

Eos Show File Printout

Show Name: Slap and tickle lincs etc
Print Time: 2017-05-18 15:20:37
Last Save: 2017-05-18 15:20:00
File Created: 2016-12-16 20:54:04
Eos Version: Version 2.3 Patch 3.0 GA Build 10

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Show Channels

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

1>11 13>30 40 51 57>65 70 75>76 83 100>101 107>113 115>116 118>122 124>125 147 168
170>171

Channels Used in Cues that Never Move Above Zero

58 70 75

Unused Patched Channels

12 80>81 102>106

Fixture Personalities

Manufacturer

Generic Dimmer

Hidden Fake_Dimmer

Fixture Patch

Chan

1	1	Dimmer	Luminaire_Incandescent
2	2	Dimmer	Luminaire_Incandescent

3	3	Dimmer	Luminaire_Incandescent
4	4	Dimmer	Luminaire_Incandescent
5	5	Dimmer	Luminaire_Incandescent
6	6	Dimmer	Luminaire_Incandescent
7	7	Dimmer	Luminaire_Incandescent
8	8	Dimmer	Luminaire_Incandescent
9	9	Dimmer	Luminaire_Incandescent
9	25	Dimmer	Luminaire_Incandescent
10	10	Dimmer	Luminaire_Incandescent
10	26	Dimmer	Luminaire_Incandescent
11	11	Dimmer	Luminaire_Incandescent
11	27	Dimmer	Luminaire_Incandescent
12	12	Dimmer	Luminaire_Incandescent
12	28	Dimmer	Luminaire_Incandescent
13	13	Dimmer	Luminaire_Incandescent
13	29	Dimmer	Luminaire_Incandescent
14	14	Dimmer	Luminaire_Incandescent
14	30	Dimmer	Luminaire_Incandescent
15	15	Dimmer	Luminaire_Incandescent
15	31	Dimmer	Luminaire_Incandescent
16	16	Dimmer	Luminaire_Incandescent
16	32	Dimmer	Luminaire_Incandescent
17	17	Dimmer	Luminaire_Incandescent
17	33	Dimmer	Luminaire_Incandescent
18	18	Dimmer	Luminaire_Incandescent
18	34	Dimmer	Luminaire_Incandescent
19	19	Dimmer	Luminaire_Incandescent
19	35	Dimmer	Luminaire_Incandescent
20	49	Dimmer	Luminaire_Incandescent
21	50	Dimmer	Luminaire_Incandescent
22	51	Dimmer	Luminaire_Incandescent
23	52	Dimmer	Luminaire_Incandescent
24	58	Dimmer	Luminaire_Incandescent
25	59	Dimmer	Luminaire_Incandescent
26	56	Dimmer	Luminaire_Incandescent
27	55	Dimmer	Luminaire_Incandescent
28	54	Dimmer	Luminaire_Incandescent
29	53	Dimmer	Luminaire_Incandescent
30	57	Dimmer	Luminaire_Incandescent
64	64	Dimmer	Luminaire_Incandescent
80	80	Dimmer	Luminaire_Incandescent
81	81	Dimmer	Luminaire_Incandescent

Cue	Label	Int	Up	Down	Focus	Color	Beam	Dur	M	B	A	P	Af	Mv	FwHg	Link	Loop
Cue 1/0.7				5				5									
Cue 1/1				35				35									
Cue 1/2				2				2									
Cue 1/3				2				2									
Cue 1/4				2				2									
Cue 1/5				2				2									
Cue 1/6				2				2									
Cue 1/7				2				2									
Cue 1/8				2				2									
Cue 1/9				2				2									
Cue 1/10				2				2									
Cue 1/11				2				2									
Cue 1/12				2				2									
Cue 1/13				2				2									
Cue 1/14				2				2									
Cue 1/15				2				2									
Cue 1/16				2				2									
Cue 1/17				4				4									
Cue 1/18				5				5									
Cue 1/19				5				5									
Cue 1/20				5				5									
Cue 1/21				2				2									
Cue 1/22				2				2									
Cue 1/23				2				2									
Cue 1/24				5				5									
Cue 1/25				2				2									
Cue 1/25.5				2				2									
Cue 1/26				2				2									
Cue 1/26.5				2				2									
Cue 1/27				2				2									
Cue 1/28				0				0									
Cue 1/29				2				2									
Cue 1/30				2				2									
Cue 1/31				2				2									
Cue 1/32				5				5									
Cue 1/33				2				2									
Cue 1/34				4				4									
Cue 1/35				2				2									
Cue 1/36				2				2									
Cue 1/37				2				2									
Cue 1/38				4				4									
Cue 1/39				4				4									
Cue 1/40				2				2									
Cue 1/41				0				0									
Cue 1/42				2				2									
Cue 1/43				2				2									

Cue 1/0.5

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 2

Channel 58 59 60 75
Intensity: 0 80 34 0

Cue 1/0.7

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 58 59 60 75
Intensity: - 0 0 -

Cue 1/1

Times: Up 35 Down 35 Focus 35 Color 35 Beam 35
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 35

Channel 1 58 59 60 75
Intensity: 48 - - - -

Cue 1/2

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 16 58 59 60 75
Intensity: 0 30 30 - - - -

