dot2

USER MANUAL
of MA Lighting

dot2 User Manual

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1. 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!

1.1. 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.

1.2. System Requirements dot2 onPC

Your system should have the following system requirements for the dot2 onPC.

- **Processor:** Dual Core Processor with 2.4 gigahertz (GHz) CPU with support for SSE2
- **RAM:** 1 gigabyte (GB)
- **Hard disk space:** 32 GB
- **Graphic card:** 512 megabyte (MB) graphic RAM
- **Operating systems:** Microsoft® Windows® 7, Microsoft® Windows® 8, Microsoft® Windows® 8.1
- **Resolution:** 1920 x 1080 Full HD
- **Network card:** 100/1000 TX/T

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.

1.3. 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 .
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.

1.4. 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.

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 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.

2. 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 through 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 onPC). 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 :-)

2.1. 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 about 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. 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: System Clock

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.

2.2. 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 two) and I would suggest that you connect a USB keyboard to one of the USB connectors at number four. You should also connect an external screen (connector number five). The best is a screen with touch function (be aware that many screens don't work with this console). If you don't have a touch screen then you should connect a mouse. Both are connected to the USB connectors at number four. 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 three).

When you have connected the needed devices, then you can press the 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** - This is used to turn on or off the console.
2. **Power connector** - Here you connect the power cord.
3. **Ethernet connector** - This is for connecting to a network.
4. **3 x USB connectors** - for USB memory sticks, touch screen, Keyboard & Mouse, etc.
5. **DVI connector** - for en external screen.
6. **Balanced Audio in** - this is a mono audio input for sound to light functionality.
7. **DMX input** - This DMX input is currently only for DMX remote control.
8. **MIDI in and out** - The MIDI can be used also as a remote control and for MIDI Time Code.
9. **DC Remote Control** - this is for contact closure remote control.
10. **Lamp connector** - this if for the console goose neck lamp.
11. **LTC connector** - this is used for SMPTE Time Code.
12. **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 ares:

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. The one below this have this symbol ⬆, this is the executor Flash key. 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 B.O. 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.

2.3. 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 `Backup` key. This gives you the Backup menu:

‹Esc — **Backup**

Current Show Name: **demo show theater** — 22.Okt.2014 15:29

📄 New Show

↪ Load Show

💾 Save Show
This function can also be executed by a double press on [Backup].

💾 Save Show as...

.2 There is no USB drive attached. Show will be saved on dot2 only.

Select
New Show
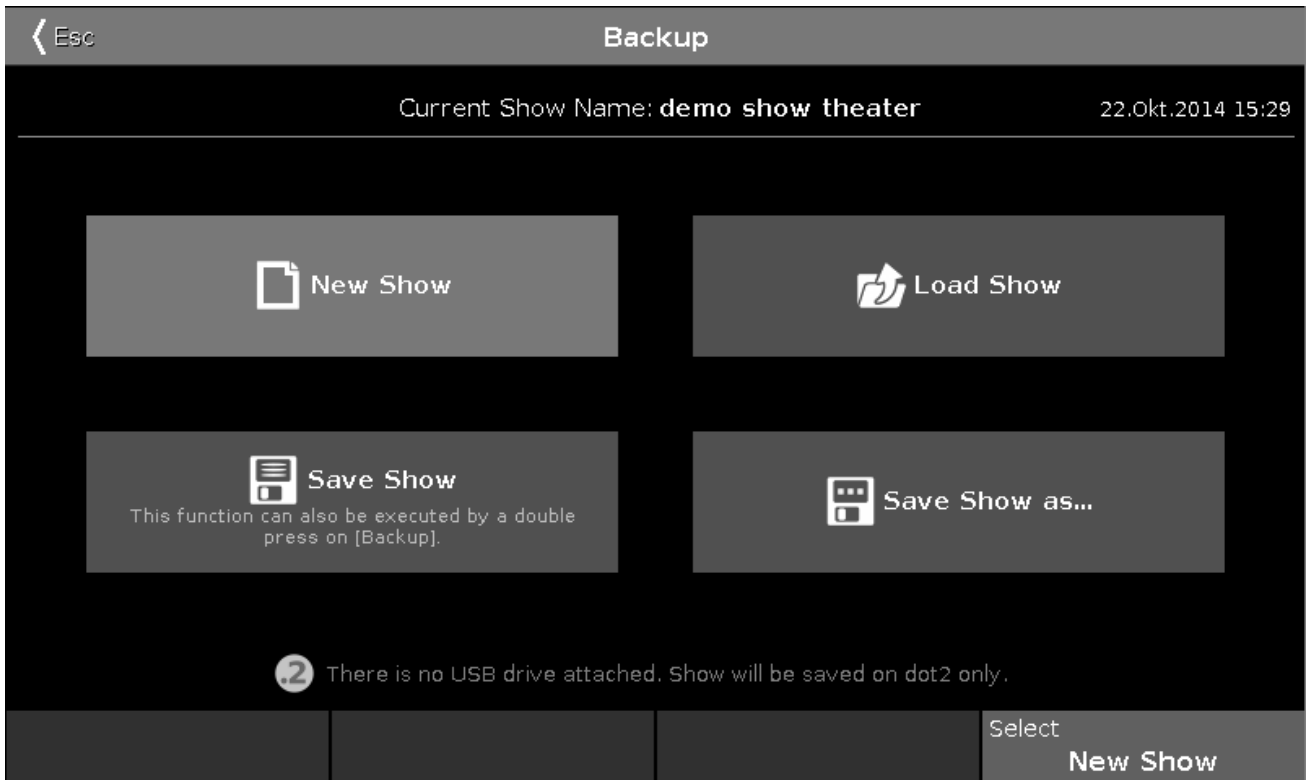
Please press the `New show` button. This will create a new and empty show.

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

‹Esc — **New Show** — **OK ✔**

Please enter the name of the new show.
This name must be unique and will also be used as filename.

Getting Started 01 ⊗

q	w	e	r	t	y	u	i	o	p	←		7	8	9
a	s	d	f	g	h	j	k	l	⏎		4	5	6
⇧	z	x	c	v	b	n	m	,	.		1	2	3
									0	.

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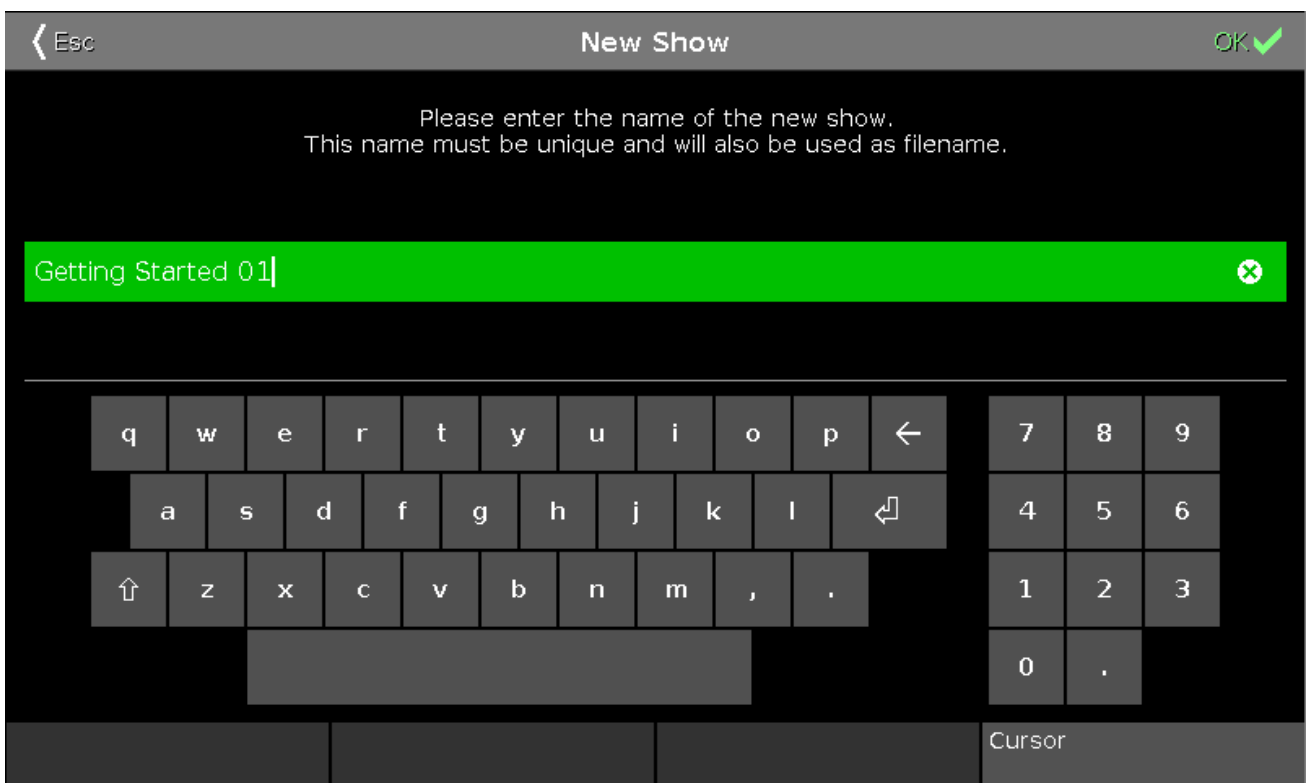
Now you might be presented with a window that tells you that there already is a show with this name. Then you can choose to overwrite the existing file/show or tap Cancel to give it a new and different name.

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 inbuilt power backup in the console and if you turn it off or looses 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 the last USB connector. And then save the show. Now it's saved both on the stick and in the console.

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

2.4. 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).

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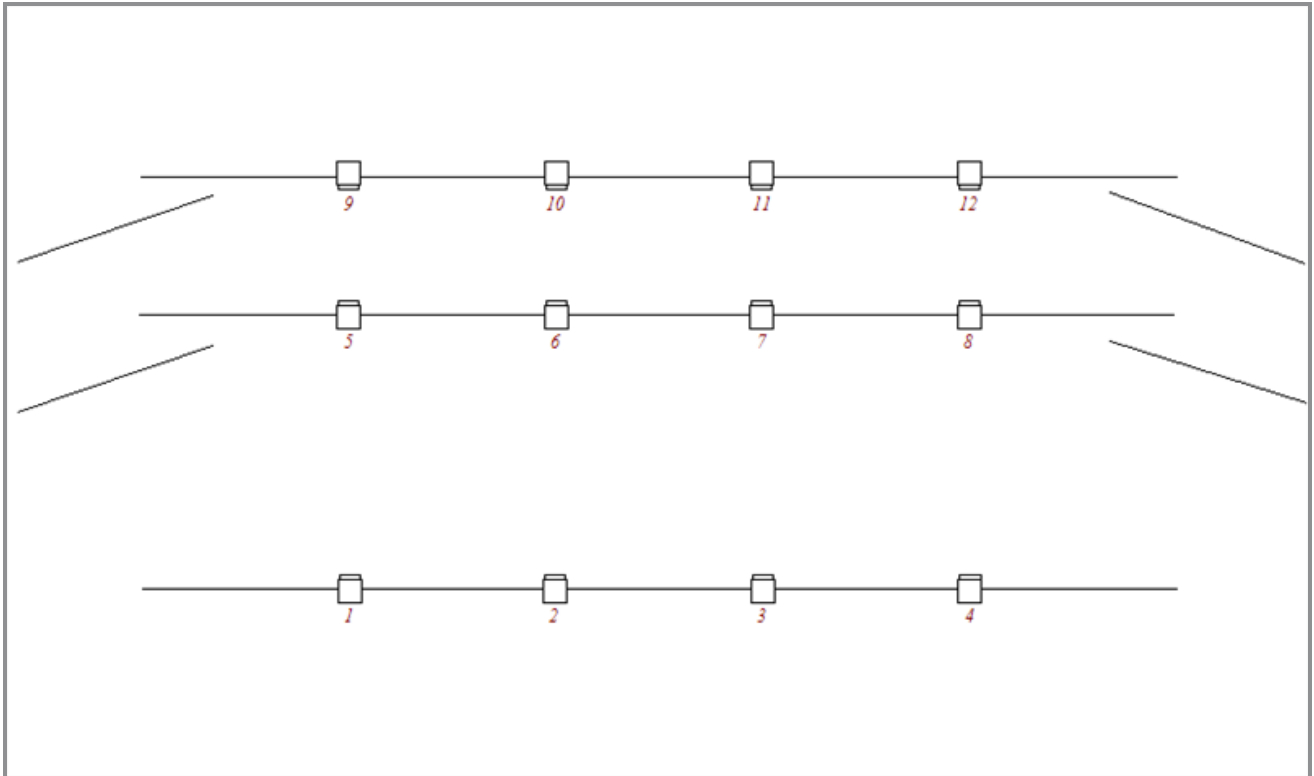
So let's add those 12 dimmers to the setup in the console (don't worry, we'll add more fun stuff later).

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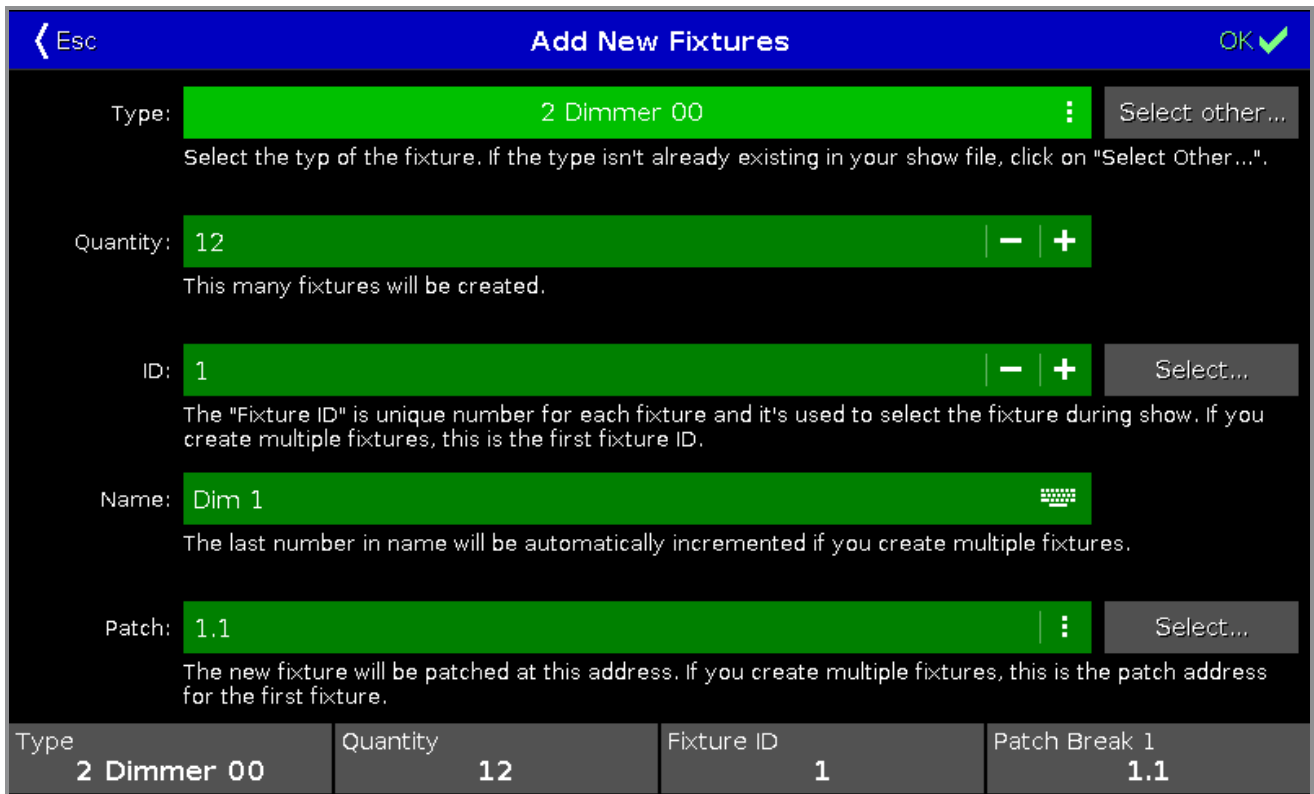
Press on the right side of screen 1 where it says Add New Fixtures .

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:

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

This 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.

2.5. 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:

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 one on the screen. This should change the frame around the rectangle to a yellow color - like this:
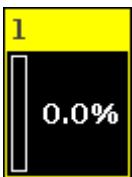
This indicates that this fixture is now selected and if you now move the level wheel, you'll see that the value changes.

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 and 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 one 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 then 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. This is also an indication of the value.

You can actually even spread it out over three 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 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:

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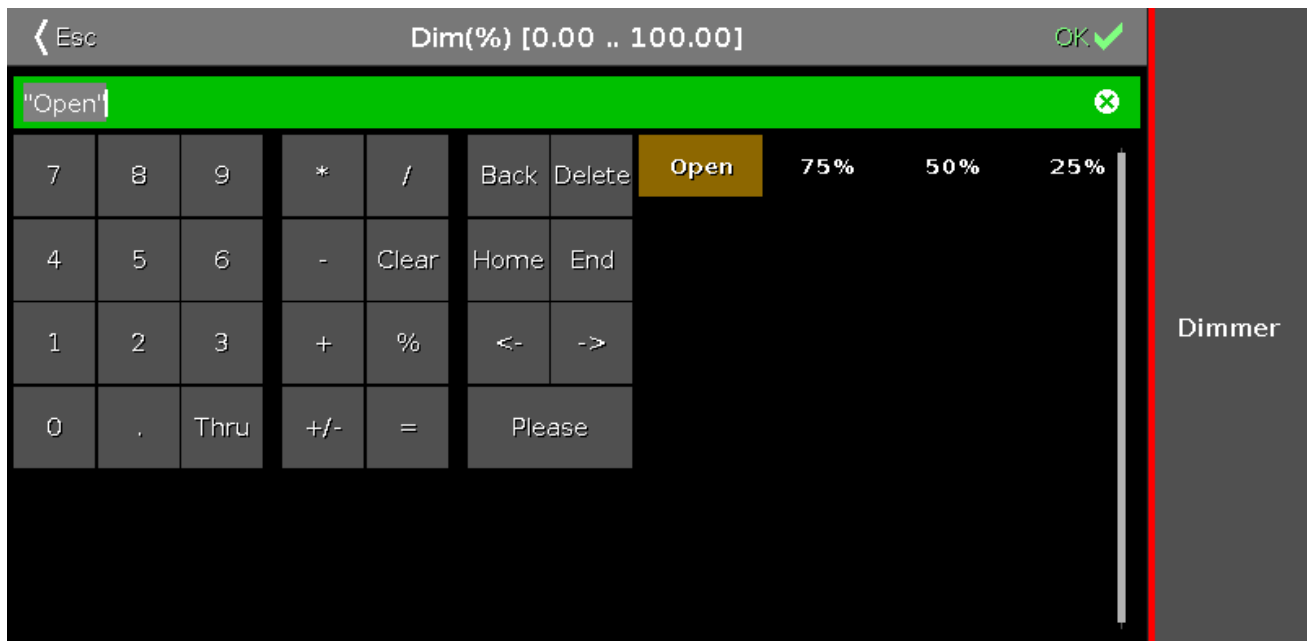
This also allows you to type a value on the screen. But you can also use some predefined values. On the picture above there are four buttons: Open , 75% , 50% and 25% .

'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 then 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:
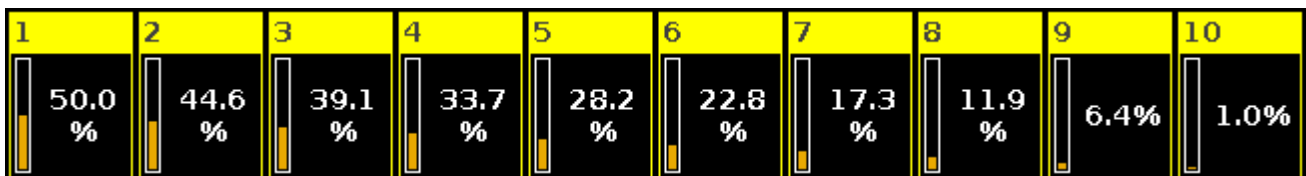
Now let's reset and give all the fixtures 50% again (At   5   0   Please). Now press the Align key until the pop-up says the mode is "Align >". And now try to turn down the dimmer encoder again. Now the result is that we change fixture 1 and the value is spread up to fixture 10, that doesn't change. It could look like this:

1	2	3	4	5	6	7	8	9	10
0.0%	5.6%	11.1 %	16.7 %	22.2 %	27.8 %	33.3 %	38.9 %	44.4 %	50.0 %
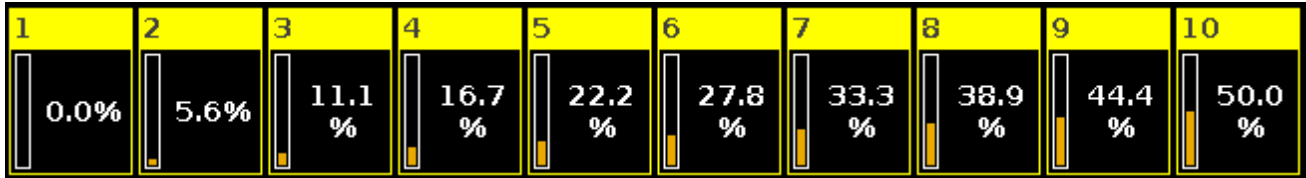
Reset again with a 50% to all fixtures. Now press the Align key until the mode is "Align ><" and then turn the encoder. Now it's like we have a pivot point in the middle of our 10 fixtures and we can tip the values one way or the other. It could look like this:

1	2	3	4	5	6	7	8	9	10
100.0 %	88.9 %	77.8 %	66.7 %	55.6 %	44.4 %	33.3 %	22.2 %	11.1 %	0.0%
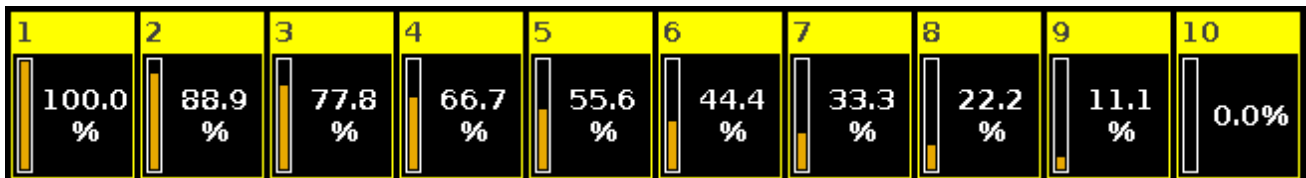
Reset one more time with all the fixtures at 50%. Press the Align key until the mode is "Align <>" and then turn the encoder. Now the first and last fixture stay fixed at 50% and the middle moves the most. It could look like this:

1	2	3	4	5	6	7	8	9	10
50.0 %	37.3 %	24.7 %	12.0 %	0.0%	0.0%	12.0 %	24.7 %	37.3 %	50.0 %
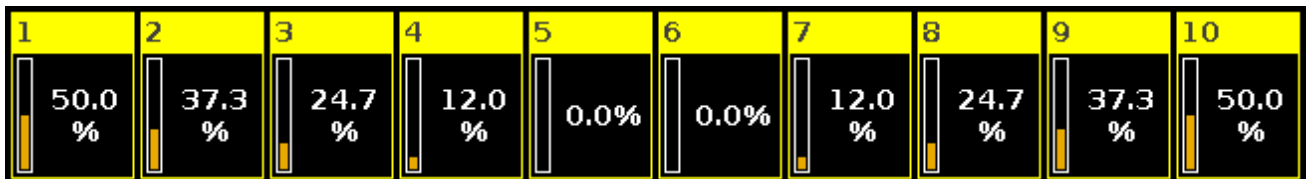
Did you notice that every time you reset the value to 50% then the align key doesn't light up anymore, and when you press it then you needed to go through all the mode we have already tried. This is actually the fifth and default mode called "Align Off". Every time you do something other than rotating 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 explore something called **Programmer**.

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

In the previous chapter 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).

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

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 do a little modification to the **Fixtures view**.

We have been looking at the fixture view in symbol style until now. We are going to change this into the sheet style. In the upper right corner of the Fixture view there are three buttons. You need to press the one in the middle.
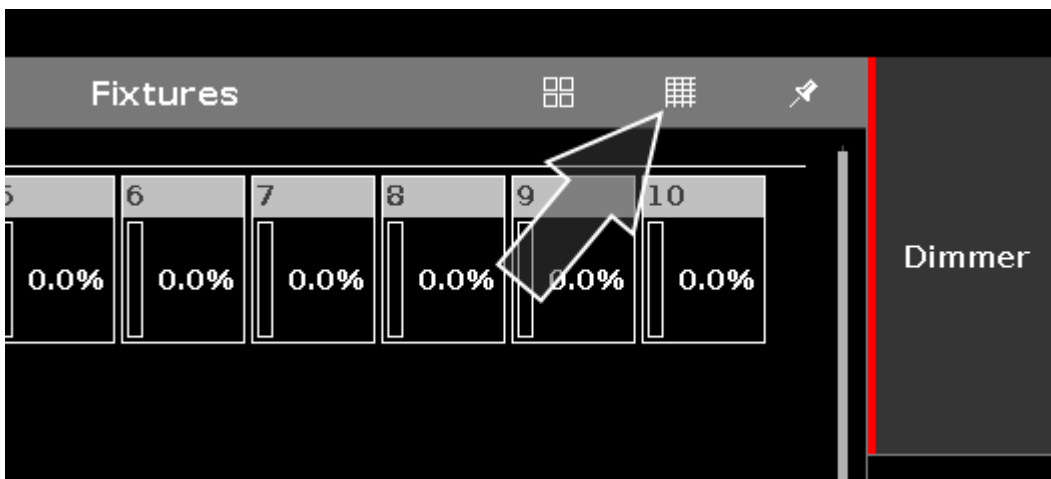
This changes the view to something like this:

Notice that I have fixture 3 and 4 at 50% in the picture above. If you want to go back to the symbol view you can press the little button on the left - the one with four squares. But for now please stay in the sheet view.

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, 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 chapter 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 tuned back to gray. This 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.

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

But I'll like to introduce you to the Highlight function before we move on. Clear you programmer and then press the `HighIt` key. And now press the `Next` key. This should show you that fixture 1 is selected, but you don't have anything in your programmer. If you are still in the sheet style in your Fixture view it might not look like you are doing any output, but if you change back to the symbol style, you'll see that we are actually outputting dimmers values on fixture one. The symbol style will always show you the current output and the sheet style will show you programmer and executor output (I'll tell you more about Executors later). Make sure the Fixture view is in the symbol style and then press `Next` again.

Notice how it's now fixture 2 that is selected and giving 100% output and fixture one 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 `HighIt` 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 `HighIt` key. Even try to give the fixtures a value in the programmer and still use the highlight function.

The Fixture view in sheet mode will show the values you have in your programmer but the symbol view will show you the actual output.

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

2.7. 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 this 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 represent 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. First 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`

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 you 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 start over on this chapter.

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
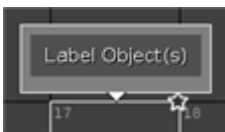
and get the Enter Name window.

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 are used, 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 have changed. 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` .

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.

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:

Combination selections

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

You can combine two groups simply be 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:

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!

2.8. 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 one 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 it the one we need to play back the cue.

The dot2 don't have motorized faders. So there might be some inconsistencies regarding where the console believe a fader should be and then where it actually is.

Have a look at this picture:

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

On the right side of this you'll see two vertical bars. These show us where the console thinks the two faders are. The rightmost fader is at the bottom and the left one is at the top. Most faders are executor masters. They control the overall dimmer level for the fixtures stored on the executor. That's why we often refer to the top position as 100 and the bottom position as 0. The Main executor have two faders. The left one is the master, the right one is used to manually cross fade between two cues. Moving the fader to the opposite position will fade between cues using the timing of your fader movement.

If you left physical fader (the master) isn't at 100, please move it there. We might still needs 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:
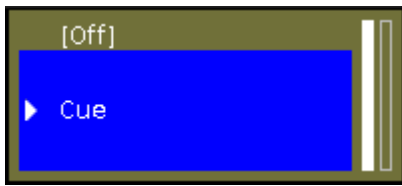
Notice the brighter color and the blue marking of cue number 1. This indicates that the executor is active and that the current cue is number 1.

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 related to the output of our channels. IF you move the fader to 0 then the executor isn't active anymore, but as soon as you move the fader above 0 then cue number 1 is active again.

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 bit more tricky.

- **'Number'** is the cue number.
- **'Name'** is the cue name.
- **'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 just to press it shortly. 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:

Cues of "Exec 'Main'"

Number	Name	Trig	Trig Time	Fade	Out Fade	Out Delay	Dimmer Fade	Dimmer Delay	CMD	Snap Percent
1	Behind Curtain	Go		0	InFade	InDelay				0.00%

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 one (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 you programmer and take both your executors down to zero. When you turn up executor one then fixtures 1 to 4 turns on. When you turn it down, then they turn off again.

Now put the fader at 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 have a higher priority than the executor.

Try to store you programmer on executor number two. Now try to move executor number two. 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 don't have the high priority from the programmer.

Try to turn up executor two to 100. That turns up the fixtures to 80%. Now turn up executor number one, 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 called. That's why they fade to the value from executor number one. Take down executor two and keep up executor one. Now the fixtures are still at 100%. Now turn up executor two. 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 one of the other screens 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:

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.

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. And then 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 Page2". This is because all the running executors should always be visible. So an active executor get's "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 also choose to keep an executor fixed. What have happened so far is what's called "Auto Fix". This means that when you turn off an executor that comes from a a different page, then it goes back. 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. Please go to the next chapter without any fixed executors.

