11 Chases

11.1 Chases

As well as being used to store static cues (Section 10.1), the playback faders can also be used to store chases (sequences of cues). You can also store chases on touch buttons in the Playbacks window.

Chases can run once or repeat continuously. You can set individual fade time for each cue (Section 11.5.2) in the chase and unlink cues (Section 11.6.2.2) so that the console waits for you to press Go before the chase continues.

> If you are programming patterns with a lot of fixtures, consider using Key Frame Shapes (Section 9.3) in place of chases, as they give you more facilities to vary the look.

11.2 Creating a Chase

11.2.1 Programming a Chase

To program a chase, you have to set up the look for each cue in the chase, then save it.

You can either set all the fixtures and dimmers manually for each cue in the chase, you can use Quick Build (Section 11.2.2) to create a state from palettes (Section 8.1) and cues (Section 10.1), or you can use <Include> to load in cues (see Include section (Section 10.4.4)).

1. Press <Record> then select [Chase]. *(Some consoles also have a <Record Chase> button)*.
2. Press the **Select** button of the playback where you want to store the chase *(you can also store chases on touch buttons in the Playbacks window)*.
3. Set up the look for the first cue, either manually or by using <Include> on existing cues.
4. You can change the number given to the step using [Step Number]
5. Press the **Select** button of the playback to store the programmer contents as a step of the chase. You can also press [Append Step] on the menu.
6. Press <Clear> *(unless you want to re-use the contents of the programmer)*, then repeat steps 3 - 5.
7. Press <Exit> to finish when you have stored all the cues you want.

- [Record Mode] lets you select:
  - [Record By Fixture] - all attributes of any modified or selected fixture are saved
  - [Record By Channel] - only modified attributes are saved
  - [Record Stage] - all fixtures with a non-zero dimmer setting are saved
  - [Quick Build] - see next section (Section 11.2.2)

- The cue number currently being saved, and the total number of cues, is shown on the top line of the display.
- Press <Clear> when you have finished recording the chase, otherwise when you try to play it back the programmer will override the chase and you won't see the chase properly.
- You can record shapes (Section 9.1) in a chase. If the same shape is saved in subsequent cues it will continue from step to step and if not it will stop at the end of the cue. *(The shape is the same if you didn't press <Clear> after the previous step, and didn't change the speed, size or phase of the shape from the previous step; or if you used <Include> to reload the shape from the previous step and have not modified it)*
- You can set a legend for the chase by pressing [Set Legend], then pressing the **Select** button for the chase and entering the legend, as with cues.
- There is no limit to the number of steps in a chase.

11.2.2 Creating a Chase with Quick Build

Quick Build mode, as the name suggests, allows you to build a chase very quickly from existing palettes and playbacks.

Start recording a chase as described in the previous section, set [Record Mode] to Quick Build.

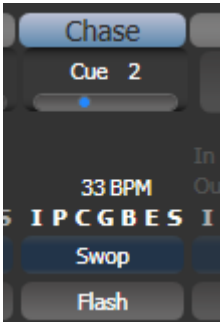
Select any palette (Section 8.1) or playback to insert that item as a step in the chase. If you select multiple palettes by selecting a range of buttons, each palette will be added as a separate step.

To insert specific fixtures from a palette or playback, select the fixtures first and then select the palette or playback.

11.3 Chase Playback

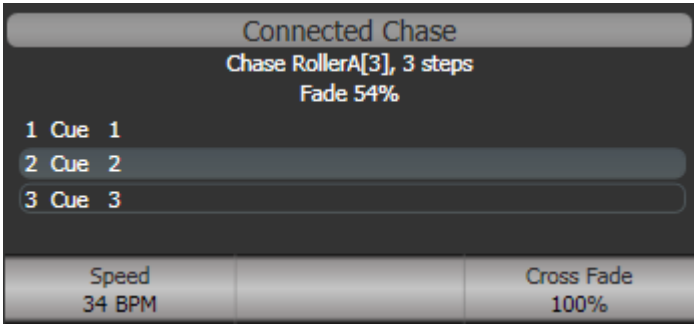
11.3.1 Playing Back a Chase

To fire a chase, raise the fader of the playback. *(You can also use the pushbuttons to **Flash** or **Swop** the chase)*. The chase will start to run. The bottom line of the screen relating to the playback fader shows the current cue number and speed of the chase.



