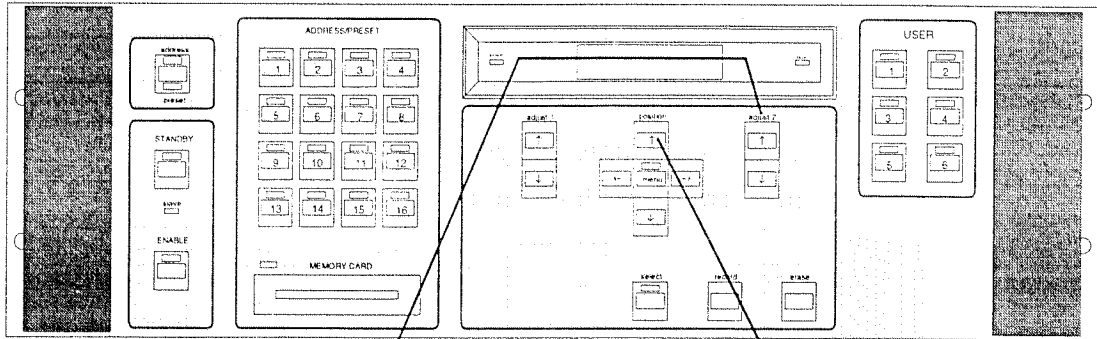


10. The destination display appears:

BLOCK COPY  
DEST P:nnn

In this display you set the destination's beginning Page number for the block copy operation. When you complete the copy operation, the range of Pages that you specified in the previous display are copied to the Memory area beginning with the Page specified in this display.



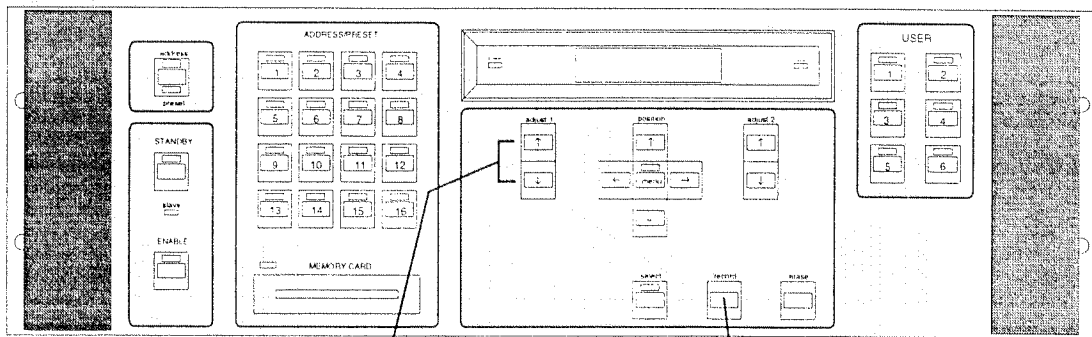
11. Press the ADJUST 2  
Arrow keys again to set the  
starting destination Page  
number.

12. Next, press the POSITION  
Up Arrow key.

13. The FORWARD/REVERSE display appears:

adj1 UP FORWARD  
adj1 DN REVERSE

This display allows you to specify the order that Pages are copied to the destination range. For example, if you are copying Pages 5 through 10 to destination Page 30 in the default FORWARD order, then Page 30 contains Page 5, Page 31 contains Page 6, and so on. If you select REVERSE, then Page 30 contains Page 10, Page 31 contains Page 9, and so on.



14. Press the ADJUST 1  
Arrow keys to select the  
copy direction.

15. To complete the operation, press  
the RECORD key, the controller  
returns to the Ready mode.

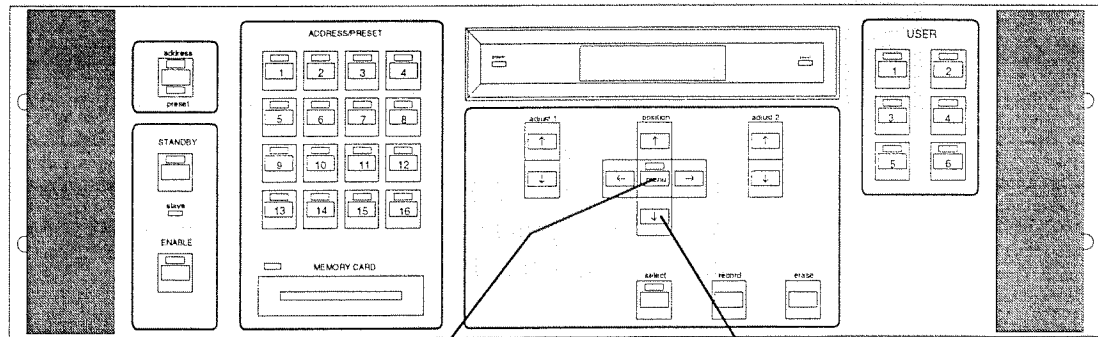


**Caution:** Block Copy overwrites any unprotected Pages. If you do not correctly calculate the length of the block, you could overwrite memory that you do not intend to overwrite. If a block is too long and overflows past page 500, pages will be copied to the destination pages up to and including page 500. Pages to be copied beyond destination page 500 will be truncated and not copied. If this occurs, an error message indicating page truncation will be displayed briefly.

