Don'ts

Do not attach a thumbdrive on the console when switching on the console.

Do not attach a keyboard that is different from the one loaned to you.

Do not charge your handphone on the Orb console.

Do not attach other devices into the USB slots on the console.

Do not use thumbdrives above 4GB to save your Lighting Show, only have your lighting show files in it

Dos

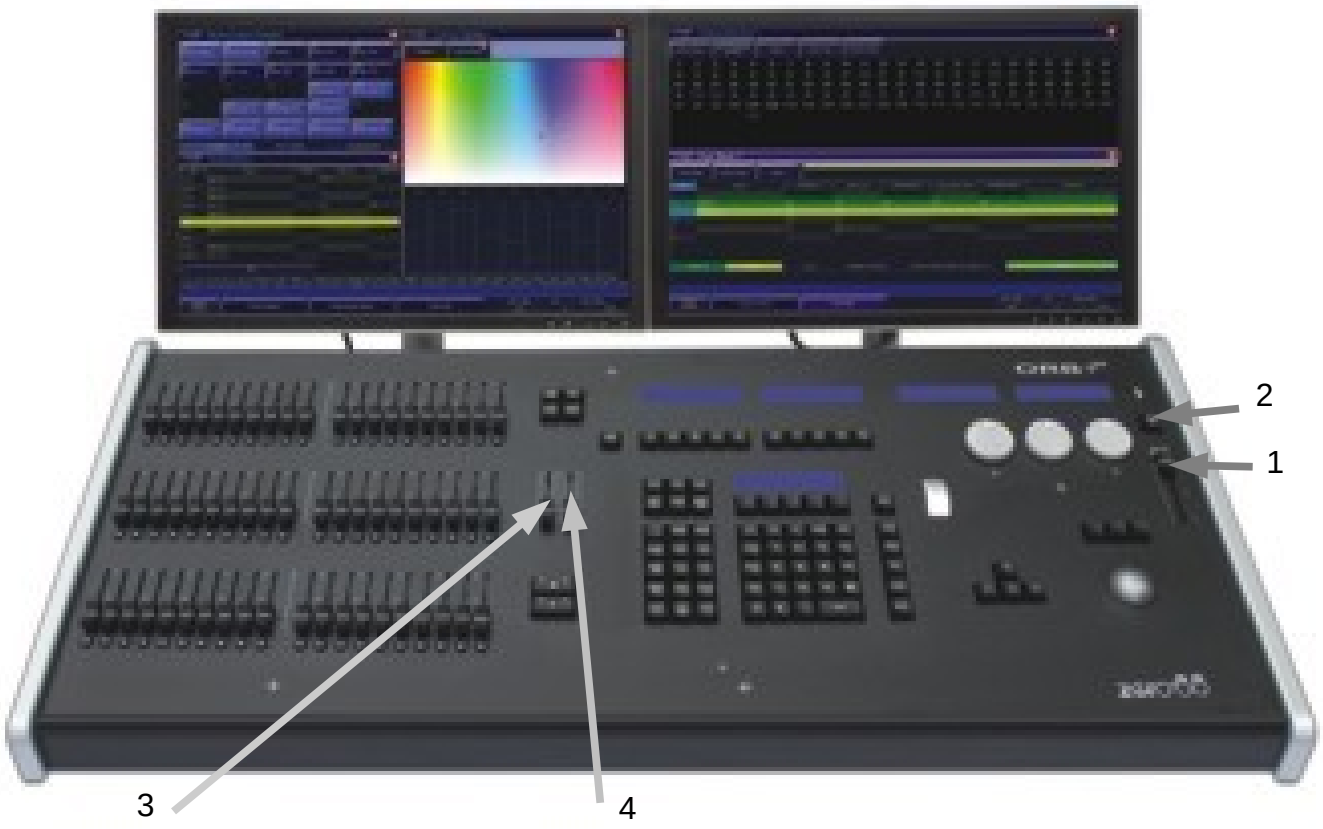
Do ask the staff on the basic operation of the console before proceeding.

Do save your show often (advised every 45 minutes.)

Do check that the dmx output cables are plugged into the correct universe at the back of the console.

