

A Practical Guide to being a successful Board Operator in the CPT.

This document is meant to give you some insight to the specifics of our setup and a few useful overall tips. It's not intended to replace the EOS/ION Manual

Power for Automated Fixtures:

Scrollers are typically powered by a switch on the SM's console DSR. Most of our automated fixtures will have their power switched on and off using a "constant" module in the dimmer racks.



Power Up ION

- Press the round button on the face panel labeled **Power On ONLY**.
- Once all the Sub LEDs have stopped flashing, you're good to go.

Shut Down ION

- **BEFORE** you power off your console make sure to **[GoTo Cue] [Out]**
- **[Displays] [Power Off Console]** double click or **[Select]**, Confirm by clicking **[OK]**.
- The ECU Welcome Screen will appear. Submaster LEDs will blink out sequentially. Don't click on anything, just wait.

Finding Your Way Around The ION

Displays

See the associated De-mystifying EOS displays document. It will help a lot.

[Live] When the Live button is illuminated the display will show data being sent from the console at that moment. Changes appear onstage.

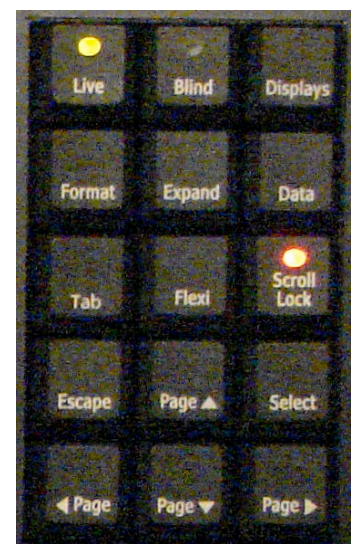
[Blind] When the Blind button is illuminated entered values change in the record target (cue, sub, etc.) Changes do not appear onstage.

The following keys affect the active Tab:

[Flexi] changes what information is displayed.

[Format] changes how the information is displayed.

[Data] changes what type of information is displayed.

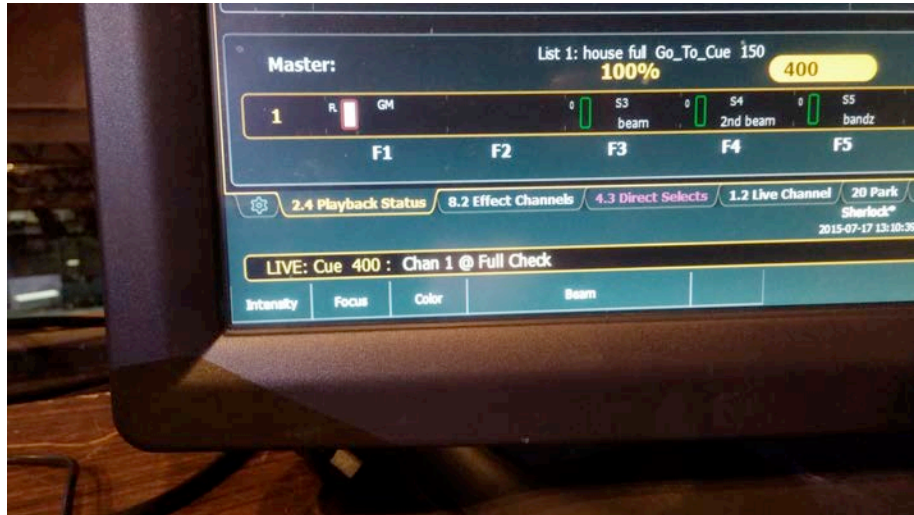


External displays

[Tab] Navigate through open displays.

[Tab] and [#] makes the selected # the active display.

[Tab] and [Clear] closes all Tabs except 1 & 2.



Clearing an unterminated Command Line:

[Undo] entered on a blank Command Line lets you undo previous command line entries.

Record and Update

[Record] Records all parameters of any channels with non default data.

