

Eos Show File Printout

Show Name: FD 2015 - Ryan Yee
Print Time: 2015-04-30 01:58:45
Last Save: 2015-02-24 23:44:26
File Created: 2014-11-06 16:10:24
Eos Version: Version 2.2 Patch 1.0 GA Build 13

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Show Channels

(Channels used by a cue, sub, preset, palette or effect in the selected print range)

1>9 11>14 21>24 26 31>36 41>46 61>64 71>74 80 91>95 100 200>201

Channels Used in Cues that Never Move Above Zero

26 44

Unused Patched Channels

None

Fixture Personalities

Manufacturer

Generic	Dimmer
Hidden	Fake_Dimmer
High_End_Systems	Technobeam_Full
Selador	X7_11

Fixture Patch

Chan

1	1	Dimmer	Luminaire_Incandescent
2	4	Dimmer	Luminaire_Incandescent
3	3	Dimmer	Luminaire_Incandescent
4	7	Dimmer	Luminaire_Incandescent
5	12	Dimmer	Luminaire_Incandescent
6	14	Dimmer	Luminaire_Incandescent
7	35	Dimmer	Luminaire_Incandescent
8	31	Dimmer	Luminaire_Incandescent
9	24	Dimmer	Luminaire_Incandescent
11	20	Dimmer	Luminaire_Incandescent

Address 679
 Chan 201
 Proportion FL

Cues

(Best viewed with Setup PDF options set to Landscape Orientation and large paper size, 11x17, A2 or A3)

Cue List 1 BS Preshow

Cue	Label	Int	Up	Down	Focus	Color	Beam	Dur	M	B	A
Cue 1/1	BS Preshow	4			4	4	4	4			
Cue 1/2	BO	4				4		4	M		
Cue 1/3	Lights up	4						4		b	
Cue 1/4	Reader ENT	1:00				1:00		1:00			
Cue 1/5	BO	1				1		1			
Cue 1/6	Bows	3				3		3	M		
Cue 1/7	Foreplay Preshow	5						5			
Cue 1/8	BO	3						3			
Cue 1/9	Lights up	4				4		4	M	b	
Cue 1/9.5	BUILD	1:20						1:20			
Cue 1/9.7	Backlight Out	1						1			
Cue 1/9.8	Robber Facelight	4				4		4			
Cue 1/10	Reality	0				0		0		b	
Cue 1/11	BO	0				0		0	M		
Cue 1/12	Reality	0		0				0	M		
Cue 1/13	OR is it?	10				10		10			
Cue 1/14	BO	2		2				2			
Cue 1/15	Foreplay Bows	3				3		3	M		
Cue 1/15.5	Barefoot Preshow	2						2		b	
Cue 1/17	BO	5				5		10	M	b	
Cue 1/18	Barefoot Candle Wash	2						2		b	
Cue 1/19	Alicia DSC Spot	2						2		b	
Cue 1/20	Restore	2						2			
Cue 1/21	Cathy DSC Spot	2						2			
Cue 1/22	Restore	2						2			
Cue 1/23	LX Shift	5		5				5			
Cue 1/24	Add DSC Spot	1		1	1			1	M	b	
Cue 1/25	Brown Out/Backlight	2				2		4	M	b	
Cue 1/26	Candle Wash	2				2		2		b	
Cue 1/27	Backlight	3		3	3			6	M		
Cue 1/28	Roof	5						5			
Cue 1/28.5		5		5	5			5	M		
Cue 1/29	Bird	5		5	5			5			
Cue 1/29.5		5		5	5			10	M		
Cue 1/29.7		5		5	5			5	M	b	
Cue 1/30	Spot USR	5				5		5		b	
Cue 1/31	Backlight	5						5			
Cue 1/32	Spot USR	5						5			
Cue 1/33	Fire	5		5	5			5			
Cue 1/34	Backlight	5		5	5			5			
Cue 1/35	White wash	5				5		5			
Cue 1/36	BO	2				2		4	M		
Cue 1/37	Bows	5						5			

Cue	Label	Int	Up	Down	Focus	Color	Beam	Dur	M	B	A
Cue 1/38	Spurt Preshow		3		3	3		3			
Cue 1/39	BO		5		5	5		5			M
Cue 1/40	Lights up		5			5		5			M b
Cue 1/41	Oppressive lghts		5					5			
Cue 1/41.5	Oppressive lghts		4					4			
Cue 1/42			5		5	5	5	5			b
Cue 1/42.5								5			
Cue 1/43	BO		3		3	3	3	3			
Cue 1/43.5			5					5			
Cue 1/45	Bawd fire		5		5	5	5	10			M
Cue 1/45.1	Lightning		5			5		5			b
Cue 1/46	BO		5		5		5	10			M b
Cue 1/46.5			5			5		5			
Cue 1/47	Restore		5		5	5		5			M
Cue 1/48	Nurse build		10					10			
Cue 1/49			5			5		5			
Cue 1/50	Blue out		5					5			b
Cue 1/50.5	BO		5		5	5		5			
Cue 1/51	Bows		3					3			b
Cue 1/52	INTERMISSION - Benton Sucks		5					5			
Cue 1/53	Manor preshow		5					5			
Cue 1/54	BO		6			6		6			M
Cue 1/55	Low Fire		4					4			
Cue 1/56	Norling Ent		2					2			
Cue 1/56.5	AF Restore		15					15			
Cue 1/57	Fire Build		30			30		30			
Cue 1/58	Dim Restore		5			5		5			
Cue 1/59	Another Fire Build		20			20		20			
Cue 1/60	Fire Wash		5			5		5			
Cue 1/61	Free Loot!		2			2		2			
Cue 1/61.3	Fire Flare		2			2		2			
Cue 1/61.5	Restore		4.9			4.9		4.9			
Cue 1/62	BO		2			2		4			M b
Cue 1/63	Manor bows		5					5			
Cue 1/64	Hades preshow		5			5		5			b
Cue 1/65	BO		4			4		8			M
Cue 1/66	Lights Up		5					5			b
Cue 1/66.5	Effect Settle		9		9	9		9			M
Cue 1/67	Hades Special		0					0			
Cue 1/67.1			5					5			
Cue 1/68	Hades EXT BO		0			0		0			M b
Cue 1/68.5	Restore		0					0			
Cue 1/69	BO		1		1	1		2			M
Cue 1/70	In Tiresis's Hood		5		5	5		5			b
Cue 1/71	Tiresis Gameshow LX		1			1		1			
Cue 1/72	Restore		1			1		1			
Cue 1/73	BO		0		0	0		0			M
Cue 1/74	Restore		1		1	1		1			
Cue 1/75	BO		0		0	0		0			M
Cue 1/76	Hades bows		3.5					3.5			
Cue 1/77	Sure Thing Preshow		5			5		5			

Cue	Label	Int	Up	Down	Focus	Color	Beam	Dur	M	B	A
Cue 1/78	BO			5		5		10			M
Cue 1/79	Lights up			5				5			
Cue 1/79.5	Rain Build			20		20		20			
Cue 1/80	BO			2		2		4			M b
Cue 1/81	Bows			3				3			

Cue 1/1 BS Preshow

Times: Up 4 Down 4 Focus 4 Color 4 Beam 4
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 4
 Flags: DarkMove

Channel	4	5	6	7	8	9	31	32	33	43	61	62	63	64	71	72	73	74	80	100	200	201
Intensity:	30	40	30	0	0	0	40	0	40	0	40	40	40	40	0	0	0	0	0	FL	0	0
Focus:																					+	+
Color:															+	+	+	+			+	+
Beam:																					+	+

Cue 1/2 BO

Times: Up 4 Down 4 Focus 4 Color 4 Beam 4
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 4

Channel	4	5	6	7	8	9	31	32	33	43	61	62	63	64	71	72	73	74	80	100	200	201
Intensity:	0	0	0	-	-	-	0	-	0	-	0	0	0	0	MK	MK	MK	MK	-	0	-	-
Focus:																					+	+
Color:															Q 3	Q 3	Q 3	Q 3			+	+
Beam:																					+	+

Cue 1/3 Lights up

Times: Up 4 Down 4 Focus 4 Color 4 Beam 4
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 4

Channel	4	5	6	7	8	9	13	14	23	24	26	31	32	33	42	43	61	62	63	64	71	72	73	74	80	100	200	201	
Intensity:	90	90	FL	60	60	60	50	50	50	60	0	0	-	0	30	40	0	0	0	0	50	30	50	30	0	0	0	0	
Focus:																												+	+
Color:																						+	+	+	+			+	+
Beam:																												+	+

Cue 1/4 Reader ENT

Times: Up 1:00 Down 1:00 Focus 1:00 Color 1:00 Beam 1:00
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 1:00

Channel	4	5	6	7	8	9	12	13	14	23	24	26	31	32	33	36	42	43	61	62	63	64	71	72	73	74
Intensity:	90	90	90	0	0	55	10	50	40	40	40	-	-	-	30	90	20	20	-	-	-	-	50	30	50	30
Color:																							G R66	G R66	G R66	G R66

Channel	80	100	200	201
Intensity:	-	-	-	-

Focus: + +
 Color: + +
 Beam: + +

Cue 1/5 BO

Times: Up 1 Down 1 Focus 1 Color 1 Beam 1
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 1

Channel 4 5 6 7 8 9 12 13 14 23 24 26 31 32 33 36 42 43 61 62 63 64 71 72 73 74 80 100 200 201
 Intensity: 0 0 0 - - 0 0 0 0 0 0 - - - 0 0 0 0 - - - - 0 0 0 0 - - - -
 Focus: + +
 Color: + + + +
 Beam: + +

Cue 1/6 Bows

Times: Up 3 Down 3 Focus 3 Color 3 Beam 3
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 3

Channel 1 2 3 4 5 6 7 8 9 12 13 14 23 24 26 31 32 33 36 42 43 61 62 63 64 71 72 73 74
 Intensity: FL FL FL FL FL FL - - - - - - - - - - - - - - - - - - MK MK MK MK
 Color: Q 7 Q 7 Q 7 Q 7

Channel 80 100 200 201
 Intensity: - - - -
 Focus: + +
 Color: + +
 Beam: + +

Cue 1/7 Foreplay Preshow

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 5

Channel 1 2 3 4 5 6 7 8 9 12 13 14 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61 62 63 64 71
 Intensity: 0 0 0 0 0 0 - - - - - - - - - - - - - - 40 - 40 35 35 35 - - 0 0 0 20 20 20 20 20
 Color: G R39

Channel 72 73 74 80 95 100 200 201
 Intensity: 20 20 20 - 0 50 - -
 Focus: + +
 Color: G R39 G R39 G R39 + +
 Beam: + +

Cue 1/8 BO

Times: Up 3 Down 3 Focus 3 Color 3 Beam 3
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 3

Channel 1 2 3 4 5 6 7 8 9 12 13 14 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61 62 63 64 71
 Intensity: - - - - - - - - - - - - - - - 0 - 0 0 0 0 - - - - - 0 0 0 0 0
 Color: G R39

Channel	72	73	74	80	95	100	200	201
Intensity:	0	0	0	-	-	0	-	-
Focus:							+	+
Color:	G R39	G R39	G R39				+	+
Beam:							+	+

Cue 1/9 Lights up

Times: Up 4 Down 4 Focus 4 Color 4 Beam 4
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 4

