirm that you want to apply the changes in your show. Tap the big  button.

You have now added some fixtures to your show.

## Multipatch a fixture

You can create a multipatch fixture. It's a way to have multiple patchable DMX addresses connected to one Fixture ID.

You select the fixture you want to multipatch and then tap **Create Multipatch** (in Setup -> "Patch & Fixture Schedule"). Now you type how many extra DMX patch address you want.

This gives you extra lines in the Patch and Fixture Schedule under the fixture you selected. Each line can have their own name and own DMX address.

The dot2 will then mirror the DMX output on these DMX addresses. The selected fixture and the multipatches share the same Fixture ID.

Multi patch fixtures appear as extra fixtures you can position in the dot2 3D visualizer.

To accept the new multipatched fixtures you'll need to exit the [Patch and Fixture Schedule window](#) by pressing **Done** in the upper right corner and **Apply all changes**.

## Add fixtures in a show that already have some fixtures

If your show already have some fixtures but you need to add new ones, then you need to pay attention to the already existing fixtures in your show. The process is nearly the same as described above, but now your show already have some fixtures, and since some of the settings for the fixtures need to be unique, then you'll need to add fixtures with unique ID and patch information.

Press the **Setup** key and then the **Patch & Fixture Schedule** button. This gives us the [Patch and Fixture Schedule window](#). Here you can see the existing fixtures. To add more you need to tap the **Add New Fixtures** button.

Now you need to adjust the five input fields to match your needs.

Some of the windows will now look a little different, since we now have fixtures in the show. If you tap the **Select...** button next the ID field, you'll now see that some of the ID fields in the [Select Fixture ID\(s\) window](#) are now grayed out and there's a fixture name in the IDs that are occupied.

The same happens in the [Select DMX Address. window](#). Tap the **Select...** button next to the Patch input field. Here you can now see on the universe selector on the left side of the screen that the existing fixtures are occupying some of the DMX addresses in the universes - some of the area inside the square is filled.

You need to select available fixture ID numbers and patch addresses. This needs to be unique numbers.

When you have adjusted the green input fields to meet your requirements, then you can tap the **Ok** button in the upper right corner. Then exit the [Patch and Fixture Schedule window](#) by tapping the **Done** in the upper right corner to confirm this is your new fixture setup. And finally confirm that you want to **Apply All Changes**.

## Change the fixture type

You can change the fixture type of your already patched fixtures. The console will do its very best to replace the programmed values. If you change the fixture type on a fixture you have already programmed, then the console will keep as much of the data as possible. It'll try to convert the data to the nearest value. E.g. if you have programmed some LED wash lights and then replace them with something that only have a color wheel, then the console will try to select the nearest matching color on the wheel. This is not a fool proof system. So it's a good idea to program using presets. That makes it easier to correct the programming after the fixture type change.

If you want to change the fixture type then you press **Setup** and then **Patch & Fixture Schedule**. Then select the fixture(s) you want to change and tap **Change Fixture Type**. This will open the [Select Fixture Type.. window](#). Here you can see all the current fixture types in your show. Here you can select one of the fixture types or you can tap where it says **Import** in the title bar. this will open the [Import Fixture Type window](#) - here you can import a new fixture type into your show.

When you have selected the fixture type you want then you can tap **Ok** in the upper right corner.

If you change the fixture type to something that uses a different amount on DMX channels, then you might need to re-patch your fixtures.

and then **Done** to exit the Fixture schedule and then **Apply All Changes**. Now you have changed the fixture type. Now you should check your cues.

## Delete unused Fixture types

When we looked at changing the fixture type, we looked at the [Select Fixture Type.. window](#). Here we can also delete unused Fixture Types. Open it as described above. In the title bar there's a trash can icon . If you select one of the Fixture types and then tap this icon then it will ask you if you really want to delete the fixture type. Here you can confirm it or cancel the operation.



You can't delete fixture types that are assigned and patched!

## 5.4. How to save and load your show

Your shows can be saved to the internal drive of the dot2 console. But it can also be saved to an external USB drive. When you have shows stored, you can load them into console and play them back.

### The Backup menu

All this is controlled using the [Backup menu](#). You access this by pressing the **Backup** key. The menu can look like this:

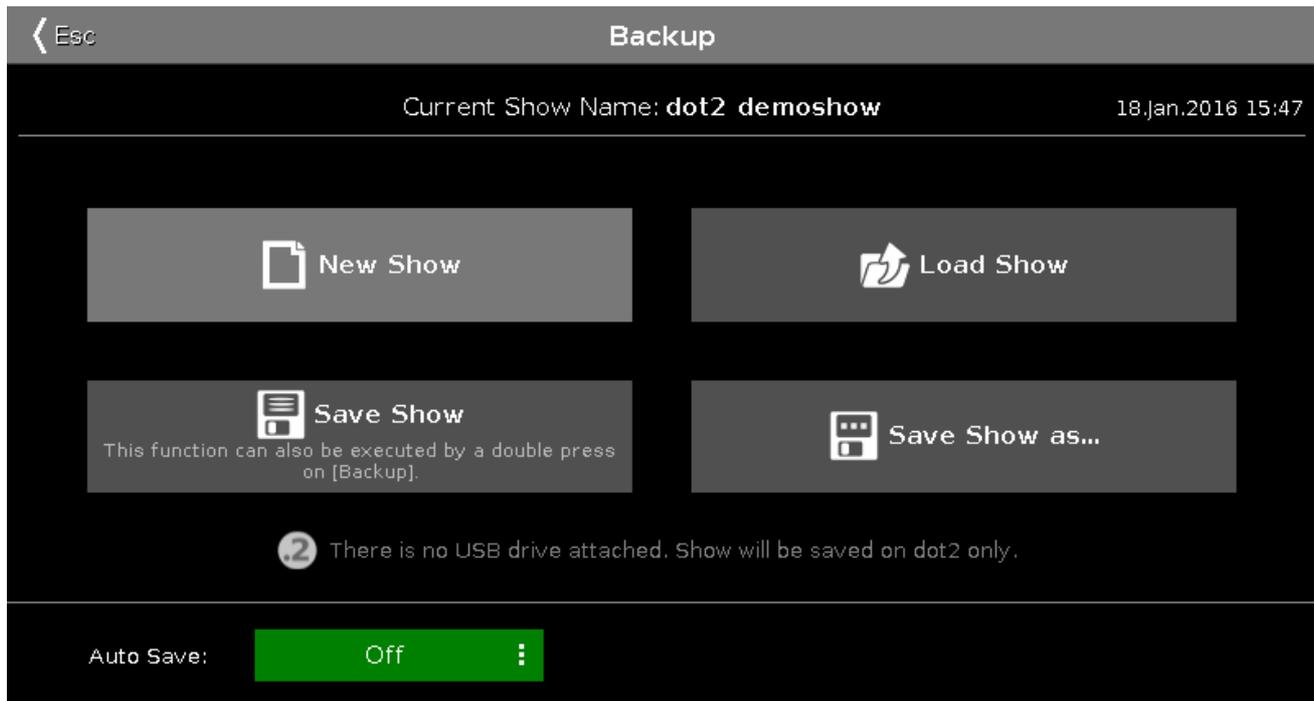


Figure 1: Backup Window

At the heart of this menu are the four big buttons.

Above these buttons you can see the name of your currently loaded show and the last time it was saved.

The right encoder allows you to choose between the four buttons.

Below the four buttons you are told if there's an USB drive attached to your console or not. If there's an USB drive attached then saving your show will save the show both on the internal drive and on the external drive.

Below this is an Auto Save function. Here you can choose a time interval which will be used as a countdown for when the console will automatically save the show.

## New Show

Tapping the **New Show** button or using the encoder to select it and then shortly pressing the encoder open the [New Show window](#). Here you can create a new empty show. You type in the name of your new show and tap the onscreen **Enter** (a left arrow with a 90 degree angle) or press the **Please** key.

## Load Show

Tapping the **Load Show** button or using the encoder to select it and then shortly pressing the encoder opens the [Load Show window](#). Here you can choose the left encoder to select the drive from where you wish to load a saved show. The options are the Internal, Demoshows or USB Drive (if connected). This list is also on the left side of the screen. Demoshows are some shows that are made by MA. They can be used to play around with the different functionality in the console without having to go through the process of programming an entire show.

Once you have selected the drive you can see a list of available saved shows in the right side of the screen. You can use the right encoder to scroll through the list of shows. Shortly press the encoder to load the selected show.

## Delete Show

To delete a show you'll also need to go into the Load Show menu. Here you can select the show you want to delete and then you tap the trash can icon in the title bar at the top.

You can't delete the demo shows.

## Save Show

Tapping the **Save Show** button or using the encoder to select it and then shortly pressing the encoder, saves your current show using the already given name.



This can also be done when you are not in the Backup menu, by pressing the **Backup** key twice (like double clicking a mouse).

## Save Show as...

Tapping the **Save Show as...** button or using the encoder to select it and then shortly pressing the encoder opens the **Save Show as... window**. Here you can save your current show under a different name. It looks a lot like the New Show window. It basically an input field and the on screen keyboard.

You can exit the Backup menu by pressing the **Backup** key, the **Esc** key or the **Esc** in the upper left corner. This takes you out of the Backup menu without making any changes.

In many of the windows opened by the backup menus you'll have an **Ok** button in the upper right corner. This can be used to confirm your choice of name or selection of show file to load.

## Load your dot2 show in grandMA2

You can load your dot2 show on a grandMA2 (from grandMA2 version 3.1). Once your show have been loaded in grandMA2, then you **can not** take it back to the dot2.

The easiest way is to save your show is on a USB drive. Then take the same USB drive and connect it into the grandMA2. This will create the correct folder structure on the USB drive. Then you'll need to connect the USB drive to a computer and manually move or copy the show file from the show folder inside the dot2 folder to the show folder in the gma2 folder. Then plug the USB drive back into the grandMA2 and load the show from the drive.

You'll get a grandMA2 show that have all the show data from the dot2, but all the areas that are not defined by the dot2 will be the factory defaults.



You can load a dot2 show file in the grandMA2 - but not a grandMA2 show file in the dot2!

## 5.5. How to use the command line

The dot2 is technically a command line console. Everything that happens is also a command that's executed in the command line.

To learn more about the actual commands you can write, please have a look at the [commands section](#) in this manual (also link below).

This is what the command line looks like:



It's almost always visible on the right screen. If you tap this then you open the Command Line view. It could look like this:



Here you can use the onscreen keyboard to type in the commands and you can see the command history and the response from the console. You can also use an external keyboard in the command line.

When the command line have the focus, then you can use the **Up** and **Down** keys to select previously used commands - then you can execute the command by pressing the **Please** key. You can also use the up and down arrows on an external keyboard.

The command history is also a view you can have visible on one of the internal screens or on the external screen.

## Related links

[Commands section](#)

### [Command Line view](#)

## 5.6. How to use Encoders in the onPC

Unlike the real console, you don't have any encoders in the onPC.

You do have the [Encoder Bar](#).



*Encoder Bar.*

This can be operated by the mouse.

If you left click on one of the four area in the Encoder Bar, then it's the equivalent to a short press on the physical encoder.

A click-and-hold while you move the mouse up and down is like scrolling the encoder - while you hold the left mouse button and move the mouse, you can go outside the Encoder Bar.

You can also do this by selecting one of the controllers in the special preset type dialogs and then turn your mouse scroll wheel (if you have one).

For moving the cursor in sheets it's better to use the arrow keys on your keyboard. You'll need to click somewhere inside the sheet first.

## 5.7. How to work with groups

This page is about the different things you can do with groups.

### Create a new Group

First you need to create groups. This is the workflow to create a group:

1. Select some fixtures
2. Press Store then Group
3. Now you have some options:
  1. Tap an empty group in the Group View on the screen.
  2. Type a specific number followed by Please
  3. Press Please to create the group on the next available group.

### Name a Group

When you store a group by tapping the screen or by typing a specific number, then you are presented with a small pop-up that you can press to immediately name the group. Pressing it opens the [Enter Name for window](#). Here you type any name you want. You can also at this point just begin to type on an external keyboard. This will also open the [Enter Name for window](#).

If you already have a group and you need to name it or rename it, then you can press the **Label** key and then select the group you want to label. This also opens the [Enter Name for window](#).

1. Press **Label**
2. Press **Group**, then you have some options
  1. Tap a group in the Groups View
  2. Press the numeric keys corresponding to the group number you want and finish with **Please**.

## Call/Use/Select a Group

When you need to use the group all you need to select it.

1. Press **Group**
2. From here you have two options:
  1. Tap the group on the screen - if you have a Group View on one of your screens then you don't need to press group first.
  2. Press the numeric keys corresponding to the group number you want then you can continue. You could assign a value or make changes to your selection.

If your group have a unique name, then you have another option. You can press the command line and tap "g" (short for group), space and then the name of the group followed by enter - this might be faster on an external keyboard.

## Copy a Group

You can make a copy of a group. You'll then create a new group that have the exact same selection as the source group (the way it looks when you did the copy). If you then change the group, the copy will not change.

1. Press **Copy**
2. Press **Group**
3. Again you have several options:
  1. tap the group (or groups) you want to copy, then tap an empty location.
  2. using the keys only needs to be done in a certain order:
    1. press the numeric keys corresponding to the group number you want to copy (source)
    2. press **At**
    3. press the numeric key corresponding with the location for the copy (destination)
    4. press **Please**

If you select more than one group and then copy to a new location then you will create several copies at the same time.

## Move a Group

To move a group you basically needs to do the same as when you copy it.

1. Press **Move**
2. Press **Group**

3. You have several options:
  1. Tap the group (or groups) you want to move, then tap an empty location.
  2. Using the keys only needs to be done in a certain order:
    1. press the numeric keys corresponding to the group number you want to move (source)
    2. press **At**
    3. press the numeric key corresponding with the new location for the group (destination)
    4. press **Please**

Again you can move several groups at the same time.

If you move a group to a location that already have a group then the two groups will swap position.

### Merge groups

If you copy a group (using the above mentions copy method) to a location that already have a group, then you are given the option to Overwrite, Merge or Cancel the operation. Selecting Merge will merge the selection of the two groups into one. Overwrite will delete the content of the group at the destination location.

### Delete a group

To delete a group you need to press **Delete** and then select the group you want to delete.

### Create a Group Master

You can create group masters on your executor faders. These can be used to limit the output of the fixtures stored on the group master. The limit works proportional. Meaning that if you have a group master at 100% with your fixture at 50% and you then turn the master down to 50%, then your fixture will output 25%. If a fixture is limited by one group master, then this will limit the output no matter if it's turned up by a different group master. It's a lowest takes precedence principle.

1. Select the fixture(s) you want on your group master.
2. Press **Store**
3. Press **Group**
4. Press one of the keys associated with the executor where you want the group master.

### Related links

[What is Groups](#)

[Groups View](#)

[Group Key](#)

## 5.8. How to work with presets

Presets are a set of values that a specific selection of fixtures can use. This value set is stored in a special preset pool that allows you to use the same value sets again and again. If you store the preset in a cue, then you store a link for some attributes for some specific fixtures to the preset. This means that you don't actually store the values in the cue, but a link to the preset. If you then update the values in the preset, then the look of your cues will change.

If you want to learn more generally about what the presets are, then you can read the [What are Presets](#) help page.

Now we'll look at how to actually work with them.

## Create some presets

I assume you have a show with some fixtures that have different types of attributes.

There are different preset types. The preset types change depending on what fixtures you have added to your show. You can see the different preset types on the right side of the right screen.

You can make a Preset view on one the other screens using the view bar or you can open it on the right screen by pressing the **Preset** key. It might make more sense to open the preset view on a screen that isn't the right one. Do this and then see the title bar of the preset view change when you select the different Presets Types on the right side of the right screen. Each Preset Type have it's own preset pool. This also means that you can only store Dimmer values in a Dimmer Preset pool. The exception to this is the All preset type. The All type can store all values across the different other Preset types.

Let's try to make some dimmer presets (I assume you have added some fixtures that have a dimmer channel). Select some of your fixtures, give them a dimmer value in your programmer (if you don't know what the programmer is then you should first learn about this - [follow this link](#)). Now press the **Store** key and then an empty pool object in the Dimmer Preset pool. Now you can see that you have created a Dimmer Preset.

You can do the same with any of your available Preset types. Remember that you can only store Dimmer values in a Dimmer Preset. The same is valid for each of the different Preset Types - except the All presets.

Try to have dimmer and color values in your programmer. Then tap **All** on the menu on the right screen. Press **Store** and then one of the All Presets. Now you have stored a preset that have both dimmer and color values.

Notice that tapping the **All** button opens the All preset pool on screen 1. You can also open this All preset pool by pressing **MA** + **0**.

## Naming presets

If you start to type on an external keyboard directly after storing a preset, then you are labeling the preset. You might also notice a label pop-up when you store a preset. Tapping this will open the naming window. If you need to label a preset long after it's stored then you can press the Label key and then the preset you want to label. This also opens the Naming window.

The dot2 will try to name the preset based on it's best guess. This doesn't work if there's no definite value. An example is position presets. The dot2 simply doesn't know what the fixtures are pointed at, so auto-naming them doesn't make sense.

## Call/Use/Select a Preset

If you store a preset, then you get the link to the preset directly in your programmer. This allows you to store a cue directly afterwards and have the preset in the cue.

If you need to use a preset, after you have created them, then you have the following options. If you don't have any fixture selected, then you can tap the preset you want to use. The first tap selects all the fixtures that can use the preset. You'll need to tap it again to actually get the preset in your programmer.

If you have a selection of fixture and you tap a preset then it's only the fixtures that can actually use the preset that gets the preset in the programmer.

Once you have the preset values in your programmer, then you can store a cue, a new preset or take the values out of your programmer again.

### Update a preset

If you need to update the values in the preset then you need to select the fixtures you want to update and give them the value you want, then press the **Update** key and tap the preset you want to update.

This is the same as pressing **Store** followed by the preset you want to update and then choose **Merge** in the [Choose Store Method window](#).

Now the values in your preset have changed. If you use the preset in a cue somewhere then this cue will now look different - it uses the updated values.

If you have used a preset in a cue and you add new values (not changing the existing ones) or add more fixtures to the preset, then this new information isn't added in your previous saved cue. Cues only looks for the values that was originally stored in the cue.

### Delete a preset

You can delete a preset by pressing **Delete** and then the preset you want to delete. If the preset is used somewhere, then you get a warning window, asking if you really want to delete the preset.

If you choose to delete a used preset, then the values currently in the preset are copied to the cues where it's used. So your cues still works.

If you Oops this deletion, then you get the preset back but the link between the cue and preset is still broken and you won't get that back.

### Related links

[What are Presets](#)

[What is the Programmer](#)

## 5.9. How to work with cues

Cues contain values for some or all fixtures. If you are looking for more general knowledge about the what cues are, then please have a look at the [What are cues](#) help page.

In this help page we are going to have look at how to work with the cues.

## Create cues

Cues are organized in a cue list on an executor. You can store cues on any executor that isn't a group master or a special master.

You need some fixtures and some values in your programmer. If you don't know what I'm talking about please have a look at the [What is the Programmer](#) and [How to add and patch fixtures](#) help pages.

With some active values in your programmer you can choose to store this information in a cue. This can be on the main executor or on one of the other executors. If you don't know what executors are please read the [What are executors](#) help page.

If you want to store your values in a cue on the main executor press **Store Please**. This will store the first available cue number. If you don't have anything on the main executor before doing this then you'll now have cue number 1. If you have cue number 1, then you'll not store the values directly. Instead you'll be asked what you want to do. This is generally the case the second time you store a cue on an executor. You'll get this Choose Store Method window:

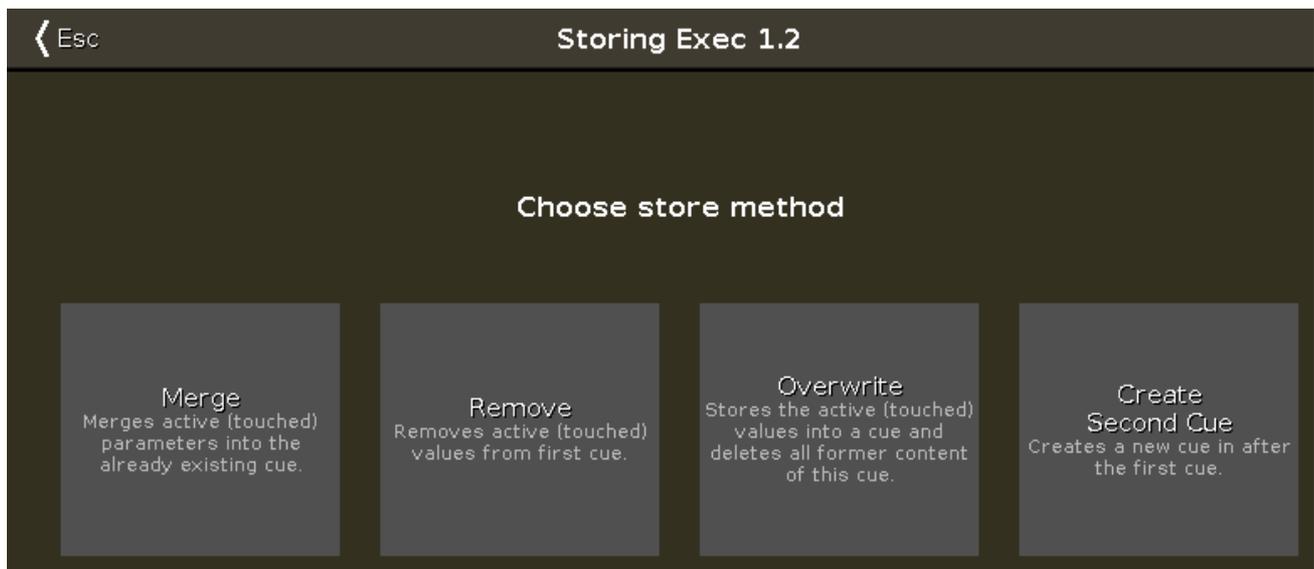


Figure 1: Choose store method.

There are four options here:

- **Merge** - This option will add the values to the existing values in the cue.
- **Remove** - This will remove the existing values of the same type that you currently have active in your programmer.
- **Overwrite** - This will delete the current content of the cue and add your active value to the cue.
- **Create Second Cue** - This option is only available when you have a cue list with only one cue. Pressing this will add your currently active values to a new cue number 2.

If you want to store a specific cue number then you can use a more precise command input. E.g. you want to store cue number 5. Then you can use the follow key presses: **Store Cue 5 Please**. You can even add a cue timing while storing it. E.g. you want to store cue number 5 with a fade time of 3 seconds. To do this press the following keys: **Store Cue 5 Time** (= [Fade](#) command) **3 Please**.

If you don't specify the cue timing when you store the cue, then it uses the default times set in the [Time Defaults](#)

[window](#). You can set these by pressing the **Time** key (with an empty command line). It could look like this:

Time defaults			
Cue timing		Preset types timing	
Fade	0.00	Dimmer	[Cue]
		Position	[Cue]
OutFade	InFade	Gobo	[Cue]
		Color	[Cue]
		Beam	[Cue]
Delay	0.00	Focus	[Cue]
		Control	[Cue]
OutDelay	InDelay		

Figure 2: Time defaults window.

If you want to store your cue on a different executor (not the main executor), the you need to press a key associated with the executor. E.g. you want to store cue number 2 on a specific executor. Then you'll need to press the following keys: **Store Cue 2** and then press one of the keys associated with the executor where you want the cue.

Storing a cue will do an **Auto Unblock**. This means that after you have stored a cue all unchanged values are removed. Please use the **Protect** function (read below) if you want to "block" a cue.

The dot2 is a tracking console. If you don't know what this means please have a look at the [What is tracking](#) help page.

## Update a cue

You can always store your current active programmer content into any cue you want.

But if you have an active cue running, then you have the possibility to use the **Update** key. It's a faster work flow. If you press **Update Please**, then you update the active cue on the main executor.

If you press **Update** followed by a key on one of the other executors, then you update the active cue on that executor. If there isn't an active cue, then nothing happens.

Update will give you a windows asking how to update. There are two modes called **Normal** and **Cue Only**. Normal will do a tracking update and Cue only will preserve the values in the following cue.

Updating the cue will do an **Auto Unblock**. This means that after an update all stored, but unchanged values are removed. Please use the **Protect** function (read below) if you want to "block" a cue.

### Naming a cue

Right after you store a cue there's the Label pop-up. If you press this, then you are taken to the [Enter Name for window](#).

If you need to label a cue after it's created, then you can use the **Label** key. E.g. you want to label cue number 2 in the main executor: **Label Cue 2 Please**.

You can also open a [Cues view](#) and press in the cue name you want to change. If you keep pressing it for around 2 seconds, then you also get the Enter Name for window.

### Change the cue timing

There are many different timings in a cue. They can be seen in the [Cue view](#).

The usual (In)Fade and Out Fade values set the times used respectively by the attributes going up in value and the attributes going down in value. The factory default is that the Out Fade is set to the Fade (or InFade) time. So no matter what you set the fade time to, then the OutFade will be the same. But you have the possibility to separate them.

You can also set a delay for the OutFade. This is a time that the console will wait before beginning the OutFade.

All available Preset Types have their own timings for fade and delay. Setting this will overwrite the set cue timing for the values changing in that Preset Type.

### Default timing

You can press the **Time** key to open the [Time Defaults window](#). Here you can set the times that will be used as a default when you create new cues.

### Set a time when storing

You can overwrite the default timing when you store a cue. E.g. you want to store cue 3 with a fade time of 5 seconds: **Store Cue 3 Time** (= Fade command) **5 Please**.

The **Time** key have a special function when you use it in a command. In the above example you can keep pressing the **Time** key to change between the different available timings in the cue - although not the preset type timings.

### Change timing in Cues view

When you have a Cues view visible then you can press and hold on a value in the view to change the time value.

You can also use the scroll encoder to select the time field you want to change and then tap the encoder. This will give you the [Calculator view](#). Use this to set the new value.

You can also press the **Edit** key and then the field in the Cues view that you want to change, this also gives you the Calculator view.

## Cue triggers

Each cue have a trigger. This is what makes the cue run. There are several triggers:

- **Go** - The cue only triggers when it gets a Go command.
- **Time** - When you select Time, then you need to specify the time in the Trig Time column. The time you set will begin to count down when the previous cue is triggered.
- **Follow** - A follow cue will trigger when the previous cue is done with all the fades.
- **Sound** - The sound trigger is triggering the cue when the console receives sound spikes. You'll find different sound options in the "Trig Time" column. The options called "Snd" and then a number is different set frequencies. You can see the incoming sound in the [Sound Input Configuration view](#), found in the [Tools Menu](#).
- **BPM** - The cue can be triggered based on the measured BPM from the sound input. This can also be seen in the Sound Input Configuration view.
- **Timcode** - Your cue can be triggered by incoming time code signal. You need to set the trigger time in the "Trig Time" column. The timecode used can be set in the [Settings of Executor view](#). The timecode can be recorded - please read more about this in the [Cue view](#).

## Protect a cue

You can protect your cues from tracking values changing the look of the cue.

There's a protected column in the Cue view. This will draw a white line above the cue to indicate that tracking stops here.

A protected cue functions as a "block" or "mark" cue. This means that it will assert values (including tracked values) from the cue, when you run it.

If you run backwards out of a protected cue, then fixtures will fade back to the values they had in the previous cues. If this is a tracked value then it'll use the fade time from the cue where they originally got the values. E.g. Fixture 1 get s a values of 100% in cue 1 and 50% in cue 2 (fade time 5 seconds). You also have cue 3 (fade time 1 second) with no changes for fixture 1. Then you store cue 4 with fixture 1 at 0% and a fade time of 0 seconds. Cue 4 is a protected cue. If you are in cue 4 and press **Go-** and fade to cue 3, then fixture 1 will fade to 50% (from cue 2) and it'll use the fade time from cue 2. So other fixtures stored in cue 3 will use the fade time from cue 3 but Fixture 1, that have tracked values, will use 5 seconds.

## Go to a specific cue in a cue list

You can go to a specific cue by pressing the **Goto** key. You go to the cue as soon as you execute the command (with **Please**)

E.g. you want to go to cue number 3, but you don't want to run through the other cues to get there: **Goto Cue 3 Please**.

This can also be done using a specific fade time. E.g. you want to go to cue number 10, but cue 10 have a 2 minute fade time. You just need to be in cue 10, so you would like to overwrite the cue fade: **Goto Cue 10 Time 1 Please**. Now you fade into cue 10 in 1 second.

## Copy a cue

You can copy a cue to a different cue by using the **Copy** key. The copy operation can have two copy options. "CueOnly" will copy your cue without tracking the copied values, but leaving the cues following the new cue without changing their look. "Status" is used to include tracked values in the source cue. If this isn't activated, then you'll only copy the attribute values that are actually stored in the source cue.

Depending on your copy destination, then you also have some different options. If you are copying to a new, not already existing, cue then you can just copy the cue. If you copy to an already existing cue, then you can choose to merge the new values into the destination or you can choose to overwrite the existing values with the new ones - this will delete all the existing values and apply the new values.

E.g. you want to copy your cue 2 at a new location. It's going to be cue number 3.5 - you want the tracked values from cue number 1 to be included and you don't want to change cue number 4: **Copy Cue 2 At 3 . 5 Please**. Then you get a Choose Copy method window like this:

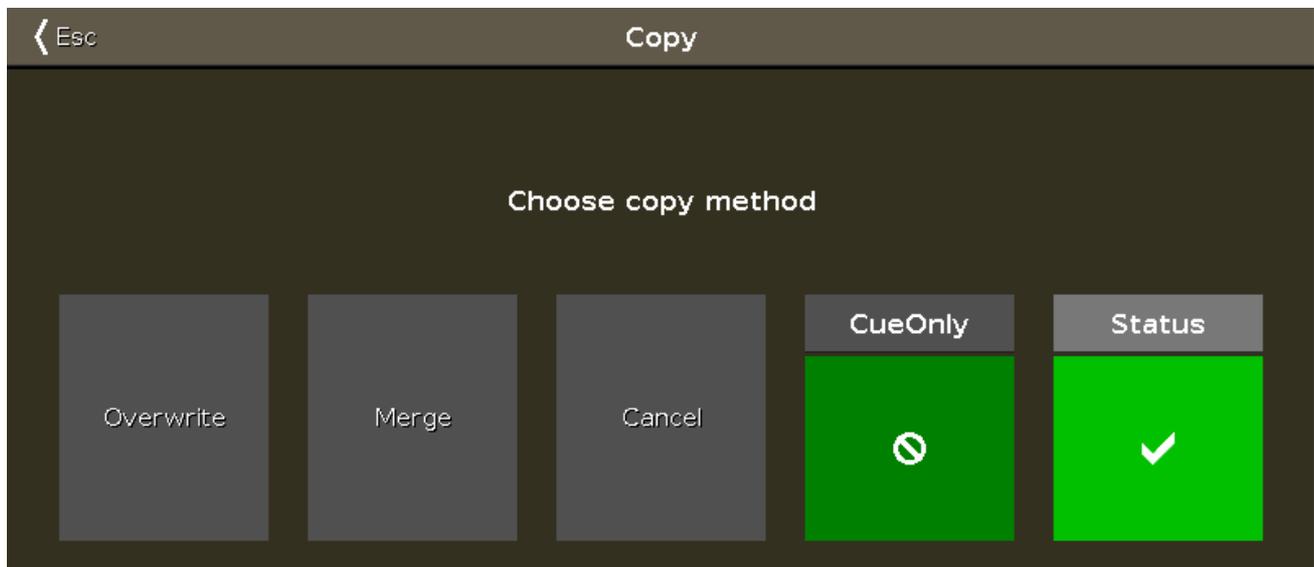


Figure 3: Choose copy method.

This might look a little different depending on if you already got a cue 3.5 or if it's a new cue we are creating. Make sure status has a checkmark, and if you can see the "CueOnly" option, then make sure it also has a checkmark. Now tap **Copy** or **Merge** depending on your options.

Copying a cue will do an **Auto Unblock**. This means that after the copy all unchanged values are removed. Please use the **Protect** function (read above) if you want to "block" a cue.

## Move a cue

You can move a cue by using the **Move** key. E.g. you want to move cue 2 at cue 6 (doesn't exist right now): **Move Cue 2 At 6 Please**. This will move the cue without asking any question.

If you move a cue to an already existing cue then you are asked if you really want to. The existing values in the destination cue will be overwritten.

## Renumber the cue list

You can renumber a single cue or a range of cues. Press and hold a cue number in the Cues view. This opens the [Edit Cue Number\(s\) window](#). It could look like this:

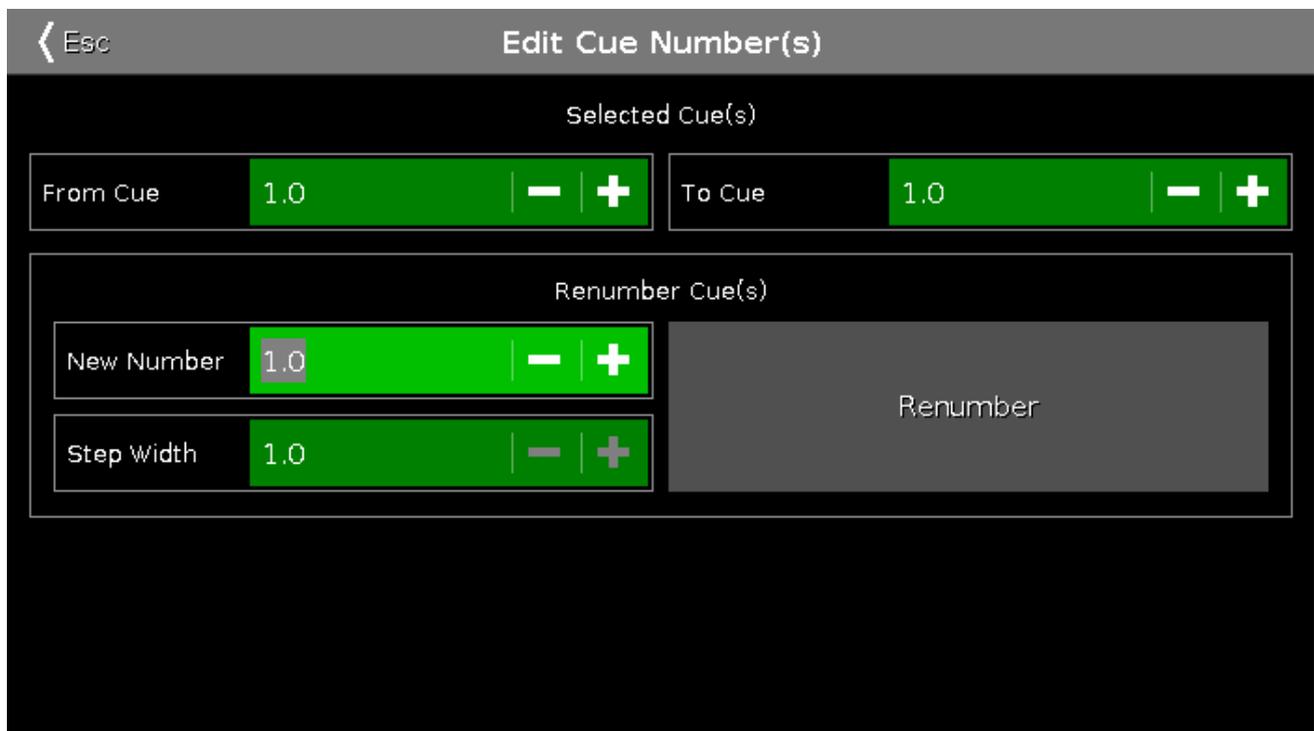


Figure 4: Edit Cue Number window.

At the top of this window you can set the range of cue you want to renumber. Then you set the new beginning number and the step width for the cues. When you are happy with your settings, then you tap the [Renumber](#) button.

You can't use renumber to move a cue - and the cue list always have to be in numeric order. So you can only renumber the cue(s) inside the boundaries of any cues before and or after the set range.

## Deleting a Cue

You can delete a cue by using the [Delete](#) key. When you delete a cue, you might be asked if you want to delete the cue the "Normal" way or using "Cue Only". You are only asked if you delete a cue that isn't the last cue. "Normal" will result in values tracking from the previous cue into the next. Values that might be changed in the cue you are deleting. "Cue Only" will leave the following cues looking the way they did before you delete the cue.

## Related links

[What is the Programmer](#)

[What are cues](#)

[What is tracking](#)

## [What are executors](#)

### 5.10. How to work with chasers

Chasers are cue lists that run in a special mode.

So you'll need a cue list with some cues. If you don't know how to make this please have a look at [How to work with cues](#).

#### Setting the executor in Chaser mode

Once you got some cues on an executor, you can put it into chaser mode. This is done by first opening the cue view for the executor you want to change. Press the  key and then one of the keys associated with the executor with the cue list you want to change.

This opens the [Cues view](#). In the upper right corner of this view there's a Tool icon  - tap it. This opens the [Settings of Executor](#) window. The first setting is the "Is Chaser" setting. Tap the green area next to this until you don't have the stop sign but the checkmark.

Now you have changed the mode of the executor.

A cue list running as a chaser ignores the cues timings and triggers stored in the cue list. So the timing columns are grayed out when the Chaser mode is selected.

In the settings for the executor, you can also set the off time (or tap it in the cue view title bar). If you set this time, then this will be used for fading the chaser off if you use the  key or [Off command](#).

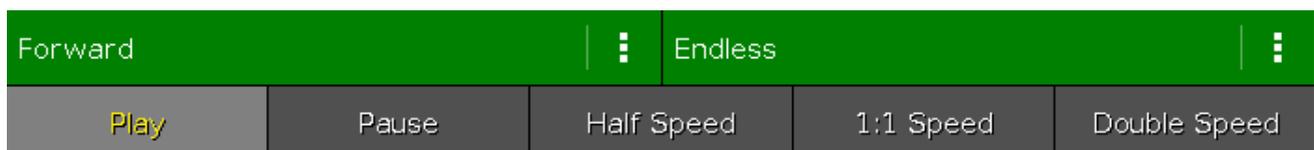
The Off time also works as an **On time** for chasers. This means that it will fade the stored parameters in using the time you have set when you start the chaser.

#### Changing the settings of the chaser

There are different settings that adjust how the chaser is running. These settings can be changed when we again look at the Cues on the executor. So if you close the Settings window by tapping the  button in the upper left corner, then you return to the Cues view - if you don't, then press the  key and then one of the keys associated with the executor.

In the cues view you can now see a different bar at the bottom of the screen and your encoders have some different parameters.

This is the bar at the bottom of the Cues view:



And this is the new parameters on the encoders:



With the two center encoders you can control the Fade percent between the chaser steps (cues) and speed of the Chaser. The Fade is the time used to fade from one step to the next. The fade times stored in the cue list is ignored and the Fade is the one controlling if the values fade or snap (change instantly). The higher the number is, the more time is used to fade. It's expressed as a percent number. This is because it's expressed as a time available based on the speed of the chaser. The Speed is a number expressed in BPM (Beats Per Minute). This tells us the number of steps (cues) it runs per minute.

The chaser bar at the bottom of the cues view allows us to control how the chaser is running. The two green areas at the top determines if the chaser is looping and the order it runs the steps. The left setting adjust the direction. Pressing the three white dots opens the menu. You have the following options:

- **Forward** - will run the steps from the one with the lowest number to the one with the highest.
- **Backward** - is run from the one with the highest number to the one with the lowest.
- **Bounce** - will begins as a forward, then when reaching the highest number it will begin to run backwards. The result is a constant change of direction.
- **Random** - is choosing a random cues/step as the next one.

The right setting decide how the chaser loops. Pressing the three white dots gives you the following options:

- **Endless** - will have the chaser running until you stops it
- **Shoot-Off** - will run the chaser once and then turn off. If the running order is random, then it will run the amount of steps/cues, but not necessarily all the different cues/step!
- **Shoot-On** - is the same as Shoot-Off but it will pause after the final step/cue.

The bottom half of this gives you controls to play the chaser (for any of the shoot modes) or pause it. There are also three buttons that changes the speed. You can half the speed, double it or reset it to what the encoder below is originally set to.

You can dynamically change the speed of the chaser. Press and hold the **Speed** key while you tap one of the keys associated with the chaser. This adjust the speed to you tapping. This is a function called "Learn". This can be assigned to one of the keys associated with the chaser. Press and hold the **MA** key and then press the **Label** key (=assign command), release the **MA** key and press **Speed** (notice that your command line says


 Assign Learn

Now press the key you want to be Learn. This can also be done using the [Change Function of Executor Buttons window](#) or in the [Settings of Executor](#) window.

## Running the chaser

You can start the chaser by moving the fader from 0% and above 0%, this will run the chaser. You can also use a [Go](#) or [On](#) command to run it in the direction you have set. If you use the [GoBack](#) command then the chaser runs, but in the opposite direction. The [Toggle](#) command will toggle the current running status of the chaser. [Off](#) command will stop the chaser. The [Flash](#) command will run the Chaser as long as you keep the key pressed.

You can assign all these commands to keys associated with the chaser or you can use them temporary by pressing the function key on the dot2 and then one of the keys associated with the chaser.

## 5.11. How to work with effects

### Effect theory

Effects are the dynamic transition from one value to another. It always moves between two values - and only two. We can control how it should get from one value to the other, we can control the speed and whether all fixtures should do this at the same point on time or if they should be spread out over the looping time.

Each of the different Preset Types have some predefined effects that you can modify.

All the different effects values are programmer values that you can store in cues. This is the only place we can playback effects.

Let's examine some of these settings. Let's begin with the two values. In the purple effect title bar you'll find two buttons called **Low Value** and **High Value**. These are used to access and change those values.

Some effects can use a Width and Softness.

To learn more about what effects are, please have a look at the [What are Effects](#) and the [Effects view](#) help pages.

### Build an effect in your programmer

To build an effect in your programmer you need to select the fixtures you want to use the effect, and you need to select the Preset Type you want the effect to use. Then in the title bar of the preset type tap the effects icon  - or press the **Effect** key.

This opens the effects view for the selected Preset Type.

Now you can select one of the predefined effect templates for the preset type you have selected (not "Off" or "Stomp") - there isn't any effects for the Control, Shaper and Video preset types, so please select something else.

The left encoder can be used to adjust the "High" and "Low" value. You can also adjust these by tapping the respective buttons in the title bar. You can use presets as the values.

The center left encoder controls the Speed of the effect. A higher number makes the effect run faster.

The center right encoder controls the Phase. This is the spreading of the fixtures over the time of the effect cyclic loop. If there's one value here, then all your fixture are at the same time in the looping cycle. and the result is that they are all changing together. Even if you now turn the encoder, then nothing really seems to happen. This is because all the fixtures are still at the same point in the loop, we are just moving where in the loop. If you want to spread all the fixtures out evenly in the cycle, then they need to have a phase from 0 to 360 degrees. If you press the encoder, then you can see some predefined spreads. One is called **0..360** and there is one called **0..-360**. You can use these two to spread your fixtures evenly in the loop. The difference is the direction of the effect. A third predefined phase is the **Mirror (0...360...0)**, This will split you selection in two and make the effect run in a wing or mirror style. You can also type your own e.g. **0 Thru 180** or **-360 thru 0 thru -360**. These spreads can also be made using the different modes of the Align key in combination with turning the encoder. Play around with it and also try to exceed the 360 number.

There's often effects called something like "Soft" or "Hard". These effects will change between the high and low values with either a soft (sinus) or hard (PWM) curve. You can often adjust this by using the right encoder while you

press the  key.

Dimmer and color effects can often be adjusted in width. The width control how many of your selected fixtures are using the "High" value and how many are using the "Low" value. Width can be adjusted on the right encoder (without pressing the  key). Tapping the encoder gives you access to some predefined values called ,  or . These can be used to set the amount of fixtures using the high value.

When a fixture is under the influence of an effect, then there's a magenta marker next to the Fixture ID.

### Store an effect

Once you have build your effect to your liking, then you can store it. You can store it in a existing cue or you can store it in a new cue or even in a preset.

The effects will begin when you run the cue, and it will fade in using the fade time of the cue.

### Stop an effect

You can stop an effect that is running in a cue by stopping the executor or you can program a cue where it stops.

To program a cue where the effects stops you need to have some active "stop" values in your programmer. We use a special effect called "Stomp" to stop effects values.

Select the fixture you want to stop running an effect and select the Preset Type of the running effect. Now open the effects editor by pressing the  key. Here you can tap the  button. Don't tap the Off button. This will just take values out of your programmer. It doesn't stop your effect. You need to have the Stomp value in your programmer and store this as a cue after the one where the effect is started.

If you don't have any fixtures selected when you tap Stomp then you are stopping all fixtures using an effect in that Preset Type.

Effects will stop using the fade time in the cue.

### Grab running effects

If you need to grab an effect from a cue and store it in a new cue, then you need to have the "source" cue running - could be in preview ([What are Preview and Blind](#)) - select the fixtures running the effect and activate the preset type that's running the effect. Now you have these effect values in your programmer and can store it somewhere else.

One of the advantages of storing your effects in presets and then use the (effect) preset in the cue is that it's a lot easier to grab the value. Simply tap the preset.

## 5.12. How to connect wings, nodes, 3D and onPC

There are several things you can connect together. Everything is connected on an Ethernet network infrastructure. This means that you need to connects all you devices using Ethernet cables (Cat.5e quality or better) to a switch that minimum runs at 100MB speed and the switch needs to be able to handle Multicast. All devices in the network use IPv6 to talk to each other - so the switch needs to be able to handle this as well.

If you don't know what IPv6 is and you have trouble with the connections, please read the [What is IPv6 help page](#).

If you have any doubt about what switch to use, please contact your local distributor. They will help you select an appropriate switch.

## dot2 Wings

You can connect wings to your dot2 console or to dot2 onPC. The wings are assigned to a specific device. If this device is lost on the network then the wing loses its functionality and waits to be assigned to a different device.

There are two types of wings: the dot2 Fader wing (F-wing) and the dot2 Button wing (B-wing). Each gives you more physical executors and an extra screen.

Since the wings are connected directly to a specific device you'll need to open the setup menu on the device you want to connect a wing. In the Setup menu you'll find a button called `dot2 Wings`, tap this.

This gives you the [Wings view](#). Here you can tap one of the free slots (yellow bar on the left side) of the same type as your wing. There are only five slots for each device. Depending on your devices you might only have a few free slots. Slots that are occupied by the console have a red bar on the left side - they are called "fixed, internally". Slots that are currently occupied by an external wing will have a green bar in the left side.

When you tap a free slot you'll see the available wings in your network. If you don't see any wings here, then you need to check your network and the connections - also make sure everything is powered on.

When you see a wing on the left side of the screen, then you can tap it. The wing you have selected will now flash all the keys. This is so you can identify the selected wing in a multi wings setup. When the correct wing is flashing, then you can tap the `Assign Selected` button.

Now you have assigned and connected a wing and you can exit the menu.

## dot2 consoles, dot2 onPC and dot2 3D visualizer

Everything, except wings, are connected to a **session**. Wings are connected to a specific device. There can be 4 separate sessions running in your network.

The session system allows for a greater flexibility with regards of backup and redundancy.

Press `Setup` and then the `Sessions` button. This gives you the [Network Setup view](#). This view is separated into two parts the top part shows you if your console or onPC is currently in a network session or not.

If the button on the right side says `Start a new or join an existing session`, then you can press it to see the 4 different sessions. If there are some devices using one of the sessions then the session button will have the session name and the button will say `Join Session`. If there isn't any session running then you can choose one of the session and begin a new session. Now you can add more devices in your session.

If the button in the top part says `Stop/Leave session`, then the console is already connected to a session. and you can add more devices to your session.

The lower part of the Network Setup view shows the devices in your session. They are separated into each type of device. If you have devices in your network and they are in your session, then they have a green background color. The device you are currently looking at will have a brighter green background color. If you are missing a device that previously have been in your session, then it gets a red background color. You can see the IPv6 address, name and

version number of the connected devices.

A device with a red text in the version number is a device that doesn't have the same version as you.

You can tap the **Add** button to see all the unconnected devices in your network. Here you can select the device you want to add to your session. When you choose one, then it will be connected to your session and it will get the show file that the session is running. If there isn't any devices in the [Select a Station view](#), then the console can't see the device in network. If you expect to see a device then you should first check your networks cables and power.

If you have connected a console with an onPC, then you have full control of 4096 DMX channels. The onPC functions as a backup for your console. So if your console for some reason stops working (could be if the power disappears), then your onPC will take over and you can still control 4096 DMX channels. The DMX output of the console doesn't work if the console doesn't work. So you can add dot2 Node4 (1K)s to your network. This allows you to have a backup or remote DMX output.

### dot2 Node4 (1k)

Connecting Node4's to your system works just like above.

Nodes can't initialize a session, they are connected and listen to the conversation on the network. They then take the DMX information in the session and converts it to real DMX output.

The dot2 Node4 (1K) allows you to control 1024 DMX channels when you connect a dot2 onPC and a dot2 Node4 (1K). A dot2 onPC can only control 1024 channels, when it's not connected to a dot2 console.

The nodes are little bit different in the Network setup view. You can set what universes the node outputs. In the list it could look like this:

IPv6	Hostname	Type	XLR A	XLR B	XLR C	XLR D
fe80::e44f:2900:2810	4Port	node4	Out 1	Out 2	Out 3	Out 4

Figure 1: Node setup.

Here you can see that the connected node output 4 universes. You can change what universes each port is outputting by selecting the cell and tap the right side encoder.

Each DMX port is independent of the others. This means that each port can output any of the 8 available DMX universes.

You can change the **Hostname** of the node by selecting the cell and tap the right side encoder. Then type a new name for the node.

### 5.13. How to use external input triggers

The remote inputs are external inputs that you can connect and use to trigger events in the dot2 console. There's currently three different input types that you can use: Analog (contact closure), MIDI and DMX.

You can setup the remote inputs by pressing the **Setup** key and then the **Remote Input** button. This gives you the [Remote Inputs Configuration view](#).

On the left side you can see the three different input types and you can see if they are enabled (green checkmark) or disabled (red stop sign). You can change this by using the left encoder to select the input type you want and then tap the encoder. This will toggle the current status. You can also toggle this by tapping the input type. For each input type there's also a small gray box. This will flash green when there's an active input.

On the right side of each of the inputs you can choose what should happen when the input is triggered.

This table have 6 columns.

Input	Type	Page	Executor	Function	CMD
-------	------	------	----------	----------	-----

Figure 1: Remote Input table columns.

The first column is the remote input number. This changes name depending on the selected input.

**Type** can be three different things:

- **None** - If the type is None then the remote input isn't used.
- **Exec** - If you choose Executor then your remote input will trigger some executor.
- **CMD** - If you choose Command then you can write a command the trigger should execute.

The four other columns become relevant depending on the type you have selected.

If you have chosen **Exec**, then you get access to the **Page**, **Executor** and **Function** columns. You need to specify a specific page number or select "Current" in the **Page** column, then select the **Executor** number of the executor you want to trigger. The **Function** column allows you to select one of three different things: **Button 2**, **Fader** and **Button 1** - if you choose an executor that only have one key, then you can only select **Button 1**. Depending on the input type then your keys and faders react different in the input. But this is basically the physical keys and faders for the selected executor.

If you have chosen **CMD** type, then you can access the **CMD** column. Here you can type a command you want the trigger to execute. Have a look at the [Commands](#) section of this manual to learn more about the commands.

The following is a description of the three different input types.

## Analog Input

To use the analog input trigger you'll need to connect a third-party device with a D-sub 15 connector with connected keys. You can have 12 contact closure switches that sends between 5 and 15 volts into one of the pins on the d-sub 15. One of the pins supply 5 volts so you don't need an external power supply as long as you don't use to long cables.

The analog triggers are on/off only. They don't support variable input.

This is the pinout of the d-sub:

- Pin 1 = Analog input 1
- Pin 2 = Analog input 3

- Pin 3 = Analog input 5
- Pin 4 = Analog input 7
- Pin 5 = Analog input 9
- Pin 6 = Analog input 11
- Pin 7 = + 5 volts
- Pin 8 = Common Ground
- Pin 9 = Analog input 2
- Pin 10 = Analog input 4
- Pin 11 = Analog input 6
- Pin 12 = Analog input 8
- Pin 13 = Analog input 10
- Pin 14 = Analog input 12
- Pin 15 = Not used

## MIDI Input

The MIDI input reacts to MIDI notes received. You can assign a trigger to note 0 to 127 - so there are 128 different MIDI triggers. The triggers react to the velocity information. This means that a fader can be position according to the received velocity. Executor buttons also react to MIDI "On" and "Off" commands.

## DMX Input

The DMX input react to the DMX input connector on the dot2. The DMX remote input can use all the 512 DMX channels. Executor buttons and commands are executed when the DMX input is in the 128 to 255 range. It also supports variable input so you can control the position of the executor fader - then it react to the 1 to 255 range. The activity indicator only lights up when the input is triggering something. So If you only have Executor buttons and commands, then the input value needs to be 127 and above before the indicator is active. For executor faders it'll activate when the input is above 0.

## 5.14. Use MIDI and MIDI Show Control (MSC)

The dot2 can handle different types of MIDI and it can both transmit and receive MIDI.

You can see the incoming and outgoing MIDI data on a console by pressing **Tools** and then [MIDI Monitor](#).

If you are using a dot2 onPC, then you need to setup your MIDI in and outputs. This is also done in Tools menu. Here you can tap [MIDI Configuration](#) and select what MIDI devices you use to receive and transmit MIDI.

### MIDI note remote input

This is a system to use received MIDI notes to trigger different things in the console. It's all set up in the [Remote Inputs Configuration view](#).

Her you have the option to map incoming MIDI Note signals to executors or to trigger a command that you write in the configuration.

You can use the MIDI Velocity to set the position of a fader.

MIDI Remote Input only triggers the executors on the console that receives the MIDI signal.

## MIDI note output

You can send MIDI notes from cues or directly from the command line.

You can use the [MIDI Note command](#) to transmit MIDI Note data. Please read more details about the command in the command description.

The MIDI Note command is transmitted from a standalone console or if you have a session, then it's the session master (the console with the Blue Heart icon  next to the command line input) that transmit the MIDI.

## MIDI Show Control (MSC) input

The console can be controlled by any device that can send MIDI Show Control. There's a lot of settings regarding MSC. You can find them in [Setup](#) and then [MIDI Show Control](#). Here you can change the settings to match the settings in the transmitter (often a Show Control software or some Sound software).

When you use MSC you can only control executors on the first page or the Main Executor.

The MSC data needs to be transmitted to a standalone console or if you have a session, then it's the session master (the console with the Blue Heart icon  next to the command line input) that reacts to the MIDI.

## MIDI Show Control (MSC) output

The dot2 can transmit MSC commands to a device. This can be used to control other devices (like sound samplers). All the settings for this is found in [Setup](#) and then [MIDI Show Control](#). Here you need to set your settings to match the MSC receiver.

The MSC data is transmitted from a standalone console or if you have a session, then it's the session master (the console with the Blue Heart icon  next to the command line input) that transmit the MIDI.

## MIDI Time Code (MTC)

The console can receive MTC and use that to automatically run cues on executors.

The executor you want to be controlled by MTC needs to have "MIDI" selected in the [Settings of Executor window](#). Then you need to have some cues in that executor that uses Timecode as the trigger. When Timecode is the trigger, then you can set a time in the "Trig Time" column. When your incoming MTC reaches the time you have set in the Trig Time column, then the cue is triggered. You don't need to have the cue as the next cue, it'll jump to the cue that have the time that matches the incoming MTC. Just remember to have the fader up.

You can type the times manually or you can tap [TC Record](#) in the Cues view title bar. This will start a recording function. Then you can do a normal Go to the Timecode cues and it will record the time into the Trig Time column. You can also use the [Record command](#) to activate this timecode record function. When you have an active recording going on then you'll have a flashing red circle with a white "T" icon next to the Command line input. There'll also be a flashing red circle in the Cues view and in the Executor Bar. You turn off the Record function by tapping the [TC Record](#) again.

MTC can be enabled and disabled in the [Timecode Configuration window](#) in Setup. If you have turned off all the incoming timecodes then you can't tap the **TC Record** button.

The incoming MTC can come into the system from any console/onPC in the session - not just the master.

### 5.15. How to use the external screen

You can connect an external screen with a DVI connector. The DVI output from the dot2 is a digital only output. This means that you cannot attach a DVI to VGA adaptor and attach a VGA screen. It needs to be a digital screen with a DVI connector.



It's very important to know that you can seriously harm the dot2 console if you connect or disconnect a DVI screen while the device is turned on. It's important that you only connect or disconnect the screen when the dot2 console is turned off.

The dot2 registers the resolution of the screen and uses the optimal resolution.

The external screen can be a touch screen. This is what the dot2 is designed for.

Once the screen is connected, you can turn on the console. Then you can press the **Setup** key and then the **Select Views for External Screen**. It could look like this:

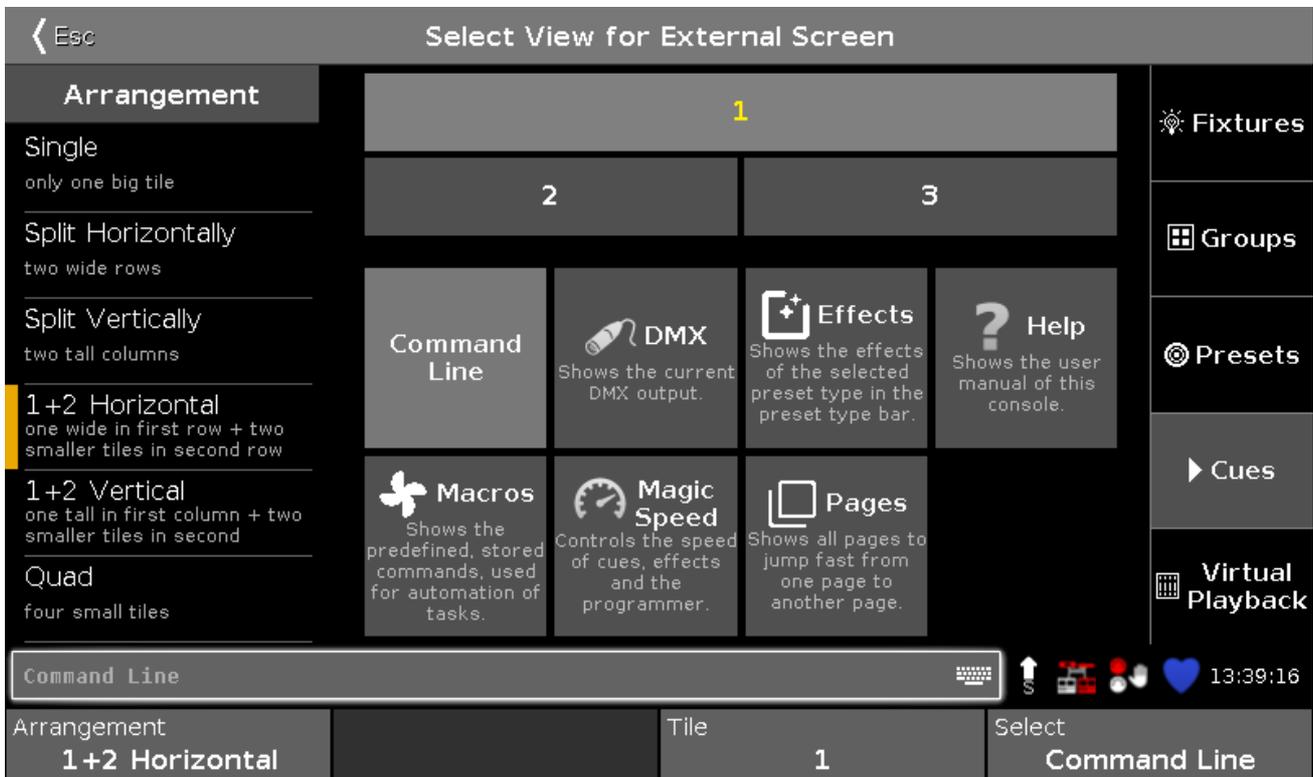


Figure 1: Select View for External Screen.

In the left side you can choose what screen arrangement you like - the amount an arrangement of different view tiles.

You can see what the tile arrangement looks like on the top middle part. The lower middle part shows you all the special views and the right side bar shows you all the standard views.

This can also be done on the fly on the external screen.

Tap (or use a mouse to click) one of the tiles on the screen and then select a different view in the View Bar on the right side of the external screen. The View Bar on the external screen could look like this:

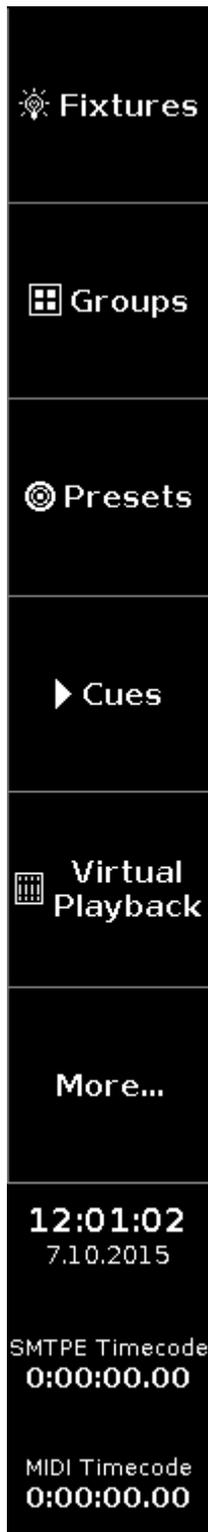


Figure 2: External screen right side bar.

opens the Select View for external screen on the actual external screen. Here you also have access to the special views.

If you use a USB mouse and leave the mouse cursor on the external screen and don't move it for 120 seconds, then the cursor will be hidden (or become a small 1 pixel dot). It'll return when you move the mouse again.

### 5.16. How to reset the console

The factory reset, returns the dot2 console to the state it was in, when it was first time powered.

This is useful for troubleshooting problems that might be caused by settings that were changed after first time powered.

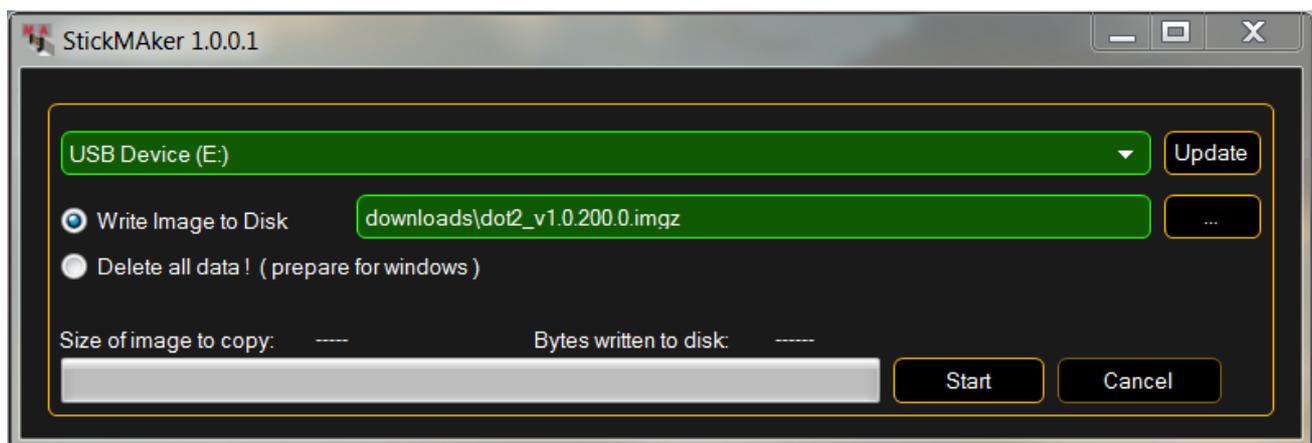
Or if you just want to delete everything stored on the console.



A factory reset will completely format and empty the dot2 hard disk.

#### Requirements:

- An empty USB stick
- A connected external monitor
- A connected USB keyboard



1. Download the latest **dot2\*.imgz** file and the **MA StickMaker** at [www.ma-dot2.com](http://www.ma-dot2.com).
2. Install the MA StickMaker by double click at the **StickMaker-x.x.x.exe**.  
You will be guided through the installation process.
3. Insert an empty USB stick in your computer.
4. Open the MA StickMaker by double click at the desktop icon.  
The MA StickMaker opens.
5. Select the **USB drive**, then click at the three dots and select the **dot2\*.imgz** file. Click **Start**.  
The stick will be formatted to a Linux stick and the image will be written to the stick.
6. Insert the formatted USB stick at the USB port at the back of the console.
7. Press the **power button** at the back of the console and press several times **F10** on the keyboard until the password request appears.
8. Press **Enter**, select your **USB stick**, and press **Enter**.
9. Select **Factory Reset**.  
The console resets and reboots.

The factory reset is complete.

## 6. Keys

This section contains a list of all physical keys on the console and a description of each of them.

### 6.1. Align key

The **Align** key is used to spread out the values on multiple selected fixtures.

The **Align** function has five different modes:

- **Align Off**: All values are the same. This is the default mode.
- **Align <**: This will keep the value of the first selected fixture and spread the value to the last selected fixture.
  - In this example the ten fixtures (selected from 1 to 10) are set to 50% and then the align function is applied and the encoder turned (down). This is the result:

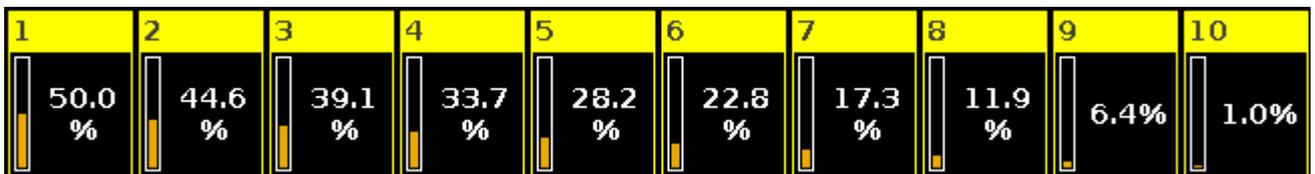


Figure 1: Align < example.

- This result can also be done using the keys: **Fixture 1 Thru 1 0 At 5 0 Thru 1 Please**.
- **Align >**: This will keep the value of the last selected fixture and spread the value to the first selected fixture.
  - In this example the ten fixtures (selected from 1 to 10) are set to 50% and then the align function is applied and the encoder turned (down). This is the result:

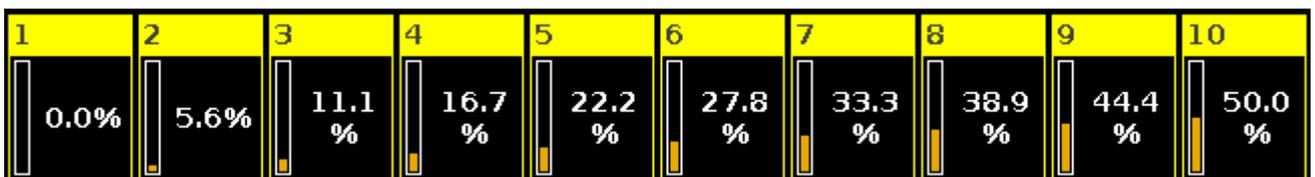


Figure 2: Align > example.

- This result can also be done using the keys: **Fixture 1 Thru 1 0 At 0 Thru 5 0 Please**.
- **Align ><**: This will keep the value of the middle of your selection and spread out the value to the first and last. Like a seesaw or center pivot point.
  - In this example the ten fixtures (selected from 1 to 10) are set to 50% and then the align function is applied and the encoder turned (down). This is the result:

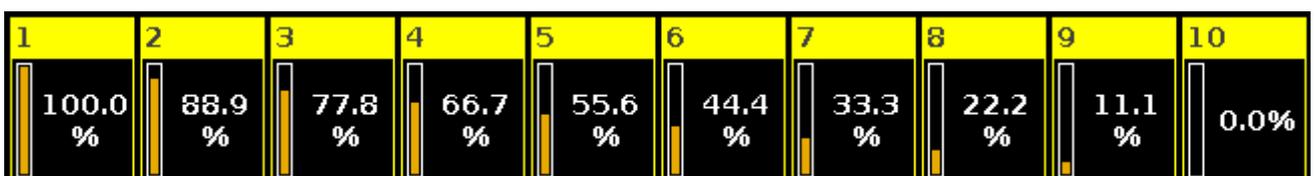


Figure 3: Align >< example.

- This result can also be done using the keys: **Fixture 1 Thru 1 0 At 1 0 0 Thru 0 Please**.

- **Align <>**: This will keep the values on the first and last fixtures in your selection and spread out the value towards the middle of your selection. Like an arrow.
  - In this example the ten fixtures (selected from 1 to 10) are set to 50% and then the align function is applied and the encoder turned (down). This is the result:



Figure 4: Align <> example.

- This result can also be done using the keys: **Fixture 1 Thru 10 At 50 Thru 0 Thru 5 0 Please**.

When you press the **Align** key, you will toggle through these five modes. A small information balloon appears on screen 1 telling you the selected mode.

If you have selected something other than "Align Off" then you'll now align the next attribute you change when you turn the encoders or use the Preset Type views.

As soon as you begin to change a new thing, then the Align function jumps back to "Align Off".



This key doesn't interact with your command line entry.

The different Align's are also available as [Macros](#).

## 6.2. At key

The **At** key is used to apply a value or to indicate a location.

### Apply values

When used to apply value you could use it like this:

**At 7 5 Please**

This would set the dimmer value to 75% on your current selection.

You can press it twice to give your selected fixtures 100%.

**At At** will immediately set the dimmer of your select fixtures to 100%

You can apply a set of values to a fixture from the current values of a different fixture.

E.g. giving fixture number 2 the same values as fixture number 1:

**Fixture 2 At Fixture 1 Please**

### As an indication of location

You can also use the **At** key as a location indicator.

It can be used to copy or move information from one location to another.

E.g. copying group 1 to group 2:

**Copy Group 1 At Group 2**

Instead using the hard keys you can also do most of these examples by pressing the screens.

A location can also be the position of a fader.

E.g. moving fader number 1 to 100 in 2 seconds

**Exec 1 At 1 0 0 Time 2 Please**

The actual executed command is different then the keys you pressed it actually says:

```
Executor 1 at 100 Fade 2
```



Be aware that your physical fader doesn't move!

### Related link

[At command.](#)

### 6.3. Backup key

Pressing the **Backup** key will open and close the [Backup Window](#) on screen 1.

Here you can create a new show, load a saved show, save your current show and save your current show with a new name.

If you press the key fast twice (like a double click) you will save your show immediately. This can only be done if you *don't* have the backup menu open.

If you have a USB memory stick in the console then it will also store your show to the stick.

#### Quick Save

A fast double press on the **Backup** key will save your current show. This only works if you don't have the Backup Window open when you do the double press.

#### Related Links

[Backup Window](#)

[How to save and load your show](#)

### 6.4. Blind key

Pressing the **Blind** key will toggle whether the content in your programmer is giving you live output or not.

I.e. if you want to store something on an executor but you don't want to disturb what's currently going on at the stage. Then (with an empty programmer) you press the **Blind** key, select some fixture, do what you want to do, store it, clear the content in your programmer and then press the **Blind** again. Nothing happened on stage, it was all hidden from the output.

If you deactivate blind while you have values in your programmer, then these values will become visible on the output. If you have an active **Program Time** fader, then it will use the time set on the fader - read more about the Program time fader in [What is the Programmer](#). or in the [Magic Speed view](#).

Similar, if you activate blind with values in your programmer, then these values will be hidden from the output - changing the current look on stage.

#### Related Links

[What is Preview and Blind](#)

[Blind command](#)

## 6.5. Black Out key

The **B.O.** key is used to inhibit dimmer output. All dimmer values will go to 0% as long as you press this key. Releasing it will restore the values.

You can also accomplish this using the Grand Master fader, but here you can set it to a variable output between 100% and 0%.

## 6.6. Clear key

The **Clear** key is used to release the selection and values in your programmer.

If you have some fixtures selected and you press the **Clear** key, then you will no longer have any fixtures selected.

If you have some values in your programmer but no selection, you will release the values and they will go back to the default values or values they might get from an executor.

If you have both a selection and values, you'll need to press the **Clear** key twice. First press will clear your selection, second clear will release the values.

If you press and hold the **Clear** key for about a second, then you'll also clear both your selection and your values.

## Related Link

[What is the Programmer](#)

## 6.7. Copy key

The **Copy** key is used to copy something from one location to another (valid) location.

E.g. you want to copy group 1 to group 2

**Copy** **Group** **1** **At** **2** **Please**

If you want to make a copy of cue number 2 to a (new) cue 9 in the main cue list, you can use the following keys:

**Copy** **Cue** **2** **At** **9** **Please** this will give you a selection box on screen 1 where you need to choose **Copy**.

If you need to copy cue number 2 from the main cue list to a different executor, then you need to specify the executor. The same example but coping to executor number 4:

**Copy** **Cue** **2** **At** **9** **Exec** **4** **Please**, same selection box where you select **Copy**.

You can also use ranges.

**Copy** **Cue** **2** **Thru** **4** **At** **Cue** **9** **Please** will create cue 9, 10 and 11 (if you had cue 2, 3 and 4). Cue 9 will be the same as 2, 10 is like 3 and 11 is like 4.

If you copy from one source to a destination *range*, then you create several similar cues.

E.g. copying cue 2 to cue 15, 16 and 17 will create three copies of cue 2 located at cue 15, 16 and 17. This is the key strokes:

**Copy Cue 2 at 1 5 Thru 1 7 Please** again you'll need to select copy in the selection box.

If you try to copy information to an already existing location you have two options: Overwrite or Merge.

Overwrite will delete the current value. Merge will add new values and overwrite existing values.

## Advanced Functionality

If you press and hold the  key and then press the **Copy** key, then you'll get the [Clone command](#).

This is used to make a fixture do exactly what another fixture is doing. If fixture number 1 is used in some groups, presets and cue list, then it can be a hassle if you need fixture number 5 to do the exact same things. You would have to manually check where fixture 1 is used and then re program fixture 5 to do the same. Clone can help you with this.

When you clone something you are often presented with some options on screen 1.

- 'Cancel' is used to cancel the clone operation.
- 'Low Prio Merge' is the default option. It means Low priority merge. It will only clone the values from fixture 1 when there's a values and where fixture 5 doesn't have any values already - it doesn't destroy any already existing programming for fixture 5.
- 'Merge' will clone all the values from fixture 1 into fixture 5. If Fixture 5 had something programmed where fixture 1 also had something, than the values will be the same as fixture 1. If Fixture 5 have something programmed that fixture 1 doesn't , then these values will stay.
- 'Overwrite' will delete all existing values for fixture 5 and clone the values from fixture 1.

Here's some examples:

In your entire show you need fixture 5 to be a copy of fixture 1 and what fixture 5 had isn't needed anymore:

 + **Copy** (gives you the Clone command) **Fixture 1 At 5 Please** now select **Overwrite** on screen 1

In executor 3 you need fixture 5 to be a copy of fixture 1 and what fixture 5 had isn't needed anymore:

 + **Copy** (gives you the Clone command) **Fixture 1 At 5 If Exec 3 Please** now select **Overwrite** on screen 1

In executor 3 you need the fixtures in group 2 to be a copy of fixture 1 and since we are not completely sure if the fixture in group 2 is used already, then we should do a Low Prio Merge :

 + **Copy** (gives you the Clone command) **Fixture 1 At Group 2 If Exec 3 Please** now select **Low Prio Merge** on screen 1

There's a very big range of possibilities when cloning. Please also have a look at the [Clone command](#) description.

## Related link

[Copy command](#)

[Clone command](#)

## 6.8. Cue key

Pressing the **Cue** key will open the cue list for the main executor on screen 1.

It is also used when you need to specify that you are working or accessing a cue.

E.g. if you need to copy cue 2 at cue 9 you should type:

**Copy Cue 2 At 9 Please**

If you need to go to cue 3 on executor 5, you press the following keys:

**Goto Cue 3 Exec 5 Please**

## Related Links

[Cue Command](#)

[What is Cues](#)

[How to work with Cues](#)

## 6.9. Delete key

The **Delete** key is used to delete something in your show.

E.g. you want to delete group 2:

**Delete** **Group** **2** **Please**

If you delete a cue in the middle of the cue list, you are presented with a window that allows you to choose how the rest of the cues should be affected. The options are **Normal delete** or **Delete cue only**. The normal delete might change how the next cue looks. Delete cue only will not affect the following cues.

E.g. in your main cue list, you don't need cue number 3 anymore, but you need cue number 4 to stay the same:

**Delete** **Cue** **3** **Please** and now select **Delete cue only**.

If you need to delete a cue in one of the other cue lists, then you need to specify which one.

E.g. you want to delete cue 5 in the cue list on executor 3 and the changes should track into cue 6:

**Delete** **Cue** **5** and now press one of the keys associated with executor 3. This will give you the window with the options of **Normal Delete** or **Delete cue only**. Tap **Normal Delete**.

If you want a better understanding of tracking and how the values are affected through the cues, you can read about tracking [here](#) or by following the link at the end of this page.

## Advanced Functionality

Pressing the  key together with the **Delete** key give you access to the [Remove command](#).

This is used if you need to removed stored values from a cue.

E.g. you want to remove the fixture 4 dimmer values from cue number 2.

**Fixture** **4** **Please** - This selects fixture number 4. So what we do from here is only affecting this fixture.

 + **Delete** (gives the Remove command) now press **Dimmer** in the Preset Type bar on the right side of screen 1 - This gives the dimmer the special Remove value in the dimmer (see Fixture View in Sheet mode)

**Store** **Cue** **2** **Please** - This removes the dimmer values from cue number 2. Leaving the values from a previous cue tracking through cue 2.

## Related Links

[What is Tracking](#)

[Remove Command](#)

## 6.10. DMX key

The DMX key gives you access to different functions.

## DMX View

Pressing the **DMX** key will open the [DMX view](#) on screen 1.

This is used to display your current DMX output.

## DMX tester

The [DMX command](#) can be used to turn on specific DMX channels directly with out having to patch fixtures to the DMX address - This is called **DMX Tester**. DMX channels that are controlling by the DMX Tester have a high priority in the output. This means that it "locks" the channel while the DMX Tester have the control. You need to release the DMX channel from the Tester before it acts normal again.

### For example:

DMX 1 At 100

Will turn DMX channel at 100% = a DMX value of 255.

Off DMX 1

Will release the DMX channel from the DMX Tester.

## Select a Fixture

It can also be used to select a fixture that uses a DMX channel.

### For example:

DMX 2.40

Selects the fixture that uses DMX channel number 40 on the second DMX universe.

## Direct patching

You can use the DMX key, and the [DMX command](#), to patch fixtures.

### For example:

Assign Fixture 5 at DMX 2.1

This will patch fixture 5 to DMX address 1 in the second universe.

Delete DMX 3.1

This will unpatch whatever fixture is patched to the first DMX address in the third universe.

## Advanced functionality

The DMX key can also give you access to the [DmxUniverse command](#). If you press and hold the  key while you press the  key, then you get the command.

This can be used unpatch entire DMX universe (Delete DmxUniverse 1) - be careful doing that. It can be oops'ed, but it's generally not a good idea in a live situation!

Besides deleting an universe, you can also move the entire universe using the [move command](#).

You can also park and unpatch entire universes. Please follow the link above to read more.

### 6.11. . [dot] key

The  key is used as a separator when typing commands like cue numbers.

E.g. you want to store cue number 2.5 in the main cue list:

This key is also used as a shortcut. Pressing it twice (like a double click) will take the value of 0% in your programmer for the currently selected fixtures. This is a command called [Zero](#).

E.g. you have selected fixture number 1 and want to put it to 0% all you need to do is to press  .

## Advanced functionality

Pressing and holding the  while pressing the  key will give you the [Default command](#).

This is used to get the default value (the value a fixture have when nothing tells it otherwise). It technically creates a link to this value as if it was a preset.

This can be useful in some rare situations.

### 6.12. Down key

The  key can be used to scroll or move the cursor down in some views.