The HTP (intensity) channels in the chase will be controlled by the fader; if fade times (Section 11.5) are programmed, the fade will stop at the fader level. The other channels (LTP) will be set as soon as the fader moves above zero according to the fade times programmed in the chase.

While the chase is running, the area of the screen above the wheels shows details of the chase steps:



You can temporarily pause the chase by pressing the <Stop> button near the wheels. Press <Go> to resume playback.

There are many options (Section 11.6) you can set to determine the way the chase runs and these are described in the rest of this chapter.

11.3.2 Connecting a Playback for Control

When you fire a chase or a cue list, the wheels and <Stop>/<Go> buttons are automatically allocated to control the playback - this is called **connecting** the playback. For a chase, the wheels control Speed and Crossfade. If you have more than one playback running, you can choose which one is connected to the controls using the <Connect/Cue> button (this button may also be labelled <Connect> or <Cue> depending on the console).

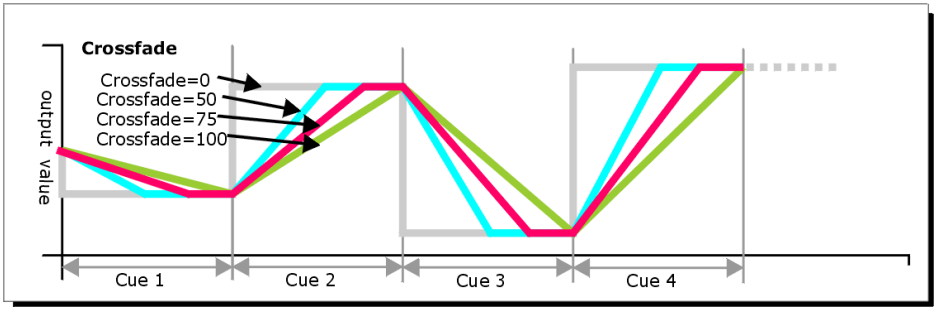
- Connect a different playback to the controls by pressing <Connect/Cue> then the Select button of the playback you want to control.
- Disconnect a playback from the controls by double pressing <Connect/Cue>.
- You can turn off the **Auto Connect** option in the **Wheels** tab of the User Settings (Section 19.5.16) if you don't want to connect to a playback when you fire it. You will have to use the <Connect/Cue> button to manually connect the playback for control if you do this.
- There is a further option **Auto View on Connect** in the **Wheels** tab of the User Settings (Section 19.5.16) which will automatically open the view window (Section 11.4.1) for a playback when you fire it. *This is useful to keep the correct view open as you swap between chases.*

> Normally if you change the speed or crossfade of a chase on the wheels, the new setting is saved. However you can set this change to be temporary, so that when the show is reloaded the speed and fade will go back to the previously saved settings. Go to User Settings (Section 19.5) (<Avo> + [User Settings]), in the **Times** tab of User Settings (Section 19.5.7)set the option **Connected View Sets** to **Temporary Speed**. You can still save a temporary speed by pressing [Save Temporary Speed] in the Set Times menu.

11.3.3 Setting Speed and Crossfade for a Chase

The left wheel is assigned to control the speed of the chase it is connected to. The speed is shown in Beats Per Minute (BPM) on the display. You can also enter a speed from the keypad as described below. The last speed you set on the wheel is always remembered, you do not have to tell Titan to save it.

Crossfade is the "slope" between cues; with a crossfade of 0, the fixtures snap instantly to the next cue, but with a crossfade of 100, the fixtures spend the whole cue time fading to the next cue. With a crossfade of 50, the fixtures delay for half the cue time and fade for the other half of the time.



You set the crossfade and speed as follows:

1. Press [Edit Times] from the top level menu then the **Select** button of the chase.
2. To set the **crossfade**, press [XFade] and type the fade from **0 - 100**. *0 = no fade (the chase will "snap"), 100 = max fade (the chase will move continuously from step to step).*
3. To set the **speed**, press [Speed], type the new speed, then press <Enter>. *The speed can be set in Beats Per Minute (BPM) or seconds depending on the **Tempo Units** setting in User Settings (Section 19.5.7).*

There are other options you can set for the chase from this menu including Fixture Overlap (Section 10.5.1), which are described in the Chase Timing (Section 11.5).

