

## Eos Show File Printout

Show Name: Augment3d Concert  
Print Time: 2020-04-06 16:50:49  
Last Save: 2020-04-06 15:56:19  
File Created: 2020-04-06 14:56:18  
Eos Version: Version 3.0.0 Build 307 Beta

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### Show Channels

(Channels used by a cue, sub, preset, palette or effect in the selected print range)

None

### Channels Used in Cues that Never Move Above Zero

None

### Unused Patched Channels

1>4 11>18 21>28 31>46

### Fixture Personalities

Manufacturer	Fixture Type	
ETC Fixtures	ColorSource PAR RGB	x 16
Generic	Dimmer	x 4
High End Systems	SolaFrame 750	x 16

Total Patched: 36

### Fixture Patch

Chan	Address	Fixture Type	Label	Keywords
1		Dimmer		
2		Dimmer		
3		Dimmer		
4		Dimmer		
11		ColorSource PAR RGB		
12		ColorSource PAR RGB		
13		ColorSource PAR RGB		
14		ColorSource PAR RGB		

15	ColorSource PAR RGB
16	ColorSource PAR RGB
17	ColorSource PAR RGB
18	ColorSource PAR RGB
21	ColorSource PAR RGB
22	ColorSource PAR RGB
23	ColorSource PAR RGB
24	ColorSource PAR RGB
25	ColorSource PAR RGB
26	ColorSource PAR RGB
27	ColorSource PAR RGB
28	ColorSource PAR RGB
31	SolaFrame 750
32	SolaFrame 750
33	SolaFrame 750
34	SolaFrame 750
35	SolaFrame 750
36	SolaFrame 750
37	SolaFrame 750
38	SolaFrame 750
39	SolaFrame 750
40	SolaFrame 750
41	SolaFrame 750

42	SolaFrame 750
43	SolaFrame 750
44	SolaFrame 750
45	SolaFrame 750
46	SolaFrame 750

DmxPatch

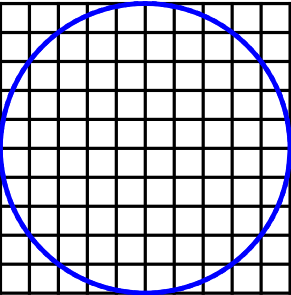
Address  
Chan  
Proportion

Effects

Effect 901	Circle
Effect 902	Square
Effect 903	Figure 8
Effect 904	Can Can
Effect 905	Triangle
Effect 906	Spiral
Effect 907	Reverse Sqr
Effect 908	Reverse Circle
Effect 909	Ballyhoo
Effect 910	Color Smooth
Effect 911	Color Fade Linear
Effect 912	Color Step
Effect 913	Bump Color
Effect 914	Hue-Sat Fade
Effect 915	Ramp
Effect 916	Inverted Ramp
Effect 917	Rainbow RGB
Effect 918	Rainbow CMY