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

2.9. 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
```
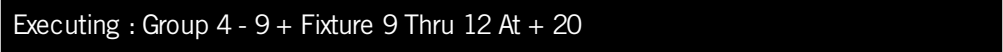
Let's have a look at the response from the console and talk about what we just did.

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 then at 75%. The "Executing" part is just the console telling you that it actually did it.

Next line was more complex:
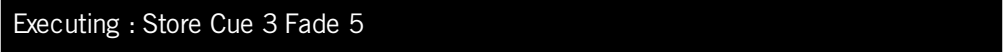
```
Executing : Group 4 - 9 + Fixture 9 Thru 12 At + 20
```

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 and fixtures 9 to 12 at gave then 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.

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

This is the key presses needed:

 Group 5 + 8 At - 4 0 Please

We are going to make it cue four 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.

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.

2.10. Getting Started Guide - Adding LED fixtures

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

We got four ETC Vivid-R 11 color wash fixtures. Our new plot looks like this:
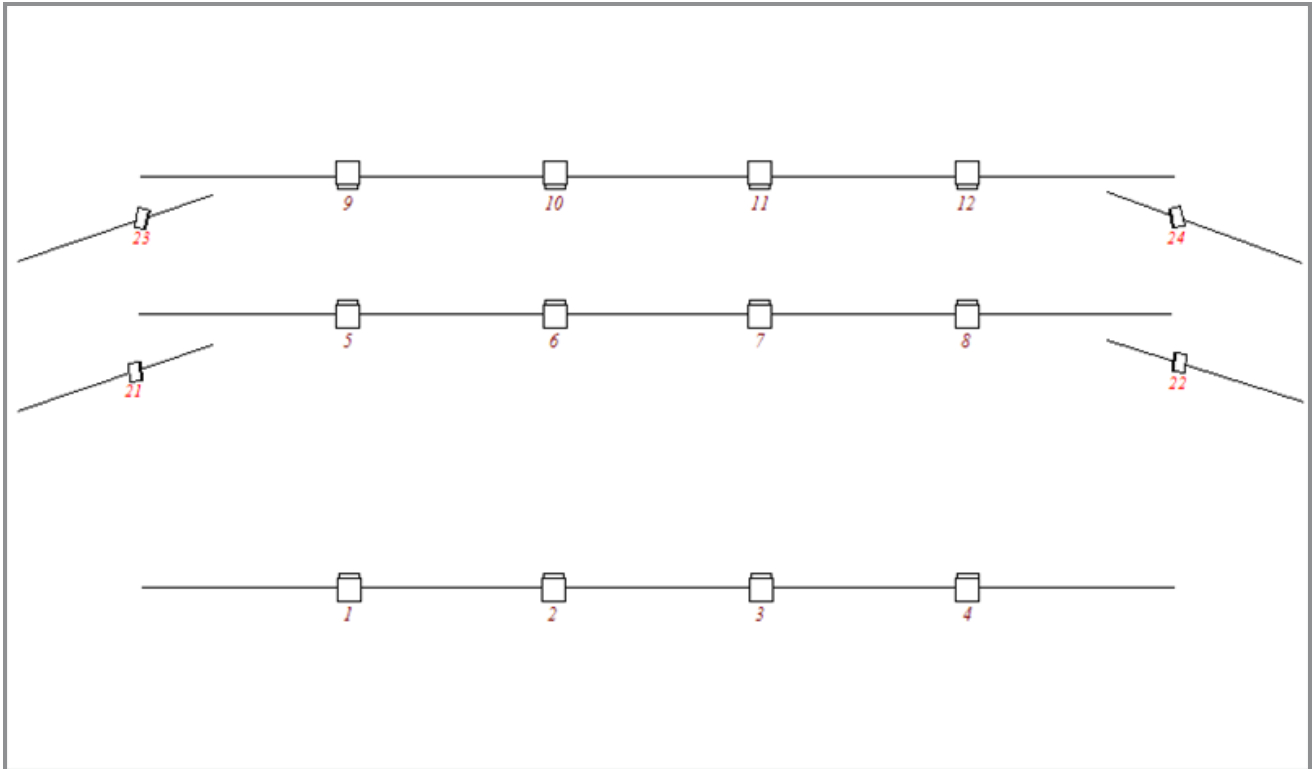
They are mounted on vertical pipes on each side of the stage.

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 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 **vivid**.

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 ETC called Vivid-R 11. This fixture only have one mode available. Often when this is the case then the mode is called "00". It's the same for our dimmers - remember they also have a 00 at the end.

Ok, when you've found it and the bottom of your screen looks like this:

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

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

We also need to change the address for the first fixture. We want to patch them on the first address on the second DMX universe. 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. Left encoder selects the universe and the right selects the address. We need universe 2 and address 1. 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 view that we now have four new fixtures:
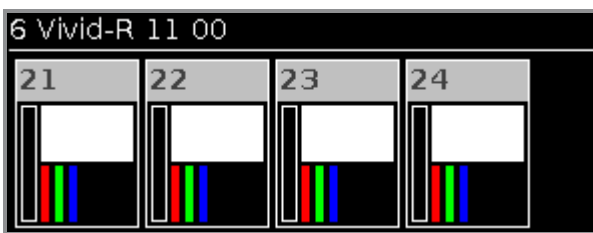

In the next chapter we are going to have a look at controlling these new fixtures.

2.11. Getting Started Guide - Working with colors

The fixtures we just added have seven different colored leds and a dimmer.

Before we do anything with them we should make a group with all of them. Call it **All Vivid** 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 Vivid 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 LEDs.

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

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"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 view visible. Notice how the color is mixed. Each colored column on the fixture symbol is one the colors available in the fixture. 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 MA key. Have a look at the picture below. It's the same encoder, but in the left is the primary function on the right is the secondary:

Hue	MA Red	Hue	MA Red	Hue	MA Red
31.0		100.0		31.0	
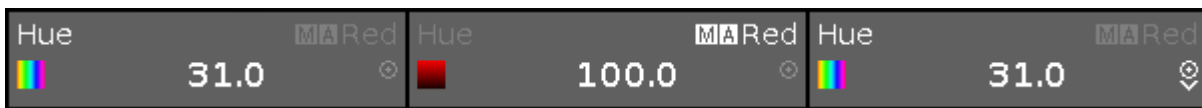
The third example in the picture is showing you that it's possible to change the resolution or speed of the encoder. The small circle icon with a dot in it, is the Encoder key it looks like this: ⊙ . Pressing it toggles the resolution. It can be slow or normal. The third example above slows you what 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 Vivid fixtures and select a color using the picker. Now press the Align 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 Picker is selected. Try to press the one that says Fader . This now changes the view to show us three different fader system 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 section 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 pressing each section. Try it out. Also notice the primary and secondary functions on the encoders.

Swatchbook

Next we are going to look at is the Swatchbook - press it.

This allows us to choose a color that should be close to the catalog of 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 Raw: MixColor A . This gives you the first four color channels. Next to it is MixColor B. This is the next set of four 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".

2.12. 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 every time.

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" and "Color".

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 or color on the preset bar on the right of screen 1, then the preset view will change the type accordingly. 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 the values of the fixtures - but only the values within that preset type. 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 LEDs 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 when we worked 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.

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 - the red color on the preset bar in the right of screen 1. 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.

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 press 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 pressed. Press the preset again. Now they got the color.

If you don't have a selection when you press a preset, then the fixture(s) who can use that preset gets selected. If you have a selection of fixtures and press a preset, then the fixtures 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.

Select the MyColor preset and store 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 the preset has changed, so now the cue will give us the fixtures in blue.

Now 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.

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). Now store this on executor 102.

Clear your programmer and try what happens with the color of the fixtures when you play them back.

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.

2.13. 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:
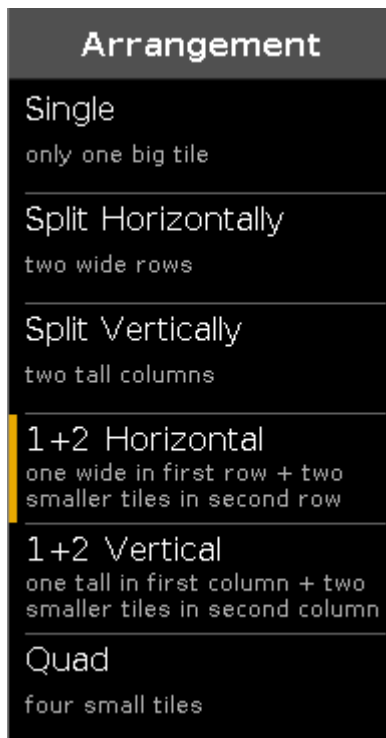
This allow us to select seven different view arrangements. Try to select the different ones.

On the right top side you can see what the different arrangements look like.

The lower part of the right side is the different available views you can assign.

When you have selected a nice arrangement you can select a tile and then select a view for this tile.

This closes the Select View window.

You can always change what view you got where, 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.

2.14. 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:

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. 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 ETC Vivids, 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 [Select others...] and find the GLPs (impression X4 - "Compressed" mode). When you have found them you need to press the [OK] in the upper right corner.

The quantity should be six.

We need to give them a Fixture ID. Press [Select...] 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 [31] and press [OK] 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**.

Now we can press the OK 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

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

Notice the extra fixtures in the fixture view and how they are organized by fixture type.

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

2.15. 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 view scrolls to allow you to see the selected fixture.

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 at, then it might be better to use the raw faders.

How this is all organized is a part of the fixture profile. Unfortunately it's not possible to edit the fixtures directly in the console.

We have already had a little look at this when we where working with colors in chapter 11. 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.

There is not one way this can look. 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 fader 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 controlled by the second encoder. and on 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 11. 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 and Iris. The Shutter 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.

A weird thing about this fixture type is that the variable Frost is only accessible in the Raw attributes. So that's where you'll find it.

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 of the fader. Some fixtures have a more complex focus system. These extra attributes can only be accessed in the Raw values.

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.

2.16. 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 Vivid	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

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:

1	2	3	4	5
All Stage Wash	All Stage Profile	Chair	Speaker	Starting Position
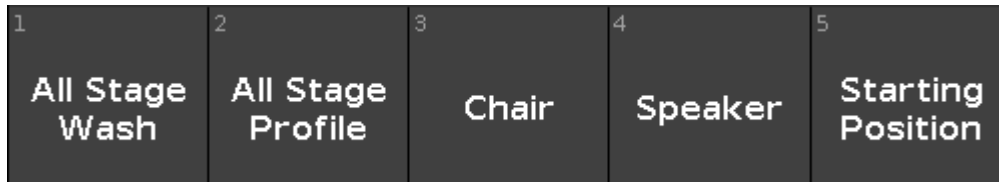
The Alpha Profiles have a gobo wheel. Make three gobo presets - the first one should be one without any gobo. Mine looks like this:

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:

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 the both the X4's and the Alpha Profiles in the Zoom presets. Here's mine and what I've called them:

1	2	3	4	5	6
Normal Zoom	Narrow Zoom	Wide Zoom		Sharp Gobo	Soft Gobo
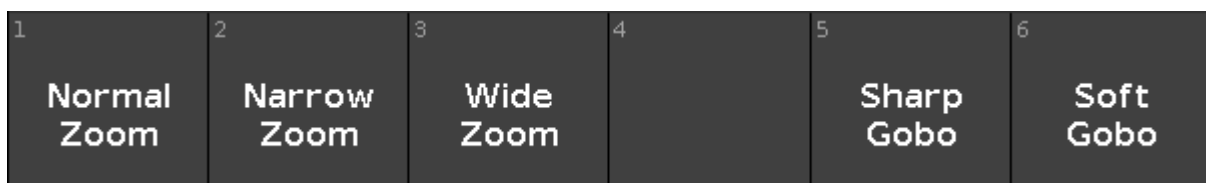
I also don't care about the control channels. But the Shapers are fun. I made two. One that's open and one where the shapers are in. I called that one "Forrest" - it goes with what we are going to use them for in the next chapters. Here's my result:

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.

2.17. 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.

Let's update our cues

Go to cue number five on the main cue list.

Select all the X4s and put them on presets All Stage Wash and Green (you should always have a green), Wide Zoom and finally turn them at 60%.

Press the Update key followed by Please . This will add the values to the active cue - number 5.

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

We also want to add some 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 it runs into cue 7, but they are actually also on in cue 6. 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. So we need to fix cue 6. Select all the fixtures that we turned on and give them 0%. Now this needs to be stored in cue 6, but we want the values back in cue 7. So this one time we need to store this information without them tracking into cue 7. Press Store Cue 6 Please . This opens a Store window with some possibilities.

On the left side you'll notice a "Store Mode" area. Here we have the option to choose "Cue Only". This means that cue number 7 will stay the way it is now. If we choose "Normal" then we would have our new zero values tracking from cue 6 into cue 7.
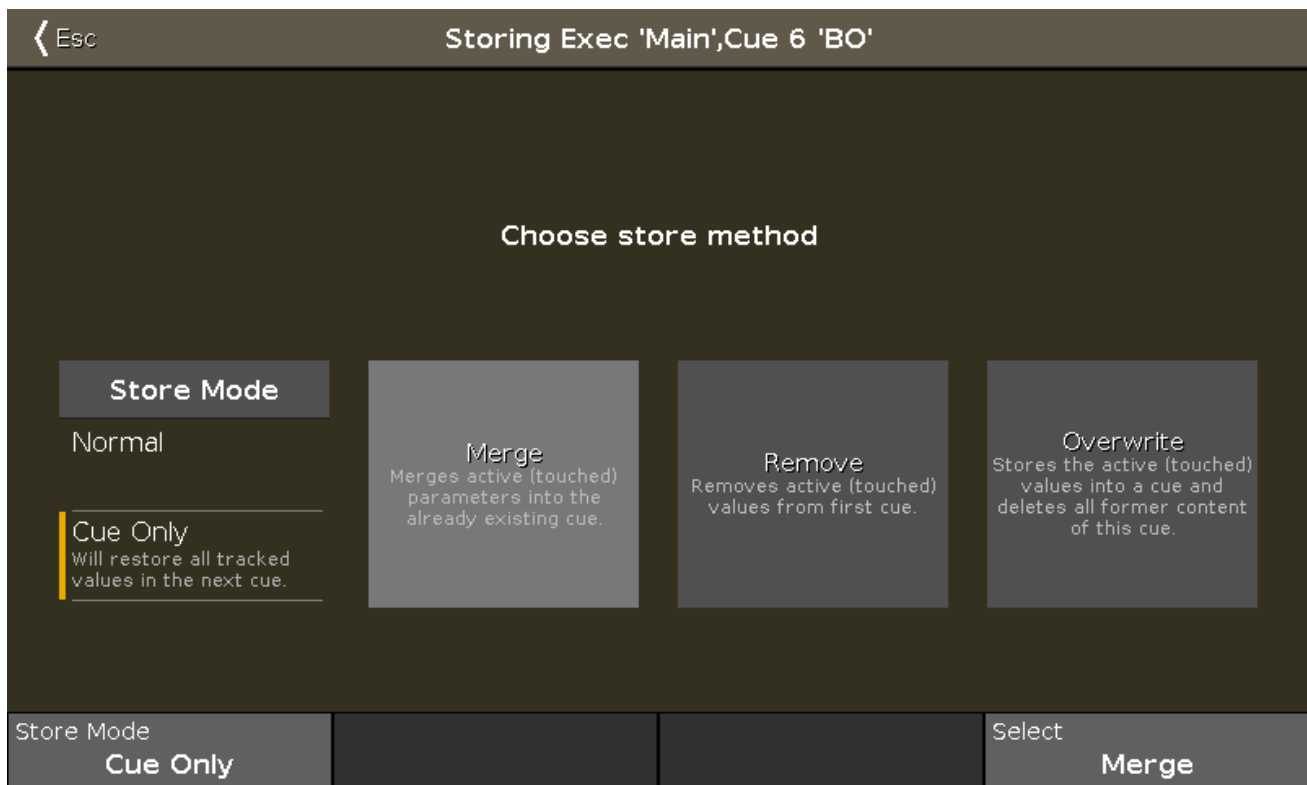
So select | Cue Only | and then | Merge |.

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.

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 view. All the fixtures we added have a color and a position even though we haven't added anything in cue 3 yet.

This is because of some console trickery. The console is looking forward and is already moving the fixtures to the position where they will be used the first time. It's a function called MIB (Move In Black).

Cue timings

Now run cue 4 and notice fixture 41 and 43 turning on. Keep an eye on them as you press `Go +`. See how they are changing color and moving while they fade out. This is because we store it as cue only information. 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. The you should the 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 invisible internal part of the fixtures, so they can do it in zero seconds. The 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:

Number	Position Fade	Position Delay	Gobo Fade	Gobo Delay	Color Fade	Color Delay
			Cues of "Exec 'Main'"			
1	0	0	0	0	0	0
2	3	0	3	0	3	0
3	5	0	5	0	5	0
4	2	0	2	0	2	0
5	1	5	5	0	0	5

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.

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.

Rate Master

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 an 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 Rate Master. Press Store Speed and then any key associated with executor number 5. This gives us a Rate Master.

This master's normal position is in the middle of the fade range. Here are all cue timings 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 Rate Master 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.

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

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

2.18. 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 yet that I would like to properly introduce you to. It's called **DMX view**. It could look like this:

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 to many details about this with 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 it not only show the value but also what the channel is.

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

Parked channels have a blue background. And 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 view in Symbol mode, Fixture view in sheet mode and a DMX view.

Run cue 1 on the main cue list. This will turn on fixture 5 and 7 at 40% or a DMX value of 102.

Then select fixture one 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 127). Then toggle blind mode. Notice that you can still see the values in your programmer in the fixture view in sheet mode, but the symbol mode will turn the fixture to 0%. Just like the DMX view - here the value also disappears.

So programmer values can only be seen in the fixture view in sheet mode. The other views shows you the actual output.

Notice that if you toggle blind again then your programmer values goes active again. This can be used to preload 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 a special master that can be used to change the timing of the programmer. Press Store Time 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 Blind 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 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 director 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. But you really want to add the Vivids at 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 `Prvw` key and then the big `Go+` under the main executor. Now your fixture views get a red headline! This is to show you that what they are currently showing 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 on, both in real life and in Preview. But we want to edit cue 3.

Try to press the little `Go+` in the command section(this is important) and then the `Prvw`. Now you can see the fade from cue 1 to 2 and the follow into cue 3. Now we can add the Vivids.

Fixture 21 thru 24 needs to go to 15% in an orange color. All this is 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 Vivids 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 executor than 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. But we haven't looked at DMX testing yet.

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. It's not showing in any other views that you have this DMX channel under control. The DMX tester have the highest priority. That means that you can't control the output of the DMX channel from the programmer, executor or 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 when appropriate. You can end up spending a lot of time trying to figure out why a fixture isn't doing what it's suppose to do, just to realize that it's the DMX tester that keeping the control.

Fixture parking

We can choose to lock a fixture so we don't change it 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 values 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 symbol 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 here says `Unpark all DMX channels` . This will unpark all the fixtures.

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

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

2.19. Getting Started Guide - Fun with Macros

MA dot2 comes with some build in Macros that can help you works better and faster.

Press the ▮ Macro ▮ key to see them. This is what it looks like at the time of my writing:

1 +05	**2** -05	**3** Align <	**4** Align >	**5** Align <>	**6** Align ><	**7** Align Off
8 Circular Copy >	**9** Circular Copy <	**10** Clear Selection	**11** Clear All	**12** Copy	**13** Delete	**14** Edit
15 Even	**16** Even ID	**17** Help	**18** Highlight	**19** IfActive	**20** if output	**21** IfProg
22 Invert	**23** Knockout Invert	**24** Knockout Selection	**25** Label	**26** Label Cue	**27** Move	**28** Next

You can't change the macros or add your own in the current software. But 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.

Even though you can't edit the macros, you can still rearrange them. So you could move up the macro you use the most You can also delete them. Be careful with that, since you can't bring them back later.

You could arrange it like this:

1 Even	**2** Even ID	**3**	**4** Knockout Invert	**5** Knockout Selection	**6**	**7** Shuffle Selection
8 Odd	**9** Odd ID	**10**	**11** Circular Copy >	**12** Circular Copy <	**13**	**14** Shuffle Values
15	**16**	**17**	**18**	**19**	**20**	**21**
22 Invert	**23**	**24** IfActive	**25** if output	**26** IfProg	**27**	**28**

Many of the macros are onscreen buttons of hard keys. Like: Copy, Delete, Edit, Help, Label, etc… But some are more unique. 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. Noting 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 an 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.

Odd, Even 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 `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 `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 `Odd ID` and `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 pressing the `Set` key. And then try the `Odd ID` and `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 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" inbetween). 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 how 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 have 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 then a nice color. Press Clear once. Now to reselect them you can tap the IfActive macro. That is because they are 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. In the next chapter we are going to use some of them a little bit more.

2.20. 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 cues list with the different steps in the chaser.

The only problem is that is 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 still want dimmer and colors. So we don't what that in our programmer. Press Off and then Dimmer in the preset bar 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. It looks like this:

⟨ Esc	Settings of "Exec 3.1"
Is Chaser:	🚫
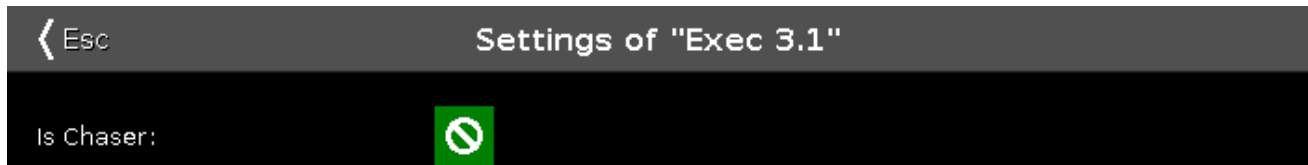
Right now the check marker isn't filled out so it's not a chaser. Tap it once and then tap in the upper left corner where it says ⟨Esc⟩.

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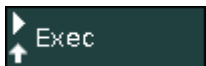
▶ Exec
⬆

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

Changing the Chaser settings

Again press the 👁 key 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:

Forward	⋮	Endless	⋮
Play	Pause	Half Speed	1:1 Speed	Double Speed
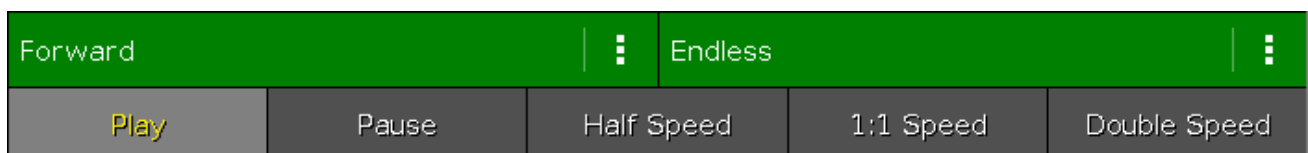
The top half of this gives you two different settings regarding how the different cues or chaser steps should run. Pressing the three dots on the right opens a pop-up list with four options.

- **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.

The MA dot2 is handling speed as BPM (Beats Per Minute). This is used for chasers and effects.

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. 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 runs 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 make a cue 5.5 and then add the X4 dimmers at 0% in cue 5 only. And 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.

2.21. 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.

Effects are the transition from one value to the other. 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 on time or if they should be spread out.

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

Dimmer Effects — Low Value | High Value

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 that the Dimmer title bar is now also blue and there are two extra buttons in this view:

Dimmer — Normal Value | Low Value | High Value

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. 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 what we call the spreading of the fixtures over the time of the effect loop. Try to press the encoder and set the value to 0. Now all ten fixtures are doing the same in the same. 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 mowing where in the loop. If we want to remake the effect to what it was before, then we need 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). Press the encoder and select the button called ⎡0..-360⎤. And we are back.

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 [MA] 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 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. 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 ten fixtures again and press the [Effect] key. Now it might seen 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. 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 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 fixture 31 thru 33 (in that order) and run the | 2 Color Hard | effect. Now Select fixtures 36 thru 34 and also press the | 2 Color Hard |. The two section are not at all in sync. That's because we started the effects at different times. Tap the | Sync | button. Now they run as if started at the same time. Store this on executor number 2. Clear your programmer and pull the new fader down and up. Now the effect is running from the executor. Select fixture 31 thru 36 and change the Low and High Values. When you are happy with your colors then you can press [Update] and then one of the keys associated with executor number 2.

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, to see the transition from cue 1 to 2.

The Colorwheel 2 Color effect is used for color effects on color wheels. It 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 making the circle. Next cue the fixtures moves to the singer while the effect stops. This scenario is why there are also a Normal Value and why the effects are put on top of the normal value.

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.

Now we need a circle effect. Tap `Position` in the preset Type Bar and then the Sinus icon. Here we very convenient find a circle effect. 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. Tap the `Low Value` in the title bar. Notice that the value for both Pan and Tilt is -15. This is because it's a relative negative value based on it normal position being 0. So the low value goes 15 degrees below the normal position from cue 1. Let's change this for both Pan and Tilt. Select the `High Value` and see that this is a positive value. Also change these two to 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 fixture 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.

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.

