



# SD & Quantum Theatre Features Guide

Version 4 - February 2022 - V1528+

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# Contents

1.1	Auto Update Explained .....	4
1.2	Options - Theatre Tab.....	5
1.3	Cue Mode Indicators .....	6
1.4	Channel Sets .....	7
1.5	Control Group Cues .....	8
1.6	Channel Cues .....	10
1.6.1	Display Filters .....	12
1.6.2	Other controls in the Channel Cues Panel .....	13
1.6.3	Replacing Channel Settings in a Cue .....	15
1.6.4	Expanded View .....	15
1.7	Creating Aliases .....	16
1.8	Module Cues.....	18
1.9	Players.....	19
1.10	Cue List Text Style & Colour .....	22
1.11	Matrix Nodal Delays.....	23
1.12	Matrix Aliases .....	24
1.12.1	Creating a Matrix Alias.....	24
1.12.2	Assigning Matrix Aliases .....	24
1.13	Sections.....	25
1.13.1	Assigning Channels to Sections.....	25
1.13.2	Section Scope. ....	25
1.13.3	Section Auto-Update Exclusions. ....	25
1.14	Relative Changes in Cue Groups.....	26
1.14.1	Cue Group Section Scopes.....	26
1.14.2	Maintain Relative Changes Scope .....	27
1.14.3	Enabling Relative Changes in Cue Groups. ....	27
1.14.4	Temporary & Permanent Relative changes .....	27

## 1.1 Auto Update Explained

The **Auto Update** System allows users to apply changes to a setting on a channel in more than one cue at a time. There are conditions and rules to this automatic update, which will be explained later. **Auto Update** is switched on & off using the **Auto Update** button in the Cues Panel or in the snapshot control section on the Worksurface.

As an example, with **Auto Update** ON, making a change to the EQ on Channel 1 in a Cue will update the same EQ in all the Cues in the show that have a matching EQ.

This automatic update rule works alongside the Aliases system (see separate explanation of Aliases). So if a channel uses more than one alias, then changes to a module (EQ for example) will only be updated to cues that have a matching alias.

Since it may not suit to ripple certain classes of controls to all cues in this way, there is provision for an opt-out. For instance :

- Channel Delay may want to be restricted only to the Cue in which it's changed in order to track actors around a stage cue-by-cue.
- A channel's routing may change cue-by-cue between a number of different groups.
- A channel's soft Mute state would almost certainly never want to ripple to all cues.

**Auto Update** across cues is also affected by the **Auto Update Exclusions**, found in the **Theatre Options** tab. If a module is set as an exclusion to **Auto Update**, then changes to the excluded module will only occur in the single cue being modified. By default, Mutes are excluded from **Auto Update**.

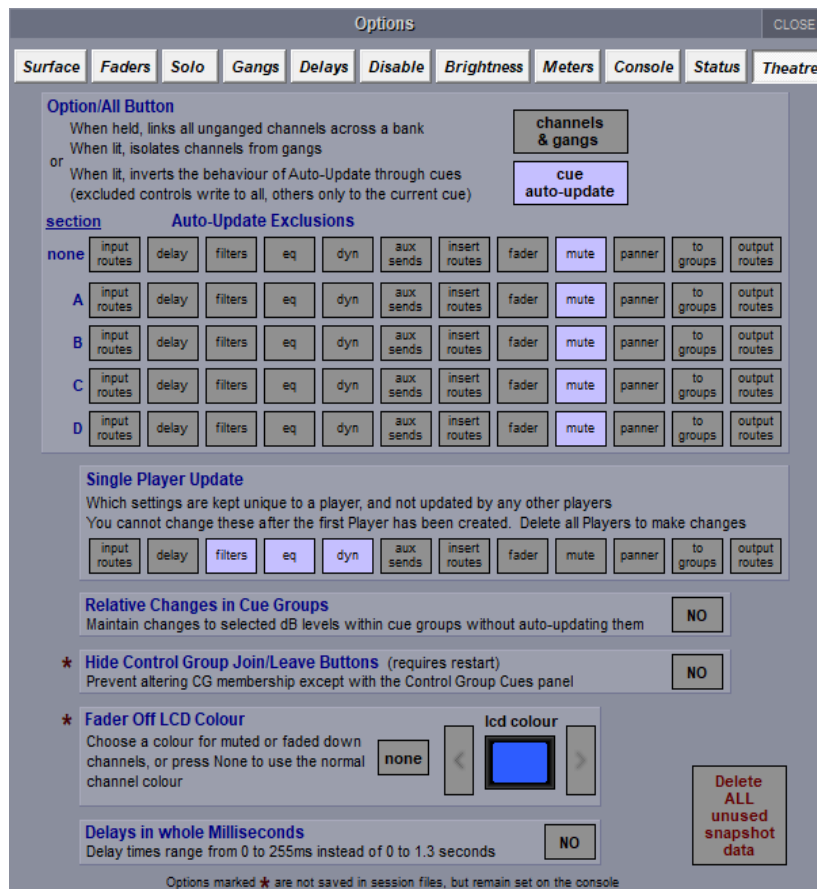
In addition, there is an option to create settings that apply to different **Players** of the same role in the show.

If several people are playing the same role in different performances, the individual settings for any of them can be recalled according to who is playing the role on that day.

The settings for these **Players** can optionally be Auto Updated by changes to other **Players** or can remain isolated from these updates and thus provide each player with settings that are individual to them.

It is also possible to protect controllers and channels from **Auto Update**. The Cues / Scope / Group & Auto Update Scope allows the protection of controller types on an individual channel basis. Items marked with a red cross in this scope panel will not be updated by the auto update system.

## 1.2 Options - Theatre Tab



**Option/All Function.** Switch between Channel Gangs and Cue Auto Update

**Channel Gangs :** Standard “live” style function, where the Option/All function is used to perform operations on Entire Banks of controllers, or to defeat Ganging to make relative adjustments between ganged channels.

**Cue Auto-Update :** No longer performs Gang functions (as above) but inverts the Auto-Update function. (see separate explanation of Theatre Mode Auto-Update)

**Excluded Controls Scope :** Selection of controller types that will be excluded from the Auto Update function. Note that the use of the Option-All button on an excluded control will write to all cues, as opposed to the current cue (as the Option/All control inverts the Auto- Update rule). Each console **Section** has independent exclusion settings.

**Fader Off LCD Colour :** Choose the colour of channel LCD Buttons when a channel is off (Fader down or channel is muted). If None is selected, the LCD button colour will remain the same, regardless of the channel being open or closed.

**Single Player Update:** Selection of cue modules that become unique to individual **Players**. This selection cannot not be changed once a player has been created.

**Delays in whole Milliseconds:** When changing delay values using a rotary control, the value is changed in 1ms steps within a range of 0-255ms.

**Delete ALL unused snapshot data:** This deletes all unused module cue data within a session.

**Enabling Relative Changes in Cue Groups:** This is globally enabled/disabled and can also be set from the **Cue Groups** panel in the **Cue list** or as a macro command.