## Position [and/or Construct] Copy

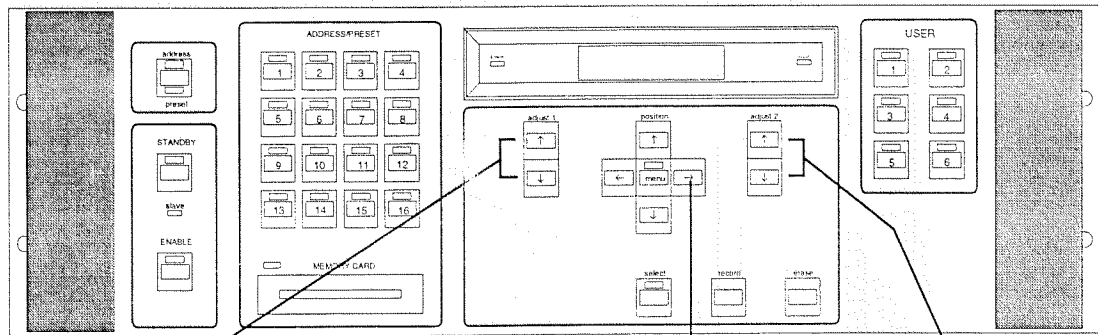
Use this feature to copy fixture position and/or selected Construct parameters from selected Addresses (fixtures) on one Page to the same Addresses (fixtures) on a different Page.

To perform a Position copy:



1. Press the MENU key.

2. Press the POSITION Down Arrow key once to select the COPY menu item.



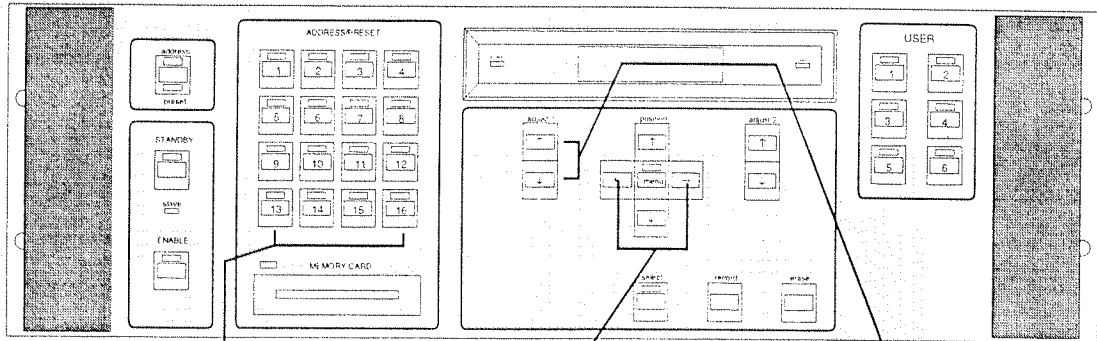
3. Press any ADJUST key to enter the COPY submenu.

4. Press the POSITION Right Arrow key once again to select the POSITION menu item.

5. Press any ADJUST key to enter the SELECT ADDRESSES display.

6. The LCD window displays the following prompt:

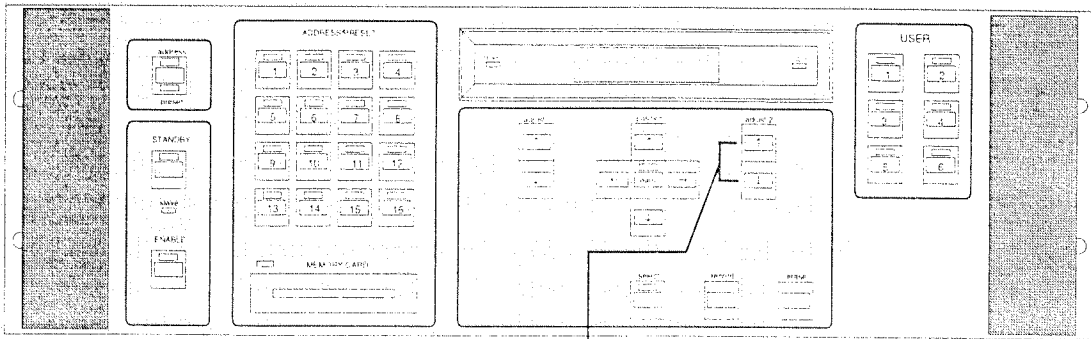
COPY POSITION  
SELECT ADDRESSES



7. Press one or more ADDRESS keys to select the source Addresses (fixtures) that you want to copy.

8. Press the POSITION Left/Right Arrow keys to scroll through the Construct items.

9. When the desired Construct is shown in the LCD window, press the ADJUST 1 Up Arrow key to mark the Construct for copy. An asterisk will be displayed next to constructs marked for copy. To un-mark a marked Construct, press the ADJUST 1 Down Arrow key.

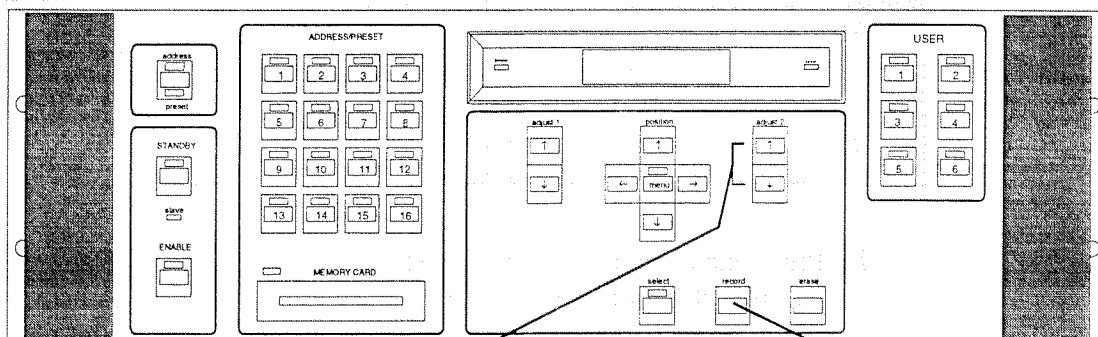


10. Next, press either ADJUST 2 key to specify the destination Page.

11. The LCD window displays::

COPY POSITION  
TO P:nnn

In this display you set the destination's Page number for the POSITION copy operation. When you complete the copy operation, the Addresses that you specified in step 16 are copied to the Page you specify in this display.