2.22. 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'll 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 console, 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. 5 nodes can output universe 1 through 4. 5 others can output universe 5 through 8.

You can connect up to five dot2 consoles or onPCs and up to five 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. They talk together using IPv6. This is a unique number that functions as an address for each device. 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:

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 identify 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

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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 is running then the button will say Join session . If there's no session running you have the option to tap New Session and begin you own new session.

You can add consoles, onPCs, nodes and 3D in 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. Tap the one you want to add. It will be listed in the correct type of device.

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 Remove .

The limit for each session is five dot2 consoles/onPC's, five dot2 3D visualizers and 10 dot2 Node4 (1K)s - five in each set of universes.

You can set what universes a connected node should output. You can change this by selecting the node you want to change in the DMX Ports column and then tap the encoder. This gives you two buttons. Each represent the set of DMX universes, that you can select. Tap the one you need.

The show remembers what different devices it should connect to.

Last chapter coming up!

2.23. 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 :-)

3. 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.

3.1. System Colors

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

The following examples will explain it.

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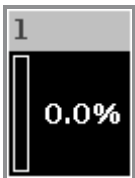
Grey color indicates a not selected object. It is the default color.

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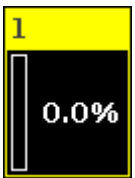
Yellow color indicates a selected object, e.g. fixture or group.

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.

3.1.1. Command History Colors

The command history colors are visible in the command line view and the command history 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
- Command History View
- Control Elements - Command Line
- How to use the Command Line?
- Commands
- Error Messages

3.1.2. Executor Colors

These executor colors are visible in the executor bar, in the executor bar window, and in the change functions of executor buttons window.

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

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](#).

Related Links

- [Executor Bar](#)
- [Executor Bar Window](#)
- [Change Functions of Executor Buttons](#)
- [What is executors?](#)
- [Fix Command](#)
- [Fix Key](#)

3.1.3. Value colors

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

Cyan Value

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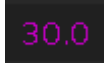
Green values comes from the main executor and indicates dimmer values which are getting smaller.

Grey Value
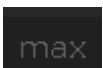
Grey values indicates that this is a default value.

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
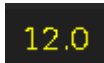
Red values indicates that this value comes from the programmer.

Red Background

6.3
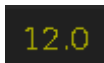
Red background color indicates that this value is in the programmer and you can store this values.
This is an active programmer value.

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.

3.2. 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

Fixture view

Preset Type Bar

Off key

How to work with Cues

How to work with Presets

How to work with Groups

3.3. What is 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

3.4. What is Presets

Presets are used to store values for fixtures in nice pools for each preset type.

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 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 label 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.

Related links

What is Cues

How to Work with Presets

Preset Key

Preset Command

Preset Pools view

3.5. 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. 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	**50**
2	*50*
3	*50*
4	*50*
5	*50*
6	*50*

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	**50**
2	*50*
3	**60**
4	*60*
5	*60*
6	*60*

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	**50**
2	*50*
3	**60**
4	*60*
5	**40**
6	**60**

If you add a fixture that hadn't previously been used, then the dot2 will automatically create a hidden cue number zero and put the default (the value a fixture has if it isn't told anything) in that cue.

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

Have a look at his example:

Cue number	Fixture 1 Dim
1	*0*
2	**50**
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	**50**
3	*50*
3.5	**0**
4	**50**
5	*50*
6	*50*

Tracking Shield

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

Let's have a look at some examples.

Have a look at this table:

Cue number	Fixture 1 Dim	Fixture 1 Position
1	**100**	**Singer**
2	**0**	*Singer*
3	*0*	*Singer*
4	*0*	*Singer*
5	*0*	*Singer*
6	**100**	*Singer*

We have stored fixture 1 at 100% and on the singer position. In cue 2 it's turned off. Now down in cue 6 it's turned back on and it's still used in the singer position - but it's a tracked value.

Now we would like to use the same fixture in cue 3 at the drummer position. So we turn it on in that position and store it in cue 3 and store it at 0% in cue 4. Now what happens in cue 6?

If we follow the normal rules tracking then it will turn on at the drummer in cue 6. But when we made the cue then it was on the singer! So usually we would need to recreate cue 6.

With **Tracking Shield** we don't need to do this. The dot2 realize that you wanted the fixture on the singer in cue 6 so it reapplies the singer position in cue 6.

This is the actual result:

Cue number	Fixture 1 Dim	Fixture 1 Position
1	**100**	**Singer**
2	**0**	*Singer*
3	**100**	**Drummer**
4	**0**	*Drummer*
5	*0*	*Drummer*
6	**100**	**Singer**

The system looks for dimmer values above 0 that uses tracked values. If needed then it stores the tracked values before creating the values in the previous cues, thus preventing the cue from changing because of the tracking.

3.6. What is 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 in a window.

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).

Related links

What is Executors

What is the Programmer

What is Tracking

How to Work with Cues

Cue Key

Cue Command

Cue view

3.7. What is 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 Buttons window.

You can have many pages with executors. Active executors needs to be visible. 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.

You can also choose to fix the executors using the Fix commands and Key.

Active executors have a brighter colored frame then 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 Rate 1 fader (read below for more on this). This have a default non-active position at 50%.

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

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.

Special masters

There's currently two special masters. Both only makes sense to have on executors with faders

The **Rate 1** master is used to change the timing of cues using what's called a divider. The default value for the rate fader 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 Rate 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 too 100% will basically give you fade time of 0 seconds. The speed of any effects stored in cues are also affected by this master.

The **ProgT** 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` .

Related links

[What is cues](#)

[What is the Programmer](#)

[Exec (Executor) Key](#)

[Executor Command](#)

[Executor Bar](#)

[Executor Pool](#)

3.8. 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](#)

3.9. 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 mowing 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).

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:
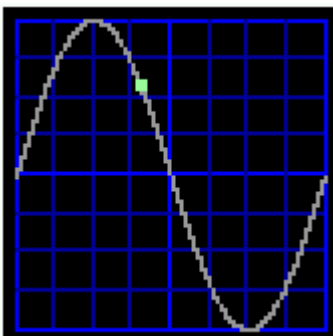
If we spread them out evenly then they could look like this:
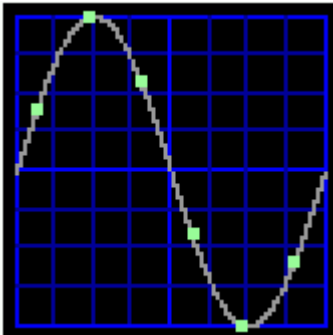
Each green point is a fixture. This is using one of the predefined phases called "0..360".

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.

3.10. 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.

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 `Prvw` key and than 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 `Prvw`. 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

Prvw key

Preview command

3.11. 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. You can connect 10 dot2 Node4's to a system.

Related links

How to connect nodes, wings, onPC and 3D

What is IPv6

3.12. 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:

3ffe:1900:4545:0003:0200:f8ff:fe21:67cf

It could also look like this (not the same address):

fe80::e44f:2900:251f

All computers who supports IPv6 have something called a **Local Link Address**. This is a number 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 the internet.

So your computer should have an Local Link Address.

How to check this?
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 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

3.13. 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.

Related links

DMX key

DMX command

DMXUniverse command

DMX view

Tools menu

What is the Programmer

4. 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.

4.1. 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 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.

4.2. 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.

A new and empty show

When you start a new empty show, then you can read this on your screens. If you need to find this help page again then you need to open a help view and go into the "How to..." section and open the "Add and patch fixtures".

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 five different green input fields that we need to adjust the content of. The five 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.
- **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.

Some of the fields have three small dots ⋮ . This usually opens a drop down menu.

Type

If you tap this in the type field that 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 | Select other... | 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 a copy of the fixture type 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 with a valid fixture type, then you can change to the library on the USB drive.

The other encoders are used to change the fixture manufacturer, the fixture and if the fixture can 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 | Ok | 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.

You can adjust the ID number the same ways as with the quantity. And you have an extra option. If you tap the | Select... | 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 need a DMX patch address, for us to be able to control them. The dot2 suggest the first available address.

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 umber 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 separate the universe number and DMX address by a dot.

You can also tap the Select... button 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. When you have selected an DMX address, you can tap the Ok button in the upper right corner to confirm you choice.

The patch address needs to be unique. You can't have fixtures that uses the same DMX addresses.

When you have adjusted the input fields to you liking then you can tap the Ok button in the upper right corner to confirm you choices. This takes you back to the Patch and Fixture Schedule window. Here we now have some fixtures. 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 Done button in the upper right corner. This gives you a windows that asks you to confirm that you want apply the changes in your show. Tap the big Apply All Changes button.

You have now added some fixtures to your show.

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 fixture i your show. The process is mostly 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. and 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 |.

4.3. 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:
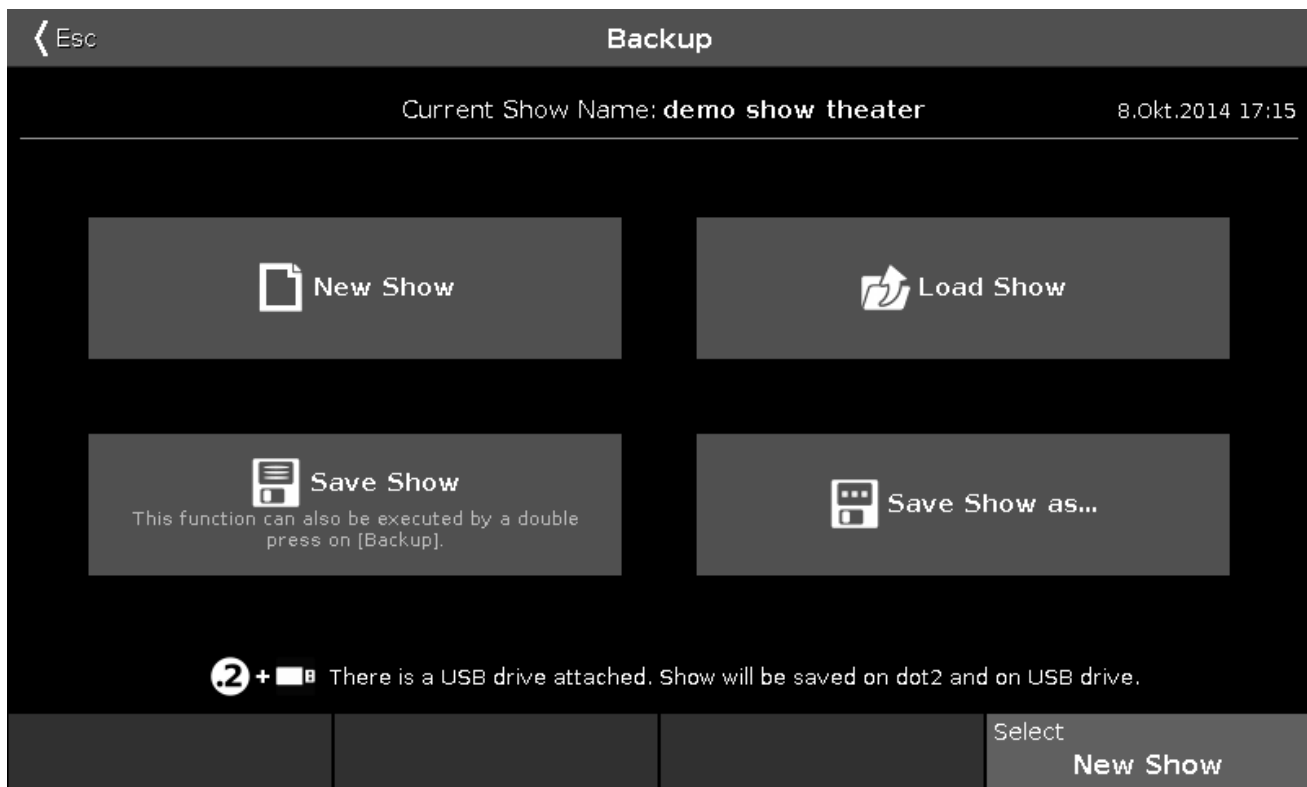
At the heart of this menu are the four big buttons.

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.

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 demoshows.

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 with 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.

Related links

[Backup Menu](#)

[New Show window](#)

[Load Show window](#)

[Save Show as… window](#)

4.4. How to use the command line

The dot2 is actually a command line console. Everything that happens is also a command that's executed in the command line.

To learn more about the actual command you can write, please have a look at the commands section in this manual (also link below).

dot2 User Manual

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:
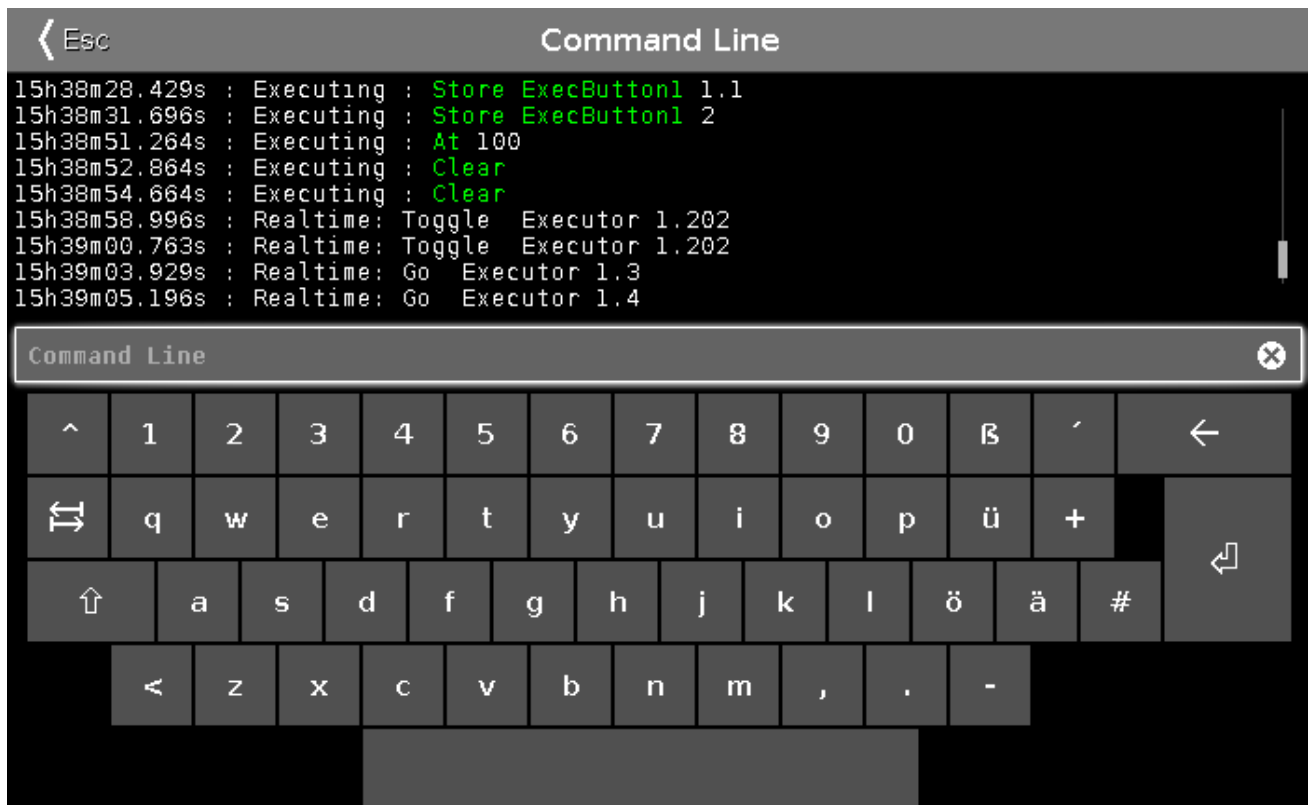
Here you can use the onscreen keyboard to type in the commands and you can see the command history and the response from the console. You can also use an external keyboard in the command line.

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

Command History view

4.5. 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

4.6. 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. For what we a going to do know it makes more sense to make 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.

Let's try this (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.

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 for all preset types. An example is position presets. The dot2 simply doesn't know what the fixtures are pointed at.

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 use a preset some time 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 then the value you want, then press the Update key and then 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 new values.

If you have used a preset in a cue and you add new values (not change the existing once) or add more fixtures to the preset, then this new information isn't added in your previous saved cue. Cue cue 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 is 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

4.7. 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 executor. 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:
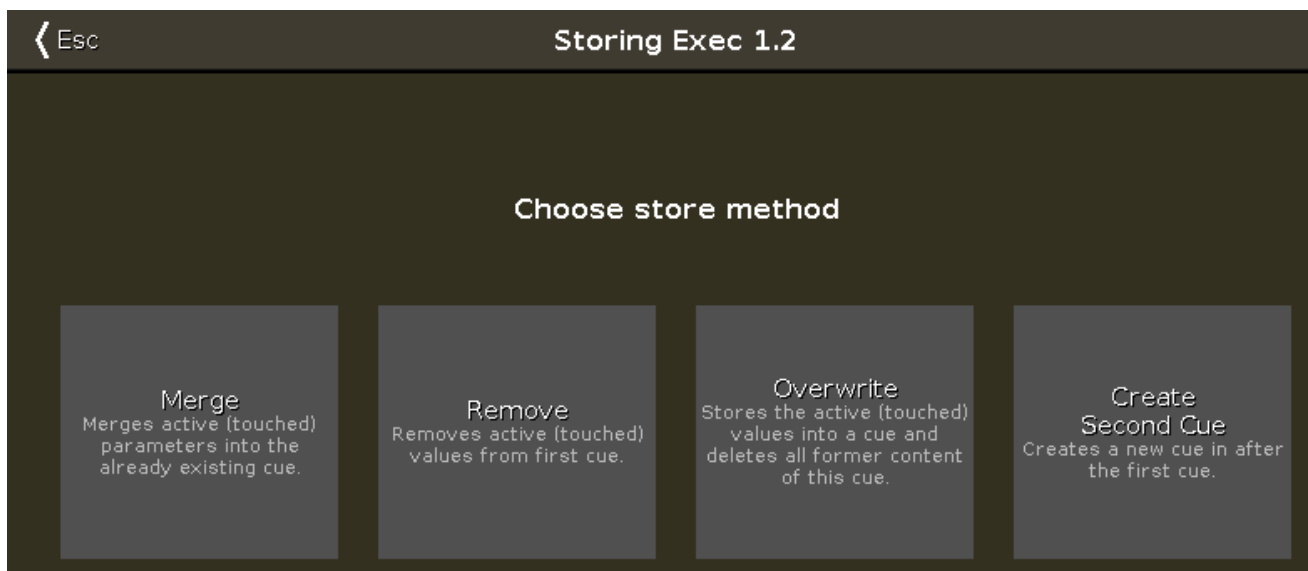
There are four options here:

- **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:

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.

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. If is a faster workflow. 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.

Naming a cue

Right after you store a cue, then 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 keys. 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.

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 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 get's 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.
- **SMPTE** - Your cue can be triggered by incoming SMPTE (LTC) time code. You need to set the trigger time in the "Trig Time" column. The previous cue needs to be active before a cue with SMPTE trigger can be triggered.
- **MTC** - Same as SMPTE, but with MTC (MIDI Time Code) as the time source.

Go to a specific cue in a cue list

You can go to a specific cue by pressing the `Goto` key. You go to 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` `1` `O` `Time` (= Fade command) `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 in a cue only fashion, not 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 store 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:
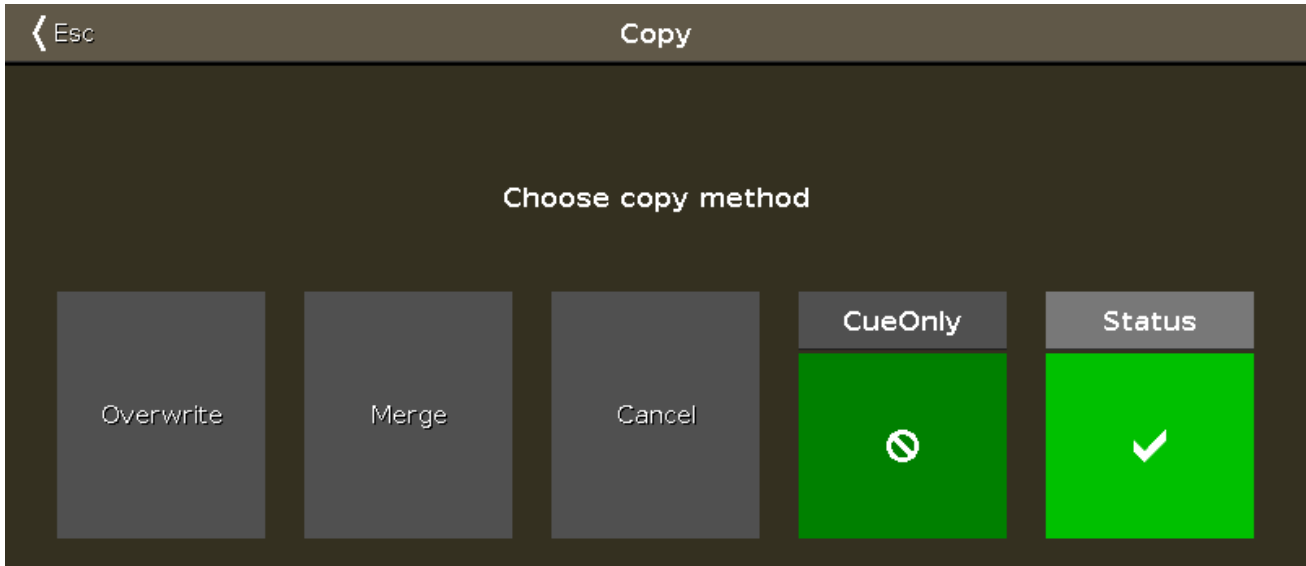
This might look a little different depending on if you already got a cue 3.5 or if its a new cue we are creating. Make sure status have a checkmark, and if you can see the "CueOnly" option, then make sure it also have a checkmark. Now tap `Copy` or `Merge` depending on your options.
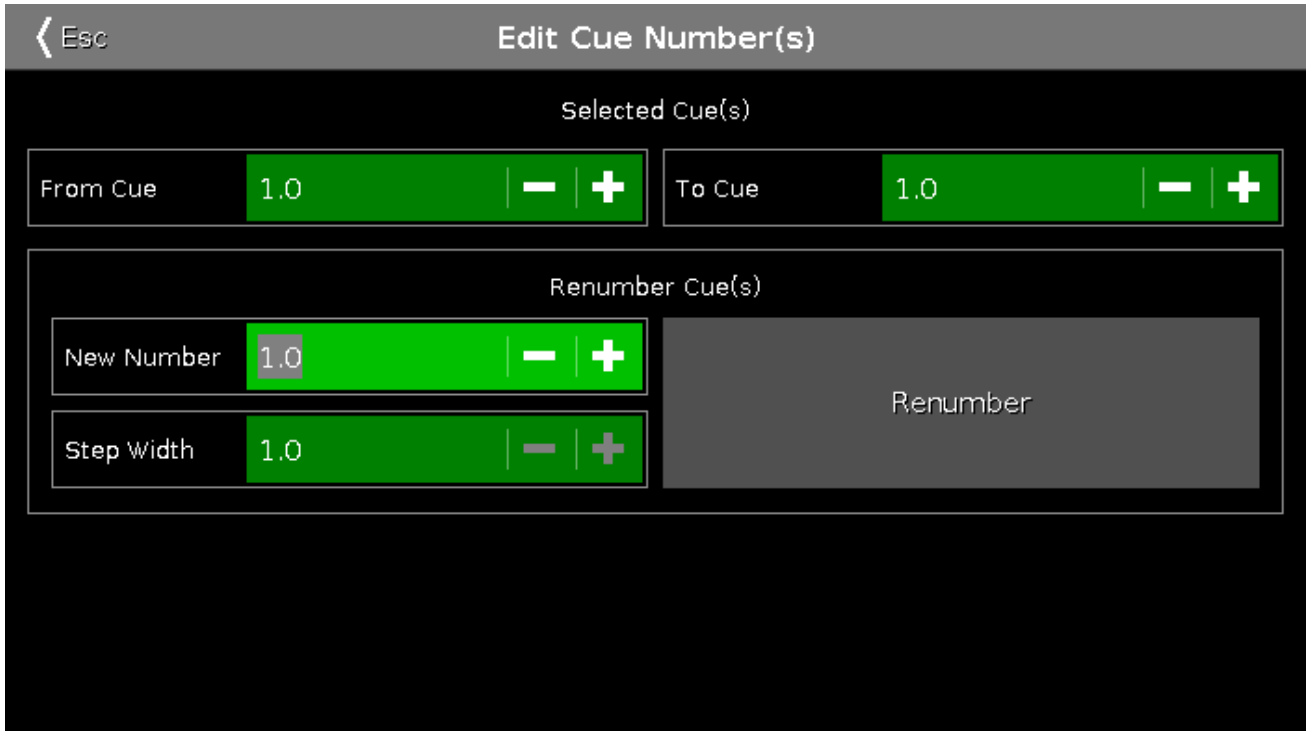
Move a cue

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:

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 the 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 been 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

4.8. 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 list 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 for the executor. 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 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. If you set this time this will be used for fading chaser off if you use the Off key or Off command. If you move the fader then the dimmers will obey the fader position but other parameters will continue using the time you have set after you have reached the 0% position with the fader (the 0% position will execute the 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 Esc 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:

Forward		Endless	
Play	Pause	Half Speed	1:1 Speed	Double Speed
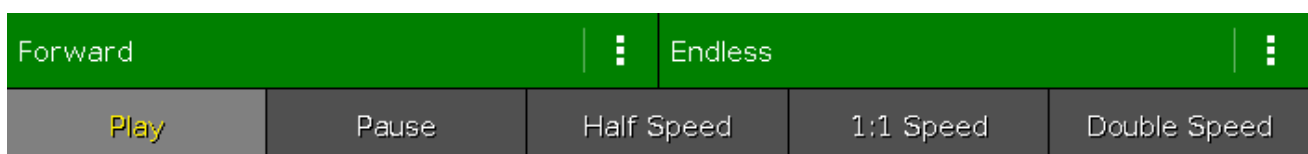
And this is the new parameters on the encoders:

	Fade		Speed	Scroll
	6.0%	⊙	60.00 BPM	

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. 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 to run 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.

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 Key on the dot2 and then one of the keys associated with the chaser.

Related links

How to work with cues

Cues View

Executor settings

4.9. 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 blue 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 MA 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 MA key). Tapping the encoder gives you access to some predefined values called One , Two or Three . These can be used to set the amount of fixtures using the high value.

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.

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 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 Effect key. Here you can tap the Stomp 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.

Related links

What are effects

Effect view

4.10. How to connect wings, nodes, 3D and onPC

There are several things you can connect together. Everything is connected together on a network infrastructure. This means that you need to connects all you devices using Ethernet cables (of 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 loose it's functionality.

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 wings 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 you 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 select 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 but wings are connected to a session. There can be four 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 four different sessions. It there's 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.

The lower part of the Network Setup view shows the devices in your session. They are separated into each type of device. You can tap the Add button to add available devices in your session. You don't have to choose the correct device type first. The Select a Station view will display all the available devices in your network. When you choose one it be connected to your session and it will get the showfile that the session is running.

If you have devices in your network and they are in your session then have 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.

If you have connected a console with a 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 you 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	Name	DMX Ports
fe80::e44f:2900:251f	Node4 1024	Universe 1 - 4
fe80::e44f:2900:24b4	Node4 1024	Universe 5 - 8

Here you can see that each of the two connected nodes output the four universes. A node can only output universe 1 to 4 *or* 5 to 8. You can change the universes using the encoder to select the node and select the field that you want to change (like the "Universe 1 - 4" shown above). When you the tap the encoder then you have two buttons available on your screen. Select the set of universes, you want the node to output.

Related links

4.11. How to use external input triggers

The remote inputs are external input that you can connect and use to trigger events in the dot2 console. There's currently three different input that you can use.

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 choose the three different 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.

On the right side of each of the inputs you can choose what should happen when the input is triggered.

This table have 5 columns.

Input ▲	Type	Executor	Button	CMD

The first column is the remote input number.

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 three other columns become relevant depending on the type you have selected.

If you have chosen **Exec**, then you get access to the **Executor** and **Button** columns. The **Exec** column allows you to type the number of the executor you want to trigger. The **Button** 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 sections

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 the fader can be position according to the received velocity.

DMX Input

The DMX input react to the DMX input on the dot2. The DMX remote input can use all the 512 DMX channels. It supports variable input so you can remote the position of the executor fader.

Related links

Remote Input Configuration view

Commands section

4.12. 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 is 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:
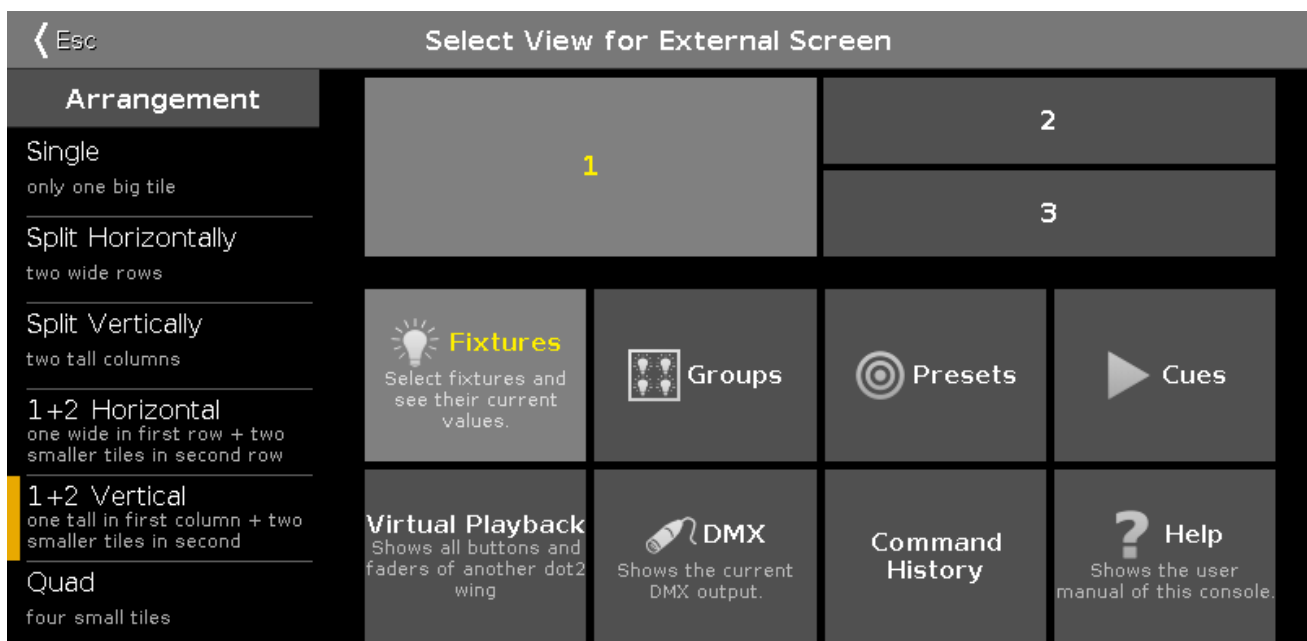
In the left side you can choose what screen layout you like. You can see what the layout looks like on the top right side. The lower right side allows you to select a view in the different areas of the layout. This might close the view.

But, this can also be done on the fly on the external screen.

Tap (or use a mouse to click) one of the areas 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:

More... opens the Select View for external screen on the actual external screen.

Related links

Select View for External Screen

View Bar

4.13. 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
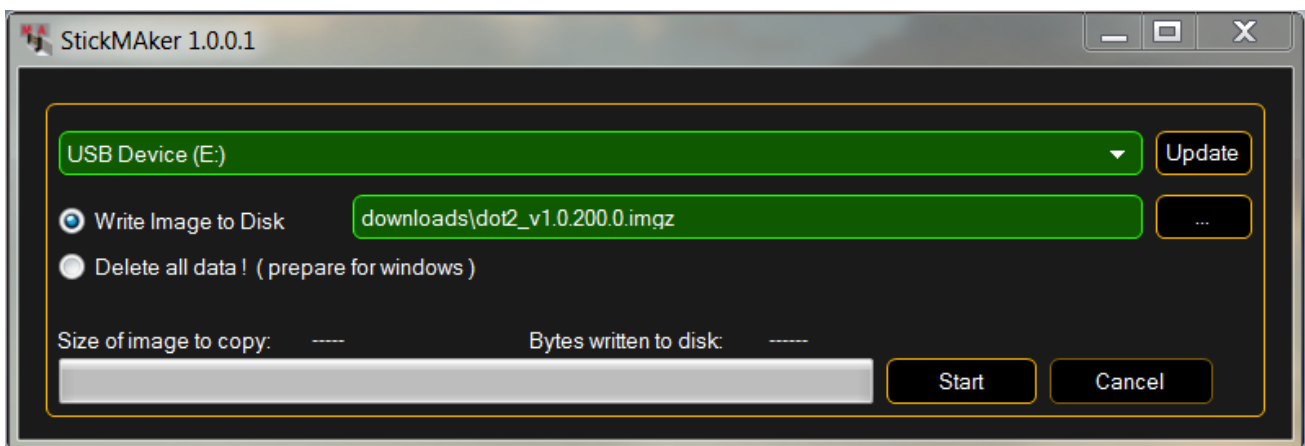
1. Download the latest **dot2*.imgz** file and the **MA StickMAker** at www.ma-dot2.com.
2. Install the MA StickMAker by double click at the **StickMaker-x.x.x.x.exe**.
   You will be guided through the installation process.
3. Insert an empty USB stick in your computer.
4. Open the MA StickMAker by 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.

dot2 User Manual

5. Keys

This section contains a list of all the physical keys on the console and a description of each of them.

5.1. 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:

1	2	3	4	5	6	7	8	9	10
50.0 %	44.6 %	39.1 %	33.7 %	28.2 %	22.8 %	17.3 %	11.9 %	6.4%	1.0%
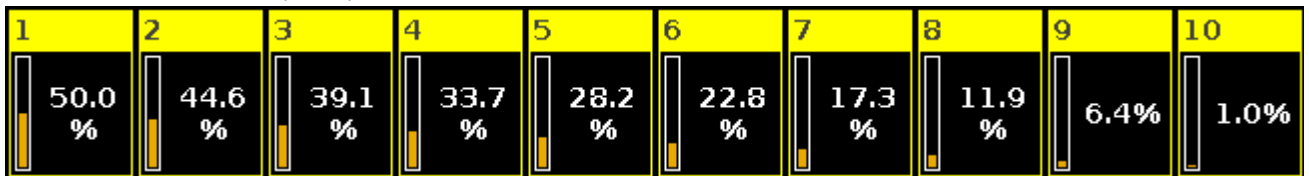