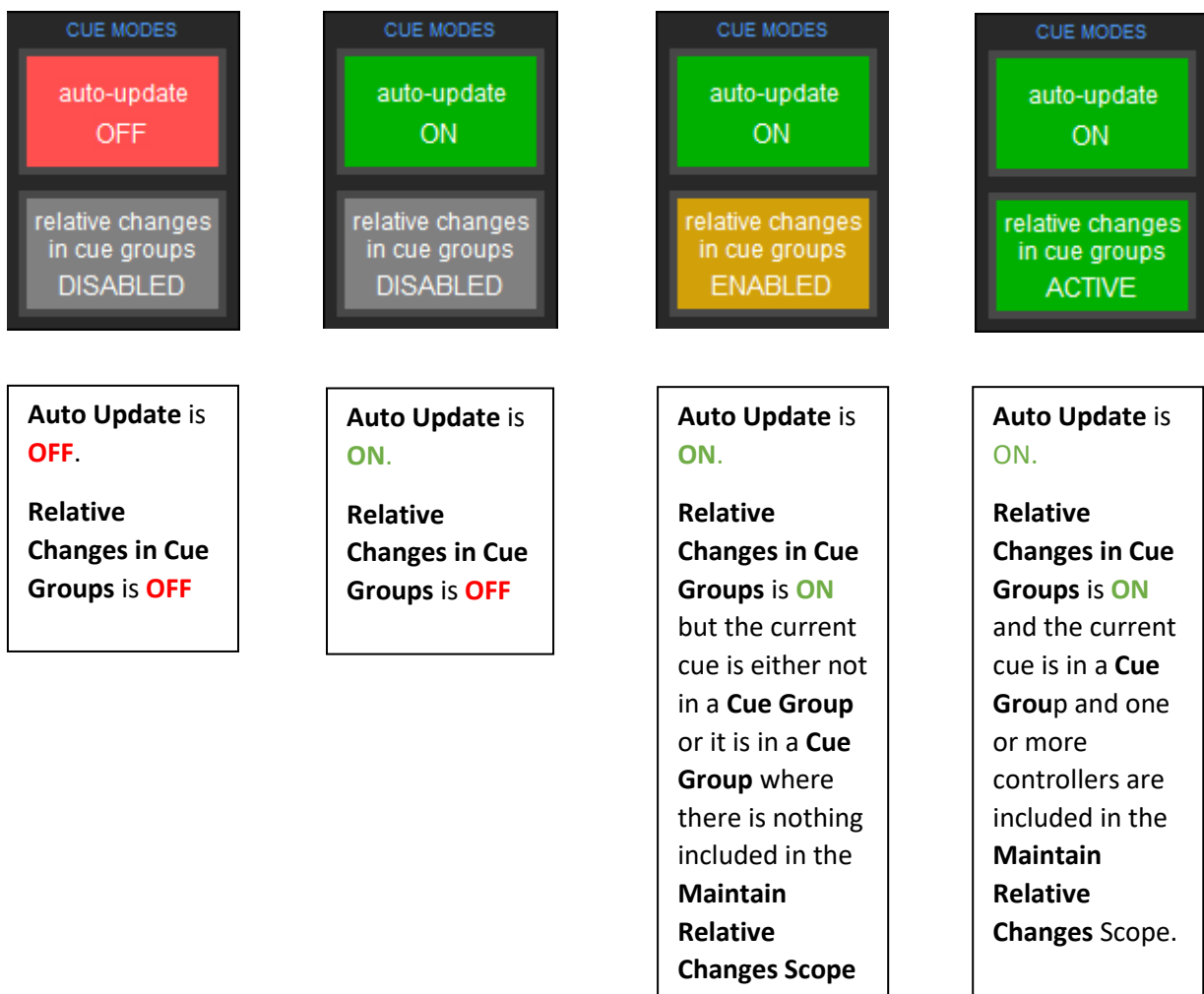
In any Cue group, **Relative Changes** can now be applied to any dB controller within the cue group and not just faders. Which controller(s) this applies to is set in a new a scope accessed from the **Cue groups** panel. **A channel must be in a Section for this to work.** Any controllers that are out of scope will follow the predefined Auto update rules for the section they are in.

*Note: This setting replaces “Relative Faders in Cue groups” which appeared in versions before V1528*

**Hide Control Group Join/Leave Buttons:** This option removes the Join/Leave LCD Function Menu Option and on-screen **join / leave** buttons.

## 1.3 Cue Mode Indicators

The **Cue Mode Indicators** panel displays the status of both **auto-update** (on/off) and **relative Changes in Cue groups** (Disabled/Enabled/Active). The panel can be positioned anywhere on the console. It can be disabled/enabled in **Options>Status** and it is enabled by default. This option setting is a console option and it is not stored with the session.



## 1.4 Channel Sets

Located in **Master Screen>Layout** menu

A set is a group of channels. The number of sets available varies according to console model and each set can contain any combination of channels, and a channel can be a member of any number of sets.

Sets are used as a tool in the assigning of members to Control Groups, allowing the quick selection of pre-defined groups (or sets) of channels.

*NOTE: The console's Set Spill function also uses these sets.*

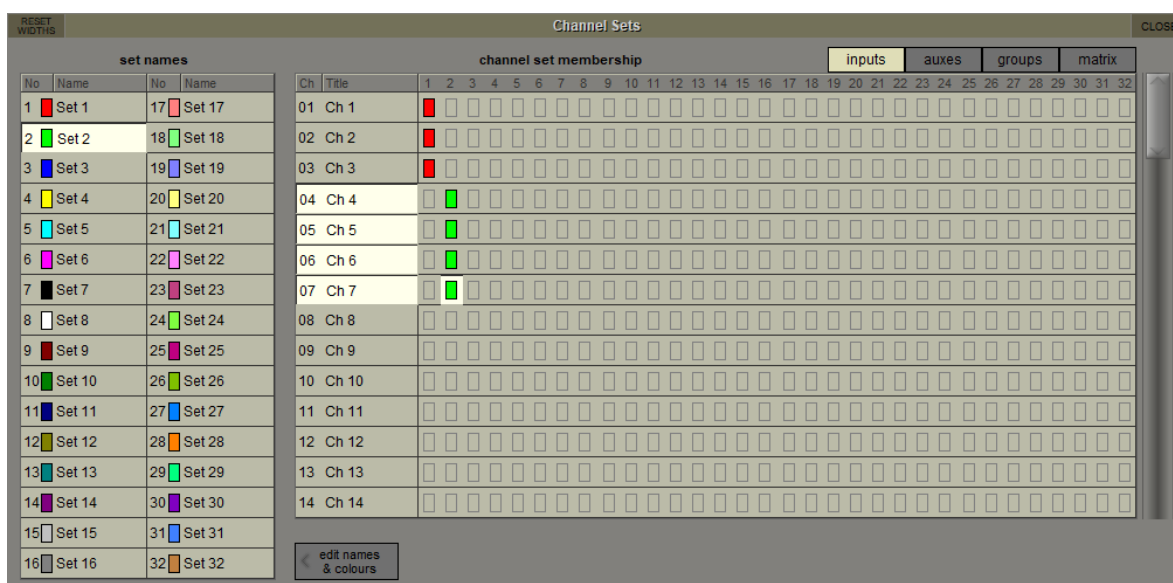
The four buttons in the top right of the panel change the channel type displayed in the list below it.

To assign channels to a set - touch the set name to highlight it and then from the list, touch the names of the channels that you want to include in the sets.

Channels can belong to as many sets as you wish and sets can be updated if roles change.

*NOTE: If a Set has already been used to assign a group of channels, changing the membership will not retrospectively change any assignments that have already been made – they need to be deleted and reassigned in order to reflect the revised membership.*

The Name and colour of each set can be edited - press the **edit names & colours** button and then select the name or colour to be edited.





## 1.5 Control Group Cues

Located on the **Master Screen**.

Central to the programming of a Theatre show is the ability to control the membership of Control Groups throughout the **Cue List**. The **Control Group Cues** panel allows easy assignment of members to the Control Groups

The Panel shows a list of Cues down the left column, then a grid of Control Groups, with their membership. The **Scope** column can contain either a tick or a cross. A tick indicates that any changes in CG membership will be recalled when the cue is fired. A Cross indicates that any changes will not be recalled.

The **Ripple Down** Function : If ripple down is off (not highlighted), then assignments made or cleared, will only happen to the one cell being edited. If Ripple Down is on, then changes made are duplicated in the following cues until a change of state is met. Then the change of assignment stops.

**Assigning Members** : Press the **Assign** button, then touch the cell to assign. The Assign panel will open. Select the channel or set to assign. Custom assignments can be made by touching the first channel to assign, then holding the shift-key (on the physical keyboard) and selecting more cells. When a Set is touched, it's members are automatically selected. This selection can then be adjusted by holding the shift-key and selecting cells.

If a channel has Aliases, they will be listed below the channel number. Selecting an Alias assigns the Alias to the Control Group and also makes that Alias active in the given channel for that cue.

Changes made to CG Assignments are only shown on the worksurface (become active) once a Cue has been recalled. For example, add a Channel 1 to a CG 1 in Cue 3. Channel 1 will not show as a member of CG1 until cue 3 is recalled.

**All Settings/CG Members Only**: This selection allows the option of copying channels settings as well as CG membership of channels across multiple cues when joining channels to Control Groups.

The **Create New Set** button will create a new Channel Set with the same set of members as those of the selected CG Cue.

By default, only input channels are shown in the assign panel. Output channels can be viewed by switching off the **Inputs Only** function. The channels are displayed as you would find them on the surface; left and right worksurfaces, arranged in banks and layers.

**Clearing Assignments** : To clear an assignment, press the **Clear** button at the bottom of the Panel, then touch the cell to clear. Assignments can also be cleared using a Right-Click on the Mouse.

