

EOS CRIB SHEET

‘CLEAR’ KEY

This key removes the last instruction in the command line, this could be either a single key stroke or an actioned instruction.

‘THRU’ KEY

Using this key you can input a chain of numbers that follow in consequential order without needing to use the and key. For eg. Channels 1 Thru 4.

‘+’ AND ‘-’ KEYS

The ‘+’ symbol is used for the word ‘and’ whereas the ‘-’ works as the word minus. Both keys can also be used to change a fixture’s intensity by 10%, each time, when paired with the shift key.

‘ENTER’ KEY

This key is used to execute commands or to select fixtures. After you press it keep an eye on the Command Line to see there is an error and know how to rectify it.

‘AT’ KEY

This key is used to change fixture intensities, colour and positions.

‘LEVEL’ KEY

The ‘Level’ key allows you quick put a fixtures intensity to a preset level. The default value is 80%.

‘FULL’ AND ‘OUT’ KEYS

The ‘Full’ key can quickly put at lantern to 100% when double tapped whereas the ‘Out’ key immediately turns off a lantern after a single press.

‘SNEAK’ AND ‘TIME’ KEYS

The ‘Sneak’ key allows us to fade in changes made through the Command Line. The ‘Time’ key allows us to determine how long fade times should be even when ‘sneaking’.

‘REM DIM’ KEY

‘Rem Dim’ allows you to see lights on their own without losing the state you were just looking at.

‘HOME’ KEY

The ‘Home’ key allows you to reset a fixture to its home position without changing its intensity.

‘.’ KEY

This key allows you to select individual segments of a multi cell fixture. For eg Channel 31 . 1