Common Effects (Chases) and How to Program Them

Eos provides for three types of Effects (Chases);

STEP - These are **chases** with an <u>ON/OFF</u> behavior. The On value determines what the associated channel should do when the step is active and the Off value when the step is not active. The default parameter is intensity. *Don't confuse the ON/OFF as meaning intensities are on or off! Intensities can ramp up and down according to the timing parameters in the matrix.*

ABSOLUTE – Chases which are <u>PROGRESSIVE</u>. You determine exactly the behavior you want.
With absolute effects, you always need to specify a channel range.

RELATIVE - <u>Math</u> routines provide a continuous <u>OFFSET</u> from a current parameter value. There are three type of Relative Effect; Focus, Linear and Color.

Creating a Step Effect (Chase)

<u>Create</u> a simple chase that will turn CHs 1 thru 5 on and off in turn;

- **[Effect] [Effect]** *to bring up Effects List.*
- **[Effect] [1][Enter]** *to go to effect 1.*
- Click the "**Type**" box, lower right panel then the "**StepBased**" entry in the left most column.
- Click **{step} [1] [Thru] [5] [Enter] [Enter]** to create 5 steps. *Nb { } are softkeys*
- In the Channel's column use **[1] [Enter]**. Repeat 2 – 5 for the other steps.
- Click in the "Param" column and choose "**Intense**" for each step.
- Adjust timings for your show;

Step Time; Time from triggering this step to triggering the next step
In Time; Length taken to fade to on state
Dwell Time; Time it remains on
Decay Time; Time taken to fade
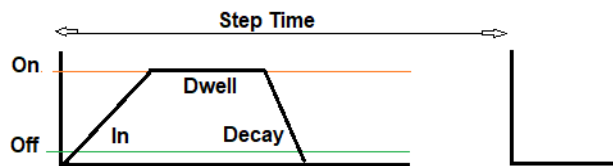
Play; **[Live] [RecallFrom] [Effect] [1] [Enter]**
Nb; *[Effect][1][Enter] in Live, just selects the effect for editing when it's running.*

Stop; **[Live] {Fader Control} {Stop Effect} [Enter]**

Insert Chase In a Cue
Play the cue (above) then **[Record] [Cue] [#] [Enter] [Enter]**
The chase will start when you enter the cue and stop on exit. A block to stop any previous activity might be useful.