Tower Theatre EOS Cheat Sheet

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Concepts and basics

Notation

This document (mostly) follows notation conventions from the Eos family manual:
- Browser menus and command are indicated in **bold text**
  - Note that some menu entries in the browser require double clicking
- Facepanel buttons are indicated in bold **[brackets]**
  - Keys that should be pressed simultaneously are marked with **&**
- Optional keys are indicated in bold **<angle brackets>**
- Softkeys are indicated in bold **{braces}**
- Values intended to be filled in by the user are indicated in (parentheses)
- Buttons on screen are indicated in **'quotes'**

Notes and tips

- All instructions below assume the command line is empty. At any time, the **[Clear]** button may be used to delete a single entry from the end of the command line; **[Shift] & [Clear]** can be used to clear the command line entirely.
- A yellow diamond will be shown in the command line once a command has been completed.
- The desk may often prompt you to confirm an action by showing "Please Confirm" in red in the command line. Press **[Enter]** to confirm.
- The Eos manual can be accessed by pressing **[Tab] [100] [Enter]**, or by clicking on the **'+'** icon above the command line and selecting **'Manual'** under "Displays".

Understanding the channel display

- Channels will have a yellow outline when selected
- Channel number
  - Grey: unpatched channel
  - White: normal state
  - Bright white: parked (see below)
  - Yellow: captured
- Channel/parameter level
  - Red: manual data (manually set but not recorded to a cue)
  - Blue/green: value is higher/lower than in previous cue (mnemonic: blue to the sky, green to the grass). Non-intensity parameters always show as blue for any change.
  - Magenta: unchanged from previous cue
  - White: blocked (underscored if auto-blocked)
  - Grey: default
  - Yellow: set by submaster

Understanding tracking and cue only (simplified)

- In cue only mode, the desk records the entire state in each cue, and you will have to manually propagate changes through to other cues (see recall and copying below).
- In tracking mode, the desk records changes (move instructions in ETC terminology). If a channel is changed in a particular cue (say 15), and later cues do not change it, updating that channel in cue 15 will result in the change propagating through the following cues until the next cue that records a change.
  - Using tracking mode is not recommended unless you are sure you know what you're doing!
- The current mode is shown in the top left of the Live Table tab.

Switching on the desk

1. Switch on main Lighting Power
2. Press button top right of touch screens
3. Click/tap the **'Primary'** button on screen when prompted

Switching off the desk

- In the browser, double click/press **Power Off Device** then follow screen prompts

Locking/unlocking the desk

- Press **[Shift] & [Escape]**

Turning all lights out

- Press **[Go to Cue 0] [Enter]**, or **[Go to Cue] [0] [Enter]**, or **[Go to Cue] [Out] [Enter]**
  - Cue 0 cannot be recorded or otherwise manipulated.

Desk setup

Adjusting screen angle

1. Press button at very top of displays in between the two screens
2. Tilt screens forward or backward as desired

Zooming in and out

- Hold left mouse button and use scroll wheel to zoom

Showing/hiding the browser

- Either press **[Displays]** or click/tap the triangle in the bottom right

Configuring screen workspaces/layouts

- To load the default workspace setup for plotting press **[Snapshot] [1] [Enter]**, or **[M801]**.
- To load the default workspace setup for playback press **[Snapshot] [2] [Enter]**, or **[M802]**.
- To record your own workspace/layout press **[Record] [Snapshot] [(snapshot number)] <[Label] (enter a description)> [Enter].** Avoid overwriting snapshot s 1 & 2 so that you always have the default setup!

Switch between tracking and cue-only

1. Select **Setup > Desk Settings** in the browser
2. Click on the **'Track'** setting under the **'Record Defaults'** section to toggle between the two.

Show file setup

Starting a new show

- These instructions create a new show with the default 1:1 dimmer patch (1-72), and the Source 4s, house lights, and roof lights patched
    1. **File > New** - confirm
    2. **File > Merge > "BASE SHOW FILE"**
    3. Click/tap '**Patch**', '**Snapshots**', '**Macros**', '**Presets**' and '**Magic Sheets**' (once selected they will have a yellow outline), and then click/tap **'OK'**
    4. Save your show (see below)

Naming/saving a new show

1. **File > Save As… > Show File Archive > (current year) > <new Folder>**
2. Enter the show's title and press **[Enter]**
3. Double click on the newly created folder (or click/tap once to select and press **[Enter]**). Click/tap **'OK'** or press **[Enter]** to confirm.
4. Enter the show's title and press **[Enter]**

Saving an existing show

1. Press **[Shift] & [Update]**, or use **File > Save** in the browser
    - Note that every time you save, a new version is created with the current date and time. There is no need to change the filename.