Effect 901 Circle

Focus



Infinite Duration

Grouping: Spread

Trail: Even

Entry: Cue0 Immediate Fade by Size

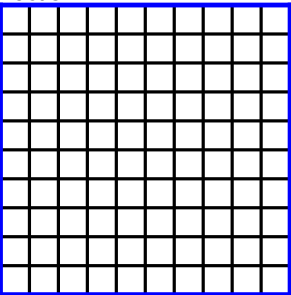
Exit: Cue0 Fade by Size

Scale: 25

Parameters: Pan Tilt

Effect 902 Square

Focus



Infinite Duration

Grouping: Spread

Trail: Even

Entry: Cue0 Immediate Fade by Size

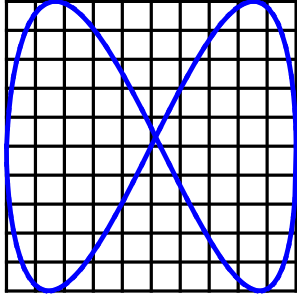
Exit: Cue0 Fade by Size

Scale: 25

Parameters: Pan Tilt

### Effect 903 Figure 8

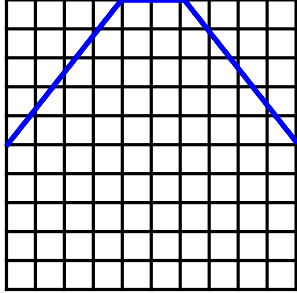
Focus



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Pan Tilt

### Effect 904 Can Can

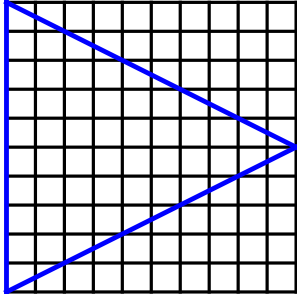
Linear



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Tilt

### Effect 905 Triangle

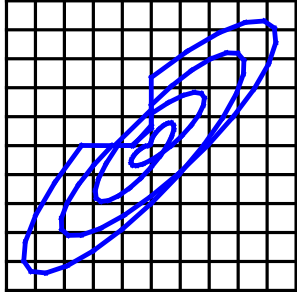
Focus



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Pan Tilt

### Effect 906 Spiral

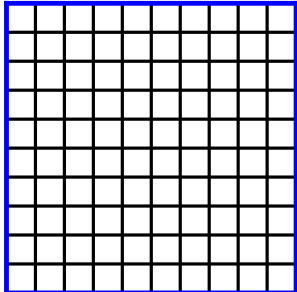
Focus



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Pan Tilt

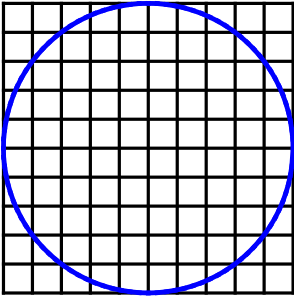
### Effect 907 Reverse Sqr

Focus



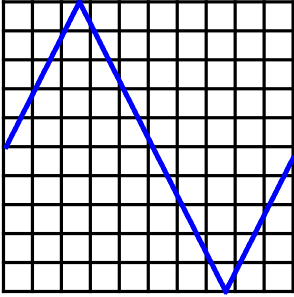
Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Pan Tilt

**Effect 908** Reverse Circle  
Focus



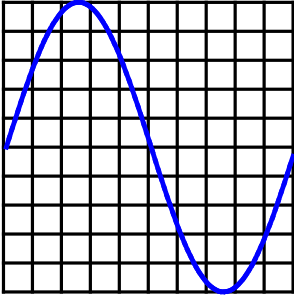
Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Pan Tilt

**Effect 909** Ballyhoo  
Linear



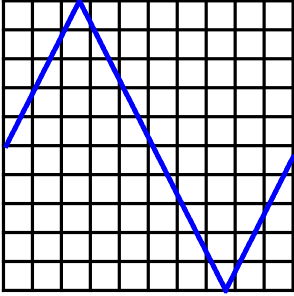
Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Pan

**Effect 910** Color Smooth  
Linear



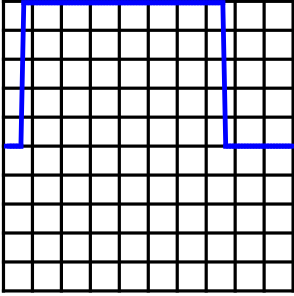
Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Cyan Magenta Yellow Red Green Blue

**Effect 911** Color Fade Linear  
Linear



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Cyan Magenta Yellow Red Green Blue

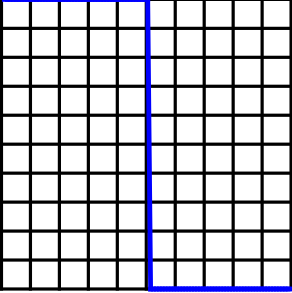
**Effect 912** Color Step  
Linear



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Cyan Magenta Yellow Red Green Blue

**Effect 913** Bump Color

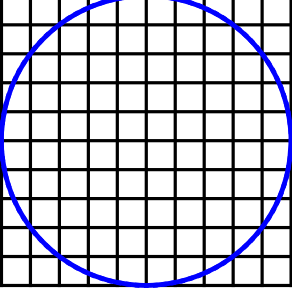
Linear



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Cyan Magenta Yellow Red Green Blue