It can also be used to change the value of the last touched attribute in the Preset Type Views.

## Related link

[Up Key](#)

### 6.13. Edit key

The **Edit** key is used to edit the object you press after you've pressed the key.

If you press **Please** after you've pressed Edit, then you edit the current active cue on the main cue list.

You can edit all elements in a cue list.

Actually you can edit almost anything.



When using the onPC or having an external mouse connected, then you can right click the mouse to get the edit function.



Most of the time you can press the encoder to get the edit function.

#### Related link

[Edit Command](#)

### 6.14. Effect key

The **Effect** key opens the Effects view. Here you can work with the different effects in the console.

To learn more about the effects and how to use them, please read the [What are Effects](#) and [How to Work with Effects](#).

#### Advanced functionality

If you press and hold the **MA** key and then the **Effects** key, then you'll get the [SyncEffects command](#). This is used to synchronize multiple running effects.

#### Related links

[What are Effects](#)

[How to Work with Effects](#)

[Effects View](#)

[SyncEffects Command](#)

### 6.15. Encoder key

Pressing the  key will change the resolution on your encoders to allow you more precise operation. There's a small pop-up balloon on screen 1 that tells you that the encoders speed are set to "Slow".

## 6.16. Esc key

The **Esc** key is used to cancel the current action and will usually close any temporary open windows.

## 6.17. Exec (Executor) key

Pressing the **Exec** key will open the [Executors Pool view](#). Here you can directly access all your executors. You can move cue lists around or make copies.

The key can also be used to specify a specific executor - If you are using it as a command ([Executor Command](#)).

E.g. you want to run cue number 4 on executor number 6. here's the keys you need to press (using only keys):

**Goto 4 Exec 6 Please**

If you want to move executor 1 at executor 6:

**Move Exec 1 At 6 Please**

If you want to move the main executor (number 0.1.1) to executor 4:

**Move Exec 0 . 1 . 1 At 4 Please**

## Advanced Functionality

Pressing the  key and then pressing the **Exec** key will give you the [Virtual playback view](#) on the right screen. Here you can have access to the playbacks/executors on the wings even though you don't physically have the wings.

## 6.18. [Executor Flash] key

The  (called Executor Flash) key under the fader executors can have different functions. The default function is the **Flash** function. This will activate the first cue, ignoring the cue times, and keep the master level to full as long as the button is pressed.

You can change the function on this key, by using the [Change Functions of Executor Buttons](#) window. You reach this page by pressing the lower area on the screen above your executor, then press the tool icon in the title bar in the window that opens. Then you get the Change Functions of Executor Buttons window. Follow the link above to read about the different functions a key can have.

### Related links

[Change Functions of Executor Buttons window](#)

[What is Executors](#)

## 6.19. [Executor Go] key

The  (called Executor Go) key under the fader executors can have different functions. The default function is the **Go** function. This will go to the next available cue on the executor.

You can change the function on this key, by using the [Change Functions of Executor Buttons](#) window. You reach this page by pressing the lower area on the screen above your executor, then press the tool icon in the title bar in the window that opens. Then you get the Change Functions of Executor Buttons window. Follow the link above (or below) to read about the different functions a key can have.

### Related links

[Change Functions of Executor Buttons window](#)

[What is Executors](#)

## 6.20. Fix key

This key is used to **fix** and **unfix** executors.

To fix an executor, press the  key and then a key associated with the executor you want to fix.

A fixed executor will stay visible even when you change the page. If the new page already have an executor assigned to this location, you will not be able to reach the executor on the new page unless you unfixed the executor from the previous page.

To unfix an executor you also press the  key and then press a key associated with an already fixed executor.

If you unfix an executor with an active cue it will be unfixed unless the executor actually belongs to a different page. In that case it will become **Autofixed**. You can not have an active executor that isn't visible.

When you run a cue on a currently visible executor and change the page, then the executor will stay visible (and active) - it's called **Autofix**. This function can globally be turned off in **Setup** -> [Global Settings](#).

### Advanced Functionality

Pressing the  key and then pressing the  key will lock the console. This means that you can't operate it and any faders being moved will not affect the output. You can unlock it again using the same key combination. If you have an external keyboard then you can also press the "Pause" key.

### Related links

[What is Executors](#)

[Fix Command](#)

## 6.21. Fixture key

The **Fixture** key will open the [Fixtures View](#) on screen one.

The key can also be used to directly access the [Fixture command](#), that can be used to select fixtures using the keys.

E.g. you want to select fixture 1 to 5 and 9. You can do this using these keys:

**Fixture** **1** **Thru** **5** **+** **9** **Please**

### Advanced Functionality

If you press and hold the **MA** key and then press the **Fixture** key gives you the [Selection Command](#). This command doesn't do much. The only real purpose for this is in combination with Off. If you want to knockout the currently selected fixtures of the programmer, then you can do the following:

**Off** **MA** **+** **Fixture** **Please**

This will remove the programmer values of the selected fixtures and clear the selection.

### Related links

[Fixtures View](#)

[Fixture command](#)

[Selection Command](#)

## 6.22. Flash key

The **Flash** key can be used to temporary use the flash function on one of the executors.

Pressing **Flash** followed by any of the keys associated with an executor will temporary keep the master level at full as long as you keep the executor key pressed. If the executor was not active, then it will activate the first cue - ignoring the cue timing. When you release the key, then the key will get its normal function again and the master level is returned to it's previous position. If you didn't have an active cue on the executor when you flashed it, then it will also make sure you don't have active cues when you release the flash.

### Related link

[Flash Command](#)

[What is Executors](#)

### 6.23. Full key

Pressing the **Full** key will put the selected fixtures at a dimmer value of 100% (= full) in your programmer.

If you don't have a selection of fixtures, then this key won't do anything.

Related link

[Full Command](#)

### 6.24. Go- key

The **Go-** key is used to execute a [GoBack command](#) on an executor. It will take you to the previous cue with the cue timing. Press this key followed by any key associated with an executor.



Don't mistake this key with the big Go- key under the main executor faders - Read about it [here](#).

Related link

[GoBack Command](#)

### 6.25. Go- (Large) key

The large **Go-** key under the main executor faders is locked to only perform a go backwards with cue timing on the main cue list. The function can't be changed.

The command it executes is actually called DefGoBack.



Don't mistake this key with the small Go- key in the command area - Read about that key [here](#).

## 6.26. Go+ key

The **Go+** key is used to do a go forward (with time) on any executor. First press **Go+** then any key associated with the executor.



Don't mistake this key with the big Go+ key under the main executor faders - Read about it [here](#).

As a default you already have the Go forward function on the **▶** key in the executors with a fader. The executors without faders will have the [Toggle command](#) on the **▶** key. You can change this functionality in the [Change Functions of Executor Buttons window](#).

### Advanced functionality

Pressing the **☐** key together with the **Go+** key will give you access to the [Unpark command](#). This can be used to unpark (or release) any parked element.

E.g. you need to unpark fixture number 1:

**☐** + **Go+** **Fixture** **1** **Please**

Fixtures or attributes can be parked using the [Park command](#) or the **Pause** key.

### Related link

[Go Command](#)

[Unpark Command](#)

[Park Command](#)

[Pause Key](#)

## 6.27. Go+ (Large) key

The large **Go+** key under the main executor faders is locked to only perform a go forward with cue timing on the main cue list. The function can't be changed.

The command is actually DefGoForward.



Don't mistake this key with the small Go+ key in the command area - Read about that key [here](#).

## 6.28. GoFastBack or <<< key

The <<< key is used to go back to the previous cue without any cue timing.

Pressing <<< followed by a key associated with an executor will take you one cue back in 0 seconds.

A <<< Please will do it on the main cue list.

### Advanced Functionality

Pressing the  key and then pressing the <<< key will give you the [Black command](#). This is used to temporary blackout an executor. It'll put the dimmers to 0 but keep the other attributes active as long as you keep the executor key pressed. If the dimmers get's values from other executors, then they might still output dimmer values. When you release the key, then the dimmer values return.

E.g. you want to temporary turn down the dimmer values of executor 3 to 0%.

Press the  + <<< keys, now press and hold one of the keys associated with executor number 3. The output will now be 0% as long as you keep the executor key pressed.

### Related link

[<<< or GoFastBack Command](#)

[Black command](#)

## 6.29. GoFastForward or >>> key

The >>> key is used to go forward to the next cue without any cue timing and without running any automatic cue following.

Pressing >>> followed by a key associated with an executor will take you one cue forward, on that executor, in 0 seconds and will not run any timed cues or follow cue afterwards.

Pressing >>> Please will do this on the main cue list.

### Related link

[>>> or GoFastForward Command](#)

### 6.30. Goto key

The **Goto** key will give you the [Goto Command](#). It can be used to jump to a specific cue on your main executor or a different specified executor, using the cue timing of the cue you are going to. Unless you specify something else.

Here are some examples:

You want to go to cue number 4 in your main cue list using the cue timing of cue 4:

**Goto** **4** **Please**

Notice that you don't need to press the Cue key - the console figures out that you are calling a cue.

If you need to use a different timing (let's say 1 second, because you don't want to wait the 30 minutes the cue originally have), then you could do this:

**Goto** **4** **Time** (gives you the Fade command) **1** before you press the **Please** key (to execute the command) have a look at your command line. It looks like this:



```
Goto Cue 4 Fade 1
```

That is the actual command that the console uses. So even though you press the **Time** key you'll get the [Fade command](#).

If you need to go to cue 2 in 4 seconds on executor 5 you can press the following keys:

**Goto** **2** **Time** (gives you the Fade command) **4** **Exec** **5** **Please**

Or you can do a mix.

**Goto** **2** **Time** (gives you the Fade command) **4** and then press a key associated with executor 5.

### 6.31. Group key

The **Group** key will open a [Groups View](#) on screen 1. It will also put the [Group command](#) in the command line, ready for use.

E.g. you want to select the fixtures stored in group number 1:

**Group** **1** **Please**

Or directly give the fixtures stored in group a value:

**Group** **1** **At** **5** **0** **Please**

#### Related links

[What are Groups](#)

[How to work with Groups](#)

### 6.32. Help key

The **Help** key allows you fast access to helping information - this manual.

If you press **Help** followed by **Please**, then you get the [Help View](#) on screen 1. It opens on the first page of the manual.

Press and hold the **Help** and then pressing a different key will open the help view on the help page for that key.

If you just shortly press the **Help** key and then one of the other keys and then press **Please**, then you get the help page for that command (works on most keys, but not all).

E.g. if you need help about the group command then you can do the following:

**Help** **Group** **Please**

This open the help page about the group command.

If you press **Help** and then the title bar of any view, then you'll get the help page of that view (works on most views - not all on screen 1).

#### Related links

[Help View](#)

[Help Command](#)

### 6.33. HighIt (Highlight) key

The **HighIt** (highlight) key is used to toggle the highlight mode.

When highlight is on, then all your *selected* fixtures will usually output a dimmer value of 100% and most fixtures will turn open white without any gobos. The Highlight values are defined by the fixture profile and cannot be changed in the console. They will stay like this as long as they are selected *and* highlight is on. You don't need to give your fixtures any value in the programmer. Highlight will temporarily overwrite the outputting values, but not put the dimmer, color and gobo in your programmer.

If you press and hold the **HighIt** key then your selected fixture will begin to flash as long as you keep the key pressed.

This is a great feature if you try to locate a fixture in your rig.

### 6.34. Label key

The **Label** key can be used to label almost all elements.

Pressing **Label** followed by an executor, preset, group or a lot of other objects, will open the [Enter Name for... window](#). Here you can type a new name for the object.

You can label multiple things at the same time. And if you end the name with a space and a number, then the objects will be enumerated.

E.g. you want to label fixtures 1 to 10. The first should be "Dimmer 1" and the last one should be "Dimmer 10".

**Label Fixture 1 Thru 10 Please** now type in Dimmer 1 in the Enter Name for... window. That's it.

### Advanced Functionality

If you press and hold the **MA** key and then press the **Label** key. then you get the [Assign command](#).

This can be used as a shortcut in different functions. For example when assigning fade times, other functions to executor keys or when patching fixtures. Read about it by following the link above or below.

## Related links

[Label Command](#)

[Assign Command](#)

### 6.35. If key

Pressing the  key gives you the [IfOutput command](#).

This can be used to select fixtures.

Depending on what you press after the If key you'll get a selection of different fixtures.

You can select fixtures based on what's currently on, currently using a preset, or is on and part of a specific group.

To learn more about the different options, please follow the link above.

### Advanced functionality

Pressing the  together with the  key, will give you the [If command](#).

This allows you to limit selections of fixtures or as a limitation in various operations. Please follow the link above the learn more about the If command.

### 6.36. MA key

The  key is a modifier key. When it's pressed with other keys, they get an alternate function.

The alternate functions are described under each key.

This is a list of all the Keys that have an alternative function:

Key:	Alternative command or function:
<u>&lt;&lt;&lt;</u>	<u>Black</u> command.
<u>0 [Numeric key]</u>	Opens the <u>All Preset Pool</u> .
<u>1 - 9 [Numeric keys]</u>	Opens the matching Preset Controls on the right screen.
<u>Copy</u>	<u>Clone</u> command.
<u>Delete</u>	<u>Remove</u> command.
<u>DMX</u>	<u>DMXUniverse</u> command.
<u>Exec</u>	Opens the <u>Virtual Playbacks view</u> .
<u>Fix</u>	Locks the console. It can be unlocked using the same key combination.
<u>Fixture</u>	<u>Selection</u> command.
<u>Flash</u>	<u>Top</u> command.
<u>Go+</u>	<u>Unpark</u> command.
<u>Label</u>	<u>Assign</u> command.
<u>Move</u>	<u>Replace</u> command.
<u>Off</u>	Opens the <u>Off Menu</u> .
<u>On</u>	<u>Call</u> command.
<u>Pause</u>	<u>Park</u> command.
<u>Please</u>	Sets focus to the command line and opens the <u>Command Line View</u> .
<u>Preset</u>	<u>PresetType</u> command.
<u>Store</u>	<u>StoreLook</u> command.
<u>Toggle</u>	<u>Temp</u> command.

Pressing and holding the  also gives a few other changes on the screens:

It makes a temporary change in the DMX view. When you press and hold the  key, then you see the DMX address instead of the DMX value.

There is also a change in the Executor Bar. Here you'll see the executor numbers and the keys and faders function symbols, on the area where you normally see the cues and content of the executor.

In the Fixture Symbol and Fixture Layout Views you can see the currently active color and gobo in each symbol (even though the dimmer might be at 0%) and you can see the fixture name above the symbol, when you have the  key pressed.

### 6.37. Macro key

When you press the **Macro** key, then you'll get the [macros pool view](#) on screen 1. Here you have direct access to all the macros.

If you want to directly run a macro you can also do this using the key.

E.g. if you want to run macro number one:

**Macro** **1** **Please**

#### Related Links

[Macros Pool View](#)

[Macro Command](#)

### 6.38. Magic key

Pressing the **Magic** key will open the [Magic Speed view](#).

Here you have access to the 4 different timing and speed faders.

These 4 faders can also be assigned to physical fader executors - have a look at the [Speed](#) and [Time](#) keys.

### 6.39. [Minus] - key

The **-** key have two main functions.

It can be used for fixture selection and for assigning values.

A third use is to change the executor page.

#### Fixture selection

E.g. you want to select the fixtures in group five but not fixture number two (a part of group five).

**Group** **5** **-** **Fixture** **2** **Please**

If you already have selected group five and want to remove fixture two from your selection, you can do this:

**-** **2** **Please**

#### Assigning values

The **-** key can be used to assign a dimmer value lower than the current value - Remember, you can't go below 0% on the dimmer.

E.g. you have a selection of fixtures at a dimmer value of 50% and you want to lower it 20%. Here's what you type (you have already selected the fixtures):

**At - 20 Please**

That would do the trick.

There's a little extra function to the **-** key. If you press it twice it automatically take 10% off the value. So you could have archived the same by pressing the **-** key four times.

### Absolute value or relative value

The description above is about setting a relative value. You can also set an absolute negative value on attributes like pan and tilt.

The difference between a relative or absolute value is a space between the minus sign and the number.

To set a relative value you could write in the command line **at - 5** (execute command by pressing **Please**). An absolute value would be written **at -5** (execute command by pressing **Please**).

If you want to use the keys, then you can press **At -** (hold it while you type the value) **5 Please**, Holding the minus while typing the value removes the space between the sign and the value.

Using the calculator (you can get this by a short tap on the encoder for the value you want to set) you can tap the **+/-** button to add the sign without a space. For relative values you can use the **-** button.

### Page selection

You can use the **-** key to change the active page. If you want to go to the previous page you can use the following keys:

**Page - Please**

You can also use calculations. If you are on page five and want to go to page two you could use the following keys:

**Page - 3 Please**

### Related links

[- \[Minus\] Command](#)

[Calculator Window](#)

## 6.40. Move key

The **Move** key can be used to move objects around. In the following examples I use a group, but it can be almost anything.

E.g. you want to move group one to group five:

**Move Group 1 At 5 Please**

If the destination isn't empty, then the two objects will exchange position.

You can also move several objects at the same time.

**Move Group 1 + 2 At 5 Please**

Will move group 1 at 5 and group 2 at 6.

It can also move executors around.

E.g. you want to move the main executor (number 0.1.1) to executor 5 on page 3:

**Move Exec 0 . 1 . 1 At Exec 3 . 5 Please**

Related link

[Move Command](#)

## 6.41. Next key

The **Next** key can be used to step through the fixtures.

If you don't have a selection of fixtures, it will start with the fixture with the lowest fixture ID. With each press it'll select the next fixture.

If you have a selection of fixtures, then it will step through the selection (in the selection order).

If you have used one of the MATricks macros to select some of the fixtures in a total selection, then you can select the other part of your selection using the **Next** key.



The **Prev** key will take you backwards through the fixtures. The **Set** key will reselect all fixtures.

Related links

[Prev Key](#)

[Set Key](#)

## 6.42. [Numeric keys]

The numeric keys are the keys numbered **0** through **9**.

They are used for selection of fixtures and to assign values and a lot of other situation where you need to type a number..

For example:

Selecting fixture one:

**Fixture 1 Please**

Selecting two fixtures:

**Fixture 1 + 2 Please**

Selecting a range of fixtures:

**Fixture 1 Thru 5 Please**

Selecting a range taking one fixture out and give the rest 50%:

**Fixture 1 Thru 1 0 - 4 At 5 0 Please**

Selecting a group and give it 50%:

**Group 1 0 At 5 0 Please**

## Advanced Functionality

Pressing the  key and then one of the numeric keys will open the Preset Type controls matching the Preset Type on the right screen. The numbers relate to the following preset types:

- 0** - This actually opens the All Preset Pool. There are no "All" controls.
- 1** - This is the **Dimmer** Preset Type.
- 2** - This is the **Position** Preset Type.
- 3** - This is the **Gobo** Preset Type.
- 4** - This is the **Color** Preset Type.
- 5** - This is the **Beam** Preset Type.
- 6** - This is the **Focus** Preset Type.
- 7** - This is the **Control** Preset Type.

### 8

- This is the **Shapers** Preset Type.

### 9

- This is the **Video** Preset Type.

## 6.43. Off key

**Off** can be used to turn off active executors or to remove values from your programmer.

### Off an executor

If you need to turn off an executor you can press **Off** then any key associated to the executor.

You can also be specific using the keys:

**Off** **Exec** **1** **Please**

Off can also be assigned to an executor key using the [Assign command](#) (**MA** + **Label**) or the [Change Function of Executors Buttons](#) window.

### Off fixtures or values

You can remove values or fixture from your programmer by pressing **Off** followed by what you want to remove.

If you need to remove an entire fixture you can press **Off** followed by the fixture in a fixture view or using the command

**Off** **Fixture** **1** **Please**

Will remove fixture one from the programmer.

You can remove an entire Preset Type from your programmer for the currently selected fixtures by pressing **Off** followed by pressing the preset type in the preset type bar on screen 1 or use keys:

**Off** **MA** + **1** **Please**

This command will remove all dimmer values (preset type 1) in the programmer for the *selected* fixtures.



When you combine the **MA** key with numbers then you have direct access to the preset types.

## The Off window

You can open an [Off window](#) by pressing the **MA** key together with the **Off** key. In the off window you can turn off and reset different elements like the executors, special masters and the programmer.

## Related links

[What is The Programmer](#)

[Off Command](#)

[Off window](#)

## 6.44. On key

**On** can be used to turn on inactive executors or to activate values in your programmer.

### Turn On an Executor

If you need to turn on an executor you can press **On** then any key associated to the executor.

You can also be specific using the keys:

**On** **Exec** **1** **Please**

On can also be assigned to an executor key using the [Assign command](#) (**On** + **Label**) or the [Change Function of Executors Buttons](#) window.

### Turn On fixtures or values

You can activate values or fixture in your programmer by pressing **On** followed by what you want to activate.

If you need to activate an entire fixture you can press **On** followed by the fixture in a fixture view or using the command

**On** **Fixture** **1** **Please**

Will activate all parameters for fixture one in the programmer.

If you need to activate an entire Preset Type in your programmer you can press **On** followed by pressing the preset type in the preset type bar on screen 1 or use keys:

**On** **On** + **1** **Please**

Will activate all dimmer values (preset type 1) for the *selected* fixtures.

Pressing the **On** key and a number at the same time will give you fast access to the corresponding Preset Type.

### Advanced functionality

When you press and hold the **On** and then the **On** key, you'll get the [Call command](#).

This can be used to call presets.

**On** + **On** (gives you the Call command) **Preset** **4** **.** **1** **Please**

This will call the values stored in preset 1 in preset type 4 into your programmer without selecting the fixtures first.

It can also be used to activate values stored in (and up to) a cue.

If you need to store the look of cue 3, you can use the Call function to activate these values using the following keys:

**On** + **On** (gives you the Call command) **Cue** **3** **Please**

Read more about the Call command by following the links above and below.

## Related links

[What is The Programmer](#)

[On Command](#)

[Call command](#)

### 6.45. Oops key

The **Oops** key performs an undo for most things you do in the console.

E.g. if you have store the wrong cue, then you can press **Oops** and you'll no longer have the cue, but the values are back in your programmer.

If you are in the process of typing a command and haven't executed it yet (by pressing **Please**), then you can use **Oops** as a backspace function.

### 6.46. Page key

The **Page** key is used to access the different pages of executors.

It opens the [Page View](#) on screen 1. Here you can tap a page to change page. You also have easy access to name, move, copy and delete pages.

You can also use the **Page** key to change directly to a page.

**Page 5 Please**

Will change all your executors to page five if the page exists. If a page doesn't exist then you need to store it first (**Store Page 5 Please**).



You can also use **Page +** and **Page -** to change pages.

## Related links

[Page Command](#)

[Page View](#)

[Page+ Key](#)

[Page- Key](#)

## 6.47. Page+ key

The **Page+** key is used to change to the next page of executors.



**Page-** gives you the previous page.

If the page doesn't exist then the page is created.

If you need to go to a specific page then you can use the **Page** key in combination with the page number.

If you need to learn more about the executor pages then please read the [What is Executors](#).

### Related links

[What is Executors](#)

[Page Command](#)

[Page Key](#)

[Page- Key](#)

## 6.48. Page- key

The **Page-** key is used to change to the previous page of executors - the lowest number is 1.



**Page+** gives you the next page.

If the page doesn't exist then the page is created.

If you need to go to a specific page then you can use the **Page** key in combination with the page number.

If you need to learn more about the executor pages then please read the [What is Executors](#).

### Related links

[What is Executors](#)

[Page Command](#)

[Page Key](#)

[Page+ Key](#)

## 6.49. Pause key

The **Pause** key is used to pause any running fades on an executor. First press **Pause** then any key associated with the executor where you need to pause the fade. This will stop the fading where it is.

You can start the fade again by pressing **Pause** and then the executor or if you need to go back you can press **Go-** and then the executor.



Don't mistake this key with the big Pause key under the main executor faders - Read about it [here](#).

## Advanced functionality

Pressing the **MA** key together with the **Pause** key will give you access to the [Park command](#). This can be used to park (or lock) any parameter or fixture.

E.g. you need to park fixture number 1:

**MA** + **Pause** **Fixture** **1** **Please**

This locks all parameters of fixture 1. If you open the DMX view, then you can see the parked fixtures and their DMX channels indicated by a blue background. Also if you have any parked fixtures you'll see a blue parking icon next to the command line on screen 1.

Fixtures or attributes can be unparked using the [Unpark command](#) or the combination of the **MA** and **Go+** key.

E.g. you need to unpark fixture number 1:

**MA** + **Go+** **Fixture** **1** **Please**

If you want to unpark everything then you can also use the [Tools menu](#). Here you'll find a [Unpark all DMX channels](#) button.

## Related link

[Pause Command](#)

[Park Command](#)

[Unpark Command](#)

[Go+ Key](#)

[Tools Menu](#)

## 6.50. Pause (Large) key

The big **Pause** key under the main executor is locked to this executor. It will perform a pause on the running fades and effects on the main executor. The function can't be changed.

You can resume the fade and effects again by pressing the **Pause** key once more.

**Go-** will fade back to the previous cue.

**Go+** will begin a fade to the next cue.

The actual command run by the **Pause** key is called DefGoPause.



Don't mistake this with the small **Pause** key in the command keys section. Read about that one [here](#).

## 6.51. Please key

The **Please** key is used to execute a command.

If you use an external keyboard, then you can use the Enter key.

You can toggle between activating or deactivating all the different functions (attributes) for the selected fixture(s). When you have a selection, press the **Please** key twice, notice in the Fixture view (sheet mode) that all functions background turn red. Pressing the **Please** key once will now toggle the activation. To learn more about what this mean, please read the [What is The Programmer](#).

### Advanced Functionality

If you press and hold the  key plus the **Please** key then you open the [command line](#) view and gives the input focus to the command line. This is an easy way to begin typing commands from a keyboard.

### Related links

[What is The Programmer](#)

[Command Line View](#)

## 6.52. [Plus] + key

The **+** key have two main functions.

It can be used for fixture selection and for assigning values.

A third use is to change the executor page.

### Fixture selection

E.g. you want to select the fixtures in group five and fixture number two (not a part of group five).

**Group** **5** **+** **Fixture** **2** **Please**

If you already have selected group five you can do this to add fixture two to your selection:

**+ 2 Please**

### Assigning values

The **+** key can be used to assign a value higher than the current value - Remember, you can't go above 100% on the dimmer.

E.g. you have a selection of fixtures at a dimmer value of 50% and you want to raise it 20%. Here's what you type (you have already selected the fixtures):

**At + 2 0 Please**

That would do the trick.

There's a little extra function to the **+** key. If you press it twice it automatically adds 10% to the value. So you could have archived the same by pressing the **+** key four times.

### Absolute value or relative value

The description above is about setting a relative value. You can also set an absolute positive value.

The difference between a relative or absolute value is a space between the plus sign and the number.

To set a relative value you could write in the command line **at + 5** (execute command by pressing **Please**). An absolute value would be written **at +5** (execute command by pressing **Please**).

The positive value is usually implied unless you specify differently - so you just need to type **at 5 Please**.

Using keys you can just press **At 5 Please**. If you for some reason need to add the plus the you can press **At + 5 Please** (hold it while you type the value) **5 Please**, Holding the plus while typing the value removes the space between the sign and the value.

Both will set the value at positive 5.

Using the calculator (you can get this by a short tap on the encoder for the value you want to set) you can tap the **+/-** button to add the sign without a space. For relative values you can use the **+** button.

### Page selection

You can use the **+** key to change the active page. If you want to go to the next page you can use the following keys:

**Page + Please**

You can also use calculations. If you are on page two and want to go to page five you could use the following keys:

**Page + 3 Please**

### Related links

[+ \[Plus\] Command](#)

## [Calculator Window](#)

### 6.53. Preset key

When you press the **Preset** key then you see the [Preset Pools view](#) on screen 1 and gives you the [Preset command](#) in the command line.



If you need to learn about presets, please follow the links to the [What is Presets](#) and the [How to Work with Presets](#) pages.

### Preset Views

This view changes according to the selected preset type. E.g. if you select the Color in the Preset type bar on the right side of screen 1 then the Preset view will show you all the color presets, if you select Position then it shows you the position presets.

The Preset view allows you to tap the presets on the screen to load the values. Please read the [How to Work with Presets](#) to learn details about this process.

### Preset Command

The preset command primary function is to assign presets to fixtures. This might be easier to do using the screens, but you can also do this using the keys and thus the commands.

If you need to use the position preset number 1 on fixture 1, then you can type the following (from an empty programmer):

**Fixture 1 At Preset 2 . 1 Please**

In this example we use the "2.1" to tell the console that it's the first preset in the Position preset type. The number 2 in this command tells the console that it's a Position. The 1 tells it that it's the first one.

On the right side of screen 1 you can see all the different preset types. The top one is number 1, then second is number 2 and so on. This is not a fixed list. This changes depending of your patched fixtures. It does usually follow a specific order. For instance is Dimmer always before Position. So in the example from before we can see that the Position is the second preset type.

### Advanced functionality

When you press and hold the  key and then press the **Preset** key then you get the [PresetType command](#).

This can be used to activate the different preset types. It's the same as tapping the different buttons on the screen.

Since the number can change depending on your patched fixtures, then it's preferred to use the preset type name. But then you need to write it in the command line.

 + **Preset 1** is often the same as [PresetType "Dimmer"](#).

## Related links

[What is Presets](#)

[How to Work with Presets](#)

[Preset Pools view](#)

[Preset command](#)

[PresetType Command](#)

## 6.54. Prev (Previous) key

The **Prev** key can be used to step back through the fixtures.

If you don't have a selection of fixtures, it will start with the fixture with the highest ID number. With each press it'll select the previous fixture, going down in ID number.

If you have a selection of fixtures, then it will step backwards through the selection (in the selection order).

If you have used one of the MATricks macros to select some of the fixtures in a total selection, then you can select the other part of your selection using the **Prev** key.



The **Next** key will take you forward through the fixtures. The **Set** key will reselect all fixtures.

## Related links

[Next Key](#)

[Set Key](#)

## 6.55. Prvw (Preview) key

The **Prvw** key is used to enter the Preview mode and to run commands in preview.

The command executed by the key is the [Preview command](#).

This allows you to run cues and program without affecting the output of your console.

As long as you are in the preview mode, then your programmer functions as the blind function, but you can also run cues with their cues timings. Your screens will show you the cue content and if you have a dot2 3D connected then you can see the previewed cues in the 3D.

Pressing the **Prvw** (Preview) key followed by **Please** will take you into the Preview mode.

The Prvw key will flash while you are in the preview mode.

You can see the cue timing into the next cue by pressing the small **Go+** and then the **Prvw** key. You can also do a go back by pressing the (small) **Go-** and then the **Prvw** key.

You can exit the preview mode by pressing the **Off** key followed by **Prvw**.

You can chose to preview a specific cue: **Prvw Cue 3 Please** will preview cue number 3 on the main executor.

You can preview a different executor (than the main): **Prvw** followed by one of the executor keys on any executor with a cuelist will preview this executor.

### Related link

[Preview command](#)

### 6.56. Select key

Pressing the **Select** key gives you the [Select command](#).

This can be used to select the fixtures used on an executor.

E.g. you need to select all the fixtures used in the cue list on executor 2:

Press **Select** and now press any of the keys associated with executor number 2.

Or if you need to select the fixtures stored in cue number 3 on executor 5:

**Select** **Cue** **3** **Exec** **5** **Please**

Related link

[Select command](#)

### 6.57. Set key

The **Set** key is used together with the **Next** and **Prev** key.

This is used when you have selected some fixtures and you want to work with one of the fixtures in your selection. Then you can use the **Next** and **Prev** keys to step through your fixtures. If you need to reselect all the fixtures in your selection, then you can press **Set**.

Related links

[Next Key](#)

[Prev \(Previous\) Key](#)

### 6.58. Setup key

Pressing the **Setup** key will open and close the [Setup Window](#) on screen 1.

Here you can change the setup of your show and console. Here you also add and patch fixtures. Please follow the link above to read more about the setup.

## 6.59. Speed key

The **Speed** key allows you to set the running speed in chasers and effects. To learn more about Chasers, please have a look at [What are Chasers](#) and [How to use Chasers](#).

Pressing the **Speed** key gives you the [Learn command](#).

If you have a Chaser or an effect, then you can press and hold the **Speed** key while you tap any of the keys associated with the Executor with the Chaser. This will set the chasers running speed to the BPM of your taps.

### Speed masters

The Speed key can also be used to create two Special Masters.

Press **Store** **Speed** and then a key on the executor where you want the Master.

This will open a window like this:

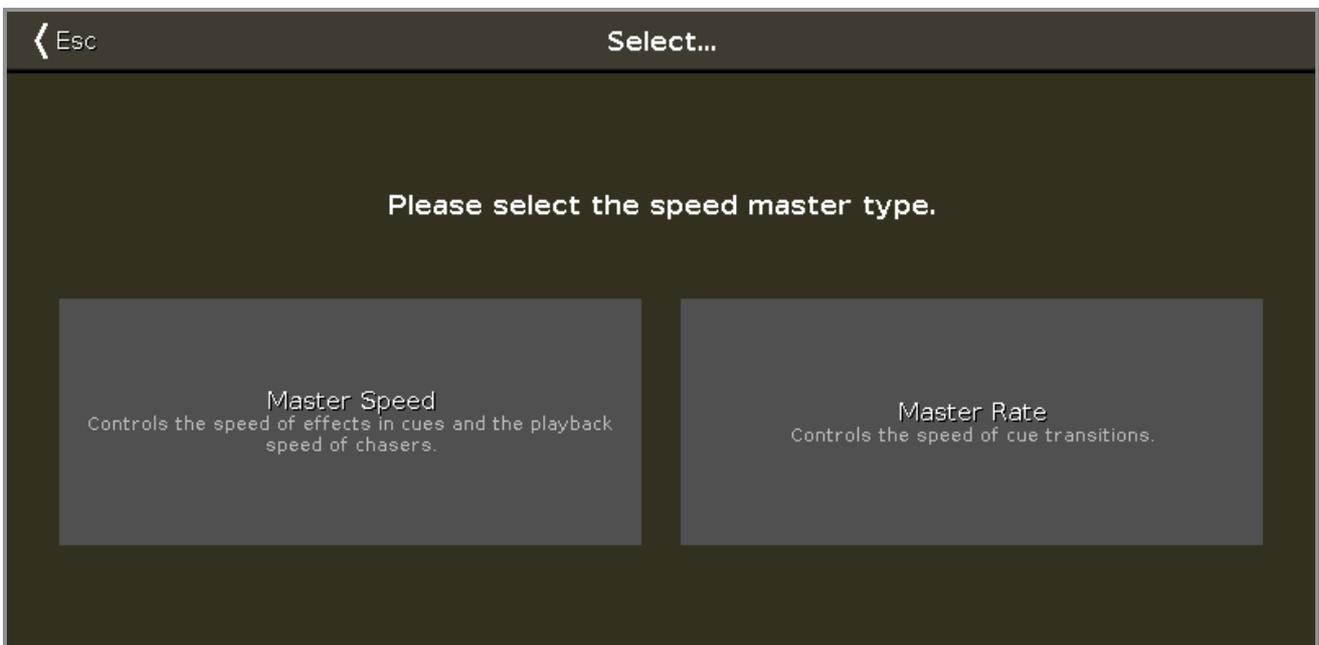


Figure 1: Select Speed Master type window.

A Master Speed fader can be used to dynamically adjust the speed used by Chasers and Effects stored in cues..

A Master Rate fader can be used to dynamically adjust the timing of the cues.

Read more details about these two masters in the [Magic Speed view](#).

These two speed faders can be enabled or disabled for each executor. It can be adjusted in the [Settings of Executor](#).

## 6.60. Store key

The **Store** key is used when you need to store something.

You store the content of your programmer, what you store depends on what you press or tap after **Store**.

Here are some examples:

**Store** **Cue** **1** **Please**

This will store the active values in your programmer in cue number one on the main executor.

**Store** **Color** **Pool Button 1**

This will store your active color values in color preset number 1

**Store** **Preset** **4** **.** **1** **Please**

Will store preset number one in preset type four (often color when using moving fixtures).

Often when you store something on a location that already have content, you are asked what to do. There are often the same options:

**Merge** will add the values to your location.

**Remove** will not store your active values, but instead delete any already existing values from the location.

**Overwrite** will store your active values and delete all other values.

**Create second cue** will store your active values in a new second cue (only an option when you a store something into a cue list with only one cue).

## Advanced functionality

Pressing and holding the  key and then the **Store** key will give you the [StoreLook command](#). When you store a cue with StoreLook then you store the current dimmer values for all your fixtures in the console. It also stores all attributes for the fixtures with a dimmer value above 0. So not just your active programmer values, but every dimmer value and all attribute value for fixtures with dimmer output.

 + **Store** (this will give you the StoreLook command) **Cue** **1** **Please**

Creates a cue number one with every attribute from fixtures with dimmer value above 0 and all dimmer values (even the ones with 0%) on the main executor.

When you store a cue using StoreLook. then you'll also get a Protected cue - read more about protected cues in the [How to work with Cues](#).

## Related links

[Store Command](#)

[What is The Programmer](#)

[StoreLook Command](#)

## 6.61. Thru key

The **Thru** key can be used to define a range. This can be a range in selection or in values.

### Selection range

You can use **Thru** to select a range of fixtures, groups or a lot of other things.

If you want to select fixtures 1 + 2 + 3 + 4 + 5, then you can use the following:

```
Fixture 1 Thru 5 Please
```

If 1 is the first fixture then you don't need to type number 1:

```
Fixture Thru 5 Please
```

That selects all fixtures with ID number up to 5.

If fixture 5 is the fixture with the highest ID, then we can do it shorter:

```
Fixture Thru Please
```

This will select all fixture from the one with the lowest number and all the way to the one with the highest number.

If you don't define anything else then the console will use fixture:

```
Thru Please
```

This selects all fixtures in your show.

Instead of Fixture you can use a lot of other things. It could be Groups, Presets, Macros etc.

### Value range

When you have a selection of fixtures, then you can give them values in a range.

```
At 1 0 Thru 1 0 0 Please
```

This command will spread the values from 10% to 100% over your selected fixtures.

You can also use more than two values in your spread.

```
At 1 0 Thru 1 0 0 Thru 1 0 Please
```

This will spread the values from 10% and then half of your selection will get the values up to 100% and the second half will then spread back down to 10%.

### Related link

[Thru Command](#)

## 6.62. Time key

Pressing the **Time** key opens the [Time defaults window](#).

Using this window you can set the different times used when storing new cues.

If you are storing a cue and you have pressed the **Store** key, then the **Time** key will flash when you have set a different default timing than the factory defaults.

Also when you are storing cues, you can temporary store a different time than your defaults using the **Time** key. When using Time with Store you get the [Fade Command](#).

### Example

You want to store cue 2 with a fade time of 3 seconds. You press:

**Store Cue 2 Time 3 Please**

Notice that the command line is actually changing the time command into fade:

```
Store Cue 2 Fade 3
```

If you continue to press the Time key during the store operation, you can get to all the different possible timings in a cue (except the preset type timings).

**Store Cue 1 Time 2 Time 3 Time 4 Time 5 Time 6 Time 7**

Gives you this in the command line:

```
Store Cue 1 Fade 2 OutFade 3 Delay 4 OutDelay 5 SnapPercent 6 CmdDelay 7
```

### Special Masters

You can use the **Time** key to create two different special masters.

Pressing **Store** **Time** and then press an empty executor key will give you the following window:

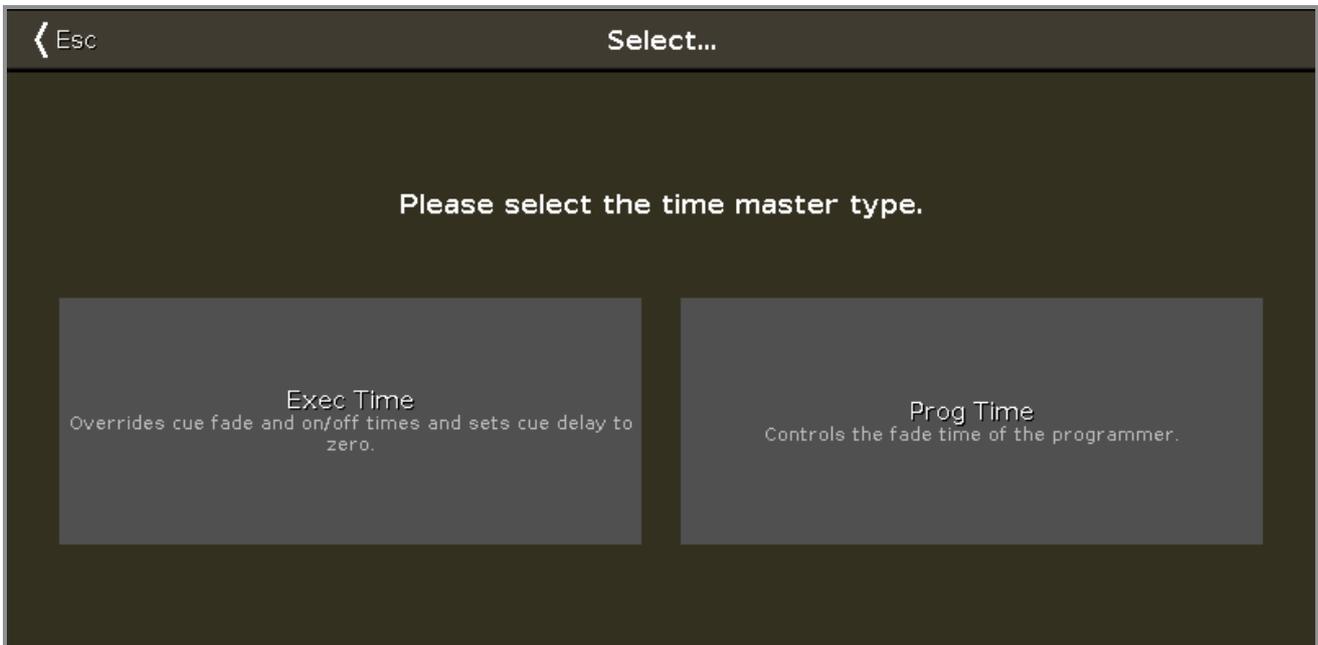


Figure 1: Select Time Master type window.

Here you can select one of the two master types.

The Exec (Executor) Time will overwrite the fade times stored in cues and use the time you set on the fader as a cross fade between cues. All delay times are ignored.

The Prog (Programmer) Time will be used to fade all your programmer value changes. This includes toggling in and out of Blind.

You can read more about the different Speed and Time Masters in [Magic Speed view](#).

#### Related links

[Time defaults window](#)

[Fade command](#)

[OutFade command](#)

[Delay command](#)

[OutDelay command](#)

[SnapPercent command](#)

[CmdDelay command](#)

### 6.63. Toggle key

The **Toggle** key will execute the [Toggle command](#).

This will turn on or off an executor. If an executor is active then you can deactivate it by pressing **Toggle** and then the executor. If it's not active then it will turn on when you use the command.

If you know what status you want the executor to have, then you can use the **On** and **Off** keys.

This is the default function for the executors without faders.

If you need this function on any executor key, then you can press **MA** and **Label** keys together (this will give you the [Assign command](#)), then press **Toggle** and then the desired executor key. You can also use the [Change Functions of Executor Buttons Window](#).

### Advanced Functionality

If you press and hold the **MA** key and then press the **Toggle** key then you get the [Temp command](#).

This can be used to run an executor temporary. When you press the **MA** + **Toggle** and then press a key associated with an executor, then the executor will be active as long as you hold the key pressed.

When you press the executor key the actual Temp command is executed and when you release the key, then you execute a Temp Off. This will also turn off the executor if it was running before you did the "temp".

You can assign the Temp function to a key just like described above.

### Related link

[Toggle Command](#)

[On Command](#)

[Off Command](#)

[Change Functions of Executor Buttons Window](#)

[Temp Command](#)

### 6.64. Tools key

Pressing the **Tools** key will open and close the [Tools Window](#) on screen 1.

Here you have access to different helping tools. Please follow the link above to read more about the different things you can do in the Tools menu.

### 6.65. Up key

The  key can be used to scroll or move the cursor up in some views.

It can also be used to change the value of the last touched attribute in the Preset Type Views.

Related link

[Down Key](#)

### 6.66. Update key

Pressing the  key will store the active programmer values into the current cue.

If you don't specify an executor then it will do it on the main executor.

You can do it on other executors by pressing  and then one of the keys associated with the executor and the active running cue you want to update.

If you update an executor that isn't active, then it will update the first cue in that executor.

Related link

[Update Command](#)

### 6.67. View [Eye] key

This is called the **View** key.

Pressing the  key allows you to view different cue lists.

If you follow this key with a , then you are shown the cue list of the main executor.

If you press the  key and then one of the keys associated with one of the other executors, then you are shown the detailed cue list for that executor.

Related link

[Cue list view](#)

## 7. Views & Windows

In this chapter you will see all views and windows in detail.

You can read about every view and window and which options you have.

Related links are included to jump to another page for further information.

For context sensitive help on the console.

1. Press **Help**.
2. Tap in the respective view or window.

The context sensitive help to the view or window appears on screen 1.

### 7.1. Control Elements

After creating a new show or loading a show, you get into the default screen.

The default screen at screen 1 displays the fixtures view.

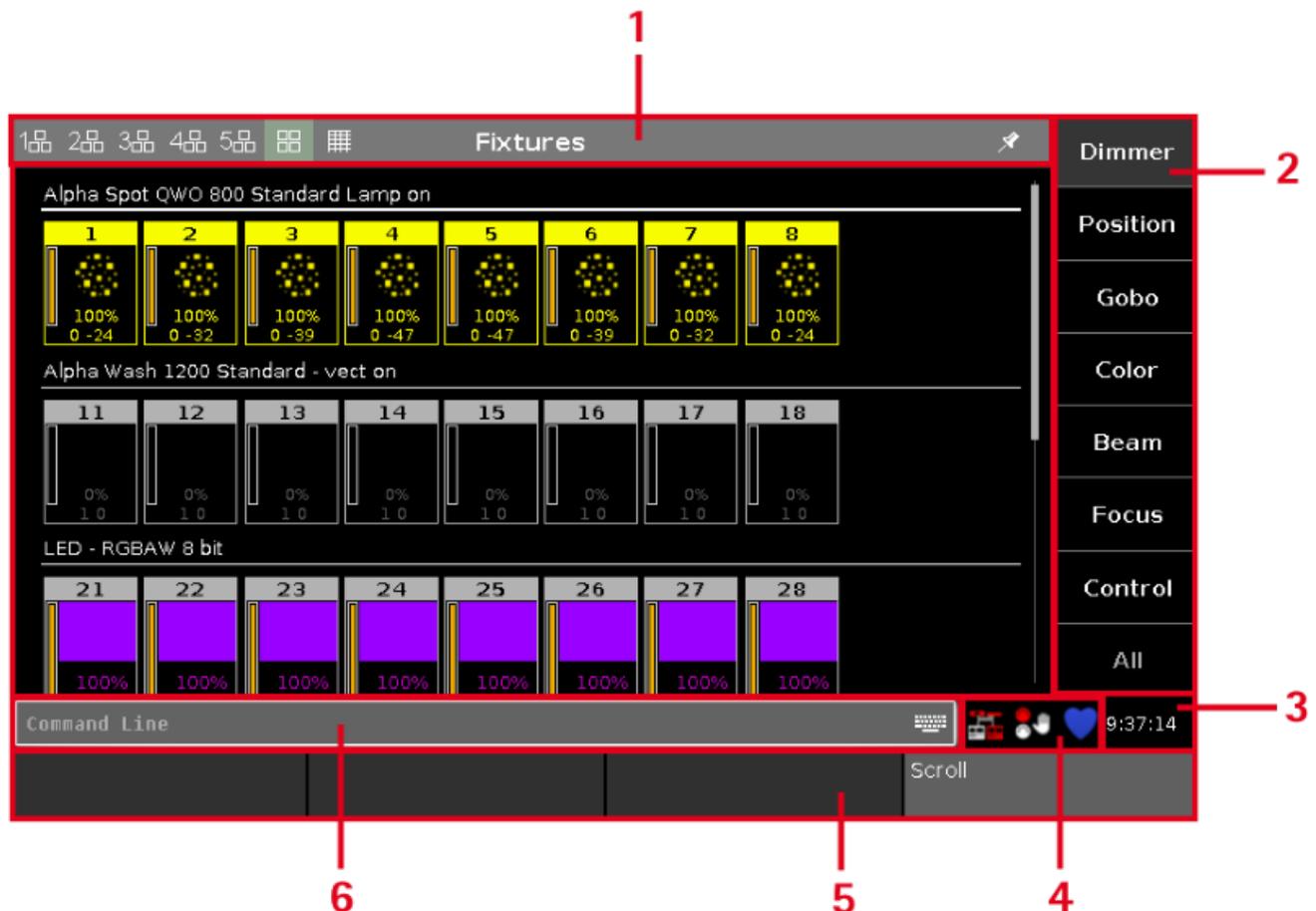


Figure 1: Screen 1

Screen 1 has the following subareas.

1. **Title Bar** with information in which view you are and different icons.

2. [Preset Type Bar](#) for the navigation between the preset types.
3. Clock shows the selected [system clock](#) time.
4. [Status and Message Icons](#) displays icons regarding status and messages of the console. To open the status and messages view, tap on the icons.
5. [Command Line](#) shows you all the commands you entered into the console.
6. [Encoder Bar](#) with information about the function from the respective encoder.

Screen 2 and all further screens load the saved settings.

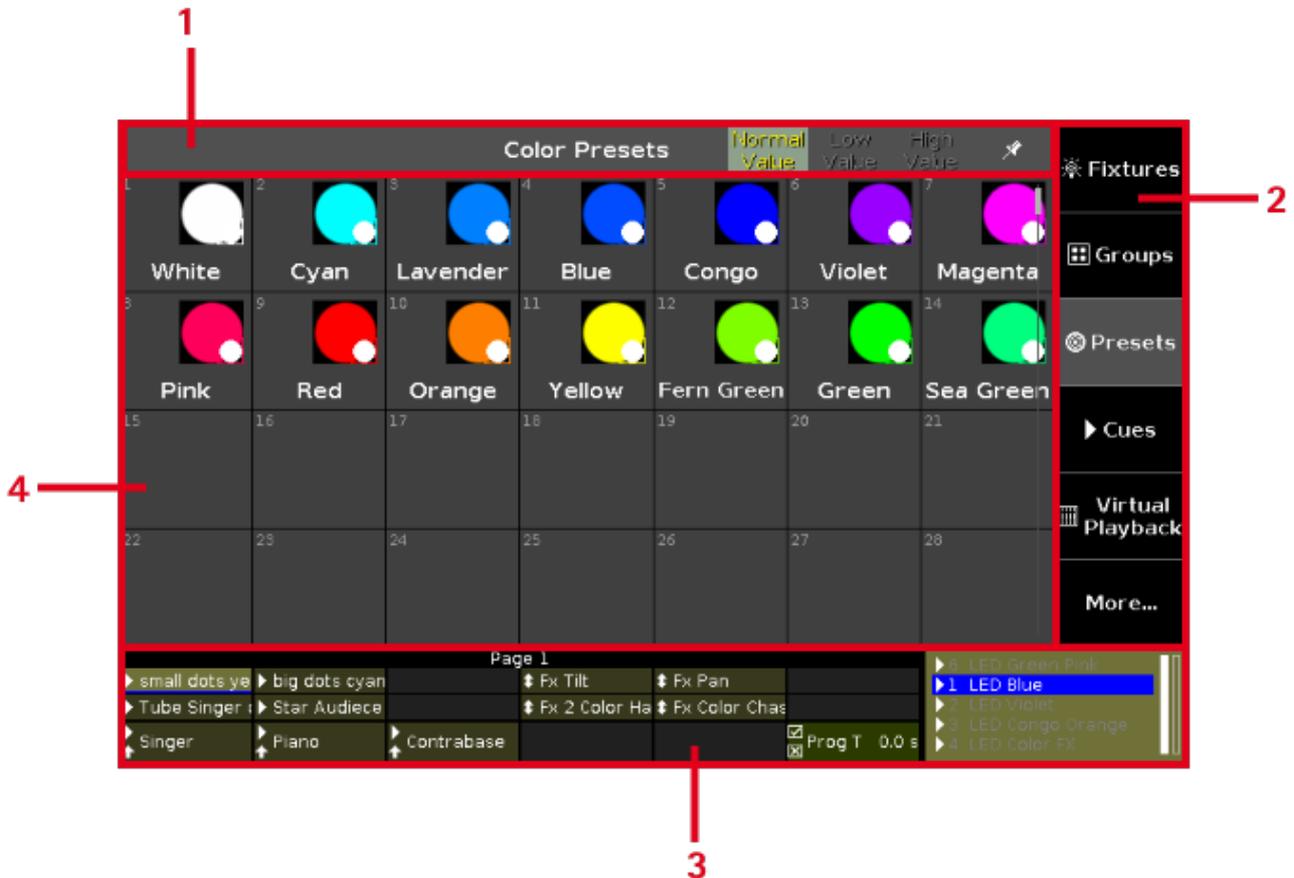


Figure 2: Screen 2

Screen 2 and all further screens has the following subareas.

1. [Title Bar](#) with information in which view you are and different icons.
2. [View Bar](#) for the navigation between the views.
3. [Executor Bar](#) with information about the stored executors.
4. View Area shows the selected view.

### 7.1.1. Command Line

The command line is visible always on screen 1. It shows all the commands you entered into the console.



All common [commands](#) you can enter with the [command keys](#) from the command area.

There are some special commands you can only enter with the virtual keyboard.

To open the virtual keyboard: Tap into the command line.

To open the [Command Line View](#): Tap into the command line.



Double check your entered command in the command line, before pressing **Please**.

#### Related Links

- [Commands](#)
- [Command Keys](#)
- [Command Line View](#)

### 7.1.2. Encoder Bar

The encoder bar is visible always on screen 1. It shows information about the function from the respective encoder.



One encoder can have 2 functions. The default function of an encoder is displayed in the upper left corner in white.

If an encoder has a second function, it is displayed in the upper right corner in gray.

To switch between the functions: Press and hold the  key.

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.

To change the encoder speed to ultra slow, press and hold the  key and press the encoder key . The encoder speed equals one DMX step.

If the encoder is just dark gray, the encoder has no function.

Depending on the view, the encoders can have the following functions.

Scroll, Attributes, Quantity, Fixture ID and many more.

To edit the function of the respective encoder: Tap the encoder button or press the encoder.

#### Related Links

- [Control Elements](#)
- [MA Key](#)

### 7.1.3. Executor Bar

The **Executor Bar** is always visible on the bottom of screen 2 and all further wing screens.



Figure 1: Executor Bar Page 1

The executor bar displays information about the stored executor.

The top of the executor bar displays the current page and if an executor is fixed from another page.

To turn off global autofix, refer to [global settings window](#).

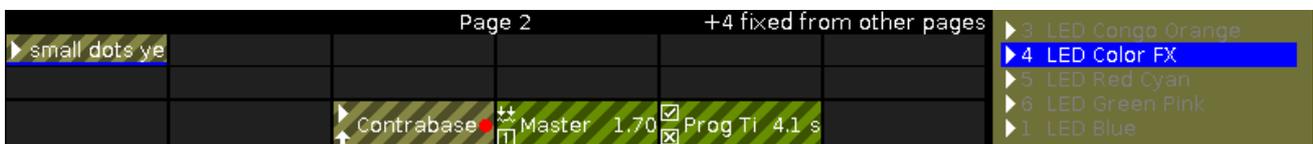


Figure 2: Executor Bar Page 2 with fixed executors

The executor bar can have up to 999 pages.

To switch between the pages: Press **Page +** or **Page -**.

The [executor color](#) displays which kind of executor it is.

The executor bar is fragmented in the main executor (right), 12 normal executor buttons (first two lines) and 6 fader executor buttons (bottom line).

If you store a cue on a executor, the console asks to label the executor.

If you don't tap the label pop-up, the executor is called **Exec**.

The blue bar displays the fade time of a cue from 0 % to 100 %.

If a timecode record is running for an executor, the flashing **record icon**  is visible.

If the position of a hardware fader is different to the position in the software, a small fader bar displays the position of the fader in the software. You need to grab the hardware fader and bring it to its software position.

The main executor shows also the faders, if one of the hardware faders is not on the right position.

To see the executor number and the fader icon, press and hold . For more information about the fader icons and their functions, see [Select Function of Executor](#).

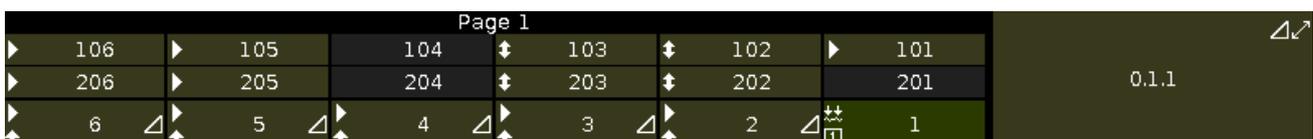


Figure 3: Executor bar with pressed MA key

To open the [executor bar window](#), tap in the executor bar.

### Main Executor

Rightmost of the executor bar is displayed the main executor along with the two 100 mm faders.

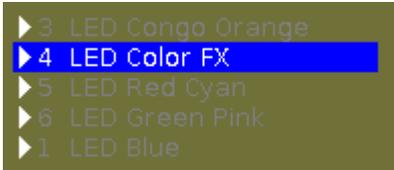


Figure 4: Main Executor On

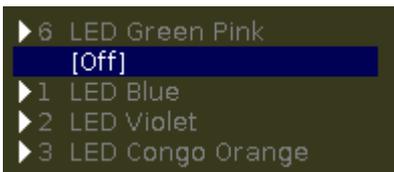


Figure 5: Main Executor Off

At first is the [trigger icon](#) displayed, then the cue number along with the cue name.

The first fader bar displays the position of the master fader and the second one of the XFader.

The current cue is displayed in the second line, that the cue before and afterwards are visible.

If the executor is on, the executor button is highlighted and the current cue is displayed in the second line in white.

If the executor is off, in the second line is an **[Off]** displayed.

### Fader Executor

In the bottom line of the executor bar are the six fader executor visible.



Figure 6: Bottom line of the executor bar displays the fader executors

At first are the two [executor icons](#) visible for the respective executor button on the console, and the name of the executor.

If an executor is assigned with a cue list, there is the cue number displayed.

### Normal Executor

The first two rows of the executor bar displays the normal executors.



Figure 7: First two rows of executor bar displays the normal executors

At first is the [executor icon](#) visible for the respective executor button on the console, and the name of the executor.

If an executor is assigned with a cue list, there is the cue number displayed.

### Related Links

- [System Colors - Executor Bar](#)
- [What are Cues?](#)

#### 7.1.4. Preset Type Bar

The preset type bar is located at the right side of screen 1.



Figure 1: Preset Type Bar

If no fixture is patched, there is no preset type bar displayed.

Gray font in the preset type bar displays, that this preset type is not available for the current selected fixture.

White font in the preset type bar displays, that this preset type is available for the current selected fixture.

To go to a preset type view: Tap the preset type in the preset type bar.

Gray background color in the preset type bar displays the current view.

Red indicator on the left side of a preset type in the preset type bar displays, that this value could be stored.

To activate and deactivate values of preset types in the programmer of selected fixtures: Tap the respective preset type button.

To open the All Preset Pool, tap All at the end of the preset type bar. For more information about preset pools, refer to [Presets Pools View](#).

## Preset Type Attributes

In the preset type bar you can find options to the following attributes, depending on your patched fixtures.

### Dimmer:

Tap to change the dimmer attributes, e.g. dim, curve, master intensity.

### Position:

Tap to change position attributes, e.g. pan and tilt.

### Gobo:

Tap to change gobo attributes, e.g. gobo wheels and clips.

### Color:

Tap to change the color attributes, e.g. color, mix color, HSBC. In this view you can go to the dialogs picker, fader and swatchbook.

### Beam:

Tap to change beam attributes, e.g. shutter, iris and frost.

### Focus:

Tap to change focus attributes, e.g. focus and zoom.

### Control:

Tap to change control attributes, e.g. lamp control, fixture global and scan rate.

### Shapers:

Tap to change shaper attributes, e.g. frames, barndors and position.

### Video:

Tap to change video attributes, e.g. keystone, video effects and video scale.

## 7.1.5. Title Bar

Every view has a title bar with information in which view you are and different icons.



Figure 1: Normal Title Bar

All changes you are do in a gray title bar mode interact directly with the console.

There are different title bar icons, depending on the view.



**Symbol View:** Located in the [fixtures view](#) title bar.

Tap to switch to the symbol view.



**Sheet View:** Located in the fixtures view title bar.

Tap to switch to the sheet view.



**Layout View:** Located in the fixtures view title bar.

Tap to switch to the layout view.



**Pin:** Located in the title bar from the fixture view, [presets view](#), cues view and [DMX view](#).

Tap to pin your view and deactivate the dynamic view mode.



**Tool:** Located in the cues and [executor bar window](#) title bar.

Tap to go to the cue settings.



**Trash Can:** Located in the [load show window](#) title bar.

Tap to delete a show.



**View:** Located in the [DMX view](#) title bar.

Tap to get the full view with attributes or remove the full view.



**Minimize:** Located in the [executor bar window](#) title bar.

Tap to minimize the executor bar window to the executor bar.

If you see this icon, you can also close the view by swiping from the top of the screen to the bottom.



**Jump Back:** Located in the [select fixture ID\(s\)](#) view title bar.

Tap to jump backwards to the next available fixture ID.



**Jump Forwards:** Located in the [select fixture ID\(s\)](#) view title bar.

Tap to jump forwards to the next available fixture ID..



**Effect Loop:** Located in the preset type views title bar.

Tap to open the corresponding effect view.



**Information Sign:** Located in the [Setup](#).

Tap to open the [System Information Window](#).



**Backup Icon:** Located in the [Load Show Window](#).

Tap to see the .backup files.



**Esc:** Located on the left side of a title bar.

Tap to leave the current view.



**OK:** Located on the right side of a title bar.

Tap to confirm your changes.



**Frame:** Located on the right side of the [Wing & Nodes Diagnosis Window](#).

Tap to identify the selected device in the network.

## Effect Mode Title Bar

If an effect is running on the selected fixtures and the preset type of the running effect is selected in the [preset type bar](#), the preset type view changes into an effect mode and gets a purple title bar.



Figure 2: Effect Mode Title Bar



### Effect Loop:

Located in the preset type views title bar.

Tap to open the corresponding effect view.



### Normal Value:

Displays the current effect between the selected low value and high value.

Tap to overwrite the running effect with a normal value.



### Low Value:

Tap to change the lowest value of the selected effect.



### High Value:

Tap to change the highest value of the selected effect.

## Preview Title Bar

If the preview mode is on, the fixtures view changes into a preview mode and gets an red title bar.



Figure 3: Preview Title Bar

To leave the preview mode, press **Off** **Prw**.

## Patch and Fixture Schedule Title Bar

All title bars starting from the Patch and Fixture Schedule are displayed in blue.



Figure 4: Patch and Fixture Schedule Title Bar

A blue title bar displays, that this is a mode in which the changes do not interact directly with the console.

They need to apply by a **Done** .

### 7.1.6. View Bar

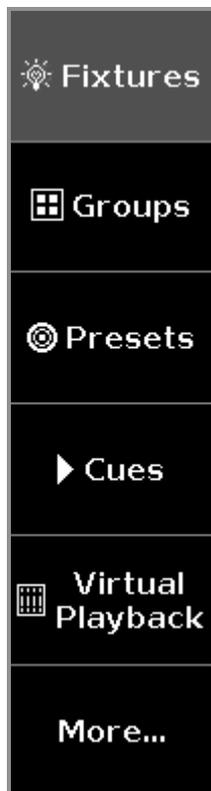


Figure: View Bar

The view bar is located at the right side of screen 2 and all further screens.

In the view bar, you select the view of the screen.

The selected view has a gray background in the view bar.

There are six views to choose.

#### 1. Fixtures

Tap to go to the [Fixtures View](#), to see all your patched fixtures, attributes, and their values.

#### 2. Groups

Tap to go to the [Groups View](#), to see all stored groups for a quick selection of fixture.

### 3. Presets

Tap to go to the [Presets Pools View](#), to see all preset type pools, depending on the selected preset type in the [preset type bar](#).

### 4. Cues

Tap to go to the [Cues View](#), to see all the cues of the main executor and their settings.

### 5. Virtual Playback

Tap to go to the [Virtual Playback View](#), to see the virtual executors.

### 6. More...

Tap to go to the [Select View Window](#), to see all available views.

On an external screen, tap to go to the [Select View for External Screen Window](#).

## 7.2. Used Icons in Views & Windows

The following icons are used in the dot2 console.

### Normal Executor Icons

Executor icons are visible in the [executor bar](#) for all normal executors and in the [magic speed view](#).

The icons displays which function the executor has.



**Go:** The executor calls the next cue.



**Go Back:** The executor calls the previous cue.



**Pause:** The executor stops a x-fade and effects from the actual cue.



**Toggle:** Turns the executor on or off.



**Temp:** Turns the executor on as long as you press the button. Follows master fader and timings.



**Learn:** The executor learns a tact (BPM).



**Flash:** Turns the executor to full as long as you press the button. Timings will be ignored.



**Select:** The executor select all fixtures of the cue list.



**Swop:** Turns the executor to full as long as you press the button. All dimmer values from other executors will be set to zero, except if they are swop protected.

### Special Master - Master Speed Icons

Additional to the normal executor icons are some special master - master speed icons visible in the [executor bar](#) and in the [magic speed view](#).

The master speed icons displays which function the special master master speed has.



**HalfSpeed:** Divides the current speed by 2.



**DoubleSpeed:** Multiplies the current speed by 2.



**Rate1:** Resets the speed to 60 BPM.

### Special Master - Master Rate Icons

Additional to the normal executor icons are some special master - master rate icons visible in the [executor bar](#) and in the [magic speed view](#).

The master rate icons displays which function the special master - master rate has.



**HalfRate:** Divides the current rate by 2.



**DoubleRate:** Multiplies the current rate by 2.



**Rate1:** Resets the current rate to 1:1.

## Special Master - Program Time Icons

Additional to the normal executor icons are some special master - program time icons visible in the [executor bar](#) and in the [magic speed view](#).

The special master - program time icons displays which function the program time master has.



**On:** Turns the program time master on.



**Off:** Turns the program time master off.

## Trigger Icons

Trigger icons are visible in the [executor bar](#) for the main executor, in the [executor bar view](#), and in the [select trig window](#).

The trigger icons shows with which trigger the cue will be called.



**Go:** Calls the cue by a go.



**Time:** Calls the cue by a given time.



**Follow:** Calls the cue after all times from the previous cue are executed.



**Sound:** Calls the cue by a sound signal.



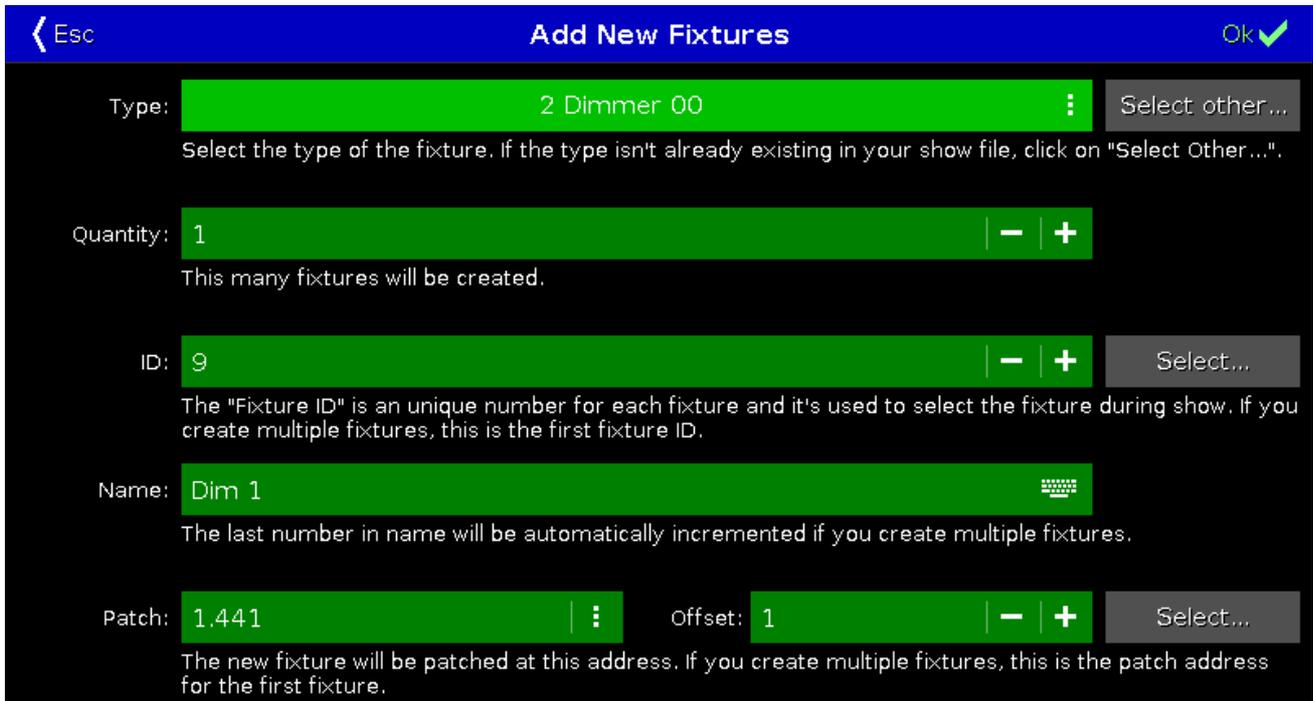
**BPM:** Calls the cue by incoming BPM.



**Timecode:** Calls the cue by incoming timecode time source. To select the timecode time source, go to the [Settings of Executor window](#).

## 7.3. Add New Fixtures Window

The **Add New Fixtures Window** is located in the [Setup](#), column **Show**, [Patch & Fixture Schedule](#), **Add New Fixtures**.



**Add New Fixtures**

Type: 2 Dimmer 00 Select other...

Select the type of the fixture. If the type isn't already existing in your show file, click on "Select Other...".

Quantity: 1 - +

This many fixtures will be created.

ID: 9 - + Select...

The "Fixture ID" is an unique number for each fixture and it's used to select the fixture during show. If you create multiple fixtures, this is the first fixture ID.

Name: Dim 1

The last number in name will be automatically incremented if you create multiple fixtures.

Patch: 1.441 Offset: 1 - + Select...

The new fixture will be patched at this address. If you create multiple fixtures, this is the patch address for the first fixture.

Figure 1: Add New Fixtures Window

In this view, you select your **fixture type**, the **quantity**, the **fixture ID**, the **fixture name**, the **patch address**, and the **offset**.

There are six edit lines.

To confirm your settings and add new fixtures, tap  in the title bar. You are back in the Patch and Fixture Schedule.

To leave the **Add New Fixtures Window**, tap  in the title bar or  on the console. You are back in the [Patch and Fixture Schedule](#).

## Type

The type edit line contains a drop down list with four standard fixture types

- 2 Dimmer 00
- 3 LED - RGB 8 bit
- 4 LED - RGBA 8 bit
- 5 LED - RGBW 8 bit

and those which are already in the current show file exist.

To open the drop down list, tap the three dots  in the edit line.



Figure 2: Drop down with standard fixture types and the fixture types in the show file

To import another fixture type from the library into the show file, which is not in the drop down list, tap  on the right.

It opens the [Import Fixture Type Window](#).

## Quantity

The quantity edit line displays how many fixtures will be created.

To select the quantity, tap the plus or minus.

## ID

The ID edit line displays the next available fixture ID.

To select a fixture ID, tap the plus or minus.

To get an overview about assigned and available fixture IDs, tap  on the right. The [Select Fixture ID\(s\) Window](#) opens.

## Name

The name edit line displays the name of the fixture.

To edit the name, tap at the keyboard . The edit name window opens.

If you create multiple fixtures with the same name, the name will get a consecutive number at the end of the name.

## Patch

The patch edit line displays the next available patch address.

To select another universe or address, tap the three dots  in the edit line. The drop down opens.

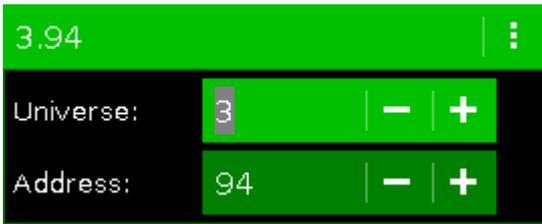


Figure 3: Select DMX universe and address

To get an overview about assigned and available DMX addresses, tap Select... on the right. The [Select DMX Address... Window](#) opens.

### Offset

The offset displays the selected patch offset.

The offset is the free DMX address space between one fixture and another fixture. A patch offset gives you a better overview about the fixtures and their patch address.

To patch a few fixtures and with a start address of x.xx1, select a patch offset of 10.

To select the quantity, tap the plus or minus. By default the offset is 1.

Patch and Fixture Schedule								Done ✓
FixId <sup>▲</sup>	Name	Fixture Type	Patch	Pan DMX Invert	Tilt DMX Invert	Pan Enc. Invert	Tilt E Inve	
1	Dim 1	2 Dimmer 00	1.001					Add New Fixtures Create Multipatch Change Fixture Type Unpatch Selected Delete Selected
2	Dim 2	2 Dimmer 00	1.011					
3	Dim 3	2 Dimmer 00	1.021					
4	Dim 4	2 Dimmer 00	1.031					
5	Dim 5	2 Dimmer 00	1.041					
6	Dim 6	2 Dimmer 00	1.051					
7	Dim 7	2 Dimmer 00	1.061					
8	Dim 8	2 Dimmer 00	1.071					
9	Dim 9	2 Dimmer 00	1.081					
10	Dim 10	2 Dimmer 00	1.091					

Figure 4: Patch and Fixture Schedule with Offset of 10

### Encoder Bar Functions

Type	Quantity	Fixture ID	Patch Break 1 Patch Offset
2 Dimmer 00	1	30	3.94

Figure 5: Encoder Bar Add New Fixtures Window

### Type:

To scroll in the drop-down list from the edit line Type, turn the encoder left or right.

To open the [Import Fixture Type Window](#), press or tap the encoder.

#### Quantity:

To select the quantity in the edit line Quantity, turn the encoder left or right.

#### Fixture ID:

To select the fixture ID in the edit line ID, turn the encoder left or right.

To open the [Select Fixture ID\(s\) Window](#), press or tap the encoder.

#### Patch Break 1:

To select the DMX address, turn the encoder left or right.

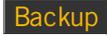
To open the [Select DMX Address... Window](#), press or tap the encoder.

#### Patch Offset:

To select the patch offset, press and hold  and turn the encoder left or right.

To open the [calculator](#) to select the patch offset, press and hold  and press the encoder.

## 7.4. Backup Window

To open the **Backup Window** press  on the console.

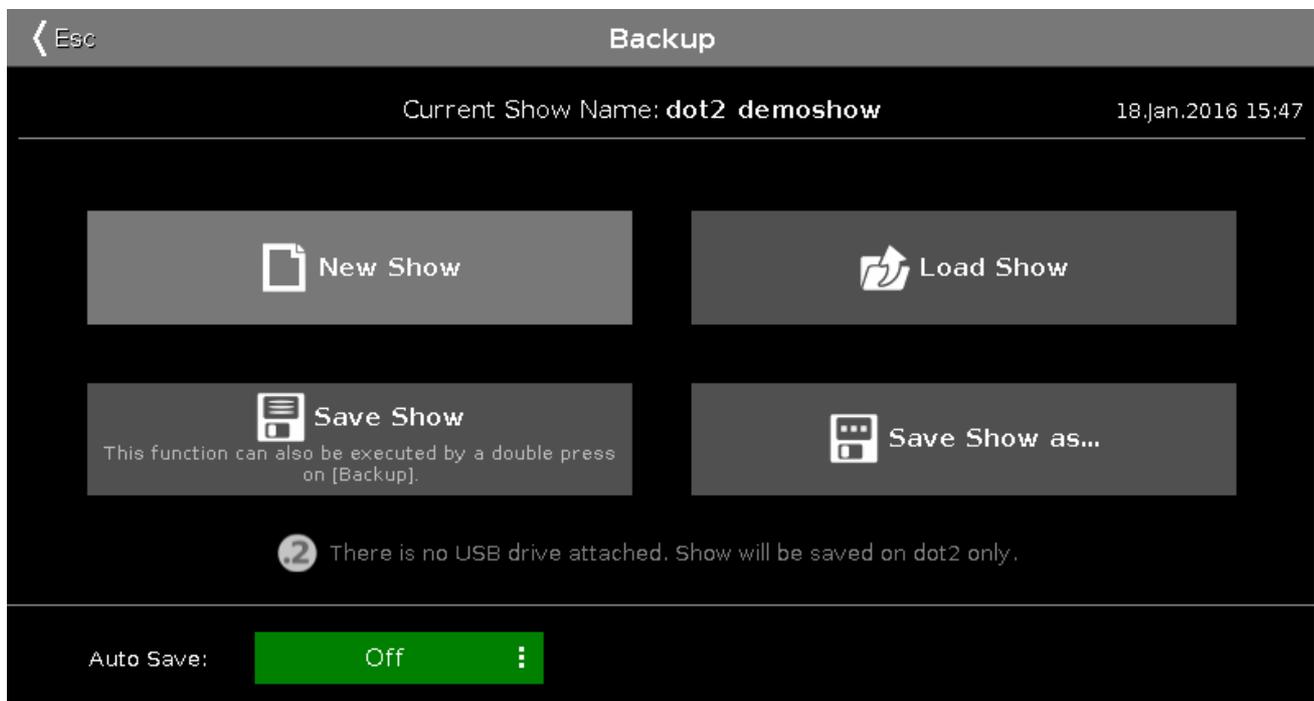


Figure 1: Backup window

In this window, you can create a new show, load a show, save the current show, and save the current show as.

Below the title bar is the name of the current show file along with the last save date and time displayed.

To create a new show, tap **New Show**. It opens the [New Show View](#).

To load an existing show, tap **Load Show**. It opens the [Load Show View](#).

To save the current show, tap **Save Show**. It saves the show and close the **Backup Window**.

To save the current show as a new filename, tap **Save Show as...** . It opens the [Save Show As View](#).

If an USB drive is attached, it is displayed below the four functions.

If you save a show and an USB drive is attached, the show will be saved on the USB drive as well.

Further more, you can enable the **auto save** option. By default, auto save is disabled.

To select how often the console should auto save the show file, tap at the **three dots** .

You can choose between:

- every 15 minutes
- every 30 minutes
- every 60 minutes
- every 120 minutes

For more information, see [how to save and load a show](#).

To leave the **Backup Window**. Tap  in the [title bar](#) or press  on the console.

## Encoder Bar Functions



Figure 2: Encoder Bar Functions - Backup window

### Auto Save:

To enable auto save and select how often the console should auto save, turn the encoder right.

### Select:

To select a function, turn the encoder left or right.

To confirm a selected function, press or tap the encoder.

## 7.5. Beam Preset Type View

To go to the **Beam Preset Type View**, tap  in the [Preset Type Bar](#).

- or -

Press and hold  and press , for preset type 5 (= Beam).

The beam preset type view is only active if the selected fixture has a beam attributes.

The beam preset type view is fragmented in the **Shutter/Strobe/Iris View**, the **Prisma 1 View** and the **Raw Beam Views** (depending on the fixture types).



### Important:

The beam sliders works absolute. A tap on a beam slider sets a new beam value and does not follow the already set beam values.