Channel	1	2	3	4	5	6	7	8	9	12	13	14	23	24	26	31	32	33	34	35	36	42	43	44	45	46	61	62	63	64	71		
Intensity:	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	0	0	90	90	90	-	-	-	-	-	-	-	-	-	-	-	-	MK
Color:																																	Q 9.5

Channel	72	73	74	80	95	100	200	201
Intensity:	MK	MK	MK	- FL	-	-	-	-
Focus:							+	+
Color:	Q 9.5	Q 9.5	Q 9.5				+	+
Beam:							+	+

Cue 1/9.5 BUILD

Times: Up 1:20 Down 1:20 Focus 1:20 Color 1:20 Beam 1:20
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 1:20

Channel	1	2	3	4	5	6	7	8	9	12	13	14	23	24	26	31	32	33	34	35	36	42	43	44	45	46	61	62	63	64	71	72	73				
Intensity:	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	70	70	70	-	-	-	-	-	20	20	20	20	10	10	10			
Color:																																			+	+	+

Channel	74	80	95	100	200	201
Intensity:	10	- FL	-	-	-	-
Focus:					+	+
Color:	+				+	+
Beam:					+	+

Cue 1/9.7 Backlight Out

Times: Up 1 Down 1 Focus 1 Color 1 Beam 1
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 1

Channel	1	2	3	4	5	6	7	8	9	12	13	14	23	24	26	31	32	33	34	35	36	42	43	44	45	46	61	62	63	64	71	72	73					
Intensity:	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	80	80	80	-	-	-	-	-	30	30	30	30	10	10	10			
Color:																																				+	+	+

Channel	74	80	95	100	200	201
Intensity:	10	-	0	-	-	-
Focus:					+	+
Color:	+				+	+
Beam:					+	+

Cue 1/9.8 Robber Facelight

Times: Up 4 Down 4 Focus 4 Color 4 Beam 4
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 4

Channel 1 2 3 4 5 6 7 8 9 12 13 14 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61 62 63 64
Intensity: 45 45 45 35 35 35 - - - - - - - - - - - 80 80 80 - - - - - 25 25 25 25

Channel 71 72 73 74 80 95 100 200 201
Intensity: 10 10 10 10 - - - - -
Focus: + +
Color: G R385 G R385 G R385 G R385 + +
Beam: + +

Cue 1/10 Reality

Times: Up 0 Down 0 Focus 0 Color 0 Beam 0
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 0

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 80 80 80 70 70 70 40 40 40 50 50 50 50 50 50 50 50 - - - - - 0 0 0 - - - - - 0

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 0 0 0 30 30 30 30 - 0 - - -
Focus: + +
Color: G R62 G R62 G R62 G R62 + +
Beam: + +

Cue 1/11 BO

Times: Up 0 Down 0 Focus 0 Color 0 Beam 0
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 0

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61 62 63 64
Intensity: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 -

Channel 71 72 73 74 80 95 100 200 201
Intensity: MK MK MK MK - - - - -
Focus: + +
Color: G R39 G R39 G R39 G R39 + +
Beam: + +

Cue 1/12 Reality

Times: Up 0 Down 0 Focus 0 Color 0 Beam 0
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 0

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 80 80 80 70 70 70 40 40 40 50 50 50 50 50 50 50 50 - - - - - - - - - - - - - - - - -

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: - - - 30 30 30 30 - - - - - MK
Focus: + Q 13
Color: G R62 G R62 G R62 G R62 + +

Beam: + +

Cue 1/13 OR is it?

Times: Up 10 Down 10 Focus 10 Color 10 Beam 10
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 10

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61 62
Intensity: 80 80 80 80 80 80 0 0 0 0 0 0 0 0 0 0 0 - - - - - - - - - - - - - - - -

Channel 63 64 71 72 73 74 80 95 100 200 201
Intensity: - - 10 10 10 10 - - - - FL
Focus: + +
Color: + + + +
Beam: + +

Cue 1/14 BO

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61 62 63 64
Intensity: 0 0 0 0 0 0 -

Channel 71 72 73 74 80 95 100 200 201
Intensity: 0 0 0 0 - - - - 0
Focus: + +
Color: + + + +
Beam: + +

Cue 1/15 Foreplay Bows

Times: Up 3 Down 3 Focus 3 Color 3 Beam 3
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 3

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61 62
Intensity: 80 80 80 80 80 80 -

Channel 63 64 71 72 73 74 80 95 100 200 201
Intensity: - - MK MK MK MK - - - - -
Focus: + +
Color: Q 15.5 Q 15.5 Q 15.5 Q 15.5 + +
Beam: + +

Cue 1/15.5 Barefoot Preshow

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 10 10 10 10 10 10 10 10 10 - - - - - - - - - - - - - - - 90 90 90 - - - - 0 60

Channel 62 63 64 71 72 73 74 80 95 100 200 201

Intensity: 60 60 60 35 35 35 35 - - FL - -
Focus: + +
Color: G R56 G R56 G R56 G R56 + +
Beam: + +

Cue 1/17 BO

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 10

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61 62 63 64
Intensity: 0 0 0 0 0 0 0 0 0 - - - - - - - - - - - - - - - - 0 0 0 - - - - - 0 0 0 0

Channel 71 72 73 74 80 95 100 200 201
Intensity: MK MK MK MK - 0 0 - -
Focus: + +
Color: + + + + + +
Beam: + +

Cue 1/18 Barefoot Candle Wash

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 20 20 20 20 20 10 10 10 - - - - - - - - - - - - - - - 90 90 90 - - - - - 0 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 30 30 30 30 - FL - - -
Focus: + +
Color: G R14 G R14 G R14 G R14 + +
Beam: + +

Cue 1/19 Alicia DSC Spot

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 20 20 20 20 20 10 10 10 - - - - - - - - - - - - - - - 90 90 90 - - - - - 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 30 30 30 30 FL FL - - -
Focus: + +
Color: G R14 G R14 G R14 G R14 + +
Beam: + +

Cue 1/20 Restore

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61

Intensity: 20 20 20 20 20 20 20 10 10 10 - - - - - - - - - - - - - - - 90 90 90 - - - - - 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 30 30 30 30 27 FL - - -
Focus: + +
Color: G R14 G R14 G R14 G R14 + +
Beam: + +

Cue 1/21 Cathy DSC Spot

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 20 20 20 20 20 20 10 10 10 - - - - - - - - - - - - - - - 90 90 90 - - - - - 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 30 30 30 30 FL FL - - -
Focus: + +
Color: G R14 G R14 G R14 G R14 + +
Beam: + +

Cue 1/22 Restore

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 20 20 20 20 20 20 10 10 10 - - - - - - - - - - - - - - - 90 90 90 - - - - - 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 30 30 30 30 27 FL - - -
Focus: + +
Color: G R14 G R14 G R14 G R14 + +
Beam: + +

Cue 1/23 LX Shift

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Flags: DarkMove

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 20 20 20 20 20 20 10 10 10 - - - - - - - - - - - - - - - 90 90 90 - - - - - 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 20 20 20 20 0 FL - - -
Focus: + +
Color: G R14 G R14 G R14 G R14 + +
Beam: + +

Cue 1/24 Add DSC Spot

Times: Up 1 Down 1 Focus 1 Color 1 Beam 1

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 1

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 20 20 20 20 20 10 10 10 - - - - - - - - - - - 90 90 90 - - - - - 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 20 20 20 20 80 FL - - MK
Focus: + Q 25
Color: G R65 G R65 G R65 G R65 + Q 25
Beam: + +

Cue 1/25 Brown Out/Backlight

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 4

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61 62 63 64
Intensity: 0 0 0 0 0 0 0 0 0 - - - - - - - - - - - 70 70 70 - - - - - 0 0 0 0

Channel 71 72 73 74 80 95 100 200 201
Intensity: MK MK MK MK 0 80 - - 70
Focus: + +
Color: Q 26 Q 26 Q 26 Q 26 + G R99
Beam: + +

Cue 1/26 Candle Wash

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 55 20 30 30 30 10 10 10 - - - - - - - - - - - 90 90 90 - - - - - 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 30 30 30 30 0 FL - - 0
Focus: + +
Color: G R14 G R14 G R14 G R14 + +
Beam: + +

Cue 1/27 Backlight

Times: Up 3 Down 3 Focus 3 Color 3 Beam 3
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 6
Flags: DarkMove

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 40 40 40 35 35 35 20 20 20 - - - - - - - - - - - 70 70 70 - - - - - 0

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 0 0 0 MK MK MK MK - 80 - - -
Focus: + +
Color: Q 28 Q 28 Q 28 Q 28 + +

Beam: + +

Cue 1/28 Roof

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 20 20 20 20 20 10 10 10 - - - - - - - - - - - - - - - 90 90 90 - - - - - 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 20 20 20 20 - FL - - -
Focus: + +
Color: G R65 G R65 G R65 G R65 + +
Beam: + +

Cue 1/28.5

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Flags: DarkMove

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 45 20 20 20 20 10 10 10 - - - - - - - - - - - - - - - 90 90 90 - - - - - 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 30 30 30 30 - FL - MK -
Focus: Q 29 +
Color: G R14 G R14 G R14 G R14 + +
Beam: + +

Cue 1/29 Bird

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Flags: DarkMove

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 20 20 20 20 20 10 10 10 - - - - - - - - - - - - - - - 90 90 90 - - - - - 50 30

Channel 62 63 64 71 72 73 74 80 95 100 200 201
Intensity: 30 30 30 20 20 20 20 - FL - 40 -
Focus: + +
Color: G R65 G R65 G R65 G R65 + +
Beam: + +

Cue 1/29.5

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 10

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 40 40 40 40 40 40 40 40 40 40 - 40 - - 40 - 40 - - - - - 0 0 0 - - - - - 0 0

Channel	62	63	64	71	72	73	74	80	91	92	93	94	95	100	200	201
Intensity:	0	0	0	MK	MK	MK	MK	-	60	60	60	60	0	-	0	-
Focus:															+	+
Color:				Q 29.7	Q 29.7	Q 29.7	Q 29.7								+	+
Beam:															+	+

Cue 1/29.7

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 5
 Flags: DarkMove

Channel	1	2	3	4	5	6	7	8	9	11	12	13	14	21	22	23	24	26	31	32	33	34	35	36	42	43	44	45	46	61	
Intensity:	20	45	20	20	20	20	10	10	10	0	-	0	-	-	0	-	0	-	-	-	-	-	90	90	90	-	-	-	-	0	30

Channel	62	63	64	71	72	73	74	80	91	92	93	94	95	100	200	201
Intensity:	30	30	30	30	30	30	30	-	0	0	0	0	FL	-	0	MK
Focus:															+	+
Color:				G R14	G R14	G R14	G R14								+	Q 30
Beam:															+	+

Cue 1/30 Spot USR

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 5

Channel	1	2	3	4	5	6	7	8	9	11	12	13	14	21	22	23	24	26	31	32	33	34	35	36	42	43	44	45	46	61	
Intensity:	20	20	20	20	20	20	10	10	10	-	-	-	-	-	-	-	-	-	-	-	-	-	90	90	90	-	-	-	-	50	30

Channel	62	63	64	71	72	73	74	80	91	92	93	94	95	100	200	201
Intensity:	30	30	30	20	20	20	20	-	-	-	-	-	0	-	0	FL
Focus:															+	+
Color:				G R65	G R65	G R65	G R65								+	+
Beam:															+	+