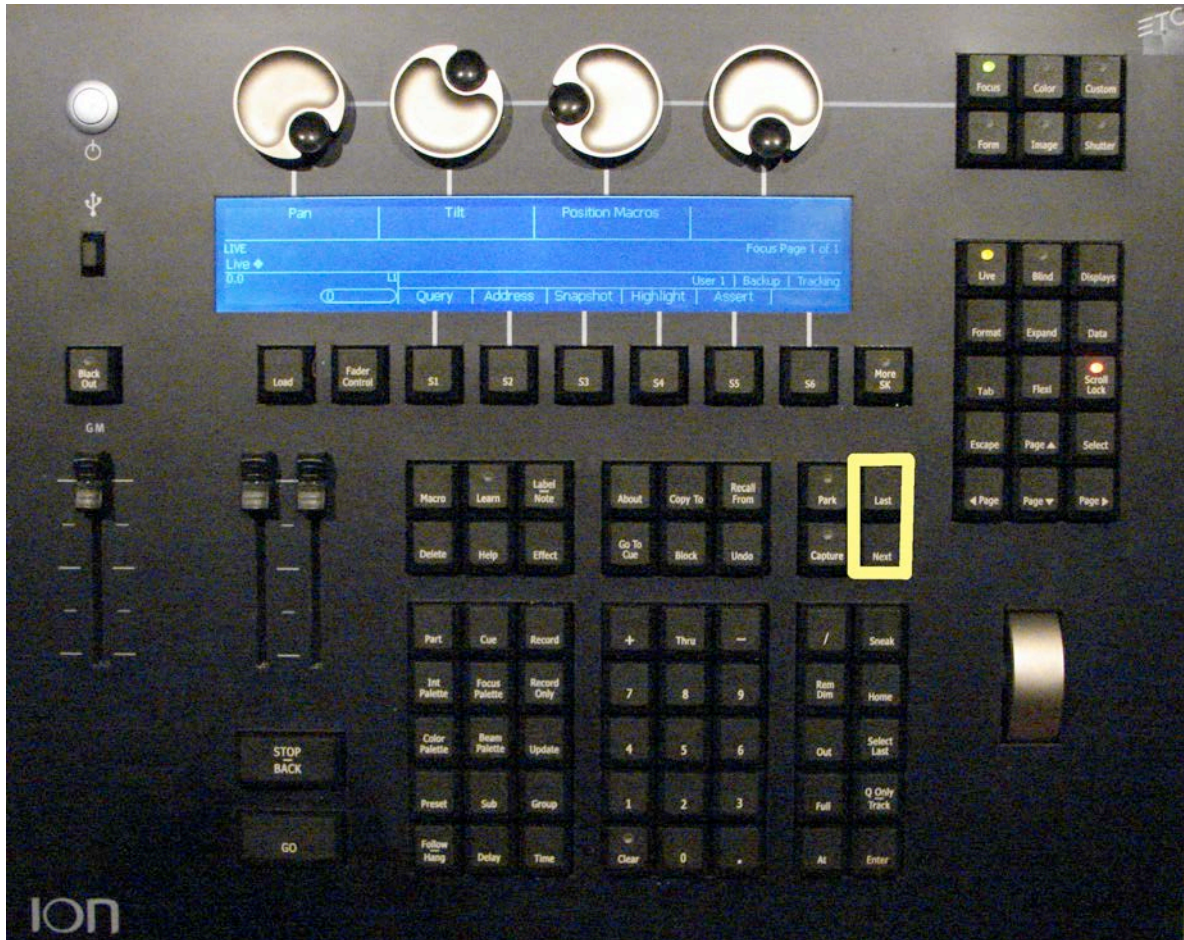
[Record Only] Records only channels with manual data.

[Update] For changing previously recorded data.

See the Eos manual for a lot of options using [Update]

How to do a channel check:

To bring a channel to full and set the board for Channel Check:
[channel #] [Full] [More SK] {Chan Check} [Enter]
[Next] or **[Last]** to step through the channel list.