You can set individual times for each cue in a chase and unlink cues from each other so they wait for you to press the Go button. This is done using the Playback View (Section 11.4.1), or the <Unfold> function which is described in Editing a Chase (Section 11.4.2).

You can select whether the chase speed is displayed in seconds or in Beats Per Minute (BPM). Press <Avo> and [User Settings], then press [Tempo Units] to set the option to [Tempo Units Seconds] or [Tempo Units Beats Per Minute (BPM)].

You can also allocate a Speed Master (Section 10.3.5) to the chase which will allow you to modify the chase speed during playback, see Speed and Size Masters (Section 10.3.5).

11.3.4 Manually Controlling the Steps of a Chase

You can pause a chase, if the chase is connected to the wheels, by pressing the <Stop> button next to the wheels. Press the red <Go> button to resume playback of the chase.

While the chase is stopped you can use the <Prev Step>/<Next Step> buttons *(← and → on some consoles)* next to the <Connect/Cue> button to move to the next or previous step. The programmed fade time will be used when moving between steps, unless you enable the option **Chase Snap** in the **General** tab of User Settings (Section 19.5.1), or press <Snap> button if the console has one.

You can also configure the blue and grey buttons of the playback handle to be Stop and Go. This uses the Key Profiles function (Section 19.4).

1. Hold <Avo> and press [Edit Current Key Profile].
2. If you are using the default Key Profile (Section 10.6.1.2) which is not editable, you will be prompted to add a new profile.
3. Press [Chases] then choose either the Blue key or the Grey key.
4. Select [Go] or [Stop] from the list of functions. Then press <Exit> and set the function for the other key if required.
5. Press <Exit> to continue using the console.

11.3.5 Changing Chase Direction

The <Prev Step>/<Next Step> (← and → on some consoles) buttons next to <Connect/Cue> set the direction of the connected chase. *If fitted*, the ↔ double-ended arrow button sets **bounce** mode where the chase will run to the end then reverse. The <Review> key sets the chase to **random**.

11.3.6 Jumping to a Step

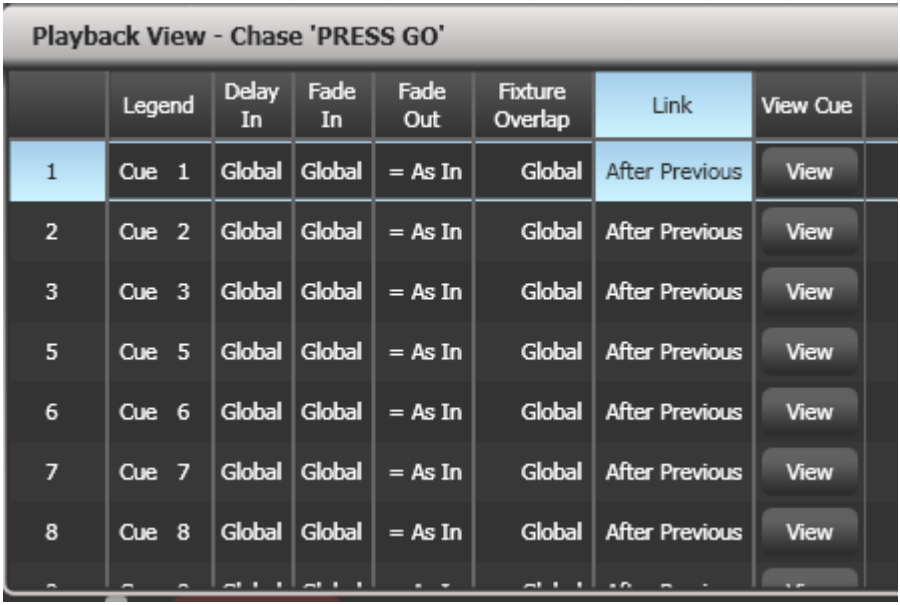
You can jump directly to a step in a chase by pressing <Connect/Cue>, then typing in the desired step number, then pressing <Enter> or softkey A. Alternatively at the top level menu you can type the step number then press <Connect/Cue>.

11.4 Editing a Chase

11.4.1 Opening a Chase for Editing

You can open a chase for editing by pressing <Record> then the **Select** button of an existing chase. This does not affect any existing cues in the chase. You can then save new cues at the end by pressing the Select button just like normal recording.

