AURACUE

LIGHTING CONSOLE USER MANUAL

www.auracue.com

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Welcome to the Auracue 245

So here you are, staring at a new console. Maybe your usual desk is in a truck somewhere in Saskatchewan. Maybe you just got a great deal on a serious piece of kit and you're wondering if the manual makes sense. Either way: we've got you.

The Auracue 245 is a full-featured professional lighting console built for large-scale productions — tours, theatres, broadcast studios, corporate events, and any rig that demands serious control without a second mortgage. It outputs 12 native DMX universes (up to 32 via ArtNet), runs on dual 15.6" multitouch screens, and packs a feature set that will feel familiar no matter where you come from.

This manual was written for operators who already know how to light a show. Whether your hands are calloused from years on a grandMA, ETC Eos, HOG 4, Onyx, Avolites, Jands, Compulite, or any other platform — you will find the language you need here. Cross-reference notes throughout the document translate Auracue 245 terminology into the vocabulary you already speak.

How This Manual Is Organised

- Chapters 1–2: Console hardware overview and touchscreen interface
- Chapters 3–5: Fixture libraries, patching, and grouping
- Chapters 6–9: Fixture control, palettes, curves, and fan effects
- Chapters 10–13: Shapes, scenes, chases, and show recording
- Chapters 14–19: Setup, RDM, key frame, pixel mapping, layout view, and button reference
- Appendices: Cross-console terminology, quick-start workflow, specifications, glossary, and troubleshooting

> **TIP:** Night-before-a-show shortcut: jump to Chapter 4 (Patching) and Chapter 11 (Scenes). Those two chapters will get you through a basic load-in.

Chapter 1: Console Overview

The Auracue 245 front panel is divided into four main working zones.

1.1 Front Panel Layout

Zone	Location	Function
Touch Screen Display	Upper right	Dual 15.6" multitouch screens — all software functions
Playback Area	Lower left	45 playback faders, page controls, master fader, blackout
Encoder Control	Upper left	4 encoders for attribute control; small screens show active attribute
Program Control	Right section	Function buttons, numeric keypad, navigation

Touch Screen Display Area	Playback Area	Encoder Control Area	Program Control Area

Auracue 245 front panel — four main working zones labelled

1.1.1 Touch Screen Display Area

The dual 15.6" multitouch screens are your main programming interface. The right side of each screen has 20 configurable window slots. Long-press any blank slot to open a new window. The left toolbar provides persistent shortcut icons for Setup, patch, executor simulation, graffiti, and conditional fixture selection.

1.1.2 Playback Area

- 45 Playback Faders — store and run scenes and chases

- Page Buttons (minus/plus) — navigate 40 pages (600 total storage slots)
- Playback Master Fader — controls overall playback output intensity
- Blackout Button — instantly kills all playback output
- 3 Buttons per fader — assignable functions (trigger, flash, custom)

1.1.3 Encoder Control Area

Four physical encoders control fixture attributes contextually. The small screens above each encoder display the current controlled attribute. Active attributes show a red bar on the touchscreen; inactive attributes show white or green.

1.1.4 Program Control Area

Function buttons, numeric keypad, and navigation keys. The SetUp button opens all system configuration. Up/Down buttons navigate fixture positions quickly. The numeric keypad combines with function buttons for direct value entry and fixture selection.

1.2 Rear Panel Connections

Auracue 245 rear panel — DMX outputs, signal connections, and True1 power inlet

Connection	Detail	Notes
Power	True1 (powerCON TRUE1)	AC 90-240V, 50-60Hz — compatible with Canadian 120V/60Hz
DMX Output — Universes 1-8	8 x 5-pin XLR	One universe each. Standard 5-pin DMX.
DMX Output — Universes 9-12	4 x 3-pin XLR	One universe each. 3-pin DMX.
ArtNet / sACN	Via LAN (Ethernet)	Extends to 32 universes over Ethernet or wireless
LAN / Ethernet	1 port	Network expansion, ArtNet, simulator connectivity
RS232	1 port	External device control and triggering
RS485	1 port	External device control and triggering

