

ETCnomad Training Outline

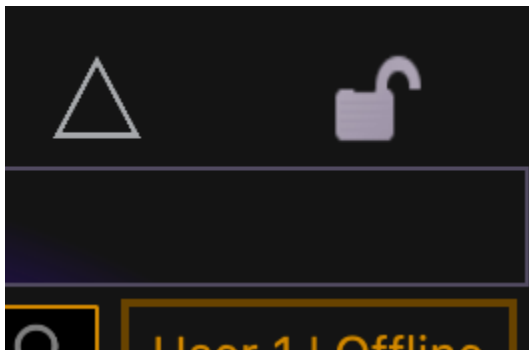
This only covers the non-moving, fixed-focus lights. Setup

Use the document **Controlling Lights Using a PC Running ETCnomad Software** document to get things set up.

Copy show files to Show Archive Folder, make a desktop shortcut to the Show Archive Folder.

Start ETC Nomad by double-clicking the Training show file.

Click the triangle/up arrow in the bottom-right corner of the screen to show the **Central Information Area (CIA) Browser**



Show how to Save the show: **File** -> double click the **Save (...)** line.

Show how to Exit the program: **File** -> double-click **Exit**, or use the normal Windows [X] button.

Restart the program.

Snapshots

Use the Snapshot button on the top-right of the screen



Browse through the various snapshots.

Go to Snapshot 1: Development.

Describe the four Tabs.

2 PSD List 1 : Cue list (Playlist Status Display)
4.3 DS : Palettes (Direct Selects)
1.3 Live Summary : Channels
38 Augment3D : Visual Aid

In general, a tab is in focus when it has a yellow outline.

Explain the COMMAND LINE and why, historically, it is there.

Virtual Keyboard



Use the Virtual Keyboard button on the top-right of the screen

Define **Live** vs **Blind** modes

Blind: Changes are not visible

Live: Changes things NOW. We use **Live** 99% of the time.

Your Most Used Command: CTRL+g o Enter (Go To Cue Out)

This command will fade out all lights over 3 seconds (default that can be changed) and reset the cue list pointer to the top of the list.

Channels and Levels:

Selecting Channels

In **Live** mode, the program assumes that you are working with channels.

<channel #> Enter Example: 7 : selects channel 7
<channel #> a(t) <level> Enter Example: 12 a 5 : channel 12 at 50%
 Example: 12 a 35 : channel 12 at 35%

<channel #> f(ull) Enter	Example: 12 a 5.	: channel 12 at 5%
<channel #> o(ut)	Example: 2 f	: channel 2 at 100%
	Example: 1 o	: channel 1 at 0% = off

Combining Channels

To add channels, use '=' for '+'. There is no need to use the shift key. To remove channels, use the '-' key.

<chan#> + <chan#> Enter	Example: 1 + 2	: channels 1 & 2
	Example: 1 + 2 + 3	: channels 1,2, & 3
<chan#> t(hru) <chan#> Enter	Example: 1 t 12	: channels 1,2,3,..., & 12
	Example: 1 t 12 - 7	: channels 1 thru 12, but NOT 7

You may also select channels by clicking out their “tombstones” in the **Live Summary** tab. You can even select channels by clicking on their picture in the **Augment3D** tab.

Channel Check

1 f <Soft key **Chan Check**> Enter ... PgDn, PgDn, ...

or

1 f <Soft key **Chan Check**> Enter ... Fn+DownArrow, Fn+DownArrow, ...

Groups

In the **4.3 DS** tab, select **Groups**.

- 1: ALL Fixtures
- 2: Downstage PARs 1-13
- 3: Upstage PARs 21-28
- 4: All PARs 1-13 + 21-28
- 5: Downstage Movers (SHEHDS) 31-34
- 6: Upstage Movers (ArtFox) 36-39

7: ASL Movers (HYUDJ) 41+42
12: Downstage PARs - #7 1-6+7-13

Select a group of lights

g <group#> Enter Example: g 4 Selects all channels in group 4

Group syntax just like channel syntax:

