

Palette Programming Tips and Tricks

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Welcome to Palette Programming Tips and Tricks

#5 – August 2011

The goal of this bulletin is to share information about powerful features that may not be known or understood. PaletteOS is very powerful and has a long rich development history that has taken customer's comments to heart to address programmer's issues and requested features.

This fifth bulletin will continue the discussion of identifying ways to program effects with the PaletteOS. Since this builds off of the concepts and details discussed in Bulletins #3 and #4, I'll recommend that you understand the information there first. This bulletin will discuss Hybrid Effects. Rest assured this is not going to be the last bulletin on PaletteOS effects!

Hybrid Effects

The effect's steps can be built in an additional cue list (just like Cue List Effects) and the main cue list can use that additional cue list as the source and run it through the effects engine.

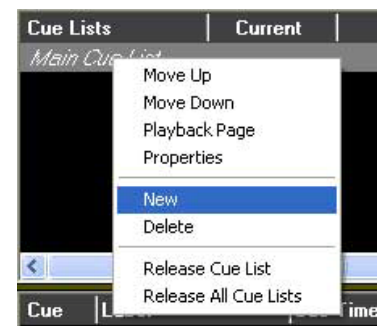
We'll start by taking the very same cues from the last bulletin. A repeat of the instructions are below.

Note: The Command Line syntax below assumes that Level Entry Mode is set to Command Line and the default cue recording method is Live. See Show Setup and Hardware Setup as needed for this.

Step 1: Create a New Cue List.

Hover the mouse pointer over the current cue list, right click and select *New*.

Note: I recommend starting with a clean slate onstage and releasing all playbacks so that nothing is outputting.



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Step 2: Build The Cues.

Let's build our first step (Cue) in the effect (Cue List).

```
CL: [1] [@] [5] [ENTER]  
[RECORD] [ENTER]
```

Now we need to build the next step but make sure that channel(s) from the first step are not in the second step. REM DIM will help us here.

```
CL: [3] [@] [35] [ENTER] [REM DIM]  
[RECORD] [ENTER]
```

We'll build two more steps so that we have a four step effect.

```
CL: [5] [@] [2] [ENTER] [REM DIM]  
[RECORD] [ENTER]  
[7] [@] [75] [ENTER] [REM DIM]  
[RECORD] [ENTER]
```

All cues will have the default time of 3 unless the default time has been changed in Show Setup. Let's make every cue a 1 count.

Note: Different hardware has different keys, that's why the PaletteOS allow for a hard key solution (TIME) or a softkey (S10-TIME) solution.

```
CL: [CUE] [1] [THRU] [4] [TIME] [1] [ENTER]
```

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Step 3: Create a Cue List Chase in the Main Cue List.

Return to Main Cue List by selecting the Main Cue List in the multiple cue list window (top left).

Select the channels / fixtures that want to be in the effect. Assuming you want all channels that were recorded into the effect cue list cues (we'll start with that as a default), then select all channels used.

```
CL: [1] [+] [3] [+] [5] [+] [7] [ENTER]
```

Once the channels are selected, (they will be highlighted in red) just select *S10-Effect* to start a new intensity effect.

```
CL: [S10 – Effect]
```

Select “*New Intensity Effect*”...

New Intensity Effect

From there, select “*Cue List Chase*” at the top of the list...

Since there is only one additional cue list, PaletteOS knows which cue list to select.



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Step 4: Adjusting the Cue List Chase

Once the effect is running, the large bubbles will now display the effect's parameters. These can be changed with the encoders, with the mouse, by selected S1-S4 as appropriate and typing in a new value (this is best for numerical parameters like Rate) or by selecting and *holding* S1-S4 and rolling the level wheel. Pressing S10-Effect will change to the next page.

There are 4 effect parameter pages and their effect parameters are displayed below.

- **Chase Main** – this is the summary page where you can change the following...

Chase MAIN	Cue List CueList1	Order Forward	Rate 100%	Xfade Style Recorded Time
------------	----------------------	------------------	--------------	------------------------------

- *Cue List* – the Cue List that the effect is running from.
- *Order* – order in which the effect runs. Options are Forward, Backward, Bounce, Random.
- *Rate* – speed.
- *Xfade Style* – Crossfade style for the effect. Options are Recorded Time, Snap In Zero, and Scaled Time. (If Scaled Time is selected, it can be changed from the 3rd effect's parameter page.)

- **Chase Cycle** – parameter page that affect the cycle parameters.

Chase Cycle	Cycle Rate	Rate 100%	Idle None	
-------------	---------------	--------------	--------------	--

- *Cycle* – how the cycle's speed is programmed. Options are Rate, Time, Random Rate and Random Time. The Cycle setting will determine the next parameters setting.
- *Rate* – this setting is conditional on the Cycle's setting. This setting can be Rate or Time to match the Cycle's setting. If the Cycle is set to Random Rate/Time, then this parameter will be [Min]/Max.

Note: Any parameter that has two settings, one [in brackets] and one without, to change bracketed parameter, just adjust as normal but with the addition of the Shift key held down.

- *Idle* – this is for the amount of time between each step. None is the default and will have no "idle" time between steps so something is always moving (with overlap). Change this to *Value* and the "idle" time can be increased or

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decreased. With a Value of 100%, each step will finish completely before the next step begins with no idle time in between steps.

- **Chase Offset** - parameters that determine how the effect starts and continues. Offset parameters are most easily understood on movement effects. So I'll save Offset for another bulletin on Movement Effects.

