

ION™ / ION^{xe} 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 **[Tab]...[Tab]...** to change focus to the next displays
Hold **[Tab]** & press **[#]** to select / highlight a specific display
Press **[Escape]** or **[Live]** / **[Blind]** to close or exit a display
Hold **[Shift]** & press **[Tab]** to close all displays except Live and the Playback Status display
Press **[Format]** for summary or table view

PATCH A DIMMER

[Displays], {S3} Patch or Add-a-Tab {+}

Patch by channel mode

Press **[Format]** to switch to patch by address

[5] [At] [33] [Enter] - patches channel 1 to address 33.

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

PATCH A MOVING LIGHT

[31] [Enter] {Type} {Manu} {ETC Fixtures} {D40Lustr+} {Direct Str} [At] [101] [Enter] - patches an ETC Desire D40 fixture to channel 31, starting at address 101.

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

SETTING CHANNELS AT LEVELS

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

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

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

[1] [Full] [Full] - takes channel 1 to Full / 100%

[2] [At] [At] - default level as established in Setup

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

[Sneak] [Enter] - restores all selected or highlighted channels with manual values to their background or home state

[Clear] [Sneak] [Enter] - clears the command line and restores all channels with manual values to their background or home state

CHANNEL CHECK

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

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

RECORDING A CUE

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

[Record] <Cue> [Next] [Enter]

[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] -

records 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 timing for cue n to y.

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

(Ion Classic – **[Shift]&[Color]** for Color)

Multiple instructions on one command line:

[Record] <Cue> [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] [0] [Enter] - sets all intensity values to zero for the selected cue list

[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]



SUBMASTERS

Recording to a submaster

[Record] [Sub] [1] [Enter] - records the current stage state to sub 1.

[Record], then press both buttons under the sub **[Enter]** - loads fader with the submaster

[Record Only] [Sub] [2] [Enter] - records the manual intensities of the current stage state

[Sub] [1] [Time] [3] [Time] {Hold} [Time] [3] [Enter] adds a 3 sec up time, a 'hold' dwell time, and a 3 sec down time

[Sub] [Sub] opens the submaster list

Changing pages of submasters

Ion Xe – Press **[Fader Page]**

Ion Classic - Press and hold **[Fader Controls]** and press the lower bump button of the sub displaying the page that you want

Clearing a submaster

[Shift], then press both buttons under the sub - clears the fader of the contents

[Delete] [Sub] [5] [Enter] [Enter] - deletes sub 5 entirely

GROUPS

[1] [thru] [3] [Record] [Group] [1] [Enter] - records selection to group 1

[Record Only] [Group] [2] [Enter] - records the manual intensities of the current stage state to group 2.

[Group] [1] [Enter] - selects group 1.

[Group] [Group] opens the Group List

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.

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

[Displays] {Color Picker} or Add-a-Tab {+} - opens the color picker.

SAVING A SHOW

Quick Save

Hold **[Shift]** and press **[Update]**.

Press [Displays] or click in the Browser

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] - intensity will ramp up and down for channels 1 thru 10

Creating a Step Effect

[Effect] [Effect] opens the Effects List

[1] [Enter] sets the effect number

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

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

[Page▶] or right arrow over to the Channel column

[1] [thru] [12] [Enter] specifies the channels

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

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

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

Page arrow to the Decay Time column. Enter a decay time: **[.] [25]**

Page arrow to the On State column and enter the percentage: **[100]**

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

Adjust any of the other attributes from the CIA by pressing or clicking on the appropriate detail button in the properties display and making changes

[Live]...[1] [Thru] [12] [Effect] [1] [Enter] – runs the effect on channels 1 thru 12