Cue 1/3

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 16 22 23 24 26 27 58 59 60 75
Intensity: - 0 0 34 34 34 34 34 - - - -

Cue 1/4

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 16 22 23 24 26 27 58 59 60 75
Intensity: - - - 33 33 47 33 33 - - - -

Cue 1/5

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 16 20 22 23 24 26 27 58 59 60 75
Intensity: - 26 55 56 56 56 0 0 0 - - - -

Cue 1/6

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 16 20 22 23 24 26 27 29 58 59 60 75
Intensity: - 18 48 48 48 48 18 48 48 48 - - - -

Cue 1/7

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 16 20 22 23 24 26 27 29 58 59 60 75
Intensity: - 34 51 31 0 0 0 0 0 0 - - - -

Cue 1/8

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 16 20 22 23 24 26 27 29 58 59 60 75
Intensity: - 0 0 0 34 34 34 34 34 - - - -

Cue 1/9

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 20 22 23 24 26 27 29 58 59 60 75
Intensity: - - 55 - - 0 0 0 0 0 - - - -

Cue 1/10

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 20 22 23 24 26 27 29 58 59 60 75
Intensity: - - 0 - 50 50 50 30 50 50 50 - - - -

Cue 1/11

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 20 22 23 24 26 27 29 58 59 60 70 75 120
Intensity: - 40 - 40 19 19 19 0 19 19 19 - - - 0 - 93

Cue 1/12

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 20 22 23 24 26 27 29 58 59 60 70 75 120

Intensity: - 30 - 48 19 19 19 30 40 40 40 - - - - - 0

Cue 1/13

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 20 22 23 24 26 27 29 58 59 60 70 75 120
Intensity: - 0 55 0 0 0 0 0 0 0 0 - - - - -

Cue 1/14

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 20 21 22 23 24 26 27 29 30 58 59 60 70 75 120
Intensity: - 10 0 42 - FL - - - - - - 80 - - - - -

Cue 1/15

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 20 21 22 23 24 26 27 29 30 58 59 60 70 75 120
Intensity: - 10 - 0 - FL - 30 20 40 60 - 80 - - - - -

Cue 1/16

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 20 21 22 23 24 26 27 29 30 58 59 60 70 75 120
Intensity: - 0 55 - - 0 - 0 0 0 0 - 0 - - - - -

Cue 1/17

Times: Up 4 Down 4 Focus 4 Color 4 Beam 4
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 4

Channel 1 2 3 16 20 21 22 23 24 26 27 29 30 58 59 60 70 75 120
Intensity: - - 0 - - - - - - - - - - 80 34 - - -

Cue 1/18

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 16 20 21 22 23 24 26 27 29 30 58 59 60 70 75 120
Intensity: - - - - - - - - - - - - 0 0 - - -

Cue 1/19

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 5

Channel 1 2 3 16 18 19 20 21 22 23 24 26 27 29 30 58 59 60 70 75 120
Intensity: - - - - 40 40 - - - - - - - - - - - - - - - - - -

Cue 1/20

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 16 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - - - - 70 30 - - - - 45 0 - - - - - - - - - - - - - - - -

Cue 1/21

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - - - - 27 27 51 - 51 51 35 - 51 51 51 - - - - - - - - - - - -

Cue 1/22

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 17 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - - - - 29 0 0 60 - 60 60 22 - 60 60 60 - - - - - - - - - - - -

Cue 1/23

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 17 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - - - - 0 - - 0 - 0 0 43 - 0 0 0 - - - - - - - - - - - -

Cue 1/24

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 16 17 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - - - - - - - - - - - - - 24 75 - - - - - - - - - - - - - - - -

Cue 1/25

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 16 17 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - 36 - 50 - - - - - - - 40 60 0 0 - - - - 30 - - - - - - - - - - - -

Cue 1/25.5

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 2

Channel 1 2 3 16 17 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - 37 - 40 - - - - - 0 60 - - FL - - 0 - - - - -

Cue 1/26

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 2

Channel 1 2 3 16 17 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - 36 - 50 - - - - - 40 60 - - 0 18 - 30 - - - - -

Cue 1/26.5

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 2

Channel 1 2 3 16 17 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - 37 - 40 - - - - - 0 60 - - FL 0 - 0 - - - - -

Cue 1/27

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 2

Channel 1 2 3 11 13 16 17 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - 0 - 35 35 0 - - - - - 35 60 - - FL - - - - -

Cue 1/28

Times: Up 0 Down 0 Focus 0 Color 0 Beam 0

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 0

Channel 1 2 3 11 13 16 17 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - - - 65 65 - - - - - 50 - 50 90 - - FL 50 50 - - - - -

Cue 1/29

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 2

Channel 1 2 3 11 13 16 17 18 19 20 21 22 23 24 25 26 27 29 30 58 59 60 70 75 120
Intensity: - - - 0 0 - - - - - 0 - 0 0 50 - 0 0 0 - - - - -

Cue 1/30

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 2

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 10 11 13 14 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 58 59 60 70 75 120
Intensity: 0 - - FL 0 0 FL - - - - -76 24 24 35 -24 24 FL - - - - -