Chase Offset	Offset Start Span	[Start] Span [0°] 0°	Xfade Style Recorded Time	
--------------	----------------------	-------------------------	------------------------------	--

- *Offset* – determines the mathematical formula for adjusting how an effect starts and where it begins. Options are *Start Span*, *Start Fan*, *Random at Start*, *Random Each Cycle*.
 - *[Start] Span* – options here are conditional based on how the previous parameter (*Offset*) is configured.
 - *Xfade Style* - Crossfade style for the effect. Options are *Recorded Time*, *Snap In Zero*, and *Scaled Time*. (If *Scaled Time* is selected, it can be changed from the fourth parameter on this page by adjusting its percentage.)
- **Chase Duration** – parameters that determine how long the effect runs.

Chase Duration	Duration Continuous		Release Time	Time 1s
----------------	------------------------	--	-----------------	------------

- *Duration* - how long the effect runs. Options are *Continuous*, *Count (cycles)*, *Time (in seconds)*, *Cue Time (time of cue)*, *Active Cue (runs Cue Only)*.
- *Blank* – conditional parameter that is populated only when *Duration* is set to *Count* or *Time*.
- *Release* – when the effect is released, the time of the fade out.
- *Time* – release time in seconds.

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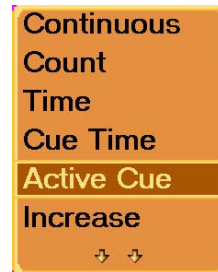
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Additional Tips and Tricks

Here are some handy additional tips and tricks regarding intensity effects.

- When running an effect from a Cue List effect, all channels/fixtures that were recorded into each cue (step) do not always have to be used. For example, in our sample above, we used channels 1, 3, 5 and 7. I could choose to run the effect only on 1, 5 and 7 in another cue. Experiment with this and see what you find. You might be surprised!
- Depending on the way the show is structured, you may find yourself updating an existing cue to stop an effect from running on channels and it doesn't stop. If you Update Live, the intelligence of Palette's Update may be clearing out redundant data unnecessarily. Just Update Delta and that should take care of it. ([UPDATE] [S3-RECORD TYPE] [M2-DELTA]).
- The recommended method of stopping an effect from tracking into additional cues is to go to the cue where you want the effect to stop and give the channels an instruction to go to a new level. Taking them to zero and then Recording/Updating would do that. However, there is another method that some programmers prefer, change the Duration of the effect from *Continuous* to *Active Cue*. This can either be done before recording the effect or selecting the effect, changing the duration and Updating.



Real World Stories

Please send us your stories. If you have a production where you found a tip or trick that you used or just want to tell us of your experiences, please send photos along with your stories. We would love to include your story in our next Palette Tips and Tricks bulletin.

Send to bobby.harrell@philips.com

Below is a wonderful story from a high school that decided to take a chance and improve the visual quality of their production by adding LEDs.

Thanks to Trevor Dewey for sending this in. Your story could be next!

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“Tully Follies” at Tully High School – Tully, NY

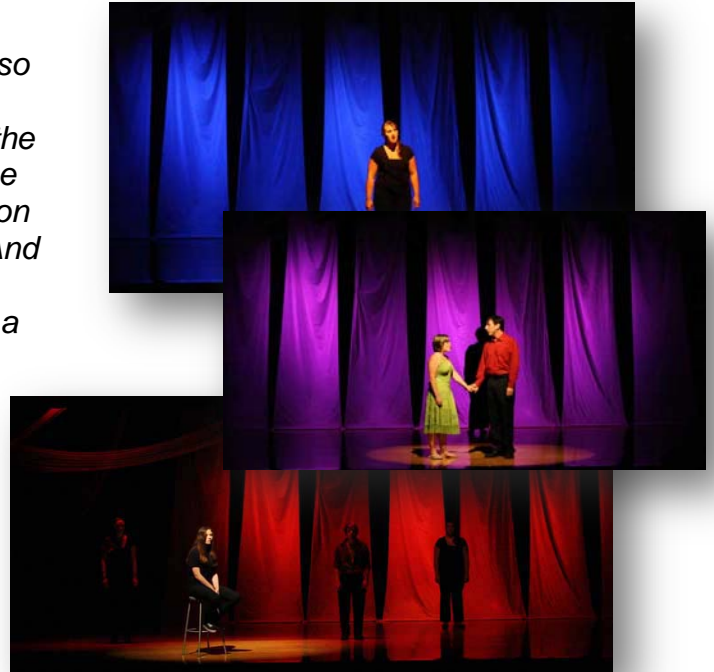
Trevor Dewey, a senior at Tully High School, is the Lighting Designer / Master Electrician for the Theatre Department and the Tully Council for the Arts. Here is Trevor’s story...

We were blessed with a lighting system overhaul with all new Strand and Selecon equipment! It is so much better than what we previously had. On a recent production, we used intelligent lighting for the first time. We started ourselves off by renting some LED fixtures. These were perfect for the production as we had a show based on songs about color. And the Universal Attribute Control made it so easy to use them. I loved being able to pick a color off of a

picture of the color spectrum and have the LEDs change to that exact color. I was so impressed with the Color Controls and effects that we are looking at permanently buying a batch of LED fixtures so we can use our lighting controls to their fullest. We used strips of sheer white fabric as a makeshift kind of Cyc for the LED units to show their color. I was very impressed with how easy it was to work with these on the Palette Console. So I'd like to thank you for taking the time to hear my story and I hope you find it interesting. I know this may seem like a common occurrence in this professional industry, but for our little High School it seemed like a huge accomplishment.

I know this may seem like a common occurrence in this professional industry, but for our little High School it seemed like a huge accomplishment.

This is a fabulous story and I'm happy that you are enjoying your Palette console. Good luck to Tully High School and Trevor in his goal of becoming a professional Designer or Electrician.



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