**Effect 914** Hue-Sat Fade

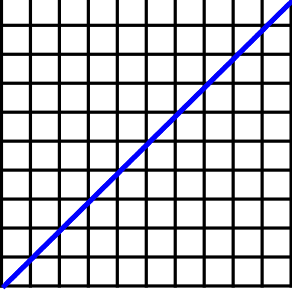
Color



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Hue Saturatn

**Effect 915** Ramp

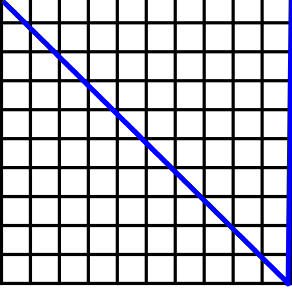
Linear



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Intens

**Effect 916** Inverted Ramp

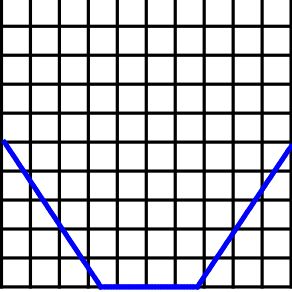
Linear



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 25  
Parameters: Intens

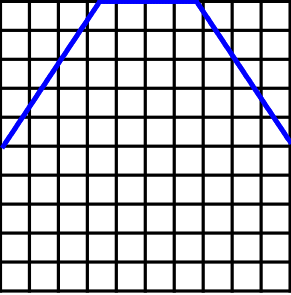
**Effect 917** Rainbow RGB

Linear



Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 100  
Parameters: Red Green Blue

Effect 918 Rainbow CMY  
Linear

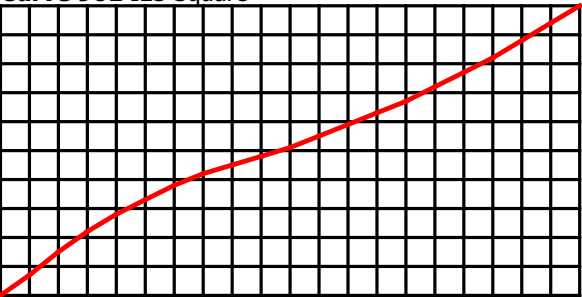


Infinite Duration  
Grouping: Spread  
Trail: Even  
Entry: Cue0 Immediate Fade by Size  
Exit: Cue0 Fade by Size  
Scale: 100  
Parameters: Cyan Magenta Yellow

Curves

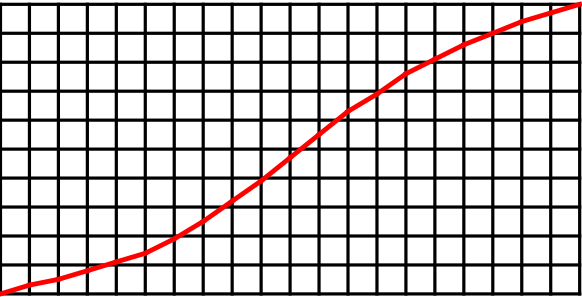
- Curve 901 IES Square
- Curve 902 Slow Bottom
- Curve 903 Fast Bottom
- Curve 904 Fast Top
- Curve 905 Full At 1%
- Curve 906 Out At 100%
- Curve 907 Preheat At 5%
- Curve 908 Preheat At 10%
- Curve 909 Hot Patch
- Curve 910 Inverted
- Curve 911 Incandescent

Curve 901 IES Square



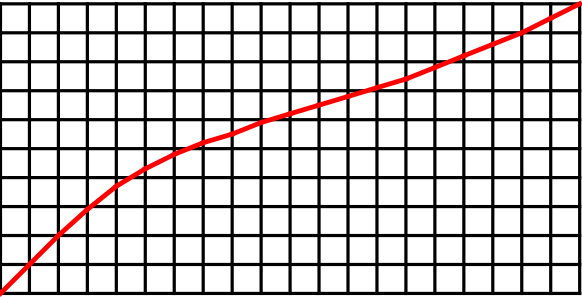
Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100  
Output: 0 7 15 22 28 33 38 42 45 48 51 55 59 63 67 72 77 82 88 94 100

