

INPUT Number	PRESS AND HOLD WHAT	PRESS WHERE	RESULT	NOTE
	SET-UP	CH/ID	CHANGE SET TIME FROM RPN TO @ MODE AND SET STEP LEVEL NORMALLY 70%	IS 1 @ 45 FOR EXAMPLE
	SET-UP	TIME	CHANGE TIME SETTING FROM A to B	
	SET-UP	BROWSER	TO SET UP THE DOCKED AREAS, MOVING LIGHT, INDEPENDENT, MASTER AND BROWSER	
	TAB	→	TO THE CURRENTLY FOCUSED TAB TO THE NEXT MONITOR	
		↓	TO SPLIT THE CURRENTLY FOCUSED TAB TO THE SIDE OF ANOTHER SCREEN	PRESS AGAIN TO LAY ACROSS BOTTOM.
		↑	TO RETURN CURRENTLY FOCUSED TAB BACK TO FULL SCREEN	

RECORDING

		RECORD	RECORDS THE LIVE OUTPUT OF THE DESK	
X	RECORD	A	New Preset Recorded excluding all masters with next available number	
	RECORD	A	New Preset Recorded excluding all masters with specified number	
X	RECORD	Attrib	Record ALL Attributes of selected channels to current Preset	
	RECORD	Attrib	Record ALL Attributes of selected channels to specified Preset	
X	CH/ID	RECORD	Records the selected channels only to a new preset.	
	CH/ID	RECORD	Records the selected channels only to a specified preset.	Used to add a channel to an existing preset as well.
X	RECORD	GROUP	New Group created from selected channels with next available number.	
	RECORD	GROUP	New Group created from selected channels with specified number.	
X	RECORD	FOCUS	New Focus Palette created from selected channels with next available number.	
	RECORD	FOCUS	New Focus Palette created from selected channels with specified number.	
X	RECORD	COLOUR	New Colour Palette created from selected channels with next available number.	
	RECORD	COLOUR	New Colour Palette created from selected channels with specified number.	
X	RECORD	BEAM	New Beam palette created from selected channels with next available number.	
	RECORD	BEAM	New Beam Palette created from selected channels with specified number.	
X	RECORD	PALETTE	New All Palette created from selected channels with next available number.	
	RECORD	PALETTE	New All Palette created from selected channels with specified number.	
X	RECORD	Assign Key	New Preset created from selected channels with next available number above 801	If any channels are selected
	RECORD	Assign Key	New Preset created from selected channels with specified number.	If any channels are selected
X	RECORD	Assign Key	New Preset created from A output with next available number above 801	If NO channels are selected
	RECORD	Assign Key	New Preset created from A output with specified number.	If NO channels are selected

INPUT Number	PRESS AND HOLD WHAT	PRESS WHERE	RESULT	NOTE
<u>SETTING TIMES</u>				
	TIME	A	CHANGE TIME SETTING FROM TO A	
	TIME	B	CHANGE TIME SETTING FROM TO B	
X	MODIFY	TIME	OPENS TIME EDITOR FOR SPECIFIED STEP	
X	PRESET	ATTRIB	OPENS BLIND ATTRIBUTE EDITOR FOR SPECIFIED PRESET	USE FORMAT AND ↓↓ TO SHOW TIME AND DELAY
X	TIME	FOCUS	sets a Time to the Focus (beam movement) category	
X	DELAY	FOCUS	sets a Delay to the Focus (beam movement) category	
X	TIME	COLOUR	Sets a Time to the Colour category	
X	DELAY	COLOUR	Sets a Delay to the Colour category	
X	TIME	BEAM	Sets a Time to the Beam category	
X	DELAY	BEAM	Sets a Delay to the Beam category	
X	TIME		SETS IN AND OUT TIME THE SAME	
X	IN		SETS THE IN TIME FOR THE CUE	
X	OUT		SETS THE OUT TIME FOR THE CUE	
X	IN	DELAY	SETS THE IN DELAY FOR CUE	
X	OUT	DELAY	SETS THE OUT DELAY FOR A CUE	
X	CH/ID	TIME	sets a discrete Time to the selected channels	
X	CH/ID	TIME	sets a discrete Delay to the selected channels	
X	MODIFY	PLAYBACK	OPENS CURRENTLY LOADED SEQUENCE IN THE A/B PLAYBACK AT THE SPECIFIED PRESET	
X	C/ALT	MODIFY	TO ALTERNATE BETWEEN PERCENTAGE TIME AND ABSOLUTE TIME.	