Connection	Detail	Notes
MIDI	1 x In + 1 x Out	Standard MIDI timecode triggering
LTC	1 x In + 1 x Out	SMPTE linear timecode triggering
USB	Multiple ports	Keyboard, mouse, USB drive

Front Panel Connection

Connection	Detail	Notes
Audio Output	1 x stereo jack (FRONT panel)	Located next to USB ports on front panel — NOT rear

IMPORTANT: When patching fixtures, ensure the correct universe line is selected and connected to the right DMX output port. Universes 1-8 use 5-pin XLR; universes 9-12 use 3-pin XLR. Mismatched universe assignments are the most common 'my lights aren't responding' cause at load-in.

CROSS-REFERENCE: ArtNet configuration: grandMA2/3 — Setup > Network > Art-Net. ETC Eos — Setup > System > Output Protocols. Avolites Titan — Network > DMX Settings. Auracue 245 — SetUp > Network Settings (Chapter 14).

Chapter 2: Touch Screen Interface

The Auracue 245 touchscreen is your programming dashboard. Everything flows through this interface — patching, palettes, scenes, shapes, setup.

2.1 Window Types

Window	Purpose
Fixture+Group+Palette	Your most-used window. Combines fixture display, group storage, and palette recall.
Playback	Displays all scenes and chases on the current page. Recall and modify during a running show.
Shape	Access to 240+ built-in shapes. Running shapes displayed here; add, modify, pause, or remove.
Library Editor	Create custom fixture profiles, import libraries from USB, manage the fixture database.
LayoutView	Bird's-eye view of your physical rig for visual fixture selection. Tap a light, not a number.
PixelMap	Assign media content to pixel-mapped fixture grids. See Chapter 17.
Program	Show recording and automatic playback. See Chapter 13.
Tips Dialog Box	Advanced fixture selection shortcut tool for fan effects and grouping techniques.

2.2 Left Toolbar Icons

Icon	Function
[gear] Settings	Opens Setup window — patch, show management, system settings
[screen] Command Sim	Virtual command button simulation interface
Executor Sim 1-3	Simulates executor buttons 101-115, 201-215, 301-315 on screen
DMX List	Opens DMX channel list for direct channel value testing
[brush] Graffiti	Opens graffiti tool for fixture labeling with images or text
[plug] Patch	Opens patch window directly
if Conditional	Execute fixture selection by conditional logic

2.3 Attribute Display Bar

At the bottom of the screen, the attribute bar shows all attribute categories for selected fixtures: Dimmer, Position, Gobo, Color, Beam, Focus, Control, Shapers, Video.

- Values Layer: set attribute values, fade-in times, delay times, and MIB settings
- Effects Layer: assign curves; control speed, phase, high/low value, direction

NOTE: Bars in RED = active attribute (encoder is controlling this right now). Bars in WHITE or GREEN = inactive. This colour code is your 'what am I touching?' indicator — essential when multiple attributes are in play.

Chapter 3: Fixture Library Editor

The Fixture Library is the console's database of DMX fixture personalities. Before you can patch a fixture, its profile must exist in the library. Open the Library Editor from the right sidebar of the touchscreen.

CROSS-REFERENCE: Equivalent to: grandMA2 Fixture Types, ETC Eos Fixture Library, HOG 4 Fixture Types, Onyx Fixture Types, Avolites Titan Personalities (Tools > Manage Fixtures).

3.1 Creating a New Profile

Tap New in the upper-right corner. Fill in these fields:

Field	What to Enter
Library Name	Fixture display name (e.g. 'Robe ESPRITE 350W')
Model	Channel mode designation (e.g. '50CH')
Manufacturer	Brand name — any text if unknown
Type	Fixture category: Moving Head Beam, LED Par, Strobe, etc.
Light Beam	Beam type: narrow, wide, spot, wash
Instances	Leave blank — auto-generated after you define attributes
Number of Channels	Leave blank — auto-generated from module setup
Locate Value	Values when Locate is pressed: Pan/Tilt = midpoint (~32767 for 16-bit); Dimmer = 255; RGBW = max
Default Value	Values at startup: Shutter = 255; Pan/Tilt = midpoint
Highlight Value	Values when Highlight active — usually Dimmer = 255