  - This result can also be done using the keys: `Fixture` `1` `Thru` `1` `0` `At` `5` `0` `Thru` `1` `Please`.

- **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:

1	2	3	4	5	6	7	8	9	10
0.0%	5.6%	11.1 %	16.7 %	22.2 %	27.8 %	33.3 %	38.9 %	44.4 %	50.0 %
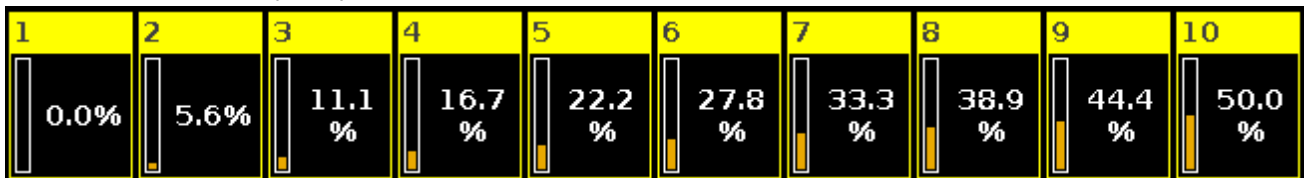
  - This result can also be done using the keys: `Fixture` `1` `Thru` `1` `0` `At` `0` `Thru` `5` `0` `Please`.

- **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:

1	2	3	4	5	6	7	8	9	10
100.0 %	88.9 %	77.8 %	66.7 %	55.6 %	44.4 %	33.3 %	22.2 %	11.1 %	0.0%
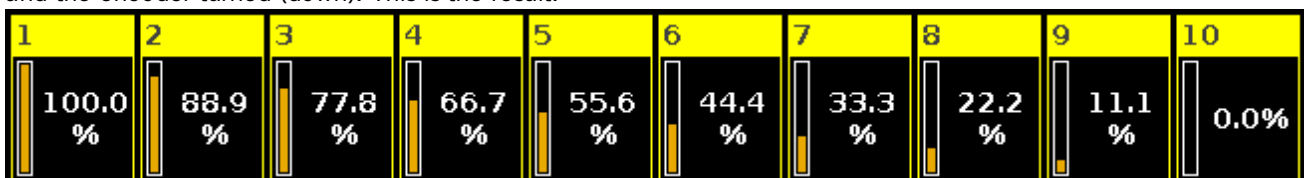
  - This result can also be done using the keys: `Fixture` `1` `Thru` `1` `0` `At` `1` `0` `0` `Thru` `0` `Please`.

- **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:
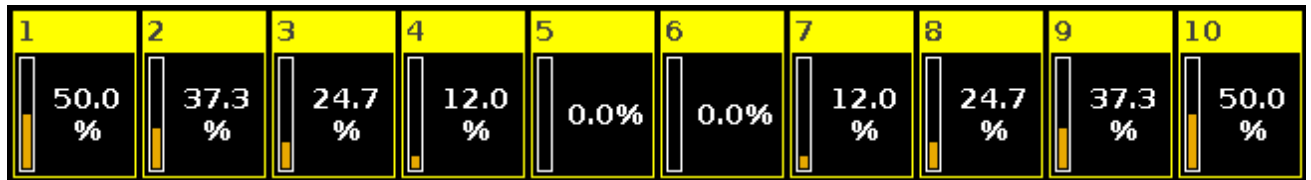
  - This result can also be done using the keys: `Fixture` `1` `Thru` `1` `0` `At` `5` `0` `Thru` `0` `Thru` `5` `0` `Please` .

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.

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5.2. 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.

5.3. 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.

Related Links

Backup Window

How to save and load your show

5.4. 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 assigned a **Program Time** fader and it's active, then it will use the time set on the fader - read more about the Program time fader in What is the Programmer.

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

What is the Programmer

Blind command

5.5. 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%.

5.6. 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 from executors.

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

5.7. 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 do the same on a different executor, then you need to specify the executor. The same example but for executor 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 [MA] 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 tings. 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:

[MA] + [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:

[MA] + [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 :

[MA] + [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

5.8. 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

5.9. 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 option 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 reed about tracking here or by following the link at the end of this page.

Advanced Functionality

Pressing the `MA` 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.

`MA` + `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

5.10. DMX key

Pressing the `DMX` key will open the DMX view on screen 1.

This is used to display your current DMX output.

Related link

DMX view

5.11. . [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:

`Store` `Cue` `2` `.` `5` `Please`

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 `MA` 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.

Related Links

Zero Command

Default Command

5.12. Down key

The `Down` 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

5.13. 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

5.14. 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 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

5.15. Encoder key

Pressing the key will change the resolution on your encoders to allows 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".

5.16. Esc key

The Esc key is used to cancel the current action and will usually close any temporary open windows.

5.17. Exec (Executor) key

Pressing the Exec key will open the Executors 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.

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

Related links

Executors Pool View

Executor Command

5.18. [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

5.19. [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

5.20. Fix key

This key is used to **fix** and **unfix** executors.

To fix an executor, press the Fix 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 Fix 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**.

Related links

What is Executors

Fix Command

5.21. 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 `▣` 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` `▣` + `Fixture` `Please`

This will remove the programmer values of the selected fixtures and clear the selection.

Related links

Fixtures View

Fixture command

Selection Command

5.22. 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 cue 1 - 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

5.23. 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

5.24. 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

5.25. 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.

5.26. 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

5.27. 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.

5.28. 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 MA 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 MA + <<< 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

5.29. 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

5.30. Goto key

The `Goto` key 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.

Related links

[Goto Command](#)

[Fade Command](#)

5.31. 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

[Groups View](#)

[Group Command](#)

[What is Groups](#)

[How to work with Groups](#)

5.32. 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 keys that gives you a command and then press `Please`, then you get the help page for that command. 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.

Related links

[Help View](#)

[Help Command](#)

5.33. Highlt (Highlight) key

The Highlt (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 gives your fixtures any value in the programmer. Highlight will temporary overwrite the outputting values, but not put the dimmer, color and gobo in your programmer.

If you press and hold the Highlt 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.

5.34. 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 1 0 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

5.35. If key

Pressing the `If` 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 below.

Related link

[IfOutput command](#)

5.36. MA key

The [MA] 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:
<<<	Black
Copy	Clone
Delete	Remove
DMX	DMXUniverse
Fixture	Selection
Flash	Top
Go+	Unpark
Label	Assign
Move	Replace
Off	Off Menu
On	Call
Pause	Park
Please	Sets focus to the command line and opens the Command Line View
Preset	PresetType
Store	StoreLook
Toggle	Temp

Pressing and holding the [MA] also gives a few other changes on the screens:

It makes a temporary change in the DMX view. When you press and hold the [MA] 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 on the area where you normally see the cues and content of the executor.

Related links

DMX view

Executor Bar

5.37. 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

5.38. Magic key

This key doesn't have any function in this software version.

5.39. [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` `-` `2` `0` `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](#)

5.40. 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.

Related link

Move Command

5.41. 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 Odd or Even 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

5.42. [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`

5.43. 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 <u>Assign command</u> (`MA` + `Label`) or the <u>Change Function of Executors Buttons</u> 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 <u>Off window</u> 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

<u>What is The Programmer</u>

<u>Off Command</u>

<u>Off window</u>

5.44. 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 (▦ + 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 ▦ + 1 Please

Will activate all dimmer values (preset type 1) for the *selected* fixtures.

Pressing the ▦ 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 ▦ and then the On key, you'll get the Call command.

This can be used to call presets.

▦ + 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 (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

5.45. 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.

5.46. 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 exists 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

5.47. 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 exits 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

5.48. 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 exits 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

5.49. 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](#)

5.50. 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.

> 👆 It's important that you know that the effects will stop moving if you use this Pause key!

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.

5.51. 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 `MA` 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

5.52. [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` `+` (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](#)

5.53. 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 its'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 `MA` 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

5.54. 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 Odd or Even 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

5.55. 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

5.56. 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

5.57. 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

5.58. 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.

Related link

Setup Window

5.59. Speed key

The Speed key allows you to set the running speed in chasers and effects. To learn more about Chasers, please follow the links below.

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 where the Chaser is. This will set the chasers running speed to the BPM of your taps.

The Speed key can also be used to create a Rate Master.

Press Store Speed and then a key on the executor where you want the Rate Master.

A Rate Master can be used to dynamically adjust the timing on the main executor.

Related links

What is Chasers

How to use Chasers

Learn command

5.60. 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.

Related links

Store Command

What is The Programmer

StoreLook Command

5.61. 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

5.62. 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:
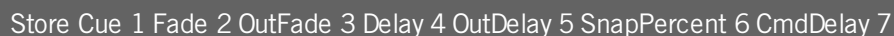
Store Cue 2 Fade 3

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

Related links

Time defaults window

Fade command

OutFade command

Delay command

OutDelay command

SnapPercent command

159

[CmdDelay command](#)

5.63. 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](#)

5.64. Tools key

Pressing the `Tools` key will open and close the [Tools Window](#) on screen 1.

Here you have access to different helping tools.

Related link

[Tools Window](#)

5.65. Up key

The Up 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

5.66. Update key

Pressing the Update 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 Update 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

5.67. 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 Please , 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

6. 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.

6.1. Control Elements

After creating a new show or loading a show, you get into the default screen.

The default screen at screen 1 the fixtures view. Screen 2 and all further screens load your saved settings.

This screens has subareas, depending on the view and the screen.

- Title Bar with information in which view you are and different icons.
- Preset Type Bar at the right side of screen 1. For the navigation between the preset types.
- Status and Message Icons on screen 1. Displays icons regarding status and messages of the console.
- Command Line on screen 1. Shows you all the commands you entered into the console.
- Encoder Bar on screen 1. With information about the function from the respective encoder.
- View Bar at the right side of screen 2 and all further screens. For the navigation between the views.
- Executor Bar on screen 2 and all further screens. With information about the stored executors.

Screen 1

Title Bar

Preset Type Bar

View

Status and Message Icons

Command Line

Encoder Bar

Screen 2 and all further screens

Title Bar

View Bar

View

Executor Bar
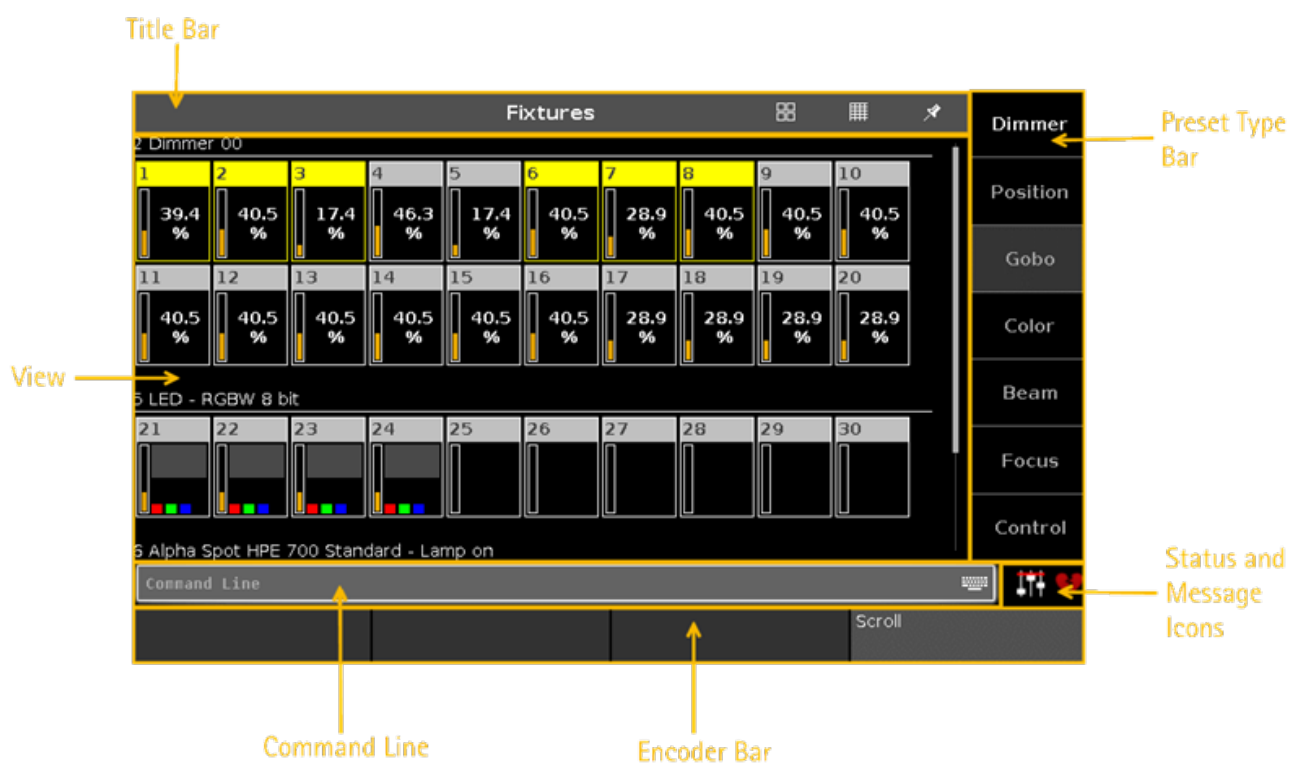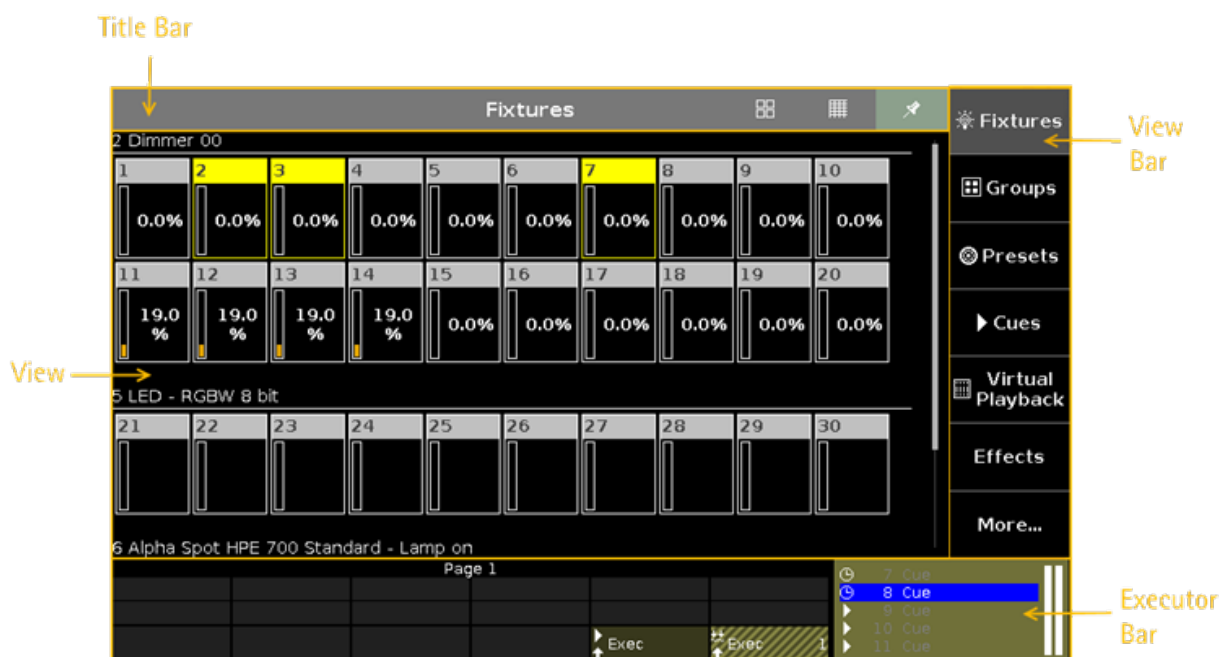
6.1.1. Command Line

The command line is visible always on screen 1. It shows all the commands you entered into the console.

Command Line   ⌨

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

6.1.2. Encoder Bar

The encoder bar is visible always on screen 1. It shows information about the function from the respective encoder.

Hue	Red	Saturation	Green	Blue	Brightness
0.0		0.0			100.0

One encoder can have 2 functions. The current 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 MA key.

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

6.1.3. Executor Bar

The **Executor Bar** is always visible on the bottom of screen 2 and all further wing screens.

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.
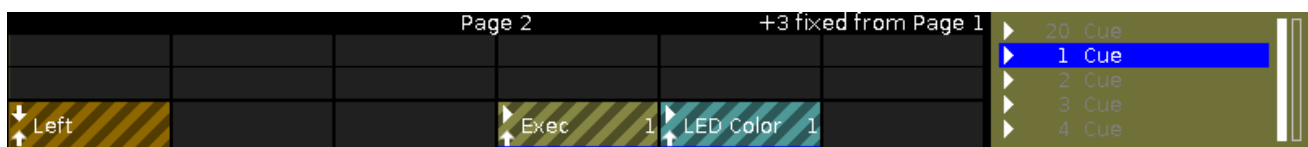
The executor bar can have up to 999 pages.

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 %.

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.
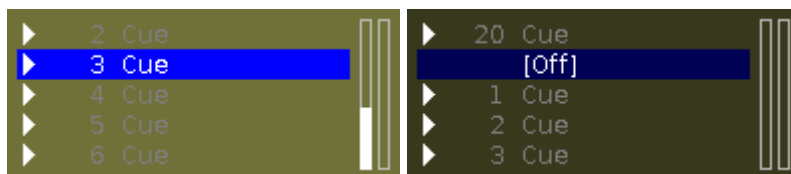
At first is the trigger icon displayed, then the cue number along with the cue name.

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.

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.

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
- Executor Bar Window
- Icons
- What is Cues?

6.1.4. Preset Type Bar

The preset type bar is located at the right side of screen 1.

Dimmer

Position

Gobo

Color

Beam

Focus

Control

Shapers

Video

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.

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.

6.1.5. Title Bar

Every view has a title bar with information in which view you are and different icons.

All changes you are do in a gray title bar mode interact directly with the console.

There are different title bar icons, depending on your 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.

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.

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.

Effect Mode Title Bar

If an effect is running on a selected fixture, the preset type view change into an effect mode and gets a blue 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.

To leave the preview mode, press Off Prww .

Title Bar Patch and Fixture Schedule

All title bars starting from the Patch and Fixture Schedule are displayed in blue.

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** .

6.1.6. 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 a 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.

6.2. 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.
The executor 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.

Learn: The executor learns a tact (BPM).

Flash: The executor calls the 1. cue until you stop pressing the key.

Select: The executor select all fixtures of the cue list.

Special Rate Master Icons

Additional to the normal executor icons are some special rate master icons visible in the executor bar.
The rate master icons displays which function the rate master has.

HalfRate: Divides the current rate by 2.

DoubleRate: Multiplies the current rate by 2.

Rate1: Resets the current rate to 1:1.

Special Program Time Master Icons

Additional to the normal executor icons are some special program time master icons visible in the executor bar.
The program time master 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 and in the executor bar view.
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.

SMPTE: Calls the cue by incoming video timecode.
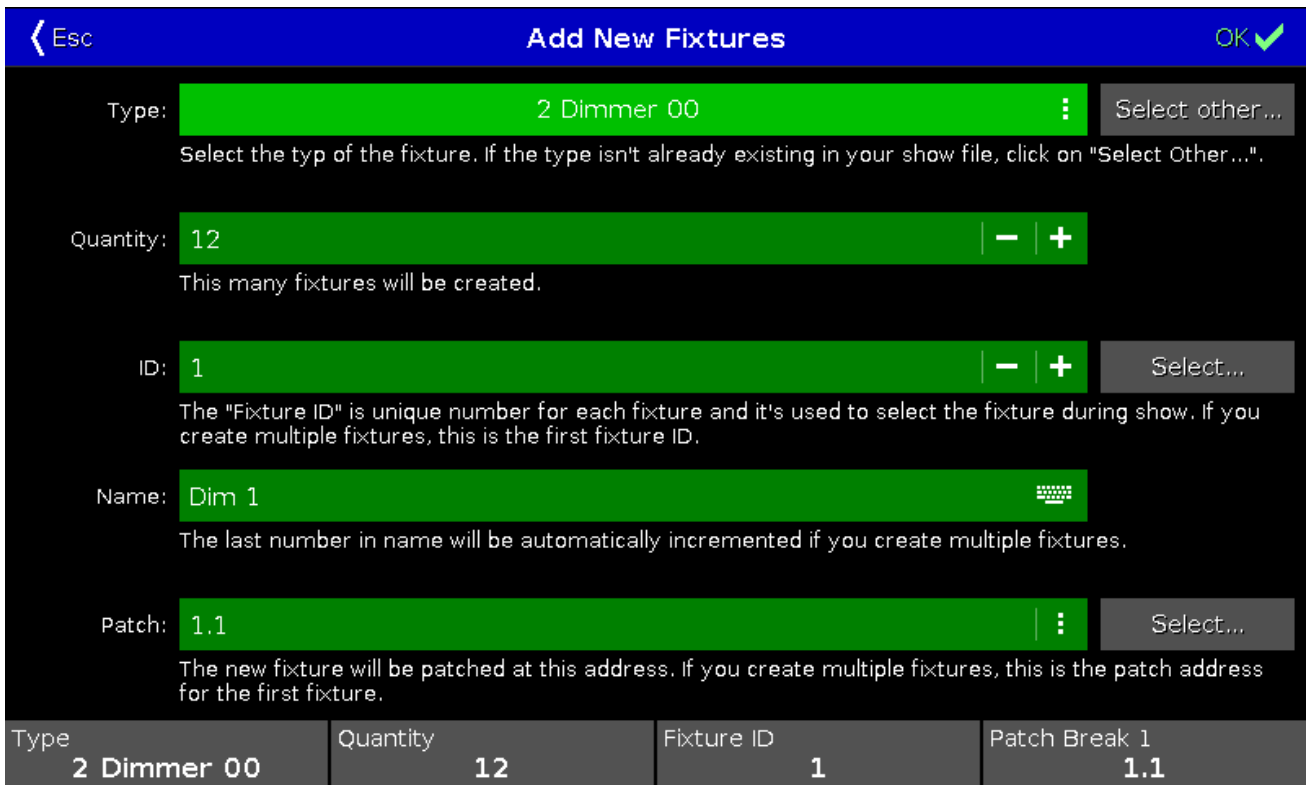
MTC: Calls the cue by incoming Midi timecode.

Related Links

- Executor Bar
- Executor Bar View
- Select Trig

6.3. Add New Fixtures Window

The **Add New Fixtures Window** is located in the Setup, column **Show**, Patch & Fixture Schedule, **Add New Fixtures**.

Esc	Add New Fixtures	OK ✔

Type:	2 Dimmer 00 ⋮ Select other...

Select the typ of the fixture. If the type isn't already existing in your show file, click on "Select Other...".

Quantity:	12 − +

This many fixtures will be created.

ID:	1 − + Select...

The "Fixture ID" is 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:	1.1 ⋮ Select...

The new fixture will be patched at this address. If you create multiple fixtures, this is the patch address for the first fixture.

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

In this view, you select your **fixture type**, the **quantity**, the **fixture ID**, the **fixture name** and the **patch address**. There are five edit lines.

Type:
This 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.

To import another fixture type from the library into the show file, which is not in the drop down list, tap Select other... on the right.

It opens the Import Fixture Type Window.

Quantity:

This edit line displays how many fixtures will be created.

To select the quantity, tap the plus or minus.

ID:

This 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 Select... on the right.

It opens the Select Fixture ID(s) Window.

Name:

This edit line displays the name of the fixture.

To edit the name, tap at the keyboard . It opens the edit name window.

If you create multiple fixtures with the same name, the name will get a consecutive number at the end of the name.

Patch:

This edit line displays the next available patch address.

To select another universe or address, tap the three dots in the edit line.
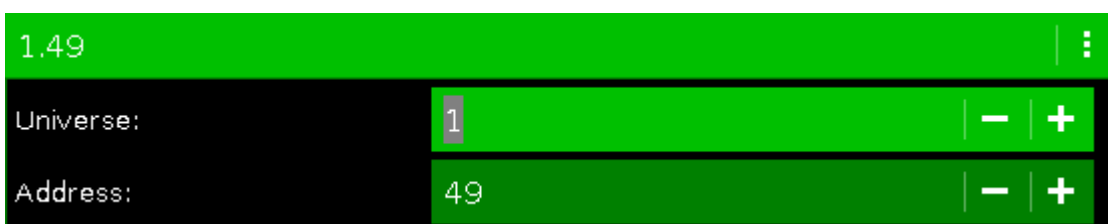
It opens the drop down list.

To get an overview about assigned and available DMX addresses, tap Select... on the right..

It opens the Select DMX Address... Window.

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 ◀Esc in the title bar or Esc on the console.

You are back in the Patch and Fixture Schedule.

Encoder Bar Functions

Type	Quantity	Fixture ID	Patch Break 1
2 Dimmer 00	1	36	1.61

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.

Related Links

- Setup
- Patch and Fixture Schedule
- Import Fixture Type Window
- Select Fixture ID(s) Window
- Select DMX Address... Window

6.4. Backup Window

To open the **Backup Window** press `Backup` on the console.
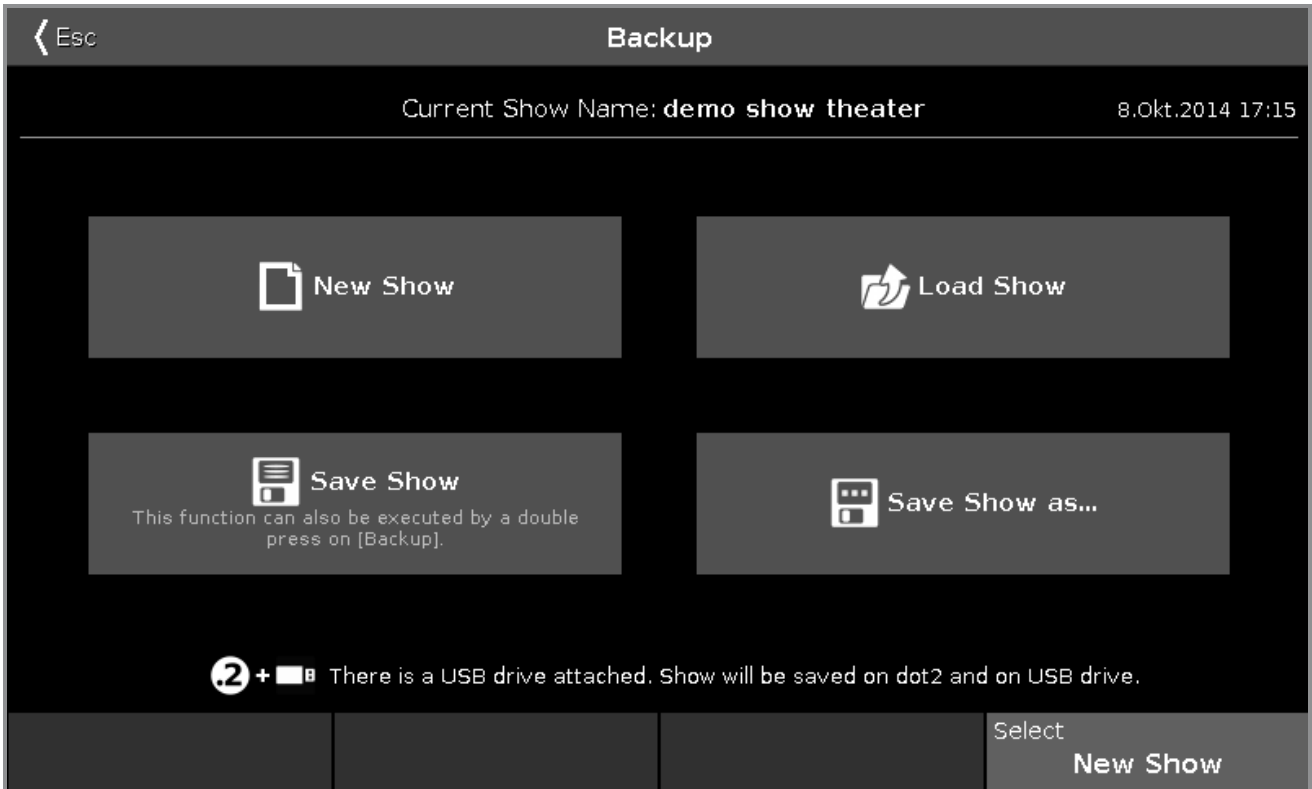
In this window, you can create a new show, load a show, save the current show, and save the current show as.

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.

To leave the **Backup Window**. Tap `Esc` in the title bar or press `Esc` on the console.

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

- [New Show View](#)
- [Load Show View](#)
- [Save Show As View](#)
- [How to Save and Load a Show?](#)

6.5. Beam Preset Type View

To go to the **Beam Preset Type View**, tap ⟨Beam⟩ in the [Preset Type Bar](#).

- or -

Press and hold ⟨MA⟩ and press ⟨5⟩, 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).

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.
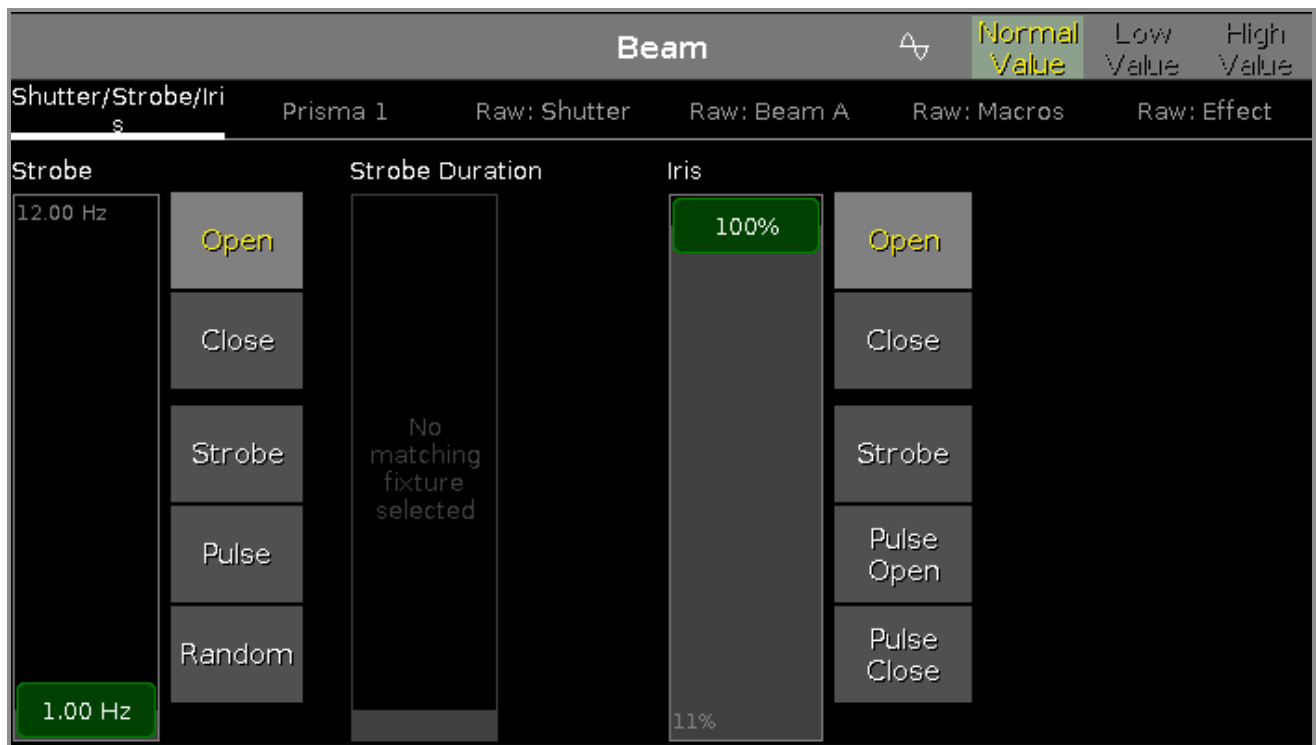
In the shutter/strobe/iris view, you control the the strobe in hertz (Hz), the strobe duration in seconds (s) and the iris in percent (%).

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.
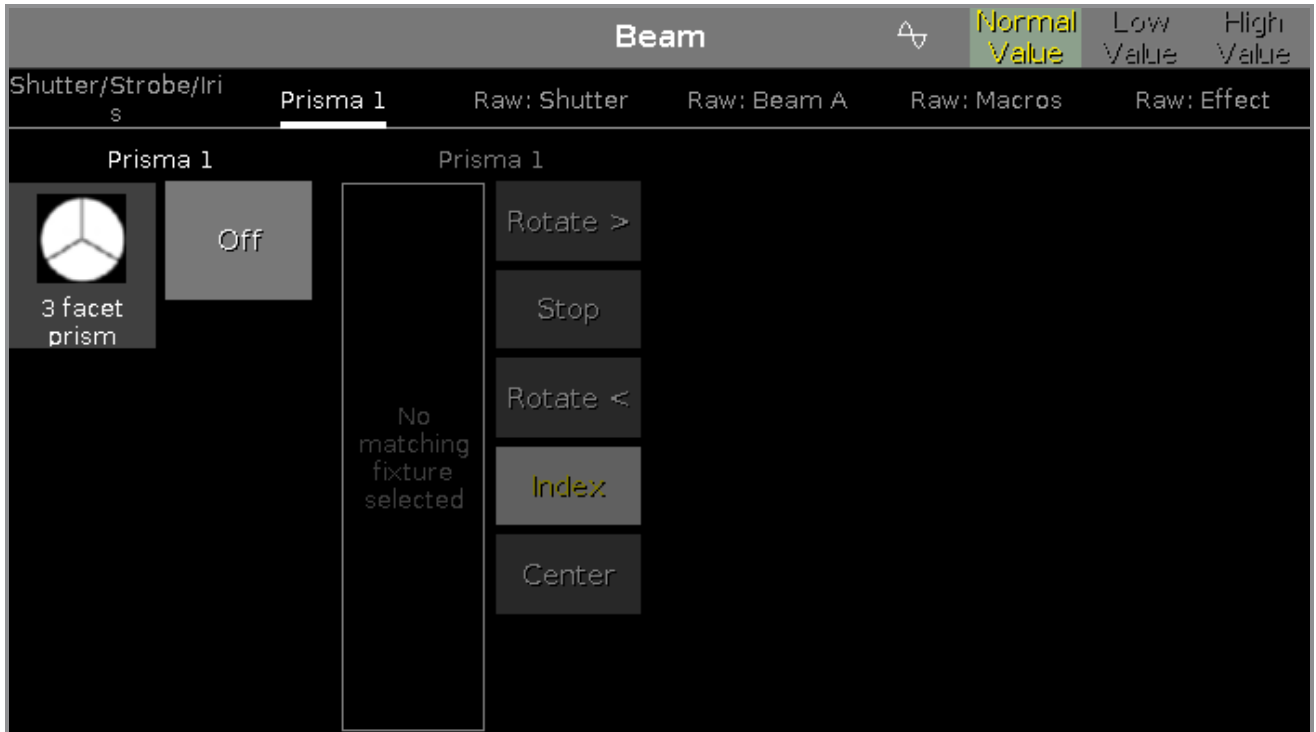
In the prisma view, you can select a prisma and use prisma functions from the selected fixture.

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.
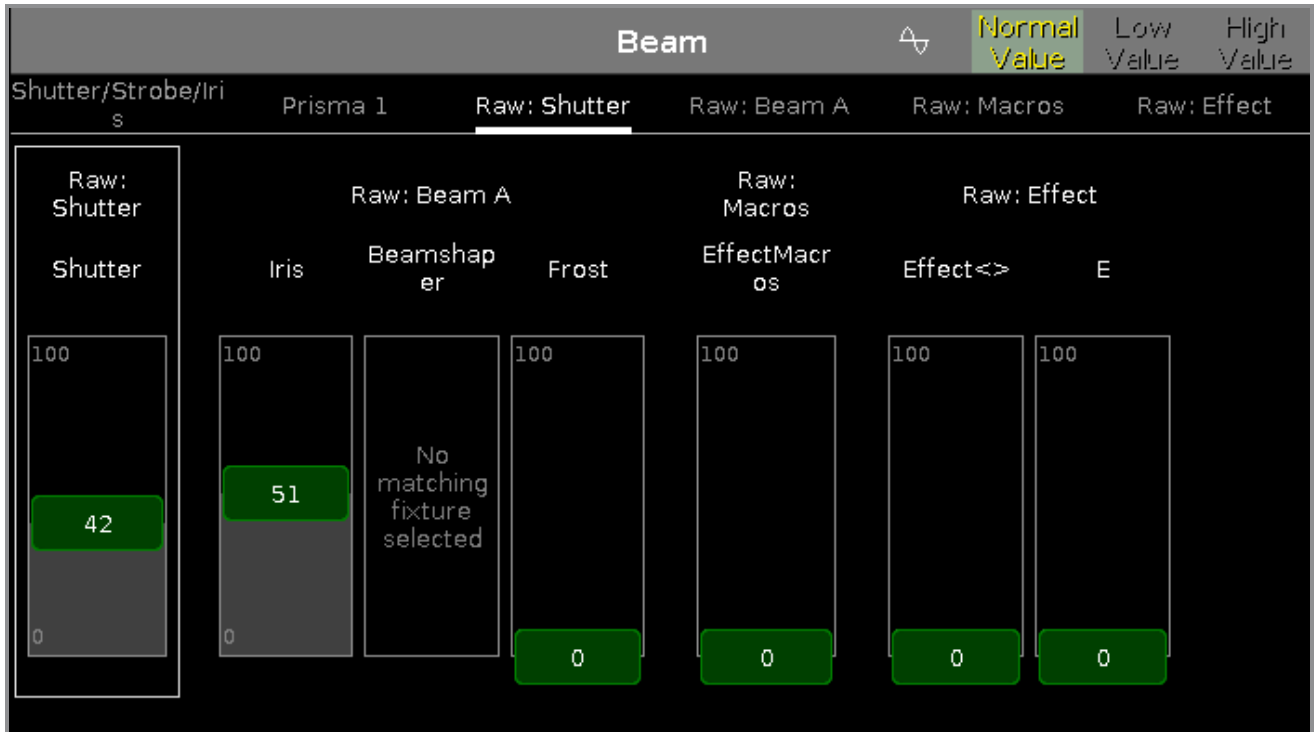
In the raw beam view, you control the raw beam values in natural values (0-100) of the selected fixture type.

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.

Strobe(Hz)	Strobe duration(s)	Iris(%)	
0.0Hz	0.0s	100.0%	

To select the value, turn the encoder left or right.
To open the calculator, press the encoder.

Related Links

- Preset Type Bar
- Calculator
- How to work with Presets?
- What is Presets?

6.6. 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.
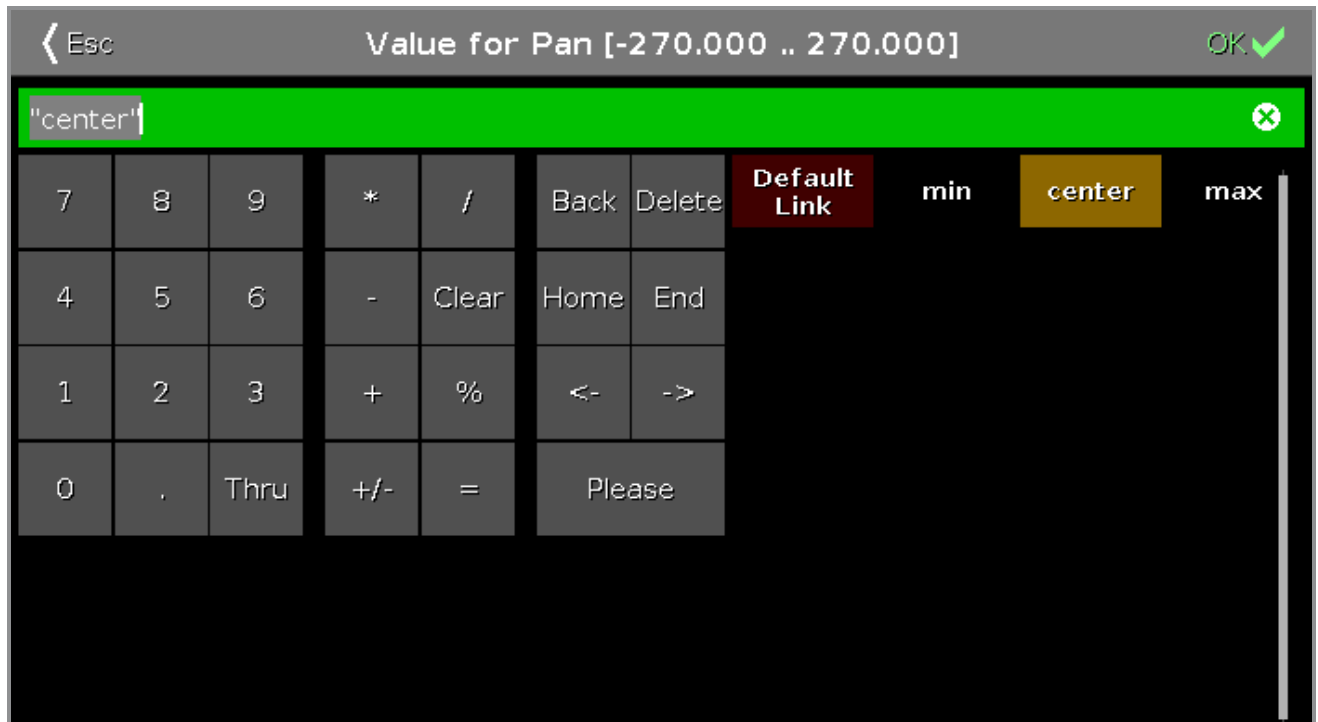
The title bar displays the attribute, the unit and sometimes the range of the values.

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.
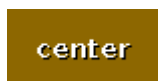
Applied functions has a brown background.

To bring your attribute to link to the current default settings of the fixture type, tap Default Link .

To confirm the value, tap OK✓ in the title bar. The calculator view will close.

To leave the **Calculator View**, tap ‹Esc in the title bar or press Esc 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.

Back

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.

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.

6.7. 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.
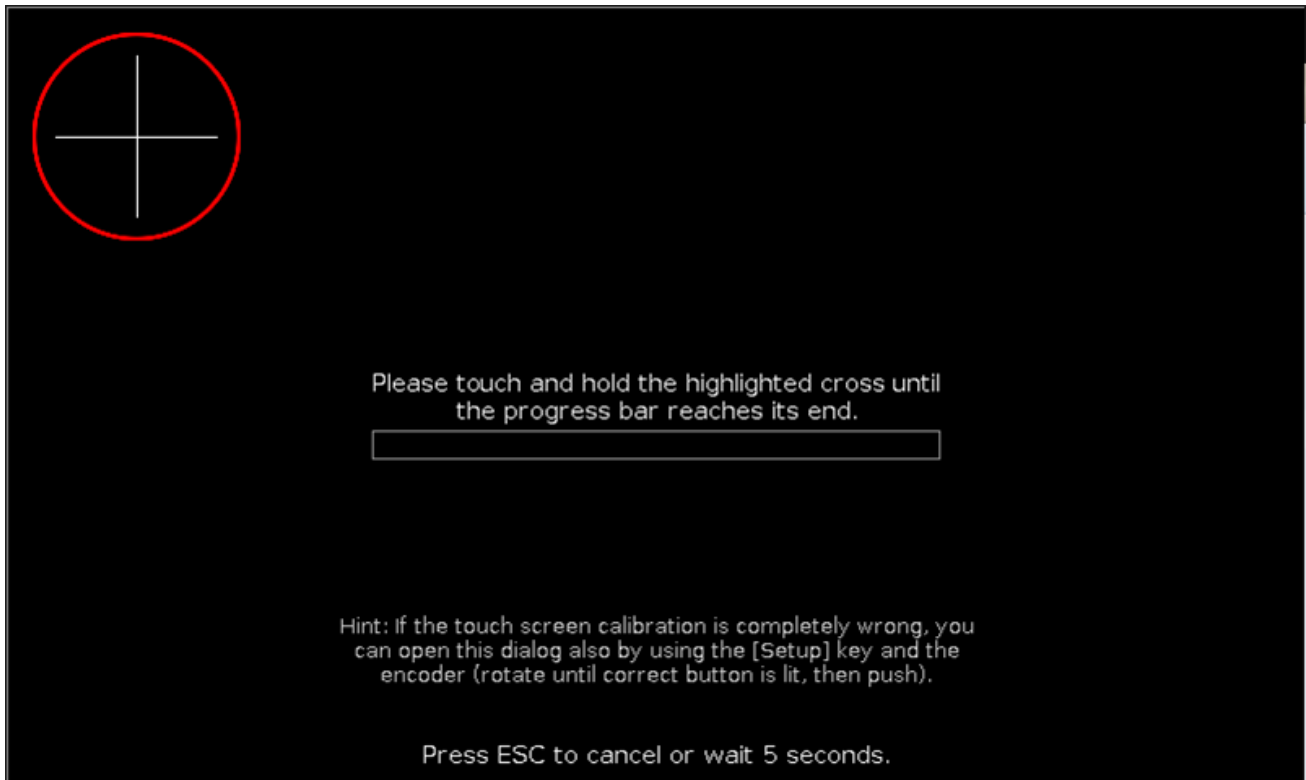
In this view, you calibrate the screen.

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.

6.8. Change Functions of Executor Buttons Window

To go to the **Change Functions of Executor Buttons Window**, open the Executor Bar Window and tap the **tool** 🔧 in the Title Bar.
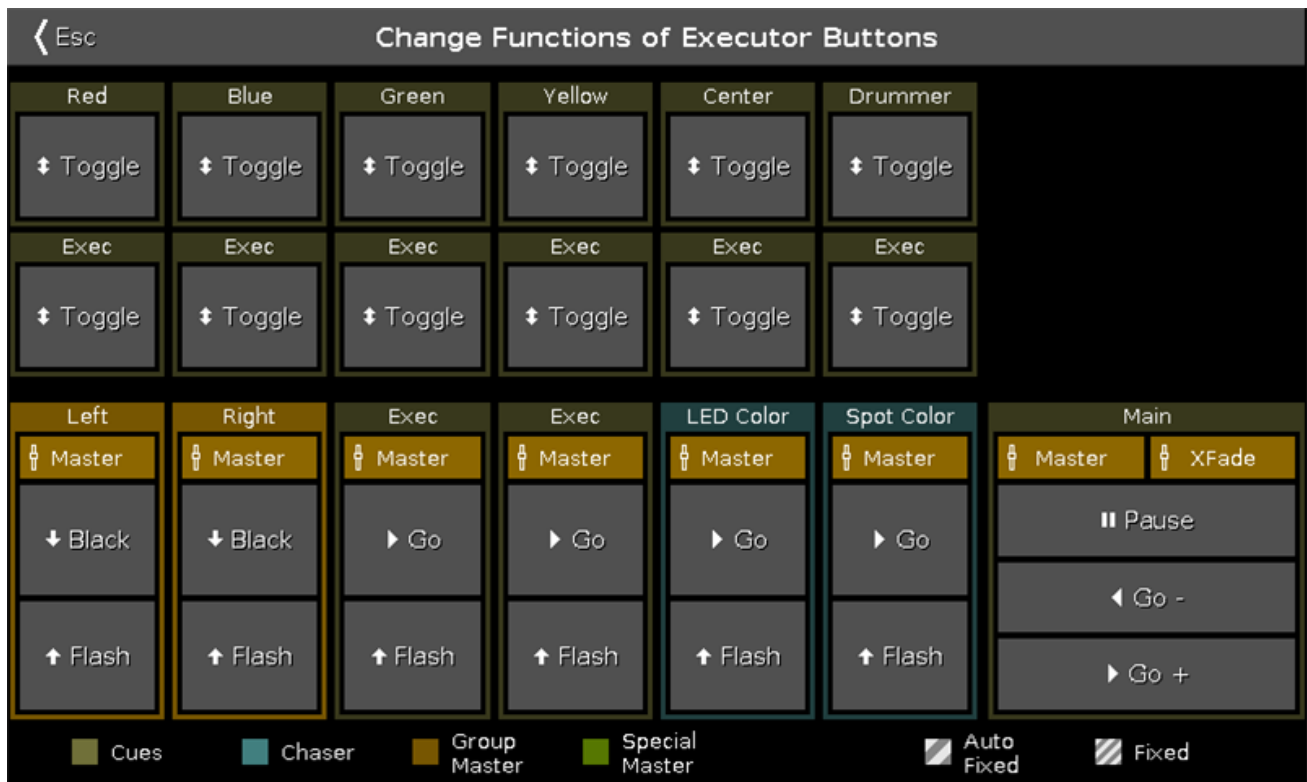
In this window, you change the functions of the executor buttons from the current page of the executor bar window.

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 is fixed and not changeable.

You can only change functions of taken executor buttons.

If an executor button is free, it is displayed as **[Empty]**.

To leave the **Change Functions of Executor Buttons Window**, press ⟨Esc in the Title Bar. You are back in the **Executor Bar Window**.

Related Links
- Select Function of Executor Window
- Executor Bar Window
- Icons
- System Colors - Executor

6.9. Choose Clone Method Window

If you try to clone a fixture, the console ask to choose the store method.
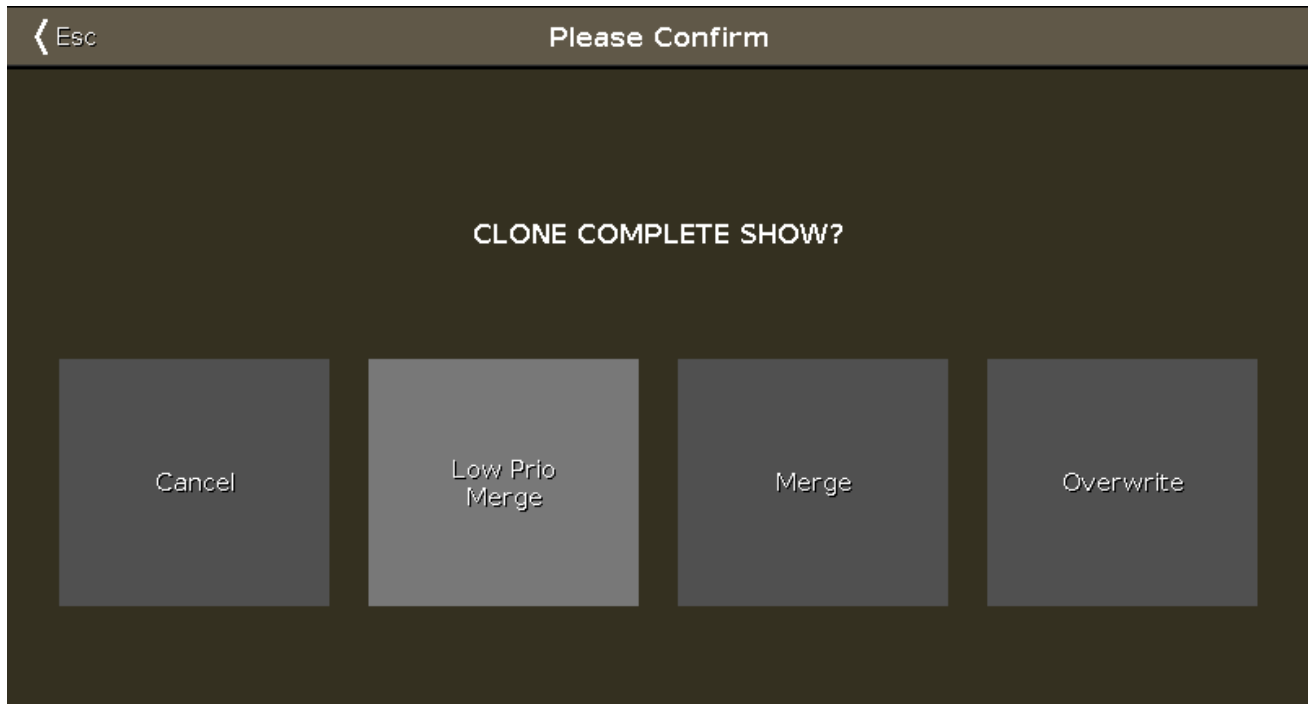
There are four options available.

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 31 has a defined color red and a gobo.
Fixture 32 has a defined position pan and tilt.

Let´s assume, you will clone fixture 31 at 32 and you will keep the defined position of fixture 32.

1. Press ▣ + `Copy` (= Clone) `Fixture` `31` `At` `32` `Please` .

The console will ask you to choose the clone method.

2. Tap | Low Prio Merge |.
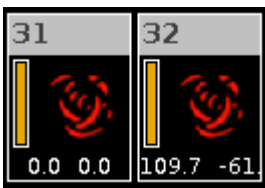
Fixture 32 has now the same values as fixture 31 and the previous defined values (position).

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)

Cue	Fixture 1 (before merge)	Fixture 2 (before merge)	Fixture 2 (after merge)
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 31 has a defined color red and a gobo.
Fixture 32 has a defined position pan and tilt.
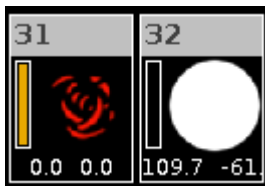
Let´s assume, you will clone fixture 31 at 32 and fixture 32 should make exactly the same like fixture 31.

1. Press ⬚ + Copy (= Clone) Fixture 31 At 32 Please .

The console will ask you to choose the clone method.

2. Tap Overwrite .
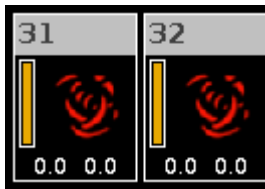
Fixture 32 has now the exactly the same values as fixture 31. All previous defined values are deleted.

