

This is how you record a macro to strike the moving light lamps:

[Learn] [X] [Enter] *where X is the macro #*

[Thru] [X] [Thru] [X] [Enter] *where the X's are the mover channels*

<More SK> {Lamp Ctrl}

Mouse Click on **Lamp On Fixture Non Position Reset**

[Learn]

You will now have to edit the macro a bit to make it work:

[Macro] [Macro] *This will open the macro editor*

Select the macro you wish to edit, in this case macro #1 it should look like this:

```
6 1 Thru 6 3 *  
Lamp_Controls Lamp_Control Lamp_On_Fixture_Non_Position_Reset *
```

You will need to go in and delete out **Lamp_Controls** then press the **[Learn]** key again.

This is how you record a macro to de-strike the moving light lamps:

[Learn] [X] [Enter] *where X is the macro #*

[Thru] [X] [Thru] [X] [Enter] *where the X's are the mover channels*

<More SK> {Lamp Ctrl}

Mouse Click on **Lamp Off**

[Learn]

You will now have to edit the macro a bit to make it work:

[Macro] [Macro] *This will open the macro editor*

Select the macro you wish to edit, in this case macro #2 it should look like this:

```
6 1 Thru 6 3 *  
Lamp_Controls Lamp_Control Lamp_Off *
```

You will need to go in and delete out **Lamp_Controls** then press the **[Learn]** key again.

This is how you link a macro to a cue:

[Cue] [X] *where X is the cue # you want to link the macro to*

{Execute} *this is a "soft" key*

[Macro] [X] [Enter] *where X is the macro # you want to link the cue to*

The above works if you want to call a cue and execute a macro all at the same time. If you want to delay the macro, what I did was to write a second cue which looks just like the first. Link the macro to the second cue and give the second cue a "follow" time.