Curve 902 Slow Bottom



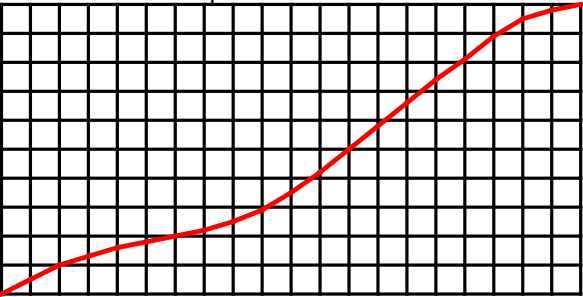
Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100  
Output: 0 3 5 8 11 14 19 25 32 39 47 55 63 69 76 81 86 90 94 97 100

Curve 903 Fast Bottom



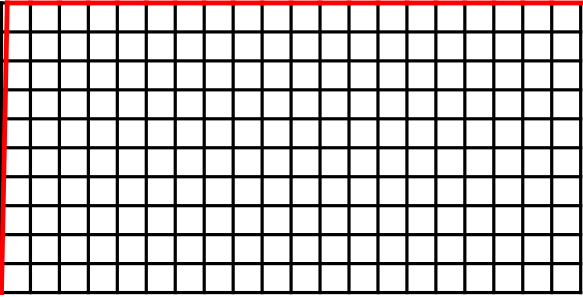
Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100  
Output: 0 10 20 29 37 43 48 52 55 59 62 65 68 71 74 78 82 86 90 95 100

**Curve 904** Fast Top



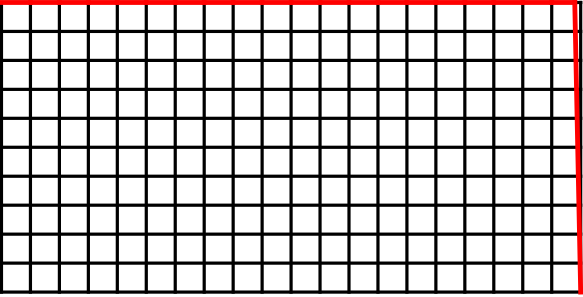
Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100  
Output: 0 5 10 13 16 18 20 22 25 29 35 42 50 58 66 74 81 89 95 98 100

**Curve 905** Full At 1%



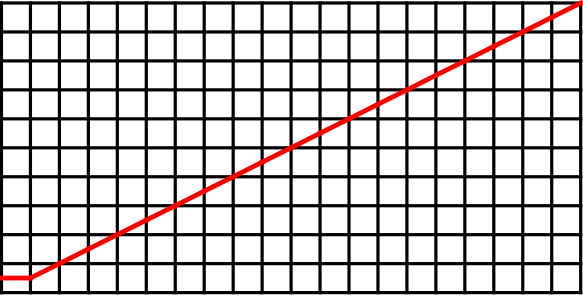
Input: 0 1 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75  
Output: 0 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100  
  
Input: 80 85 90 95 100  
Output: 100 100 100 100 100

**Curve 906** Out At 100%



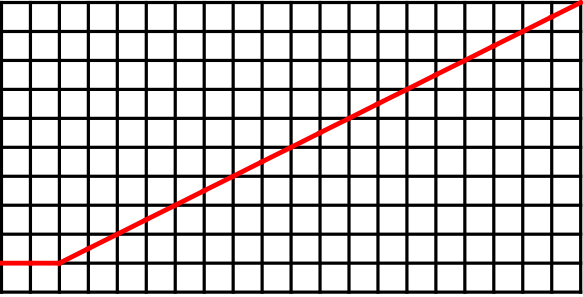
Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80  
Output: 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100  
  
Input: 85 90 95 99 100  
Output: 100 100 100 100 0

**Curve 907** Preheat At 5%



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100  
Output: 5 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

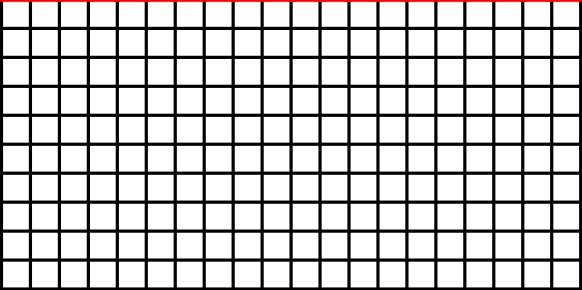
**Curve 908** Preheat At 10%



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100  
Output: 10 10 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100



