

The background is a gradient of dark blue and purple, speckled with small white dots. On the left side, there are several concentric circles and a large circular scale with degree markings from 140 to 260. Some circles have arrows indicating a clockwise direction. The text 'INTRO TO ION' is positioned on the right side in a bold, yellow, sans-serif font.

INTRO TO ION

ION PHYSICAL SETUP



ION COMPONENTS

Hardware

- Programming Wing
- Fader Wing
- (2) Monitors
- Keyboard
- Mouse

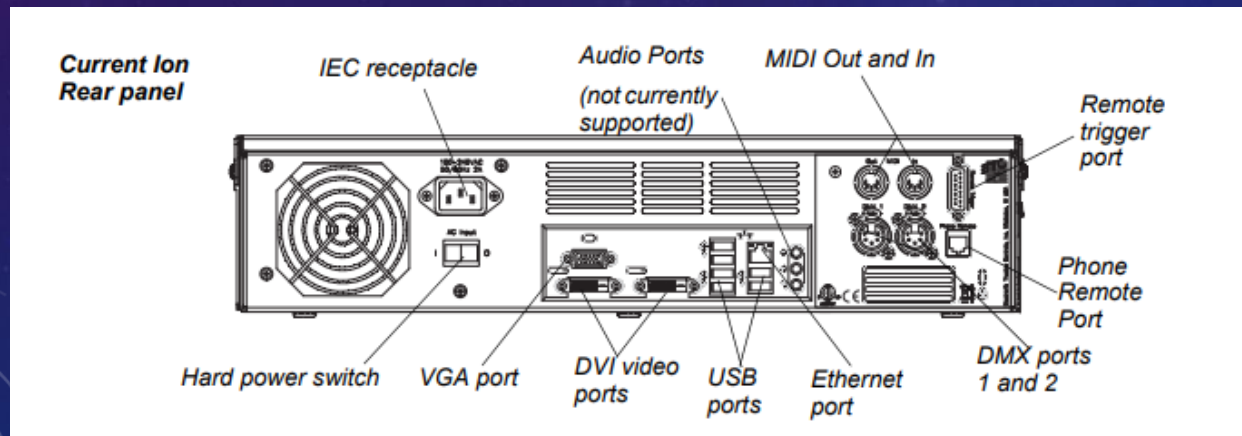
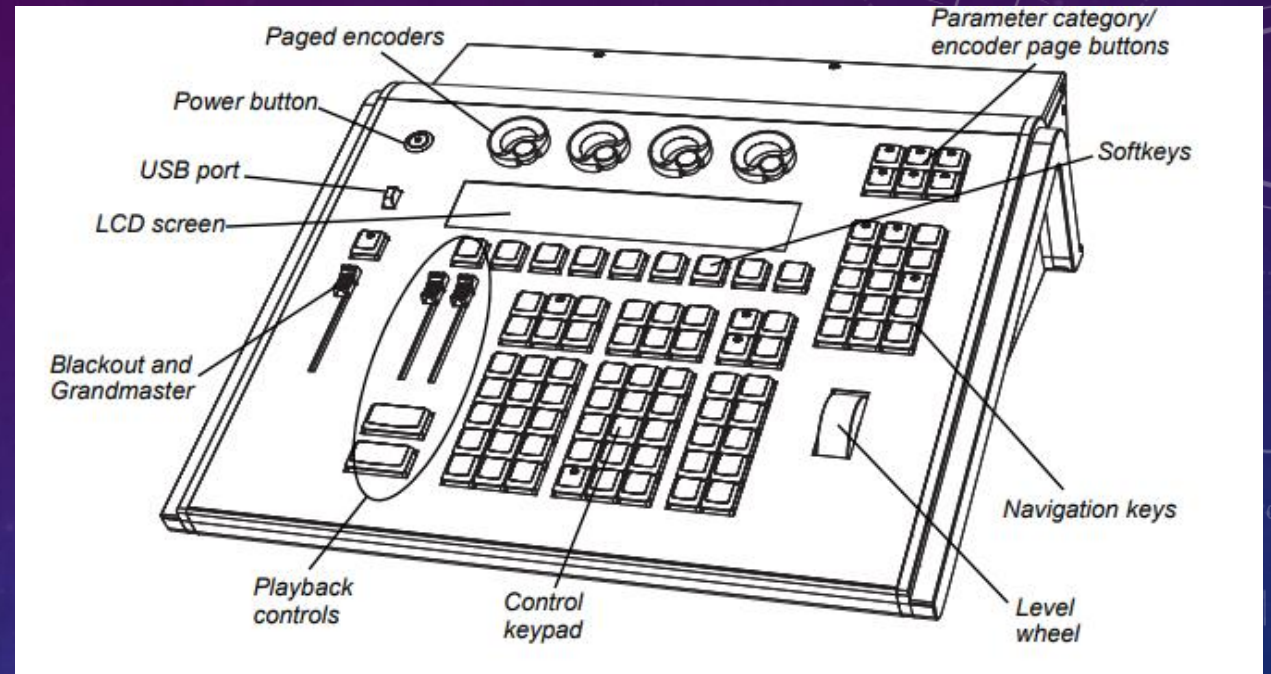
Data Send Cables