1. Please ensure Grand Master fader is FULL or 100%
2. Black -out Button is not Activated (NO red led blinking)
3. Go Button Fader (Intensity left side is full at 100%)
4. Go Button Fader (timing fader is at 50%)
5. Check that you are not in the Blind Mode
6. Set the board on Tracking Mode

(go to Setup → desk setup → Behaviour → change to tracking mode: ON)



SCHEDULE OF TRAINING

DAY 1 PROGRAM

10.00AM – 11.30AM	**PART 1 - TRACKING** TRAINING
11.30AM – 12.30PM	SELF LEARNING SESSION
12.30PM – 01.00PM	TEST ON TRACKING
01.00PM – 02.00PM	LUNCH BREAK
02.00PM – 03.00PM	**PART 2- CUES AND CHASES / PLAYBACKS** TRAINING
03.00PM – 3.30PM	SELF LEARNING SESSION
03.30PM – 04.00PM	TEST ON **CUES AND CHASES**
	QUESTIONS AND ANSWER SESSION

DAY 2 PROGRAM

10.00AM – 11.30AM	**PART 3- PROGRAMMING MOVING HEADS** TRAINING
11.30AM – 12.30PM	SELF LEARNING SESSION
12.30PM – 01.00PM	TEST ON PROGRAMING OF MOVING HEADS
01.00PM – 02.00PM	LUNCH BREAK
02.00PM – 03.00PM	**PART 4 – PROGRAMMING MACROS AND OTHERS** TRAINING
03.00PM – 3.30PM	SELF LEARNING SESSION
03.30PM – 04.00PM	TEST ON PROGRAMMING MACROS AND OTHERS
	QUESTIONS AND ANSWER SESSION

1 Table of Contents

1 Introduction

1.1 Trainer Information

Trainer Name : P. V. JOSEPH

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1.2 Training Prerequisite

For Trainees who intend to attend the The intermediate Training, it is important that they have completed the ORB XF Basic Training.

1.3 Training Preamble

- Save current show of the ORB XF Console : SHOW888
- Update ORB XF Console with new ZerOS
- Load SHOW888 into ORB
- Contact Name List / Email
-

2 Tracking

2.1 What is a Tracking Lighting Console?

One of the important features of the new lighting consoles is the tracking feature. The tracking feature has brought a lot of dilemma to those who are used to a non-tracking lighting console, the major complaint being that the board does cue changes when the user did not program them in the first place or that the board behaves erratically. These are valid complaints for those who have been used to programming lighting shows in the non tracking manner.

The question now is why use a tracking console in the first place? Lets take a simple scenario where tracking is useful to a lighting Programmer or Designer. Assuming you had a lighting fixture focused onto a prop. And you had set an intensity level for the lighting fixture at 80%. As this prop has to be illuminated at that level for 15 subsequent cues. Now comes the part where most lighting designers hate to hear, the director of the show , says that it was too bright on the prop and want the lighting to be dimmed to 50% intensity level for all the 15 cues. If it was a non-tracking console, you would have to go to every cue starting from the first cue and amend the intensity level from 80% to 50%

If the above console was a tracking console , you would only have to change the intensity level in the first cue and the subsequent cues will change automatically down. This makes programming changes much easier than before.

As with the recent influx of moving heads and RGB lighting fixtures in the theatres, this feature becomes more useful. Since Moving Heads and RGB lighting fixtures have more parameters than just the intensity, it would mean a less arduous task if for example if the show director were to ask to change the position of a moving light for 15 cues or change the colour to another

To help you to identify which channels are being tracked and how the channel levels are with respect to the previous cues, colours are indicated on the intensity or parameter levels,

Magenta denotes the channels that are being tracked from the previous cue and are NOT programmed,

Blue (sky-up) denotes channels that have gone up with reference to the previous cue,

Green (grass down) denotes channels that have gone down with reference to the previous cue and finally

Red which denotes a block cue and also the same values as the previous cue.

(to see your tracking intensities of the cues, it is done by selecting the **fixture levels** in the cue stack window)

With new features comes , there is always various sub-features of applying this to different scenarios, the sub-features are like forward tracking, backward tracking and etc , which will be discussed in detail in the subsequent

paragraphs.

Trainer notes: Cue Stack 41 copy to Cue Stack 1

2.2 Forward Tracking

Referring to the Diagram 1 below, these are the Channel outputs of the various Cues before any changes were made. We will be looking at the output levels of Channel 5, beginning with Cue 1 onwards. As can be seen the levels are in the colour Magenta from Cue 2 onwards, which indicate that the levels in Channel 5 are tracked until Cue 5.