Cue 1/38

Times: Up 4 Down 4 Focus 4 Color 4 Beam 4
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 4

Channel 1 2 3 9 10 11 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 58 59 60 70 75 120
Intensity: - - -40 0 - - 0 40 - - - - -75 0 0 0 - 0 0 0 -75 - - - - -

Cue 1/39

Times: Up 4 Down 4 Focus 4 Color 4 Beam 4
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 4

Channel 1 2 3 4 5 6 7 8 9 10 11 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 58 59
Intensity: - - -26 26 26 26 26 0 -91 91 - 0 - - - -91 0 91 91 26 -91 91 -91 0 - -

Channel 60 70 75 120
Intensity: - - - -

Cue 1/40

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 4 5 6 7 8 9 10 11 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 58 59 60 70
Intensity: - -55 0 0 0 0 0 - - 0 0 - - - - - 0 - 0 0 0 - 0 0 - 0 - - - - -

Channel 75 120
Intensity: - -

Cue 1/41

Times: Up 0 Down 0 Focus 0 Color 0 Beam 0
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 0

Channel 1 2 3 4 5 6 7 8 9 10 11 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 58 59 60 70
Intensity: - -0 -

Channel 75 120
Intensity: - -

Cue 1/42

Times: Up 2 Down 2 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 4 5 6 7 8 9 10 11 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 58 59

Intensity: - - - 30 30 30 30 30 - - FL FL - - - - - FL - FL FL 35 - FL FL - FL - - - -

Channel 60 70 75 120

Intensity: - - - -

Cue 1/43

Times: Up 2 Down 2 Focus 5 Color 5 Beam 5

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 2

Channel 1 2 3 4 5 6 7 8 9 10 11 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 58 59

Intensity: - - - 30 30 30 30 30 - - FL FL - - - - - FL - FL FL 35 - FL FL - FL - - 44

Channel 60 70 75 120

Intensity: 45 - - -

Submasters

[Submaster](#) 1 strobe

[Submaster](#) 2 spot

[Submaster](#) 3 floor

[Submaster](#) 9 haze

[Submaster](#) 10 fan

[Submaster](#) 20

[Submaster](#) 40

[Submaster](#) 41

[Submaster](#) 42

[Submaster](#) 43

[Submaster](#) 44

[Submaster](#) 46

[Submaster](#) 50

[Submaster](#) 51

[Submaster](#) 56

[Submaster](#) 57

[Submaster](#) 58

[Submaster](#) 59

[Submaster](#) 60

[Submaster](#) 96

Submaster 1 strobe

HTP

Times: Up 0 Dwell Hold Down 0

Channel 100 101

Intensity: 96 FL

Submaster 2 spot

HTP

Times: Up 0 Dwell Man Down 0

Channel 1 25

Intensity: 0 FL

Submaster 3 floor

HTP
Times: Up 0 Dwell Man Down 0

Channel 24
Intensity: FL

Submaster 9 haze
HTP
Times: Up 0 Dwell Man Down 0

Channel 64
Intensity: FL

Submaster 10 fan
HTP
Times: Up 0 Dwell Man Down 0

Channel 64
Intensity: FL

Submaster 20
HTP
Times: Up 0 Dwell Man Down 0

Channel 40
Intensity: 0
Beam: +

Submaster 40
HTP
Times: Up 0 Dwell Man Down 0

Channel 40 120
Intensity: FL FL
Beam: +

Submaster 41
HTP
Times: Up 0 Dwell Man Down 0

Channel 20 21 28 29
Intensity: FL FL FL FL

Submaster 42
HTP
Times: Up 0 Dwell Man Down 0

Channel 22 23 26 27
Intensity: FL FL FL FL

Submaster 43
HTP
Times: Up 0 Dwell Man Down 0

Channel 24
Intensity: FL

Submaster 44

HTP
Times: Up 0 Dwell Man Down 0

Channel 25
Intensity: FL

Submaster 46

HTP
Times: Up 0 Dwell Man Down 0

Channel 40 120
Intensity: FL FL
Beam: +

Submaster 50

HTP
Times: Up 0 Dwell Man Down 0

Channel 4 5 6 7 8
Intensity: FL FL FL FL FL

Submaster 51

HTP
Times: Up 0 Dwell Man Down 0

Channel 51
Intensity: FL
Beam: +

Submaster 56

HTP
Times: Up 0 Dwell Man Down 0

Channel 40 120
Intensity: FL FL
Beam: +

Submaster 57

HTP
Times: Up 0 Dwell Man Down 0

Channel 57 60
Intensity: FL 0

Submaster 58

HTP
Times: Up 0 Dwell Man Down 0

Channel 58
Intensity: FL

Submaster 59

HTP
Times: Up 0 Dwell Man Down 0

Channel 59 60
Intensity: FL 0

Submaster 60

HTP
Times: Up 0 Dwell Man Down 0

Channel 60
Intensity: FL

Submaster 96

HTP
Times: Up 0 Dwell Man Down 0

Effects

- [Effect 1](#)
- [Effect 2](#)
- [Effect 3](#)
- [Effect 4](#)
- [Effect 5](#)
- [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 1