Cue 1/31 Backlight

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
 Duration: 5

Channel	1	2	3	4	5	6	7	8	9	11	12	13	14	21	22	23	24	26	31	32	33	34	35	36	42	43	44	45	46	61	
Intensity:	20	20	20	20	20	20	10	10	10	-	-	-	-	-	-	-	-	-	-	-	-	-	90	90	90	-	-	-	-	50	30

Channel	62	63	64	71	72	73	74	80	91	92	93	94	95	100	200	201
Intensity:	30	30	30	20	20	20	20	-	-	-	-	-	80	-	-	FL
Focus:															+	+
Color:				G R65	G R65	G R65	G R65								+	+
Beam:															+	+

Cue 1/32 Spot USR

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
 Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61
Intensity: 20 20 20 20 20 20 10 10 10 - - - - - - - - - - - 90 90 90 - - - - - 50 30

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 30 30 30 20 20 20 20 - - - - - 50 - - 30
Focus: + +
Color: G R65 G R65 G R65 G R65 + +
Beam: + +

Cue 1/33 Fire

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Effects 2 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46
Intensity: 20 20 20 20 30 20 10 10 10 - - - - - - - - - - - 90 90 90 - - - - - 50

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 2 E 2 E 2 E 2 30 30 30 30 - - - - - 50 - - 0
Focus: + +
Color: E 100 E 100 E 100 E 100 + +
Beam: + +

Cue 1/34 Backlight

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Flags: DarkMove

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46
Intensity: 20 20 20 20 30 20 10 10 10 - - - - - - - - - - - 90 90 90 - - - - - 50

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: Stop Stop Stop Stop 20 20 20 20 - - - - - 50 - - -
Focus: + +
Color: G R65 G R65 G R65 G R65 + +
Beam: + +

Cue 1/35 White wash

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 42 43 44 45 46 61 62
Intensity: 70 70 70 70 70 70 0 0 0 - - - - - - - - - - - 0 0 0 - - - - - 0 0 0

Channel 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 0 0 30 30 30 30 - - - - - 0 - - -
Focus: + +
Color: G R364 G R364 G R364 G R364 + +

Beam:

+ +

Cue 1/36 BO

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 4

Channel	1	2	3	4	5	6	7	8	9	11	12	13	14	21	22	23	24	26	31	32	33	34	35	36	42	43	44	45	46	61	62	63	64	
Intensity:	0	0	0	0	0	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Channel	71	72	73	74	80	91	92	93	94	95	100	200	201	
Intensity:	MK	MK	MK	MK	-	-	-	-	-	-	-	-	-	
Focus:											+	+		
Color:	G R65	G R65	G R65	G R65									+	+
Beam:													+	+

Cue 1/37 Bows

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 5

Channel	1	2	3	4	5	6	7	8	9	11	12	13	14	21	22	23	24	26	31	32	33	34	35	36	42	43	44	45	46	61	62	63	
Intensity:	-	70	-	-	70	-	-	-	-	-	50	50	50	50	50	50	50	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Channel	64	71	72	73	74	80	91	92	93	94	95	100	200	201	
Intensity:	-	25	25	25	25	-	-	-	-	-	-	-	-	-	
Focus:														+	+
Color:		G R14	G R14	G R14	G R14									+	+
Beam:														+	+

Cue 1/38 Spurt Preshow

Times: Up 3 Down 3 Focus 3 Color 3 Beam 3

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 3

Flags: DarkMove

Channel	1	2	3	4	5	6	7	8	9	11	12	13	14	21	22	23	24	26	31	32	33	34	35	36	42	43	44	45	46	61	62	63	64		
Intensity:	-	2	-	-	2	-	-	-	-	-	0	0	0	0	0	0	0	0	-	-	-	-	-	50	50	50	-	-	-	-	-	40	40	40	40

Channel	71	72	73	74	80	91	92	93	94	95	100	200	201	
Intensity:	30	20	30	20	-	-	-	-	-	-	-	-	-	
Focus:													+	+
Color:	G R26	G R26	G R26	G R26									+	+
Beam:													+	+

Cue 1/39 BO

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5

Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 5

Flags: DarkMove

Channel	1	2	3	4	5	6	7	8	9	11	12	13	14	21	22	23	24	26	31	32	33	34	35	36	42	43	44	45	46	61	62	63	64		
Intensity:	-	0	-	-	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	0	0	0	-	-	-	-	-	0	0	0	0

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: 40 40 40 30 30 30 - - - - - FL FL - - - - - 0 0 0 - - - - -

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - - - 0 0 0 0 FL - 0 FL - - - FL FL
Focus: + +
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/42.5

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: 40 40 40 30 30 30 - - - - - FL FL - - - - - - - - - - - - - - - -

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - - - - - - - FL - - FL - - - FL FL
Focus: + +
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/43 BO

Times: Up 3 Down 3 Focus 3 Color 3 Beam 3
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 3

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: 0 0 0 0 0 0 - - - - - 0 0 -

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - - - - - 0 - - 0 - - - 0 0
Focus: + +
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/43.5

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: -

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - 10 10 10 10 - - - - - FL FL
Focus: + +
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/45 Bawd fire

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 10
Effects 3 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62
Intensity: - E 3 E 3

Channel 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 3 E 3 40 40 40 40 - - - - - - - - - - MK MK
Focus: Q 45.1 +
Color: E 100 E 100 E 100 E 100 Q 45.1 Q 45.1
Beam: + +

Cue 1/45.1 Lightning

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62
Intensity: - Stop Stop

Channel 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: Stop Stop 0 0 0 0 - - - - - - - - - - FL FL
Focus: + +
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/46 BO

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 10

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: -

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - 0 0 0 0 - - - - - - - - - - MK MK
Focus: Q 46.5 Q 46.5
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/46.5

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Flags: DarkMove
Effects 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: -

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201

Intensity: - - - - - - - - - - - FL FL
Focus: + +
Color: E 100 E 100 E 100 E 100 + +
Beam: + +

Cue 1/47 Restore

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Flags: DarkMove

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 70 70 70 50 50 50 20 20 20 -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - - - - MK MK MK MK - - - - - - - - 0 0
Focus: + +
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/48 Nurse build

Times: Up 10 Down 10 Focus 10 Color 10 Beam 10
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 10

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 70 70 70 70 70 70 80 80 80 60 30 - - - - 60 30 - - - - - - - - - - - - - - - - -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - - - - 50 50 50 50 - - - - - - - - - - - -
Focus: + +
Color: + + + + + +
Beam: + +

Cue 1/49

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: 0 0 0 0 0 0 0 0 0 0 0 - - - - 0 0 - - - - - - - - - - - - - - - - -

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - 30 30 30 30 FL - - - - - - - - - -
Focus: + +
Color: G R120 G R120 G R120 G R120 + +
Beam: + +

Cue 1/50 Blue out

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: 0 0 0 0 0 0 0 0 0 0 0 0 - - - - 0 0 -

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - 20 20 20 20 0 - - - - - - - - - - - -
Focus: + +
Color: G R120 G R120 G R120 G R120 + +
Beam: + +

Cue 1/50.5 BO

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Flags: DarkMove

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: -

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - 0 0 0 0 - - - - - - - - - - - - - - - -
Focus: + +
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/51 Bows

Times: Up 3 Down 3 Focus 3 Color 3 Beam 3
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 3

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: 70 70 70 70 70 0 0 0 -

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - - - 0 0 0 0 0 - - - - - - - - - - 0 0
Focus: + +
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/52 INTERMISSION - Benton Sucks

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 70 70 70 70 70 70 70 70 70 70 70 70 70 70 70 -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - - - - - - - - - - - - - - - FL - -
Focus: + +
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/53 Manor preshow

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: 30 30 30 30 30 30 0 0 0 0 0 0 0 0 0 0 0 - 50 - 50 60 - 60 - 50 - - - - 50

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 50 50 50 - - - - - - - - - 0 - -
Focus: + +
Color: G R82 G R82 G R82 G R82 + +
Beam: + +

Cue 1/54 BO

Times: Up 6 Down 6 Focus 6 Color 6 Beam 6
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 6

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: 0 0 0 0 0 0 - - - - - - - - - 0 - 0 0 - 0 - 0 - - - - - 0 0 0

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 0 MK MK MK MK - - - - - - - - - + +
Focus: + +
Color: Q 55 Q 55 Q 55 Q 55 + +
Beam: + +

Cue 1/55 Low Fire

Times: Up 4 Down 4 Focus 4 Color 4 Beam 4
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 4
Effects 1 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: - - - 20 20 20 20 20 20 - - - - - - - - - - - - - - - 20 20 20 - - - E 1

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 1 E 1 E 1 30 30 30 30 80 - - - - - - - - - + +
Focus: + +
Color: E 100 E 100 E 100 E 100 + +
Beam: + +

Cue 1/56 Norling Ent

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2
Follow: 8
Effects 2 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: - - - 20 20 20 20 20 20 - - - - - - - - - - - - - - - 20 20 20 - - - E 2

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201

Intensity: E 2 E 2 E 2 50 50 50 50 80 - - - - - - - -
Focus: + +
Color: E 100 E 100 E 100 E 100 + +
Beam: + +

Cue 1/56.5 AF Restore

Times: Up 15 Down 15 Focus 15 Color 15 Beam 15
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 15
Effects 4 101

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 20 20 20 20 20 20 20 20 20 - - - - - - - - - - - - - - - 20 20 20 - - - -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 4 E 4 E 4 E 4 30 30 30 30 0 - - - - - - - - - -
Focus: + +
Color: E 101 E 101 E 101 E 101 + +
Beam: + +

Cue 1/57 Fire Build

Times: Up 30 Down 30 Focus 30 Color 30 Beam 30
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 30
Effects 2 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: 0 0 0 20 20 20 20 20 20 - - - - - - - - - - - - - - - 20 20 20 - - - - E 2

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 2 E 2 E 2 50 50 50 50 - - - - - - - - - - - -
Focus: + +
Color: E 100 E 100 E 100 E 100 + +
Beam: + +

Cue 1/58 Dim Restore

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Effects 1 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 10 10 10 30 30 30 30 30 30 - - - - - - - - - - - - - - - 20 20 20 - - - -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 1 E 1 E 1 E 1 30 30 30 30 80 - - - - - - - - - -
Focus: + +
Color: E 100 E 100 E 100 E 100 + +
Beam: + +

Cue 1/59 Another Fire Build

Times: Up 20 Down 20 Focus 20 Color 20 Beam 20
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0

Duration: 20
Effects 1 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: 0 0 0 30 30 30 30 30 30 - 20 20 20 - - - E 1

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 1 E 1 E 1 40 40 40 40 0 - - - - - - - - - - -
Focus: + +
Color: E 100 E 100 E 100 E 100 + +
Beam: + +

Cue 1/60 Fire Wash

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Effects 1 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 10 10 10 20 20 20 20 20 20 - 20 20 20 - - -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 1 E 1 E 1 E 1 60 60 60 60 - - - - - - - - - - -
Focus: + +
Color: E 100 E 100 E 100 E 100 + +
Beam: + +

Cue 1/61 Free Loot!