3.2 Module Management

Modules define the channel layout. System enters Module Management automatically after Library Information is set. Tap Edit Module to configure each channel:

Parameter	Description
Main Channel	Primary DMX channel number for this attribute
Fine-Tune Channel	16-bit precision channel — enter in fine-tune field (do NOT add as a separate row)
Default Value	Shutter/Strobe = 255; Pan/Tilt = midpoint

Parameter	Description
Locate Value	Dimmer = 255; RGBW = max; all others = 0
Highlight Value	Usually Dimmer = 255
DMX Min/Max	Min = 0; Max = 255 (single-byte) or 65535 (16-bit fine-tuning)
Snap	No = smooth fade (dimmer, XY, RGBW). Yes = instant snap (gobos, modes)
Reverse	Yes = value decreases as encoder increases. Default No.
Cancel MIB	Whether to disable step embedding in cues. Default No.

IMPORTANT: Fine-tuning channels do NOT need separate rows. Enter the fine-tune channel number directly in the fine-tune field of the main channel row.

3.3 DMX Segments

DMX Segments define named preset slots for colour wheel or gobo wheel attributes, so users can tap 'Red' instead of entering DMX value 42. After adding the attribute, navigate to DMX Segment > add segment > set name, DMX min, DMX max, and assign a colour swatch.

3.4 Save & Import

Click Save (upper right) to save. Click Open to access Library Management for importing, exporting, and browsing.

Source	USB Path on Drive
Native Auracue library files	/AURACUE/Library/
R20 / XML (MA2) / D4 format files	/AURACUE/OthersLibrary/

NOTE: During patching, only Libraries in Use are shown. If your fixture is missing, tap Browse & Import to import from USB.

Chapter 4: Patching Fixtures

Patching maps fixtures to DMX addresses and output universes. This is your load-in foundation — get it right and everything else flows.

CROSS-REFERENCE: Patch access: grandMA2 — Setup > Patch & Fixture Schedule. ETC Eos — Setup > Patch. HOG 4 — Setup > Patch. Onyx — Patch > New Fixture. Avolites Titan — Patch > Patch New Fixtures. Auracue 245 — gear icon > Patch, or [plug] icon on left toolbar.

4.1 Method 1 — Patch from LayoutView

1. Tap [plug] icon at bottom-left of screen
2. Browse fixture libraries — filter by Manufacturer or Library Name
3. Select fixture library
4. Fill in: Count, ID (starting fixture ID), Address (starting DMX address), Column, Row, Universe (1-12)
5. Tap any blank area in LayoutView — confirm 'Sure to patch?' prompt

TIP: Column = horizontal direction; Row = vertical direction in the LayoutView grid.

4.2 Method 2 — Quick Patch (Sliding Connection)

1. Open Fixture window
2. Tap [plug] icon, select fixture library
3. Enable Sliding Connection and Quick Address options
4. Swipe horizontally or vertically across Fixture window to patch multiple fixtures at once
5. Quick Address auto-calculates addresses sequentially — set physical fixtures to match

od 2: In the Fixture window, click the bottom icon left corner of the screen  ,After
cting the fixture library, user don't need to enter count, ID, column, or row for patching.
turn on "Sliding connection" and "Quick address" option, then swipe horizontally or vertically
e fixture view to finish patching. "Quick Address" , console calculate address coder
natically.Then set the on-site fixtures addresses to match those shown on the console for
ol.

Fixture window with Sliding Connection and Quick Address enabled (Method 2)

4.3 Patch Information Table

Access: Setup > Patch > Patch Info. Shows all patched fixtures with:

Column	Meaning
Serial No.	Sequence number in the patch
Name	Display name of the fixture
Library Name	Format: Manufacturer@LibraryName@Mode
Address	DMX start address on its output universe
Park	Yes = console does NOT control this fixture
Pan/Tilt Invert	Inverts X or Y axis output — sync fixtures in opposite orientations
P enc.Inv / T enc.Inv	Reverses Pan or Tilt encoder direction
Swap P/T	Swaps Pan and Tilt axis data
Master	Whether fixture responds to master fader
Pan/Tilt Offset	Preset calibration offsets

4.4 Attribute Information & Default Values

Access: Patch Info > select fixture > Attribute Information (lower right). Edit Default Value, Locate Value, Highlight Value, Snap, Reverse, and MIB settings.

