

ION™ Cheat Sheet

EXPLANATION OF NOTATION

Bold	Browser menus
[Brackets]	Facepanel buttons
{Braces}	Softkeys and direct selects
<Angle brackets>	Optional keys
[Next] & [Last]	Keys to be pressed & held simultaneously

DISPLAY FUNCTIONS

Press **[Format]** for summary or table view
Hold **[Format]** & use **[wheel]** to size channel icons
Hold **[Data]** & press **[Focus]**, **[Color]**, **[Beam]** or **[Intensity]** to expand or suppress parameter category information
Press **[Displays]** for additional displays: Patch, Color Picker
Press **[Escape]** or **[Live]** / **[Blind]** to close or exit a display

PATCH A DIMMER:

[Displays], **{S3}** Patch

Patch by channel mode

Press [Format] to switch to patch by address

[1] [At] [5] [Enter] - patches channel 1 to address 5.

[1] [Thru] [2] [4] [At] [1] [Enter] - patches channels 1 thru 24 to addresses 1 thru 24, sequentially.

PATCH A MOVING LIGHT:

[2] {Manu} {ETC} {Revolution IR/FR} [At] [1]

[1] [Enter] - patches an ETC Revolution fixture to channel 2, starting at address 11.

Use **[Next]** to get next available address

SETTING CHANNELS AT LEVELS

[1] [+] [3] [At] [5] [Enter] - sets level of 50%.
Use **[0][5]** for 5%

[1] [thru] [5] [-] [4] [Full] [Enter]

[1] [thru] [8] [At] [+] [3] [Enter] - adds three "points" (30) to intensities

[5] [thru] [8] [At] [/] [3] [Enter] - scales three "points" (30) off intensities

[1] [thru] [4] [At] [/] [1] [3] [0] [Enter] - scales the intensities up 30% of their current values.

[2] [+] [5] [level wheel]

[1] [Level] - default level as established in Setup.

[1] [thru] [4] [Out] - takes all channels to zero.

[Sneak] [Enter] - takes all channels to zero (like Release)

CHANNEL CHECK

[1] [at] [7] [0] {Channel Check} [Enter] - brings channel 1 to 70% intensity.

Press **[Next] ... [Next] ... [Next] ...**

RECORDING A CUE

[Record] <Cue> [n] [Enter]

[Record] <Cue> [Next]

[1] [thru] [5] [Record Only] [3] [Enter]

[Record Only] selectively stores only manually set values, or values set by the keypad

Changing a cue's timing

[Record] <Cue> [n] [Time] [x] [Enter] - record cue n and sets up & down time. This sets all timing in the cue to x.

[Record] <Cue> [n] [Time] [x] [Time] [y] [Enter] - specifies split up/down times

[Cue] [n] [Time] [y] [Enter] - sets IFCB timing for cue n to y.

[Cue] [n] [Color] [Time] [y] [Enter] - sets color timing for cue n to y.

Multiple instructions on one command line:

[Record] [n] [Label] NAME [Enter]

[Record] <Cue> [1] [Time] [3][Time][4] [Label] joe enters [Enter].

Deleting a cue

[Delete] <Cue> [n] [Enter].

Press **[Enter]** again to confirm.

Using Go To Cue

[Go To Cue] [Out] [Enter] - resets all parameters to their default state and resets all cue lists active on faders to the top of their cue list.

[Go To Cue] [5] [Enter]

[Go To Cue] [Next] or [Last] [Enter]

[Go To Cue 0] - sets all intensity values to zero for the selected cue list



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SUBMASTERS

Recording to a submaster

[Record] [Sub] [5] [Enter] - records the current stage state to sub 5.

[Record Only] [Sub] [5] [Enter] - records the manual intensities of the current stage state to sub 5.

[Record Only] [Sub] [5] [Label] [blue] [Enter]

Loading Submasters

[Cue] [5] [Sub] [4] [Enter] - loads the intensity contents of cue 5 to Sub 5.

[Cue] [1] [thru] [5] [Sub] [1] [thru] [Enter] - sequentially loads cues 1 thru 5 to subs 1 thru 5.

Clearing a submaster

[Delete] [Sub] [5] [Enter] [Enter] - deletes the contents of sub 5

GROUPS

[1] [thru] [8] [Record] [Group] [5] [Enter] - records selection to group 5

[Record Only] [Group] [5] [Enter] - records the manual intensities of the current stage state to group 5.

[Group] [5] [Enter] - selects group 5.

PALETTES AND PRESETS

Palettes & presets are referenced data. Four palette types: Intensity, Focus, Color, Beam A reference that includes a mix of categories is a Preset.

[Record] [Focus Palette] [1] [Enter] - stores all focus values for any channels that have non-default focus parameters to FP 1.

[Record Only] [Color Palette] [3] [Enter] - stores only manual color palette data to color palette 3.

[Displays] [Color Picker] - opens the color picker. Set using the encoders or matching to gel references

[Group 5] [Beam] [5] - sets the channels in group 5 to beam palette 5.

SAVING A SHOW

Press [Displays]

To save the show you are working on, **File> Save>** and press **[Select]**.

To create a new show file, **File> New>** and press **[Select]**.

To save an existing show to a different location or with a different name, **File> Save As>** and press **[Select]**.

EFFECTS (CHASES)

Using Preprogrammed Effects

[1] [Thru] [10] [Effect] [915] [Enter] - This will have channels 1 – 10 ramp intensity up and down...

Creating a step Effect

[Effect] [Effect] opens the effects list

[Effect] [1] [Enter] sets the effect number

<Type> {Step-based} Assigns the effect as a step effect

{Step} [1] [Thru] [6] Defines the number of steps

[1] [thru] [1] [2] [Enter] Specifies the channels

{Parameters} <Intensity> selects the parameter you would like in the effect

Intensity is assumed unless another parameter is specified

Use page arrows to access "Step time". Enter the desired step time: **[1]**

Page arrow to the Dwell Time column and enter a dwell time: **[1]**

Page arrow to the Decay Time column and enter a decay time: **[.] [2] [5]**

Page arrow to the On State column and enter the percentage: **[1] [0] [0]**

Page arrow to the Off State column and enter the percentage: **[5]**

Adjust any of the details from the CIA by pressing the appropriate detail button and making changes