



## TUTORIAL

Start up the software. When it loads, go to the Command Box (which starts in File mode) and double click on a show. (For the Tutorial, double click on Tutorial.)

Let's start by looking at the screen. Most of the screen is taken up with the Magic Sheet, a graphical display of your fixtures on a page. You can position your fixtures, groups, and controls anywhere on the Magic Sheet you wish. Fixtures are represented by squares and groups are represented by circles. Double click on a group, and all the fixtures, or groups, therein will appear in its own window. In that window you can fine tune levels of individual fixtures contained in that group. You may close the window when finished.

At the top of the screen are ten buttons (PAGE 1 through PAGE 10) which you can use to select between Magic Sheets. At the lower right of the window is the Command Box. The Command Box will always remain in this position. The contents of this box will change depending on what actions you want to perform (e.g., load a file, record a cue, etc.).

For a quick view of keyboard shortcuts, go to the "View" menu, and then push "keyboard commands".

At the very bottom of the screen, in the left hand corner, is a command line which will appear once commands are typed in or fixtures are selected.

### **Changing Levels on Conventional Fixtures**

When you are in live mode and change the level on a fixture, the new value is immediately reflected in the live look on the stage.

» Click on the buttons at the top of the form and see how multiple pages work. You can also use the Function keys (F1- F10) to select a page.

How our Tutorial Rig is laid out:

- Page 1 shows the front lights for our 6 areas and defines some groups to make control of the areas easier.
- Page 2 shows the side lights for our rig. The side lights have been split between upstage and downstage with 3 areas each.
- Page 3 shows the LED downlights, and our moving lights.

- Page 4 shows the all of the fixtures for each area, clustered around a group that controls all of those fixtures.
- Page 10 contains all of the fixtures defined in a row/column layout.

Go into page 1 and click on any area light (areas A through F). This will select the light and make it ready to be modified (glows yellow). When you click on the unit you will see an intensity slider control appear on the form. You can change the intensity of the light by moving the slider up and down with the mouse. You can also change the intensity with your mouse wheel, or by using the up/down arrows on your keyboard. If you want to "de-select" the fixture, click it again.

» If you Ctrl/Click on a second fixture, it will also be selected and you can move both levels at the same time. Note that if the levels of the two fixtures are different that the slider display changes thus showing you the minimum and maximum values of the selected channels.

» Select one of the area groups. Note that when you select a group the fixtures in that group show with a blue background. Move the slider and observe what happens to your selected fixtures.

Note - keyboard short cuts to select fixtures and groups and modify levels will be discussed later.

## Changing Levels on Intelligent Fixtures

You can modify the current look of an intelligent fixture in the same way you do conventional fixtures. Click on any of the moving lights and the appropriate controls will be displayed on the screen. You can then use your mouse to modify the attributes of the fixture. For details of how to use the various controls, see the Quick Start Guide.

## Writing a Cue

For the tutorial, let's clear the changes you have made while exploring how to change things in live. For this tutorial let's start a new show.

- Go into 'File' ( button at the bottom right of the Command Box)
- 'New'
- Enter in the name of your show (T1 for this tutorial, but you can make this any name you want).
- Select the Tutorial Rig and press 'Create New Show'.
- Make sure levels of all fixture intensities and accessories are at zero. (For Intelligent fixtures and color scrollers, make sure they are at their home values or home colors).
- To Home all values, click on the "H" in each control panel. See the Quick Start Guide for more options.

Now let's set up a look on stage and record some cues.

## Cue 1

Our first cue will bring up the blue down light on an actor in area B.

Go to page 3.

- Click on the fixture labeled DB.
- Set the level to 60% with the mouse or keyboard.
- Click on G905 to select the color. The downlights in our rig are fixtures which have color mixing - so you have a large selection of colors to choose from. Note that the top of the display takes on the color you have selected.

» Go into Record Mode.

- Click on the Record Button in the Command Box - OR - type ^R ( Ctrl R)

» Record as Cue 1

- Type the number '1' in the record cue number box, or use your arrow keys to select the cue number. (Your cursor is automatically positioned there and the box is highlighted blue.)
- Make sure all attributes are checked and there are times for the fades. (If there are no times listed, click "Reset Times". This will add the default fade times for each attribute.)
- Press the Enter key - OR - click on the Green Record Button

Now let's look at the cue sheet. In the Control Box click "view," then click "cue sheet". The Cue sheet will appear in the lower left hand corner of your screen. Maximize window. If working on two screens, you can place the Cue Sheet on the second monitor. You'll need to see both the cue sheet and the Magic Sheet. If you're working on one monitor, we recommend you resize the cue sheet to fit on your screen and place it in an area where you can see both screens. At the bottom of your Cue Sheet Window you have two buttons labeled "Track" and "Compact". For this exercise, we recommend you click the "Compact" button as this mode will place all your cue fixture boxes into one screen.

You will now see that cue 1 has been recorded. We will look at the Cue sheet in more detail in a few moments.

## Cue 2

For our second cue, we will change the color of the down light on the actor in B, and fill the rest of the stage with our blue down light wash. (If working on one screen, minimize or move cue sheet.)

» Select all of the downlights except for B.

- Click on the first down light (DA).
- ^Click (Ctrl Click) on the other downlights (skipping 'DB') so they are selected.
- Set a level and color for the 5 downlights you have selected.

» Change the color of DB (down light B).