Patching (usually not necessary)

1. Press **[Address/Patch]** twice quickly, or **[Displays] {Patch}**
2. Press **[Format]** to toggle between patch-by-address and patch-by-channel modes. The mode is indicated by the heading of the leftmost column on the patch display.
3. Patch channels to addresses using commands similar to **[5] [At] [7] [Enter]**. This would patch channel 5 to address 7 in patch-by-channel mode, or address 5 to channel 7 in patch-by-address mode.
   - To specify addresses on different DMX universes, use **[(universe number)] [/] [(address number)]**
4. Once finished with patching, press **[Live]** to return to programming mode.

Patching intelligent fixtures with a predefined fixture profile

1. In the "Patch" tab, press **[(channel/address)] [At] [(address/channel)]**
2. Click/tap on **'Type'** in the bottom right, and then click/tap on **'Manfctr'** at the bottom.
3. Navigate through the list of manufacturers on the left by clicking/tapping on the **'<<'** and **'>>'** buttons, and then click/tap on the fixture type.
   a. You may then need to specify which mode the fixture is in.

Creating a fixture profile

1. In the "Patch" tab, press **{Fixtures}**, then click/tap **'New'** in the bottom left.
2. Press **[Label]**, enter a name for the fixture profile, and then press **[Enter]**
3. Click/tap **'Edit'** in the bottom left.
4. Add parameters by clicking **'New'** (to add a parameter after the currently selected one) or **'Insert'** (before the currently selected one).
   - Click on the parameter column to change the parameter controlled (e.g. Red, Green, Blue, Strobe, etc)
   - Click on the size column to toggle between 8bit and 16bit parameters
   - Click on the DMX column and type a number to change the DMX offset of the parameter (for 16bit parameters, the LDMX column shows the DMX offset of the least significant bits for fine adjustment; the DMX column shows the offset for the most significant bits for coarse adjustment)
5. Once all parameters are added, press **{Return}** twice. The newly added custom fixture profile will appear in the "Favorites" section of the "Type" selection display.

Plotting and designing

Selecting single/multiple channels to control

- On keypad: Use **[Thru]** to select multiple adjacent channels. Use **[+]** to select non adjacent channels or sets of channels, and **[-]** to remove channels from the selection. For example, **[1] Thru [5] [-] [3] [+] [7]** selects channels 1, 2, 4, 5 and 7.
- On touch screen: Touch channel required. Immediately touch additional channels to add a range to the selection. If another single channel is required, pause before touching the next channel

Using groups

- Groups allow quick access to a collection of channels, without specifying every channel each time.
- To create a group, press **[(channel selection)] [Record] [Group] [(group number)] [Enter]**
- Once recorded a group can be anywhere a channel is used by pressing **[Group] [(group number)].** Groups and channels can be combined with **[+], [-]**, and **[Thru]** as above.

Creating a stage state with generic lanterns

- Method 1: **[(channel selection)] [At] [(level)] [Enter]**
  - Note that if you enter a single-digit level, Eos will automatically add a 0 to it; **[15] [At] [5] [Enter]** would set channel 15 to 50% rather than 5%. If you want a single-digit level, prefix with a zero (e.g. **[15] [At] [05] [Enter]**).
- Method 2: **[(channel selection)] <Enter>**, then use right-hand wheel to adjust level.
- Method 3: **[(channel selection)] <At> [Full] [Enter]**
- Method 4: **[(channel selection)] [Out]**

Creating a stage state with LED lanterns

1. Set intensity as for a generic lantern (see above)
2. Adjust colour using the colour picker (see below)
   a. Press **[(channel selection)] <Enter>**
   b. Open the Color Picker tab if not already open by pressing **[Tab] [27] [Enter]**, or by clicking on the **'+'** icon above the command line and selecting **'Color'** under "Controls".
   c. Either click/tap on a gel range (Lee, Rosco, etc) then click/tap on the gel colour required, or click/tap on the color spectrum display to choose arbitrary colours

Using encoders for colour

It is also possible to control colours using the rotary encoders on the bottom right of the desk (press **[(channel selection)] <Enter>**, and then press **[Color]** to the left of the encoder panel to cycle through the available parameters).