Related Links

- Clone Command
- Copy Key

6.10. 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.
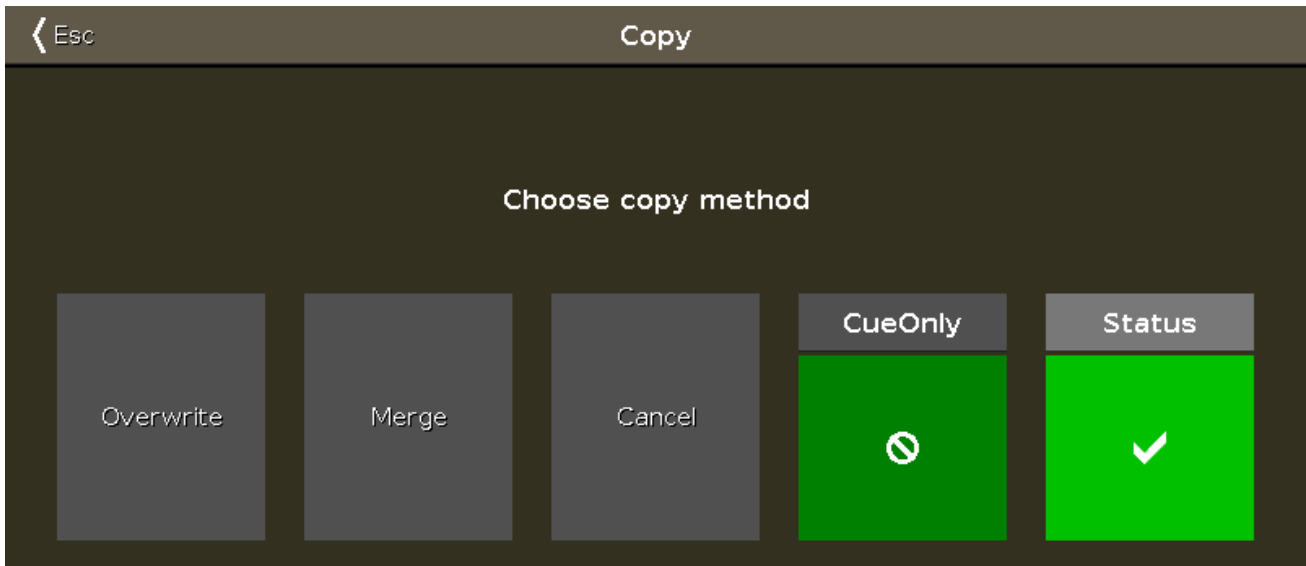
Overwrite:
Tap to overwrite the existing object, e.g. cue or group. The previous object will be deleted.

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

6.11. Choose Delete Method Window

If you try to delete a cue from a cue list, the console ask to choose the delete method.
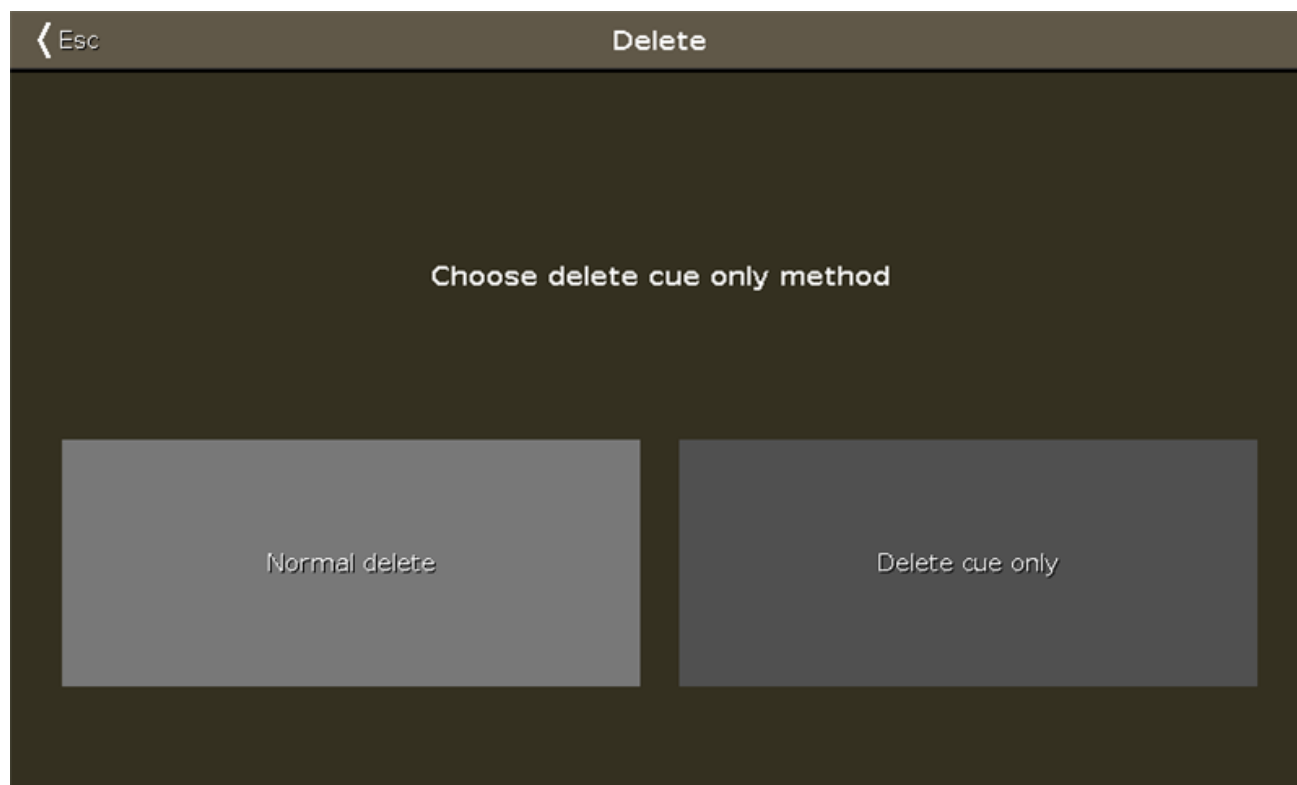
There are two delete methods available.

To leave the window, tap | Esc | in the title bar or press Esc on the console.
The delete process is canceled.

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 list	Fixture 1	Fixture 2	Fixture 3
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 %

Related Links

- Delete Command
- Delete Key
- How to work with Cues?

6.12. 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 on it (= cue list).
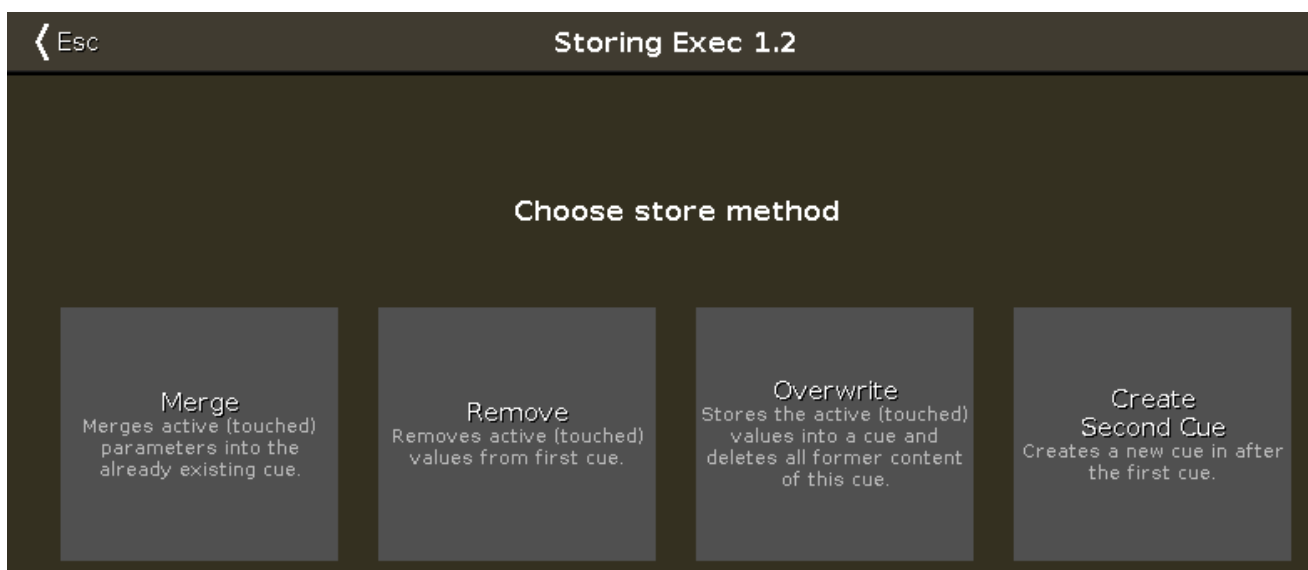
There are four store methods available:

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

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, <u>What is Tracking?</u>

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.

Example Normal

Let´s assume, you will store cue 2.1 between cue 2 and cue 3 with tracking shield.

Cue	Fixture 1	Fixture 2	Fixture 1	Fixture 2
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.

Example 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	Fixture 2	Fixture 1	Fixture 2
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.

Example Merge

Let´s assume, you will add the current programmer values to the existing cue 1 on the main executor.

ID	Name	Dim	Pan	Tilt
26	RGBAW 6	closed		
27	RGBAW 7	closed		
28	RGBAW 8	closed		
29	RGBAW 9	closed		
30	RGBAW 10	closed		
31	Spot 1	open	154.2	-82.
32	Spot 2	open	154.2	-82.

1. Press Store and tap on the main executor in the executor bar view.
2. Tap Merge .

ID	Name	Dim	Pan	Tilt
26	RGBAW 6	closed		
27	RGBAW 7	closed		
28	RGBAW 8	closed		
29	RGBAW 9	closed		
30	RGBAW 10	closed		
31	Spot 1	open	154.2	-82.
32	Spot 2	open	154.2	-82.

The current programmer values are added to the existing cue 1.

Example Remove

Let´s assume, you will remove fixture ID 32 from the existing cue 1 on the main executor.

ID	Name	Dim	Pan	Tilt
26	RGBAW 6	closed		
27	RGBAW 7	closed		
28	RGBAW 8	closed		
29	RGBAW 9	closed		
30	RGBAW 10	closed		
31	Spot 1	open	154.2	-82.
32	Spot 2	open	154.2	-82.

1. Select fixture ID 32 in the <u>fixtures view</u>.
2. Double press `Please`. All values from fixture 32 are in the programmer.
3. Press `Store` and tap on the `main executor` in the <u>executor bar view</u>.
4. Tap `Remove`.

ID	Name	Dim	Pan	Tilt
26	RGBAW 6	closed		
27	RGBAW 7	closed		
28	RGBAW 8	closed		
29	RGBAW 9	closed		
30	RGBAW 10	closed		
31	Spot 1	open	154.2	-82.
32	Spot 2	closed	center	center

The fixture ID 32 is removed from the existing cue 1 on the main executor.

Example 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 <u>executor bar view</u>.
2. Tap `Overwrite`.

Cue 1 on the main executor has now the current programmer values. All previous values from the existing cue are deleted.

Example Create Second Cue

Let´s assume, you will create a cue list on the main executor.
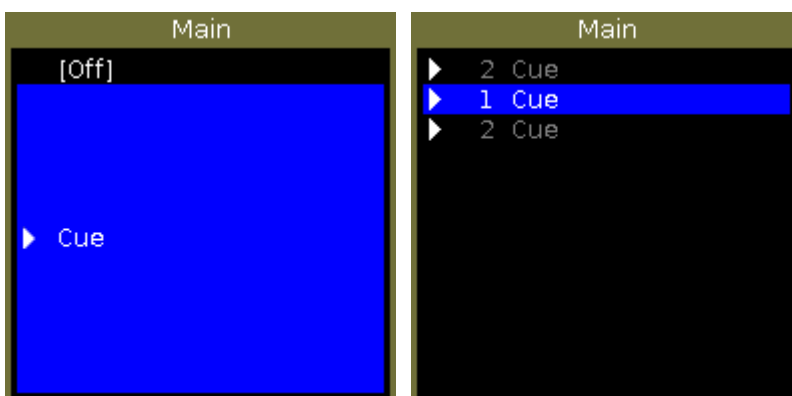
1. Press `Store` and tap on the `main executor` in the <u>executor bar view</u>.
2. Tap `Create second cue`.

The current programmer values are stored as a second cue on the main executor.

Encoder Bar Functions

			Select
			Merge

Select:

To select a function, turn the encoder left or right.

To confirm a selected function, press or tap the encoder.

Related Links

- Store Key
- Store Command
- Executor Bar View
- What is a Programmer?
- What is Tracking?

6.13. Color Preset Type View

To go to the **Color Preset Type View**, tap Color in the Preset Type Bar.

- or -

Press and hold [MA] 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**.

To open the color effects view at screen 1, tap at [icon] 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.
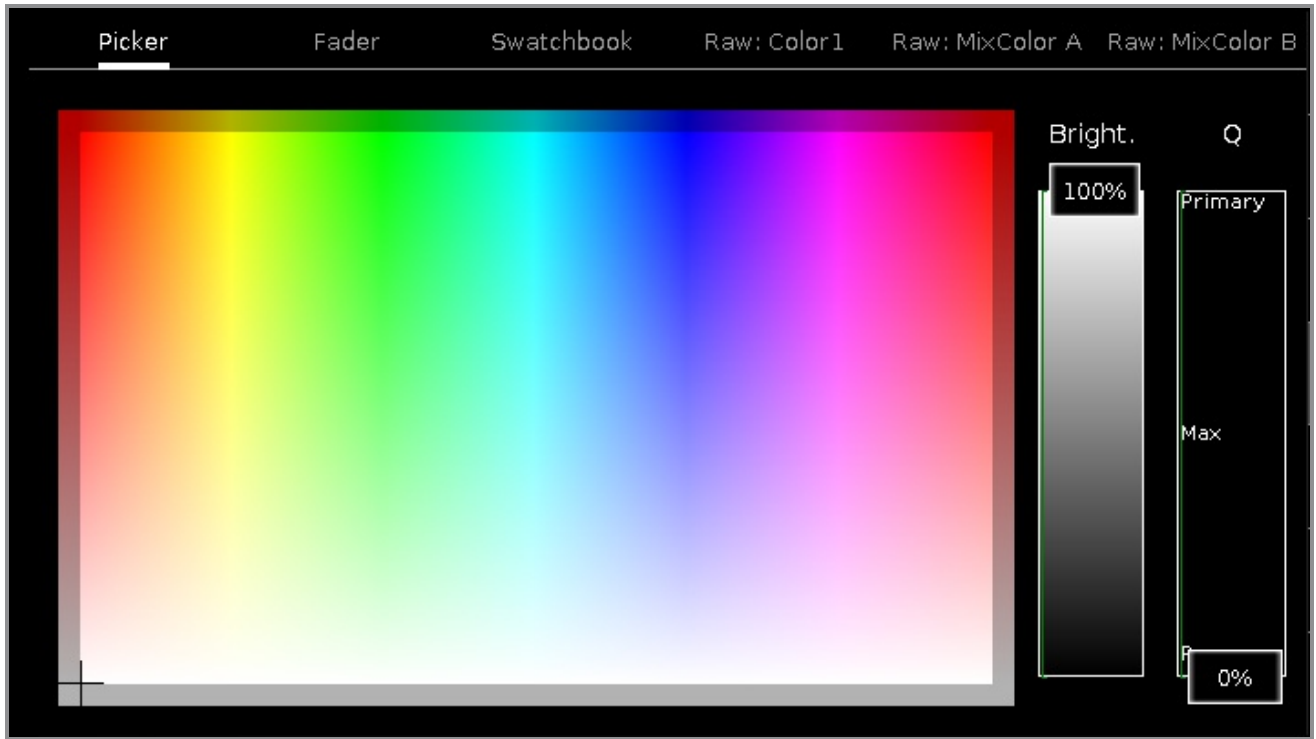
In this view, you select the color from the color picker.

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.
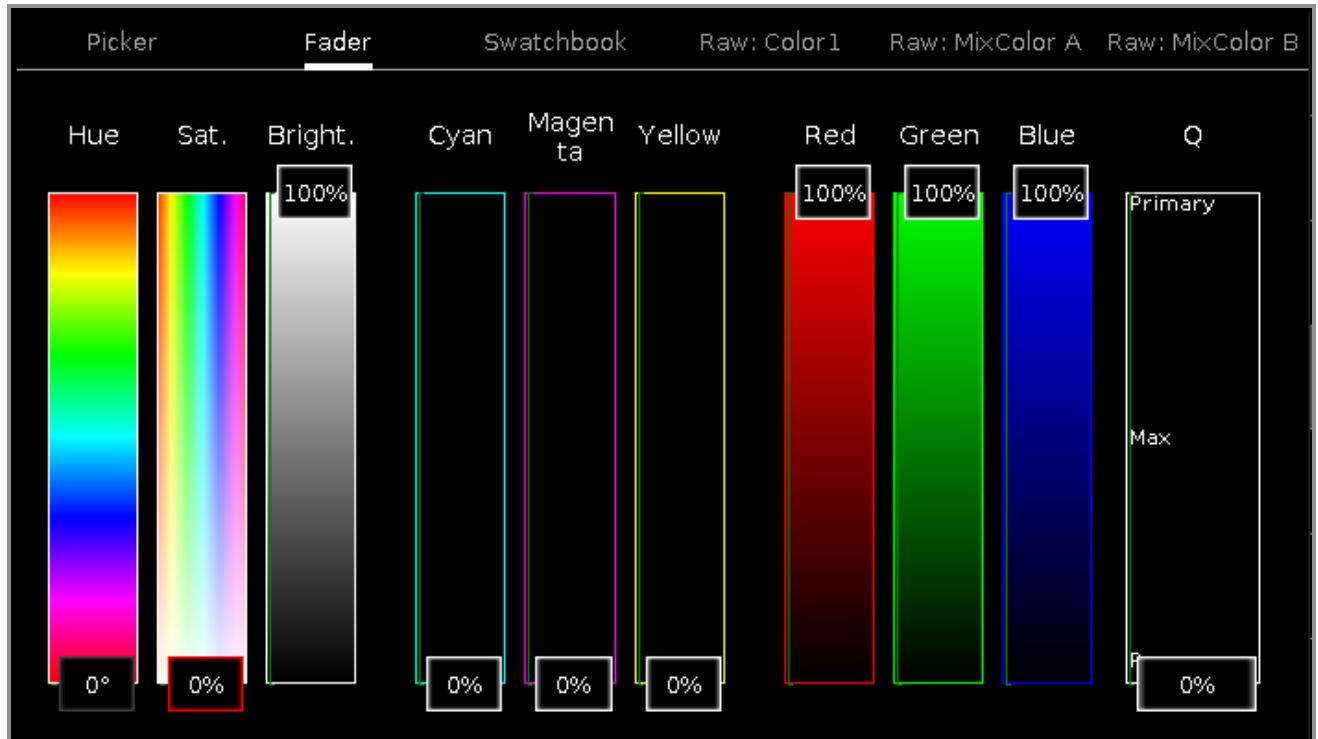
In this view, you select the color from the color faders.

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.

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

In this view, you select the color from a swatchbook.

There are two tables in this view: **Select Swatchbook Table** and **Select Color Table**.

1. Select 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. Select 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.
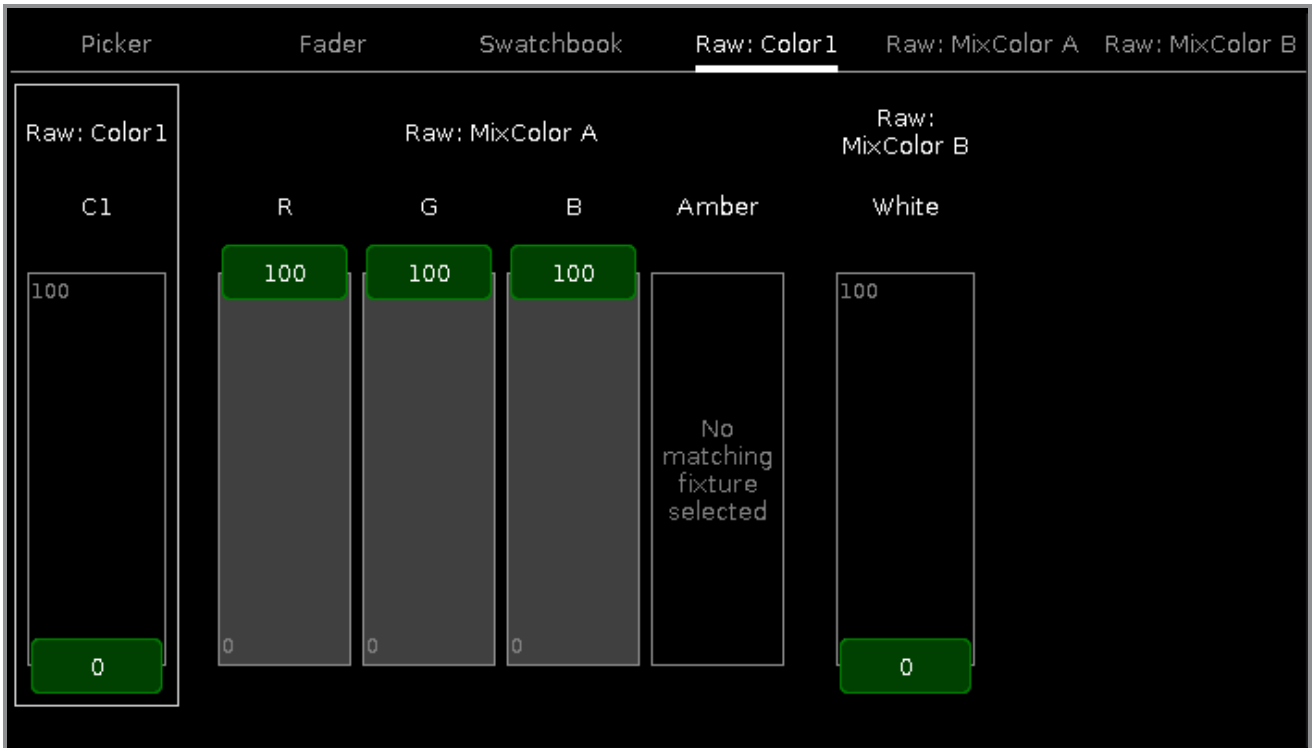
In the raw color view, you control the raw color channel values in percent from the selected fixtures.

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 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 [MA] key and press the encoder key [⊙]. The encoder speed equals one DMX step.

To use the second function of an encoder, press and hold the [MA] 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.

Related Links

- Preset Type Bar
- Calculator
- Effects View

6.14. Command History View

To go to the **Command History View**, tap **More...** in the view bar and then Command History .
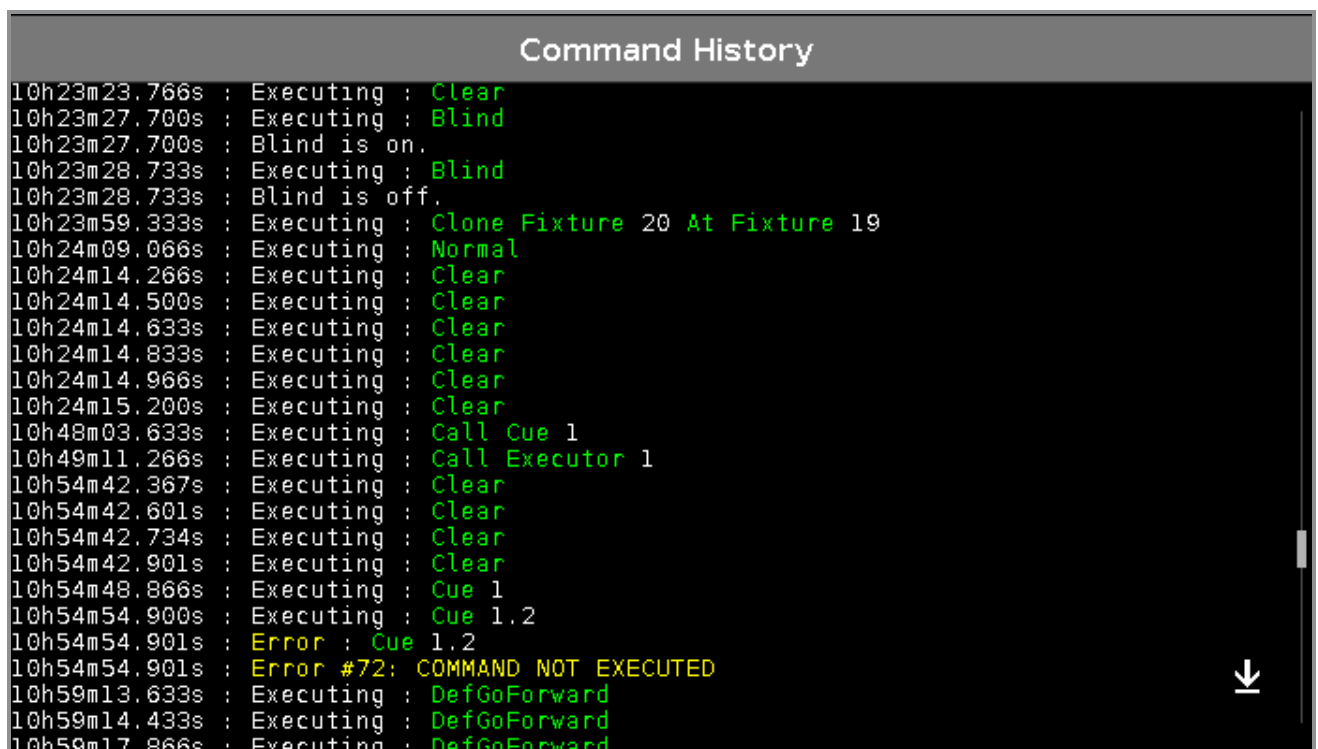
In this view, you see all the commands you give the console and the response from the console.

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 direction arrow.

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.

Related Links

- System Colors - Command History
- How to use the Command Line
- View Bar

6.15. Command Line View

To go to the **Command Line View**, tap in the command line.
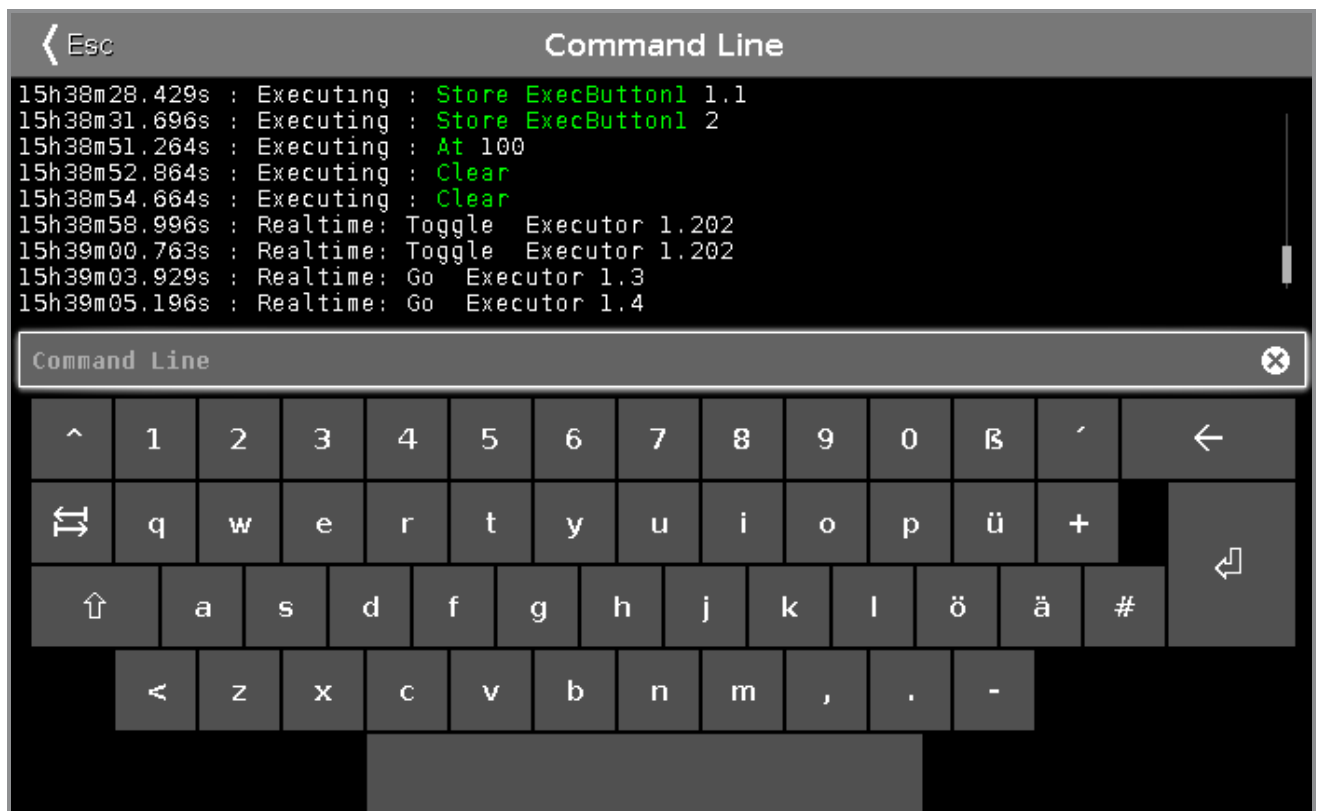
The command line view displays in the upper area of the view, the command history.

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 ❮ Esc in the title bar or press Esc on the console.

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

- Command History View
- System Colors - Command History
- Control Elements - Command Line

6.16. 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.
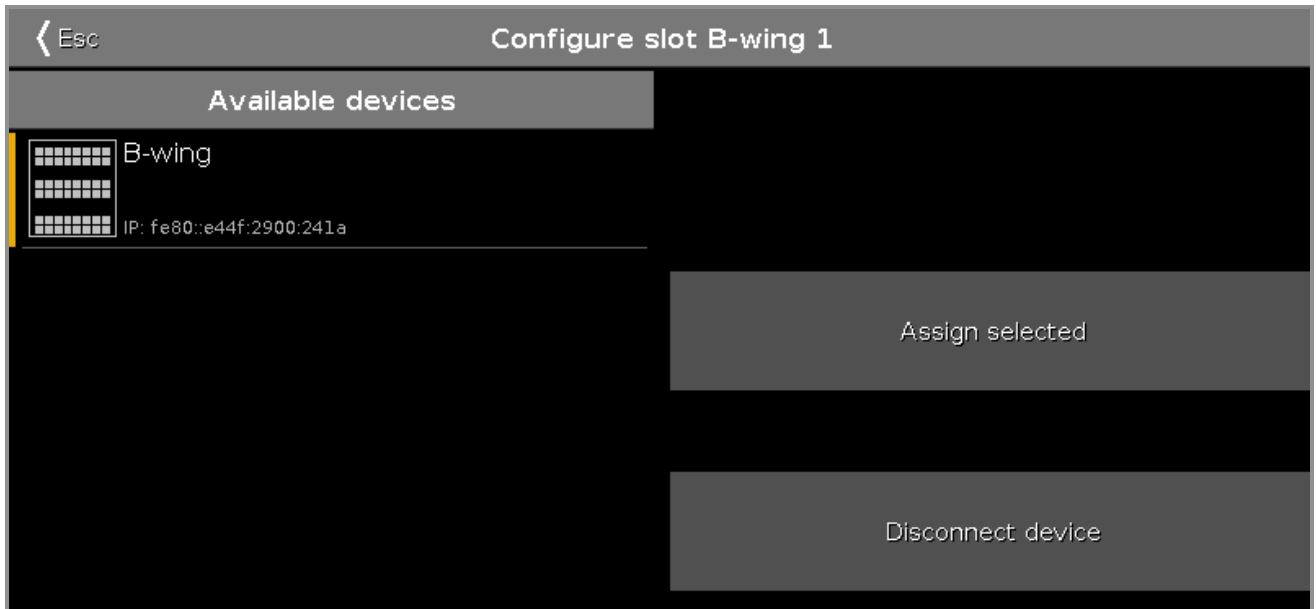
In this window, you can assign wings to a slot or clear the assignment.

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?

6.17. Control Preset Type View

To go to the **Control Preset Type View**, tap Control in the Preset Type Bar.

- or -

Press and hold [MA] 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.
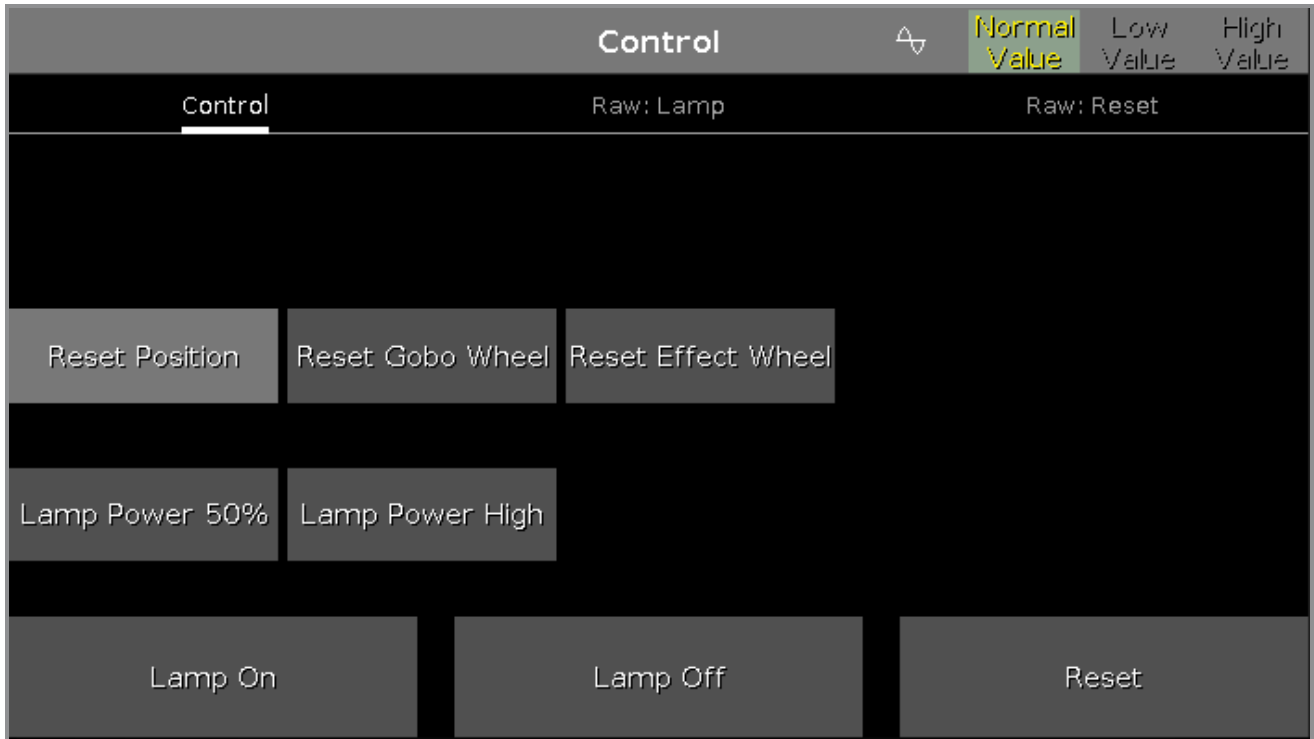
In the control view, you control the control channels of the selected fixture types.

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 (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.

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 MA key and press the encoder key ⊙ .
To open the calculator, press the encoder.

Related Links

- Preset Type Bar
- Calculator

- [What is a Preset?](#)
- [How to work with Presets?](#)

6.18. Cues View

To go to the **Cues View** for the **main executor on screen 1**: Press `Cue` on the console.

To go to the cues view for the **main executor on screen 2**: Tap `Cues` on the [view bar](#).

To go to the cues view for any other **executors**: Press ⊙ and then the respective executor button on the console.

Number	Name	Trig	Trig Time	Fade	Out Fade	Out Delay	All Fade	All Delay	Di
1	LED Blue	Go		2	InFade	InDelay	2	0	
2	LED Violet	Go		2	InFade	InDelay	2	0	
3	LED Congo Orange	Go		2	InFade	InDelay	2	0	
4	LED Color FX	Go		2	InFade	InDelay	2	0	
5	LED Orange	Go		2	InFade	InDelay	2	0	

Figure: Cues View

In this view, you see all cues of the respective executors and their settings.

To remove all values they are identical with the value of the previous cue, tap at `Unblock`.
Unblock cleans the tracking list. It is useful after you copied cues.

To open the executor settings, tap the **tool** 🔧 in the title bar. It opens the [settings of executor window](#).

Pin your view and deactivate the dynamic view mode with a tap on the **pin** 📌 in the [title bar](#).

Below the title bar is the cue table. In this table you can edit the

- Number
- Cue Name
- Trig (Trigger)
- Trigger Time

- Fade
- Out Fade
- Out Delay
- Preset Type Timing
- 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%.

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.

Additional is the chaser bar visible.
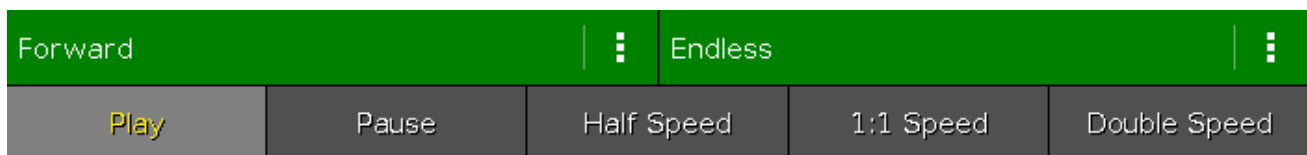
Forward (chaser direction mode):

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

	Fade	Speed	Scroll
	6.0% ⊙	60.00 BPM	

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.

Related Links

- View Bar
- Title Bar
- Settings of Executor
- What is a Cue?
- How to work with Cues?

6.19. Dimmer Preset Type View

To go to the **Dimmer Preset Type View**, tap Dimmer in the Preset Type Bar.

- or -

Press and hold MA and press 1, 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.

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 [MA] 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

6.20. 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 .

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

This view shows the current output of the fixtures and the attributes. in the universes 1-8.
The universe 9 displays the DMX input if DMX-IN is connected.

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.

2. 71
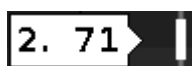
You can also slide up and down in the view screen to scroll.

To show the DMX attributes the respective DMX address, press the **view icon** in the title bar.

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, the are displayed in the DMX view with a yellow frame around it.

Parked DMX channels are displayed with a blue background.

💡	To unpark DMX channels, open the tools window.

DMX tester values, entered via the DMX command, are displayed with a red background.

To turn off the DMX tester, open the tools window or use the DMX command.

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
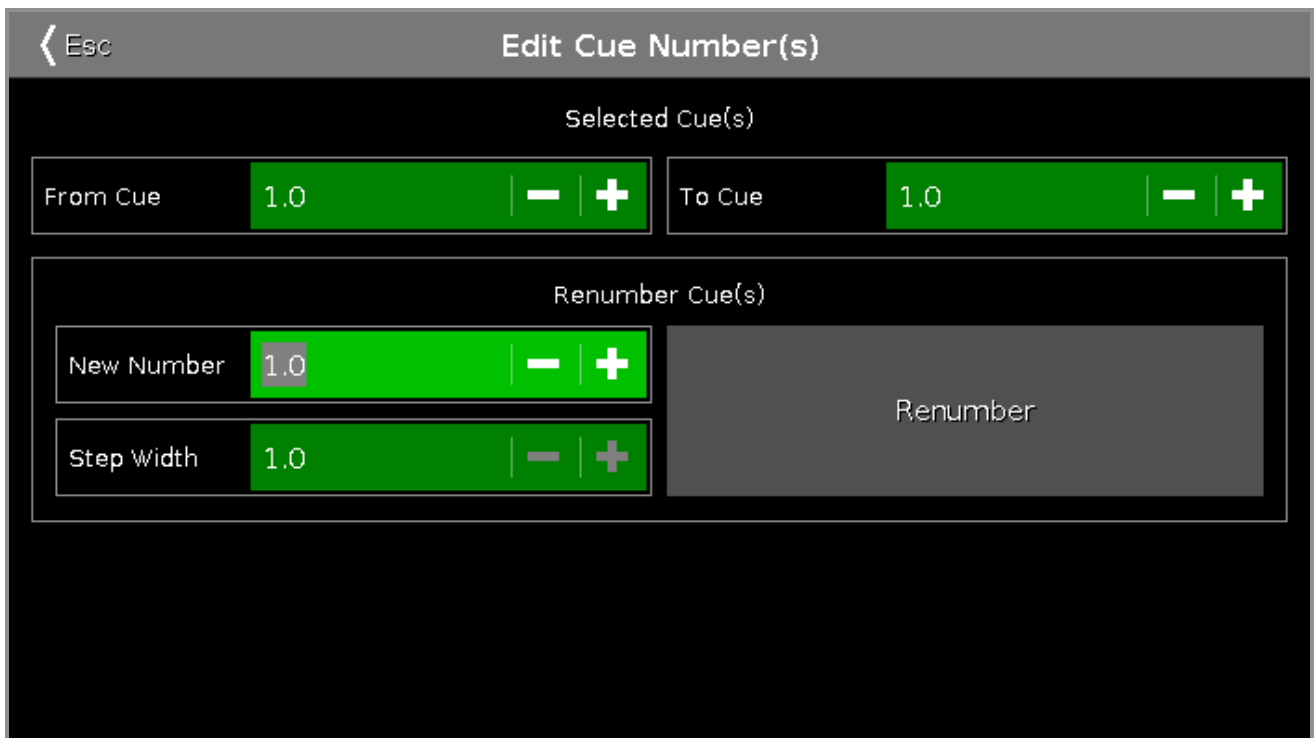
			Scroll

Scroll:

To scroll in the DMX view up or down, turn the encoder left or right.

Related Links

- Tools Window
- View Bar
- Title Bar
- Fixtures View

6.21. 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 ❮Esc in the title bar or press Esc on the console.

Related Links

- Cues View
- Move Command
- How to work with Cues?
- What is a Cue?

6.22. Effects View

To go to the Effects View, press Effect on the console or press the loop in the title bar of a preset type view.

Figure: Dimmer Effects View

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 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 Backtruss	52.2	0.0	194.7	-72.2
2	QWO Backtruss	0.0	0.0	194.7	-72.2
3	QWO Backtruss	47.8	0.0	194.7	-72.2
4	QWO Backtruss	100.0	0.0	194.7	-72.2

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 Backtruss	0.0	0.0	194.7	-72.2
2	QWO Backtruss	0.0	0.0	194.7	-72.2
3	QWO Backtruss	0.0	0.0	194.7	-72.2
4	QWO Backtruss	0.0	0.0	194.7	-72.2

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, SyncEffects 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.
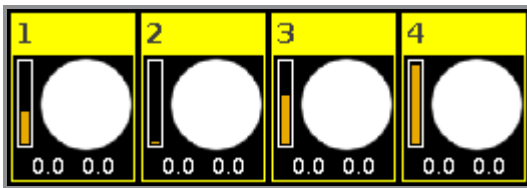
Hard Dimmer (object number 2):

Opens and close the dimmer without softness.

Ramp Up Dimmer (object number 3):

Dimmer snaps to 100% and fades slowly to 0%.
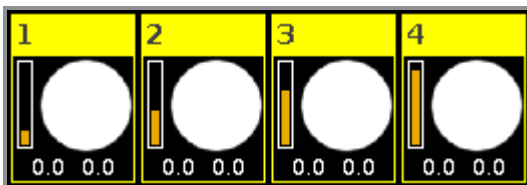
Ramp Down Dimmer (object number 4):

Dimmer snaps to 0% and fades slowly to 100%.
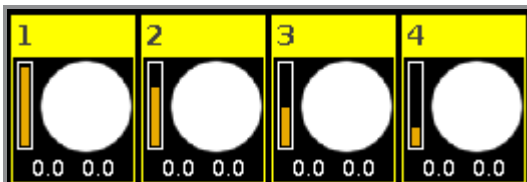
Dim/P/T Ballyhoo (object number 8):

Soft dimmer effect and pan tilt movement.

This effect is in the position effects as well.
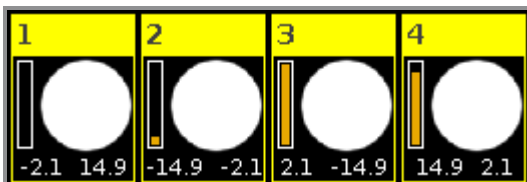
Dim/Tilt Flyout (object number 9):

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.
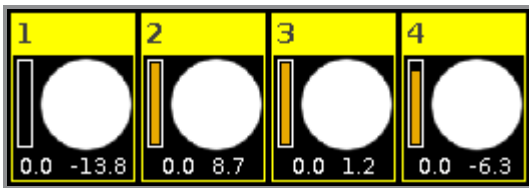
Position Effects

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, <u>Dim/P/T Ballyhoo</u> in the dimmer effects.

Dim/Tilt Flyout (object number 9):
Refer to, <u>Dim/Tilt Flyout</u> 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 <u>gobo preset type view</u>, effect mode.
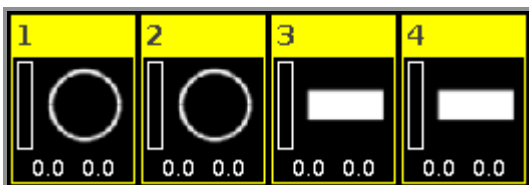
Gobo <> (object number 11):
Gobo rotation speed effect.

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.
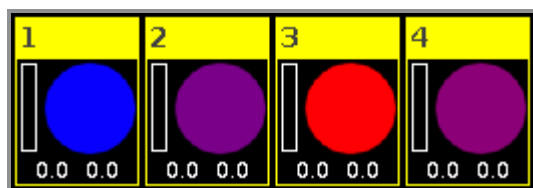
2 Color Hard (object number 14):

Changes between two colors without softness.

This is a mix color effect.
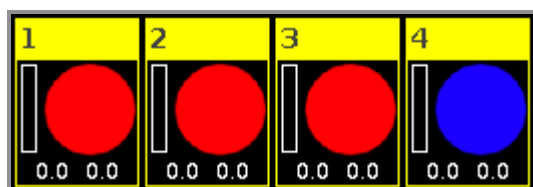
RGB Rainbow (object number 15):

A red green blue rainbow effect with softness.

This is a mix color effect.
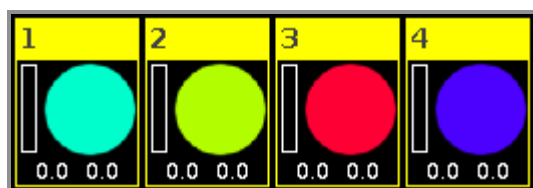
Colorwheel 2 color (object number 16):

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 Backtruss	6.5
2	QWO Backtruss	open Iris
3	QWO Backtruss	44.4
4	QWO Backtruss	closed Iris

Shutter (object number 18):

Opens and close the shutter.

ID	Name	Shutter
1	QWO Backtruss	open
2	QWO Backtruss	closed
3	QWO Backtruss	closed
4	QWO Backtruss	open

Strobe (object number 19):

Changes between fast and slow strobe.

ID	Name	Shutter
1	QWO Backtruss	75.1
2	QWO Backtruss	43.2
3	QWO Backtruss	43.2
4	QWO Backtruss	75.1

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 [MA] key and press the encoder key ⊙ . The encoder speed equals one DMX step.

High Value	MA Low Value	Speed	Phase	Width	MA Softness
0.0	⊙	30.0 BPM	0.0°	50.0%	

To use the second function of an encoder, press and hold the [MA] 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](#)
- [Fixtures View](#)
- [What are Effects?](#)
- [How to work with Effects?](#)

6.23. Empty Executor Window

To go to the **Empty Executor Window**, tap on an empty executor in the [executor bar window](#).
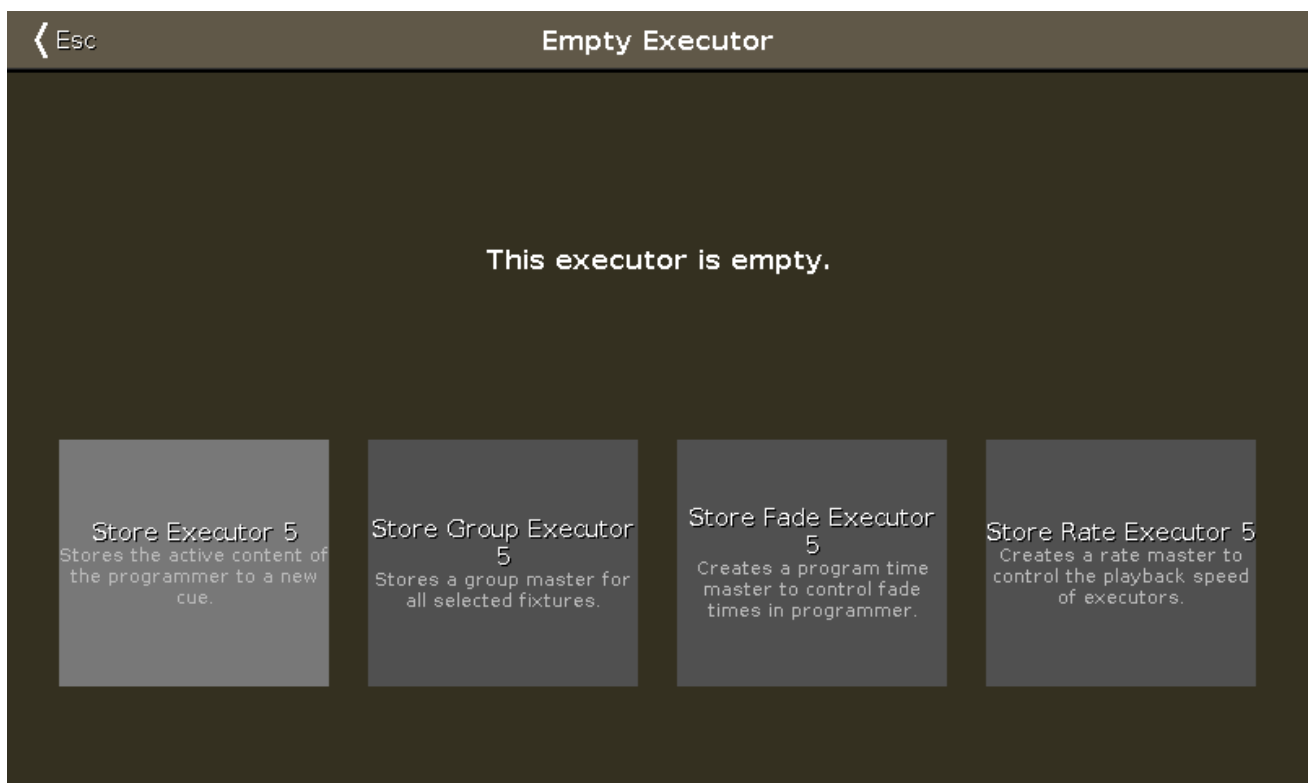
There are four executor options available:

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 Fade Executor:

Tap to make this executor as a 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.

Store Rate Executor:

Tap to make this executor as a rate master.

The rate master multiplies the cue timing and effect timing by a factor.

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.

1. Tap on the empty executor 1 in the executor bar window. The empty executor window opens.
2. Tap `Store Executor 1`.

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.
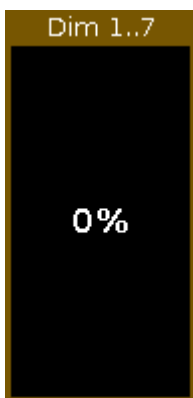
1. Select all left side dimmer fixtures in the fixtures view.
2. Tap on the empty executor 6 in the executor bar window. The empty executor window opens.
3. Tap `Store Group Executor 6`.

The executor 6 is a group master.

Example Fade Executor

Let´s assume, you will make a program time master on the empty executor 1.

1. Tap on the empty executor 1 in the executor bar window. The empty executor window opens.
2. Tap Store Fade Executor 1 .

The executor 1 is a program time master.

Example Rate Executor

Let´s assume, you will make a rate master on the empty executor 6.

1. Tap on the empty executor 6 in the executor bar window. The empty executor window opens.
2. Tap Store Rate Executor 6 .

The executor 6 is a rate executor.

Related Links

- Executor Bar Window
- System Colors - Executor Bar
- Clear Key

6.24. 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.
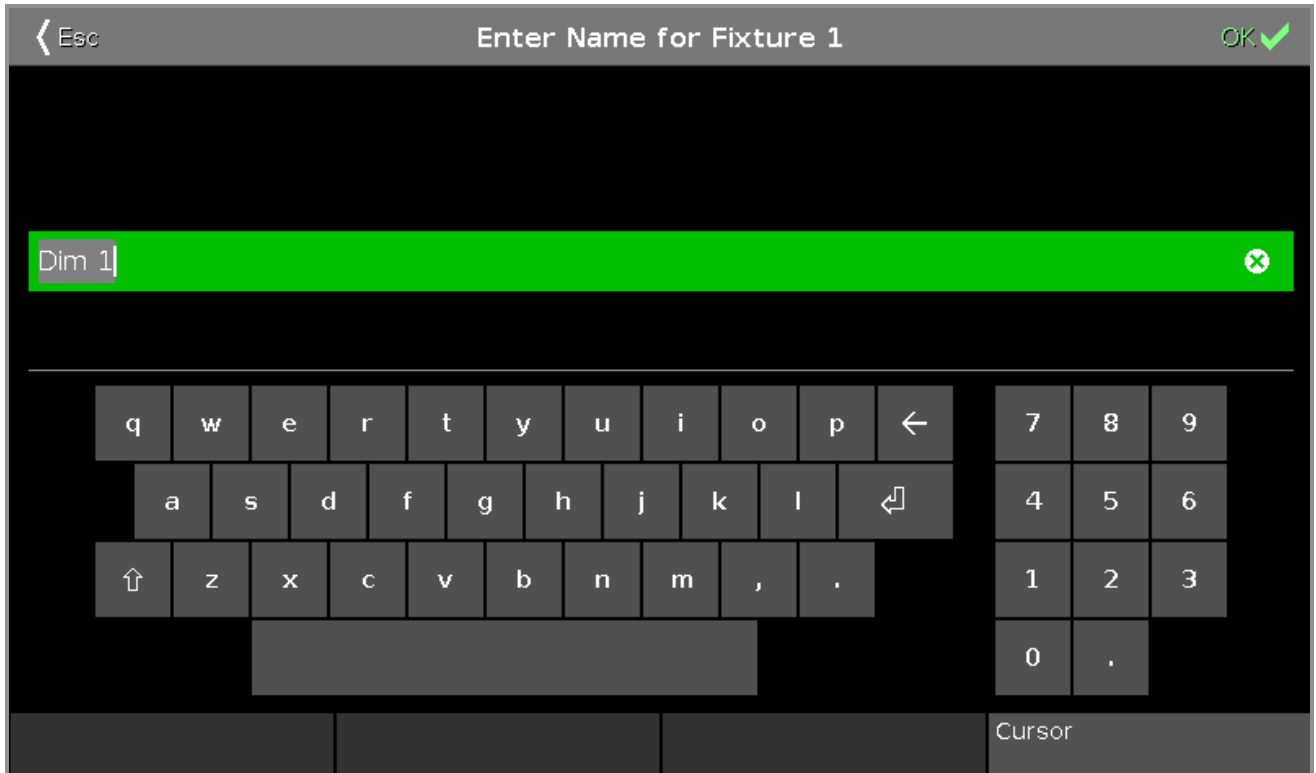
In this view, you can edit names of objects.

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** OK✓ in the title bar.

To leave the Enter Name for... Window, tap **Esc** ‹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

6.25. Executor Bar Window

To go to the **Executor Bar Window**, swipe up or tap in the Executor Bar.
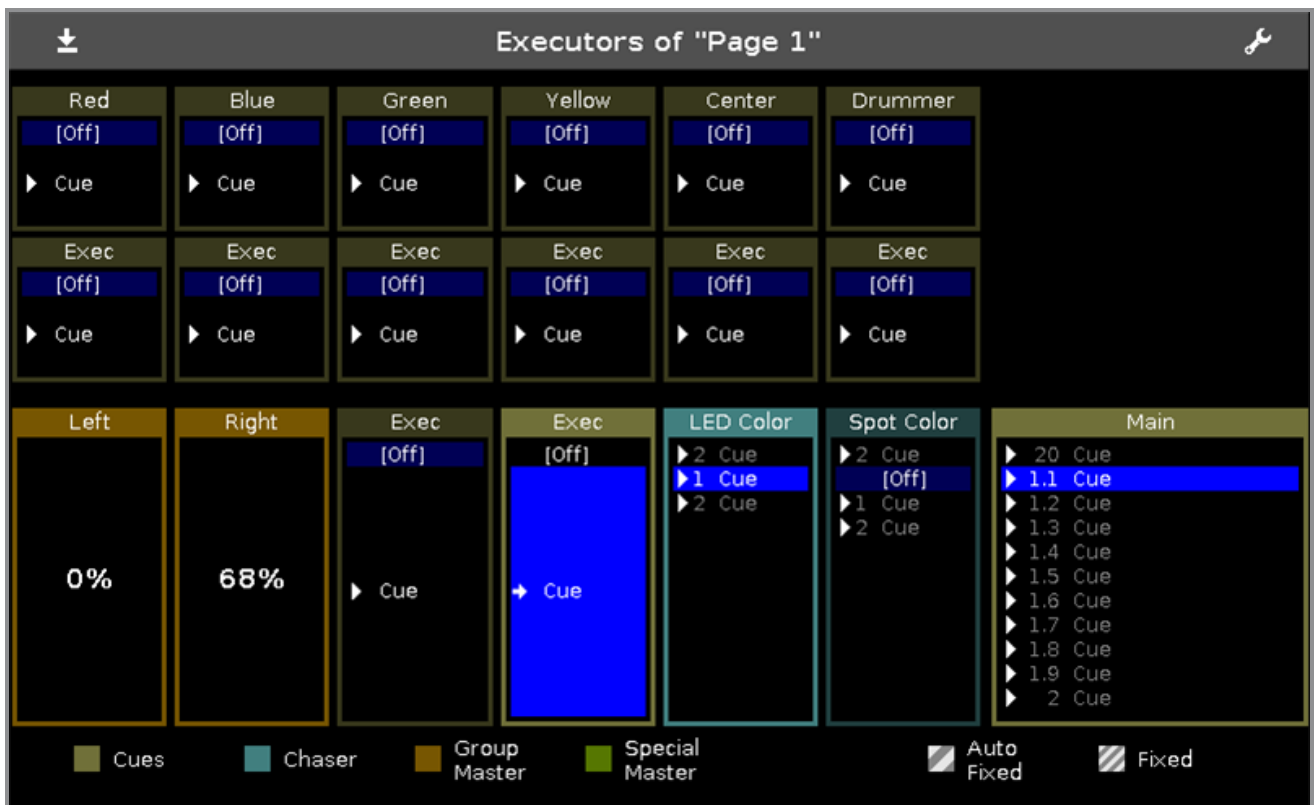
This window is a detailed view of the Executor Bar.

To change the functions of the executor buttons, tap at the **tool icon** 🔧 in the title bar.

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**.

To select all fixtures stored on an executor in the fixtures view, tap at the executor.

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.

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.

Related Links

- Trigger Icons
- System Colors - Executor
- Change Functions of Executor Buttons
- What is an Executor?

6.26. Executor Pool View

To go to the Executor Pool View on screen 1, press Exec on the console.

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

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

6.27. 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.
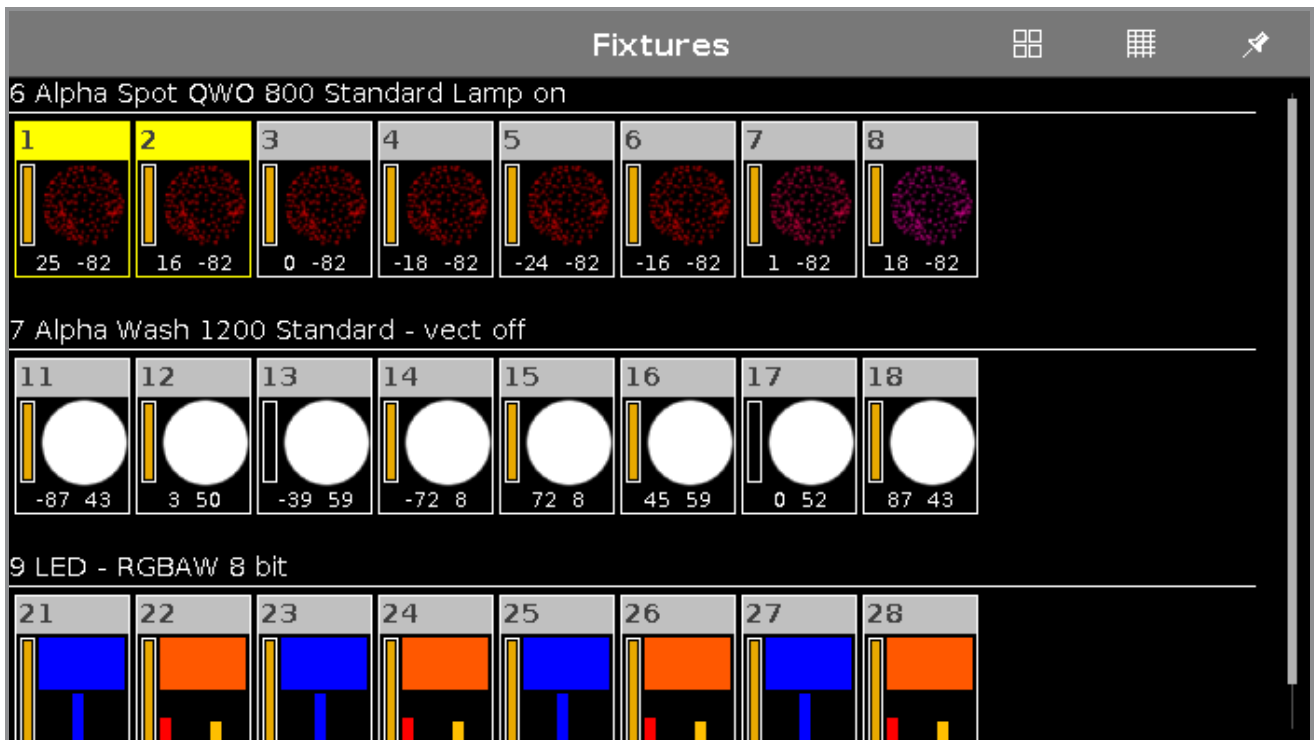
In this view you see all imported fixtures, attributes and their output.

If blind or preview is active, you see the values.

Swipe to select and deselect fixtures.

To switch between the **symbol view** ⊞ and the **sheet view** ▦, 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 fixtures are grouped in fixture types.

There are different symbols in the symbol view, depending on the fixture type.

Fixture Symbols

Here are examples for the most common fixture symbols.

All fixture symbols have in the upper left corner the fixture ID and the orange dimmer bar below.

The dimmer bar is a graphical view of the dimmer value.

Example Fixture 1 - Dimmer symbol:
Displays additional the dimmer value of 50 %.

Example Fixture 101 - Moving light symbol:
Displays additional a red gobo wheel. In this area of the moving light symbol, there is a graphical view for the color and the gobo.
The numbers at the bottom of the symbol displays the position of pan and tilt. ???

Example Fixture 13 - LED symbol:
Displays additional in the upper area the current color.
In the lower area are the detailed color attributes displayed.

Sheet View

To go to the fixture **sheet view** tap the sheet view icon ▦ in the title bar.

ID	Name	Dim	Pan	Tilt	G1	G2	G2<>	C1	R	G	B	W
25	RGBAW 5	open							max	34.5	12.4	n
26	RGBAW 6	open							max	34.5	12.4	n
27	RGBAW 7	open							max	34.5	12.4	n
28	RGBAW 8	open							max	34.5	12.4	n
29	RGBAW 9	open							max	34.5	12.4	n
30	RGBAW 10	open							max	34.5	12.4	n
31	Spot 1	closed	center	center	gobo 1	open	zero	open	max	max	max	
32	Spot 2	closed	-111.	58.3	gobo 1	open	zero	open	max	max	max	
33	Spot 3	closed	-111.	58.3	gobo 1	open	zero	open	max	max	max	
34	Spot 4	closed	center	center	gobo 1	open	zero	open	max	max	max	
35	Spot 5	closed	center	center	gobo 1	open	zero	open	max	max	max	

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.

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.

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.

Encoder Bar Functions

Scroll:
To scroll in the fixtures view up or down, turn the encoder left or right.

Related Links

- View Bar
- System Colors
- Fixture Key
- Fixture Command

6.28. Fixture Schedule Overview Window

The Fixture Schedule Overview Window is located in the <u>Patch and Fixture Schedule</u> at screen 2.

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?

6.29. Focus Preset Type View

To go to the **Focus Preset Type View**, tap | Focus | in the Preset Type Bar.

- or -

Press and hold [M|A] and press 6, 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).

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.

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Focus/Zoom View

The focus/zoom view is the first tab in the focus preset type view.
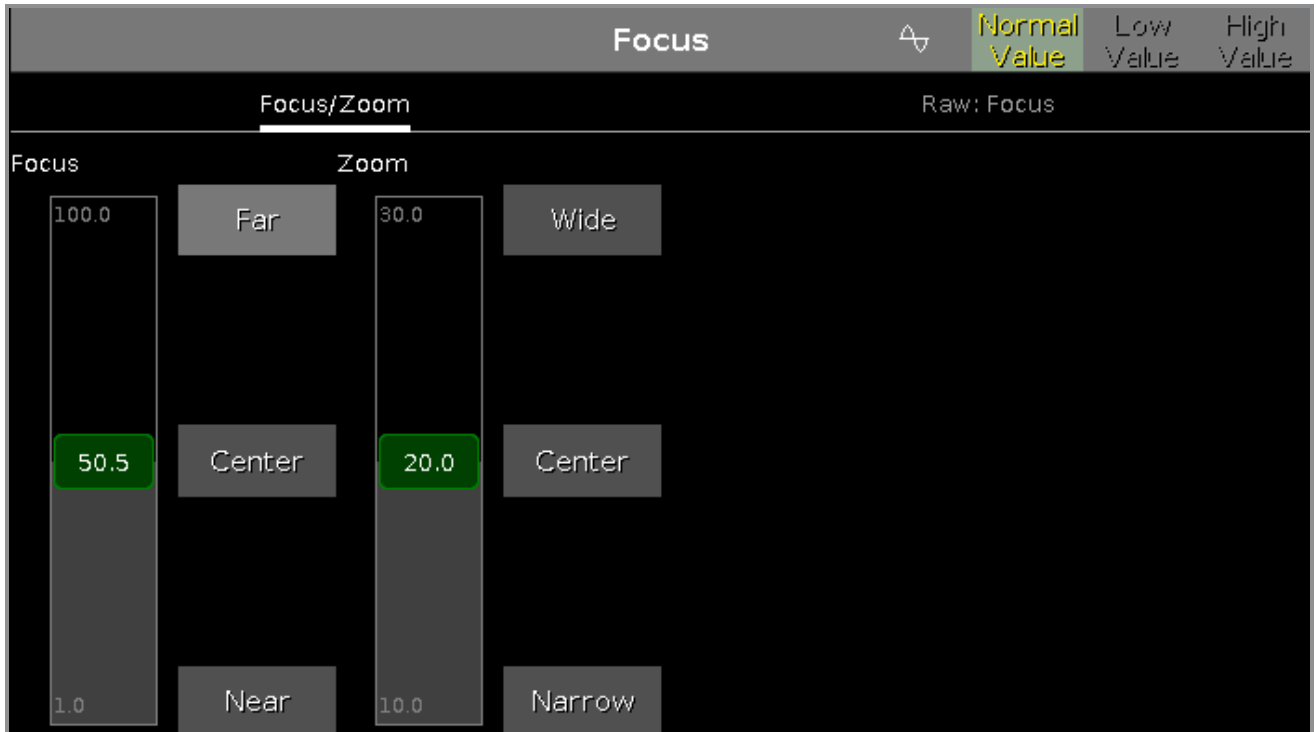
With the focus slider, you control the focus of the projection.
To select a focus value, move the focus slider up and down.

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.
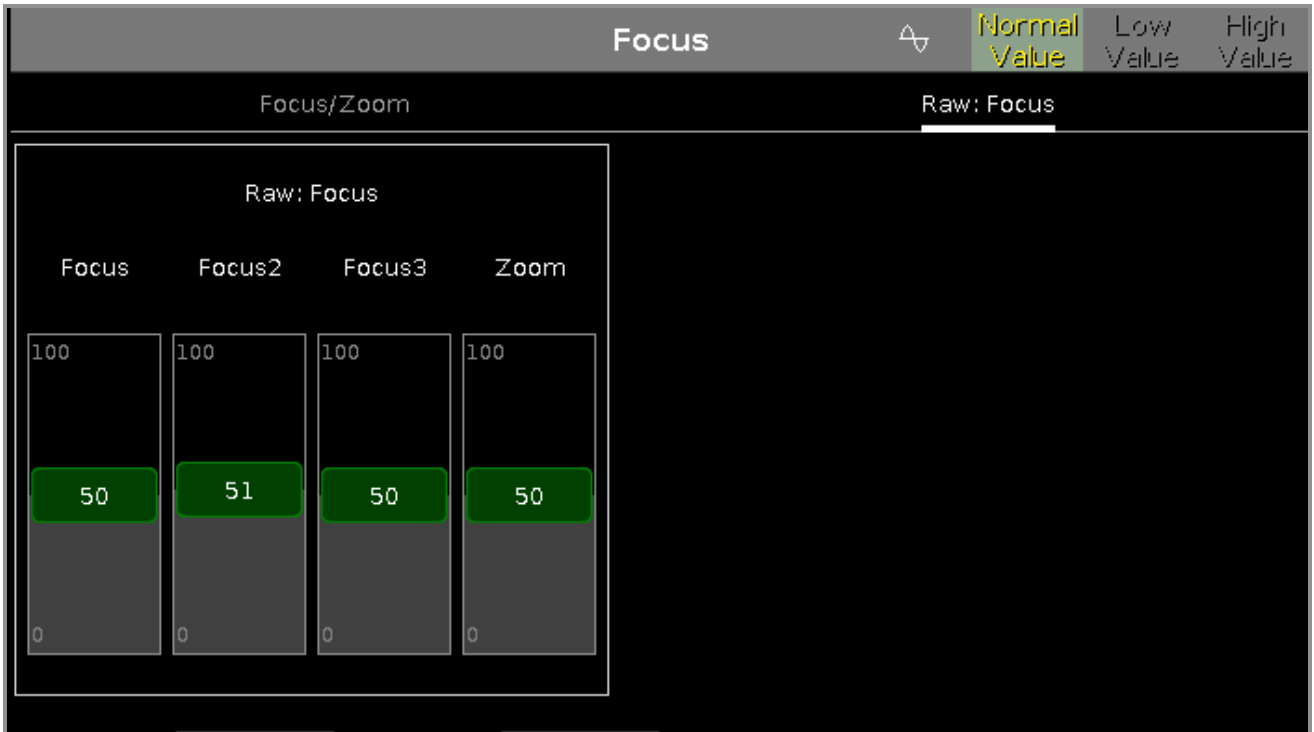
In the raw focus view, you control the focus values in natural values (0-100) of the selected fixture type.

Encoder Bar Functions

The default encoder speed is without decimal place.
To change the encoder speed to slow, press the encoder key [icon] . The encoder speed is with decimal place.
To change the encoder speed to ultra slow, press and hold the [icon] key and press the encoder key [icon]. 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
- Calculator
- What is a Preset?
- How to work with Presets?

6.30. Gobo Preset Type View

To go to the **Gobo Preset Type View**, tap ⬚ Gobo ⬚ in the Preset Type Bar.

- or -

Press and hold 🔲 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).

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 [MA] key and press the encoder key [⊙] . The encoder speed equals one DMX step.

Gobowheel 1	Select	Gobo 1	Index	Gobowheel 2	Select	Gobo 2	Index
1.0 open	⊗	0.0°	⊗	1.0 open	⊗	0.0°	⊗

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.
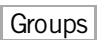
To open the calculator, press the encoder.

Related Links

- Preset Type Bar
- What is a Preset?
- Calculator
- Encoder Bar

6.31. 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 Fronttruss	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.
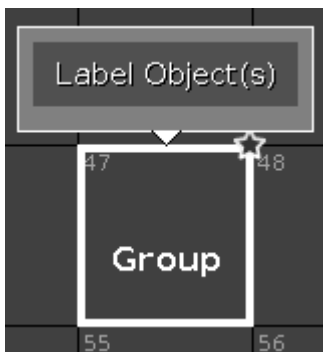
A group which is not labeled it is just called **Group**.

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

6.32. Help View

To go to the **Help View**, tap | More... | in the <u>view bar</u> and then | Help |.
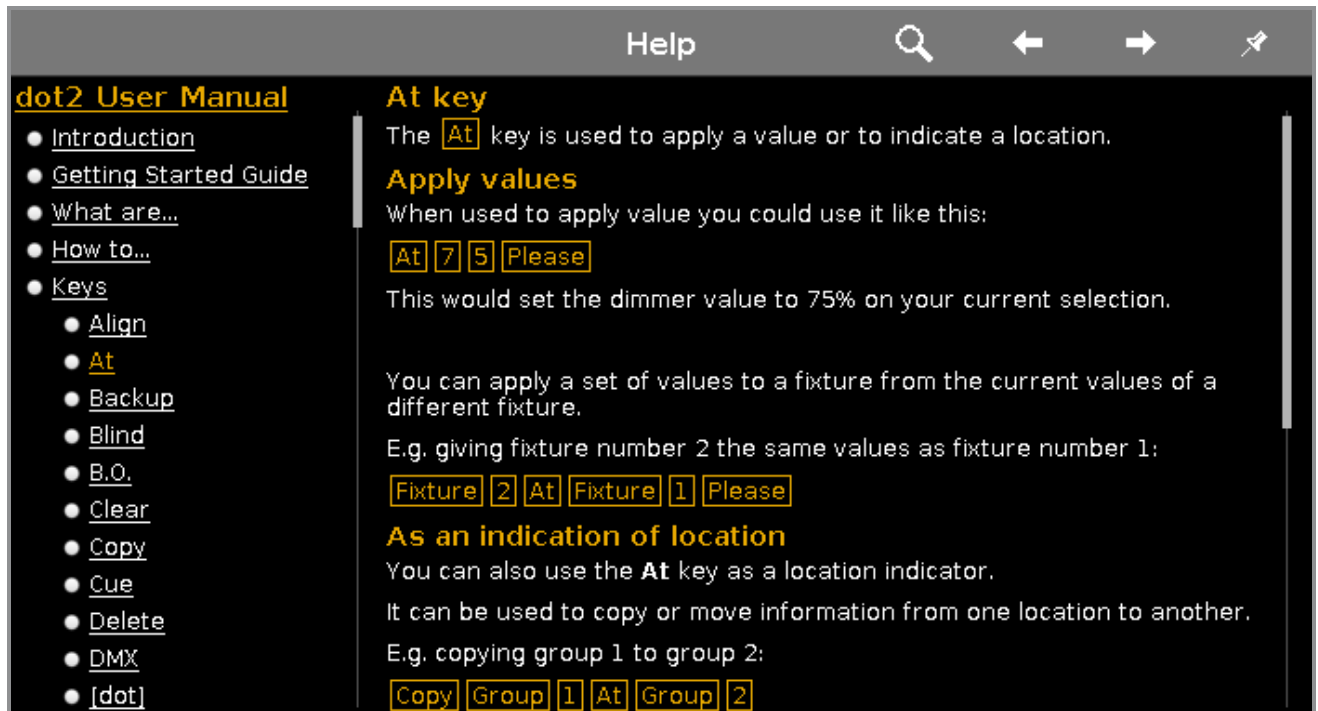
In this view you have access to the help files from the dot2.

If a topic is not available in the selected display language, it is a message at the beginning of the text and you got 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** ‹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.

6.33. 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

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● press and hold a cell of a fixture type in the patch and fixture schedule, tap | Import |

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 〈OK in the title bar. The import fixture type window will close.

To leave the **Import Fixture Type Window**, tap 〈Esc 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.
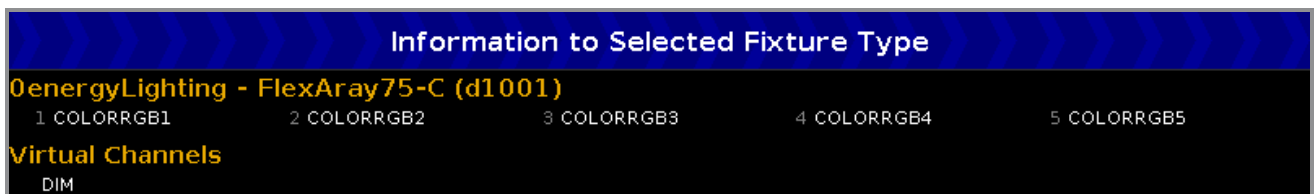
It displays at first, manufacturer, device name and mode in brackets, of the selected fixture type.

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:
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

6.34. Key Backlight Window

The **Key Backlight Window** is located in the Setup, column **Console**, **Key Backlight**.
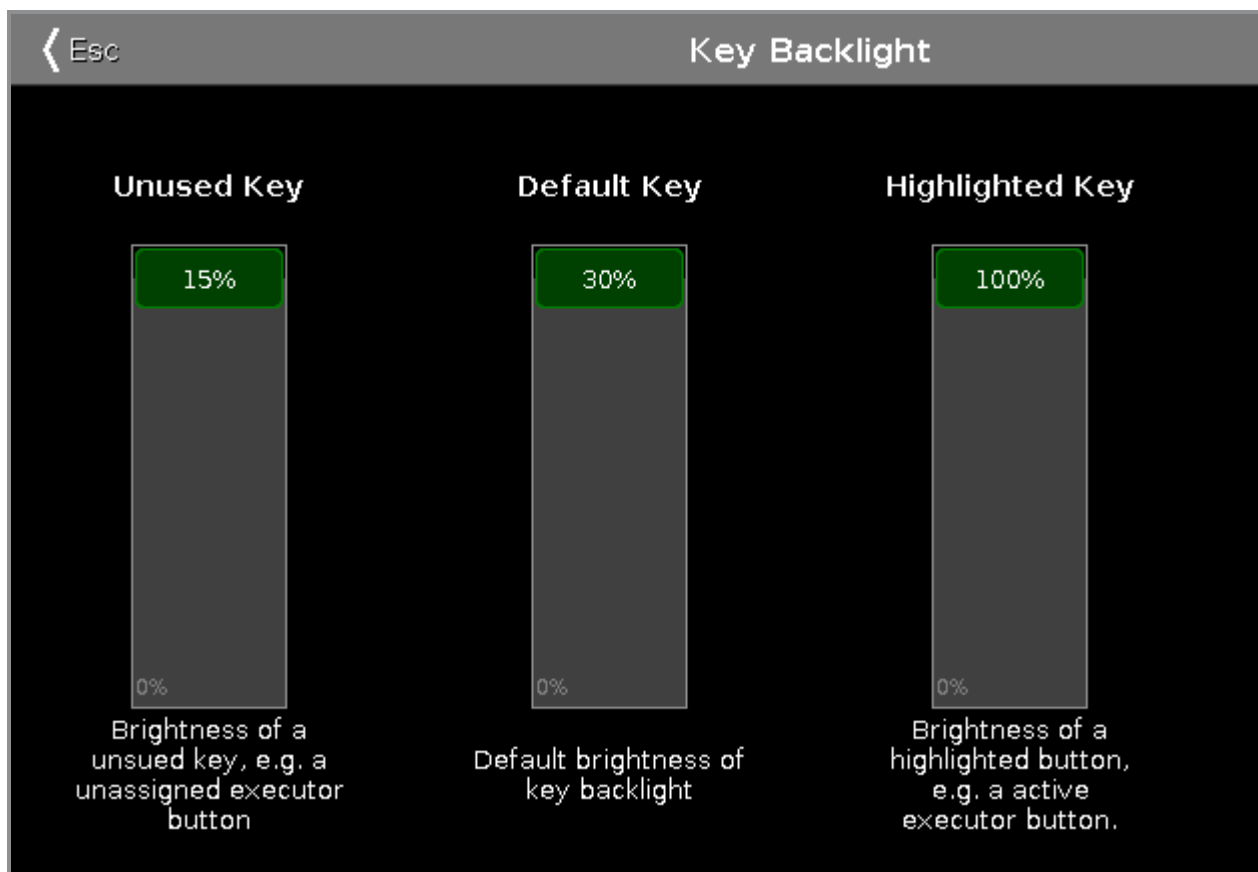
In this window, you select the brightness of the backlight from the keys.

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 [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 into slow, that means with decimal place, press [◉] on the console.

Unused Key	Default Key	Highlighted Key	
13.3	26.0	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

6.35. 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**.
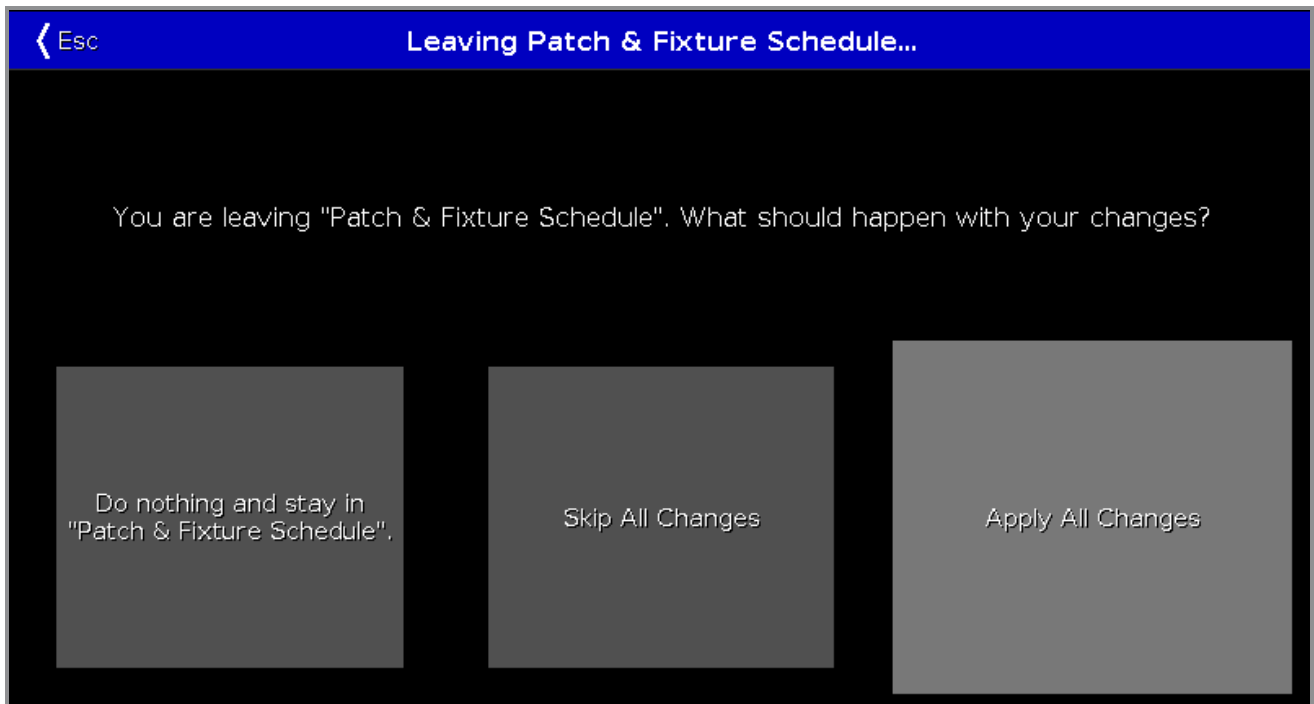
To go back to the Patch and Fixture Schedule, tap `Do nothing and stay in "Patch & Fixture Schedule"`.

To skip all changes and go back to the Setup, tap `Skip All Changes`.

To apply all changes and go back to the Fixtures View, tap `Apply All Changes`.

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

6.36. Load Show Window

To go to the **Load Show Window** press Backup on the console and tap Load Show .

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** 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 leave the **Load Show Window**, tap **Esc** ❮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.

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.

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.

Encoder Bar Functions

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.

Related Links

- Backup
- How to save and load a show?

6.37. Macros Pool View

To go to the **Macros Pool View** on screen 1, press `Macro` on the console.

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.