Diagram 1

Cue No		Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9	Ch 10
Cue 1		20	20	20	20	50	70	70	0	0	0
Cue 2		50	40	30	70	50	40	50	40	40	40
Cue 3		50	100	30	80	50	50	50	40	40	50
Cue 4		60	50	30	70	50	50	30	40	40	50
Cue 5		30	40	60	50	50	60	30	40	40	60
Cue 6		20	40	30	40	20	60	50	50	40	30
Cue 7		40	20	10	50	20	30	40	10	40	60
Cue 8		50	20	60	40	20	40	70	30	40	30
Cue 9		10	30	40	30	20	30	40	20	50	30
Cue 10		50	50	40	40	20	20	50	50	60	20

Diagram 2

Cue No		Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9	Ch 10
Cue 1		20	20	20	20	50	70	70	0	0	0
Cue 2		50	40	30	70	60	40	50	40	40	40
Cue 3		50	100	30	80	60	50	50	40	40	50
Cue 4		60	50	30	70	60	50	30	40	40	50
Cue 5		30	40	60	50	60	60	30	40	40	60
Cue 6		20	40	30	40	20	60	50	50	40	30
Cue 7		40	20	10	50	20	30	40	10	40	60
Cue 8		50	20	60	40	20	40	70	30	40	30
Cue 9		10	30	40	30	20	30	40	20	50	30
Cue 10		50	50	40	40	20	20	50	50	60	20

When changes are made on channel 5 at Cue 1 from an intensity level of 50 to 60, it can be seen that the channels levels are automatically updated until Cue 5. This means that the console does tracking until cue 5 as cue 6 is a blocked cue. The board will track FORWARD all the way to the end until an intensity

level change or a blocked cue is detected.

Syntax:

Cue 1, GO

5 @ 60 Enter

Update Cue 1

Select Forward Tracking in the pop up Window

Enter

2.3 Backward Tracking

Referring to the Diagram 3 below, these are the Channel outputs of the various Cues before any changes were made. We will be looking at the output levels of Channel 5, beginning with Cue 1 onwards. As can be seen the levels are in the colour Magenta from Cue 2 onwards, which indicate that the levels in Channel 5 are tracked until Cue 5.

Diagram 3

Cue No		Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9	Ch 10
Cue 1		20	20	20	20	50	70	70	0	0	0
Cue 2		50	40	30	70	50	40	50	40	40	40
Cue 3		50	100	30	80	50	50	50	40	40	50
Cue 4		60	50	30	70	50	50	30	40	40	50
Cue 5		30	40	60	50	50	60	30	40	40	60
Cue 6		20	40	30	40	20	60	50	50	40	30
Cue 7		40	20	10	50	20	30	40	10	40	60
Cue 8		50	20	60	40	20	40	70	30	40	30
Cue 9		10	30	40	30	20	30	40	20	50	30
Cue 10		50	50	40	40	20	20	50	50	60	20

Diagram 4

Cue No		Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9	Ch 10
Cue 1		20	20	20	20	10	70	70	0	0	0
Cue 2		50	40	30	70	10	40	50	40	40	40
Cue 3		50	100	30	80	10	50	50	40	40	50
Cue 4		60	50	30	70	10	50	30	40	40	50
Cue 5		30	40	60	50	10	60	30	40	40	60
Cue 6		20	40	30	40	20	60	50	50	40	30
Cue 7		40	20	10	50	20	30	40	10	40	60
Cue 8		50	20	60	40	20	40	70	30	40	30
Cue 9		10	30	40	30	20	30	40	20	50	30
Cue 10		50	50	40	40	20	20	50	50	60	20

When changes are made on channel 5 at Cue 5 from an intensity level of 50 to 10, it can be seen that the channels levels are automatically updated until Cue

1. The board will track BACKWARDS all the way to the end until an intensity level change or a blocked cue is detected.

Syntax:

Cue 5, GO

5 @ 10 Enter

Update Cue 5

Select Backward Tracking in the pop up Window

Enter

2.4 Both Tracking

Referring to the Diagram 5 below, these are the Channel outputs of the various Cues before any changes were made. We will be looking at the output levels of Channel 9, beginning with Cue 1 onwards. As can be seen the levels are in the colour Magenta from Cue 3 to Cue 8 are tracked @40

Diagram 5

Cue No		Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9	Ch 10
Cue 1		20	20	20	20	50	70	70	0	0	0
Cue 2		50	40	30	70	50	40	50	40	40	40
Cue 3		50	100	30	80	50	50	50	40	40	50
Cue 4		60	50	30	70	50	50	30	40	40	50
Cue 5		30	40	60	50	50	60	30	40	40	60
Cue 6		20	40	30	40	20	60	50	50	40	30
Cue 7		40	20	10	50	20	30	40	10	40	60
Cue 8		50	20	60	40	20	40	70	30	40	30
Cue 9		10	30	40	30	20	30	40	20	50	30
Cue 10		50	50	40	40	20	20	50	50	60	20