To see a list of the cues in the chase, use Playback view (touch the playback display above the fader or press <Open/View> then the **Select** button of the playback). To edit any of the time settings in each cue, select the setting to be modified by touching or dragging in the grid, then use the softkey options to change the setting.



11.4.2 Editing a Chase Using Unfold

Unfold provides another way to edit chases. The <Unfold> button places each cue in a chase on one of the playback faders, allowing you to fire and edit each cue individually as if it was a stand-alone cue. Unfold also allows you to set individual timing for cues in the chase.

1. Press the <Unfold> button, then the **Select** button of the chase to be edited.
2. The first 10 or 15 cues of the chase (depending how many playback faders your console has on each page) are loaded into the playback faders.
3. Raise a playback fader to output the contents of that cue *(fade times will operate as programmed)*.
4. Various Unfold options are available, the details are below.
5. Press <Unfold> again to get out of unfold mode.

- To **edit** the contents of a cue: Press <Clear> to empty the programmer, raise the fader to output the cue, make the changes, press [Record Step], then the **Select** button for the cue number.
- To **insert** a cue between two other cues, set up the look for the new cue, press [Insert Step], then type the cue number for the new cue (such as 1.5 to go between 1 and 2). If this cue number already exists it will be merged with the look you have created. Otherwise a new cue is inserted.
- To **insert** a new cue at the end of the chase, set up the look for the new cue, press [Insert Step], then press the **Select** button of the first free playback.

- To **merge** the programmer into the live step, double tap [Record Step].
- To change individual times for the cue, press [Edit Times], then the **Select** button for the cue (or type the cue number), then set the times. This is described in detail in Chase Timing (Section 11.5).
- If the chase has more steps than there are playback faders, you can go between pages using the [Previous Page] and [Next Page] buttons.

11.4.3 Extracting a step from a chase with Include

You can reload a single cue/step from a chase into the programmer using Include. Press <Include>, select the chase, then enter the step number to be included, then press [Include Cue].

This is useful if you want to reuse a state from a cue in another chase or as a stand-alone cue. It is also useful if you want to edit shapes/effects in a step, although you can also do this from the Playback View window (Section 11.4.1).

11.5 Chase Timing

11.5.1 Global Timings for Chases

When a chase is first programmed, each cue in the chase has identical timing. This is called the global timing for the chase. If you want you can then set each cue to have its own timings using the Playback View window (Section 11.4.1) or Unfold (Section 11.4.2). This is described below in Individual Cue Times in Chases (Section 11.5.2).

1. Press [Edit Times] from the top level menu then the **Select** button of the chase.
2. Set the **Crossfade**, **Speed**, **Fixture Overlap** and **Attribute Overlap** settings, as described below.
3. Press <Exit> to finish.

- To set **speed**, press [Speed] then type the new speed, then press <Enter>. The speed can be set in Beats Per Minute (BPM) or seconds depending on the user settings.
- To set **crossfade**, press [XFade] then type the fade from **0 - 100** and press <Enter>.

  0=no fade (the chase will "snap"), 100=max fade (the chase will move continuously from cue to cue).
- You can assign either of the handle buttons to be a **tap tempo** button using the Key Profiles (Section 19.4) option.

Fixture Overlap

Fixture overlap creates an effect where the fixtures in the cue are changed in sequence rather than all at the same time. This is described in more detail in Cue Timing (Section 10.5.1).