*Note: that when assigning and clearing assignments, make sure that the Ripple Down function is correctly set -There is no Undo Function!*

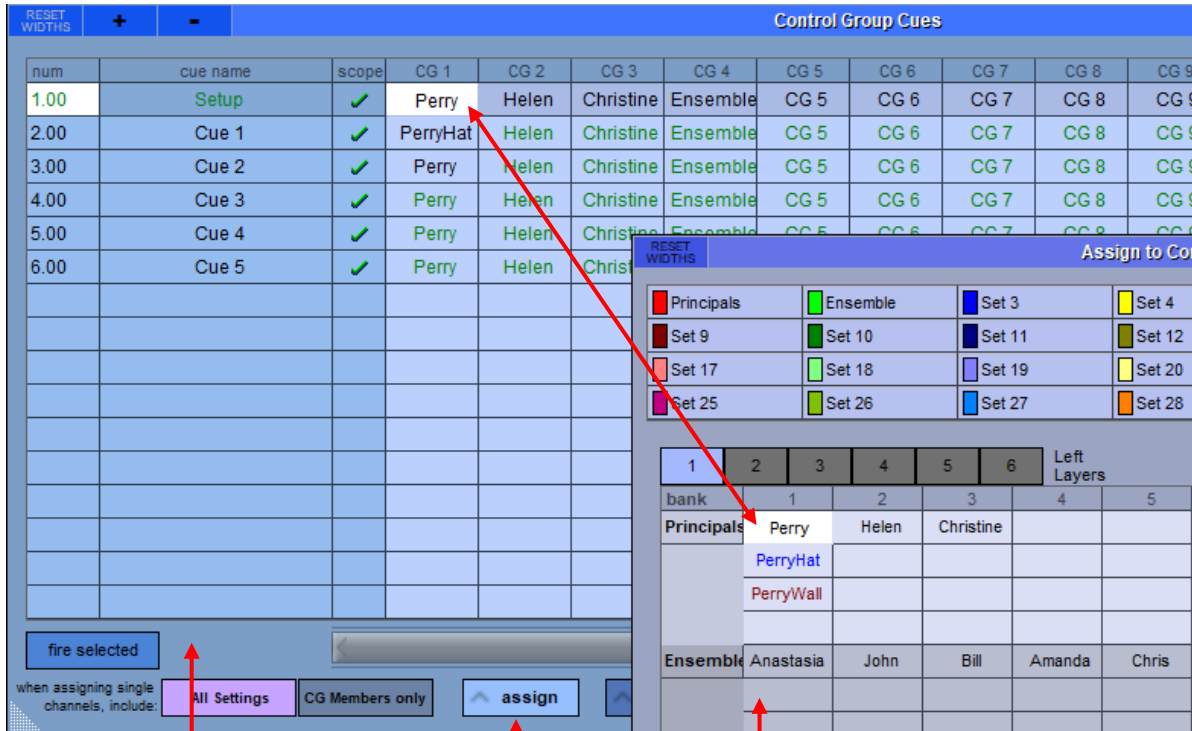
**Renaming** : Select a cell, then press the Rename button. Enter a new name.

**Control Group Name Colour Coding**: The colour of the CG name indicates where changes have taken place in the Cue List.

**Black entry** = Original selection of a single channel, bank or set of channels.

**Green entry** = A "Rippled" entry which is the same as the CG in the previous Cue

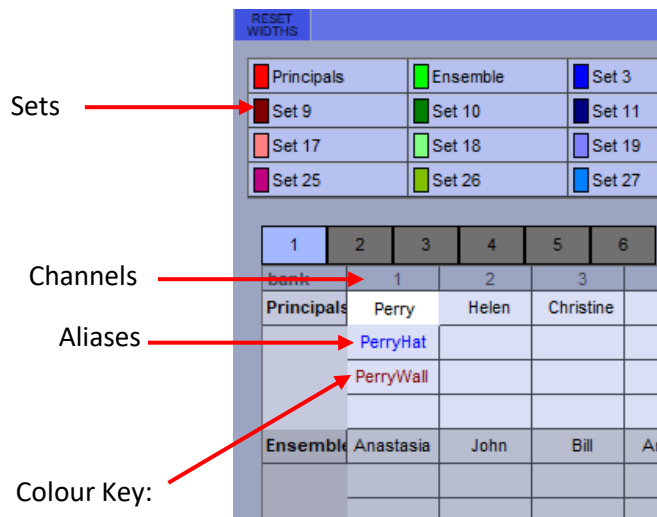
**Blue entry** = A variation on the original selection normally created by holding the keyboard **SHIFT** key and adding or removing selections.



CG Cues Panel

Assign Button

Assignment Panel



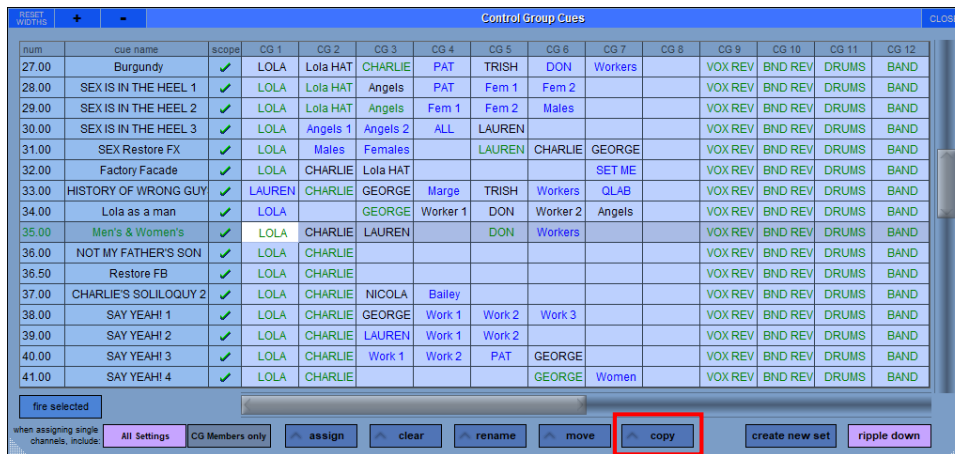
Black = The Channel's current name

Blue = An Alias that has been used elsewhere

Red = An Alias that has been created but not yet used

## CG Cues Copy

In **CG Cues**, you can move the contents of one cell to another using the **copy** button. Copying CG assignment and current aliases from one CG in one Cue to another or the same CG in another or the same Cue.



## 1.6 Channel Cues

Located in the **Master Screen > Layout** menu.

The **Channel Cues** panel shows the Channel Settings used in each channel in each cue, and allows the selection of alternative settings, Channel Settings and Aliases

Each channel setting is also known as an **ALIAS**. The Aliases may have some common elements, but each Alias contains a number of modules that make it up.

A key feature of the Theatre software is the ability to manipulate channel settings. If you consider the settings that make up a single channel, there are up to 19 key modules (14 on non-Quantum consoles) that when combined, make a single channel (or a channel setting). These are:

**Input** : The routed input, digital trim, phase, DiGiTube, Channel Name

**Delay** : The Delay setting

**Filters** : High and Low Pass Filters (Input Channels only)

**EQ** : 4 Band EQ on Input Channels, 8 Band EQ on Output Channels

**Dynamics** : Single / MultiBand Compressor, De-Esser, Ducker & Gate

**Inserts** : Settings of both insert points (Pre and Post Processing)

**Auxes** : Aux Send settings

**Fader** : The Fader, Mute and CG Membership settings

*NOTE: Fader, Mute and CG membership are shown in 3 separate columns in the Channel Cues panel*

**Pan** : Channel Pan

**Group** : Routing to Groups

**Output** : Any direct out routing, and associated properties.

It is possible for each channel to contain more than 1 set of channel settings; the channel may be shared between two or more different performers. Alternatively, a single performer may have different roles, or costumes, that require a change in settings.

**Ext:** Any generic OSC commands, L-ISA or d&b SoundScape settings.

*Note: On Quantum consoles, there are an additional 5 modules of data for Mustard Processing.*

At first sight this window can look quite complex but it does provide an invaluable way to examine, manage and fix programming changes or errors that would otherwise remain unseen until a cue is fired.

Channel Cues will show you where a channel’s Aliases change in the Cue list.

It will also show which Cues have unique settings stored and in which of the modules of the channel it has been made. It won’t display actual values but it will show that something has changed and, if the unique setting is no longer required in a Cue, allow a default or known state to be selected from another Cue as a substitute.

Initially channels are displayed in their collapsed mode but each one can be expanded to show the full range of parameters.