Diagram 6

Cue No		Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9	Ch 10
Cue 1		20	20	20	20	50	70	70	0	0	0
Cue 2		50	40	30	70	50	40	50	40	50	40
Cue 3		50	100	30	80	50	50	50	40	50	50
Cue 4		60	50	30	70	50	50	30	40	50	50
Cue 5		30	40	60	50	50	60	30	40	50	60
Cue 6		20	40	30	40	20	60	50	50	50	30
Cue 7		40	20	10	50	20	30	40	10	50	60
Cue 8		50	20	60	40	20	40	70	30	50	30
Cue 9		10	30	40	30	20	30	40	20	50	30
Cue 10		50	50	40	40	20	20	50	50	60	20

When changes are made on channel 9 at Cue 5 from an intensity level of 40 to 50, it can be seen that the channels levels are automatically updated for cues that are above and below cue 5. The board will track BOTH ways to the end until an intensity level change or a blocked cue is detected.

Syntax:

Cue 5, GO

9 @ 50, Enter

Update, Cue 5,

Select “Track Both” in the pop up Window

Enter

2.5 Cue only

Assuming the LD asks you to update a Cue and this update should not affect values of channels that are being tracked, it should only affect the updated Cue. For this scenario we use the CUE ONLY

When Cue Only Key is ON, it does not track the Cue that is recorded , ie: no tracking of the intensity or other parameters either forward or backward on all the cues.

Diagram 7

Cue No		Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9	Ch 10
Cue 1		20	20	20	20	50	70	70	0	0	0
Cue 2		50	40	30	70	50	40	50	40	40	40
Cue 3		50	100	30	80	50	50	50	40	40	50
Cue 4		60	50	30	70	50	50	30	40	40	50
Cue 5		30	40	60	50	50	60	30	40	40	60
Cue 6		20	40	30	40	20	60	50	50	40	30
Cue 7		40	20	10	50	20	30	40	10	40	60
Cue 8		50	20	60	40	20	40	70	30	40	30
Cue 9		10	30	40	30	20	30	40	20	50	30
Cue 10		50	50	40	40	20	20	50	50	60	20

Diagram 8

Cue No		Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9	Ch 10
Cue 1		20	20	20	20	30	70	70	0	0	0
Cue 2		50	40	30	70	50	40	50	40	40	40
Cue 3		50	100	20	80	50	50	50	40	40	50
Cue 4		60	50	30	70	50	50	80	40	40	50
Cue 5		30	40	60	50	50	60	30	40	40	60
Cue 6		20	40	30	40	20	60	50	50	40	30
Cue 7		40	20	10	50	20	30	40	10	40	60
Cue 8		50	20	60	40	20	40	70	30	40	30
Cue 9		10	30	40	30	20	30	40	20	50	30
Cue 10		50	50	40	40	20	20	50	50	60	20

The following changes were made on

channel 3 at Cue 3 from an intensity level of 30 to 20,

channel 5 at Cue 1 from an intensity level of 50 to 30,

channel 7 at Cue 4 from an intensity level of 30 to 80,

it can be seen that the channels levels are of the other cues are not affected even though they were tracked cues

Syntax:

Cue 3, GO

3 @ 20, Enter

Update, Cue 3

Select “CUE ONLY” in the pop up Window

Enter

Cue 1, GO

5 @ 30, Enter

Update, Cue 1

Select “CUE ONLY” in the pop up Window

Enter

Cue 4, GO

7 @ 80, Enter

Update, Cue 4

Select “CUE ONLY” in the pop up Window

Enter

2.6 Block Cue / Snapshot

A snapshot record is a capture of all outputting values from the desk and is a great way of getting a “block" cue recorded. It is mainly used when the board is on Tracking mode. In Tracking Mode, whatever attributes updated will be change throughout the cue stack. This is where block cue comes in handy where it will block the change and not continue all the way.