- DMX
- USB
- DVI Video
- USB Type B Connector

Power Cables

- IEC
- Power for computer monitors
- Power adapter for fader wing

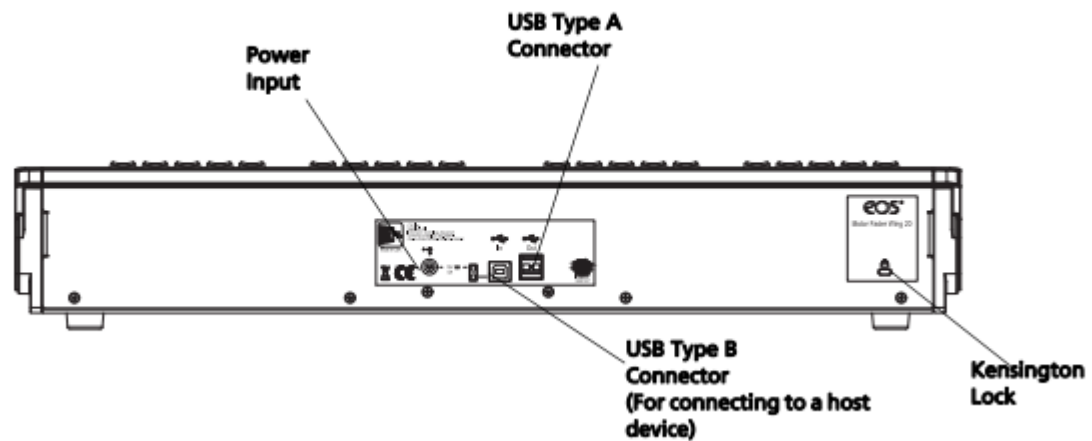
PROGRAMMING WING



FADER WING



Rear Panel



CABLES

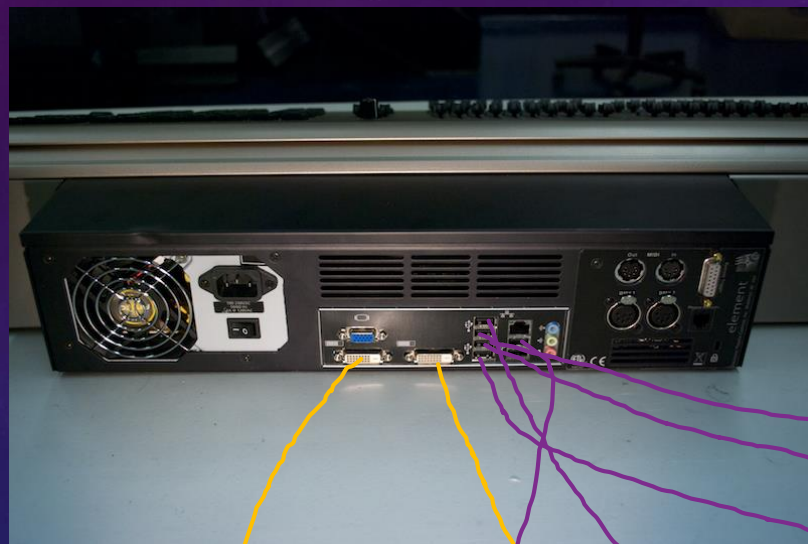
DVI Video Cable