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2
Effects 1 101

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 30 30 30 35 35 35 35 35 35 - 20 20 20 - - -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 1 E 1 E 1 E 1 70 70 70 70 - - - - - - - - - - -
Focus: + +
Color: E 101 E 101 E 101 E 101 + +
Beam: + +

Cue 1/61.3 Fire Flare

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2
Follow: 8
Effects 2 103

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: 0 0 0 20 20 20 20 20 20 - 40 40 40 10 10 10 - - - E 2

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201

Intensity: E 2 E 2 E 2 70 70 70 70 - - - - - - - - -
Focus: + +
Color: E 103 E 103 E 103 E 103 + +
Beam: + +

Cue 1/61.5 Restore

Times: Up 4.9 Down 4.9 Focus 4.9 Color 4.9 Beam 4.9
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 4.9
Effects 1 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: - - - 20 20 20 20 20 20 - - - - - - - - - - 0 0 0 20 20 20 - - - E 1

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 1 E 1 E 1 30 30 30 30 80 - - - - - - - - -
Focus: + +
Color: E 100 E 100 E 100 E 100 + +
Beam: + +

Cue 1/62 BO

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 4

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: 0 0 0 0 0 0 0 0 - - - - - - - - - - 0 0 0 0 0 0 - - - 0 0 0

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 0 MK MK MK MK 0 - - - - 0 - - -
Focus: + +
Color: G R25 G R25 G R25 G R25 + +
Beam: + +

Cue 1/63 Manor bows

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Effects 101

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: 70 70 70 70 70 70 - - - - - - - - - - - - - 80 80 80 - - - - - - - - -

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - - - 30 30 30 30 - - - - - - - - -
Focus: + +
Color: E 101 E 101 E 101 E 101 + +
Beam: + +

Cue 1/64 Hades preshow

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: 0 0 0 0 0 0 - - - - - - - - - - - - - - - - - 30 40 40 40 40 - - - - - 0 - 40 40 40

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 40 45 45 45 45 - - - - - - - - - - - -
Focus: + +
Color: + + + + + +
Beam: + +

Cue 1/65 BO
Times: Up 4 Down 4 Focus 4 Color 4 Beam 4
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 8

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: - 0 0 0 0 0 - - - - - - - 0 0 0

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 0 MK MK MK MK - - - - - - - - - - -
Focus: + +
Color: G R95 G R25 G R25 G R83 + +
Beam: + +

Cue 1/66 Lights Up
Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Follow: 20
Effects 3 100

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: - - - 40 40 40 40 40 40 - - - - - - - - - - - 40 - 40 - 60 - - - - - - 60 - E 3

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 3 E 3 E 3 FL FL FL FL - - - - - - 0 - -
Focus: + +
Color: E 100 E 100 E 100 E 100 + +
Beam: + +

Cue 1/66.5 Effect Settle
Times: Up 9 Down 9 Focus 9 Color 9 Beam 9
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 9
Effects 4 101

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: - - - 50 50 50 50 50 50 - - - - - - - - - - - 0 - 0 - 0 - - - - - - 0 - E 4

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 4 E 4 E 4 FL FL FL FL - - - - - - - MK MK
Focus: Q 67 Q 67
Color: E 101 E 101 E 101 E 101 Q 67 Q 67

Beam: + +

Cue 1/67 Hades Special

Times: Up 0 Down 0 Focus 0 Color 0 Beam 0
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 0
Follow: 1:30
Effects 4 101

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 50 50 50 50 50 50 40 40 40 -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 4 E 4 E 4 E 4 FL FL FL FL - - - - - - - FL FL
Focus: + +
Color: E 101 E 101 E 101 E 101 + +
Beam: + +

Cue 1/67.1

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Effects 4

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 50 50 50 50 50 50 40 40 40 - - 70 70 - - 70 70 - - - - - - - - - - - - - - - - - -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 4 E 4 E 4 E 4 FL FL FL FL - - - - - - - 0 0
Focus: + +
Color: Stop Stop Stop Stop + +
Beam: + +

Cue 1/68 Hades EXT BO

Times: Up 0 Down 0 Focus 0 Color 0 Beam 0
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 0

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: 0 0 0 0 0 0 0 0 0 - - 0 0 - - 0 0 - - - - - - - - - - - 0 0 - 0 0 0

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 0 MK MK MK MK - - - - - - - 0 0
Focus: + +
Color: G R19 G R19 G R19 G R19 + +
Beam: + +

Cue 1/68.5 Restore

Times: Up 0 Down 0 Focus 0 Color 0 Beam 0
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 0
Effects 4 101

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: - - - 60 60 60 60 60 60 - - 60 60 - - 60 60 - - - - - - - - - - - E 4

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 4 E 4 E 4 FL FL FL FL - - - - - - - - - - -
Focus: + +
Color: E 101 E 101 E 101 E 101 + +
Beam: + +

Cue 1/69 BO

Times: Up 1 Down 1 Focus 1 Color 1 Beam 1
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 2
Flags: DarkMove

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: - - - 0 0 0 0 0 - - 0 0 - - 0 0 - - - - - - - - - - - - - 20 20 20

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 20 MK MK MK MK - - - - - - - - - - -
Focus: + +
Color: G R95 G R25 G R25 G R83 + +
Beam: + +

Cue 1/70 In Tiresis's Hood

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Flags: DarkMove

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61
Intensity: - - - 40 40 40 50 50 50 - - - - - - - - - - - - - - - - - - - 50

Channel 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 50 50 50 FL FL FL FL - - - - - - - - - - -
Focus: + +
Color: G R95 G R95 G R95 G R95 + +
Beam: + +

Cue 1/71 Tiresis Gameshow LX

Times: Up 1 Down 1 Focus 1 Color 1 Beam 1
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 1
Effects 102

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: - - - 0 0 0 0 0 - - - - - - - - - - - - - - - - - - - 40 40 40

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 40 FL FL FL FL - - - - - - - - - - -
Focus: + +
Color: E 102 E 102 E 102 E 102 + +
Beam: + +

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 0 MK MK MK MK 0 - - - - - - - -
Focus: + +
Color: Q 76 G R25 G R25 G R83 + +
Beam: + +

Cue 1/76 Hades bows

Times: Up 3.5 Down 3.5 Focus 3.5 Color 3.5 Beam 3.5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 3.5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 90 90 90 80 80 80 80 60 60 -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - - - - 45 45 45 45 - - - - - - - FL - -
Focus: + +
Color: + + + + + +
Beam: + +

Cue 1/77 Sure Thing Preshow

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5
Effects 3

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62
Intensity: 0 0 0 0 45 0 0 0 0 - - - - - - - - - - - 40 - - - - - - - - - - - E 3 E 3

Channel 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: E 3 E 3 15 15 15 15 - - - - - - - 0 - -
Focus: + +
Color: G R7 G R7 G R7 G R7 + +
Beam: + +

Cue 1/78 BO

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 10

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: - - - - 0 - - - - - - - - - - - - - - - 0 - - - - - - - - - 0 0 0

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 0 MK MK MK MK - - - - - - - - - - -
Focus: + +
Color: G R95 G R25 G R25 G R83 + +
Beam: + +

Cue 1/79 Lights up

Times: Up 5 Down 5 Focus 5 Color 5 Beam 5
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 5

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: 20 20 20 60 80 60 40 40 40 70 20 70 20 20 70 20 70 - - - - - - - 30 40 - - - -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 30 30 30 30 30 30 30 30 - - - - - - - - - -
Focus: + +
Color: G R7 G R7 G R7 G R7 + +
Beam: + +

Cue 1/79.5 Rain Build

Times: Up 20 Down 20 Focus 20 Color 20 Beam 20
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 20

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62
Intensity: 0 0 0 50 70 50 0 0 0 0 0 0 0 0 0 0 0 - - - - 60 60 60 0 0 - - - - 30 30

Channel 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 30 30 15 15 15 15 - - - - - - - - - -
Focus: + +
Color: G R68 G R68 G R68 G R68 + +
Beam: + +

Cue 1/80 BO

Times: Up 2 Down 2 Focus 2 Color 2 Beam 2
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 4

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46 61 62 63
Intensity: - - - 0 0 0 - - - - - - - - - - - - - - - 0 0 0 - 0 - - - - - 0 0 0

Channel 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: 0 MK MK MK MK - - - - - - - - - -
Focus: + +
Color: G R95 G R25 G R25 G R83 + +
Beam: + +

Cue 1/81 Bows

Times: Up 3 Down 3 Focus 3 Color 3 Beam 3
Delays: Up 0 Down 0 Focus 0 Color 0 Beam 0
Duration: 3

Channel 1 2 3 4 5 6 7 8 9 11 12 13 14 21 22 23 24 26 31 32 33 34 35 36 41 42 43 44 45 46
Intensity: - 80 - 70 70 70 60 60 60 -

Channel 61 62 63 64 71 72 73 74 80 91 92 93 94 95 100 200 201
Intensity: - - - - 30 30 30 30 - - - - - - - - - -
Focus: + +
Color: G R51 G R51 G R51 G R51 + +
Beam: + +

Groups

[Group 6](#)
[Group 7](#)
[Group 10](#)
[Group 20](#)
[Group 30](#)
[Group 40](#)
[Group 60](#)
[Group 70](#) LEDs
[Group 90](#)

Group 6
61>64

Group 7
71>74

Group 10
11>14

Group 20
21>24

Group 30
31>36

Group 40
41>46

Group 60
61>64

Group 70 LEDs
71>74

Group 90
91>94

Effects

[Effect 1](#) Fire Low
[Effect 2](#) Fire Mid
[Effect 3](#) Fire High
[Effect 4](#) Fire Stable
[Effect 100](#) ML Fire
[Effect 101](#) ML Fire Stable
[Effect 102](#) ML Gameshow
[Effect 103](#) ML Fire +
[Effect 901](#) Circle
[Effect 902](#) Square
[Effect 903](#) Figure 8
[Effect 904](#) Can Can
[Effect 905](#) Triangle
[Effect 906](#) Spiral
[Effect 907](#) Reverse Sqr

- [Effect 908 Reverse Circle](#)
- [Effect 909 Ballyhoo](#)
- [Effect 910 Color Smooth](#)
- [Effect 911 Color Fade Linear](#)
- [Effect 912 Color Step](#)
- [Effect 913 Bump Color](#)
- [Effect 914 Hue-Sat Fade](#)
- [Effect 915 Ramp](#)
- [Effect 916 Inverted Ramp](#)
- [Effect 917 Rainbow RGB](#)
- [Effect 918 Rainbow CMY](#)

Effect 1 Fire Low

Step Based
 Infinite Duration
 Positive Forward
 Entry: Cue0 Cascade Fade by Size
 Exit: Cue0 Fade by Size

Step	Time	In	Dwell	Decay	On	Off	Channels
1	1.2	2.5	0	2.5	30	10	61
2	1.2	2.5	0	2.5	30	10	62
3	1.2	2.5	0	2.5	30	10	63
4	1.2	2.5	0	2.5	30	10	64

Effect 2 Fire Mid

Step Based
 Infinite Duration
 Positive Forward
 Entry: Cue0 Cascade Fade by Size
 Exit: Cue0 Fade by Size

Step	Time	In	Dwell	Decay	On	Off	Channels
1	0.5	1	0	1	60	30	61
2	0.5	1	0	1	60	30	62
3	0.5	1	0	1	60	30	63
4	0.5	1	0	1	60	30	64

Effect 3 Fire High

Step Based
 Infinite Duration
 Positive Forward
 Entry: Cue0 Cascade Fade by Size
 Exit: Cue0 Fade by Size