- Click on DB.
- Select a color such as G155

» Go into record mode press ^R - (Ctrl R)

*Note that the downlight fixtures are shown with a red border. When you record a cue, you will only record the fixtures that are selected. By default the system selects any fixtures that have been manually changed. You can select other fixtures, or deselect the current fixtures for recording.*

Look at the letters under the highlighted fixtures. This tells us which attribute groups have changed. We see that just the Color attribute for DB has changed, but the Level and Color attributes for the other Downlight fixtures have changed. On the right side of the panel we list all of the attribute groups. By entering in a value, you can set the time for the fade. By selecting and deselecting the check boxes, you can control which attributes groups you save in the cue.

- Set the level to a 4 count, and the color to a 10 count.
- Set the cue number to '2'
- Record Cue 2

### **Cue 3**

For cue 3 we will add side lights on our actor.

- Go to page 2
- Select Group 'XB' (the Side lights for area B) located at the bottom of the Magic Sheet. These units have a color scroller with 15 distinct colors.
- Select color 11 by clicking on the name.
- Set the intensity to full
- Record this as Cue 3

### **Cue 4**

For Cue 4 we will cross fade our side lights with our area lights.

- Go to Page 4
- Select ABW and ABC (Area B Warm and Area B Cool)
- Set to 50%
- Click on XBR and XBL and take the intensity to 0
- Record this as Cue 4

## Cue 5

Finally - for Cue 5 we will bring our side lights back up in a new color and take out our area lights.

- Still on page 4:
- Select XBR and XBL
- Put them to a level of 80
- Change the color to color 5
- Select ABW and ABC and take them out
- Record this as Cue 5

## Putting Everything Together

Let's run the cues and watch them change. On the Cue sheet, you see that in Cue 1 we have one box (a cue fixture). This fixture displays the information about the fixture in the cue - what intensity it is going to, what color it is, what the primary time is for the cue, etc. You can edit the cues in blind by right clicking on various targets in the cue fixture, then making the appropriate adjustments in the dialog box. In general, there are icons for each attribute which you would target for editing in blind.

See the Quick Start Guide for more details about how to read the cue sheet.

Go to Page 4:

- Select group B. This selects all fixtures which are focused on Area 'B'
- On the Cue sheet - right click on Cue 1. You will see a menu that allows you to 'GoToThisCue'.
- Select that option. Observe that the fixture displays reflect that cue.
- From Cue 1, press the 'Go' button, and watch the fade

» Note that the color change in DB is much slower than the other lights. Let's modify that time even more.

- Go to Cue 2 and right click on the "C" icon at the bottom of the Down B fixture box. If in Track mode, click on the color name (G155 ). This gives you a way to modify the color attributes for that cue. Use the drop down menu to change the color to another color of your choice. Then click Record.

» Let's delay the start of the cue for 5 seconds, and make the cue occur in 1 second.

- Right Click on the fade time in the upper left hand corner of the fixture box, most likely a 4.
- Change the value for 'Time' to 1, and 'Delay ' to 5'
- Click "Update Times" or Record, depending on which drop down screen you're using.
- Click the Back Button
- Click the 'Go' button to execute the cue

You can modify any attribute of the fixture in any cue to any time giving great flexibility in the look of your fades.

- Go into cue 3
- Click "Go" to execute Cue 4

» Note that after the side lights have faded out, the scroller color changes. This is because the system saw that a fixture with intensity went to 0 and, by default, it performed a dark move. The next time the fixture comes up, everything except intensity would be in the proper position. (A dark move happens when the fixture is off so it is ready for next use - light is out and gets into position for next cue.)

## How to Make Changes

» First let's see what happens if we turn the dark move off. To select one fixture, right click on the DK button in the fixture box and then make your adjustment. We have multiple scrollers and are going to apply the change to more than one.

- To select multiple fixtures, click on one of the Side Light fixture, and while holding the mouse down, move it over the second fixture, etc. They will be highlighted in blue. Then right click on the DK button of one of the highlighted fixtures.
- Click radio button to make it a Regular cue
- Click the "Record"
- Click "Back" then "Go" to execute the cue and observe the changes we just made.

Now you will notice that the scroller does not pre-position itself but will be moving as the light comes up.

Let's split up Cue 4.

Your director decides he wants the area lights to come up before the side lights go out:

- Select the side light cue fixtures in Cue 4 by left clicking and dragging the mouse.
- Right click on the 'Q' button.
- You want to renumber these fixtures to a new cue 4.5. Type "4.5" in the Cue Number field and
- Press Renumber.

You have moved these Cue Fixtures to a new cue.

One more key point and you can start writing cues for real. An issue with tracking consoles is that sometimes you don't want them to track. Let's say you want to write a cue which goes to a blackout:

» On page 1 there is a group labeled 'All Fixtures'

- Select this group and take all levels to 0
- Record it as Cue 6

If you look at the cue sheet, you will notice there is no information written for the area lights on Area B because they went to 0 in Cue 5. You need to tell the system that you want to do an All Fade. You can do this when you record the cue, or you can do it in blind.

» On the Cue Sheet

- Right click on Cue 6
- Select 'Block' and 'Make All Fade'

Now you have blocked the levels for every fixture in the cue so that they will all go to 0 no matter what happens before the cue.

## **Congratulations!**

You've just completed your first 6 cues on Plexus Lighting Control. Thank you for taking the time to join us. Now that you're somewhat familiar with the basic operation of Plexus Lighting Control, I hope you'll take a bit more time to create your own rig and really see how Plexus Lighting Control can suit your application. Please take a look at our Quick Start Guide for more information.