

eOS™ Family Cheat Sheet

EXPLANATION OF NOTATION

| | |
|-------------------------------|--|
| Bold | Browser menus |
| [Brackets] | Facepanel buttons |
| {Braces} | Softkeys and direct selects |
| <Angle brackets> | Optional keys |
| [Next] & [Last] | Keys to be pressed & held simultaneously |

DISPLAY FUNCTIONS

Press **[Tab]...[Tab]...** to change focus to the next display
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

Double hit **[Address/Patch]** or press **[Displays]**, **{S3}** Patch or Add-a-Tab **{+}**

Patch by channel mode

Press **[Format]** to switch to Patch by Address

[6] [At] [33] [Enter] – patches chan 6 to address 33
[7] [At] [31] [Enter], **[8] [At] [32] [Enter]**,
[9] [At] [35] [Enter], **[10] [At] [34] [Enter]**,
[1] [Thru] [5] [At] [1] [Enter] – patches channels 1
thru 5 to addresses 1 thru 5

PATCH A MOVING LIGHT

[101] [Thru] [105] [Enter] {Type} {Manu}
{HighEnd Systems} {Solaframe Theatre}
{Solaframe Theatre} – selects fixture type
[At] [2] [/] [201] {Offset} [50] [Enter] – patches
fixtures to channel 101 thru 105, starting at
universe 2, address 201 using an offset of 50

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] [Full] [Full] – takes channel 1 to Full/100%
[2] [At] [At] – default level as established in Setup
[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] {ChanCheck} [Enter] – brings channel
1 to 70% intensity
Press **[Next] ... [Next] ... [Next] ...**

RECORDING A CUE

[Record] <Cue> [n] [Enter]
[Record] <Cue> [Next] [Enter]
[1] [thru] [5] [Record Only] [3] [Enter]
*[Record Only] selectively stores only manually set (red)
values, or values set by the keypad*

Changing a cue's timing

[Record] <Cue> [n] [Time] [x] [Enter] – records
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
[Cue] [n] [Color] [Time] [y] [Enter] – sets color
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] – all parameters with
values in cue 5 faded to those values
[Go To Cue] [Next] or [Last] [Enter] –
takes you to the next or previous cue in
the active list



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SUBMASTERS

Recording to a submaster

[Record] [Sub] [1] [Enter] – records the current stage state to sub 1

[Record], then press both buttons under the sub
[Enter] – records & loads fader with stage state

[Record Only] [Sub] [2] [Enter] – records the manual (red) intensities of the current state

[Sub] [1] [Time] [3] [Time] [Hold] [Time] [3] [Enter] – adds a 3 sec up time, a 'hold' dwell time, and a 3 sec down time

[Sub] [Sub] – opens the submaster list

Changing pages of submasters

Press **[Fader Page]** – jumps to the next page with content

Clearing a submaster

[Shift]&[Load] (both buttons under the sub) – clears the content of the fader

[Delete] [Sub] [5] [Enter] [Enter] – deletes sub 5 entirely

GROUPS

[1] [thru] [10] [Record] [Group] [1] [Enter] – records channel selection to group 1

[101] [thru] [105] [Record] [Group] [5] [Enter] – records channel selection to group 5

[Record Only] [Group] [X] [Enter] – records manual (red) intensities to group

[Group] [1] [Enter] – selects group 1

[Group] [Group] – opens the Group List

PALETTES AND PRESETS

Palettes & presets are referenced data. Four palette types: Intensity, Focus, Color, Beam. A reference that includes a mix of categories is a Preset.

[Group] [5] [Full] [Enter], then **[Focus]** and play with encoders - notice fixtures move as a group

Press **[Next]** to go to each light individually and then press **[Select Last]** to reselect group

[Record] [* Palette] [1] [Enter]** – stores all parameter values for any channels to palette

[Group] [5] [Home] [Enter] – returns fixtures to defaults

[Group 5] [Focus Palette] [1] [Enter] – sets the channels in group 5 to FP1

[Displays] {Color Picker} or Add-a-Tab {+} – opens the color picker

SAVING A SHOW

Quick Save

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

Save Options in Browser

Press **[Displays]** or click in the 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] – sets the effect number

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

{Step} [1] [Thru] [10] [Enter] [Enter] – defines the number of steps

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

[1] [thru] [10] [Enter] – specifies the channels

Use page arrows 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] [10] [Effect] [1] [Enter] – runs the effect on channels 1 thru 10