

# EQC

## Fat Frog - Mac 500 Patch

### Instrument - DMX - Location

1	100	Rear Truss 1	Left
2	114	Rear Truss 2	
3	128	Rear Truss 3	
4	142	Rear Truss 4	
5	156	Rear Truss 5	
6	170	Rear Truss 6	Right
7	184	Front Truss	Left
8	198	Front Truss	Right
9	212	Boxing Ring House	Left Rear
10	226	Boxing Ring House	Left Towards Stage
11	240	Boxing Ring House	Right Rear
12	254	Boxing Ring House	Right Towards Stage

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## Fat Frog Instrument Groups

(F4 key plus bump button representing the group)

Group	Name	Instruments
1	All	1-12
2	All Stage	1-8
3	All Boxing	7-12
4	Rear Truss	1-6
5	Front Truss	7-8
6	Boxing Ring	9-12
7	Stage Odd	1,3,5,7
8	Stage Even	2,4,6,8
9	Boxing Odd	7,9,11
10	Boxing Even	8,10,12
11	Stage Left	1-3,7
12	Stage Right	4-6,8
13	Boxing Left	7,9-10
14	Boxing Right	8,11-12

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## Mac 500 Color Palette

Palette	Color	Wheel	
		1	2
1	Open White	0	0
2	W1 / Blue	178	0
3	W1 / Red	174	0
4	W1 / Magenta	170	0
5	W1 / Lt Green	166	0
6	W1 / Yellow	162	0
7	W1 / Lav	158	0
8	W1 / Lt Blue	154	0
9	W1 / Pink	150	0
10	W1 / Cyan	146	0
11	W2 / CTC 3200-4200 0	0	178
12	W2 / CTC 3200-5600 0	0	174
13	W2 / Blue	0	170
14	W2 / Congo	0	166
15	W2 / Green	0	162
16	W2 / Red	0	158
17	W2 / Yellow	0	154
18	W2 / CTC 5500-2900 0	0	150
19	W2 / CTC 5500-4200 0	0	146
20	Orange	170	154
21	W1 Spin Slow	213	0
22	W1 Spin Fast	201	0
23	W2 Spin Slow	0	213
24	W2 Spin Fast	0	201

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## Beamshape Palette

Palette	Name	Shut	GRot	GFix	Rot
1	Open	23	0	0	0
2	Strobe Slow	64	0	0	0
3	Strobe Med	61	0	0	0
4	Strobe Fast	57	0	0	0
5	Gobo Rot Triangle	23	255	0	0
6	Gobo Rot Bar or EQC	23	225	0	0
7	Gobo Rot Stars	23	214	0	0
8	Gobo Rot Breakup	23	185	0	0
9	Gobo Rot Grid Ball	23	167	0	0
10	Gobo Fix Cone	23	20	0	0
11	Gobo Fix Dots	23	40	0	0
12	Gobo Fix Lotus	23	60	0	0
13	Gobo Fix Bricks	23	80	0	0
14	Gobo Fix Clouds	23	100	0	0
15	Gobo Fix Machine	23	120	0	0
16	Gobo Fix Bamboo	23	140	0	0
17	Gobo Fix Threads	23	160	0	0
18	Gobo Fix Pling	23	180	0	0
19	Triangle Rotate Slow	23	255	0	74
20	Stars Rotate Fast	23	214	0	152
21	Breakup Rotate Medium	23	185	0	87
22	Pling Shake	23	0	199	0
23	All Gobo Spin	23	0	219	0
24	Cone Strobe Slow	69	20	0	0

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## Position Palette

(Some of these {3-8} need to be refocused on a per show basis, based on placement of performers on stage, and the use of a backdrop.)

- 1 Blinder High
- 2 Blinder Low
  
- 3 Stage / Left Front
- 4 Stage / Center Front
- 5 Stage / Right Front
- 6 Stage / Left Back
- 7 Stage / Center Back (Drums)
- 8 Stage / Right Back
  
- 9 Stage / Slash Left
- 10 Stage / Slash Right
  
- 11 Stage / Center Up
- 12 Stage / Center Down
  
- 13 Stage / Mid Left
- 14 Stage / Mid Right
  
- 15 Dance Floor
  
- 16 Boxing / Center Ring
- 17 Boxing / Corner 1
- 18 Boxing / Corner 2 (Red)
- 19 Boxing / Corner 3
- 20 Boxing / Corner 4 (Blue)
- 21 Boxing / House Red Entrance
- 22 Boxing / House Blue Entrance
  
- 23 Backdrop
- 24 Walls

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## Submaster Page Use and Color Themes

(Submaster Page 1 is reserved for “per show” use. Place all chase queues written for this page in memory starting at 400, working down to 250. Please label the *memory* for the queue, not just the submaster.)

1 Reserved for Per show use.

2 Stage / White

3 Stage / Red

4 Stage / Orange

5 Stage / Yellow

6 Stage / Green

7 Stage / Turquoise

8 Stage / Blue

9 Stage / Pink

10 Stage / Color Scroll

11 Stage / Red - Blue

12 Stage / Blue - Yellow

13 Stage / Yellow - Green

14 Stage / Green - Red

15 Stage / Red - Yellow

16 Stage / Blue - Green

17 Stage / Blue - Pink

18 Full Stage / Varying Colors

19 Dance Floor

20 Boxing

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## Stage Submaster Layout &

## Board Memory Layout

(Numbers that follow are memory locations for chases, starting in page 2. What this does is group all the like chases together in memory, making copying queues between colored themed pages easy.

Starting at Memory 250 and working UP are the queues that have been written for the HOUSE.

Starting at memory 400 and working DOWN are the queues that have been written for Guest LD's use on page 1.)

1	Intro	1-20
2	Blinder	21-40
3	Center Stage Slow	41-60
4	Center Stage Fast	61-80
5	Left	81-100
6	Right	101-120
7	Full Stage Slow	121-140
8	Full Stage Fast	141-160
9	Slash Left-Right (or Backdrop)	161-180
10	Up/Down	181-200
11	Left-Right	201-220
12	Ballyhoo	221-240