Step Based
Infinite Duration
Positive Forward
Entry: Cue0 Cascade Fade by Size
Exit: Cue0 Fade by Size
Step Time In Dwell Decay On Off Channels

1	1	1	0	1	100	0	107
2	1	1	0	1	100	0	108
3	1	1	0	1	100	0	109
4	1	1	0	1	100	0	110
5	1	1	0	1	100	0	111
6	1	1	0	1	100	0	112
7	1	1	0	1	100	0	113

Effect 2

Step Based

Infinite Duration

Positive Forward

Entry: Cue0 Cascade Fade by Size

Exit: Cue0 Fade by Size

Step	Time	In	Dwell	Decay	On	Off	Channels
1	0.3	0.3	0	0.3	100	0	147 171
2	0.3	0.3	0	0.3	100	0	168 170
3	0.3	0.3	0	0.3	100	0	76 83

Effect 3

Step Based

Infinite Duration

Positive Forward

Entry: Cue0 Cascade Fade by Size

Exit: Cue0 Fade by Size

Step	Time	In	Dwell	Decay	On	Off	Channels
1	0.3	0.3	0	0.3	100	0	60 65
2	0.3	0.3	0	0.3	100	0	61 64
3	0.3	0.3	0	0.3	100	0	62>63

Effect 4

Step Based

Infinite Duration

Positive Forward

Entry: Cue0 Cascade Fade by Size

Exit: Cue0 Fade by Size

Step	Time	In	Dwell	Decay	On	Off	Channels
1	0.5	0.5	0	0.5	100	0	107
2	0.5	0.5	0	0.5	100	0	110
3	0.5	0.5	0	0.5	100	0	113
4	0.5	0.5	0	0.5	100	0	116
5	0.5	0.5	0	0.5	100	0	119
6	0.5	0.5	0	0.5	100	0	122
7	0.5	0.5	0	0.5	100	0	125

Effect 5

Step Based

Infinite Duration

Positive Forward

Entry: Cue0 Cascade Fade by Size

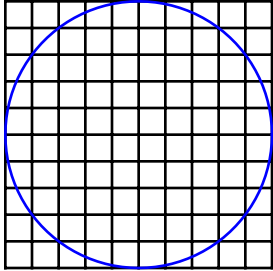
Exit: Cue0 Fade by Size

Step	Time	In	Dwell	Decay	On	Off	Channels
1	0.3	0.3	0	0.3	100	0	109

2	0.3	0.3	0	0.3	100	0	112
3	0.3	0.3	0	0.3	100	0	115
4	0.3	0.3	0	0.3	100	0	118
5	0.3	0.3	0	0.3	100	0	121
6	0.3	0.3	0	0.3	100	0	124

Effect 901 Circle

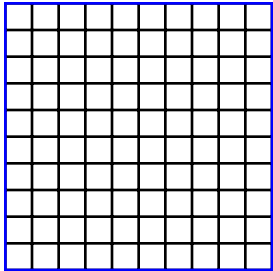
Focus



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

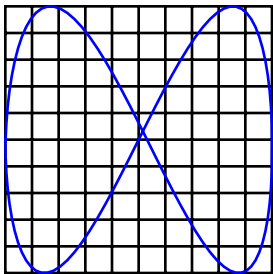
Focus



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

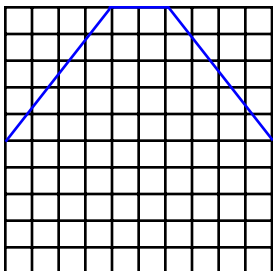
Focus



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

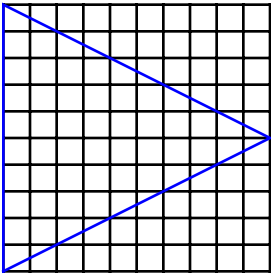
Linear



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

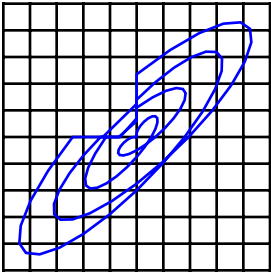
Effect 905 Triangle

Focus



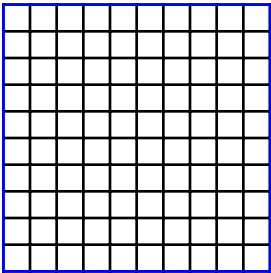
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan Tilt

Effect 906 Spiral
Focus



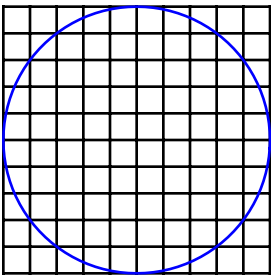
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan Tilt

Effect 907 Reverse Sqr
Focus



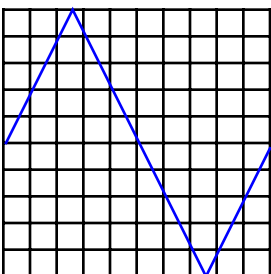
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan Tilt

