

Welcome to your NEO console.

This simple QuickStart Guide is all that is need for basic programming.

Support documentation is on the supplied data USB key.

Visit www.strandlighting.com for updates.

System Properties > Show Defaults

First, let's set the Show Defaults for the way you want to work.

System Properties > Show Defaults



NEO is very flexible and can work many different ways. The following settings will allow NEO to function as a traditional theatrical desk. **Hybrid Mode:** Off

Cue Default Record Mode: Live (records all live channels)

Default Tracking Record Mode: Cue Only (Int)/Track (Atts)

Mixes the traditional modes of Cue Only (only stores changes to this cue only) and Tracking (stores changes in this cue and will continue those changes down the cue list until those channels get another instruction). Tracking is more advanced but is the preferred method for attributes.

Set Auto Mark: Mark as late as possible. (This will mark the cue before it's needed – marked values are orange).

Auto Mark will automatically set all automated luminaire's attributes to the values required by the next use.

Include Running FX: (checked) When checked, all running FX will be stored in the cue recorded next.

Include Submasters: (unchecked) When checked, will include submasters values (yellow) when recording/updating a cue.

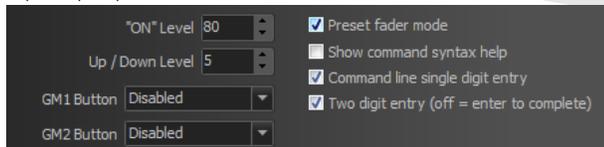
Include Palettes: (checked) When checked, will include Palette references when recording/updating a cue.

Channel Control

The console defaults to channel mode. Set channel 1 to 100%.

[1] [FULL]: The channel can also be selected with a mouse or touchscreen. Just click on the channel and roll the level wheel.

[2] [@] [5] [ENTER]: Channel 2 at 50%. The ENTER key finishes most commands. The 0, - and THRU keys allows selection of any combination of channels. There are several auto-completing keys. ON (to the On level set in System Properties > System Settings), FULL, OUT, UP, and DOWN.



Command line single digit entry allows omission of the second digit for level. With it checked, **[2] [@] [5] [ENTER]** will set the level to 50%. With it unchecked, the level will go to 5%.

Two Digit Entry allows completion of level without the ENTER key.

Cue Recording

RECORD CUE 1 ENTER

To store the look desired, record it as a cue.

[RECORD] [1] [ENTER]: This command stores the entire lighting state as a cue to be played back in the default cue time (System Properties > Show Defaults). The RECORD action defaults to recording cues. Just repeat the process of assigning levels to channels and recording to any cue number.

Note: Pressing RECORD + CUE will bring up the dialogue box to confirm the recording settings.

Release / Undo / Backspace

RELEASE will remove all adjusted instructions in two steps. The first step is for selected channels only. The second step will release all adjusted channels.

[UNDO] [ENTER] will remove the last level instruction.

BKSP (Backspace) will remove the last command line key entry.

[SHIFT] + [BKSP] will remove the entire command line's entered instructions.

Cue Editing

UPDATE ENTER

Edit the channel's levels. Press **[UPDATE] [ENTER]** to update the current cue.

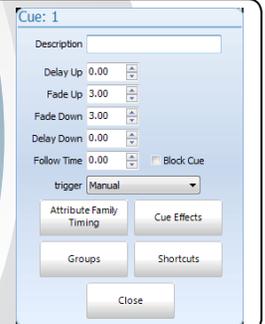
Note: Pressing UPDATE + CUE will bring up the dialogue box to confirm the update settings.

Time

To change the time of the current cue, **[TIME] (#) [ENTER]**. The Cue # can be clicked on in the Cue List side bar and change time through the Cue pop up window.

This also allows access to Attribute Family Timing, Effects and other items.

Note: CUE # TIME # ENTER will change time on the non-selected cue.



Text

To label Cue 1, type **[CUE] [1] [EDIT] "ACT 1" [ENTER]**

Groups

RECORD GROUP SELECTED 1 ENTER

Groups store a collection of channels at different levels into a single item. Set the channel's levels (see Channel Control), then **[RECORD] [GROUP] [1] [ENTER]**.

This will record only the selected channels into Group 1. If after pressing **[RECORD] [GROUP]**, press **[GROUP]** again, that will change from **SELECTED** to **CHANGED** where it will now record all changed values (red values).

Note: Control how the console records groups by default. In System Properties > Show Defaults, there is a "Group Default Record Mode" pulldown for the default.

Note: Pressing RECORD + GROUP will bring up the dialogue box to confirm the recording settings.

Submasters

RECORD SUB CHANGED 5 ENTER

Subs allow you to put multiple channels at different levels on a slider for manual control. (Levels from a submaster will appear in yellow.) The submaster is a handle that can be added to any group. Set the channel's levels, (see Channel Control), then **[RECORD] [SUB] [5] [ENTER]**.

This will actually store the levels in Group 1005 but assign the group a slider (Sub 5) for handle control.

Note: Adjust control of the offset that NEO uses. System Properties > System Settings: Submaster Group ID Record Offset.