IMPORTANT: The shutter default value for ALL non-LED beam fixtures MUST be set to 255. If a fixture patches but shows no light output, this is almost always the cause.

4.5 Other Patch Operations

Operation	How To Do It
Delete patched fixture	Patch Info > select fixture > Delete Fixture. OR: press Delete > swipe fixtures > confirm. WARNING: removes all programming for that fixture. Cannot be undone.
Invert Pan or Tilt	Patch Info > select fixture > Set Up > Pan Invert or Tilt Invert = Yes
Rename fixture	Patch Info > select fixture > Set Up > enter name > Enter
Move fixture (display order)	Press Move > select fixtures > tap destination. Options: Original Orientation, Horizontal, Vertical, Reverse Horizontal, Reverse Vertical

Operation	How To Do It
Fixture Graffiti (label/icon)	Edit > select fixture > Graffiti interface > select preset or draw custom > Display = Yes

4.6 No Multipatch — Use Groups Instead

The Auracue 245 does not support multipatching. On consoles that do, multipatch allows a single channel to control multiple dimmer outputs simultaneously. On this console, attempting to assign several dimmers to the same channel will create a conflict — the console cannot resolve two fixtures sharing the same address on the same universe.

The clean workaround is to patch each dimmer as its own individual fixture, then create a Fixture Group containing all of them. Selecting and controlling that group behaves exactly as if they were a single unit — any attribute change, palette recall, or scene will fire across all fixtures in the group simultaneously.

TIP: For example: if you have 6 house dimmers you always run together, patch them as Dimmer 1 through Dimmer 6, create a group called 'House', and treat that group as your single control point. Same result as multipatch — no conflicts, no headaches.

CROSS-REFERENCE: On grandMA2/3, multipatch is available via the Patch & Fixture Schedule. On ETC Eos, it is handled through fixture linking. On Avolites Titan, multiple dimmers can share a single handle. On the Auracue 245, use Fixture Groups (Chapter 5) to achieve the same practical result.

Chapter 5: Fixture Grouping

Fixture groups let you select multiple fixtures with a single tap. The Auracue 245 supports up to 300 groups. The order in which fixtures are selected when creating a group is stored — this affects fan shapes, sequential effects, and position ripples.

CROSS-REFERENCE: Same concept and same name on all platforms: grandMA2 Group Pool, ETC Eos Groups, HOG 4 Group directory, Onyx Groups, Avolites Titan group handles.

5.1 Create a Group

- Method 1: Select fixtures > press Store > tap empty slot in Group window
- Method 2: Select fixtures > double-tap any blank space in Group window

5.2 Editing Group Fixture Order

The sequence in which fixtures were selected when the group was created determines the order for effects.

1. Select the group > tap Advanced Grouping
2. Rearrange fixtures in the desired order
3. Tap X (upper right) to save > Store the updated group

TIP: If your chase or fan effect runs in the wrong direction, check group fixture order first. Re-order via Advanced Grouping before anything else.

5.3 Recall, Move, Copy, Delete

Action	Steps
Recall group	Tap group(s) in Group window. Tap and slide to select multiple. Press Locate to enable output.
Move	Move button > select group > tap destination slot
Copy	Store button > select group > tap destination slot
Delete	Delete button > select group > tap to confirm
Rename	Edit > select group > type name in display name box > Enter

Chapter 6: Fixture Control

Fixture control is the core programming loop — selecting lights, changing attributes, applying effects, and building the cues that make up your show.