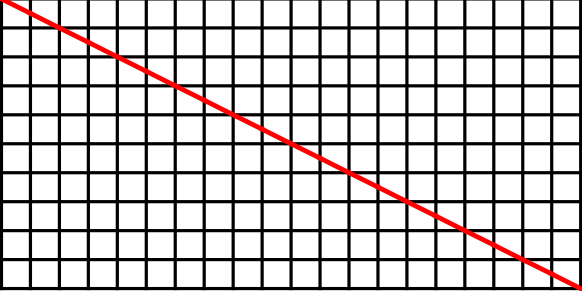
Curve 909 Hot Patch



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80  
Output: 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100

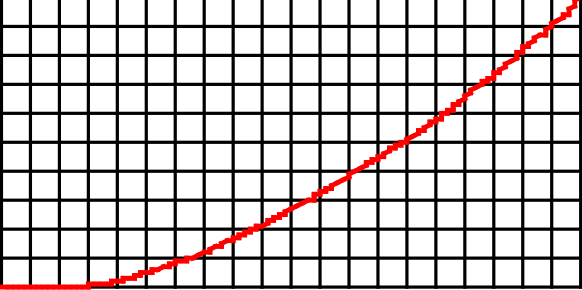
Input: 85 90 95 100  
Output: 100 100 100 100

Curve 910 Inverted



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100  
Output: 100 95 90 85 80 75 70 65 60 55 50 45 40 35 30 25 20 15 10 5 0

Curve 911 Incandescent



Input: 0 0 0 1 1 1 2 2 3 3 3 4 4 5 5 5 6 6 7 7 7 8 8 9 9 9 10 10  
Output: 0

Input: 10 11 11 12 12 12 13 13 14 14 14 15 15 16 16 16 17 17 18 18 18 19 19  
Output: 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 2

Input: 20 20 20 21 21 21 22 22 23 23 23 24 24 25 25 25 26 26 27 27 27 28 28  
Output: 2 2 2 2 3 3 3 3 3 4 4 4 5 5 5 5 6 6 6 6 6 7 7

Input: 29 29 29 30 30 30 31 31 32 32 32 33 33 34 34 34 35 35 36 36 36 37 37  
Output: 7 7 8 8 8 9 9 9 9 10 10 10 10 11 11 11 12 12 12 13 13 14 14

Input: 38 38 38 39 39 40 40 40 41 41 41 42 42 43 43 43 44 44 45 45 45 46 46  
Output: 14 15 15 16 16 16 16 17 17 18 18 18 19 19 20 20 20 21 21 21 21 22 23

Input: 47 47 47 48 48 49 49 49 50 50 50 51 51 52 52 52 53 53 54 54 54 55 55  
Output: 23 23 24 24 25 25 25 26 27 27 27 28 28 29 29 29 30 30 30 31 32 32 33

Input: 56 56 56 57 57 58 58 58 59 59 60 60 60 61 61 61 62 62 63 63 63 64 64  
Output: 33 34 34 34 35 36 36 36 37 37 38 38 39 40 40 40 41 41 42 42 43 43 44

Input: 65 65 65 66 66 67 67 67 68 68 69 69 69 70 70 70 71 71 72 72 72 73 73  
Output: 44 45 45 45 46 47 47 48 48 49 49 50 50 50 51 51 52 52 53 54 54 54 55

Input: 74 74 74 75 75 76 76 76 77 77 78 78 78 79 79 80 80 80 81 81 81 82 82  
Output: 56 56 57 57 58 58 59 60 60 61 61 62 63 63 64 65 65 66 67 67 68 69 69

Input: 83 83 83 84 84 85 85 85 86 86 87 87 87 88 88 89 89 89 90 90 90 91 91  
Output: 70 70 71 71 72 72 74 74 74 75 76 76 77 78 78 79 80 81 81 82 83 83 84