Channel Name (Channel 1 shown in expanded mode)

Expanded Modules of Channel (shows Module Cue names including the number of the cue in which they were created)

Cue

cue	channels:	Ch 1	Ch 1 inp	Ch 1 del	Ch 1 fil	Ch 1 eq	Ch 1 dyn	Ch 1 ins	Ch 1 aux	Ch 1 fad	Ch 1 mute	Ch 1 CG	Ch 1 pan	Ch 1 grp	Ch 1 out	Ch 1
1.00	Setup	Perry	Perry	Perry	Perry	Perry	Perry	Perry	Perry	OFF Perry	open	Perry	Perry	Perry	Perry	P
2.00	Cue 2	PerryHat	PerryHat	PerryHat	PerryHat	PerryHat	PerryHat	PerryHat	PerryHat	OFF PerryHat	open	PerryHat	PerryHat	PerryHat	PerryHat	P
3.00	Cue 3	Perry	Perry	Perry	Perry	Perry	Perry	Perry	Perry	OFF Perry	open	Perry	Perry	Perry	Perry	P
4.00	Cue 4	Perry	Perry	Perry	Perry	Perry	Perry	Perry	Perry	OFF Perry	MUTED	Perry	Perry	Perry	Perry	P
5.00	Cue 5	Perry	Perry	Perry	Perry	Perry	Perry	Perry	Perry	OFF Perry	MUTED	Perry	Perry	Perry	Perry	P

Alias Changes (Cue #1 – Perry / Cue #2 – PerryHat / Cue #3 – Perry)

Alias Inheritance (Perry and PerryHat share the same input settings)

*NOTE: When Channel Cue information is expanded to show individual modules, busses that are bigger than Mono (Stereo and Surround) display one column for each of the legs of the buss (eg separate Left and Right legs in stereo)*

### 1.6.1 Display Filters

Two display filters have been incorporated to make it easier to navigate and manage the potentially huge display of settings and data. As an alternative to the **Show Names** display above, you can choose to show **changes\*only** which will display a \* marker only where settings change.

#### Colour Coding

As the key on the panel shows, there are different colour codes to represent different things.

**Grey entry** = no changes

**Black entry** = changes have been made

**Purple entry** = some controls in this module will inherit changes

*Note: that if the Channel Cue cell has a red background, this indicates that the module has been removed from either recall or update scope.*

Changes \* Only button (hides all repeated entries)

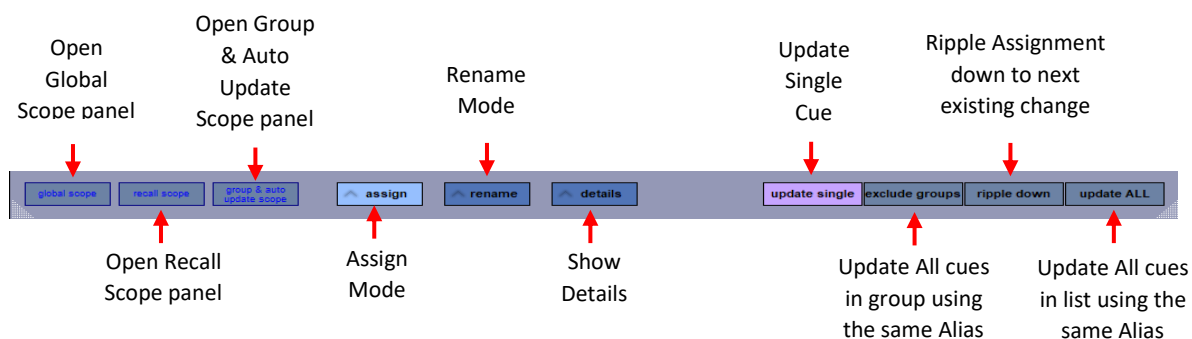
The screenshot shows the 'Channel Cues' window with a table of cues. The table has columns for cue number, cue name, and various parameters (Ch 1 inp, Ch 1 del, Ch 1 flit, Ch 1 eq, Ch 1 dyn, Ch 1 ins, Ch 1 aux, Ch 1 fad, Ch 1 mute, Ch 1 CG, Ch 1 pan, Ch 1 grp, Ch 1 out). Asterisks (\*) indicate changes. A red arrow points to the 'changes \* only' button in the top right corner of the interface.

cue	channels:	Ch 1	Ch 1 inp	Ch 1 del	Ch 1 flit	Ch 1 eq	Ch 1 dyn	Ch 1 ins	Ch 1 aux	Ch 1 fad	Ch 1 mute	Ch 1 CG	Ch 1 pan	Ch 1 grp	Ch 1 out
1.00	Setup	Perry	*	*	*	*	*	*	*	*	*	*	*	*	*
2.00	Cue 1	PerryHat		*		*	*				*	*			
3.00	Cue 2	Perry		*		*	*				*	*			
4.00	Cue 3	Perry													
5.00	Cue 4	Perry									*	*			
6.00	Cue 5	Perry													

1.6.2 Other controls in the Channel Cues Panel

**Choose Channels** : The **Channel Cues** panel can display all Channels of all types. To reduce the selection of channels shown in this panel, open the Channel Selection Panel by pressing **Choose Channels**. Ticks and crosses show which channels will be shown and which channels will be hidden. In the example below, only Input channels 1 - 7 will appear in the **Channel Cues** Display

Choose Channels			CLOSE
	channel name	show	
▲	Input Channels	✓✗	
1	PerryHat	✓	
2	Helen	✓	
3	Christine	✓	
4	Anastasia	✓	
5	John	✓	
6	Bill	✓	
7	Amanda	✓	
8	Chris	✗	
9	Ch 9	✗	
10	Ch 10	✗	
11	Ch 11	✗	
12	Ch 12	✗	
13	Ch 13	✗	
14	Ch 14	✗	
15	Ch 15	✗	
16	Ch 16	✗	
17	Ch 17	✗	



**Global Scope / Recall Scope / Group & Auto Update Scope** : Shortcut buttons to the appropriate scope in the Cues Panel

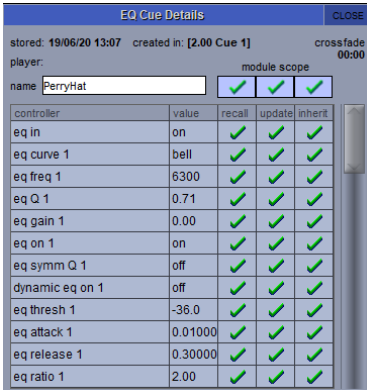
**Assign** : Opens the Assign Panel, allowing the selection of different settings; either Channel Settings, or individual module settings.

This function is dependent on the current Update Type that is selected - by default, **Update Single** is pressed and only the current cue's channel or module settings will be updated.

**Rename** : Allows the renaming of the selected cell either Channel Settings, or individual module settings.

This function is also dependant on the current Update Type that is selected - by default, **Update Single** is selected and only the current cue's channel or module settings will be renamed.

**Details:** Opens the details panel which shows all of the module controller values and the Recall and update scopes of the entire module as well as each individual controller. The inherit status of the module and the controllers are also shown.



The screenshot shows the 'EQ Cue Details' window with the following data:

controller	value	recall	update	inherit
eq in	on	✓	✓	✓
eq curve 1	bell	✓	✓	✓
eq freq 1	6300	✓	✓	✓
eq Q 1	0.71	✓	✓	✓
eq gain 1	0.00	✓	✓	✓
eq on 1	on	✓	✓	✓
eq symm Q 1	off	✓	✓	✓
dynamic eq on 1	off	✓	✓	✓
eq thresh 1	-38.0	✓	✓	✓
eq attack 1	0.01000	✓	✓	✓
eq release 1	0.30000	✓	✓	✓
eq ratio 1	2.00	✓	✓	✓

**Update Single :** This Update Type is the default setting and, if pressed, will apply any assignment or name changes to the selected cue only.

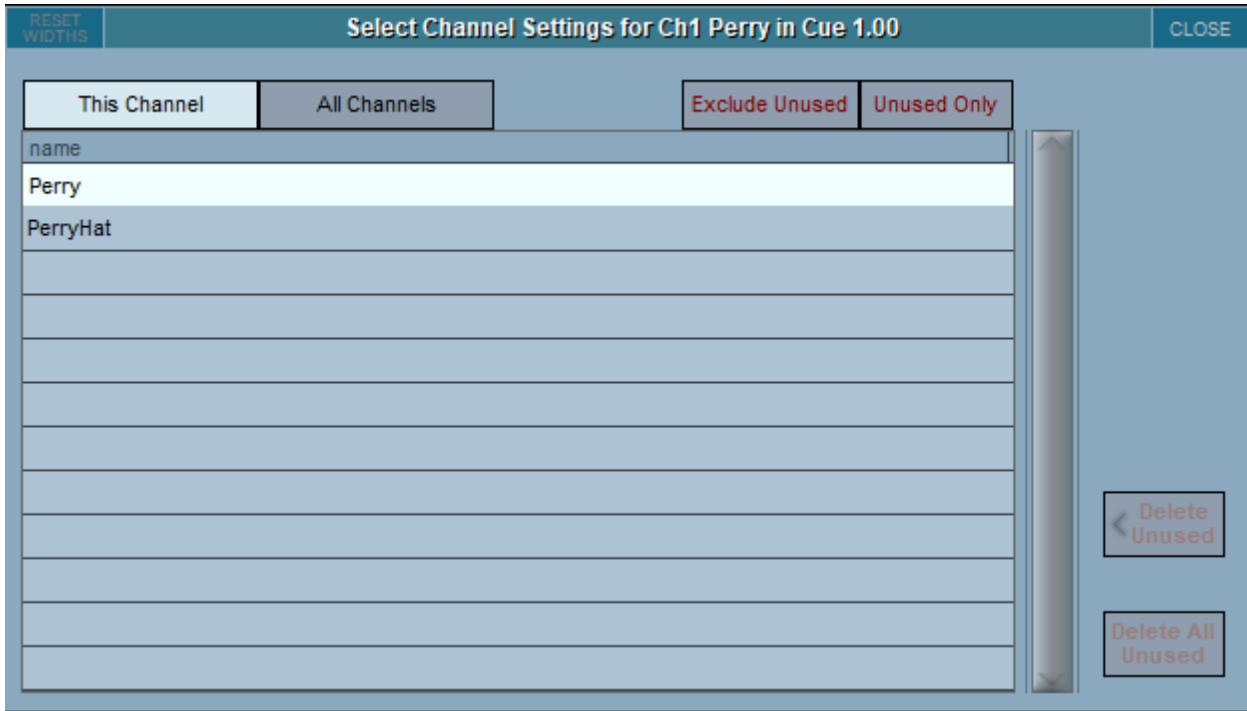
**Update Group :** This Update Type, if pressed, will apply any assignment or name changes to all the cues in the same group as the selected cue that are using the same channel or module settings.