For the roof lights, the encoders provide Red/Green/Blue/White control; for the Source4 fixtures the encoders provide Hue/Saturation/Intensity/Colour Temperature control.

The Source4 fixtures also provide direct control of the individual coloured emitters, using the '<Colour> Adj' parameters. Using this is not recommended, as it overrides the factory calibration of the fixtures, making it harder to match colours between fixtures.

The direct control is turned off by default. To enable/disable it, press **[(channel selection)] <Enter>**, and then press **[Color]** until you see the 'Color Mode' parameter. Tap on **'Enabled'/'Disabled'** on the encoder touch screen.

Setting house and roof lights

- The house lights are on channel 513, and are controlled as for any other generic lantern. They can also be manually turned up using the dimmer to the left of the desk.
- The roof lights are on channels 200 (floods) and 201 (PARs); they are controlled in the same way as other LED fixtures

Recording a cue

- Once the desired stage look is achieved press **[Record] <Cue> [(cue number)] [Enter]**
  - If there is a cue already stored, you will be prompted to overwrite this by pressing **[Enter]** again. If you are intentionally updating an existing cue, you can avoid this by pressing **[Update] [Enter]**

Inserting a cue between other cues

- Record cue as above with a point number (e.g. cue 1.5 will appear between cue 1 and cue 2).
  - Point cues can have 1 or 2 digits after the point (i.e. from x.01 to x.99). Cue x.5 would fall between cue x.49 and x.51.

Editing recorded cues/rerecording or updating (assuming cue-only mode)

1. Press **[Go to cue] [(cue number)] [Enter]** if not already in the cue.
2. Make alterations as desired.
3. Press **[Update]**. The panel will open showing changes made. Press **[Enter]** to confirm.

Deleting a cue

- Press **[Delete] [Cue] [(cue number)] [Enter] [Enter]**

Using part cues

- Part cues are used to break down a transition into multiple parts of different lengths. When a part cue is triggered using the **[Go]** button, all parts start simultaneously, and the cue runs until all parts are complete. This can be used for example to bring up centrally focused light quickly, and then bring up the rest of the lights slowly.
  - Note that a parameter (intensity, color) can only be changed in a single part of a cue.
- To record a part cue in multiple steps, set up the look for each step, and press **[Record] <Cue> [(cue number)] [Part] [(part number)] [Enter].**
- To record a fully designed look into parts, press **[(channel selection)] [Record] <Cue> [(cue number)] [Part] [(part number)] [Enter].** For parts after the first, the cue number may be omitted.
- To move a part cue to its own independent cue, press **[Cue] [(cue number)] [Part] [(part number)] [Copy To] [Copy To] [Cue] [(new cue number)] [Enter]**
  - **[Copy To] [Copy To]** is the syntax for `Move To`

Changing fade time

- Matching cross-fade: **[Cue] [(cue number)] <[Part] [(part number)]> [Time] [(time in seconds)] [Enter]**
- Split cross-fade: **[Cue] [(cue number)] <[Part] [(part number)]> [Time] [(up time in seconds)] [Time] [(down time in seconds)] [Enter]**
  - Note that pressing **[Time]** repeatedly will switch between the available time settings (up, down, color, focus, form; shown on the command line)

Using follow and hang

- Follow and hang set on a cue cause the next cue to be activated once a timer expires. A follow time starts at the same time the cue does; a hang time starts once the cue completes.
  - For a cue with time 5 seconds and *follow* 3 seconds, the next cue will start 3 seconds after the **[Go]** button is pressed. With a *hang* time of 3 seconds, the next cue will start 8 seconds after the **[Go]** button is pressed.
- To set a follow time, press **[Cue] [(cue number)] {Fw/Hg} [(time in seconds)] [Enter]**.
  - **[Shift] & [Delay]** may be pressed in place of **{Fw/Hg}**
- To set a hang time, press **[Cue] [(cue number)] {Fw/Hg} {Fw/Hg} [(time in seconds)] [Enter]**.