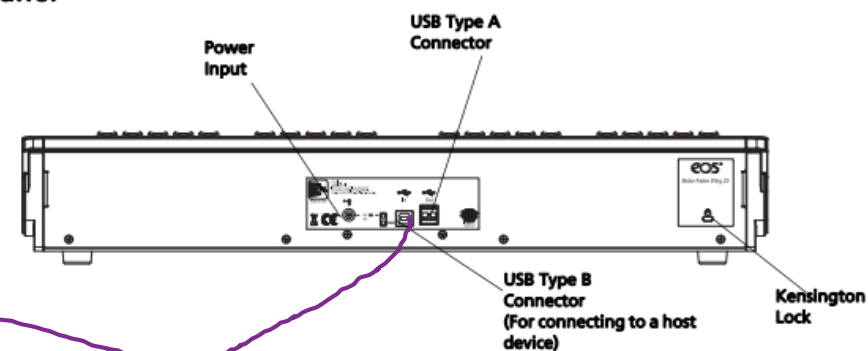
USB Type B to USB



PUTTING IT ALL TOGETHER

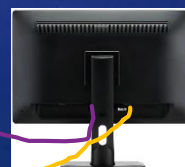


Rear Panel

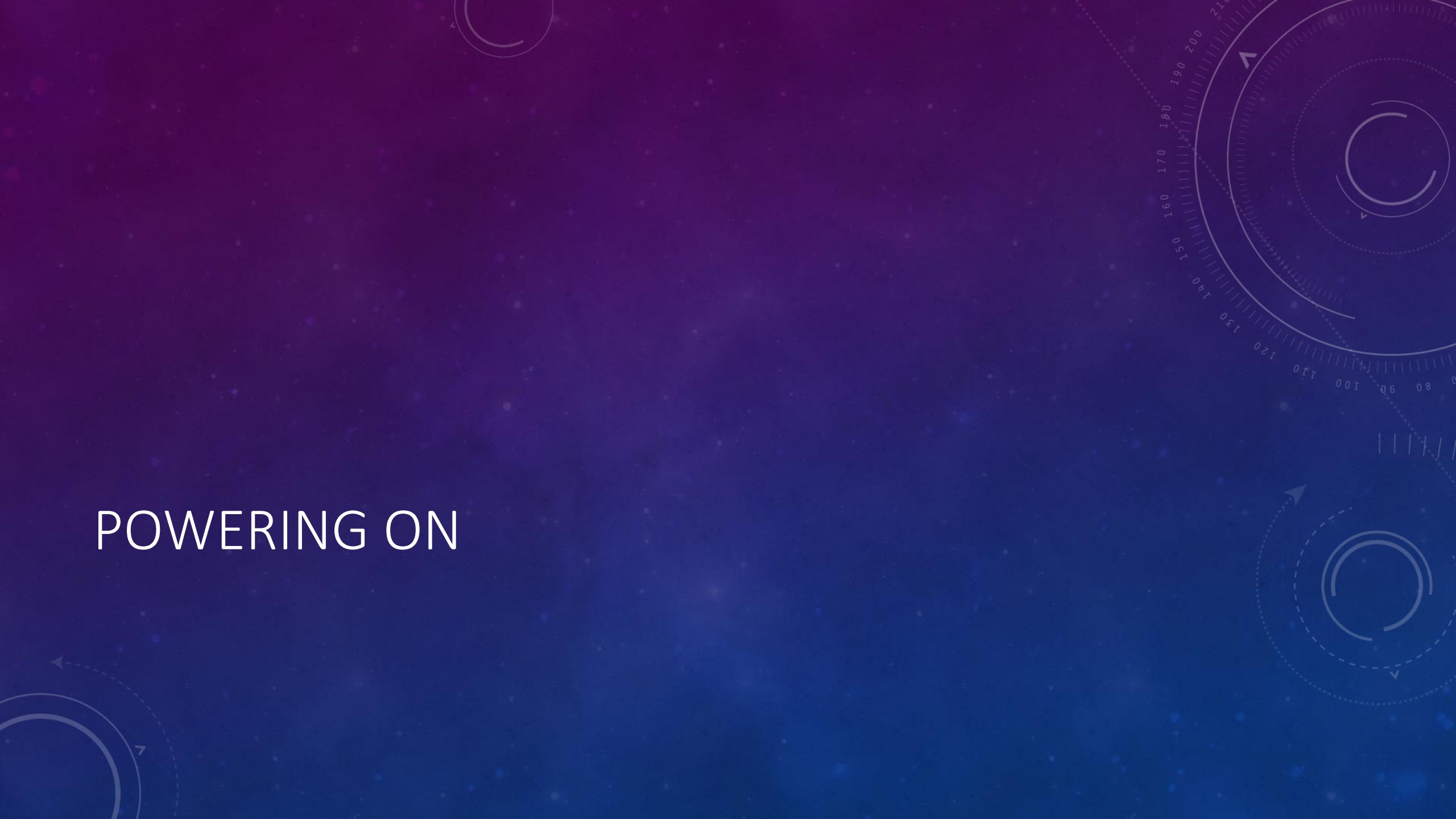


— DVI

— USB

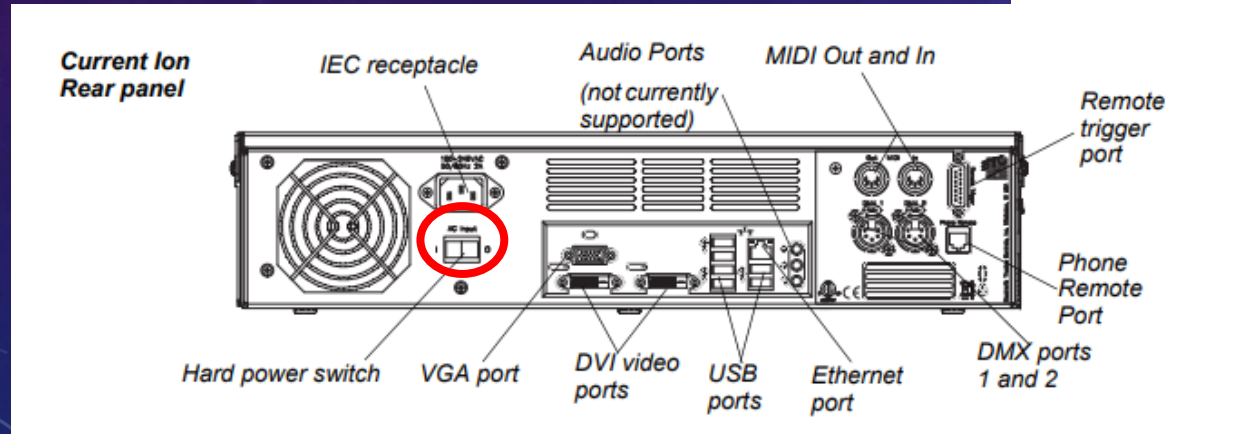
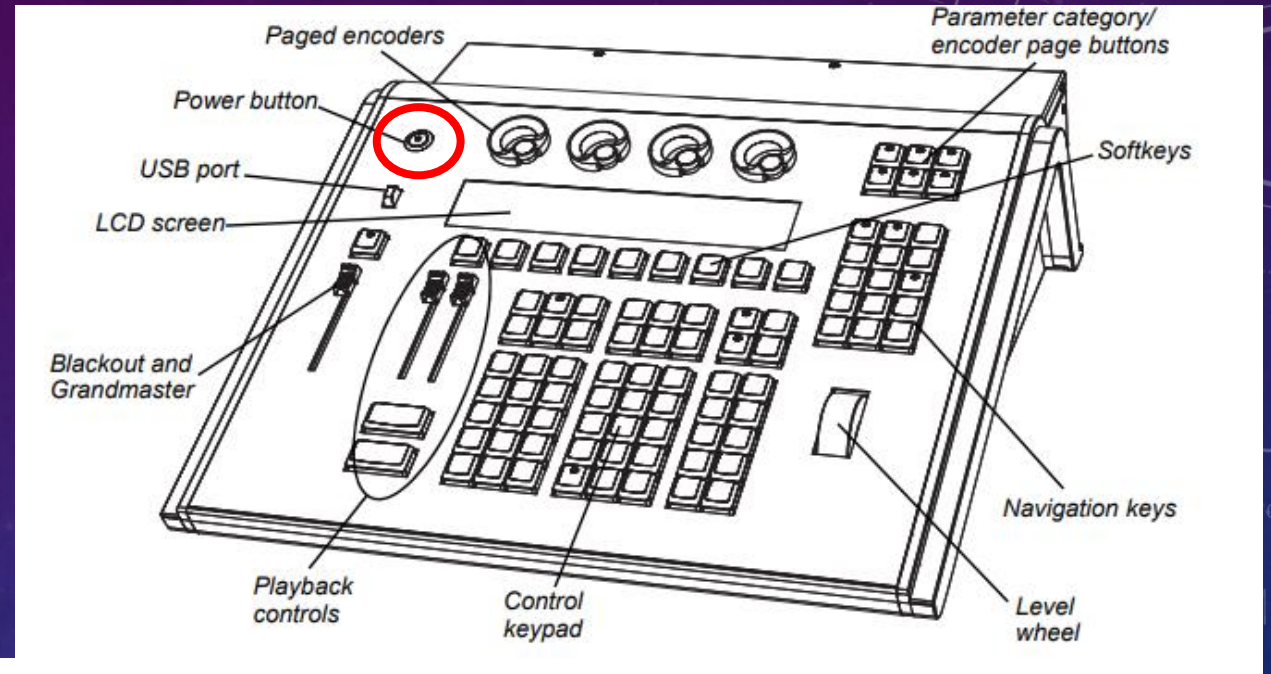