INPUT Number	PRESS AND HOLD WHAT	PRESS WHERE	RESULT	NOTE
<u>OPENING EDITOR PAGES</u>			<u>PRESS ESC TO CLOSE A PAGE</u>	
X	MODIFY	PLAYBACK	OPENS SEQUENCE IN A/B PLAYBACK AT SPECIFIED PRESET	THEN USE NUMBER - TIME etc,etc.
	MODIFY	CHANNEL	OPENS CHANNEL LIST	
	MODIFY	OUTPUT	OPENS OUTPUT EDITOR	
	MODIFY	DEVICE	OPENS DEVICE LIST	
	MODIFY	FOCUS	OPENS LIST OF FOCUS PALETTES	
	MODIFY	COLOUR	OPENS LIST OF COLOUR PALETTES	
	MODIFY	BEAM	OPENS LIST OF BEAM PALETTES	
	MODIFY	PALETTE	OPENS LIST OF ALL PALETTES	
	MODIFY	DYNAMIC	OPENS DYNAMIC EFFECTS LIBRARY	LIVE DYNAMICS SCREEN MUST BE SHUT.
	MODIFY	GROUP	OPENS LIST OF GROUPS	
	MODIFY	MASTER	OPENS MASTER PAGE EDITOR	
	MODIFY	ASSIGN KEY	OPENS CONTENT OF SELECTED MASTER FOR EDITING	NOTE IF MASTER UP THIS IS LIVE IF MASTER DOWN THEN BLIND
		PRESET	OPENS THE LIST OF PRESETS	HERE YOU CAN EDIT IN BLIND
X	PRESET	ATTRIB	OPENS BLIND ATTRIBUTE EDITOR FOR SPECIFIED PRESET	
X	PRESET	DYNAMIC	OPENED BLIND DYNAMIC EDITOR FOR SPECIFIED PRESET	
		GROUP	OPENS THE LIST OF GROUPS FOR EDITING	HERE YOU CAN EDIT IN BLIND
		SEQUENCE	OPENS THE LIST OF SEQUENCES	HERE YOU CAN EDIT IN BLIND
X		SEQUENCE	OPENS THE SPECIFIED SEQUENCE	HERE YOU CAN EDIT IN BLIND
X	MODIFY	PLAYBACK	OPENS CURRENTLY LOADED SEQUENCE IN THE A/B PLAYBACK AT THE SPECIFIED PRESE' USED TO SET TIMES.	
		DYNAMIC	OPENS LIVE DYNAMIC EFFECTS EDITOR	