There is a handheld remote in the SM console DSR that can also be used for channel checks. The remote networks with one of the consoles. To utilize the remote a console with the current show file must be powered on.

IP Addresses (as of 1/24/12)

To connect a phone/iPad or computer to the network you'll need to know the EOS IP address is 10.101.90.101. The ION's is 10.101.50.104

Controlling multiparameter channels:

In general, the channel # controls intensity, the remaining parameters are readily available for programming in the Encoder section. There can be multiple pages available under each parameter type. Pressing the parameter button steps through the pages. Encoder wheels are coarse (8 bit) or fine (16 bit) based on a press of the encoder wheel. The encoder screen is a touch screen that can show its information several ways depending on whether the display is expanded {E} or not.



[Goto Cue]

[0]= intensity Blackout, sets up playback for first cue pending

[Out] = all parameters Blackout , sets up playback for first cue pending



House Lights

The house lights are manually controlled at the house light control panel DSR, and in the Light Booth. House lights can also be controlled by the light board. To control the house lights through the board, the houselights must be switched on **AND** must be faded down on the house light control panel. The control for the houselights is Highest Take Precedence (HTP) between the light board and either of the house light control panels.



House/Work light panel DSR.



House/Work light panel in Booth

It's convenient during the cue writing process to control the house lights through the console. During performances, the Board Operator has the House Light control panel within arms reach. It may actually be best to let the Board OP manually fade the houselights up and down.

If you decide to use the light board to control houselights pay attention to the tracking mode you are utilizing. Adding the houselights to Cue 1 in Tracking mode means they will remain on until they are specifically addressed in subsequent cues.

Primary/ Back Up

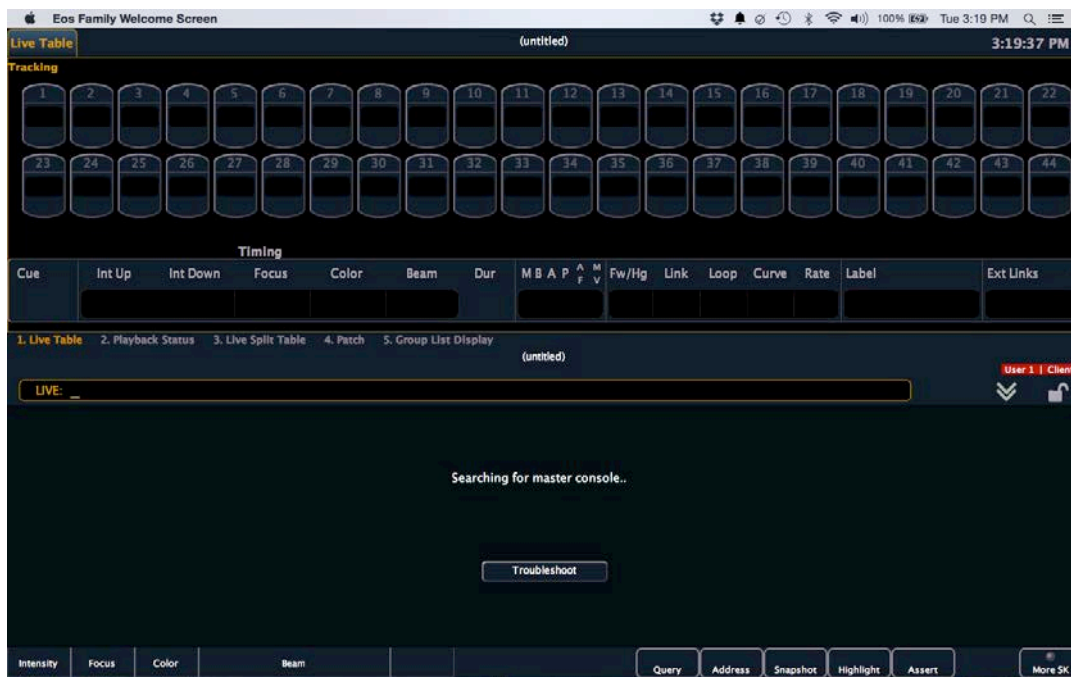


During Tech/Dress Rehearsals the ION will run in Backup Mode.