POWERING ON

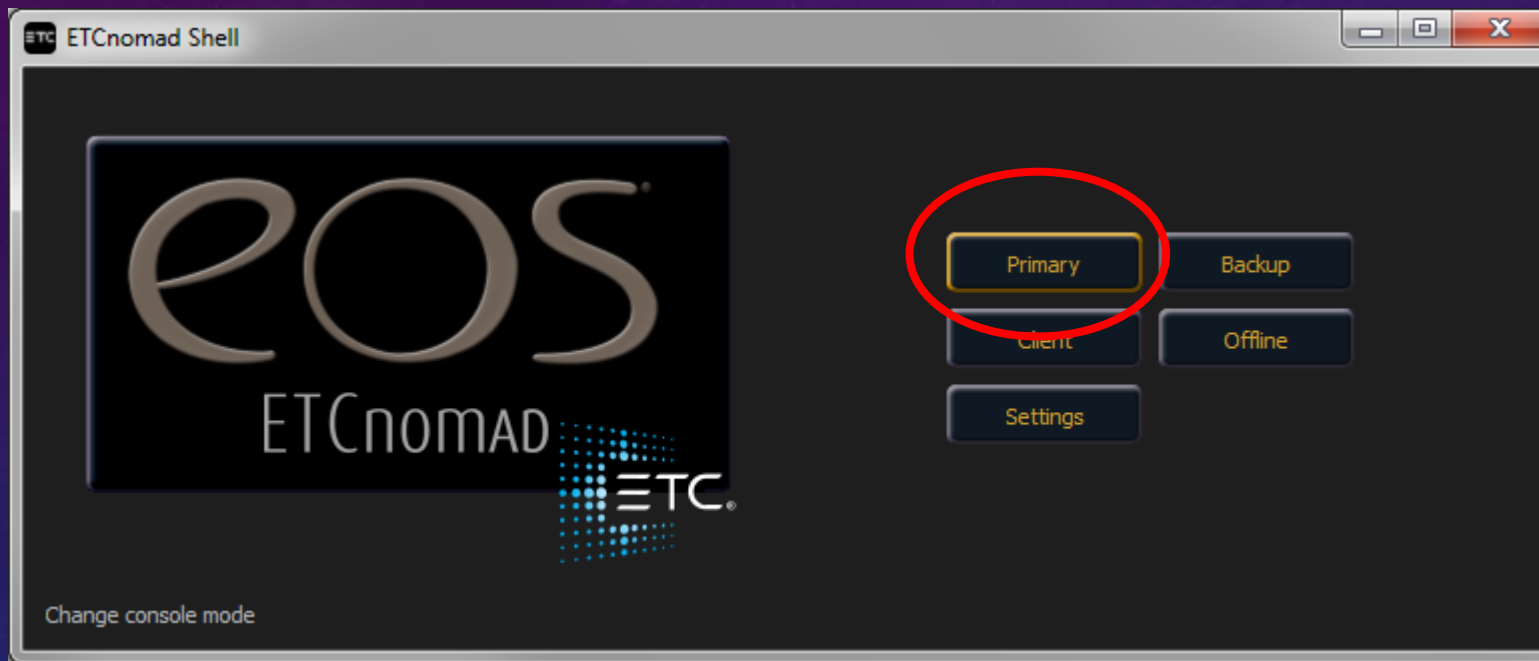


HIT THE RIGHT BUTTONS

Flip the hard power switch on and power button on the programming wing



FIRST SCREEN

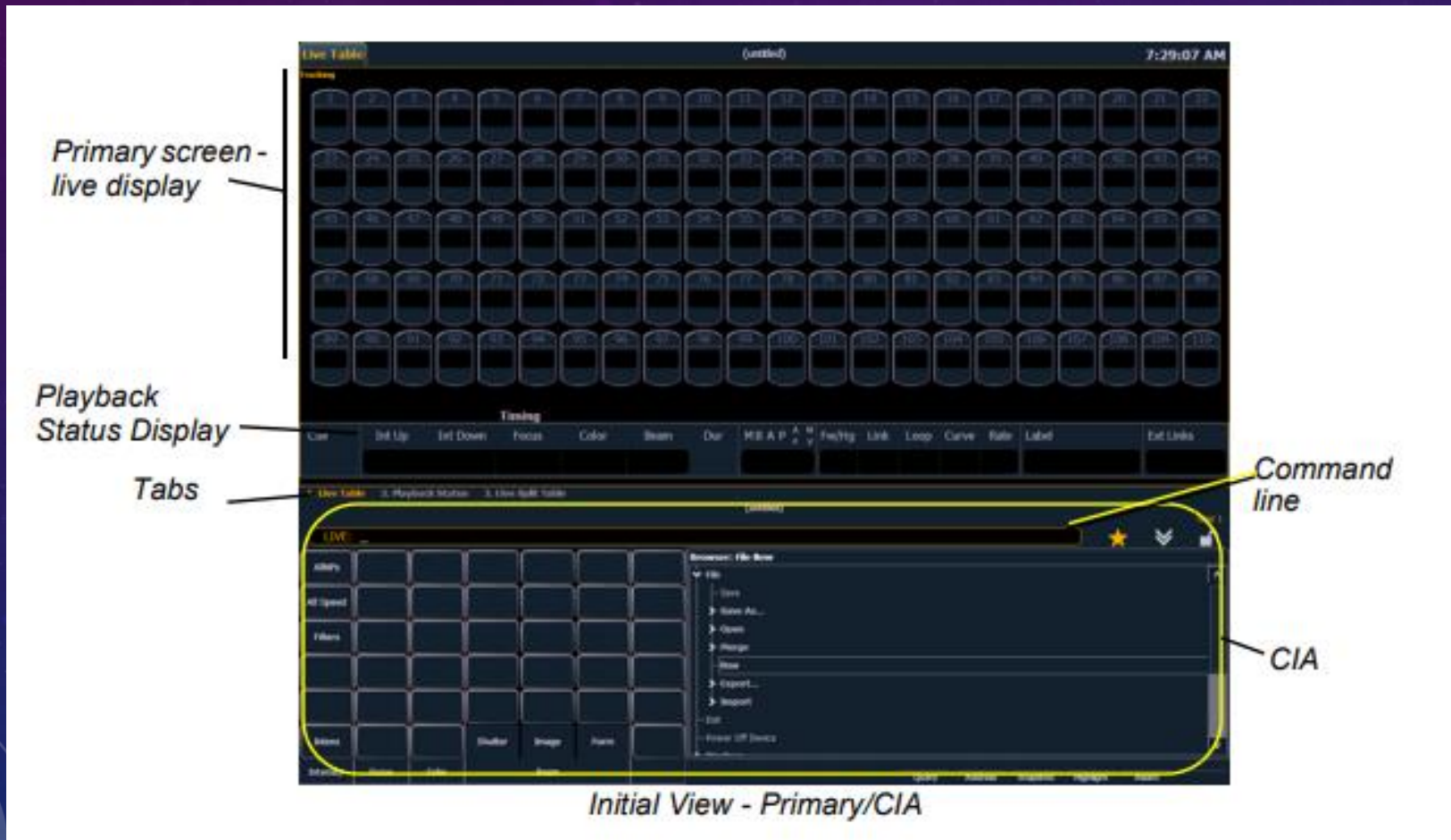


BRINGS YOU TO THE MAIN SCREEN! YOU DID IT!



SHOW FILES

BROWSER IN MAIN MENU



FEATURES OF THE BROWSER

File Management

- Save
- Save As
- Open
- New
- Merge
- Export
- Import

Other Features

- Power off console
- Setup

CREATE A NEW SHOW

- Click “new” under file to open a brand new show file
- Click Ok when it asks if you want to or not

SOFTWARE COMPONENTS

The background is a gradient of dark blue and purple, speckled with small white dots resembling a starry sky. On the right side, there are several faint, white geometric diagrams. These include concentric circles, arcs, and a large circular scale with degree markings from 0 to 210. Some of these diagrams have arrows indicating a clockwise direction of movement or rotation.

