

Saving / Loading

New show
Save show
Load show
Save settings
Load settings
Save partial show
Merge in show
Load archived backup
Export patch list
Import patch list
Import ASCII file
Reset console

SETUP <View Settings> <New Show>
SETUP <View Settings> <Save Show>
SETUP <View Settings> <Load Show>
SETUP <View Settings> <Save Setting>
SETUP <View Settings> <Import Settings>
SETUP <View Settings> <SHIFT +Export Show>
SETUP <View Settings> <SHIFT + Import Show>
SETUP <View Settings> <SHIFT + Load Backup>
PATCH <View Chans> <Export Heads>
PATCH <View Chans> <Import Heads>
PATCH <View Chans> <Import USITT>
SETUP, <SHIFT + QUIT>

Patching

Select head for patching
Patch 1 head, next free address
Patch 5 heads, next free address
Patch 1 head, next free channel on universe 2
Patch 1 head at uni 1 address 1
Patch 5 heads at uni 2 address 1
Patch 5 heads at uni 2 address 1, start at head 100
Patch 5 heads with offset 20
Patch after uni 3 address 50
Patch 5 heads at uni 7 address 2, head no. 201
Reselect heads
Edit patched head
Repatch selected heads without changing offset

PATCH <Choose Head>
1 <Patch it>
5 <Patch it>
1@2-1 <Patch it>
1@1-1 <Patch it>
5@2-1 <Patch it>
5@2-1*100 <Patch it>
5/20 <Patch it>
5@+3-50 <Patch it>
5@7-2*201
Cursor to head <SHIFT +Choose Head>
Cursor to head <SHIFT +Edit Head>
3-1/ ENTER

Select heads

Select head 1
Sub Select element 2
Select heads 1 to 4
Select heads 1 to 10, not 5
Deselect all heads
Select all heads
Reselect last heads after CLEAR
Select Group 1
Select Groups 1 to 4
Select Group via S button
Select All heads in Cue Playback
Sub select 1st head
Sub select 1st and 2nd head in group
Sub select 3rd 4th and 5th head
Select all heads using palette
Sub select heads using palette and above 0%
Select heads active in Playback
Select heads above 20% intensity
Select heads above 20% intensity
Select heads with 20% intensity
Change selection order
Pair selection
Invert current sub selection of heads
Select all DUP elements
Odd/Even DUP elements

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

Lamp On / Lamp Off / Reset

Lamp On entire rig
Lamp Off entire rig
Lamp On selected heads
Lamp Off selected heads
Reset selected heads
Lamp on selected heads
Lamp off selected heads
Reset selected heads

MACRO <Lamp on all>
MACRO <Lamp off all>
SHIFT + LOCATE
CTRL + SHIFT + LOCATE
CTRL + LOCATE
<select head> *++
<select head> *--
<select head> *//

Setting intensities

Set head 1 to 100%
Set head 1 to 50%
Set heads 1 to 4 to 100%
Set head 1 +10%
Set head 1 -1%
Set head 1 to 50% time 3 secs
Heads 1 to 10, 100% split delays 4s to 1s, 1s fade
Set head 1 to 100% using keyboard
Set heads 1 to 4 to 100% using keyboard
Set heads 1 to 4 @ 50%, all others at 0%
Select 2nd element from head 1>10 at 50%
Select 1st till 3th element from head 1>10 at 50%
PC Keyboard THRU = '>'
Set DMX channel 1-50 @ FULL

1 @ FULL (Also 1 FULL)
1 @ 50 ENTER
1 THRU 4 @ FULL
1 @ + 10 ENTER
1 @ - 01 ENTER
1 @ 50 / 3 ENTER
1 > 10 @ FULL / 4 > 0 / 1
1 @ #
1 > 4 @ #
1 > 4 @ 50 - -
1>10.2 @50
1>10.1>3 @50
FULL = '#'
*1-50@FULL

FX

Add FX
Convert chase to FX
Force Cue to have no FX

Select heads, FX <ADD FX>
CUE STK <SHIFT + Make FX>
Select heads <Add FX 0 Size>

Playback

Step through Cue
Step back up Cue
Go to next step without time
Go back a step without time
Reassert Playback
Take manual control of Playback
Change chase / FX speed live
Go to Cue ID 2
Release Playback with 3 sec time
Release all Playbacks
Release heldover Playbacks
Release all test Playbacks/Cues/Stacks
Enter/exit Blind with 3 sec time
Make Cue Stack default all pages
Transfer a Cue Stack to other playback

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

Loading Values into the Programmer

Default all attribs
Default position attribs
Default colour attribs
Default beam attribs
Default intensity attribs
Make active all attribs
Make active pos attribs
Make active colour attribs
Make active beam attribs
Make active int attribs
Load Cue from Playback
Load Cue ID 2
Load Cue at 40%
Load Cue at current level
Load entire state of Cue
Load selected heads
Load from DMX
Load Hard Valus in Programmer
Snapshot output cues
Snapshot active values
Snapshot selected heads

Select heads, LOCATE
Select heads <POS + LOCATE>
Select heads <COLOR + LOCATE>
Select heads <BEAM + LOCATE>
Select heads <INT + LOCATE>
Select heads, <* + SET>
Select heads, <POS + SET>
Select heads, <COLOR + SET>
Select heads, <BEAM + SET>
Select heads, <INT + SET>
INC <S>
2 INC <S>
&@ 40 INC <S>
&@ INC <S>
ALL + INCLUDE
<SHIFT + INC> <Selected Only> <S>
Select heads, <CTRL + INC> ENTER
* + INC
PROG, <Snapshot>
THRU RECORD
* + SET