Labelling an entity (cue, palette, channel, snapshot etc)
- Press **[(entity type)] [(entity number)] [Label] (enter label) [Enter]**
    - To label a cue list, press **[Cue] [(list number)] [/] [Label] (enter label) [Enter]**

Using recall and copy
- These are useful for transferring state between cues, particularly in Cue Only mode.
- To copy state from another cue into the current cue, press **[(channel selection)] [Recall From] [Cue] [(cue number)] [Enter]**
    - Specific parameters can be recalled using a command similar to **[(channel selection)] {Intensity} [Recall From] [Cue] [(cue number)] [Enter]**
    - Parameters may also be recalled from palettes, submasters, and presets.
- To copy state from the current cue into another, press **[(channel selection)] [Copy To] [Cue] [(cue number)] [Enter]**

Parking channels
- Parking channels keeps the channel in a specific state without recording that state into cues. This is commonly used to keep houselights or a dimmed working light on while plotting or during tech rehearsal.
    - Parked channels are indicated with a small "P" in the Live Table tab.
- To park one or more channels, press **[(channel selection)] [At] [(level)] [Park] [Enter]**. Alternatively, set levels first, and then press **[(channel selection)] [Park] [Enter]**
- To unpark channels, press **[(channel selection)] [Park] [Enter]**

Clearing manual channel values
- To restore channels back to their recorded state without saving, we use **[Sneak]**. Press **[(channel selection)] [Sneak] [Enter]** to restore specific channels, or just **[Sneak] [Enter]** to restore all channels
    - Sneaking will be done over 5 seconds by default; to avoid this, use **<[(channel selection)]> [Sneak] [Time] [0] [Enter]**
- To restore only specific parameters, press **[(channel selection)] '(parameter)' [Sneak] [Enter]**
    - To restore a specific parameter for all channels, use **[Select Manual] '(parameter)' [Sneak] [Enter]**

Using submasters
- Submasters put states and channel values onto the faders on the desk for simpler/faster control.
- To record a submaster, set up the state and then press **[Record] [Sub] [(submaster number)] [Enter]**. This now available on the corresponding physical Submaster fader.
    - To record only specific channels into a submaster, press **[(channel selection)] [Record] [Sub] [(submaster number)] [Enter]**

Using palettes and presets

- Presets allow storing the state of a number of fixtures to create a reusable look. The preset can be recorded into multiple cues, and if the preset is updated every cue which uses it will be updated.
- Palettes allow storing specific parameter types, rather than all parameter types as presets do. You will most commonly use Intensity and Color Palettes
- To record a preset or palette, prepare your look and then press **<(channel selection)> [Record] [Preset/Int Palette/Color Palette] [(preset/palette number)] [Enter]**
- To use a preset/palette in a cue, press **[Recall From] [Preset/Int Palette/Color Palette] [(preset/palette number)] [Enter]** (to use the preset/palette for all channels it includes) or **[(channel selection)] [Preset/Int Palette/Color Palette] [(preset/palette number)] [Enter]** (to use the preset for specific channels)
    - Presets/palettes can also be added to magic sheets, or used from the palette/preset tabs.
- To update a preset:
    1. Recall the preset by pressing **[Recall From] [Preset/Int Palette/Color Palette] [(preset/palette number)] [Enter]**
    2. Make your changes
    3. Press **[Update] [Preset/Int Palette/Color Palette] [(preset/palette number)] [Enter]**

Using effects

Viewing available effects
- Press **[Effect] [Effect]** to open the list of available effects.

Adding an effect to a cue
- Press **[(channel selection)] [Effect] [(effect number)] [Enter]**

Stopping an effect
- Press **[(channel selection)] [Effect] [Enter]**

Programming a simple looping chase effect
- Press **[Effect] [Effect]** to enter the effects editor
- Press **<Effect> [(effect number)] [Enter] {StepBased}** to create the effect
- For each step:
  - Press **{Step} [(step number)] [Enter]**
  - Click on each column (or use arrow keys or softkeys) to enter values
    - Channels: which channels the effect step applies to
    - Param: which parameter is controlled by the step
    - Step time: time from triggering this step until the next step is triggered
    - In time: time taken to fade to the on state
    - Dwell time: time the parameter remains in the on state
    - Out time: time taken to fade to the off-state
    - On state: parameter level (%) used for the step
    - Off state: parameter level for the step's off-state (if this should be the background level, press **[At] [Enter]**)
- If you need to insert a step, press **{Step} [(step number to insert before)] {Insert} [Enter]**
- If you need to delete a step, press **{Step} [(step number)] [Delete] [Enter] [Enter]**

Programming a one-off effect
- Follow the instructions above to create a looping chase effect.
- Once you've created the effect, use the mouse to select the **'Duration'** parameter, and then select **'Num Cycles' [1] [Enter]** to make the effect run through once only.
- Make sure the time set on the last step is equal to the sum of the in, dwell, and out times, else the effect will cycle round and trigger the first step(s).
- When you want to trigger the effect, apply the effect to the channels it affects (**[(channels)] [Effect] [(effect number)] [Enter]**), and record a cue with time 0. Remove the effect from the channels (**[(channels)] [Effect] [Enter]**), and record another cue (again time 0), and use follow/hang to trigger the second after the first (the follow/hang time should be the duration of the effect). This allows triggering the effect twice if there are no other cues in between.