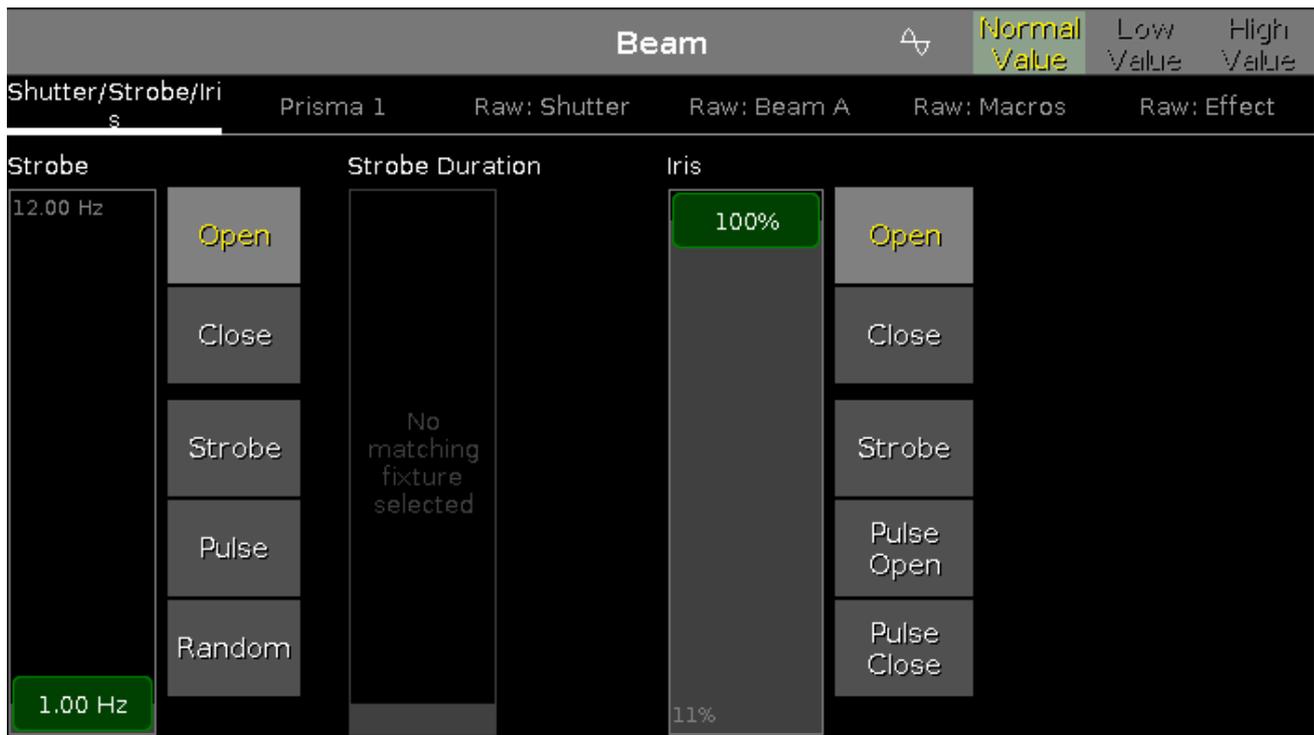
The respective encoders works relative to the already set beam values.

To open the beam [effects view](#) at screen 1, tap at  in the title bar.

If an effect is running on a selected fixture, the beam preset type view change into an effect mode and get a blue [effect mode title bar](#).

## Shutter/Strobe/Iris View

The Sutter/Strobe/Iris View is the first tab of the beam preset type view.



In the shutter/strobe/iris view, you control the the strobe in hertz (Hz), the strobe duration in seconds (s) and the iris in percent (%).

### Strobe

To select the shutter speed in Hz, move the strobe slider up or down.

There are five strobe value buttons right beside the strobe slider (depending on the fixture type).

#### Open:

Tap to open the shutter.

#### Close:

Tap to close the shutter.

#### Strobe:

Tap to use the strobe effect from the fixture (shutter opens and closes).

#### Pulse:

Tap to use the pulse effect from the fixture.

#### Random:

Tap to use the random effect from the fixture. The selected fixtures will have strobe along with a derangement.

## Strobe Duration

To select the strobe duration in seconds, move the strobe duration slider up or down.

## Iris

To select the iris width in percent, move the iris slider up or down.

There are five iris value buttons right beside the iris slider (depending on the fixture type).

### Open:

Tap to open the iris.

### Close:

Tap to close the iris as much as possible.

### Strobe:

Tap to use the strobe effect from the fixture.

### Pulse Open:

Tap to use the pulse open effect from the fixture.

### Pulse Close:

Tap to use the pulse close effect from the fixture.

## Prisma 1 View

The Prisma 1 View is the second tab of the beam preset type view.



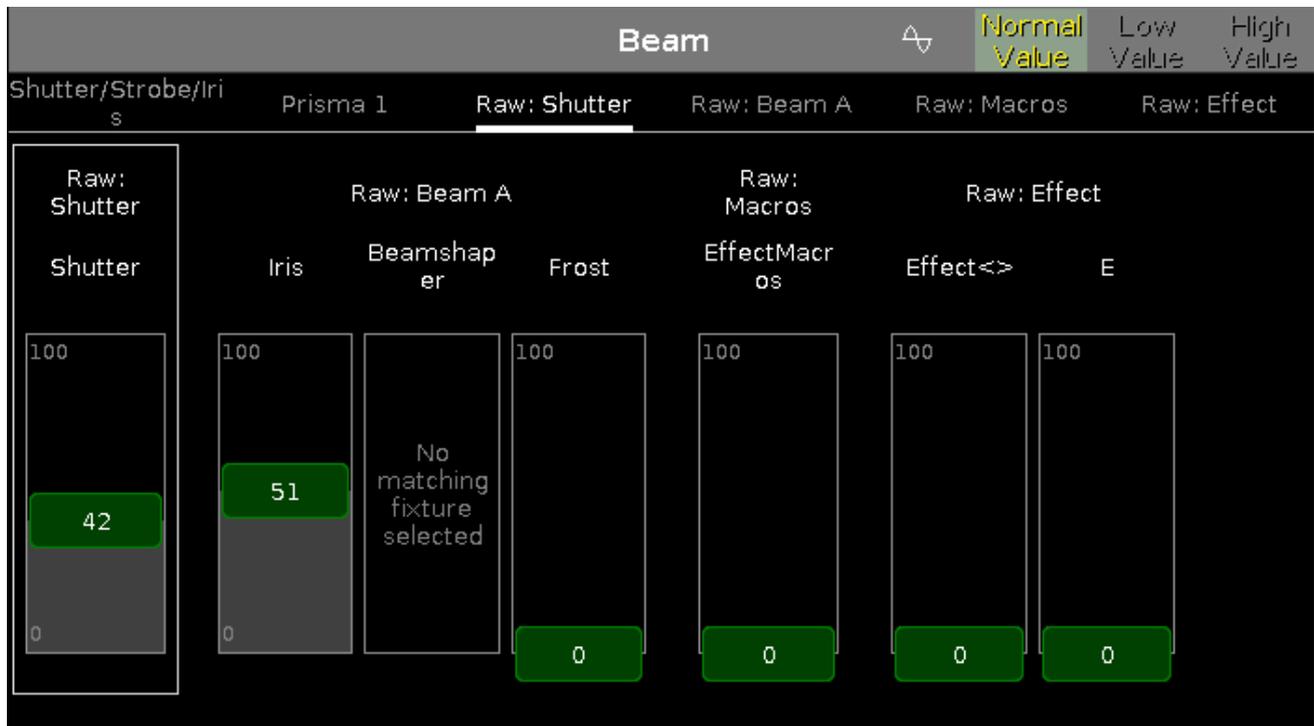
In the prisma view, you can select a prisma and use prisma functions from the selected fixture.

To select a prisma, tap on the prisma.

To deselect the prisma, tap **Off**.

### Raw Beam View

The raw beam views are located after the prisma views.



In the raw beam view, you control the raw beam values in natural values (0-100) of the selected fixture type.

### Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.

To change the encoder speed to ultra slow, press and hold the key and press the encoder key . The encoder speed equals one DMX step.



To select the value, turn the encoder left or right.

To open the calculator, press the encoder.

### Related Links

- [Calculator](#)
- [How to work with Presets?](#)
- [What is Presets?](#)

## 7.6 Calculator View

Calculator View

The **Calculator View** appears always if you enter or edit values of attributes.

The calculator is a dynamic view. The functions change regarding the value and the attribute.



Calculator view

The title bar displays the attribute, the unit and sometimes the range of the values.

Below the title bar is the green edit line.

To clear the line, tap on the right of the edit line.

The calculator view includes always a number pad at the left of the view.



Applied functions has a brown background.



To bring your attribute to link to the current default settings of the fixture type, tap Default Link.

To confirm the value, tap in the **title bar**. The calculator view will close.

To leave the **Calculator View**, tap in the **title bar** or press on the console.

Default Calculator Buttons

The following buttons are in all calculator views available.

The buttons are located right beside the number pad and they are working with the edit line.



Tap to delete the next sign left from the cursor.

Delete

Tap to delete marked values or the next sign right from the cursor.

Home

Tap to go at the beginning of the edit line.

End

Tap to go at the end of the edit line.

←

Tap to go one sign back.

→

Tap to go one sign forward.

+/-

Tap to insert a prefix.

Please

Tap to confirm and apply the value. The calculator view will close.

## Time Calculator Buttons

The following buttons are available for editing time attributes, depending on the attribute.

The buttons are located below the number pad.

D

Tap to enter days.

H

Tap to enter hours.

M

Tap to enter minutes.

S

Tap to enter seconds.

F

Tap to enter frames. The default setting is 30 fps (frames per second). From this follows that 1 frame is equivalent to 0.03 seconds.

InFade

Tap to have the same time for Out Fade like In Fade.

InDelay

Tap to have the same time for Out Delay like In Delay.

## Trig Time Calculator Buttons

The following buttons are available in the calculator for trig time, if the cue trigger is set to sound.

With these buttons you choose the used frequency.

### All:

Is a mathematical calculation between Snd1, Snd2, Snd3, Snd4, Snd5, Snd6, and Snd7.

### Bass:

Is a mathematical calculation between Snd1 and Snd2.

### Med:

Is a mathematical calculation between Snd3, Snd4, and Snd5.

### High:

Is a mathematical calculation between Snd6 and Snd7.

### Snd1:

57 Hz

### Snd2:

115 Hz

**Snd3:**

230 Hz

**Snd4:**

460 Hz

**Snd5:**

920 Hz

**Snd6:**

1,8 kHz

**Snd7:**

3,7 kHz

## Encoder Bar Functions

Value(s)			Scroll
"center"			

**Value(s):**

To edit a value, turn the encoder left or right.

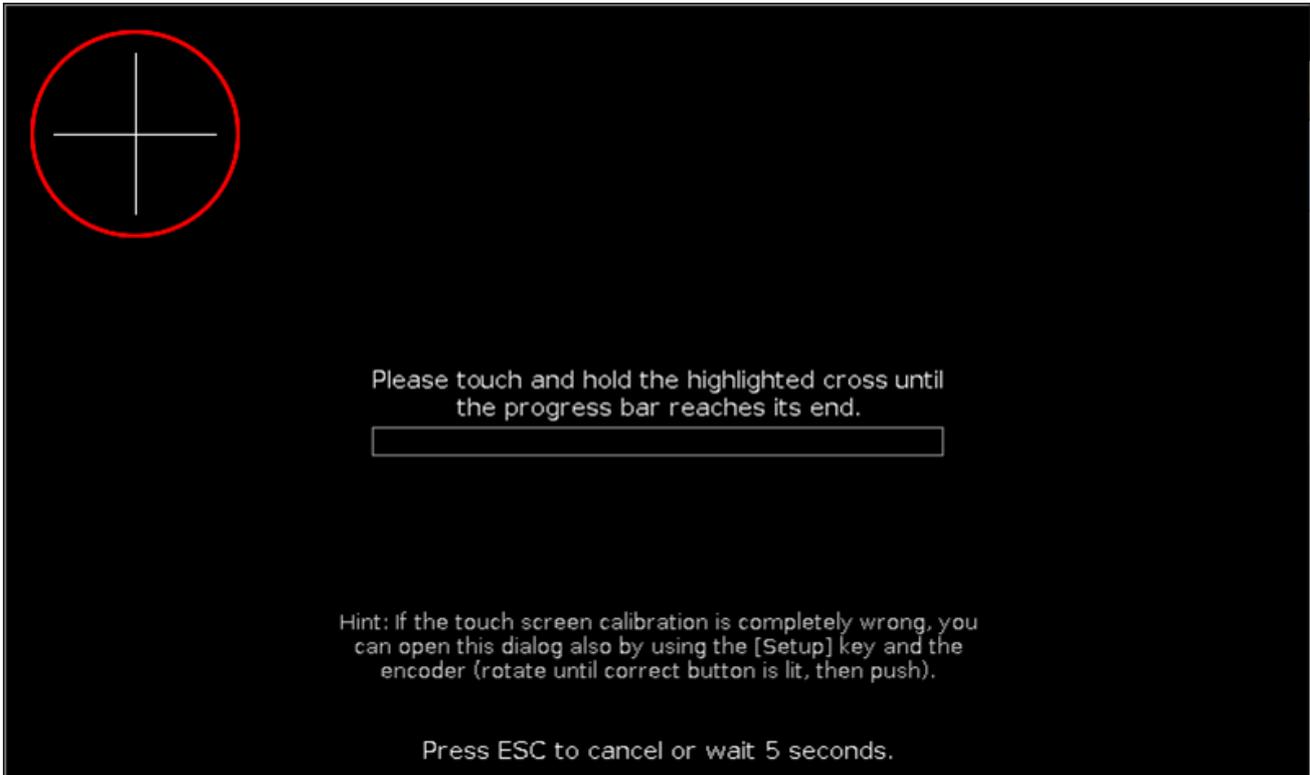
**Scroll:**

To confirm a value and close the calculator, press or tap the encoder.

## 7.7. Calibrate Screens Window

The **Calibrate Screens Window** is located in the [Setup](#), column **Console**, **Calibrate Screens**.

If the touch screens are not working proper, you can open the calibrate screens window only by using the encoders as well.



In this view, you calibrate the screen.

A screen calibration makes sure that the touch function on your screen is working well.

To calibrate the screen. Touch and hold the highlighted cross until the progress bar reaches the end.

Select the screen with the first touch in the cross. If necessary, repeat the calibration for all other screens.

To cancel the screen calibration, press **Esc** on the console.

If you do not touch the screen, the **Calibrate Screens Window** close automatically after 10 seconds.

## 7.8. Change Functions of Executor Window

To go to the **Change Functions of Executor Window**, open the [Executor Bar Window](#) and tap the **tool**  in the [Title Bar](#).



Figure 1: Change Functions of Executor Window

In this window, you change the functions of executor from the current page of the [Executor Bar Window](#).

To change a function, tap on the virtual button in the window. It opens the [Select Function of Executor Window](#).

The functions of the main executor buttons are fixed and not changeable.

You can only change functions of taken executor.

If an executor button is free, it is displayed as **[Empty]**.

For more information about the displayed icons, see [Icons](#).

For more information about the displayed colors, see [System Colors - Executor](#).

To leave the **Change Functions of Executor Window**, press  in the [Title Bar](#). You are back in the **Executor Bar Window**.

## 7.9. Choose Clone Method Window

If you try to clone a fixture, the console ask to choose the clone method.

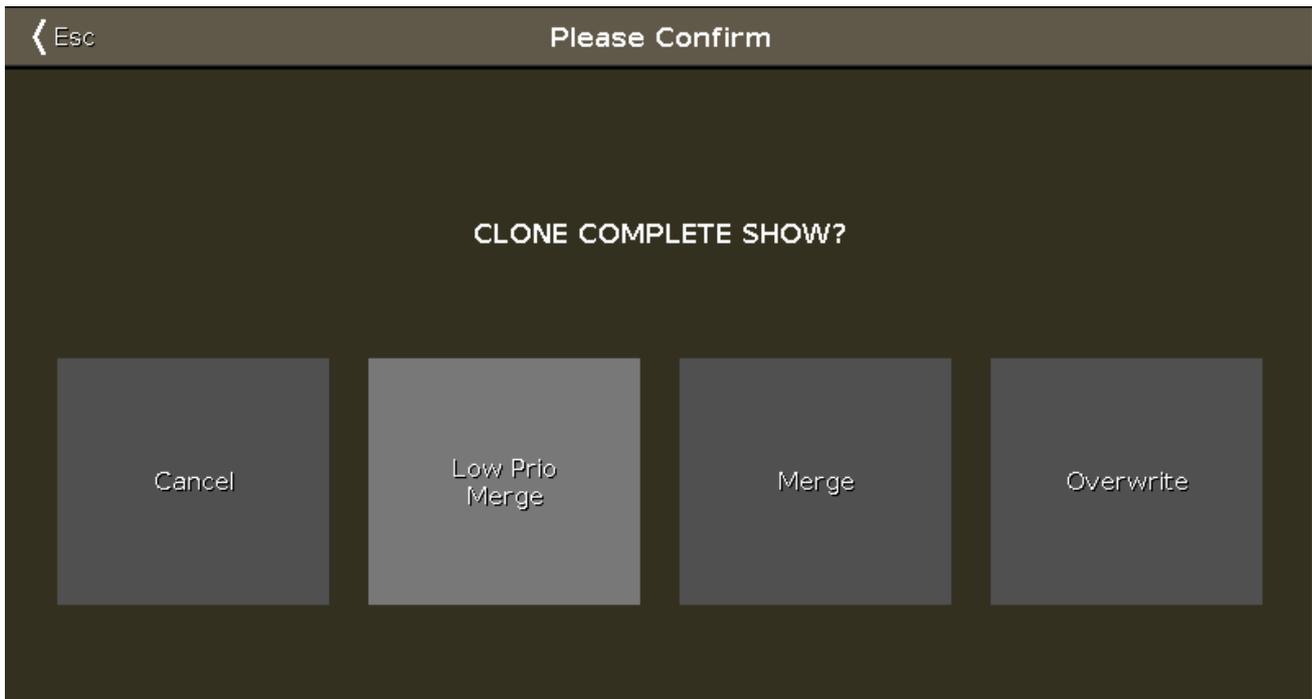


Figure 1: Choose clone method window

There are four options available.

**Cancel:**

Tap to cancel the clone command.

**Low Prio Merge:**

Tap to add the values from the source fixture to the destination fixture.

If the destination fixture has previous defined values, they will stay.

If the destination fixture has no previous defined values, the fixture will get the values from the source fixture.

**Merge:**

Tap to add values from the source fixture on the top of the destination fixture.

**Overwrite:**

Tap to overwrite the existing values from the destination fixture with the values from the source fixture.

Previous defined values will be deleted.

### Example Low Prio Merge

Fixture 1 stored on executor 2 - cue 1, has a defined color red and a gobo.

Fixture 2 stored on executor 3 - cue 1, has a defined position pan and tilt.

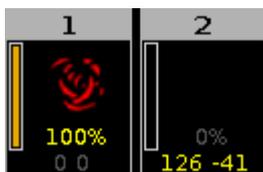


Figure 2: Fixture 1 and 2 before clone

Let's assume, you will clone fixture 1 at 2 and you will keep the defined position of fixture 2.

1. Press **Copy** (= Clone) **Fixture 1 At 2 Please**.

The console will ask you to choose the clone method.

2. Tap **Low Prio Merge**.

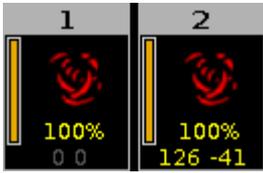


Figure 3: Fixture 1 and 2 after low prio merge clone

Fixture 2 has now the same values as fixture 1 and the previous defined values (position).

### Example Merge

Cue	Fixture 1	Fixture 2
1	Dimmer open (entered value)	
2	Dimmer open (entered value)	Dimmer 50 % (entered value)
3	Dimmer open (tracked value)	Dimmer 50 % (entered value)

Let's assume, you will clone fixture 1 at fixture 2 and add only the previous defined values and not the tracked values.

1. Press **Copy** (= Clone) **Fixture 1 At 2 Please**.

The console will ask you to choose the clone method.

2. Tap **Merge**.

Cue	Fixture 1 (before merge)	Fixture 2 (before merge)	Fixture 2 (after merge)
1	Dimmer open (entered value)		Dimmer open
2	Dimmer open (entered value)	Dimmer 50 % (entered value)	Dimmer open (because this was an entered value from fixture 1)
3	Dimmer open (tracked value)	Dimmer 50 % (entered value)	Dimmer 50 % (because this is a tracked value and clone method merge will not add tracked values)

### Example Overwrite

Fixture 1 stored on executor 2 - cue 1, has a defined color red and a gobo.

Fixture 2 stored on executor 3 - cue 1, has a defined position pan and tilt.

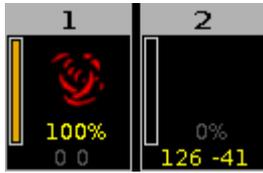


Figure 4: Fixture 1 and 2 before clone

Let's assume, you will clone fixture 1 at 2 and fixture 2 should make exactly the same like fixture 1.

1. Press  + **Copy** (= Clone) **Fixture 1 At 2 Please**.

The console will ask you to choose the clone method.

2. Tap **Overwrite**.

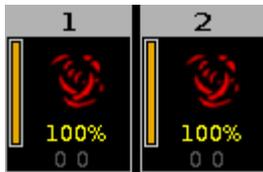


Figure 5: Fixture 1 and 2 after clone

Fixture 2 has now the exactly the same values as fixture 1. All previous defined values are deleted.

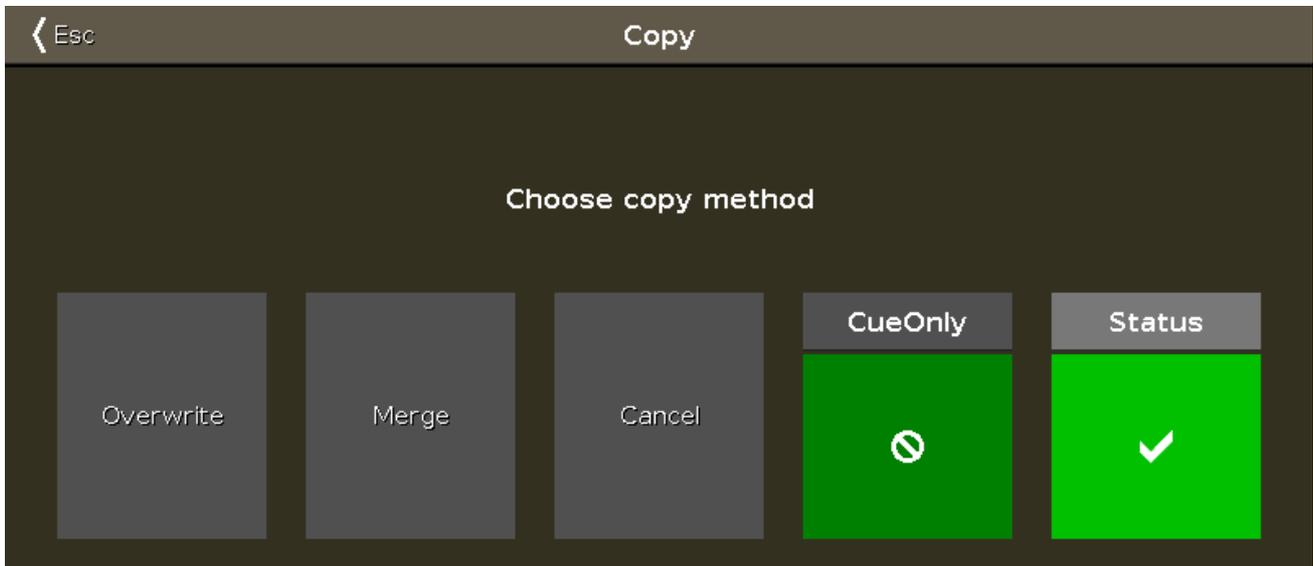
Fixture 1 and 2 are on executor 2. Fixture 2 does not exist anymore on executor 3.

## Related Links

- [Clone Command](#)
- [Copy Key](#)

## 7.10. Choose Copy Method Window

If you try to copy an object to a destination where an object already exist, the console will ask you to choose the copy method.



### Overwrite:

Tap to overwrite the existing object, e.g. cue or group. The previous object will be deleted.

### Merge:

Tap to add the object, e.g. cue or group, to the existing object.

### Cancel:

Tap to cancel the copy function.

### Cue only:

Tap if you copy the cue between two other cues. The copied cue will not affect the following cues with tracking values.

### Status:

Tap to copy the cue with its tracking values.

## Encoder Bar Functions



### Select:

To select a function, turn the encoder left or right.

To confirm a selected function, press or tap the encoder.

## Related Links

- [What is Tracking?](#)
- [Copy Command](#)

### 7.11. Choose Delete Method Window

If you try to delete a cue from a cue list, the console ask to choose the delete method.

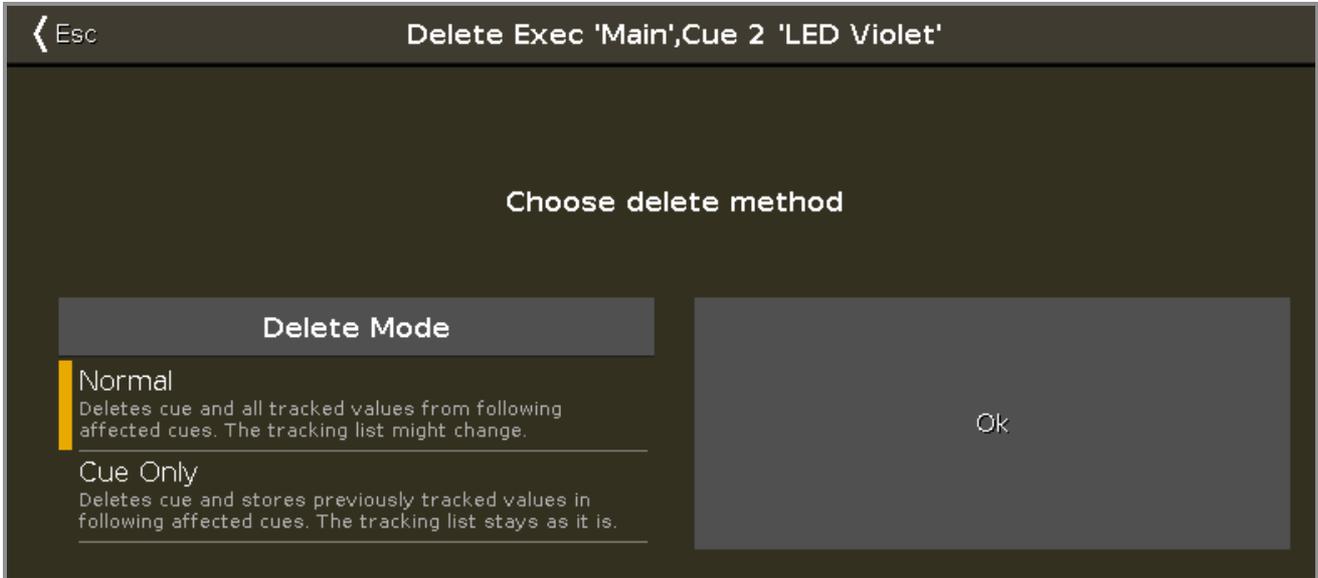


Figure 1: Choose Delete Method Window

There are two delete methods available.

To leave the window, tap **Esc** in the title bar or press **Esc** on the console.

The delete process is canceled.

For more information about delete, refer to [Delete Command](#) and [Delete Key](#).

The following tables explains the functions of the two methods on an example.

#### Initial Situation

Cue list	Fixture 1	Fixture 2	Fixture 3
Cue 1	100 %	0 %	0 %
Cue 2	100 % tracked value	50 %	0 %
Cue 3	100 % tracked value	50 % tracked value	25 %

#### Normal Delete

Cue list	Fixture 1	Fixture 2	Fixture 3
Cue 1	100 %	0 %	0 %
Cue 2	Normal delete	Normal delete	Normal delete
Cue 3	100 % tracked value	0 %	25 %

## Delete Cue Only

Cue list	Fixture 1	Fixture 2	Fixture 3
Cue 1	100 %	0 %	0 %
Cue 2	Delete cue only	Delete cue only	Delete cue only
Cue 3	100 % tracked value	50 %	25 %

## 7.12. Choose Store Method Window

If you want to store new programmer values on an executor with one existing cue on it or if you want to overwrite an existing cue on an executor, the console ask to choose the store method.

There are two store methods windows available.

The store method window with the options

- Merge
- Remove
- Overwrite
- Create Second Cue

appears if you store on an executor the first time a second cue (= cue list).

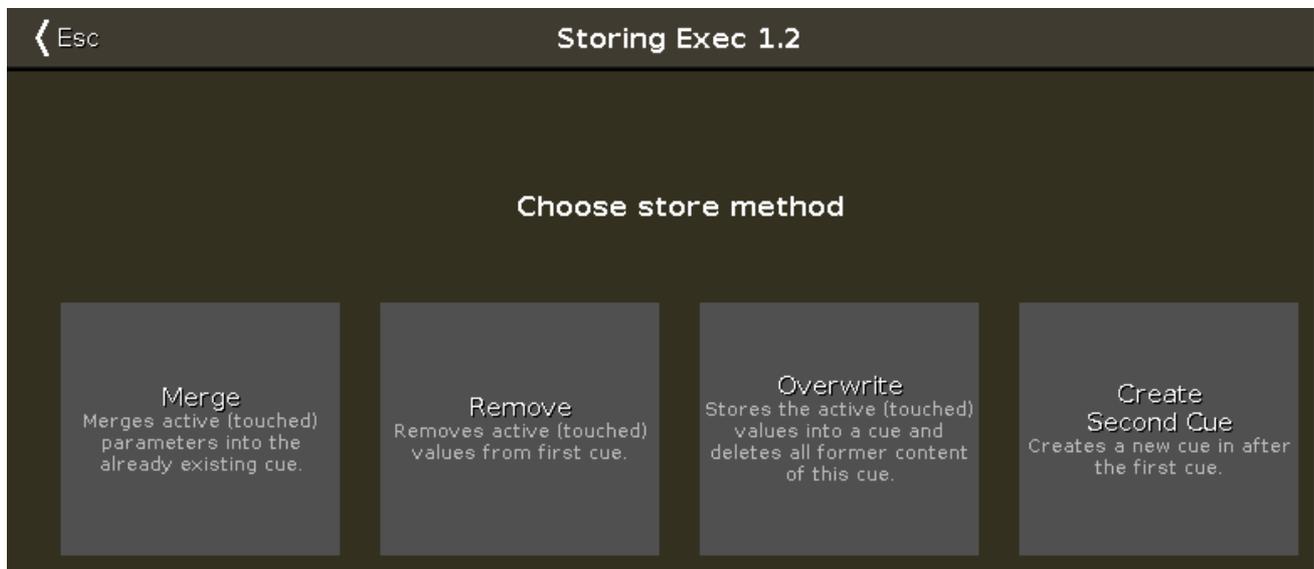


Figure 1: Choose store method window - first second cue

There are four store methods available:

**Hint:**

Use the **Prev**, **Next**, **Up**, and **Down** keys to navigate in this window and confirm with **Please**.

**Merge:**

Tap to add the programmer values to the existing cue.

**Remove:**

Tap to remove the programmer values from the existing cue.

**Overwrite:**

Tap to overwrite the existing cue with the programmer values. The previous values from the existing cue are deleted.

**Create second cue:**

Tap to create a cue 2 with the programmer values. This will create a cue list.

If you store new programmer values in an existing cue, the store method window has additional the options

- Normal
- Cue Only



Figure 2: Choose store method window - store in an existing cue

Additional to the methods Merge, Remove, and Overwrite, you can select the Store Mode.

**Store Mode Normal:**

Tap to store the cue with tracking shield. Refer to, [What is Tracking?](#)

**Store Mode Cue Only:**

Tap if to store the cue between two other cues. The stored cue will not affect the following cues with tracking values.

### Normal

Let's assume, you will store cue 2.1 between cue 2 and cue 3 with tracking shield.

Cue	Fixture 1 (initial situation)	Fixture 2 (initial situation)	Fixture 1 (normal)	Fixture 2 (normal)
1	Dimmer At 50	Dimmer At 50	Dimmer At 50	Dimmer At 50
2	Dimmer At 0	Dimmer At 100	Dimmer At 0	Dimmer At 100
2.1			Dimmer At 33	Dimmer At 33
3	Dimmer At 0 (tracked)	Dimmer At 80	Dimmer At 33 (tracked)	Dimmer At 80

1. Press **Store Cue 2 . 1** and tap on the **main executor** in the [executor bar view](#).
2. Tap **Ok**. Normal is selected by default.

Cue 2.1 is stored between cue 2 and cue 3. Cue 3 is tracking the dimmer value from fixture 1.

### Cue Only

Let's assume, you will store cue 2.1 between cue 2 and 3 without affect the following cues with tracking values.

Cue	Fixture 1 (initial situation)	Fixture 2 (initial situation)	Fixture 1 (cue only)	Fixture 2 (cue only)
1	Dimmer At 50	Dimmer At 50	Dimmer At 50	Dimmer At 50
2	Dimmer At 0	Dimmer At 100	Dimmer At 0	Dimmer At 100
2.1			Dimmer At 33	Dimmer At 33
3	Dimmer At 0 (tracked)	Dimmer At 80	Dimmer At 0	Dimmer At 80

1. Press **Store Cue 2 . 1** and tap on the **main executor** in the [executor bar view](#).
2. Tap **Cue Only** and then **Ok**.

Cue 2.1 is stored between cue 2 and cue 3. Cue 3 has no tracking values from cue 2.1.

### Merge

Let's assume, you will add the current programmer values to the existing cue 1 on the main executor.

ID	Name	Dim	Curve	Pan	Tilt
1	QWO 1	open	0.0	112.9	-68.2
2	QWO 2	open	0.0	112.9	-68.2

Figure 3: Values of cue 1 before store merge

1. Press **Store** and tap on the **main executor** in the [executor bar view](#).

2. Tap **Merge**.

ID	Name	Dim	Curve	Pan	Tilt
1	 QWO 1	open	0.0	112.9	-68.2
2	 QWO 2	open	0.0	112.9	-68.2

Figure 4: Values of cue 1 after store merge

The current programmer values are added to the existing cue 1.

## Remove

Let's assume, you will remove fixture ID 2 from the existing cue 1 on the main executor.

ID	Name	Dim	Curve	Pan	Tilt
1	 QWO 1	open	0.0	112.9	-68.2
2	 QWO 2	open	0.0	112.9	-68.2

Figure 5: Values of cue 1 before store remove

1. Select fixture ID 2 in the [fixtures view](#).
2. Double press **Please**. All values from fixture 2 are in the programmer.
3. Press **Store Cue 1** and tap on the **main executor** in the [executor bar view](#).
4. Tap **Remove**.

ID	Name	Dim	Curve	Pan	Tilt
1	 QWO 1	open	0.0	112.9	-68.2
2	 QWO 2	closed	0.0	center	center

Figure 6: Values of cue 1 after store remove

The fixture ID 2 is removed from the existing cue 1 on the main executor.

## Overwrite

Let's assume, you will overwrite the cue 1 on the main executor with the current programmer values.

1. Press **Store** and tap on the **main executor** in the [executor bar view](#).
2. Tap **Overwrite**.

Cue 1 on the main executor has now the current programmer values. All previous values from the existing cue are deleted.

## Create Second Cue

Let's assume, you will create a cue list on the main executor.

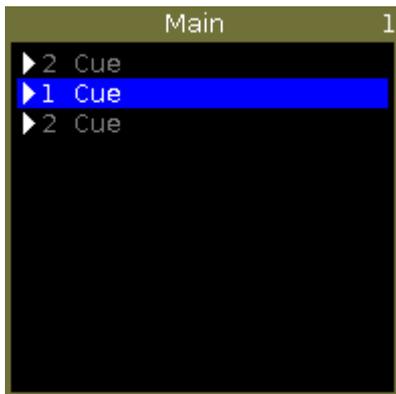


Figure 7: Cue list on main executor

1. Press **Store** and tap on the `main executor` in the [executor bar view](#).
2. Tap `Create second cue`.

The current programmer values are stored as a second cue on the main executor.

---

## Encoder Bar Functions



Figure 8: Encoder bar functions - choose store method

### Select:

To select a function, turn the encoder left or right.

To confirm a selected function, press or tap the encoder.

## 7.13. Choose Update Method Window

If you try to update a cue in a cue list, the console ask to choose the update method.

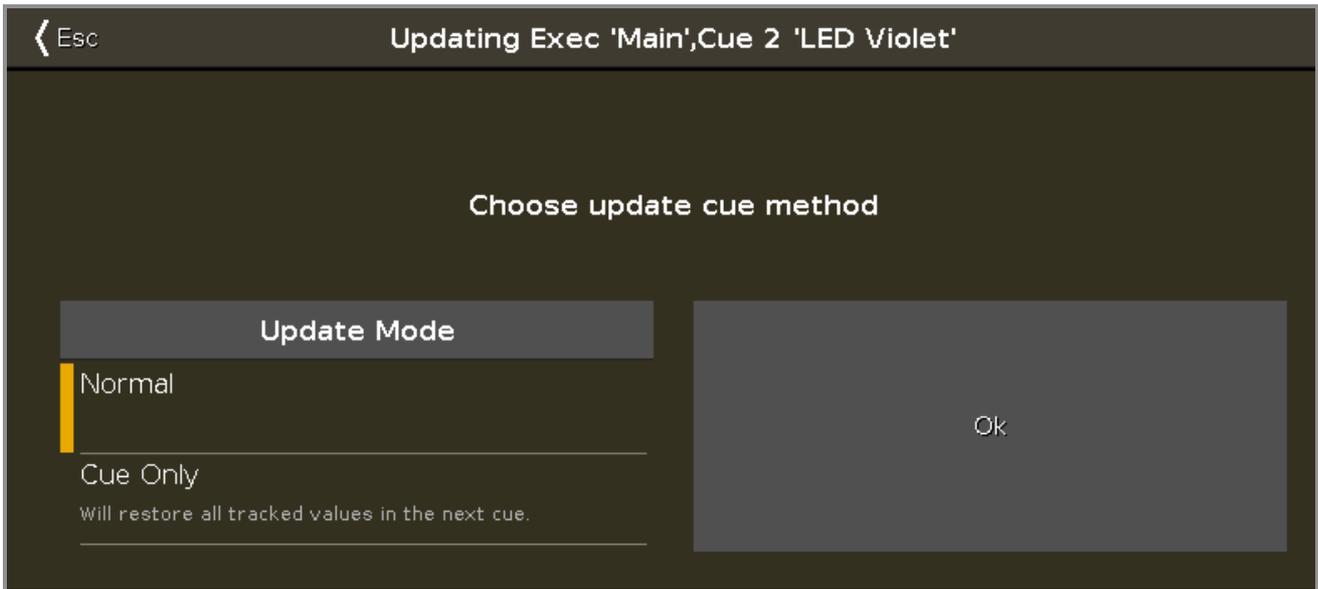


Figure 1: Choose Update Method Window

There are two update modes available.

To leave the window, tap **Esc** in the title bar or press **Esc** on the console.  
The update process is canceled.

For more information about Update, refer to [Update command](#) and [Update key](#).

The following tables explains the functions of the two methods on an example.

Initial Situation

Cue list	Fixture 1	Fixture 2	Fixture 3
Cue 1	100 %	0 %	0 %
Cue 2	100 % tracked value	50 %	0 % tracked value
Cue 3	100 % tracked value	50 % tracked value	25 %

Normal Update

Cue list	Fixture 1	Fixture 2	Fixture 3
Cue 1	100 %	0 %	0 %
Cue 2 Update	30 %	30 %	30 %
Cue 3	30 % tracked value	30 % tracked value	25 %

Cue Only Update

Cue list	Fixture 1	Fixture 2	Fixture 3
Cue 1	100 %	0 %	0 %
Cue 2 Update	30 %	30 %	30 %
Cue 3	100 %	50 %	25 %

#### 7.14. Color Preset Type View

To go to the **Color Preset Type View**, tap **Color** in the [Preset Type Bar](#).

- or -

Press and hold  and press **4**, for preset type 4 (= Color).

The color preset type view is only active if the selected fixture has a color attributes.

The color preset type view has three default tabs: The **Picker View**, the **Fader View**, **Swatchbook View**.

Depending on the fixture type additional **Raw Color Views**.



#### Important:

The color picker and the color sliders works absolute. A tap on the color picker or the color slider sets a new color value and does not follow the already set color values.

The respective encoders works relative to the already set color values.

To open the color [effects view](#) at screen 1, tap at  in the title bar.

If an effect is running on a selected fixture, the color preset type view change into an effect mode and get a blue [effect mode title bar](#).

### Picker View

The picker view is the first tab of the color preset type view.

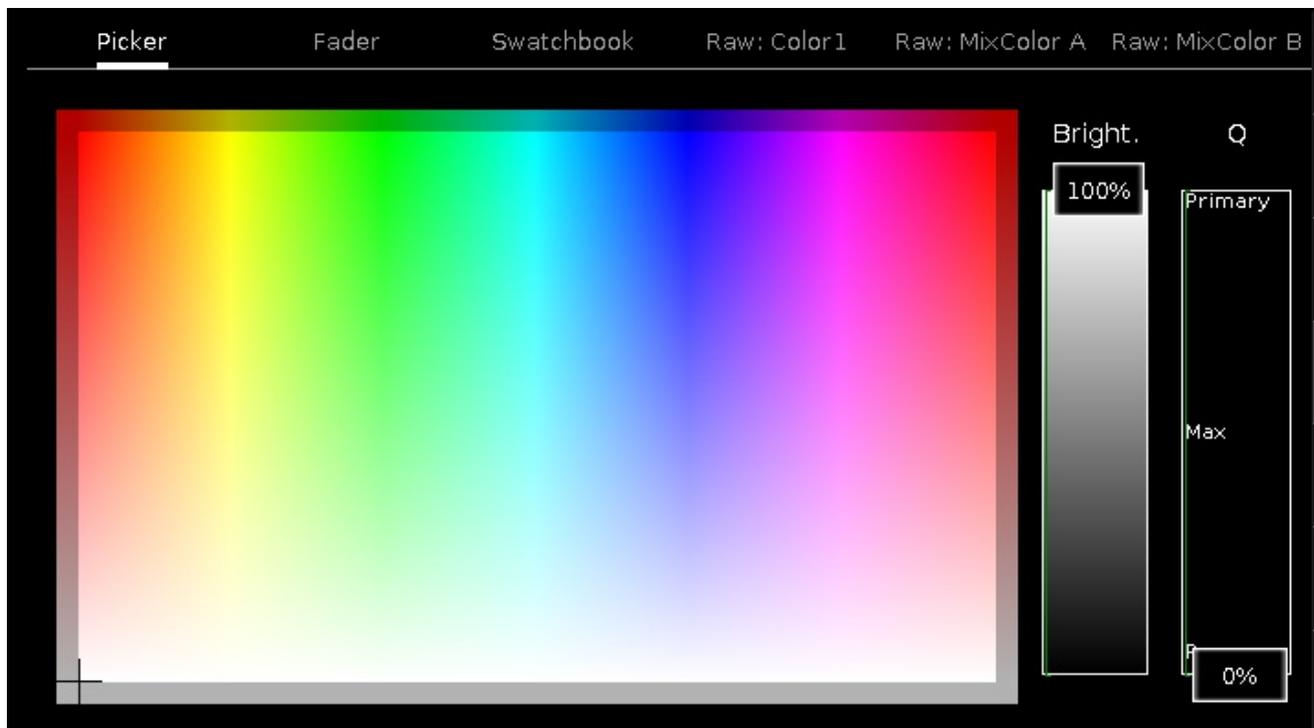


Figure 1: Color picker view

In this view, you select the color from the color picker.

You have access to all attributes of the color mix system or the color wheels.

The x-axis of the color picker, displays the hue from 0 to 360 degrees.

The y-axis of the color picker, displays the saturation from 0 % to 100 %.

The cross hairs shows which color is selected.

To select the brightness, swipe the **Bright.-Fader** up or down.

To select from which color attributes should the selected color mostly be mixed from, swipe the **Q-Fader** up or down.

**Primary** = The selected color will be mixed only from RGB attributes.

**Max** = The selected color will be mixed from RGB attributes and if available from additional attributes, e.g. white or amber.

**Pure** = The selected color will be mostly mixed from additional color attributes.

## Fader View

The fader view is the second tab of the color preset type view.

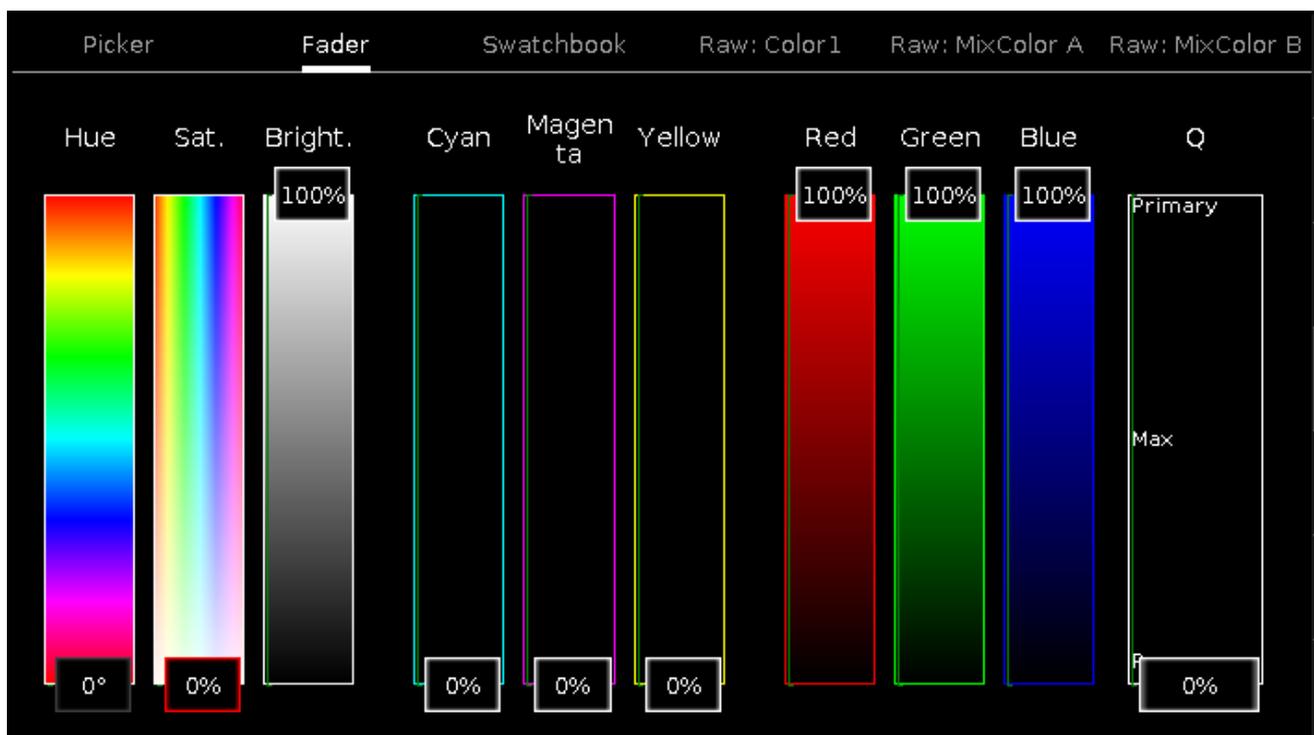


Figure 2: Fader View

In this view, you select the color from the color faders.

There are three different ways of the color mix system, each with three faders.

### 1. Hue - Sat. - Bright.

First fader displays the hue in degrees.

Second fader displays the saturation in percent.

Third fader displays the brightness in percent.

### 2. Cyan - Magenta - Yellow

First fader displays the cyan ratio in percent.

Second fader displays the magenta ratio in percent.

Third fader displays the yellow ratio in percent.

### 3. Red - Green - Blue

First fader displays the red ratio in percent.

Second fader displays the green ratio in percent.

Third fader displays the blue ratio in percent.

To select from which color attributes should the selected color mostly be mixed from, swipe the **Q-Fader** up or down.

### Swatchbook View

The swatchbook view is the third tab of the color preset type view.

Picker		Fader	Swatchbook	Raw: Color1	Raw: MixColor A	Raw: MixColor B
No.	Name		No.	Name	Key	Color
1	MA colors		1	White	1	100.0 100.0 100.0
2	CalColor		2	Red	2	100.0 0.0 0.0
3	Cinegel		3	Orange	3	100.0 50.0 0.0
4	Cinelux		4	Yellow	4	100.0 100.0 0.0
5	E Colour		5	Fern Green	5	50.0 100.0 0.0
6	GamColor		6	Green	6	0.0 100.0 0.0
7	Gel		7	Sea Green	7	0.0 100.0 50.0
8	Lee		8	Cyan	8	0.0 100.0 100.0
9	Poly Colour		9	Lavender	9	0.0 50.0 100.0
10	Roscolux		10	Blue	10	0.0 0.0 100.0
11	Storaro Selection		11	Violet	11	50.0 0.0 100.0
12	SuperGel		12	Magenta	12	100.0 0.0 100.0

Figure 3: Swatchbook view

In this view, you select the color from a swatchbook.

There are two tables in this view: **Swatchbook Table** and **Color Table**.

#### 1. Swatchbook Table

This table has two columns: **No.** and **Name**.

The column **No.** displays the number of the swatchbook.

The column **Name** displays the name of the swatchbook.

#### 2. Color Table

This table has four columns: **No.**, **Name**, **Key** and **Color**.

The column **No.** displays the number of the row.

The column **Name** displays the name of the color.

The column **Key** displays the key of the color from the swatchbook.  
 The column **Color** displays the color along with the RGB code.

### Raw Color Views

The raw color views starts after the third tab in the color preset view, depending on the fixture type.

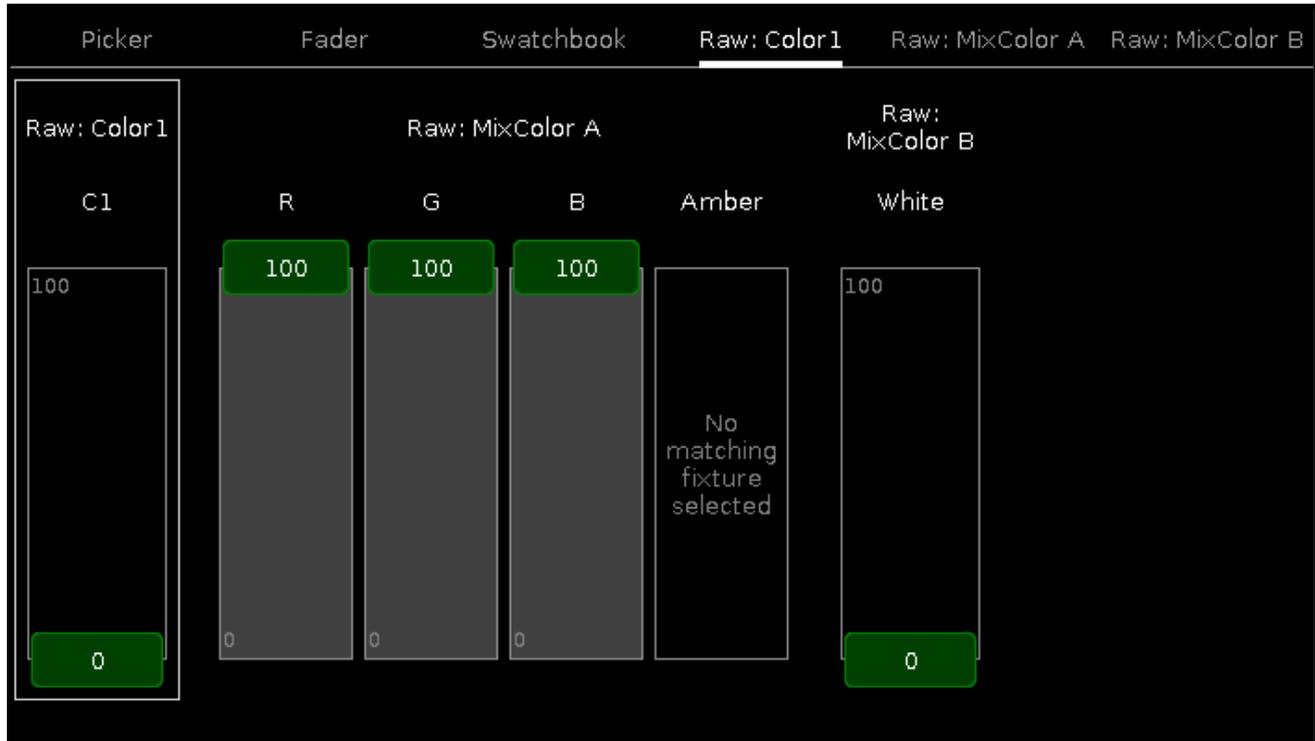


Figure 4: Raw color view

In the raw color view, you control the raw color channel values in percent from the selected fixtures.

All fixture types with CMY are displayed as inverted RGB.

To select the DMX values from the color channel, move the slider up and down.

### Encoder Bar Functions

The color preset type view has different encoder bars depending on the selected view.

#### Color Picker and Color Fader Encoder Bar

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.  
 To change the encoder speed to ultra slow, press and hold the key and press the encoder key . The encoder speed equals one DMX step.



Figure 5: Color picker and color fader encoder bar

To use the second function of an encoder, press and hold the key.

To open the [calculator](#), press the encoder.

**Hue or Red:**

To select the hue or red of a color, turn the encoder left or right.

**Saturation or Green:**

To select the saturation or green of a color, turn the encoder left or right.

**Brightness or Blue:**

To select the brightness or blue of a color, turn the encoder left or right.

**Q:**

To control the Q-Fader, turn the encoder left or right.

### Swatchbook Encoder Bar

If swatchbook is selected as color preset type view, the swatchbook encoder bar is displayed.



Figure 6: Swatchbook encoder bar

**Scroll Swatchbook:**

To scroll in the swatchbook table, turn the encoder left or right.

**Scroll Color:**

To scroll in the color table, turn the encoder left or right.

To select a color, press the encoder.

## 7.15. Command Line View

To go to the **Command Line View**, tap in the [command line](#)

- or -

tap  in the view bar and tap .



The command line view displays in the upper area all inserted commands along with the response from the console.

Error messages are also displayed.

Every command line start with the clock time (24 hours system) in hours, minutes, seconds and milliseconds.

After the time is the command history displayed.

To scroll vertical, use the vertical scroll bar.

To scroll horizontal, tap in the view and move the view from right to left.

If you are not at the end of the command history, there is a direction arrow  displayed.

To go to the end of the command history, tap the directions arrow .

Below the command history is the [command line](#).

Below the command line is the virtual keyboard.

To leave the command line view, tap  in the title bar or press  on the console.

## Feedback

The command history has different feedback messages.

### Error:

```
Error : Group 46
Error #72: COMMAND NOT EXECUTED
```

The entered command is wrong.

**Executing:**

```
Executing : Clear
```

The entered command is executed.

## Encoder Bar Functions

Cursor	History		Scroll
--------	---------	--	--------

**Cursor:**

To move the cursor in the command line left or right, turn the encoder left or right.

**History:**

To scroll in the commands forwards and backwards and display the command in the command line, turn the encoder left or right.

**Scroll:**

To scroll in the command history up or down, turn the encoder left or right.

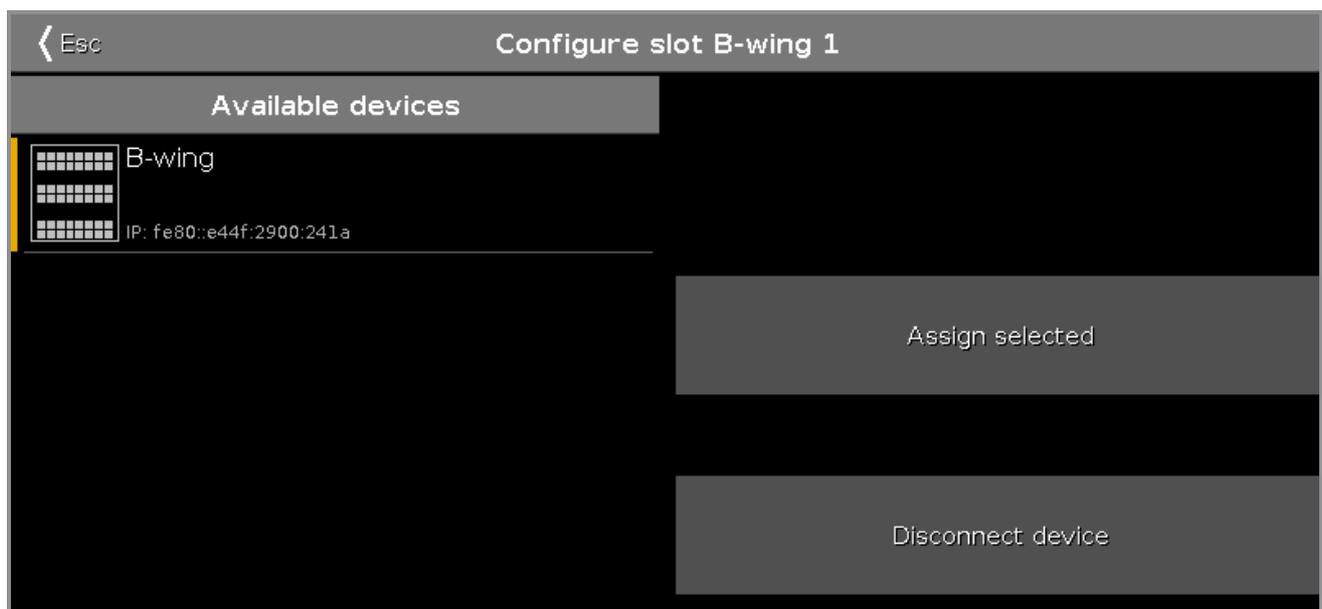
To scroll in the command history left or right, press and turn the encoder left or right.

## Related Links

- [System Colors - Command Line](#)
- [Control Elements - Command Line](#)

## 7.16. Configure Slot Window

To open the configure slot window, tap at the slot you want to configure, e.g. B-wing 1, in the [Wings window](#).



In this window, you can assign wings to a slot or clear the assignment.

The title bar displays the selected slot.

**Available devices:**

Displays all available wings, depending on the selected slot.

A selected device is displayed with an orange bar on the left side of the device.



If a wing is selected in the configure slots window, the buttons on the wing starts to flash.

A button wing or fader wing can have three different status:

1. The wing is displayed without any additional sign.

The wing is connected to the console and is free to assign.



2. The wing is displayed with a green tickmark.

The wing is connected to the console and assigned to a slot.

The assigned slot is written in brackets.



3. The wing is displayed with a red prohibition sign.

The wing is connected to another console and not available.



To assign a wing with a prohibition sign, you need to disconnect the wing on the respective console first.



**Assign selected:**

Tap to assign the selected device to the slot. The Configure Slot window close and you are back in the [Wings window](#).

**Disconnect device:**

Tap to disconnect the device from the slot.

Related Links

- [Wings Window](#)
- [How to connect Nodes, Wings and dot2 onPC?](#)

## 7.17. Control Preset Type View

To go to the **Control Preset Type View**, tap **Control** in the [Preset Type Bar](#).

- or -

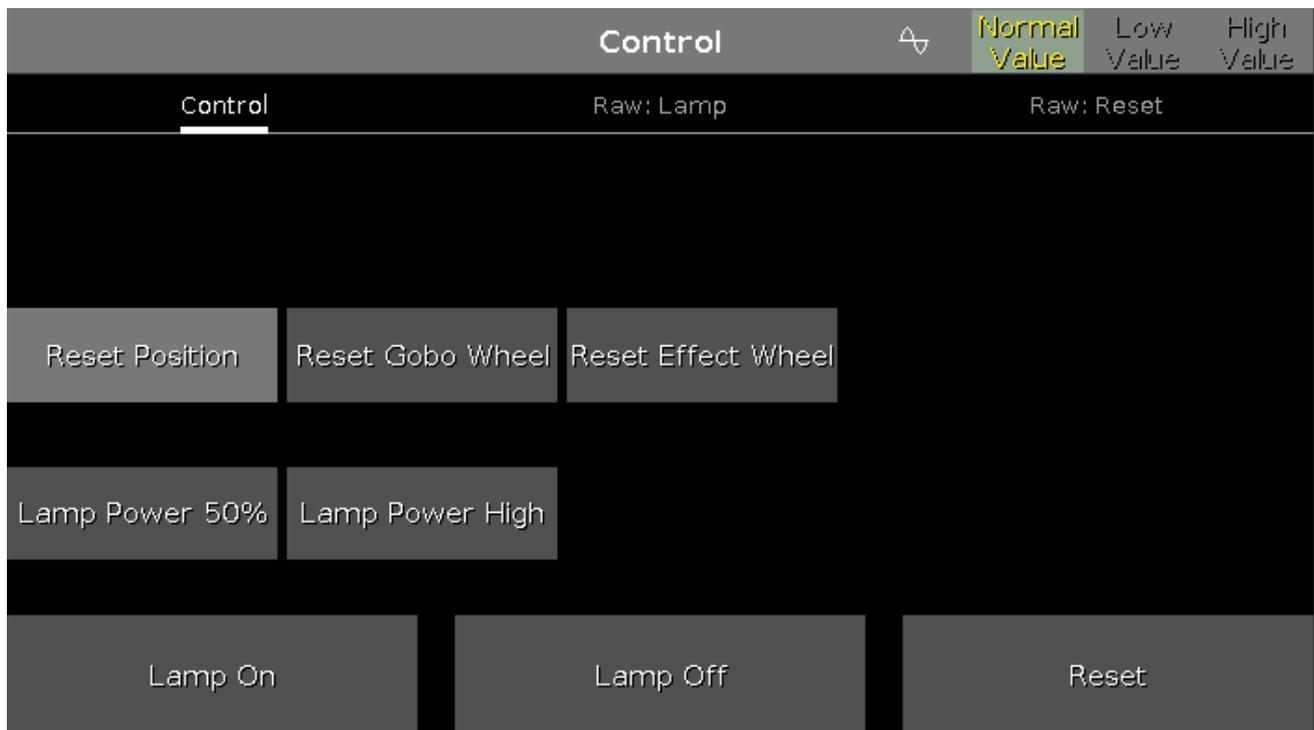
Press and hold  and press **7**, for preset type 7 (= Control).

The control preset type view is only active if the selected fixture type has a control channel.

The control preset type view has one default tab **control view** and depending on the fixture type **raw control views**.

## Control View

The control view is the first tab of the control preset type view.



In the control view, you control the control channels of the selected fixture types.

Except the three buttons on the bottom of the view, the buttons are depending on the selected fixture types.

The three buttons at the bottom of the screen are default buttons.

The buttons above the default buttons are different depending on the fixture.

If you tap at one of these buttons, a progress bar appears until the function is finished.

It is not possible to cancel a started functions or undo it.



**Lamp On** (only for discharge lamps):

Tap to turn the lamp on.

Lamp Off

**Lamp Off** (only for discharge lamps):  
Tap to turn the lamp off.

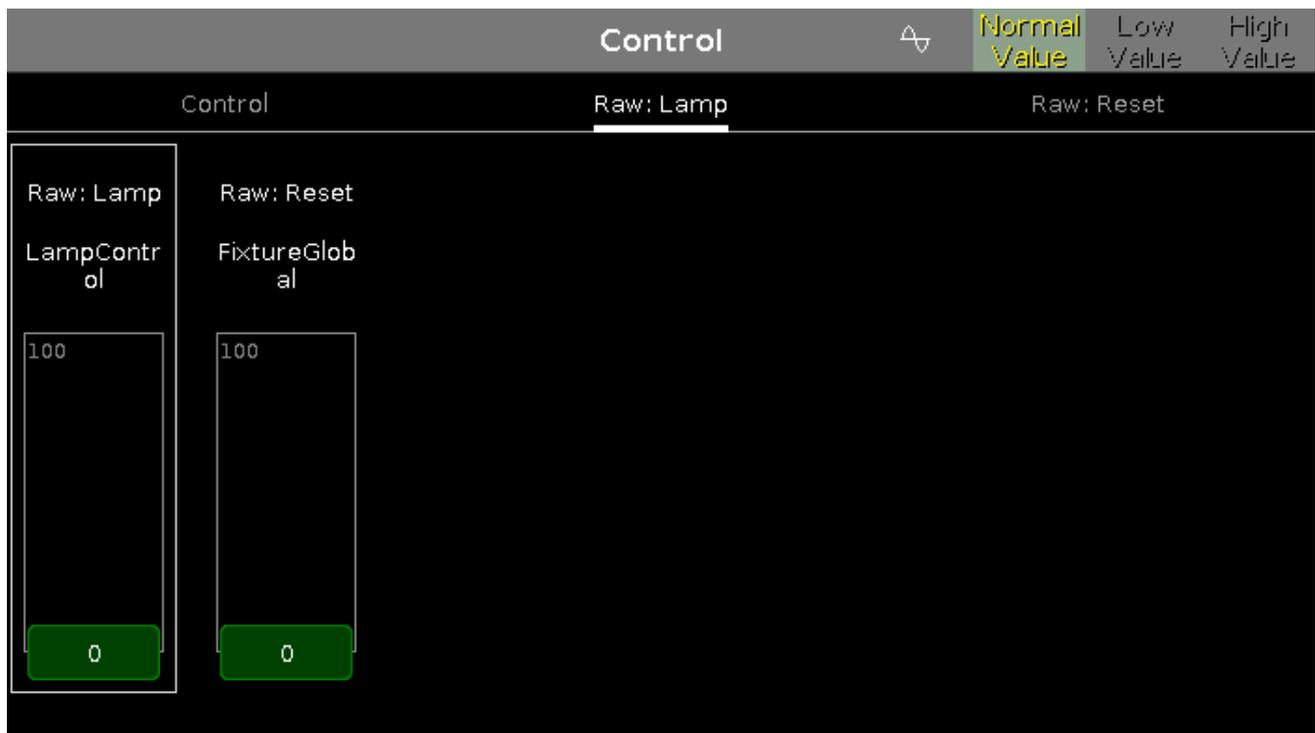
Reset

**Reset:**

Tap to reset the selected fixture corresponding to the reset function of the selected fixture type.

### Raw Control Views

The raw control views, e.g. Lamp, Reset, are located after the first tab in the control preset type view.



**Important:**

The control sliders works absolute. A tap on a control slider sets a new control value and does not follow the already set control values.

The respective encoders works relative to the already set control values.

In the raw control view, you control the raw control channel values in natural values (0-100) of the selected fixtures.

### Encoder Bar Functions



The encoder bar is only visible in the raw control views.  
It displays the respective raw channel depending on the selected slider.

To select the value, turn the encoder left or right.

To change the encoder speed to slow, press the encoder key

To change the encoder speed to ultra slow, press and hold the key and press the encoder key .

To open the [calculator](#), press the encoder.

### Related Links

- [Preset Type Bar](#)
- [What is a Preset?](#)
- [How to work with Presets?](#)

## 7.18. Cues View

To go to the **Cues View** for the **main executor on screen 1**: Press on the console.

To go to the cues view for the **main executor on screen 2**: Tap on the [view bar](#).

To go to the cues view for any other **executors**: Press and then the respective executor button on the console.

Off Time: 1.0s		Cues of "Exec 'Main'"				TC Record			
Number	Name	Protected	Trig	Trig Time	Fade	Delay	Out Fade		
1	LED Blue		▶ Go		2	0	InFade		
2	LED Violet		▶ Go		2	0	InFade		
3	LED Congo Orange		▶ Go		2	0	InFade		
4	LED Color FX	Yes	▶ Go		2	0	InFade		
5	LED Red Cyan		▶ Go		2	0	InFade		
6	LED Green Pink		▶ Go		2	0	InFade		

Figure 1: Cues View

In this view, you see all cues of the respective executors and their settings.

**Information:**

Every store, update, or copy function makes an automatically unblock for the cue list. The values being identical with the value of the previous cue will not be stored again in the cue list. This provides a clean tracking list. For more information, refer to [What is Tracking?](#)

If an off time is set for this executor, it is displayed in the title bar.

To change the off time, tap at **Off Time** in the title bar. The [settings of executor window](#) opens.

To start a timecode record for the executor, tap at **TC Record** (= timecode) in the title bar. The **record icon**  is flashing in the title bar of the cues view and in the [executor bar](#). Only available if at least one timecode source is turned on in the [timecode configuration window](#). If no timecode source is turned on, the TC Record button is showed grayed out and the timecode trigger icon is displayed in red.

Off Time: 1.0s		Cues of "Exec 'Main'"				TC Record  	
Number	Name	Protected	Trig	Trig Time	Fade	Delay	Out Fade
1	LED Blue		 Timecode	0	2	0	InFade

Figure 2: Cues View - No timecode source is turned on in the Timecode Configuration Window

To open the executor settings, tap the **tool**  in the title bar. It opens the [settings of executor window](#).

To pin the view and deactivate the dynamic view mode, tap on the **pin**  in the [title bar](#).

Below the title bar is the cue table. In this table you can edit the

- Number. The [edit cue number\(s\) window](#) opens.
- Cue Name
- Protected
- Trig (Trigger). The [select trig window](#) opens.
- Trigger Time
- Fade
- Delay
- Out Fade
- Out Delay
- Preset Type Timings
- Cmd (Command)
- Snap Percent

To edit the cells of the cue table, press and hold the cell. The corresponding edit window opens.

A selected cell in the cue table has blue background with a white frame around.

The current executed cue in the cue table has a green background.

The blue bar in the name column of a running cue displays the fade time from 0% to 100%.

For more information about cues, refer to [What is a Cue?](#) and [How to work with Cues?](#)

If a cue is set to protected, a white line is displayed to see where the tracking stops. For more information, refer to [What is Tracking?](#)

If the assigned fade or delay time is overwritten by the exec time master, it is indicated by an equal sign in front of the fade or delay time.

Off Time: 1.0s		Cues of "Exec 'Main'"				TC Record		
Number	Name	Protected	Trig	Trig Time	Fade	Delay	Out Fade	
1	LED Blue	<input checked="" type="checkbox"/>	▶ Go		=1.46	=0	InFade	

Figure 3: Cues View - Overwritten fade time

### Chaser

If the executor is set to a chaser, all cue functions and timings which are not active in the chaser mode are shown gray out. For more information about chasers, refer to [What is a Chaser?](#) and [How to work with Chasers?](#).

Additional is the chaser bar visible.



Figure 4: Chaser Bar in the Cues View

#### Forward (chaser direction mode):

Tap at to select the direction mode of the chaser.

There are four directions modes available

- Forward
- Backward
- Bounce (e.g. starts with cue 1 to 4 and goes back from 4 to 1)
- Random

#### Endless (chaser run mode):

Tap at to select the run mode of the chaser.

There are three run modes available.

- Endless
- Shoot-Off  
The chaser starts at the selected cue, e.g cue 1, and stops at the end of cue 5. The executor is off after the last cue.
- Shoot-On  
The chaser starts at the selected cue, e.g. cue 1, and stops at the end of cue 5. The executor is on after the last cue.

#### Play:

Tap to start the chaser.

**Pause:**

Tap to set the chaser to pause.

**Half Speed:**

Tap to set the chaser to half of the current speed.

**1:1 Speed:**

Tap to set the speed to the adjusted speed. To adjust the speed, use the encoder.

**Double Speed:**

Tap to set the speed to the double of the entered speed.

## Encoder Bar Functions



Figure 5: Encoder Bar Function on Screen 1 if Executor is a Chaser

**Fade** (only available if the executor is a chaser):

With this encoder you set the fade percent from one cue to another cue.

The default is 0% and it goes up to 400%.

To set the fade percent without decimal places, turn the encoder left or right.

To set the fade percent with decimal places, press  and then turn the encoder left or right. The encoder speed is slow.

**Speed** (only available if the executor is a chaser):

To set the speed of the chaser higher or lower, turn the encoder left or right.

**Scroll:**

To scroll in the cues view up or down, turn the encoder left or right.

To scroll in the cues view left or right, press and turn the encoder left or right.

## 7.19. Dimmer Preset Type View

To go to the **Dimmer Preset Type View**, tap  in the [Preset Type Bar](#).

- or -

Press and hold  and press , for preset type 1 (= Dimmer).

The dimmer preset type view has one default tab **dimmer view** and depending on the fixture type **raw dimmer view**.

To open the dimmer effects view at screen 1, tap at  in the title bar.

If an effect is running on a selected fixture, the dimmer preset type view change into an effect mode and get a blue [effect mode title bar](#).

## Dimmer View

The dimmer view is the first tab of the dimmer preset type view.



In the dimmer view, you control the dimmer values in percent.

To select a dimmer value move the dimmer slider up or down.

**Important:**

The dimmer slider works absolute. A tap on the dimmer slider sets a new dimmer value and does not follow the already set dimmer values.

The dimmer wheel and the respective encoder works relative to the already set dimmer values.

Right beside the dimmer slider are five default dimmer values buttons to set the dimmer to a specific value, e.g. 75 %.

Right beside the default dimmer values buttons are four calculate dimmer values buttons, to set the dimmer to more or less percent, e.g. +10 %.

## Raw Dimmer View

The raw dimmer view is located in the second tab of the dimmer preset type view.



In the raw dimmer view, you control the raw dimmer channel values in percent from the selected fixtures.

All fixture types with a color mix system have a raw dimmer channel in the dot2 to select the brightness.

## Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.

To change the encoder speed to ultra slow, press and hold the  key and press the encoder key . The encoder speed equals one DMX step.



### Dim (%):

To select the value of the Dim (=Dimmer) turn the encoder left or right.

To open the [calculator](#), press the encoder.

## Related Links

- [Preset Type Bar](#)
- [Calculator](#)
- [Effects View](#)

## 7.20. DMX View

To go to the **DMX View** on screen 1: Press **DMX** on the console.

To go to the **DMX View** on screen 2: Tap **More...** in the **view bar** and then **DMX**.

DMX										
Address	1	2	3	4	5	6	7	8	9	10
Universe 1 (XLR A)										
1. 1							106			130
1. 11									127	128
1. 21		128	131	128		128		128		
1. 31									106	
1. 41		130								
1. 51	127	128		128	131	128		128		128
1. 61										
1. 71	106			130						
1. 81			127	128		128	131	128		128

Figure 1: DMX View

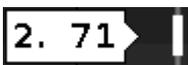
This view shows the current output of the fixtures and the **attributes** in the universes 1-8.

The universe 9 displays the DMX input and works only for DMX remote. For more information, refer to [Remote Inputs Configuration](#).

To pin the view and deactivate the dynamic view mode, tap on the **pin**  in the title bar.

To scroll in the DMX view, slide the vertical scroll bar.

During scrolling on the scroll bar, it is a bubble displayed which displays the address in the view.



You can also slide up and down in the view screen to scroll.

To show the DMX attributes the respective DMX address, press the **view icon**  in the **title bar**.

DMX										
Address	1	2	3	4	5	6	7	8	9	10
Universe 1 (XLR A)										
1. 1	162			106						130
1. 11									127	128
1. 21	128	131	128	128			128	128		
1. 31									106	
1. 41		130								
1. 51	127	128		128	131	128		128		128

Figure 2: DMX View with Attributes

If an attribute has no DMX output, the value 0 and the cell is gray displayed.

If an attribute has a DMX output, the values starts with 1 (dark green) and goes up to 255 (neon bright green).

To search for a fixture in the DMX view and mark it: Select the fixture in the fixture view and the dynamic mode goes to the respective DMX address.

If one or more fixtures are selected in the [fixtures view](#), they are displayed in the DMX view with a yellow frame around it.

Parked DMX channels are displayed with a blue background.



**Hint:**

To unpark DMX channels, open the [tools window](#).

DMX										
Address	1	2	3	4	5	6	7	8	9	10
Universe 1 (XLR A)										
1. 1	1	2	3	4	5	6	7	8	9	10
1. 11	11	12	13	14	15	16	17	18	19	20
1. 21	21	22	23	24	25	26	27	28	29	30
1. 31	31	32	33	34	35	36	37	38	39	40
1. 41	41	42	43	44	45	46	47	48	49	50
1. 51	51	52	53	54	55	56	57	58	59	60
1. 61	61	62	63	64	65	66	67	68	69	70
1. 71	71	72	73	74	75	76	77	78	79	80
1. 81	81	82	83	84	85	86	87	88	89	90
1. 91	91	92	93	94	95	96	97	98	99	100
1. 101	101	102	103	104	105	106	107	108	109	110

Figure 3: DMX View with parked DMX Channels

DMX tester values, entered via the [DMX command](#), are displayed with a red background.



**Hint:**

To turn off the DMX tester, open the [tools window](#) or use the [DMX command](#).

DMX										
Address	1	2	3	4	5	6	7	8	9	10
Universe 1 (XLR A)										
1. 1							127			130
1. 11									127	128
1. 21		128	131	128		128		128		

Figure 4: DMX View with active DMX Tester

DMX Address

Below the title bar and leftmost on the screen are the DMX address columns.

The horizontal address column shows the DMX address for the respective line in the sheet.

The leftmost vertical address column shows at first the universe and then with which address the first column starts.

One DMX universe has 512 DMX addresses.

Before the DMX sheet of an universe starts is the universe displayed and which XLR plug-in is used.

To show the DMX addresses in the DMX view, press the  key.

## Encoder Bar Functions



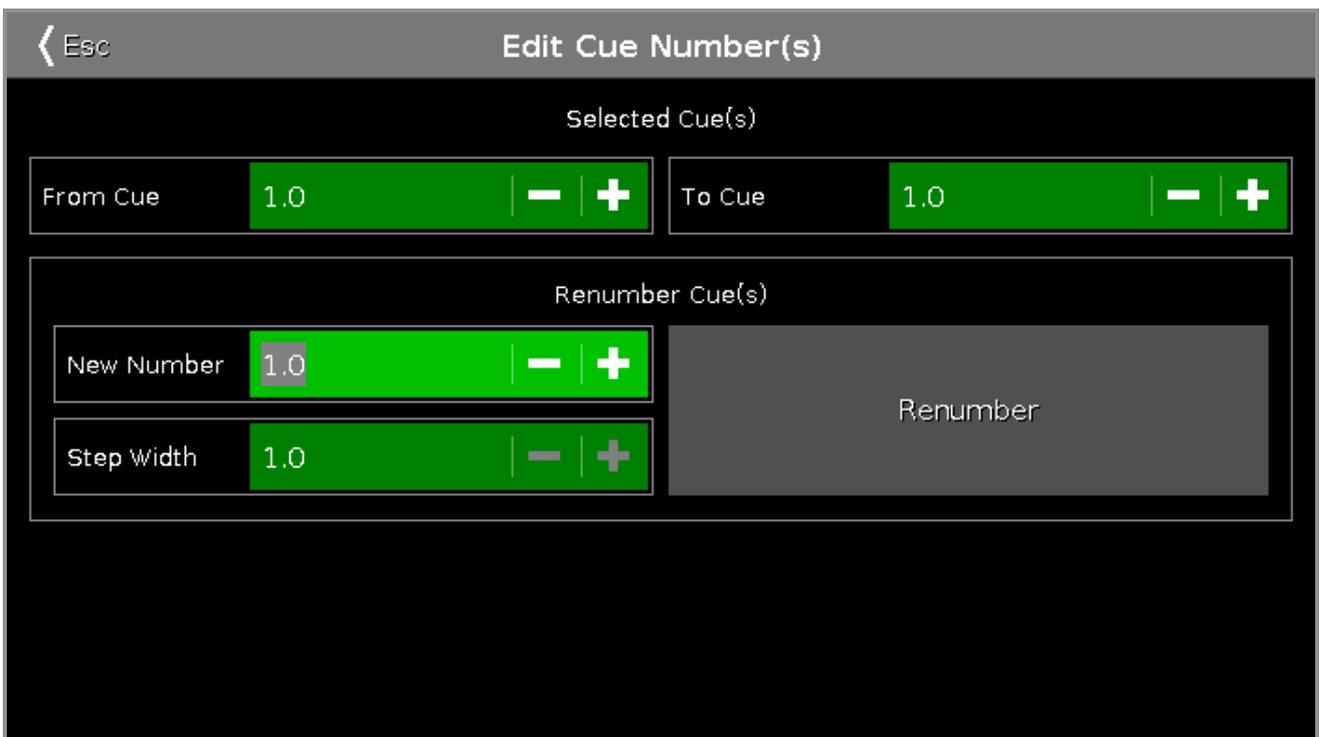
Figure 5: DMX View Encoder Bar on Screen 1

### Scroll:

To scroll in the DMX view up or down, turn the encoder left or right.