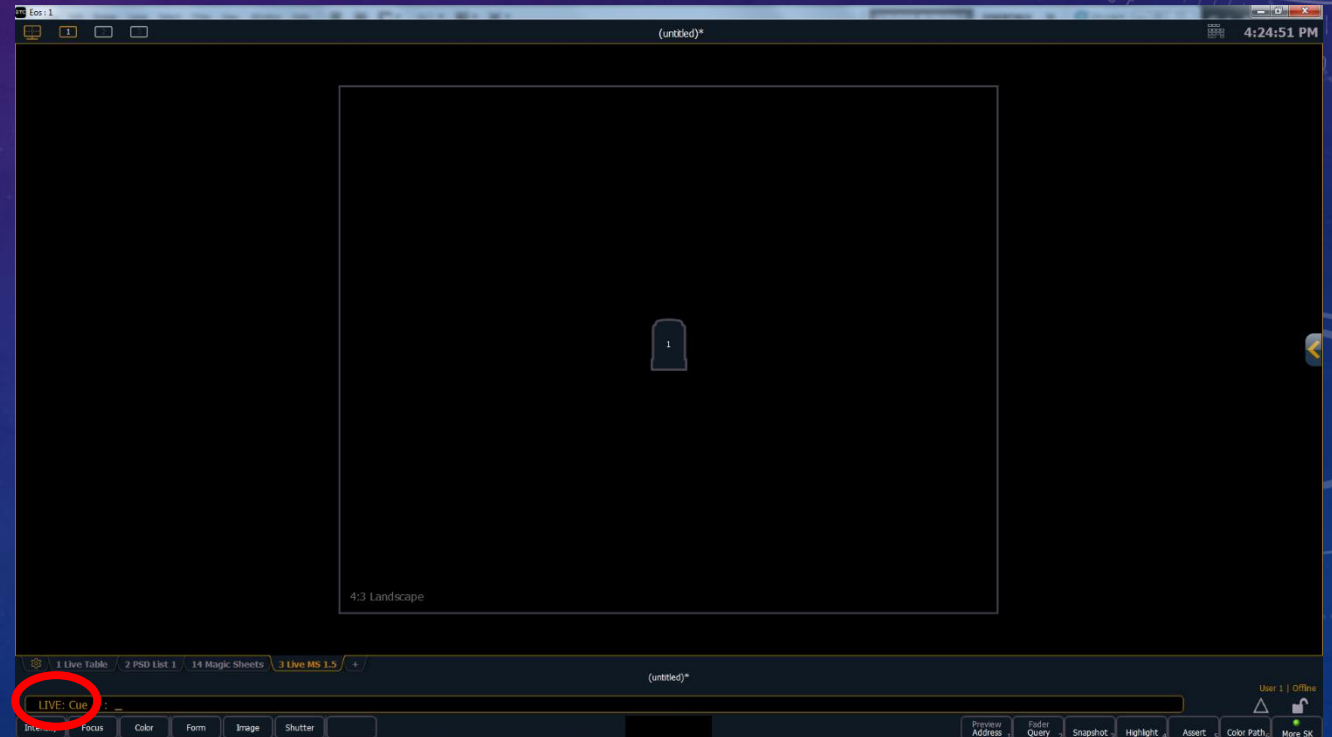
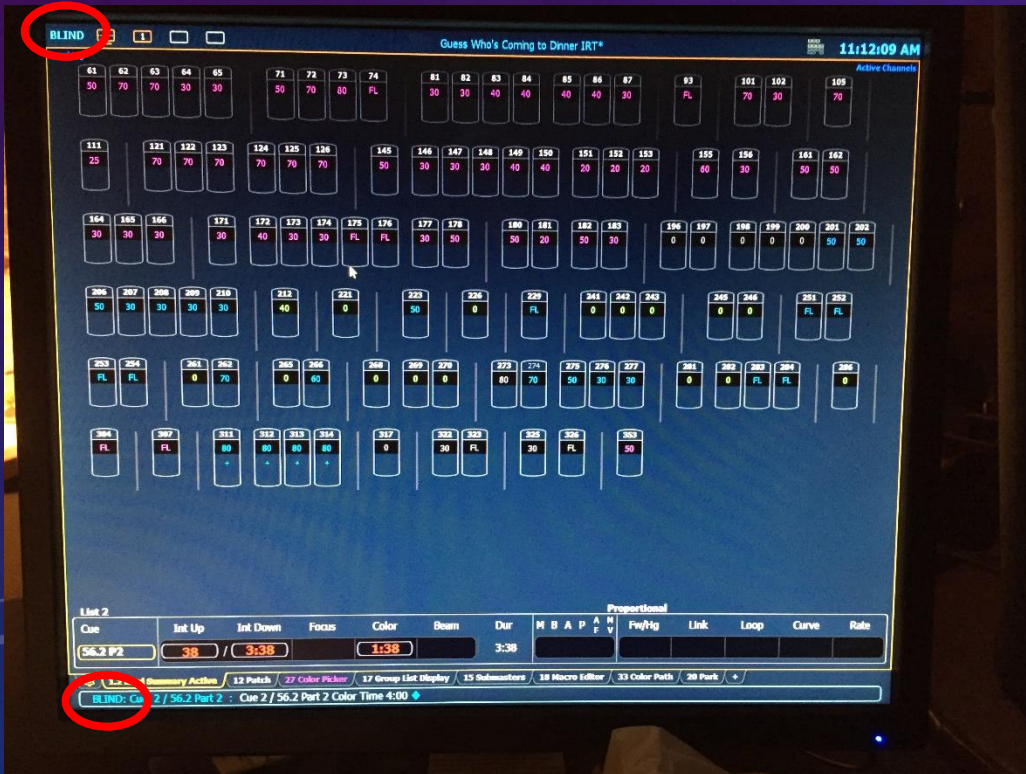
LIVE VS BLIND