If the Backup loses its connection with the Master (EOS) it will bring up the screen to the left.

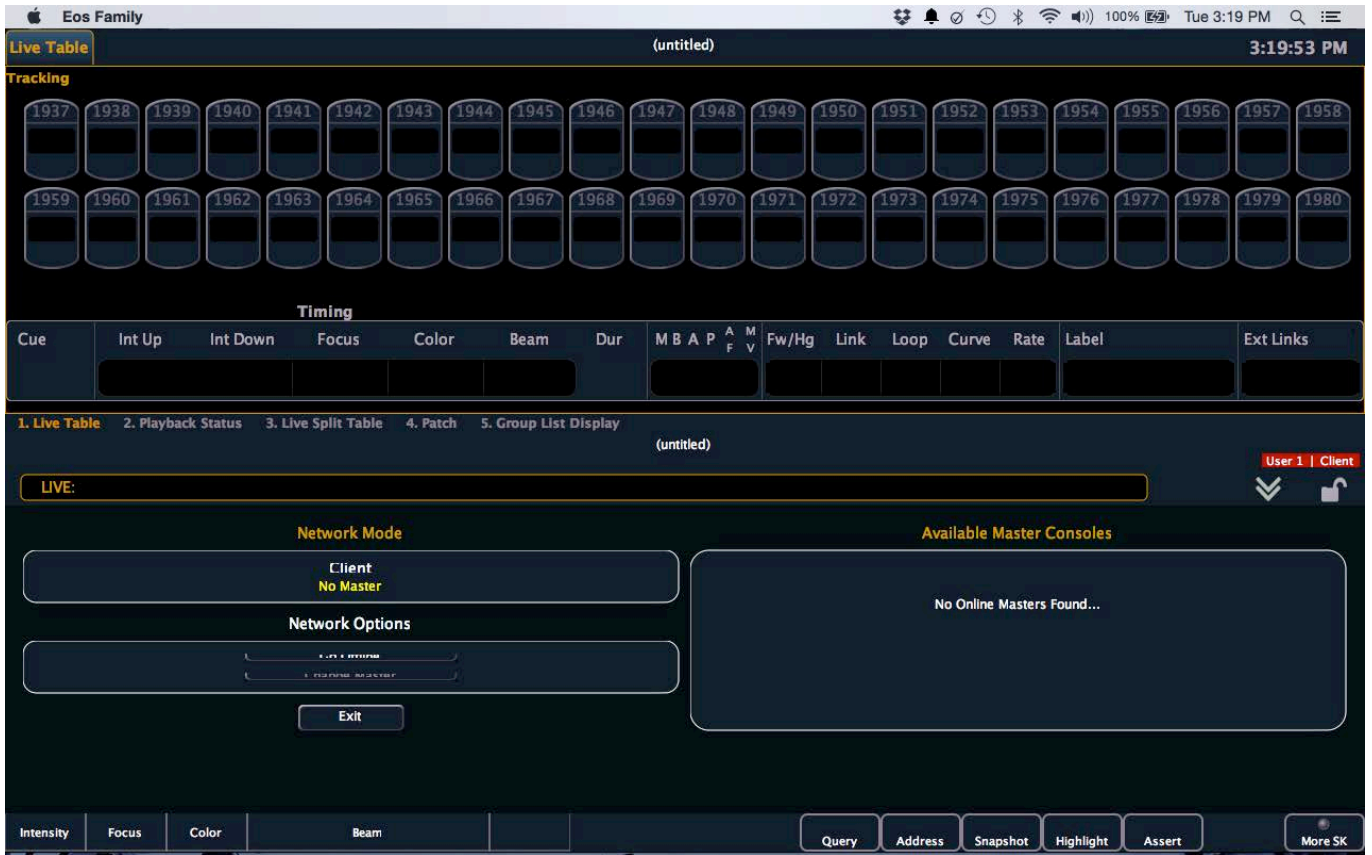
Click on **{Take Control}** or **{Troubleshoot}** to resolve.