For Example:

There are 10 cues in a stack. Cue 6 is a block cue. Therefore when the LD wants to make changes to a fixture which have the same attribute from cue 1 to cue 5, he/she does need to make extra changes from cue 6 to cue 10 because cue 6 is a block cue, the changes stops there. (It is recommended to have a block cue recorded every 10 to 15 cues)

Diagram 9

Cue No		Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9	Ch 10
Cue 1		20	20	20	20	50	70	70	0	0	0
Cue 2		50	40	30	70	50	40	50	40	40	40
Cue 3		50	100	30	80	50	50	50	40	40	50
Cue 4		60	50	30	70	50	50	30	40	40	50
Cue 5		30	40	60	50	50	60	30	40	40	60
Cue 6		20	40	30	40	20	60	50	50	40	30
Cue 7		40	20	10	50	20	30	40	10	40	60
Cue 8		50	20	60	40	20	40	70	30	40	30
Cue 9		10	30	40	30	20	30	40	20	50	30
Cue 10		50	50	40	40	20	20	50	50	60	20

Diagram 10

Cue No		Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9	Ch 10
Cue 1		20	20	20	20	50	70	70	0	0	0
Cue 2		50	40	30	70	50	40	50	40	40	40
Cue 3		50	100	30	80	50	50	50	40	40	50
Cue 4		60	50	30	70	50	50	30	40	40	50
Cue 5		30	40	60	50	50	60	30	40	40	60
Cue 6		20	40	30	40	20	60	50	50	40	30
Cue 7		40	20	10	50	20	30	40	10	40	60
Cue 8		50	20	60	40	20	40	70	30	40	30
Cue 9		10	30	40	30	20	30	40	20	50	30
Cue 10		50	50	40	40	20	20	50	50	60	20

Syntax:

Cue 6, GO

Record, Cue 6

Select “SNAP SHOT” in the pop up Window

Enter

(Alternative: Record as blocked cue in the start. Do not need to update to make as blocked cue)

To release a Block Cue , we go to the Cue stack setup and select release unBlock, this will unblock all cues in the Cue stack.

3 Cues

3.1 Blank Cue

Purpose of a Blank Cue: Usually during the start of a show, the channels of the first Cue is usually at level zero

You cannot record into a Blank Cue, in a blank Cue all levels are 0

How to Creating a Blank Cue or Cue 0,

To set a blank cue go to Stack setup, enable blank cue

3.2 Part Cues What are Part Cues?

Trainer Notes:
Cue Stack 42

Part cues is a way of making different timing for different groups of Lighting fixtures to be used in a single cue,

Example 1:

If the LD ask you to bring the intensity levels up on a set of Lights, 1 thru 4 @ 50 and then he wants another set of lights 5 and 6 to come up to intensity 60 after 5 seconds **on the same cue**

Start from a Blank Cue (see section : 3.1)

Syntax:

1 thru 4 @ 50 Enter

Record Cue 1 Enter

5 and 6 @ 60 Enter

Record Cue 1 Part 2 Time Delay 5 Enter

"Part" can be found from the LCD Display above the keypad

Trainer Notes:
Continue on the same Cue Stack

Example 2:

If the LD ask you to bring intensity levels down on a set of Lights, 1 thru 4 @ 0 and then he wants another set of lights 5 and 6 to come down to intensity 0 after 5 seconds **on the same cue**

Syntax:

1 thru 4 @ 0 Enter

Record Cue 2 Enter

5 and 6 @ 0 Enter

Record Cue 2 part 2 Time Delay 5 Enter

3.3 Auto Cue or Follow on Cue

Trainer Notes:
Cue Stack 43

Auto Cues allow a second cue to be triggered automatically after the first cue is triggered. Basically the second cue or auto cue is not triggered by the Lighting Designer(LD) but happens automatically after a set period of time(Delay) that starts counting after pressing GO on the first cue. An auto cue will happen at the completion of the fade of the first cue.

How to program:

Click on Comments in the cue row.

Change Trigger mode to Auto.

Fill in the cue number in Next that will be triggered by Auto.

Example

Cue 2 -(Setting in the comments -Trigger:Go)

Cue 3 -(Setting in the comments -Trigger:Auto,Next:6)

Cue 6 -(Setting in the comments -Trigger:Go).

After Cue 2 is completed > Cue 3 automatically begins > Standbys at Cue 6

3.4 Try Cue Function

A function that allows you to see the transition from a previous state to the current state before recording the data into a cue.

Whenever a cue is recorded or loaded into the programmer, the current state of the outputs is stored as a reference. If you change the scene in the programmer by pressing the TRY CUE key once it will take the outputs back to the previous recorded output state. The LED in the key is lit.

Pressing the TRY CUE key again plays back the new look back over the corresponding times (default or recorded times depending on what data was in the programmer).

While the outputs are fading the LED in the TRY CUE key flashes, and when the fade is complete the LED goes out. This gives a great way of previewing the timing on cues prior to programming them into a cue.

Try Cue can be used as many times as required before the scene is finally programmed.