12. Press the ADJUST 2  
Arrow keys again to  
set the destination  
Page number.

13. Press the RECORD  
key to complete the  
copy operation.

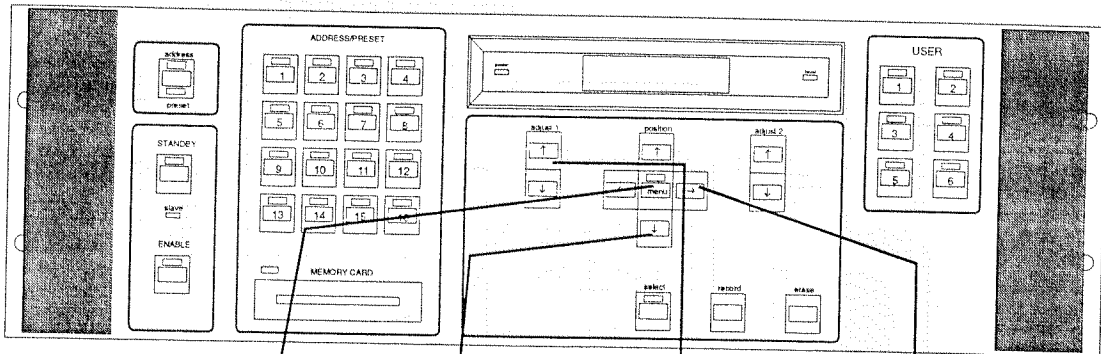
If no constructs are marked for copy, then all constructs will be copied.

### Parameter Copy (Same Page)

Use this feature to copy Construct parameter information from one fixture on a Page to another fixture on the same Page. The source and destination fixtures must be of the same type. Parameter Copy considers *trackspot* and *intellabeam* parameters to be the same. However, if the source is an *intellabeam* and the destination is a *trackspot*, colors 11 and 12 are copied as color 10, and gobos 11 and 12 are copied as gobo 10. Similarly, *intellabeam* half-colors involving colors 11 or 12 will be copied as color 10 to a *trackspot*.

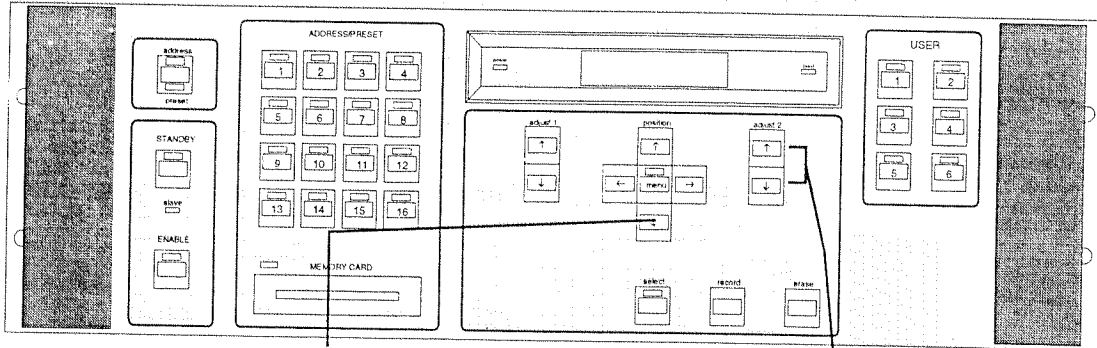
**Note:** Refer to the *Hot Key Sequences* section, later in this chapter, for an additional Parameter Copy function that “copies all Construct parameters from selected address on one Page to another Page”.

To perform a Parameter copy:



4

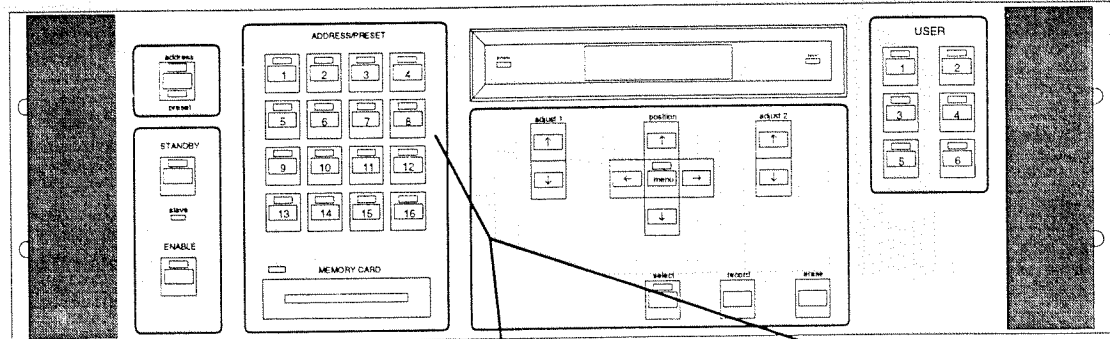
1. From Ready mode, press the MENU key.
2. Press the POSITION Down Arrow key once.
3. Press any ADJUST key.
4. Press the POSITION Right Arrow key once.