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

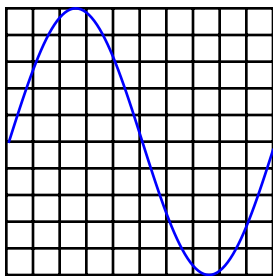
Effect 909 Ballyhoo
Linear



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

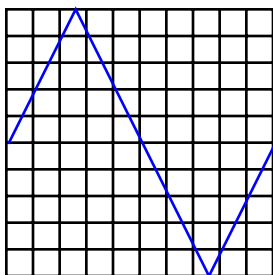
Linear



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

Effect 911 Color Fade Linear

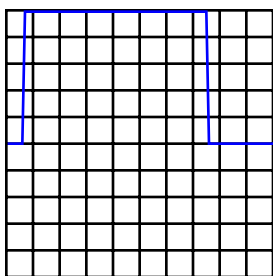
Linear



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

Effect 912 Color Step

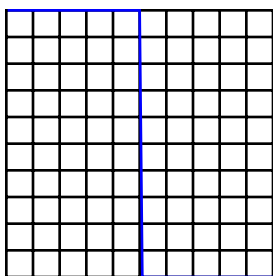
Linear



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

Effect 913 Bump Color

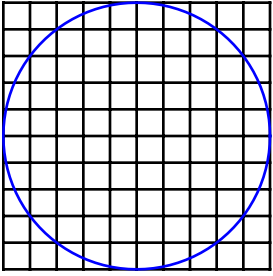
Linear



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

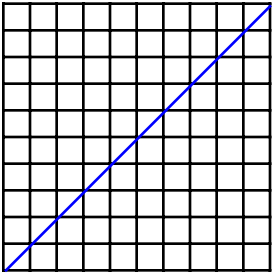
Effect 914 Hue-Sat Fade

Color



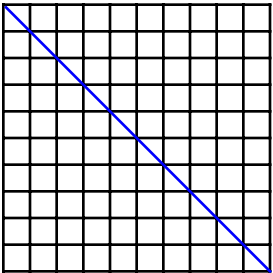
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Hue Saturatn

Effect 915 Ramp
Linear



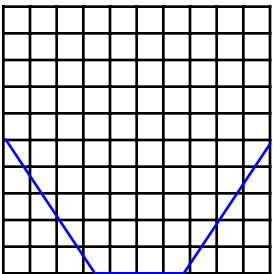
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Intens

Effect 916 Inverted Ramp
Linear



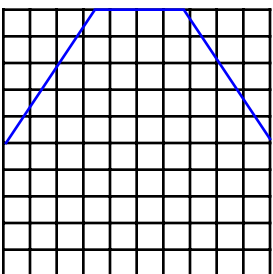
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Intens

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

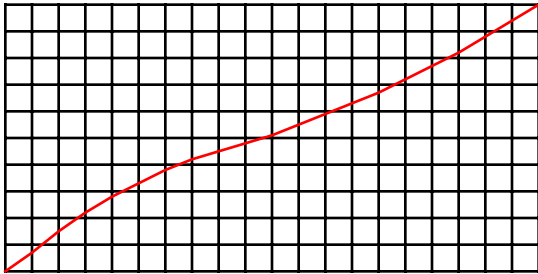


Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 100
Parameters: Cyan Magenta Yellow

