

**Saving / Loading**

New show	SETUP <View Settings> <New Show>
Save show	SETUP <View Settings> <Save Show>
Load show	SETUP <View Settings> <Load Show>
Save settings	SETUP <View Settings> <Save Setting>
Load settings	SETUP <View Settings> <Import Settings>
Save partial show	SETUP <View Settings> <SHIFT +Export Show>
Merge in show	SETUP <View Settings> <SHIFT + Import Show>
Load archived backup	SETUP <View Settings> <SHIFT + Load Backup>
Export patch list	PATCH <View Chans> <Export Heads>
Import patch list	PATCH <View Chans> <Import Heads>
Import ASCII file	PATCH <View Chans> <Import USITT>
Reset console	SETUP, <SHIFT + QUIT>

**Patching**

Select head for patching	PATCH <Choose Head>
Patch 1 head, next free address	1 <Patch it>
Patch 5 heads, next free address	5 <Patch it>
Patch 1 head, next free channel on universe 2	1@2-1 <Patch it>
Patch 1 head at uni 1 address 1	1@1-1 <Patch it>
Patch 5 heads at uni 2 address 1	5@2-1 <Patch it>
Patch 5 heads at uni 2 address 1, start at head 100	5@2-1*100 <Patch it>
Patch 5 heads with offset 20	5/20 <Patch it>
Patch after uni 3 address 50	5@+3-50 <Patch it>
Patch 5 heads at uni 7 address 2, head no. 201	5@7-2*201
Reselect heads	Cursor to head <SHIFT +Choose Head>
Edit patched head	Cursor to head <SHIFT +Edit Head>
Repatch selected heads without changing offset	3-1/ ENTER

**Select heads**

Select head 1	1 @@
Sub Select element 2	.2 NEXT HEAD
Select heads 1 to 4	1 THRU 4 @@
Select heads 1 to 10, not 5	1 THRU 10 – 5 @@
Deselect all heads	0 @@
Select all heads	NEXT HEAD + PREV HEAD
Reselect last heads after CLEAR	ALL
Select Group 1	1 * *
Select Groups 1 to 4	1 THRU 4 * *
Select Group via S button	GROUP + S of playback, select group with the selected PB no.
Select All heads in Cue Playback	ALL + S of playback
Sub select 1 <sup>st</sup> head	1 NEXT HEAD
Sub select 1 <sup>st</sup> and 2 <sup>nd</sup> head in group	1 + 2 NEXT HEAD
Sub select 3 <sup>rd</sup> 4 <sup>th</sup> and 5 <sup>th</sup> head	3 THRU 5 NEXT HEAD
Select all heads using palette	ALL + <Palette entry>
Sub select heads using palette and above 0%	NEXT HEAD + <Palette entry>
Select heads active in Playback	ALL + <S>
Select heads above 20% intensity	ALL + 20 ENTER
Select heads above 20% intensity	20 ALL + INT
Select heads with 20% intensity	ALL + @20 + ENTER
Change selection order	Keep ALL pressed
Pair selection	SHIFT + SINGLE or ALT + SINGLE
Invert current sub selection of heads	0 + NEXT HEAD
Select all DUP elements	.> @@
Odd/Even DUP elements	. ODD/EVEN or . NEXT HEAD or . PREV HEAD

**Lamp On / Lamp Off / Reset**

Lamp On entire rig	MACRO <Lamp on all>
Lamp Off entire rig	MACRO <Lamp off all>
Lamp On selected heads	SHIFT + LOCATE
Lamp Off selected heads	CTRL + SHIFT + LOCATE
Reset selected heads	CTRL + LOCATE
Lamp on selected heads	<select head> *++
Lamp off selected heads	<select head> *--
Reset selected heads	<select head> */

**Setting intensities**

Set head 1 to 100%	1 @ FULL (Also 1 FULL)
Set head 1 to 50%	1 @ 50 ENTER
Set heads 1 to 4 to 100%	1 THRU 4 @ FULL
Set head 1 +10%	1 @ + 10 ENTER
Set head 1 -1%	1 @ - 01 ENTER
Set head 1 to 50% time 3 secs	1 @ 50 / 3 ENTER
Heads 1 to 10, 100% split delays 4s to 1s, 1s fade	1 > 10 @ FULL / 4 > 0 / 1
Set head 1 to 100% using keyboard	1 @ #
Set heads 1 to 4 to 100% using keyboard	1 > 4 @ #
Set heads 1 to 4 @ 50%, all others at 0%	1 > 4 @ 50 - -
Select 2nd element from head 1>10 at 50%	1>10.2 @50

Select 1st till 3th element from head 1>10 at 50%  
 PC Keyboard THRU = '>'  
 Set DMX channel 1-50 @ FULL

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 all test Playbacks/Cues/Stacks  
 Enter/exit Blind with 3 sec time  
 Make Cue Stack default all pages

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

Transfer a Cue Stack to other playback

**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  
 Head at 50% into current cue  
 Head +10% into current cue  
 Head at 50% into all cues  
 Head +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 UPD  
 Hold \* and + and press REC  
 RECORD MERGE x THRU y <S>  
 / + REC  
 \* + REC  
 THRU + REC  
 REC 0 ENTER  
 <S> head no.@50  
 <S> head no.@+10  
 <S> head no.@50 THRU  
 <S> head no.@+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>

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

Copy heads data

<from head no> COPY <to head no> ENTER  
 COPY <from head no> @ <to head no>

Copy heads in Cues

Hold + and COPY  
 Or SHIFT + COPY and select COPY HEADS option  
 Or Press COPY HEADS from Copy toolbar

**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 palet te

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 changesUPDATE  
 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 palet, choose icon

**Information Windows**

Extra Output Info Windows  
 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

1 OUT 2 OUT 3 OUT  
 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

**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	Hold rear reset button 15 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	<SHIFT + SHIFT> for MQ100-300 consoles <ALT + CTRL + SHIFT> for MQ40/MQ60/MQ70/MQ80/MQ500 Type test and press <CTRL + SHIFT> for PC

**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>
Activate Playback 100%	T <Playback no>
Release Playback 0%	U <Playback no>
Go Playback	G <Playback no>/<Cue ID>/<Option> 1=preload
Stop Playback	S <Playback no>
Choose Playback	C <Playback no>
Set level last Cue Stack activated	K <Level>
Set level current Playback	L <Level>
Set level of this Playback	M <Level>
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>
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 dis)
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/x
Disable zone x	H6/x

**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 scree,	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