6.1 Selecting Fixtures

- Open LayoutView or Fixture window
- Tap a fixture to select (turns orange when selected)
- Swipe across multiple fixtures to select a range
- Tap a selected fixture again to deselect it
- Press Clear to deselect all without removing programmer values

6.2 Adjusting Attributes

After selecting fixtures: tap attribute category in bottom bar (e.g. Color) > turn the encoder underneath it. The attribute bar turns red when active. Or tap the attribute name and enter a precise value.

6.2.1 Encoder Link Settings

Link Mode	Behaviour
Single Attribute	One encoder controls one attribute (default)
Active Attribute	Encoder only controls currently active attributes
Link Feature	All attributes in same category controlled together (e.g. all colour channels)
Active Feature	Controls all active attributes in current category simultaneously
Link All	All attributes of selected fixture controlled together
All Active	All activated attributes controlled together

6.2.2 Fade In, Delay, and MIB

- Fade In: fade-in time applied to all channels when the cue plays
- Delay: delay before the fade begins
- MIB (Mark in Black): pre-positions moving fixtures while dimmer is at zero before the cue runs

TIP: MIB is called 'Move in Black' on grandMA and Avolites, 'Mark' on ETC Eos, and 'Track/Follow' on HOG. Same idea on every desk: pre-position your moving head before the lights come up so the audience never sees the move.

6.2.3 Colour Control — Special Dialog Box

- Color Fader: virtual faders for Hue, Saturation, Brightness, RGBW, CMY
- Color Plate: interactive colour wheel — tap desired colour area
- Color Preset: manufacturer colour palettes (Rosco, Lee, GelColor, Cinegel, GameColor, custom)
- Attribute Fader: replace encoders with virtual on-screen faders for any attribute

6.3 Clear Button — Multi-Press Behaviour

Press	Action
Once	Clears fixture selection (deselects all)
Twice	Resets dimmer to zero and deactivates attribute
Three times	Clears the entire programmer
Long press	Opens dialog to selectively activate/deactivate individual attributes

CROSS-REFERENCE: grandMA: Clear. ETC Eos: Escape / Clear. HOG 4: Clear. Avolites Titan: Clear. Multi-press Clear behaviour matches grandMA and Avolites.

Chapter 7: Palettes

Palettes store snapshots of frequently used attribute states. Instead of dialling in RGB values every time you need warm white, you tap 'Warm White' and you're done. 10 categories, 200 palettes each.

CROSS-REFERENCE: Called Presets on grandMA2/3, ETC Eos, Onyx, and Compulite. Called Palettes on HOG 4 and Avolites Titan (with Position, Colour, Gobo, Beam categories). Called Groups/Memories on Jands.

7.1 Global vs Selective Palettes

- Global (marked G): applies to all fixtures of the same type — more flexible, generally preferred
- Selective (marked S): applies only to the specific fixtures selected when the palette was created
- When storing: tap Overall after pressing Store to make it Global. Without Overall = Selective.

Palette Status Colour	Meaning
Green	Palette fully applies to all selected fixtures
Yellow	Palette partially applies — some selected fixtures don't match
Red	Palette cannot apply to selected fixtures

7.2 Creating a Palette

1. Press Clear (reset programmer)
2. Select fixture > press Locate to light it up
3. Set the attribute(s) you want to store
4. Press Store > select palette slot
5. For Global: tap Overall before confirming

7.3 Recalling a Palette

- In Fixture mode: select fixtures > tap palette in Palette window
- Via keypad: press Palette button > enter number > Enter
- In a running scene/chase: open Palette window > tap palette (applies in real-time)

7.4 Time Palettes

Store a built-in fade-in and delay time within the palette for quick recall during programming. To store: select fixtures > adjust attribute > tap Fade In > Set Up > enter time > OK > store as palette. To enable: Edit > select palette > Enable Time = Yes.

7.5 Move, Copy, Delete

- Move: Move button > select palette > tap destination
- Copy: Store button > select palette > tap destination
- Delete: Delete button > select palette > confirm

IMPORTANT: Deleted palettes cannot be recovered. Export to USB before deleting anything you may need.

