

Palette Programming Tips and Tricks

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Welcome to Palette Programming Tips and Tricks

#4 – July 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 fourth 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 Bulletin #3, I'll recommend that you understand the information there first. This bulletin will discuss Cue List Effects. It will take multiple bulletins to cover effects fully. Rest assured this is not going to be the last bulletin on PaletteOS effects!

Cue List Effects

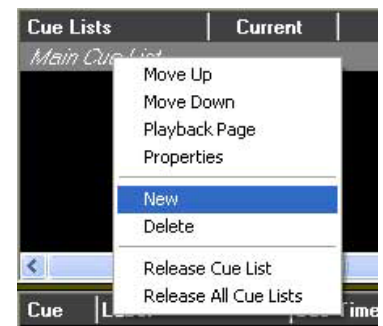
Cue List Effects are Effects that can be built with very specific levels and steps using very specific timings using an additional cue list and each effect "step" can be stored as a cue. This can be built to run from cue to cue with autofollows and macros can trigger it from another cue list. This is more traditional and "old school". So let's get started on the steps to build Cue List Effects.

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.

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



Step 2: Build The Cues.

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

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

Now we need to build the next step but make sure that channels 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. Same thing for Follow.

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

Step 3: Adjust all cues so that they auto-advance.

For this, use the Follow command.

```
CL: [CUE] [1] [S2-FOLLOW] [1] [ENTER]
      [CUE] [2] [S2-FOLLOW] [1.5] [ENTER]
      [CUE] [3] [S2-FOLLOW] [.5] [ENTER]
      [CUE] [4] [S2-FOLLOW] [2] [ENTER]
```

Step 4: Link the Last Cue to the First

Since you will likely want the effect to perform more than one pass of cues 1 through 4, we need provide a Link for Cue 4 back to Cue 1.

```
CL: [CUE] [4] [S3-LINK TO] [1] [ENTER]
```

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Once this is done, you'll notice that cues 2 through 4 are indented on the cue list. That is the graphical indicator that those cues are "autofollows".

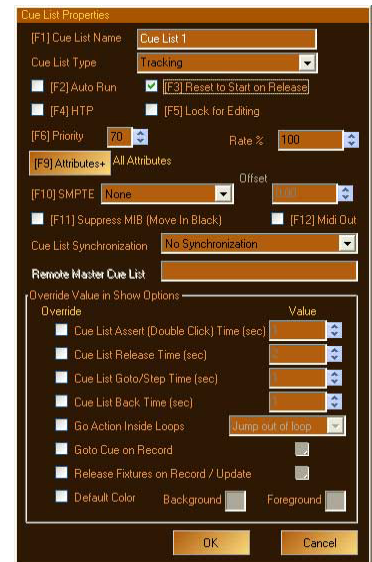
Cue	Label	Cue Time	Down Time	Action
1		1		F: 1
2		1		F: 1.5
3		1		F: 0.5
4		1		Q:1 - F:2

The blue turn indicator is the symbol for Follow cues, while the chain is the symbol for Link. All information is in the Action column. You may need to increase the width of the column to see all of the data.

Step 5: Set the Cue List to Reset to Start on Release

Since you will want the ability to trigger this effect multiple times and there is no way to know at where the cue list stopped the last time it was run, turning on *Reset to Start on Release* will make sure that the effect cue list is ready to go every time it gets triggered. One setting in the Cue List Properties screen needs to be modified for this to occur.

GUI: Hover the mouse pointer over Cue List 1, right click, select *Properties* and check off *Reset to Start on Release*.



Step 6: Provide the Macro in the Main Cue List to trigger the Cue List Effect.

Go back to the Main Cue List.

GUI: Use the mouse point and left click to select *Main Cue List*.

Record a sample cue so that we can add a macro to trigger the effect cue list.

Note: For this example, don't worry about bringing up any channels. We'll just have a cue trigger the effect cue list.

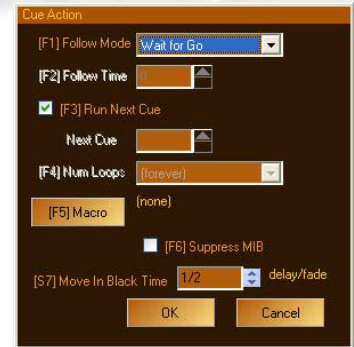
CL: [RECORD] [ENTER]

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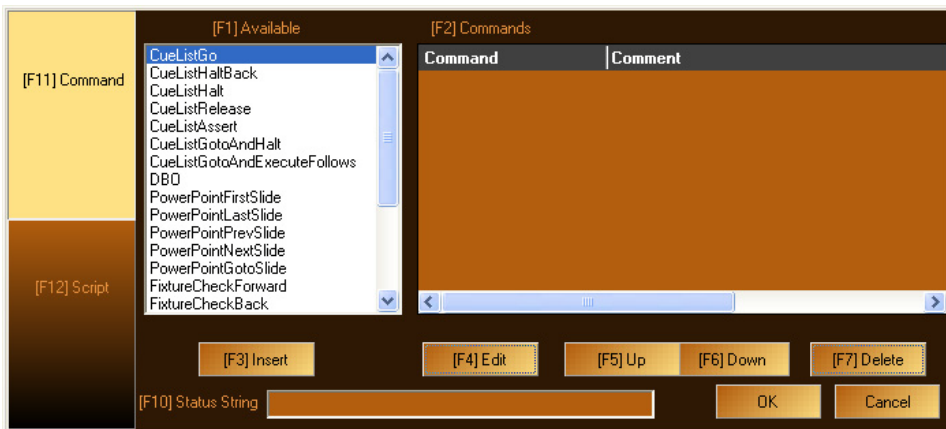
Double click on the Action column's cell for Cue 1. The *Cue Action* dialogue box will appear.