## 7.21. Edit Cue Number(s) Window

To go to the **Edit Cue Number(s) Window**, open the [Cues View](#) and press and hold the cell with the cue number of the respective cue.



In this window, you edit the cue numbers.

### From Cue:

Select the number of the cue from which you like to start with, e.g. 1.

### To Cue:

Select the number of the cue till which you like to end with, e.g. 10



It is not possible to renumber cues in addition with a cue position change.

If you renumber a cue, the cue have to stay in its position in the cue list.

If you want to move a cue, e.g. cue 1 in a cue list of 10 cues, to cue 11 use the [move command](#).

#### New Number:

Select the new start cue number, e.g 1.1.

#### Step Width:

Select the step width of the cue numbers, e.g 0.1.

#### Renumber:

Tap to apply the changes and go back to the [cues view](#).

To leave the Edit Cue Number(s) Window, tap  in the title bar or press  on the console.

#### Related Links

- [Cues View](#)
- [Move Command](#)
- [How to work with Cues?](#)
- [What is a Cue?](#)

## 7.22. Effects View

To go to the Effects Editor View on **screen 1**, press  on the console or press the loop  in the title bar of a preset type view.



Figure 1: Dimmer Effects Editor View on screen 1

To open the Effect View on **screen 2**, tap **More...** in the [view bar](#) and then **Effects**.

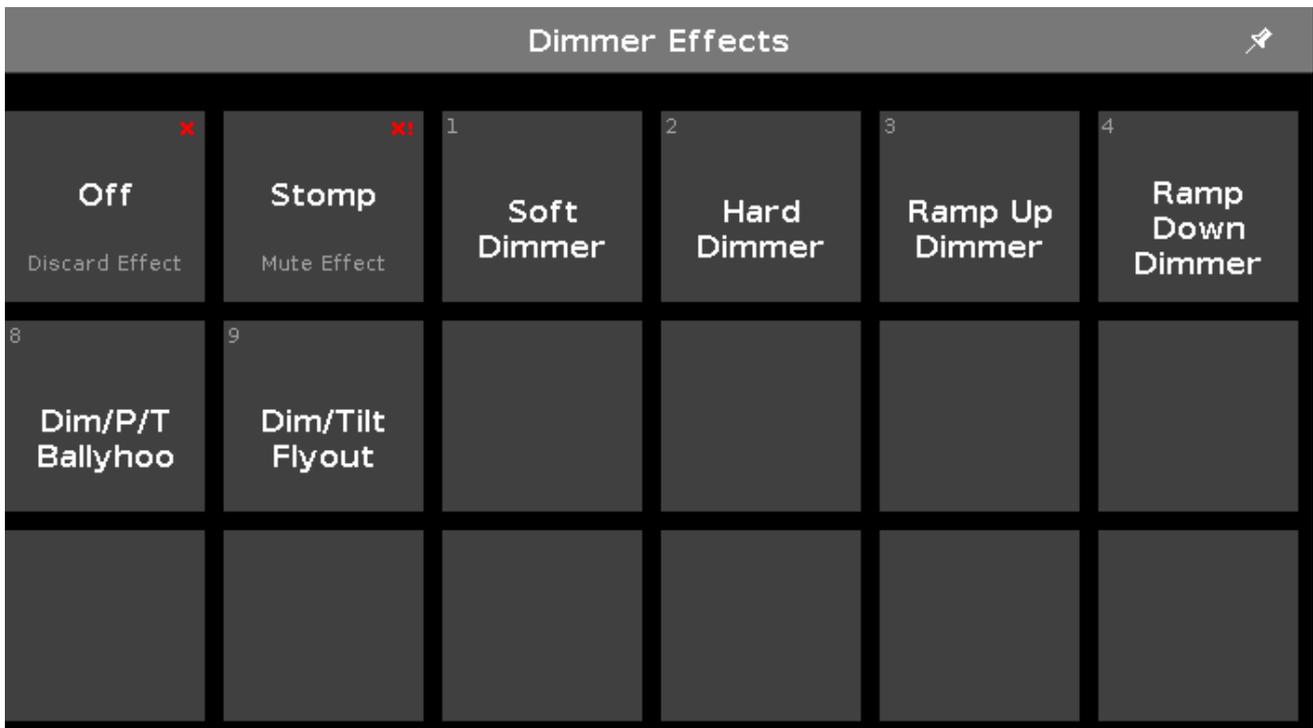


Figure 2: Dimmer Effects View on screen 2

The effect view depends on the selected fixtures in the [fixture view](#) and the selected preset type in the [preset type bar](#).

For the following preset types are predefined effects available:

- Dimmer
- Position
- Gobo
- Color
- Beam
- Focus

To go to the **Dimmer Effect View**, select Dimmer in the [preset type bar](#).

The title bar displays in which effect view you are, e.g. Dimmer Effects.

The tiles on the left side of the view, are the available effects for the selected fixture and preset type.

The effects view on screen 2 displays only the available effects.

The buttons on the right side of the view, are additional options for the effect.

The current selected effect has a white frame around the tile.

In the upper left corner is the object number of the effect.

---

## Off Effects

Every effect view has the Off function.

Tap off, to discard a running effect from the fixture selection in the programmer.

If you tap Off in the dimmer effects view, all dimmer effects will be discarded in the programmer.

#### Example:

Let's assume, you have a running dimmer effect in the programmer and additional pan tilt values.

ID	Name	Dim	Curve	Pan	Tilt
1	 QWO 1	66.5	0.0	130.2	-74.2
2	 QWO 2	10.6	0.0	130.2	-74.2
3	 QWO 3	33.5	0.0	130.2	-74.2
4	 QWO 4	89.4	0.0	130.2	-74.2

Figure 3: Running dimmer effect

To discard only the effect values from the selected fixtures, open the **dimmer effect view** and tap **Off**.

ID	Name	Dim	Curve	Pan	Tilt
1	 QWO 1	closed	0.0	130.2	-74.2
2	 QWO 2	closed	0.0	130.2	-74.2
3	 QWO 3	closed	0.0	130.2	-74.2
4	 QWO 4	closed	0.0	130.2	-74.2

Figure 4: Dimmer effect is off

The dimmer effect is discarded from the programmer.

## Stomp Effects

Every effect view has the Stomp function.

Tap stomp, to mute a running effect stored on an executor.

To deactivate Stomp, press **Clear**.

#### Example:

Let's assume, you have stored cue 1 with a dimmer effect and you will mute this effect in cue 2.

1. Select the fixtures in the fixture view that should mute the effect from cue 1.
2. Open the dimmer effects view and tap **Stomp**.
3. Press **Store Cue 2 Please**.

Cue 1 starts the dimmer effect and cue 2 mutes the dimmer effect.

## Effect Options

The effect options are the seven buttons on the right side of the screen.

**Direction <>:**

The direction <> button is available if you have fixtures with a running effect in the programmer. Tap to change the direction of the effect from left to right or reversed.

**Shuffle Selection:**

The Shuffle Selection button is available if you have selected fixtures in the programmer. Tap to mix-up the order of the fixture selection. This is the same as Macro "Shuffle Selection" in the [Macros Pool](#).

**Sync:**

The Sync button is available if effects are running in the programmer. Tap to synchronize effects in the programmer. Refer to, [Sync Effects Command](#).

**Align >:**

Selects the align mode >. Refer to, [Align Key](#).

**Align <:**

Selects the align mode <. Refer to, [Align Key](#).

**Align ><:**

Selects the align mode ><. Refer to, [Align Key](#).

**Align Off (default):**

Turns the align mode off. Refer to, [Align Key](#).

**Dimmer Effects**

In the dot2 are six predefined dimmer effects available.

**Soft Dimmer (object number 1):**

Opens and close the dimmer with softness.

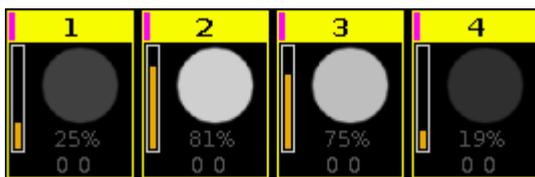


Figure 5: Soft dimmer effect

**Hard Dimmer (object number 2):**

Opens and close the dimmer without softness.

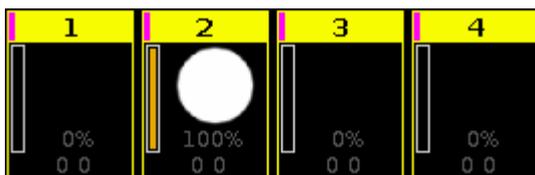


Figure 6: Hard dimmer effect

**Ramp Up Dimmer (object number 3):**

Dimmer snaps to 100% and fades slowly to 0%.

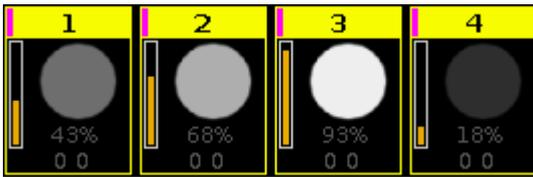


Figure 7: Ramp up dimmer effect

#### Ramp Down Dimmer (object number 4):

Dimmer snaps to 0% and fades slowly to 100%.

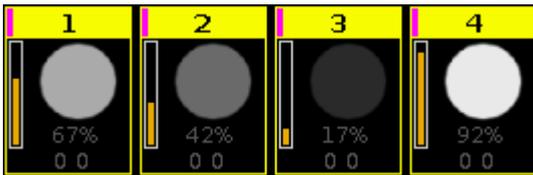


Figure 8: Ramp down dimmer effect

#### Dim/P/T Ballyhoo (object number 8):

Soft dimmer effect and pan tilt movement.

This effect is in the position effects as well.

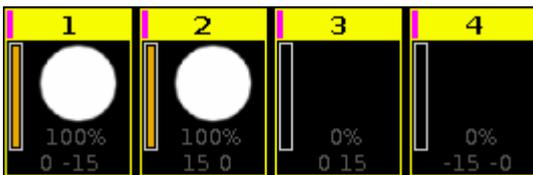


Figure 9: Dim/P/T Ballyhoo

#### Dim/Tilt Flyout (object number 9):

Fixtures are moving from position one to position two.

After they reached position two, dimmer fades to 0% and the fixtures moves back to position one.

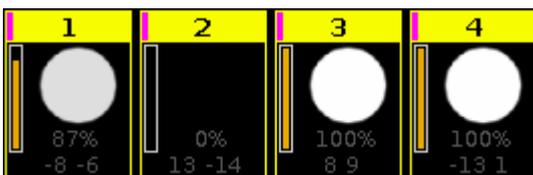


Figure 10: Dim/Tilt Flyout

## Position Effects

In the dot2 are five predefined position effects available.

#### Circle (object number 5):

Fixtures moving in a circle.

#### Pan Sinus (object number 6):

Soft pan effect.

#### Tilt Sinus (object number 7)

Soft tilt effect.

**Dim/P/T Ballyhoo** (object number 8):

Refer to, [Dim/P/T Ballyhoo](#) in the dimmer effects.

**Dim/Tilt Flyout** (object number 9):

Refer to, [Dim/Tilt Flyout](#) in the dimmer effects.

---

## Gobo Effects

In the dot2 are three predefined gobo effects available.

**2 Gobo** (object number 10):

Changes between two gobos on the gobowheel.

Select the gobos with high value and low value in the [gobo preset type view](#), effect mode.

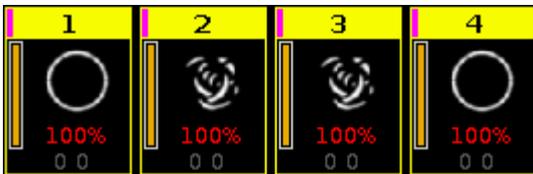


Figure 11: 2 Gobo effect

**Gobo <math>\leftrightarrow</math>** (object number 11):

Gobo rotation speed effect.

**Gobo Index** (object number 12):

Gobo position effect.

---

## Color Effects

In the dot2 are four predefined color effects available.

**2 Color Soft** (object number 13):

Changes between two colors with softness.

This is a mix color effect.

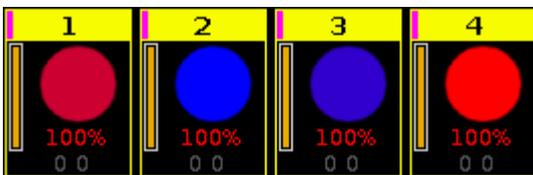


Figure 12: 2 Color Soft effect

**2 Color Hard** (object number 14):

Changes between two colors without softness.

This is a mix color effect.

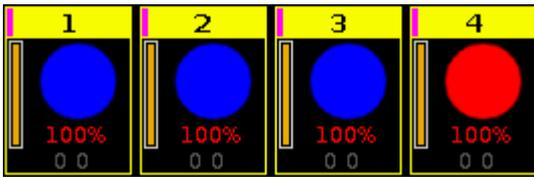


Figure 13: 2 Color Hard effect

**RGB Rainbow** (object number 15):

A red green blue rainbow effect with softness.  
This is a mix color effect.

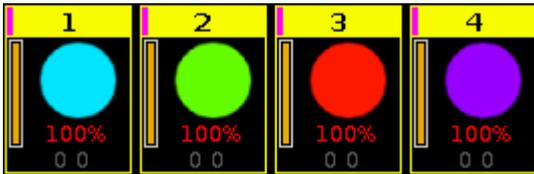


Figure 14: RGB Rainbow effect

**Colorwheel 2 color** (object number 16):

Changes between two colors.  
This is a color wheel effect.

### Beam Effects

In the dot2 are three predefined beam effects available.

**Iris** (object number 17):

Opens and close the iris.

ID	Name	Iris
1	QWO 1	20.5
2	QWO 2	closed Iris
3	QWO 3	30.3
4	QWO 4	open Iris

Figure 15: Iris effect

**Shutter** (object number 18):

Opens and close the shutter.

ID	Name	Shutter
1	QWO 1	open (3)
2	QWO 2	open (3)
3	QWO 3	min Pulse
4	QWO 4	min Pulse

Figure 16: Shutter effect

**Strobe** (object number 19):

Changes between fast and slow strobe.

ID	Name	Shutter
1	QWO 1	75.1
2	QWO 2	43.2
3	QWO 3	43.2
4	QWO 4	75.1

Figure 17: Strobe effect

## Focus Effects

In the dot2 are two predefined focus effects available.

**Zoom** (object number 20):

Changes between wide and narrow.

**Focus** (object number 21):

Changes between minimum and maximum focus.

## Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.

To change the encoder speed to ultra slow, press and hold the  key and press the encoder key . The encoder speed equals one DMX step.

High Value	 Low Value	Speed	Phase	Width	 Softness
0.0		30.0 BPM	0.0°	50.0%	

Figure 18: Effect encoder bar

To use the second function of an encoder, press and hold the  key.

To open the [calculator](#), press the encoder.

For detailed information about the settings, refer to [What are Effects?](#).

### High Value or Low Value:

To select the high or low value, turn the encoder left or right.

### Speed:

To select the speed in BPM (beats per minute), turn the encoder left or right.

### Phase:

To select the phase, turn the encoder left or right.

**Width or Softness:**

To select the width or softness, turn the encoder left or right.

## Related Links

- [What is the Programmer?](#)
- [Macros Pool](#)
- [Gobo Preset Type View](#)
- [How to work with Effects?](#)

## 7.23. Empty Executor Window

To go to the **Empty Executor Window**, tap on an empty executor in the [executor bar window](#).



Figure 1: Empty Executor Window

There are four executor options available:

**Store Executor:**

Tap to store the active programmer values as a cue on the executor.

**Store Group Executor:**

Tap to store the selected fixture as a group master on the executor.

**Store Speed Executor:**

Tap to make this executor as a speed master or rate master.

The speed master controls the speed of effects in cues and the playback speed of chasers.

The rate master multiplies the cue timing by a factor.

**Store Time Executor:**

Tap to make this executor as an executor time master or program time master.

The executor time master overrides cue fade, on/off times, and sets the cue delay to zero.

The program time master controls the fade times of all program values, between 0 and 10 seconds.

This affects both, the adding of new values into the programmer, and the removing of values from the programmer with the **Clear** key.

To leave the Empty Executor Window, tap **Esc** in the title bar or press **Esc** on the console.

### Example Store Executor

Let's assume, you will store the active programmer values as a cue on an executor 1.



Figure 2: Executor with one cue

1. Tap on the empty executor 1 in the [executor bar window](#). The empty executor window opens.
2. Tap **Store Executor**.

The active program values are stored on executor 1 as cue 1.

### Example Group Executor

Let's assume, you will store the selected left side dimmer fixtures as a group master on the empty executor 6.



Figure 3: Group Master

1. Select all left side dimmer fixtures in the [fixtures view](#).
2. Tap on the empty executor 6 in the [executor bar window](#). The empty executor window opens.
3. Tap **Store Group Executor**.

The executor 6 is a group master.

## Example Rate Executor

Let's assume, you will make a rate master on the empty executor 6.



Figure 4: Master Rate

1. Tap on the empty executor 6 in the [executor bar window](#). The empty executor window opens.
2. Tap .  
The select master type window opens.
3. Tap .

The executor 6 is a master rate.

## Example Time Executor

Let's assume, you will make a program time master on the empty executor 1.



Figure 5: Program Time Master

1. Tap on the empty executor 1 in the [executor bar window](#). The empty executor window opens.
2. Tap .  
The select master type window opens.
3. Tap .

The executor 1 is a program time master.

## 7.24. Enter Name for... Window

To go to the Enter Name for... Window, press the [Label key](#) and the object you like to label, e.g. Fixture 1.



In this view, you can edit names of objects.

In the title is displayed what object you edit.

To delete the content in the green edit line, tap the  rightmost of the edit line.

To edit the name, tap in the green edit line.

Use the virtual keyboard and number pad below.

To confirm the name, tap **OK**  in the [title bar](#).

To leave the Enter Name for... Window, tap **Esc**  in the title bar or press **Esc** on the console.

## Encoder Bar Functions



### Cursor:

To move the cursor to the left or right, turn the encoder left or right.

To confirm the name in the green edit line, press the encoder.

## Related Links

- [Label Key](#)
- [Label Command](#)
- [Title Bar](#)

## 7.25. Executor Bar Window

To go to the **Executor Bar Window**, swipe up or tap in the [Executor Bar](#).

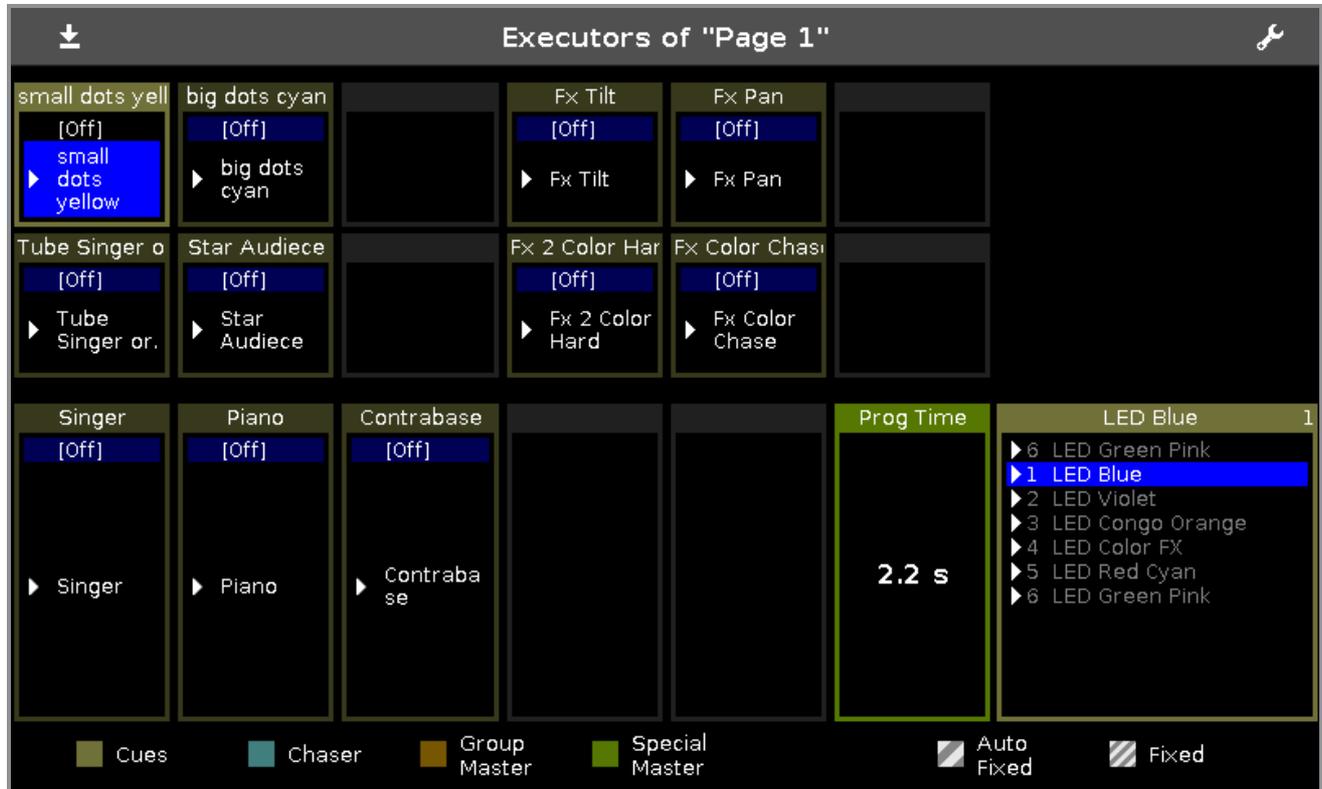


Figure 1: Executor Bar Window

This window is a detailed view of the [Executor Bar](#).

To [change the functions of the executor](#), tap at the **tool icon**  in the [title bar](#).

To change the settings of an executor, tap at the executor. The [settings of executor view](#) opens.

The title bar displays the current page.

To switch between the executor pages: Press **Page +** or **Page -** or use the [page pool view](#).

The [executor colors](#) displays which kind of executor it is.

The executor window on screen 2, is fragmented in the main executor (right), 12 normal executor buttons (first two lines) and 6 fader executor buttons (bottom line).

If you use a **dot2 F-wing** or **dot2 B-wing**, the executor bar looks like the corresponding wing.

If you store a cue on a executor, the console asks to label the first cue and the executor.

If you don't tap the label pop-up, the executor is called **Exec**.

The blue bar displays the fade time of the cue from 0 % to 100 %.

If an executor is assigned with cues, it is at first the [trigger icon](#) displayed and then the cue number and cue name.

If a timecode record is running for an executor, the flashing **record icon**  is visible.

The current cue is displayed in the second line, that the cue before and afterwards are visible.

If the executor is on, the executor button is highlighted and the current cue is displayed in the second line along with a bright blue background.

If the executor is off, in the second line is an **[Off]** displayed along with a dark blue background.

To close the executor bar window, slide down in the window or tap the minimize icon  in the title bar.

For more information about executors, refer to [What are executors?](#)

## 7.26. Executor Pool View

To go to the Executor Pool View on screen 1, press **Exec** on the console.

Executors of "Page 1"							
1	2	3	4	5	6	7	8
Spot Color	LED Color	Exec	Exec	Right	Left		
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32

The executor pool view opens, depending of the current page from the [executor bar](#).

In this view, you see all stored executors.

The title bar displays in which pool and what page you are.

The executor pool view is fielded in numbered objects.

The number in the upper left corner is the executor number.

In the middle of the object is the name of the executor displayed.

You can store 904 executor objects on each page.

To scroll in the executor pool view, slide the vertical scroll bar or slide up and down in the view.

If you store a new object, the console will ask you to label it.

To open the [cues view](#) of an stored executor, press and hold the executor pool object.

To move an executor: Press **Move**, tap the executor which should move and then tap in the field where the executor should go.

To copy an executor: Press **Copy**, tap the executor which should be copied and then tap in the field where the executor copy should go to.

A copied executor get a consecutively number after the executor name, to see the difference.

## Encoder Bar Functions



### Scroll:

To scroll in the executor pool view up or down, turn the encoder left or right.

To scroll in the executor pool view left or right, press and turn the encoder left or right.

## Related Links

- [Executor Bar](#)
- [Cues View](#)
- [What is an Executor?](#)
- [Move Command](#)
- [Copy Command](#)

## 7.27. Fixtures View

To go to the **Fixture View** on screen 1: Press **Fixture** on the console.

To go to the **Fixture View** on screen 2 or all further screens: Tap **Fixtures** on the [view bar](#).

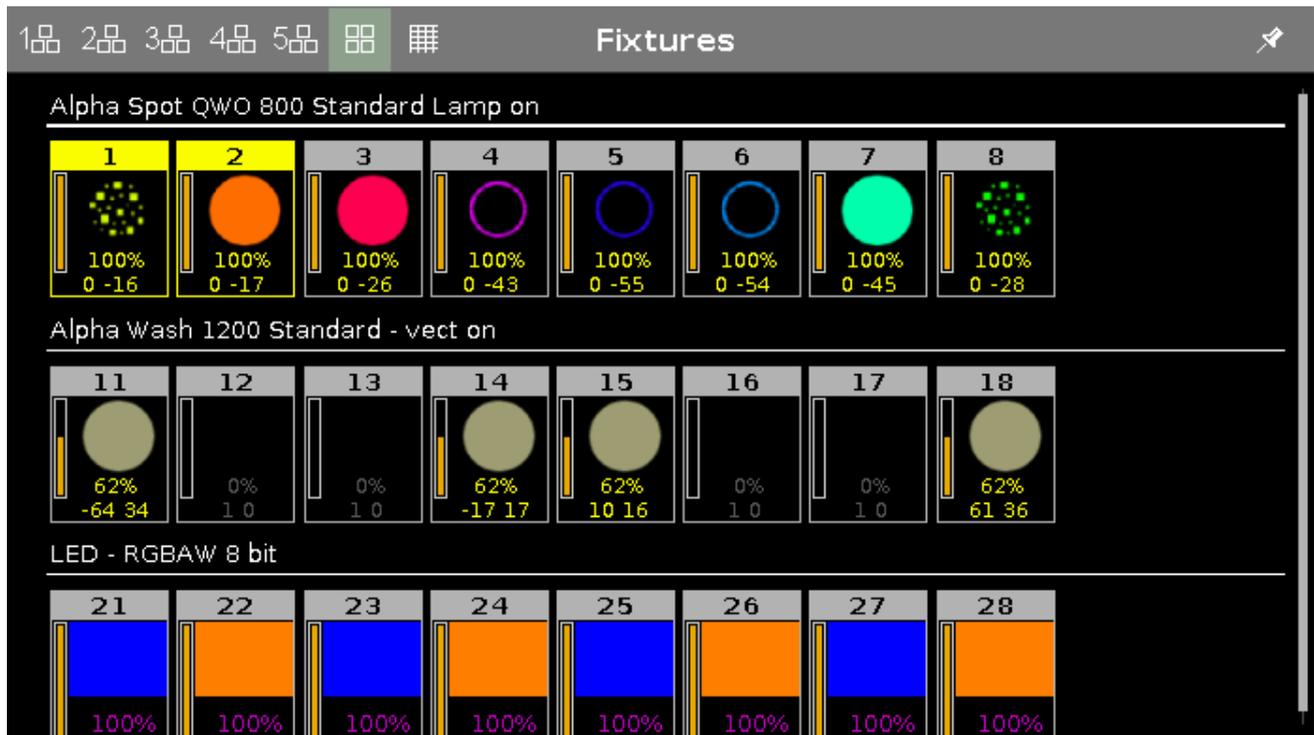


Figure 1: Fixtures view - symbol view

In this view you see all imported fixtures, [attributes](#) and their output.

If [preview](#) is active, you see the values.

Swipe to select and deselect fixtures.

To switch between the **symbol view** , the **sheet view** , or to one of the five **layout views** , tap on the respective icon in the [title bar](#).

To pin the view and deactivate the dynamic view mode, tap the **pin** .

The fixtures types and values can have different colors. For more about colors go to [system colors](#).

## Symbol View

You get to the fixture symbol view with a tap on the **symbol view icon**  in the title bar of the fixture view.

This is a graphical layout of the patched fixtures. The symbol view displays always the playback output.

The fixtures are grouped in fixture types.

There are different symbols in the symbol view, depending on the fixture type.

To see the fixture names and to see the colors and gobos if the dimmer is closed, press and hold .

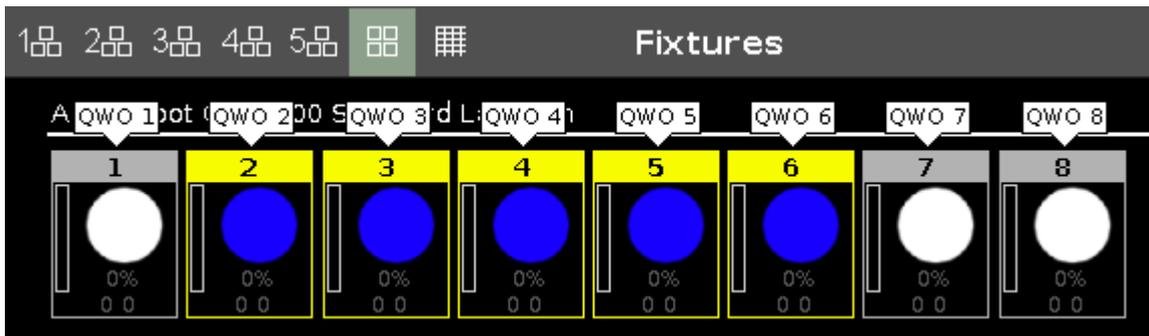


Figure 2: Fixtures symbol view with pressed MA key

### Fixture Symbols

All fixture symbols have in the upper area the fixture ID and the orange dimmer bar below.

The dimmer bar is a graphical view of the dimmer value.

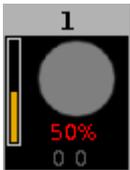


Figure 3: Example fixture ID 1

Displays additional to the dimmer bar the dimmer value of 50 % in red (= programmer values), and 0 0 for the position of pan and tilt values.

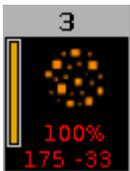


Figure 4: Example fixture ID 3

Displays additional to the dimmer bar the dimmer values of 100 % in red (= programmer values), and 175 -33 for the position of pan and tilt values, and the gobo wheel.

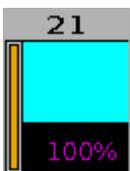


Figure 5: Example fixture ID 21

Displays the current color and the dimmer values. For more information, see [value colors](#).

### Sheet View

To go to the fixture **sheet view** tap the sheet view icon  in the title bar.

Fixtures											
ID	Name	Dim	Curve	Pan	Tilt	G1	G2	G2<>	Anim ation	Anim ation	C1
1	● QWO 1	open	0.0	center	center	open	open	zero	open	stop	open
2	● QWO 2	open	0.0	center	center	open	open	zero	open	stop	open
3	● QWO 3	open	0.0	center	center	open	open	zero	open	stop	open
4	● QWO 4	open	0.0	center	center	open	open	zero	open	stop	open
5	● QWO 5	open	0.0	center	center	open	open	zero	open	stop	open
6	● QWO 6	open	0.0	center	center	open	open	zero	open	stop	open
7	● QWO 7	open	0.0	center	center	open	open	zero	open	stop	open
8	● QWO 8	open	0.0	center	center	open	open	zero	open	stop	open
11	● Wash 1	closed		center	center						open
12	● Wash 2	73.9		center	center						open
13	● Wash 3	63.3		center	center						open

Figure 6: Fixtures view - sheet view

In the fixture sheet view are all patched fixtures, and their values and attributes, in a numeric order of the fixture ID.

In the first column is the fixture ID displayed. In the second column is the fixture name displayed. Those two columns are fixed.

After the fixture name column are the attributes displayed, in the same order like the [preset type bar](#).

If you use a preset, the name of the preset is displayed instead of the value.

Fixtures					
ID	Name	Dim	Curve	Pan	Tilt
1	● QWO 1	open	0.0	Contrabass	Contrabass

Figure 7: Fixtures sheet view with used preset contrabass

To adjust the column width, press and hold the vertical column line next to the column header and move the column.

To edit attribute values in the fixtures sheet view, select a fixture and tap and hold the value cell from the attribute. The [calculator](#) opens.

To learn more about the different colors in the sheet view, refer to [value colors](#).

If blind is on, the blind values are only visible in the sheet view. For more information, see [Blind key](#) and [Blind command](#).

ID	Name	Dim	Curve	Pan	Tilt
1	QWO 1	open	0.0	center	center

Figure 8: Fixtures sheet in blind

### Layout View

To go to one of the fixtures layout view, tap at one of the layout icons

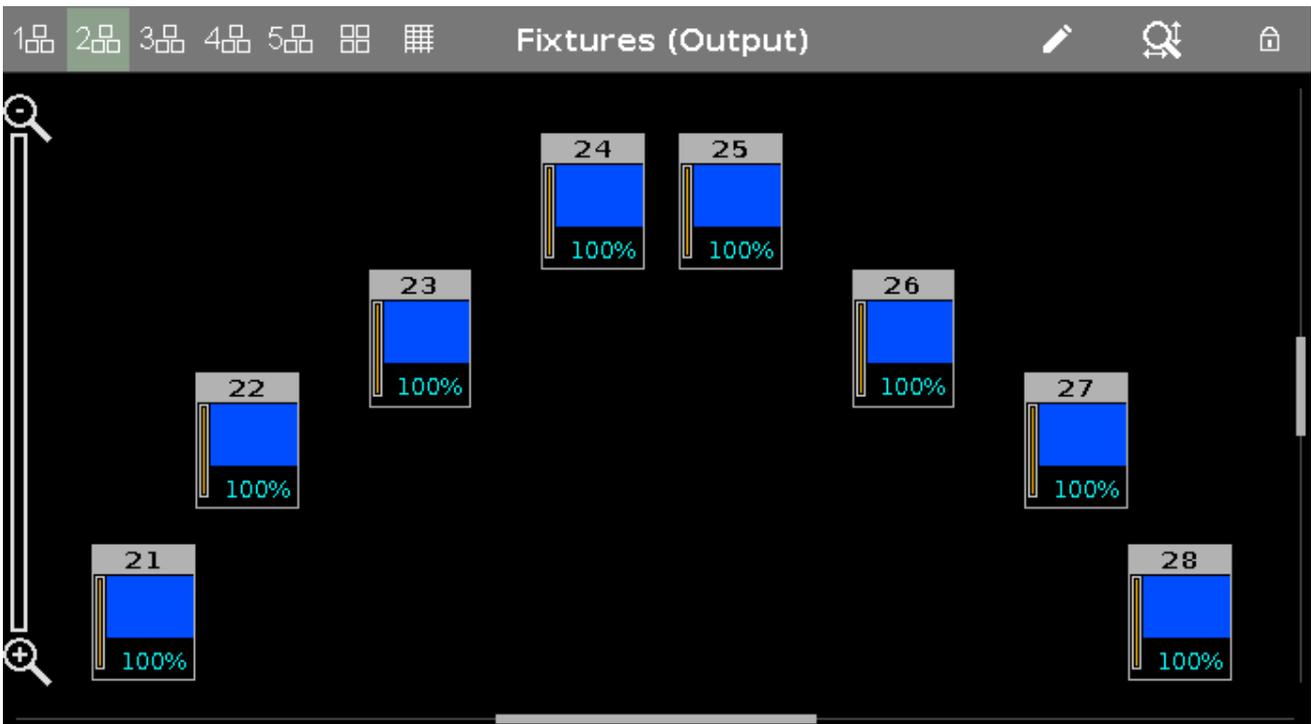


Figure 9: Fixtures layout view

By default, the fixtures layout view is empty. For more information about the fixtures layout view and how to arrange them, see [Getting Started Guide - Fixtures View](#).

### Encoder Bar Functions

**Scroll:**

To scroll in the fixtures view up or down, turn the encoder left or right.

### 7.28. Fixture Schedule Overview Window

The Fixture Schedule Overview Window is located in the [Patch and Fixture Schedule](#) at screen 2.

Fixture Schedule Overview						
<b>Summary</b>						
Used Channels	Free Channels					
185	3911					
<b>Overview</b>						
	Range	Amount	Manufacturer	Fixture Type	Mode	Footprint
	1.1 to 1.20	20	Generic	2 Dimmer 00	00	1 Ch
	1.21 to 1.60	10	Generic	5 LED - RGBW 8 bit	8 bit	4 Ch
	2.1 to 2.125	5	Clay Paky	6 Alpha Spot HPE Standard - Lamp	700 Standard - on Lamp on	25 Ch
<b>Detail</b>						
Universe	Range	Amount	Manufacturer	Fixture Type	Mode	Footprint
1	1 to 20	20	Generic	2 Dimmer 00	00	1 Ch
1	21 to 60	10	Generic	5 LED - RGBW 8 bit	8 bit	4 Ch
1	61 to 512	Free				
2	1 to 125	5	Clay Paky	6 Alpha Spot HPE Standard - Lamp	700 Standard - on Lamp on	25 Ch
2	126 to 512	Free				
3	1 to 512	Free				
4	1 to 512	Free				
5	1 to 512	Free				
6	1 to 512	Free				
7	1 to 512	Free				
8	1 to 512	Free				

This view gives you an overview about the imported fixture types from the show file.

The fixture schedule overview is fragmented in three parts: **Summary**, **Overview** and **Detail**.

#### Summary

The summary displays how many DMX channels are in use and how many DMX channels are free.

#### Overview

The overview is sorted by fixture types and includes six columns.

#### Range:

Displays the range from the first start DMX address till the last used DMX address of this fixture type.

#### Amount:

Displays the how many of this fixture types are imported into the show file.

#### Manufacturer:

Displays the manufacturer.

#### Fixture Type:

Displays the consecutive number and the fixture type.

#### Mode:

Displays the selected mode.

**Footprint:**

Displays how many DMX channels of this fixture type needs.

**Detail**

The detail view is sorted by DMX address.

Additional to the columns from the overview, the detail view displays which DMX address are in use and which are free.

Free DMX addresses are displayed with a green background.

**Related Links**

- [Patch & Fixture Schedule](#)
- [How to Add and Patch Fixtures?](#)

## 7.29. Focus Preset Type View

To go to the **Focus Preset Type View**, tap  in the [Preset Type Bar](#).

- or -

Press and hold  and press , for preset type 6 (= Focus).

The focus preset type view is only active if the selected fixture type has focus attributes.

The focus preset type view is fragmented in the **Focus/Zoom View** tab and the **Raw Focus View** (depending on the fixture type).

**Important:**

The focus sliders works absolute. A tap on a focus slider sets a new focus value and does not follow the already set focus values.

The respective encoders works relative to the already set focus values.

To open the focus [effects view](#) at screen 1, tap at  in the title bar.

If an effect is running on a selected fixture, the focus preset type view change into an effect mode and get a blue [effect mode title bar](#).

## Focus/Zoom View

The focus/zoom view is the first tab in the focus preset type view.



With the focus slider, you control the focus of the projection.  
To select a focus value, move the focus slider up and down.

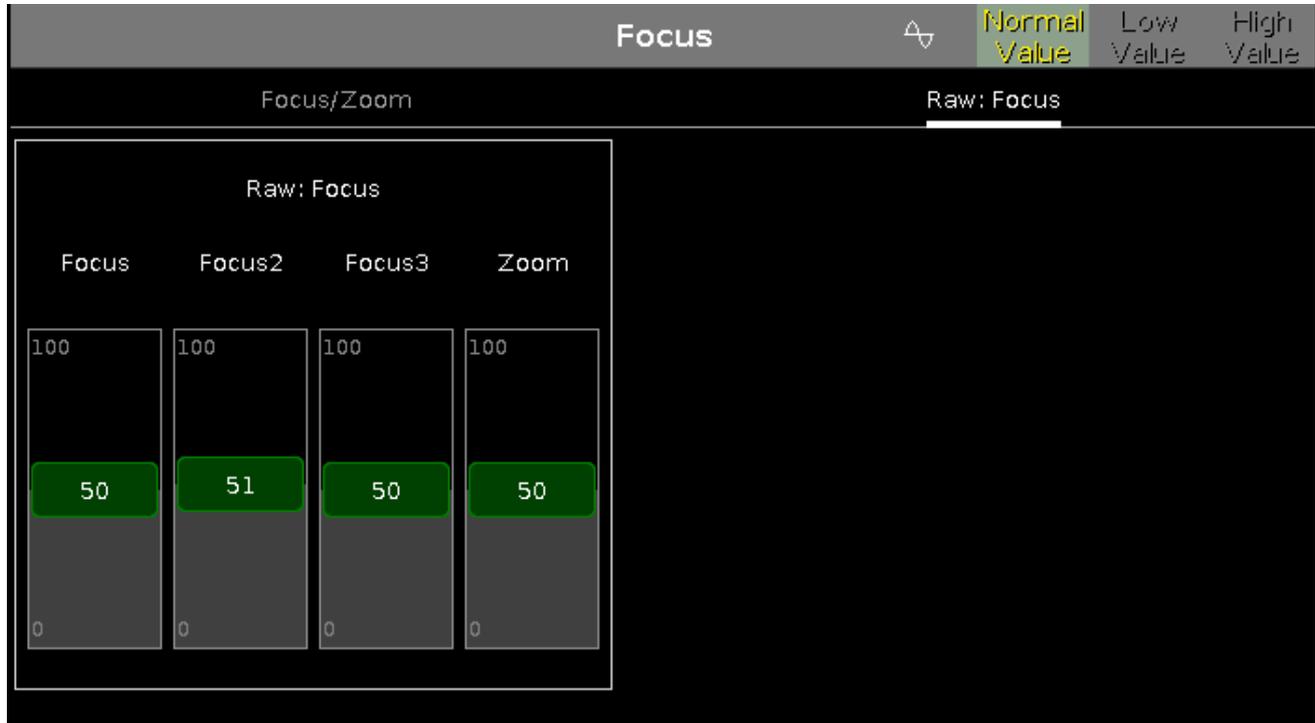
1 = near focus  
100 = far focus

There are three focus default buttons: **Far**, **Center** and **Near**.  
To select one of these values, tap on the corresponding button.

To select a zoom value in degrees, move the zoom slider up and down.  
There are three zoom default buttons: **Wide**, **Center** and **Narrow**.

## Raw Focus View

The raw focus view is the second tab of the focus preset type view.



In the raw focus view, you control the focus values in [natural values](#) (0-100) of the selected fixture type.

## Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.

To change the encoder speed to ultra slow, press and hold the  key and press the encoder key . The encoder speed equals one DMX step.



### Focus:

To select the values of the focus, turn the encoder left or right.

To open the [calculator](#), press the encoder.

### Zoom:

To select the values of the zoom, turn the encoder left or right.

To open the [calculator](#), press the encoder.

## Related Links

- [Preset Type Bar](#)
- [What is a Preset?](#)
- [How to work with Presets?](#)

### 7.30. Gobo Preset Type View

To go to the **Gobo Preset Type View**, tap **Gobo** in the [Preset Type Bar](#).

- or -

Press and hold **MA** and press **3**, for preset type 3 (= Gobo).

The gobo preset type view is only active if the selected fixture has gobo attributes.

The gobo preset type view is fragmented in the **gobo views** and **raw gobo views** (depending on the fixture type).

**Important:**  
 The gobo sliders works absolute. A tap on a gobo slider sets a new gobo value and does not follow the already set gobo values.  
 The respective encoders works relative to the already set gobo values.

To open the gobo [effects view](#) at screen 1 tap at the effect loop in the title bar.

If an effect is running on a selected fixture, the gobo preset type view change into an effect mode and get a blue [effect mode title bar](#).

#### Gobo View

The gobo view is the first tab of the gobo preset type view.



In this view, you can select the gobos, gobo effects and gobo rotations, depending on the fixture type.

A selected gobo has a green frame around it.

There are several gobo buttons available, depending on the fixture type.

**Select:**

Tap to select a gobo from the gobowheel.

The slider change into a select gobo slider.

**Spin >:**

Tap to let the entire gobowheel spin clockwise.

The slider change into a select speed in rpm (revolution per minute) slider.

**Stop:**

Tap to stop the spinning.

**Spin <:**

Tap to let the entire gobowheel spin counter clockwise.

The slider change into a select speed in rpm slider.

**Wheel Shake:**

Tap to let the gobowheel shakes up and down.

**Rotate >:**

Tap to rotate the selected gobo clockwise.

The slider change into a select speed in rpm slider.

**Rotate <:**

Tap to rotate the selected gobo counter clockwise.

The slider change into a select speed in rpm slider.

**Index:**

Tap to set the index position of the selected gobo.

The slider change into a select position in degrees slider.

## Raw Gobo Views

The raw gobo views are located after the gobo views.



In the raw gobo view, you control the raw gobo values in [natural values](#) (0-100) from the selected fixtures.

## Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.

To change the encoder speed to ultra slow, press and hold the key and press the encoder key . The encoder speed equals one DMX step.



The left upper corner of an encoder in the [encoder bar](#), displays the attribute from the respective encoder.

The right upper corner displays the current function of the encoder, e.g. spin, select, rotation.

To select a value turn the encoder left or right.

To open the [calculator](#), press the encoder.

## Related Links

- [Preset Type Bar](#)
- [What is a Preset?](#)

### 7.31. Global Settings Window

To open the Global Settings window, press **Setup** and tap **Global Settings**.



Figure: Global Settings

In the global settings window, you can turn the global executor function autofix on or off.

By default, global autofix is on.

#### Global Autofix On

If global autofix is on, running executors are fixed if you change the executor page by press **Page +** or **Page -**. Running executor buttons or faders can not be used for another executor action on a different page simultaneously.

Auto fixed executors are indicated by stripes in the executor bar.

To turn global autofix on, tap at the prohibition sign until the tick is displayed.

#### Global Autofix Off

If global autofix is off, running executors are not visible in the executor bar if you change the executor page by press **Page +** or **Page -**.

The executor buttons or faders can be used for further executor actions.



#### Important:

If you use a fader and change the executor page, then you use the fader for another executor action and go back to the page before, you need to grab the fader to reach the fader position. If you need to grab the fader upwards, the go executor button  is flashing. If you need to grab the fader downward, the flash executor button  is flashing.

To turn global autofix off, tap at the tick until the prohibition sign is displayed.

### 7.32. Groups View

To go to the **Groups View** on screen 1: Press **Group** on the console.

To go to the **Groups View** on screen 2: Tap **Groups** on the [View Bar](#).

Groups						
1 QWO Backtruss	2 Wash Frontruss	3 LEDs Floor	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Store a collection of fixtures to a group to have a quick selection.

There are 999 group buttons available.

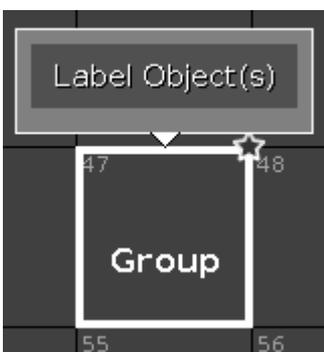
To scroll in the groups view, slide the vertical scroll bar or slide up and down in the view.

A selected group is displayed with a yellow font.

A group without a function is displayed with a gray font.

Example: The fixtures stored in this group are removed from the Patch & Fixture Schedule.

If you store a new group, the console will ask you to label it.



A group which is not labeled it is just called **Group**.

### Encoder Bar Functions



**Scroll:**

To scroll in the groups view up or down, turn the encoder left or right.

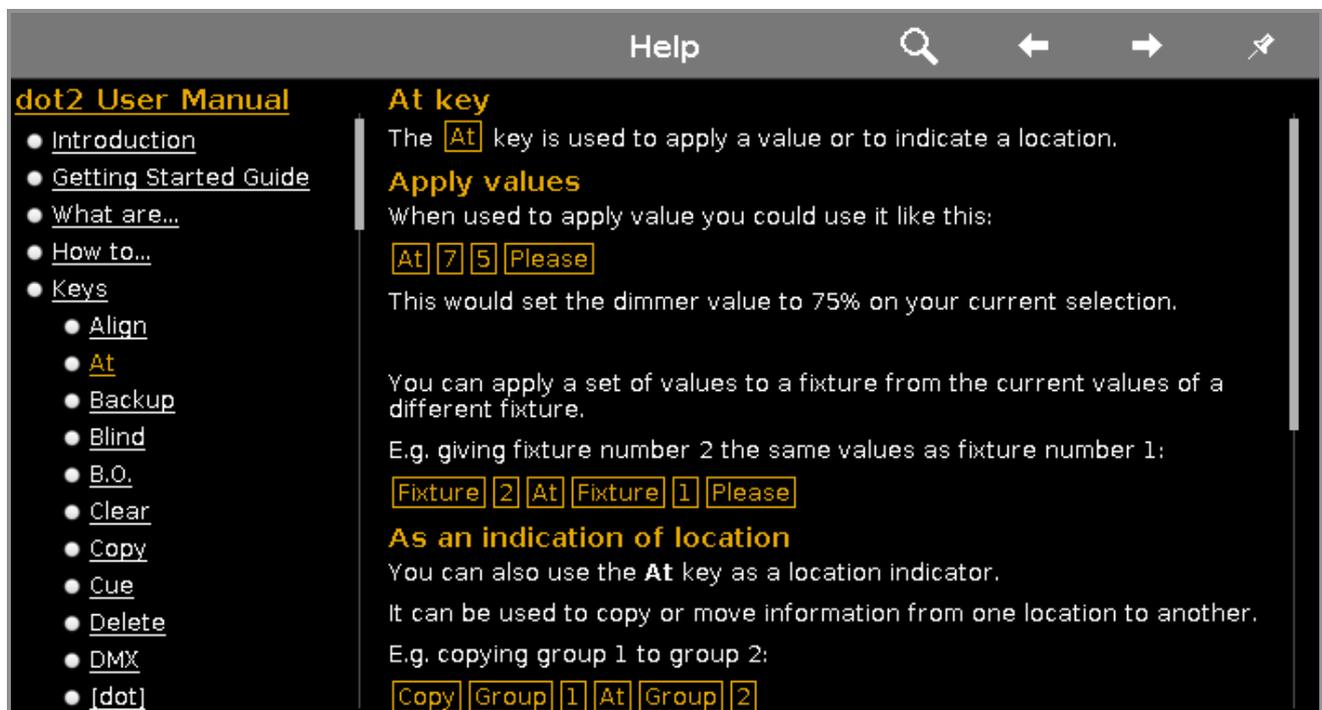
To scroll in the groups view left or right, press and turn the encoder left or right.

## Related Links

- [Group Key](#)
- [Group Command](#)
- [How to work with Groups](#)

## 7.33. Help View

To go to the **Help View**, tap `More...` in the [view bar](#) and then `Help`.



In this view you have access to the help files from the dot2.

If a topic is not available in the selected display language, it is a message at the beginning of the text and you get the English topic.

To search for a specific topic, tap the **magnifier** . It opens the **Search for... Window**.

To go back to the last visiting help topic, tap the **direction arrow back** .

To go forward to the last visiting help topic, tap the **direction arrow forward** .

To pin the view on screen 2 or further screens, and deactivate the dynamic view mode, tap the **pin** .

To leave the Help View, tap **Esc**  in the title bar or press **Esc** on the console.

## Navigation Structure

The navigation structure is at the left of the view.

The structure is

- [Introduction](#)  
Basic information regarding the dot2.
- [Getting Started Guide](#)  
Guided tour to the most common functions in the dot2.
- [What are...](#)  
For a better understanding of the dot2.
- [How to...](#)  
Examples of practical use of the dot2.
- [Keys](#)  
Overview about all keys including detailed description.
- [Views & Windows](#)  
Overview about all views and windows including detailed description.
- [Commands](#)  
All commands in detail.
- [Error Messages](#)  
Error messages with reason and action.

The current open topic is marked with an orange font in the structure tree.

## Help File

The help file is at the right of the view.

A help file can includes

- text
- screenshots
- related links

**At**

A key on the console is displayed in an orange font with an orange frame.

**Color**

A button on the screen is displayed in a white font with a gray frame.

Fixture 1 Thru 3



A command line input is displayed with a command line style.

## Encoder Bar Functions

Scroll

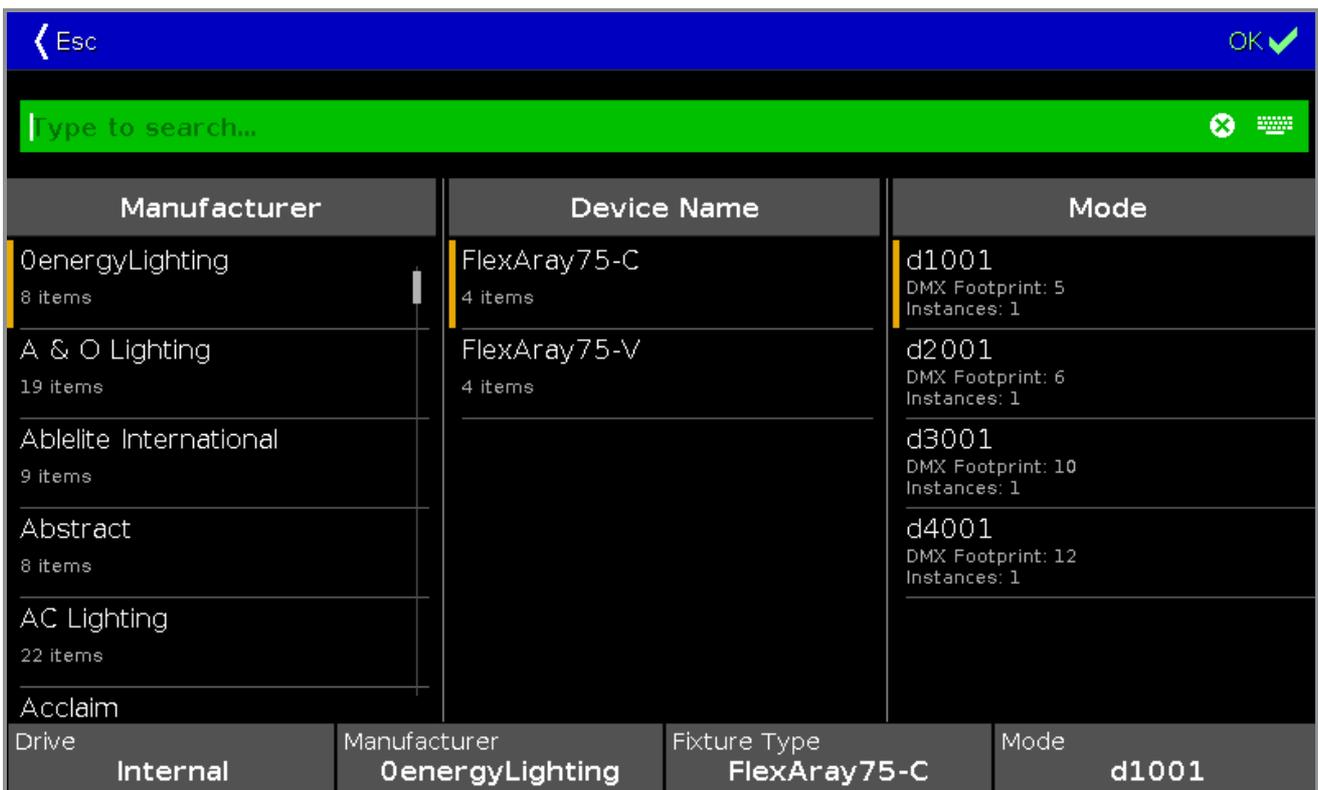
**Scroll:**

To scroll in the navigation structure or the help file up and down, turn the encoder left or right.

## 7.34. Import Fixture Type Window

The **Import Fixture Type Window** is located in the [Setup, Patch and Fixture Schedule](#),

- tap **Add New Fixtures**, tap **Select other...** OR
- press and hold a cell of a fixture type in the patch and fixture schedule, tap **Import**



Manufacturer	Device Name	Mode
OenergyLighting 8 items	FlexArray75-C 4 items	d1001 DMX Footprint: 5 Instances: 1
A & O Lighting 19 items	FlexArray75-V 4 items	d2001 DMX Footprint: 6 Instances: 1
Ablelite International 9 items		d3001 DMX Footprint: 10 Instances: 1
Abstract 8 items		d4001 DMX Footprint: 12 Instances: 1
AC Lighting 22 items		
Acclaim		
Drive	Manufacturer	Fixture Type
Internal	OenergyLighting	FlexArray75-C
		Mode
		d1001

In this view, you select the fixture type and import it to the [Patch and Fixture Schedule](#) in the current show file.

This view has three fixture type columns and one in information area.

The orange bar at the left of the cells shows the current selection.

To search for a specific manufacturer, device name or mode: Tap  at the right of the green edit line and type in.

To delete the content of the green edit line, tap .

To confirm and apply the selection, tap  in the [title bar](#). The import fixture type window will close.

To leave the **Import Fixture Type Window**, tap  in the [title bar](#) or press **Esc** on the console.

## Column Manufacturer

This is the first column in this window.

In this column are all available manufacturer listed.

There are two lines in a cell.

The first line displays the name of the manufacturer.

The second line **items** displays all to the manufacturer available modes in the mode column.

### Column Device Name

This is the second column in this window.

In this column are all available devices regarding to the selected manufacturer.

There are two lines in a cell.

The first line displays the device name.

The second line **items** displays all to the device available modes in the mode column.

### Column Mode

This is the third column in this window.

In this column are all available devices regarding to the selected manufacturer and device.

There are three lines in a cell.

The first line displays the mode name.

The second line displays the **DMX Footprint**, that means how many DMX channels the mode has.

The third line displays the **Instances**, that means how many different elements with single controls the fixture type has.

### Information Area

The information area is located at screen 2.



Information to Selected Fixture Type				
<b>0energyLighting - FlexAray75-C (d1001)</b>				
1 COLORRGB1	2 COLORRGB2	3 COLORRGB3	4 COLORRGB4	5 COLORRGB5
<b>Virtual Channels</b>				
DIM				

It displays at first, manufacturer, device name and mode in brackets, of the selected fixture type.

Below the name are all DMX channels along with their attributes.

If the fixture type has virtual channels it is displayed below the real channels.

### Encoder Bar Functions

Drive <b>Internal</b>	Manufacturer <b>0energyLighting</b>	Fixture Type <b>FlexAray75-C</b>	Mode <b>d1001</b>
--------------------------	----------------------------------------	-------------------------------------	----------------------

**Drive:**

To select the **Drive** for the import of a fixture type, turn the encoder left or right.  
Available drives are: Internal, Demoshows, Templates, and if inserted USB.

**Manufacturer:**

To scroll in the column **Manufacturer** up and down and select a manufacturer, turn the encoder left or right.

**Fixture Type:**

To scroll in the column **Device Name** up and down and select a device, turn the encoder left or right.

**Mode:**

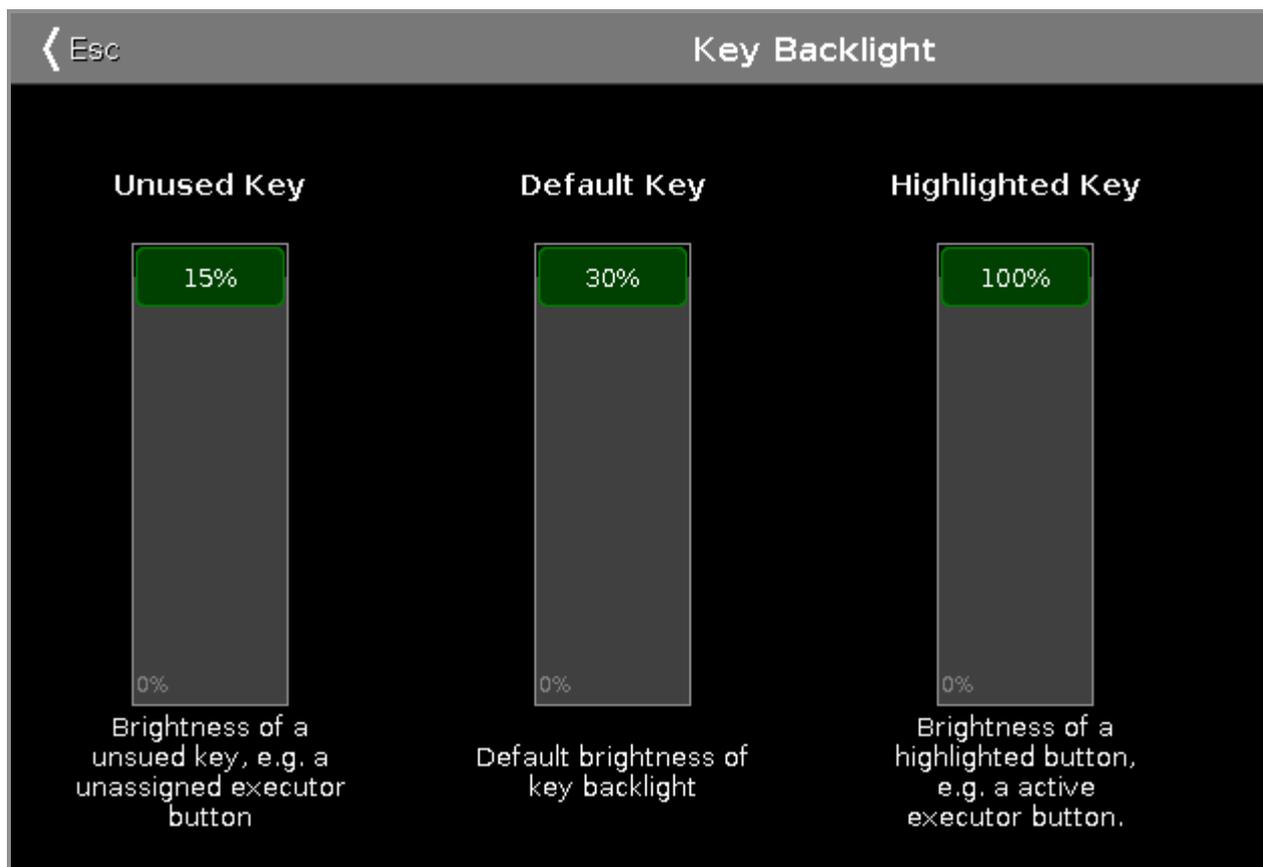
To scroll in the column **Mode** up and down and select a mode, turn the encoder left or right.

## Related Links

- [Setup Window](#)
- [Patch and Fixture Schedule](#)
- [Add New Fixtures Window](#)

## 7.35. Key Backlight Window

The **Key Backlight Window** is located in the [Setup](#), column **Console**, **Key Backlight**.



In this window, you select the brightness of the backlight from the keys.

There are three sliders: Unused Key, Default Key and Highlighted Key.

## Unused Key

The unused key slider is the first one of the three.

To select the brightness of the unassigned executor buttons, move the slider up or down.  
15 % is the highest value to select.

## Default Key

The default key slider is the one in the middle of the three.

To select the brightness of the keys in the command area, move the slider up or down.  
30 % is the highest value to select.

## Highlighted key

The highlighted key slider is the third one.

To select brightness of the highlighted key on the console, move the slider up or down.  
100 % is the highest value to select.

To leave the Key Backlight Window, tap  in the title bar or press  on the console.

## Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed into slow, that means with decimal place, press  on the console.

Unused Key 13.3	Default Key 26.0	Highlighted Key 95.0	
--------------------	---------------------	-------------------------	--

### Unused Key:

To select the brightness of the unassigned executor buttons, turn the encoder left or right.

### Default Key:

To select the brightness of the keys in the command area, turn the encoder left or right.

### Highlighted Key:

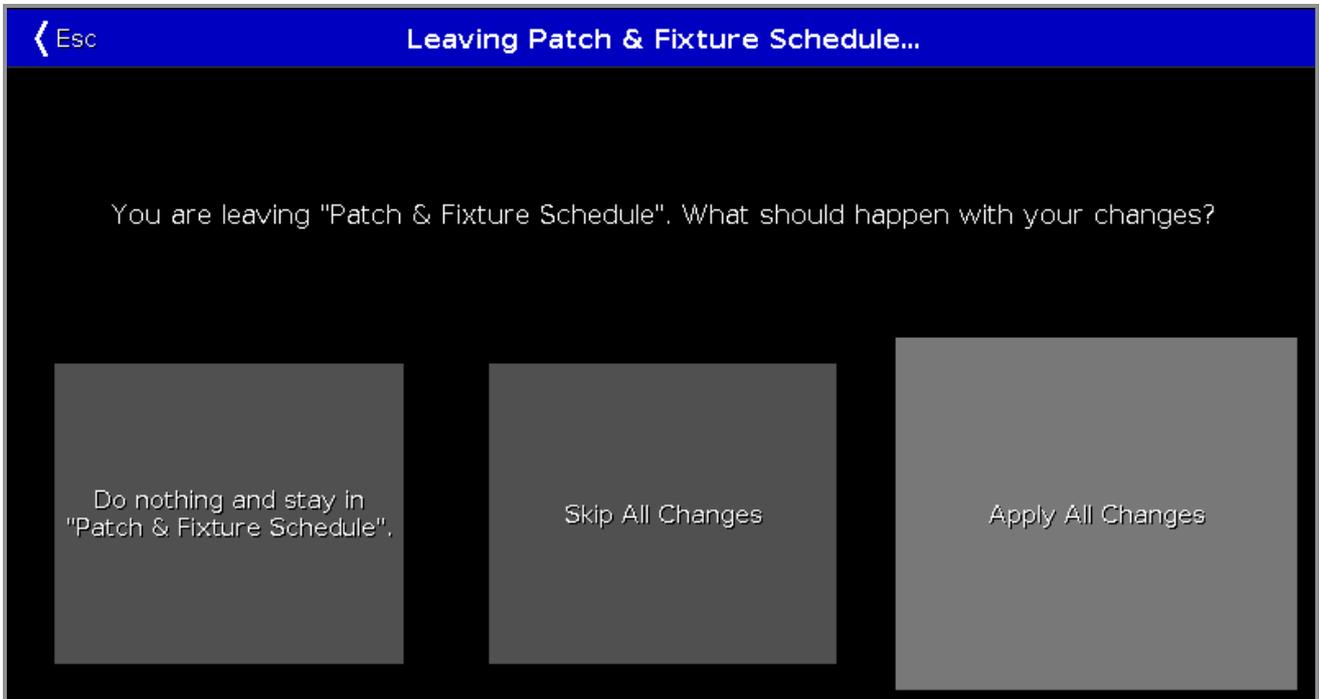
To select brightness of the highlighted key on the console, turn the encoder left or right.

## Related Links

- [Setup](#)
- [Encoder Key](#)

### 7.36. Leaving Patch & Fixture Schedule... Window

After you did some changes in the [Patch and Fixture Schedule](#) you come to the **Leaving Patch & Fixture Schedule... Window**.



To go back to the [Patch and Fixture Schedule](#), tap .

To skip all changes and go back to the [Setup](#), tap .

To apply all changes and go back to the [Fixtures View](#), tap .

To leave the Leaving Patch & Fixture Schedule, tap **Esc**  in the [title bar](#).

### Encoder Bar Functions



#### Select:

To select a function, turn the encoder left or right.

To confirm a selected function, press or tap the encoder.

### Related Links

- [Patch and Fixture Schedule](#)
- [Setup Window](#)
- [Fixtures View](#)

### 7.37. Load Show Window

To go to the **Load Show Window** press [Backup](#) on the console and tap **Load Show**.

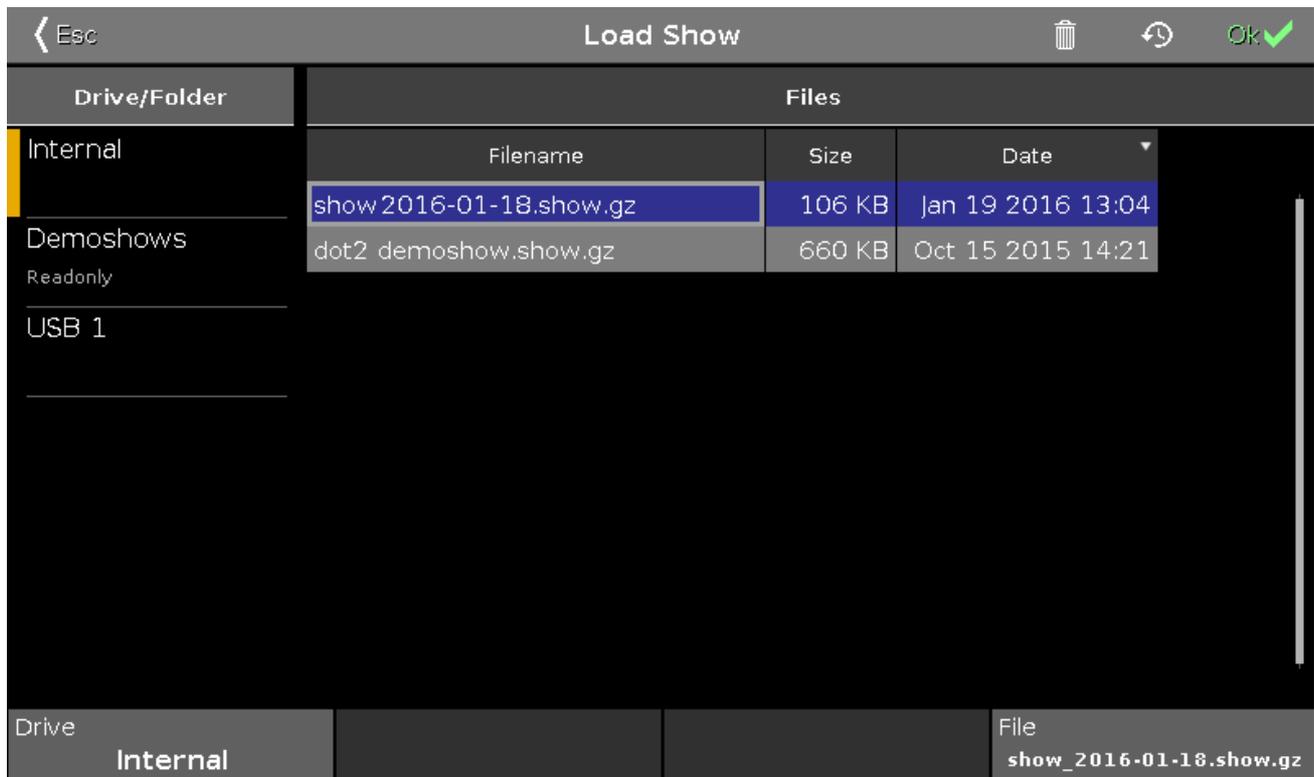


Figure 1: Load Show window

In this window, you can load shows from your **Internal** Drive, load a **Demoshow**, a show from a **USB** stick.

To load a selected file, tap **OK**  in the [title bar](#). The show file will be loaded and opens.

To delete a selected file, tap the **trash can** . It opens a warning message.

To see the backup files, tap the **backup icon** . The .backup files created by an auto save or normal save are displayed. It will be saved up to 11 .backup files from each show file. For more information, see [Backup window](#) and [Backup key](#).

To leave the **Load Show Window**, tap **Esc**  in the [title bar](#). You are back in the [Backup](#).

## Drive/Folder

The column **Drive/Folder** is on the left side of this window.



Figure 2: Drive/Folder column

Here are all drives and folders displayed, with the possibility to load a show from.

**Internal** is the hard drive of the dot2.

In the folder **Demoshows** are shows provided from MA Lighting to give an overview about the different functions. This folder is a read-only folder.

If an USB stick is in the console or in the computer, it will create a further drive below the Demoshows folder for the USB stick.

The selected drive or folder, is marked with an orange indicator on the left.

### Files

On the right side of the window are the **Files** columns.

Files		
Filename	Size	Date
demo show theater.show.gz	155 KB	Nov 26 2014 17:44
show2014-10-24.show.gz	88 KB	Nov 25 2014 14:31

Figure 3: Files columns

Here are the files displayed along with their **Filename**, **Size** and **Date**, which could be loaded from the console, regarding the selected drive/folder.

A selected file has an blue background in the line and a white frame around the cell.

To sort a column on the console, tap and hold the cell of the column header.

To sort a column on the dot2 onPC, right mouse click in the cell of the column header.

For more information, see [how to save and load a show](#).

### Encoder Bar Functions



Figure 4: Encoder Bar Functions - Load Show window

**Drive:**

To select the **Drive** in the column **Drive/Folder**, turn the encoder left or right.

**File:**

To scroll up and down in the column **Files**, turn the encoder left or right.

To load a selected file, press the encoder.

### 7.38. Macros Pool View

To go to the **Macros Pool View** on screen 1, press **Macro** on the console.

Macros						
1 +05	2 -05	3 Align <	4 Align >	5 Align <>	6 Align ><	7 Align Off
8 Circular Copy >	9 Circular Copy <	10 Clear All	11 Clear Selection	12 Clone single Preset Type	13 Clone all Presets	14 Clone Fixture in Executor
15 Export all Executor to USB	16 Export Patch to USB	17 IfActive	18 if output	19 IfProg	20 Invert	21 Knockout Invert
22 Knockout Selection	23 MAtricks 1/3	24 MAtricks 1/4	25 MAtricks 1/5	26 MAtricks Block 1	27 MAtricks Block 2	28 MAtricks Block 3

Figure 1: Macros pool view

Macros are predefined, stored commands, used for automation of tasks.

They are organized in an alphabetical order.

To scroll in the macros pool view, slide the vertical scroll bar or slide up and down in the view.

There are 26 macros available:

**1. +05:**

Adds 5% dimmer value to the selected fixture.

**2. -05:**

Removes 5% dimmer value from the selected fixture.

**3. Align <:**

Selects the align mode <. Refer to, [Align Key](#).

**4. Align >:**

Selects the align mode >. Refer to, [Align Key](#).

**5. Align <>:**

Selects the align mode <>. Refer to, [Align Key](#).

**6. Align ><:**

Selects the align mode ><. Refer to, [Align Key](#).

**7. Align Off:**

Turns the align mode off. Refer to, [Align Key](#).

**8. Circular Copy >:**

Copies all values of the selected fixtures one step to the right.  
This is useful to create a chaser.

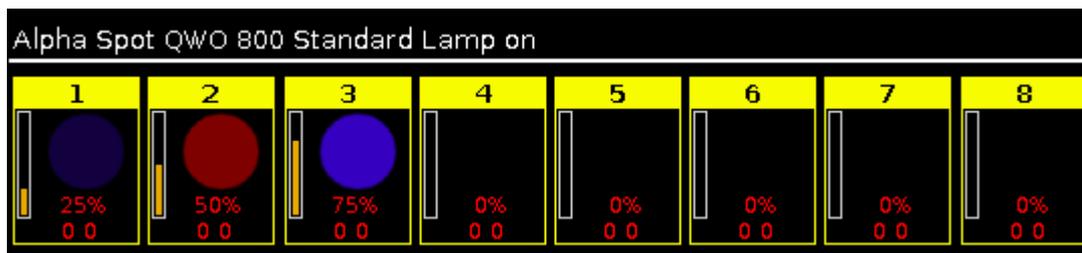


Figure 2: Before circular copy >

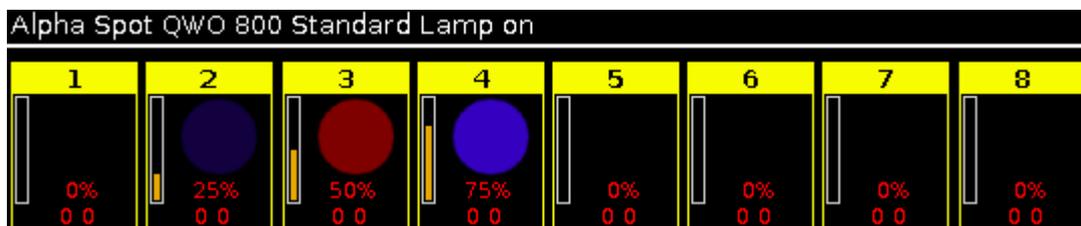


Figure 3: After circular copy >

**9. Circular Copy <:**

Copies all values of the selected fixtures one step to the left.  
This is useful to create a chaser.

**10. Clear All:**

Clears the selection and removes all values from the programmer. Refer to, [Clear Key](#).

**11. Clear Selection:**

Clears the selection of fixtures. Refer to, [Clear Key](#).

**12. Clone single Preset Type:**

Clones a single preset types from one fixture to another fixture.  
Useful if you have an existing show and you get additional fixtures in the show.

Example:

Fixture 1 thru 4 uses color preset light cyan.

ID	Name	C1	R	G	B
1	QWO 1	Light cyan	Light cyan	Light cyan	Light cyan
2	QWO 2	Light cyan	Light cyan	Light cyan	Light cyan
3	QWO 3	Light cyan	Light cyan	Light cyan	Light cyan
4	QWO 4	Light cyan	Light cyan	Light cyan	Light cyan
5	QWO 5	open	max	max	max
6	QWO 6	open	max	max	max
7	QWO 7	open	max	max	max
8	QWO 8	open	max	max	max

Figure 4: Fixtures sheet view - fixture 1 thru 4 uses color preset light cyan

Now I got additional fixtures in the show, fixture 5 thru 8. I want that they use color preset light cyan as well.

1. Tap macro `Clone single Preset Type`.  
A pop-up asks from what fixture you like to clone.
2. Type **1** for fixture 1.  
One of the fixtures using the preset is enough.  
Tap `Ok` in the title bar.  
A pop-up asks to what fixture you like to clone.
3. Type **5 thru 8**.  
Tap `Ok` in the title bar.  
A pop-up asks what preset type number you like to clone.
4. Type **4** for color preset type.  
Tap `Ok` in the title bar.  
A pop-up informs you about how many objects will be cloned.
5. Tap `Ok`.

All the fixtures 1 thru 8 uses color preset light cyan.

ID	Name	C1	R	G	B
1	QWO 1	Light cyan	Light cyan	Light cyan	Light cyan
2	QWO 2	Light cyan	Light cyan	Light cyan	Light cyan
3	QWO 3	Light cyan	Light cyan	Light cyan	Light cyan
4	QWO 4	Light cyan	Light cyan	Light cyan	Light cyan
5	QWO 5	Light cyan	Light cyan	Light cyan	Light cyan
6	QWO 6	Light cyan	Light cyan	Light cyan	Light cyan
7	QWO 7	Light cyan	Light cyan	Light cyan	Light cyan
8	QWO 8	Light cyan	Light cyan	Light cyan	Light cyan

Figure 5: Fixtures sheet view - fixture 1 thru 8 uses color preset light cyan

### 13. Clone all Presets:

Clones all presets from one fixture to another fixture.

Useful if you have an existing show and you get additional fixtures in the show.

**Important:**

If you clone all presets, double-check the position presets. If the fixture doesn't have exactly the same position, you need to adjust the position presets.

Example:

Fixture 1 thru 4 were already existing. Fixture 5 thru 8 are new in the show and they should use all the same presets than fixture 1 thru 4.

1. Tap macro **Clone all Presets**.  
A pop-up asks from what fixture you like to clone.
2. Type **1** for fixture 1.  
One of the fixtures using the preset is enough.  
Tap **Ok** in the title bar.  
A pop-up asks to what fixture you like to clone.
3. Type **5 thru 8**.  
Tap **Ok** in the title bar.  
A pop-up informs you about how many objects will be cloned.
4. Tap **Ok**.

Fixture 5 thru 8 uses all the same presets than fixture 1.

**14. Clone Fixture in Executor:**

Clones the fixture only on the entered executor. If the source fixture is using a preset, the preset will be cloned as well.

This makes sense, if you need to add one more fixture on an executor what does exactly the same as another fixture.

**15. Export all Executor to USB:**

A shorted version of the cues view of all executors will be exported to the inserted USB stick as an .xml file. The .xml files are in the folder **dot2importexport**. To open the .xml file use a browser or import the .xml file in a calculation program.

**16. Export Patch to USB:**

The console asks to enter the file name. Export a shorted version of the patch & fixture schedule to the inserted USB stick as an .xml file. The .xml files are in the folder **dot2importexport**. To open the .xml file use a browser or import the .xml file in a calculation program.

