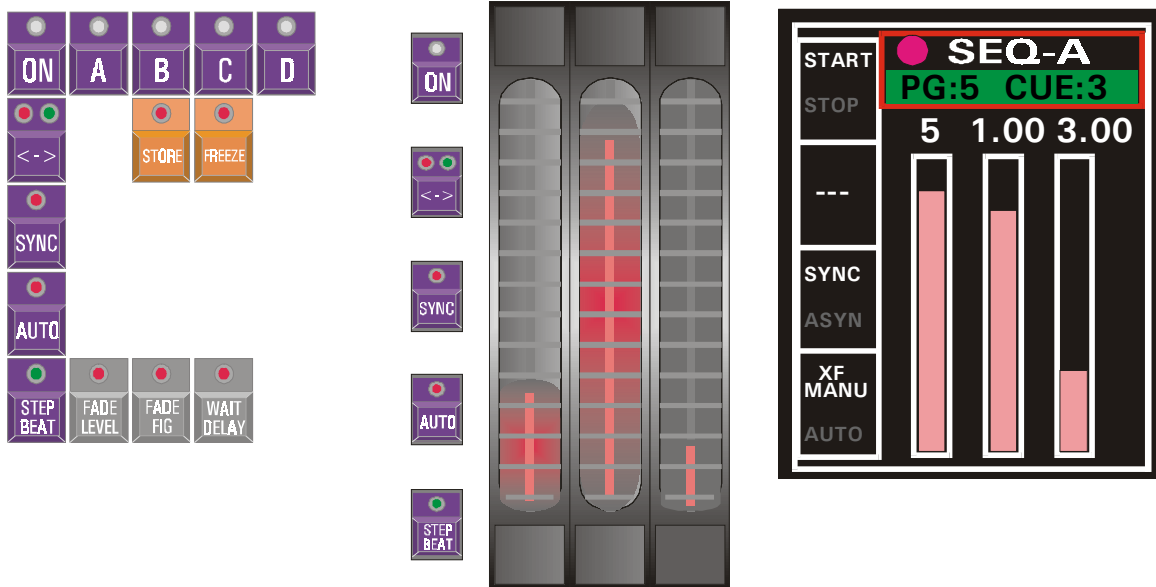### 6.1 The sequences

During programming, or when we have finished programming, we can run our sequences. At first, we go into cue mode and we select a cue :
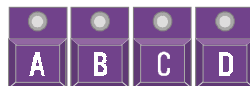
PRESS

 and select a (cuepage) and a cue 1-70

The sequences will now be filled with the memories we have programmed.

6.1.1 **To run the sequence**, *we have to select one of the sequences A, B, C, D and press the on key :*

PRESS one of :

 and press :

 To stop the sequence, press ON again.

Note : On Pro2 controllers, the A, B, C or D keys don't have to be pressed. You can easily select the desired ON key on the left panel.

When the sequence is started, the start memory (if programmed) will be activated, before the loop memories start running. When the sequence is stopped, the stop memory (if programmed) will be activated.

6.1.2 To adjust the fade and wait time :

When the sequence is running, we can control the fade and wait times. The fadetime is the time to fade the memory. The wait time is the time the sequence waits before calling the next memory.

To adjust the fadetime or wait time of <u>the selected sequence A,B,C or D</u>

PRESS one of:

The selected time is now on the Track Ball.

> *Note : In the **professional 2 system** the fade and wait times of the 4 sequences can be controlled directly by the Digital belts on the left panel.*

6.1.3 To change the direction of the sequence :

The loop memories in the sequence can be taken in forward, backward, in bounce (first runs forward then runs backward), or the memories in the sequence can be taken at random :

PRESS

6.1.4 To synchronize sequences :

Two or more sequences can be synchronized with each other. Synchronizing means that the synchronized sequences wait until every synchronized sequence has finished fading one memory.

To synchronize two sequences :

Press on both sequences

6.1.5   *Sequences in manual trigger mode :*

The triggering of the sequences can be taken manually by :

PRESSING

To trigger manually

PRESS

If more sequences are taken manually, you can trigger them together by :

PRESSING

The sequence in manual can also be controlled by the FAD LEVEL channel. On the Professional 1, press the FAD LEVEL key, the slider will be on the track ball now. On the Professional 2 system, take the digital belt. With the FAD LEVEL, you can do the fading yourself and advance to the next memory by putting the belt on its maximum position. !!! You have to go back to the MINIMUM position to fade in the next memory.

