

## Elliot Programming Center ETC Element Light Board Cheat Sheet

### Setting Up the Light Board

1. Plug the power cable into a socket, and the DMX cable (control cable with 5 pins) into the panel on the back wall of the theatre near the sound cables.
2. Turn on the light board. The power button for the light board is on the top right corner. The system will boot itself up to the main display.

### To Load Your Show

Note: If you have already started working on a show and want to open and saved version of it, follow the instructions below. If you are trying to start from scratch, open the “**Default Patch**” file. This file contains the default set up for the lighting system in the theater.

1. Press the [**Browser**] button.
2. Click **File > Open** and navigate to where you saved the show (on your USB drive or in the light board).
3. Double click on your show file. [If you are starting a new show, click on **Show File Archive > “Default Patch”**.]
4. The light board will ask if you really want to open the file. Click **Ok** or press the [**Select**] button. Your show will load.

### Turning On Lights

1. Ensure that the **Grandmaster Slider** (on the far right side of the light board) is pushed fully to the top and that the [**Blackout**] button is not illuminated (press the button if it is to deactivate blackout mode).
2. Ensure the **Fader Position Switch** (dial on the top center of the light board) is set to submasters (rotated as far counterclockwise as possible).
3. Ensure the [**Live**] button is illuminated by pressing it.
4. Raise **Faders 1-13** (top row on the left side of the light board) to turn on and off the 13 lights in the theater.

OR

1. Type the **Channel** number(s) you want to turn on. [Each light in the theater corresponds to one Channel number. See the Magic Sheet as a reference for which light maps to which Channel.]
2. Press the [**At**] button.
3. Type the **Intensity** level (00 to 99) that you want, or press [**Full**] for 100%.
4. Press the [**Enter**] button.

For example, to turn Channel 2 to 75% brightness, type:

**[2][At][75][Enter]**

To turn Channel 1-11 except for Channel 5 to 100% brightness, type:

**[1][Thru][11][-][5][At][Full][Enter]**

To turn Channel 3 and 8 to 5% brightness, type:

**[3][+][8][At][05][Enter] To Turn Off Lights**

1. Type the **Channel** number(s) you want to turn off.
2. Press the **[Out]** button.

To turn off Channel 1-6 and 10 except for 5, type:

**[1][Thru][6][+][10][-][5][Out]**

To turn off the lights (except for any lights that you have on from a cue or submaster), type:

**[Sneak][Enter]**

### **Changing the Color of the Lights**

1. Type the **Channel** number(s) that you want to change the color of.
2. On the left hand monitor, click the tab at the bottom that says **ML Control**. Alternatively, press the **[ML Control]** button (center top of the light board). A display will pop up on the bottom of the monitor that contains a color wheel. This color wheel represents all the colors that the light can create.
3. Use the mouse to click on the color that you want. The light will change to this color immediately.

### **Using Presets**

The light board has some preprogrammed lighting looks assigned to the faders on the left side of the light board. To turn them on, simply raise the fader to the level of brightness that you want. To temporarily turn the preset on to full brightness, press the button below the fader. Note: you can have more than one fader raised at one time, but the last one raised will take precedence if there is a conflict.

### **Recording a Cue**

1. Create the lighting look that you want to record by turning on or off lights and changing the colors.
2. Press the **[Record]** button.

3. Enter a **Cue** number. [When you play back your cues, they will go in number order.]
4. Press the **[Enter]** button.

To record Cue 8, type:

**[Record][8][Enter]**

The cue is now recorded. However, you need to assign an amount of time that you want it to take to fade from the previous cue into this one.

1. Press the **[Cue]** button.
2. Enter the **Cue** number that you want to change the fade time on.
3. Press the **[Time]** button.
4. Enter the amount of **Time** that you want the fade to take.
5. Press the **[Enter]** button.

