

Hardware Setup – S3 (Hardware Setup)

First, let's set the proper console personality.
S3 (Hardware Setup) S12 (Console) Console Personality - Palette Classic US is the suggested default.



Note: With all personalities, Shift and any action button (like Record) will give you the Windows User Interface option for those who want a dialogue box solution. Other important settings are... Level Entry Mode, Update when leaving Blind and Record Includes Subs. Check and set these for your preference method.

Show Options – S2 (Show Options)

To make sure the console responds as expected, **S2**



In S9 (General), disable Tracking with **Cue Only Mode** checked. In S10 (Cue List) For GeniusPro (Expression) style, disable **Goto Cue On Record** and **Release Fixtures on Record**. For LightPalette (500 Series, Obsession) style, enable these two options.

Channel Control

The console defaults to channel mode. Start by setting channel 1 to 100%. **1 FULL**: Channel 1 to Full. You can also select the channel with a mouse or via a touchscreen. Just click on the channel and roll the wheel.
2 @ 5 ENTER: Channel 2 at 50%. The ENTER key finishes most commands. (If Level Entry Mode is *Use Enter Key*)
3 THRU 7 @ 75 ENTER: The THRU key allows you to select ranges of channels. You can also use + or - to add or minus out channels.

Note: The wheel will increase or decrease selected channels intensities as well as UP% and DOWN%.

Cue Recording

To store the look you want, record it as a cue. **RECORD 1 ENTER**. This command stores the entire lighting state as a cue to be played back in the default time of 3. The Record action defaults to recording cues. Just repeat the process of assigning levels to channels (see Channel Control above) and record to any cue number from .001 to 99999.999. **Record [Live+Sub] (Cue 1)**

Note: [Live+Sub]: [Record Type including levels from Submasters]
 See Show Options and Hardware Setup for settings.

Undo / Release (Palette V1 – silver desks – this button is REL)

With channels adjusted, **UNDO ENTER** will return the selected channels to the previous level. **UNDO UNDO** will release the selected channels to the previous state. UNDO again will release the remaining changed values.

CLEAR will unselect channels. **SHIFT UNDO** will redo the undo. **UNDO RECORD, UNDO UPDATE** and **UNDO DELETE** all work too.

Cue Editing

Edit the channel's levels. **UPDATE ENTER** will update the current cue. **Update [Live-Sub] (Cue 1)**

Note: Update Live-Subs will update the live data to the current cue without adding levels from subs. If [Delta] is present then it will only update deltaed or changed values. Look for the triangle.

Time (for Palette V1 – silver desks use S10 for Time, Shift 2,4,6,8 to move)

To change the time of cue 1, **CUE TIME 5 ENTER**. This changes time of the current cue. You can also use the blue box in your cue list just by moving it around and pressing **EDIT**. Just use your mouse or SHIFT 1,2,3,5 for the arrow keys or external keyboard. To change time on another cue, **CUE # TIME # ENTER**.

Note: Notice the additional green softkeys that allow you to change other time elements for that cue. Press S1 thru S12 for standard softkeys, use Alt S1-S12 for the Green keys. Silver Palettes use the M keys for the Green softkeys.

Text

Move the blue box to the label column for the cue that you want to label. Press **EDIT** and enter your label. Command Line: **CUE S12 (LABEL) ACT 1 ENTER** or double click the label cell for the appropriate cue with a mouse to Edit.

Groups

Groups allow you to store multiple channels at different levels into a single item. Set the channel's levels (see Channel Control), then **RECORD GROUP 1 ENTER**.

Record [Delta-Sub] (Group 1)

To recall the group just type **GROUP 1 FULL** and that will apply the group's levels to the stage.

Note: You can also set the group to a level other than full. Try it.

Submasters (Looks)

Subs allow you to put multiple channels at different levels on a slider for manual control. The submaster is the handle. The content is stored as a Look. Set the channel's levels (see Channel Control), then **RECORD LOOK 1 ENTER**. This stores, by default, a snapshot of the entire lighting state as a look to be played back by a sub's level.

Record [Live-Sub] (Look 1)

Output Control

Dimmer control can be done with the Output softkey. **S6 (Output) 1 FULL ENTER** will place dimmer 1 at full. **S6 (Output) RELEASE ENTER** will release all captured dimmers. Note that you can activate ranges of dimmers using the **THRU** key. You can also see any Output's level in **PATCH S11 (Patch By Output)**.