Removing values from the Programmer

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

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

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

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

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

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

Recording Cues

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

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

Editing Cues

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

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

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

Copy heads in Cues

Set cue to current timecode

Palettes

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

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

Information Windows

Extra Output Info Windows
 Output Window 16bit values
 Programmer Info Window
 Cue Stack Info Window
 Execute Windows
 Send text message
 Send text with delay 10 sec, 20sec visible
 Send text with delay 0 sec, stay visible
 Screenshot internal & external screens
 Multiple Eexecute windows
 Multiple Group windows

1 OUT 2 OUT 3 OUT
 OUT <View heads> CTRL + SHIFT
 CTRL + PROG or 2 PROG
 CTRL + CUE STACK or 2 CUE STACK
 1 EXEC 2 EXEC 3 EXEC
 !<delay>,<show length>!message
 !10,20!message
 !0,0!message
 ALT + ADD SWAP (F12 on PC)
 2 EXEC, 3 EXEC
 2 GROUP, 3 GROUP

Net Session

Resync SLAVE console

Hold cursor left + cursor right, press SET

Wing / Keypad short cuts

Select position palette	<POS + <S>>
Select colour palette	<COLOR + <S>>
Select beam palette	<BEAM + <S>>
Select position palette 4	POS 4 ENTER
Select colour palette 5	COLOR 5 ENTER
Select position 4 time 5 secs	POS 4 / 5 ENTER
Select position 4 time 5 secs fan	POS 4 / 5 * ENTER
Default intensity attribs	<ALL + LOCATE>
Make active intensity attribs	<ALL + SET>
Remove intensity attribs	<ALL + REMOVE>

Console

Start up	Start button on rear
Shut down	SETUP, <QUIT>
Soft reset	SETUP, <SHIFT + QUIT>
Calibrate touch screen	SETUP, <View Settings> <Cal Touch> or <CNTRL>+SET
Hard reset	Hold rear reset button 5 seconds
Hard power off MQ100/40/50/60/70	Hold rear reset button 15 seconds
Hard power off MQ80	Unplug Powercon + Hold reset button 10 seconds
Reset Graphics	SHIFT + DBO
Shut Down console	CTRL + DBO
Lock/unlock console	<CTRL + SOFT button Encoder A>
Console lights on/off	<CTRL + SOFT button Encoder B>
Backlight display off	SHIFT + BLIND
Home on Compact Consoles	ALT LAYOUT 1
End on Compact Consoles	ALT LAYOUT 3
Enter/exit test mode MQ100	<SHIFT + SHIFT>
Enter/exit test mode MQ40/50/60/70/80	<ALT + CTRL + SHIFT>
Enter/exit test mode PC/Mac	Type test and press <CTRL + SHIFT>
Home on Compact consoles	ALT + Lay 1
End on Compact console	ALT + Lay 3
Home on MQ500	ALT + HEAD
End on MQ500	ALT + TIME

Cue Stack Macros

Activate Playback	A <Playback no>
Activate Playback with level	A <Playback no> / <Level>
Run Keyboard Macro	B <Macro no> (0 = stop all macros)
Release Playback	R <Playback no>/<fade time>
Release all held Over Cue Stacks	R1000
Release held over Cue Stacks for this playback	R999
Activate Playback 100%	T <Playback no>
Release Playback 0%	U <Playback no>
Go Playback	G <playback number> / <cue id> / <preload flag> / <fade time>
	Option 1 = preload
Stop Playback	S <Playback no>
Choose Playback	C <Playback no>
Set level last Cue Stack activated	K <Level>/<fade time>
Set level current Playback	L <Level>/<fade time>
Set level of this Playback	M <Level>/<fade time>
Jump to Cue id current Playback	J <Cue Id>
Activates Cue Stack (Stack Store)	E <Qid from Stack Store>/<Level>
Releases Cue Stack (Stack Store)	F <Qid from Stack Store>
Activates Exec Grid item	E0/<Exec Grid>/<Item>
Releases Exec Grid item	F0/<Exec Grid>/<Item>
Change Page	P <Page no> (0 is next)
Open view (window layout)	V <View no>
Set decoded time code	O <Time code>
Enable/disable external time code gen	W <Enable> (1 enable, 0 disable)
Enable/disable Automation	W <Autom ID> / <Enable> (1 enable, 0 disable)
Set current time code (gen only)	Q <Time code> e.g. Q100
Set current time code (internal)	I <Time Code> e.g. I100
Activate Playback 18 on wing 1	A1-18
Go on Playbacks 3 to 5	G3THRU5
Set the level of Playback 6 to 60%	C6L60
Lamp on all heads	H1
Reset all heads	H2
Lamp off all heads	H3
Kill screen save command	H4
Enable zone x	H5<zone number>
Disable zone x	H6<zone number>
Select Window	
Cue window positioned on attribute	Keep S-button pressed and press Pos, Beam, Col, Int or FX button
Open Cue Stack Window current playback	Double click S-button playback
Open Cue Stack Options Window current playback	Triple click S-button playback
Open Cue Window current playback	SHIFT+ Double click S-button playback
Close all Windows	SHIFT + CLOSE
Bring all Windows to internal screen	SHIFT + EXT (typ 0 and SHIFT + EXT on Compact consoles)
MQ500 Shortcuts	
Change Execute buttons function	SHIFT + NEXT/PREV Page
Toggle Windows between monitors	ALT + SETUP
Resize Windows using touch screen	ALT + Touch and Drag