

General Operation

Store	Quick Save
Select Fixture	Hold first number then press second number to specify range
Even/Odd	Toggles between every other fixture
Find	Reselects all of the fixtures
Locate Fixture	Sets all values to defaults. Double tap Locate to locate selected fixture
Reset Parameter	Hold Locate button and press parameter you would like to reset
Fixture Align (Softkey)	Changes pan/tilt feature to set fixture based on alignment selected
Clear all manual attributes	Double tap the Clear button
Change Color Mix	Tap Color Mix button and tap on Red, Green, or Blue attribute. This will pull up a color spectrum to select a color
Record Basic Cue	Press Save to Cue and then press Fader Number that you want to assign
Fixed	Cues
Console Button Colors	Hold Shift and press Thru to cycle through color layouts
Special Attributes	Click on attributes on touch screen and a menu will appear. Select one and then you can roll the 4th encoder to cycle through them

Fader Mapping

Fader 1/1	RGB PARs Dimmer
Fader 1/2	RGBA PARs Dimmer
Fader 1/6	Inno Spot 1 Dimmer
Fader 1/7	Inno Spot 2 Dimmer
Fader 1/8	Inno Spot 3 Dimmer
Fader 1/9	Inno Spot 4 Dimmer
Fader 1/11	SHEHDS Wash 1 Dimmer
Fader 1/12	SHEHDS Wash 2 Dimmer
Fader 2/1	Inno Spot Color Chase

Effect Terminology

Effect Size	Changes size of the effect
Effect Speed	Changes speed of the effect
Effect Spread	Changes offset of fixtures parameters
Speed Group	Puts fixtures into groups of n
Block Group	Puts fixtures into n groups
Width	Time of the cycle
Start Offset	offset in degrees 0-360
Stop Offset	Determines how many cycles effect runs for
Effect Directions	Determines Fixture order: $->$, $<-$, $<-->$, $-><-$
Effect Modes	Relative or Absolute modes: Rel(Center), Rel(Up), Rel(Down), Absolute
Fixture Order	Allows for changing fixture order

Effect Descriptions

Circle	Figure 8/Ballyhoo (Pos Fx)
Spre	Fx Spread
Odd/Even	Every other Fixture
Gn	Fixtures in groups of n
Square	Figure 8 in a Linear pattern
Spiral	Rotate in a Circle back and forth
Tilt Swap	Tilt up and down
Pan Swap	Pan up and down
Random	Random Motion
PWMn	Pause wait n seconds
n:m	Width is $(n+m)/m$
Rainbow	RGB Only Fixtures
ColorEffect	Works on Color Wheel



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Published 13th October, 2022.

Last updated 14th October, 2022.

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