To make Cue 12 take 3 seconds to fade, type:

**[Cue][12][Time][3][Enter]** **To Play Back Cues**

1. Go to your first cue by using the **[Go To Cue]** button. If your first cue is 1, type:

**[Go To Cue][1][Enter]**

2. Press the **[Go]** button to advance to the next cue with the specified time.

Alternatively, you can use the playback faders above the **[Go]** button to manually advance the cue. Move both faders together at the rate that you want the fade to take place. Ensure that you push the faders the full distance to complete the fade between the cues.

## **To Save Your Show**

1. Press the **[Browser]** button (top center of the light board).
2. Click **File > Save As** and navigate to where you want to save the show (either a USB drive or within the light board).
3. Press the **[Select]** button or double click on the location. A keyboard will pop up.
4. Double click **<New Folder>** to create a folder for your show and name it.
5. Double click the folder you just made to save the show into it.
6. Name the show file.
7. Press the **[Enter]** button or click **Ok**.

If you have already saved the show once, simply click **File > Save** to save it again to the same location.

It is recommended that you save your show to both the light board and an external USB flash drive for backup. You can plug a flash drive into any USB port on the light board.

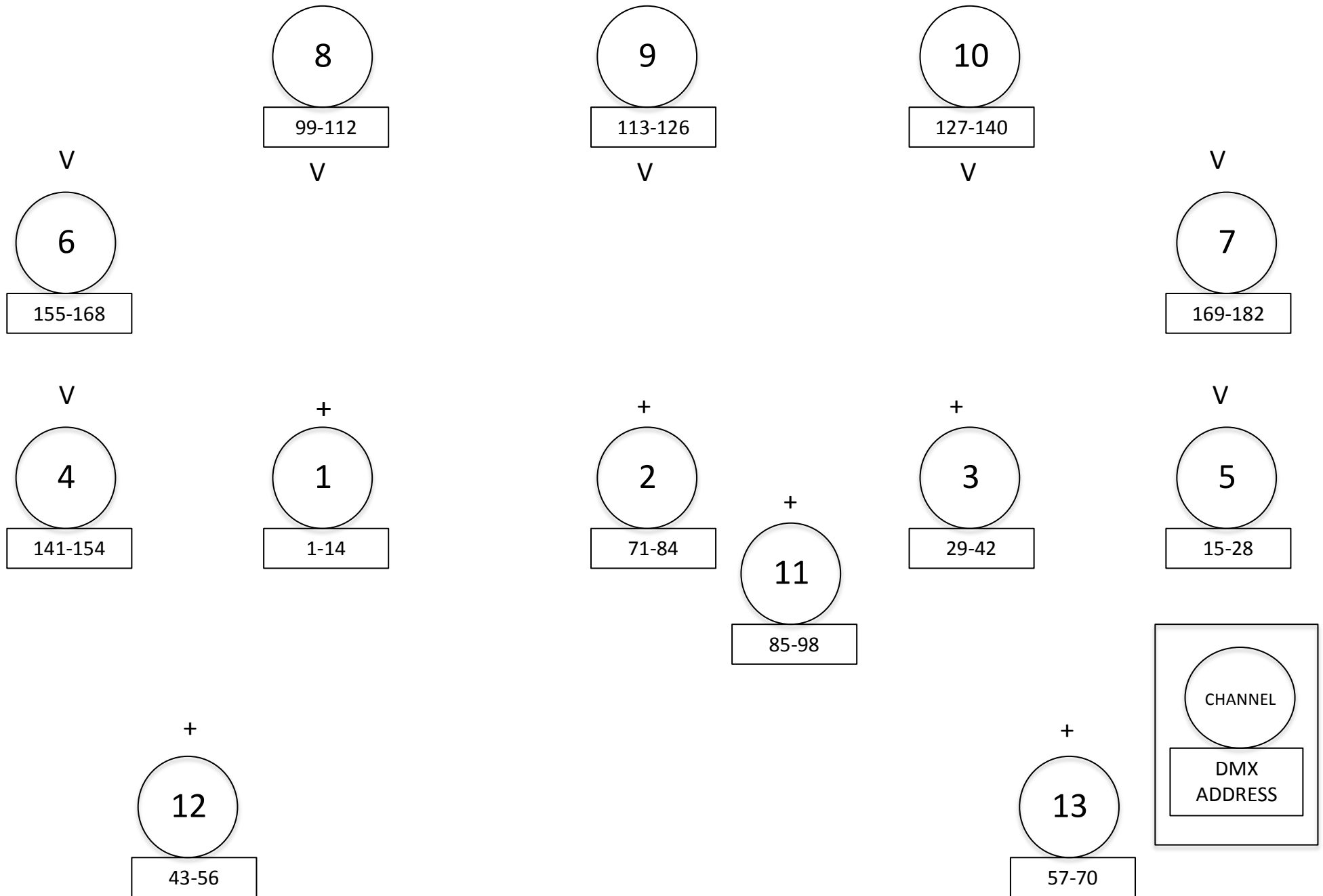
### **To Turn Off the Light Board**

1. Press the **[Browser]** button.
2. Click **File > Power Off Console**.
3. Click **Ok**.

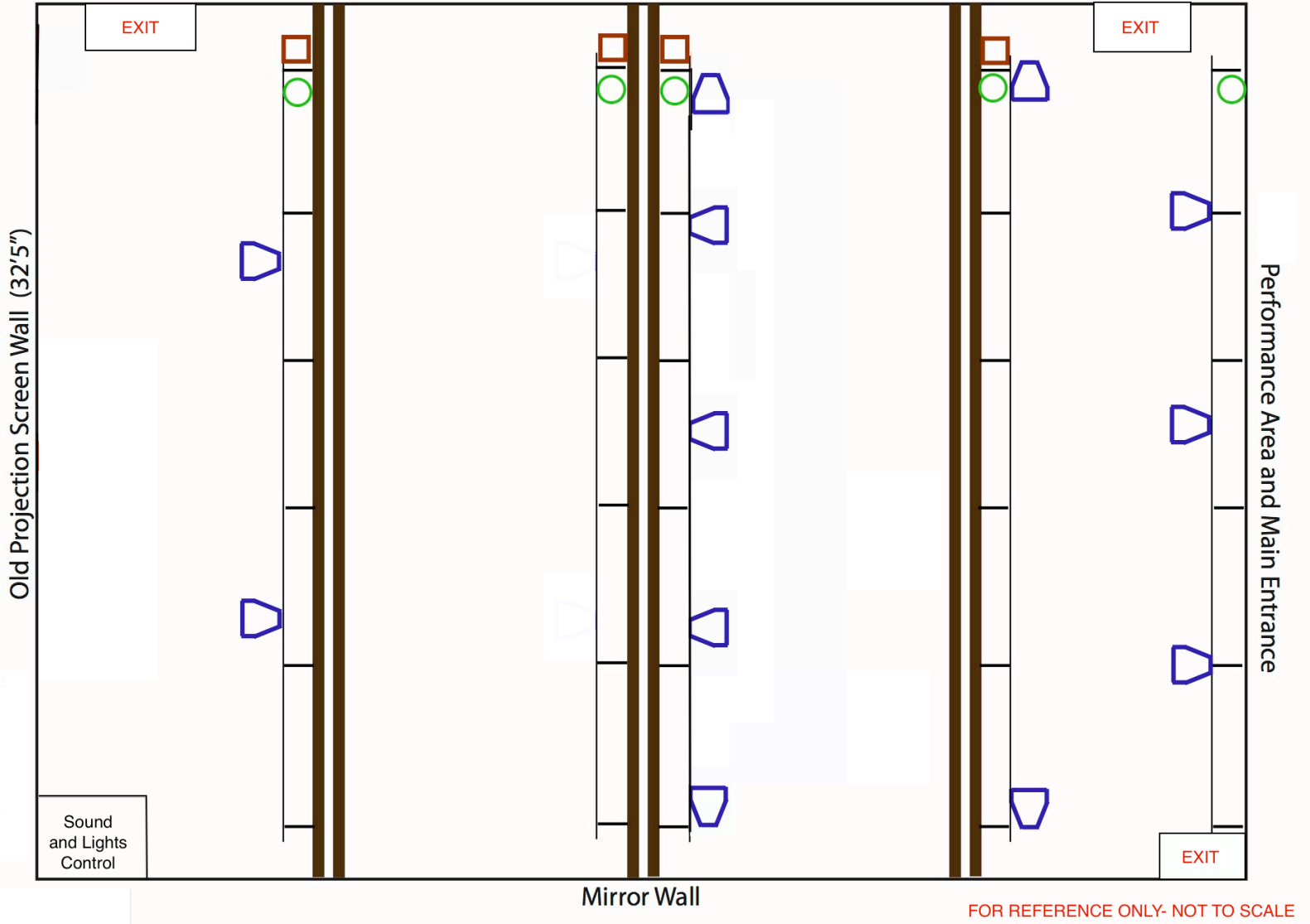
## **EPC Inventory List**

- (1) ETC Element Light Board
- (2) 19" Monitor
- (3) IEC Power Cord
- (2) DVI Monitor Cable
- (1) 5-Pin DMX Cable
- (1) USB Mouse
- (1) USB Keyboard
- (1) Mouse Pad
- (1) Light Board Dust Cover
- (1) Magic Sheet
- (1) Cheat Sheet
- (1) ETC Cheat Sheet
- (1) Inventory List
- (7) ETC D40 Vivid
- (6) ETC D40 Lustr+

# EPC MAGIC SHEET



Windows and Exits Wall (45'4") (LAKE)



FOR REFERENCE ONLY- NOT TO SCALE

## EXPLANATION OF NOTATION

<b>Bold</b>	Browser menus
<b>[Brackets]</b>	Facepanel buttons
<b>{Braces}</b>	Softkeys and direct selects
<b>&lt;Angle brackets&gt;</b>	Optional keys
<b>[Next] &amp; [Last]</b>	Keys to be pressed & held simultaneously

## DISPLAY FUNCTIONS

Press **[Tab]** **[Tab]** to change focus to the next displays  
 Hold **[Tab]** & press **[#]** to select / highlight a specific display  
 Press **[Escape]** or **[Live]** / **[Blind]** to close or exit a display  