**Ripple Down :** This Update Type, if pressed, will apply any assignment or name changes to all the cues after the selected cue until there is an existing change of channel setting or module setting in the list.

**Update All :** This Update Type, if pressed, will apply any assignment or name changes to all the cues in the list that are using the same channel or module settings.

### 1.6.3 Replacing Channel Settings in a Cue

Select the Channel Name Cell in a Cue, then press the **Assign** Button. The Channel Settings Assign Panel will open.



The Assign Panel lists all of the Channel Settings (Aliases) for the given channel. In this example, Channel 1 has two sets of settings (Two Aliases).. Perry and PerryHat

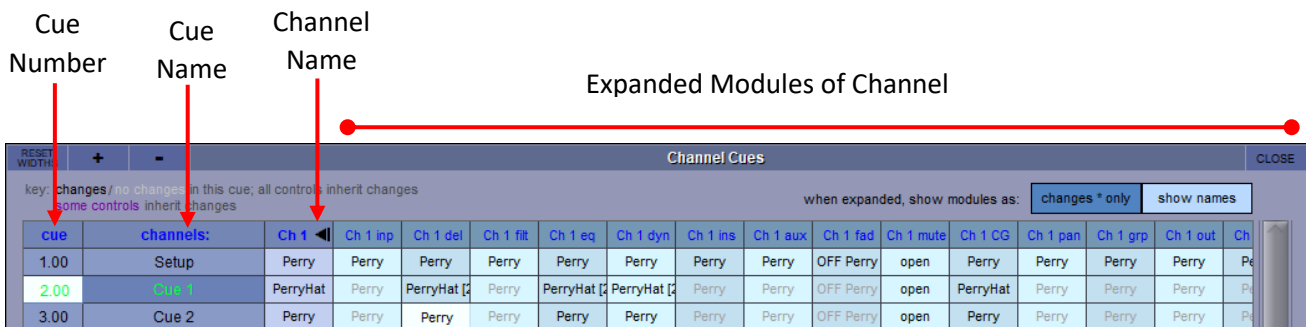
By selecting Perry, you can replace all of the channel settings for Ch 1 in the given Cue (Cue 2 in this example) with Perry’s settings.

Options are available for selecting Channel Settings from this channel, or any other channel.

### 1.6.4 Expanded View

Touching the Channel Number at the top of the column expands the Channel to show the module components of the channel, for each cue. The modules are referred to as Module Snapshots.

Module snapshots can be assigned in the same way as Channel Settings by touching the appropriate cell in the grid and pressing the **Assign** Button. This allows the selection of settings from a module of the same type (eg. EQ) from the same channel in another cue, or from another channel in another cue.





## 1.7 Creating Aliases

Aliases are created from an Aliases Panel, accessed from Input Channel Setup Panels.

*NOTE: Only unused Aliases can be deleted.*



Pressing the aliases button opens the Channel Aliases Panel. The current alias will be highlighted; other aliases that are used somewhere within the session are listed in black text, and aliases that exist but are not used are listed in red text.

There are options for displaying the aliases of either the selected channel or all channels, and showing and hiding unused aliases.

**New Aliases** : Creates an Alias, and prompts for a name. Enter a Name. The new Alias is created and, if Auto Update is On, used in the current cue.

The new Alias will take on all the settings from the original Alias but will then be isolated from inheriting changes in all modules. This means that changes made to the original alias will not affect the new alias, and changes made to the new alias will not affect the original alias.

Users can decide, at the point of creation, how an alias interacts with other aliases, and what the initial settings of the alias will be.

Choose to 'flatten'  
Module Settings  
when creating the  
Alias

Sets the  
inheritance state  
of the Module

	copy settings	update changes
input/trim	✓	✓
delay	✓	✓
filters	✓	✗
equaliser	✓	✗
dynamics	✓	✗
inserts	✓	✓
aux sends	✓	✓
fader/mute	✓	✓
panner	✓	✓
to groups	✓	✓
outputs	✓	✓
external	✓	✓
ALL		

Independent selection for each of the 12 Modules

All button presses all 12 buttons in the column above

**Copy Settings Column** : When a New Alias is created, a tick indicates the new Alias will keep the current channel settings for the given module.

**Update Changes** : A tick indicates that the module will be updated by changes to the original alias, and changes to this alias will update the settings on the original alias. A red cross indicates that module will be isolated from changes made to the original alias.

*NOTE: The Default settings for a new Alias are shown above - All current Channel Settings are kept – filters, equaliser and dynamics modules will be isolated from changes in the original Alias.*

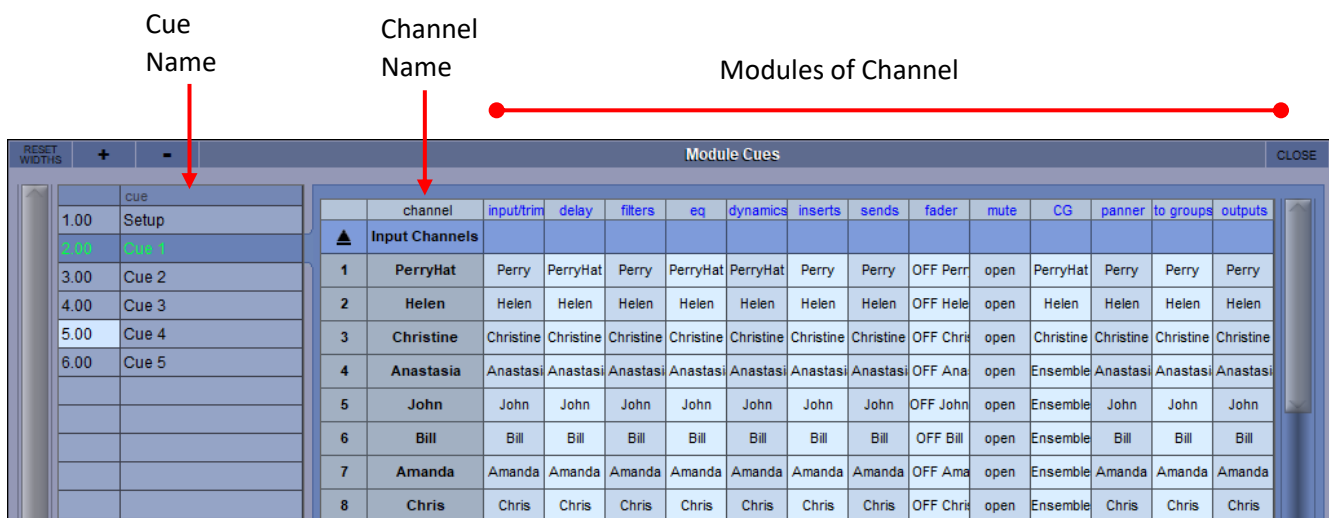
### 1.8 Module Cues

The Module Cues panel is located in the **Master Screen > Layout** menu and has very similar functions to the **Channel Cues** panel.

This panel lists information about the Channel settings and **Module Cues** for multiple channels within one cue.

The cues are listed and can be selected by touching the list on the left of the panel and the channels with their **Module Cues** are listed on the right.

Channel settings and Module Cues can be assigned and renamed using exactly the same procedure as in the **Channel Cues** panel (see previous section).



**Current players only/show all players:** For each channel, module cues will display the module data for the only the currently selected player for a channel or for all “Players” that exist for that channel. (See next section)

## 1.9 Players

The **Players** panel in the **Master screen > Layout** menu allows several actors' names and channel settings to be associated with an input channel and one to be selected as the current player.