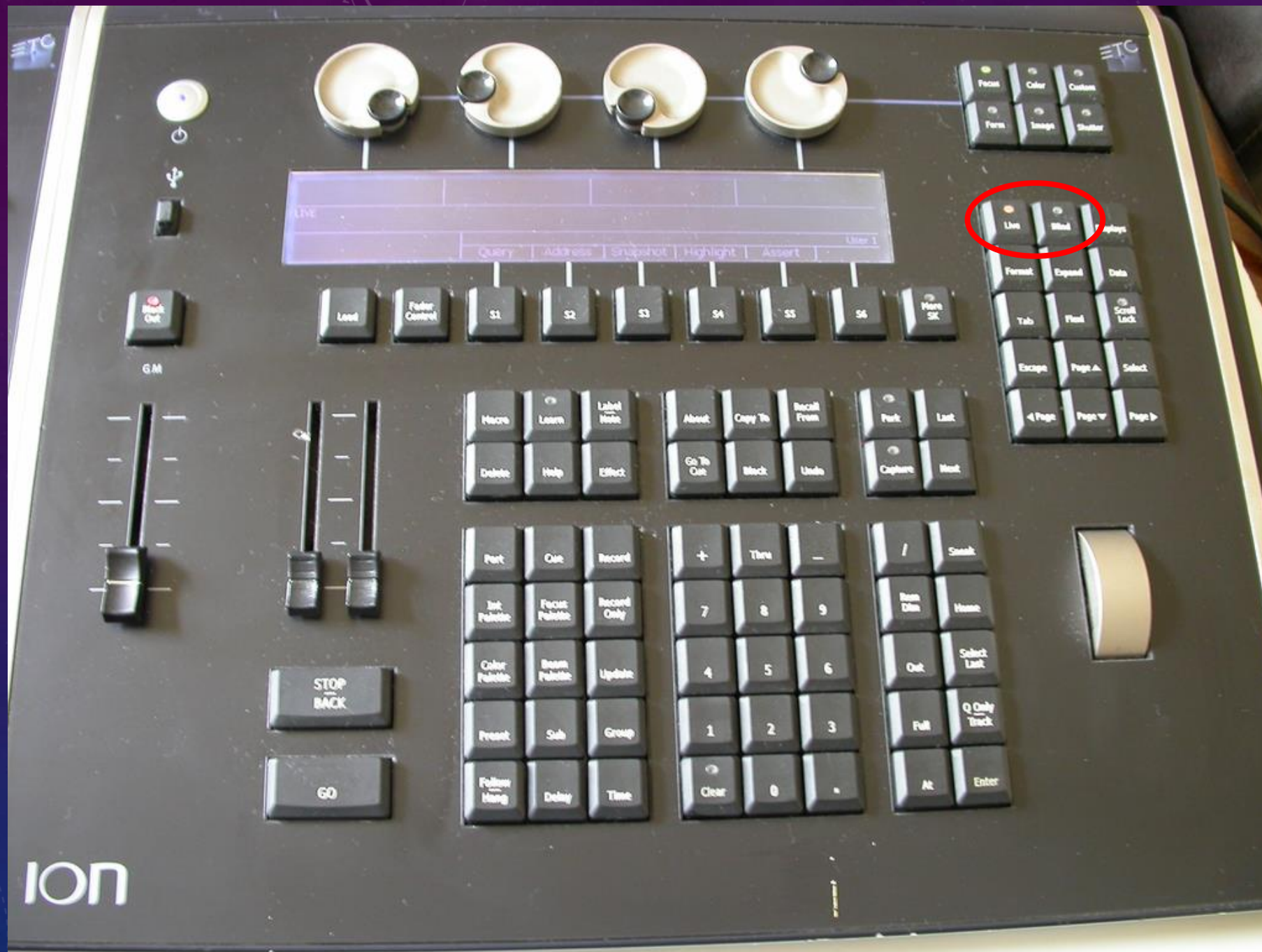
Blue = Blind Mode

Making changes doesn't directly impact what you are looking at with your lights

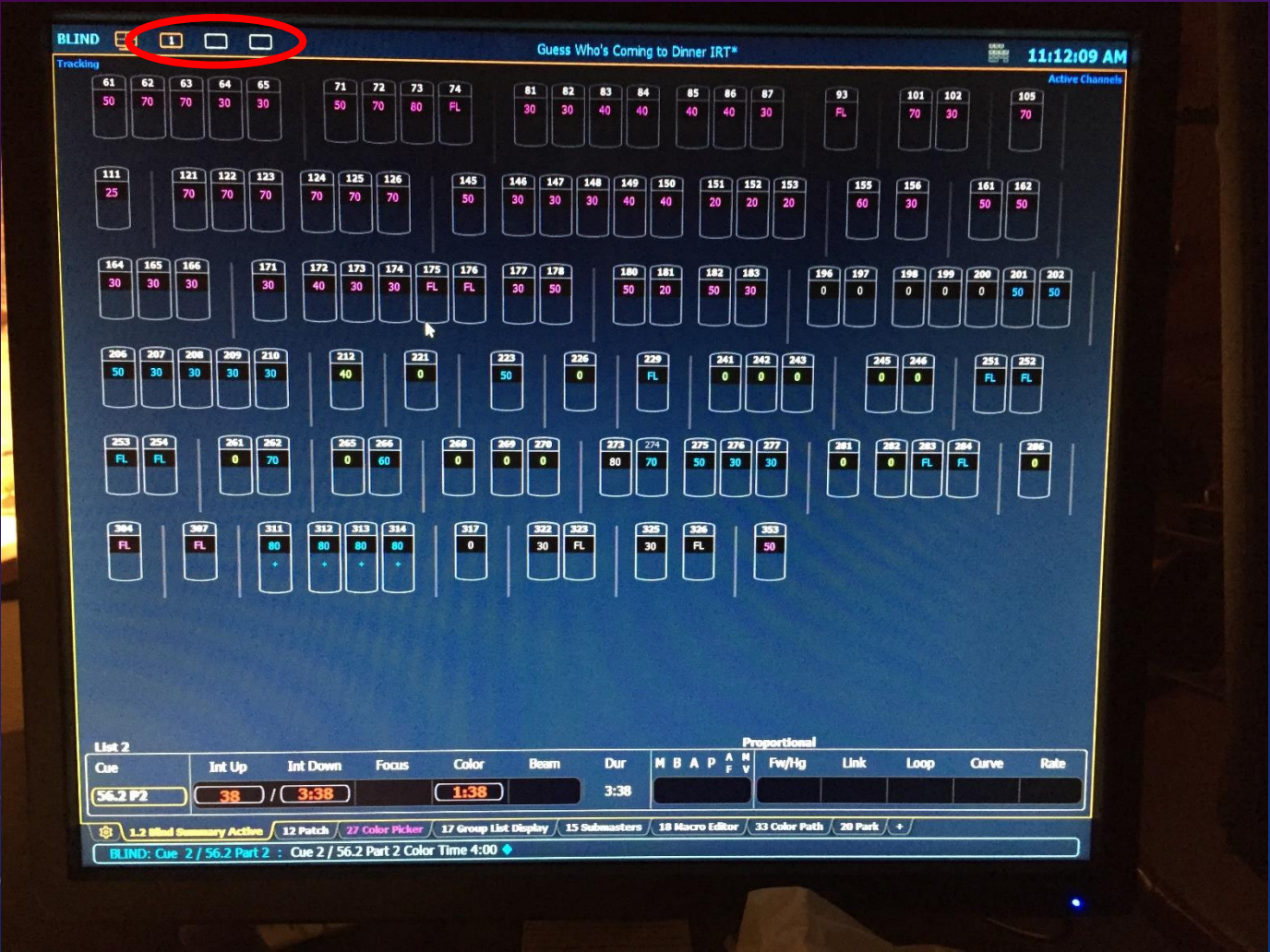
Orange = Live Mode

Making changes directly impacts what you are looking at with your lights

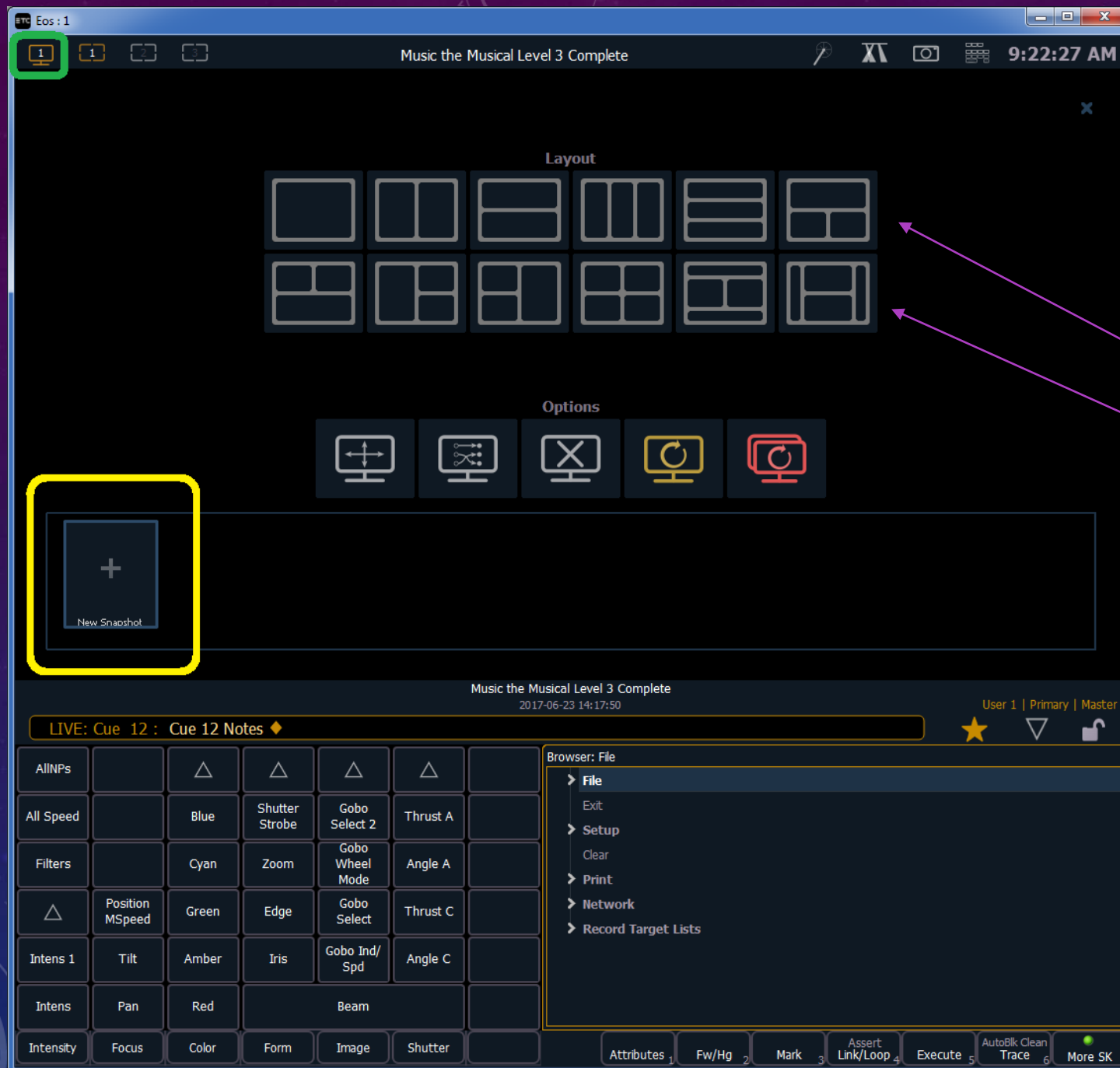




GUI CONTROL OF PAGES



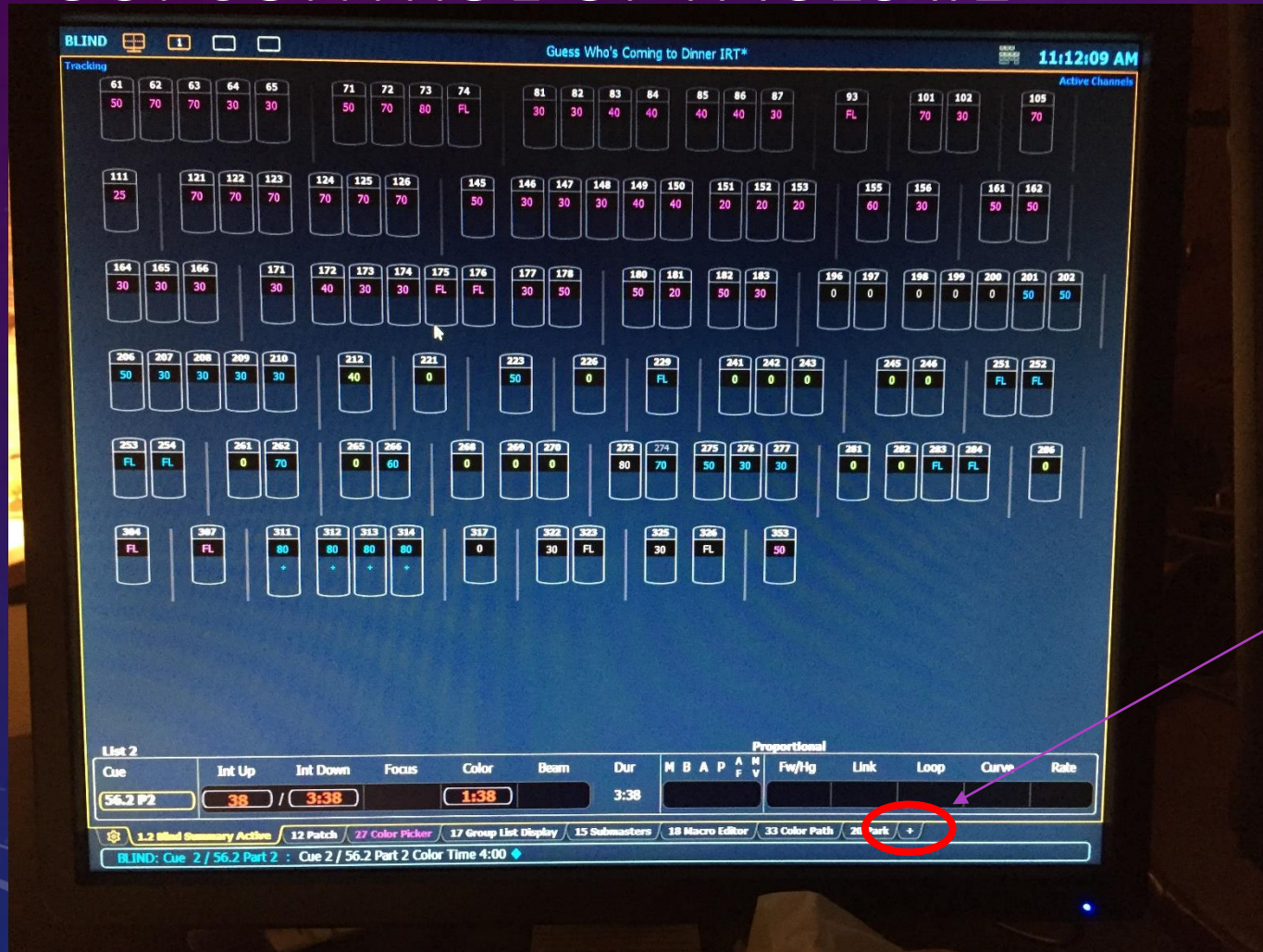
Three total screens that you can adjust and build to your programming needs



Opens up this screen where you can choose your screen layout for the page

You can decide how many different content sections you want and how they are placed

GUI CONTROL OF PAGES #2



Another way to create a new workspace is by creating a new page

By clicking the “+” button you can create another page as well

AFTER YOU HAVE CREATED A NEW PAGE...

You choose which display you want. These are all of the different options.