 Hold **[Shift]** & press **[Tab]** to close all displays except Live and the Playback Status display  
 Press **[Format]** for summary or table view

## PATCH A DIMMER:

Press **[Patch]**

**[1] [At] [5] [Enter]** – selects channel 1 and patches address 5 to it.

**[1] [Thru] [24] [At] [1] [Enter]** - patches channels 1 thru 24 to addresses 1 thru 24, sequentially.

**Patch by address mode**

Press **[Format]** to switch to patch by address

**[5] [At] [1] [Enter]** – selects address 5 and patches it to channel 1.

## PATCH A MOVING LIGHT:

**[2] [Enter] {Type} {Menu} {ETC} {Revolution Wybron} {IM/RWM} [At] [11] [Enter]** - patches an ETC Revolution fixture to channel 2, starting at address 11.

Use **[Next]** to get next available channel

## SETTING CHANNELS AT LEVELS

**[1] [+] [3] [At] [5] [Enter]** - sets level of 50%.  
 Use **[0][5]** for 5%

**[1] [thru] [5] [-] [4] [Full] [Enter]** - excludes channel 4

**[2] [+] [5] [Enter] [level wheel]**

**[1] [Out]** - takes channel 1 to zero.

**[1] [thru] [4] [Out]** - takes all channels to zero

**[Sneak] [Enter]** - restores all selected or highlighted channels with manual values to their background or home state

**[Clear] [Sneak] [Enter]** – clears the command line and restores all channels with manual values to their background or home state