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

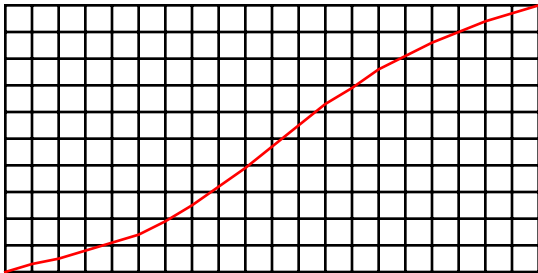
Curve 901 IES Square



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

Input: 95 100
Output: 94 100

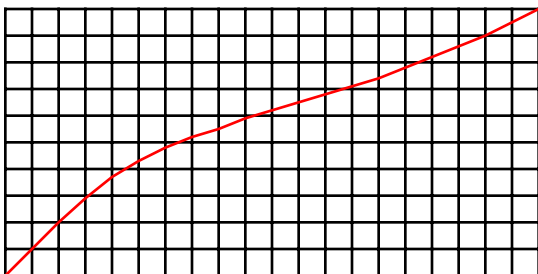
Curve 902 Slow Bottom



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

Input: 95 100
Output: 97 100

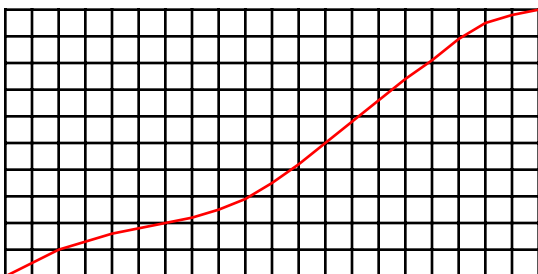
Curve 903 Fast Bottom



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

Input: 90 95 100
Output: 90 95 100

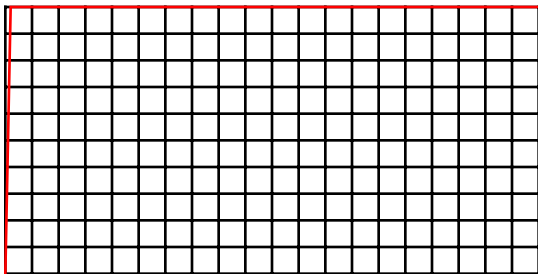
Curve 904 Fast Top



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

Input: 95 100
Output: 98 100

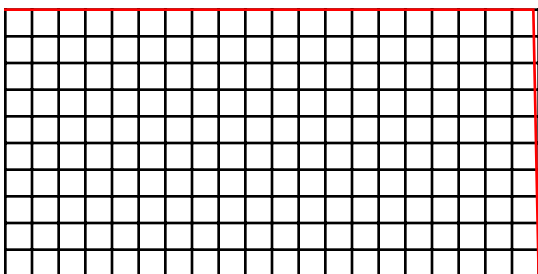
Curve 905 Full At 1%



Input: 0 1 5 10 15 20 25 30 35 40 45 50 55
Output: 0 100 100 100 100 100 100 100 100 100 100 100 100

Input: 60 65 70 75 80 85 90 95 100
Output: 100 100 100 100 100 100 100 100 100

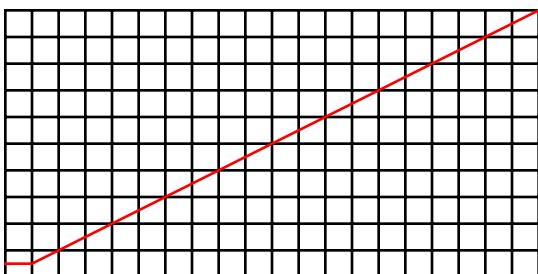
Curve 906 Out At 100%



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

Input: 65 70 75 80 85 90 95 99 100
Output: 100 100 100 100 100 100 100 100 0

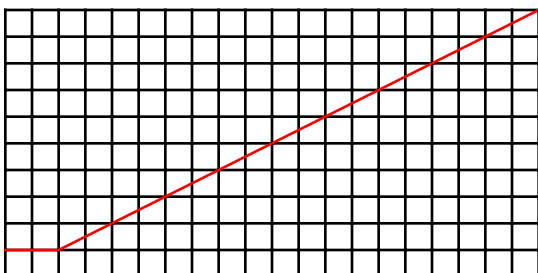
Curve 907 Preheat At 5%



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

Input: 95 100
Output: 95 100

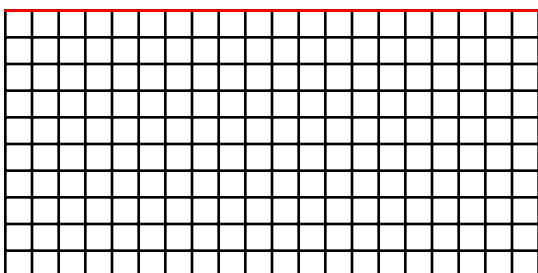
Curve 908 Preheat At 10%



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

Input: 90 95 100
Output: 90 95 100

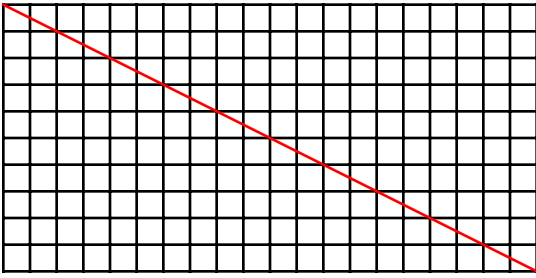
Curve 909 Hot Patch



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

Input: 65 70 75 80 85 90 95 100
Output: 100 100 100 100 100 100 100 100

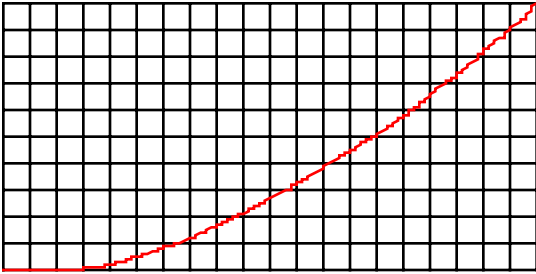
Curve 910 Inverted



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

Input: 90 95 100
 Output: 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
 Output: 0

Input: 9 9 9 10 10 10 11 11 12 12 12 13 13 14 14 14 15 15 16
 Output: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1

Input: 16 16 17 17 18 18 18 19 19 20 20 20 21 21 21 22 22 23
 Output: 1 1 1 1 1 1 1 1 2 2 2 2 2 3 3 3 3 3

Input: 23 23 24 24 25 25 25 26 26 27 27 27 28 28 29 29 29 30
 Output: 4 4 4 5 5 5 5 5 6 6 6 6 7 7 7 7 8 8

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

Input: 37 38 38 38 39 39 40 40 40 41 41 41 42 42 43 43 43 44
 Output: 14 14 15 15 16 16 16 16 17 17 18 18 18 19 19 20 20 20

