

### Saving a Show *Page 180*

#### Procedure:

1. Press **[SETUP] (Disk) [1]**
2. Enter the menu item number to select type of file(s) file to save.
3. Press **[ENTER]**
4. Use sub bump buttons to enter a file name or select existing file by using the up/down arrow keys
5. Press **[ENTER]**

### Loading a Show *Page 181*

#### Procedure:

1. Press **[SETUP] (Disk) [2]**
2. Use up/down arrow keys to select file to load then press **[ENTER]**

### Soft Clear *Page 178*

A Soft Clear erases the contents of some or all of the show memory.

#### Procedure:

1. Press **[SETUP] (More) (Clear)**
2. Enter **[#]** to select area of memory to be cleared
3. Press **[ENTER]** then press **[1]** to confirm

### Hard Clear (Console Reset) *Page 177*

A Hard Clear will reset the board to it's default settings and erase all console programming. **Be sure to save your show files.**

#### Procedure:

1. Hold down the **[CLEAR]** key.  
**Keep it held down until procedure is complete**
2. Turn the power switch to **Off**
3. Wait approximately five seconds then turn the power switch to **On**
4. Wait for the display to fully reappear on the monitor
5. Release the **[CLEAR]** key



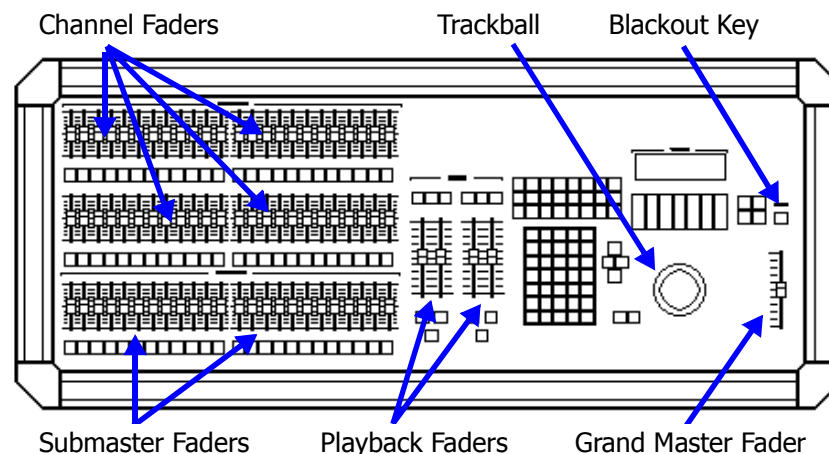
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This card is intended as a quick reference to some basic operating procedures for the Leviton Innovator and MC series of lighting control consoles, please consult the User Guide for further information.

**Text Conventions:** Soft-keys appear inside parentheses ( ) and are labeled S1 - S8 on the console. Hard-keys appear inside brackets [ ].



## Up and Running

If you are a new user, have little experience with lighting boards and must quickly bring a light up on stage, follow the steps below:

#### Procedure:

1. Make sure the Grand Master fader is **Full** and Blackout key is **Off**.
2. Raise A/B and C/D Playback faders to top limit.
3. Bring up a channel fader or submaster fader.
4. If no lights appear, you may have to "patch" the console channel faders to your dimming system. See next section on patching.

## Patching *Chapter 9*

### Creating a One to One Patch *Page 138*

#### Procedure:

1. Press **[PATCH] (1 TO 1)** then enter **[1]** on keypad

### Patching Conventional Channels *Page 139*

Follow these example steps to patch Channel 1 to Dimmer 2 at 75%:

#### Procedure:

1. Press **[PATCH] [1] [DIMMER] [2] [AT] [75] [ENTER]**

## **Patching Automated Devices** [Page 149](#)

### **Procedure:**

1. Press **[SETUP] (Device) [1]**
2. Use up/down arrow keys to select device then press **[ENTER]**

## **Setting channel levels with keypad** [Page 29](#)

### **Command Line Syntax**

**[AT]** appears in the Command Line as "at"

**[AND]** appears in the Command Line as "+"

**[THRU]** appears in the Command Line as ">"

**[MINUS]** appears in the Command Line as "-"

**[ONLY]** appears in the Command Line as "only"

For example: **[12] [THRU] [24] [MINUS] [23] [AT] [FULL]**

"Channel 12 > 24 - 23 at Full" appears in the Command Line.

## **Releasing or Clearing Channels** [Page 34](#)

### **Procedure:**

1. Press **[CLEAR]** to release captured channels **OR** press **[ENTER] [AT] [ENTER] [CLEAR]** to clear all channels.

## **Releasing or Clearing Device Traits** [Page 154](#)

### **Procedure:**

1. Press **(RelAll)** from Device Display to release traits **OR** press **[CLEAR]** to stop trait capture.

## **Recording** [Chapters 4 - 8](#)

### **Cue Attributes** (Page 68)

**[TIME]** - Sets cue fade time. Use the **[AND]** key for split up/down fade times, for example: **[TIME] [2] [AND] [5]**

**[PART]** - Records into specific cue part.

**[DELAY]** - Time between **[GO]** button press and cue start.

**[FOLLOW]** - Time between **[GO]** button press and next cue start.

**[LINK]** - Assigns a non-sequential cue as the next cue to be executed.

### **Cue, Sub or Group recording example** [Page 56, 42, 97](#)

#### **Procedure:**

1. Press **[RECORD CUE], [RECORD SUB]** or **[RECORD GROUP]**
2. Enter desired attributes. Example: **[TIME] [3] [FOLLOW] [10]**
3. Complete the record by pressing **[ENTER]**

## **Recording a Device trait into a Sub** [Page 162](#)

This procedure will capture for record just the selected trait(s).

### **Procedure:**

1. Press **[DEVICE]**
2. Press **(RelAll)** (Releases all traits)
3. Adjust the trait encoder wheel or trackball. (Only the traits highlighted in white will be recorded)
4. Press **[RECORD SUB] [#] [ENTER]**

## **Recording a Device trait into a Group** [Page 163](#)

This procedure will capture for record just the selected trait(s).

### **Procedure:**

1. Press **[DEVICE]**
2. Press **(RelAll)** (Releases all traits)
3. Adjust the trait encoder wheel or trackball. (Only the traits highlighted in white will be recorded)
4. Press **[RECORD GROUP] [#] [ENTER]**

## **Cue Playback** [Page 78](#)

Follow these example steps to playback a **manual** cue:

### **Procedure:**

1. Press **[LOAD] [#]** to load cue
2. Press **[GO]**
3. Lower and raise playback faders. Cue completes when faders reach top. Repeat steps 2 and 3 for next manual cue

Follow this example to playback a **timed** cue:

### **Procedure:**

1. Press **[LOAD] [#]** to load cue
2. Press **[GO]** to start cue (Make sure playback faders are at top)

The steps below are examples of using the **[LOAD], [GO], [HOLD], [BACK]** and **[CLEAR]** keys.

### **Procedure:**

1. Press **[LOAD] [#] [GO]** (Loads and executes cue)
2. Press **[HOLD]** to stop cue
3. Press **[HOLD]** to resume cue
4. Press **[BACK]** to fade to previous cue in two seconds
5. Press **[CLEAR] [ENTER]** to clear cue from playback faders (use **[CLEAR]** key located at top of playback faders)