**17. IfActive:**

Selects only fixtures in the [fixtures view](#), if they have active programmer values. Refer to, [What is a Programmer?](#)

**18. if output:**

Selects only fixtures in the [fixtures view](#), if they have a dimmer value bigger than 0.

**19. IfProg:**

Selects only fixtures in the [fixtures view](#), if they have values in the programmer. Refer to, [What is a Programmer?](#)

**20. Invert:**

Enters the [Invert Command](#) in the command line.

## 21. Knockout Invert:

Inverts at fist the selection and removes the inverted selection from the programmer.

This is useful if you have a lot of values in the programmer but you want to store only the current selected values.

ID	Name	Dim
1	QWO 1	open
2	QWO 2	open
3	QWO 3	open

Figure 6: Fixture selection and values before knockout invert

ID	Name	Dim
1	QWO 1	open
2	QWO 2	closed
3	QWO 3	closed

Figure 7: Fixture selection and values after knockout invert

## 22. Knockout Selection:

Deselects the selected fixtures in the [fixtures view](#) and remove their values from the programmer.

## 23. MATricks 1/3:

Selects every third fixture of the current fixture selection, starting with the first fixture.

[Next](#) and [Previous Key](#) selects the every third fixture, starting with next or previous fixture.

Example: If Highlight is on, every third fixture is highlighted.

Reset the Next and Previous Key back to default by using [Macro 36 MATricks RESET](#).

## 24. MATricks 1/4:

Selects every fourth fixture of the current fixture selection, starting with the first fixture.

[Next](#) and [Previous Key](#) selects the every fourth fixture, starting with next or previous fixture.

Example: If Highlight is on, every fourth fixture is highlighted.

Reset the Next and Previous Key back to default by using [Macro 36 MATricks RESET](#).

## 25. MATricks 1/5:

Selects every fifth fixture of the current fixture selection, starting with the first fixture.

[Next](#) and [Previous Key](#) selects the every fifth fixture, starting with next or previous fixture.

Example: If Highlight is on, every fifth fixture is highlighted.

Reset the Next and Previous Key back to default by using [Macro 36 MATricks RESET](#).

## 26. MATricks Block 1:

Selects blocks of 1 fixture of the current fixture selection, starting with the first fixture.

[Next](#) and [Previous Key](#) selects the next or previous block.

Reset the Next and Previous Key back to default by using [Macro 36 MATricks RESET](#).

**Hint:**

You can assign MAtricks block macros as a command in the cues view.

**27. MAtricks Block 2:**

Selects blocks of 2 fixtures of the current fixture selection, starting with the first fixture.

[Next](#) and [Previous Key](#) selects the next or previous block.

Reset the Next and Previous Key back to default by using [Macro 36 MAtricks RESET](#).

**28. MAtricks Block 3:**

Selects blocks of 3 fixtures of the current fixture selection, starting with the first fixture.

[Next](#) and [Previous Key](#) selects the next or previous block.

Reset the Next and Previous Key back to default by using [Macro 36 MAtricks RESET](#).

**29. MAtricks Block 4:**

Selects blocks of 4 fixtures of the current fixture selection, starting with the first fixture.

[Next](#) and [Previous Key](#) selects the next or previous block.

Reset the Next and Previous Key back to default by using [Macro 36 MAtricks RESET](#).

**30. MAtricks Even:**

Selects every second fixture of the current fixture selection, starting with the second fixture.

[Next](#) and [Previous Key](#) function changes into a toggle function between even and odd.

Reset the Next and Previous Key back to default by using [Macro 36 MAtricks RESET](#).

**31. MAtricks Even ID:**

Selects only fixtures with an even fixture ID of the current fixture selection.

[Next](#) and [Previous Key](#) selects next and previous even fixture ID.

Reset the Next and Previous Key back to default by using [Macro 36 MAtricks RESET](#).

**32. MAtricks Group 0:****Important:**

To use the MAtricks Group macros, enter the values by using the calculator or the number pad.

Aligns the values across the fixture selection.

- Select the MAtricks Group and then enter the align values.

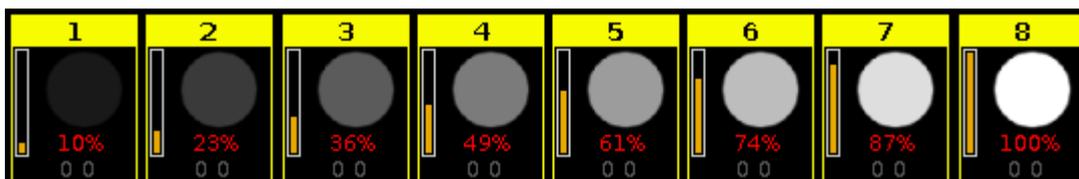


Figure 8: Fixtures use MAtricks Group 0

**33. MAtricks Group 2:**

Aligns the values across groups of 2 fixtures of the fixture selection.

- Select the MAtricks Group and then enter the align values.

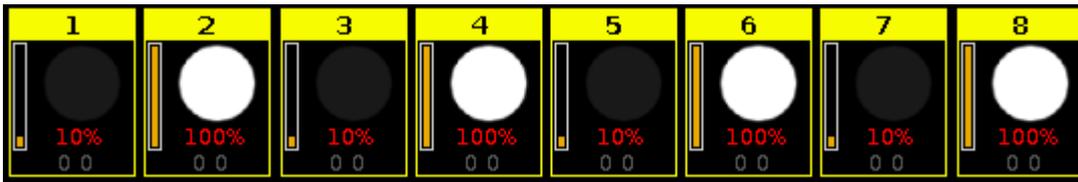


Figure 9: Fixtures use MAtricks Group 2

### 34. MAtricks Group 3:

Aligns the values across groups of 3 fixtures of the fixture selection.

- Select the MAtricks Group and then enter the align values.

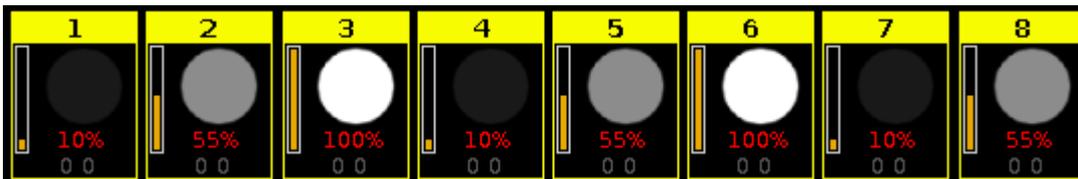


Figure 10: Fixtures use MAtricks Group 3

### 35. MAtricks Group 4:

Aligns the values across groups of 4 fixtures of the fixture selection.

- Select the MAtricks Group and then enter the align values.

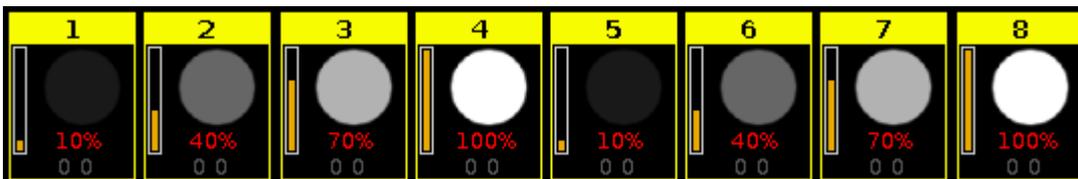


Figure 11: Fixtures use MAtricks Group 4

### 36. MAtricks Odd:

Selects every second fixture of the current fixture selection, starting with the first fixture.

[Next](#) and [Previous Key](#) function changes into a toggle function between even and odd.

Reset the Next and Previous Key back to default by using [Macro 36 MAtricks RESET](#).

### 37. MAtricks Odd ID:

Selects only fixtures with an odd fixture ID of the current fixture selection.

[Next](#) and [Previous Key](#) selects next and previous odd fixture ID.

Reset the Next and Previous Key back to default by using [Macro 36 MAtricks RESET](#).

### 38. MAtricks RESET:

Resets the Next and Previous key back to their default function.

This is necessary after using MAtricks macros.

### 39. Off all Executor:

Turns off all executors except the main executor.

### 40. Off Pages Minus Current:

Turns off every page except the current visible page in the [executor bar](#).

### 41. Ops Menu:

Opens the [Ops View](#) on screen 1.

**42. Quicksave the Show File:**

Saves the show file. Refer to, [Backup Key](#).

**43. Shuffle Selection:**

The dot2 remembers the order of how you select the fixtures, e.g. from fixture 1 to 10 or from fixture 10 to 1. This necessary for e.g. effects or the highlight function.

The shuffle selection macro mixed-up the order of the fixture selection.

Example without Shuffle Selection Macro:

Select the fixtures in the [fixtures view](#) from 1 to 8, press **At 1 0 Thru 1 0 0**.

ID	Name	Dim
1	QWO 1	10.0
2	QWO 2	22.9
3	QWO 3	35.7
4	QWO 4	48.6
5	QWO 5	61.4
6	QWO 6	74.3
7	QWO 7	87.1
8	QWO 8	open

Figure 12: Before shuffle values

The values from 10 to 100 are assigned to the fixtures in the selection order.

Example with Shuffle Selection Macro:

Select fixtures from 1 to 8 in the [fixtures view](#), tap at macro **Shuffle Selection**, press **At 1 0 Thru 1 0 0**.

ID	Name	Dim
1	QWO 1	22.9
2	QWO 2	87.1
3	QWO 3	open
4	QWO 4	74.3
5	QWO 5	35.7
6	QWO 6	48.6
7	QWO 7	10.0
8	QWO 8	61.4

Figure 13: After shuffle values

The values from 10 to 100 are assigned to the fixtures in a mixed order.

**44. Shuffle Values:**

Mix-up the values of the selected fixtures.

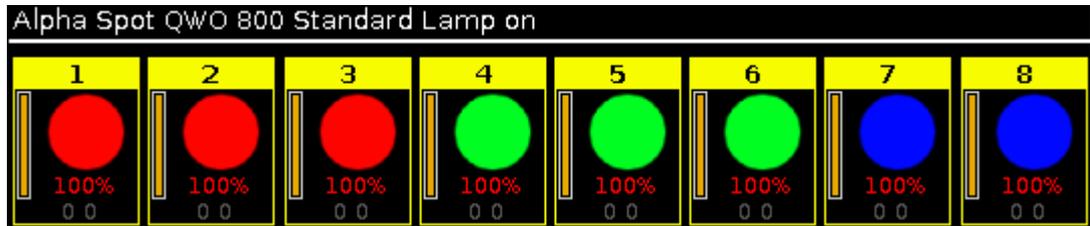


Figure 14: Before shuffle values

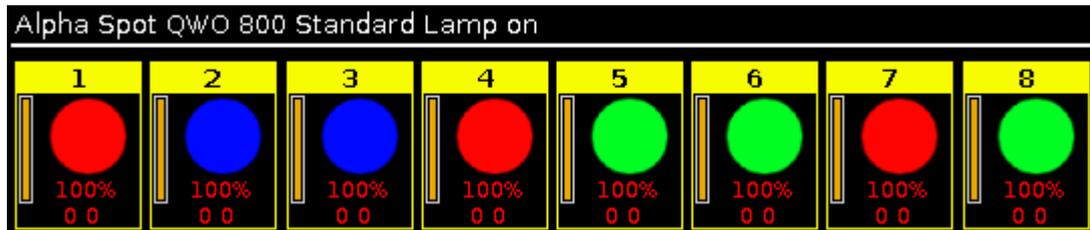


Figure 15: After shuffle values

**45. Stomp Running Effects:**

Mutes all running effects. To start the effects again, press **Clear**.

For more information, see [Stomp command](#).

7.39. Magic Speed View

To go to the **Magic Speed View**, press **Magic** on the console or click in the view bar **More...** and then **Magic Speed**.

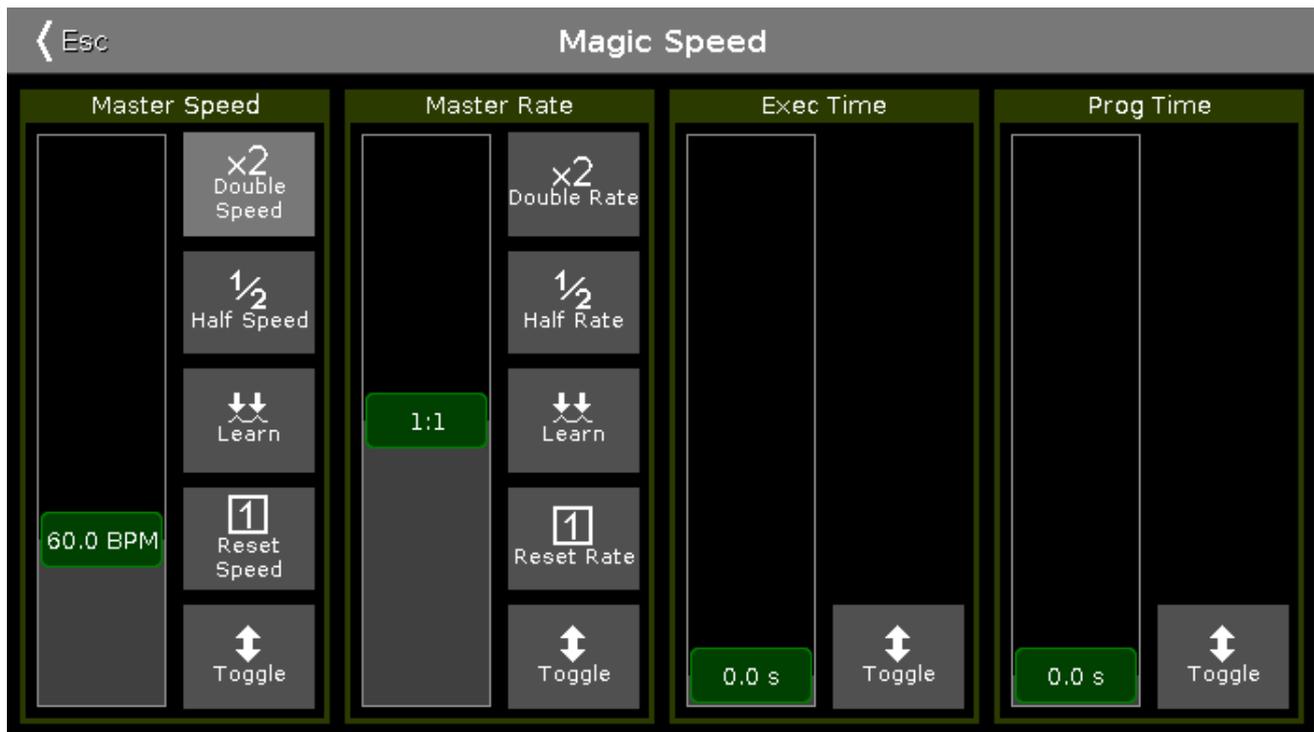


Figure 1: Magic Speed View

The Magic Speed view includes the four special masters.

If a special master is on, the fader is displayed in grass green.

If a special master is off, the fader is displayed in olive green.

For more information about the icon buttons and their functions, refer to [Icons](#).

**Master Speed:**

Controls the speed of effects in cues and the playback speed of chasers.

If an executor should not be controlled by the master speed fader, go to the [Settings of Executor](#).

**Master Rate:**

Controls the rate of the trig time, fade, and delay.

If the master rate fader is used, the trig time, fade, and delay times in the cue list are indicated by an **asterisk \***.

Off Time: 1.0s		Cues of "Exec 0.1.1 'Main'"				TC Record		
Number	Name	Protected	Trig	Trig Time	Fade	Delay	Out Fade	
1	LED Blue		⊖ Time	*1.31	*2.61	*0	InFade	
2	LED Violet		▶ Go		*2.61	*0	InFade	
3	LED Congo Orange		▶ Go		*2.61	*0	InFade	
4	LED Color FX	Yes	▶ Go		*2.61	*0	InFade	
5	LED Red Cyan		▶ Go		*2.61	*0	InFade	
6	LED Green Pink		▶ Go		*2.61	*0	InFade	

Figure 2: Main Cue List with used Master Rate

If an executor should not be controlled by the master rate fader, go to the [Settings of Executor](#).

**Exec Time (= Executor Time):**

Overrides the cue fade and on/off times. Sets the cue delay to zero. The Trig Time and Trig Follow are excluded.

If the exec time is used, the fade and delay times are indicated by an **equal =**.

Off Time: 1.0s		Cues of "Exec 0.1.1 'Main'"				TC Record		
Number	Name	Protected	Trig	Trig Time	Fade	Delay	Out Fade	
1	LED Blue		▶ Go		=1.09	=0	InFade	

Figure 3: Main Cue List with used Exec Time

**Prog Time (= Programmer Time):**

Controls the fade time of the programmer.

Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.

Master Speed 60.0 BPM	Master Rate 1:1	Exec Time 0.0 s	Prog Time 0.0 s
--------------------------	--------------------	--------------------	--------------------

Figure 4: Magic Speed View - Encoder Bar

#### Master Speed:

To change the master speed, turn the encoder left or right.

To open the [calculator](#), press the encoder.

#### Master Rate:

To change the master rate, turn the encoder left or right.

To open the [calculator](#), press the encoder.

#### Exec Time:

To change the executor time, turn the encoder left or right.

To open the [calculator](#), press the encoder.

#### Prog Time:

To change the programmer time, turn the encoder left or right.

To open the [calculator](#), press the encoder.

7.40. MIDI Configuration

**Important:**  
 The MIDI Configuration window is only available with a dot2 onPC. On a dot2 console is this configuration not necessary.

To go to the **MIDI Configuration window**, press **Tools** and tap at **MIDI Configuration**.

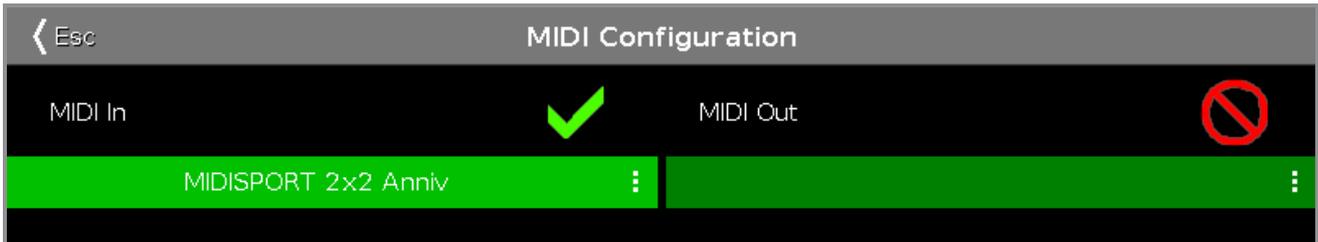


Figure 1: MIDI Configuration Window

In the MIDI Configuration window you select the MIDI In and MIDI Out source.

To open the drop-down with the available sources, tap at the **three dots**.

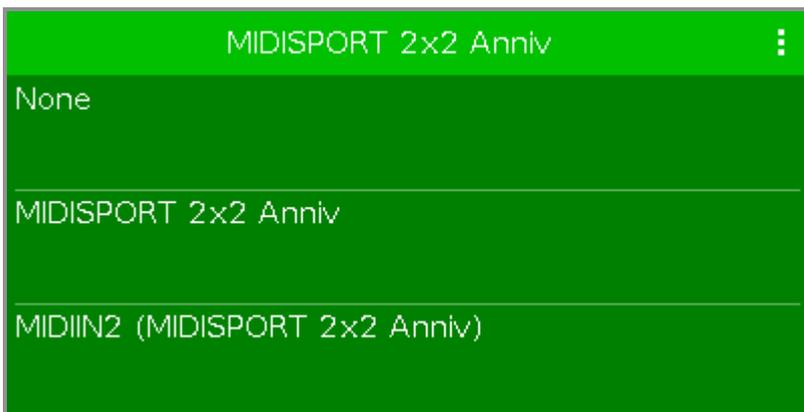


Figure 2: MIDI In drop-down

If a valid is source is selected, the red prohibition sign changes into a green tick mark.

Encoder Bar Functions



Figure 3: Encoder Bar - MIDI Configuration Window

**Scroll:**

To scroll in the selected drop-down up or down, turn the encoder left or right.

## 7.41. MIDI Monitor Window

To open the **MIDI Monitor window**, press **Tools** and tap in the column MIDI at **MIDI Monitor**.

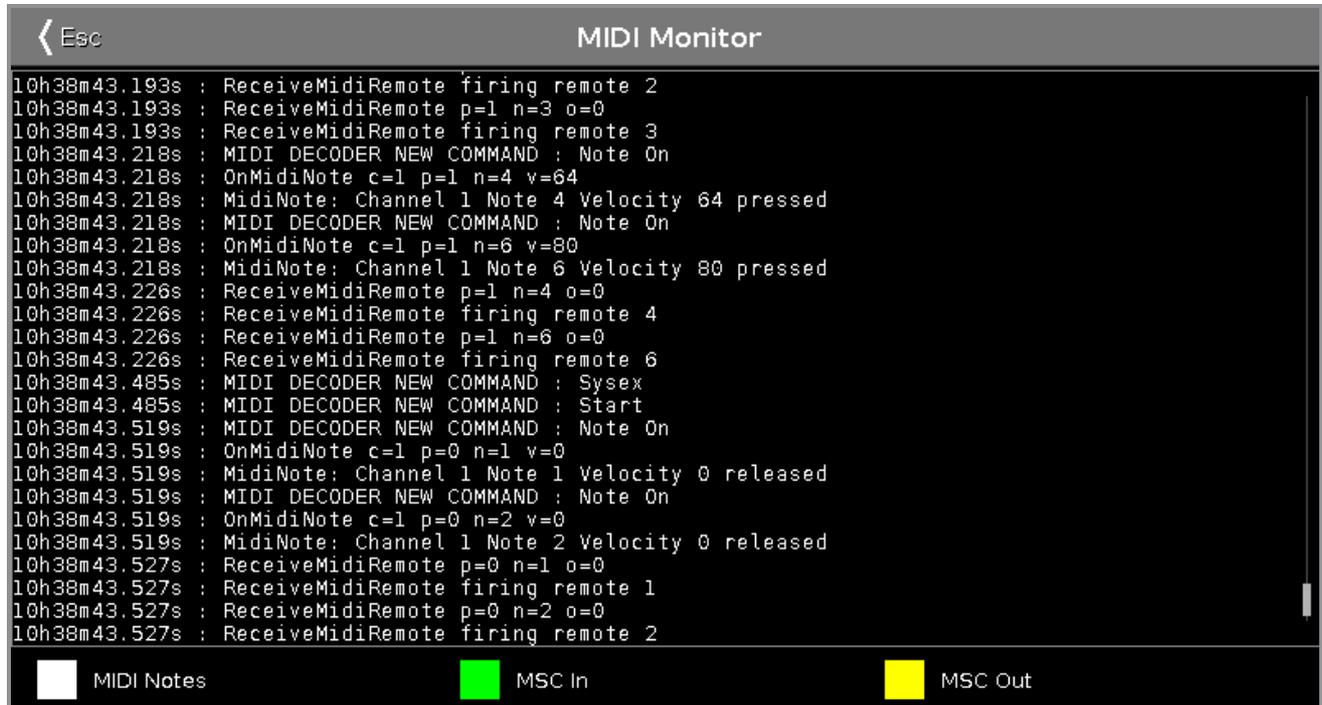


Figure: MIDI Monitor

The MIDI Monitor displays:

- sending and receiving MIDI notes
- MSC (=MIDI Show Control) In commands
- MSC Out commands

To scroll vertical, use the vertical scroll bar.

To scroll horizontal, tap in the view and move the view from right to left.

If you are not at the end of the MIDI Monitor, there is a direction arrow  displayed.

To go to the end of the MIDI Monitor, tap the directions arrow .

To leave the MIDI Monitor Window, tap  in the title bar or press **Esc** on the console.

For more information about MIDI, see:

- [MidiNote Command](#)
- [MIDI Show Control](#)
- [MIDI Configuration](#)

### 7.42. MIDI Show Control Window

To open the **MIDI Show Control Window**, press **Setup** and tap under column Show **MIDI Show Control**.

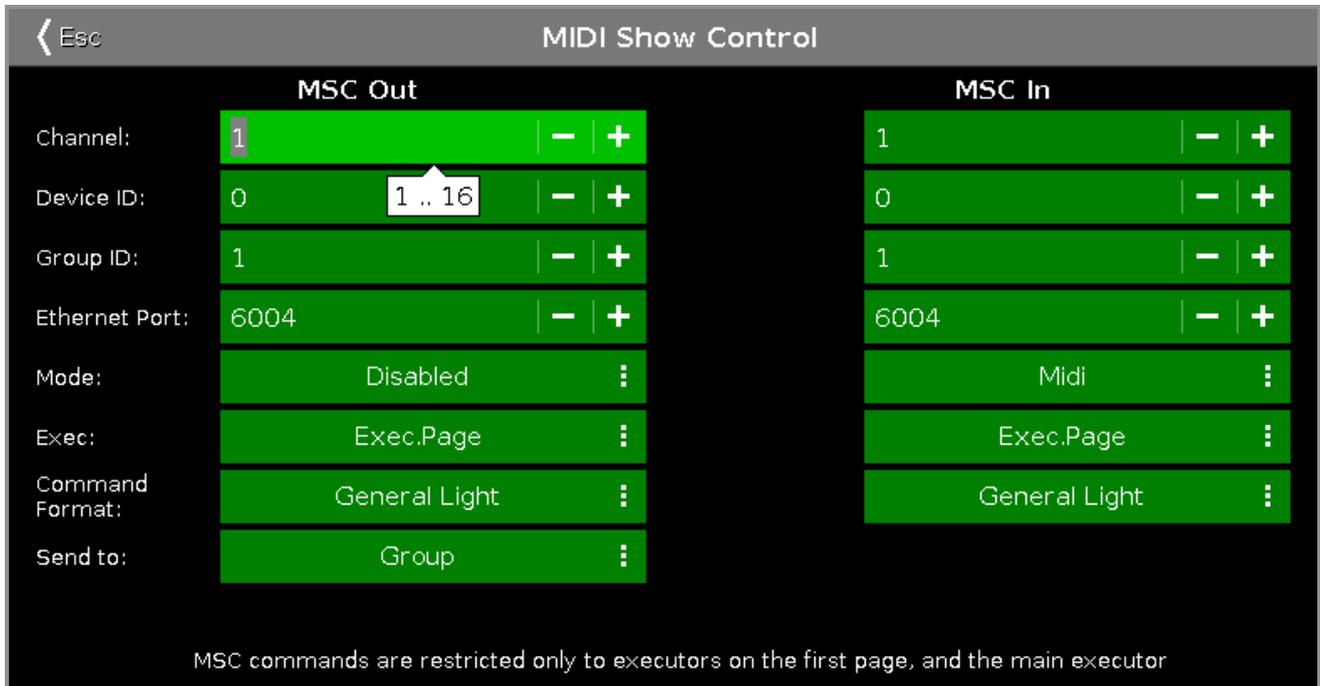


Figure 1: MIDI Show Control Window

**Important:**  
If MIDI show control is used in a network, only the master console will send and receive MIDI show control commands.  
MIDI show control commands works also if the console is standalone.

**Important:**  
You should either send or receive MIDI show control commands. Send and receive MIDI show control commands, can create an infinite loop.

The MIDI Show Control (MSC) window you configure the MSC settings. The MSC settings of MIDI sender and receiver has to be the same that they can communicate.

**Hint:**  
To double-check the MSC In and Out messages, press **Tools** and tap at **MIDI Monitor**. For more information, refer to [MIDI Monitor](#).

If you tap in an edit line, the balloon displays what values are valid.

**Channel:**

Displays the MIDI channel.

To select a channel, tap at the plus or minus.

**Device ID:**

Displays the device ID.

To select a device ID, tap at the plus or minus.

**Group ID:**

Displays the group ID.

To select a group ID, tap at the plus or minus.

**Ethernet Port:**

Displays the Ethernet port.

To select a Ethernet port, tap at the plus or minus.

**Mode:**

Displays the MSC Mode.

By default, MSC Mode is disabled. To select a MSC mode, tap at the three dots  in the edit line.

The drop-down list opens. There are three MSC modes available:

- Disabled - MSC will not sent or received
- Ethernet - MSC will sent or received via the selected Ethernet port
- MIDI - MSC will sent or received via the MIDI connecter at the back of the console

**Exec:**

Displays the executor MSC commands.

By default, Main Only is selected. To select an executor, tap at the three dots  in the edit line.

The drop-down list opens. There are three executor available:

- Main Only - From or to the main executor.
- Exec.Page - From or to a specified executor on page 1. Separated by a dot (Hex = 2E).
- Exec Page - From or to a specified executor on page 1. Separated by a space (Hex = 20).

**Command Format:**

Displays the command format. The command format is used to indicate the type of equipment that is intended to receive the MSC messages.

By default, All is selected. To select a command format, tap at the three dots  in the edit line.

The drop-down list opens. There are three command formats available:

- Moving Light - Format is Hex = 02
- General Light - Format is Hex = 01
- All - Format is Hex = 7F

**Send to (only MSC Out):**

Displays to who the MSC messages will be transmitted.

By default, Send to All is selected. To select an other send option, tap at the three dots  in the edit line.

The drop-down list opens. There are three send options available:

- Group - Transmit the MSC messages to the selected MSC Out Group ID.
- Device - Transmit the MSC messages to the selected MSC Out Device ID.
- All - Transmit the MSC messages to the selected MSC Out Group ID and Device ID.

Encoder Bar Functions



Figure 2: MIDI Show Control Window - Encoder Bar

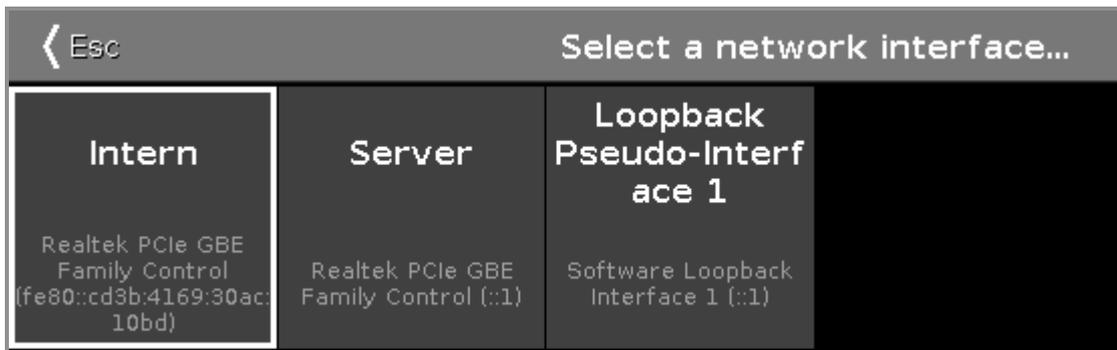
**Scroll:**

To select an ID or scroll in the drop-down lists, turn the encoder left or right.

7.43. Network Interface Window

This window is only available on the dot2 onPC.

To open the Network Interface Window, press **Setup** and tap in the column DMX/Network at **Network Interface**.



In this window, you select the network interface for the dot2 onPC. To see the current network interface, open the [System Information Window](#).

To select a network interface, tap on the respective tile. The console asks to confirm the settings and restart the onPC. Tap **Ok**.

It is not necessary to save the show file.

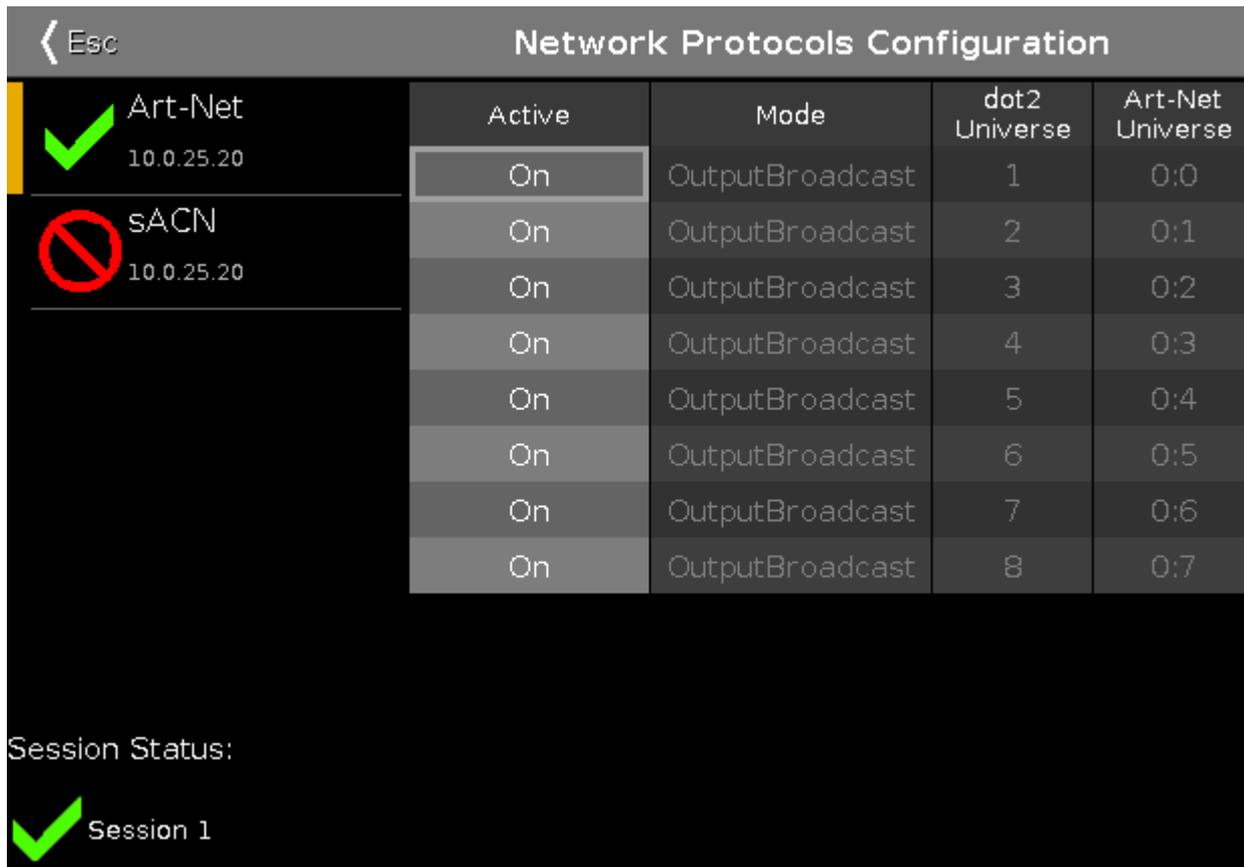
To leave the Network Interface Window, tap **Esc** in the title bar or press **Esc** on the console. You are back in the Setup.

Related Links

- [Setup](#)
- [System Information Window](#)

7.44. Network Protocols Configuration

To open the network protocols configuration, press **Setup** and tap in column **DMX/Network** at **Network Protocols**.



Network Protocols Configuration Window

**Session required:**  
 To use Art-Net or sACN (=streaming ACN), it is necessary to be in a session. To create a session, tap at **Sessions** in the **Setup**. The **network setup** opens.  
 If you are not in a session, Art-Net or sACN is not active.

**Network protocols and dot2 onPC:**  
 To use Art-Net or sACN with a dot2 onPC, it is necessary to have a Node4 (maximum 1024 DMX channels) or dot2 console connected.

**Windows® 8 or Windows® 8.1:**  
 To use Art-Net on Windows® 8 or Windows® 8.1, it is necessary to start the application as administrator. If you don't start the application as administrator, Art-Net is not active.

In this window, you can enable or disable Art-Net or sACN.  
 Art-Net and sACN are additional network protocols to the default network protocol dot2-Net.  
 The network protocols transports DMX with wired network connection (Ethernet).

**sACN Priority:**  
 The sACN priority in the dot2 is set to 100.

The green tick displays, that this network protocol is enabled.

The red prohibition sign displays, that this network protocol is disabled.

To enable or disable a network protocol, tap at the network protocol type.

Below the network protocol is the IP address displayed from which the network protocol is sent.

The Art-Net IP address is visible after Art-Net is enabled and a session is active.

To change the IP address, use the [SetIP command](#).

The following columns are available:

**Active:**

Displays if Art-Net or sACN is on or off for the respective universe.

To turn Art-Net or sACN on or off for the respective universe, tap and hold the cell or press the Scroll Active encoder.

**Mode:**

Displays the supported mode of the network protocol.

Art-Net = Output Broadcast (Art-Net 1)

sACN = Output Multicast

**dot2 Universe:**

Displays the dot2 universes from 1 to 8.

**Art-Net universe / sACN universe:**

Displays the Ethernet universe.

Art-Net = 0:0 - 0:7

sACN = 1 - 8

## Encoder Bar Functions



*Encoder Bar - Network Protocols Configuration Window*

**Network Protocol:**

To select a network protocol, turn the encoder left or right.

To enable or disable a network protocol, press the encoder. The current status is displayed in brackets.

**Scroll Active:**

To scroll in the active column, turn the encoder left or right.

To select on or off in the active column, press the encoder.

**Select Active:**

To select multiple cell, press  and turn the encoder left or right.

A blue frame around the cells displays the selected cell.

## 7.45. Network Setup Window

To go to the Network Setup, press **Setup** and tap at **Sessions**.

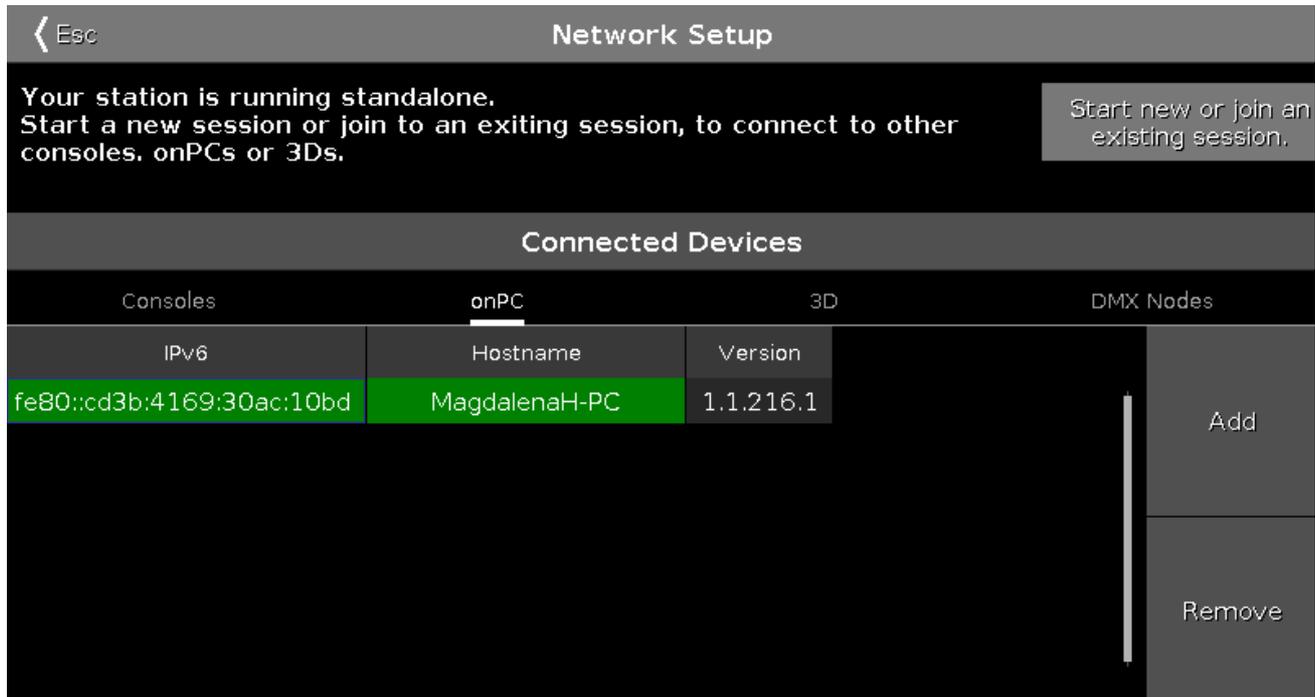


Figure 1: Network Setup Window

In this window, you can:

- Start, join, stop, or leave a session
- Add or remove devices into or from the session
- Assign a different DMX out universe to the XLR connectors (tab consoles and DMX Nodes)

The session status is independent from the show file.

Below the title bar is the session status displayed.

By default, the console is standalone. To connect other devices to the console, you need to start a session first.

To start a session, tap at **Start new or join an existing session**. The [select session number window](#) opens.

If the console is in a session, the session number is displayed in the session status text.

### Connected Devices Area

In the connected devices area are all connected and previous connected devices displayed.

The devices are organized in the tabs:

- Consoles
- OnPC
- 3D
- DMX Nodes

To select a tab, tap at the device name, e.g. **3D**.

The columns displays the IPv6 address, the hostname and the version of the connected device.

For consoles and DMX Nodes, the type and the XLR connectors are displayed as well.



**Important:**

Only the hostname of the Node4s are changeable. All other hostnames are readonly.

To change the hostname of a Node4, tap and hold in a cell of the hostname or press the screen encoder. The virtual keyboard opens.

The assigned hostname is displayed at the front end display of the Node4.

To change the DMX out universe, tap and hold in a cell of the XLR connector or press the screen encoder. The [Calculator](#) opens.

If only 1 universe in total is patched but different XLR outs are necessary, you can assign the same universe to more than one XLR out.



**Important:**

To change the universe, a session is NOT required.

To add a device, tap . The [select station... window](#) opens.



**Hint:**

To add a device, it is not necessary to select the device column first.



**Important:**

The connected devices and the hostnames of the Node4's will be saved in the show file.

To remove a device, select the device in the table, tap . The device is removed from the session.

A device can have four different status:

fe80::cd3b:4169:30ac:10bd	MagdalenaH-PC
---------------------------	---------------

**Light Green:**

This is your station.

fe80::230:d6ff:fe0e:a2d4	dot2
--------------------------	------

**Dark Green:**

This device is session member.

fe80::cd3b:4169:30ac:10bd	MagdalenaH-PC
---------------------------	---------------

**Red Background:**

This device is not connect.

The device was connected and is off now.

```
fe80::cd3b:4169:30ac:10bd
```

```
MagdalenaH-PC
```

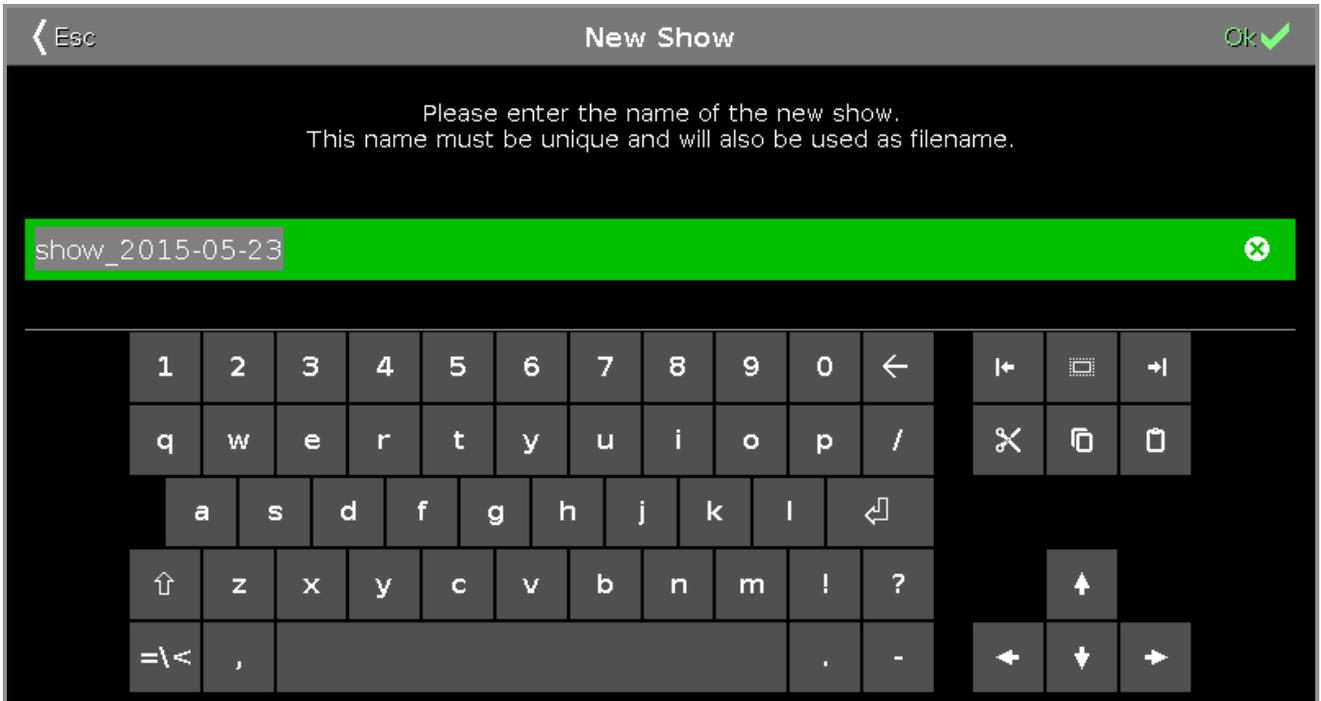
```
1.1.0.0
```

**Red Version Number:**

The device can not connect. If the version number is red, you tried to connect devices with different versions. Update the dot2, dot2 onPC or dot2 3D to the latest version.

## 7.46. New Show Window

The **New Show Window** is located in the [Backup](#), tap New Show.



In this view, you enter the new show filename and create a new show.

The standard filename is **show\_date**: show\_2014-08-08.

To edit the standard filename, enter the filename with the virtual keyboard in the green edit line.

To create a new show file, tap **OK**  in the [title bar](#). The new show file opens.

To leave the **New Show Window**, tap **Esc**  in the [title bar](#). You are back in the [Backup](#).

## Encoder Bar Functions



### Cursor:

To move the cursor to the left or right, turn the encoder left or right.

To create a new show file with the name in the green edit line, press the encoder.

## Related Links

- [Backup Window](#)
- [Title Bar](#)

## 7.47. Off... Window

To open the **Off... Window**, press and hold  + **Off** at the console. The Off... Window opens at screen 1.

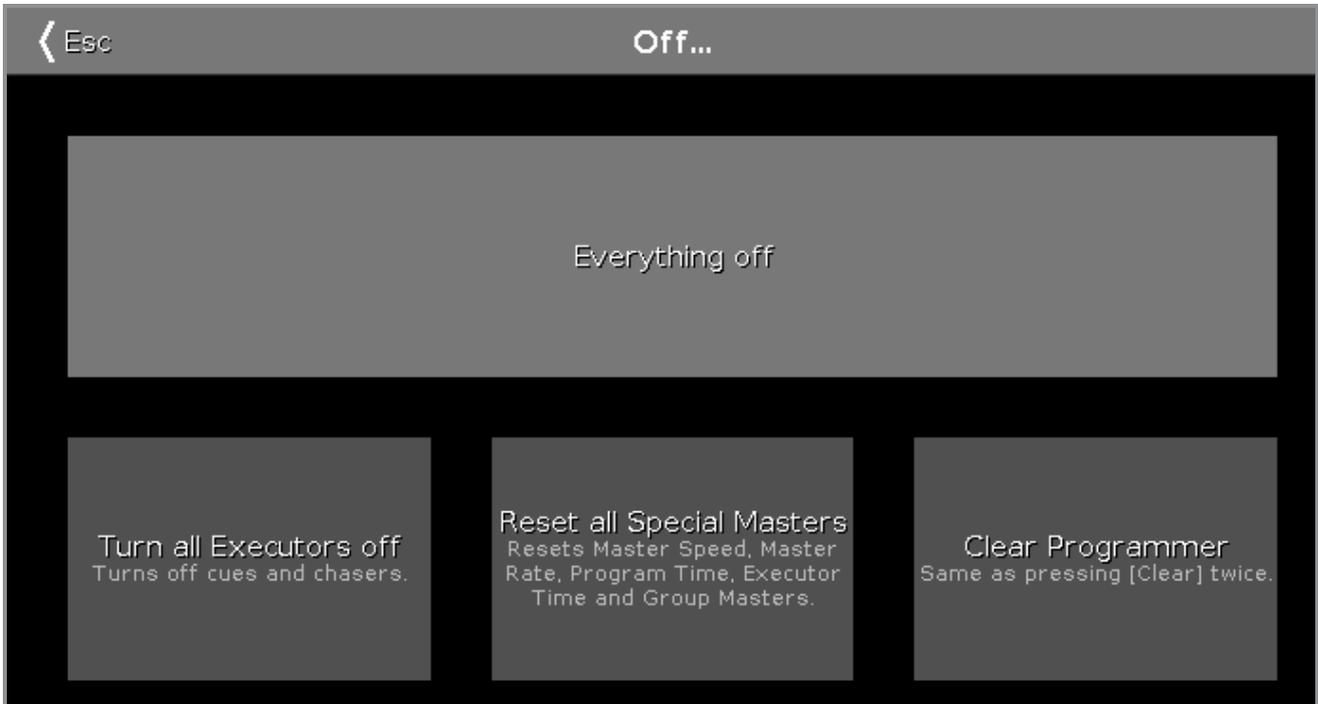


Figure 1: Off Window

To apply a off function, tap at the button or press the encoder.

In the Off... Window are four buttons available:

### Everything off:

Turns all executor off, resets all special masters and clears the programmer.

### Turn all Executors off:

Turns off all running cues and chasers.

### Reset all Special Masters:

Turns off the program time master and executor master.

Resets the master speed to 60 BPM.

Resets the master rate to 1:1.

Resets the group master to 100%.

### Clear Programmer:

Deselect the selected fixtures in the fixtures view.

Deletes all values in the programmer and set them back to the default values or to values from executors.



#### Hint:

Double-check the programmer values in the [fixtures sheet view](#).

**Hint:**

Clear programmer is the same function as press the [Clear Key](#) twice.

## Encoder Bar Functions



Figure 2: Encoder Bar Off... Window

**Select:**

To select one of the three off buttons, turn the encoder left or right. The selected is displayed in a brighter gray.

To apply a function, press the encoder.

### 7.48. Oops View

To go to the **Oops View** on screen 1, press and hold the **Oops**. The Oops View opens on screen 1.

Oops		Undo Selected
Ago	Description	
0:00:47s	Storing Exec 1.2	
0:00:31s	Delete Exec 1.4 'Contrabase'	
0:00:22s	Selection Changed	
0:00:21s	Selection Changed	
0:00:21s	Selection Changed	
0:00:20s	Selection Changed	
0:00:19s	Selection Changed	
0:00:17s	Changed Programmer	
0:00:14s	Storing Exec 1.4	
0:00:12s	Labeled	

Figure 1: Oops View

The Oops View displays the last 128 actions.

There are two columns in the Oops View.

The column **Ago** displays how long ago the action was executed.

The column **Description** displays the description of the action.

To select actions, tap in the line.

If you want to select an action to undo them, you have to start from the latest one and go backwards.

It is not possible to select just one action in the middle of the list and undo them.

Selected actions have a green background.

To undo selected actions, tap **Undo Selected** in the **Title Bar**.

To leave the Oops View, tap **Esc**

### Encoder Bar Functions

			Scroll
--	--	--	--------

#### Scroll:

To select actions, turn the encoder left or right.

To undo the selected actions, press the encoder.

### 7.49. Page Pool View

To go to the **Page Pool View** on screen 1, press **Page** on the console.

To go to the Page Pool View on screen 2, tap **More...** in the **view bar** and then **Pages**.

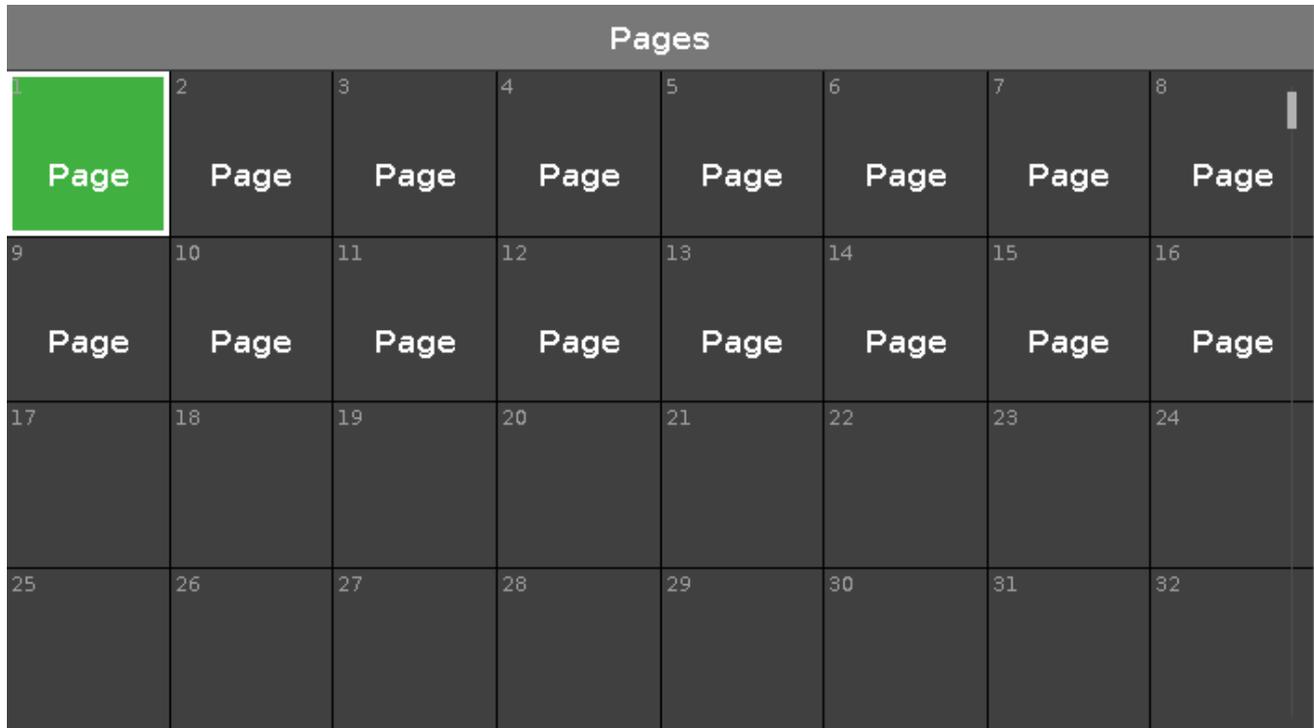


Figure 1: Page Pool View

In this view, you can jump fast from one page to another page.

To change the current page, tap on a page in the page pool.

The [executor bar](#), [executor bar window](#) or [change functions of executor bar window](#), displays the selected page.

The current selected page has a green tile.

There are 1000 pages available.

To go one page forward, press **Page +**. To go one page backwards, press **Page -**.

For more information, see [Page Command](#).

### Encoder Bar Functions



Figure 2: Encoder Bar Functions - Page Pool View

#### Scroll:

To scroll in the page pool view up or down, turn the encoder left or right.

To scroll in the page pool view view left or right, press and turn the encoder left or right.

### 7.50. Patch and Fixture Schedule Window

The Patch and Fixture Schedule Window is located in the [Setup](#), column **Show**, tap [Patch & Fixture Schedule](#).

Patch and Fixture Schedule								Done ✓
FixId*	Name	Fixture Type	Patch	Pan DMX Invert	Tilt DMX Invert	Pan Enc. Invert	Tilt Enc. Invert	
1	QWO 1	6 Alpha Spot QWO 80	1.001					Add New Fixtures
2	QWO 2	6 Alpha Spot QWO 80	1.033					Create Multipatch
3	QWO 3	6 Alpha Spot QWO 80	1.065					
4	QWO 4	6 Alpha Spot QWO 80	1.097					Change Fixture Type
5	QWO 5	6 Alpha Spot QWO 80	1.129					
6	QWO 6	6 Alpha Spot QWO 80	1.161					Unpatch Selected
7	QWO 7	6 Alpha Spot QWO 80	1.193					
8	QWO 8	6 Alpha Spot QWO 80	1.225					Delete Selected
11	Wash 1	7 Alpha Wash 1200 St	1.257					
12	Wash 2	7 Alpha Wash 1200 St	1.275					
13	Wash 3	7 Alpha Wash 1200 St	1.293					

Figure 1: Patch and Fixture Schedule

In this view, you have an overview about all imported fixtures in the show file.

You can also invert DMX values and encoders.

A selected fixtures has a blue background and a white frame around.

To confirm the settings tap **Done** in the [title bar](#).

It opens the [Leaving Patch & Fixture Schedule... Window](#).

#### Columns in the Schedule

The schedule has nine columns.

FixId*	Name	Fixture Type	Patch	Pan DMX Invert	Tilt DMX Invert	Pan Enc. Invert	Tilt Enc. Invert
1	QWO 1	6 Alpha Spot QWO 80	1.001				

Figure 2: Patch and Fixture Schedule columns

#### FixId:

Displays the fixture Id. This column has a sort function.

To edit the fixture Id, press and hold the cell or press the scroll encoder. The [Select Fixture ID\(s\) Window](#) opens.

#### Name:

Displays the fixture name. This column has a sort function.

To edit the name, press and hold the cell or press the scroll encoder. The [Edit Name Window](#) opens.

**Fixture Type:**

Displays the fixture type inclusive the fixture type number at the beginning and the mode.

This column has a sort function.

To edit the fixture type, tap at `Change Fixture Type`, or press and hold the cell, or press the scroll encoder. The [Select Fixture Type...](#) Window opens.

**Patch:**

Displays the patch address (DMX address). If a fixture has no patch it is displayed as a dash in brackets.

To edit the patch address, press and hold the cell or press the scroll encoder. The [Select DMX Address...](#) Window opens.

**Pan DMX Invert:**

Displays if pan DMX invert is on or off (= nothing is displayed).

To change the status, press and hold the cell or press the scroll encoder.

**Tilt DMX Invert:**

Displays if tilt DMX invert is on or off (= nothing is displayed).

To change the status, press and hold the cell or press the scroll encoder.

**Pan Enc. (=Encoder) Invert:**

Display if pan encoder invert is on or off (= nothing is displayed).

To change the status, press and hold the cell or press the scroll encoder.

**Tilt Enc. Invert:**

Display if tilt encoder invert is on or off (= nothing is displayed).

To change the status, press and hold the cell or press the scroll encoder.

**Visualization Color:**

The visualization color, helps to display the actual color of the light in the dot2 3D or the [Fixtures View](#), e.g. for dimmer using a gel.

To change the visualization color, press and hold the cell or press the scroll encoder. The Edit Visualization color window opens.

The Edit Visualization window is basically the same as the [Color Preset Type view](#).

## Buttons in the Schedule

Rightmost of the window are five buttons.



Figure 3: Patch and Fixture Schedule buttons

#### Add New Fixture Window:

Tap to open the [Add New Fixtures Window](#).

#### Create Multipatch:

Tap to open the [Calculator](#). Enter the amount of multipatch fixtures.

Multipatch create additional row to patch several DMX addresses for the selected fixture in the Patch and Fixture Schedule. It is used to control several DMX addresses by using one fixture ID in the console. The multipatch fixtures are doing all the same, indicated by the same fixture ID. The multipatched fixtures are visualized in the dot2 3D. For more information, see [dot2 3D - 3D objects](#).

#### Change Fixture Type:

Tap to change the selected fixture type. The [Select Fixture Type... Window](#) opens.

#### Unpatch Selected:

Tap to unpatch the selected fixtures.

#### Delete Selected:

Tap to delete the selected fixture from the Patch & Fixture Schedule.

### Encoder Bar Functions



Figure 4: Encoder Bar Functions - Patch and Fixtures Schedule

#### Scroll:

To scroll up or down, turn the encoder left or right.

To scroll left or right, press and turn the encoder left or right.

To edit a selected cell, press the encoder. The respective window opens.

### Select:

To select fixture types, press the  key and turn the encoder left or right.

To cancel a selection of fixture types, press the  key and press the encoder.

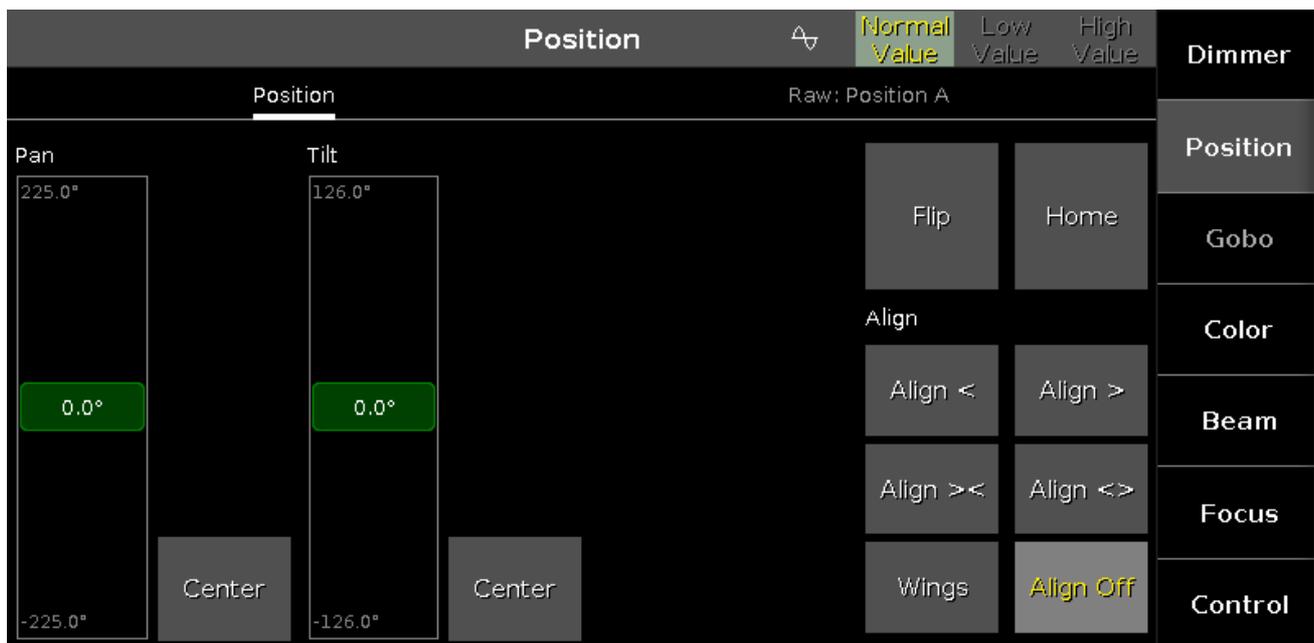
## 7.51. Position Preset Type View

To go to the **Position Preset Type View**, tap Position in the [Preset Type Bar](#).

- or -

Press and hold  and press 2, for preset type 2 (= Position).

The position preset type view is only active if the selected fixture has a position attributes.



The position preset type view is fragmented in the **position view** and the **raw position view**.

To open the position effects view at screen 1, tap at  in the title bar.

If an effect is running on a selected fixture, the position preset type view change into an effect mode and get a blue [effect mode title bar](#).

### Position View

The position view is the first tab of the position preset type view.

In the position view, you control the actual position values in degrees.

**Important:**

The pan and tilt sliders works absolute. A tap on the pan or tilt slider sets a new pan or tilt value and does not follow the already set pan or tilt values.

The respective encoders works relative to the already set pan or tilt values.

**Pan Slider:** To select the pan value, move the slider up or down.

**Tilt Slider:** To select the tilt value, move the slider up or down.

To bring the fixture type into the center position, tap **Center**.

Rightmost of the view are several buttons to adjust the position values.

There are two functions to adjust pan and tilt together.



**Flip:** To change the pan and tilt combination and point your fixture in the same direction, tap **Flip**. The values are active in the programmer.



**Home:** To bring the pan and tilt to the center position, tap **Home**. The values are active in the programmer.

There are six different align functions.

Align is a function to adjust the position values from the fixtures in the selected order. The Align buttons have the same function as the **Align** key. For more information, refer to [Align Key](#).

**Align >:** To adjust from high to small.



**Align <:** To adjust from small to high.



**Align ><:** To adjust from the high to small to the middle and from the middle from small to high.

Align &lt;&gt;

**Align <>**: To adjust from the small to high to the middle and from the middle from high to small.

Wings

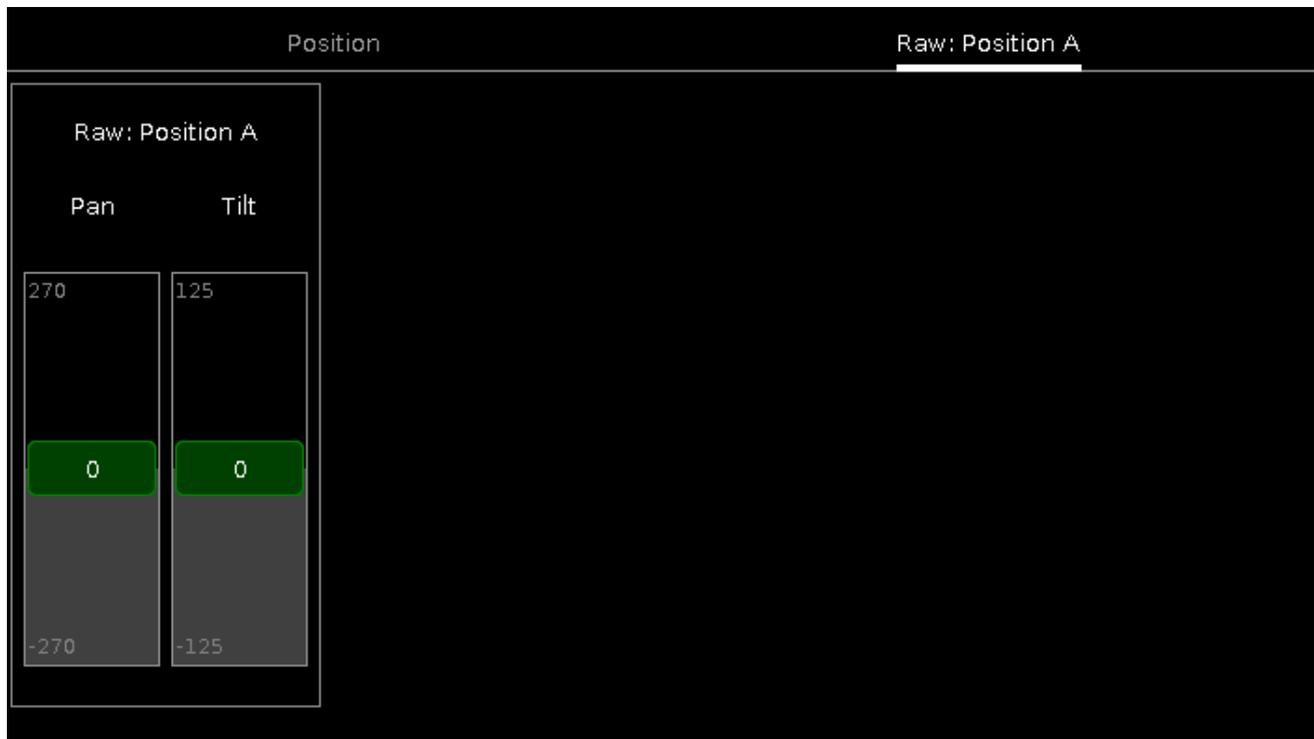
**Wings**: This is only for pan attributes to split from the middle into two groups.  
The first fixture type is in group 1 and follows the entered pan values.  
The last fixture type is in group 2 and acts mirror inverted.

Align Off

**No align**: To adjust equally. Align function is off.

## Raw Position View

The raw position view is located in the second tab of the position preset type view.

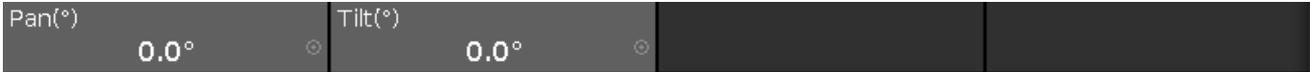


In the raw position view, you control the raw position channel values in [natural values](#) of the selected fixtures.

## Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place. To change the encoder speed to ultra slow, press and hold the key and press the encoder key . The encoder speed equals one DMX step.



**Pan (°)/Pan:**

To select the value of Pan, turn the encoder left or right. To open the [calculator](#), press the encoder.

**Tilt (°)/Tilt:**

To select the value of Tilt, turn the encoder left or right. To open the [calculator](#), press the encoder.

Related Links

- [What are Presets?](#)
- [How to work with Presets?](#)

7.52. Presets Pools View

To go to the Presets Pools View on screen 1: Press on the console.

To go to the Presets Pools View on screen 2: Tap on the [view bar](#).



Figure 1: Dimmer Presets Pool

In this view you see the preset pools, depending on the selected preset type in the [preset type bar](#).

There is a presets pool for each preset type available.

To go to the **Dimmer Presets Pools View**, select Dimmer in the [preset type bar](#).

The title bar displays in which preset view you are.

Pin the current view and deactivate the dynamic view mode with a tap on the **pin**  in the [title bar](#).

The preset pool view is not following the selected preset type in the preset type bar anymore.

You can store 999 preset objects in each preset pool.

To scroll in the presets pool view, slide the vertical scroll bar or slide up and down in the view.

If you store a new object, the console will ask you to label it.

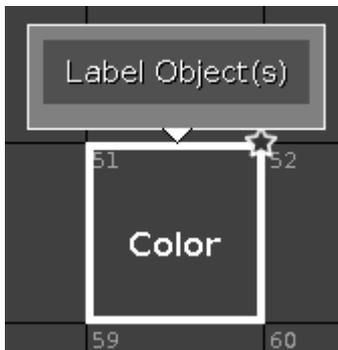


Figure 2: Label Preset Object

To edit a stored preset object with the screen, press and hold the preset object tile.

To edit a stored preset object with the keys, press **Edit** and then tap the object which you like to edit.

To move an object: Press **Move**, tap the object which should move and then tap in an empty field where the object should go.

To copy an object: Press **Copy**, tap the object which should be copied and then tap in an empty field where the object copy should go to.

A copied object get a consecutively number after the object name, to see the difference.

For more information about Presets, refer to [What are Presets?](#) and [How to work with Presets?](#)

## Preset Pool Objects

The last selected preset pool objects has a white frame around the object tile.

A preset without a function is displayed with a gray font.

Example: The fixtures used in this preset are removed from the Patch & Fixture Schedule.

Every preset pool object has a number in the upper left corner. This is the object number.

Example Preset 3.1 = Preset Pool 3. Gobo, Object 1.

Here are examples of a few preset pool objects.

## Effects in Presets

A stored effect in a preset is indicated by a purple marker.



Figure 3: Effect stored in a preset

You can store either effects values or normal values in one preset pool object except position presets. In position preset pool objects, you can store effect values and normal values in one preset pool object.

To edit an effect stored in preset, use the Update function or the Edit function. Refer to [Update key](#), [Update command](#), and [Edit key](#).

A position preset with an effect can only be end by using the Stomp function or Off function. Refer to [Stomp command](#) and [Off command](#). All other effect presets ends by choosing another preset object including only normal values.



### Hint:

You can also store the Stomp function as a preset in the preset pool. For more information, see [how to work with presets](#).

## Example Dimmer Preset

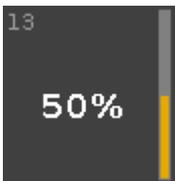


Figure 4: Dimmer Preset

This is the dimmer preset 1.13 (1 = Dimmer Preset Pool, 13 = Object 13).

The stored dimmer value is displayed in %.

Rightmost of the tile is the orange dimmer bar for a graphical view.

## Example Position Preset



Figure 5: Position Preset

This is the position preset 2.1 (2 = Position Preset Pool, 1 = Object 1).

The position preset displays the labeled name.

### Example Gobo Preset



Figure 6: Gobo Preset

This is the gobo preset 3.6 (3 = Gobo Preset Pool, 6 = Object 6).

The gobo and the labeled name are displayed.

### Example Color Preset



Figure 7: Color Preset - Color Wheel



Figure 8: Color Preset - Mix Color

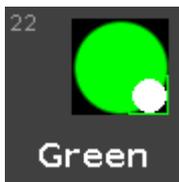


Figure 9: Color Preset - Color Wheel and Mix Color

This is the color preset 4.22 (4 = Color Preset Pool, Object = Tile 22).

A color preset from a color wheel is displayed as circle.

A color preset from a mix color is displayed as a quadrate.

A combined color preset from color wheel and mix color displays

- in the big circle the actual color output
- in the small circle the color from the color wheel
- in the frame of the quadrate the color from the mix color.

The color and the labeled name are displayed.

### All Presets Pool

Additional to the presets pools for the several preset types, there is an All presets pool.

To go to the All Presets Pool, tap **All** in the [preset type bar](#) or press and hold **MA** + **0**.

In the All Presets Pool, you can store preset objects with values above all preset types.

Example All Presets



Figure 10: All Preset - Gobo, Color and Focus

Let's assume, you will store a preset object for all Alpha Spot QWO fixtures with a gobo, a color and a focus.

1. Select the Alpha Spot QWO fixtures in the [fixture view](#).
2. Select the gobo, color, and the focus.
3. Press Store, tap **All** in the [preset type bar](#) and tap on an empty preset type tile.

The preset object with all the information is stored in the presets pool all.

7.53. Remote Inputs Configuration Window

The Remote Inputs Configuration Window is located in the [Setup](#), column **Show, Remote Inputs**.

Remote Inputs Configuration						
	Note	Type	Page	Executor	Function	CMD
✓ Analog	34	None	Current	1	Button 1	
✓ MIDI	35	Exec	10	1	Button 1	
	36	Exec	10	2	Button 1	
	37	Exec	10	3	Button 1	
	38	Exec	10	4	Button 1	
	39	Exec	10	5	Button 1	
	40	Exec	10	6	Button 1	
	41	Exec	10	7	Button 1	
	42	Exec	10	8	Button 1	
	43	Exec	10	9	Button 1	
	44	Exec	10	10	Button 1	
	45	None	Current	1	Button 1	
	46	None	Current	1	Button 1	

Figure 1: Remote Input Configuration Window

In this window, you can set what the dot2 should do with the connected remote inputs.

On the left side of the screen are the three different remote inputs displayed:

- Analog
- MIDI
- DMX

The green tick displays, that this type of remote control is enabled.

The red prohibition sign displays, that this type of remote control is disabled.

To enable or disable a type of remote control, press the **Input Type** encoder.

The selected remote input has an orange bar on the left side of the cell.

If an input activity is receiving, it is displayed by a green indicator.

For all remote control inputs are the following four columns available:

#### **Type:**

Displays the type of action what the console should do when the contact is activated.

To select the type, press and hold the cell or select the cell and press the scroll encoder. The [Select Type Window](#) opens.

#### **Page:**

Displays the selected page.

To change the page, press and hold the cell or select the cell and press the scroll encoder. The [Calculator](#) opens.

#### **Executor** (only if the selected type is executor):

Displays the assigned executor number from the selected page to the input.



#### **Hint:**

To see the executor numbers in the executor bar, press and hold the  key.

To select an executor, press and hold the cell or select the cell and press the scroll encoder. The [Calculator](#) opens. If you typed in an invalid executor number, the executor cell is displayed with a red background.

#### **Function** (only if the selected type is executor):

Displays the assigned button or fader.

To select a button or fader, press and hold the cell or select the cell and press the scroll encoder. The [Select Function Window](#) opens.

#### **CMD** (= command, only if the selected type is CMD):

Displays the assigned command to the input.

To type in a command, press and hold the cell or select the cell and press the scroll encoder. The virtual keyboard opens. Enter the command which should be executed.

---

## Analog

For using the analog remote you have to connect e.g. a light barrier or a push button, on the DC Remote Control at the back of the console.

Refer to, [physical setup and layout](#).

Additional to the four standard columns, the analog remote control has the Input column.

#### Input:

Displays the input in from the connected DC Remote Control.

The pin layout is displayed next to the connector on the back of the console.

Pin 1 - 6 = Input 1,3,5,7,9,11

Pin 9 - 14 = Input 2,4,6,8,10,12

There are twelve different inputs available to assign.

This column is read only.

## MIDI

For using the MIDI remote, you have to connect a MIDI remote on the MIDI In connector at the back of the console.

Refer to, [physical setup and layout](#).

If you assigned in the column type an executor, and in the column button a fader, the velocity controls the fader level.

Additional to the four standard columns, the MIDI remote control has the Note column.

#### Note:

Displays the available MIDI notes from 0 - 127.

## DMX

For using the DMX remote, you have to connect a DMX remote at the DMX In connector at the back of the console.

Refer to, [physical setup and layout](#).

To trigger a button or command by DMX in, a DMX value between 128 and 255 is necessary.

The green indicator is only visible if a DMX value above 0 is sent to trigger faders, or above 127 is sent to trigger buttons or commands.

Additional to the four standard columns, the DMX remote control has the DMX column.

#### DMX:

Displays the DMX address. This column is read only.

## Encoder Bar Functions



Figure 2: Encoder Bar Functions - Remote Inputs Configuration Window

#### Input Type:

To select a remote input type, turn the encoder left or right.

To enable or disable a remote input type, press the encoder. The current status is displayed in brackets.

#### Scroll:

To scroll up or down, turn the encoder left or right.

To scroll left or right, press and turn the encoder left or right.

To edit a selected cell, press the encoder. The respective window opens.

**Select:**

To select more than one cell, press the  key and turn the encoder up or down.

A blue frame around the cells displays the selected cell.

## 7.54. Save Show As... Window

The **Save Show As... Window** is located in the [Backup](#), tap  .



In this view, you save a copy of the current show file.

In the green edit line is the current show filename displayed.

To edit the filename, enter the filename with the virtual keyboard.

To save a copy of the current show file with a new filename, tap  in the [title bar](#). The show file is saved and the **Backup** menu is closed.

To leave the **Save Show As... Window**, tap  in the [title bar](#). You are back in the [Backup](#).

## Encoder Bar Functions



### Cursor:

To move the cursor to the left or right, turn the encoder left or right.

To create a new show file with the name in the green edit line, press the encoder.

## Related Links

- [How to save and load your show](#)
- [Title Bar](#)
- [Backup Window](#)

## 7.55. Select DMX Address... Window

The **Select DMX Address... Window** is located at the [Setup](#), tap [Patch & Fixture Schedule](#).

1. For **existing fixtures**:

press and hold in the **column Patch** the cell from the fixture you want patch.

2. For **new fixtures**:

tap **Add New Fixtures**, tap at the last field **Patch** the **Select** button.

The **Select DMX Address... Window** opens.



Figure 1: Select DMX Address... Window

In this window, you patch fixtures and select a DMX address.

Below the title bar is the green edit line.

To jump to a DMX address, type the DMX address in the edit line.

The edit line displays also the selected DMX address from the table.

To confirm a selected DMX address, press  in the [title bar](#). The window closes and you are back in the previous window.

To leave the **DMX Address Window**, press  in the [title bar](#). You are back in the previous window.

## Universe Overview

The universe overview is located on the left side of this window.

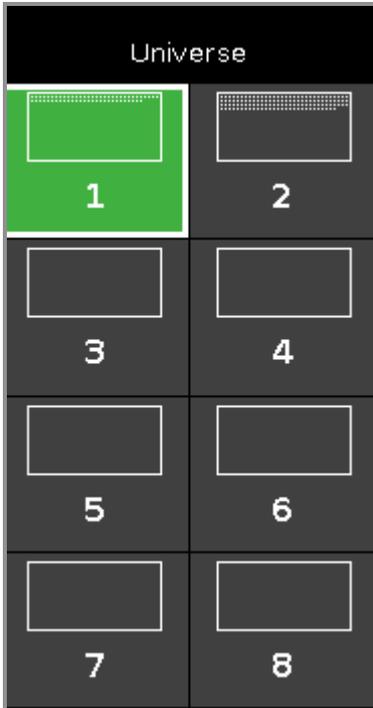


Figure 2: Universe Column

The universe column includes eight universes.

A selected universe has a green background and a white frame around.

The white dots inside a universe displays which DMX addresses are assigned.

