

Basic Programming on the EOS/ION Lighting consoles

This syntax is current as of version 1.9.6 (February 2011)

Connect ETC ION console to Studio Theatre DMX

1. Out of DMX “Input” in Booth
2. Into wireless “Pass Thru”
3. Out of wireless “Input”
4. Into ION DMX “Output” (DMX jack directly next to video jack)

Patch a channel to a dimmer

To patch a dimmer you must first open the patch display. You may open the patch display from the browser or by pressing [Displays]>{Patch}.

[X] [at] [Y] [Enter] where the X is the channel and Y is the dimmer.

Create a “1 to 1” patch on the console

To patch a dimmer you must first open the patch display. You may open the patch display from the browser or by pressing [Displays]>{Patch}.

[1] [Thru] [1] [9] [2] [At] [1] [Enter] patches channels 1 through 192 to addresses 1 through 192 sequentially.

Patch a RevEAL CW Fixture:

[Patch] [c#] where c# is the channel

{Type} {Manfctr} The two columns on the left are pagable and show manufacturer names.

Click on the “Type” tab (lower right area of screen)

Click on the “Manfctr” tab (lower left area of screen)

Scroll to, then select “Prism Projection”, then scroll to and select “Reveal CW M5 A2 Refresh OFF”

[at] [a#] [Enter] where a# is the DMX address of the fixture

Patch a Moving Light:

[Patch] [c#] where c# is the channel

{Type} {Manfctr} The two columns on the left are pagable and show manufacturer names.

Click on the “Type” tab (lower right area of screen)

Click on the “Manfctr” tab (lower left area of screen)

Scroll to, then select “Robe”, then scroll to and select either “ColorSpot 250 AT M1” or “ColorWash 575 ZOOM AT M1”

[at] [a#] [Enter] where a# is the DMX address of the moving light

Patch a fixture and scroller (Apollo Smart color 7 with fan) to create a “compound” unit:

[Patch] [c#] [at] [a#] [Enter] where c# is the channel & a# is the dmx address of the dimmer

[Part] [2][Enter]

At his point you enter in the Manufacturer (Apollo) and Type (Smart Scroll 7 fan) using encoder wheels or CIA

[at] [a#]

Click on the “Type” tab (lower right area of screen)

Click on the “Manfctr” tab (lower left area of screen)

Scroll to, then select “Apollo”, then scroll to and select “Smart Color 7 Fan M1”

[Enter] where a# is the dmx address of the scroller

Now, when you bring up the channel for the fixture, you will have color scroller control in the far left encoder. Be sure to make sure that the “Color” palette is selected.

Calibrating our Scrollers:

It is recommended that you calibrate your scroller frames starting with the last frame and working backward to the first frame. This will help ensure a complete and accurate calibration.

Step 1: Select the channel of the scroller you wish to calibrate.

Step 2: Press the **[Color]** encoder button. Multiple presses may be required before the scroller encoder is visible in the encoder LCD.

Step 3: Use the encoder to move all the way to the last frame of the scroller.

Step 4: If you are in course mode, press the encoder to switch to “Fine” mode. The **{Calibrate}** touch button will appear as one of the scroller buttons in the LCD.

Step 5: Continue adjusting the frame in fine mode until the frame is centered in the desired position.

Step 6: Press **{Calibrate}** in the encoder LCD. The new center position is now stored for the selected channel.

Step 7: Press **{Last}** in the encoder LCD to move to the center point of the previous frame.

Step 8: Visually verify if the center point of the new frame is accurate. If it is, press **{Last}** again to move to the previous frame in the scroll. If not, follow the calibration procedure again.

Step 9: Repeat steps 4-8 until you have calibrated all of the frames

Copying color palettes to new fixtures(channels)

You must do the same procedure (below) for EVERY color palette!

[c#] [Thru] [c#] [Enter] where *c#* is the channel of the fixtures using the color palettes

[Color Palette] [a#][Enter] where *a#* is the color palette

[c#] [at] [Full] [Enter] where *c#* is the channel of the fixtures you are copying the color palettes to.

[Recall From] [c#][Enter] where *c#* is ONE of the channels of the fixtures using the color palettes

[Update] [Color Palette] [a#][Enter] where *a#* is the color palette

Merge scroller color palettes into NEW file:

1. Create a new show
2. In patch: Select the new show's scroller channels and at least one of the scroller channels from the old show. Set their type to your brand of scroller.

[Patch] 49 [Thru] 56 [+] 38 [Enter] (*38 is the old show channel*)
{Type} {Manfctr}

3. Merge in the color palettes from the old show (*Through CIA*)
4. Open color palette list

[color palette][color palette]

5. Select beginning color palette thru ending color palette

[color palette] 1 [thru] 16 [Enter]

6. Enter edit mode- **{edit}** softkey
7. Select old show's scroller channel [copy to] new channel x [thru] y

38 [Copy To] 49 [Thru] 56 [Enter]

8. Set old show's scroller channel to the correct type (*Probably "Dimmer"*)

Creating Focus Palettes

Step 1: Focus each fixture to someone standing on the focus point.

