Common Effects and How to Program Them on an Eos Family Console

Using Channels 1-10 as an example, here are some commonly requested effects, and step-by-step instructions on how to program them.

Intensity Effects

A. Simple intensity chase
   a. Double tap [Effect]. Type [Effect][1][Enter] to create a new effect. Press {Step Based} on the screen (or softkeys) to specify it as a step-based effect.
   b. Type {Step}[1] or click on Step 1 to select it
   c. Press the right arrow key to advance to the Channels column
   d. Type [1][Enter] to assign Channel 1 to the effect
   e. Press the down arrow to create Step 2. Type [2][Enter] to apply channel 2 to that step
   f. Repeat for Steps 3 through 10, applying channels 3 through 10 in order.
   g. In live, type [Group][Effect][1][Enter]. This selects all the channels in the effect and applies the effect to them (only for Step Based effects).
   h. Hold the [Data] key if you can’t see the intensity levels on screen

B. Simple intensity chase with a build
   a. Back in the Effect List (double tap [Effect]), type [Effect][1][Copy To][2][Enter]. This makes a copy of Effect 1 in Effect 2.
   b. Click on {Attributes} in the CIA and then click {Build}
   c. In live, type [Group][Effect][2][Enter]

C. Simple intensity chase with a bounce
   a. In the Effect list, copy Effect 1 to Effect 3 -- [Effect][1][Copy To][Effect 3][Enter]
   b. Click on {Attributes} in the CIA and then click {Bounce}
   c. In live, type [Group][Effect][3][Enter]
A more fluid intensity chase

a. In the Effect list, create Effect 4 by typing [Effect][4][Enter]. Press {Linear} to create a linear effect
b. Click {Parameters} on screen and choose {Intensity}. Press [Enter]
c. Click on {Size} and type [1][0][0][Enter]
d. In live, type (Channel) [1][Thru][4][Effect][4][Enter]
e. Hold the [Data] key if you can't see the intensity levels on screen

E. Same fluid intensity chase from the center out

a. In live, record group 1 by typing (Channel) [5][Thru][1] [+][6][Thru][1][0] [Record][Group][1][Enter]
b. In the Effect List, copy Effect 4 to Effect 5 -- type [Effect][4][Copy To][Effect][5][Enter]
c. Click on {Grouping} and type [5][Enter]
d. In live, type [Group][1][Effect][5][Enter]

F. Same fluid intensity chase from the outside to center

a. In live, record group 2 by typing (Channel) [1][Thru][5] [+][1][0][Thru][6] [Record][Group][6][Enter]
b. Put Group 2 in Effect 5 by typing [Group][2][Effect][5][Enter]

G. Random flicker

a. In the Effect list, create Effect 6 by typing [Effect][6][Enter]. Press {Linear} to create a linear effect
b. Click {Parameters} on screen and choose {Intensity}. Press [Enter]
c. Press the {Edit} softkey to enter the edit mode, then the {Clear} softkey to erase the current line
d. Draw a simple triangle by clicking and dragging from the far left side of the graph on the center line (Time), moving up to the top middle line (the top of the Intensity line), and moving down to the far right side of the graph on the right line.
e. Press the {Apply} softkey to exit the edit mode.
f. Click {Attributes} and choose {Random Group} on the screen
g. Click {Attributes} and choose {Random Rate}. Type [5][0][Thru][3][0][0][Enter].
h. Click {Cycle Time} then type [0][.][3][Enter]
i. In [Live], put channels 1 through 10 in Effect 6 by typing [1][Thru][1][0][Effect][6][Enter]
j. The effect is relative to the current intensity of the fixtures. You can change the base intensity level by typing [1][Thru][1][0][At] and then the new level, followed by [Enter].
k. If you want to change the high point of the intensity for the fixtures, go to the effect and change its {Size}.
l. {Size} refers to how many points above the base intensity the effect will go. If the line drops below the center, the {Size} will refer to how many points below the base intensity the effect will go.

Color Effects
Color wipe from left to right across LEDs (just once then stop)

a. Put channels [1][Thru][1][0] in a red color. (This can be done via the color picker ([Displays] -> {Color Picker}), ML Controls, or any number of other methods).
b. Record Color Palette 1 by typing [1][Thru][1][0][Record][Color Palette][1][Enter]
c. Create a new effect 11 by going to the effect list (double tapping [Effect]) and typing [Effect][1][1][Enter].
d. Choose {Step Based}.
e. Type {Step}[1] or click on Step 1 to select it
f. Press the right arrow key to advance to the Channels column
g. Press the down arrow to create Step 2. Type [2][Enter] to apply channel 2 to that step
h. Repeat for Steps 3 through 10, applying channels 3 through 10 in order.
i. Set the On State and Off State for each step to Color Palette 1. This can be done by typing 
{Step}[1][Thru][1][0][On State][Color Palette][1][Enter], pressing the right arrow to the Off State column, and typing [Color Palette][1][Enter] again.
j. Click on {Attributes} then choose {Build}
k. Click on {Exit} then choose {Stop and Hold}
l. Return to [Live]. Put channels 1 through 10 at full by typing [1][Thru][1][0][At][Full][Enter]

B. Same color wipe but from right to left (just once then stop)

a. Back in the Effect List (double tap [Effect]), type [Effect][1][1][Copy To][1][2][Enter]. This makes a copy of Effect 11 in Effect 12.
b. Click on {Attributes} then choose {Reverse}

C. Same color wipe but from center out (just once then stop)

a. In live, record Group 1 by typing (Channel) [5][Thru][1] [+] [6][Thru][1][0] [Record][Group][1][Enter]
b. Create a new effect 13 by going to the effect list (double tapping [Effect]) and typing [Effect][1][3][Enter]. Choose {Step Based}.
c. In {Step}[1][Thru][5], assign [Group][1][3] [Enter].
d. Set the (On State) to [Color Palette][1]. Also assign the (Off State) to [Color Palette][1]
e. Click on {Attributes}, then choose {Build}
f. Click on {Exit} then choose {Stop and Hold}
g. In live, put the channels into the effect by typing [Group][1][Effect][1][Enter]

D. Color chases using absolute effects

a. In the Effect editor ([Effect][Effect]), create Effect 14, and select {Absolute}
b. In {Action}[1], assign [Color Palette][1]
c. In {Action}[2], assign [Color Palette][2]
d. In live, put channels 1 thru 10 in effect 14

E. Absolute color chase from the center out
   a. Copy Effect 14 to Effect 15 using the [Copy To] function
   b. In effect 5, set the {Grouping} to be [5]
   c. In live, put [Group][1] in [Effect][1][5]

F. Rainbow chase
   a. Create 7 color palettes that represent 7 colors of the rainbow
      I. Select channels 1 through 10
      II. Change the color as needed
      III. [Record] [Color Palette] # [Enter]
      IV. Repeat for the six additional color palettes
   b. In the Effect editor ([Effect] [Effect]), create Effect 16, and select {Absolute}
   c. Use the syntax "[Action] [1] [Thru] [7] [@] [Color Palette] x [Thru] y [Enter]" (where x is your first color palette in your rainbow and y is your last) to assign your 7 colors as individual steps to this effect.
   d. Repeat Step 3 for all seven colors
   e. In live, select the channels and apply [Effect][1][6] to them.