HERE ARE SOME OF THE IMPORTANT ONES



TOMBSTONES



Gives you
this screen

BLIND 1

Guess Who's Coming to Dinner IRT*

11:12:09 AM

Active Channels

Tracking

61 50	62 70	63 70	64 30	65 30	71 50	72 70	73 80	74 FL	81 30	82 30	83 40	84 40	85 40	86 40	87 30	93 FL	101 70	102 30	105 70		
111 25	121 70	122 70	123 70	124 70	125 70	126 70	145 50	146 30	147 30	148 30	149 40	150 40	151 20	152 20	153 20	155 60	156 30	161 50	162 50		
164 30	165 30	166 30	171 30	172 40	173 30	174 30	175 FL	176 FL	177 30	178 50	180 50	181 20	182 50	183 30	196 0	197 0	198 0	199 0	200 0	201 50	202 50
206 50	207 30	208 30	209 30	210 30	212 40	221 0	223 50	226 0	229 FL	241 0	242 0	243 0	245 0	246 0	251 FL	252 FL					
253 FL	254 FL	261 0	262 70	265 0	266 60	268 0	269 0	270 0	273 80	274 70	275 50	276 30	277 30	281 0	282 0	283 FL	284 FL	286 0			
304 FL	307 FL	311 80	312 80	313 80	314 80	317 0	322 30	323 FL	325 30	326 FL	333 50										