6.1.6   *Storing the settings and timers of sequences :*

Once we have set the timers, the start/stop, the direction, the sync mode and the auto/man mode, we can store those settings by :
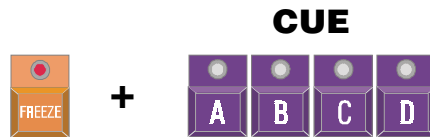
PRESSING

*When we want to store **only the timers, press the STORE key** <u>twice.</u>*

---

*Note : When we press the STORE key, **only the settings of the sequences of the last selected cue** will be stored.*

6.1.7   *Freezing sequences*

We can freeze a sequence, so no matter what cue is called, the sequence and its memories will remain the same.

PRESS

CUE

6.2   *Playbacks*

When we change cues, :

> *- all playbacks will be changed, in cue replace all mode*
> *- some playbacks will be changed, in cue overwrite mode.*

When a playback is filled with a new memory, and the playback is still active (slider is still open), its led will flash red i.e. the playback will keep his old memory until the slider is closed. Only when the playback is deactivated (slider closed, or toggled back to zero) the new memory (or no memory if the playback is not programmed in the called cue) of the new called cue will be set.
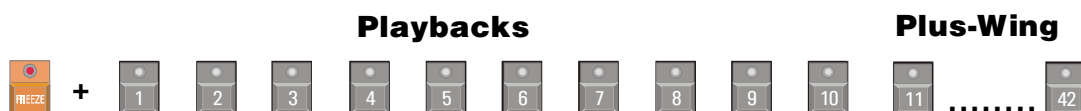
6.2.1   *Flashing with playbacks :*

Each playback slider has its flash button. The maximum fade value of the flash keys depends on the value of the flash master. Remember, playbacks can be set in Flash, Toggle or Kill mode (see 3.11.1).

6.2.2   *Freezing playbacks :*

Playbacks can be frozen by :

PRESSING

Playbacks   **Plus-Wing**

     © R&D International for Martin Professional A/S

6.3 Manual mode

When the sequences are running and we want to take fixture(s) manually to change e.g. colors, gobos or even effect generator channels, speeds ....

<div align="center">

PRESS

and select the fixture(s) 1 - 70

</div>

Now you can do whatever you like with those selected fixtures by changing their control channels.

Note : If you are in manual mode, and you have changed control channels of fixtures, it is now possible (V6.21) to release the manual mode for channels or entire fixtures by pressing (while still in manual mode):

     Together with a control channel or a fixture number.

Note : Only the control channels you change will be in manual mode. The other control channels will still keep running in the sequences and/or playbacks. When you change a control channel, and that channel isn't used in a sequence or playback, and you deselect manual mode (by pressing the MAN key again), that channel will keep its value until there is a change in one of the sequence or playback memories for that channel.

6.4 On line programming

When cues are running, and you want to change something in the memory order of the sequences or playbacks, you can reprogram them on line i.e. the changes will be activated immediately.

Also when you change memories and they are running in a sequence, the changes will be activated immediately.

6.5 Using READ OUTPUT

Suppose, you are running a show with sequences, playbacks, ... and suddenly, you get a nice light scene you want to store for later use. In this case, we can use the READ OUTPUT function of the console.

*READ OUTPUT reads out all the channels **of the selected fixtures**. You can store them in a memory for later use.*

Go to fixture mode by

PRESSING

 or   ***and select fixture(s).***

Then PRESS

      and save this to a memory

*If you want to **read out values coming from an other controller** like the **MSD** (Martins Show Designer), **make fist a memory with all values of all fixtures on zero and call it.** Then:*

PRESS

*Why ? Because the dmx-in, dmx-out works on **HTP**. If the memory value you've programmed is higher than the value coming from another desk, the memory value is taken.*

6.6 Blind programming

*When the show is running, you can also use the BLIND programming mode to reprogram, playbacks and sequences. The only difference between ON-LINE programming and BLIND programming is that the new changes won't be activated immediately. They will be **activated** as soon as you **deselect BLIND and reselect the cue you've changed.** If you go to the setup in blind mode, your last lightscene will remain on the stage (lamps won't go off as usual if you go to the setup).*

Note : When you change any of the memories which are running in sequences or playbacks, the changes will be included immediately.