

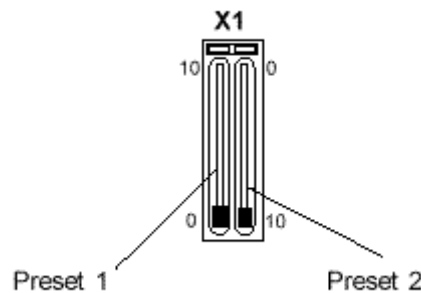
{1 SCENE 24 SUB} where the maximum faders is the number of faders less 24
{2 SCENE 24 SUB} where the maximum faders per scene is the number of faders less 24 divided by 2
{1 SCENE 0 SUB} where the maximum faders is the total number of faders.
{2 SCENE 0 SUB} where the maximum faders per scene is the number of faders divided by 2.
{AUTO FADE} GeniusPro/Lightpalette normal operating mode (refer to X Playbacks section).
{MAN FADE} GeniusPro/Lightpalette manual operating mode (refer to X Playbacks section)
The selected preset mode for X1 Playback is shown in the submaster window of the Live Screen.
Submaster faders dedicated to channel faders are shown in black.

Note: For 530 and 550 series consoles, the six supersubmaster faders are not included in the faders available for single scene or two-scene preset.

The single-scene presets offer a larger channel capacity using the Auto Hold feature to set up a blind scene as in a normal 2-scene preset desk. Channel faders always correspond numerically to the lowest numbered faders.

Single-Scene Preset

Single Scene Preset uses the Auto Hold feature of the X Playback faders, as shown in the following example:



1. Ensure that the 1 and 2 Preset master faders are completely in the home position (as shown) and that all channel faders are at zero.
2. For the purposes of the example, ensure that the time faders are set to zero in order to see the instantaneous response when cross fading.
3. Set faders 1 through 4 to 8 (80%)
4. Move the Preset 1 and Preset 2 faders together to the top. Scene 1 fades in on stage.
5. Move Preset 2 down to zero to hold the scene in memory (on stage)
6. Move Preset 1 down to start to set the next scene.
7. Set faders 1 through 2 to zero, fader 3 to full, fader 4 to 5 (50%) and faders 5 through 6 to 8 (80%)
8. Move the 1 and 2 Preset faders back up to the top position. This crossfades between scene 2 and the live scene on the preset faders.

Note: The Preset Faders will only 'pick up' and gain control of the channel faders after they have been moved to the zero (fully down) position. When a scene is on stage, you can modify the scene by moving the channel faders (including adding/removing channels). When the scene is