Marking on a Part

{Mark} is an instruction that automates the process of presetting moving lights to their required state in a cue, prior to fading intensity up. This allows your moving lights to unobtrusively perform non-intensity parameter transitions in an inactive (darkened) state.

An important piece of information to know is If you do not apply separate mark timing to the marked channels in the marked cue, the lights will use the time of that cue.

For example:

In Cue 1 you have a top light cover with Scrollers on. A snap (Time 0) blackout in Cue 2 and then in Cue 3 the top light cover returns but in a different color.

To mark the Scrollers for Cue 3 you would apply a mark flag on Cue 2 referencing to Cue 3.

- [Go To Cue] [3]
- [Select channels] {Mark} [Cue] [2] [Enter]
- [Update] [Enter]

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This would mark cue 2 to perform any non-intensity moves stored in cue 3 and will mark them at a time of 0, the same time applied in the the marking cue.

Now there a couple of different ways to apply different times to your marking. You may ask why you would want to do this. Well if we use my example again; whilst the programming is sound, the noise of the scrollers flying from one end of the scroll to the other in 0 seconds is not very ascetically pleasing in smaller venues or quiet parts of the show.

First method:



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This method works perfectly well but only because there are no other fixtures using a color time in the cue. If there were and wanted our scrollers to mark at a different time we could do this:

- [Go To Cue] [3]
- [Select channels] {Color} [Time] [8] {Mark} [Enter]
- [Update] [Enter]

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This adds a discrete time to the marked lights. Notice the cross in the top right hand corner of the color timing box. This shows that there are discrete timings applied to channels within that cue.

The second example brings me to the title of this article. Whilst discrete timing works very well, I have become a great fan, surprising I'm sure, my secondary maths teachers, of the saying "Show your workings". The discrete timing function is brilliant for quickly putting a separate time for individual attributes or whole channels in both stand alone cue timing and marking, but a problem you may find as a programmer is when having to refer back to those times quickly when you have used them for mark purposes.

The keyword here is quickly as it is worth noting that to see these discrete times in a stand alone cueing sequence with no marking you can just press and hold **[Time]**.



When used to change the time of a mark, things become a little more cumbersome. A scenario you may find yourself in is when a designer quickly asks how long its taking for that scroller to mark, whilst currently running the marking cue. You have to remember to go into blind select the Reference Cue, not the Mark Cue, and then press and hold **[Time]**.

Using a part cue allows you to see and change the marking speed quickly and easily as the mark will take the time of that part as it's marking time.

- [Select channels] {Mark} [Cue] [2] [Part] [20][Enter]
- [Update] [Enter]

• [Cue] [2] [Part] [20] [Time] [8] [Enter]

Now when your designer asks how long that fixture is taking to mark you can look to the part and quickly tell him exactly how long Focus, Color and Beam are taking to move.

You may find it useful to always keep your Marks on a designated Part. You have the option of placing a mark on any part up to and including the designated amount on ETC Eos/Ion desks of 20 parts.