One Input Channel with 3 Players

- new → Create new player
- edit name → Edit Player Name
- make principal → Set Principal Player
- move up → Change List Order
- move down → Copy settings from one player to another
- copy from → Copy settings from one player to another
- delete → Delete player
- delete ALL → Delete all players
- fire current cue → Fire the current cue
- select ALL principals → Select all players that are current set as principal
- player sets → Open player sets panel

By setting the **Single Player Update** options in the **Options > Theatre Tab**, each Player can have unique cue settings stored and recalled while other settings can be shared between players. The Player Update Option selections are applied to all players and must be set before the first player is created.

The Default settings for Player Update have Filters, EQ and Dynamics selected and these elements will therefore remain unique to the individual Player - they will not be updated when other Player's settings are adjusted. All other settings such as Aux Sends and panners etc will be updated across all the Players in a specific channel.

*NOTE: Once the first player has been created, the options cannot be changed.*

The **Players** panel lists all the input channels in the session and shows any players created for the channels.

**New:** Creates a new player for the selected channel in the Players panel. When you create the first player, you will be asked to confirm your Player Update options.

When you create a new player, this player will inherit its settings and structure (ie which aliases are used in which cues) from the current active player.

**Edit name:** Allows the renaming of the selected player.

**Set Principal:** The first Player in the list is deemed the principal. Pressing this button will move the selected player to the top of the list.

**Move up/Move Down:** Allows the reordering of the players in the selected channel.

*NOTE: You can only move or set as principal the non-current players.*

**Copy From:** Copies the unique module settings from one player to another.

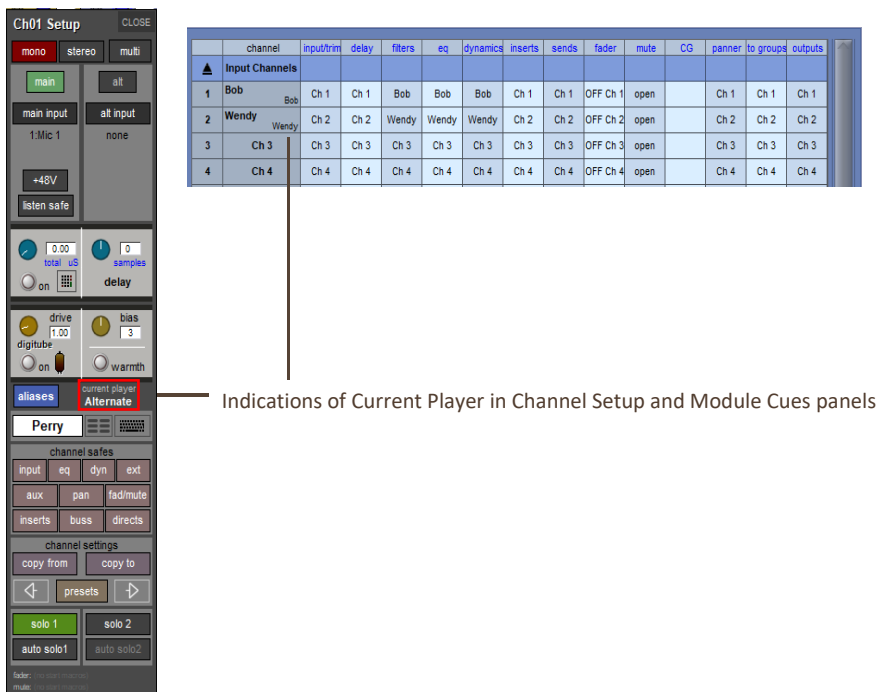
**Delete:** Deletes the selected player and its unique cue data.

**Delete All:** Deletes all players from ALL channels.

The **Red arrow** in the right-hand column shows the currently selected player for each channel. Touching in this column next to a player will make it current. The current player will also be shown in the Input Channel Setup up Panel, Module cues and the Channel/Module Cues details panels

*NOTE: When a Player is made current, that Player's settings are not applied to the channel until a Cue is recalled.*

When Players have been created there is an indication of which Player is current in both the Channel Setup and Modules Cues panels as below:

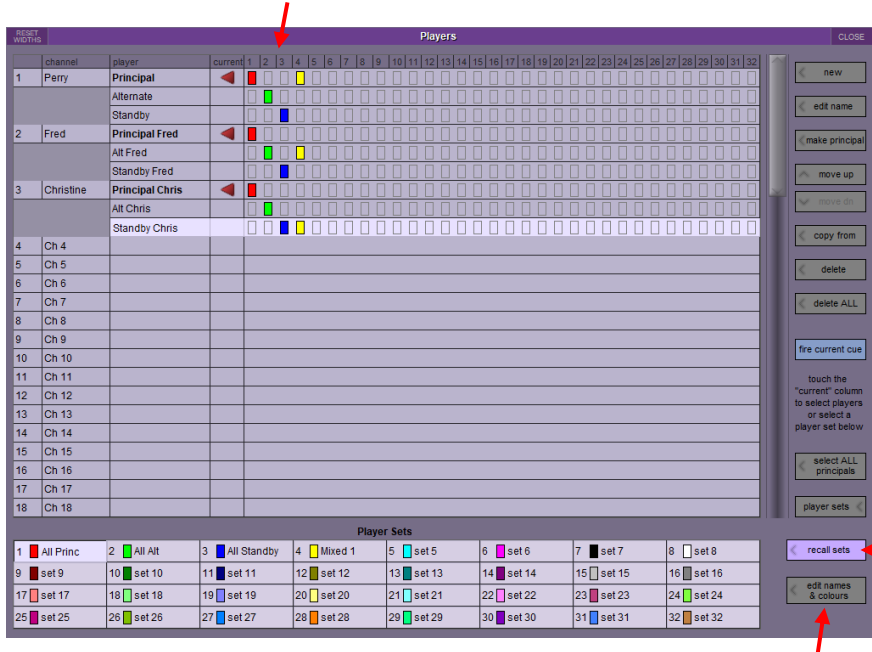


**Select ALL principals:** When pressed, will quickly revert all currently selected Players to a selection consisting of all Principal Players.

**Player Sets:** Opens and closes the **player sets** view and allows user defined Sets of Players to be created and recalled. If there are specific sets of Players that are used frequently but are not all Principals, creating and recalling these sets is a quick method of achieving this.

The Sets can have specific colours and user defined names.

Each column represents a set and selections of set members are made by touching nodes in the grid



Press this button and touch a set name at the bottom of the panel to recall players for multiple channels

Press this button to edit name and associated colour for each set

## 1.10 Cue List Text Style & Colour

There are 2 significant selections of Cue displayed in the Cue List at any one time. The Current Cue is the last one that was fired. The Selected Cue allows you to make changes to certain programmed parameters without actually having to be in the cue. For instance, it allows you to change a MIDI value before you have fired the Cue that contains it.

The Current Cue has a 14.00 white-ish background (with black text)

The Selected Cue has a 16.00 dark blue/grey background (with green text)

Normally, the Current Cue and the Selected Cue track together and the Current Cue background colour takes precedence. So 18.00 green text on a white b/g shows that the Current Cue and Selected Cue are the same.

On a PC, the two are separated (unlocked) by using the keyboard arrows.

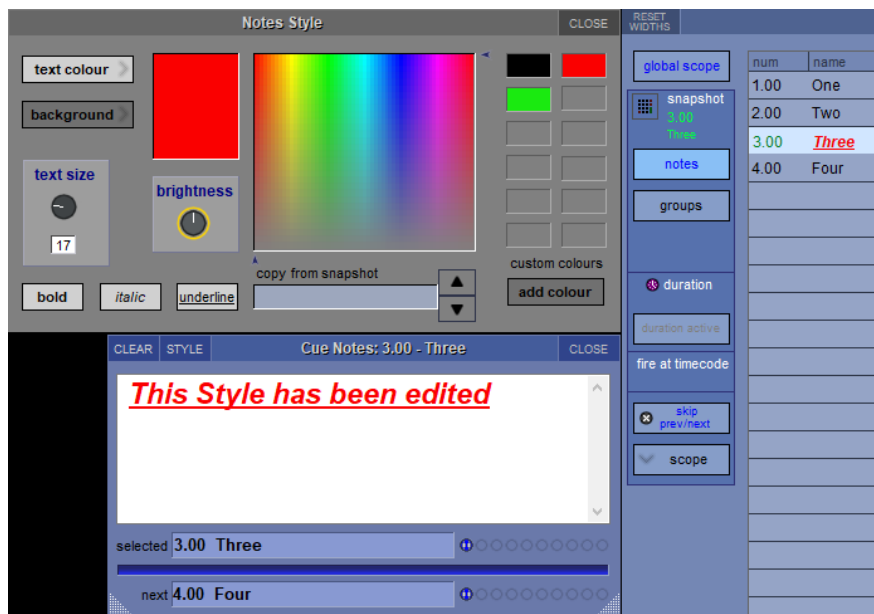
On the console, use the worksurface Cue scroll buttons in the Upper Master section.

