

Create a New Show

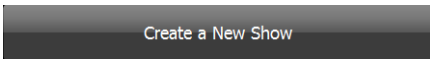


Press Power Button once.


Select



Choose



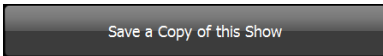
Backup a Show to USB

Cognito automatically saves all changes internally. To back up your show, insert a USB stick into any USB slot. Press  once.

Select



Choose



Open a Previously Saved Show

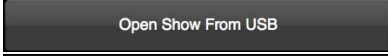


Press Power Button once.

Select



Choose



or

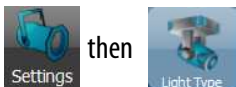


Patch a Light

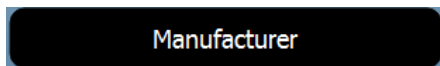


Determine the manufacturer and name of your light, and its current operating mode. Select a position in the Fixture Grid. Its outline will turn red.

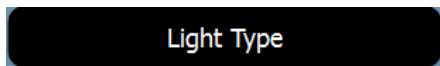
Select



Use  to select



Use  to select



The Light Type chosen must also match the light's operating mode.

Touch



then



Choose the cell



with the

required DMX Start address. DMX address is the small number in the upper left hand corner; the light's place in the fixture grid is the large number in the center of the cell, and the attribute controlled by that DMX channel is shown at the bottom. If several positions in the Fixture Grid are chosen and set as the same light at the same time, the DMX start addresses for all selected lights will be set sequentially.

Set a Light's Intensity



Select a light in the Fixture Grid. Its outline will turn red.

Press



or select



then



and use your

preferred intensity tool:



Set a Light's Color



Select a light in the Fixture Grid. Its outline will turn red.

Press



or select



then



and use your

preferred color tool:



Set a Light's Position



Select a light in the Fixture Grid. Its outline will turn red.

Press



or select



then



and use your

preferred position tool:



Record a Memory (Submaster)

Once several lights have been set, they can be stored for manual playback by recording the 'look' into a Memory, or slider.

Select



then



The next available Memory

slot will be outlined in red. To label the memory, touch the



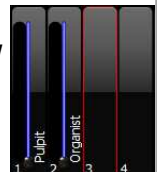
icon. To adjust the bump button up/down



timings, use



to finish recording.



Once a Memory is recorded, pressing  twice will 'quick record' a new look into the next available Memory location.

Record a Cue

Once several lights have been set, they can be stored as a cue for recall as part of a Playlist. Select  then  The next available cue slot will be outlined in red.






To label the cue, touch the  icon. To change the crossfade time, use  Touch  to finish recording.



Once a Cue is recorded, pressing  twice will 'quick record' a new look into the next available Cue location, with default timings.

Record a Library or Group

Color, Position and Shape attributes for a light or group of lights may be recorded as a Library. Several lights that are used together may be recorded as a Group.








Select  then either  or 

If recording a Library, select what type:   

Select a location on the grid. To label the Library or Group, touch the  icon. Touch  to finish recording.


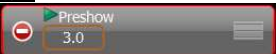


Reposition, Copy or Delete a Memory

To delete or reposition a Memory, select  then 

Press the  button.
 To delete, touch the bar-in-circle icon, then touch 'DEL'.
 To move, simply drag and drop to the new memory location.
 To copy, press and hold  before dragging.
 To edit name, touch the  icon. Use the  or the  wheels to change the bump button timings.
 Use the  wheel to change bump button modes. Touch  when finished.

Reposition or Delete a Cue

To edit or reposition a Cue, select  then  or 


Press the  button. 
 To delete, touch the bar-in-circle icon, then touch 'DEL'. To move, touch the 'triple-bar' then drag-and-drop to new location. To copy, press and hold  before dragging. To edit the name, touch the  icon. Touch 'done' when finished.

Invert Pan/Tilt on a Light

Select the light from the Fixture Grid that requires control inverted.


Select  then  Select  or 



Release Button


With a light selected and adjusted, pressing the release button one or more times will - in order - revert the light to its last state; clear the last selection group made; clear all changes made to lights since the last save; or release all Cues and Memories (Blackout). 
All lights should be Released prior to starting a Performance.


Cue Timing - Follow, Link/Loop, Split/Delay

To edit the timings of a Cue, select  then  or 

Press the  button. Select a cue for editing (outline in red).

Use the  or  icons to page through the timing options.


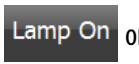
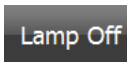
Use the wheels or touch  to adjust timings. Each attribute may be given its own timing and delay. Auto-follow options include 'Wait for Go'; 'Follow after Fade'; 'Follow in Time'; or 'Follow Immediately'. Use 'Link' to select an existing cue, to create loops. While in an auto-follow loop, pressing GO will move the Playlist to the next cue after the loop.


Touch  when finished.

How to Strike/Unstrike an Arc Light

Select the light from the Fixture Grid that requires a ballast strike.

Select  then  then  then 


Use  to choose  or 

After 7 seconds change the selection back to 






How to Desk Lock (Park) a Light


Any attribute may be desk-locked, but the most common is Intensity. A Desk-Locked attribute will not be recorded in a Cue or Memory.

Select  then  then 

Under the Desk Lock Intensity (or other) heading, select . Select the icon again to unlock.

How to Do a Light Check

Customarily lights are checked before a performance. Select . Use  or  to set the Fixture Grid to 20 lights. To bring each light to full, press each of the 20  bump buttons. Use  to page to another 20 lights, as needed.

Press  when done to ensure all lights are released.

Shift Button Shortcuts

- Shift + Shift: Return to previous screen
- Shift + Wheel: Allows fine control of pan/tilt, color, intensity and other attributes or 0.1 second interval timings for cues (in CONTROL)
- Shift + Wheel: Move to top or bottom of Playlist (in PLAY)
- Shift + Pause button: Releases Playlist assigned to that Playback
- Shift + Help button: Closes Help Overlay screens
- Shift + Record button: Updates current Cue with any changes