INPUT Number	PRESS AND HOLD WHAT	PRESS WHERE	RESULT	NOTE
<u>CHANNEL CONTROL</u>			<u>THERE ARE TWO MODE RPN AND @ MODE</u>	
	SET-UP	CH/ID	CHANGE SET TIME FROM RPN TO @ MODE AND SET STEP LEVEL NORMALLY 70% ***** LEVEL ENTRY IS DOUBLE DIGIT ***** I.E 40% OR 42%	IS 1 @ 45 FOR EXAMPLE
	C/ALT	CH/ID	CLEAR A/B OUTPUT	
	C/ALT	LIVE	CLEAR A/B OUTPUT	PRESS A SECOND TIME TO CLEAR ALL
	C/ALT	HOME ATTRIB	HOMES ALL PATCHED DEVICES AND STOPS ALL DYNAMICS	PRESS A SECOND TIME TO BLACKOUT AS WELL
	C/ALT	FCB	CLEAR CHANGE FLAGS FROM SELECTED CATEGORY FOR SELECTED CHANNELS	I.E COLOUR
	C/ALT	ATT WHEEL KEY	CLEAR CHANGE FLAGS FROM SELECTED ATTRIBUTE FOR SELECTED CHANNELS	I.E. GOBO 1
	C/ALT	@	UNSELECT SELECTED CHANNELS	
	C/ALT	-%	SET SELECTED CHANNELS TO ZERO	
	C/ALT	+%	SET SELECTED CHANNELS TO FULL	
X	C/ALT	+	TAKES THE SELECTED CHANNEL AT THE CURRENT LEVEL AND STEPS THROUGH CHANNEL RIG CHECK	
X	C/ALT	-	TAKES THE SELECTED CHANNEL AT THE CURRENT LEVEL AND STEPS THROUGH CHANNEL RIG CHECK	
X	CH/ID	@	FLASH SELECTED CHANNELS TO FULL THEN RETURNS TO ESTABLISHED LEVEL	
X	CH/ID	@	SELECTED CHANNELS SET TO STEP LEVEL	RPN
X	CH/ID	@@	SELECTED CHANNELS SET TO FULL	
X		Ch/id @ ON	SELECTED CHANNELS SET TO LAST RECORDED LEVEL	
X		Ch/id ON	SELECTED CHANNELS SET TO STEP LEVEL - defined in step-up default is 70%	AT MODE ONLY
X	CH/ID	@	FLASH SELECTED CHANNELS TO ID LEVEL AS SET IN SETTINGS THEN RETURNS TO ESTABLISHED LEVEL	
X	.	@	SETS LEVEL AS 256 BIT STEPS	
	.	+%	ADDS 1 BIT TO THE LEVEL VALUE EACH TIME YOU PRESS +%	MUST KEEP . PRESSED
	.	-%	SUBTRACTS 1 BIT FROM THE LEVEL VALUE EACH TIME YOU PRESS -%	MUST KEEP . PRESSED

INPUT Number	PRESS AND HOLD WHAT	PRESS WHERE	RESULT	NOTE
<u>HOT KEYS</u>				
	FOCUS		SHOWS FIRST 40 FOCUS PALETTES IN DIRECT SELECTS	
X		FOCUS	SETS SELECTED CHANNELS TO SPECIFIED FOCUS PALETTE	
	COLOUR		SHOWS FIRST 40 COLOUR PALETTES IN DIRECT SELECTS	
X		COLOUR	SETS SELECTED CHANNELS TO SPECIFIED COLOUR PALETTE	
	BEAM		SHOWS FIRST 40 BEAM PALETTES IN DIRECT SELECTS	
X		BEAM	SETS SELECTED CHANNELS TO SPECIFIED BEAM PALETTE	
	PALETTE		SHOWS FIRST 40 ALL PALETTES IN DIRECT SELECTS	
X		PALETTE	SETS SELECTED CHANNELS TO SPECIFIED ALL PALETTE	
	DYNAMIC		SHOWS FIRST 40 DYNAMICS IN DIRECT SELECTS	
X		DYNAMIC	SETS SELECTED CHANNELS TO SPECIFIED DYNAMIC EFFECT	
	GROUP		SHOWS FIRST 40 GROUPS IN DIRECT SELECTS	
<u>GROUPS</u>				
X		GROUP	CHANNELS FROM NUMBERED GROUP ARE SELECTED	
X	GROUP	@	CHANNELS FROM NUMBERED GROUP ARE ADDED AT LEVEL	
X	GROUP	WHEEL	CHANNELS FROM NUMBERED GROUP ARE WHEEL IN WITH PROPORTION	
X	GROUP	+	SELECTED GROUP IS ADDED TO THE CHANNEL SELECTION	
X	GROUP	-	SELECTED GROUP IS SUBTRACTED FROM THE CHANNEL SELECTION	