List 2

Cue	Int Up	Int Down	Focus	Color	Beam	Dur	M	B	A	P	A	N	V	Fw/Hg	Link	Loop	Curve	Rate
56.2 P2	38	3:38		1:38		3:38												

1.2 Blind Summary Active 12 Patch 27 Color Picker 17 Group List Display 15 Submasters 18 Macro Editor 33 Color Path 20 Park +

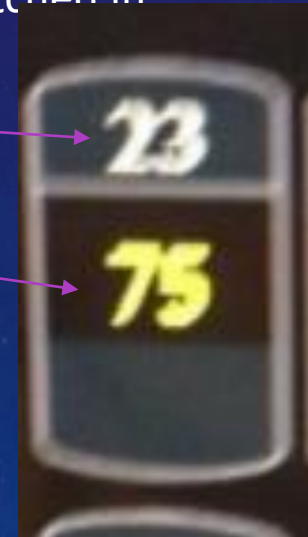
BLIND: Cue 2 / 56.2 Part 2 : Cue 2 / 56.2 Part 2 Color Time 4:00

TOMBSTONES CONT.

- Each Tombstone represents a channel
- Each channel = 1 lighting fixture
- If the channel number is **bold white**, that means that it is an active channel with a light patched in
- If channel number is **grey**, then the channel is inactive and doesn't have a light patched into it

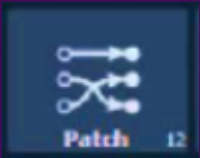
Channel Number

Intensity Percentage



PATCHING

List of channels w/patch information



Brings you to this screen

Chan	Address	Type	Label	sACN	EDMX	DMX	AVAB	ARTN	Output
601									
602									
603									
604									
605									
606									
607									
608									

Patch Channel: Chan 100

1

6

11

16

21

26

31

2

7

12

17

22

27

32

3

8

13

18

23

28

33

4

9

14

19

24

29

34

5

10

15

20

25

30

35

<<

>>

Type

Label

Interface

Channel

Address

Unpatched Addresses: -500

Flash

Last

Next

Port/Offset

No Dim Del

A

B

Patch

Attributes

Database

Replace

Swap

Properties

More SK

PATCHING

First choose a channel – we will choose channel 602 for now which doesn't have anything currently patched into it

Chan	Address	Type	Label	sACN	EDMX	DMX	AVAB	ARTN	Output
601									
602									
603									
604									
605									
606									
607									
608									

Patch Channel: Chan 100

1	6	11	16	21	26	31
2	7	12	17	22	27	32
3	8	13	18	23	28	33
4	9	14	19	24	29	34
5	10	15	20	25	30	35
⏪	⏩					

Unpatched Addresses: 300

Flash

Last Next Port/Offset No Dim Dbl A B S1 Patch S2 Attributes S3 Database S4 Replace S5 Swap S6 Properties More SK

PATCHING CONT.

Click on Type to find your light

- First you need to find the manufacturer
- Examples would be Martin for our Rush Pars or Phillips for our Colorblasts
- Be very specific about which light you need
- For example, Martin Rush Par is our light, but specifically, it is a Martin Rush Par 2 CT ZOOM 9 Ch

Chan	Address	Type	Label	SACI	EDMX	DMX	AVAS	ARTN	Output
601									
602									
603									
604									
605									
606									
607									
608									

Patch Channel: Chan 100

1	6	11	16	21	26	31
2	7	12	17	22	27	32
3	8	13	18	23	28	33
4	9	14	19	24	29	34
5	10	15	20	25	30	35
<<	>>					

Unpatched Addresses: -300

Flash

Last Next Port/Offset No Dim Dbl A B Patch S2 Attributes S3 Database S4 Replace S5 Swap S6 Properties More SK

Type Label Interface Channel Address

PATCHING CONT.

After you have selected your light,
click on address

- You will need to type in the universe and starting address number that you want
- For example, I want to patch in my Rush Par to Universe 1, starting address 100
- I type "1/100" and click enter
- The Ion will automatically fill in the remaining addresses based off of the fixture you picked

Chan	Address	Type	Label	sACI	EDMX	DMX	AVAS	ARTN	Output
601									
602									
603									
604									
605									
606									
607									
608									

Patch Channel: Chan 100

1	6	11	16	21	26	31
2	7	12	17	22	27	32
3	8	13	18	23	28	33
4	9	14	19	24	29	34
5	10	15	20	25	30	35
<<	>>					

Unpatched Addresses: -399

Flash

Last Next Port/Offset No Dim Dbl A B Patch S2 Attributes S3 Database S4 Replace S5 Swap S6 Properties More SK

Type Label Interface

Channel Address

PATCHING CONT.

- Your light is now patched in! Go back to live mode and test your light.

DS – DIRECT SELECTS



- It divides into two selection screens that offer the same options of Direct Selects



DS – DIRECT SELECTS CONT.

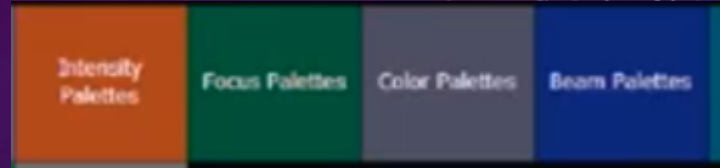
- Each button once clicked will display a menu that you can save parameters for your light into



DS – DIRECT SELECTS CONT.

- For example, the Groups button will display a menu where you can save a group of light fixtures/channels into one button click so you can select several lights at the same time





DS – DIRECT SELECTS CONT.

- Palettes focus on the parameters of a light. It's how the ION distinguishes between those parameters
- Intensity palette can save different intensity percentages for a light
- Focus Palette can save different pan and tilt options for a light (angles, positions)
- Color palettes can save different colors for a light
- Beam palettes can save different zoom/shapes for a light

DS – DIRECT SELECTS CONT.

- Let's talk about how to save these parameters into the palettes

Red 1	Orange 2	Yellow 3	Green 4	Lt Blue 5	Dk Blue 6	Magenta 7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

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DS – DIRECT SELECTS CONT.

- Turn on one of your lights
- Go to the ML (moving lights tab, upper right corner of your screen)
- Use the color triangle to choose a different color for your light
- Now clear your command line
- Select that light that you changed the color for
- Click “Record Only” “Color Palette” “1” “enter”
- You will see your color palette one light up with that color you chose
- Label the palette by clicking “label” and type in the name of your fixture followed by the color



DS – DIRECT SELECTS CONT.

- This process can be repeated to add any colors to your palette
- You will now be able to select your light and choose any of these colors to immediately have your light go to that color
- It is the same process for all of the palettes (Focus, Beam, Color, and Intensity)
- Select your light, change the value for that parameter and follow the button clicks from the last slide and add them to your different palettes