Dimmer / Output Control

Dimmer or Output control can be done with the **DIMMER** key.

[DIMMER] [1] [FULL] will set the dimmer or output at 100%.

When done, the **Dimmers Unpatch** flag will appear in the bottom right hand corner of the primary monitor. During this time, the unpatched dimmer will not respond to channel control. Press **[DIMMER] [DIMMER]** to restore to normal channel control.

Effects – Quick Effects

The FX Library accesses prebuilt effects for quick and easy effects on the fly. Select the desired channels. [1] [THRU] [10] [ENTER]. Then select the button on screen. Select the desired FX from the available list.



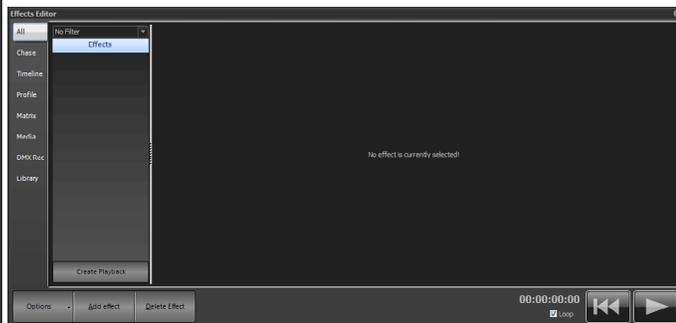
(The color coding determines the attribute family the effect applies to.)
Select Square Wave Wrap: The effect will now be running and the following parameters are available for adjustment.



Length: How long the FX runs before it starts over. **Offset:** Low value. **Scale:** Hi value. **Stagger:** applies a delay to the start of each channels level change. Once set, this can be recorded into a cue or recorded as an FX for later playback. To record into a cue, press [RECORD] [#] [ENTER] and make sure the “FX” identifier is yellow. This will include FX in any cue recording.

FX Editor

The FX editor allows you to create different types of effects.



Chase (step based FX), **Timeline** (graphical format over time), **Profile** (apply a profile to any parameter), **Matrix** (pixel mapping), **Paint Box** (pixel mapping to a color path), **Media** (video based FX), **DMX Recorder** (Real-time read of incoming DMX) and the **Library** (see FX Library). Select Add Effect, select the desired type or select the “Add FX Wizard”. It will help determine the type of effect needed.

Channel Check

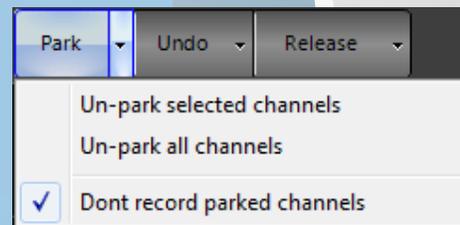
Turn on Active **Select Mode**. [1] [ENTER]. [NEXT] [NEXT]... This allows you to go through the rig in channel order. Press [RELEASE] [RELEASE] to restore to normal control.

Dimmer Check

[DIMMER] [1] [FULL]. [NEXT] [NEXT]... This allows going through the rig in dimmer order. Press [DIMMER] [DIMMER] to restore dimmers to normal control. ([LAST] functions here as well.

Channel / Fixture Parking

[1] [FULL] [PARK] [ENTER]. Parking a channel sets the selected channel to be frozen at that level. By default, parked channels will not be recorded. There is also an on screen option.
 [1] [SHIFT] + [PARK] [ENTER] will unpark the channel.



Note: System Properties > Show Options (Intermediate Options) “Don’t record parked channels” can be turned on or off.

Patch Example below is in the Patch by Chan/Fixture display order.

Command Line patch allows you to change dimmer assignment to the associated channels. The default patch is a 1 to 1 patch for the default number of desk channels (System Properties > System Input/Output > “Number of Desk Channels”).

In the left box, enter the fixture brand/model that you want to patch. Set the switch on the far right to be Channel Ordered Patch or Dimmer Ordered Patch. Then enter the correct command [1] [@] [12] [ENTER] will patch dimmer 12 to channel 1. If you switch it to Dimmer Ordered Patch, the input would be [12] [@] [1] [ENTER].



Follow Cues (AutoFollows) and Links

There are 3 types of AutoFollow cues.

Follow In Time: [CUE] [1] [FOLLOW] [ENTER]. The cue after the assigned cue will follow after cue 1 completes.

Follow: [CUE] [1] [FOLLOW] [3] [ENTER]. The cue after the assigned follow time will autofollow after the expired time of 3.

Follow Hold: [CUE] [1] [FOLLOW] [+] [2] [ENTER]. The cue after the assigned cue will follow after the previous cue completes plus holding for 2 seconds. Remove a follow on the current cue with [CUE] [FOLLOW] [ENTER].



A cue can be “linked” to any other cue to run out of sequence. [CUE] [1] [SHIFT] + [FOLLOW] {LINK} [3] [ENTER] will link Cue 1 to Cue 3. Skipping Cue 2. Remove a link on the current cue with [CUE] [SHIFT] + [FOLLOW] [LINK] [ENTER]