5. Press the POSITION Down Arrow key once.
6. Press any ADJUST key.

7. The LCD window displays the following prompt:

COPY PARAMETERS  
SELECT SOURCE



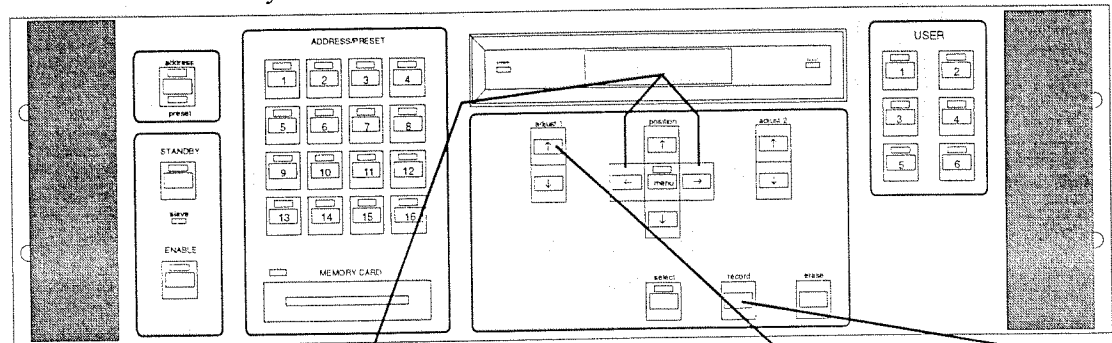
9. Press the source ADDRESS key that contains the Construct parameters that you want to copy. Its LED blinks.

10. Press one or more destination ADDRESS keys. The selected keys blink to confirm selection.

The *first* ADDRESS key that you press becomes the source Address. The next keys that you press become the destination Addresses. The key blinks to confirm selection and the display changes to the COPY PARAMETERS Construct display:

COPY PARAMETERS  
item: gate

**Note:** If you select no Constructs, then all Constructs are copied.



10. Press the POSITION Left/Right Arrow keys to scroll through the Construct items.

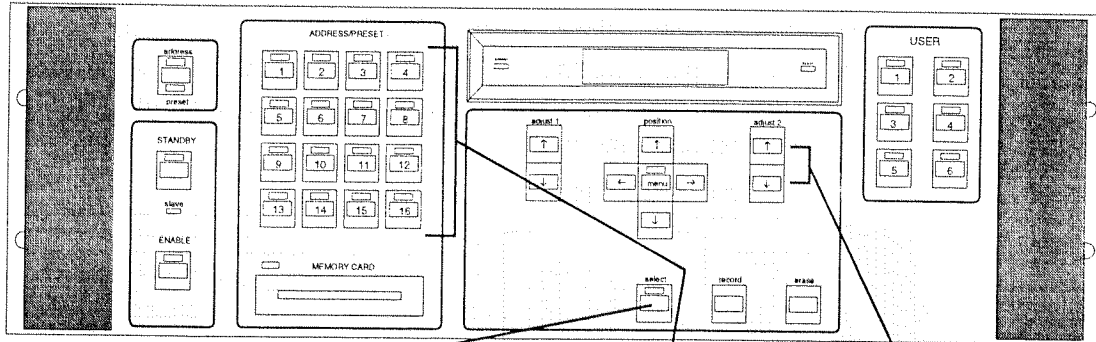
11. Press the ADJUST 1 Up Arrow key to mark the Construct for copy; an asterisk appears in the LCD window confirming the marking. To un-mark a marked Construct, press the ADJUST 1 Down Arrow key.

12. After you mark all the desired Constructs, press the RECORD key to complete the copy operation.

## Address Copy (not found in menu display)

This function copies all constructs from addresses you select, and allows you to place them on any other unprotected page in memory. Unlike Position copy, this copy function allows you to select different fixture types at the same time.

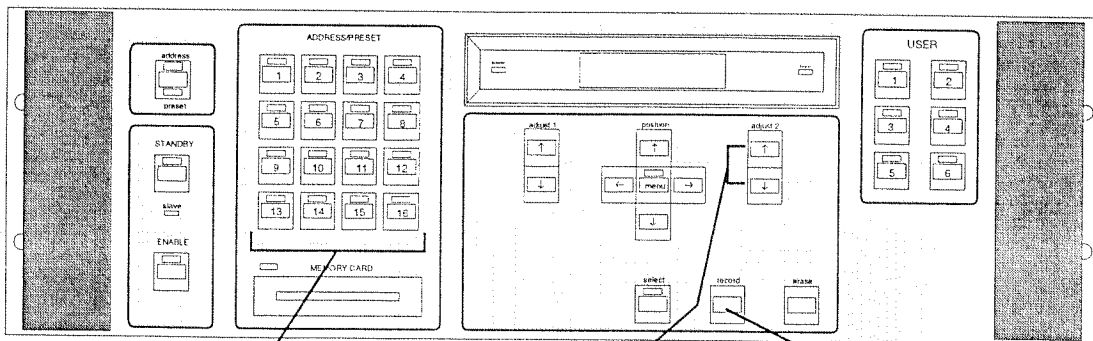
To copy several addresses, regardless of fixture type, from one page to another unprotected page:



1. From Ready mode, press the Select key.
2. Press the key of one of the Addresses you want to copy to another page.
3. Press either ADJUST 2 key

4. The LCD window will display:

COPY ADDRESS  
TO P:nnn



5. Press the Address key of any other addresses you want to copy. The Addresses to be copied will flash their LEDs.
6. Adjust the destination page with the ADJUST 2 keys.
7. Press the RECORD key.

**Note:** It is not possible to deselect a fixture, so if an error is made, abort the process by pressing the Select key and starting over from the beginning.