During performances the ION should be in Primary Mode. If you turn it on and find yourself facing this screen you are in Back Up Mode.



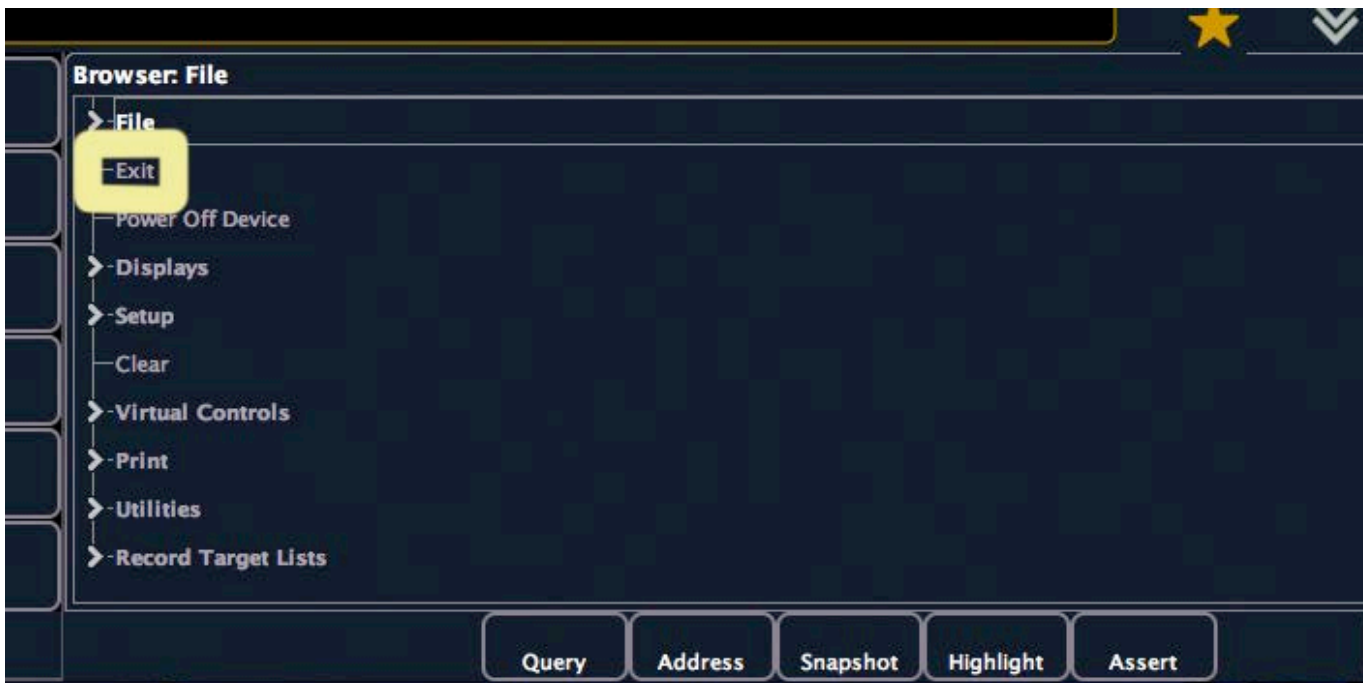
When no Master can be located

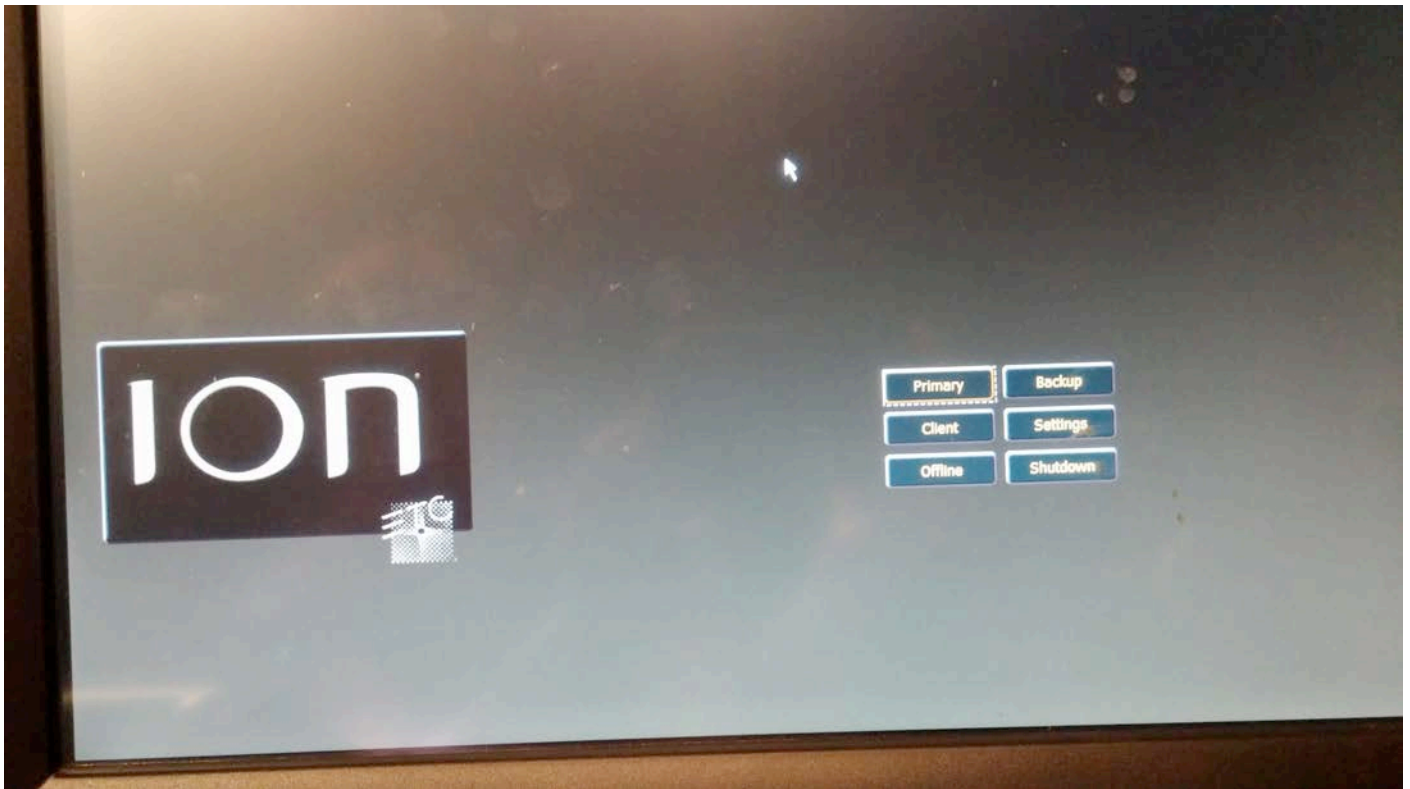
Select **{Troubleshoot}**



This screen will come up. It will show you available Masters and other Network Options.

If you wish to be the Primary {Exit} out of the show into the Shell





Click on {Primary} and test if you have control.

Example of a Cue list:

Cue	Int Up	Int Down	Focus	Color	Beam	Dur	M	B	A	P	A	M	F	V	Fw/Hg	Link	Loop	Curve	Rate	Label	Ext Link	
1	2		2	2	2	2									L	F2						
1.5	5					5									F6							E 41
1.7	2			2	2	2									L							E 41
8	5		5	5	5	5														Pre-Show		
10	5					5	B	A												Prelude		
12	5					5														Lilly enters		
13	5					5														Mary Enters		
14	8					8														Lilly Cross		
16	5					5														Albert carries in Mary		
18	3				3	3									L					Circle Bed		

The Cue List shows the cues in numerical order. The list contains the Cue #, Up/Dwn Time, Duration, Flags, Follow/Hang, Links, Loops, Curves, Rates, Label and External Links. These categories describe the distinct behavior of each cue. It is important for you to understand these categories.