3.5 Merge and Remove

These two buttons allow the user to merge or remove the specified data from existing cues, palettes, UDKs as opposed to the default action of overwriting the existing data.

These two buttons are mutually exclusive, with the default state of both being “off". If [Merge] is selected the button turns green and the data will be merged into the destination cue, palette or UDK.

If [Remove] is selected the button turns green and the data will be removed from the destination cue, palette or UDK.

MERGE channels into Cues

5 @ 100, RECORD, select Merge Cue 5 , ENTER

REMOVE channels from Cues

5 @ 0, RECORD, select Remove, Cue 5, ENTER

3.6 Global Fade up and Down of Cues

3.7 Global Setup of Fade time and Fade down in Setup

3.8 Releasing a Cue Stack

Shift + Release (Releasing all cue stacks)

Stack 1 Release (Releasing only Cue stack 1 or Playback 1)

4 Chases & Playbacks

Chases – Recording Chases in a Cue stack (Stack setup > Chases > Turn into chase)

Chase with independent Speed Time Override on a Submaster (Shift+Time Record Sub 1/10)

Triggering Chases and releasing a Chase , under comments in a Stack macro r3 , t3/1 , r3

5 Moving Lights

5.1 Patch wizard - Patching of Moving Lights (Setup > Patch Wizard)

5.2 Auto Pallets (Setup > Auto Palettes) Groups, Effects, Colours

Select your Moving Light fixtures ie : 50 > thru > 60 > Enter

5.3 Home Button

To identify your Fixtures immediately , we press the home key

The Home function provides a quick method of setting fixture parameters to their “home" position, ie brightness to full, colour to white, no gobo, no prisms, shutter open, pan/tilt to mid-position etc. The homed parameters are automatically tagged. Select the fixture(s) required, then enter one of the following commands:

HOME

(homes all fixture parameters; removes all effects)

COLOUR 0 ENTER

(homes colour parameters; removes colour effects)

BEAM 0 ENTER

(homes beamshape parameters; removes beamshape effects)

POSITION 0 ENTER

(homes position parameters; removes position effects)

EFFECTS 0 ENTER (removes all effects)

5.4 Palettes in programming of Moving Lights (Shift + Effects)

Palettes are like Beam Shape, Position, Colour, Effects, Groups , using palettes eases programming for the user

Pressing the Shift Key + Offset wheel to change the individual offsets of the Moving Light or starting location of the effect

(Shift + Beamshape) select your Gobo

Using the middle mouse button to pan, tilt or the Position Pallet

5.5 Highlight

The Highlight function provides a quick method of locating a fixture (or fixtures) and then allowing the position to be adjusted without tagging any of the other parameters. This can be particularly useful when creating position palettes (see page XX). Select the required fixture(s) and then press the SHIFT and HOME keys. This will set all the outputs of the currently selected fixtures, except for Pan and Tilt to their home values (defined in Edit Fixtures)

While a fixture is highlighted only the Pan and Tilt parameters can be edited using the wheels. Adjust the pan and Tilt values as required, and then press

SHIFT and HOME again to un-highlight the selected fixture(s). The other fixture parameters will return to their previous output level.

5.6 Groups

5.7 Tagging of Fixture Parameters

The Home button (tags all parameters of a Moving Light),

5.8 Untagging of Fixture Parameters

Pressing Clear button and moving the wheels untags the parameters for example if you want individual RGB colours to be in the faders.

RGB Submasters

Some users with LED units like to store Red on one submatser, Green on another, and Blue on another, so they can colour mix using submasters (ie, push the Red and Blue submasters up to get Magenta).

To create RGB faders on submasters, this is the process you need:

(we're assuming Tracking is **on**, with Smart Tag **off**)

- Turn the fixture (or multiple fixtures) on, and change to red (or other colour)
- Untag all the other colours by holding down CLEAR and moving the wheels of these colours (the background on the LCD should go from white, meaning tagged, to blue, meaning untagged).
- Record this to a submaster
- Hold SETUP and press the flash button of the submaster to open the 'Submaster Settings' window. Click 'Submaster Controls...' and then choose 'colour' in the window that opens. Click OK on both windows to close them.
- Repeat this process for the other colours.
- Finally, Go into SETUP > Edit Fixtures > Defaults and change the defaults of the colours for those fixture to '0' instead of '100'

5.9 Effects

5.10 Fan V , Fan Last, Fan Middle, Fan First

5.11 Absolute

5.12 Relative

5.13 Copying Fixture Data

You can copy fixture data from a programmed cue or from another fixture in the programmer. The data for all fixture parameters can be copied, or just those for a particular attribute by using the following commands:

1 @ CUE C ENTER Copies all the fixture parameter values from the cue C to fixture 1.