Step	Time	In	Dwell	Decay	On	Off	Channels
1	0.5	1	0	1	70	40	61
2	0.5	1	0	1	70	40	62
3	0.5	1	0	1	70	40	63
4	0.5	1	0	1	70	40	64

Effect 4 Fire Stable

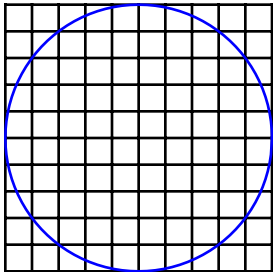
Step Based
 Infinite Duration
 Positive Forward
 Entry: Cue0 Cascade Fade by Size

Exit: Cue0 Fade by Size

Step Time In Dwell Decay On Off Channels

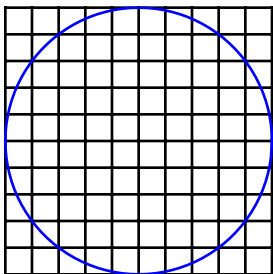
1	1	2	0	2	25	15	61
2	1	2	0	2	25	15	62
3	1	2	0	2	25	15	63
4	1	2	0	2	25	15	64

Effect 100 ML Fire
Color



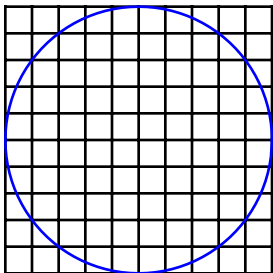
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 15
Parameters: Hue Saturatn

Effect 101 ML Fire Stable
Color



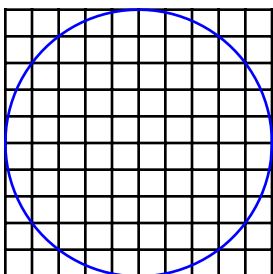
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 5
Parameters: Hue Saturatn

Effect 102 ML Gameshow
Color



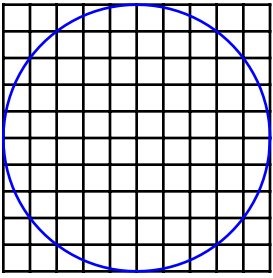
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 60
Parameters: Hue Saturatn

Effect 103 ML Fire +
Color



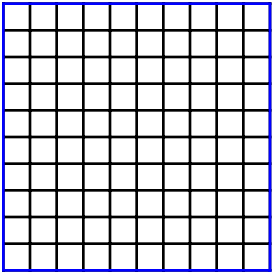
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 18
Parameters: Hue Saturatn

Effect 901 Circle
Focus



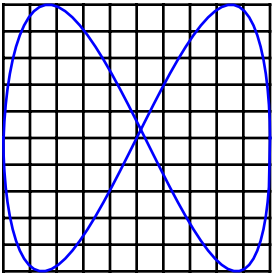
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan Tilt

Effect 902 Square
Focus



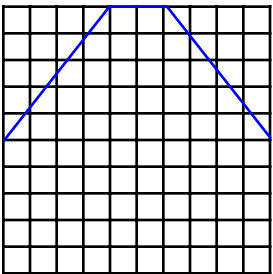
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan Tilt

Effect 903 Figure 8
Focus



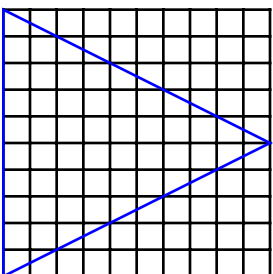
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan Tilt

Effect 904 Can Can
Linear



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Tilt

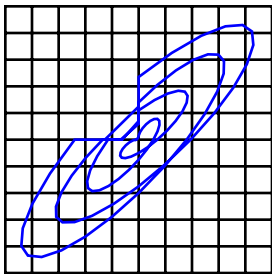
Effect 905 Triangle
Focus



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan Tilt

Effect 906 Spiral

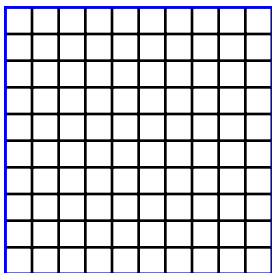
Focus



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan Tilt

Effect 907 Reverse Sqr

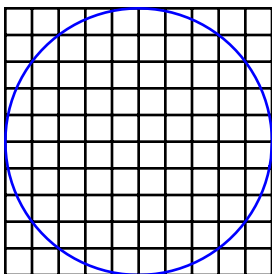
Focus



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan Tilt

Effect 908 Reverse Circle

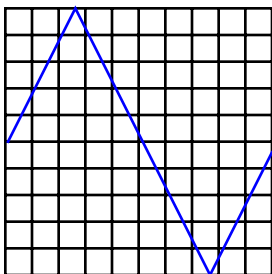
Focus



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan Tilt

Effect 909 Ballyhoo

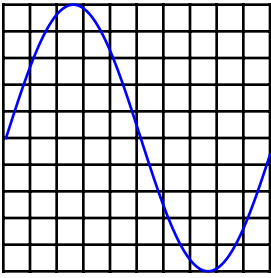
Linear



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Pan

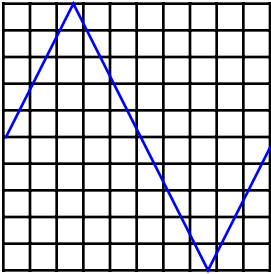
Effect 910 Color Smooth

Linear



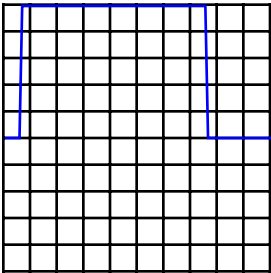
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Cyan Magenta Yellow Red Green Blue

Effect 911 Color Fade Linear
Linear



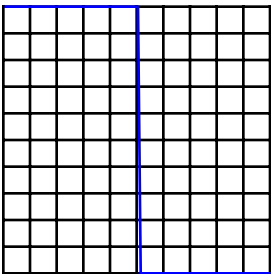
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Cyan Magenta Yellow Red Green Blue

Effect 912 Color Step
Linear



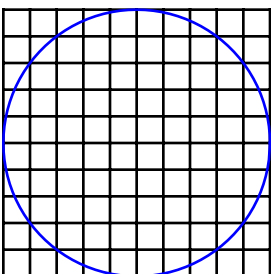
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Cyan Magenta Yellow Red Green Blue

Effect 913 Bump Color
Linear



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Cyan Magenta Yellow Red Green Blue

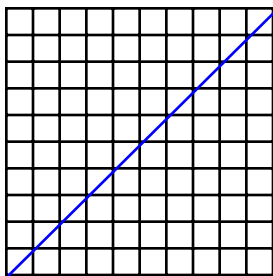
Effect 914 Hue-Sat Fade
Color



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Hue Saturatn

Effect 915 Ramp

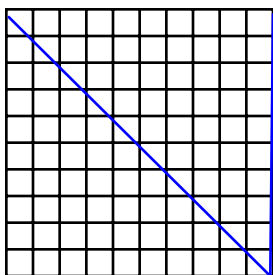
Linear



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Intens

Effect 916 Inverted Ramp

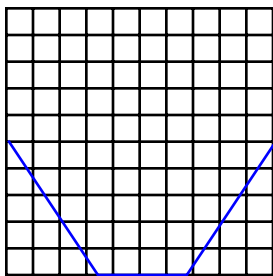
Linear



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 25
Parameters: Intens

Effect 917 Rainbow RGB

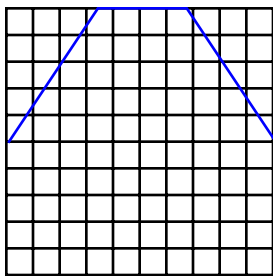
Linear



Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 100
Parameters: Red Green Blue

Effect 918 Rainbow CMY

Linear



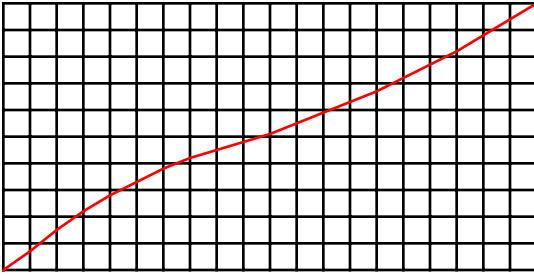
Infinite Duration
Grouping: Spread
Trail: Even
Entry: Cue0 Immediate Fade by Size
Exit: Cue0 Fade by Size
Scale: 100
Parameters: Cyan Magenta Yellow

Curves

- [Curve 901](#) IES Square
- [Curve 902](#) Slow Bottom
- [Curve 903](#) Fast Bottom
- [Curve 904](#) Fast Top
- [Curve 905](#) Full At 1%
- [Curve 906](#) Out At 100%
- [Curve 907](#) Preheat At 5%
- [Curve 908](#) Preheat At 10%

- [Curve 909](#) Hot Patch
- [Curve 910](#) Inverted
- [Curve 911](#) Incandescent

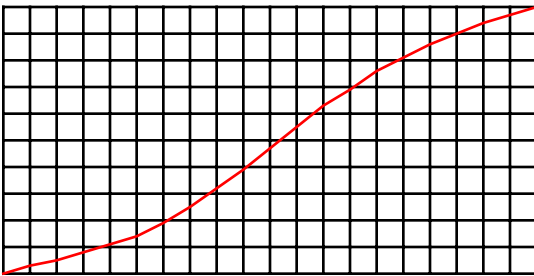
Curve 901 IES Square



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90
 Output: 0 7 15 22 28 33 38 42 45 48 51 55 59 63 67 72 77 82 88

Input: 95 100
 Output: 94 100

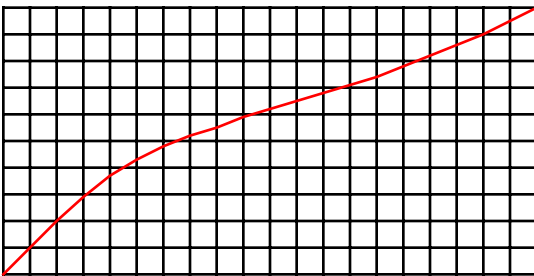
Curve 902 Slow Bottom



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90
 Output: 0 3 5 8 11 14 19 25 32 39 47 55 63 69 76 81 86 90 94

Input: 95 100
 Output: 97 100

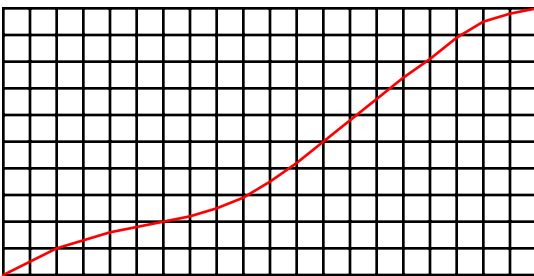
Curve 903 Fast Bottom



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85
 Output: 0 10 20 29 37 43 48 52 55 59 62 65 68 71 74 78 82 86