Input: 92 92 92 93 93 94 94 94 95 95 96 96 96 97 97 98 98 98 99 99 100  
Output: 85 86 86 87 87 87 88 89 90 91 92 92 92 93 94 94 96 96 97 99 100

Color Path

CP	Label	Type
1:	Native	Native
2:	GEL	Gel
3:	SAT ADJUST	Sat Adjust
4:	CIE XYZ	CIE xyY
5:	RGB	RGB
6:	CMY	CMY
7:	HS	Hue/Sat
8:	AUTO DIM	Auto Dim

Utilization Report

- Intensity Palettes
- Focus Palettes
- Color Palettes
- Beam Palettes
- Presets
- Effects
- Channels
- Patched channels not referenced by any cue
- Cues with Dark Moves

Intensity Palettes

Focus Palettes

Color Palettes

Beam Palettes

Presets

Effects

Effect 901	Circle
Effect 902	Square
Effect 903	Figure 8
Effect 904	Can Can
Effect 905	Triangle
Effect 906	Spiral
Effect 907	Reverse Sqr
Effect 908	Reverse Circle
Effect 909	Ballyhoo
Effect 910	Color Smooth
Effect 911	Color Fade Linear
Effect 912	Color Step
Effect 913	Bump Color
Effect 914	Hue-Sat Fade
Effect 915	Ramp
Effect 916	Inverted Ramp
Effect 917	Rainbow RGB
Effect 918	Rainbow CMY

**Effect 901** Circle  
Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
    None  
Subs referencing this effect  
    None  
Channels referenced by cues  
    None  
Channels referenced by submasters  
    None  
Channels not referenced by any cue or submaster  
    None

**Effect 902** Square  
Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
    None  
Subs referencing this effect  
    None  
Channels referenced by cues  
    None  
Channels referenced by submasters

None  
Channels not referenced by any cue or submaster  
None

**Effect 903** Figure 8

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 904** Can Can

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 905** Triangle

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 906** Spiral

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 907** Reverse Sqr

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues

None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 908** Reverse Circle

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 909** Ballyhoo

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 910** Color Smooth

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 911** Color Fade Linear

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 912** Color Step

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect

None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 913** Bump Color

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 914** Hue-Sat Fade

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 915** Ramp

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 916** Inverted Ramp

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 917** Rainbow RGB

Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect

None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

**Effect 918** Rainbow CMY  
Number of cues using this effect: 0  
Number of submasters using this effect: 0  
Cues referencing this effect  
None  
Subs referencing this effect  
None  
Channels referenced by cues  
None  
Channels referenced by submasters  
None  
Channels not referenced by any cue or submaster  
None

## Channels

Channel 1  
Channel 2  
Channel 3  
Channel 4  
Channel 11  
Channel 12  
Channel 13  
Channel 14  
Channel 15  
Channel 16  
Channel 17  
Channel 18  
Channel 21  
Channel 22  
Channel 23  
Channel 24  
Channel 25  
Channel 26  
Channel 27  
Channel 28  
Channel 31  
Channel 32  
Channel 33  
Channel 34  
Channel 35  
Channel 36  
Channel 37  
Channel 38  
Channel 39  
Channel 40  
Channel 41  
Channel 42  
Channel 43  
Channel 44  
Channel 45  
Channel 46

**Channel 1**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 2**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 3**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 4**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 11**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 12**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 13**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 14**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 15**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 16**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 17**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 18**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 21**

Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 22**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 23**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 24**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 25**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 26**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 27**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 28**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 31**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 32**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 33**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 34**  
Maximum intensity: 0  
Number of moves: 0



Cues with moves  
None

**Channel 35**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 36**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 37**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 38**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 39**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 40**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 41**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 42**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 43**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 44**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

**Channel 45**  
Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

Channel 46

Maximum intensity: 0  
Number of moves: 0  
Cues with moves  
None

Patched channels not referenced by any cue

1>4 11>18 21>28 31>46

Cues with Dark Moves

Partitions

Partition	Label	Channels
0:		No Channels
901:		All Channels
902:		Single Parameter Channels
903:		Multiple Parameter Channels

