Create a New Show

Press Power Button once.

Select **Setup** then **Show File**

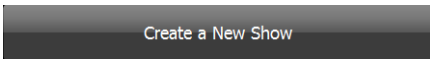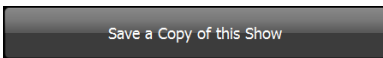Choose **Create a New Show**

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.
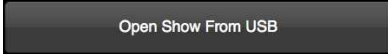
Select **Setup** then **Show File**

Choose **Save a Copy of this Show**

Open a Previously Saved Show

Press Power Button once.

Select **Setup** then **Show File**

Choose **Open Show From USB**

or **Open a Previous Version of This Show**
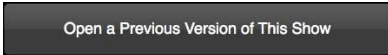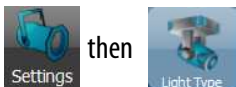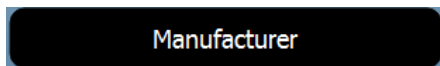
Patch a Light

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.
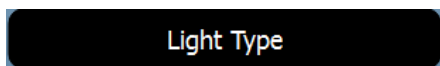
Select **Settings** then **Light Type**

Use to select **Manufacturer**

Use to select **Light Type**

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

Touch **Apply** then **DMX Addr** Choose the cell **1 Intensity** 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 **Control** then **Intensity** and use your

preferred intensity tool: **Wheels** **Libraries** **IRGB**

Set a Light's Color

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

Press or select **Control** then **Color** and use your

preferred color tool: **Wheels** **Libraries** **Picker**

Set a Light's Position

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

Press or select **Control** then **Position** and use your

preferred position tool: **Wheels** **Libraries** **Joystick** **Bullseye**

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 **Record** then **Memory** 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 **Done** to finish recording.
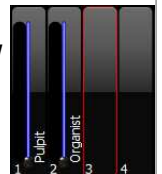
Once a Memory is recorded, pressing twice will 'quick record' a new look into the next available Memory location.

Record a Cue

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

To label the cue, touch the icon. To change the crossfade time, use Touch **Done** 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 [Record] then either [Library] or [Group]

If recording a Library, select what type: [Color] [Position] [Shape]

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

Reposition, Copy or Delete a Memory

To delete or reposition a Memory, select [Play] then [Memory]

Press the [pencil] 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 [shift] before dragging.
To edit name, touch the [keyboard] icon. Use the [wheel] or the [wheel] wheels to change the bump button timings.
Use the [wheel] wheel to change bump button modes. Touch [Done] when finished.

Reposition or Delete a Cue

To edit or reposition a Cue, select [Play] then [L Playback] or [R Playback]

Press the [pencil] button. [Preshow 3.0]
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 [shift] before dragging. To edit the name, touch the [keyboard] icon. Touch 'done' when finished.

Invert Pan/Tilt on a Light

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

Select [Control] then [Advanced] Select [Invert Pan] or [Invert Tilt]

Release Button

[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 [Play] then [L Playback] or [R Playback]

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

Use the [down triangle] or [up triangle] icons to page through the timing options.

Use the wheels or touch [grid] to adjust timings. Each attribute may be given its own timing and delay. Auto-follow options include 'Wait for Go'; 'Follow after Fade'; 'Folllow 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 [Done] when finished.

How to Strike/Unstrike an Arc Light

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

Select [Control] then [Intensity] then [Wheels] then [Control]

Use [wheel] to choose [Lamp On] or [Lamp Off]

After 7 seconds change the selection back to [Idle]

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 [Control] then [Intensity] then [Advanced]

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

How to Do a Light Check

Customarily lights are checked before a performance. Select [Select]

Use [+] or [-] to set the Fixture Grid to 20 lights. To bring each light to full, press each of the 20 [1] bump buttons. Use [>] to page to another 20 lights, as needed.

Press [release] when done to ensure all lights are released.

Shift Button Shortcuts

[shift button]

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