Press the *Macro* button or S5 (softkey 5) or F5 (function key 5 on an external keyboard) and the Macro Editor dialogue box will appear.



Notice there are two environments on the left side of this dialogue box.

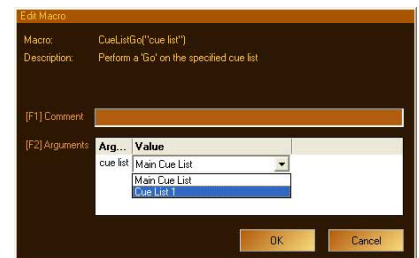
The *Command* environment and the *Script* environment.



For this, we need a Command to trigger a cue list. Conveniently, that's the first one in the available command list and it's already selected (in blue).

Press *Insert* and the *Edit Macro* dialogue box will open.

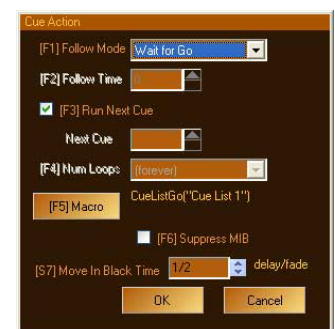
Then double click on the cue list value box, a pulldown menu appears (image to the right) and select Cue List 1. When done, press OK or ENTER.



You are now back to the Cue Action dialogue box. Notice that where the Macro info did say "none", it now has the details of the macro "CueListGo ("Cue List 1")".

Press OK or ENTER to close the Cue Action dialogue box.

Now you will notice the Macro symbol in the Action box for Cue 1.



Cue	Label	Cue Time	Down Time	Action
1		3		

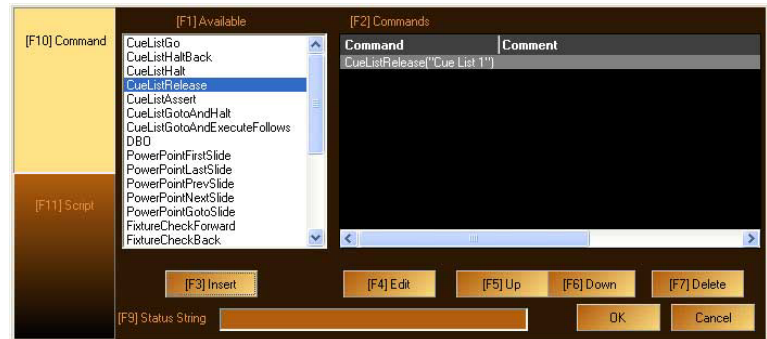
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That's the basics. Since you have a cue in the Main Cue List starting the effect, you will likely want a cue in the Main Cue List to stop the effect as well.

This is as simple as creating a new cue where you want the effect to stop. For this example, you could just record a cue 2. From there, just repeat the process of adding a macro, just select the *CueListRelease* command.



Once you start running and playing with this, you'll notice that all channels running from this effect are in a brown background. This indicates the levels are coming from any non-selected cue list. You can also see the number of effect steps running in the columns below for *Current*, *Next*, *Remain*, *Follow* and *Fading*.

Cue Lists	Current	Next	Remain	Follow	Fading
Main Cue List	1	2			
Cue List 1	4	1	0	1	1

Live	Blind	Levels	Time				
1	2	3	4	5	6	7	8
		0		4		44	
20	21	22	23	24	25	26	27

Additional Tips and Tricks

- Remember that since this is an additional cue list that is running, if you need to stop all cue lists from outputting, press [SHIFT] [REL PB] to release all playbacks.
- As you are going through rehearsal and running back and forth through cues, you may find that releasing all cue lists is a very useful tool. If you skip around the cue that releases the cue list, then you will be in a cue with the cue list effect and not wanting the effect running.
- To adjust the timing of the effect, just edit the cue times.
- To adjust the step trigger timing, just edit the follow times.
- To add more steps just add addition cues. (Remember to edit the link from the last cue to the first cue if you change this.)
- To edit the content of the cue list effect steps, just release all cue lists, go to the proper cue list and cue. Change the channels' values and update.

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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

Centre In The Square

Centre In The Square is a 2047 seat multi-purpose venue that serves this quaint Canadian community of Kitchener, Ontario for everything from symphony events, pops concerts, large scale musicals on tour as well as clearing out the floor for weddings.

Here is what Terry Hynes (Lighting Director) had to say about his LightPalette console...

Since most of these shows are in and out in a day, they can't afford the time and money for a lighting designer, electrician, programmer and console operator, I usually wear all of the hats. This is where my Light Palette Live really shines - pun intended. Programming time is virtually non-existent for most of what we do so having the ability to work on the fly is really important. The LP works very well for this - with 48 sub handles that can be set up quickly with a variety of moving light looks and as many cue stacks as I will ever need, I can usually whip together a respectable looking show in very little time. I love the moving light capabilities of the board - very capable but intuitive. But I also love the power of this console. It seems that just when I thought I knew it all, I discover a new feature or a better way of doing something. This is a very smart, powerful board. When we outfitted our new Studio Cabaret space, I had no qualms at all about installing the little brother to the LP Live - a Palette VL16. But that is another story.



Happy Programming!
Strand Lighting Controls Division