Duration:

Is the actual length of the cue. It is the accumulation of the times of all the parameters.

Flags:

- M indicates a mark is placed and referenced, indicates the Mark cue
- m indicates a mark is placed, but not yet stored, or referenced
- R indicates a manual reference, indicates the Reference cue
- X indicated a mark has been placed, but has been broken. If possible the desk will automark
- + indicates a cue is both a Mark cue and a reference cue
- D (in the Mark column) indicates Automark is disabled for a cue
- L indicates a Live move

D (in the MV column) indicates a dark move
b indicates a block of channel/parameter
B indicates a cue level block
A Assert
P Preheat

Follow/Hang (FW/HG)

If a cue has a Follow it means that the next cue will happen automatically and you should not be advancing it.

External Links (EXT LINKS)

This is where you will see an attached effect. In the example it says E 41 which stands for effect 41.

Effects:

Applying Effects:

Record the effect. Select the channels. Select the effect. Press enter.
[Channel list] [Effect #] [Enter]

Adjusting Effects:

{Effect Status} Currently running effects will be displayed. Select the one you wish to adjust with **[Effect] [#] [Enter]**. Changes can then be made with the encoders.

Stopping Effects:

The **{Stop Effect}** softkey can be used to stop all effects from operating on any or all faders, or it may be used with the control keypad to stop a specific effect.

- To stop all effects on a fader, press **[Fader Controls] {Stop Effect} & [Load]** of the associated fader.
- To stop a specific effect regardless of the fader it is operating on, press **[Effect] [2] [Fader Controls] {Stop Effect} [Enter]**. When an effect is stopped, all impact of the effect is removed and the stage output is as though the effect has never been activated.

Scrollers:

Power for the scrollers is usually a switch on the SM's console DSR. Scrollers take calibration within the light console to ensure that each frame of each scroll responds to the same DMX level as all the other scrollers. It's a fairly long, tedious process to calibrate all 26 frames of 24 scrollers.

Dealing with Moving Light Problems During a Performance

Make sure you do not have any of the Fixtures selected on the CP20. That way the only control information the instruments will receive is from the cues being played back, not from the faders or the joystick.

Here are a several different things that might happen. Undoubtedly, whatever happens to you will be A) not covered here and B) more of a crisis than ANYONE COULD POSSIBLY IMAGINE! Relax, it's ok. If you're not sure exactly how to cope with whatever is happening, it would probably be best to simply turn the instrument(s) off and not use them. See, isn't that simple? Don't you feel better now? You will have to understand how to control the fixtures to get through several of these scenarios. I'm not going into that here. RTFM.

Scenario 1) The instrument is working (lamp is on) but it doesn't "look" right, or it is not responding properly. "Home" the instrument as per the instructions. This will take several minutes.

Scenario 2) The instrument is working, but no light is coming out. Restrike the lamp as per the instructions. If the lamp is hot, it will have to cool down before you can re-strike it. Lamp is burned out. Unplug the instrument and notify the Technical Staff.

Scenario 3) Horrible sounds are coming from the instrument. Everyone is about to die. Unplug the instrument, notify the Technical Staff.

Scenario 4) The instruments became unplugged while they were in use. Plug them back in. They will "Home" themselves and depending on the heat of the lamp, may or may not re-strike the lamp during this process. If they don't, you will need to follow the Lamp re-strike procedure as per the instructions.

Scenario 5) The LED display was off, but now it's on and flashing at me. The instrument needs some attention. One of the sensors detected a problem and needs to be addressed at the fixture before the display will turn back off. Depending on the nature of the problem it could be as simple as acknowledging the problem, but it could require some maintenance. Make sure to notify the Technical Staff.