```
6 Alpha Spot QWO 800 Standard Lamp on
1       2       3       4       5       6       7       8
0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0
```

```
6 Alpha Spot QWO 800 Standard Lamp on
1       2       3       4       5       6       7       8
0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0
```
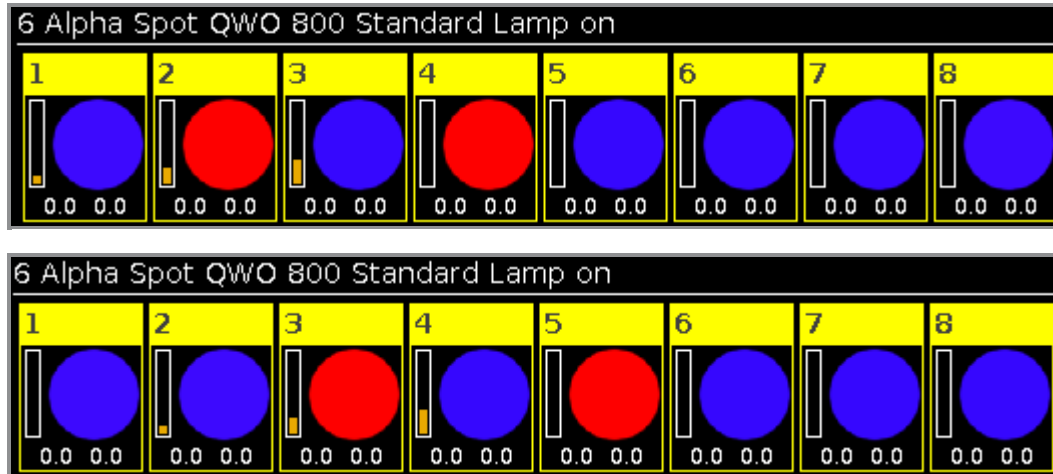
9. Circular Copy <:

Copies all values of the selected fixtures one step to the left.

This is useful to create a chaser.

10. Clear Selection:

Clears the selection of fixtures. Refer to, Clear Key.

11. Clear All:

Clears the selection and removes all values from the programmer. Refer to, Clear Key.

12. 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 24 Reset Next/Previous Key.

13. 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 24 Reset Next/Previous Key.

14. IfActive:

Selects only fixtures in the fixtures view, if they have active programmer values. Refer to, What is a Programmer?

15. if output:

Selects only fixtures in the fixtures view, if they have a dimmer value bigger than 0.

16. IfProg:

Selects only fixtures in the fixtures view, if they have values in the programmer. Refer to, What is a Programmer?

17. Invert:

Enters the Invert Command in the command line.

253

18. 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 Backtruss	100.0
2	QWO Backtruss	100.0
3	QWO Backtruss	100.0

ID	Name	Dim
1	QWO Backtruss	100.0
2	QWO Backtruss	0.0
3	QWO Backtruss	0.0

19. Knockout Selection:

Deselects the selected fixtures in the fixtures view and remove their values from the programmer.

20. 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 24 Reset Next/Previous Key.

21. 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 24 Reset Next/Previous Key.

22. Oops Menu:

Opens the Oops View on screen 1.

23. Quicksave the Show File:

Saves the show file. Refer to, Backup Key.

24. Reset Next/Previous Key:

Resets the Next and Previous key back to their default function.

This is necessary after using a Even or Odd macro.

25. 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 .

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 .

The values from 10 to 100 are assigned to the fixtures in a mixed order.

26. Shuffle Values:
Mix-up the values of the selected fixtures.

255
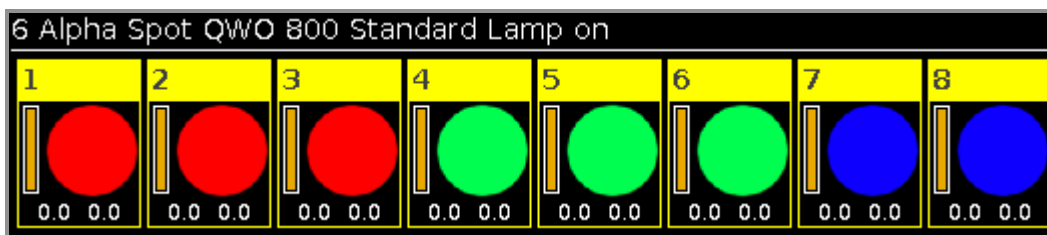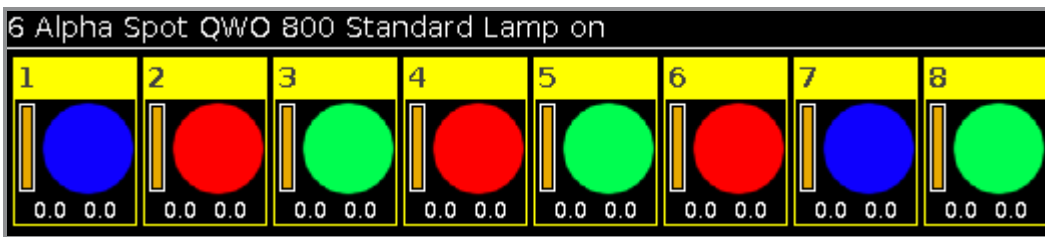
6.38. Network Interface Window

> 👆 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**.
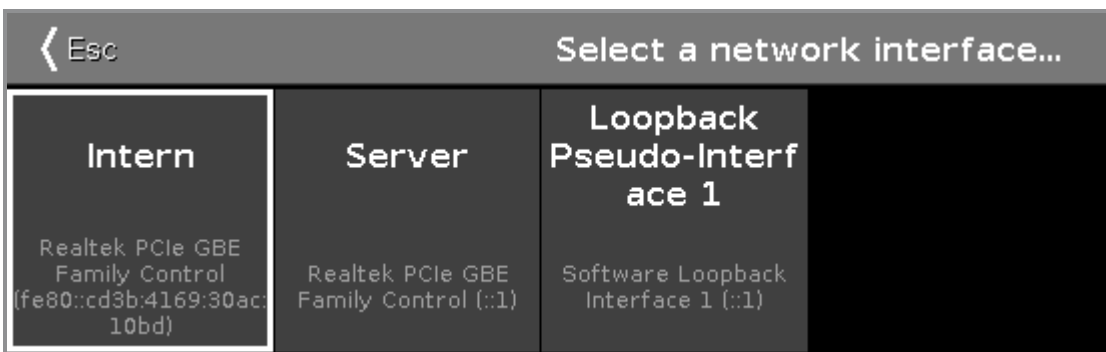
In this window, you select the network interface for the dot2 onPC. To see the current network interface, open the System Information Window.

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

6.39. Network Protocols Configuration

To open the network protocols configuration, press Setup and tap in column **DMX/Network** at Network Protocols .

👆 **Session required:**

To use Art-Net or sACN, it is necessary to be in a session. To create a session, open the network setup.
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 2 universes) 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 (=streaming ACN).

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).

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.

The following columns are available:

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

Network Protocol sACN (Disabled)			

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.

Related Links

- Setup
- Setup Key
- Network Setup

6.40. Network Setup Window

To go to the Network Setup, press Setup and tap at Sessions .
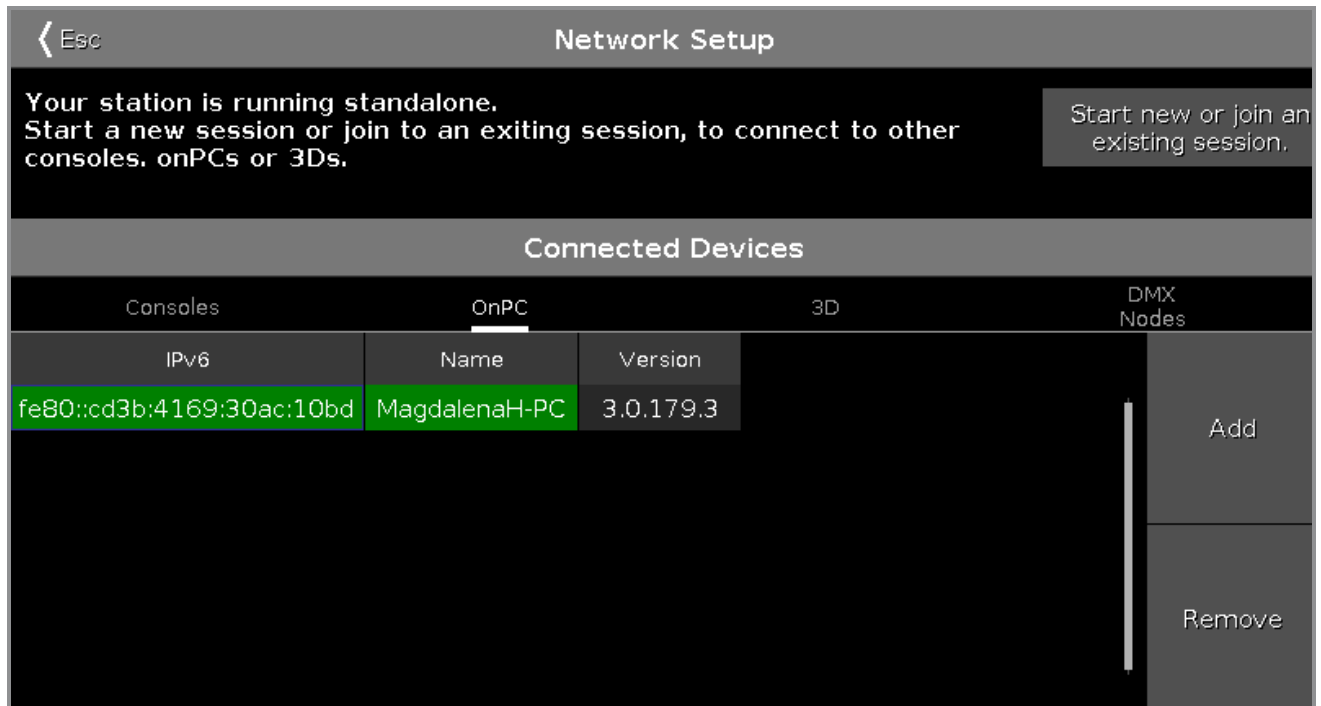
In this window, you can

- start, join, stop, or leave a session
- add or remove devices into or from the session

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 name and the version of the connected device.

To add a device, tap Add . The select station... window opens.

💡 To add a device, it is not necessary to select the device column first.

To remove a device, select the device in the table, tab Remove . The device is removed from the session.

A device can have three 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::230:d6ff:fe0e:a2d4   dot2   3.0.179.3

Red:
This device is not connect.
This can have two different reasons:
a) The device were connected and is off now.
b) The device can not connect. If the version number is red, you tried to connect devices with different versions.
Update the dot2, onPC or dot2 3D to the latest version.

Related Links

- Setup
- Select Session Number
- Select Station...

6.41. 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

6.42. Off... Window

To open the Off... Window, press and hold [MA] + [Off] at the console.
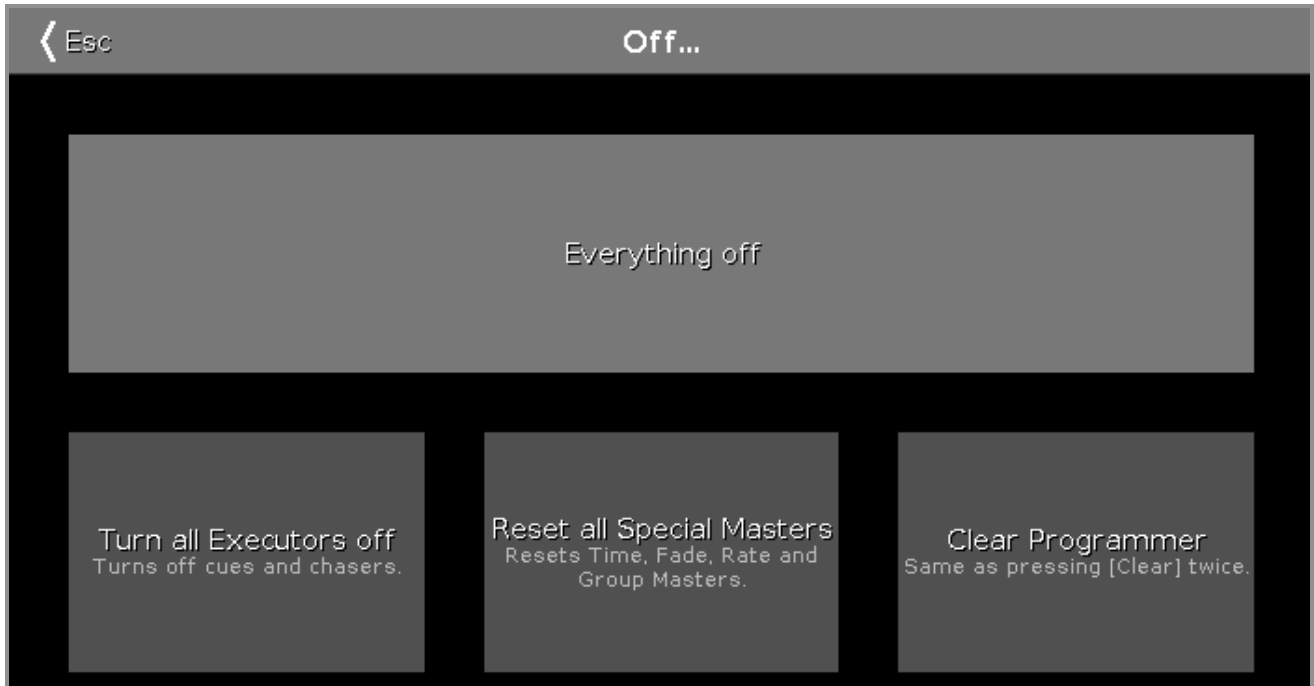
The Off... Window opens at screen 1.

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.
Resets the rate master 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.

> 💡 Double-check the programmer values in the fixtures sheet view.

> 💡 Clear programmer is the same function as press the Clear Key twice.

Encoder Bar Functions

			Select Clear Programmer

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.

Related Links

- MA Key
- Off Key
- Fixtures View
- Clear Key

6.43. Oops View

To go to the **Oops View** on screen 1, press and hold the Oops Key.

In this view are the last 128 actions displayed.

There are three 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.
The column **Follow** displays if a previous action triggered an 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 Selecte in the Title Bar.

To leave the Oops View, tap **Esc** Esc .

Encoder Bar Functions

			Scroll

Scroll:
To select actions, turn the encoder left or right.
To undo the selected actions, press the encoder.

Related Links

- Oops Key
- Title Bar

6.44. Page Pool View

To go to the **Page Pool View** on screen 1, press `Page` on the console.

Pages							
1 Page	2 Page	3 Page	4 Page	5 Page	6 Page	7 Page	8 Page
9 Page	10 Page	11 Page	12 Page	13 Page	14 Page	15 Page	16 Page
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
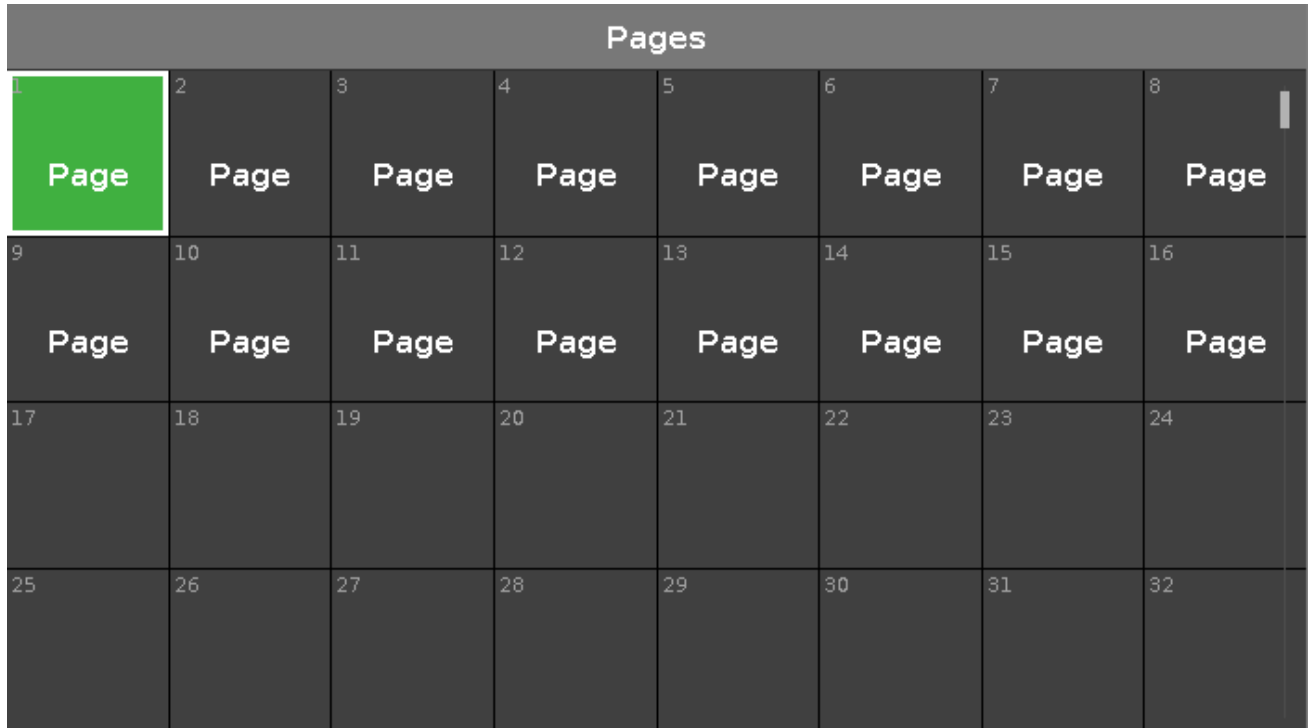
In this view, you can jump fast from one page to another page.
To change the current page, tap on a page in the page pool.
The executor bar, executor bar window or change functions of executor bar window, displays the selected page.

The current selected page has a green tile.

There are 1000 pages available.

Encoder Bar Functions

			Scroll

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.

Related Links

- Page Key
- Page + Key
- Page - Key
- Page Command

6.45. Patch and Fixture Schedule Window

The Patch and Fixture Schedule Window is located in the Setup, column **Show**, tap | Patch & 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.

The schedule has eight columns.

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, press and hold the cell or press the scroll encoder. The Select Fixture Type... Window opens.

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.

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. The Select Pan DMX Invert Window opens.

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. The Select Tilt DMX Invert Window opens.

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. The Select Pan Enc. Invert Window opens.

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. The Select Tilt Enc. Invert Window opens.

Rightmost of the window are three buttons.

Add New Fixture Window:

Tap to open the Add New Fixtures Window.

Unpatch Selected:

Tap to unpatch the selected fixtures.

Delete Selected:

Tap to delete the selected fixture from the Patch & Fixture Schedule.

To confirm the settings tap **Done** Done ✔ in the title bar.

It opens the Leaving Patch & Fixture Schedule... Window.

Encoder Bar Functions

			Scroll	MA Select

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 [MA] key and turn the encoder left or right.

To cancel a selection of fixture types, press the MA key and press the encoder

To edit a selection of fixture types, press the encoder. The Select Fixture Type... Window opens.

Related Links

- Setup Window
- Add New Fixtures Window
- Select Fixture Type... Window
- Leaving Patch & Fixture Schedule.. Window

6.46. Position Preset Type View

To go to the **Position Preset Type View**, tap [Position] in the Preset Type Bar.

- or -

Press and hold [MA] 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.

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.
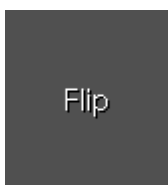
Flip: To change the pan and tilt combination and point your fixture in the same direction, tap Flip .

Home: To bring the pan and tilt to the center position, tap Home .

There are six different align functions.
Align is a function to adjust the position values from the fixtures in the selected order.

Align >: To adjust from high to small.