INPUT Number	PRESS AND HOLD WHAT	PRESS WHERE	RESULT	NOTE
<u>PRESET</u>				<u>Also see recording.</u>
X		PRESET	CHANNELS FROM NUMBERED PRESET ARE SELECTED	
X	PRESET	@	CHANNELS FROM NUMBERED PRESET ARE ADDED AT LEVEL	
X	PRESET	WHEEL	CHANNELS FROM NUMBERED PRESET ARE WHEELED IN WITH PROPORTION	
X	PRESET	+	CHANNELS WITH A LEVEL IN THE SPECIFIED PRESET ARE ADDED TO THE CURRENT CHANNEL SELECTION WITH THERE LEVELS	
X	PRESET	-	CHANNELS WITH A LEVEL IN THE SPECIFIED PRESET ARE SUBTRACTED FROM THE CURRENT CHANNEL SELECTION WITH THERE LEVELS	
X	PRESET	LIVE	SELECTED PRESET IS CUT TO LIVE	DOES NOT ALTER CURRENT SEQUENCE LIST POSITION
X		GOTO	CROSSFADE TO SPECIFIED PRESET	
X		JUMP TO B	SPECIFIED PRESET IS LOADED INTO B READY FOR A GO.	
X	PRESET	ALL	ALL CHANNELS WITH A LEVEL IN THE SPECIFIED PRESET AND WITH A LEVEL IN THE CURRENT CHANNEL SELECTION ARE SELECTED	
<u>THE ALL KEY</u>				
		ALL	ALL CHANNELS WITH LEVEL ARE SELECTED	
ALL		DIRECT SELECT	ALL CHANNELS IN THE SELECTED PALETTE WITH LEVEL SELECTED	
CH/ID		DIRECT SELECT	ALL CHANNELS CURRENTLY IN SELECTED PALETTE WITH OR WITHOUT LEVEL ARE SELECTED	
<u>FETCH - GET LEVEL OR ATTRIBUTE DATA FROM ANOTHER PRESET</u>				
X		FETCH	FETCH'S CHANNEL LEVELS FROM SPECIFIED PRESET FOR SELECTED CHANNELS	
X	FETCH	FOCUS	FETCH'S FOCUS ATTRIBUTE VALUE FROM SPECIFIED PRESET FOR SELECTED CHANNELS	
X	FETCH	COLOUR	FETCH'S COLOUR ATTRIBUTE VALUE FROM SPECIFIED PRESET FOR SELECTED CHANNELS	
X	FETCH	BEAM	FETCH'S BEAM ATTRIBUTE VALUE FROM SPECIFIED PRESET FOR SELECTED CHANNELS	
X	FETCH	ATT WHEEL KEY	FETCH'S SELECTED ATTRIBUTE VALUE FROM SPECIFIED PRESET FOR SELECTED CHANNELS	
X	FETCH	DYNAMIC	FETCH'S ALL DYNAMICS FROM SPECIFIED PRESET FOR SELECTED CHANNELS	
C/Alt		Ch/id	+	-
Set-up	+		to access option settings for item i.e. time	
Modify			to open a text field	

INPUT Number	PRESS AND HOLD WHAT	PRESS WHERE	RESULT	NOTE
Modify	+		to open editor for selected item i.e. channel list	
Modify	+	Playback	to open specified sequence step	
Record			output to main sequence	
Record	(#)	what	(where)	
			Record + Group Record + Focus	
Time	+	FCB	to set category or parameter time on sequence step	
Delay	+	FCB	to set category or parameter delay on sequence step	
Type	+	Direct Select		to pick selection type
Bank	+	Direct Select		to pick decrement range
Fetch	+	Wheel key or FCB		
Ch/id	+	Time	Delay	to set channel time/delay on selected channel
Ch/id	+	@	to flash selected channel to full	
FCB	press and hold		to see first 40 in direct selects	
group	press and hold		to see first 40 in direct selects	
dynamic	press and hold		to see first 40 in direct selects	
? (help)		Any key	for it's function	
?	>	text	to open a text search window	
Modify			to open a text field	