Step 2: Record the focus point:

[Record] [Focus Palette] [#] [Label] <Text> [Enter] where # palette number & Text is the palette name.

Step 2: Repeat for the next focus point.

Creating Color Palettes (using our color scrollers)

Step 1: Perform “Copying color palettes to new fixtures(channels)” See above!

Step 2: Perform “Calibrating our Scrollers” See above!

Step 3: Bring all scroller fixtures up.

Step 4: Go to frame 1 (in our case it is the clear-open gel) on all fixtures.

Step 5: Record this into a color palette:

[Record] [Color Palette] [#] [Label] <Text> [Enter] where # palette number & Text is the palette name.

Step 2: Repeat for the next color frame in the scroller

Selecting channels from the keypad

The keypad defaults to selecting channels, therefore no channel key is provided. Channels may be selected on the control keypad using the **[+]** and/or **[-]** and **[Thru]** keys for consecutive or non-consecutive channel selection. The following examples illustrate various methods of selecting channels from the control keypad:

[5] [Enter] - selects channel 5.

[5] [+] [7] [Enter] - selects non-consecutive channels 5 and 7.

[5] [Thru] [9] [Enter] - selects channels 5 through 9.

[2] [Thru] [8] [-] [5] [Enter] - selects a range of channels 2 through 8, except channel 5.

[-] [6] [Enter] - removes channel 6 from the current selection list.

[+] [1] [Enter] - adds channel 1 to the current list of channels.

[Sneak] [Enter] - when no channels are selected, restores all channels with manual values to their background state.

Recording Groups

[Goto Cue] [Out] This is an important step!

[1] [thru] [5] [Record] [Group] [7] [Enter] - records only channels 1 - 5 to group 7.

Selecting & Recalling Groups

Groups may be recalled from the control keypad or the direct selects. To select a group:

[Group] [1] [Enter] - selects all channels in Group 1

[Group] [1] [at] [5] <0> [Enter] - selects Group 1 and places all channels within at 50%

Setting Intensity

Channel intensity may be manually entered from the keypad, set with an intensity palette (if programmed) or set with the level wheel. Pressing **[At]** after channel selection assumes an intensity value will be added to the selected channels. You may also use the **[Full]** button to bring the selected channels to their full intensity or you may use the **[Out]** button to fade the intensity out. The following examples illustrate the various methods of setting intensity:

[1] [+] [3] [At] [5] <0> [Enter] - selects channels 1 and 3, and sets an intensity level of 50%.

[1] [Thru] [5] [-] [4] [Full] [Enter] - selects a range of channels 1 through 5, except channel 4, and sets the intensity to full.

[1] [Thru] [8] [At] [+] [3] [Enter] - adds 30% to all intensities in the channel selection. If they were at 50, they will now be at 80. If channels 1, 3 and 5, were at 30 and 4 was at 50, they would be 60% and 80% intensity, respectively.

[5] [Thru] [8] [At] [/] [3] [Enter] - scales the intensities of the selected channels in the list down 30% of their current values.

[2] [+] [5] [level wheel] - roll the wheel up for greater intensity or down for less intensity.

[Group] [9] [Out] - selects all channels in Group 9 and sets the intensity values for those channels to zero.

[1] [0] [At] [At] - selects channel 10 and sets an intensity level of full.

Recording a Cue

When the **[Record]** button is pressed the keypad defaults to cue mode; use of the **[Cue]** button is optional. The following are representative examples of recording cues in Live. Once the cue record has been specified, cue attributes such as timing can be combined and entered in any order you wish.

[Record] <Cue> [5] [Enter] - records all parameters of any channels with non-default data into the specified cue number 5.

[Record] <Cue> [5] [Label] [name] [Enter] - records the specified cue and provides an alphanumeric label.

Editing Cues (track values)

Make any adjustments to the cue you are in, then:

[Record] [Enter] - *records all parameters in cue and tracks them to the next cue(s).*

Editing Cues (DO NOT track values)

Make any adjustments to the cue you are in, then:

[Record] [Q Only] [Enter] - *records all parameters to current cue only.*

Setting Cue Level Timing when recording cue.

Unless you specify otherwise, Eos assigns default fade times to any cue you record. Default timing is designated in Setup. Cue level timing can be applied when a cue is recorded or can be added or modified later.

[Record] <Cue> [5] [Time] [9] [Enter] - *puts a time of 9 seconds on all parameter timing categories.*

Adjusting Cue Level Timing once the cue is already written.

You must be in the cue for this to work.

[Time] [3] [Enter] - *puts a time of 3 seconds on all parameter timing categories of the current cue only.*

Saving the Current Show File

To save the current show data, navigate within the browser to: **File>Save>** and press **[Select]**. The Show File Archive is the default storage location for show files when they are saved. The new time stamp located beneath the show file name on the CIA indicates that the show file has been saved. All previous saves are stored in the Show File Archive with the time stamp following the file name.

Using Quick Save

To save the current show data to the hard drive without having to navigate to the browser, hold down **[Update]** and press **[Select]**.