```
Align <
```

Align <: To adjust from small to high.

```
Align ><
```

Align ><: To adjust from the high to small to the middle and from the middle from small to high.

```
Align <>
```

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.
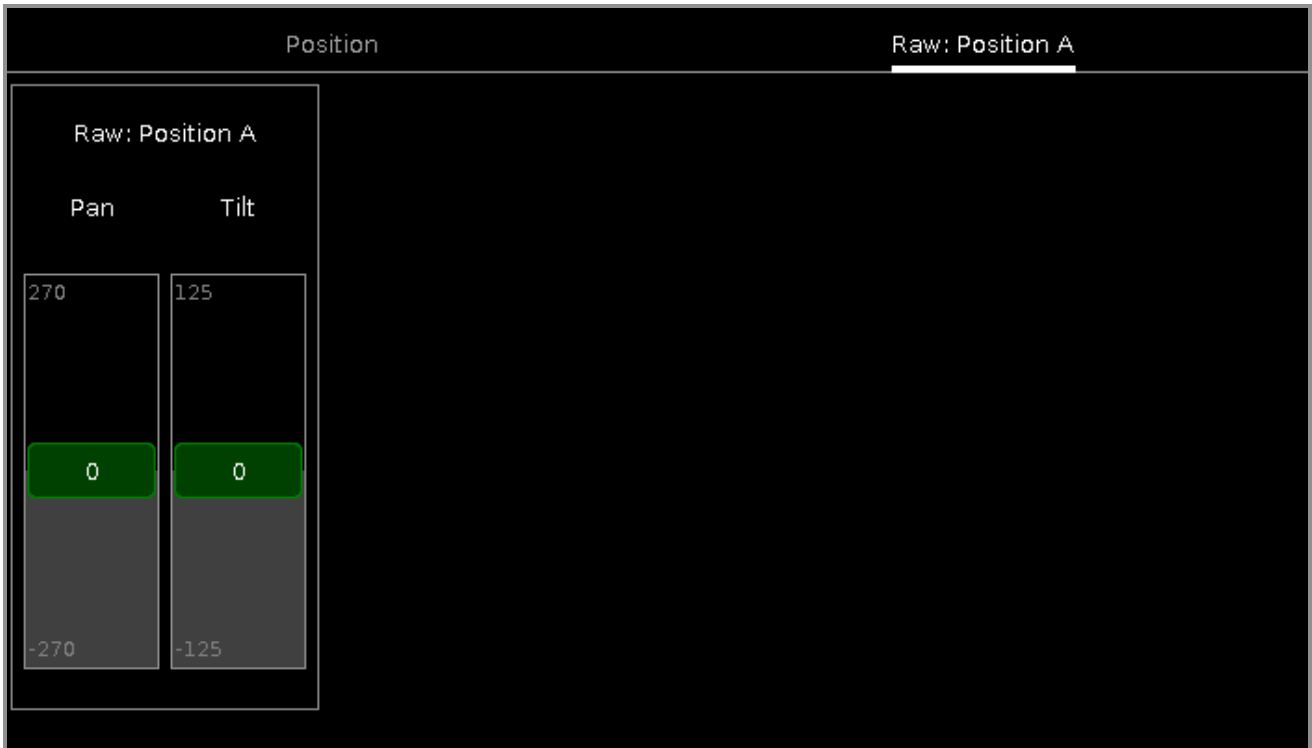
In the raw position view, you control the raw position channel values in natural values of the selected fixtures.

Encoder Bar Functions

The default encoder speed is without decimal place.
To change the encoder speed to slow, press the encoder key [icon]. The encoder speed is with decimal place.
To change the encoder speed to ultra slow, press and hold the [icon] key and press the encoder key [icon]. 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

- Preset Type Bar
- Calculator
- What is Presets?
- Align Key

● How to work with Presets?

6.47. Presets Pools View

To go to the Presets Pools View on screen 1: Press `Preset` on the console.

To go to the Presets Pools View on screen 2: Tap `Presets` on the view bar.

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.
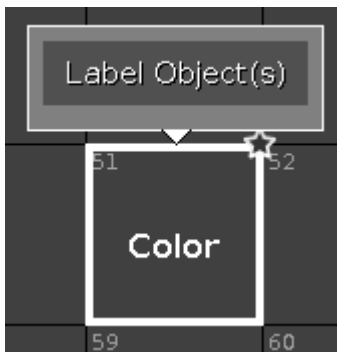
To edit a stored preset object with the screen, press and hold the preset object tile.
To edit a stored preset object with the keys, press `Edit` and then tap the object which you like to edit.

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.

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.

Example Dimmer Preset
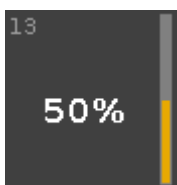
This is the dimmer preset 1.13 (1 = Dimmer Preset Pool, 13 = Object 13).

The stored dimmer value is displayed in %.

Rightmost of the tile is the orange dimmer bar for a graphical view.

Example Position Preset

This is the position preset 2.1 (2 = Position Preset Pool, 1 = Object 1).

The position preset displays the labeled name.

Example 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
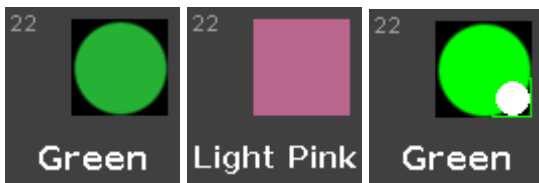
This is the color preset 4.22 (4 = Color Preset Pool, Object = Tile 22).

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.

Related Links

- What is a Preset?
- How to work with Presets?
- Preset Type Bar

6.48. Remote Inputs Configuration Window

The Remote Inputs Configuration Window is located in the Setup, column **Show**, **Remote Inputs**.

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.

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.

Executor (only if the selected type is executor)**:**
Displays the assigned executor number from the current page to the input.

> 💡 To see the executor numbers in the executor bar, press and hold the [MA] 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.

Button (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 Button 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.

Additional to the four standard columns, the DMX remote control has the DMX column.

DMX:
Displays the assigned DMX address.

To select or change the DMX address, press and hold the cell or select the cell and press the scroll encoder. The virtual keyboard opens. Enter the DMX address.

Encoder Bar Functions

Input Type **Analog (Enabled)**			Scroll	MA Select

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.

Related Links

- Setup
- Select Type Window
- Select Button Window
- Calculator

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6.49. Save Show As... Window

The **Save Show As... Window** is located in the Backup, tap Save Show as... .
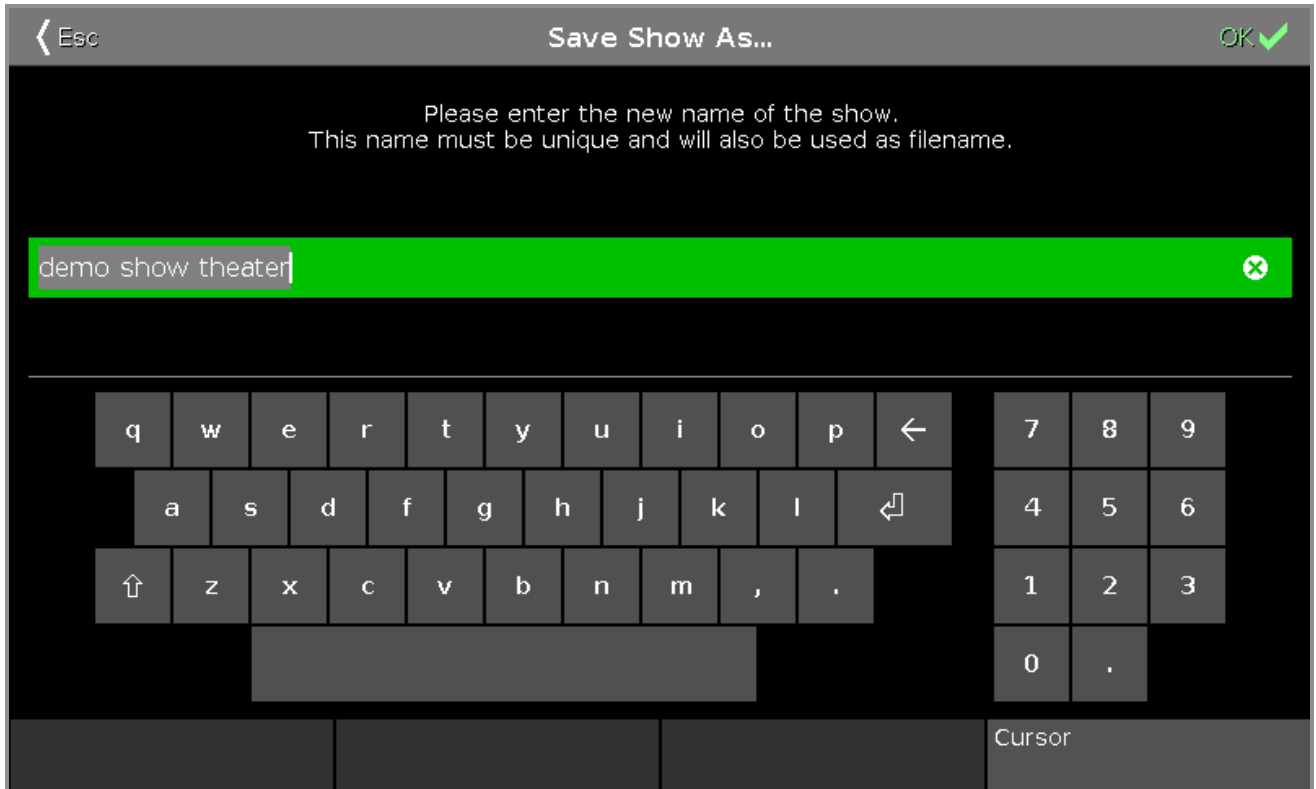
In this view, you save a copy of the current show file.

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 OK✓ in the title bar. The show file is saved and the **Backup** menu is closed.

To leave the **Save Show As... 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

- How to save and load your show
- Title Bar
- Backup Window

6.50. Select Button for Remote Inputs Configuration

To open the Select Type Window, select the respective cell and press and hold the cell of the column **Button**, or press the scroll encoder, in the Remote Inputs Configuration Window.
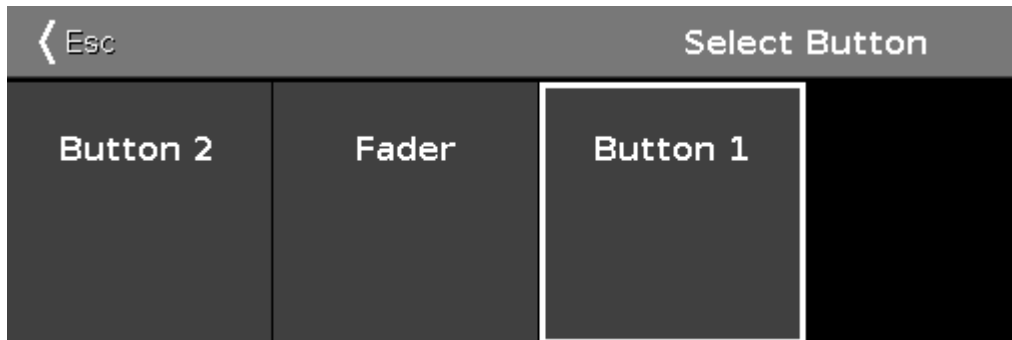
If the selected type in the remote inputs configuration is Exec, you have to selected the kind of executor, the button.

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 Button Window, tap ❮Esc 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.

6.51. Select DMX Address... Window

The **Select DMX Address... Window** is located at the Setup, tap Patch & Fixture Schedule.
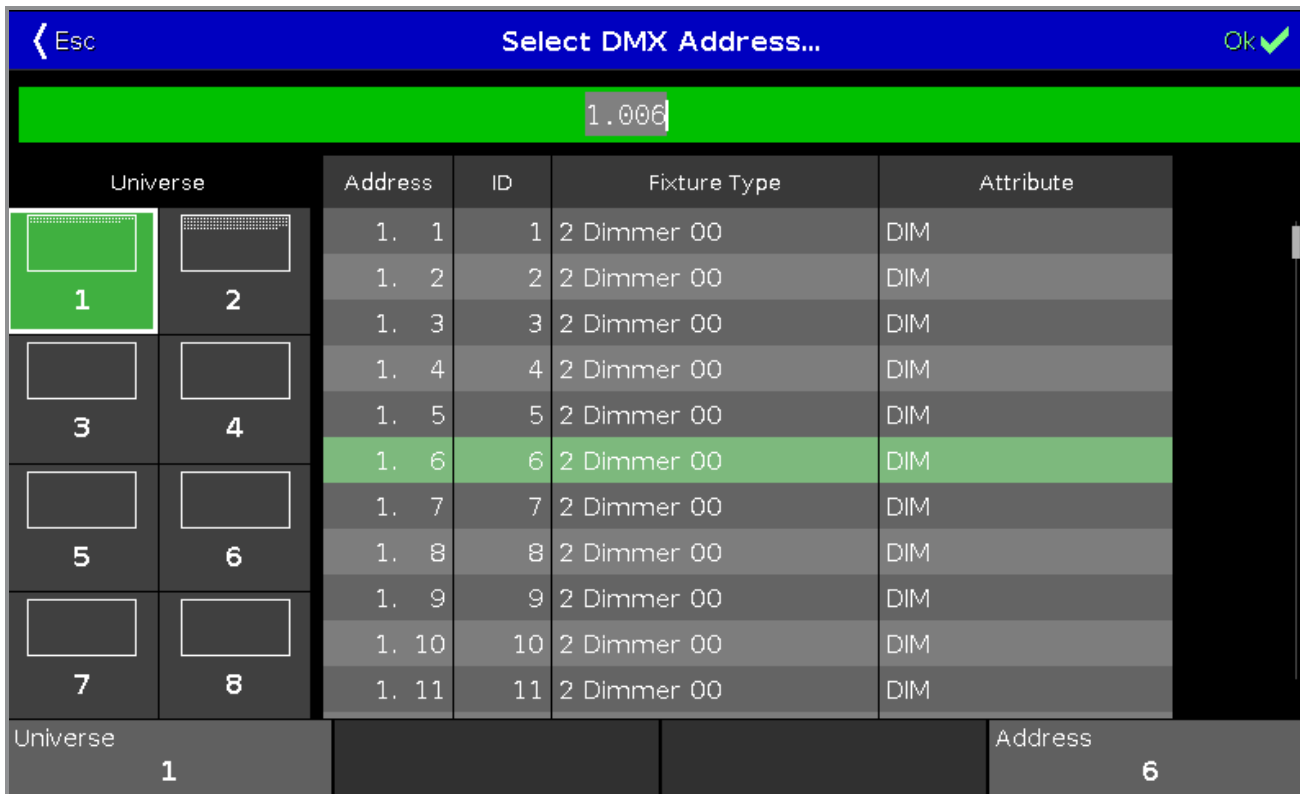
1. For **existing fixtures**:

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.

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 [OK] in the title bar. The window closes and you are back in the previous window.

To leave the **DMX Address Window**, press [Esc] 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.
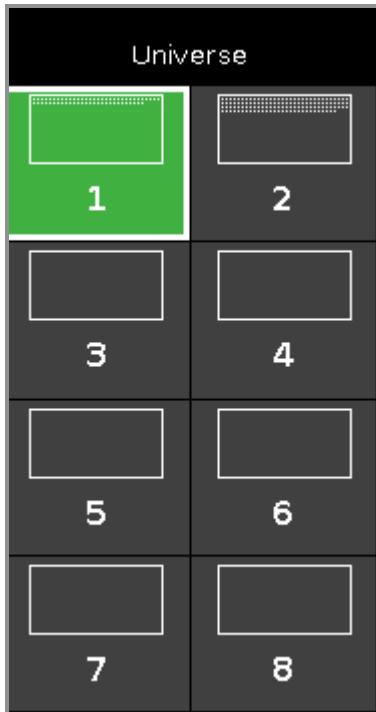
The universe column includes eight universes.

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

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			

Encoder Bar Functions

Universe			Address
1			37

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.

Related Links

- Setup Window
- Setup Key
- Patch & Fixture Schedule

6.52. Select DMX Ports

To go to the **Select DMX Ports** window, open the Network Setup, select **DMX Nodes** and tap and hold in a **universe cell**.

In this window, you select which universe range the Node4 should has 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

6.53. 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**.
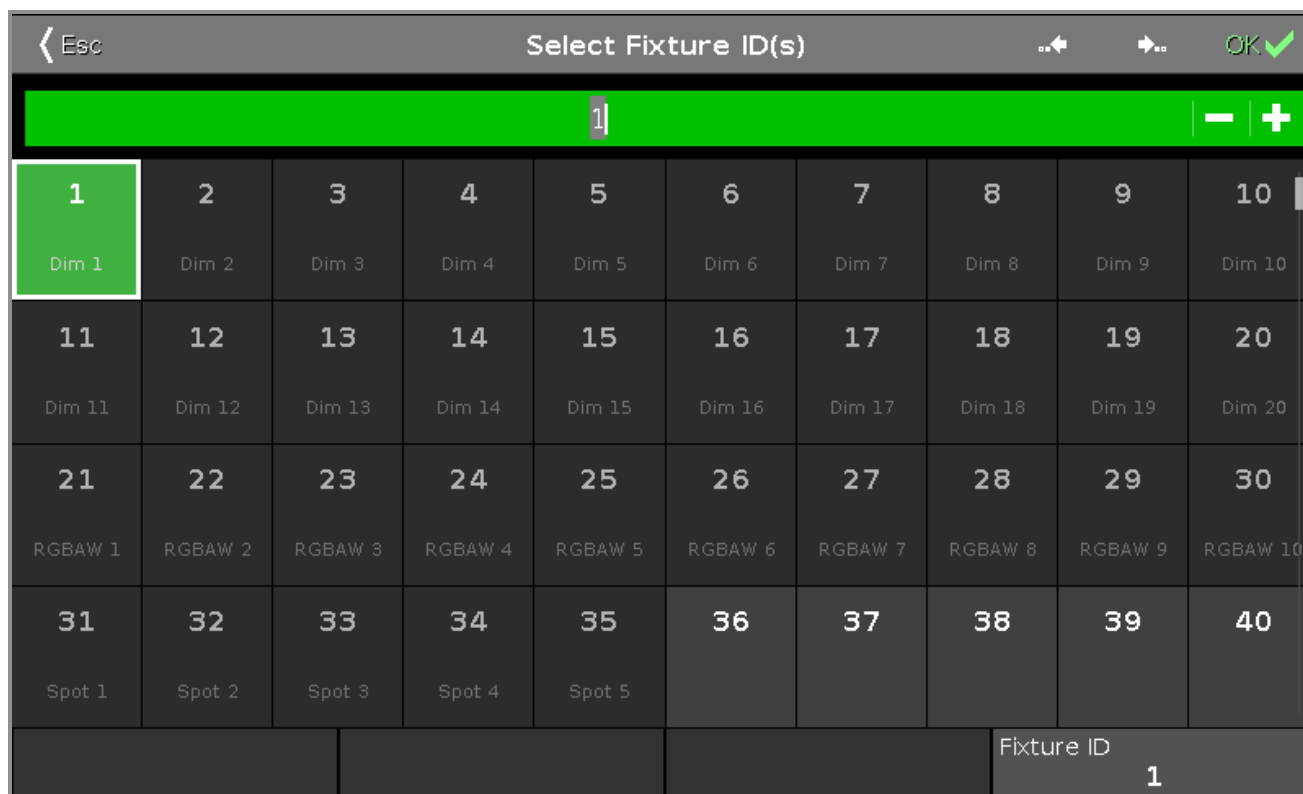
In this view, you select the fixture ID(s) for the selected fixture types.

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.

If you select a taken fixture ID, the fixture ID tile has a red background.

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

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.

Related Links

- Patch and Fixture Schedule
- Setup Window
- Title Bar

6.54. Select Fixture Type… Window

The **Select Fixture Type… Window** is located in the Setup, column **Show**, Patch & Fixture Schedule, press and hold a cell of a Fixture Type.

In this view, you see all fixture types of the current show file.

To import a new fixture type from the library into the show file, tap **Import** in the title bar. It opens the Import Fixture Type Window.

To switch between the **symbol view** ⊞ and the **table view** ▦, tap on the respective icon in the title bar.

To confirm the changes tap **OK** OK✔.

To leave the **Select Fixture Type... Window,** tap ❮Esc.

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 table view, tap the **sheet view icon** ▦ in the title bar.

❮Esc			Select Fixture Type...		Import	⊞	▦	OK✔
No.	LongName	ShortName	Manufacturer	ShortManu	DMX Footprint	Instances	Mode	
3	LED - RGB	LEDRGB 8	Generic	Generic	3	1	8 bit	
4	LED - RGBA	LEDRGBA8	Generic	Generic	4	1	8 bit	
5	LED - RGBW	LEDRGBW8	Generic	Generic	4	1	8 bit	
6	Alpha Spot HPE	ASpH7OSL	Clay Paky	Clay P	25	1	Standard -	

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.

Information Area

Below the symbol or sheet view is the information area.

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

Scroll Info:
To scroll in the information area 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.

Related Links

- Patch and Fixture Schedule
- Import Fixture Type Window
- How to Add and Patch Fixtures?

6.55. Select Function of Executor Buttons Window

To go to the **Select Function of Executor Buttons Window**, press an assigned executor button in the Change Functions of Executor Buttons Window.

In this view, you select the function of the corresponding executor.

To leave the **Select Functions of Executor Buttons Window**, tap **Esc** ❰ Esc in the title bar or press Esc on the console.

Normal Executor Button

If the selected executor is an normal executor with a cue list on it, there are seven different functions available.
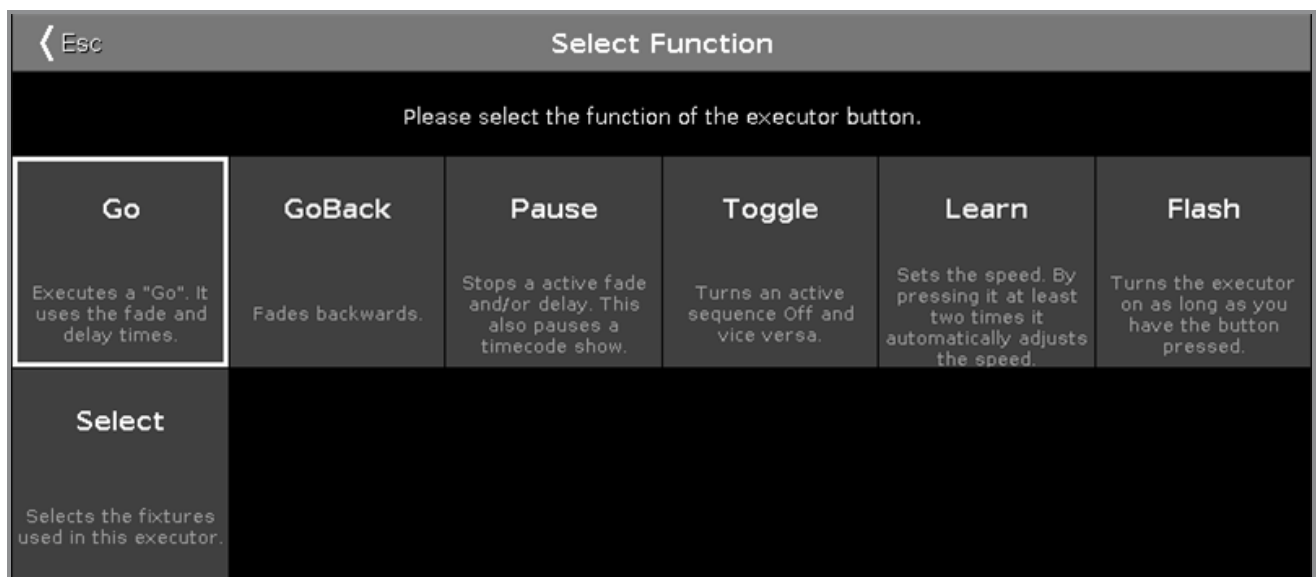
Go: Calls the next cue.

GoBack: Calls the previous cue.

Pause: Stops a x-fade between cues.

Toggle: Turns the executor on or off.

Learn: Learns a tact (BPM).

Flash: Calls the first cue until you stop pressing the key.

Select: Selects all fixtures used on this executor.

Rate Executor

If the selected executor is a rate executor, there are four different functions available.
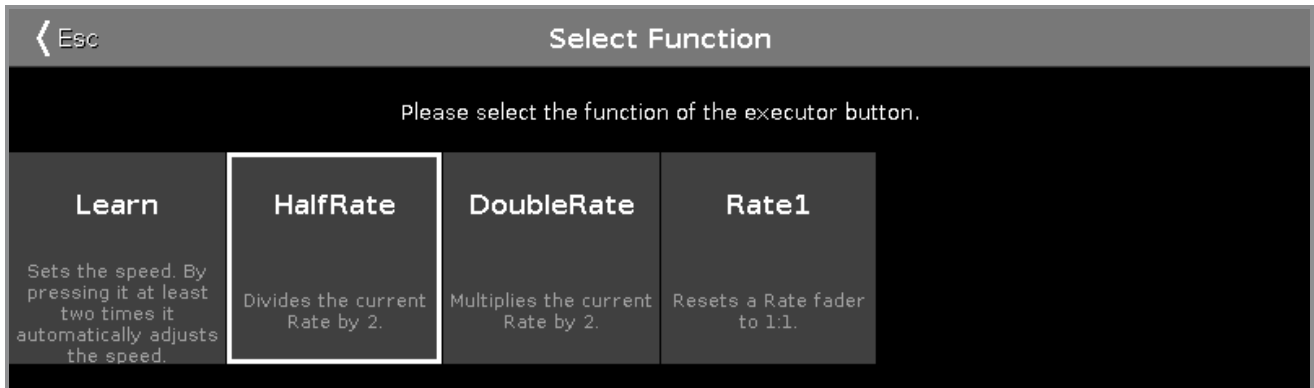
Learn: The rate master learns a tact (BPM).

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

If the selected executor is a program time master, there are the three different functions available.
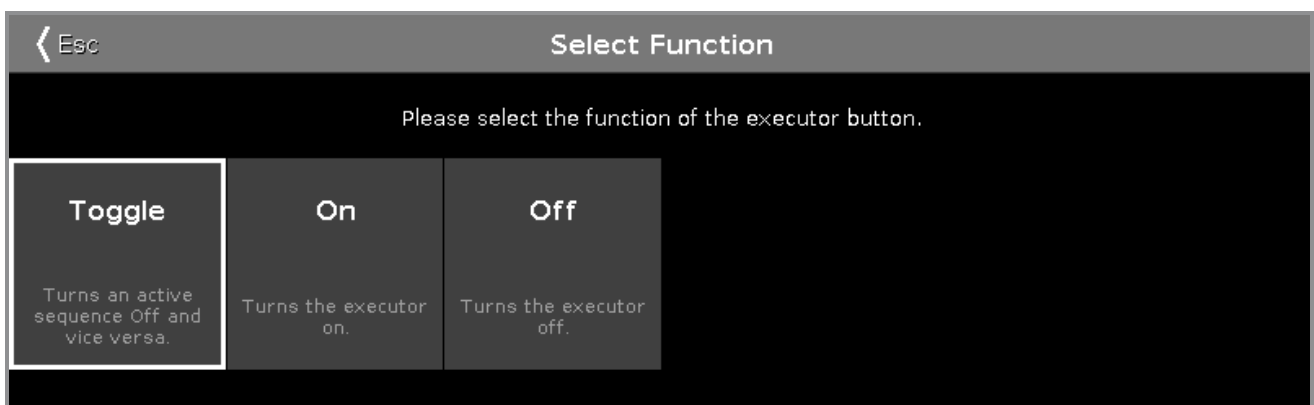
Toggle: Turns the program time master on or off.

On: Turns the program time master on.

Off: Turns the program time master off.

Group Master

If the selected executor is a group master, there are three different functions available.
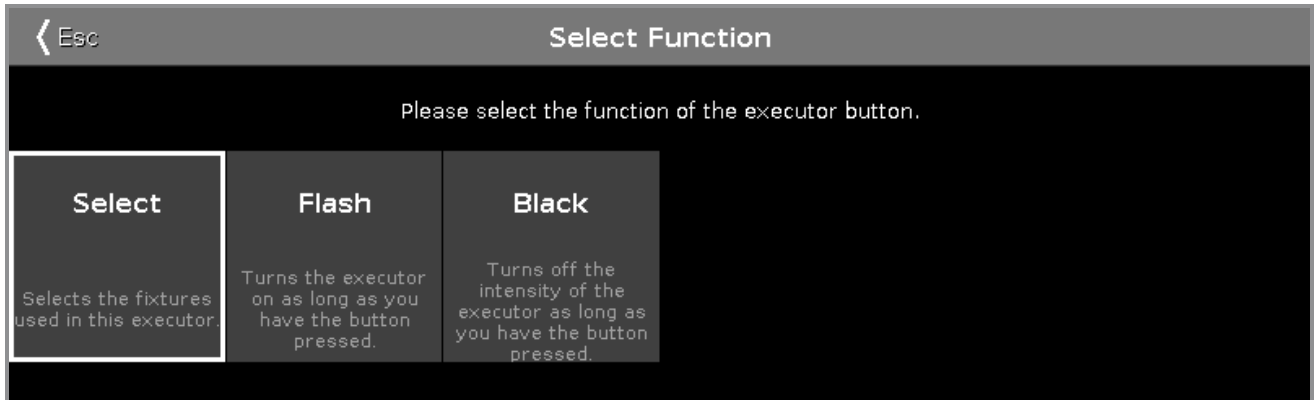
Select: Selects all fixtures used on this group master.

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.

Related Links

- Icons
- Change Functions of Executor Buttons
- What is an Executor?

6.56. Select Language... Window

To go to the **Select Language... Window**, press Setup and tap at Language .

In this view, you select the language for the system.

There are five languages available

- German
- English
- Spanish
- French
- Portuguese

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** Esc .

Related Links

- Setup
- Title Bar

6.57. 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.
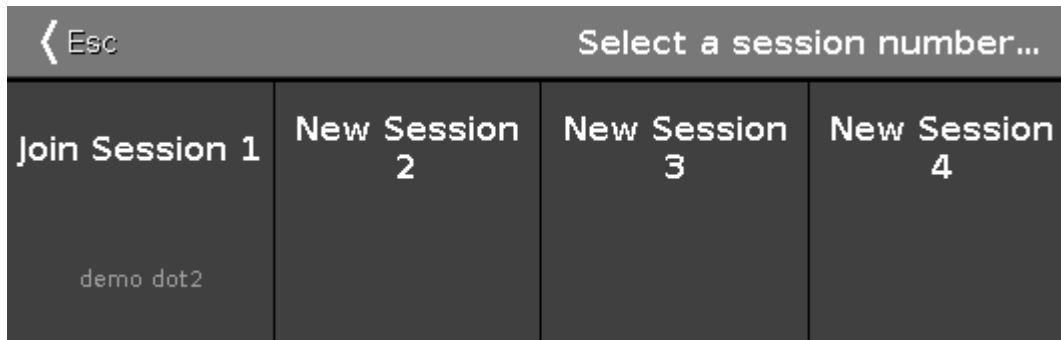
This window displays all available sessions.

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

6.58. Select Station... Window

To go to the Select Station Window, open the Network Setup and tap Add .
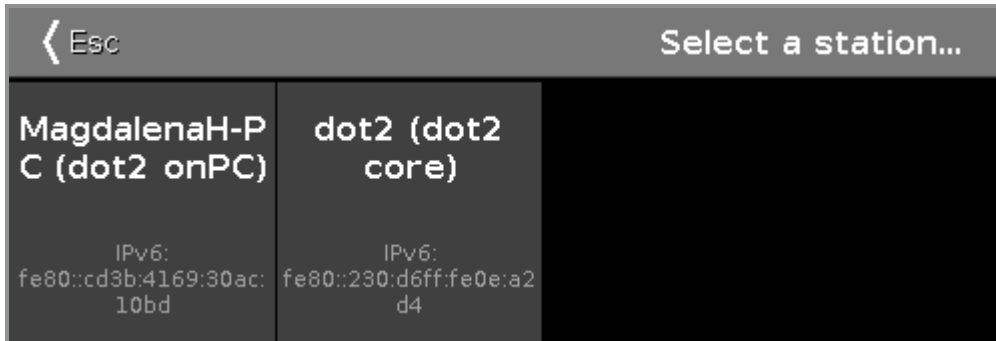
This window displays all available station in the network along with their IPv6 address.

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.

Related Links

- Setup
- Network Setup
- What is a Network?

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6.59. Select Trig View

To go to this view, press and hold a trig cell of a cue in the Cues View.
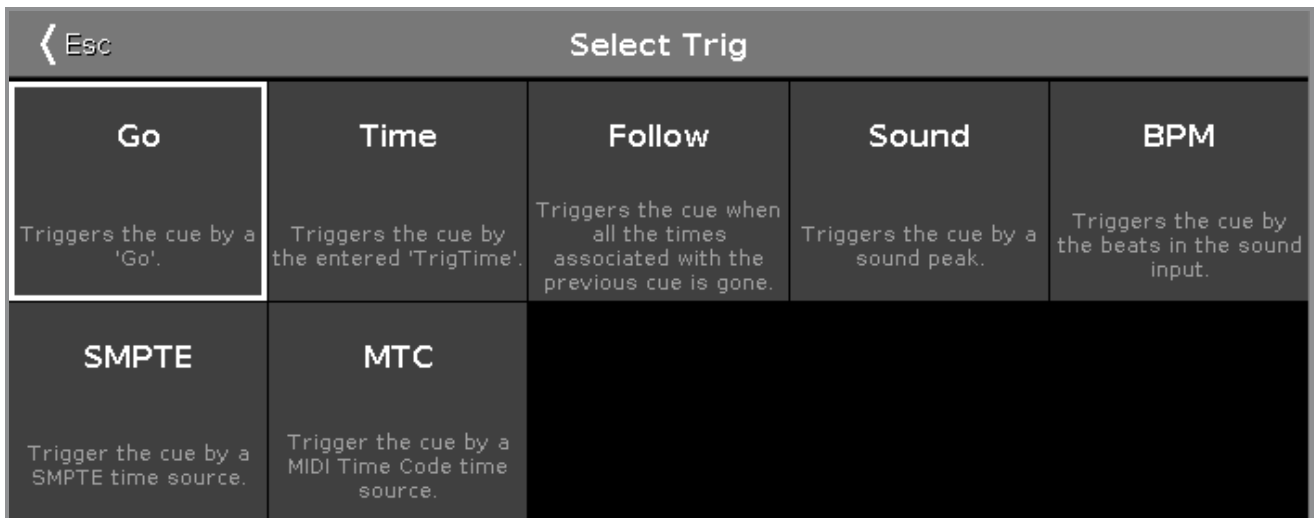
In this view, you can select the trigger for the current cue.

There are seven triggers available.

1. Go
2. Time
3. Follow
4. Sound
5. BPM
6. SMPTE
7. MTC

Each with a short description underneath.

To select a trigger, tap on the respective trigger tile.

To leave the **Select Trig View**, tap **Esc** ⟨Esc in the title bar.

Related Links

- Cues View
- How to work with Cues
- Title Bar

6.60. 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 ❮Esc 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.

6.61. Select View Window

To go to the **Select View Window**, tap More... in the view bar.
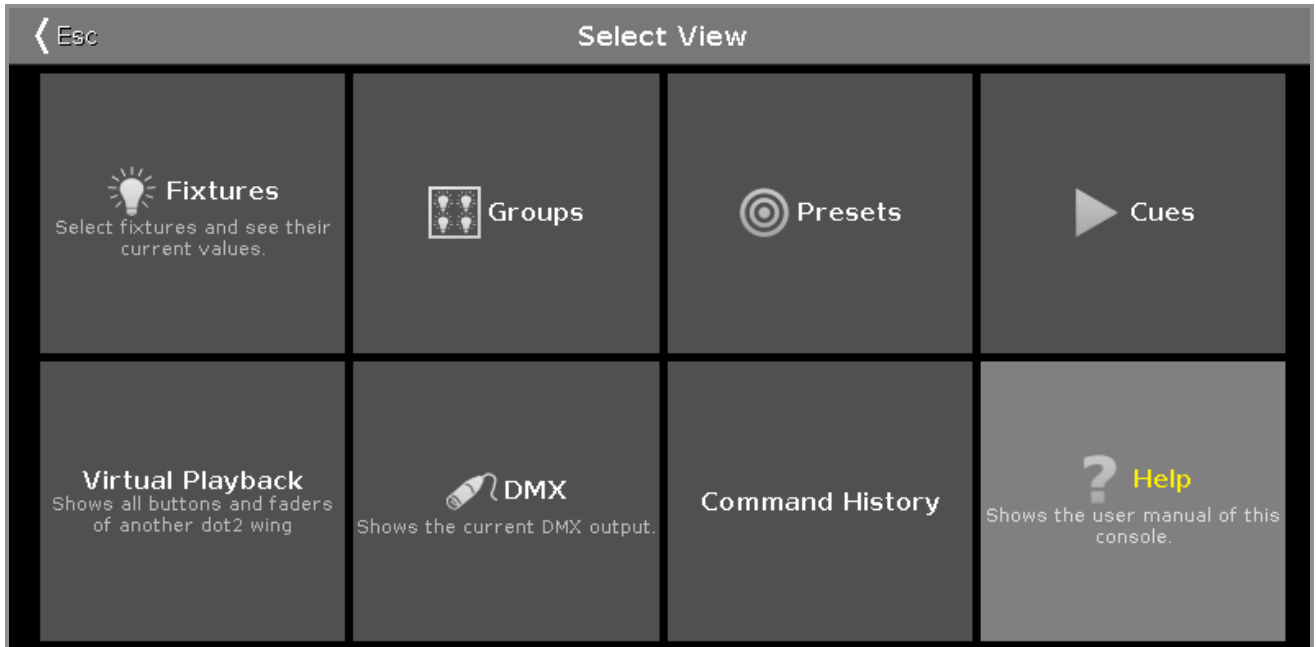
In this view, you select the view for the screen 2 or all further screens.

The current selected view is displayed in yellow.

Additional to the views in the view bar are here the

- DMX View
- Command History View
- Help View

To leave the **Select View Window**, tap Esc in the title bar.

Related Links
- Fixtures View
- Groups View
- Presets Pools View
- Cues View
- Virtual Playback View
- Command History View
- Help View

6.62. 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.
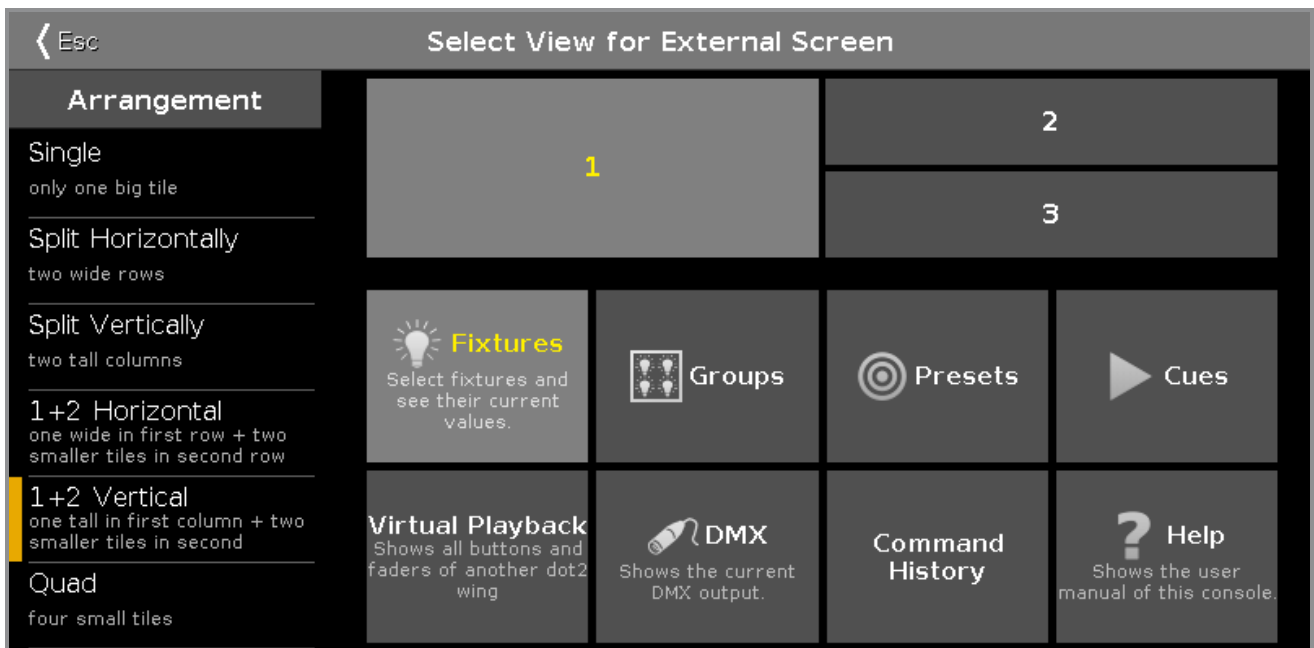
In this window, you can arrange the views on the external screen.
The window is fragmented in the arrangement column on the left side and the preview view of the selected arrangement.

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

The column **Arrangement** is located on the left side of this window.
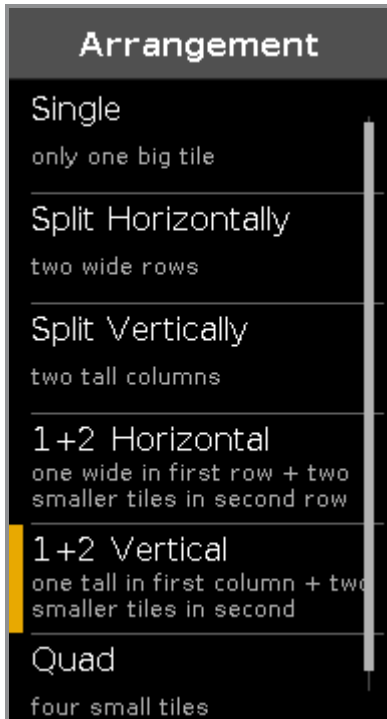
In this column are all options to arrange the views of the external screen.

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		Tile	Select
Quad		1	Fixtures

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.

Related Links

- Setup
- View Bar
- Title Bar

6.63. Select Wing... Window

To open the Select Wing... Window, tap the wings icon ⊞ in the title bar of the Virtual Playbacks View.

‹ Esc	Select Wing...			
Core Fader	F-Wing 1	F-Wing 2	B-Wing 1	B-Wing 2

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

6.64. 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 four columns:

ID: Displays the session number.

Name: Displays the show file name.

Master IP: Displays the IP address of the master.

Speed: Displays the speed.

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.

6.65. Settings of Executor View

To go to the **Settings of Executor View**, tap the **tool** 🔧 in the title bar of the Cues View.
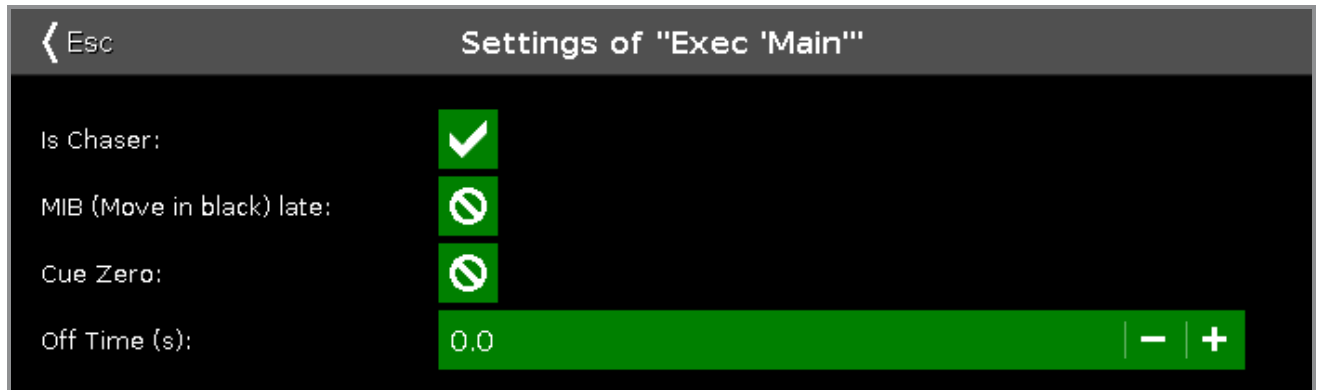
In this view, you can

- set the executor to a chaser
- activate MIB (Move in black) late
- create a cue zero
- set an off time in seconds

Chaser

To set the executor to a chaser, tap at the prohibition sign.

💡 You can identify that an executor is a chaser, if the executor in the executor bar is displayed in blue.

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.

The screenshot displays cue 1 with active MIB late.

> 💡 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.

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.

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.
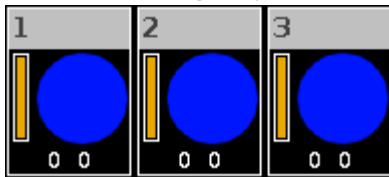
Start cue 1 of executor 2 gives you fixture 1 in red.
Fixture 2 and 3 have their default values because they are used on executor 2 in cue 2 and cue 3.
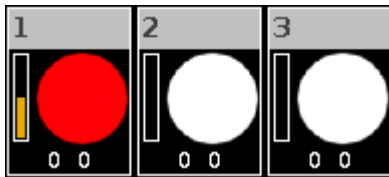
Example Cue Zero Off:
Same initial situation as in example cue zero on.

Start cue 1 of executor 2 gives you fixture 1 in red.
Fixture 2 and 3 are keeping the values from executor 1.
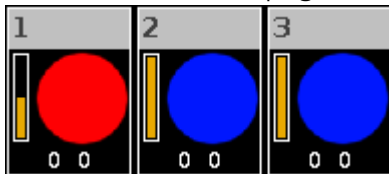
Example Cue Zero On - Copy with Status:
Let´s assume, you will copy cue 1 at cue 4 as it is and without tracking values from cue 3.
Turn cue zero on and choose copy method with status.Copy cue 1 at cue 4.

Cue 4 is exactly the same as cue 1 because it copies additional the values from cue zero.
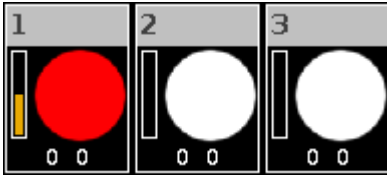
Example Cue Zero On - Copy no Status:

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.
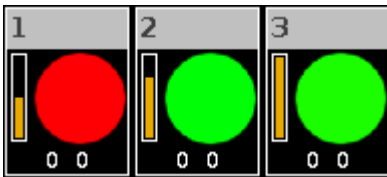
Off Time

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 expect 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.

Related Links

- What is chasers?
- Cues View
- Executor Bar
- What is Tracking?

6.66. Setup Window

To open the **Setup Window** press Setup on the console.
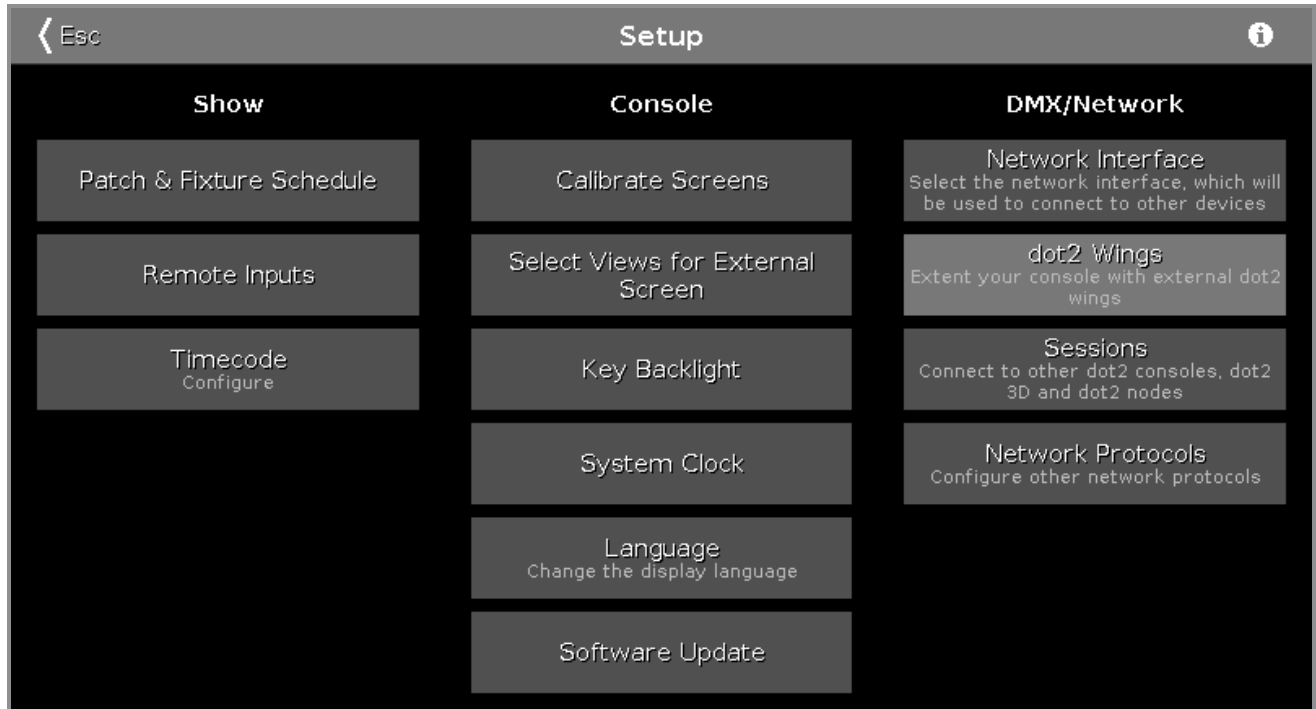
In this window, you can make different settings regarding the **Show**, **Console** and the **DMX/Network**.

To open the System Information Window, tap at the information icon in the title bar.

To leave the Setup Window. Tap Esc 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.

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

			Select
			Sessions

Select:
To select a function, turn the encoder left or right.
To confirm a selected function, press or tap the encoder.

6.67. Shapers Preset Type View

To go to the **Shapers Preset Type View**, tap Shapers in the Preset Type Bar.
- or -

Press and hold [MA] and press 8 , for preset type 8 (= Shapers).

To open the shapers effects view, tap at in the title bar.
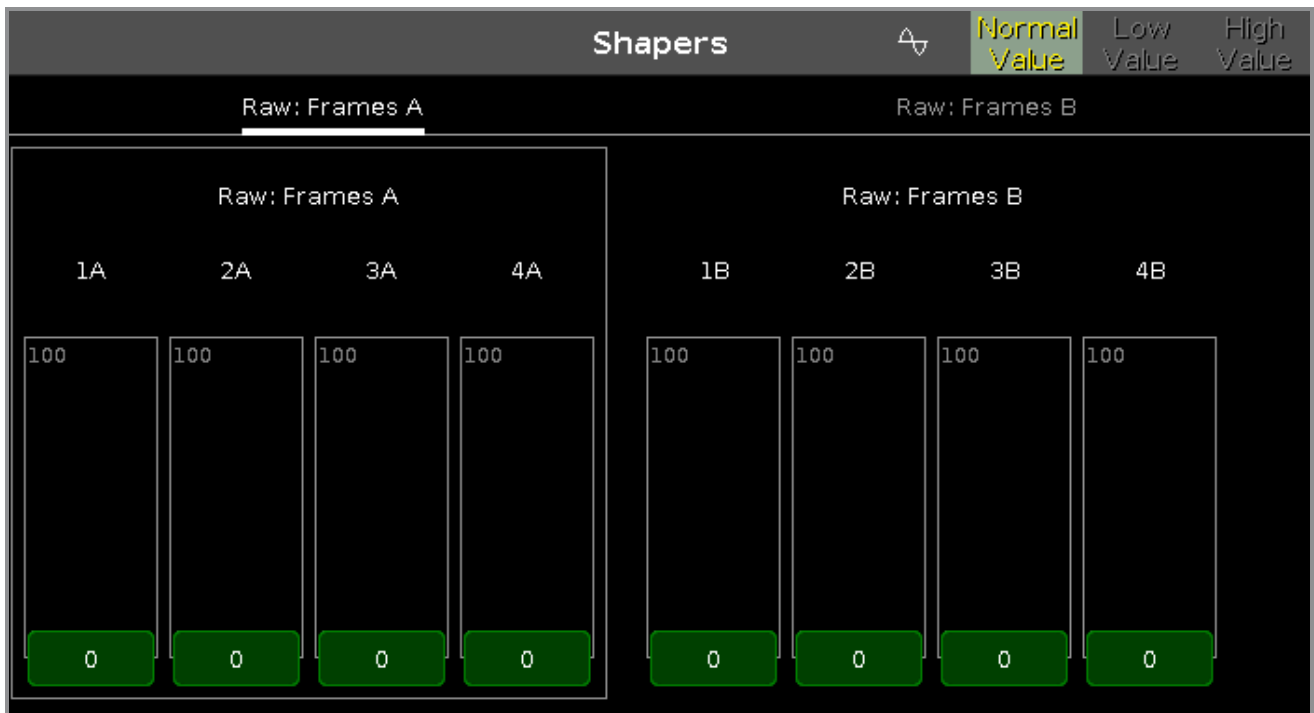
The shapers preset type view is only active if the selected fixture type has shapers attributes.

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

1A	2A	3A	4A
0.0 min 1A	0.0 min 2A	0.0 min 3A	0.0 min 4A

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 [icon] .

To change the encoder speed to ultra slow, press and hold the [MA] key and press the encoder key [icon] .

To open the calculator, press the encoder.

Related Links
- Preset Type Bar
- Calculator
- How to work with Presets?
- What is Presets?

6.68. Software Update via USB Window

The **Software Update via USB Window** is located in the Setup, column Console, **Software Update**.
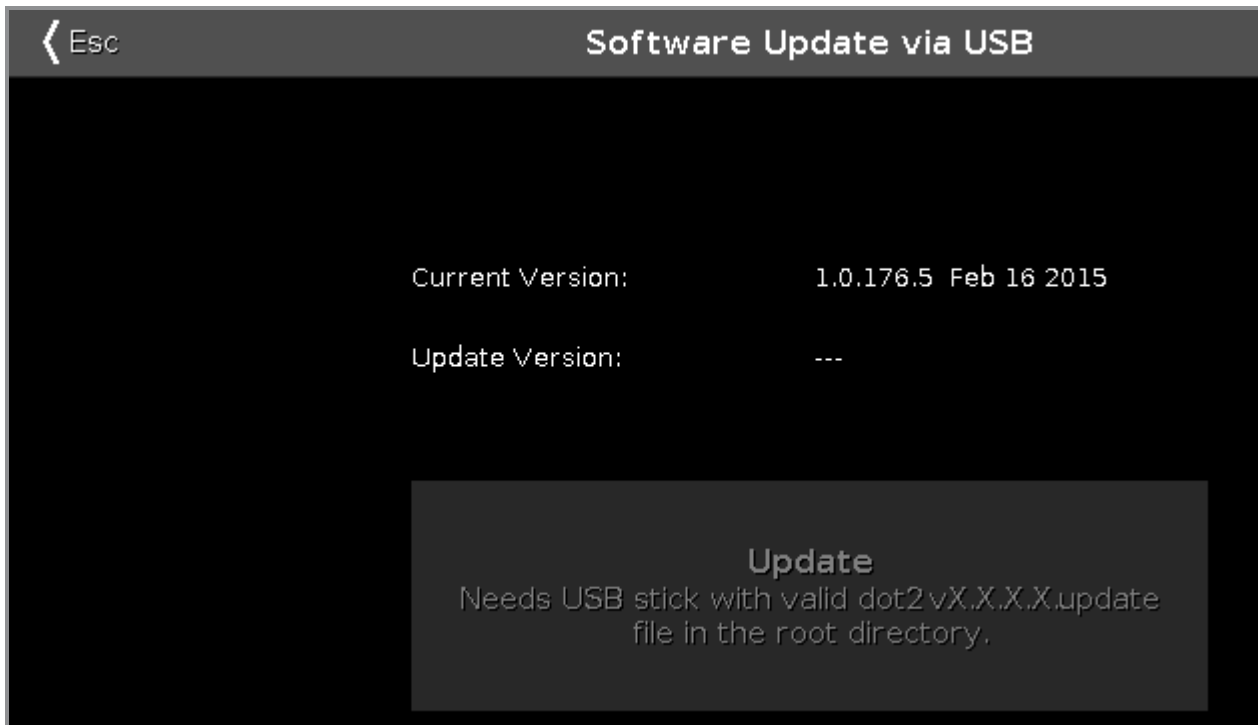
In this window, you update the dot2 console via an inserted USB stick. Refer to, Getting Started Guide - Physical Setup and Layout.

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

6.69. Sound Input Configuration Window

To go to the Sound Input Configuration Window, press `Tools` and tap at `Sound Input`.
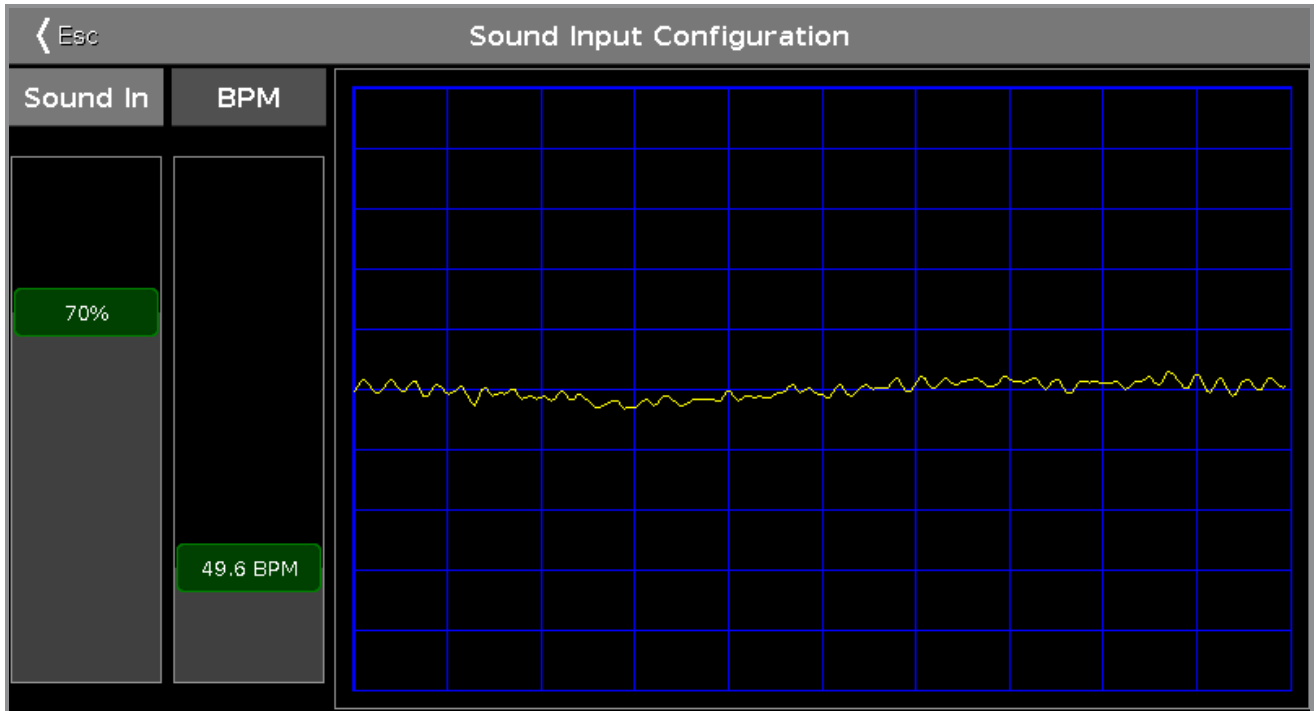
This window displays the received sound wave from the connected audio-in.

To adjust the incoming sound signal into a curve that fits in the screen and does not overload, use the **sound in** slider.

To adjust the BPM (Beats Per Minute) 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 ⬛MA key and press the encoder key 🔘 . The encoder speed equals one DMX step.

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.

Related Links

- Tools
- Calculator
- Getting Started Guide - Physical Setup and Layout

6.70. Status and Messages Window

To open the Status and Messages Window, tap at an icon right beside the command line.

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/Activ]. 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 ⟨Esc in the title bar or press Esc 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.

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, Prww (Preview) Key and Preview Command.

Blind:

Blind is on. Refer to, Blind Key and Blind Command.

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, Highlt (Highlight) Key.

Missed Stations:
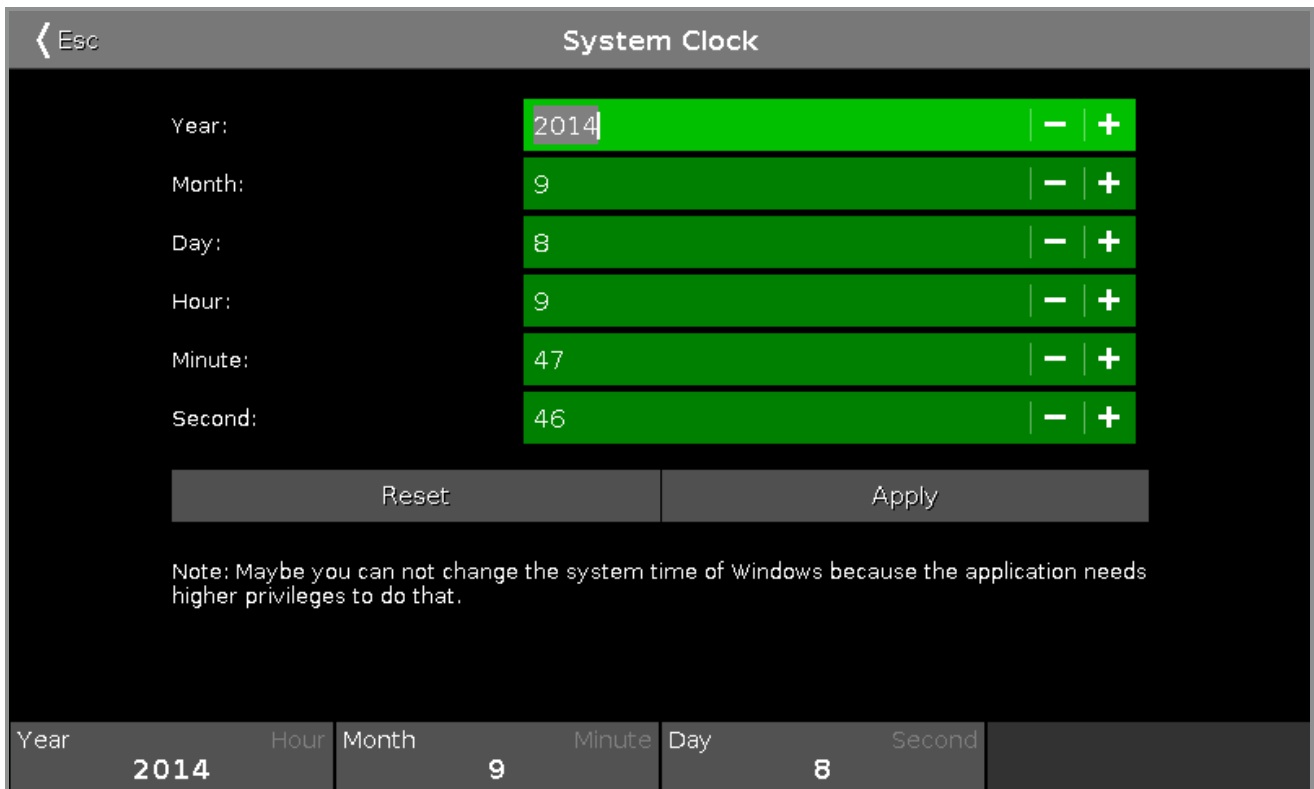
A previous available station is missing. Double-check the connected devices in the Network Setup.

IP Conflict:

Two consoles with the same IPv4 address are available. Change the IP address.

6.71. System Clock Window

The **System Clock Window** is located in the Setup, column **Console**, tap System Clock .

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

To use the second function of an encoder, press and hold the [MA] 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

6.72. 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.
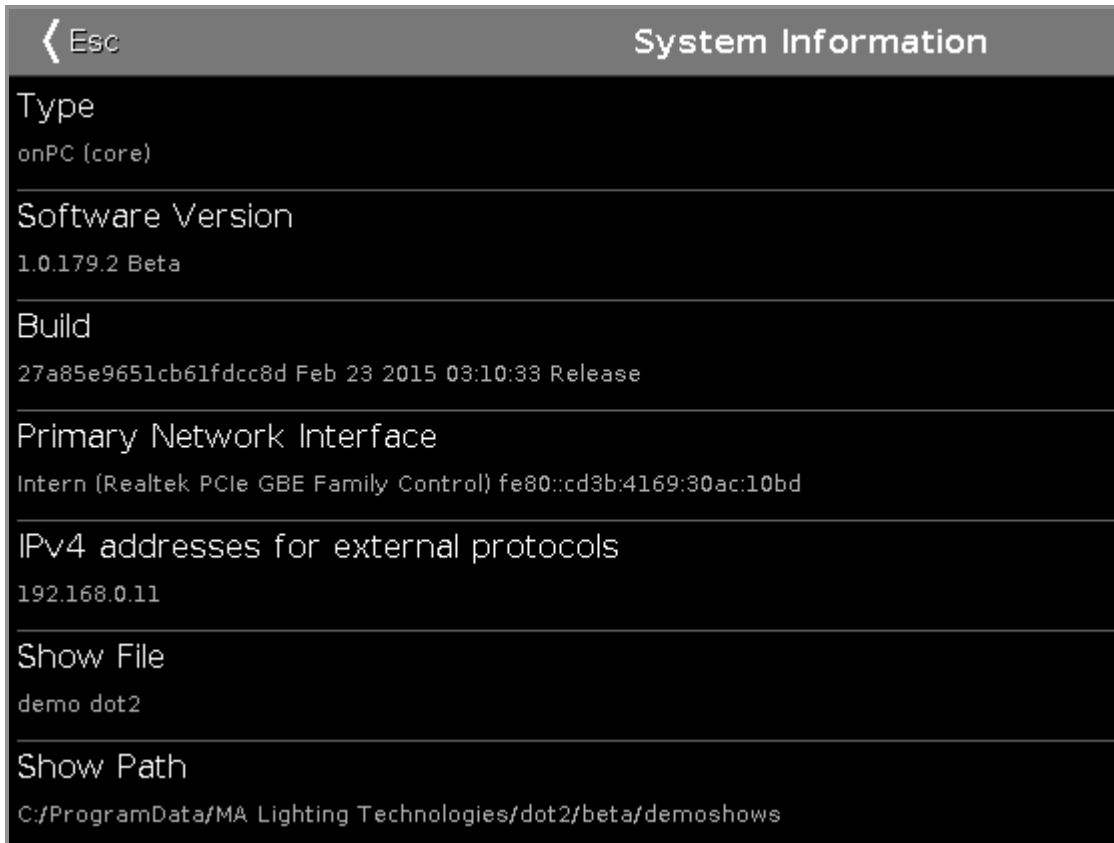
This window gives you information regarding the console.

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

6.73. 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 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 [Cue] 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

6.74. Timecode Configuration Window

The Timecode Configuration Window is located in the Setup, column **Show**, **Timecode**.
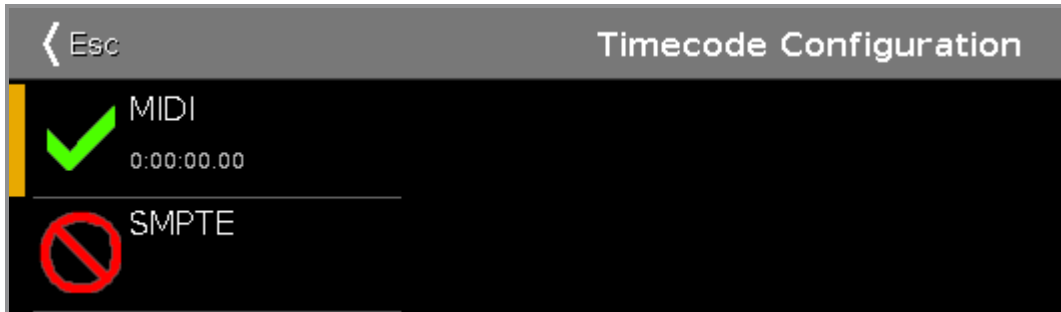
In this window, you can enable and disable incoming MIDI and SMPTE.

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 ❮ Esc 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.

6.75. Tools Window

To open the Tools Window, press Tools on the console.
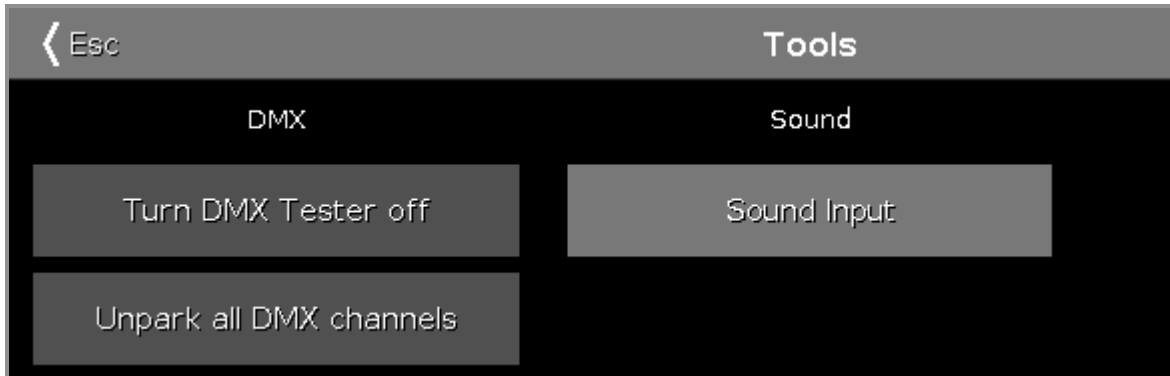
In this window are three buttons available.

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 Input:
Opens the Sound Input Configuration Window.

To leave the Tools Window. 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

- Tools Key
- DMX View
- Sound Input Configuration Window

6.76. 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).
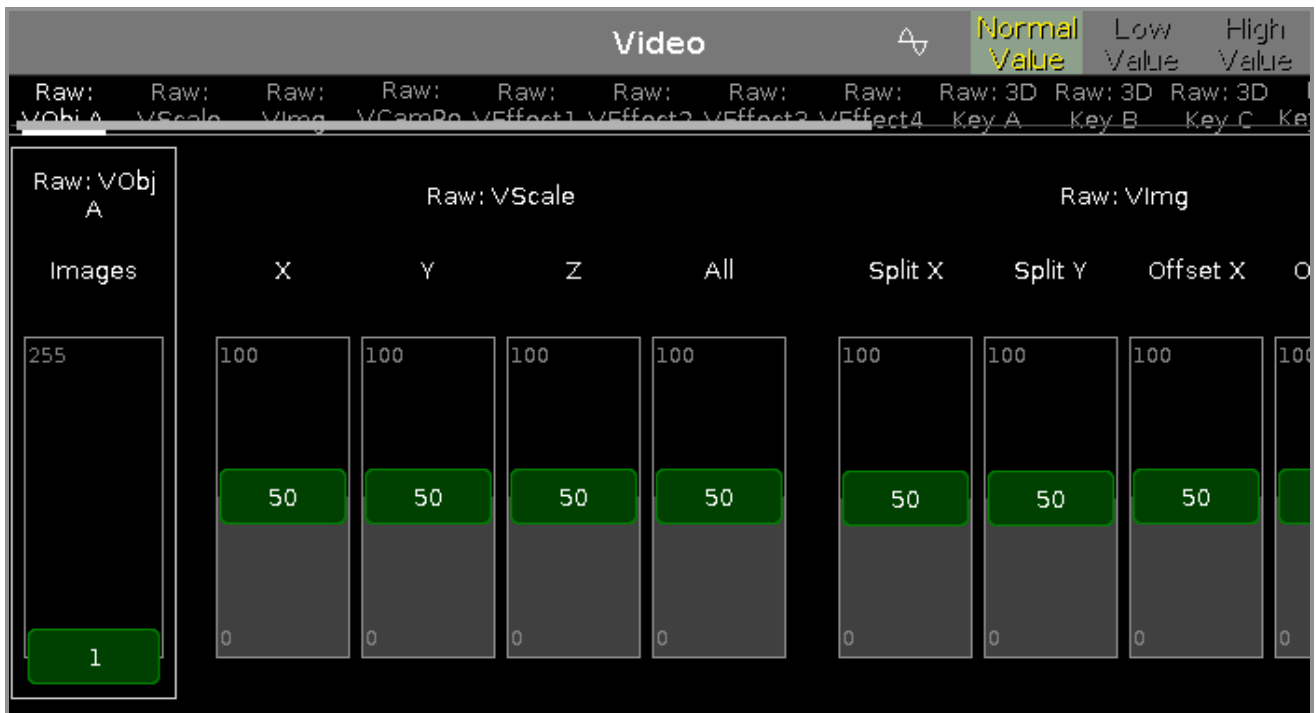
The video preset type view is only active if the selected fixture type has video attributes.

The video preset type view is fragmented in the several raw views.

In the raw video view, you control the raw video values in natural values (0-100) of the selected fixture type.

To open the video effects view, tap at ⚡ in the title bar.

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?

6.77. Virtual Playbacks View

To go to the virtual playback view at screen 2: Tap Virtual Playback on the view bar.
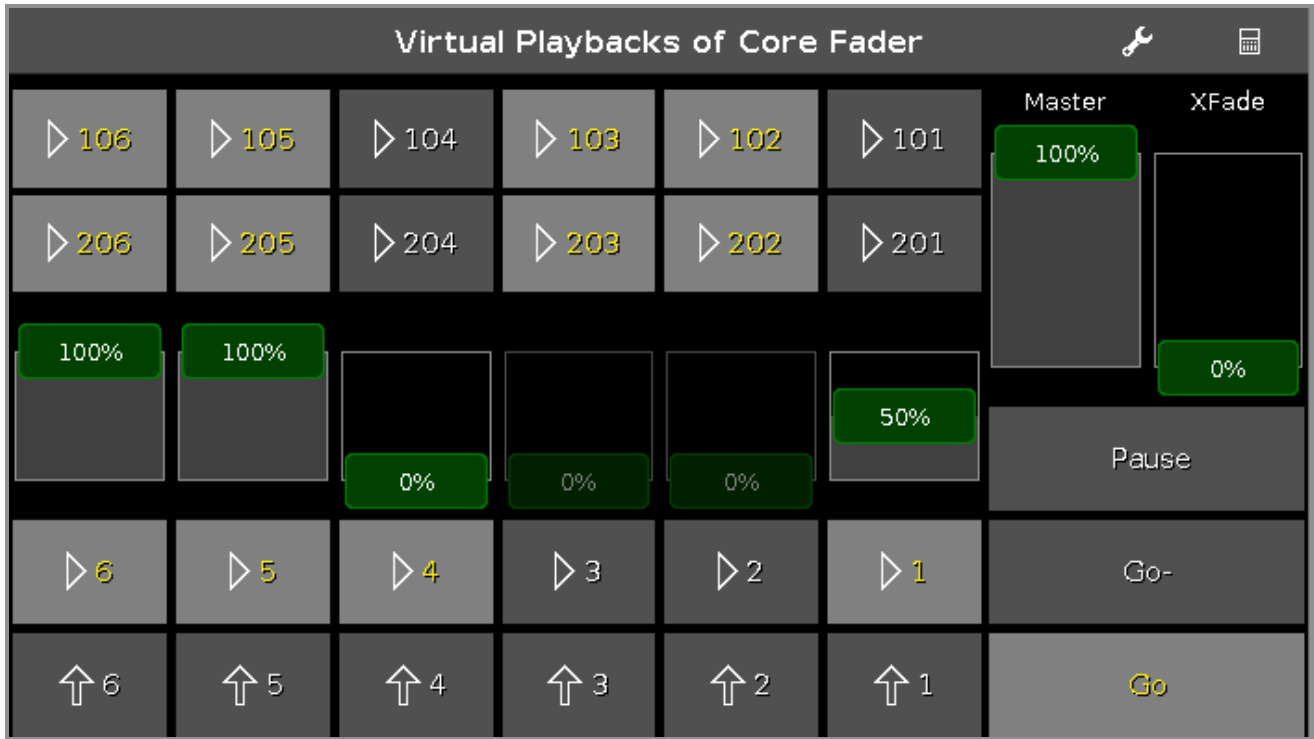
This view gives you access to virtual executors and faders.

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 are the same as on the hardware executors.

An assigned executor button is displayed with yellow executor numbers.

To change the functions of the executor buttons, tap the tool 🔧 in the title bar. The Change Functions of Executor Buttons Window opens.

To select the wing for the virtual playback, tap the wing ▦ in the title bar. The Select Wing... Window opens.

Related Links

- Change Functions of Executor Buttons Window
- Select Wing... Window

6.78. Window Settings

To open the dot2 onPC window settings, click a the **scaling icon** ✎ in the upper right corner of the dot2 onPC.
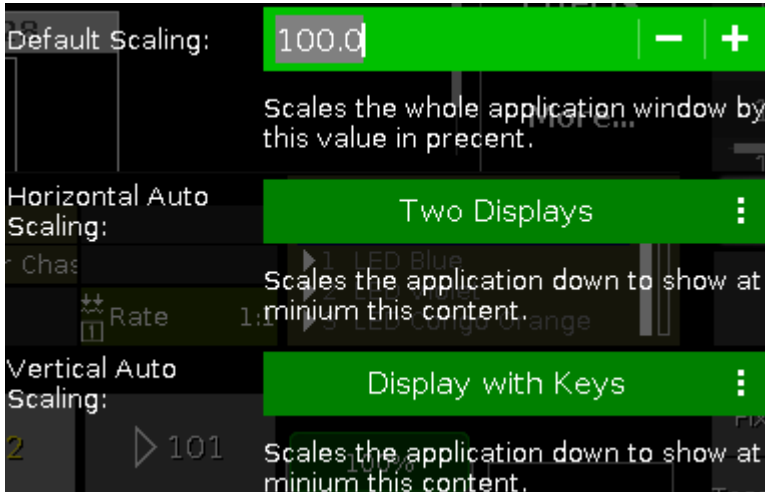
In this window, you can adjust the screen scaling.

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** ❮Esc in the upper left corner.

6.79. Wings Window

The **Wings Window** is located in the Setup, column DMX/Network, **Wings/Nodes**.
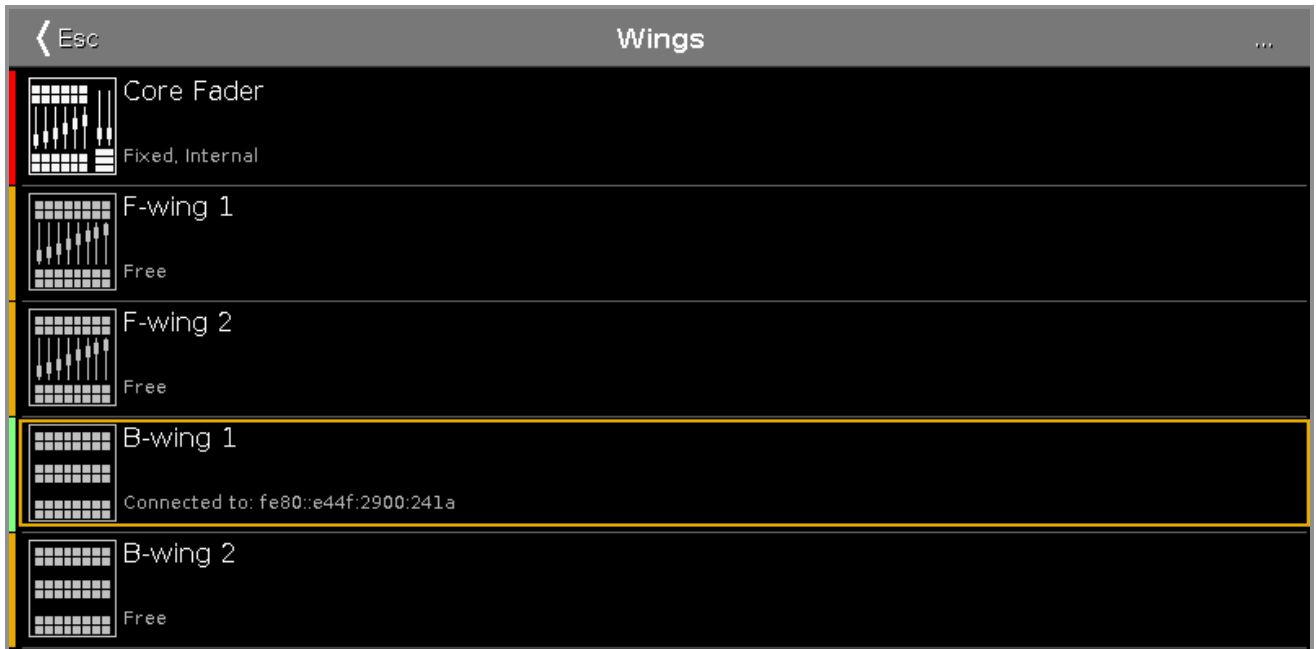
The Wings window is open.

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 open the Wing Setup window, tap at **three dots** ... in the title bar.

To leave the window, tap ⟨ Esc in the title bar or press Esc 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.
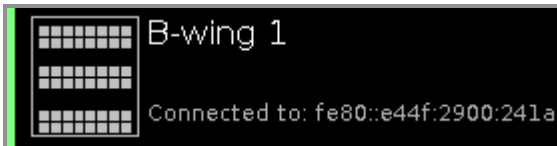
Connected:

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.

Related Links

- Setup
- Configure Slot Window
- Wing Setup

6.80. Wing Setup Window

To open the **Wing Setup Window**, tap at dot2 Wings in the Setup, and then tap at the three dots ⌊ … ⌋ in the title bar.

The Wing Setup Window is useful if technical support is needed.

The Wing Setup is a view only window to see 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.

To leave the Wing Setup Window, tap ⌊Esc⌋ in the title bar or press ⌊Esc⌋ on the console.

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.

Details Area

The details area displays details regarding the selected type.

Encoder Bar Functions

			Scroll

Scroll:

To scroll in the table up or down, turn the encoder left or right.

Related Links

- Setup
- Wings/Nodes Window

7. 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.

7.1. >>> [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.

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

7.2. <<< [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.

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	

Cues of "Main"

Play	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

7.3. - [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		ID	Name
1	Dim 1		1	Dim 1
2	Dim 2		2	Dim 2
3	Dim 3		3	Dim 3
4	Dim 4		4	Dim 4
5	Dim 5		5	Dim 5
6	Dim 6		6	Dim 6
7	Dim 7		7	Dim 7
8	Dim 8		8	Dim 8
9	Dim 9		9	Dim 9
10	Dim 10		10	Dim 10
11	Dim 11		11	Dim 11

Press - 5 Please on the console.
The fixture ID 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		ID	Name
1	Dim 1		1	Dim 1
2	Dim 2		2	Dim 2
3	Dim 3		3	Dim 3
4	Dim 4		4	Dim 4
5	Dim 5		5	Dim 5
6	Dim 6		6	Dim 6
7	Dim 7		7	Dim 7
8	Dim 8		8	Dim 8
9	Dim 9		9	Dim 9
10	Dim 10		10	Dim 10
11	Dim 11		11	Dim 11

Press `-` `5` `Thru` `7` `Please` on the console.
The fixture ID 5 thru 7 is removed from the selection list.

Example 3

Let´s assume, you will reduce the dimmer value by 12 % from selected fixtures.

ID	Name	Dim	ID	Name	Dim
1	Dim 1	50.0	1	Dim 1	38.0
2	Dim 2	50.0	2	Dim 2	38.0

Press `At` `-` `12` `Please` on the console.
The dimmer values is reduced by 12 %.

> 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.

Related Links

- - [Minus] Key
- What is a programmer
- Fixture View

7.4. + [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	ID	Name
1	Dim 1	1	Dim 1
2	Dim 2	2	Dim 2
3	Dim 3	3	Dim 3
4	Dim 4	4	Dim 4
5	Dim 5	5	Dim 5
6	Dim 6	6	Dim 6
7	Dim 7	7	Dim 7
8	Dim 8	8	Dim 8
9	Dim 9	9	Dim 9
10	Dim 10	10	Dim 10
11	Dim 11	11	Dim 11

Press + 5 Please on the console.
The fixture ID 5 is added to the 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		ID	Name
1	Dim 1		1	Dim 1
2	Dim 2		2	Dim 2
3	Dim 3		3	Dim 3
4	Dim 4		4	Dim 4
5	Dim 5		5	Dim 5
6	Dim 6		6	Dim 6
7	Dim 7		7	Dim 7
8	Dim 8		8	Dim 8
9	Dim 9		9	Dim 9
10	Dim 10		10	Dim 10
11	Dim 11		11	Dim 11

Press `+` `5` `Thru` `7` `Please` on the console.
The fixture ID 5 thru 7 is added to the selection list.

Example 3

Let´s assume, you will add the dimmer value by 12 % from selected fixtures.

ID	Name	Dim		ID	Name	Dim
1	Dim 1	38.0		1	Dim 1	50.0
2	Dim 2	38.0		2	Dim 2	50.0

Press `At` `+` `12` `Please` on the console.
The dimmer values is added by 12 %.

> 💡 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.

Related Links

- + [Plus] Key
- What is a programmer
- Fixture View

7.5. 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 [MA] + [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 [MA] + [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 [MA] + [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](#)

7.6. At Command

This page describes the syntax and how to use the **At** command.

To go to the At command, press the [At] 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` `5` `0` `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 witch 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

7.7. Black Command

This page describes the syntax and how to use the **Black** command.

To go to the **Black** command press and hold the [MA] 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 [MA] 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 [MA] and [<<<] [GoFastBack] (=Black) Exec 3 Please .

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

7.8. 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 history.

Related Links

- Blind Key
- Command History
- What is the Programmer?

7.9. 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 Preset 1 . 1 Please .

The dimmer preset 1 is in the programmer for all supporting fixtures of these preset type.

> 💡 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	ID	Name	Dim
1	Dim 1	open	1	Dim 1	open
2	Dim 2	open	2	Dim 2	open
3	Dim 3	open	3	Dim 3	open
4	Dim 4	closed	4	Dim 4	70,0
5	Dim 5	closed	5	Dim 5	70,0
6	Dim 6	closed	6	Dim 6	70,0

Press and hold [MA] + [On] (=Call) and [Cue] [3] [Please] .

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.

Related Links

- What is a Programmer
- How to work with Presets
- MA Key
- On Key

7.10. Clone Command

This page describes the syntax and how to use the **Clone** command.

To go to the Clone command press and hold the [MA] 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 31 and 32) and then you realize you will add three more fixtures at this spot doing the same as the other one.
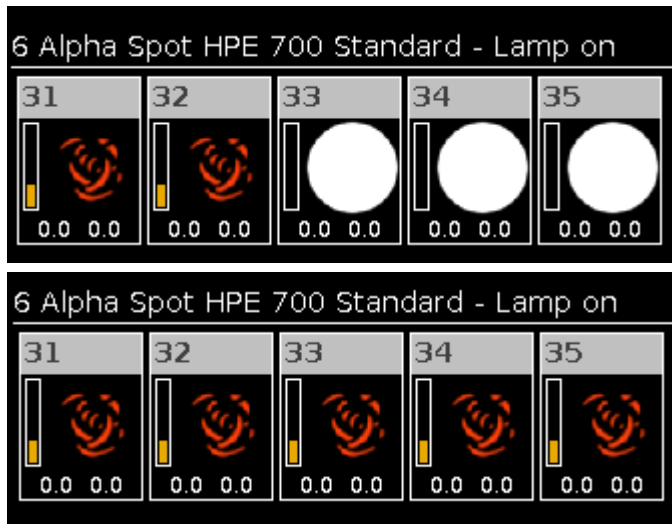
Press `MA` + `Copy` (= Clone) `Fixture` `31` `+` `32` `At` `33` `Thru` `35` `Please`.

The console will ask you to choose the clone method.

Fixtures 31 and 32 are cloned at fixture 33 thru 35. All fixtures doing exactly the same.

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 `MA` + `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.

Related Links

- MA Key
- Copy Key
- Fixture Key
- Choose Clone Method Window

7.11. CmdDelay Command

This page describes the syntax and how to use the CmdDelay command.

To go to the CmdDelay command it is necessary to press another function key before, e.g. `Store` and then six times `Time` .

Description

With the CmdDelay command you set a cmd delay time.

Syntax

1. Store a new cue with a cmd delay time.

    Store Cue 1 CmdDelay 4

2. Assign a cmd delay time to an existing cue.

    Assign Cue 1 CmdDelay 4

Example 1

Let´s assume, you will store a new cue 1 on executor 4 with a cmd delay time of 2 seconds.

There are three ways to do this:

a) Press `Store` `1` (= Cue 1) `Exec` `4` six times `Time` (= CmdDelay) `2` `Please` .

b) Press `Store` `1` (= Cue 1) six times `Time` (= CmdDelay) `2` and press the respective executor button `▷` .

c) Press `Store` `1` (= Cue 1) six times `Time` (= CmdDelay) `2` and tap on executor 4 in the executor bar view.

Cue 1 is stored on executor 4 along with a cmd delay time of 2 seconds.

Example 2

Let´s assume, you have stored cue 1 on the main executor along with a command in column cmd (= Go Executor 6).
Now, you will that executor 6 starts with a delay time of 2 seconds.

Press `MA` + `Label` (= Assign) `1` (= Cue 1) six times `Time` (= CmdDelay) `2` `Please` .

The command (= Go Executor 6) in cue 1 will start with a cmd delay time of 2 seconds after the go on cue 1 on the main executor

Related Links

- Time Key
- Cues View

7.12. 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

- a group to another group
- a cue to another cue
- a page to another page in the page pool

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	⌨

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 tonights event.

There are two ways to do this:

a) Press `Copy` `Page` `100` `At` `1` `Please` .

b) Press `Copy` , tap at `page 100` in the page pool, press `At` , tap at `page 1` .

Page 100 is copied at page 1.

Related Links

- Copy Key
- Group Key
- Groups View
- At Key
- Page Pool

7.13. 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

7.14. 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	C1
1	QWO Backtruss	(closed	(0.0)	(cente	(cente	(open)	(open)	(zero)	(open)	(stop)	(open)

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.

347

There are three ways to do this:

a) Press 🔲 + . (=Default) and tap Position in the preset type bar.

b) Press 🔲 + . (=Default) 🔲 + Preset (=PresetType) 2 Please .

c) Press 🔲 + . (=Default) 🔲 + Preset (=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.

Related Links

- MA Key
- [dot] Key
- Preset Type Bar
- What is a Programmer?
- Fixtures View

7.15. 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

7.16. 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:

a) Press `Delete` `1` (= Cue 1) `Please` .

b) Press `Delete` `1` (= Cue 1) and tap on the `main executor` in the executor bar view.

c) 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 button 1.

There are three different ways to do this:

a) Press `Delete` `1` (= Cue 1) `Exec` `1` `Please` .

b) Press `Delete` `1` (= Cue 1) and tap on the `executor 1` in the executor bar view.

c) 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:

a) Press `Delete` `Preset` `1` `Please` .

b) 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.

Related Links

- Delete Key
- Choose Delete Method Window
- Patch and Fixture Schedule

7.17. 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 DMX 2.1 At Fixture 1	⌨

5. Unpatch fixtures from a DMX address.

Delete DMX 1.7	⌨

Example 1

> 👆 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.

> 💡 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.

> 💡 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 `MA` + `Label` (= Assign) `Fixture` `1` `At` `DMX` `2` `.` `1` `Please` .

Fixture 1 is patched at DMX address 2.1.

> 💡 Double-check the DMX address in the DMX View or the Patch and Fixture Schedule.

Example 5

Let´s assume you will unpatch fixture 1 from the DMX address 1.7.

Press `Delete` `DMX` `1` `.` `7` `Please` .

The fixture with the DMX address 1.7 is unpatched.

> 💡 Double-check the DMX address in the DMX View or the Patch and Fixture Schedule.

Related Links

- DMX View
- Patch and Fixture Schedule
- Assign Command
- What is a DMX Tester?

7.18. 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

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7.19. 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.

Edit Executor 1	⌨

2. Edit a cue.

Edit Executor 1 Cue 2	⌨

3. Edit a preset.

Edit Preset 1	⌨

4. Edit a group.

Edit Group 1	⌨

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

7.20. 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 page 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.

Executor 1	⌨

2. Delete an executor from the page pool and the respective executor button on the console.

Delete Executor 1	⌨

3. Delete a cue from an executor.

Delete Cue 1 Executor 1	⌨

4. Set the intensity of an executor to 50 %.

Executor 1 At 50	⌨

5. Trigger an executor with a go.

Go Executor 1	⌨

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 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.

a) Press `Delete` `1` (= Cue 1) `Exec` `1` `Please` .

b) Press `Delete` `1` (= Cue 1) and tap on the `executor 1` in the executor bar view.

c) 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 %.

> 👆 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.

> 💡 To apply the value to the main executor, do not type in an executor number, just `Exec` .

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.

Related Links

- Exec Key
- Page Pool View
- Fixtures View
- Go Command

7.21. 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 `MA` + `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

7.22. 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.