Input: 44 45 45 45 46 46 47 47 47 48 48 49 49 49 50 50 50 51
 Output: 21 21 21 21 22 23 23 23 24 24 25 25 25 26 27 27 27 28

Input: 51 52 52 52 53 53 54 54 54 55 55 56 56 56 57 57 58 58
 Output: 28 29 29 29 30 30 30 31 32 32 33 33 34 34 34 35 36 36

Input: 58 59 59 60 60 60 61 61 61 62 62 63 63 63 64 64 65 65
 Output: 36 37 37 38 38 39 40 40 40 41 41 42 42 43 43 44 44 45

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

Input: 72 73 73 74 74 74 75 75 76 76 76 77 77 78 78 78 79 79
 Output: 54 54 55 56 56 57 57 58 58 59 60 60 61 61 62 63 63 64

Input: 80 80 80 81 81 81 82 82 83 83 83 84 84 85 85 85 86 86
 Output: 65 65 66 67 67 68 69 69 70 70 71 71 72 72 74 74 74 75

Input: 87 87 87 88 88 89 89 89 90 90 90 91 91 92 92 92 93 93
 Output: 76 76 77 78 78 79 80 81 81 82 83 83 84 85 86 86 87 87

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

Utilization Report

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Intensity Palettes

Focus Palettes

Color Palettes

Beam Palettes

Presets

Effects

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[Effect 916](#) Inverted Ramp

[Effect 917](#) Rainbow RGB

[Effect 918](#) Rainbow CMY

Effect 1

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

107>113

Effect 2

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

76 83 147 168 170>171

Effect 3

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

60>65

Effect 4

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

107 110 113 116 119 122 125

Effect 5

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
109 112 115 118 121 124

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](#) 5
[Channel](#) 6
[Channel](#) 7
[Channel](#) 8
[Channel](#) 9
[Channel](#) 10
[Channel](#) 11
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[Channel](#) 28
[Channel](#) 29
[Channel](#) 30
[Channel](#) 64
[Channel](#) 80
[Channel](#) 81
[Channel](#) 100
[Channel](#) 101
[Channel](#) 102
[Channel](#) 103
[Channel](#) 104
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[Channel](#) 110

Channel 1

Maximum intensity: 0

Number of moves: 6

Cues with moves

1/1 1/2 1/34 1/35 1/36 1/37

Channel 2

Maximum intensity: 1717986918

Number of moves: 18

Cues with moves

1/2 1/3 1/5 1/6 1/7 1/8 1/11 1/12 1/13 1/14 1/16 1/25 1/25.5 1/26 1/26.5 1/27 1/35 1/36

Channel 3

Maximum intensity: 0

Number of moves: 10

Cues with moves

1/9 1/10 1/13 1/14 1/16 1/17 1/31 1/32 1/40 1/41

Channel 4

Maximum intensity: 0

Number of moves: 3

Cues with moves

1/39 1/40 1/42

Channel 5

Maximum intensity: 0

Number of moves: 3

Cues with moves

1/39 1/40 1/42

Channel 6

Maximum intensity: 0

Number of moves: 3

Cues with moves

1/39 1/40 1/42

Channel 7

Maximum intensity: 0

Number of moves: 3

Cues with moves

1/39 1/40 1/42

Channel 8

Maximum intensity: 0

Number of moves: 3

Cues with moves

1/39 1/40 1/42

Channel 9

Maximum intensity: -858993459

Number of moves: 2

Cues with moves

1/38 1/39

Channel 10

Maximum intensity: 0

Number of moves: 3

Cues with moves

1/36 1/37 1/38

Channel 11

Maximum intensity: 0

Number of moves: 8

Cues with moves

1/27 1/28 1/29 1/36 1/37 1/39 1/40 1/42

Channel 12

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 13

Maximum intensity: 0

Number of moves: 8

Cues with moves

1/27 1/28 1/29 1/36 1/37 1/39 1/40 1/42

Channel 14

Maximum intensity: 0

Number of moves: 3

Cues with moves

1/36 1/37 1/38

Channel 15

Maximum intensity: -858993459

Number of moves: 2

Cues with moves

1/38 1/39

Channel 16

Maximum intensity: 0

Number of moves: 18

Cues with moves

1/2 1/3 1/5 1/6 1/7 1/8 1/11 1/12 1/13 1/14 1/15 1/25 1/25.5 1/26 1/26.5 1/27 1/35 1/36

Channel 17

Maximum intensity: -1717986918

Number of moves: 2

Cues with moves

1/22 1/23

Channel 18

Maximum intensity: 858993459

Number of moves: 4

Cues with moves

1/19 1/20 1/21 1/22

Channel 19

Maximum intensity: -858993459

Number of moves: 4

Cues with moves

1/19 1/20 1/21 1/22

Channel 20

Maximum intensity: 0

Number of moves: 16

Cues with moves

1/5 1/6 1/7 1/8 1/10 1/11 1/12 1/13 1/21 1/22 1/23 1/28 1/29 1/39 1/40 1/42

Channel 21

Maximum intensity: 0

Number of moves: 6

Cues with moves

1/14 1/16 1/36 1/37 1/38 1/39

Channel 22

Maximum intensity: 0

Number of moves: 28

Cues with moves

1/3 1/4 1/5 1/6 1/7 1/8 1/9 1/10 1/11 1/12 1/13 1/21 1/22 1/23 1/25 1/25.5 1/26 1/26.5
1/27 1/28 1/29 1/35 1/36 1/37 1/38 1/39 1/40 1/42

