

Create a New Show



Press Power Button once.


Select



Choose



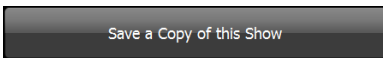
Backup a Show to USB

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

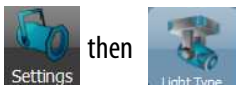


Patch a Light

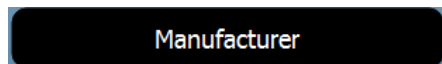


Determine the manufacturer and name of your light, and its current operating mode. Select a position in the Fixture Grid. Its outline will turn red.

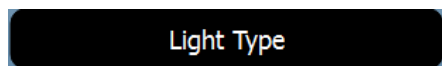
Select



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

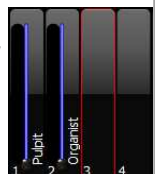


or



Touch  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