```
Fix Executor 1
```

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 unfixed now.

Related Links

- System Colors - Executor
- Executor Bar

7.23. 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

7.24. 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:

a) If you did not change the default functions of the executor buttons, you can just press ⬆ of executor 3.

b) 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

7.25. Full Command

This page describes the syntax and how to use the full command.

> 👆 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 current selected fixtures
- of a selection of fixtures
- of an executor

Syntax

1. Set the intensity of the current 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 current selected fixtures to 100 %.

2 Dimmer 00					2 Dimmer 00			
1	2	3	4		1	2	3	4
0.0%	0.0%	0.0%	0.0%		100.0 %	100.0 %	100.0 %	100.0 %
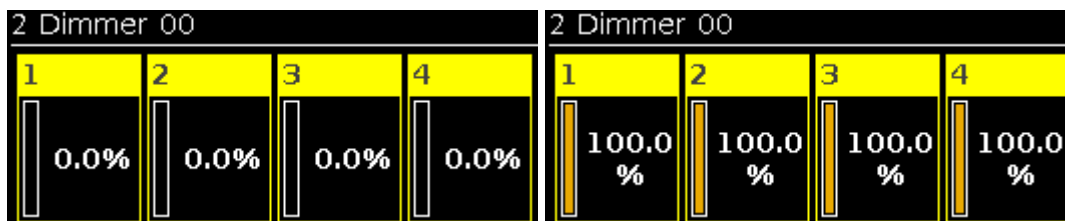
Press Full .

The full command will be directly executed.
The values of the selected fixtures are set to 100 % and they are active in the programmer.

> Double check the executed command in the command history.

Example 2

Let´s assume you will set the intensity of the fixtures 1 thru 3 to 100 %.

> 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 %).

> 👆 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 %.

Related Links

- Full Key
- Command History
- What is a Programmer?

7.26. FullHighlight Command

This page describes the syntax and how to use the FullHighlight command.

> 👆 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.

```
FullHighlight                                              ⌨
```

Example

Let´s assume, you have selected fixture 1-3 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 Backtruss	100.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	49.8	0.0	100.
2	QWO Backtruss	100.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	49.8	0.0	10 .
3	QWO Backtruss	100.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	49.8	0.0	10 .

Related Links

- MA Key
- Full Key
- What is a Programmer?

7.27. 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

7.28. 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.

a) Press the small `Go -` (= GoBack) and the respective executor button `▷` .

b) 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

7.29. 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

1. 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

7.30. 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.

Group 1

Example

Let´s assume, you will select all stored fixtures in group 1.

There a 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

7.31. 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

7.32. 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` (= If) 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 `MA` + `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 `MA` + `Copy` (= Clone) `Fixture` `1` `At` `33` `Thru` `35` `MA` + `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) `MA` + `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` `MA` + `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

7.33. 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

7.34. 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.
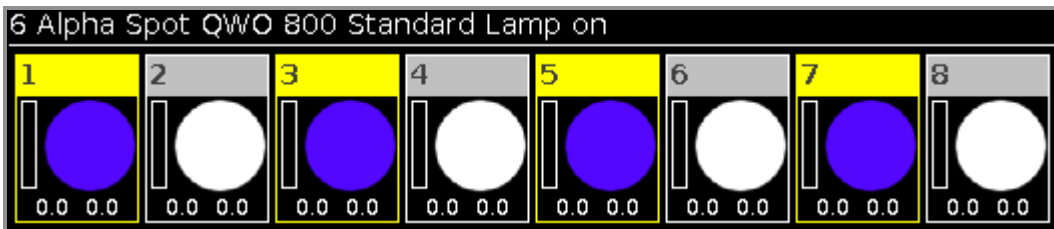
1. Press Macro on the console. The Macros Pool View opens.
2. Tap at Macro 22 "Invert" , press Group 1 Please .

All other fixtures in group 1 are selected to assign them an other color.
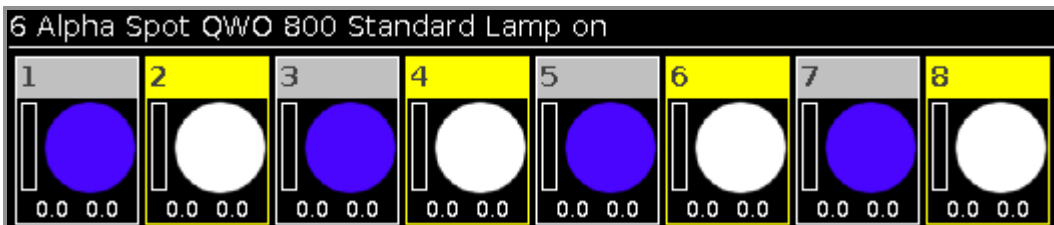
Example 2

Let´s assume, you have fixture 1, 3 and 5 selected. Now you will select fixture 2 and 4.
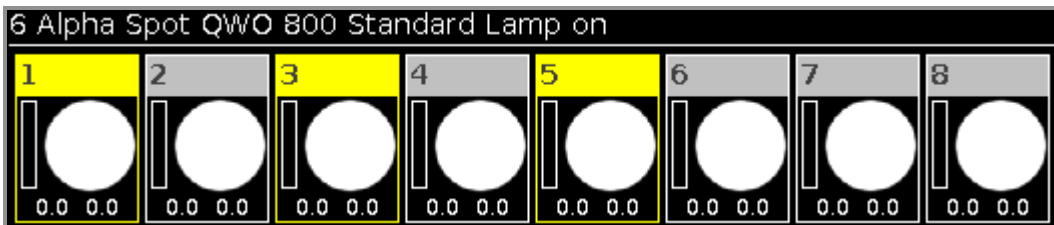
1. Press Macro on the console. The Macros Pool View opens.
2. Tap at Macro 22 "Invert" , press Fixture 1 Thru 5 Please .

The fixture selection from fixture 1 thru 5 is inverted. The fixture 2 and 4 are selected.
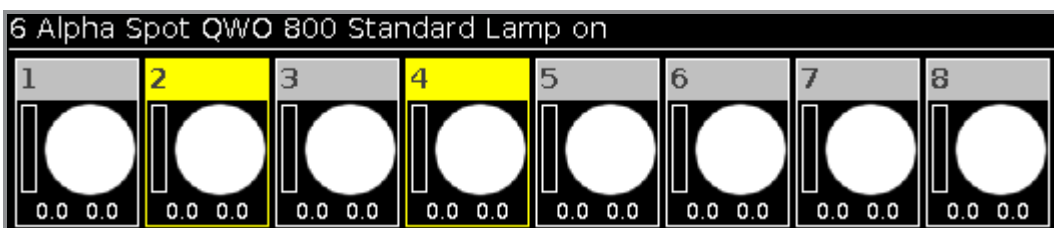
Related Links

- Fixtures View
- Macro Key
- Macros Pool View

7.35. 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.

Label Fixture 1	⌨

2. Label a group.

Label Group 1	⌨

3. Label a preset.

Label 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

7.36. 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
- rate master

Syntax

Set the speed of objects by tapping.

Learn	⌨

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 rate master.

Press and hold `Speed` (= Learn) and press the executor button of the rate master several times in that speed you like to have it.

The rate master learns the speed of the tapping of the executor button.

Related Links

- Speed Key

7.37. 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

7.38. 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

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.

> 💡 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 `preset 2` in the color presets pool, and then tap at `object tile 5` .

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 `executor 1` in the executor pool and then tap on `executor 6` .

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 `executor 1` at page 1 in the executor pool and tap on `executor 1` at page 2.

c) Press `Move` , tap on `executor 1` at page 1 in the executor bar view and tap on `executor 1` at page 2.

Related Links

- Move Key
- Groups Pool
- Presets Pool
- Executor Pool
- Executor Bar View

7.39. 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

7.40. 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

7.41. 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.

Store Cue 1 OutDelay 4

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:

a) Press `Store` `1` (= Cue 1) four times `Time` (= OutDelay) `4` `Please` .

b) Press `Store` `1` (= Cue 1) four times `Time` (= OutDelay) `4` and the large `Go` .

c) 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

7.42. 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 `MA` + `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

7.43. 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

7.44. 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 `MA` + `Pause` (=Park) and tap at fixture 1 in the fixtures view.

b) Press and hold `MA` + `Pause` (=Park) `Fixture` `1` `Please`.

Example 2

Let´s assume you will park all attributes of fixture 1 at 100 %.

Press and hold `MA` + `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 `MA` + `Pause` (=Park) and tap at `Dimmer` in the preset type bar.

b) Press and hold `MA` + `Pause` (=Park) `MA` + `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 ⊞ + Pause (=Park) and tap at DMX channel 1.2 in the DMX view.

b) Press and hold ⊞ + Pause (=Park) DMX 1 . 2 Please .

DMX channel 1.2 is parked.

Related Links

- DMX View
- Fixtures View
- Preset Type Bar

7.45. Pause Command

This page describes the syntax and how to use the pause command.

To go to the pause command, press the small `Pause` 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 `Pause` 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 `Pause` and then the respective executor button ▷ on the console.

The executor is running again.

Related Links

- Pause Key
- Executor Button [Go]

7.46. 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

7.47. PresetType Command

This page describes the syntax and how to use the PresetType command.

To go to the PresetType command, press and hold [MA] and [Preset] 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
- preset type view by preset type number or preset type name

Syntax

1. Open a preset type pool by preset type number.

PresetType 1	⌨

2. Open a preset type pool by preset type name.

PresetType Dimmer	⌨

Example 1

Let´s assume, you will open the color preset pool by number.
Requirement: [Presets] is selected in the view bar.

There are two ways to do this:

a) Tap [Color] in the preset type bar.

b) Press [MA] + [Preset] (= PresetType) [4] (= number of the color preset type) [Please].

The color preset pool is open.

Example 2

Let´s assume, you will open the control preset type pool by preset type name.
Requirement: [Presets] is selected in the view bar

There are two ways to do this:

a) Tap [Control] in the preset type bar.

b) Press [MA] + [Preset] (= PresetType) and enter in the command line the word **Control**. Tap [Enter].

The control preset pool is open.

Example 3

Let's assume, you will just open a preset type view at screen 1.

Repeat the steps from example 1 or 2 without selecting | Presets | in the view bar.

Related Links

- Preset Key
- MA Key
- Preset Type Bar
- How to work with Presets?

7.48. Preview Command

This page describes the syntax and how to use the preview command.

To go to the preview command, press `Prvw` 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

> If the console is in the preview mode, the `Prvw` key is blinking and the title bar of the fixtures sheet changes into red.

> To leave the preview mode, press `Esc` or `Off` `Prvw` 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 `Prww` and tap at executor 102 in the <u>executor bar window</u>.

b) Press `Prww` and tap at executor 102 in the <u>executor pool view</u>.

c) Press `Prww` and tap at executor 102 in the <u>virtual playbacks view</u>.

d) Press `Prww` and press the actual `executor button` of executor 102 on the console.

e) Press `Prww` `Exec` `1` `0` `2` `Please`.

The preview of executor 102 is visible in the <u>fixtures view</u> without having a DMX output.

> To have a quick overview in the preview mode about different executors at the same time, press and hold the `Prww` 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 `Prww` and tap at cue 1 in the <u>cues view</u> of the main executor.

b) Press `Prww` `Cue` `1` `Please`.

c) Press `Prww` `Please`.

The preview of cue 1 on the main executor is visible in the <u>fixtures view</u> 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 `Prww` `Please`.
Cue 1 on the main executor is in preview.

2. Press the small `Go+` (=Go) `Prww`.
Cue 2 on the main executor is in preview with cue timing, e.g. fade.

> To go back from cue 2 to cue 1 in the preview mode use the small `Go-` and `Prww` 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 `Prww` 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.

> To step thru the cue list backwards, press `Prw` `Prev` .

Related Links

- Executor Bar Window
- Executor Pool View
- Fixtures View
- Cues View
- Virtual Playbacks View

7.49. 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 a rate master on an executor.

Syntax

Store a rate master on an executor.

    Store Rate

Example

Let´s assume, you will store a rate master on executor 6.

There are four ways to do this:

a) Press `Store` `Speed` (= Rate) `Exec` `6` `Please` .

b) Press `Store` `Speed` (= Rate) and press the respective executor button ▷ .

c) Press `Store` `Speed` (= Rate) and tap on executor 6 in the executor bar view.

d) Tap on empty executor 6 in the executor bar view. The empty executor window opens. Tap **Rate Executor 6**.

Related Links

- Speed Key
- Executor Bar View
- Empty Executor Window

7.50. 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.

Remove PresetType Dimmer	⌨

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	Dim 1	closed
2	Dim 2	closed
3	Dim 3	closed
4	Dim 4	Remove

3. Press `Store` `2` (= Cue 2) `Please`.

The dimmer values of fixture 4 in cue 2 are removed.

Related Links

- Delete Key
- MA Key
- Fixtures View

7.51. 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 ExecButton 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 MA + Move (=Replace), tap at preset 4 , press Move (=With), tap at preset 5 , 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 Ok .
To apply and get a detailed report, tap Ok Create Report .

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 MA + 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.

> 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.

Related Links

- Move Key
- Groups View
- Presets Pools View

7.52. 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.

> Select Dmx 1.1

2. Select all fixtures from a cue list stored on a executor.

> Select ExecButton1 1.1

3. Select all fixtures in a specific cue.

> Select Cue 1 ExecButton1 1.2

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 1.1 .

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 executor 1 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 `executor 1` 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

7.53. Selection Command

This page describes the syntax and how to use the Selection command.

To go to the Selection command, press and hold `MA` 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.

Off Selection	⌨

Example

Let´s assume, you will deselect the current selection of fixtures and remove them from the programmer.

ID	Name	Dim	ID	Name	Dim
1	Dim 1	50.0	1	Dim 1	closed
2	Dim 2	50.0	2	Dim 2	closed

Press `Off` `MA` + `Fixture` (=Selection) `Please`.

The current selection of fixtures is deselected.

Related Links

- MA Key
- Off Key
- Fixture Key
- Please Key

7.54. 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

7.55. Stomp Command

This page describes the syntax and how to use the Stomp command.

To go to the Stomp command press and hold ▓▓ + At (= 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
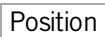
Mute a running effect.

Stomp	⌨

Example

Let´s assume, you will mute all position preset type effects.

There are two ways to do this:

a) Open the position effects view and tap at Stomp .

b) Press ▓▓ + At (= Stomp) and tap at Position in the preset type bar.

All position effects are mute.

Related Links
- MA Key
- At Key
- Effects View

7.56. Store Command

This page describes the syntax and how to use the Store command.

To go to the Store command, press Store 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

Syntax

Store a cue on an executor.

> Store Cue 1 ExecButton1

Store a selection of fixtures as a group in the groups view.

> Store Group 1

Store an active dimmer value as dimmer preset in the dimmer presets pool.

> Store Preset 1.1

Example 1

Let´s assume you will store the created cue as cue 1 on the main executor.
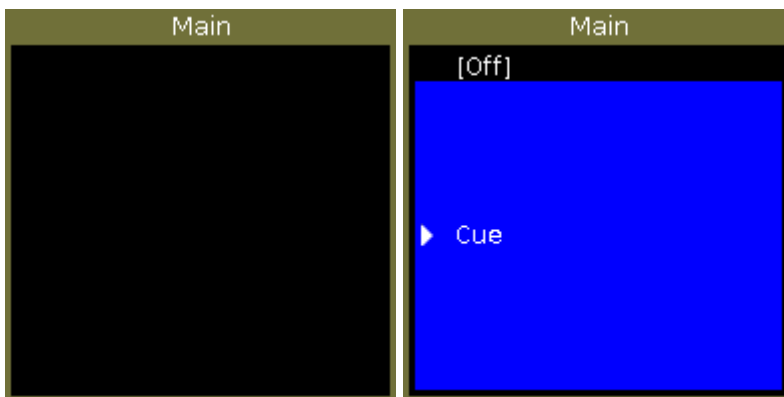
There are three different ways to do this.

a) Press Store 1 (=Cue 1) Please .

b) Press Store 1 (=Cue 1) and tap on the main executor in the executor bar view.

c) 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.

a) Press `Store` `1` (=Cue 1) `Exec` `1` `Please` .

b) Press `Store` `1` (=Cue 1) and tap on the `executor 1` in the executor bar view.

c) 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.

a) Press `Store` `Group` `1` `Please` .

b) 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.

a) Press `Store` `Preset` `1` (= dimmer preset pool) `.` `1` (= preset object 1) `Please` .

b) 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.

Related Links

- Executor Bar View
- Groups View
- Group Key

- Please Key
- How to work with cues?

7.57. 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.

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.

31	Spot 1	closed	116.0	min	gobo 1.1
32	Spot 2	89.2	116.0	min	gobo 1.1
33	Spot 3	89.2	116.0	min	gobo 1.1
34	Spot 4	89.2	116.0	min	gobo 1.1
35	Spot 5	89.2	116.0	min	gobo 1.1

31	Spot 1	closed	116.0	min	gobo 1.1
32	Spot 2	89.2	116.0	min	gobo 1.1
33	Spot 3	89.2	116.0	min	gobo 1.1
34	Spot 4	89.2	116.0	min	gobo 1.1
35	Spot 5	89.2	116.0	min	gobo 1.1

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.

Related Links

- MA Key
- Store Key
- System Colors - Values

7.58. SyncEffects Command

This page describes the syntax and how to use the SyncEffects command.

> 👆 If you type the SyncEffects command in the console, by press and hold **MA** + **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 **MA** + **Effect** (=SyncEffects) on the console.
The command will be directly executed.

Description

With the SyncEffects command, you synchronize all running effects.

> 💡 You can also use the Sync button in the Effects View.

Syntax

To synchronize all running effects.

SyncEffects	⌨

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.
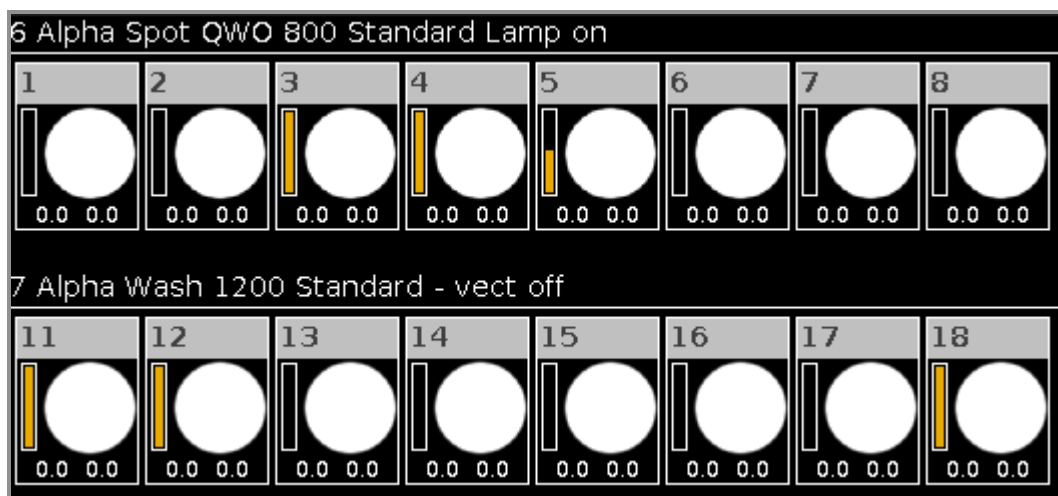
Press and hold **MA** + **Effect** (=SyncEffects).

The SyncEffects command will be directly executed. All running effects are synchronized.
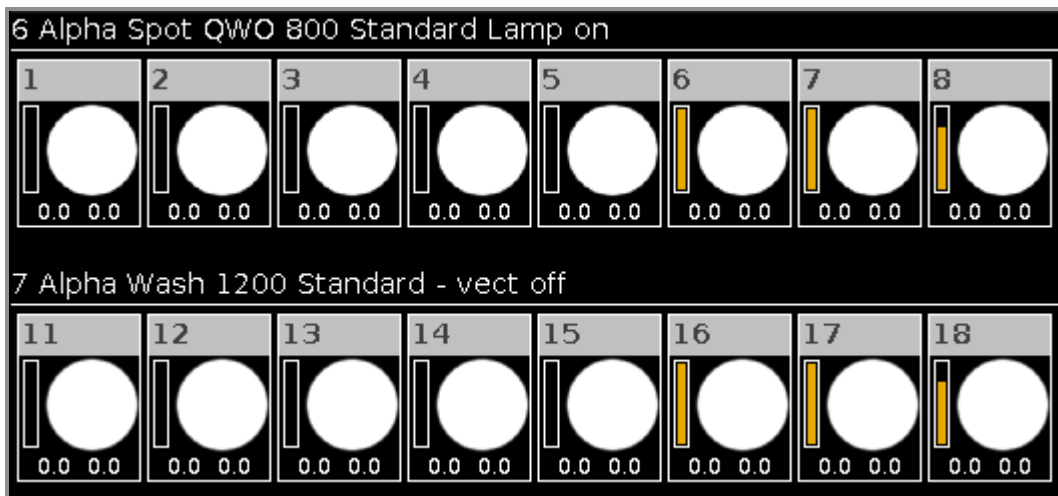
Related Links

- [Effects View](#)
- [What are Effects?](#)
- [How to work with Effects?](#)
- [MA Key](#)

7.59. Temp Command

This page describes the syntax and how to use the Temp command.

To go to the Temp command, press and hold the [MA] 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.

Temp Executor 1	⌨

Example

Let´s assume you will temporary turn the executor 1 on, until you keep the hands off.

Press [MA] + 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

7.60. 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	Dim 1
2	Dim 2
3	Dim 3
4	Dim 4
5	Dim 5
6	Dim 6
7	Dim 7
8	Dim 8
9	Dim 9
10	Dim 10
11	Dim 11

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 1 0 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.

> 👆 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?

7.61. 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.

Toggle Executor 1

Example

Let´s assume you will toggle the executor 1.

There are three ways to do this:

a) Press Toggle and then the respective executor button ▷ .

b) Press Toggle   Exec   1   Please .

c) 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

7.62. Top Command

This page describes the syntax and how to use the top command.

To go to the top command, press and hold MA 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

413

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.

| Top Executor 1 | ⌨ |

2. Jump with fade time to the top of a cue list from an executor.

| Top Executor 1 Fade 3 | ⌨ |

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 exutor is not at 0 %.
If the fader is at 0 % you get no dimmer output.

There are three ways to do this:

a) Press MA + Flash (=Top) and the respective executor button ▷.

b) Press MA + Flash (=Top) Exec 1 Please.

c) Press MA + 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 MA + 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

7.63. Unpark Command

This page describes the syntax and how to use the unpark command.

To go to the unpark command, press and hold ⬚ + small `Go+` (=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.

Unpark Fixture 1	⌨

2. Unpark a previous parked DMX channel.

Unpark Dmx 1.34	⌨

3. Unpark preset type attributes of the current fixture selection.

Unpark PresetType Dimmer	⌨

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 `Go+` (=Unpark) and tap at fixture 1 in the [fixtures view](#).

b) Press and hold ⬚ + small `Go+` (=Unpark) `Fixture` `1` `Please` .

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 `Go+` (=Unpark) and tap at the DMX channel 1.34 in the [DMX view](#).

b) Press and hold ⬚ + small `Go+` (=Unpark) `DMX` `1` `.` `3` `4` `Please` .

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:

a) Press and hold `MA` + small `Go+` (=Unpark) and tap `Dimmer` in the preset type bar.

b) Press and hold `MA` + small `Go+` (=Unpark) `MA` + `Preset` and enter in the command line the word **Dimmer**. Tap `Enter`.

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

7.64. Update Command

This page describes the syntax and how to use the update command.

To go the update command, press `Update` on the console.

Description

With the update command, you can update

- groups
- presets
- cues

Syntax

Update

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 `Update` key on the console.

Press `Update` `Please`.

The console asks, if you want to update Group 1. Tap `Ok`.

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

7.65. 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.

View Executor 1	⌨

Example

Let´s assume you will see the cues of executor 1, the front dimmers.

Number	Name	Trig	Trig Time	Fade	Out Fade	
1	Cue 1	Go		0	InFade	
2	Cue 2	Go		0	InFade	
3	Cue 3	Go		0	InFade	
4	Cue 4	Go		0	InFade	
5	Cue 5	Go		0	InFade	
6	Cue 6	Go		0	InFade	
7	Cue 7	Go		0	InFade	
8	Cue 8	Go		0	InFade	

Cues of "Dimmer Front"

Press [👁] and then respective executor button [▷].

The cues view of the executor is visible on screen 1.

Related Links

- View [Eye] Key
- Cues View

7.66. Zero Command

This page describes the syntax and how to use the zero command.

> 👆 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.
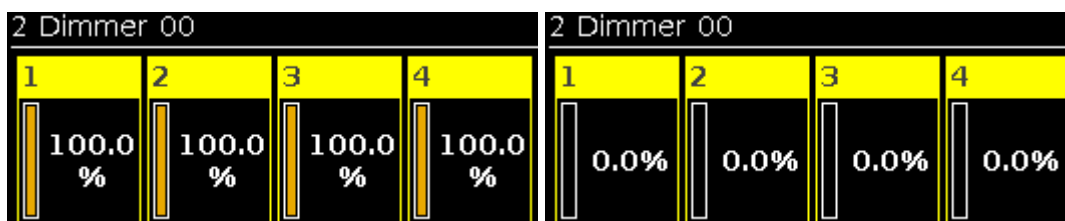
Press ▪ ▪.

The zero command will be directly executed.
The values of the selected fixtures are zero.

> 💡 Double check the executed command in the command history.

Example 2

Let´s assume you will set the intensity of the fixtures 1 thru 3 to zero.

> 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.

> This function works only for executor in the executor pool and not for the main executor.

> The physical fader doesn´t move.

Press `Exec` `1` `.` `.` .

The values from the fixtures of the executor 1 are set to zero.

Related Links

- [dot] Key
- Command History

8. 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.
- **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.
- 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?.

9. 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
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.
# 8 Number to small	The number for the entered command is too small (min = 1).
# 9 Number to 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 label command.
# 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.

Error	Reason
# 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.
# 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.

Error	Reason
# 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.

Error	Reason
# 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
# 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.

10. Glossary

A

Attributes:
Controllable function of a fixture, e.g. pan or gobowheel3.

Auto Fixed:
All executors witch 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.

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.

426

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.

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.

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.

MIDI (musical instrument digital interface):

A standard to exchange control signals with the console. Refer to, Remote Inputs Configuration Window.

MTC (midi timecode):

Embeds the same timing information as standard SMPTE. Refer to, Select Trig View.

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

Rate Master:

The rate master multiplies all timings by a factor.

The factors from the rate master goes from Stop (= no further output) via 1:1 (=stored timings) up to 256 (=multiplies the timing by 256).

The rate master 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.

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 Rate Master.

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.

11. Index