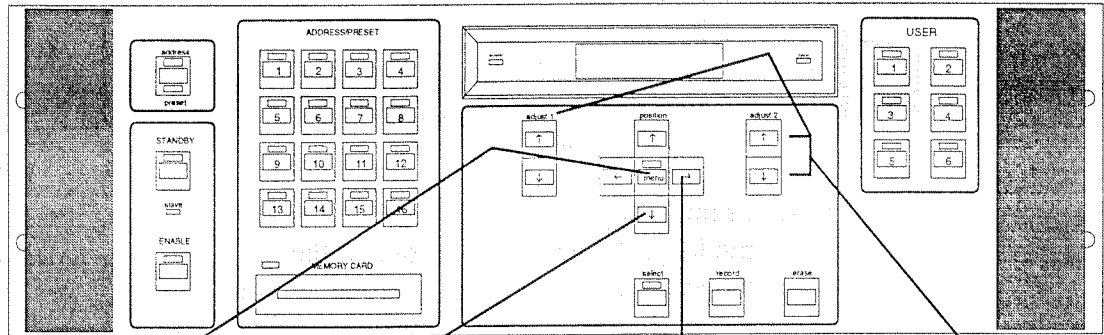
## Effects

This item allows you to enable the color, gobo or size, and Dim effects for the *intellabeam*, *trackspot*, and *emulator* fixtures. Alternately, you can select these effects as the default macros assigned to the User Definable keys 2, 4, 5, and 6.

Once you define the desired effects, they commence when you activate the Audio Advance feature from the Ready mode. The effects step (advance with beat) or pause (halt with beat) according to the dynamic settings that you make after you press the Audio Advance key (See Chapter 2).

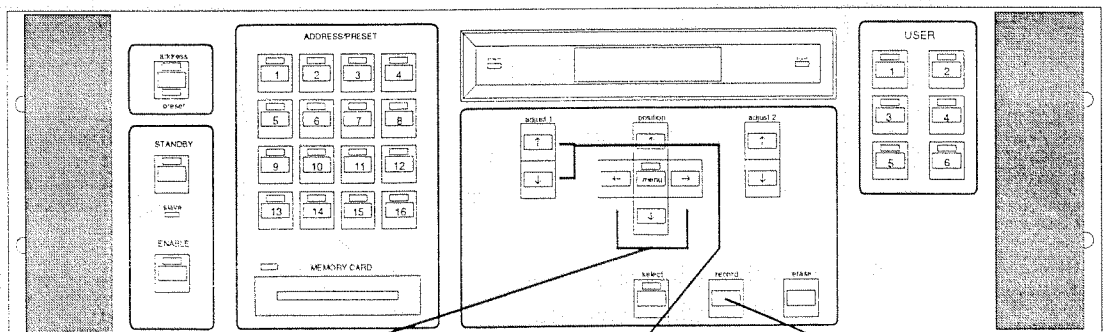
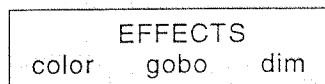
The controller performs the effects that are associated to the fixture type. That is, the *intellabeam* and *trackspot* display color, gobo, and dim. The *emulator* displays color, size, and dim.

To enable or disable the desired effects:



1. Press the MENU key.
2. Press the POSITION Down Arrow key once.
3. Press the POSITION Right arrow once.
4. Press any ADJUST key to enter the EFFECTS submenu.

5. The LCD window displays:



6. Scroll forward or backward using the POSITION Left/Right Arrow keys to get to the SIZE effect for *emulator*.
7. Enable an item by pressing the ADJUST 1 Up key. Press the ADJUST 1 Down key to disable the item.
8. Press the RECORD key to complete the operation.



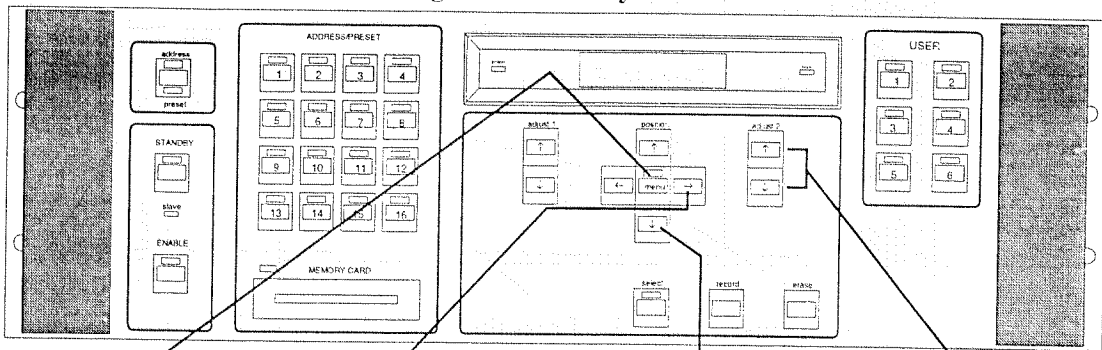
Press the SELECT Key at any time to abort the operation.

**Note:** When an effect is enabled, a small letter will cycle through the LCD display when the controller is in READY or PRESET mode. “c” stands for Color modulation, “g” stands for Gobo modulation, “d” stands for Dim modulation, and “s” stands for Size modulation.

### Allmem

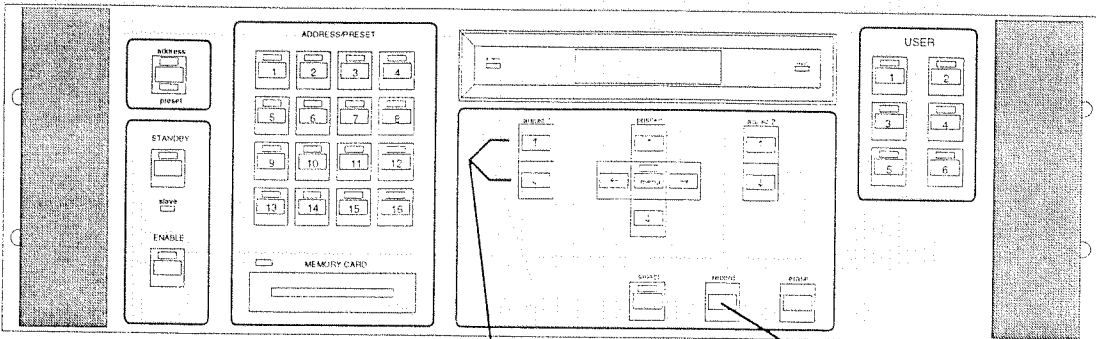
This item allows you to automatically sequence through (playback) all initialized Pages in Memory (up to 500 Pages). If you are running a loop and enable this feature, then the controller continues with the next Page and runs through all of initialized Memory. If you have only created one loop in Memory and enable this feature, then the controller circulates through this loop.