Using magic sheets

Magic sheets allow you to easily select fixtures from a visual representation of the rig.

To create a magic sheet
1. Open the magic sheets tab by pressing **[Tab] [3] [Enter]**, or by clicking on the **'+'** icon above the command line and selecting **'MS'** under "Displays".
2. Press **'New Magic Sheet'**
   - N.b. The default show file has a blank Magic Sheet 1 ready for use

To edit a magic sheet
1. Click/tap on the arrow on the right hand side to expand the editing pane if not already visible.
2. Press **[Label]**, enter a description for the magic sheet, and press **[Enter].**
3. Drag buttons, shapes and fixtures from the editing pane onto the magic sheet. Fixtures and buttons may be positioned and rotated as required.
   - To quickly add multiple identical fixtures, click on the cursor icon at the top of the editing pane, and select the cursor icon with a plus sign, then **'OK'**. Then, tap/click once on the fixture type, and tap/click repeatedly on the magic sheet to place multiple fixtures. Press the **{Done}** softkey to exit this mode.
4. With buttons/fixtures selected, the target (channel/group/preset/etc number) may be changed in the editing page, along with various other customizable features.
5. Once done with editing, click on the arrow on the left of the editing pane to close it

To use a magic sheet
- Click/tap on buttons and fixtures to select/deselect them.
- Double click/tap on a button/fixture to start the selection from scratch.
- Double click/tap on empty space to clear the selection.
- Use the scroll wheel to zoom the magic sheet.
- Right click and drag to pan the magic sheet.

Using macros

Macros allow you to performs a sequence of key presses quickly.

Recording macros
1. Press **[Learn] [Macro] [(number)] [Enter]**, or **[Learn] [M8xx]** to start recording.
   - The latter is recommended, as it means the macro can be triggered with a single button press.
2. Enter the sequence of button presses you wish to record.
3. Press **[Learn]** to stop recording.

Playing macros
1. Press **[Macro] [(number)] [Enter]**, or **[M8xx]**.

Using the focus remote app

The Eos has a wireless access point attached to support remote focusing. Using an app on your Android or iOS phone, you can control fixtures/faders and trigger cues (amongst other things).

Getting the app
- The app is installed from the Play Store/App Store.
- For Android, search for aRFR; for iOS, search for iRFR.
- The RFR Classic app is free but old and slightly buggy (but mostly still usable).
- The newer app is priced at $50, but is newer and more functional.
    - On Android, this fee is charged as an in-app purchase after installing the app
    - This fee is donated to one of two charities supporting entertainment workers

Setting up the app
- Press the button on the back of the access point (behind the console) to turn it on if it is not on already.
- Connect to the `TowerLX` wireless network with password `towertheatre1932`.
- Turn off mobile data.
    - N.b. The wireless network has no internet access.
- Open the RFR app, and connect to the console.
    - IP Address: 192.168.1.1
    - Console Name: ETCEOS

Using the app
- In RFR classic:
    - Press and hold the **'M'** key to change mode to **'Live'**. This allows controlling patched channels.
    - Alternatively, use the **'ChanChk'** mode to be able to control addresses directly.
- In the new RFR app:
    - Use the **'Facepanel'** tab to control patched channels and perform common system actions.
    - Use the **'Channel Check'** tab to provide an easy interface for focusing even if channels are not patched.

Troubleshooting
- If the app does not connect to the console, press the **[About]** key and check that there is an IP address listed in the system status. If not:
    - Make sure the wireless access point is turned on, and that the ethernet cable is plugged in to both the access point and network port 2 on the desk.
    - Exit the control software using the **'Exit'** option in the browser, and then press **'Primary'** to restart the software.
    - If there is still no IP address, power down the desk completely and restart.
- Check the network settings on your phone.
    - The 'TowerLX' network should automatically give you an IP address between 192.168.1.2 and 192.168.1.251.
    - If your IP address is not in this range, you can configure it statically to any IP in this range, with subnet mask 255.255.255.0 (/24) and gateway 192.168.1.1.