If there are no dots in a universe, the universe is free.

## Universe Table

The universe table is right beside the universe overview.

The table has four columns **Address**, **ID**, **Fixture Type** and **Attribute**.

**Address:** Displays the DMX addresses.

**ID:** Displays the fixture IDs.

**Fixture Type:** Displays the fixture types.

**Attribute:** Displays the fixture attributes.

If a fixture needs more than one DMX address, the first column is in a white font and all following are in a gray font.

A selected fixtures which is fitting in the selected DMX address has a green background.

Address	ID	Fixture Type	Attribute
1. 36	"	"	COLORRGB5
1. 37	25	5 LED - RGBW 8 bit	COLORRGB1
1. 38	"	"	COLORRGB2
1. 39	"	"	COLORRGB3
1. 40	"	"	COLORRGB5
1. 41	26	5 LED - RGBW 8 bit	COLORRGB1
1. 42	"	"	COLORRGB2
1. 43	"	"	COLORRGB3
1. 44	"	"	COLORRGB5
1. 45	27	5 LED - RGBW 8 bit	COLORRGB1
1. 46	"	"	COLORRGB2

Figure 3: Universe Table with fitting Fixture

A selected fixtures which is unfitting in the selected DMX address ha a red background.

Address	ID	Fixture Type	Attribute
1. 34	"	"	COLORRGB2
1. 35	"	"	COLORRGB3
1. 36	"	"	COLORRGB5
1. 37	26	5 LED - RGBW 8 bit	COLORRGB1
1. 38	"	"	COLORRGB2
1. 39	"	"	COLORRGB3
1. 40	"	"	COLORRGB5
1. 41			
1. 42			
1. 43			
1. 44			

Figure 4: Universe Table with unfitting Fixture

### Encoder Bar Functions

Universe	Patch Offset	Address
1	1	441

Figure 5: Encoder Bar Functions - Select DMX Address... Window

**Universe:**

To select an universe in the universe column, turn the encoder left or right.

**Address:**

To select an address in the table, turn the encoder left or right.

To confirm the selected address, press the encoder.

**Patch Offset:**

To select a patch offset, turn the encoder left or right.

For more information about patch offset, refer to [Add New Fixtures Window](#).

## 7.56. Select DMX Ports

To go to the **Select DMX Ports** window, press **Setup**, tap **Sessions**, select **DMX Nodes** and tap and hold in a **universe cell**.



In this window, you select which universe range the Node4 should have as DMX output.

Choose between

- universe 1 - 4
- universe 5 - 8

To select a universe range, tap at the universe tile.

To leave the Select DMX Ports window, tap **< Esc** in the title bar or press **Esc** on the console.

### Related Links

- [Setup](#)
- [Network Setup](#)

### 7.57. Select Fixtures ID(s) Window

The **Select Fixture ID(s)...** Window is located in the [Setup](#), column **Show, Patch & Fixture Schedule**, press and hold a cell of a **FixID**.



Figure 1: Select Fixture ID(s) Window

In this view, you select the fixture ID(s) for the selected fixture types.

To jump to the next available fixture ID back, tap the **jump back icon** .

To jump to the next available fixture ID forwards, tap the **jump forwards icon** .

The green edit line displays the selected fixture ID.

To jump to a specific fixture ID, type the number in the green edit line.

To jump one ID forwards, tap the plus in the edit line.

To jump one ID backwards, tap the minus in the edit line.

The fixture ID(s) are displayed in tiles.

The number in a white bold font is the fixture ID.

If a fixture ID is taken, there is the fixture type below the fixture ID displayed.



Figure 2: Taken Fixture ID

If you select a taken fixture ID, the fixture ID tile has a red background.



Figure 3: Available Fixture ID

If you select a available fixture ID, the fixture ID tile has a green background.

To confirm the selected fixture ID(s), tap **OK**  in the [title bar](#).

To leave the **Select Fixture ID(s) Window**, tap **Esc**  in the title bar.

## Encoder Bar Functions



Figure 4: Encoder Bar Functions - Select Fixture ID(s) Window

### Fixture ID:

To move the selection of the fixture ID(s), turn the encoder left or right.

To select a fixture ID, press the encoder.

## 7.58. Select Fixture Type... Window

The **Select Fixture Type... Window** is located in the [Setup](#), column **Show**, [Patch & Fixture Schedule](#), tap [Change Fixture Type](#) or press and hold a cell of a Fixture Type.



Figure 1: Select Fixture Type... Window

In this view, you see all fixture types of the show file.



**Hint:**

If you change a color wheel fixture type to a color mix fixture type, the color will be automatically converted.

To import a new fixture type from the library into the show file, tap the **import icon**  in the [title bar](#). It opens the [Import Fixture Type Window](#).

To export fixture types to a USB stick and to the fixture library on the disk, tap at the **export icon** . An information pop-up opens and tells you what fixture type was exported. The fixture type .xml file is on the USB stick in the folder **dot2library**. Furthermore the fixture type can be imported via the [Import Fixture Type Window](#).



**Important:**

After a software update or a factory reset, the fixture library in the Import Fixture Type window will be reset as well. Exported fixture types will be deleted.

To delete exported fixture types from the internal desk, a software update or factory reset is necessary. Refer to, [How to update the console?](#) and [How to reset the console?](#).

To switch between the **symbol view**  and the **sheet view** , tap on the respective icon in the [title bar](#).

To delete unused fixture types from the show file, tap the **trash can** .

To confirm the changes tap **OK** .

To leave the **Select Fixture Type... Window**, tap .

For more information about add and patch fixtures, see [how to add and patch fixtures?](#)

## Symbol View

To go to the symbol view, tap the **symbol view icon**  in the title bar.

The fixture types are fielded in tiles.

A selected fixture type has a white frame around the tile.

The number in the upper left corner of the tile, displays the fixture type number in the current show file.

In bold white font is the fixture type displayed.

Below the fixture type is the manufacturer displayed.

## Sheet View

To go to the sheet view, tap the **sheet view icon**  in the title bar.



No.	LongName	ShortName	Manufacturer	ShortManu	DMX Footprint	Instances	Mode
2	Alpha Spot QW	ASQ800SL	Clay Paky	Clay P	32	1	Standard Lar
3	Alpha Wash 12	AIWa12SV	Clay Paky	Clay P	18	1	Standard - v
4	LED - RGBAW	LDRGBAW8	Generic	Generic	5	1	8 bit
5	LED - RGBAW	RGBAW 8	Generic	Generic	5	1	8 bit
6	Dimmer	Dim	Generic	Generic	1	1	00

Figure 2: Select Fixture Type... Window - Sheet View

The table has nine columns with information to the fixture type.

Cells with a bright gray background are editable.

Cells with a dark gray background are read only.

### 1. No

Displays the fixture type number in the current show file.

### 2. LongName

Displays the name of the complete fixture type.

To edit the long name, press and hold the cell. It opens the **Edit LongName Window**.

### 3. ShortName

Displays the abbreviation of the long name from the fixture type.

To edit the short name, press and hold the cell. It opens the **Edit Short Name Window**.

### 4. Manufacturer

Displays the manufacturer of the fixture type.

To edit the manufacturer, press and hold the cell. It opens the **Edit Manufacturer Window**.

**5. ShortManu**

Displays the abbreviation of the manufacturer of the fixture type.

To edit the short name of the manufacturer, press and hold the cell. It opens the **Edit ShortManu Window**.

**6. DMX Footprint**

Displays how many DMX channels the fixture type needs.

**7. Instances**

Displays how many different elements with single controls the fixture type has.

**8. Mode**

Displays the mode of the fixture type.

To edit the mode, press and hold the cell. It opens the Edit Mode Window.

**9. Used**

Displays how often the fixture type is imported in the [Patch and Fixture Schedule](#).

Fixture Type Info

On screen 2 is the fixture type info to the selected fixture type displayed.

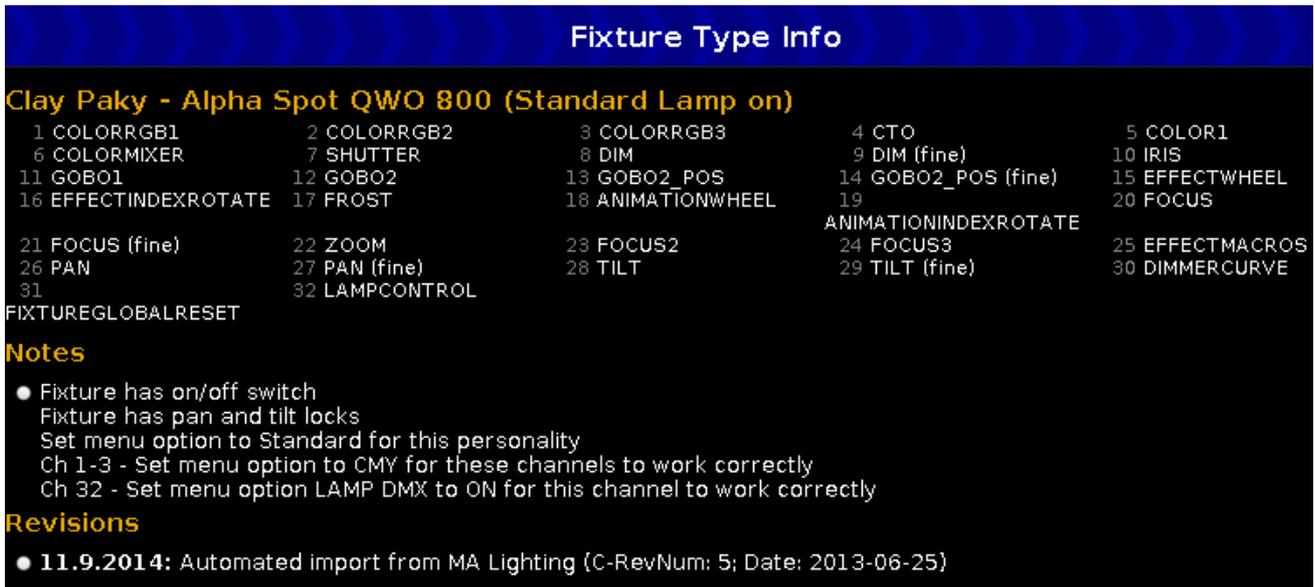


Figure 3: Fixture Type Info on screen 2

It displays at first, manufacturer, device name and mode in brackets, of the selected fixture type.

Below the name are all DMX channels along with their attributes.

If the fixture type has virtual channels it is displayed below the real channels.

If notes to the selected fixture type are available, they are also displayed in that area, together with the revisions.

Encoder Bar Functions



Figure 4: Encoder Bar Functions - Select Fixture Type... Window

**Scroll Info:**

To scroll in the fixture type info up or down, turn the encoder left or right.

**Scroll FixtureType:**

To scroll in the select fixture area up or down, turn the encoder left or right.

To scroll in the select fixture area left or right, press the encoder and turn it left or right.

## 7.59. Select Function for Remote Inputs Configuration

To open the Select Function for Remote Inputs Configuration, select the respective cell and press and hold the cell of the column **Function**, or press the scroll encoder, in the [Remote Inputs Configuration Window](#).



Figure 1: Select Function for Remote Input Analog

If the selected type in the remote inputs configuration is Exec, you have to selected the kind of executor, the function.

The number of available options depends on the entered executor number in the **executor** column, e.g. if the executor number is 101, the button can only be a button 1.

**Button 2:**

Select button 2, if the executor is a flash key .

**Fader:**

Select fader, if the velocity shall control the fader (MIDI or DMX values).

**Button 1:**

Select button 1, if the executor is a go key .

To leave the Select Function for Remote Inputs Configuration Window, tap  in the title bar. You are back in the [Remote Inputs Configuration Window](#).

## Encoder Bar Functions



Figure 2: Encoder Bar Functions

**Scroll:**

To scroll left or right, press and turn the encoder left or right.

To apply a selection, press the encoder.

## 7.60. Select Function of Executor Window

To go to the **Select Function of Executor Window**, press an assigned executor in the [Change Functions of Executor Window](#) or in the [Settings of Executor Window](#).

In this view, you select the function of the corresponding executor.

To leave the **Select Functions of Executor Window**, tap **Esc**  in the title bar or press **Esc**  on the console.

For more information about executors, refer to [What are executors?](#)

### Normal Executor Button

If the selected executor is a normal executor with a cue list on it, there are seven different functions available.

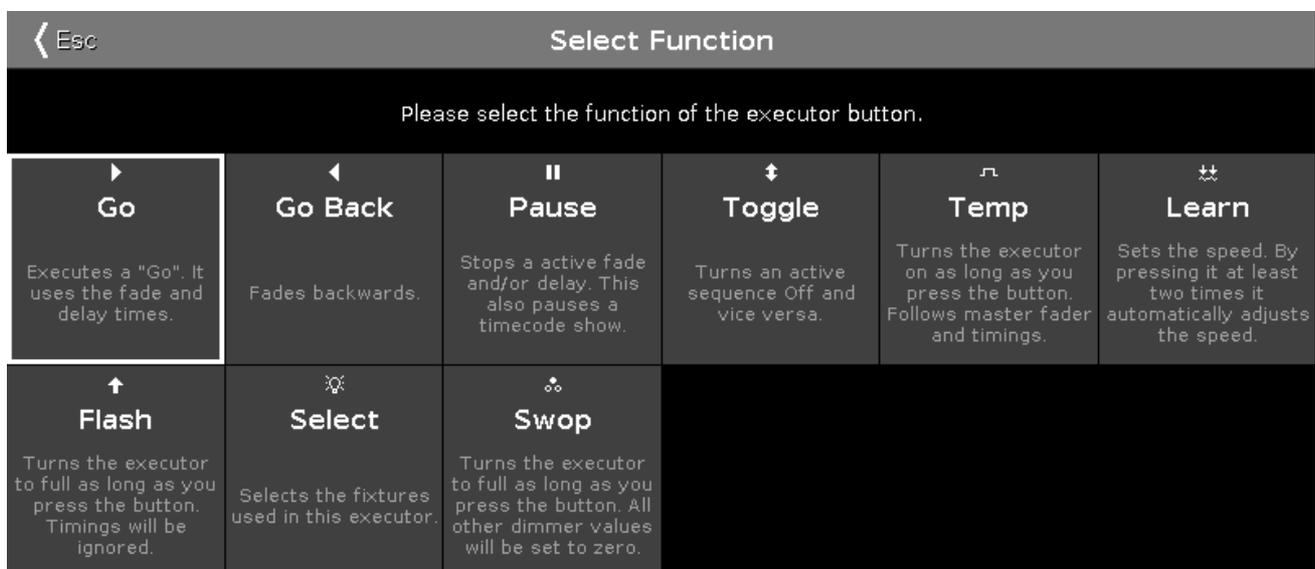


Figure 1: Select Function of Executor - Normal Executor

**Go:** Calls the next cue.

**GoBack:** Calls the previous cue.

**Pause:** Stops a x-fade between cues.

**Toggle:** Turns the executor on or off.

**Temp:** Turns the executor on as long as the executor button is pressed. Follows master fader and timings.

**Learn:** Learns a tact (BPM).

**Flash:** Turns the executor to full as long as you press the button. Timings will be ignored.

**Select:** Selects all fixtures used on this executor.

**Swop:** Turns the executor to full as long as you press the button. All dimmer values from other executors will be set to zero, except if they are swop protected.

## Master Speed Executor Button

If the selected executor is a master speed executor, there are five different button functions available.

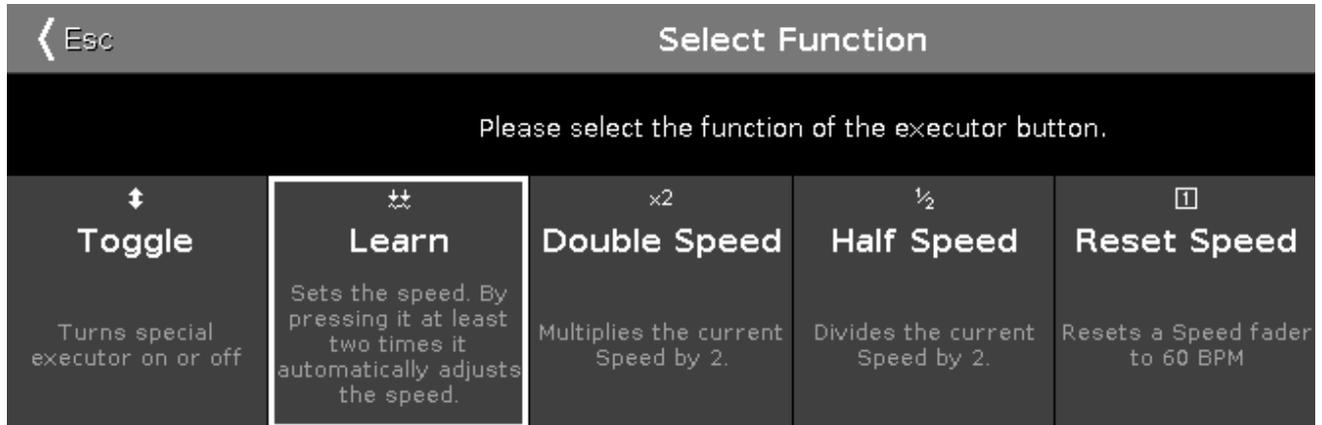


Figure 2: Select Function of Executor - Magic Speed

**Toggle:** Turns the master speed executor on or off.

**Learn:** Learns a tact BPM.

**Double Speed:** Multiplies the current speed by 2.

**Half Speed:** Divides the current speed by 2.

**Reset Speed:** Resets the master speed to 60 BPM.

## Master Rate Executor Button

If the selected executor is a master rate executor, there are five different button functions available.

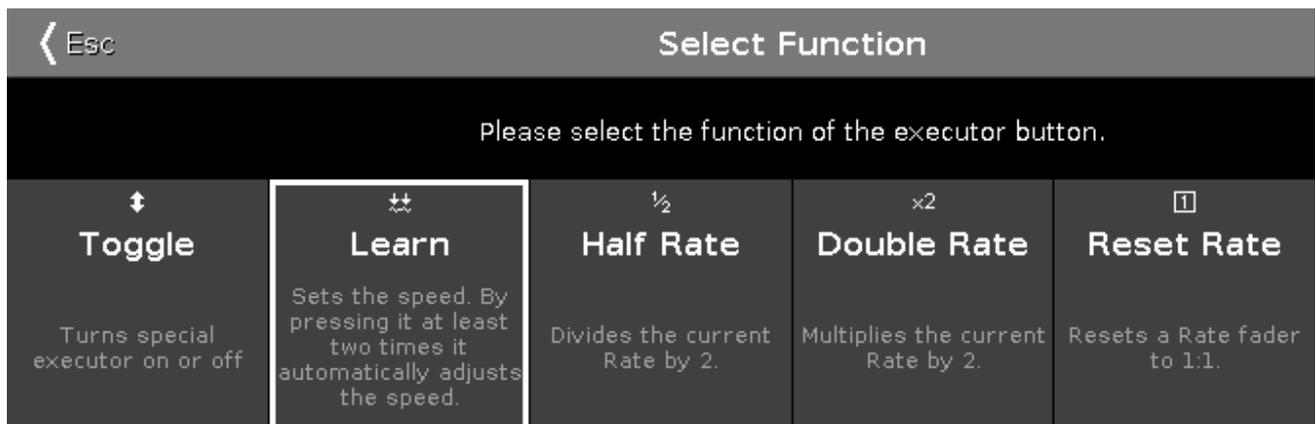


Figure 3: Select Function of Executor - Master Rate

**Toggle:** Turns the master rate executor on or off.

**Learn:** The master rate learns a tact (BPM).

**HalfRate:** Divides the current rate by 2.

**DoubleRate:** Multiplies the current rate by 2.

**Rate1:** Resets the current rate to 1:1.

### Program Time Master and Executor Time Master

If the selected executor is a program time master or executor time master, there are the three different functions available.

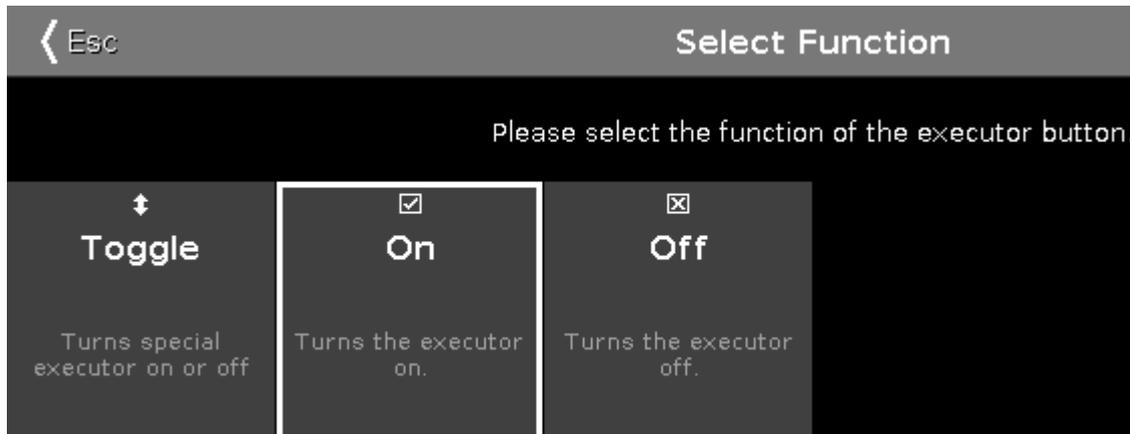


Figure 4: Select Function of Executor - Program Time Master / Executor Time Master

**Toggle:** Turns the program time master or executor time master on or off.

**On:** Turns the program time master or executor time master on.

**Off:** Turns the program time master or executor time master off.

### Group Master

If the selected executor is a group master, there are three different functions available.

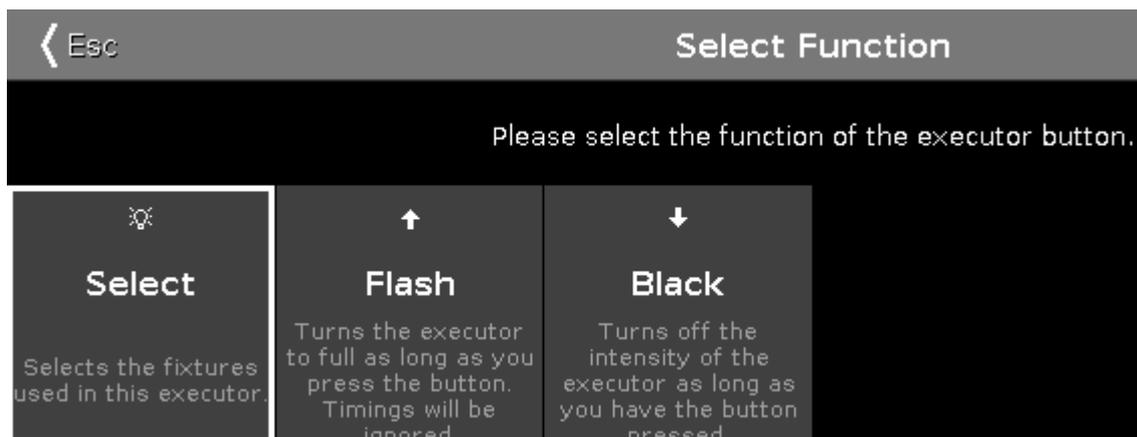


Figure 5: Select Function of Executor - Group Master

**Select:** Selects all fixtures used on this group master.

**Flash** (only for executors with faders): Sets the group master to 100 %, as long as you press and hold the executor button.

**Black:** Sets the group master to 0 %, as long as you press and hold the executor button.

## Main Fader Executor

If the selected executor is a main fader executor, there are five different functions available.

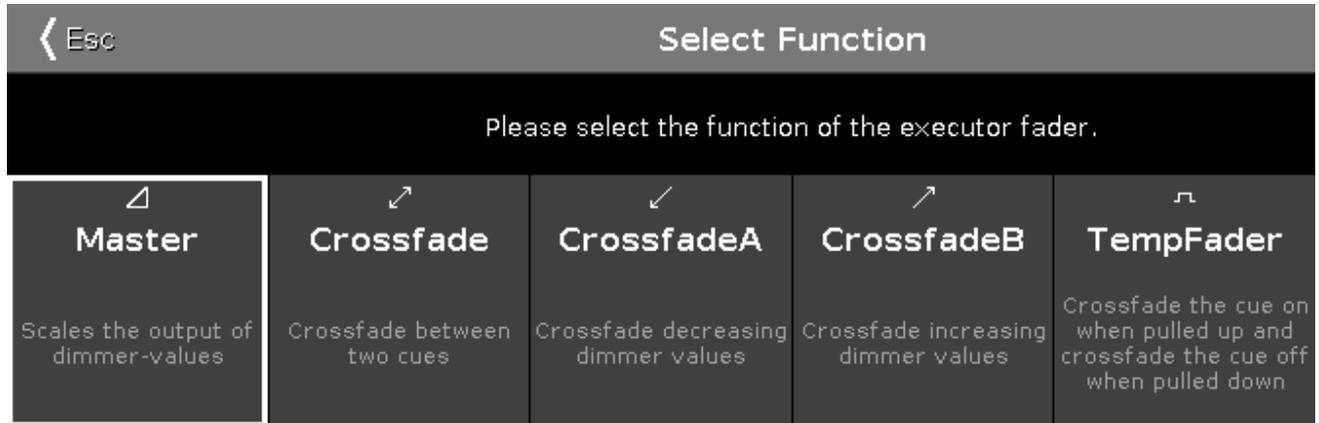


Figure 6: Select Function of Executor - Main Fader Executor

**Master:** Scales the output of dimmer values.

**Crossfade:** Crossfade between two cues.

**CrossfadeA:** Crossfade downgoing dimmer values.

**CrossfadeB:** Crossfade upgoing dimmer values.

**TempFader:** Crossfade the cue on when pulled up, and off when pulled down.

## Normal Fader Executor

If the selected executor is a normal fader executor, there are three different functions available.

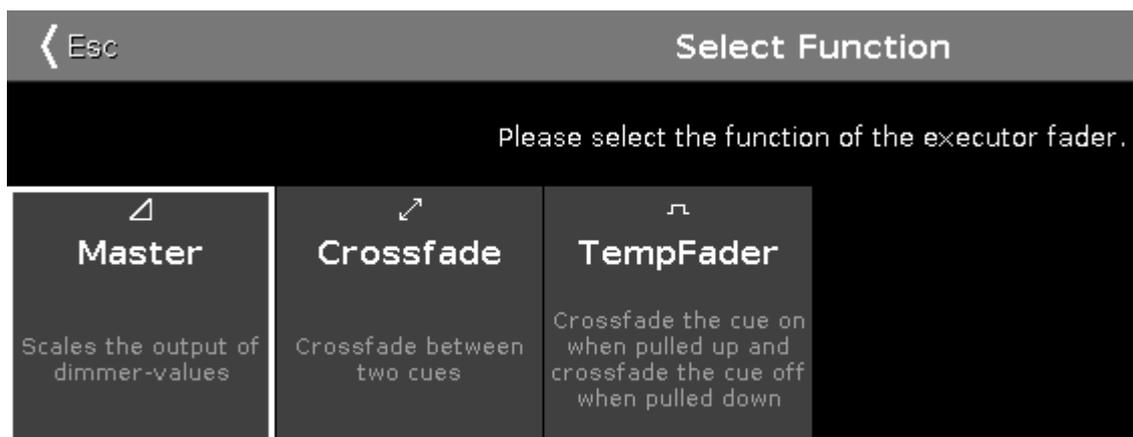


Figure 7: Select Function of Executor - Normal Fader Executor

**Master:** Scales the output of dimmer values.

**Crossfade:** Crossfade between two cues.

**TempFader:** Crossfade the cue on when pulled up, and off when pulled down.

### 7.61. Select Language... Window

To go to the **Select Language... Window**, press **Setup** and tap at **Language**.



Figure 1: Select Language... Window

In this view, you select the display language.

There are nine languages available:

- German
- English
- Spanish
- French
- Italian
- Polish
- Portuguese
- Russian
- Swedish

To select a language, tap the respective tile.

The select language... window close and you are back in the [Setup](#).

To leave the select language... window, tap **Esc** .

## 7.62. Select Session Number Window

To go to the **Select Session Number Window**, tap `Start new or join an existing session` in the [Network Setup Window](#).



This window displays all available sessions.

The upper limit is four sessions.

If a session exist, the session is displayed as Join Session along with the name of the show file.

To join or start a new session, tap on the respective tile.

If you join a session, the show file of the master will be downloaded to the device.

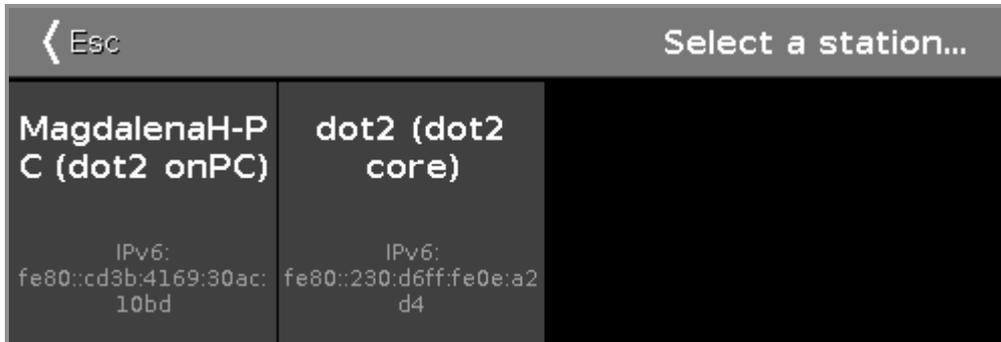
To leave the **Select Session Number Window**, tap `Esc` in the title bar or press `Esc` on the console. You are back in the [Network Setup Window](#).

### Related Links

- [Setup](#)
- [Network Setup](#)

### 7.63. Select Station... Window

To go to the Select Station Window, open the [Network Setup](#) and tap **Add**.



*Figure: Select Station... Window*

This window displays all available station in the network along with their IPv6 address.

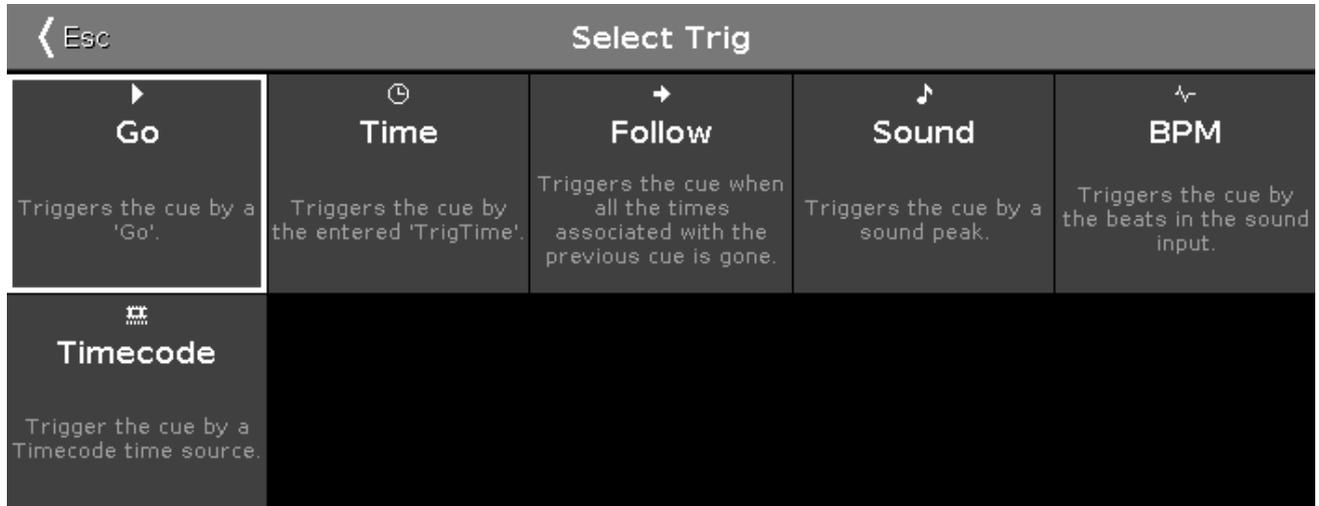
To add a station into the session, tap at the respective tile.

To leave the Select Station Window, tap **Esc** or **Esc** on the console.

For more information, refer to [What is a Network?](#)

## 7.64. Select Trig View

To go to this view, press and hold a trig cell of a cue in the [Cues View](#).



### Select Trig View

In this view you select the trigger for the current cue.

There are six cue triggers available.

1. Go
2. Time
3. Follow
4. Sound
5. BPM
6. Timecode

If the cue trigger is set to sound there are special sound trig time buttons in the calculator available. For more informations see [Calculator](#).

Each with a short description underneath.

To select a trigger, tap on the respective trigger tile.

To leave the **Select Trig View**, tap **Esc**  in the [title bar](#).

For more information about cues, refer to [How to work with Cues?](#)

### 7.65. Select Type for Remote Inputs Configuration

To open the Select Type Window, select the respective cell and press and hold the cell of the column **Type** or press the scroll encoder, in the [Remote Inputs Configuration Window](#).



The type is the action what the console does when the remote contact is activated.

There are three types available:

**None:** The console does nothing.

**Exec** (=Executor): The console executes the selected executor.

**CMD** (=Command): The console executes the command from the CMD column in the remote input window.

To leave the Select Type Window, tap  in the title bar. You are back in the [Remote Inputs Configuration Window](#).

### Encoder Bar Functions



#### **Scroll:**

To scroll left or right, press and turn the encoder left or right.

To apply a selection, press the encoder.

## 7.66. Select View Window

To go to the **Select View Window**, tap `More...` in the [view bar](#).

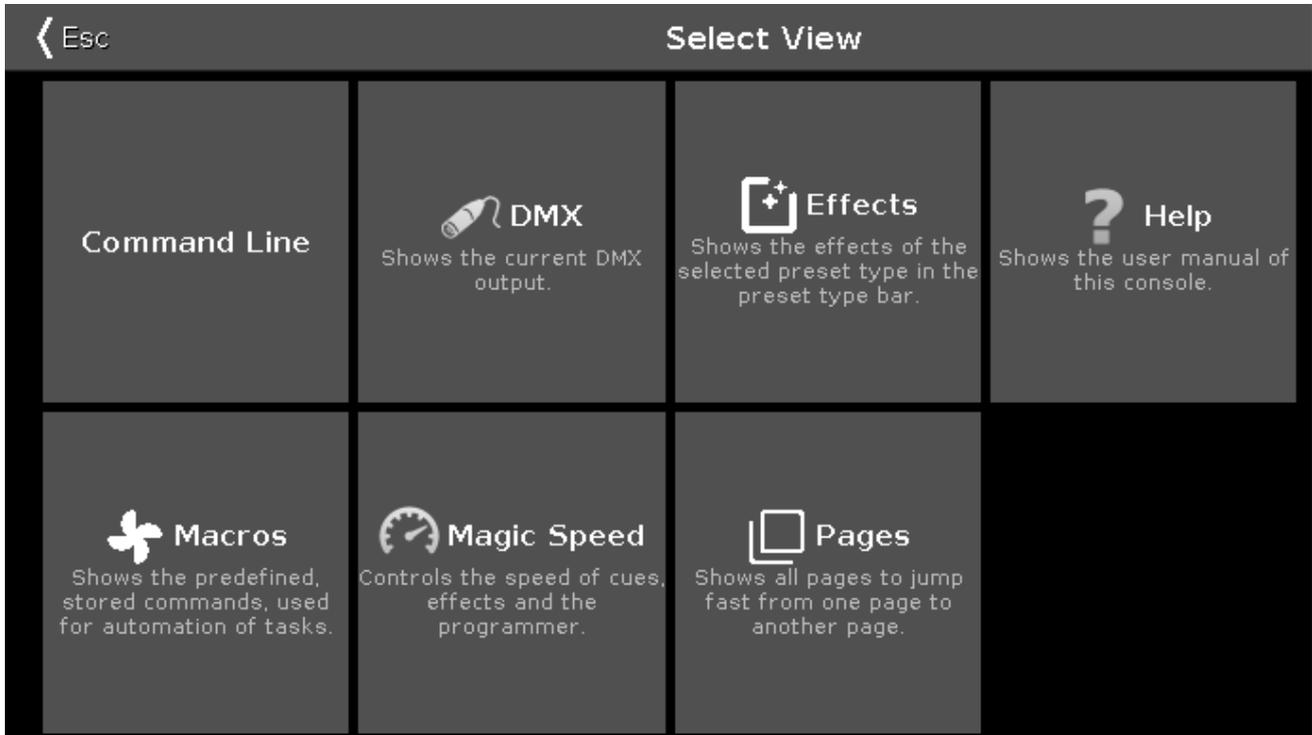


Figure 1: Select View Window

In this view, you select the view for the screen 2 or all further screens.

The current selected view is displayed in yellow.

The following views are available:

- [Command Line View](#)
- [DMX View](#)
- [Effects View](#)
- [Help View](#)
- [Macros Pool View](#)
- [Magic Speed View](#)
- [Pages Pool View](#)

To leave the **Select View Window**, tap `Esc` in the [title bar](#).

## 7.67. Select View for External Screen Window

To open the **Select View for External Screen Window**

- On the console: Press `Setup` and then in the column **Console**, `Select Views for External Screen`.

- On the external screen: Click or tap **More...** in the [View Bar](#).

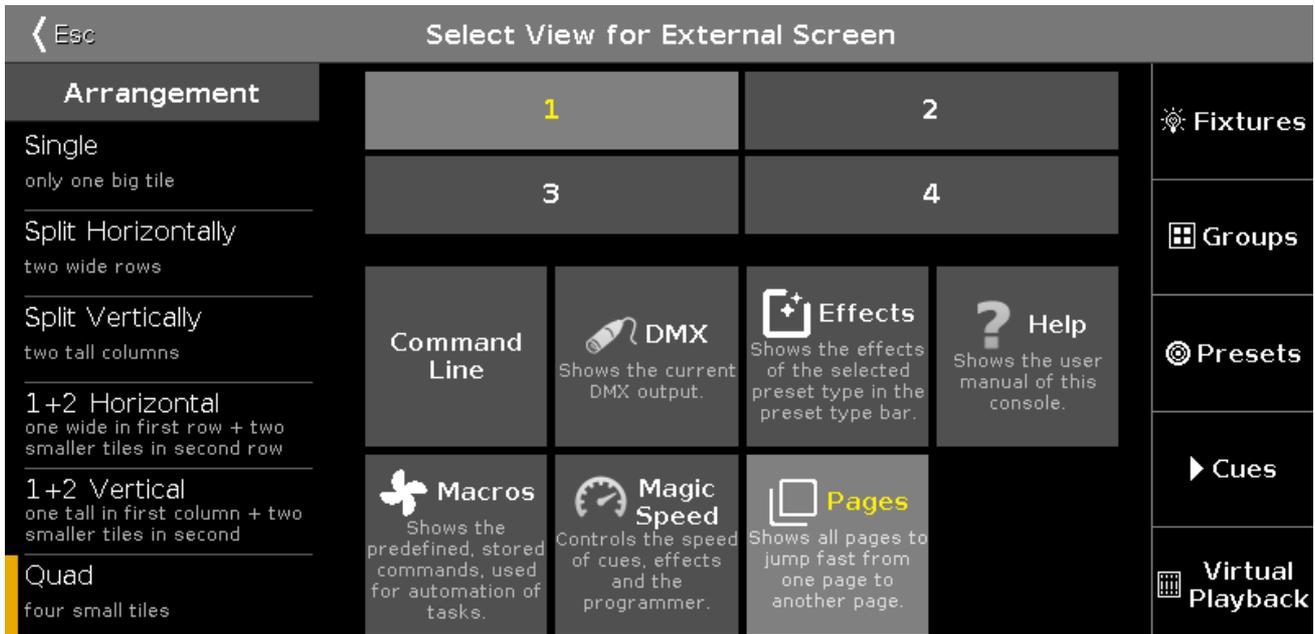


Figure 1: Select View for External Screen Window

In this window, you arrange the views on the external screen.

The window is fragmented in the arrangement column on the left side, and the preview view of the selected arrangement.

On the right side is the [view bar](#) displayed.

To select the view for the respective screen area: Select the screen area and then select the view, e.g. Fixtures. A selected tile or view has yellow lettering.

To leave the **Select View for External Screen Window**, tap **< Esc** in the [title bar](#) or press **Esc** on the console.

### Arrangement Column

The **Arrangement** column is located on the left side of this window.

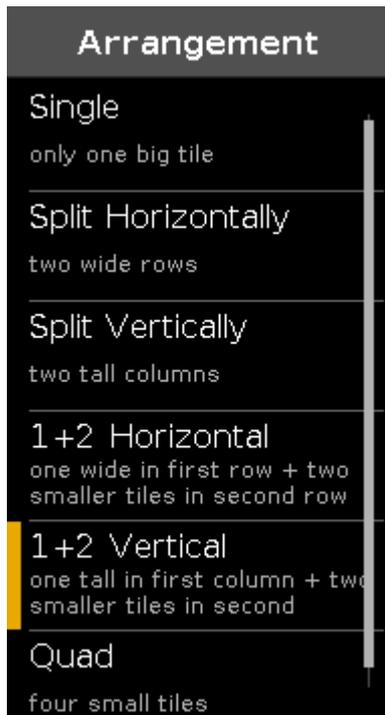


Figure 2: Arrangement Column

In this column are all options to arrange the views of the external screen.

The orange bar on the left of the cell displays the current selection.

There are six arrangement options available.

#### 1. Single

One big view spread over the entire screen.

#### 2. Split Horizontally

Split screen horizontal in two rows with two views.

#### 3. Split Vertically

Split screen vertical in two columns with two views.

#### 4. 1+2 Horizontal

Split screen horizontal in one view in the upper area and two view in the lower area.

#### 5. 1+2 Vertical

Split screen vertical in one view at the leftmost area and two views at the rightmost area.

#### 6. Quad

Split screen in four view pieces with the same size.

### Encoder Bar Functions

Arrangement <b>Quad</b>	Tile <b>1</b>	Select <b>Fixtures</b>
----------------------------	------------------	---------------------------

Figure 3: Encoder Bar Functions - Select View for External Screen Window

**Arrangement:**

To scroll in the arrangement column up or down, turn the encoder left or right.

**Tile:**

To select a tile in the preview view, turn the encoder left or right.

**Select:**

To select a view for the selected tile, turn the encoder left or right.

## 7.68. Select Wing... Window

To open the Select Wing... Window, tap the wings icon  in the title bar of the [Virtual Playbacks View](#).



In this view, you select the wing for the virtual playback.

There are five wings available:

- Core Fader: Is the basic wing on each console along with the master and xfader.
- F-Wing 1: Is a fader wing corresponding to the connected F-Wing 1.
- F-Wing 2: Is a fader wing corresponding to the connected F-Wing 2.
- B-Wing 1: Is a button wing corresponding to the connected B-Wing 1.
- B-Wing 2: Is a button wing corresponding to the connected B-Wing 2.



Double check the connected wings in the [Wings Window](#).

### Related Links

- [Virtual Playbacks View](#)
- [Wings Window](#)

## 7.69. Session Collision

A session collision happens, if you connect two consoles with a network cable and both are in the same session. When the dot2 detects a session collision, the session collision window opens.

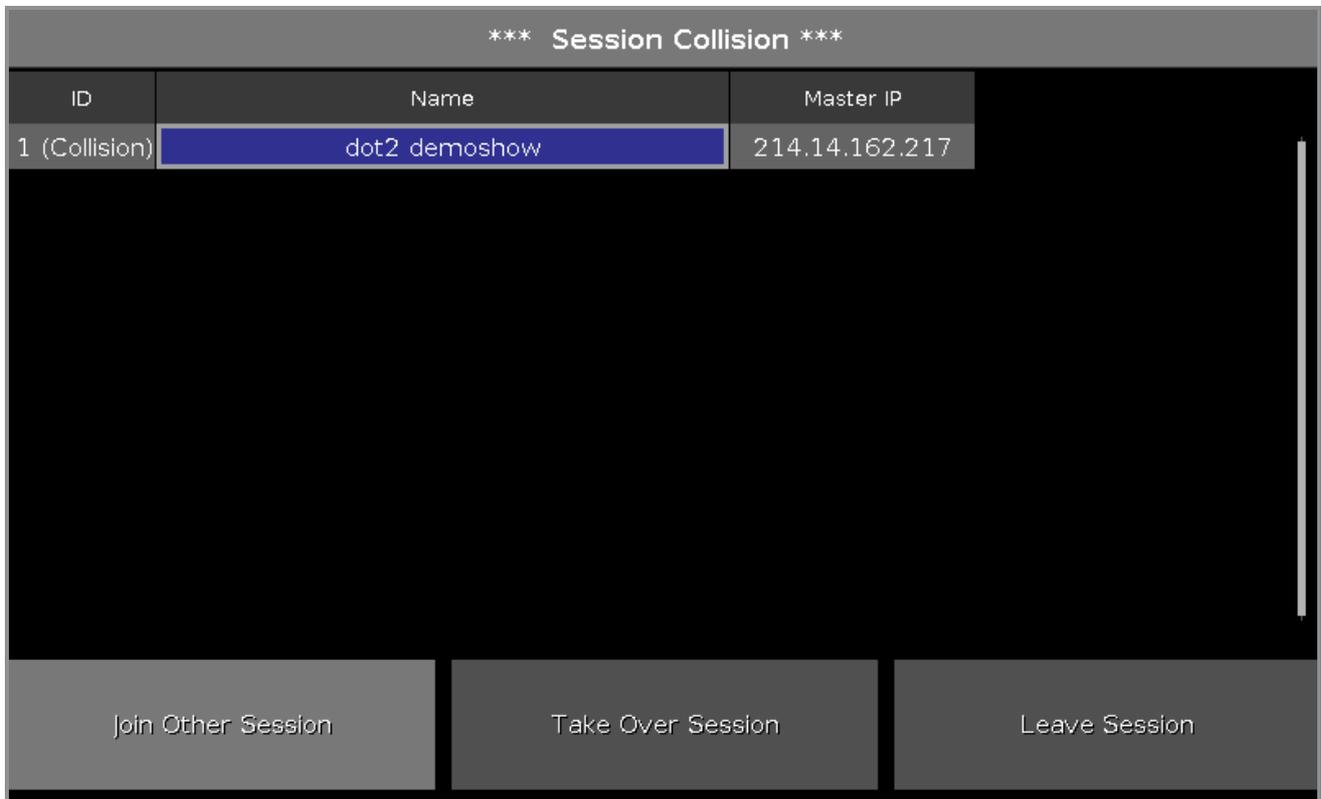


Figure: Session Collision Window

The session collision window has a table with three columns:

**ID:** Displays the session number.

**Name:** Displays the show file name.

**Master IP:** Displays the IP address of the master.

At the bottom of the window are three action buttons:

**Join Other Session:**

Tap to run the show as a session member and receive the show file from the master. The current show file will be saved at the internal drive.

**Take Over Session:**

Tap to run the show as the master and send your show file to the session member. The show files of the session members will be saved at the internal drive.

**Leave Session:**

Tap to run the show in standalone mode.

## 7.70. Settings of Executor View

To go to the **Settings of Executor View**, tap the **tool**  in the title bar of the [Cues View](#) or tap on an executor in the [Executor Bar Window](#).



Figure 1: Settings of Executor Window

In this view, you can set different settings for the executor.

To select the function of an executor, tap at the executor displayed in the view. The [Select Function of Executor Window](#) opens.

## Chaser

To set the executor to a [chaser](#), tap at the prohibition sign.



### Hint:

You can identify that an executor is a chaser, if the executor in the [executor bar](#) is displayed in blue.

For more information about chasers, refer to [What are Chasers?](#)

## MIB (Move in black) late

To activate MIB (Move in black) late, tap at the prohibition sign.

If MIB is activated, MIB will be preposition attributes of fixtures that are fading in from zero. The preposition will be activated before the dimmer is fading in from zero.

### Example MIB on:

You have two cues. Cue 1 fixture 1 at full and cue 2 fixture 2 at full with pan/tilt position.

If you start cue 1, fixture 1 gets at full and fixture 2 will preset its position. If you start cue 2, only the dimmer of fixture 2 gets at full.

ID	Name	Dim	Curve	Pan	Tilt
1	 QWO 1	open	0.0	center	center
2	 QWO 2	closed	0.0	145.2	-84.2

Figure 2: Values of cue 1 with active MIB late



**Hint:**

If you want to deactivate MIB late only for several fixtures on the executor, store these fixtures in the previous cue with a dimmer values of 1.

## Autostop



**Information:**

Use autostop only for fader executors.

To activate autostop for the executor, tap at the prohibition sign.

If autostop is on, the executor turns off when a fader position of 0 is reached.

If autostop is off, the executor stays on when a fader position of 0 is reached.

## Use Master Speed

To deactivate master speed for an executor, tap at the tick mark.

If an executor uses master speed, the master speed fader controls the speed of effects in cues and chasers for this executor.

If an executor does not use master speed, the master speed fader does not control this executor. Effects use the stored effect speed.

For more information, refer to [Magic Speed View](#).

## Use Master Rate

To deactivate master rate for an executor, tap at the tick mark.

If an executor uses the master rate, the master rate controls the speed of the cue fade and cue delay timings.

If an executor does not use the master rate, the master rate does not control this executor.

For more information, refer to [Magic Speed View](#).

## Swop Protect

To turn swop protect on, tap at the tick mark.

If swop protect is on, the dimmer values of this executor are not set to zero when an other swop executor is on.

## Restart Mode

To select the restart mode, tap at the three dots .

There are two different restart modes available:

- **First** (default): The executor starts with the first cue.
- **Current**: The executor starts with the current cue.

## Cue Zero

To activate cue zero for the executor, tap at the prohibition sign.

If cue zero is on, the dot2 creates a not visible cue zero on this executor.

The cue zero stores the default values of any attributes which are used in any cue on this executor.

If cue zero is on, any attributes which are used in any cue on this executor will have their default values additional to the values of the current cue.

For more information about tracking, refer to [What is Tracking?](#)

### Example Cue Zero On:

Let's assume, you have stored fixture 1 thru 3 in blue at executor 1.

In cue 1 of executor 2 is fixture 1 stored in red.

In cue 2 of executor 2 is fixture 2 stored in green.

In cue 3 of executor 2 is fixture 3 stored in green.

Cue zero is on for executor 2.

Start executor 1 gives you three fixtures in blue.

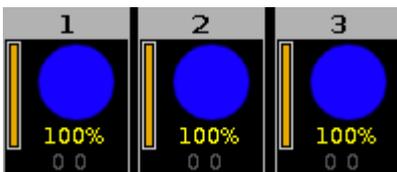


Figure 3: Fixture 1 thru 3 blue

Start cue 1 of executor 2 gives you fixture 1 in red.

Fixture 2 and 3 have their default values because they are used on executor 2 in cue 2 and cue 3.

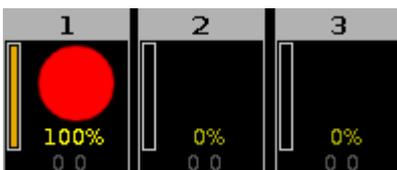


Figure 4: Fixture 1 red - cue zero on

### Example Cue Zero Off:

Same initial situation as in example cue zero on.

Start cue 1 of executor 2 gives you fixture 1 in red.  
 Fixture 2 and 3 are keeping the values from executor 1.

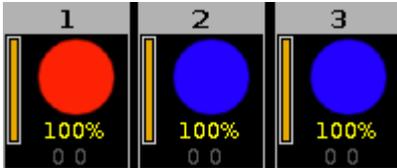


Figure 5: Fixture 1 red - fixture 2 and 3 blue

#### Example Cue Zero On - Copy with Status:

Let's assume, you will copy cue 1 at cue 4 as it is and without tracking values from cue 3.  
 Turn cue zero on and [choose copy method](#) with status.

Copy Exec 1.2 Cue 1 At Exec 1.2 Cue 4



Cue 4 is exactly the same as cue 1 because it copies additional the values from cue zero.

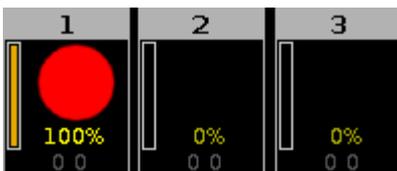


Figure 6: Copied cue 1 to cue 4 with cue zero and status

#### Example Cue Zero On - Copy no Status:

Let's assume, you copy cue 1 at cue 4 with cue zero on but with no status.

The values from cue 3 are tracked to cue 4.

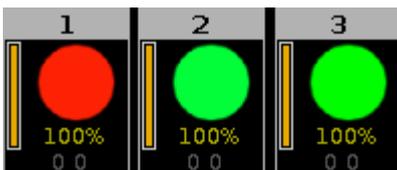


Figure 7: Copied cue 1 to cue 4 with cue zero and no status

## Off Time

To set the off time in seconds, use the plus or minus or the numbered keys on the console.

If an executor has an off time and you turn the executor off by using **Off** and pressing the executor button , the executor turns off in the selected off time.

If an executor has an off time and you turn the executor off by using the **fader**, all attributes except the dimmer turns off in the selected off time, after you reached the 0% status of the fader.

If an executor is a **chaser** and an off time is selected, the off time changes into an on and off time. The chasers starts in the selected off time and ends in the selected off time.

## Timecode

To select the timecode signal for this executor, tap at the green timecode field.

There are three timecode signal options available:

- Off = No timecode signal
- SMPTE
- MIDI

## 7.71. Setup Window

To open the **Setup Window** press **Setup** on the console.

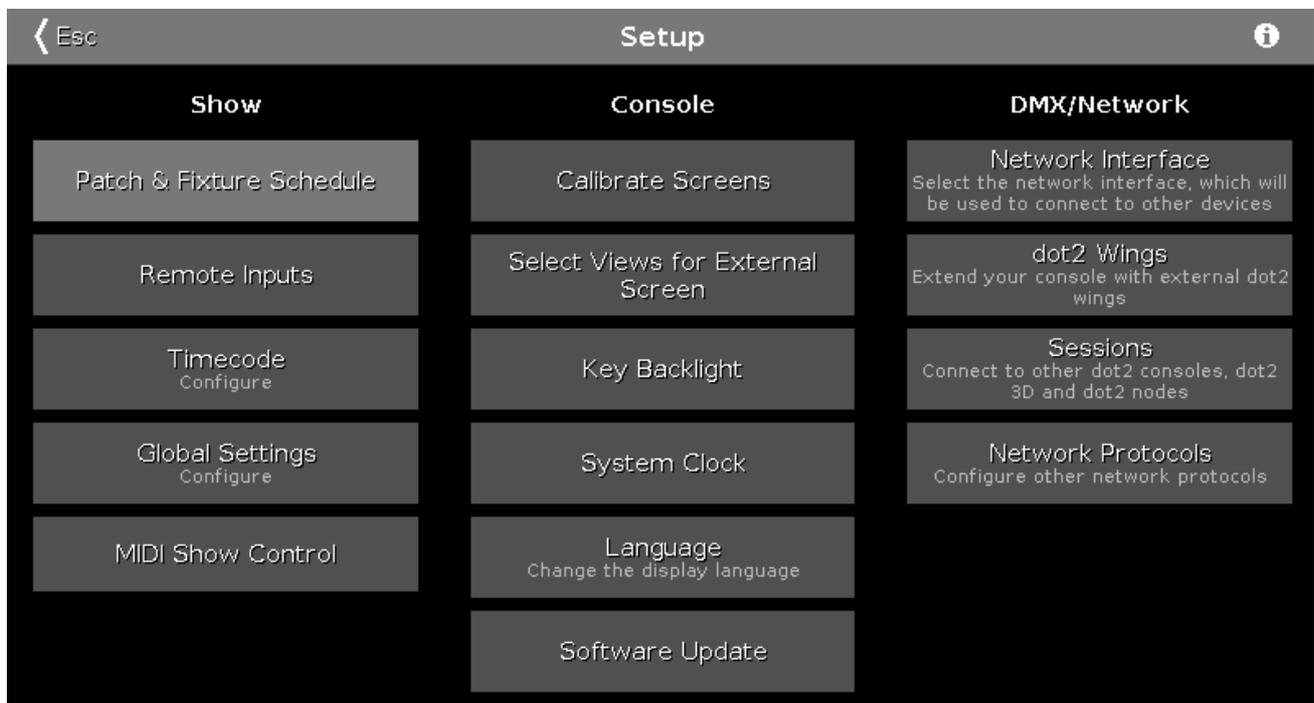


Figure 1: Setup Window

In this window, you can make different settings regarding the **Show**, **Console** and the **DMX/Network**.

To open the [System Information Window](#), tap at the information icon  in the title bar.

To leave the Setup Window. Tap  in the [title bar](#).

### Show

In the column Show are settings regarding the show.

To add, patch, unpatch, and delete fixtures, tap at [Patch & Fixture Schedule](#).

To configure connected remote inputs, e.g. MIDI or DMX, tap at [Remote Inputs](#).

To configure the timecode for MIDI or SMPTE, tap at [Timecode](#).

To configure global show settings, tap at [Global Settings](#).

To use MIDI Show Control, tap at [MIDI Show Control](#).

## Console

In the column Console are settings regarding the console.

To calibrate the screens, tap at [Calibrate Screens](#).

To select the views for external screen, tap at [Select Views for External Screen](#).

To adjust the key backlight, tap at [Key Backlight](#).

To adjust the system clock, tap at [System Clock](#).

To select the display language, tap at [Language](#).

To make a software update, tap at [Software Update](#).

## Network

In the column DMX/Network are settings regarding the DMX/Network.

To select the network interface for the dot2 onPC, tap at [Network Interface](#).

To connect external wings, tap at [dot2 Wings](#).

To connect the dot2 to another console or to the dot2 3D, tap at [Sessions](#).

To select further network protocols, tap at [Network Protocols](#).

## Encoder Bar Functions



Figure 2: Setup - Encoder Bar

### Select:

To select a function, turn the encoder left or right.

To confirm a selected function, press or tap the encoder.

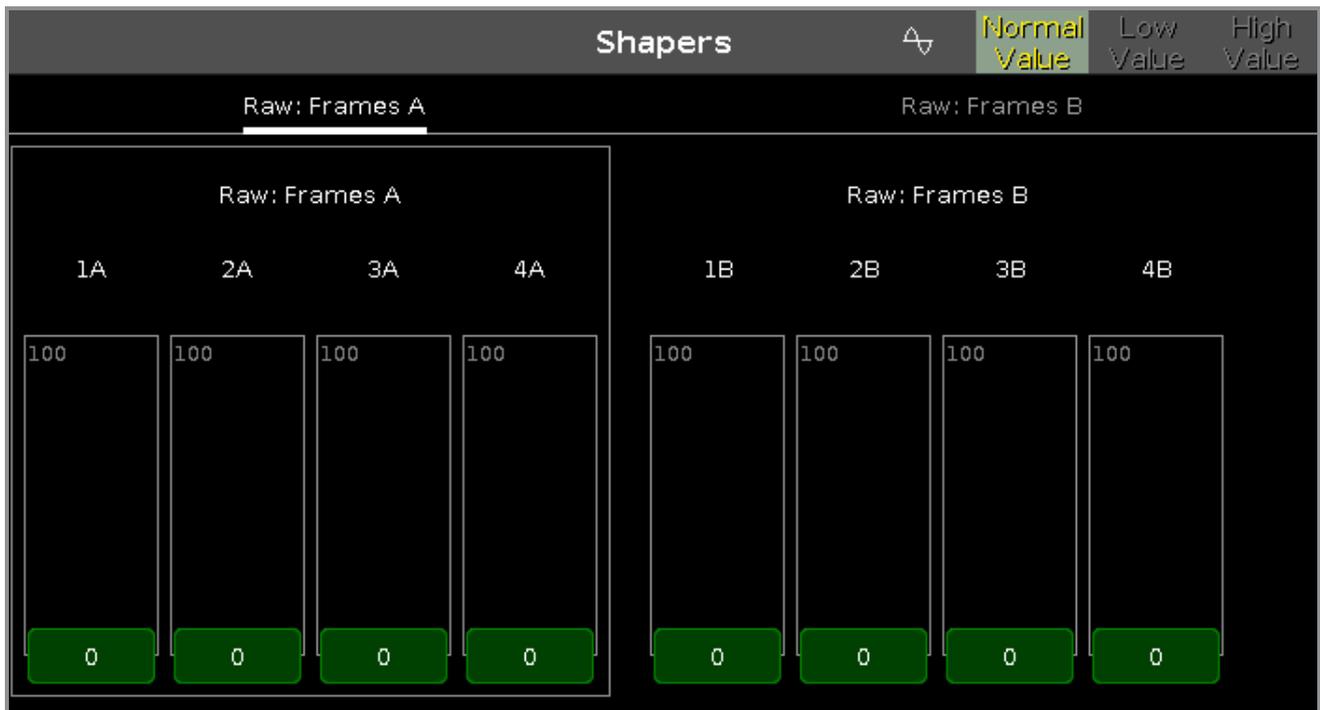
## 7.72. Shapers Preset Type View

To go to the **Shapers Preset Type View**, tap Shapers in the [Preset Type Bar](#).

- or -

Press and hold  and press , for preset type 8 (= Shapers).

To open the shapers effects view, tap at  in the title bar.



The shapers preset type view is only active if the selected fixture type has shapers attributes.

The shapers preset type view is fragmented in the several raw views.

In the raw shapers view, you control the raw shapers values in [natural values](#) (0-100) of the selected fixture type.

### Encoder Bar Functions



In the upper left corner of the encoder is the corresponding slider displayed.

To select the value, turn the encoder left or right.

To change the encoder speed to slow, press the encoder key .

To change the encoder speed to ultra slow, press and hold the  key and press the encoder key .

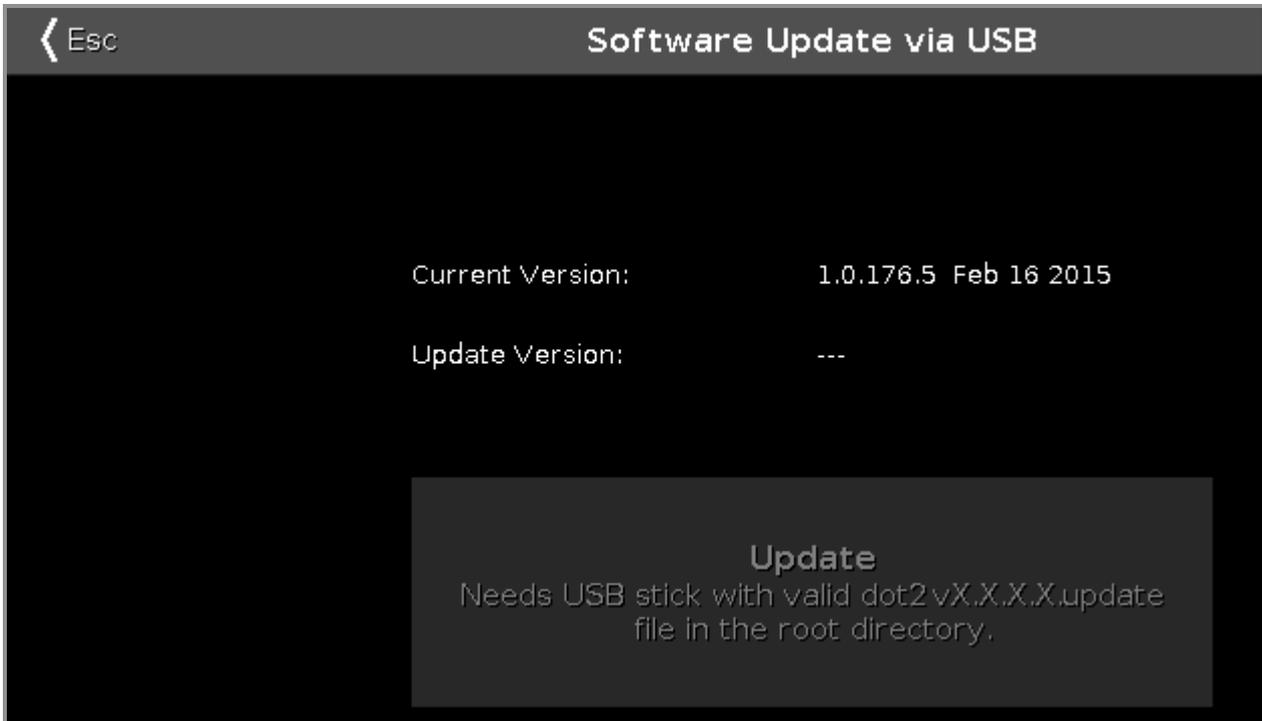
To open the [calculator](#), press the encoder.

### Related Links

- [Preset Type Bar](#)
- [Calculator](#)
- [How to work with Presets?](#)
- [What is Presets?](#)

### 7.73. Software Update via USB Window

The **Software Update via USB Window** is located in the [Setup](#), column Console, **Software Update**.



In this window, you update the dot2 console via an inserted USB stick. Refer to, [Getting Started Guide - Physical Setup and Layout](#).

**Current Version:**

Displays the current version number and version date on the console.

**Update Version:**

Displays the version number of the update software on the USB stick.

**Update Button:**

Tap to update the console to the version on the USB stick. The console asks, if you want to save the show file.

Related Links

- [Setup](#)
- [Getting Started Guide - Physical Setup and Layout](#)

### 7.74. Sound Input Configuration Window

To go to the **Sound Input Configuration Window**, press **Tools** and tap at **Sound Input**.

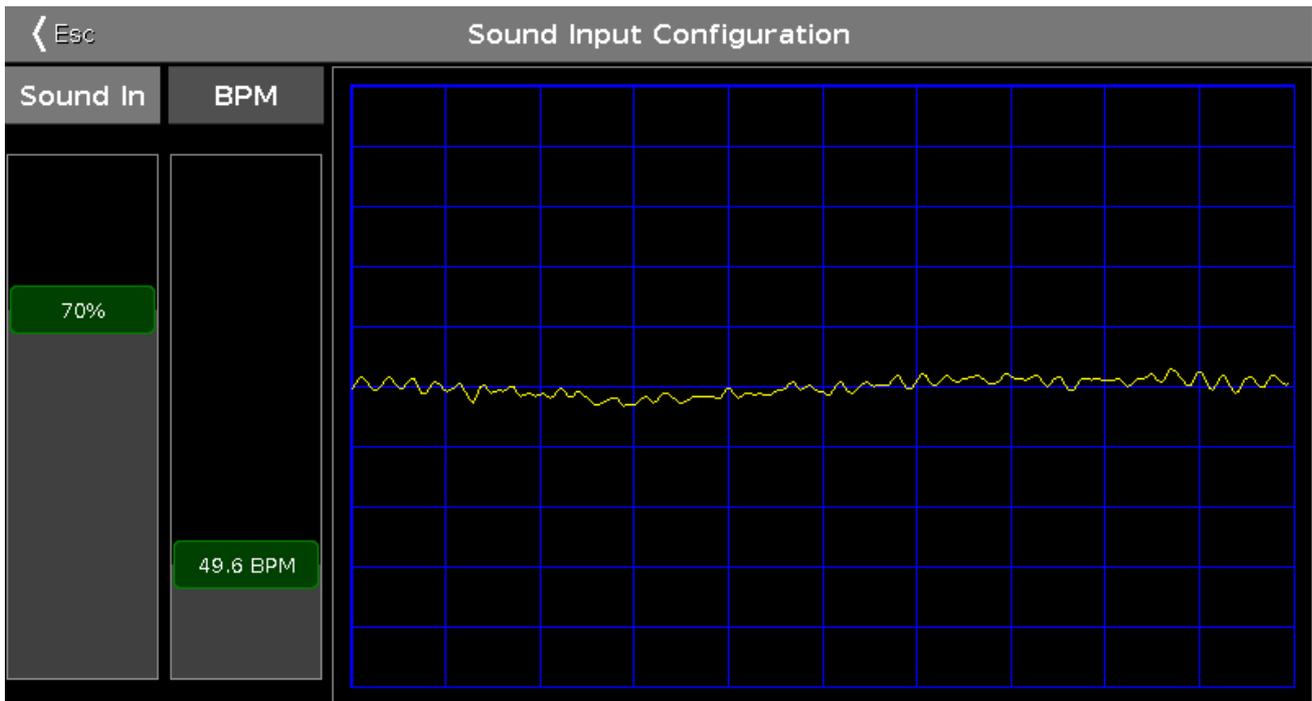


Figure 1: Sound Input Configuration Window

This window displays the received sound wave from the connected audio-in. For more information about how to connect audio-in, refer to [Getting Started Guide - Physical Setup and Layout](#).

To adjust the incoming sound signal into a curve that fits in the screen and does not overload, use the **sound in** slider.

To avoid huge jumps of BPM (Beats Per Minute) values and to get as close as possible to the current BPM slider value, the incoming BPM signal will be adjusted automatically by an even multiple factor e.g. 2.

To adjust the BPM manually, use the **BPM** slider.

To leave the Sound Input Configuration Window, tap **< Esc** in the title bar or press **Esc** on the console.

## Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.

To change the encoder speed to ultra slow, press and hold the  key and press the encoder key . The encoder speed equals one DMX step.



Figure 2: Encoder Bar - Sound Input Configuration Window

### Sound In(%):

To select the value of Sound In, turn the encoder left or right.

To open the [calculator](#), press the encoder.

### BPM:

To select the BPM, turn the encoder left or right.

To open the [calculator](#), press the encoder.

### 7.75. Status and Messages Window

To open the Status and Messages Window, tap at an icon right beside the [command line](#).

Icon	Name	Category	Description
	Session status	Net	Console is in a standalone mode (invite enabled)
	Network loss	Net	Network status
	DMX Tester Output	Net	DMX Tester Output State
	Timecode Record	Show	Timecode Record
	Patch	Show	Patch status
	Unassigned Ports	Show	Ports assignment status
	Not enough Parameters	Show	Not enough parameters (required: 400; available: 0)Not all universes granted
	Parked	Show	Parked status
	Preview	Show	Preview status
	Blind	Show	Blind status

Figure 1: Status and Messages Windows - Show All

The Status and Messages window gives you information about the displayed icons right beside the command line. All current active status and messages are displayed in white lettering.

To get an overview about all possible status and messages, tap at **Show All/Active** in the title bar. All possible status and messages are displayed.

The table has four columns.

**Icon:**

Displays the icon to the status or message. This is the icon what appears right beside the command line.

**Name:**

Displays the status or message name.

**Category:**

Displays the category from the status or message. There are two categories available Show and Net (Network). All show category messages are stored in the show file and will be loaded with the show file. All net category messages are irrespective of the show file and are available with different show files.

**Description:**

Displays detailed information to the status or message.

To leave the Status and Messages window, tap  in the title bar or press  on the console.

## Status and Messages in Detail



### Session Status Master:

The dot2 is the master of a session.

The blue heart is visible after a session is started in the [Network Setup](#).



### Session Status Standalone:

The broken red heart is visible if the dot2 is in a standalone mode.



### Smiley:

Right beside the command line is the smiley.

The smiley indicates a standalone mode and everything is OK.



### Console in a Session:

The dot2 has joined a session.



### Network loss:

Network cable or connection is missing or defect. Double-check the network connection.



### DMX Tester Output:

DMX tester output is active. To turn the DMX tester off, open the [tools window](#).



### Timecode Record:

Timecode record is running for a cue list. To turn the timecode record off, open the respective [cues view](#) and tap  in the title bar.



### Something is not patched:

There are fixtures in the [Patch and Fixture Schedule](#) without a patch address. Double-check the fixtures in the Patch and Fixture Schedule.



**Unassigned Ports:**

Fixtures in the [Patch and Fixture Schedule](#) are assigned to an universe what is not available, e.g. universe 5 on a single dot2 core.

**Not enough Parameters:**

The dot2 onPC is missing a connected device to have DMX output.

A connected dot2 console or a connected Node4 is necessary for the dot2 onPC, to have a DMX output.

More than 1024 DMX channels are patched on a dot2 onPC.

**Parked:**

DMX channels are parked. Parked channels has a blue background in the [DMX view](#).

To unpark all DMX channels, open the [tools window](#).

**Preview:**

Preview is on. Refer to, [Prw \(Preview\) Key](#) and [Preview Command](#).

**Blind:**

Blind is on. Refer to, [Blind Key](#) and [Blind Command](#).

**Global Autofix:**

Global autofix is off. To turn global autofix on, refer to [Global Settings](#).

**Group/Grand Master:**

A group or the grand master is less than 100%. Refer to [Empty Executor window](#) and [Getting Started Guide - 2 Physical Setup and Layout](#).

**Highlight:**

The highlight mode is on. Refer to, [Hight \(Highlight\) Key](#).

**Missed Stations:**

A previous available station is missing. Double-check the connected devices in the [Network Setup](#).



**IP Conflict:**

Two consoles with the same IPv4 address are available. Change the IP address.

**Speed 1:**

Master speed is on. To turn the master speed off, refer to [Magic Speed window](#).

**Rate 1:**

Master rate is on. To turn the master rate off, refer to [Magic Speed window](#).

**Exec Time:**

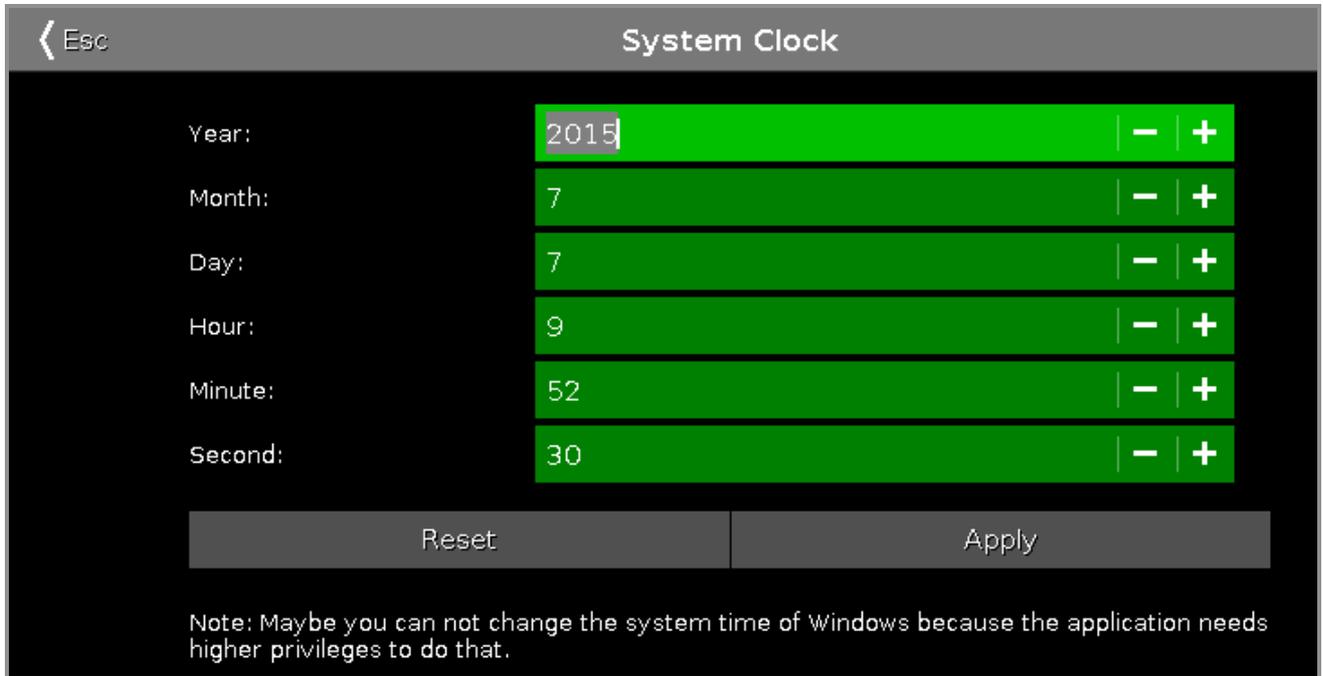
Executor time is used. To turn the exec time to 0.0 s, refer to [Magic Speed window](#).

**Prog. Time:**

Programmer Time is used. To turn the programmer time to 0.0 s, refer to [Magic Speed window](#).

## 7.76. System Clock Window

The **System Clock Window** is located in the [Setup](#), column **Console**, tap System Clock.



System Clock

Year: 2015 - +

Month: 7 - +

Day: 7 - +

Hour: 9 - +

Minute: 52 - +

Second: 30 - +

Reset Apply

Note: Maybe you can not change the system time of Windows because the application needs higher privileges to do that.

In this view, you adjust the system clock.

To adjust the system clock, tap the plus or minus.

To reset the system clock to the last applied system clock, tap Reset.

To apply the changes, tap Apply.

To leave the **System Clock Window**. Tap Esc in the [title bar](#).

## Encoder Bar Functions



Year 2014 Hour Month 10 Minute Day 29 Second

To use the second function of an encoder, press and hold the  key.

### Year or Hour:

To select the year or the hour, turn the encoder left or right.

### Month or Minute:

To select the month or the minute, turn the encoder left or right.

### Day or Second:

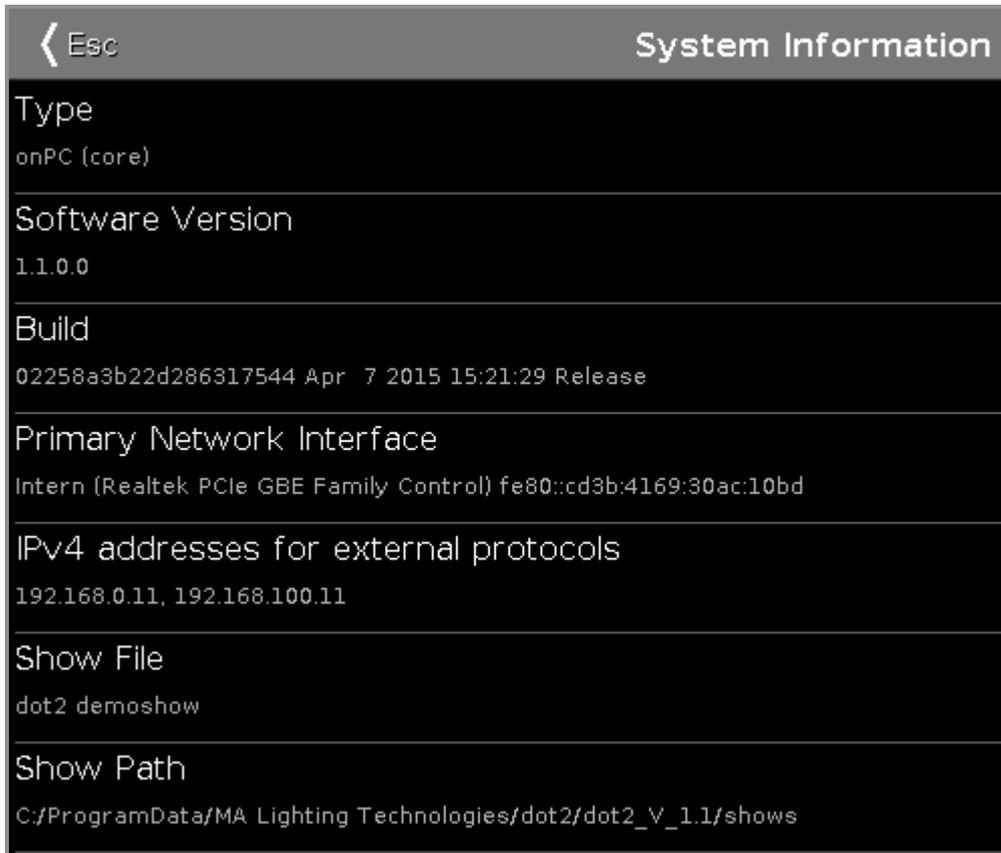
To select the day or the second, turn the encoder left or right.

## Related Links

- [Setup](#)
- [Title Bar](#)

## 7.77. System Information Window

To open the system information window, press the **Setup** on the console and tap at the **information icon**  in the title bar.



This window gives you information regarding the console.

**Type:**

Displays the type of the console.

**Software Version:**

Displays the software version number.