#### To play all the initialized Pages in Memory:



1. From Ready mode, press the MENU key.
2. Press the POSITION Right Arrow key two times.
3. Press the Position Down key once to select the ALLMEM menu item.
4. Press any ADJUST key to enter the ALLMEM display.

Next, The LCD window displays the following message:



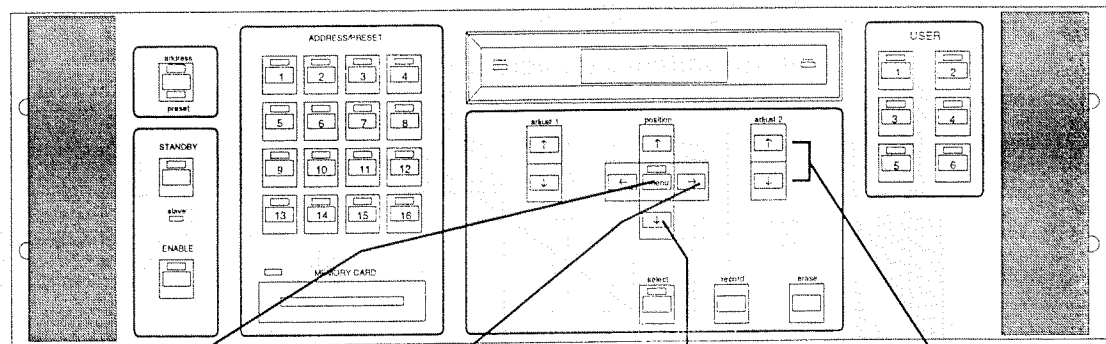
5. Press the ADJUST 1 Up Arrow key to change the NO value to YES or press the ADJUST 1 Down key to reset the value to NO.
6. Complete the operation by pressing the RECORD key.

The controller returns to the Ready mode. The Allmen feature has effect only while playing sequences, either by selecting rate/audio playback or as part of a Preset playback, and a small letter “a” will be displayed in the LCD window while this option is active.

## Remote

This item allows you to enable or disable the Remote Enable feature. The Remote Enable option allows you to use an external source to take the controller in and out of Standby mode. Refer to the *Remote Enable* section in *Chapter 2* for additional information.

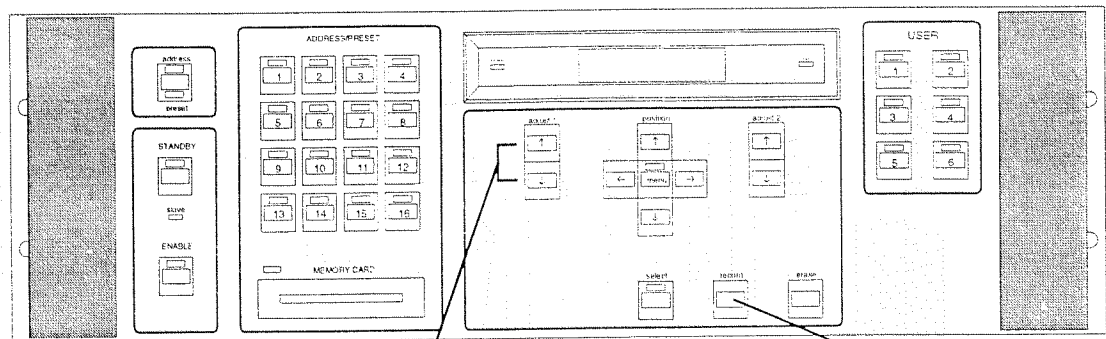
### To enable or disable Remote Enable:



1. From the Ready mode, press the MENU key.
2. Press the POSITION Right Arrow key three times.
3. Press the POSITION Down Arrow key once.
4. Press any ADJUST key to enter the REMOTE display.

5. Next, The LCD window displays the following message:

REMOTE ENABLE  
DISABLED

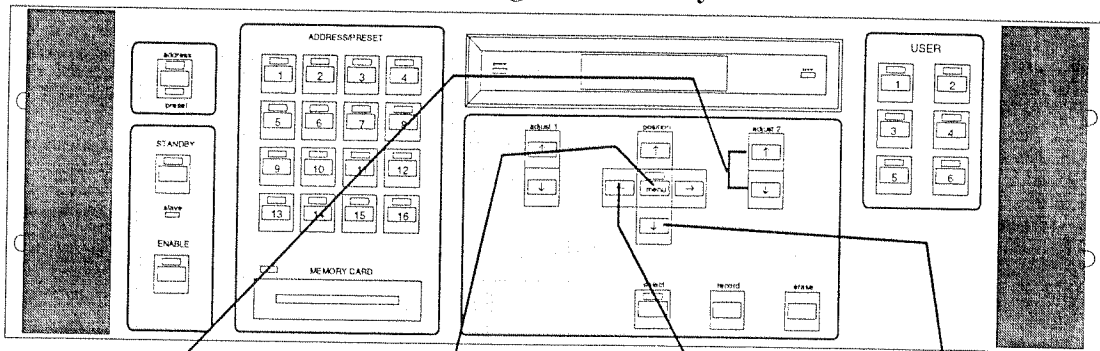


6. Press the ADJUST 1 Up Arrow key to change the DISABLED value to ENABLED or press the ADJUST 1 Down key to reset the value to DISABLED.
7. To complete the operation, press the RECORD key