Once separated, the Current Cue 20.00 text goes BLACK whereas the Selected Cue 21.00 text goes GREEN

The Cue text can be given a custom colour which is chosen from the *Style* palette in *Notes*. When you do this, only the Cue number remains Green to indicate that it is the Selected Cue. The Cue text always shows in the custom colour.

The text style of the Cue names can be edited by changing the text style of the individual cue's notes. Select a Cue, press the **Notes** button and then select **STYLE** from the Cue Notes panel.

Text can be Normal, Bold, Italic or Underlined and the text and background colours can also be changed. There are also options to add colours to a user defined library and to copy styles from other cues.



### 1.11 Matrix Nodal Delays

The Theatre matrix provides up to 1.3 seconds of delay on each Matrix node.

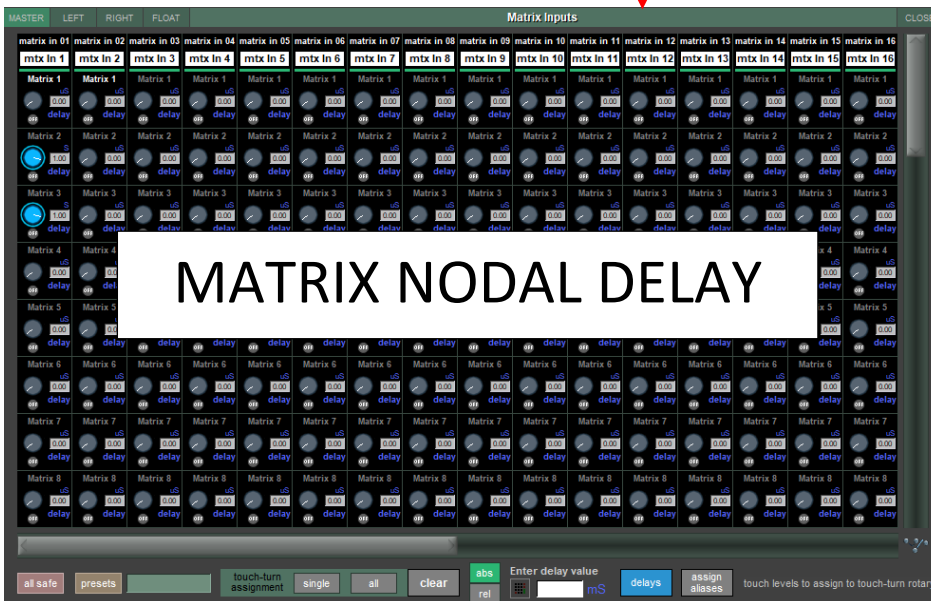
To adjust delay times, press the **Delays** button at the bottom of the matrix panel, touch the required nodes and use either the workspace **Touch Turn** control to adjust the settings and On/Off status or touch the keypad button to enter a value.

**Touch To Select** - Each node can be selected by touching and then the workspace Touch Turn



**Clear Selections** - When flashing red, press this button to clear all selections

**Adjust Nodal Delays** - Press this button to view and adjust delay



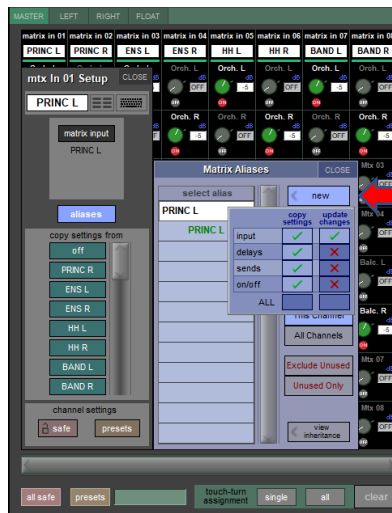


## 1.12 Matrix Aliases

Aliases can be created for each Matrix input. Each Alias can recall the input, delay, send and on/off settings for each node of each Matrix input.

### 1.12.1 Creating a Matrix Alias

A **Matrix Alias** can be created from the Matrix input setup panel. An **Aliases** button has been added to the **Matrix Input Setup** Panel. Touching on the **Aliases** button opens the **Matrix Aliases** panel.



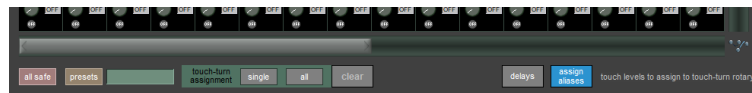
Press **New** and the **Alias scope** panel will open defining which controllers will be included within the Alias.

Give the **Alias** a new name and press enter on the keyboard to create the **Alias**

### 1.12.2 Assigning Matrix Aliases

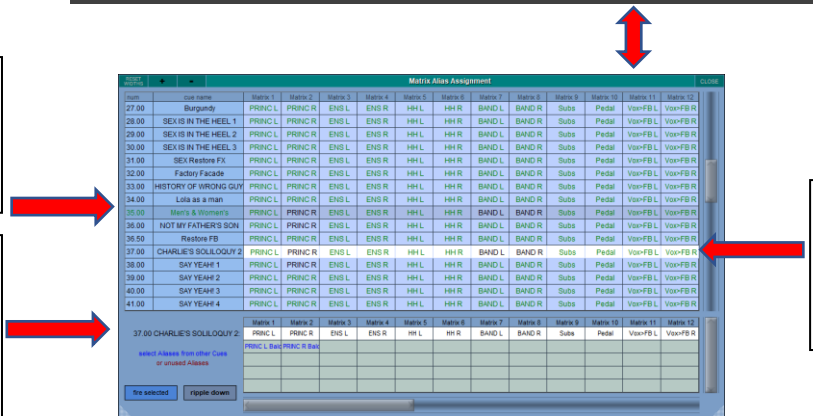
Once they have been created, **Matrix Aliases** can either be assigned from the **Matrix Input Setup** panel or from the **Matrix Aliases Assignment** panel

A new button **assign aliases** has been added to the **Matrix** input panel. This will open the **Matrix Alias Assignment** panel which allows the assignment of aliases for all matrix inputs.



The current name cue is shown with green text

Available Matrix Aliases that have been created for each input are shown here



The selected cue is shown with a white background.

To a change the current Alias in a cue, first select the required cue and then select a new Alias from the list. The currently selected cue is shown with a white background.

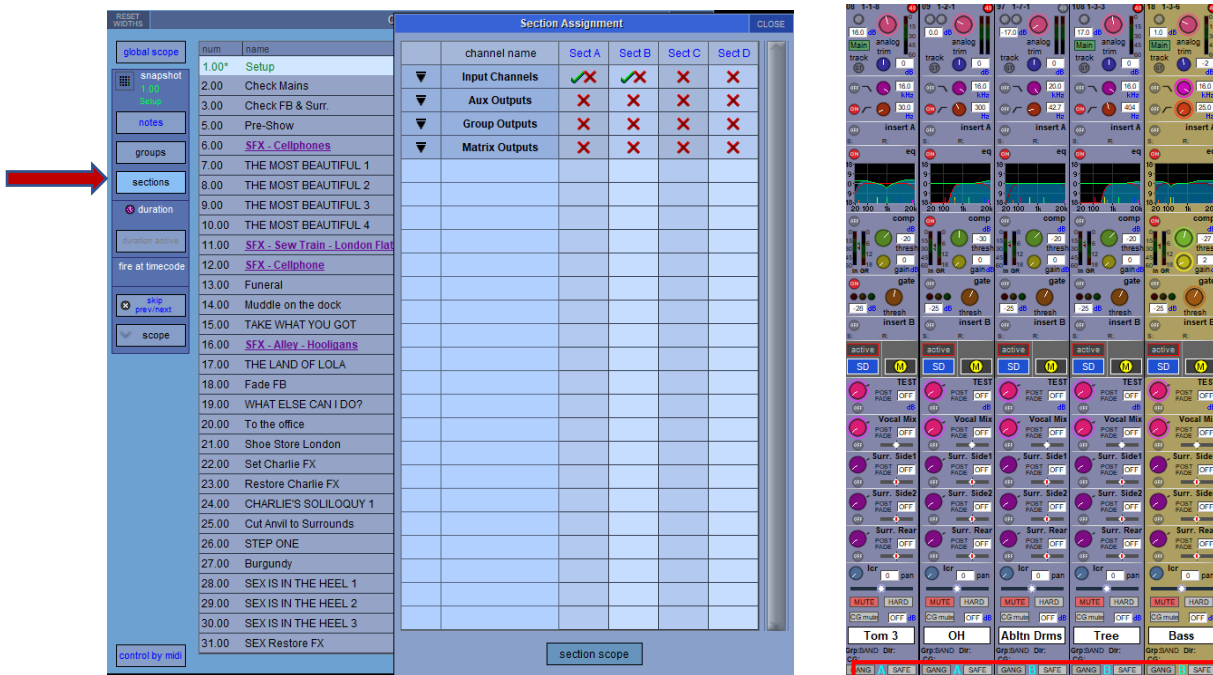
If an Alias change is made to the current cue, the cue must be recalled for the change in settings to occur.

