

Palette Demonstration Syllabus (Conventional Lighting)



- I. Quick Items
 - a. Fixture ON
 - b. Record Submaster
 - c. Record Cue
 - d. Save Show
 - e. Turn Off Console
- II. Palette/LightPalette Hardware
 - a. Palette Console
 - b. Processor
 - c. USB keys
 - d. Mouse or trackpad
 - e. Optional items: Touch Screens, Handheld Remote, Remote Video
- III. Desk Layout
 - a. Programing Buttons
 - i. Playback, Information and Select
 - ii. Numerical Keypad
 - iii. Action Keys
 - b. Softkeys (function keys)
 - c. Encoder Wheel
 - d. DBOB/Grand Master
 - e. Playback Controls
 - f. Chanel Masters (Palette)
 - g. Sub Masters / Cue Stacks (LightPalette)
- IV. Screen Layout
 - a. Cue List Directory
 - b. Cue List
 - c. Channel Grid
 - d. Softkey Display
 - e. Playback Displays
 - f. Virtual Look Masters
 - g. Help Menu
 - h. Uber Status Display
 - i. Backround Colors
- V. Palette Control Panel
 - a. System Setup
 - i. Display
 - ii. Networking
 - iii. Login Options
 - b. Windows Media Player
 - c. Additional Applications
 - d. System Shutdown



LightPalette Classic



Classic Palette

- e. Tools
- VI. Setting Show Options
 - a. Console Defaults
 - b. Cue Defaults
 - c. Show Information/Brag Page
 - d. Saving your show
 - i. Backup files
 - ii. File Checkpoints
 - iii. Mirror Saving
- VII. Setting Hardware Options
 - a. Always set to custom for PaletteOS
 - b. Playback Controls
 - c. Grandmasters / DBO buttons
 - d. No External Triggers
 - e. Save settings
- VIII. Patching
 - a. Shownet setup
 - b. DMX Setup
 - c. Enable Outputs
 - d. Fixture vs. Channel
 - i. Default Patch
 - ii. Add/Delete Fixtures
 - iii. Range Patching
 - e. Setting up Moving lights
 - i. Intensity vs Attribute
 - ii. Fixture List
- IX. Setting a level
 - a. Six ways to turn a light on
 - b. Even/Odd/>0%
 - c. Highlight
 - d. REM DIM
- X. Recoding
 - a. Sub (Look) Masters
 - i. Record Exclude Looks
 - ii. Title Virtual Looks
 - b. Cues
 - i. Record Exclude Looks
 - ii. Tracking vs. Cue Only
 - c. Groups
 - d. Effects
- XI. Playbacks
 - a. Selecting Playback
 - b. Virtual Playbacks
- XII. Modifying Cues
 - a. Cue Properties
 - i. Labels



SN 110 Node



Palette Input Tile

- ii. Time
- iii. Wait
- iv. Delay
- b. Copy Cues
- c. Deleting Cues
- d. Blocking Cues
- e. Update VS Record
- XIII. Remember to Save your show often!
- XIV. Print to PDF
- XV. Tools
 - a. Moving Light
 - b. Channel Check
 - c. Hardware Check
- XVI. Wireless Handheld Remote
 - a. IP Address
 - b. Resetting
- XVII. Software/Fixture Library Updates
 - a. Updates
 - b. Upgrades
- XVIII. Using Explorer to view Racks
- XIX. SN 110 Nodes (Optional)
- XX. Remote Video Laptop (Optional)
 - a. Remote Video
 - b. Remote Engine Session
 - c. Offline Editing
- XXI. File/Print Server (Optional)



Symbol PDA Focus Remote

For additional information and resources

Grand Stage Company

www.grandstage.com

(312) 332-5611

Strand Lighting

www.strandlighting.com

(800) 4-STRAND

Default - Cue - Record -	Patch	Show Options	Hardware Setup	Control Panel	Display		Save Show	Scroll Lock	Effects	Cue Part	Select	
		Follow	Link To	Num Loops	Block	Unblock	MIB		Time	Delay	Delete Cue-Only	Delete Track
	Cue List	Cue Number	Record	Cue Label	Cue Time	Down Time	Update	Exclude Looks	Attributes	Track Forward	Record Cue	Record Look
Status Bubble	Tool	Fader	Fading	Saved	Time	Hw Status	Loaded	GM				
	---	Scene D 144 0%	0	Not Saved	12/19/06 11:24	On-Line	---	100%				

Softkey Content