Input: 90 95 100
 Output: 90 95 100

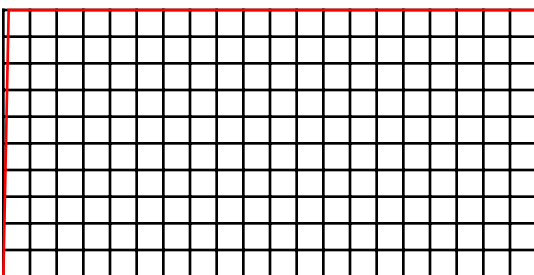
Curve 904 Fast Top



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90
 Output: 0 5 10 13 16 18 20 22 25 29 35 42 50 58 66 74 81 89 95

Input: 95 100
 Output: 98 100

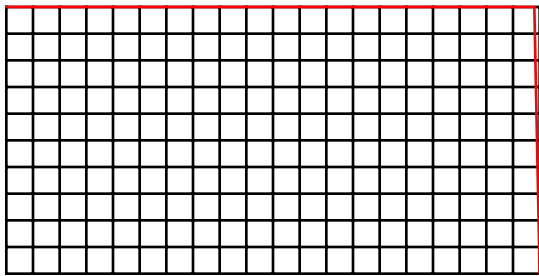
Curve 905 Full At 1%



Input: 0 1 5 10 15 20 25 30 35 40 45 50 55
 Output: 0 100 100 100 100 100 100 100 100 100 100 100 100

Input: 60 65 70 75 80 85 90 95 100
 Output: 100 100 100 100 100 100 100 100 100

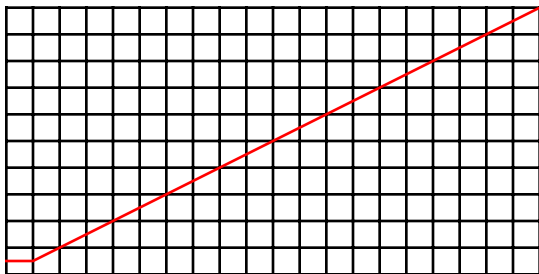
Curve 906 Out At 100%



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60
Output: 100 100 100 100 100 100 100 100 100 100 100 100 100

Input: 65 70 75 80 85 90 95 99 100
Output: 100 100 100 100 100 100 100 100 0

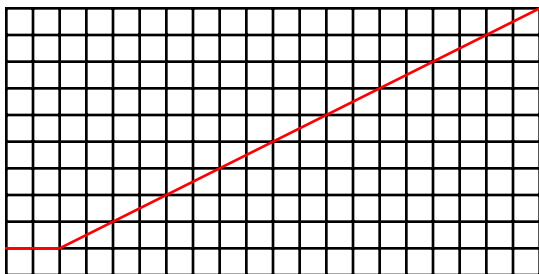
Curve 907 Preheat At 5%



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90
Output: 5 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90

Input: 95 100
Output: 95 100

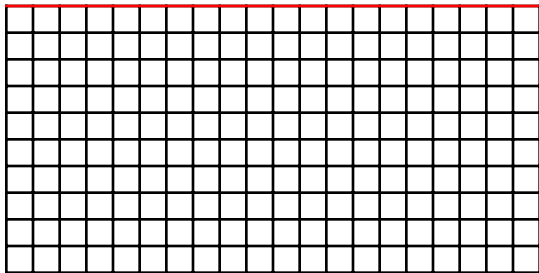
Curve 908 Preheat At 10%



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85
Output: 10 10 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85

Input: 90 95 100
Output: 90 95 100

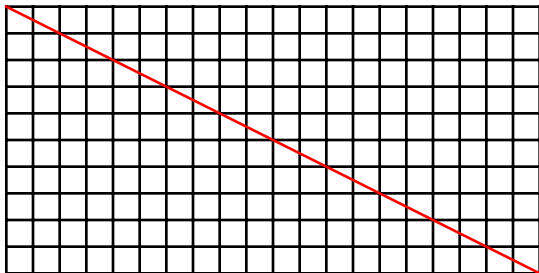
Curve 909 Hot Patch



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60
Output: 100 100 100 100 100 100 100 100 100 100 100 100 100

Input: 65 70 75 80 85 90 95 100
Output: 100 100 100 100 100 100 100 100

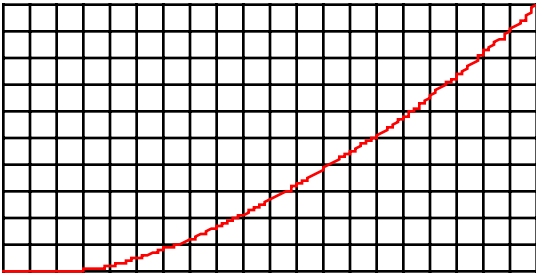
Curve 910 Inverted



Input: 0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85
Output: 100 95 90 85 80 75 70 65 60 55 50 45 40 35 30 25 20 15

Input: 90 95 100
Output: 10 5 0

Curve 911 Incandescent



Input: 0 0 0 1 1 1 2 2 3 3 3 4 4 5 5 5 6 6 7 7 7 8 8
 Output: 0

Input: 9 9 9 10 10 10 11 11 12 12 12 13 13 14 14 14 15 15 16
 Output: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1

Input: 16 16 17 17 18 18 18 19 19 20 20 20 21 21 21 22 22 23
 Output: 1 1 1 1 1 1 1 1 2 2 2 2 2 3 3 3 3 3

Input: 23 23 24 24 25 25 25 26 26 27 27 27 28 28 29 29 29 30
 Output: 4 4 4 5 5 5 5 5 6 6 6 6 7 7 7 7 8 8

Input: 30 30 31 31 32 32 32 33 33 34 34 34 35 35 36 36 36 37
 Output: 8 9 9 9 9 10 10 10 10 11 11 11 12 12 12 13 13 14

Input: 37 38 38 38 39 39 40 40 40 41 41 41 42 42 43 43 43 44
 Output: 14 14 15 15 16 16 16 16 17 17 18 18 18 19 19 20 20 20

Input: 44 45 45 45 46 46 47 47 47 48 48 49 49 49 50 50 50 51
 Output: 21 21 21 21 22 23 23 23 24 24 25 25 25 26 27 27 27 28

Input: 51 52 52 52 53 53 54 54 54 55 55 56 56 56 57 57 58 58
 Output: 28 29 29 29 30 30 30 31 32 32 33 33 34 34 34 35 36 36

Input: 58 59 59 60 60 60 61 61 61 62 62 63 63 63 64 64 65 65
 Output: 36 37 37 38 38 39 40 40 40 41 41 42 42 43 43 44 44 45

Input: 65 66 66 67 67 67 68 68 69 69 69 70 70 70 71 71 72 72
 Output: 45 45 46 47 47 48 48 49 49 50 50 50 51 51 52 52 53 54

Input: 72 73 73 74 74 74 75 75 76 76 76 77 77 78 78 78 79 79
 Output: 54 54 55 56 56 57 57 58 58 59 60 60 61 61 62 63 63 64

Input: 80 80 80 81 81 81 82 82 83 83 83 84 84 85 85 85 86 86
 Output: 65 65 66 67 67 68 69 69 70 70 71 71 72 72 74 74 74 75

Input: 87 87 87 88 88 89 89 89 90 90 90 91 91 92 92 92 93 93
 Output: 76 76 77 78 78 79 80 81 81 82 83 83 84 85 86 86 87 87

Input: 94 94 94 95 95 96 96 96 97 97 98 98 98 99 99 100
 Output: 87 88 89 90 91 92 92 92 93 94 94 96 96 97 99 100

Utilization Report

[Intensity Palettes](#)

[Focus Palettes](#)

[Color Palettes](#)

[Beam Palettes](#)

[Presets](#)

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[Patched channels not referenced by any cue](#)

[Cues with Dark Moves](#)

Intensity Palettes

Focus Palettes

Color Palettes

Beam Palettes

Presets

Effects

Effect 1	Fire Low
Effect 2	Fire Mid
Effect 3	Fire High
Effect 4	Fire Stable
Effect 100	ML Fire
Effect 101	ML Fire Stable
Effect 102	ML Gameshow
Effect 103	ML Fire +
Effect 901	Circle
Effect 902	Square
Effect 903	Figure 8
Effect 904	Can Can
Effect 905	Triangle
Effect 906	Spiral
Effect 907	Reverse Sqr
Effect 908	Reverse Circle
Effect 909	Ballyhoo
Effect 910	Color Smooth
Effect 911	Color Fade Linear
Effect 912	Color Step
Effect 913	Bump Color
Effect 914	Hue-Sat Fade
Effect 915	Ramp
Effect 916	Inverted Ramp
Effect 917	Rainbow RGB
Effect 918	Rainbow CMY

Effect 1 Fire Low

Number of cues using this effect: 4

Number of submasters using this effect: 0
Cues referencing this effect
1/55 1/58 1/61 1/61.5
Subs referencing this effect
None
Channels referenced by cues
61>64
Channels referenced by submasters
None
Channels not referenced by any cue or submaster
None

Effect 2 Fire Mid

Number of cues using this effect: 4
Number of submasters using this effect: 0
Cues referencing this effect
1/33 1/56 1/57 1/61.3
Subs referencing this effect
None
Channels referenced by cues
61>64
Channels referenced by submasters
None
Channels not referenced by any cue or submaster
None

Effect 3 Fire High

Number of cues using this effect: 3
Number of submasters using this effect: 0
Cues referencing this effect
1/45 1/66 1/77
Subs referencing this effect
None
Channels referenced by cues
61>64
Channels referenced by submasters
None
Channels not referenced by any cue or submaster
None

Effect 4 Fire Stable

Number of cues using this effect: 3
Number of submasters using this effect: 0
Cues referencing this effect
1/56.5 1/66.5 1/68.5
Subs referencing this effect
None
Channels referenced by cues
61>64
Channels referenced by submasters
None
Channels not referenced by any cue or submaster
None

Effect 100 ML Fire

Number of cues using this effect: 11

Number of submasters using this effect: 0

Cues referencing this effect

1/33 1/45 1/46.5 1/55 1/56 1/57 1/58 1/59 1/60 1/61.5 1/66

Subs referencing this effect

None

Channels referenced by cues

71>74

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 101 ML Fire Stable

Number of cues using this effect: 5

Number of submasters using this effect: 0

Cues referencing this effect

1/56.5 1/61 1/63 1/66.5 1/68.5

Subs referencing this effect

None

Channels referenced by cues

71>74

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 102 ML Gameshow

Number of cues using this effect: 1

Number of submasters using this effect: 0

Cues referencing this effect

1/71

Subs referencing this effect

None

Channels referenced by cues

71>74

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 103 ML Fire +

Number of cues using this effect: 1

Number of submasters using this effect: 0

Cues referencing this effect

1/61.3

Subs referencing this effect

None

Channels referenced by cues

71>74

Channels referenced by submasters

None

Channels not referenced by any cue or submaster
None

Effect 901 Circle

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 902 Square

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 903 Figure 8

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 904 Can Can

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 905 Triangle

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 906 Spiral

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 907 Reverse Sqr

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 908 Reverse Circle

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 909 Ballyhoo

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 910 Color Smooth

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 911 Color Fade Linear

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 912 Color Step

Number of cues using this effect: 0

Number of submasters using this effect: 0
Cues referencing this effect
None
Subs referencing this effect
None
Channels referenced by cues
None
Channels referenced by submasters
None
Channels not referenced by any cue or submaster
None

Effect 913 Bump Color

Number of cues using this effect: 0
Number of submasters using this effect: 0
Cues referencing this effect
None
Subs referencing this effect
None
Channels referenced by cues
None
Channels referenced by submasters
None
Channels not referenced by any cue or submaster
None