## CHANNEL CHECK

**[1] [at] [70] {Channel Check} [Enter]** - brings channel 1 to 70% intensity.

Press **[Next]** **[Next]** **[Next]**

## RECORDING A CUE

**[Record] <Cue> [n] [Enter]**

**[Record] <Cue> [Next] [Enter]**

**Changing a cue's timing**

**[Record] <Cue> [n] [Time] [x] [Enter]** - record cue n and sets up & down time. This sets all timing in the cue to x.

**[Record] <Cue> [n] [Time] [x] [Time] [y] [Enter]** - specifies split up/down times

**[Cue] [n] [Time] [y] [Enter]** - sets timing for cue n to y.

**Multiple instructions on one command line:**

**[Record] <Cue> [n] [Label] Name [Enter]**

**[Record] <Cue> [1] [Time] [3][Time][4] [Label] joe enters [Enter].**

**Deleting a cue**

**[Delete] <Cue> [n] [Enter].**

Press **[Enter]** again to confirm.

**Using Go To Cue**

**[Go To Cue] [0] [Enter]** - sets all intensity values to zero for the selected cue list

**[Go To Cue] [Out] [Enter]** - resets all parameters to their default state and resets all cue lists active on faders to the top of their cue list.

**[Go To Cue] [5] [Enter]**

**[Go To Cue] [Next] or [Last] [Enter]**





## SUBMASTERS

Set the Fader Mode Switch to Submaster mode.

### Recording to a submaster

**[Record] [Sub] [5] [Enter]** - records the current stage state to sub 5.

Alternatively, press **[Record]** followed by the desired submaster's bump button

### Adding times to a sub

**[Sub] [5] [Time] [5] [Time] [20] [Time] [5] [Enter]** - sets up fade of 5, dwell (wait) time of 20 and a down time of 5

### Clearing a submaster

**[Delete] [Sub] [5] [Enter] [Enter]** - deletes the contents of sub 5

**[Sub] [Sub]** - opens the Sub List

## GROUPS

**[1] [thru] [8] [Record] [Group] [5] [Enter]** - records selection to group 5

**[Group] [5] [Enter]** - selects group 5.

**[Group] [Group]** - opens the Group List

## PALETTES

*Palettes are referenced data. Four palette types: Intensity, Focus, Color, and Beam.*

**[ML Control]** - opens virtual multi-parameter display. Make changes per channel using your mouse (or with a touchscreen, your finger or stylus)

**[Record] {Focus} [1] [Enter]** - stores all focus values for any channels that have non-default focus parameters to FP 1.

**[Record] {Color} [3] [Enter]** - stores all color values to color palette 3.

**[Group 5] {Beam} [5] [Enter]** - sets the channels in group 5 to Beam Palette 5.

## SAVING A SHOW

### Quick Save

Hold **[Shift]** and press **[Update]**.

### Press [Browser]

To save the show you are working on, **File> Save>** and press **[Select]**.

To create a new show file, **File> New>** and press **[Select]**.

To save an existing show to a different location or with a different name, **File> Save As>** and press **[Select]**.

## EFFECTS (CHASES)

### Using Preprogrammed Effects

**[1] [Thru] [10] [Effect] [915] [Enter]** - intensity will ramp up and down for channels 1 thru 10

### Creating a step Effect

**[Effect] [Effect]** opens the Effects List

**[1] [Enter]** creates a new effect number

**<Type> {Step-based}** assigns the effect as a step effect

**{Step} [1] [Thru] [6] [Enter]** defines the number of steps

**[Page▶]** or right arrow over to the Channel column

**[1] [thru] [12] [Enter]** specifies the channels  
Use **[Page▶]** to access "Step time". Enter the desired step time: **[1]**

**[Page▶]** to the In Time column and enter a dwell time: **[1]**

**[Page▶]** to the Dwell Time column and enter a dwell time: **[1]**

**[Page▶]** to the Decay Time column. Enter a decay time: **[.] [25]**

**[Page▶]** to the On State column and enter the percentage: **[100]**

**[Page▶]** to the Off State column and enter the percentage: **[5]**

*Adjust any of the other attributes from the CIA by pressing or clicking on the appropriate detail button in the properties display and making changes*

**[Live] [1] [Thru] [12] [Effect] [1] [Enter]** - runs the effect on channels 1 thru 10