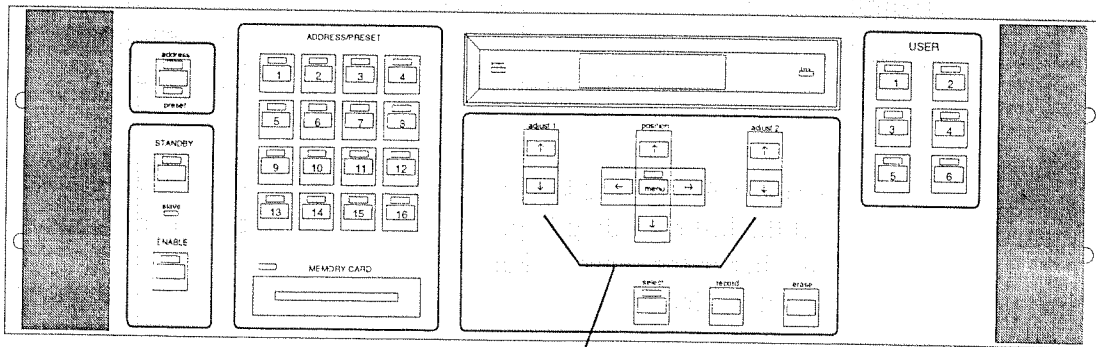
## Page Lock

This item allows you to lock or unlock selected Pages. Locked Pages cannot be erased, initialized, or copied over during a copy or backup operation. Additionally, any Position Memories that are referenced by a protected Page are also protected. You can also lock/unlock Pages using a hot key sequence; you press the SELECT key, then hold both ADJUST 1 keys rather than selecting PAGE LOCK through the menu.

### To lock or unlock one or more Pages in Memory:



1. Set the desired Page or the first in a range of Pages that you want to lock or unlock using the ADJUST 2 keys.
2. Press the MENU key.
3. Press the POSITION Left Arrow key twice.
4. Press the POSITION Down Arrow key once to select the PAGE LOCK menu item.

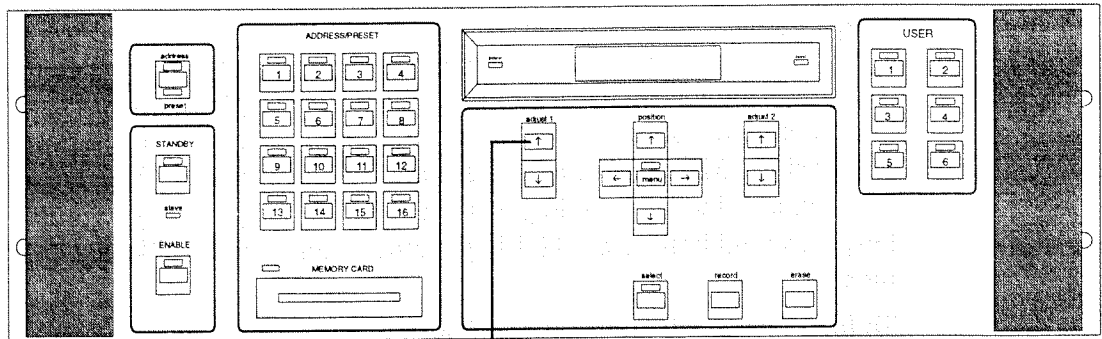


5. Press any ADJUST key to enter the PAGE LOCK CLEAR display.

The LCD window displays the following prompt:

CLEAR PAGE LOCK  
P:nnn TO P:nnn

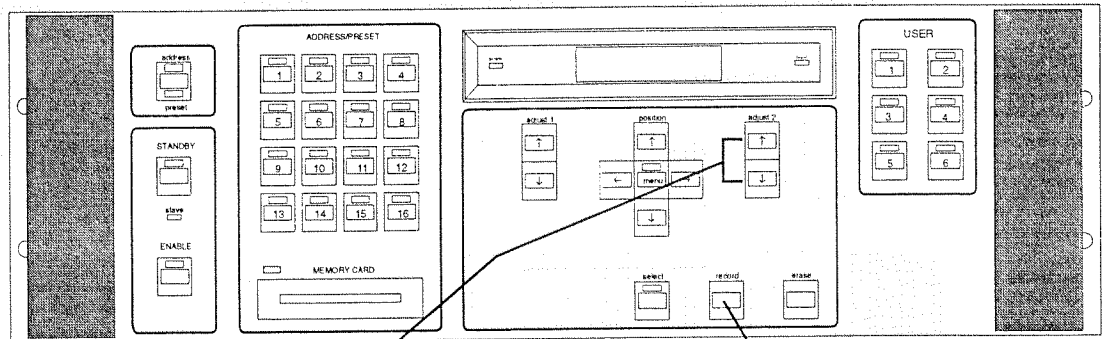
The “nnn” value reflects the Page number you set in step 1.



6. If you want to lock a Page, press the ADJUST 1 Up Arrow key to change the CLEAR value to SET.

The LCD window displays.

SET PAGE LOCK  
P:nnn TO P:nnn



7. Use the ADJUST 2 keys to set the last or ending Page number in the range of Pages to set or clear.
8. Press the RECORD key to complete the operation.