**Build:**

Displays the detailed version number along with the build date and time of the software.

**Primary Network Interface:**

Displays the selected network interface in the [Network Interface Window](#).

**IPv4 addresses for external protocols:**

Displays the IPv4 address.

**Show File:**

Displays the name of the show file.

**Show Path:**

Displays the file path where the show file is saved in.

Related Links

- [Setup](#)
- [Network Interface Window](#)

7.78. Time defaults Window

To open the **time defaults window**, press **Time** on the console.



The time defaults window opens at screen 1.

In this window, you can set default timing for cues and preset types.

If a default timing is set, this time is always used for the following actions, e.g. store a cue.



If a time default is set and you try to store a cue, the **Time** key will be blinking to remind you at the stored time defaults.

To leave the time defaults window, tap **< Esc** at the title bar or press **Esc** on the console.

## Cue Timing



Cue timings have a lower priority than preset type timings. Cue timings will be replaced by preset type timings.

Example:

If you have a cue stored with a cue timing and including a preset type timing, the cue timing will be replaced for that preset from the preset type timing.

The following default cue timings are possible:

- Fade
- OutFade
- Delay
- OutDelay

To set a time, tap at the corresponding button and the [calculator](#) opens.

To reset all cue timings, tap at .

## Preset Types Timing



Preset type timings have a higher priority than cue timings. Preset type timings will replace cue timings.

Example:

If you have a cue stored with a cue timing and including a preset type timing, the preset type timing will replace for that preset the cue timing.

You can set a fade or delay time to all available attributes.

To set a time, tap at  in the timing table. The [calculator](#) opens.

To reset all preset types timing, tap at .

## Encoder Bar Functions



### Fade:

To select the time without decimal place, turn the encoder left or right.

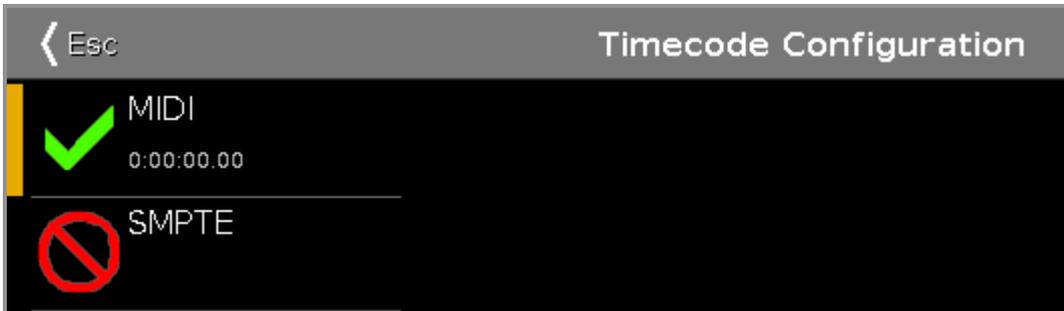
To select the time with decimal place, press  and then turn the encoder left or right.

## Related Links

- [Time Key](#)
- [Calculator](#)

## 7.79. Timecode Configuration Window

The Timecode Configuration Window is located in the [Setup](#), column **Show, Timecode**.



In this window, you can enable and disable incoming MIDI and SMPTE.



### Information:

To receive timecode signals, a network session is not necessary.

If the console is part of a network session, the timecode signal can be connected to any session member.

If more than one timecode signal is connected to the different consoles in a session, the first connected timecode signal will be used. If the first connected timecodes signal is failed, the second connected timecode signal will be use.

On the left side of the screen are the two available timecodes displayed.

- MIDI
- SMPTE

The green tick displays, that this timecode type is enabled.

The red prohibition sign displays, that this timecode type is disabled.

To enable or disable a timecode type, tap at the icon.

If timecode is connected, the received timecode is displayed below the timecode type.

If you have an external screen connected, the timecode is visible in the view bar below the clock time and date.

To leave the Timecode Configuration Window, tap  in the title bar or press **Esc**. You are back in the [Setup](#).

## Encoder Bar Functions



### Timecode:

To select a timecode, turn the encoder left or right.

To enable or disable a timecode, press the encoder.

## 7.80. Tools Window

To open the Tools Window, press **Tools** on the console.

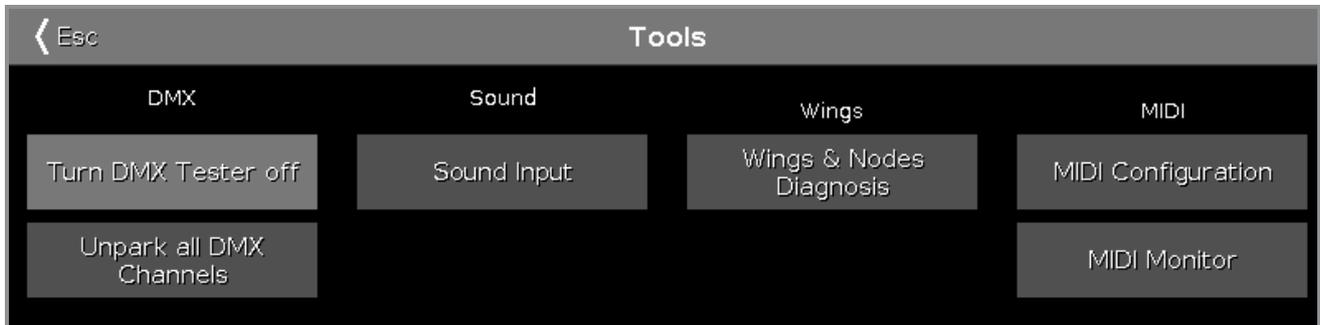


Figure 1: Tools Window

The Tools window has four categories.

### DMX

#### Turn DMX Tester off:

Turns the DMX tester off. DMX tester values are displayed with a red background in the [DMX view](#).

#### Unpark all DMX Channels:

Unparks all DMX channels. Parked DMX values are displayed with a blue background in the [DMX view](#).

### Sound

#### Sound Input:

Opens the [Sound Input Configuration Window](#).

### Wings

#### Wings & Nodes Diagnosis:

Opens the [Wings & Nodes Diagnosis Window](#).

### MIDI

#### MIDI Configuration (only dot2 onPC):

Opens the [MIDI Configuration Window](#).

#### MIDI Monitor:

Opens the [MIDI Monitor Window](#).

To leave the Tools Window. Tap  in the [title bar](#).

### Encoder Bar Functions



Figure 2: Encoder Bar Functions - Tools Window

#### Select:

To select a function, turn the encoder left or right.  
 To confirm a selected function, press or tap the encoder.

### 7.81. Video Preset Type View

To go to the **Video Preset Type View**, tap `Video` in the Preset Type Bar.  
 - or -

Press and hold `MA` and press `9`, for preset type 9 (= Video).

The Video Preset Type View is fragmented in the **smart view** and **raw video views**. The raw video views are different, depending on the fixture type.

The video preset type view is only active if the selected fixture type has video attributes.

To open the video effects view, tap at in the title bar.

#### Smart View

The smart view is the first tab of the video preset type view.

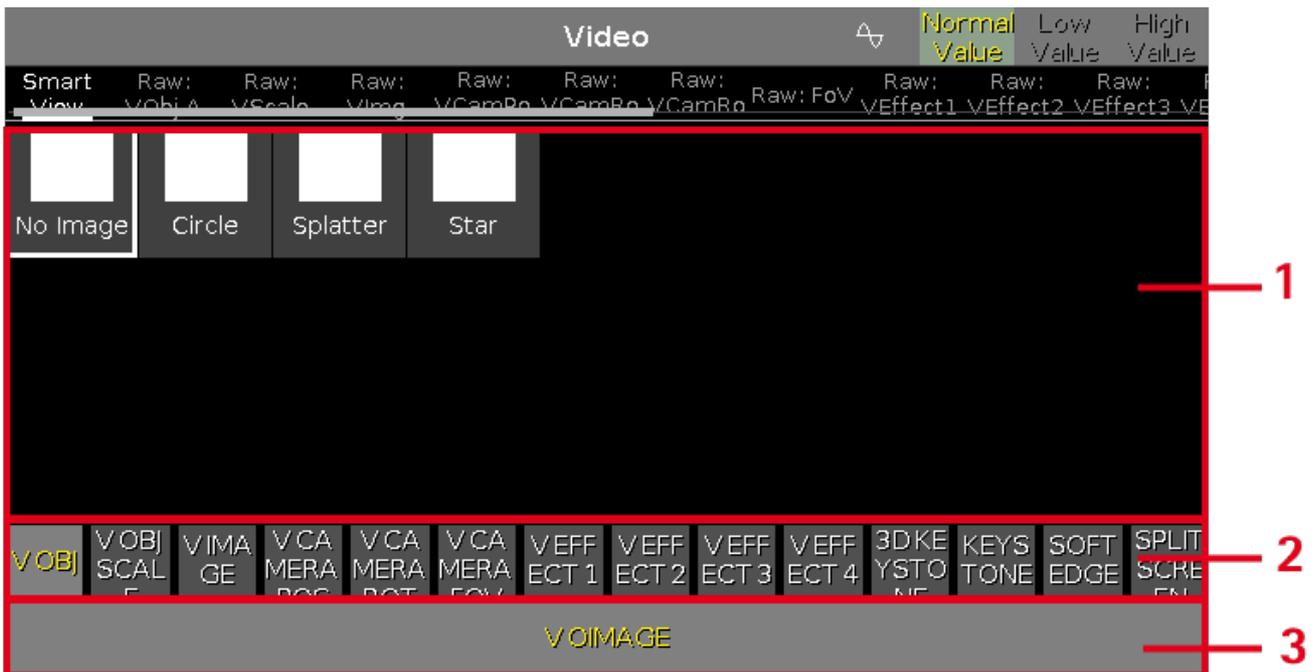


Figure 1: Smart view

The smart view is optimized for video server with many attributes.

The smart view is fragmented in the areas:

1. Displays the ChannelSets
2. Displays the Features
3. Displays the Attributes



Figure 2: Red color indicator

Red color indicates that this value comes from the programmer and you can store it.



Figure 3: Red frame indicator

The red frame indicates this value comes from the programmer.

### Raw Video Views

The raw video views are located after the smart view

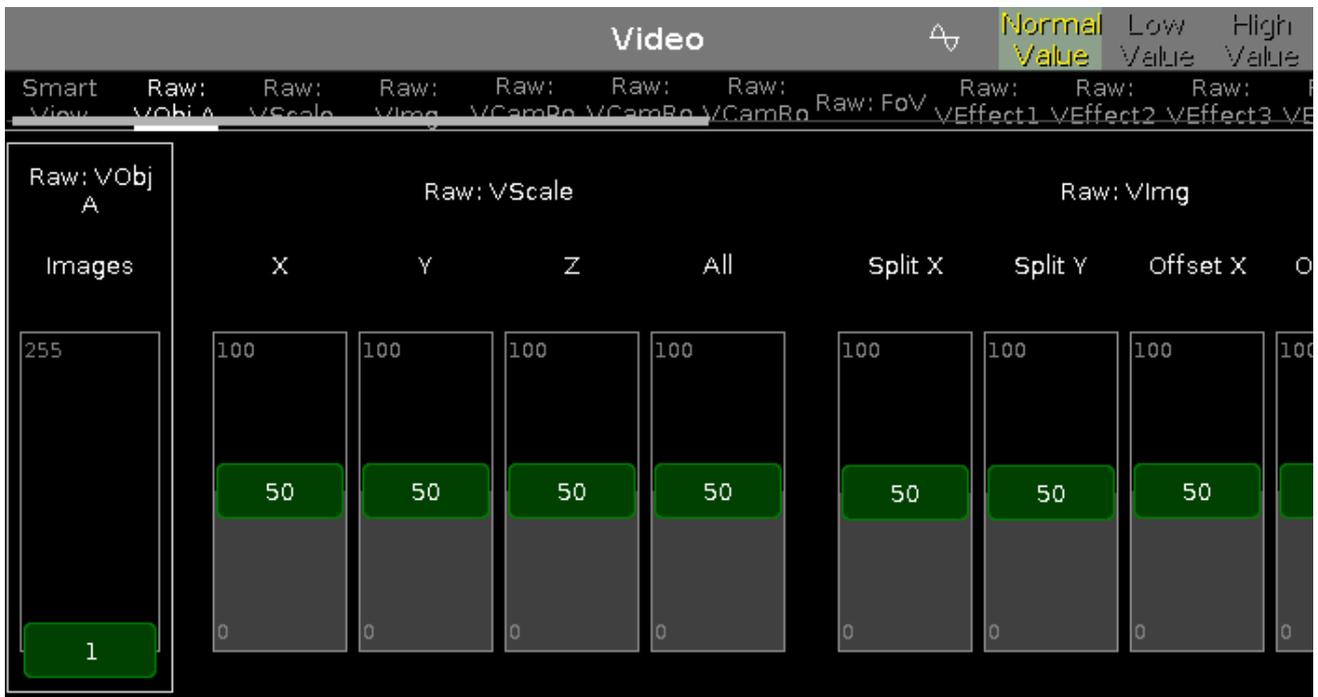


Figure 4: Raw video view

**Important:**  
 The video sliders works absolute. A tap on a video slider sets a new video value and does not follow the already set video values.  
 The respective encoders works relative to the already set video values.

In the raw video view, you control the raw video values in natural values (0-100) of the selected fixture type.

### Encoder Bar Functions



Figure 5: Encoder Bar - Video Preset Type

In the upper left corner of the encoder is the corresponding slider displayed.

To select the value, turn the encoder left or right.

To change the encoder speed to slow, press the encoder key .

To change the encoder speed to ultra slow, press and hold the  key and press the encoder key .

To open the [calculator](#), press the encoder.

## 7.82. Virtual Playbacks View

To go to the virtual playback view

- at screen 1: Press and hold  + **Exec**.
- screen 2: Tap **Virtual Playback** on the [view bar](#).



Figure: Virtual Playbacks View

This view gives you access to virtual executors and faders.

There are two ways to use the virtual playback.

1. Use the virtual playback as a backup to the hardware playback.

The virtual playback displays always the same as the hardware playback.

2. Use the virtual playback to have additional executors to your hardware.

If you have no hardware button wing, you can still use the button wing as virtual playback.

The icons on the virtual executor buttons displays by default the same as on the hardware executors.

If a function is assigned to an executor, the [executor icon](#) is displayed.

If you use the virtual playback view on an external screens with the arrangement **split vertically** or **1 + 2 vertical**, the cue names will be displayed.

To arrange an external screen, tap  in the view bar. The [Select View for External Screen Window](#) opens.

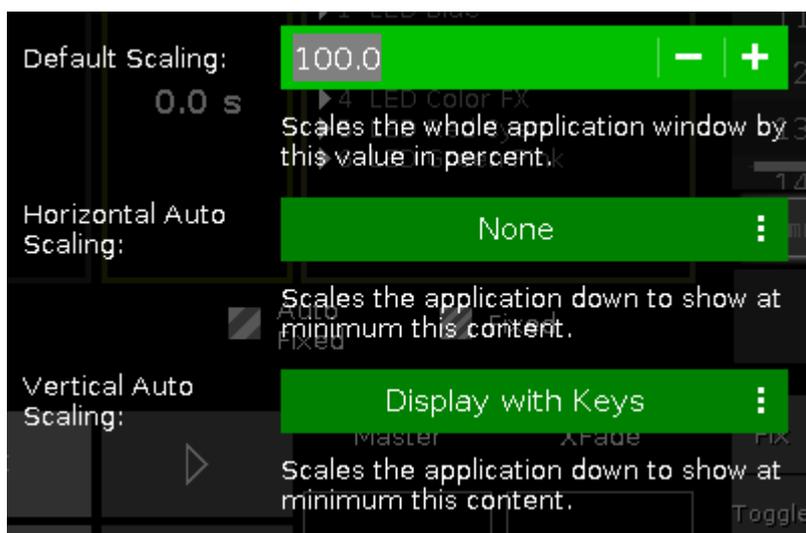
The executor name is displayed now by default. If you press , the executor numbers will be displayed.

To change the functions of the executor buttons, tap the tool  in the title bar. The [Change Functions of Executor Window](#) opens.

To select the wing for the virtual playback, tap the wing  in the title bar. The [Select Wing... Window](#) opens.

## 7.83. Window Settings

To open the dot2 onPC window settings, click a the **scaling icon**  in the upper right corner of the dot2 onPC.



In this window, you can adjust the screen scaling.

There are three options available:

### Default Scaling:

Adjust the scaling of the dot2 onPC window. Click - to make it smaller. Click + to make it bigger.

### Horizontal Auto Scaling:

Select how many dot2 displays you want see in the dot2 onPC application at minimum.

### Vertical Auto Scaling:

Select if you want to see the displays only or the displays with keys at minimum.

To apply the changes and leave the window settings window, click **Esc**  in the upper left corner.

## 7.84. Wings Window

The **Wings Window** is located in the [Setup](#), column DMX/Network, **Wings/Nodes**.

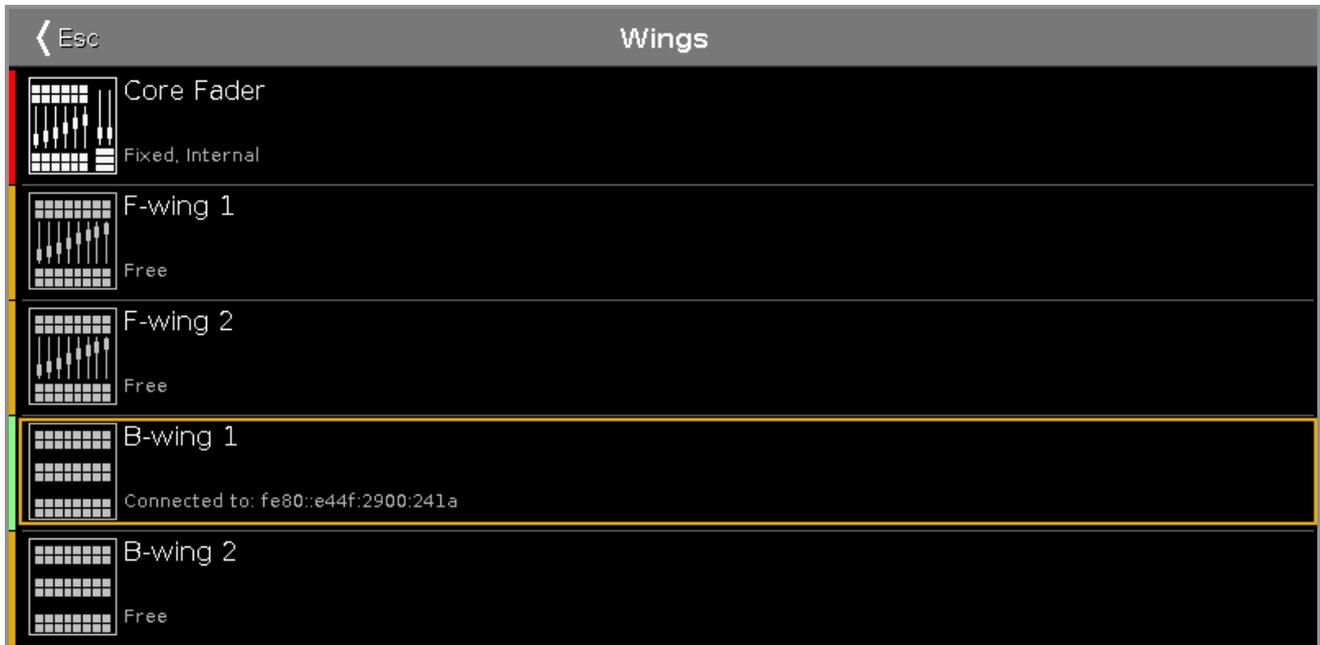


Figure: Wings Window

The Wings window is open.

This window displays all available wing slots.

Additional to the core fader, there are two F-wings and two B-wings possible, depending on the console.

The core fader is always fixed internal and displayed with a red status bar at the left side.

If you have a XL-F or XL-B console, this wing is also displayed as fixed internal with a red status bar at the left side.

To assign an external wing, tap at the respective free wing slot. The [configure slot window](#) opens.

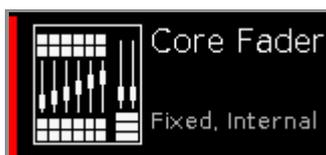
To remove an assigned wing, tap at the respective assigned wing slot. The [configure slot window](#) opens.

A selected slot has an orange frame around the cell.

To leave the window, tap  in the title bar or press  on the console.

### Status

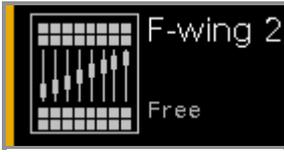
A slot can have four different status:



#### Fixed Internal:

This slot is fixed internal, e.g the core fader or the additional wing of a dot2 XL-B or dot2 XL-F.

A fixed internal slot is displayed with a red status indicator.



**Free:**

This slot is free. You can assign a wing.  
A free slot is displayed with a yellow status bar indicator.



**Connected:**

This slot is connected to an external wing.  
Additional is the IPv6 address of the wing displayed.  
A connected slot is displayed with a lime status bar indicator.



**Assigned:**

This slot is assigned to an external wing but NOT connected.  
Additional is the IPv6 address of the wing displayed.  
A assigned slot is displayed with a green status bar indicator.

Encoder Bar Functions

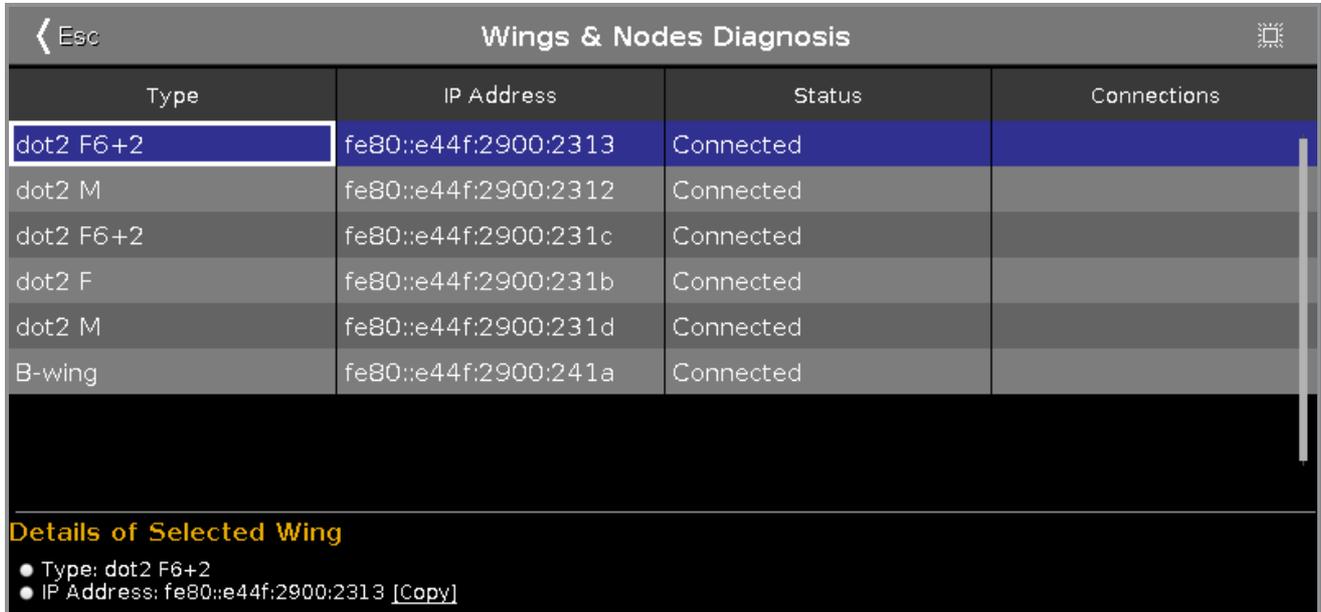


**Wing:**

To scroll in the wing slots column up or down, turn the encoder left or right.  
To open the [configure slot window](#), press or tap the encoder.

## 7.85. Wings & Nodes Diagnosis Window

To open the **Wings & Nodes Diagnosis Window**, press **Tools** and tap **Wings & Nodes Diagnosis**.



Type	IP Address	Status	Connections
dot2 F6+2	fe80::e44f:2900:2313	Connected	
dot2 M	fe80::e44f:2900:2312	Connected	
dot2 F6+2	fe80::e44f:2900:231c	Connected	
dot2 F	fe80::e44f:2900:231b	Connected	
dot2 M	fe80::e44f:2900:231d	Connected	
B-wing	fe80::e44f:2900:241a	Connected	

**Details of Selected Wing**

- Type: dot2 F6+2
- IP Address: fe80::e44f:2900:2313 [Copy]

Figure 1: Wings & Nodes Diagnosis Window

The Wings & Nodes Diagnosis Window is useful if technical support is needed.

The Wings & Nodes Diagnosis displays the connection status of the console, wing, or Node4. To select a type, tap in the table. The row of a selected type has a blue background.

The table has four columns:

**Type:**

Displays the type.

**IP Address:**

Displays the IPv6 address.

**Status:**

Displays the connections status e.g. connected, not connected or downloading firmware.

**Connections:**

Displays the amount of connections.

You can also identify every device in the network.

Select the device in the table, and tap at the **frame icon**  in the title bar.

An orange frame starts to flash on the screen of the selected device.

To leave the Wing Setup Window, tap **Esc** in the title bar or press **Esc** on the console.

### Details Area

The details area displays details regarding the selected type.

## Encoder Bar Functions



*Figure 2: Wings & Nodes Diagnosis Encoder Bar*

**Scroll:**

To scroll in the table up or down, turn the encoder left or right.

## 8. Commands

In this chapter you will see all commands in detail.

You can read about every command and which options you have.

Related links are included to jump to another page for further information.

To get help to a specific command on the console.

1. Press **Help**.
2. Press the respective command key.
3. Press **Please**.

The help to the entered command appears on screen 1.

### 8.1. >>> [GoFastForward] Command

This page describes the syntax and how to use the >>> **[GoFastForward]** command.

#### Description

With the >>> **[GoFastForward]** command, you jump to the next cue in the cue list without timing.

Let's assume, you have a long cue list with timings and you will have a quick overview about your cue list without waiting for each cue timing.

Cues of "Main"						
Number	Name	Trig	Trig Time	Fade	Out Fade	
1	Cue 1	Time	1	10	InFade	
2	Cue 2	Time	2	5	InFade	
3	Cue 3	Follow	+5	1	InFade	
4	Cue 4	Sound	All	10	InFade	
5	Cue 5	Time	3	5	InFade	
6	Cue 6	Time	1	5	InFade	
7	Cue 7	Time	1	2	InFade	
8	Cue 8	Time	1	0	InFade	
9	Cue 9	Go		0	InFade	
10	Cue 10	Go		0	InFade	
11	Cue 11	Go		0	InFade	

Play
Pause
Half Speed
1:1 Speed
Double Speed

With the >>> **[GoFastForward]** command you can do this.

Use the >>> **[GoFastForward]** instead of the **Go** command if you do not need the timings of the cues.

## Syntax

>>> Executor 

The command >>> **[GoFastForward]** needs the following arguments:

- >>> **[GoFastForward]**
- **Executor**: Press the executor button on which the cue list is stored you like to jump in.

## Example



To be faster, press and hold the >>> key and press the respective **executor button** several times.

- >>> **Please**  
Jumps to the next cue in the main cue list without timing.
- >>> **Go + (Large)**  
Jumps to the next cue in the main cue list without timing.
- >>> **Executor 1.1**  
Jumps to the next cue in the executor 1.1 without timing.

## Related Links

- [>>> GoFastForward Key](#)
- [What is Cues](#)
- [How to work with Cues](#)
- [Go Command](#)
- [Cues View](#)

## 8.2. <<< [GoFastBack] Command

This page describes the syntax and how to use the <<< **[GoFastBack]** command.

### Description

With the <<< **[GoFastBack]** command, you jump to the previous cue in the cue list without timing.

Let's assume, you have a long cue list with timings and you will have a quick overview about your cue list without waiting for each cue timing.

Cues of "Main"							
Number	Name	Trig	Trig Time	Fade	Out Fade		
1	Cue 1	Time	1	10	InFade		
2	Cue 2	Time	2	5	InFade		
3	Cue 3	Follow	+5	1	InFade		
4	Cue 4	Sound	All	10	InFade		
5	Cue 5	Time	3	5	InFade		
6	Cue 6	Time	1	5	InFade		
7	Cue 7	Time	1	2	InFade		
8	Cue 8	Time	1	0	InFade		
9	Cue 9	Go		0	InFade		
10	Cue 10	Go		0	InFade		
11	Cue 11	Go		0	InFade		
<b>Play</b>		Pause	Half Speed	1:1 Speed	Double Speed		

With the <<< [GoFastBack] command you can do this.

## Syntax



The command <<< [GoFastBack] needs the following arguments:

- <<< [GoFastBack]
- **Executor**: Press the executor button on which the cue list is stored you like to jump in.

## Example

 To be faster, press and hold the <<< key and press the respective **executor button** several times.

- <<< **Go - (Large)**  
Jumps to the previous cue in the main cue list without timing.
- <<< **Executor 1.1**  
Jumps to the previous cue in the executor 1.1 without timing.

## Related Links

- [<<< \[GoFastBack\] Key](#)
- [What is Cues](#)
- [How to work with Cues](#)
- [Cues View](#)

### 8.3. - [Minus] Command

This page describes the syntax and how to use the - [Minus] command.

#### Description

With the - [Minus] command you can:

- Deselect objects from a selection list
- Reduce the dimmer value
- Call the previous page

#### Syntax

1. Remove objects from a list:

```
- 5
```

2. Reduce dimmer values:

```
At - 12
```

3. Call previous page:

```
Page -
```

The - [Minus] command is a helping command and needs a second command or a number.

#### Example 1

Let's assume, you have a long selection list with fixtures and you will deselect one of them.

ID	Name
1	QWO 1
2	QWO 2
3	QWO 3
4	QWO 4
5	QWO 5
6	QWO 6
7	QWO 7
8	QWO 8

Figure 1: All fixtures selected

- Press `- 5 Please` on the console.

The fixture ID 5 is removed from the selection list.

ID	Name
1	QWO 1
2	QWO 2
3	QWO 3
4	QWO 4
5	QWO 5
6	QWO 6
7	QWO 7
8	QWO 8

Figure 2: Fixture 5 is removed from the selection list

## Example 2

Let's assume, you have a long selection list with fixtures and you will deselect fixture ID 5 thru 7.

ID	Name
1	QWO 1
2	QWO 2
3	QWO 3
4	QWO 4
5	QWO 5
6	QWO 6
7	QWO 7
8	QWO 8

Figure 3: All fixtures selected

- Press **- 5 Thru 7 Please** on the console.

The fixture ID 5 thru 7 are removed from the selection list.

ID	Name
1	QWO 1
2	QWO 2
3	QWO 3
4	QWO 4
5	QWO 5
6	QWO 6
7	QWO 7
8	QWO 8

Figure 4: Fixture 5 thru 7 are removed from the selection list

### Example 3

Let's assume, you will reduce the dimmer value by 12 % from selected fixtures.

ID	Name	Dim
1	QWO 1	50.0
2	QWO 2	50.0

Figure 5: Dimmer at 50

- Press **At** - **12** **Please** on the console.

The dimmer values are reduced by 12 %.

ID	Name	Dim
1	QWO 1	38.0
2	QWO 2	38.0

Figure 6: Dimmer reduced by 12%



#### Hint:

To reduce the dimmer value by 10 %, press the **-** key twice.

### Example 4

Let's assume, you will call the previous page

- Press **Page** - **Please** on the console.

The previous page opens.

## 8.4. + [Plus] Command

This page describes the syntax and how to use the + [Plus] command.

### Description

With the + [Plus] command you can:

- Add objects to a selection list
- Add the dimmer value
- Call the next page

### Syntax

1. Add objects from a list:



+ 5

2. Add dimmer values:



At + 12

3. Call next page:



Page +

The + [Plus] command is a helping command and needs a further command or a number.

### Example 1

Let's assume, you have a long selection list with fixtures and you will add one to them.

ID	Name
1	QWO 1
2	QWO 2
3	QWO 3
4	QWO 4
5	QWO 5
6	QWO 6
7	QWO 7
8	QWO 8

Figure 1: Fixture selection list - one fixture is missing

- Press **+ 5 Please** on the console.

The fixture ID 5 is added to the selection list.

ID	Name
1	QWO 1
2	QWO 2
3	QWO 3
4	QWO 4
5	QWO 5
6	QWO 6
7	QWO 7
8	QWO 8

Figure 2: Complete fixtures selection list

## Example 2

Let's assume, you have a long selection list with fixtures and you will add fixture ID 5 thru 7.

ID	Name
1	QWO 1
2	QWO 2
3	QWO 3
4	QWO 4
5	QWO 5
6	QWO 6
7	QWO 7
8	QWO 8

Figure 3: Fixture selection list - fixture 5 thru 7 are missing

- Press **+** **5** **Thru** **7** **Please** on the console.

The fixture IDs 5 thru 7 are added to the selection list.

ID	Name
1	QWO 1
2	QWO 2
3	QWO 3
4	QWO 4
5	QWO 5
6	QWO 6
7	QWO 7
8	QWO 8

Figure 4: Complete fixture selection list

### Example 3

Let's assume, you will add the dimmer value by 12% from selected fixtures.

ID	Name	Dim
1	QWO 1	38.0
2	QWO 2	38.0

Figure 5: Dimmer at 38%

- Press **At** **+** **12** **Please** on the console.

The dimmer values are added by 12%.

ID	Name	Dim
1	QWO 1	50.0
2	QWO 2	50.0

Figure 6: Dimmer at 50%



#### Hint:

To add the dimmer value by 10%, press the **+** key twice.

### Example 4

Let's assume, you will call the next page.

- Press **Page** **+** **Please** on the console.

The next page opens.

## 8.5. Assign Command

This page describes the syntax and how to use the **Assign** command.

To go to the Assign command press and hold  key and **Label** on the console. Assign is in the [command line](#), now.

Assign 

### Description

With the Assign command, you can create assignments between

- a fixture and a DMX address
- a function and an executor button
- a fade time and cues of an executor

### Syntax

1. Assign a fixture to a DMX address.

Assign Fixture 21 DMX 2.1 

2. Assign a function to an executor button.

Assign Flash 

3. Assign fade time to cues of an executor.

Assign Fade 10 Cue 2 Exec 1 

4. Assign fade time to the current cue of the main executor.

Assign Fade 10 

### Example 1

Let's assume, you will patch the fixture ID 21 to the DMX address 2.1.

Press  + **Label** (=Assign) **Fixture 2 1 DMX 2 . 1 Please**.

The fixture ID 21 is patched to the DMX address 2.1.



Double check the correct patch in the [Patch and Fixture Schedule](#).

### Example 2

Let's assume, you will assign a function to an executor.

Press  + **Label** (=Assign) **Flash** and the respective executor button e.g. .

The function flash is assigned to the respective executor button.



Double check the assigned function in the [Change Functions of Executor Buttons View](#).

### Example 3

Let's assume, you will assign a fade time of 10 to the cue 1 of the executor 5.

Press  + **Label** (=Assign) **Time** (=Fade) **1 0 Cue 1 Exec 5 Please**.

The fade time of 10 is assigned to the cue 1 of the executor 5, now.



Double check the assigned fade time in the respective [Cues View](#).

### Example 4

Let's assume, you will assign the fade time 5 to the current cue of the main executor.



Make sure that the current cue is running.  
If the main executor is off, the fade time will be assigned to each cue of the cue list.

Press  + **Label** (=Assign) **Time** (=Fade) **5 Please**.

The fade time 5 is assigned to the current cue of the main executor.

### Related Links

- [Label Key](#)
- [Fade Command](#)
- [Time Key](#)
- [Patch and Fixture Schedule](#)
- [Change Functions of Executor Buttons View](#)
- [Cues View](#)

## 8.6. At Command

This page describes the syntax and how to use the **At** command.

To go to the At command, press the  key on the console.

**At** is in the [command line](#), now.

At



## Description

With the **At** command, you can

- apply values to selected fixtures
- apply presets to selected fixtures
- apply a value from a fixture to another fixture
- apply a value to an executor
- use it as a helping command for e.g. a copy function

## Syntax

1. Apply values to the selected fixtures:

At 50



2. Apply presets to selected fixtures:

At Preset 1.2



3. Apply a value from a fixture to another fixture:

Fixture 1 At Fixture 2



4. Apply a value to an executor.

Executor 1 At 50



5. Use the **At** command as a helping command for a e.g. a copy function.

Copy Cue 2 At 3



## Example 1

Let's assume, you will apply the dimmer value to 50 % to the selected fixtures.

At 50 Please

All selected fixtures have the dimmer value 50.



Double check the dimmer value in the [Fixtures Sheet View](#).



If the master fader is not set to 100 %, the values in the Fixture Symbol View are smaller than in the Fixture Sheet View.

### Example 2

Let's assume, you will apply a dimmer preset object to all selected fixtures.

1. Go to the [Preset Pool Dimmer](#).
2. Tap a dimmer preset object.

OR

**At** **Preset** **1** **.** **2** **Please**

All selected fixtures have the selected dimmer preset objects.

### Example 3

Let's assume, you will apply the values from fixture 1 to fixture 2.



Select at first the fixture which should get the value and then the fixture where the value comes from.

1. Select the fixture which should get the value

**Fixture** **2**

2. Select the fixture where the value comes from.

**At** **Fixture** **1** **Please**

Fixture 2 has the value from fixture 1.

### Example 4

Let's assume, you will apply the executor 3 to the value 50 %.



The physical fader doesn't move.



To apply the value to the main executor, do not type in an executor number, just **Exec**.

**Exec** **3** **At** **5** **0** **Please**

The executor 3 has now 50 %.

### Example 5

Let's assume you will copy the Cue 2 to the Cue 3.  
You need the **At** command as a helping command.

**Copy** **Cue** **2** **At** **3** **Please**

The system asks you to choose the copy method.

### Related Links

- [At Key](#)
- [Command Line](#)
- [Fixtures View](#)
- [Preset Pools](#)

## 8.7. Black Command

This page describes the syntax and how to use the **Black** command.

To go to the **Black** command press and hold the  key and the  [GoFastBack] key on the console.

### Description

With the black command you set the dimmer attribute of an executor to 0 %

- temporary, as long as you press and hold the executor
- with a command

### Syntax

To set the dimmer attribute of an executor to 0 %.



Black

### Example 1

Let's assume you will temporary set the dimmer attribute of executor 3 to 0 % as long as you press and hold the executor.

Press and hold  and  [GoFastBack] (=Black) and press and hold the respective executor button .

As long as you hold the executor button, the black command will be executed.

As soon as you leave the executor button, the executor is back in its normal status.

### Example 2

Let's assume you will set the dimmer attributes of executor 3 to 0 %, by a command.

Press and hold  and  [GoFastBack] (=Black)   .

The dimmer values are set to 0 %.

To bring a button executor back in its normal status, press the button executor twice.

To bring a fader executor back in its normal status, move the fader to 0 % and up again.

### Related Links

- [MA Key](#)
- [<<< \[GoFastBack\] Key](#)
- [Change Functions of Executor Buttons](#)
- [Select Functions of Executor Buttons](#)

## 8.8. Blind Command

This page describes the syntax and how to use the blind command.



If you enter the blind command in the console, by press the **Blind** key, the command will be directly executed.

You can also use the command line along with the virtual keyboard and type the word blind in.

To go to the blind command press the **Blind** key on the console.

The command will be directly executed.

### Description

With the blind command you can turn the live output of the programmer on or off.

This is useful for programming light without an actual output.

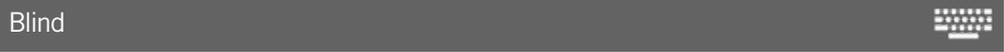
The blind command is a toggle function.

If blind is on and you press **Blind**, blind is off.

If blind is off and you press **Blind**, blind is on.

### Syntax

Turn blind on or off.

Blind

### Example

Let's assume, you will turn blind on for further programming but you don't want to disturb what is going on at stage.

Press **Blind**.

The console gives you feedback that blind is on at the bottom of screen 1.

All values in the programmer has no actual output.



Double-check the executed command in the [command line view](#).

### Related Links

- [Blind Key](#)
- [Command Line View](#)
- [What is the Programmer?](#)

## 8.9. Call Command

This page describes the syntax and how to use the **Call** command.

To go to the **Call** command press and hold the  key and **On** on the console.

**Call** is in the [command line](#), now.



Call

## Description

With the **Call** command, you can call:

- Presets from the preset pool into the [programmer](#) for all supporting fixtures of these attributes
- The status of a cue as actual output and the values of the cue into the programmer as storable values, but without selecting the fixtures

## Syntax

1. Call a preset from the preset pool into the programmer.



Call Preset 1.1

2. Call a cue.



Call Cue 3

## Example 1

Let's assume you will call the dimmer preset 1 from the dimmer preset pool (= 1) into the programmer.

Press and hold  + **On** (=Call) and **Pres** **1** **.** **1** **Pl** **ea** **s** **e** **.**

The dimmer preset 1 is in the programmer for all supporting fixtures of these preset type.



### Hint:

Double check the programmer values in the [Fixtures Sheet View](#).

## Example 2

Let's assume, you will store a cue 4 (= green background and actor on stage).

The light for actor on stage is currently in the programmer along with the selected fixtures.

Now, you call cue 3 (= green background) to the current selection of fixtures and values into the programmer.

ID	Name	Dim
1	QWO 1	75.0
2	QWO 2	75.0
3	QWO 3	75.0
4	QWO 4	closed
5	QWO 5	closed
6	QWO 6	closed

Figure 1: Light for actor on stage in the programmer

Press and hold  + **On** (=Call) and **Cue 3 Please**.

ID	Name	Dim
1	QWO 1	75.0
2	QWO 2	75.0
3	QWO 3	75.0
4	QWO 4	open
5	QWO 5	open
6	QWO 6	open

Figure 2: Light for actor on stage and cue 3 values are in the programmer

The cue 3 is called and you see the actual output along with your previous selections of fixtures and their values. All values of cue 3 are in the programmer and they are storable.

No fixture from cue 3 is selected.

You can still adjust the values of the fixture selection.

If everything looks nice, store cue 4 (=green background with actor on stage) on an executor.

## 8.10. Clone Command

This page describes the syntax and how to use the **Clone** command.

To go to the Clone command press and hold the  key and **Copy** on the console.

Clone is in the [command line](#) now.

### Description

With the Clone command, you copy all values from a fixture to another fixture throughout the entire show file.

This includes cues, presets, and groups. The clone command works like a batch processing for the [At command](#) along with [Update command](#).

## Syntax

Clone fixture 1 at fixture 2.

Clone Fixture 1 At 2



## Example 1

Let's assume, you did programming for 2 fixtures (ID 1 and 2) and then you realize you will add three more fixtures at this spot doing the same as the other one.

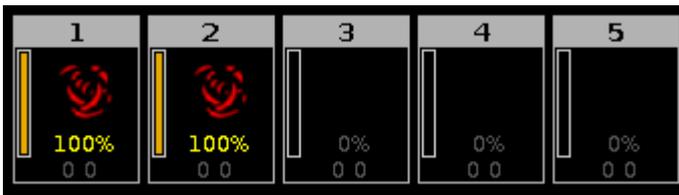


Figure 1: Fixture 1 and 2 are programmed ready

Press  + **Copy** (= Clone) **Fixture 1 + 2 At 3 Thru 5 Please**.

The console will ask you to [choose the clone method](#).

Fixtures 1 and 2 are cloned at fixture 3 thru 5. All fixtures doing exactly the same.

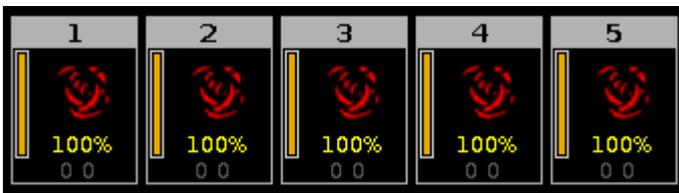


Figure 2: Fixture 1 and 2 are cloned at fixture 3 thru 5

## Example 2

Let's assume, you will clone the fixtures (ID 31 and 32) only on executor 1, because you need one more fixtures for the actors light.

The [If command](#) limited the Clone command, that the cloning work only for the executor 1.

Press  + **Copy** (= Clone) **Fixture 31 + 32 At 33 Thru 35 If** and the respective executor button  **Please**.

The console will ask you to [choose the clone method](#).

Fixtures 31 and 32 are cloned at fixture 33 thru 35, only on executor 1.

## 8.11. Copy Command

This page describes the syntax and how to use the copy command.

To go to the copy command press **Copy** on the console.

## Description

With the copy command, you can copy:

- Groups to another group
- Cues to another cue
- Pages to another page in the [page pool](#)
- Executors to another executor

## Syntax

1. Copy a group to another group.

```
Copy Group 1 At 2
```



2. Copy a cue to another cue on the main executor.

```
Copy Cue 1 At 2
```



3. Copy a cue from the main executor to another executor.

```
Copy Cue 1 At 2 Executor 4
```



4. Copy a cue to another cue on a normal executor.

```
Copy Exec 2 Cue 1 At Exec 2 Cue 3
```



5. Copy a page to another page in the [page pool](#).

```
Copy Page 1 At Page 2
```



6. Copy the main executor to another executor.

```
Copy Executor 0.1.1 At Executor 1.2
```



## Example 1

Let's assume, you will copy a group 1 at group 2.

There are two ways to do this:

- a) Press **Copy** **Group** **1** **At** **2** **Please**.
- b) Press **Copy**, then tap at the group 1 in the [groups view](#) and then tap at group 2.

Group 1 is copied at group 2.

### Example 2

Let's assume, you will copy cue 1 at cue 10 on the main executor.

Press **Copy** **1** (= Cue 1) **At** **10** **Please**.

The console ask to [choose the copy method](#).

Cue 1 is copied at cue 10 on the main executor.

### Example 3

Let's assume, you will copy cue 1 from the main executor at cue 2 on executor 4.

Press **Copy** **1** (= Cue 1) **At** **2** **Exec** **4** **Please**.

The console ask to [choose the copy method](#).

Cue 1 is copied from the main executor at cue 2 on executor 4.

### Example 4

Let's assume, you will copy cue 1 on executor 2 to cue 2 on executor 2.

Press **Copy** **Exec** **2** **Cue** **1** **At** **Exec** **2** **Cue** **2** **Please**.

Cue 1 from executor 2 is copied at cue 2 on executor 2.

### Example 5

Let's assume, you have a repertoire of pages with all possible songs and you will pick some pages (songs) for tonight's event.

There are two ways to do this:

a) Press **Copy** **Page** **100** **At** **1** **Please**.

b) Press **Copy**, tap at  in the [page pool](#), press **At**, tap at .

Page 100 is copied at page 1.

### Example 6

Let's assume, you will copy the main executor to executor 2 on page 1.

There are three ways to do this:

a) Press **Copy** and then one of the large main executor buttons, e.g. the large **Pause** and then press executor button 2 .

b) Press **Copy** tap at the  in the [executor bar window](#) and then tap at the empty .

c) Press **Copy** **Exec** **0** **.** **1** **.** **1** **At** **Exec** **1** **.** **2** **Please**.

The main executor is copied to executor 2 on page 1.

## 8.12. Cue Command

This page describes the syntax and how to use the cue command.

To go to the cue command press **Cue** on the console.

### Description

With the cue command you can e.g.

- select all fixtures of a cue in the fixtures view
- copy a cue
- go to a cue

### Syntax

1. Select the fixtures of a cue.



Cue 1

2. Copy a cue.



Copy Cue 2 At 9

3. Go to a cue.



Goto Cue 3 Executor 5

### Example 1

Let's assume you will select all fixtures of cue 1 from the executor 1.

**Cue 1** **Exec 1** **Please**

All fixtures from cue 1, executor 1 are selected.

### Example 2

Let's assume you will select all fixtures of cue 1 from the main executor.

**Cue 1** **Please**

All fixtures types from cue 1, main executor are selected.

### Example 3

Let's assume, you will copy cue 2 at cue 9.

Press **Copy 2** (=Cue 2) **At 9** **Please**.

Cue 2 is copied at cue 9.

Related Links

- [What is Cues](#)
- [How to work with Cues](#)
- [Cue Key](#)

### 8.13. Default Command

This page describes the syntax and how to use the default command.

To go to the default command press and hold **MA** and **.** on the console. Default is in the [command line](#).

```
Default
```

Description

With the default command you can set all attributes back to their default values

- of fixtures
- of a preset type

Syntax

1. Set all attributes of a fixture back to their default values.

```
Fixture 1 Default
```

2. Set the attributes of a preset type back to their default values for the selected fixtures in the [fixtures view](#).

```
Default PresetType "POSITION"
```

Example 1

Let's assume, you will set all attributes of fixture 1 back to their default values.

There are three ways to do this:

- a) Press **MA** + **.** (=Default) and tap on fixture 1 in the fixtures view.
- b) Press **Fixture 1 MA** + **.** (=Default).
- c) Select fixture 1 in the fixtures view, press **MA** + **.** (=Default) **Please**.

ID	Name	Dim	Curve	Pan	Tilt	G1	G2	G2<>	Anim ation	Anim ation
1	QWO 1	(closed)	(0.0)	(cente	(cente	(open)	(open)	(zero)	(open)	(stop)

Figure 1: Fixture 1 set to default

All attributes of fixture 1 are set to the default values.  
All attributes of fixture 1 are active in the programmer.

## Example 2

Let's assume, you will set the attributes of the preset type position back to their default values, for the current selected fixture.

There are three ways to do this:

- a) Press  +  (=Default) and tap  in the [preset type bar](#).
- b) Press  +  (=Default)  +  (=PresetType)  .
- c) Press  +  (=Default)  +  (=PresetType) and type in the command line Position with the virtual keyboard.

The attributes of the preset type position are set to the default values, for all selected fixture.  
The values are active in the programmer.

## 8.14. Delay Command

This page describes the syntax and how to use the Delay command.

To go to the Delay command it is necessary to press another function key before, e.g. **Store** and then three times **Time**.

### Description

With the Delay command you indicate delay times for cues.

### Syntax

Create a new cue 1 with a delay time of 3 seconds.

```
Store Cue 1 Delay 3
```



### Example

Let's assume, you will store a new cue 1 on the main executor with a delay time of 3 seconds.

Press **Store** **1** (= Cue 1) three times **Time** (= Delay) **3** **Please**.

Cue 1 is stored on the main executor with a delay time of 3 seconds.



Double check the delay time in the [cues view](#).

### Related Links

- [Time Key](#)
- [Cues View](#)

## 8.15. Delete Command

This page describes the syntax and how to use the delete command.

To go to the delete command, press **Delete** on the console.

Delete is in the [command line](#), now.

### Description

With the delete command, you can

- delete cues from a cue list
- delete pool objects (e.g. preset type, groups) from the respective pool (e.g. position [preset type pool](#), [groups pool](#))
- unpatch fixtures from the DMX universe

### Syntax

1. Delete a cue from a cue list.

Delete Cue 1 Executor 1

2. Delete a pool object from the respective pool.

Delete Preset 1.1

3. Unpatch a fixture from the DMX universe.

Delete Fixture 1

### Example 1

Let's assume, you will delete cue 1 from the main executor.

There are three different ways to do this:

- Press **Delete 1** (= Cue 1) **Please**.
- Press **Delete 1** (= Cue 1) and tap on the **main executor** in the [executor bar view](#).
- Press **Delete 1** (= Cue 1) and press the large **Go** on the console.

If a cue list is stored on the main executor, the console ask to [choose the delete method](#).

### Example 2

Let's assume, you will delete cue 1 from a executor 1.

There are three different ways to do this:

- Press **Delete 1** (= Cue 1) **Exec 1 Please**.
- Press **Delete 1** (= Cue 1) and tap on the **executor 1** in the [executor bar view](#).
- Press **Delete 1** (= Cue 1) and press the respective executor button **▶** on the console.

If a cue list is stored on executor 1, the console ask to [choose the delete method](#).

### Example 3

Let's assume, you will delete the dimmer preset 1 in the dimmer preset pool.

1. Open the [dimmer presets pool](#).

There are two ways to do this:

- Press **Delete Preset 1 Please**.
- Press **Delete** and tap on preset 1 in the dimmer presets pool.

Preset 1 is deleted from the dimmer preset pool.

If the preset is used in a cue, the console asks to confirm the process.

The connection from the preset to the cue will be lost and the values from the preset will be directly stored in the cues.

#### Example 4

Let's assume, you will unpatch fixture 1 from the DMX universe.

Press **Delete** and tap on fixture 1 in the fixtures view.

The console asks to confirm the unpatch process.

Tap **OK**.

Fixture 1 is unpatched.



Double check the patched fixtures in the [Patch and Fixture Schedule](#).

## 8.16. Dmx Command

This page describes the syntax and how to use the Dmx command.

To go to the Dmx command, press **DMX** on the console.

Dmx is in the [command line](#).

### Description

With the Dmx command you can:

- Make a DMX test.
- Turn off the DMX tester.
- Select a fixture on a DMX address.
- Patch fixture to a DMX address.
- Unpatch fixtures from a DMX address.

### Syntax

1. Make a DMX test.

```
DMX 1.7 At 100
```



2. Turn off the DMX tester.

```
Off DMX Thru
```

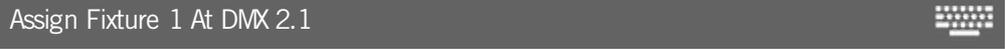


3. Select a fixture on a DMX address.



DMX 2.2

4. Patch fixtures to a DMX address.

Assign Fixture 1 At DMX 2.1

5. Unpatch fixtures from a DMX address.

Delete DMX 1.7

### Example 1

**Important:**

If the DMX tester is on, all parked values and values from the programmer will be blocked by the dmX test value.

To turn off the DMX tester, refer to example 2 or open the [tools window](#).

Let's assume you will make a DMX test with the DMX address 1.7 and set the DMX value at 100 %.

Press **DMX 1 . 7 At 1 0 0 Please**.

The DMX value is 254 and is displayed with a red background in the [DMX View](#).

### Example 2

Let's assume you will turn off all DMX tester values by using the DMX command.

Press **Off DMX Thru Please**.

All DMX tester values are off.

**Hint:**

You can also use the [tools window](#) to turn off the DMX tester.

### Example 3

Let's assume, you will figure out which fixture is patched at DMX address 2.2.

Press **DMX 2 . 2 Please**.

The fixture patched at DMX address 2.2 is selected.

**Hint:**

If you are looking for a fixture patched at universe 1, just press **DMX 2 Please**. The universe is not necessary for universe 1.

## Example 4

Let's assume you will patch fixture 1 to a the DMX address 2.1.

Press  +  (= [Assign](#))        .

Fixture 1 is patched at DMX address 2.1.

**Hint:**

Double-check the DMX address in the [DMX View](#) or the [Patch and Fixture Schedule](#).

## Example 5

Let's assume you will unpatch the fixture with the DMX address 1.7.

Press      .

The fixture with the DMX address 1.7 is unpatched.

**Hint:**

Double-check the DMX address in the [DMX View](#) or the [Patch and Fixture Schedule](#).

## 8.17. DmxUniverse Command

This page describes the syntax and how to use the DmxUniverse command.

To go to the DmxUniverse command press and hold **MA** and **DMX** on the console. DmxUniverse is in the [command line](#).



```
DmxUniverse
```

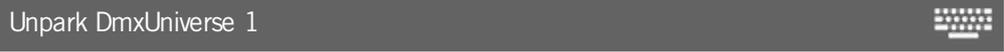
### Description

With the DmxUniverse command, you can

- unpark all DMX channels of a universe
- unpatch all DMX channels of a universe

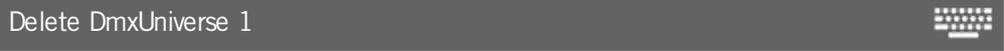
### Syntax

1. Unpark all DMX channels of a universe.



```
Unpark DmxUniverse 1
```

2. Unpatch all DMX channels of a universe.



```
Delete DmxUniverse 1
```

### Example 1

Let's assume you will unpark all DMX channels from DMX Universe 1.

Press **MA** + small **Go +** (= Unpark) **MA** + **DMX** (=DmxUniverse) **1** **Please**.

All DMX channels are unparked.

### Example 2

Let's assume you will unpatch all DMX channels from DMX universe 2.

Press **Delete** **MA** + **DMX** (=DmxUniverse) **2** **Please**.

The console asks to confirm the unpatch process.

Tap **Ok** or press **Please**.

All DMX channels are unpatched from DMX universe 2.

### Related Links

- [DMX Key](#)
- [Unpark Command](#)

## 8.18. Edit Command

This page describes the syntax and how to use the Edit command.

To go to the Edit command press **Edit** on the console.

## Description

With the Edit command, you can edit

- open the cues view of an executor
- cues
- presets
- groups

As long as you are in the edit mode, the **Edit** key is flashing.

To update the edited values, press **Update** **Please**.

To leave the edit mode, press **Esc**.

## Syntax

1. Open the cues view of an executor.



2. Edit a cue.



3. Edit a preset.



4. Edit a group.



## Example 1

Let's assume, you will open the [cues view](#) of executor 1 on screen 1.

There are two ways to do this:

- a) Press **Edit** **Exec** **1** **Please**.
- b) Press **Edit** and then the respective executor button .

The cues view of executor 1 is visible at screen 1.



For this function, you can also use the  [view key](#) / [view command](#).

### Example 2

Let's assume, you will edit cue 2 on executor 1.

Press **Edit** **2** (= Cue 2) **Exec** **1** **Please** .

The fixtures from cue 2 are selected in the fixtures view and the values are active in the programmer (red values with red background).

The tracked values from cue 1 are displayed in red.

### Example 3

Let's assume, you will edit the current active cue on the main executor.

Press **Edit** and then the large **Go** .

The fixtures from the current cue are selected and the values are active in the programmer (red values with red background).

The tracked values are displayed in red.



If no cue on the main executor is active, cue 1 from the main executor will be loaded in the programmer.

### Example 4

Let's assume, you will edit a preset 1 of the position presets.

1. Open the position [presets pool](#).
2. Press **Edit** and tap on preset 1 in the position presets pool.

The fixtures stored in preset 1 are selected in the fixtures view and the stored values are active in the programmer.

### Example 5

Let's assume, you will edit a group 1 in the [groups pool](#).

There are two ways to do this:

- a) Open the groups pool. Press **Edit** and tap at group 1.
- b) Press **Edit** **Group** **1** **Please** .

All fixtures from group 1 are selected in the [fixtures view](#).

### Related Links

- [Edit Key](#)
- [Cues View](#)
- [View Key](#)
- [View Command](#)

- [Presets Pools](#)

## 8.19. Effect Command

This page describes the syntax and how to use the **Effect** command.

To go to the Effect command, press **Effect** on the console.

### Description

With the Effect command, you can start effects for the selected fixtures by using the effect object number.

The effect object numbers are in the upper left corner of an effect tile. For more information, refer to [effects view](#).

### Syntax

Start dimmer effect 3 for the selected fixtures.



At Effect 3

### Example

Let's assume, you will start dimmer effect 3 for the selected fixtures.

- Press **At Effect 3 Please**.

Dimmer effect 3 starts for the selected fixtures in the programmer.



#### Hint:

You can also just tap on the effect in the [dimmer effect view](#). For more information, refer to [How to work with Effects?](#)

## 8.20. Executor Command

This page describes the syntax and how to use the Executor command.

To go to the Executor command press **Exec** on the console.

Executor is in the [command line](#) now.



Executor

### Description

With the Executor command you can, e.g.

- select all fixtures stored on an executor
- delete executors from the [executor pool](#) and the respective executor button on the console
- delete cues from executors

- set the intensity of an executor
- trigger an executor

## Syntax

1. Select all fixtures stored on an executor.



2. Delete an executor from the executor pool and the respective executor button on the console.



3. Delete a cue from an executor.



4. Set the intensity of an executor to 50 %.



5. Trigger an executor with a go.



## Example 1

Let's assume, you will select all fixtures used in the cue list of executor 1.

There are two ways to do this.

- a) Press **Exec** **1** **Please**.
- b) Press **Exec** and then tap on the object tile of executor 1.

All fixtures stored in the cue list of executor one are selected in the [fixtures view](#).

## Example 2

Let's assume, you will delete executor 1 from the actual page of the [executor pool](#).

There are two ways to do this.

- a) Press **Delete** **Exec** **1** **Please**.
- b) Press **Delete** **Exec** and then tap on the object tile of executor 1.

Executor 1 is deleted from the actual page of the executor pool.

### Example 3

Let's assume, you will delete cue 1 from a executor button 1.

There are three different ways to do this.

- Press **Delete 1** (= Cue 1) **Exec 1 Please**.
- Press **Delete 1** (= Cue 1) and tap on the `executor 1` in the [executor bar view](#).
- Press **Delete 1** (= Cue 1) and press the respective executor button  on the console.

If a cue list is stored on executor 1, the console ask to [choose the delete method](#).

### Example 4

Let's assume, you will set intensity of executor 1 at 50 %.



#### Important:

The physical fader doesn't move.  
To grab the fader again, you have to move the fader once to the actual value.  
The fader is working.



#### Hint:

To apply values to the main executor, type only **Exec** in the command line without an executor number.

Press **Exec 1 At 50 Please**.

The executor has now 50 %. This is the same as you would move the fader up to 50 %.

### Example 5

Let's assume, you will trigger executor 1 by a [Go command](#).

Press the small **Go +** (=Go ) **Exec 1 Please**.

Executor 1 is triggered by a Go command. This is the same as your executor button is assigned with a Go command.

## 8.21. Fade Command

This page describes the syntax and how to use the fade command.

To go to the fade command it is necessary to press another function key before, e.g. **Store Time** (=Fade).

### Description

With the fade command, you indicate fade times

- to go to a cue with a fade time
- for a new created cue with fade time

- in a existing cue

## Syntax

1. Go to cue 2 with a fade time of 3 seconds.

```
Goto Cue 2 Fade 3
```



2. Create a new cue 1 with a fade time of 3 seconds.

```
Store Cue 1 Fade 3
```



3. Assign a fade time of 5 seconds to the existing cue 3 on executor 1.

```
Assign Fade 3 Cue 1 Executor 1
```



## Example 1

Let's assume, you will go to cue 2 on executor 1 with a fade time of 3 seconds.

Press **Goto** **Cue** **2** **Exec** **1** **Time** (=Fade) **3** **Please**.

The console goes to cue 2 on executor 1 with a fade time of 3 seconds.

## Example 2

Let's assume, you will store a new cue 1 on the main executor with a fade time of 3 seconds.

Press **Store** **1** (= Cue 1) **Time** (=Fade) **3** **Please**.

Cue 1 is stored on the main executor with a fade time of 3 seconds.

## Example 3

Let's assume, you will assign the existing cue 3 on executor 1 with a fade time of 5 seconds.

Press **⏏** + **Label** (=Assign) **Time** (=Fade) **5** **Cue** **3** **Exec** **1** **Please**.



Double check the fade time in the [cues view](#).

## Related Links

- [Time Key](#)
- [Cues View](#)
- [Store Command](#)
- [Assign Command](#)

## 8.22. Fix Command

This page describes the syntax and how to use the fix command.

To go to the fix command, press **Fix** on the console.

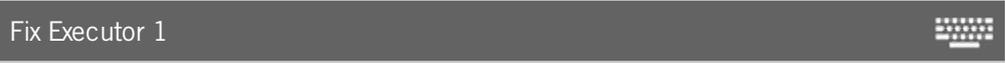
### Description

The fix command is a toggle function.

With the fix command, you can fix and unfix an executor in the [executor bar](#) and [executor bar view](#), no matter what page you are.

### Syntax

Fix and unfix a executor.



### Example 1

Let's assume, you will fix executor 6 to have the executor always visible in the [executor bar](#), no matter what page you are.

Press **Fix** **Exec** **6** **Please**.

Executor 6 is fixed now. A fixed executor is displayed with [small stripes](#).

### Example 2

Let's assume, you will unfix executor 6 because you don't need it anymore always visible in the executor bar.

Press **Fix** **Exec** **6** **Please**.

Executor 6 is unfix now.

### Related Links

- [System Colors - Executor](#)
- [Executor Bar](#)

## 8.23. Fixture Command

This page describes the syntax and how to use the fixture command.

To go to the fixture command, press **Fixture** on the console.

### Description

With the fixture command you select fixtures in the [fixtures view](#).

### Syntax

Select fixtures.



```
Fixture 10
```

### Example 1

Let's assume, you will select all dimmers fixtures 1 thru 10.

Press **Fixture 1 Thru 10 Please**.

All fixtures from 1 to 10 are selected in the fixtures view.

### Example 2

Let's assume, you will just select subfixture 5 of the fixture cluster 11.

Press **Fixture 11 . 5 Please**.

Subfixture 5 of fixture cluster 11 is selected in the fixtures view.

### Related Links

- [Fixtures View](#)
- [Fixture Key](#)
- [System Colors](#)

## 8.24. Flash Command

This page describes the syntax and how to use the flash command.

To go to the flash command, press **Flash** on the console.

### Description

With the flash command you set all values from the first cue and the dimmer attribute of an executor, temporary to 100 %, as long as you press and hold the executor button.

The flash command ignores all cue timings and individual timings.

### Syntax

To set the dimmer attribute to 100 %.

Flash

### Example

Let's assume you will temporary set the dimmer attribute of executor 3 to 100 % as long as you press and hold the executor.

There are two ways to do this:

- If you did not change the default [functions of the executor buttons](#), you can just press  of executor 3.
- Press **Flash** and press and hold the respective executor button  .

As long as you hold the executor button, the flash command will be executed.

As soon as you leave the executor button, the executor is back in its previous status.

### Related Links

- [Flash Key](#)
- [Executor Flash](#)
- [Change Functions of Executor Buttons](#)

## 8.25. Full Command

This page describes the syntax and how to use the full command.



### Important:

If you type the full command in the console, by press the **Full** key, the command will be directly executed.

You can also use the command line along with the virtual keyboard and type the word full in.

To go to the full command, press **Full** on the console.

The full command will be directly executed.

## Description

With the full command you set the intensity to 100 % of:

- The selected fixtures
- A selection of fixtures
- An executor

## Syntax

1. Set the intensity of the selected fixtures to 100 %.



Full

2. Set the intensity of a selection of fixtures to 100 %.



Fixture 1 Thru 3 Full

3. Set the intensity of an executor to 100 %.



Executor 1 Full

## Example 1

Let's assume you will set the intensity of the selected fixtures to 100 %.

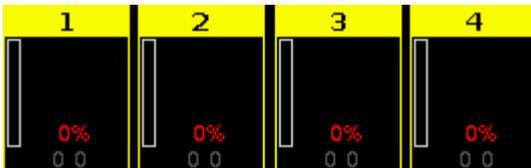


Figure 1: Fixture at 0%

- Press **Full**.

The full command will be directly executed.

The values of the selected fixtures are set to 100 % and they are active in the programmer.

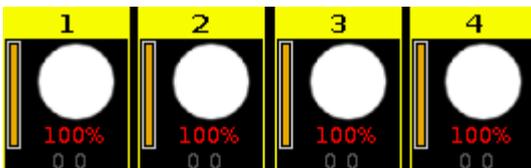


Figure 2: Fixtures at full



### Hint:

Double-check the executed command in the [command line view](#).

## Example 2

Let's assume you will set the intensity of the fixtures 1 thru 3 to 100 %.

**Important:**

Make sure, that no fixtures are selected. If fixtures are selected, the full command will be always execute to all selected fixtures.

- Press **Fixture 1 Thru 3 Full** .

The full command will be directly executed.

The values of the fixtures 1 thru 3 are set to 100 % and they are active in the programmer.

## Example 3

Let's assume you will set the intensity of the executor 1 to 100 %.

This is the same if you would move the fader of executor 1 upwards to the top (= 100 %).

**Important:**

The physical fader doesn't move.  
To grab the fader after the executed full command, move the fader once to the top by yourself.  
The fader works again.

- Press **Exec 1 Full** .

The full command will be directly executed.

The intensity of the executor is set to 100 %.

## 8.26. FullHighlight Command

This page describes the syntax and how to use the FullHighlight command.

 **Important:**  
 If you type the FullHighlight command in the console, by press and hold  + **Full** (=FullHighlight), the command will be directly executed.  
 You can also use the command line along with the virtual keyboard and type the word FullHighlight in.

To go to the FullHighlight command, press and hold  + **Full** (=FullHighlight) at the console. The command will be directly executed.

### Description

With the FullHighlight command, you have all highlight values in the programmer and as actual output. The highlight values are defined from the fixture type library.

### Syntax

To have all highlight values from the selected fixtures in the programmer.



### Example

Let's assume, you have selected fixture 1-4 and you will set them to FullHighlight.

Press  + **Full** (=FullHighlight).

The FullHighlight command will be directly executed.

All highlight values are active in the programmer and you have them as actual output.

ID	Name	Dim	Curve	Pan	Tilt	G1	G2	G2<=>	Anim ation	Anim ation	C1	R
1	 QWO 1	open	0.0	center	center	open	open	zero	open	stop	open	me
2	 QWO 2	open	0.0	center	center	open	open	zero	open	stop	open	me
3	 QWO 3	open	0.0	center	center	open	open	zero	open	stop	open	me
4	 QWO 4	open	0.0	center	center	open	open	zero	open	stop	open	me

Figure 1: Fixtures with highlight values

## 8.27. Go Command

This page describes the syntax and how to use the go command.

To go to the go command, press the small **Go +** on the console.

### Description

With the go command you can e.g.

- go to the next cue of a cue list
- start running an executor

### Syntax

1. Go to the next cue of a cue list.



Go

2. Start running an executor.



Go Executor 1

### Example 1

Let's assume, the executor 1 is running and you will go forward to the next cue on the cue list stored on executor 1.

There are two ways to do this.

- a) Press the small **Go +** (= Go) and the respective executor button .
- b) Press the small **Go +** (= Go) and tap on the respective executor in the [executor bar view](#).

The next cue is running.

### Example 2

Let's assume, the executor 1 is off and you will start it running.

There are two ways to do this.

- a) Press the small **Go +** (= Go) and the respective executor button .
- b) Press the small **Go +** (= Go) and tap on the respective executor in the [executor bar view](#).

The executor starts running with the first cue.

### Related Links

- [Small Go + Key](#)
- [Executor Go Key](#)

## 8.28. GoBack Command

This page describes the syntax and how to use the GoBack command.

To go to the GoBack command, press the small **Go -** on the console.

### Description

With the GoBack command, you go back to the previous cue on a cue list.

### Syntax

Go back to the previous cue on a cue list.

GoBack

### Example

Let's assume, the executor 1 is running and you will go back to the previous cue on the cue list stored on executor 1.

There are two ways to do this.

- Press the small **Go -** (= GoBack) and the respective executor button .
- Press the small **Go -** (= GoBack) and tap on the respective executor in the [executor bar view](#).

The previous cue is running.

### Related Links

- [Small Go - Key](#)
- [Executor Bar View](#)

## 8.29. Goto Command

This page describes the syntax and how to use the Goto command.

To go to the Goto command, press the **Goto** on the console.

### Description

With the Goto command, you go to a specific cue on an executor

- directly along with the cue timings
- with fade time

### Syntax

- Go to cue 2 on executor 1.

Goto Cue 2 Executor 1

2. Go to cue 2 on executor 1 with a fade time of 5 seconds.

Goto Cue 2 Executor 1 Fade 5



### Example 1

Let's assume, you will directly execute cue 2 on the main executor.

Press **Goto** **2** (= Cue 2) **Please**.

Cue 2 from the main executor will be executed.

### Example 2

Let's assume, you will directly execute cue 2 on executor 1.

There are three ways to do this.

a) Press **Goto** **2** (= Cue 2) and then the respective executor button **▶**.

b) Press **Goto** **2** (= Cue 2) and tap on the respective executor in the [executor bar view](#).

c) Press **Goto** **2** (= Cue 2) **Exec** **1** **Please**.

Cue 2 from executor 1 will be executed.

### Example 3

Let's assume, you will go to cue 2 on executor 1 with a fade time of 5 seconds.

Press **Goto** **2** (= Cue 2) **Exec** **1** **Time** (=Fade) **5** **Please**.

Cue 2 will be executed with a fade time of 5 seconds.

### Related Links

- [Goto Key](#)
- [Please Key](#)

## 8.30. Group Command

This page describes the syntax and how to use the group command.

To go to the group command, press **Group** on the console.

### Description

With the group command you select a group from the [groups pool](#).

All fixtures stored in the group are selected in the [fixtures view](#).

The order of the selected fixtures is the same order as you select the fixtures and stored them in a group.

### Syntax

Select a group in the groups pool along with the stored fixtures in it.



### Example

Let's assume, you will select all stored fixtures in group 1.

There are two ways to do this.

a) Tap at group 1 in the [groups pool](#).

b) Press **Group** **1** **Please**.

All fixtures stored in group 1 are selected in the fixtures view.

### Related Links

- [Group Key](#)
- [Groups Pool](#)

### 8.31. Help Command

This page describes the syntax and how to use the help command.

To go to the help command, press **Help** on the console.

#### Description

With the help command you open the manual

- in general
- context sensitive to a command

#### Syntax

1. Open the manual on the console.



```
Help
```

2. Open the context sensitive help to a command.



```
Help Fix
```

#### Example 1

Let's assume, you will open the manual of the MA dot 2.

Press **Help Please**.

Opens the manual on screen 1.

#### Example 2

Let's assume, you will open the context sensitive help to the fix command.

Press **Help Fix Please**.

Opens the help to the fix command on screen 1.

#### Related Links

- [Help Key](#)
- [Please Key](#)

### 8.32. If Command

This page describes the syntax and how to use the if command.

To go to the if command, press and hold **MA** + **If** (= lf) on the console.

## Description

With the if command you can e.g.

- deselect fixtures from the current selection if they are not in a group
- limit the [clone command](#) and clones only if the fixtures is stored on an executor
- limit the [delete command](#) and deletes only a fixture from a cue
- select fixtures only if they are overlapping

## Syntax

1. Deselect fixtures from the current selection if not stored in group 1.



If Group 1

2. Limit the clone command.



Clone Fixture 33 If Executor 1

3. Limit the delete command.



Delete Cue 3 If Fixture 1

## Example 1

Let's assume, you will deselect all current selected fixtures if they are not stored in group 1.

Press and hold  + **If** (= If) **Group 1 Please**.

All fixtures which are not stored in group 1 are deselected.

## Example 2

Let's assume, you will clone the fixture 1 only on executor 2, because you need one more fixtures for the actors light.

Press  + **Copy** (= Clone) **Fixture 1 At 33 Thru 35**  + **If** (= If) and the respective executor button  **Please**.

The console will ask you to [choose the clone method](#).

Fixtures 1 is cloned at fixture 33 thru 35, only on executor 1.

## Example 3

Let's assume, you will delete just fixture 1 from cue 2 on the main executor.

Press **Delete 2** (=Cue 2)  + **If** (= If) **Fixture 1 Please**.

Fixture 1 is deleted from Cue 2 on the main executor.

### Example 4

Let's assume, you will only select the fixtures if they are in the group 1 (front truss) and group 2 (wash lights).

Press **Group 1**  + **If** (= If) **Group 2 Please**.

All fixtures which are overlapping in group 1 and 2 are selected in the fixtures view.

### Related Links

- [If Key](#)
- [Clone Command](#)
- [Delete Command](#)

## 8.33. IfOutput Command

This page describes the syntax and how to use the IfOutput command.

To go to the IfOutput command, press **If** (= IfOutput) on the console.

### Description

With the IfOutput command you can select all fixtures in the [fixtures view](#) with a current

- dimmer output above zero
- dimmer output in a range
- preset output

### Syntax

1. Select all fixtures with a current dimmer output above zero.

```
IfOutput
```



2. Select all fixtures with the current dimmer output between 50 and 75.

```
IfOutput At 50 Thru 75
```



3. Select all fixtures with the current output of color preset cyan.

```
IfOutput Preset 4.2
```



### Example 1

Let's assume, you will select all fixtures with a current dimmer output above zero.

Press **If** (= IfOutput) **Please**.

All fixtures with a current dimmer output are selected in the fixtures view.

### Example 2

Let's assume, you will select all fixtures with a current dimmer output between 50 and 75.

Press **If** (= IfOutput) **At** **50** **Thru** **75** **Please** .

All fixtures with a current dimmer output between 50 and 75 are selected.

### Example 3

Let's assume, you will select all fixtures using currently the color preset "cyan" (4.2) to give them a new color preset "orange".

There are two ways to do this:

a) Press **If** (= IfOutput) and tap at preset "Cyan" in the color presets pool.

b) Press **If** (= IfOutput) **Preset** **4** (= preset pool color) **.** **2** (= second preset in the color preset pool) **Please** .

All fixtures using currently color preset "Cyan" (4.2) are selected and it is easy to give them another color preset.

### Related Links

- [If Key](#)
- [Fixtures View](#)

## 8.34. Invert Command

This page describes the syntax and how to use the **Invert** command.

To go to the Invert command, press **Macro** on the console and tap at Macro 22 "Invert".

Invert is in the [command line](#).

### Description

With the invert command you can:

- Select fixtures which are currently not selected in the [fixtures view](#)
- Deselect fixtures which are currently selected in the [fixtures view](#)

### Syntax

1. Invert all fixtures in group 1.



Invert Group 1

2. Invert fixture selection.



Invert Fixture 1 Thru 3

### Example 1

Let's assume, every second fixture from group 1 is selected in the fixtures view to assign them a blue color. Now, you will select all other from group 1 to assign them an other color.

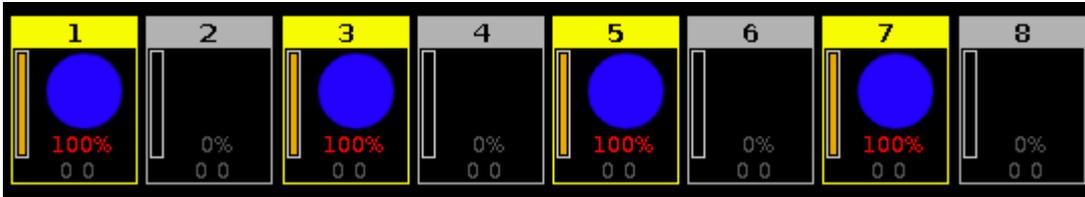


Figure 1: Every second fixture of group 1 are selected

1. Press **Macro** on the console. The **Macros Pool View** opens.
2. Tap at **Macro 22 "Invert"**, press **Group 1 Please**.

All other fixtures in group 1 are selected to assign them an other color.

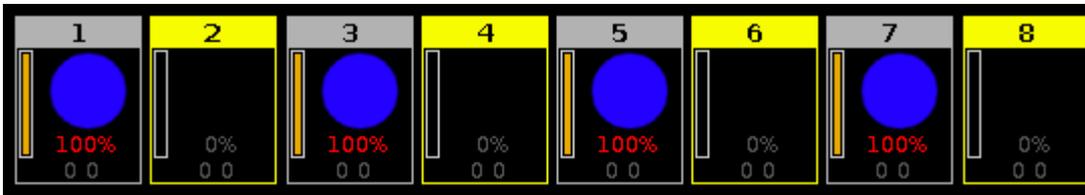


Figure 2: The other fixtures of group 1 are selected

## Example 2

Let's assume, you have fixture 1, 3 and 5 selected. Now you will select fixture 2 and 4.



Figure 3: Fixture 1 + 3 + 5 are selected

1. Press **Macro** on the console. The **Macros Pool View** opens.
2. Tap at **Macro 22 "Invert"**, press **Fixture 1 Thru 5 Please**.

The fixture selection from fixture 1 thru 5 is inverted. The fixture 2 and 4 are selected.

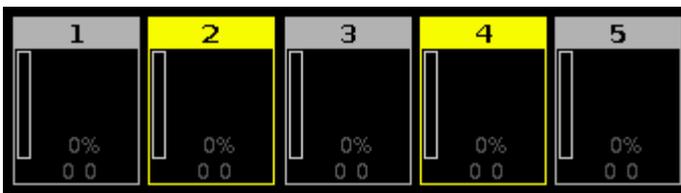


Figure 4: Previous fixture selection is inverted

## 8.35. Label Command

This page describes the syntax and how to use the label command.