Example: g 2 a 5 Enter : group 2 at 50%
Example: g 2 f Enter : group 2 at 100%
Example: g 1 o : group 1 at 0% = off
Example: g 1 + g 2 Enter : groups 1 & 2
Example: g 1 + g 2 + g 3 Enter : groups 1,2, & 3
Example: g 1 t g 3 Enter : groups 1,2, & 3
Example: g 1 t g 5 - g 2 Enter : groups 1 thru 5, but NOT GROUP 2
Example: g 1 t g 5 - 2 Enter : groups 1 thru 5, but NOT CHANNEL 2

Light Color



After selecting one or more channels, use the **Popup ML Controls** window to control color. Color can be set by clicking in the **Color Picker**, or by selecting standard gel colors.

TAKE A BREAK!!! TAKE A BREAK!!! TAKE A BREAK!!!

Cues

By default, the cues control the lights in **Tracking Mode**. Each cue only records the changes from the previous cue. When you create a new cue, channel data from the previous cue is tracked into the new cue. Any changes in this new cue will also track

forward into subsequent cues. For example, if you turn on a light in cue 4, that light will remain on in cues 5, 6, and so on, until you turn it off in a subsequent cue.

[This can be changed to **Cue Only Mode**. In this mode the data from all channels is recorded in each cue. This makes a difference when you are making changes to your cues. Let's say you have four cues, cues 4 through 7, where channel 10 is off in all four of those cues. Now, if you turn channel 10 on in cue 4, it will go back off when you go to cue 5. If you want to have it on in the other cues, you need to update all of the subsequent cues. To change between **Tracking Mode** and **Cue Only Mode**:

Click the up arrow to go to the **CIA -> Setup -> User Settings**

In the **Record Defaults** pane, click the **Track** field.

When done, press F9 to go back to the CIA browser.]

The Cue List, aka, the PSD (Playback Status Display)

The Cue List tab is in focus when it has a yellow outline. If it is not in focus, click ONCE in the tab.

Playing Cues

REMEMBER: CTRL-g o(ut) Enter (**Go To Cue Out**) fades out all running cues and moves the cue list pointer back to the top of the cue list.

CTRL-g <cue#> Enter **runs** the specified cue.

Space Bar = GO : Starts the next cue

CTRL-Spacebar = GO BACK : Starts the previous cue

NOTES:

1. Unlike most other programs, the cue that is highlighted in the cue list is the cue that was last run. NOT THE NEXT PENDING CUE.
2. When you click on a cue's number in the cue list, you are selecting that cue so that you can make changes to its options. You will see the cue in the Command Line. Clicking on the cue number again, will deselect it. CAUTION: It's easy to select multiple queues.
3. However, a selected cue will NOT be the next cue to run when you press GO. To run an arbitrary cue, you MUST use CTRL-g to run that particular cue.
4. This means that, if you want to **get ready** to run a cue, you must use CTRL-g <previous cue number>.

Follow/Hang

You can also have a cue automatically fire the next cue using the **Fw/Hg** soft key on the bottom right side of the screen.

Use **Follow** (Fw) time to start the next cue n seconds after this cue **STARTs**.

Use **Hang** (Hg) time to start the next cue n seconds after this cue **ENDs**.

To set a cue's **Follow** or **Hang** time click on the cue's number to select it, then click on the **Fw/Hg** field in the list, enter the time and press **Enter**.

To remove a Follow or a Hang time just specify Follow or Hang with no time:

Updating a cue's light settings

Type **CTRL-g <cue#>** to run the cue that you wish to change. Make the changes to the channels as you need. Then update the cue using the Update command:

u(pdate)

You will be shown the cue that you are about to update. Press enter to confirm the change.

How to go to a cue that in a Fw/Hg chain

Run the first cue in the chain and let them all run. The use CTRL-space to back up into the cue that you want to be in.

Deleting a cue

To delete a cue, use the **Del** key: **Del <cue#> Enter**

...you will need to confirm with another **Enter** press.

Example: Del 35 Enter Enter

Command Line: **Delete Cue 35**

To delete a range of cues use the 't' (Thru) syntax:

Del <first cue#> t <last cue#> Enter

Example: Del 35 t 60 Enter Enter

Command Line: **Delete Cue 35 Thru 60**