System Settings

System

Num of Channels:	5000
Dimmer Double Offset:	20000
Create Virtual HSB:	Disabled
Display Colors In D65:	Enabled
Home Preset:	
System Startup Macro:	
System Shutdown Macro:	
Disconnect Macro:	

Cue Settings

AutoMark:	Disabled
Mark Time:	Disabled
Preheat Time:	Disabled

Cue Default Times

Cue Up Time:	5
Cue Down Time:	5
Cue Focus Time:	5
Cue Color Time:	5
Cue Beam Time:	5

Show Control

SMPTE

SMPTE Time Code Rx:	Enabled
Resync Frames:	2

MIDI

MSC	
MSC Receive:	Disabled
MSC Transmit:	Disabled
MSC Rx Device ID:	0
MSC Tx Device ID:	0
MIDI Cue List:	

Network

MIDI Rx Source ID:	1
MIDI Tx Source ID:	2

MTC

MIDI Time Code Rx:	Enabled
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Local MIDI/SMPTE

MIDI/SMPTE Rx:	Enabled
MIDI Tx:	Enabled
Time Code ID:	1
USB MIDI/SMPTE:	Disabled

### *Contacts*

Analog Input:	Enabled
Relay Output:	Enabled

### Contact Closures

In Source Id:	1
In Address 1:	1
In Address 2:	2
In Address 3:	3
In Address 4:	4

### Relay Out

Relay Out Source Id:	1
Relay Out Address:	1

### *OSC*

OSC RX:	Enabled
OSC TX:	Enabled
OSC UDP RX Port:	0
OSC UDP TX Port:	0
OSC Cue Recv String:	
OSC Cue Send String:	
OSC UDP TX IP Address:	
OSC TCP Server Ports:	
OSC USB:	Enabled

### *String UDP*

String RX:	Enabled
String TX:	Enabled
String RX Source IDs:	1
String TX Source IDs:	1
String RX Source Name:	
String TX Source Name:	
String RX Port:	0
String TX Port:	0
String TX IP Address:	
String MSC TX:	Disabled

### **Output**

#### *Local DMX Outputs*

DMX Outputs:	Enabled
Default Output Protocol:	Enabled
Output In Client Mode:	Disabled
Local Dim Dbl Offset:	20000

### **Remotes**

RFR:	Enabled
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### **Partitions**

PartitionedControl:	Disabled
Partition:	Disabled

### **Users**

User ID:	1
----------	---

## **User Settings**

### **Record Defaults**

Emergency Mark:	Latest
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### *Record Defaults*

Tracking:	Tracking Mode
RecordConfirm:	Enabled
DeleteConfirm:	Enabled
AutoPlayback:	Enabled

### *Update Defaults*

Update Mode:	Make Absolute
Break Nested:	Enabled
Last Ref:	Enabled

### **Manual Control**

#### Manual Timing

Manual Up Time:	0
Manual Down Time:	0
Manual Focus Time:	0
Manual Color Time:	0
Manual Beam Time:	0

#### Button Values

Level:	80
+%:	10
-%:	10
Live RemDim Level:	0

#### Highlight

Highlight Preset:	
Lowlight Preset:	
Highlight RemDim:	Disabled

#### Default Times

Sneak:	5
Go To Cue Time:	5
Back Time:	1
Assert Time:	5
Off Time:	5
Release Time:	5
Timing Disable Time:	0

### **Displays**

Preserve Blind Cue:	Disabled
Popup Magic Sheet:	
Popup Nav Lock:	Enabled

### **Device Settings**

#### **Config**

Visible To iRFR:	Enabled
Device Name:	Console

#### **Face Panel**

##### *Encoders*

Percent Per Rev:	35
Degrees Per Rev:	30

##### *Input Devices*

Spacebar Go:	Enabled
Use Shift As Eos Shift:	Enabled
Hide Mouse:	Disabled

#### Trackball Settings

TB XY Swap:	Disabled
TB Pan Swap:	Disabled
TB Tilt Swap:	Disabled

##### *Sounds*

Sound Enable:	Disabled
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### **Displays**

Show Reference Labels:	Enabled
Cell Editing:	Enabled

DirSel. Dbl Clk: Disabled

**PDF Settings**

Paper Orientation: Portrait  
Paper Type: Letter