Channel 23

Maximum intensity: 0

Number of moves: 24

Cues with moves

1/3 1/4 1/5 1/6 1/7 1/8 1/9 1/10 1/11 1/12 1/13 1/15 1/16 1/21 1/22 1/23 1/25 1/28 1/29
1/37 1/38 1/39 1/40 1/42

Channel 24

Maximum intensity: 0

Number of moves: 28

Cues with moves

1/3 1/4 1/5 1/6 1/7 1/8 1/9 1/10 1/11 1/12 1/13 1/15 1/16 1/20 1/21 1/22 1/23 1/24 1/25
1/29 1/30 1/31 1/36 1/37 1/38 1/39 1/40 1/42

Channel 25

Maximum intensity: 0

Number of moves: 5

Cues with moves

1/20 1/24 1/25 1/30 1/31

Channel 26

Maximum intensity: 0

Number of moves: 25

Cues with moves

1/3 1/4 1/5 1/6 1/7 1/8 1/9 1/10 1/11 1/12 1/13 1/15 1/16 1/21 1/22 1/23 1/25.5 1/26
1/26.5 1/29 1/37 1/38 1/39 1/40 1/42

Channel 27

Maximum intensity: 0

Number of moves: 26

Cues with moves

1/3 1/4 1/5 1/6 1/7 1/8 1/9 1/10 1/11 1/12 1/13 1/15 1/16 1/21 1/22 1/23 1/26 1/26.5
1/28 1/29 1/36 1/37 1/38 1/39 1/40 1/42

Channel 28

Maximum intensity: 0

Number of moves: 3

Cues with moves

1/36 1/37 1/38

Channel 29

Maximum intensity: 0

Number of moves: 14

Cues with moves

1/6 1/7 1/10 1/11 1/12 1/13 1/21 1/22 1/23 1/28 1/29 1/39 1/40 1/42

Channel 30

Maximum intensity: -1717986918

Number of moves: 8

Cues with moves

1/14 1/16 1/25 1/25.5 1/26 1/26.5 1/38 1/39

Channel 64

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 80

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 81

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 100

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 101

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 102

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 103

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 104

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 105

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 106

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 107

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 108

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 109

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Channel 110

Maximum intensity: 0

Number of moves: 0

Cues with moves

None

Patched channels not referenced by any cue

12 64 80>81 100>110

Cues with Dark Moves

Show Settings

NumOfChannels:	250
Dimmer Double Offset:	20000
PartitionedControl:	Disabled
Home Preset:	
AutoMark:	Enabled
Mark Time:	Disabled
Create Virtual HSB:	Enabled
Startup Macro:	
Shutdown Macro:	
Disconnect Macro:	
Preheat Time:	Disabled
SmpteTimeCode:	Enabled
MidiTimeCode:	Enabled
MSC ACN RX IDs:	1
MSC ACN TX ID:	2
TransmitChan:	0
ReceiveChan:	0
MSC Receive:	Disabled
MSC Transmit:	Disabled
Analog Input:	Enabled
Relay Output:	Enabled
String and OSC RX:	Disabled
String RX Group IDs:	1
ResyncFrames:	2
String and OSC TX:	Disabled
String TX Group IDs:	1
String TX Port:	0
String RX Port:	Disabled
String MIDI TX:	
String TX IP Address:	
OSC TX IP Address:	0
OSC TX Port Number:	0
OSC RX Port Number:	
MIDI Cue List:	
Cue Up Time:	2
Cue Down Time:	2
Cue Focus Time:	5
Cue Color time:	5
Cue Beam Time:	5
Fader Mode:	Proportional
Time Code:	

Desk Settings

High Contrast Displays:	Disabled
Show Reference Labels:	Enabled

Group Channels By 5: Enabled
User ID: 1
100 Channel Display: Disabled

PSD Time Countdown: Disabled
CommandLine On PSD: Disabled
RFR: Enabled
Spacebar Go: Enabled
Hide Mouse: Disabled

AutoPlayback: Disabled
Tracking: Cue Only Mode
RecordConfirm: Enabled
Update Mode: All
Break Nested: Enabled

Last Ref: Enabled
DeleteConfirm: Enabled
IntensityUp: 0
IntensityDown: 0
Focus: 0

Color: 0
Beam: 0
Sneak: 5
BackTime: 1
GoToCueTime: 2

AssertTime: 5
Timing Disable Time: 0
Preserve Blind Cue: Disabled
+%: 10
-%: 10

Level: 100
Percent Per Rev: 35
Degrees Per Rev: 30
Lowlight Preset:
Highlight Preset:

Live RemDim Level: 0
Highlight RemDim: Disabled
Portrait: Enabled
Landscape: Disabled
Paper Size Letter: Enabled

Paper Size Legal: Disabled
Paper Size A2: Disabled
Paper Size A3: Disabled
Paper Size A4: Disabled