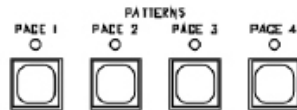


Creating Patterns with the MLC-16 Lighting Console

1 - Press either “Page 1”, “Page 2”, “Page 3”, or “Page 4”, on the lower left-hand side of the console, so that it is selected (as indicated by the green light). These are the only pages that will store patterns (also called sequences).



2 - Press the “Record” button on the right-hand side of the console.



3 - Press the desired playback button that you wish the pattern to be located on.

4 - Select and adjust the parameters of your fixtures for the step in the pattern via the knobs under the screen.

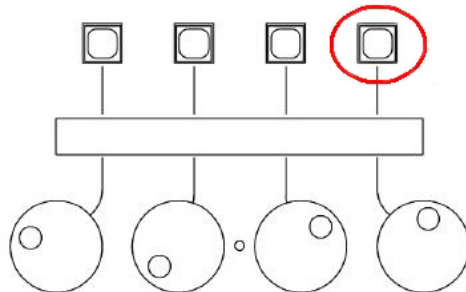
Note: Patterns are a collection of static looks that are automatically played and looped at the desired speed.

Hint: When adjusting fixtures, keep in mind that all of the settings for all of the fixtures are recorded. Therefore, if there are any lights that are not in use, be sure to close their shutters.

5 - De-select all of the selected fixtures.

6 - Turn the knobs below the screen to set parameters for the current step (the unit of the numbers is seconds). Make sure you set a fade/hold time greater than 0. Typical values: fade = 1.0, hold = 0.3.

7 - Press the fourth selection button above the screen to save to fixture parameters for the current step. The console will then automatically create the next step, and advance to it.



8 - Repeat steps 4-7 until all of the desired static looks are stored within the pattern.

9 - When finished, press the “Blackout” button to escape programming mode.