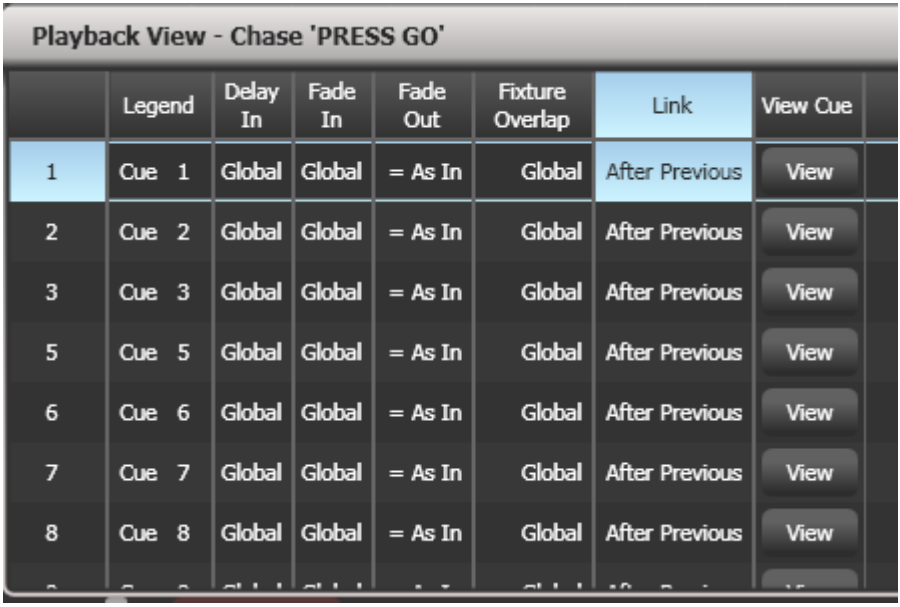
11.5.2 Individual Cue Times in Chases

You can configure each cue in a chase to have its own timing information. You can use the Playback View window, or the Unfold function to set individual times for cues in chases.

> It is easier to use a Cue List rather than a chase if you need a lot of different timings or link/unlinks. See Cue Lists (Section 12.1).

Using the Playback View Window

1. Touch the playback display relating to the fader, or press <Open/View> then the **select** button of the playback. The Playback View window will open.



2. In the grid, touch the times you want to edit.
3. Use the softkey options to change the times or settings.
4. Repeat steps 2 - 3 to change other times or settings.

> You can change a range of cues all at once by dragging across the grid to select multiple cells, or you can use **wheel B** to select multiple cells for editing.

Using Unfold

1. Press <Unfold> then the **Select** button of the chase to be edited.
2. Press [Edit Times] then the **Select** button of the unfolded cue you want to edit.
3. Set up the timing options as required. The options are described below.
4. Press <Unfold> to get out of unfold mode.

Timing Options

Initially all the timing options are set to Global. You can cancel any individual timings and set the time back to global timings by pressing the softkey for the option then pressing [Use Global].

The timing options for the cue are:

- Delay
- Fade (in)
- Fade Out
- Fixture Overlap
- Link with previous step
- Attribute times (see next section (Section 11.5.3))

Linking can be set to [Link After Previous] (the chase will run automatically) or [Link Wait For Go] which will stop the chase until you press <Go>.

11.5.3 Setting Attribute Fade Times for a Cue in a Chase

For each cue in a chase, you can set individual fade times for each attribute group (such as position). If you set a time, it overrides the normal times. You can use the Cue View window, or the Unfold function to set attribute times.

To set an attribute group fade time:

1. Press <Open/View> or <Unfold>, then the **Select** button of the chase to be edited.
2. Press [Edit Times] then touch the cue you want to edit in the Playback View, or if using Unfold, press the **Select** button of the unfolded cue you want to edit.
3. Press the **Attribute Options** button (right hand side) for the attribute you want to change.
4. Press [Delay] to set delay time or [Set fade] to set fade time.
5. Type the new time using the numeric keypad and press <Enter> to save it, or press [Use Global] to delete the attribute times and go back to the normal times.

6. Press <Enter> to save the changes.

11.5.4 Rate and BPM Masters

Rate or BPM masters can be allocated to chases, allowing you to control the speed from a separate master fader. You set this by pressing [Effects] then [Speed Source] in the Options (Section 10.6) for the chase. See Speed and Size Masters (Section 10.3.5).

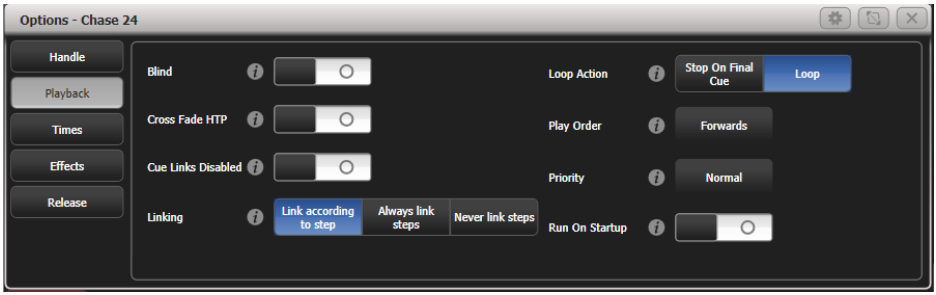
11.5.5 Speed Multipliers

Speed multipliers allow you to modify the chase speed, either faster (for example “x4”) or slower (for example “/4”). This is useful when running multiple chases together.