To go to the label command, press **Label** on the console.

## Description

With the label command, you can label e.g.

- fixtures in the [fixtures sheet view](#)
- groups in the [groups pool](#)
- presets in the [presets pool](#)

## Syntax

1. Label a fixture.



2. Label a group.



3. Label a preset.



## Example 1

Let's assume, you will label the fixtures 1 thru 10 as Mac700 with a consecutive number at the end, in the fixtures sheet view.

There are two ways to to this.

- a) Press **Label Fixture 1 Thru 10 Please**.
- b) Press **Label** and select the fixtures 1 thru 10 in the fixtures view.

The [Enter Name for Window](#) opens.

Enter "Mac700 1".

Fixture 1 Thru 10 are labeled as Mac700 with a consecutive number at the end, in the fixtures sheet view.

## Example 2

Let's assume, you will label group 1 as "All Studio Colors" in the groups pool.

There are two ways to to this.

- a) Press **Label Group 1 Please**.
- b) Press **Label** and tap at group 1 in the groups pool.

The [Enter Name for Window](#) opens.

Enter "All Studio Colors".

The group is labeled as "All Studio Colors".

### Example 3

Let's assume, you will label the a color preset as "Dark Red".

There are two ways to to this.

a) Press **Label** **Preset** **4** (=Color Preset Pool) **.** **1** (=Preset Object 1) **Please**.

b) Press **Label** and tap at the preset 1 in the color preset pool.

The [Enter Name for Window](#) opens.

Enter "Dark Red".

The color preset is labeled as "Dark Red".

### Related Links

- [Label Key](#)
- [Fixtures View](#)
- [Groups Pool](#)
- [Presets Pool](#)

## 8.36. Learn Command

This page describes the syntax and how to use the learn command.

To go to the learn command, press **Speed** on the console.

Learn is in the [command line](#) now.



Learn

### Description

With the learn command you set the speed by tapping for:

- Chaser
- Effects
- Master rate
- Master speed

### Syntax

Set the speed of objects by tapping.



Learn

## Examples

Here are a few examples how you can use the learn command.

### Example 1

Let's assume, you will set the speed of a chaser.

Press and hold **Speed** (= Learn) and press the executor button of the chaser several times in that speed you like to have it.

The chaser learns the speed of the tapping of the executor button.

### Example 2

Let's assume, you will set the speed of an effect.

Press and hold **Speed** (= Learn) and press the executor button of the effect several times in that speed you like to have it.

The effect learns the speed of the tapping of the executor button.

### Example 3

Let's assume, you will set the speed of the master rate.

Press and hold **Speed** (= Learn) and press the executor button of the master rate several times in that speed you like to have it.

The master rate learns the speed of the tapping of the executor button.

### 8.37. Macro Command

This page describes the syntax and how to use the marco command.

To go to the macro command, press **Macro** on the console.

#### Description

With the macro command, you start a macro from the [macro pool](#).

#### Syntax

Start a macro.



Macro 1

#### Example

Let's assume, you will start macro 1 (e.g. +5 %) to the selected fixtures.

Press **Macro 1 Please**.

Macro 1 is started.

#### Related Links

- [Macro Key](#)
- [Macro Pool](#)

### 8.38. MidiNote Command

This page describes the syntax and how to use the **MidiNote** command.

To use the MidiNote command, type **MidiNote** or the short cut **Mn** in the [command line](#).

#### Description

With the MidiNote command, you send MIDI Note messages via the Midi Out port at the back of the console.

If a MIDI channel is entered in the command, the entered MIDI channel will be used.

If no MIDI channel is entered, the MIDI out channel in the [MIDI Show Control window](#) is used.

If a velocity is entered in the command, the entered velocity will be used.

If no velocity is entered, velocity 127 (full) will be used.

If the dot2 is in a session, the MIDI Notes messages will be send only on the session master to avoid double traffic.

If the Off command is used, a MidiNote Off is sent.



**Hint:**

To double-check the sent MIDI Notes, press **Tools** and tap under column MIDI at in the **MIDI Monitor**. For more information, see [MIDI Monitor](#).

Syntax

1. Send MIDI Note with the selected MIDI channel from the [MIDI Show Control window](#) and full velocity (127).



2. Send MIDI Note with defined MIDI channel and full velocity (127).



3. Send MIDI Note with the selected MIDI channel from the [MIDI Show Control window](#) and a velocity of 60.



4. Send a MIDI Note Off.



Example

Let's assume, you will send a MIDI note on a specific cue to trigger a sound station.

**Requirements:**

- Connected sound station device e.g. computer on the MIDI Out connector.
- Stored cue on an executor.

Open the [cues view](#) and type in the CMD (= command) column the following syntax: **MidiNote 12**

Off Time: 0.0s		Cues of "Exec 'Main'"					TC Record		
Number	Control Fade	Control Delay	Shapers Fade	Shapers Delay	Video Fade	Video Delay	CMD	Snap Percent	
1	2	0	2	0	2	0	MidiNote 12	0.00%	
2	2	0	2	0	2	0	MidiNote 15	0.00%	
3	2	0	2	0	2	0	MidiNote 20	0.00%	

Figure 1: Cues View with MIDI Notes in the CMD column

The MIDI note will be send if the cue is executed and will trigger the connected sound station.

8.39. Move Command

This page describes the syntax and how to use the move command.

To go to the move command, press **Move** on the console.

## Description

With the move command you can move objects e.g.:

- Groups to another position in the [groups pool](#)
- Presets to another position in the [presets pool](#)
- Executors to another position in the [executor pool](#) or to another [page pool](#)

## Syntax

1. Move a group to another position.

```
Move Group 1 At 3
```



2. Move a preset to another position.

```
Move Preset 1 At 3
```



3. Move an executor to another position on the same page.

```
Move Executor 1 At 3
```



4. Move an executor to another position on another page.

```
Move Executor 1.1 At 2.1
```



5. Move the main executor to executor six at page 1.

```
Move Executor 0.1.1 at 1.6
```



## Example 1

Let's assume, you will move group 50 at 1.

There are two ways to do this.

- a) Press **Move Group 50 At 1 Please**.
- b) Press **Move**, tap on **group 50** in the [groups pool](#), and then tap at **object tile 1**.

Group 50 is moved and is now group 1.

## Example 2

Let's assume, you will move color preset type 2 at 5.

**Hint:**

If you move a preset type what is used in a cue, the assignment in the cue will redirect automatically to the new preset type number.

1. Open the [color presets pool](#).

There are two ways to do this.

- a) Press **Move** **Preset** **2** **At** **5** **Please**.
- b) Press **Move**, tap on color  in the color presets pool, and then tap at .

Color preset 2 is moved and is now color preset 5.

### Example 3

Let's assume, you will move the executor from position 1 at position 6.

There are three ways to do this:

- a) Press **Move** **Exec** **1** **At** **6** **Please**.
- b) Press **Move**, tap on  in the [executor pool](#) and then tap on .
- c) Press **Move**, press executor button 1  on the console and then press executor button 6  at the console.

The executor is moved from position 1 at position 6.

### Example 4

Let's assume, you will move executor 1 from page 1 at page 2.

There are three ways to do this:

- a) Press **Move** **Exec** **1** (=Page 1) **.** **1** (=Executor 1) **At** **Exec** **2** (=Page 2) **.** **1** (=Executor 1) **Please**.
- b) Press **Move**, tap on  at page 1 in the [executor pool](#) and tap on  at page 2.
- c) Press **Move**, tap on  at page 1 in the [executor bar view](#) and tap on  at page 2.

Executor 1 is moved from page 1 at page 2.

### Example 5

Let's assume, you will move the main executor to executor 6 on page 1.

There are three ways to do this:

- a) Press **Move** and then one of the large main executor buttons, e.g. the large Pause and then press executor button 6 .
- b) Press **Move** **Exec** **0** **.** **1** **.** **1** (= Main Executor) **At** **Exec** **1** (=Page 1) **.** **6** (=Executor 6) **Please**.
- c) Press **Move**, tap on  in the [executor bar view](#) and tap on  at page 1.

The main executor is moved to executor 6 on page 1.

## 8.40. Off Command

This page describes the syntax and how to use the off command.

To go to the off command, press **Off** on the console.

### Description

With the off command you can

- turn an executor off
- turn an executor with fade time off
- turn off all normal executors assigned with a cue list
- remove selected fixtures from the [fixtures view](#)

### Syntax

1. Turn off the main executor.



Off

2. Turn off an executor with fade time.



Off Executor 1 Fade 2

3. Turn off all normal executors with a cue list.



Off Thru

4. Remove fixtures along with their values from the programmer in the fixtures view.



Off Fixture 3

### Example 1

Let's assume, you will turn executor 1 off.

There are three ways to do this.

- a) Press **Off**, and the respective executor button .
- b) Press **Off** **Exec** **1** **Please**.
- c) Press **Off**, and tap the respective executor button in the [executor bar view](#).

Executor 1 is off.

### Example 2

Let's assume, you will turn executor 1 off with a fade time of 2 seconds.

Press **Off** **Exec** **1** **Time** (=Fade) **2** **Please** .

Executor 1 will go off by a fade time of 2 seconds.

### Example 3

Let's assume, you will turn off all normal executors with a cue list.

Press **Off** **Thru** **Please** .

All normal executors with a cue list are off.

### Example 4

Let's assume, you have selected the fixtures 1 thru 10 and you will remove fixture 5 along with their values from the programmer in the fixtures view.

There are two ways to do this:

a) Press **Off** and then tap on fixture 5 in the [fixtures view](#).

b) Press **Off** **Fixture** **5** **Please** .

Fixture 5 and their values are removed from the selection.

### Related Links

- [Off Key](#)
- [Executor Bar View](#)
- [Fixtures View](#)

## 8.41. On Command

This page describes the syntax and how to use the on command.

To go to the on command, press **On** on the console.

### Description

With the on command you can

- turn on an executor
- turn on an executor with fade time
- turn on all normal executors assigned with a cue list
- activate all values of a fixture in the programmer
- activate all values from a preset type for the selected fixtures in the programmer

## Syntax

1. Turn on an executor.

On 

2. Turn on an executor with fade time.

On Executor 1 Fade 2 

3. Turn on all normal executors with a cue list.

On Thru 

4. Activate all values of a fixture in the programmer.

On Fixture 1 

5. Active all values from a preset type for the selected fixtures in the programmer.

On PresetType 1 

## Example 1

Let's assume, you will turn on executor 1.

There are three ways to do this.

- a) Press **On**, and the respective executor button .
- b) Press **On** **Exec** **1** **Please**.
- c) Press **On**, and tap the respective executor button in the [executor bar view](#).

Executor 1 is on.

## Example 2

Let's assume, you will turn on executor 1 with a fade time of 2 seconds.

Press **On** **Exec** **1** **Time** (=Fade) **2** **Please**.

Executor 1 will go on with a fade time of 2 seconds.

## Example 3

Let's assume, you will turn on all normal executors with a cue list on the current page.

Press **On** **Thru** **Please**.

All normal executors with a cue list on the current page are turned on.

#### Example 4

Let's assume, you will activate all values from fixture 1 thru 10 in the programmer.

There are two ways to do this:

- a) Press **On** **Fixture** **1** **Thru** **10** **Please**.
- b) Select fixture 1 thru 10 in the fixtures view and press twice **Please**.

All values from fixture 1 thru 10 are active in the programmer.

#### Example 5

Let's assume, you will active all dimmer values for the selected fixtures in the programmer.

There are three ways to do this:

- a) Press **On**  + **Preset** (= PresetType) **1** **Please**.
- b) Press **On**  + **Preset** (= PresetType) **Dimmer** **Please**.
- c) Double press **Dimmer** in the [preset type bar](#).

The dimmer values from the selected fixtures are active in the programmer.

#### Related Links

- [On Key](#)
- [Executor Bar View](#)
- [Please Key](#)

## 8.42. OutDelay Command

This page describes the syntax and how to use the OutDelay command.

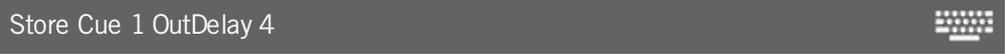
To go to the OutDelay command it is necessary to press another function key before, e.g. **Store** and then four times **Time**.

### Description

With the OutDelay command, you can store a cue and set its out delay time. Out delay is a waiting time for getting smaller dimmer values.

### Syntax

Store a cue and set its out delay time.



### Example

Let's assume, you will store a new cue 1 on the main executor and set its out delay time of 4 seconds.

There are three ways to do this:

- Press **Store** **1** (= Cue 1) four times **Time** (= OutDelay) **4** **Please**.
- Press **Store** **1** (= Cue 1) four times **Time** (= OutDelay) **4** and the large **Go**.
- Press **Store** **1** (= Cue 1) four times **Time** (= OutDelay) **4** and tap on the main executor in the [executor bar view](#).

Cue 1 is stored on the main executor with an out delay time of 4 seconds.



Double check the out delay time in the [cues view](#).

### Related Links

- [Time Key](#)
- [Cues View](#)
- [Executor Bar Window](#)

## 8.43. OutFade Command

This page describes the syntax and how to use the OutFade command.

To go to the OutFade command it is necessary to press another function key before, e.g. **Store** and press **Time** twice (= OutFade).

### Description

With the OutFade command, you can indicate out fade times

- for a new cue with out fade time
- in a existing cue

Indicate out fade times for getting smaller dimmer values.

### Syntax

1. Store a new cue 1 with an out fade time of 4 seconds.

```
Store Cue 1 OutFade 4
```



2. Assign a out fade time of 5 seconds to the existing cue 3 on executor 1.

```
Assign OutFade 5 Cue 3 Executor 1
```



### Example 1

Let's assume, you will store a new cue on the main executor with an out fade time of 4 seconds.

Press **Store** **1** (= Cue 1) two times **Time** (= OutFade) **4** **Please**.

Cue 1 is stored with an out fade time of 4 seconds.



Double check the cue timing in the [Cues View](#).

### Example 2

Let's assume, you will assign an out fade time of 5 seconds to the existing cue 3 stored on executor 1.

Press **Assign** + **Label** (=Assign) two times **Time** (= OutFade) **5** **Cue** **3** **Exec** **1** **Please**.

Cue 3 on executor 1 has now an out fade time of 5 seconds.

### Related Links

- [Time Key](#)
- [Cues View](#)
- [Store Command](#)

## 8.44 Page Command

## Off Page Command

This page describes the syntax and how to use the page command.

To go to the page command, press **Page** on the console.

## Description

With the page command, you can e.g.

- turn off all executors from a page
- delete a page
- store a page
- label a page

## Syntax

1. Turn off all executors from a page.

```
Off Page 1
```

2. Delete a page.

```
Delete Page 1
```

3. Store a new page.

```
Store Page 2
```

4. Label a page.

```
Label Page 1
```

## Example 1

Let's assume, you will turn off all executor on page 1.

There are two ways to do this:

- a) Press **Off** **Page** **1** **Please**.
- b) Press **Off** and tap on page 1 in the [page pool](#).

All executors stored on page 1 are off.

## Example 2

Let's assume, you will delete all executors stored on page 1.

There are two ways to do this.

- a) Press **Delete** **Page** **1** **Please**.

b) Press **Delete** and tap on page 1 in the [page pool](#).

All executors stored on page 1 are deleted.

### Example 3

Let's assume, you will create a new page 3.

There are two ways to do this:

a) Press **Store** **Page** **3** **Please**.

b) Press **Page +** until you reach page 3.

Page 3 is created.

### Example 4

Let's assume, you will label page 2 as effects.

There are two ways to do this:

a) Press **Label** **Page** **2** **Please**.

b) Press **Label** and tap on page 2 in the [page pool](#).

The [Enter Name for Window](#) opens.

### Related Links

- [Page Pool View](#)
- [Page Key](#)
- [Page + Key](#)

## 8.45. Park Command

This page describes the syntax and how to use the Park command.

To go to the Park command, press and hold **MA** + **Pause** (=Park) on the console.

Park is in the [command line](#).

### Description

With the Park command, you can park

- the current value of a fixture
- a specific value of a fixture
- the values of a preset type from a fixture selection
- a specific DMX channel



Parked DMX channels are displayed with a blue background in the [DMX view](#).



If you want to unpark DMX channels, open the [tools window](#).

## Syntax

1. Park the the current values of a fixture.

Park Fixture 1



2. Park all attributes of fixture 1 at 100 %.

Park Fixture 1 At 100



3. Park the values of the dimmer preset type of the current fixture selection.

Park PresetType Dimmer



4. Park a specific DMX channel.

Park DMX 1.1



## Example 1

Let's assume you will park the current values of fixture 1.

There are two ways to do this:

- a) Press and hold  + **Pause** (=Park) and tap at fixture 1 in the [fixtures view](#).
- b) Press and hold  + **Pause** (=Park) **Fixture 1 Please**.

## Example 2

Let's assume you will park all attributes of fixture 1 at 100 %.

Press and hold  + **Pause** (=Park) **Fixture 1 At 1 0 0 Please**.

All attributes of fixture 1 are parked at 100 %.

## Example 3

Let's assume you will park all dimmer values of the current fixture selection.

There are two ways to do this:

- a) Press and hold  + **Pause** (=Park) and tap at **Dimmer** in the [preset type bar](#).
- b) Press and hold  + **Pause** (=Park)  + **Preset** (=PresetType) and enter in the command line the word **Dimmer**. Tap **Enter**.

All dimmer values of the current fixture selection are parked.

#### Example 4

Let's assume you will park DMX channel 1.2.

There are two ways to do this:

- a) Press and hold  +  (=Park) and tap at DMX channel 1.2 in the [DMX view](#).
- b) Press and hold  +  (=Park)     .

DMX channel 1.2 is parked.

#### Related Links

- [DMX View](#)
- [Fixtures View](#)
- [Preset Type Bar](#)

## 8.46. Pause Command

This page describes the syntax and how to use the pause command.

To go to the pause command, press the small  key on the console.

### Description

With the pause command, you can

- pause a crossfade between two cues
- pause a effect stored in a cue
- stop a current pause of an executor

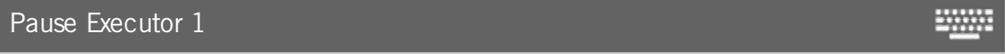
The pause command is a toggle function.

If the executor is running, the pause command will set it to a pause.

If the executor is set to a pause, the pause command will stop the pause and keep him running again.

### Syntax

To pause and stop a pause of an executor.



Pause Executor 1

### Example 1

Let's assume you will pause the chaser on executor 1.

Press the small  and then the respective executor button  on the console.

The executor 1 is set to pause.

### Example 2

Let's assume you will stop the pause on executor 1 and keep the chaser running again.

Press the small  and then the respective executor button  on the console.

The executor is running again.

### Related Links

- [Pause Key](#)
- [Executor Button \[Go\]](#)

## 8.47. Preset Command

This page describes the syntax and how to use the preset command.

To go to the preset command, press **Preset** on the console.

### Description

With the preset command, you can e.g.

- label a preset
- apply presets to fixtures

### Syntax

1. Label a preset.



```
Label Preset 1
```

2. Apply a preset to a fixture.



```
Fixture 1 At Preset 1
```

### Example 1

Let's assume, you will label dimmer preset 1 as "close".

1. Open the [dimmer presets pool](#).
2. a) Press **Label** **Preset** **1** **Please**.
2. b) Press **Label** and tap on preset 1 in the dimmer preset pool.

The [Enter Name for Window](#) opens.

### Example 2

Let's assume, you will apply color preset 2 (= red) to fixture 1.

There are two ways to do this:

- a) Select fixture 1 in the [fixtures view](#), open the [color presets pool](#) and tap on preset 2 (= red).
- b) Press **Fixture** **1** **At** **Preset** **4** (= color presets pool) **.** **2** (= preset 2 red) **Please**.

Preset 2 from the color preset pool is applied at fixture 1.

### Related Links

- [Preset Key](#)
- [Presets Pools](#)

## 8.48. PresetType Command

This page describes the syntax and how to use the PresetType command.

To go to the PresetType command, press and hold  and  on the console.

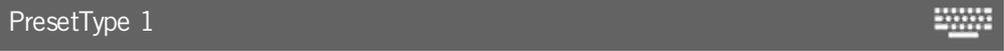
## Description

With the PresetType command, you open a

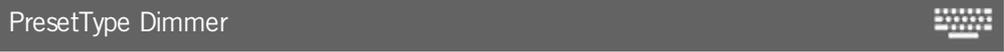
- preset type pool by preset type number
- preset type pool by preset type name

## Syntax

1. Open a preset type pool by preset type number.



2. Open a preset type pool by preset type name.



## Example 1

Let's assume, you will open the color preset pool by number.

Requirement:  is selected in the [view bar](#).

There are two ways to do this:

- a) Tap  in the [preset type bar](#).
- b) Press  +  (= PresetType)  (= number of the color preset type) .

The color preset pool is open.

## Example 2

Let's assume, you will open the control preset type pool by preset type name.

Requirement:  is selected in the [view bar](#)

There are two ways to do this:

- a) Tap  in the [preset type bar](#).
- b) Press  +  (= PresetType) and enter in the command line the word **Control**. Tap .

The control preset pool is open.

## Related Links

- [Preset Key](#)
- [MA Key](#)
- [Preset Type Bar](#)

- [How to work with Presets?](#)

## 8.49. Preview Command

This page describes the syntax and how to use the preview command.

To go to the preview command, press **Prw** on the console.

Preview is in the [command line](#).

### Description

With the Preview command you get a preview of the programmed output in the [fixtures view](#) and in the dot2 3D, without having an actual DMX output.

You can use the Preview command for preview

- executors
- cues



#### Hint:

If the console is in the preview mode, the **Prw** key is blinking and the title bar of the fixtures sheet changes into red.



#### Hint:

To leave the preview mode, press **Esc** or **Off Prw** on the console.

### Syntax

1. To get a preview from an executor 102.



Preview ExecButton1 1.102

2. To get a preview from cue 1 on the main executor.



Preview Cue 1

### Example 1

Let's assume you will have a preview of the programmed executor 102 without having an actual DMX output.

There are five ways to do this:

- a) Press **Prw** and tap at executor 102 in the [executor bar window](#).
- b) Press **Prw** and tap at executor 102 in the [executor pool view](#).
- c) Press **Prw** and tap at executor 102 in the [virtual playbacks view](#).

- d) Press **Prw** and press the actual **executor button** of executor 102 on the console.
- e) Press **Prw** **Exec** **1** **0** **2** **Please**.

The preview of executor 102 is visible in the [fixtures view](#) without having a DMX output.

**Hint:**

To have a quick overview in the preview mode about different executors at the same time, press and hold the **Prw** key and press the different **executor buttons** on the console.

### Example 2

Let's assume you will have a preview of cue 1 on the main executor without having an actual DMX output.

**Requirement:** The main executor is off.

There are three ways to do this:

- a) Press **Prw** and tap at cue 1 in the [cues view](#) of the main executor.
- b) Press **Prw** **Cue** **1** **Please**.
- c) Press **Prw** **Please**.

The preview of cue 1 on the main executor is visible in the [fixtures view](#) without having a DMX output.

### Example 3

Let's assume you will step thru the cue list on the main executor with cue timing and without having an actual DMX output.

1. Open the main executor in the preview mode, press **Prw** **Please**.  
Cue 1 on the main executor is in preview.
2. Press the small **Go+** (=Go) **Prw**.  
Cue 2 on the main executor is in preview with cue timing, e.g. fade.

**Hint:**

To go back from cue 2 to cue 1 in the preview mode use the small **Go-** and **Prw** on the console.

### Example 4

Let's assume you will step thru the cue list stored on executor 2 without having actual DMX output.

1. Open executor 2 in the preview mode, press **Prw** and the executor button of executor 2   
Cue 1 of Executor 2 is in preview.
2. Press **Prw** and then **Next**.  
Cue 2 of Executor 2 is in preview.
3. Repeat step 2 until you reach the end of the cue list.

**Hint:**

To step thru the cue list backwards, press **Prw** **Prev**.

## 8.50. Rate Command

This page describes the syntax and how to use the rate command.

To go to the rate command it is necessary to press another function key before, e.g. **Store** and then **Speed**.

### Description

With the rate command you can store on an executor a:

- Master Speed
- Master Rate

For more information about what is a master speed or a master rate, refer to the [glossary](#).

### Syntax

Store a master speed or master rate on an executor.



### Example

Let's assume, you will store a master rate on executor 6.

There are four ways to do this:

- Press **Store** **Speed** (= Rate) **Exec** **6** **Please**.
- Press **Store** **Speed** (= Rate) and press the respective executor button .
- Press **Store** **Speed** (= Rate) and tap on executor 6 in the [executor bar view](#).
- Tap on empty executor 6 in the executor bar view. The [empty executor window](#) opens. Tap **[Store]>[Speed]>[Executor]**, then tap **Master Rate**.

## 8.51. Record Command

This page describes the syntax and how to use the **Record** command.

To use the Record command, type **Record** in the [command line](#).

### Description

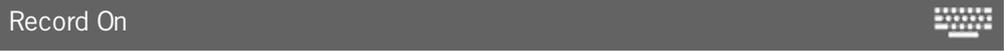
With the Record command you can,

- turn on
- turn off

a timecode record for an executor.

### Syntax

1. Turn on a timecode record.



2. Turn off a timecode record.



### Example

Let's assume, you will start a timecode record for executor 6.

1. Open the [command line window](#) to use the virtual keyboard and type



2. Press **Please** .

The timecode record starts and the flashing **record icon**  is visible in the [executor bar](#) and the [executor bar window](#).

## 8.52. Remove Command

This page describes the syntax and how to use the remove command.

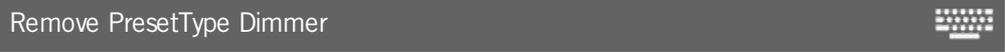
To go to the remove command, press and hold **MA** and **Delete** on the console.

### Description

With the remove command, you remove stored values from a cue.  
Remove works always along with a merge in a existing cue.

### Syntax

Remove dimmer values.



### Example

Let's assume, you will remove the dimmer value of fixture 4 in cue 2.

1. Select the fixture type in the [fixtures view](#).
2. Press **MA** + **Delete** (= Remove) and tap on **Dimmer** in the [preset type bar](#).  
The remove value is in the fixtures sheet view visible.

ID	Name	Dim
1	QWO 1	closed
2	QWO 2	closed
3	QWO 3	closed
4	QWO 4	Remove

Figure 1: Remove values in the fixture sheet

3. Press **Store** **2** (= Cue 2) **Please**.

The dimmer values of fixture 4 in cue 2 are removed.

## 8.53. Replace Command

This page describes the syntax and how to use the replace command.

To go to the replace command, press and hold **MA** and **Move** on the console.  
Replace is in the command line.

If you press **Move** after a **Replace** is in the command line, the command will be **With**.

## Description

With the replace command, you can replace

- Presets with Presets
- Fixtures with Fixtures
- Groups with Groups

for an executor or in the show file.

## Syntax

1. Replace a preset if it is used on a executor.

```
Replace Preset 1 With Preset 2 If Executor 1.2
```

2. Replace a fixture.

```
Replace Fixture 1 With Fixture 2
```

3. Replace a group.

```
Replace Group 1 With Group 2
```

## Example 1

Let's assume, you will replace position preset 4 "Singer" with position preset 5 "Piano" if it is used on executor 2.

1. Open the position presets pool.
2. Press  + **Move** (=Replace), tap at , press **Move** (=With), tap at , press **If** and executor button 2  **Please**.

```
Replace Preset 2.4 With Preset 2.5 If ExecButton 1.2
```

The console gives you an overview about how many objects will change and asks, to confirm the replace operation. To apply and leave the window, tap .

To apply and get a detailed report, tap .

Preset 4 "Singer" is replaced with preset 5 "Piano" if it was used on executor 2.

## Example 2

Let's assume, you will replace fixture 1 with fixture 2 if it is used on executor 1.

Press  + **Move** (=Replace) **Fixture 1** **Move** (=With) **Fixture 2** **If**, press executor button 1 .

```
Replace Fixture 1 With Fixture 2 If ExecButton 1.1
```

The console gives you an overview about how many objects will change and asks, to confirm the replace operation.

To apply and leave the window, tap **Ok**.

To apply and get a detailed report, tap **Ok Create Report**.

Fixture 1 is replaced with fixture 2 if it was used on executor 1.

### Example 3

Let's assume, you will replace group 1 with group 2.



#### Important:

Replace group will not replace the group in the groups view.

It will replace the fixtures using in the group in the show file. This is the same as replace fixture with fixture.

There are two ways to do this:

a) Press **MA** + **Move** (=Replace) **Group 1** **Move** (=With) **Group 2** **Please**.

b) Open the [groups view](#). Press **MA** + **Move** (=Replace), tap at **Group 1**, press **Move** (=With), tap at **Group 2** **Please**.

The console gives you an overview about how many objects will change and asks, to confirm the replace operation.

To apply and leave the window, tap **Ok**.

To apply and get a detailed report, tap **Ok Create Report**.

All fixtures stored in group 1 are replaced with the fixtures stored in group 2.

### Example 4

Let's assume, you will delete fixture 1 from all places where it is stored in (groups, presets and executors).

Press **MA** + **Move** (=Replace) **Fixture 1** **Move** (=With) **Please**.

The console gives you an overview about how many objects will change and asks, to confirm the replace operation.

To apply and leave the window, tap **Ok**.

To apply and get a detailed report, tap **Ok Create Report**.

Fixture 1 is deleted from all places in the show file, where it was stored in.

## 8.54. Select Command

This page describes the syntax and how to use the select command.

To go to the select command, press **Select** on the console.

### Description

With the select command, you select fixtures

- by DMX address
- from a cue list stored on a executor
- from a specific cue

The selected fixtures are displayed in the [fixtures view](#).

## Syntax

1. Select fixtures in the fixtures view by DMX address.



2. Select all fixtures from a cue list stored on a executor.



3. Select all fixtures in a specific cue.



## Example 1

Let's assume, you will select the fixture using the DMX address 1.1.

Press **Select** and tap in the [DMX view](#) at .

The fixture with the DMX address 1.1 is selected.

## Example 2

Let's assume, you will select all fixtures from the cue list, stored on executor 1.

There are three ways to do this:

- a) Press **Select** and then press the respective executor button e.g. **▶**.
- b) Press **Select** and then tap on  in the [executor bar view](#).
- c) Press **Select** **Exec** **1** **Please**.

All fixtures stored on executor 1 are selected in the fixtures view.

## Example 3

Let's assume, you will select all fixtures from cue 1 on executor 1.

There are three ways to do this:

- a) Press **Select** **Cue** **1** and then press the respective executor button e.g. **▶**.
- b) Press **Select** **Cue** **1** and then tap on  in the [executor bar view](#).

c) Press **Select** **Cue** **1** **Exec** **1** **Please** .

All fixtures from cue 1 on executor 1 are selected.

## Related Links

- [Select Key](#)
- [Fixtures View](#)
- [Executor Bar View](#)
- [DMX View](#)

## 8.55. Selection Command

This page describes the syntax and how to use the Selection command.

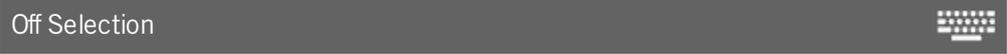
To go to the Selection command, press and hold  and **Fixture** on the console.

## Description

With the Selection command, you can deselect the current selection of fixtures. The fixtures are removed from the [programmer](#).

## Syntax

Deselect the current selection of fixtures and remove them from the programmer.



## Example

Let's assume, you will deselect the current selection of fixtures and remove them from the programmer.

ID	Name	Dim
1	 QWO 1	50.0
2	 QWO 2	50.0

Figure 1: Selected fixtures in the programmer.

ID	Name	Dim
1	 QWO 1	closed
2	 QWO 2	closed

Figure 2: Deselected fixtures in the programmer.

Press **Off**  + **Fixture** (= Selection) **Please** .

The current selection of fixtures is deselected.

## 8.56. SetIP Command

This page describes the syntax and how to use the **SetIP** command.

To use the SetIP command, type **SetIP** in the [command line](#).

### Description

**Important:**

Before using the SetIP command, save the show file. To save the show file, press **Backup** **Backup**. This is necessary because after the SetIP command, the console needs a reboot to apply the new IP address.

**Important:**

The Art-Net IP address has to be an address with 2.x.x.x. or 10.x.x.x. .

With the SetIP command, you can:

- Change the Art-Net IP address
- Change the sACN IP address
- See the available Ethernet interfaces along with their IP address in the [command line window](#).

After an IP address change, a reboot is necessary.

### Syntax

1. Change the Art-Net IP address.

```
SetIP eth0:1 2.2.3.5
```



2. Change the sACN IP address.

```
SetIP eth0 192.168.0.5
```



3. Displays the available Ethernet interfaces along with their IP address in the [command line window](#).

```
SetIP
```



### Example

Let's assume, it is necessary in your network to change the Art-Net IP address.

1. To save the show file, press **Backup** **Backup**.
2. Open the [command line window](#) to use the virtual keyboard and type:

```
SetIP eth0:1 2.2.3.5
```



3. Press **Please**.

The console ask if you want to reboot now.

4. Tap **Reboot Now**.

The console reboots and new IP address is applied.

## 8.57. SnapPercent Command

This page describes the syntax and how to use the SnapPercent command.

To go to the SnapPercent command, it is necessary to press another function key before, e.g. **Store** and then five times **Time**.

### Description

With the SnapPercent command, you set a snap time.

The snap time is a delay time for non fading parameters, eg. gobo or colorwheel.

### Syntax

1. Store a cue with a snap percent of 4 %.

Store Cue 1 SnapPercent 4



2. Assign a snap percent to an existing cue.

Assign Cue 1 SnapPercent 4



### Example 1

Let's assume, you will store a new cue 1 on executor 4 with a snap percent of 2.

There are three ways to do this:

- a) Press **Store** **1** (= Cue 1) **Exec** **4** five times **Time** (= SnapPercent) **2** **Please**.
- b) Press **Store** **1** (= Cue 1) five times **Time** (= SnapPercent) **2** and press the respective executor button **▶**.
- c) Press **Store** **1** (= Cue 1) five times **Time** (= SnapPercent) **2** and tap on executor 4 in the [executor bar view](#).

Cue 1 is stored on executor 4 along with a snap percent of 2.

### Example 2

Let's assume, you have stored cue 1 on the main executor and now you will add a snap percent of 2.

Press **MA** + **Label** (= Assign) **1** (= Cue 1) five times **Time** (= SnapPercent) **2** **Please**.

The snap percent of 2 is assigned at cue 1 on the main executor.



Double check the assigned snap percent in the [cues view](#).

### Related Links

- [Time Key](#)
- [Cues View](#)

## 8.58. Stomp Command

This page describes the syntax and how to use the Stomp command.

To go to the Stomp command press and hold  +  (= Stomp) on the console.

### Description

With the Stomp command, you mute running effects.

This is useful for pan tilt effects, because they are relative effects and a new pan tilt value does not mute the current effect.

The stomp command is the same as the stomp in the [effects view](#).

### Syntax

Mute a running effect.



Stomp

### Example

Let's assume, you will mute all position preset type effects.

There are two ways to do this:

- Open the [position effects view](#) and tap at .
- Press  +  (= Stomp) and tap at  in the [preset type bar](#).

All position effects are mute.

### Related Links

- [MA Key](#)
- [At Key](#)
- [Effects View](#)

## 8.59. Store Command

This page describes the syntax and how to use the Store command.

To go to the Store command, press  on the console.

### Description

With the Store command, you can store e.g.

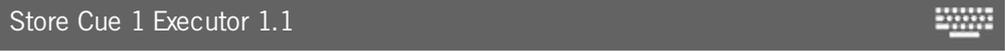
- a cue on an executor
- a selection of fixtures as a group in the [groups view](#)
- an active value in a [preset pool](#)

- a master speed or master rate fader on an executor

For more information about cues, refer to [How to work with Cues?](#)

## Syntax

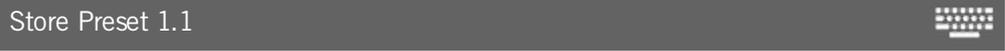
Store a cue on an executor.



Store a selection of fixtures as a group in the groups view.



Store an active dimmer value as dimmer preset in the dimmer presets pool.



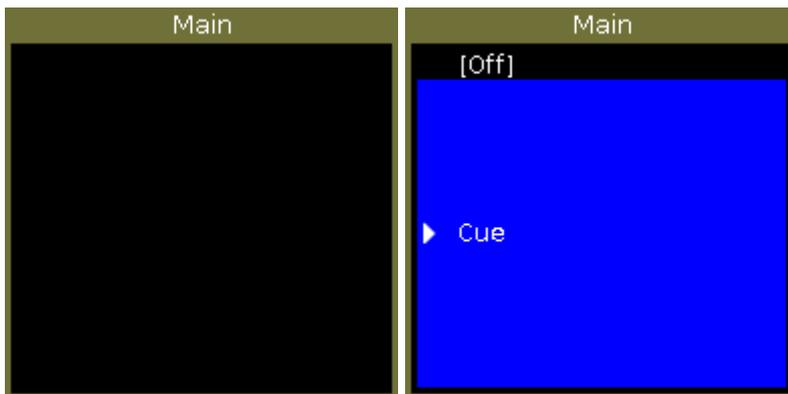
Store a master speed fader on an executor.



## Examples

### Example 1

Let's assume you will store the created cue as cue 1 on the main executor.



There are three different ways to do this.

- Press **Store** **1** (=Cue 1) **Please**.
- Press **Store** **1** (=Cue 1) and tap on the **main executor** in the [executor bar view](#).
- Press **Store** and press the large **Go** on the console.

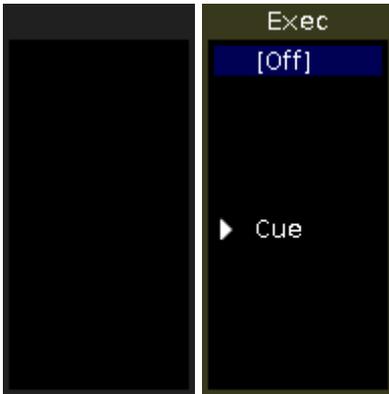
If it is the second cue on the executor button, the console will ask you to choose the store method.

The cue is stored on the main executor as cue 1.

---

### Example 2

Let's assume you will store the created cue on an executor button 1.



There are three different ways to do this.

- Press **Store** **1** (=Cue 1) **Exec** **1** **Please**.
- Press **Store** **1** (=Cue 1) and tap on the `executor 1` in the [executor bar view](#).
- Press **Store** **1** (=Cue 1) and press the respective executor button e.g.  on the console.

The cue is stored on executor 1.

---

### Example 3

Let's assume you will store a selection of fixtures as group 1 in the [groups view](#).

There are two different ways to do this.

- Press **Store** **Group** **1** **Please**.
- Press **Store** and tap on the `button of group 1` in the groups view.

The selection of fixtures is stored as group 1 in the groups view.

---

### Example 4

Let's assume you will store an active dimmer value as dimmer preset 1 in the dimmer [preset pool](#).

There are two different ways to do this.

- Press **Store** **Preset** **1** (= dimmer preset pool) **.** **1** (= preset object 1) **Please**.
- Press **Store** and tap on the `button of dimmer preset 1` in the dimmer preset pool.

The dimmer value is stored as dimmer preset 1 in the dimmer preset pool.

---

### Example 5

Let's assume you will store a master speed fader on executor 3.

There are three different ways to do this.

- Press **Store** **Speed** (= Rate) **Exec** **3** **Please**.
- Press **Store** **Speed** (= Rate) and tap on the `executor 3` in the [executor bar view](#).
- Press **Store** **Speed** (= Rate) press the respective executor button e.g.  on the console.

The console asks, to select the speed master type. Tap `Master Speed`.

A master speed fader is stored on executor 3.

## 8.60. StoreLook Command

This page describes the syntax and how to use the StoreLook command.

To go to the StoreLook command, press and hold  and **Store** on the console.

### Description

With the StoreLook command, you can store your actual look as a cue on an executor.

The StoreLook command stores all dimmer values from all fixtures in the show.

If the dimmer value is bigger than 0 it stores additional all further attributes.

If the dimmer value is 0, it stores only the dimmer value because there is no further actual output of the fixture.

A cue stored with the StoreLook command is automatically set to protected. Previous tracked values does not affect a cue stored with StoreLook. For more information about protected, refer to [Cues View](#) or [How to work with cues](#).

For more information about tracking, refer to [What is Tracking?](#)

### Syntax

Store the actual look from all fixtures in the show.

```
StoreLook
```



### Example

Let's assume you will store the actual look from all fixtures in the show as a cue on executor 1.

ID	Name	Dim	Curve	Pan	Tilt	G1
100	ABe15St 1	closed		117.3	-59.7	gobo 1.4
101	ABe15St 2	75.0		117.3	-59.7	gobo 1.4
102	ABe15St 3	75.0		117.3	-59.7	gobo 1.4
103	ABe15St 4	75.0		117.3	-59.7	gobo 1.4
104	ABe15St 5	75.0		117.3	-59.7	gobo 1.4

Figure 1: Fixtures Sheet before store with StoreLook

ID	Name	Dim	Curve	Pan	Tilt	G1
100	ABe15St 1	closed		117.3	-59.7	gobo 1.4
101	ABe15St 2	75.0		117.3	-59.7	gobo 1.4
102	ABe15St 3	75.0		117.3	-59.7	gobo 1.4
103	ABe15St 4	75.0		117.3	-59.7	gobo 1.4
104	ABe15St 5	75.0		117.3	-59.7	gobo 1.4

Figure 2: Fixtures Sheet after store with StoreLook

Press + **Store** (=StoreLook) and the respective executor button .

All dimmer values are stored.

All attributes are stored if the dimmer value was bigger than 0.

For more information about the colors in the [fixtures sheet](#), refer to [System Colors - Values](#).

### 8.61. SyncEffects Command

This page describes the syntax and how to use the SyncEffects command.

**Important:**  
 If you type the SyncEffects command in the console, by press and hold + **Effect** (=SyncEffects), the command will be directly executed.  
 You can also use the command line along with the virtual keyboard and type the word SyncEffects in.

To go to the SyncEffects command press and hold + **Effect** (=SyncEffects) on the console. The command will be directly executed.

#### Description

With the SyncEffects command, you synchronize all running effects.



**Hint:**

You can also use the `Sync` button in the [Effects View](#).

Syntax

To synchronize all running effects.



Example

Let's assume you have fixture 1-8 running with a dimmer PWM (=Pulse-width modulation) effect and fixture 11-18 also running with a dimmer PWM effect.

They are not synchronized and you want to have them synchronized.

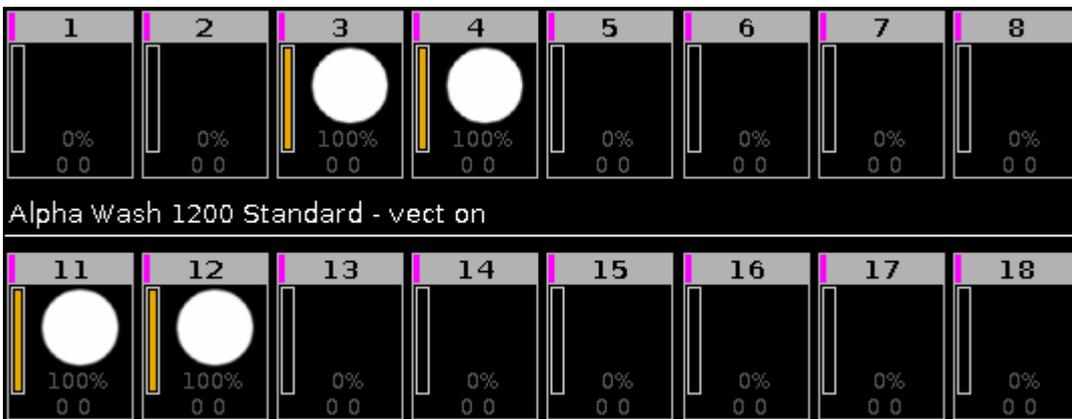


Figure 1: Before SyncEffects

Press and hold `MA` + `Effect` (=SyncEffects).

The SyncEffects command will be directly executed. All running effects are synchronized.

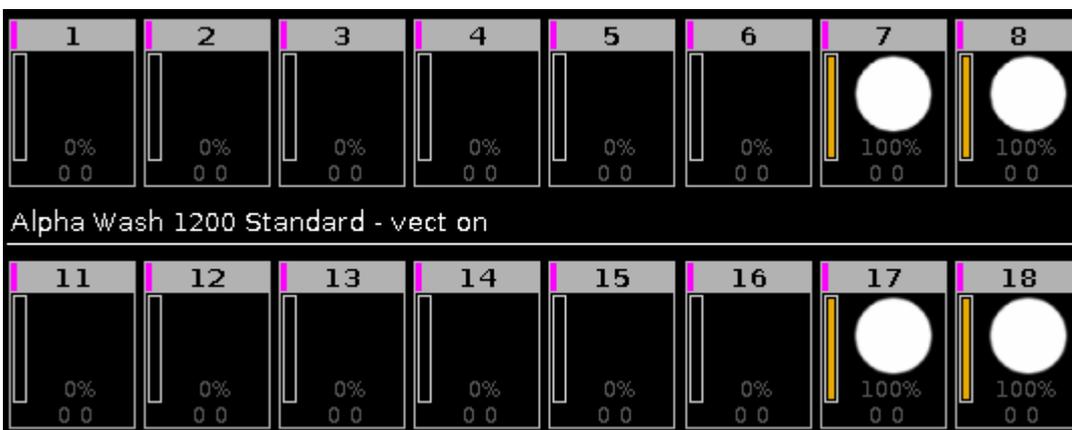


Figure 2: After SyncEffects

Related Links

- [Effects View](#)
- [What are Effects?](#)

- [How to work with Effects?](#)
- [MA Key](#)

## 8.62. Temp Command

This page describes the syntax and how to use the Temp command.

To go to the Temp command, press and hold the  and **Toggle** on the console.

### Description

With the Temp command you can temporary turn an executor on, as long as you hold the executor button. The Temp command follows the cue timing, off timing and the position of the executor fader.

If you keep the hands off from the executor button, the executor is off again. The Temp Off command will be executed.

### Syntax

Turn the executor temporary on.



### Example

Let's assume you will temporary turn the executor 1 on, until you keep the hands off.

Press  + **Toggle** (=Temp) and the respective executor button .

The executor is on as long as you hold the key.

### Related Links

- [MA Key](#)
- [Toggle Key](#)
- [Executor Bar View](#)

## 8.63. Thru Command

This page describes the syntax and how to use the thru command.

To go to the Thru command, press **Thru** on the console.

### Description

With the Thru command you can

- select all fixtures in the fixtures view
- select the range of fixtures in the fixtures view
- delete cues and all following cues, from the main executor

- delete cues and all following cues, from an executor button

## Syntax

1. Select all fixtures in fixtures view.

Fixture Thru 

2. Select the a range of a fixtures in the fixtures view.

Fixture 5 Thru 10 

3. Delete cues and all following cues, from the main executor.

Delete Cue 3 Thru 

4. Delete cues and all following cues, from an executor button.

Delete Cue 3 Thru Executor 2 

The Thru command is a helping command and needs a second command or a number.

## Example 1

Let's assume you will select all the fixtures in the show.

ID	Name
1	QWO 1
2	QWO 2
3	QWO 3
4	QWO 4
5	QWO 5
6	QWO 6
7	QWO 7
8	QWO 8

Figure 1: Selected fixtures

Press **Thru** (=Fixture Thru) **Please**.

All fixtures in the show are selected.

## Example 2

Let's assume you will select fixture 5 thru 10.

Press **Fixture 5 Thru 10 Please**.

The fixtures from 5 thru 10 are selected.

### Example 3

Let's assume you will delete cue 3 and all following cues from the main executor.

Press **Delete Cue 3 Thru Please**.

Cue 3 and all following cues are deleted from the main executor.

### Example 4

Let's assume you will delete cue 3 and all following executors from executor button 1.



#### Important:

After you pressed **Delete Cue** it appears on screen 1 the main cue list.

Continue the command with the **cue number** and the **executor number** / press an **executor button**.

The cue will be deleted on the entered executor.

If you do not enter an executor number / press an executor button, the cue will be deleted on the main cue list.

Press **Delete Cue 3 Thru** and the respective executor button **▶**.

Or

Press **Delete Cue 3 Thru Exec 1 Please**.

Cue 3 and all following cues of the executor 1 are deleted.

### Related Links

- [Thru Key](#)
- [Delete Key](#)
- [Fixture Key](#)
- [How to work with Cues?](#)

## 8.64. Toggle Command

This page describes the syntax and how to use the toggle command.

To go to the toggle command, press **Toggle** on the console.

### Description

With the toggle command, you toggle between status on and off depending on the current status.

If the current status of the executor is off, the toggle will make it on, and turned.

Toggle is the default function on all executor buttons.

### Syntax

Toggle executor 1.



### Example

Let's assume you will toggle the executor 1.

There are three ways to do this:

- Press **Toggle** and then the respective executor button  .
- Press **Toggle** **Exec** **1** **Please** .
- Press **Toggle** and then the respective executor in the [executor bar view](#).

The executor has the turned status.

### Related Links

- [Toggle Key](#)
- [Exec \(Executor\) Key](#)
- [Please Key](#)
- [Executor Bar View](#)

## 8.65. Top Command

This page describes the syntax and how to use the top command.

To go to the top command, press and hold  and **Flash** on the console.

### Description

With the top command you can jump to the top of a cue list from an executor

- directly
- with fade time

The first cue of the cue list will be executed.

The top command is basically a [Goto command](#).

## Syntax

1. Jump directly to the top of a cue list from an executor.



2. Jump with fade time to the top of a cue list from an executor.



## Example 1

Let's assume you will jump directly to the top of a cue list from the executor 1.



To get a dimmer output, make sure that the fader of an executor is not at 0%.  
If the fader is at 0% you get no dimmer output.

There are three ways to do this:

- a) Press  + **Flash** (=Top) and the respective executor button .
- b) Press  + **Flash** (=Top) **Exec 1 Please**.
- c) Press  + **Flash** (=Top) and tap on the respective executor in the [executor bar view](#).

The first cue of the cue list will be executed.

## Example 2

Let's assume you will jump to the top of a cue list from executor 1 with the fade time of 3 seconds.

Press  + **Flash** (=Top) **Exec 1 Time** (=Fade) **3 Please**.

The first cue of the cue list will be executed with a fade time of 3 seconds.

## Related Links

- [MA Key](#)
- [Goto Command](#)
- [Goto Key](#)
- [Exec \(Executor\) Key](#)

## 8.66. Unpark Command

This page describes the syntax and how to use the unpark command.

To go to the unpark command, press and hold  + small  (=Unpark) at the console. Unpark is in the [command line](#).

## Description

With the Unpark command, you unpark previous parked DMX channels

- of a fixture
- of preset type attributes from a fixture selection



Parked channels are displayed with a blue background in the [DMX view](#).



To unpark all previous parked DMX channels, open the [tools window](#).

## Syntax

1. Unpark a previous parked fixture.



2. Unpark a previous parked DMX channel.



3. Unpark preset type attributes of the current fixture selection.



## Example 1

Let's assume you will unpark the previous parked fixture 1.

There are two ways to do this:

- a) Press and hold  + small  (=Unpark) and tap at fixture 1 in the [fixtures view](#).
- b) Press and hold  + small  (=Unpark)   .

Fixture 1 is unparked.

## Example 2

Let's assume you will unpark the previous parked DMX channel 1.34.

There are two ways to do this:

- a) Press and hold  + small  (=Unpark) and tap at the DMX channel 1.34 in the [DMX view](#).
- b) Press and hold  + small  (=Unpark)      .

DMX channel 1.34 is unparked.

### Example 3

Let's assume you will unpark the previous parked dimmer attributes of the current fixture selection.

There are two ways to do this:

- Press and hold  + small  (=Unpark) and tap  in the [preset type bar](#).
- Press and hold  + small  (=Unpark)  +  and enter in the command line the word Dimmer. Tap .

The previous parked dimmer attributes of the current fixture selection is unparked.

### Related Links

- [Tools Window](#)
- [Fixtures View](#)
- [DMX View](#)
- [Go+ Key \(Small\)](#)
- [MA Key](#)

## 8.67. Update Command

This page describes the syntax and how to use the update command.

To go the update command, press  on the console.

### Description

With the update command, you can update

- groups
- presets
- cues

### Syntax





### Example 1

Let's assume, you edited a group 1 by using the [edit command](#), and now you will apply the changes to group 1.



An indicator that the update function is available is the flashing  key on the console.

Press  .

The console asks, if you want to update Group 1. Tap .

Group 1 is updated.

### Example 2

Let's assume, you edited preset 1 by using the [edit command](#), and now you will apply the changes to preset 1.

Press **Update** **Please**.

The console asks, if you want to update Preset 1. Tap **Ok**.

Preset 1 is updated.

### Example 3

Let's assume, you have some values in the programmer and you will update preset 1 to these values.

There are two ways to do this:

a) Press **Update** and tap at **preset 1** in the [preset pools view](#).

b) Press **Update** **Preset 1** **Please**.

Preset 1 is updated with the values in the programmer.



After an update, the fixtures sheet view displays the name of the preset.  
To see the values stored in the preset, tap and hold the preset tile.

### Example 4

Let's assume, you will update cue 2 on executor 2 with the values in the programmer.

There are three ways to do this:

a) Press **Update** **2** (=Cue 2) **Exec 2** **Please**.

b) Press **Update** **2** (=Cue 2) and press executor button 2 **▶**.

c) Press **Update** **2** (=Cue 2) and tap at executor 2 in the [executor bar window](#).



If cue 2 on executor 2 is your current active cue, press **Update** and the executor button 2 **▶**.

Cue 2 of executor 2 is updated with the values in the programmer.

### Related Links

- [Edit Command](#)
- [Update Key](#)
- [What is a Programmer?](#)
- [Presets Pools View](#)

## 8.68. View Command

This page describes the syntax and how to use the view command.

To go to the view command, press the  key on the console.

### Description

With the view command you can view the [cues of executors](#).

### Syntax

View the cues from executor 1.



### Example

Let's assume you will see the cues of executor 3 on page 1.

Off Time: 0.0s		Cues of "Exec 1.3 'Contrabase'"					TC Record		
Number	Name	Protected	Trig	Trig Time	Fade	Delay	Out Fade	On De	
1	<a href="#">Contrabase</a>		 Go		0	<u>0</u>	InFade	InD	

Figure 1: Cues View

Press  and then respective executor button .

The cues view of the executor is visible on screen 1.

### Related Links

- [View \[Eye\] Key](#)
- [Cues View](#)

## 8.69. Zero Command

This page describes the syntax and how to use the zero command.



### Important:

If you type the Zero command in the console, by double press the  key, the command will be directly executed.

You can also use the command line along with the virtual keyboard and type the word zero in.

To go to the zero command double press the  key on the console.

The command will be directly executed.

### Description

With the zero command you can set the intensity to zero:

- of the current selected fixtures
- of a selection of fixtures
- from an executor

## Syntax

1. Set the intensity from the current selected fixtures to zero.

```
Zero
```



2. Set the intensity of a selection of fixtures to zero.

```
Fixture 1 Thru 3 Zero
```



3. Set the intensity from an executor to zero.

```
Executor 1 Zero
```



## Example 1

Let's assume you will set the intensity of all selected fixtures to zero.

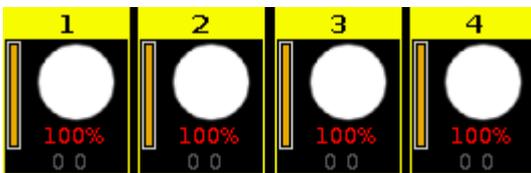


Figure 1: Dimmer at 100 %

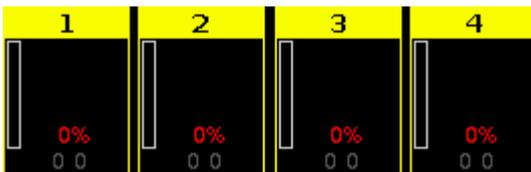


Figure 2: Dimmer at 0%

Press  .

The zero command will be directly executed.

The values of the selected fixtures are zero.



### Hint:

Double-check the executed command in the [command line view](#).

## Example 2

Let's assume you will set the intensity of the fixtures 1 thru 3 to zero.

**Important:**

Make sure, that no fixtures are selected. If fixtures are selected, the zero command will be always execute to all selected fixtures.

Press **Fixture** **1** **Thru** **3** **.** **.**

The Zero command will be directly executed.

The values of the fixtures 1 thru 3 are zero.

### Example 3

Let's assume you will set the intensity of the fixtures from the executor 1 to zero.

**Important:**

The physical fader doesn't move.

Press **Exec** **1** **.** **.**

The values from the fixtures of the executor 1 are set to zero.

## 9. Hints for Operating

- Get at first an **overview** about the console.
- **Read** the context sensitive [help](#).
- **Save** the show file **frequently** by double press [Backup](#) or use the auto save function. Refer to, [Backup window](#).
- **Save** the show file **additional** on a USB drive.
- **Label** cues, executors, groups, presets, and so on, immediately after storing. Refer to, [Label Command](#).
- Connect an **external touch screen** for advanced handling and the best overview. We recommend the **ELO 1928L** (Intelli - touch 4wire touch technology) or the **ELO 2200L** (Intelli - touch 4wire touch technology for Europe/Middle-East/Africa region). Refer to, [How to use external screens?](#)
- If you are working on a **live show**, store a **program time fader** on an executor. Refer to, [Empty Executor Window](#).
- Use **presets** for programming. If you update the show, any changes you make in the presets will link to the cues. Refer to, [How to work with Presets?](#)

## 10. Release Notes 1.2.2.3

Contact: [support@ma-dot2.com](mailto:support@ma-dot2.com)



### Important:

dot2 show files created with version 1.2. can be used on a grandMA2 only from the upcoming grandMA2 version 3.2.x.x. Show files created with dot2 version 1.2. are not compatible with grandMA2 version 3.1.2.5.

## dot2

### Fixed bugs dot2 version 1.2.2.3

#### Description

Fixed issue with wrong defaults for dot2 Node4s. The defaults are changed that dot2 Node4s are always configured with out ports now.

Fixed issue with stored dot2 Node4s in old show files. dot2 Node4s will be reconfigured to have all ports as out now.

Fixed issue with more than four dot2 Node4s. It is possible to have ten dot2 Node4s with individual DMX port configurations now.

Fixed issue where a tap at the Cancel button in the Release Notes window shutdown the console. The Cancel button closes the Release Notes window now.

Fixed issue where the numeric keyboard was not available in the Select DMX Address... window. Enabled numeric keyboard now.

Fixed issue with an extra Y in virtual keyboard. Added right shift now.

Improved an appearance of empty groups in a group pool.

## Improved features

The latest release of dot2 v1.2. rolls out several enhancements that enrich your lighting experience. Read on for a quick introduction and find links to resources that offer more information.

### Layout views

#### + New in this release

A new way to arrange fixtures.

You can create up to five individual layouts in the fixtures view.

In the edit mode every single fixture can be moved in a grid.

The order is selection dependent on the direction of the touch (or mouse).

Every layout view has an individual zoom bar, a zoom to fit button, and a lock button.

Press  key to get additional information like fixture names, or preview of the colors and gobos if the dimmer is closed.

## Multipatch fixture functionality

+ New in this release

New **Create Multipatch** button in Setup/Patch and Fixture Schedule.

Select Fixture IDs first to create multiple DMX patch addresses in Patch and Fixture Schedule.

It additionally creates new fixture objects in the dot2 3D.

For more information, see [Patch and Fixture Schedule](#).

---

## Improved executor operation

+ New in this release

- The main executor can be moved or copied to all other executors and vice versa. If e.g. the main executor should be moved to page 1 executor 6 using the command line, type in the command "Move Executor 0.1.1 at 1.6"
  - Executors have the "Swop" function as additional button function. "Swop" is the same as a "Flash" button, but in addition all dimmer attributes from other executors jump to zero.
  - Executors have an additional "Swop Protect" function.
  - To see the executor number and the fader icon, press and hold .
- 

## Assignable DMX ports

+ New in this release

Setup / Sessions dialog. Here you can assign the DMX out universes to every single XLR 5 output connector.

This works standalone, or in a network session for all consoles, and dot2 Node4 devices.

It's also possible to assign one DMX universe to multiple XLR ports.

---

## Auto Save

+ New in this release

New function in the backup: Auto Save on first encoder.

Possible options are:

- Off
- every 15 minutes
- every 30 minutes
- every 60 minutes
- every 120 minutes

New icon in title bar of load show window: "Show backup files". User can load up to 11 old versions of show files.

The show file name ends with .backup.

Every double click on **Backup** creates also backup files.

For more information, see [Backup window](#).

---

## Fader position identification

➤ Improved in this release

If the position of a hardware fader is different to the position in the software, a small fader bar displays the position of the fader in the software.

The main executor shows also the fader symbols, if one of the hardware faders is not on the right position.

---

## Remote inputs with pages

+ New in this release

New **Page** column in the Remote Inputs configuration dialog. Now the remote inputs can be used on specific pages. This is especially useful, if **Global Auto Fix** is off.

---

## Programmer improvements

➤ Improved in this release

Effects called in the programmer are displayed with red values, and if they are storable (active) with a red background.

---

## Effect representation

+ New in this release

- Fixture sheet view: A vertical magenta marker between fixture ID and fixture name displays that an effect is running in the programmer or comes from a cue.
  - Effects stored in presets can be edited and updated.
- 

## Other enhancements

- + An output symbol in the fixture sheet view is displayed between fixture ID and fixture name. This is a combined output from dimmer, gobo and color.
- + External touch calibration will be saved permanently on hard disk and loaded again on next start.
- + New export function for fixture types to the internal hard disk and USB drive.
- + New export function for executors (= cues view) and patch & fixture schedule as .xml files.
- + New indication in cues view, when fade/delay is overwritten by executor time master.
- + Name of dot2 Node4 can be changed, saved in show file and will be shown on the display of the dot2 Node4 (if connected).
- + Rearranged selectable views. Default views are always displayed in the view bar. Additional views are displayed as a grid of buttons. Effect, Macro, and Page view are now also available here.
- Press **Help** and then tap in a title bar of one of the setup menus, opens the help file on screen 1.

## + New predefined macros

---

### What's changed

- The order of the columns in the patch and fixture schedule has been changed . Now the fixture ID and the fixture name are always visible. Also when scrolling to the right side. For more information, see [Patch and Fixture Schedule](#).
  - In the [Remote Inputs Configuration window](#) changed the column **Button** to **Function**.
  - If the mouse cursor is not in use longer than 120 seconds, the mouse cursor disappears.
- 

### Fixed Bugs

#### Description

Effects, called out of preset data, now also use programmer time.

Fixed crash if clone fixtures with more than 3 sub fixtures.

Edit update for presets now includes preset type filtering.

Fixed Name column in a cue view, on step scroll is done only vertically (to keep the row up to date).

Unified Import Fixture Types dialog.

Fixed editing of the non-editable fields in the chaser editor.

Update doesn't ask for normal or cue only, when there is nothing to update.

Update doesn't asks for normal or cue only, when the last cue is being updated.

Fixed wrong color dialog behavior when navigating through a selection with Next/Prev/Set buttons after align colors.

Fixed turn off the executor timecode trigger during running timecode.

Copy executor 1 at executor 2 with merge data is now possible.

New Delay column in the cues view.

New "Off" button in the raw calculator for attributes.

Fixed cue-only update in preview mode.

---

## dot2 3D

### Improved features

#### 3D models

##### + New in this release

Fixtures without DMX controllable blade and zoom, can have now properties for blade and zoom in 3D. Use new 3D-Model Conventional-Source Four.

New dot2 logo 3D models.

---

## Visualization of color temperature

+ New in this release

Preprogramming of fixtures with color temperature control and color correction is possible with MA 3D. Visualization of CTO, CTC and CTB. Add the correct physical values to the FixtureType (for example, a color temperature of 3000K is a physical value of 3000).

---

## Beam rendering

↗ Improved in this release

Better rendering of beams with and without using prism.

---

## What's changed

- Maximum Beam length increased by factor 10.
- 

## Fixed bugs

Description
Fixed wrong UV mapping of some predefined objects.
Fixed when scaling a 3D model the beam size will not be scaled.
Fixed that the object order is mixed up after moving items in the object list via drag'n drop.
Fixed mixed languages in the shortcut description.
Fixed reset selected object function.
Fixed numeric position values alignment of 3D truss elements.
Fixed loopback device is always present.
Fixed not visible IP addresses in the network interface if no network cable was plugged in.

## 11. Error Handling

If the dot2 is not working like in the description of the following manual, there are the following opportunities.

- **Error message:** You can not go forward to the next step of the description and you get an error message:  
Refer to, [Error Messages](#) and repeat the procedure.  
If the problem is still there contact the technical support.
- **System is not working:** If you can not go forward to the next step of the description and you do not get an error message:  
Contact the technical support and describe the last steps you did. If the console crashes, use the commands [ChrashLogCopy](#) and [CrashLogList](#) to get further information for the technical support.

## Technical Service and Support

MA Lighting and its extensive distributor network offer an unparalleled technical service.

Call on our expertise for help with any problem, no matter if it is regarding operation, software features, software installations or trouble shooting.

Please send an e-mail (in English or German) to [support@ma-dot2.com](mailto:support@ma-dot2.com) with your contact details and subject information.

This e-mail service is monitored during MA Lighting's regular business hours in Germany from 8.30 a.m. until 5 p.m., Monday through Friday.

**For emergency services please contact your local MA distributor or the MA Lighting Service Hotline.**

**Call: +49.5251.688865-99. Please note, this 24/7 hotline is strictly for emergency cases – for people being in trouble out in the field.**

### 11.1. CrashLogCopy Command

This page describes the syntax and how to use the **CrashLogCopy** command.

To use the CrashLogCopy command, type **CrashLogCopy** in the [command line](#).

#### Description

With the CrashLogCopy command, you can copy crash log files to the inserted USB stick.

The crash log files are in the folder **dot2temp**.

To delete crash log files from the dot2 console, use the [CrashLogDelete command](#).

For more information, refer to [Error Handling](#).

#### Syntax

```
CrashLogCopy
```



#### Example

Let's assume, the console crashes and you will get a crash log file for technical support.

1. Type in the command line:

```
CrashLogCopy
```



2. Press **Please**.

The crash log file is on the inserted USB stick in the folder dot2temp.

## 11.2. CrashLogDelete Command

This page describes the syntax and how to use the **CrashLogDelete** command.

To use the CrashLogDelete command, type **CrashLogDelete** in the [command line](#).

### Description

With the CrashLogDelete command, you can delete the crash logs from the console.

Use the CrashLogDelete command, after the technical support has received the crash log file.

### Syntax

```
CrashLogDelete
```



### Example

Let's assume, the technical support solved the problem and you will delete the crash log files from the console.

1. Type in the command line:

```
CrashLogDelete
```



2. Press **Please** .

All crash log files from the console are deleted.

### 11.3. CrashLogList Command

This page describes the syntax and how to use the **CrashLogList** command.

To use the CrashLogList command, type **CrashLogList** in the [command line](#).

#### Description

The CrashLogList command displays in the [command line view](#), if a crash log file exist.

To export the crash log file, use the [CrashLogCopy Command](#).

For more information, refer to [Error Handling](#).

#### Syntax



#### Example

Let's assume, the console crashes and you will check if a crash log file is provided.

1. Type in the command line:



2. Press **Please** .

The [command line view](#) displays, if a crash log file is provided.

### 11.4. Error Messages

If the following error messages does not help to solve the problem, please call or write an e-mail to the dot2 support.

E-Mail: [support@ma-dot2.com](mailto:support@ma-dot2.com)

Phone: +49 5251 688 865 27

Emergency Phone: +49 5251 688 865 99 (If you are in the middle of a production with problems)

Error	Reason
# 0 Unknown error	The console have an unknown error.
# 1 Unknown command	The entered command is unknown.
# 2 Input too long	The entered command is too long.
# 3 Illegal character	The entered command is illegal.
# 4 Command not implemented	The entered command is not supported from the console.
# 5 Number expected	The console expects a number.
# 6 IP expected	The console expects an IP address.
# 7 Number too long	The entered number is too long.

Error	Reason
# 8 Number too small	The number for the entered command is too small (min = 1).
# 9 Number too big	The number for the entered command is too big (max = 1).
# 10 Expected	The console expects more input.
# 11 Expected argument	The entered command is missing an argument.
# 12 Expected name	The console expected a name, e.g. a canceled <a href="#">label command</a> .
# 13 Illegal name	The entered object name is not allowed. Use only English characters.
# 14 Object does not exist	The object you tried to work with does not exist, e.g. assign a function to an executor with no cues stored.
# 15 Object not accessible	The entered object is not accessible.
# 16 Resize forbidden	The entered command to resize is forbidden.
# 17 Delete forbidden	The entered command to delete this object is forbidden.
# 18 Create forbidden	The entered command to create this object is forbidden.
# 19 Illegal range	The entered value is outside of the range.
# 20 Multiuser access conflict	Another user is currently trying the same action.
# 21 Can not leave current destination	You can not leave the current destination. It could be a multiuser conflict.
# 22 Can not enter destination	Another user is currently accessing the destination.
# 23 File not found	You are trying to import a non-existing file.
# 24 File format invalid	The format of the file is not correct for the destination.
# 25 No unique sequence given	You are trying to access a cue of multiple sequences.
# 26 No unique page given	The entered command needs a unique page number.
# 27 Syntax error	The entered syntax is wrong.
# 28 No cue source given	A cue number is missing for the source.
# 29 Illegal cue number	The entered cue number is not valid.
# 30 No default executor	You have tried to access a default executor, but have not selected one.
# 31 Limit exceeded	You are trying to exceed the limit.
# 32 Unknown option	The selected option does not exist.
# 33 Destination not empty, no copy mode given	You are trying to copy something to an occupied destination, and you haven't specified how the console should react.
# 34 No cue for part given	A cue number is missing and required.
# 35 Edit single object only	You have tried to edit multiple objects, and you can only edit one.

Error	Reason
# 36 Too many numbers	There are to many numbers in the command.
# 37 Copy N to M elements not supported	You are trying to copy a larger number of objects to a smaller number of objects.
# 38 Move N to M elements not supported	You are trying to move a larger number of objects to a smaller number of objects.
# 39 Move 1 to M elements not supported	You are trying to move one object to several destinations.
# 40 Missing Hardware	You are trying to access hardware that aren't there.
# 41 Illegal layer	The layer you are trying to access is illegal.
# 42 Illegal filename	The entered filename is not valid.
# 43 Login needed	A login is required.
# 44 Insufficient user rights	You don't have the sufficient user rights.
# 45 Not a valid clone source	The source for your clone action isn't valid. There might be a mismatch between the source and destination fixture.
# 46 Not a valid clone destination	The destination for your clone action isn't valid. There might be a mismatch between the source and destination fixture.
# 47 Clone source fixture list expected	The console expects a source fixture list.
# 48 Clone destination fixture list expected	The console expects a destination fixture list.
# 49 Expected object to be cloned	The console expects more fixtures.
# 50 Invalid version	This function is not supported by this version.
# 51 Illegal time format	The entered time format is not valid.
# 52 Operation aborted by user	You canceled the operation.
# 53 PSR not available	You can't Partial Show Read the shows you've selected.
# 54 Variable not found	The entered variable is empty or does not exist.
# 56 Preview is only for cues	The entered object does not support a preview.
# 57 Object does not support info command	The entered object has not an information.
# 58 Object is locked	You tried to access a locked object.
# 59 Illegal destination	The object can not be moved to the destination.
# 60 Edit not possible	You can not edit the object.
# 61 Move not possible	You can not move the object.
# 62 Copy not possible	You can not copy the object.
# 64 Command not supported	The entered command is not valid.
# 65 Insert forbidden	You can not insert the object.
# 66 Can not assign	You can not assign the object.
# 67 Value too small	The entered value is too small.
# 68 Value too big	The entered value is too big

Error	Reason
# 69 No cut or copy buffer for paste	You can not paste because nothing is in the clipboard.
# 70 Cut buffer is empty	You can not paste because nothing is in the clipboard.
# 71 Paste not possible	You can not paste because nothing is in the clipboard.
# 72 Command not executed	The command you tried to execute can not be executed, e.g. execute an executor with no cues.
# 73 Illegal timer	The selected timer is not valid.

## 12. Glossary

### A

**Art-Net:**

Art-Net Ethernet communication standard. A protocol for transmitting the lighting control protocol DMX 512-A over the User Datagram Protocol of the Internet Protocol suite. To use Art-Net see [Network Protocols Configuration window](#).

**Attributes:**

Controllable function of a fixture, e.g. pan or gobowheel3.

**Auto Fixed:**

All executors which are not in the neutral position will be automatically fixed if you change the page.

### B

**Blind:**

Create cues without DMX output. Refer to, [Blind Key](#).

**B.O. (black out):**

Brings dimmer values to zero. Refer to, [B.O. Key](#).

**BPM (beats per minute):**

Speed of a chasers and effects is counted in beats per minute. Refer to, [Select Trig View](#).

**Button Wing:**

Is an extension for the console with additional executor buttons.

### C

**Channel:**

Refer to, DMX channel.

**ChannelSets:**

Predefined values in the fixture type for faster access in the fixture. Refer to , [Video Preset Type](#).

**Chaser:**

A chaser is an executor mode that runs in a loop, random or bounces in the cue list. Refer to, [Settings of Executor View](#) or [Cues View](#).

**Cmd (Command):**

Instructions you enter into the console.

**Command Area:**

The right area on the console, below screen 1, including all command keys and encoders.

**Command Line:**

Located on screen 1, to enter commands into the console. Refer to, [How to use the Command Line](#) or [Command Line](#).

**Control:**

Control attributes are, e.g. lamp control, fixture global and scan rate. Preset type number seven. Refer to, [Control Preset Type View](#).

**Cue:**

A look on stage. Refer to, [What is a Cue](#), [How to work with Cues](#) or [Cue View](#).

**Cue List:**

List with more than one cue, stored on an executor.

## D

**Dimmer Wheel:**

The wheel rightmost on the console. It is always assigned to the dimmer attributes of the selected fixtures.

**DMX (digital multiplex, DMX 512):**

Communication protocol that connect light consoles with fixture types.

**DMX address:**

Is the start address which you have on the fixture and in console. Set the DMX address of a fixture in the console, in the [Select DMX Address Window](#).

**DMX channel:**

Each attribute of a fixture needs one (8bit) or two (16bit) DMX channels. 512 DMX channels are one DMX universe. To see all channels of the eight available DMX universes, open the [DMX view](#).

**DMX footprint:**

Is an indicator for how many DMX channels the fixture type needs.

**DMX universe:**

One DMX universe contains 512 DMX channels. You can connect one universe to one XLR connector.

**DVI-D (digital visual interface - digital):**

Connection for external screen.

## E

**Effect:**

Manipulates and creates looping changes of values from attributes.

**Encoder:**

The four round rotary knobs below screen 1, to control values of attributes or scroll on the screen.

**Ethernet:**

Network connections on the console. You can insert a RJ45 Ethercon.

**Executor:**

Button and fader executor on the console and executor in the [virtual playbacks view](#). You store cues on an executor.

**Executor Button:**

Physical key on the console to execute cues.

**Executor Fader:**

Physical fader on the console to execute cues.

**Executor Time Master:**

Overrides cue fade and on/off times and sets the cue delay to zero.

F

**Fade time:**

Time for changing from one value to another value.

**Fader Wing:**

Is an extension for the console with additional faders and executor buttons.

**Feature:**

Group of attributes for a better overview. Refer to, [Video Preset Type](#).

**Fixture ID:**

Unique identifier for each fixture. You set the fixture ID in the [Patch and Fixture Schedule](#).

**Fixture Library:**

Library with all common fixture types to import fixture types into the show file. Refer to, [Import Fixture Type Window](#).

**Fixture Type:**

Every device you can control from the console. In the fixture type is the assignment of the attributes to the DMX channels.

**Flip:**

Flip is a function to change the pan and tilt combination and point your fixture in the same direction. Refer to, [Position Preset Type View](#).

**Frame** (fps = frames per second):

Is a picture frequency. The default setting is 30 fps. From this follows that 1 frame is equivalent to 0.03 seconds. Refer to, [Calculator View](#).

G

**Grand master:**

Fader rightmost at the console to reduce all dimmer values. Refer to, [Getting Started Guide - Physical Setup and Layout](#).

**Group:**

To have a quick selection, store selected fixtures in groups. Refer to, [Groups View](#).

H

**Hue:**

The color of a color notation in an angle between 0 and 360 degrees.

I

**Instances:**

Single controls of the fixture types, e.g. one pixel of a LED panel. Refer to, [Import Fixture Type... Window](#).

**Iris:**

An aperture that controls the beam size of a fixture.

## M

**Macro:**

Prerecorded command combinations.

**Master Rate:**

The master rate multiplies all timings by a factor.

The factors from the master rate goes from Stop (= no further output) via 1:1 (=stored timings) up to 256 (=multiplies the timing by 256).

The master rate is a dynamic fader that means, if that fader has the position of 50 % the rate fader has the factor 1:1. From 1:1 the fader goes dynamic up to 256 that equates a fader position from 100 %. It is the same from 1:1 down to Stop.

**Master Speed:**

Controls the speed of effects in cues and the playback speed of chasers.

**MIDI** (musical instrument digital interface):

A standard to exchange control signals with the console. Refer to, [Remote Inputs Configuration Window](#).

**MSC** (MIDI Show Control):

MSC sends the executor functions via MIDI signal to another device, e.g. another console or a MIDI sequencer. Refer to, [MIDI Show Control Window](#).

## N

**Natural Values:**

The dot2 displays all raw channel views in natural values with one decimal place.

Usually the range is from 0 to 100 and equates the DMX values from 0 to 255.

Exception: The range from pan is -270 to 270 and from tilt is -125 to 155.

## O

**Out Delay:**

Wait time for dimmer values going to a lower intensity level.

## P

**Pan:**

Horizontal movement axis of an fixture. Refer, to [Position Preset View](#).

**Presets:**

There are nine preset types to control from the console. Refer to, [Preset Pool View](#) and [Preset Type Bar](#).

**Programmer:**

Is a container with the current selection of fixtures and values of manual adjusted attributes. Those values are red values. Refer to, [Value colors](#).

**Program Time Master:**

The program time master controls the fade times of all program values and effects, between 0 and 10 seconds. This affects both, the adding of new values into the programmer, and the removing of values from the programmer with the **Clear** key.

The program time master is a fade executor. Refer to, [Empty Executor Window](#).

## R

**Rpm** (revolution per minute):

Rotationspeed of a gobowheel in the unit revolution per minute, refer to [Gobo Preset Type View](#).

## S

**Shutter:**

Fast open and close of the light output of a fixture type.

**SMPTE** (society of motion picture and television engineers):

Is a timecode to synchronize different devices from different manufacturers in the audio and video technology. Refer to, [Select Trig View](#).

**Snap:**

A lot of fixture types with gobo and color wheels have snap channels. That means those attributes will be directly executed disregarding the cue fade time.

**Snap Percent:**

Is a setting after how much percent of the fade time the attribute will be executed. The default value for snap channels is 0 %. Refer to, [Cues View](#).

**Special Master:**

Is an executor with a special function, e.g. [Program Time Master](#) or [Master Rate](#).

**Strobe:**

Repeating fast open and close of the light output of a fixture.

## T

**Tilt:**

Vertical movement axis of an fixture. Refer, to [Position Preset View](#).

**Trig** (Trigger):

Call of a cue.

## U

**Universe:**

Refer to, [DMX universe](#).

W

**Wing:**

Refer to, Fader Wing or Button Wing.

X

**XFade:**

Is the right fader next to the Master Fader. With the XFade you fade manual from one cue to the next cue.

**XLR A-D:**

Four pin connector for DMX signal at the back of the console. Refer to, [Getting Started Guide - Physical setup and layout](#).

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