If you are setting or clearing only one Page, then both Page values in the display will be the same. For example:

SET PAGE LOCK  
P:027 TO P:027

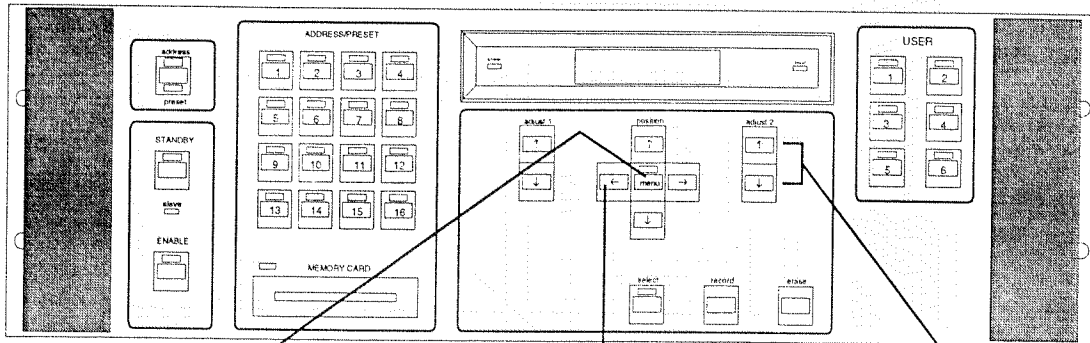
All locked pages now display a small “p” next to the Page number in the Ready mode display.

## POSMEM (Position Memory Edit)

This item allows you to adjust Position Memories (PM). That is, you can select an Address that references one of the 32 Position Memories and fine tune its position. All pages that have selected addresses that refer to the same Position Memory will reflect any change made to the Position Memory they reference. Only one address at a time may be selected for position memory editing.

You can also use the POSITION Right Arrow hot key sequence as an alternate method to enter this procedure.

### To edit a Position Memory (PM):

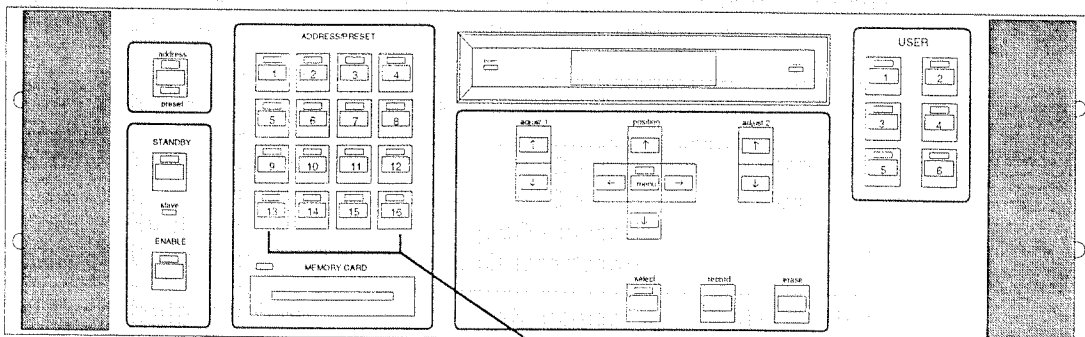


1. In READY mode, press the MENU key.
2. Press the POSITION Left Arrow key once to select the POSITION MEMORY menu item.
3. Press any ADJUST key to enter the Position Memory Edit display.

4. The LCD window displays:

POSMEM EDIT  
SELECT ADDRESS

and the Addresses on this page that refer to the Position Memory will illuminate their LEDs.



4. Press the Address key that references the PM that you want to edit.

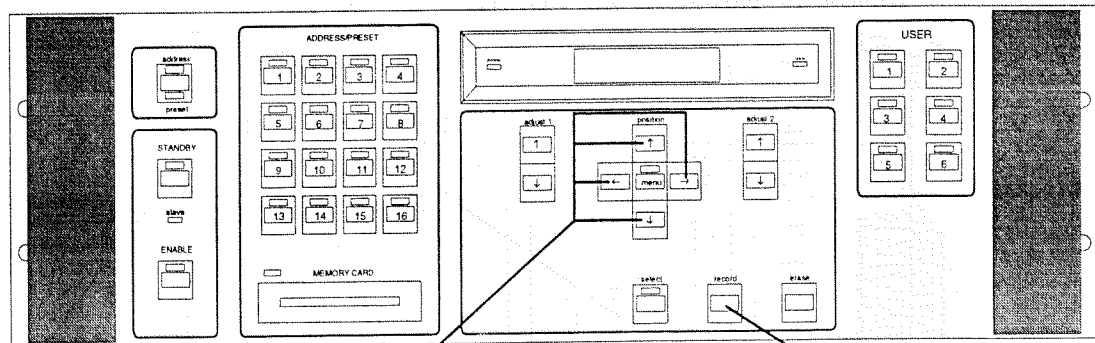
5. The LCD window displays:

POSITION MEMORY  
EDIT PM: nn

Notice that the display shows the number of the PM associated to the Address key that you pressed. "PM: nn" represents the PM numbers from 1 to 32.

If there is no reference to Position Memory, the LCD window displays:

NO REFERENCE TO  
POSITION MEMORY



6. Position the mirror to desired location with the four POSITION Arrow Keys.

7. Press the RECORD Key to complete the operation. To abort the operation without recording the changes press the SELECT key.

### Hot Key Sequences

The four copying operations that you perform through the COPY menu are also available through hot key sequences. There is another Parameter Copy operation that you can only perform through a hot key sequence and is only explained in this section. You can also hot key into Position Memory Editing, which is also available through the POSMEM menu item. Additionally, you can also perform the Page Protect operation through a hot key sequence. Figure 4.1 and Table 4.1 identify the copying operations and the equivalent seven hot key sequences:

MENU Item	Hot Key Sequence	Hot Key
COPY Submenu	Page Copy Block Copy Position Copy Parameter Copy	Adjust 2 Up or Down Keys Position Up Arrow Key Position Left Arrow Key Position Down Arrow Key
POSMEM	Position Memory	Position Right Arrow Key
PAGE LOCK	Page Protect	Adjust 1 Up/Down Keys
Hot Key Only	Parameter Copy (to Different Page)	Press and Hold SELECT Key (see procedure this section)

Table 4.1 Menu Items and Associated Hot Keys