Press [Speed Multiplier] In the Edit Times menu for the chase, or use the [Speed Multiplier] option in the Times category of the Options (Section 10.6) for the chase. Use the [Multiply or Divide] softkey to swap the value between multiply and divide.

11.6 Chase Options

To set options for a chase, press <Options> or [Options] on the root menu, then press the **Select** button of the playback to be edited. Options will be shown on the softkeys. You can also set options from the Chase View window, press <Open/View> then the **Select** button of the playback, then click the Options tab.



Most of the options are the same as for Cues (see playback Options (Section 10.6)), only the additional Chase options are described here.

11.6.1 Handle Tab

All options are the same as for a cue. See Handle (Section 10.6.1).

11.6.2 Playback Tab

Blind (Section 10.6.2.1), Cross Fade HTP (Section 10.6.2.2), Priority (Section 10.6.2.3) are described in the Cues chapter.

Cue Links Disabled

Unlinks all the steps in the chase so you need to press the Go button to move to the next step.

Linking

Sets how the cues in the chase are linked. The options are:

[Link according to individual steps] - Each step in the chase will obey its individual link settings which are set using the Playback View window (Section 11.4.1) or the Unfold function (Section 11.4.2).

[Always Link Steps] - The chase will run on its own using the times

[Never Link Steps] - The chase will pause after every delay/fade time for the user to press <Go>

> When a chase is unlinked, raising the fader does not fire the first cue, which can be a problem. To get round this, if the chase is not looped, simply link the first cue to the previous one. If the chase is looped, add a dummy step at the end with 0 sec fade, 0 sec delay and link the first step to this one.

Loop Action

Sets what happens at the end of the chase:

[Stop on Final Cue] - Chase stops at the end

[Loop] - The chase will loop back to the beginning

Play Order

Sets the direction of the chase.

11.6.3 Times tab

Flash Fade In, Flash Fade Out and Speed are described in the Cues chapter. Chase speed can also be set using the left hand wheel if the wheels are connected to the chase. See Setting Speed and Crossfade for a Chase (Section 11.3.3) for more details.

Speed multiplier

You can set a speed factor here to speed up or slow down the chase independently of the speed setting.

XFade

Sets chase crossfade between steps. If the wheels are connected to the chase, the right hand wheel changes the crossfade and the value set will be shown here.

11.6.4 Effects tab

All options here are the same as for cues - see Effects (Section 10.6.5).

11.6.5 Release Tab

Release Mask and Release Time are described in Release (Section 10.6.6).

Cue Release

If turned on, after each step in the chase fixtures which are not programmed in the next step will be released.

This allows you to create an overlay chase with gaps in it where the fixtures will return to their previous state.

For example you could create a chase where every alternate cue sets the fixtures to white, with the in between cues being blank. If this option is on, the fixtures will bump to white then return to the colour set from a previous look.

11.7 Copying

11.7.1 Copying or moving a chase

Using the <Copy> and <Move> buttons, chases can be copied or moved to a new playback, or you can create a linked copy of a playback. Move is useful for tidying up the console. Linked chases are handy if you want a chase to appear on more than one page for ease of operation; also a linked chase can have different timings and playback options.

This operation is exactly the same as for Cues and is described in Copying, Moving, Linking and Deleting (Section 10.7).

11.7.2 Deleting a chase

You can delete an entire chase by pressing <Delete> followed by the **Select** button of the chase to delete. Press once more to confirm.

11.7.3 Deleting a step from a chase

To delete a single step from a chase:

1. Press <Delete> button.
2. Press the **Select** button of the chase.
3. The steps in the chase are listed on the screen. Use **Wheel A** to select the step you want to delete, or type in the number of the step to be deleted.
4. Press [Delete Cue x] to delete the step.
5. Press [Confirm] to confirm the delete.

Alternatively you can use the <Unfold> function (see Unfold (Section 11.4.2)) to delete a step from a chase.