### 1.13 Sections

A **section** can contain any number of channels or busses (aux/group/matrix). There are four sections, A-D. A channel or buss can only be assigned to one section. Channels do not have to be assigned to a section.

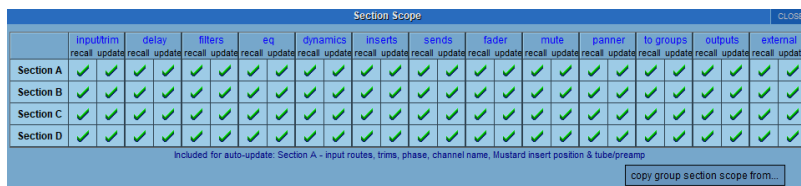
#### 1.13.1 Assigning Channels to Sections.

In the **Cue List**, touching the **sections** button located under the **groups** button on the left hand side will open the **Section assignment** panel. There is a drop down list from which channels and busses can be assigned to a section. When a channel has been assigned to a **section**, the corresponding letter will be displayed at the bottom of the Channel strip.



#### 1.13.2 Section Scope.

At the bottom of the Section Assignment panel is the section scope button. Touching on this will open the Section scope panel.

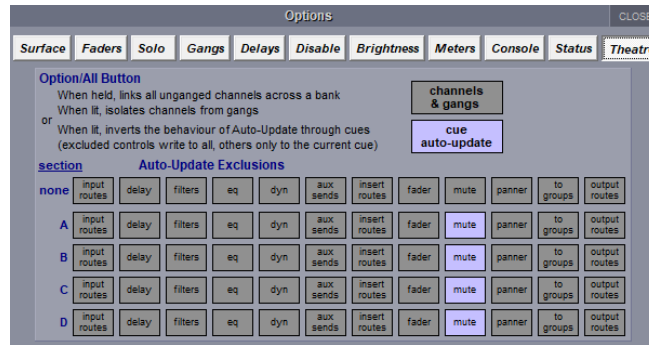


Each section can have unique recall and update scopes set per module. Any changes made will be reflected in the individual Cue list and Update Scope panels. Any changes in **Section Scope** settings will apply to all cues.

The **copy group section scope from** button allows the copying of Groups section scope settings.

#### 1.13.3 Section Auto-Update Exclusions.

In **Options>theatre** each **section** can have different Auto-Update Exclusions defined. Any channel not in a section will follow the “none” settings.



## 1.14 Relative Changes in Cue Groups

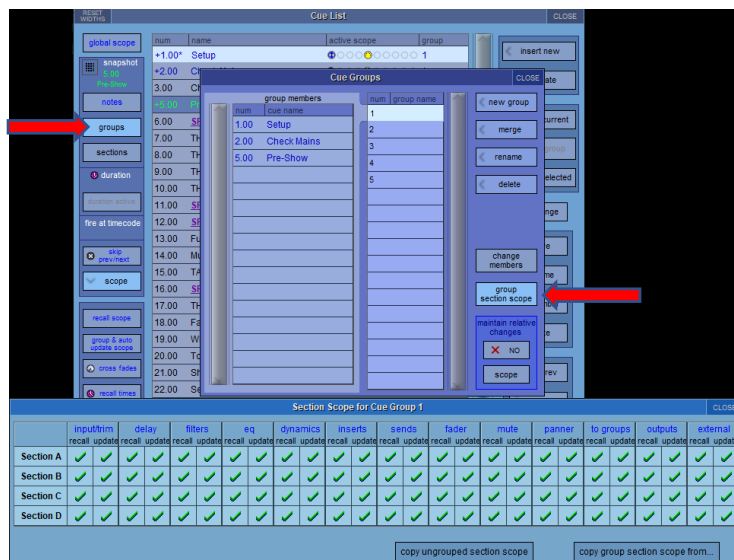
In any Cue group, **Relative Changes** can now be applied to any dB controller within the cue group and not just faders. Which controller(s) this applies to is set in a new a scope accessed from the **Cue groups** panel. **A channel must be in a Section for this to work.** Any controllers that are out of scope will follow the predefined Auto update rules for the section they are in.

**Note:-** This functionality replaces the previous **Relative faders in Cue groups** option.

### 1.14.1 Cue Group Section Scopes

Each cue group can have unique recall and update scopes. The scope is accessed opening the **Cue Groups** Panel, selecting a group from the group list and then touching the **group section scope** button. Any changes made will be reflected in the individual Cue recall and Update Scope panels.

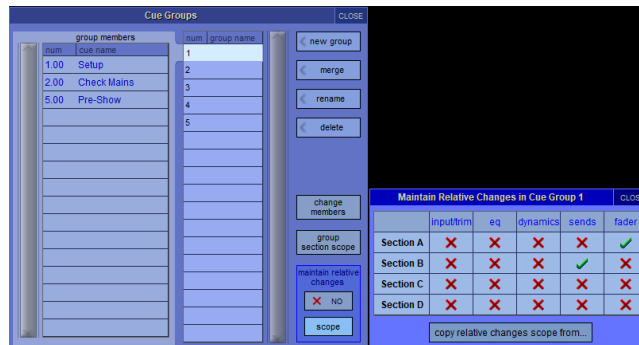
Recall and Update Scopes can be copied from other groups by touching the **copy group section scope** and selecting another group. Pressing **copy ungrouped section scope** will copy the **Section scope** recall and update to the currently selected **group section scope**.



### 1.14.2 Maintain Relative Changes Scope

Which controllers are affected by the relative changes function are set in the **maintain relative changes** scope which is accessed from the **Cue Groups** panel. The scopes are set by **section** for each Cue group.

The example below shows that in Cue Group 1, Section A has faders included and Section B has Aux sends included. All other controllers will obey the Auto Update exclusions for their section that has been defined in **Options>Theatre**



### 1.14.3 Enabling Relative Changes in Cue Groups.

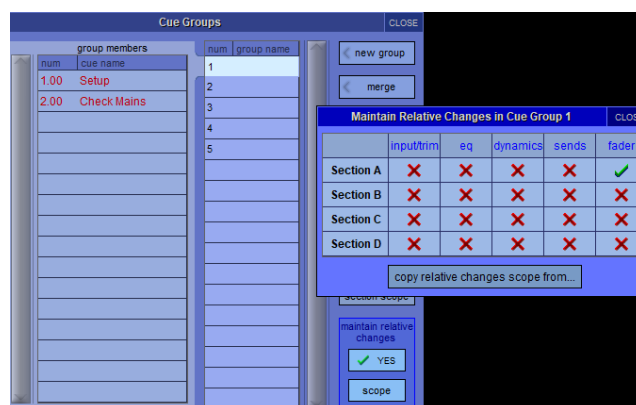
This is globally enabled/disabled in **Options>theatre**, from the **Cue Groups** panel in the **Cue list** or as a macro command.

### 1.14.4 Temporary & Permanent Relative changes

When a controller that is in scope is changed with the **Relative Changes** option active, the change is temporary and will not be permanently written to all the cues until the **Update group** button is pressed. If the update group button is not pressed, then when you recall the first cue that is not a member of that cue group, any controllers that have been changed will revert to their previously stored settings.

#### Example.

A Cue Group has Cue 1 and Cue 2 as members and faders have been set in Section A to be included for **Relative Changes in Cue Group 1**. Input channel 1 is in Section A. The Cue Groups panel will look like this.



In Cue1, CH1's fader is set to 0dB and in Cue 2 CH1's Fader is set to -5dB. While in Cue 1, the fader is moved down by 3dB so it is positioned now at -3dB. When Cue 2 is recalled, as a result of the -3dB change, CH1s fader is set to -8dB.

To permanently write these new fader positions to both Cues 1&2, the Cue group must be updated. This is done by pressing the **group update** button on the worksurface located in the snapshot control section or by pressing the **update group dB changes only** button in the cue list. Once pressed, the module data in both **Channel Cues** and **Module Cues** will be updated to show this change. Next time these cues are recalled, the fader value for CH1 in Cue 1 will be -3dB and in Cue 2 it will be -8dB

If a cue which is not a member of the Cue Group is recalled before the **Group update** is done, then any changes made will be lost. Next time these cues are recalled, the fader value for CH1 in Cue 1 will be 0dB and in Cue 2 it will be -5dB.