Operating shows

The basics

- Make sure the two faders underneath the **[Master]** button are pushed all the way away from you.
- To trigger each cue, press the double-width button under those faders labelled with the ▷ symbol (referred to as the **[Go]** button elsewhere in this document).

Identifying current state

- On the "PSD List" tab (Playback Status Display), the current cue will be highlighted in yellow.
- Just below the list of cues, the current cue is again shown in yellow, and to the right of it the next cue number is shown (the cue that will be triggered when **[Go]** is pressed.

If you accidentally trigger a cue

- If the cue is still running (the "PSD List" tab will be counting down and the active cue will be highlighted in red), you can press the button just above the **[Go]** button marked with □ (referred to as **[Stop/Back]** elsewhere in this document).
  - This will stop the cue from continuing, but will not return to the previous cue.
  - Pressing **[Stop/Back]** again will return to the previous cue; however, it will do so quickly (5 seconds by default), regardless of how long the accidentally triggered cue is meant to last. If the cue was a long and subtle one and was paused half way through, pressing **[Stop/Back]** may cause an obvious and jarring change; it may be better to leave it as is.
  - Pressing **[Go]** will continue the cue from where it was paused.
- If the cue has completed (no cues marked in red in the "PSD List" tab), pressing **[Stop/Back]** will immediately go to the previous cue.

If you have missed one or more cues

- If it was only one cue, you may be fine to just trigger it late (unless it was a snap change that was carefully timed).
- If you need to skip a cue or skip ahead, there are two options:
  - **[Go to cue] [(cue number)] [Enter]** will jump straight to the specified cue (taking 5 seconds to transition by default). You can use **[Go to cue] [(cue number)] [Time] [(time in seconds)] [Enter]** to alter the transition time to make a change faster/immediate or slower and more subtle.
  - It is preferred to use **[Cue] [(cue number)] [Master]** to load the given cue as the next cue, and then press **[Go]** at the appropriate moment. This retains the cues timings and any special behaviours rather than just jumping to the cue state.

Troubleshooting

If colours from the Source4 fixtures don't look right

- The most likely cause for this is that the fixtures are using direct control, which overrides factory calibration.
- To disable direct control, press **[(channel selection)] <Enter>**, and then press **[Color]** until you see the 'Color Mode' parameter. Tap on **'Disabled'** on the encoder touch screen.

Base Show File Definition

Patch

- Addressed per default patch overleaf
- Source4s patched in HSIC FanStr+7 mode
  - This provides fully comprehensive control of the fixtures and the best colour performance.

Home Preset

- Puts Source4s into calibrated colour control mode by turning off +7 direct control.
  - +7 direct control is provided as an option for the power-user, but is turned off by default as it disables the factory colour calibration.

Snapshots

- Snapshot 1: A basic layout for plotting, including channel view, colour picker, and magic sheet.
- Snapshot 2: A basic layout for operating, including cue list, channel view, and magic sheet.

Macros

- M801: Invokes Snapshot 1 with a physical key.
- M802: Invokes Snapshot 2 with a physical key.

Magic Sheets

- Magic Sheet 1: Blank, but referenced by Snapshots.

Default Patch

Fixture	Channel	Address
Dimmers	1-72	1-72 respectively
Source4 Lustr+	101	101-115
Source4 Lustr+	102	116-130
Source4 Lustr+	103	131-145
Source4 Lustr+	104	146-160
Source4 Lustr+	105	161-175
Source4 Lustr+	106	176-190
Source4 StudioHD	107	191-205
Source4 StudioHD	108	206-220
Source4 StudioHD	109	221-235
Source4 StudioHD	110	236-250
Source4 StudioHD	111	251-265
Source4 StudioHD	112	266-280
Roof Wash	200	300-303
Roof Par	201	305-308
House lights	513	513 (Universe 2, Address 1)

Note: The Source4 StudioHD fixtures (with silver bodies) are designed to produce white light, with tints for colour correction. While they can produce coloured light, they will not produce the full gamut of vibrant saturated colours as the Lustr+ fixtures will.

Note: All the Source4 fixtures should be configured in HSIC mode, with Fan control, Strobe, and +7 enabled.