Effect 914 Hue-Sat Fade

Number of cues using this effect: 0
Number of submasters using this effect: 0
Cues referencing this effect
None
Subs referencing this effect
None
Channels referenced by cues
None
Channels referenced by submasters
None
Channels not referenced by any cue or submaster
None

Effect 915 Ramp

Number of cues using this effect: 0
Number of submasters using this effect: 0
Cues referencing this effect
None
Subs referencing this effect
None
Channels referenced by cues
None
Channels referenced by submasters
None
Channels not referenced by any cue or submaster
None

Effect 916 Inverted Ramp

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 917 Rainbow RGB

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Effect 918 Rainbow CMY

Number of cues using this effect: 0

Number of submasters using this effect: 0

Cues referencing this effect

None

Subs referencing this effect

None

Channels referenced by cues

None

Channels referenced by submasters

None

Channels not referenced by any cue or submaster

None

Channels

[Channel](#) 1

[Channel](#) 2

[Channel](#) 3

[Channel](#) 4

[Channel](#) 5

[Channel](#) 6

[Channel](#) 7

[Channel](#) 8

[Channel](#) 9

[Channel](#) 11

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[Channel](#) 45
[Channel](#) 46
[Channel](#) 61
[Channel](#) 62
[Channel](#) 63
[Channel](#) 64
[Channel](#) 71
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[Channel](#) 80
[Channel](#) 91
[Channel](#) 92
[Channel](#) 93
[Channel](#) 94
[Channel](#) 95
[Channel](#) 100
[Channel](#) 200
[Channel](#) 201

Channel 1

Maximum intensity: 100

Number of moves: 49

Cues with moves

1/6 1/7 1/9.8 1/10 1/11 1/12 1/14 1/15 1/15.5 1/17 1/18 1/25 1/26 1/27 1/28 1/29.5 1/29.7
1/35 1/36 1/41 1/41.5 1/42 1/43 1/47 1/49 1/50 1/51 1/53 1/54 1/56.5 1/57 1/58 1/59 1/60
1/61 1/61.3 1/62 1/63 1/64 1/67 1/68 1/72 1/73 1/74 1/75 1/76 1/77 1/79 1/79.5

Channel 2

Maximum intensity: 100

Number of moves: 56

Cues with moves

1/6 1/7 1/9.8 1/10 1/11 1/12 1/14 1/15 1/15.5 1/17 1/18 1/25 1/26 1/27 1/28 1/28.5 1/29
1/29.5 1/29.7 1/30 1/35 1/36 1/37 1/38 1/39 1/41 1/41.5 1/42 1/43 1/47 1/49 1/50 1/51
1/53 1/54 1/56.5 1/57 1/58 1/59 1/60 1/61 1/61.3 1/62 1/63 1/64 1/67 1/68 1/72 1/73 1/74
1/75 1/76 1/77 1/79 1/79.5 1/81

Channel 3

Maximum intensity: 100

Number of moves: 49

Cues with moves

1/6 1/7 1/9.8 1/10 1/11 1/12 1/14 1/15 1/15.5 1/17 1/18 1/25 1/26 1/27 1/28 1/29.5 1/29.7
1/35 1/36 1/41 1/41.5 1/42 1/43 1/47 1/49 1/50 1/51 1/53 1/54 1/56.5 1/57 1/58 1/59 1/60
1/61 1/61.3 1/62 1/63 1/64 1/67 1/68 1/72 1/73 1/74 1/75 1/76 1/77 1/79 1/79.5

Channel 4

Maximum intensity: 100

Number of moves: 60

Cues with moves

1/1 1/2 1/3 1/5 1/6 1/7 1/9.8 1/10 1/11 1/12 1/13 1/14 1/15 1/15.5 1/17 1/18 1/25 1/26
1/27 1/28 1/29.5 1/29.7 1/35 1/36 1/41 1/41.5 1/42 1/43 1/47 1/48 1/49 1/50 1/51 1/53
1/54 1/55 1/58 1/60 1/61 1/61.3 1/62 1/63 1/64 1/66 1/66.5 1/68 1/68.5 1/69 1/70 1/71
1/72 1/73 1/74 1/75 1/76 1/77 1/79 1/79.5 1/80 1/81

Channel 5

Maximum intensity: 100

Number of moves: 66

Cues with moves

1/1 1/2 1/3 1/5 1/6 1/7 1/9.7 1/9.8 1/10 1/11 1/12 1/13 1/14 1/15 1/15.5 1/17 1/18 1/25
1/26 1/27 1/28 1/29.5 1/29.7 1/33 1/35 1/36 1/37 1/38 1/39 1/41 1/41.5 1/42 1/43 1/47
1/48 1/49 1/50 1/51 1/53 1/54 1/55 1/58 1/60 1/61 1/61.3 1/62 1/63 1/64 1/66 1/66.5 1/68
1/68.5 1/69 1/70 1/71 1/72 1/73 1/74 1/75 1/76 1/77 1/78 1/79 1/79.5 1/80 1/81

Channel 6

Maximum intensity: 100

Number of moves: 61

Cues with moves

1/1 1/2 1/3 1/4 1/5 1/6 1/7 1/9.8 1/10 1/11 1/12 1/13 1/14 1/15 1/15.5 1/17 1/18 1/25
1/26 1/27 1/28 1/29.5 1/29.7 1/35 1/36 1/41 1/41.5 1/42 1/43 1/47 1/48 1/49 1/50 1/51
1/53 1/54 1/55 1/58 1/60 1/61 1/61.3 1/62 1/63 1/64 1/66 1/66.5 1/68 1/68.5 1/69 1/70
1/71 1/72 1/73 1/74 1/75 1/76 1/77 1/79 1/79.5 1/80 1/81

Channel 7

Maximum intensity: 80

Number of moves: 49

Cues with moves

1/1 1/3 1/4 1/10 1/11 1/12 1/13 1/15.5 1/17 1/18 1/25 1/26 1/27 1/28 1/29.5 1/29.7 1/35
1/41 1/41.5 1/47 1/48 1/49 1/50 1/51 1/52 1/53 1/55 1/58 1/60 1/61 1/61.3 1/62 1/66 1/66.5
1/67 1/68 1/68.5 1/69 1/70 1/71 1/72 1/73 1/74 1/75 1/76 1/77 1/79 1/79.5 1/81

Channel 8

Maximum intensity: 80

Number of moves: 49

Cues with moves

1/1 1/3 1/4 1/10 1/11 1/12 1/13 1/15.5 1/17 1/18 1/25 1/26 1/27 1/28 1/29.5 1/29.7 1/35
1/41 1/41.5 1/47 1/48 1/49 1/50 1/51 1/52 1/53 1/55 1/58 1/60 1/61 1/61.3 1/62 1/66 1/66.5
1/67 1/68 1/68.5 1/69 1/70 1/71 1/72 1/73 1/74 1/75 1/76 1/77 1/79 1/79.5 1/81

Channel 9

Maximum intensity: 80

Number of moves: 50

Cues with moves

1/1 1/3 1/4 1/5 1/10 1/11 1/12 1/13 1/15.5 1/17 1/18 1/25 1/26 1/27 1/28 1/29.5 1/29.7
1/35 1/41 1/41.5 1/47 1/48 1/49 1/50 1/51 1/52 1/53 1/55 1/58 1/60 1/61 1/61.3 1/62 1/66
1/66.5 1/67 1/68 1/68.5 1/69 1/70 1/71 1/72 1/73 1/74 1/75 1/76 1/77 1/79 1/79.5 1/81

Channel 11

Maximum intensity: 70

Number of moves: 15

Cues with moves

1/10 1/11 1/12 1/13 1/29.5 1/29.7 1/37 1/38 1/48 1/49 1/50 1/52 1/53 1/79 1/79.5

Channel 12

Maximum intensity: 70

Number of moves: 15

Cues with moves

1/4 1/5 1/10 1/11 1/12 1/13 1/37 1/38 1/48 1/49 1/50 1/52 1/53 1/79 1/79.5

Channel 13

Maximum intensity: 70

Number of moves: 18

Cues with moves

1/3 1/5 1/10 1/11 1/12 1/13 1/29.5 1/29.7 1/37 1/38 1/52 1/53 1/67.1 1/68 1/68.5 1/69
1/79 1/79.5

Channel 14

Maximum intensity: 100

Number of moves: 19

Cues with moves

1/3 1/4 1/5 1/10 1/11 1/12 1/13 1/37 1/38 1/42 1/43 1/52 1/53 1/67.1 1/68 1/68.5 1/69
1/79 1/79.5

Channel 21

Maximum intensity: 100

Number of moves: 12

Cues with moves

1/10 1/11 1/12 1/13 1/37 1/38 1/42 1/43 1/52 1/53 1/79 1/79.5

Channel 22

Maximum intensity: 70

Number of moves: 12

Cues with moves

1/10 1/11 1/12 1/13 1/29.5 1/29.7 1/37 1/38 1/52 1/53 1/79 1/79.5

Channel 23

Maximum intensity: 70

Number of moves: 20

Cues with moves

1/3 1/4 1/5 1/10 1/11 1/12 1/13 1/37 1/38 1/48 1/49 1/50 1/52 1/53 1/67.1 1/68 1/68.5
1/69 1/79 1/79.5

Channel 24

Maximum intensity: 70

Number of moves: 22

Cues with moves

1/3 1/4 1/5 1/10 1/11 1/12 1/13 1/29.5 1/29.7 1/37 1/38 1/48 1/49 1/50 1/52 1/53 1/67.1
1/68 1/68.5 1/69 1/79 1/79.5

Channel 31

Maximum intensity: 50

Number of moves: 10

Cues with moves

1/1 1/2 1/3 1/7 1/8 1/9 1/53 1/54 1/66 1/66.5

Channel 32

Maximum intensity: 40

Number of moves: 5

Cues with moves

1/1 1/64 1/65 1/77 1/78

Channel 33

Maximum intensity: 50

Number of moves: 14

Cues with moves

1/1 1/2 1/3 1/4 1/5 1/7 1/8 1/9 1/53 1/54 1/64 1/65 1/66 1/66.5

Channel 34

Maximum intensity: 90

Number of moves: 29

Cues with moves

1/7 1/8 1/9 1/9.5 1/9.7 1/10 1/15.5 1/17 1/18 1/19 1/25 1/26 1/27 1/28 1/29.5 1/29.7 1/35
1/38 1/39 1/53 1/54 1/61.3 1/61.5 1/62 1/63 1/64 1/65 1/79.5 1/80

Channel 35

Maximum intensity: 90

Number of moves: 29

Cues with moves

1/7 1/8 1/9 1/9.5 1/9.7 1/10 1/15.5 1/17 1/18 1/19 1/25 1/26 1/27 1/28 1/29.5 1/29.7 1/35
1/38 1/39 1/61.3 1/61.5 1/62 1/63 1/64 1/65 1/66 1/66.5 1/79.5 1/80

Channel 36

Maximum intensity: 90

Number of moves: 31

Cues with moves

1/4 1/5 1/7 1/8 1/9 1/9.5 1/9.7 1/10 1/15.5 1/17 1/18 1/19 1/25 1/26 1/27 1/28 1/29.5
1/29.7 1/35 1/38 1/39 1/53 1/54 1/61.3 1/61.5 1/62 1/63 1/64 1/65 1/79.5 1/80