Effects – Quick Effects

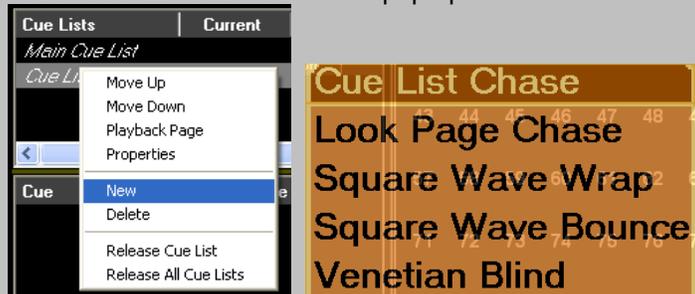
This effects engine allows you to program dynamic effects very quickly. Select the channels that you want to chase. **1 THRU 10 ENTER**. Now select **S10(Effects) New Intensity Effect**. You can now pick from a long list of effects. As a sample, let's pick *Square Wave Wrap*. It's a standard chase that "wraps" around the selected channels in order of selection. S1 thru S4 displays just a few of the effect's parameters. Press the softkey or click to change.

Rate 100%	Scale 100%	[Start] Span [0°] 0°	xTimes 1x
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Rate: Will change the speed of the effect.
Scale: will squish the high and low values together.
xTimes: Will divide 1 thru 10 into multiple chunks of channels. Pressing **S10** will take you to the next effects' parameter page. Page thru until the DURATION parameter is displayed on **S1**. If you want the effect to track, leave it at the default setting of *Continuous*. If you want the effect to stop running when you advance to the next cue, change DURATION to *Active Cue*. Now the effect will fade when you advance to the next cue. Once all parameters are set to your liking, **RECORD CUE # ENTER** or **RECORD ENTER** to store the next whole cue number. You can also **UPDATE ENTER** to add the effect to the current cue.

Effects – Standard Effects

Programming step effects is done thru a separate cue list.
 1. Create the new Cue List by selecting the current cue list, right click and select *New*. You can change the name of the cue list by going into *Properties*.
 2. Then create each step by setting levels and recording cues. Cue 1 will be step 1, cue 2 will be step 2 and so on.
 3. After you have the cues written, go back to the *Main Cue List* by selecting it.
 4. Select the channels that you want to chase.
 5. Select **S10 (Effects)** Select *New Intensity Effect*. Select *Cue List Chase* from the pop up list.



Now you can modify the effect parameters by paging thru **S10 (Effect)**. Set them as you want and Record a new cue or Update a current one.

Dimmer Check

S6 (Output) 1 S4 (Highlight) ENTER NEXT/PREV will take you thru a dimmer check. When done, press any key to release the dimmer.



Channel / Fixture Check

SHIFT TOOL or **S7 (Choose Tool) S8 (Highlight)**. Note: Tool Selected: Highlight shows up in the status window. **1 TOOL NEXT/PREV**. When done just Release.

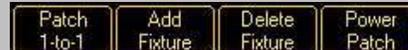


Channel / Fixture Parking

1 ALT S8 (Park) ENTER will park channel one at its current level. Now the channel is being held and programming can continue without affecting the parked level. **1 SHIFT ALT S8 (Unpark) ENTER** will unpark.

Patch – Example below is in the Patch by Chan/Fixture display order.

Patch allows you to change dimmer assignment to the associated channels. The default patch is a 1 to 1 patch for the first 10 channels. Patching can be accomplished by going into the Patch display. Let's add channels 101 thru 200 with a 1 to 1 patch. **101 THRU 200 @ 101 ENTER Patch Fixture 101 thru 200 to Output 101**
 Note: There is also a Patch 1 to 1 Wizard for a dialogue box solution as well as a Power Patch Wizard.



You can also move the blue box and use EDIT. Additionally you can go into *S11 (Patch By Output)* And patch items with the Output number first. Note: Notice the softkeys that allow you to Add and Delete Fixtures. To start a clean show, delete all channels and only patch what you need.

Follow Cues (AutoFollows), Links and Loops

Programming an autofollow cue in Command Line is as easy as typing **CUE 1 S2 (Follow) 3 ENTER**



This means that the cue after cue 1 will automatically run after 3 seconds from pressing GO for Cue 1. You can also setup Follow Cues from a dialogue box. Just double click on the *Action* column's cell for the appropriate cue or have the blue box there and press **Edit**.



Note: Any softkey with a plus in the corner has a Shift version of that key. Just press **SHIFT** to see the new command. Links and Loops are just as easy as following the softkeys after pressing...

CUE 1 S3 (Link To) Shift S3 (Num Loops) 5 ENTER



Note: This is showing the Shifted version of the softkeys.