1 @ S/C ENTER Copies all the fixture parameter values from the cue S/C to fixture 1.

1 COLOUR @ S/C ENTER Copies the colour fixture parameter values from cue S/C to fixture 1.

1 COPY TO 2 ENTER Copies all the fixture parameter values from fixture 1 to fixture 2.

1 BEAM COPY TO 2 ENTER Copies the beamshape parameter values from fixture 1 to fixture 2.

1 COPY TO 2 THRU 10 ENTER Copies all fixture parameter values from fixture 1 to fixtures 2 to 10.

1 COPY TO GROUP N ENTER Copies all fixture parameter values from fixture 1 to the fixtures in group N.

5.14 Move on Dark

Move On Dark is a function which in a tracking sequence will look ahead in the Cue stack and preposition attributes of fixtures that are fading in from zero, to automatically prevent "ugly" transitions where you would normally see the fixture move the attributes into position, while the fixture is fading in. (CONSOLE MODE: TRACKING)

For Example:

Cue 1 - Fixture 1 on position 1.

Cue 2 - Fixture 1 intensity level is set @ 0

Cue 3 - Fixture 1 moved to position 2 and intensity is set @ 100

Action

When you play the cue stack

Fixture 1 will dim and move to position 2 @ Cue 2 .

At Cue 3 it will move to position 2, intensity increases to 100

How to Program:

Stack Setup > Cue Stack > Move On Dark: On

6 Others

6.1 Macro

Recording a Macro (Record > Macro X > Enter >" select keys on pop up window " (press the keys that you want to record) > Macro

For Example

To record a Macro to bring up channels 1 thru 5 to 50% level

Record > Macro > 1 > Enter > choose commands > 1 > thru > 5 > @ 50 > Enter > Macro

To call a Macro (Macro X > Enter)

Shift + Macro (Macro Page)

6.2 View

Record > View > 5 > (choose option Record all or Record Visible windows) > Enter

For Example

To call out a view :

View, 5

Enter

Default pages when ORB is reset

View 0- MFF Page, Cue stack and Output Window

View 1- Beam, Position, Group, Colour Pallet and Cue Stack and Output window

view group 1 enter

view UDK 1 enter

view macro 1 enter

6.3 UDK (User Defined Keys)

UDK- How to recording into them,

eg: you would like to record view 5 into the first UDK key,:

View > 5 > Record > UDK key 1

eg: you would like to record a Macro 1 into the second UDK key:

Macro > 1 > Record > UDK key 2

Shift + UDK (UDK Page)

Record to Submaster (Record > Sub 1/1) or Record > Flash Button or Record > touch Sub1/1 on screen

Release Stack X (to release a stack)

Shift + Release (Releasing all cue stack)

6.4 Setup+

Setup + UDK

Setup + Submaster – Latching , Flash, Locking (for indiividual submaster latching, ensure that MFF is on Submaster , then press SETUP + flash Button, select Latching in the pop up window)

Setup + Special Key – Colour Lee Filter , REM DIM

Setup + Colour, Position, Beamshape, Effects

Programmer Window – window where you type your syntax through the syntax keys

6.5 Smart Tag Key

In terms of Submasters and Programmer , what gets recorded and what doesn't, - When Smart Tag key is ON , submasters and programmer window gets recorded, When Smart Tag is OFF the submasters do not get recorded , only Programmer window get recorded.

6.6 Enter Enter – Selects channels that have intensities levels greater than 0

PURPOSE- Assuming the an LD asks for a group of fixtures to be 10 percent brighter. and instead of selecting them individually which could be spread over the output window, you can select all the fixtures that have intensities greater than 0, by pressing **Enter Enter** it selects those fixtures that have levels greater than 0 and you can now edit it by keying the

Syntax command

@+10 this increases the existing levels up by 10

6.7 REM DIM

Remainder Dim **-** keeps the current intensities but brings others channel levels to level 0,

PURPOSE - Used during focus or when setting levels

For example you have in a cue, channels 1 to 4 @100 and Channels 6 to 10 @80 and the LD wants you to adjust channel 8 intensity level and wants you to bring the remaining channels to zero so that he can adjust the channel 8's intensity level to a particular level,

Syntax command

Setup + Special Key – Colour Lee Filter , REM DIM

8 > REM DIM > Enter

Select the fixture(s) required. Hold down the SHIFT key and press the FULL key. If the selected fixture(s) intensity level is 0%, it is set to 100% and tagged.