Channel 41

Maximum intensity: 40

Number of moves: 8

Cues with moves

1/41.5 1/42 1/55 1/61.3 1/61.5 1/62 1/79 1/79.5

Channel 42

Maximum intensity: 50

Number of moves: 14

Cues with moves

1/3 1/4 1/5 1/41.5 1/42 1/53 1/54 1/55 1/61.3 1/61.5 1/62 1/79 1/79.5 1/80

Channel 43

Maximum intensity: 40

Number of moves: 10

Cues with moves

1/1 1/3 1/4 1/5 1/41.5 1/42 1/55 1/61.3 1/61.5 1/62

Channel 44

Maximum intensity: 0

Number of moves: 2

Cues with moves

1/7 1/68

Channel 45

Maximum intensity: 60

Number of moves: 7

Cues with moves

1/7 1/40 1/41 1/64 1/66 1/66.5 1/68

Channel 46

Maximum intensity: 50

Number of moves: 8

Cues with moves

1/7 1/15.5 1/18 1/29 1/29.5 1/29.7 1/30 1/35

Channel 61

Maximum intensity: 65

Number of moves: 46

Cues with moves

1/1 1/2 1/3 1/7 1/8 1/9.5 1/9.7 1/9.8 1/10 1/15.5 1/17 1/18 1/25 1/26 1/27 1/28 1/29.5
1/29.7 1/35 1/38 1/39 1/53 1/54 1/55 1/57 1/58 1/61 1/61.3 1/61.5 1/62 1/64 1/65 1/66
1/68 1/68.5 1/69 1/70 1/71 1/72 1/73 1/74 1/75 1/77 1/78 1/79 1/80

Channel 62

Maximum intensity: 65

Number of moves: 46

Cues with moves

1/1 1/2 1/3 1/7 1/8 1/9.5 1/9.7 1/9.8 1/10 1/15.5 1/17 1/18 1/25 1/26 1/27 1/28 1/29.5
1/29.7 1/35 1/38 1/39 1/53 1/54 1/55 1/57 1/58 1/61 1/61.3 1/61.5 1/62 1/64 1/65 1/66
1/68 1/68.5 1/69 1/70 1/71 1/72 1/73 1/74 1/75 1/77 1/78 1/79 1/80

Channel 63

Maximum intensity: 65

Number of moves: 46

Cues with moves

1/1 1/2 1/3 1/7 1/8 1/9.5 1/9.7 1/9.8 1/10 1/15.5 1/17 1/18 1/25 1/26 1/27 1/28 1/29.5
1/29.7 1/35 1/38 1/39 1/53 1/54 1/55 1/57 1/58 1/61 1/61.3 1/61.5 1/62 1/64 1/65 1/66
1/68 1/68.5 1/69 1/70 1/71 1/72 1/73 1/74 1/75 1/77 1/78 1/79 1/80

Channel 64

Maximum intensity: 65

Number of moves: 46

Cues with moves

1/1 1/2 1/3 1/7 1/8 1/9.5 1/9.7 1/9.8 1/10 1/15.5 1/17 1/18 1/25 1/26 1/27 1/28 1/29.5
1/29.7 1/35 1/38 1/39 1/53 1/54 1/55 1/57 1/58 1/61 1/61.3 1/61.5 1/62 1/64 1/65 1/66
1/68 1/68.5 1/69 1/70 1/71 1/72 1/73 1/74 1/75 1/77 1/78 1/79 1/80

Channel 71

Maximum intensity: 100

Number of moves: 76

Cues with moves

1/1 1/3 1/5 1/7 1/8 1/9.5 1/10 1/11 1/12 1/13 1/14 1/15.5 1/17 1/18 1/23 1/24 1/25 1/26
1/27 1/28 1/28.5 1/29 1/29.5 1/29.7 1/30 1/33 1/34 1/35 1/36 1/37 1/38 1/39 1/41 1/41.5
1/42 1/43.5 1/45 1/45.1 1/46 1/46.5 1/48 1/49 1/50 1/50.5 1/51 1/55 1/56 1/56.5 1/57 1/58
1/59 1/60 1/61 1/61.5 1/62 1/63 1/64 1/65 1/66 1/66.5 1/68 1/68.5 1/69 1/70 1/71 1/72
1/73 1/74 1/75 1/76 1/77 1/78 1/79 1/79.5 1/80 1/81

Channel 72

Maximum intensity: 100

Number of moves: 76

Cues with moves

1/1 1/3 1/5 1/7 1/8 1/9.5 1/10 1/11 1/12 1/13 1/14 1/15.5 1/17 1/18 1/23 1/24 1/25 1/26
1/27 1/28 1/28.5 1/29 1/29.5 1/29.7 1/30 1/33 1/34 1/35 1/36 1/37 1/38 1/39 1/41 1/41.5
1/42 1/43.5 1/45 1/45.1 1/46 1/46.5 1/48 1/49 1/50 1/50.5 1/51 1/55 1/56 1/56.5 1/57 1/58
1/59 1/60 1/61 1/61.5 1/62 1/63 1/64 1/65 1/66 1/66.5 1/68 1/68.5 1/69 1/70 1/71 1/72
1/73 1/74 1/75 1/76 1/77 1/78 1/79 1/79.5 1/80 1/81

Channel 73

Maximum intensity: 100

Number of moves: 76

Cues with moves

1/1 1/3 1/5 1/7 1/8 1/9.5 1/10 1/11 1/12 1/13 1/14 1/15.5 1/17 1/18 1/23 1/24 1/25 1/26
1/27 1/28 1/28.5 1/29 1/29.5 1/29.7 1/30 1/33 1/34 1/35 1/36 1/37 1/38 1/39 1/41 1/41.5
1/42 1/43.5 1/45 1/45.1 1/46 1/46.5 1/48 1/49 1/50 1/50.5 1/51 1/55 1/56 1/56.5 1/57 1/58
1/59 1/60 1/61 1/61.5 1/62 1/63 1/64 1/65 1/66 1/66.5 1/68 1/68.5 1/69 1/70 1/71 1/72
1/73 1/74 1/75 1/76 1/77 1/78 1/79 1/79.5 1/80 1/81

Channel 74

Maximum intensity: 100

Number of moves: 76

Cues with moves

1/1 1/3 1/5 1/7 1/8 1/9.5 1/10 1/11 1/12 1/13 1/14 1/15.5 1/17 1/18 1/23 1/24 1/25 1/26
1/27 1/28 1/28.5 1/29 1/29.5 1/29.7 1/30 1/33 1/34 1/35 1/36 1/37 1/38 1/39 1/41 1/41.5
1/42 1/43.5 1/45 1/45.1 1/46 1/46.5 1/48 1/49 1/50 1/50.5 1/51 1/55 1/56 1/56.5 1/57 1/58
1/59 1/60 1/61 1/61.5 1/62 1/63 1/64 1/65 1/66 1/66.5 1/68 1/68.5 1/69 1/70 1/71 1/72
1/73 1/74 1/75 1/76 1/77 1/78 1/79 1/79.5 1/80 1/81

Channel 80

Maximum intensity: 100

Number of moves: 23

Cues with moves

1/1 1/3 1/19 1/20 1/21 1/22 1/23 1/24 1/25 1/26 1/42 1/43 1/49 1/50 1/51 1/55 1/56.5
1/58 1/59 1/61.5 1/62 1/74 1/75

Channel 91

Maximum intensity: 60

Number of moves: 2

Cues with moves

1/29.5 1/29.7

Channel 92

Maximum intensity: 60

Number of moves: 3

Cues with moves

1/29.5 1/29.7 1/42

Channel 93

Maximum intensity: 100

Number of moves: 4

Cues with moves

1/29.5 1/29.7 1/42 1/43

Channel 94

Maximum intensity: 60

Number of moves: 2

Cues with moves

1/29.5 1/29.7

Channel 95

Maximum intensity: 100

Number of moves: 18

Cues with moves

1/7 1/9 1/9.7 1/10 1/17 1/18 1/19 1/25 1/26 1/27 1/28 1/29.5 1/29.7 1/30 1/31 1/32 1/35
1/62**Channel 100**

Maximum intensity: 100

Number of moves: 12

Cues with moves

1/1 1/2 1/3 1/7 1/8 1/15.5 1/17 1/52 1/53 1/66 1/76 1/77

Channel 200

Maximum intensity: 100

Number of moves: 22

Cues with moves

1/1 1/3 1/29 1/29.5 1/29.7 1/30 1/40 1/43 1/43.5 1/45 1/45.1 1/46 1/46.5 1/47 1/51 1/67
1/67.1 1/68 1/69 1/73 1/74 1/75**Channel 201**

Maximum intensity: 100

Number of moves: 26

Cues with moves

1/1 1/3 1/13 1/14 1/25 1/26 1/30 1/32 1/33 1/38 1/40 1/43 1/43.5 1/45 1/45.1 1/46 1/46.5
1/47 1/51 1/67 1/67.1 1/68 1/69 1/73 1/74 1/75**Patched channels not referenced by any cue**

None

Cues with Dark Moves

Cue 1/1	BS Preshow
Cue 1/3	Lights up
Cue 1/23	LX Shift
Cue 1/27	Backlight
Cue 1/28.5	
Cue 1/29	Bird
Cue 1/29.7	
Cue 1/30	Spot USR
Cue 1/34	Backlight
Cue 1/38	Spurt Preshow
Cue 1/39	BO
Cue 1/46	BO
Cue 1/46.5	
Cue 1/47	Restore
Cue 1/50.5	BO
Cue 1/51	Bows
Cue 1/62	BO
Cue 1/66	Lights Up
Cue 1/69	BO
Cue 1/70	In Tiresis's Hood
Cue 1/73	BO
Cue 1/74	Restore
Cue 1/75	BO

Cue 1/1 BS Preshow

Channels with Dark Moves

71>74 200>201

Cue 1/3 Lights up

Channels with Dark Moves

200>201

Cue 1/23 LX Shift

Channels with Dark Moves

201

Cue 1/27 Backlight

Channels with Dark Moves

201

Cue 1/28.5

Channels with Dark Moves

201

Cue 1/29 Bird

Channels with Dark Moves

201

Cue 1/29.7

Channels with Dark Moves

200>201

Cue 1/30 Spot USR
Channels with Dark Moves
200

Cue 1/34 Backlight
Channels with Dark Moves
201

Cue 1/38 Spurt Preshow
Channels with Dark Moves
201

Cue 1/39 BO
Channels with Dark Moves
200>201

Cue 1/46 BO
Channels with Dark Moves
71>74

Cue 1/46.5
Channels with Dark Moves
71>74

Cue 1/47 Restore
Channels with Dark Moves
71>74

Cue 1/50.5 BO
Channels with Dark Moves
200>201

Cue 1/51 Bows
Channels with Dark Moves
71>74 200>201

Cue 1/62 BO
Channels with Dark Moves
200>201

Cue 1/66 Lights Up
Channels with Dark Moves
200>201

Cue 1/69 BO
Channels with Dark Moves
200>201

Cue 1/70 In Tiresis's Hood
Channels with Dark Moves
200>201

Cue 1/73 BO

Channels with Dark Moves
200>201

Cue 1/74 Restore
Channels with Dark Moves
200>201

Cue 1/75 BO
Channels with Dark Moves
200>201