If the selected fixture(s) intensity level is > 0%, it is tagged and remains at that level. All unselected fixtures have their intensity level tagged and set to 0%.

6.8 Knockout - to remove a channel

PURPOSE **-** if a Moving or Generic Light is not working and points to the audience , you would want to *knock out* that moving light or a fixture that is now pointing in a wrong position (you would want to *knock out* the channel)

Syntax command

8 > Knockout > Enter

6.9 Park

PURPOSE **-** There are times in the theatre when you need a channel on, because the light needs to be worked on or it need to be on for an actor to see around but you don't need it to be recorded in a cue stack. These lights gets in the way and you are afraid to continue recording because you don't want that lights to be stored in the cue.

The level will remain unchanged, even if the grandmaster is brought down. Park is a wonderful feature to help with this.

It Parks the channel or fixture at a particular level (ie: 50%) when recording the Cue, it records the levels but does not go in the output window unless it is unparked.

Syntax command

8 @ 50 > PARK > Enter (Parks the Channel 8 at intensity level 50)

6.10 Unpark

Unparks the channel or fixture

Syntax command

8, UNPARK > Enter

A "parked" fixture is one for which all it's DMX output values are frozen, and cannot be adjusted, until such a time as the fixture is unparked. In the Output Window a parked fixture is indicated by having the text [PK] displayed in front of the fixture name, for example [PK]

MAC 700 [701], and a red background in „Channel" view.

To Park a fixture, select the fixture and press the {Park} syntax key. When a fixture is parked, it is still possible to modify the values associated with the fixture in cues, palettes etc but the output values from the desk will not change.

To unpark a fixture select it and press the {Unpark} syntax key The unparked fixture will jump to its currently defined parameter

6.11 Next / Previous

6.12 Clear

1st depression of **Clear** button releases the Selection of the fixtures in the Output Window.

2nd depression of **Clear** button releases intensity of fixtures in the Output

Window

6.13 Blind Mode

When you enter the syntax VIEW S/C ENTER, or VIEW CUE N ENTER, the ORB automatically goes into Blind Mode to aid blind programming. This is a special mode where pressing UPDATE will automatically update the cue you are previewing with the contents of your blind programmer.

Test on Part 1 Day One - **Tracking**
Test on Part 2 Day One - **Playbacks and chases**
Test on Part 3 Day Two - **Programming Moving Heads**
Test on Part 4 Day Two - **Macro and others**

Name :_____ Date:_____

Organisation : _____ Department:_____

Designation: _____

No.	**Test on Part 1 : TRACKING**	☺	≈	X
1	• Forward Tracking			
2	• Backward Tracking			
3	• Both Tracking			
4	• Cue Only			
5	• Block Cue / Unblock Cue			
6	•			
7	•			
8	•			
9	•			
10	•			
11	•			
12	•			
13	•			
14	•			
15	•			
16	•			
17	•			
18	•			
19	•			
20	•			

No.	Test on Part 2 : Playbacks and chases	☺	≈	X
1	• Blank Cues			
2	• Part Cues			
3	• Auto Cues / Follow on cues			
4	• Try Cue			
5	• Merge			
6	• Remove			
7	•			
8	•			
9	•			
10	•			
11	•			
12	•			
13	•			
14	•			
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16	•			
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20	•			
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27	•			
28	•			
29	•			
30	•			
31	•			

No.	Test on Part 3: Programming Moving Heads	☺	≈	X
1	• Assigning fixtures - Patch Wizard			
2	• Changing DMX address and fixture numbers			
3	• Auto Pallets / Auto Groups / Auto Effects			
4	• Home Button			
5	• Pallets			
6	• Highlight			
7	• Groups			
8	• Effects			
9	• Move on Dark			
10				
11				
12	•			
13	•			
14	•			
15	•			
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17	•			
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26	•			
27	•			
28	•			
29	•			
30	•			
31	•			

No.	Test on Part 4 : Programming Macros and others	☺	≈	X
1	• Programming Macros			
2	• Showing all Macros in the Pages			
3	• Setting Views and Saving Views and Calling out Views			
4	• Saving Macros into UDKs – User Define Keys			
5	• Saving Views into UDKs			
6	• Changing Pages of UDKs			
7	• Setup			
8	• Smart tag key			
9	• Enter Enter			
10	• Rem Dim			
11	• Knockout			
12	• Park / unPark			
13	• Next			
14	• Clear			
15	•			
16	•			
17	•			
18	•			
19	•			
20	•			
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27	•			
28	•			
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Notes