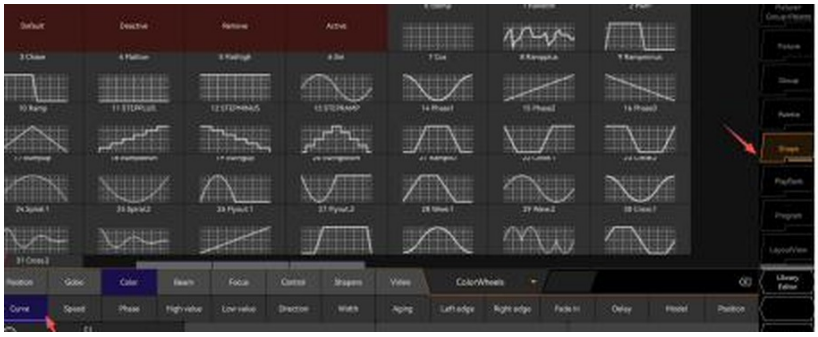
Chapter 8: Curve Effects

Curves apply a continuous waveform to any attribute. 31 built-in curves from sine waves to complex multi-step patterns. They must be applied from the Effects layer — not the Values layer.

IMPORTANT: Curves ONLY apply from the Effects layer. Trying to apply a curve from the Values layer will do nothing. This is the most common curve-related mistake from operators on any platform.

8.1 Applying a Curve

1. Select fixture(s) and select the attribute you want to curve
2. Switch from Values layer to Effects layer (required)
3. Tap Curve to open the Curve window
4. Select the desired curve effect
5. Set parameters in the Effects layer



The 31 built-in curve waveforms — from sine waves to step functions, ramps, and spirals

8.2 Curve Parameters

Parameter	Function
Speed	Running speed (0 = paused)
Phase	Spacing angle between fixtures — creates chasing effect when greater than 0
High Value	Upper attribute value (0-255)
Low Value	Lower attribute value (0-255)
Direction	4 modes: forward, reverse, bounce, random
Width	Percentage of fixtures running the curve at once
Aging	Duration before curve stops — 0 = runs indefinitely

Parameter	Function
Left/Right Edge	Shape the waveform edges for varied effects
Fade In / Delay	Fade-in and delay times for HTP channels only
Model	Absolute (independent) or Relative (offset from current position)
Position	After duration ends: return to home or retain current position

Chapter 9: Fan Effects

Fan effects spread an attribute across a group of fixtures in a graduated way. Selection order of fixtures determines the fan direction. If the fan runs backwards, re-select fixtures in reverse order or use Advanced Grouping.

9.1 Fan Shape Modes

Mode	Behaviour
Symmetrical	First and last fixtures symmetric; middle fixtures radiate outward
Both Sides Stationary	First and last hold position; others radiate from centre
Two Middle Stationary	Two centre fixtures hold; others radiate outward symmetrically
First Right Stationary	First fixture holds; others radiate left in sequence
First Left Stationary	Last fixture holds; others radiate right in sequence
Center Mode	Centre fixtures move with small amplitude — good for fixed-point effects
Fan=Off	Disables fan effect

9.2 Applying a Fan

1. Select fixtures (selection order matters for fan direction)
2. Tap Fan on touchscreen and select fan type (turns green when active)
3. Open Tips Dialog Box for detailed fan distribution parameters

9.3 Tips Dialog Box Parameters

Parameter	Function
Interleave	How many fixtures grouped into one column (pattern density)
Wing	Mirror image — creates symmetrical left/right effects
Tricks Filter	Order of fixture selection: Empty, Strange, or Even Number
Wing Style	Positive or negative direction of fan spread
Single X / Single Y	Selects only Pan or only Tilt fixtures
Block X / Block Y	Groups horizontal or vertical fixtures as one block

Parameter	Function
Align Group X / Y	Sets number of horizontal or vertical alignment groups
Randomly	Randomly shuffles fixture order for random fan distribution

Chapter 10: Shape Effects

The Auracue 245 includes a shape generator with 240+ built-in effects. Shapes apply continuous running patterns to fixture attributes — circles, bounces, waves, colour chases, and more. They run on top of static values and are relative to the fixture's current position.

CROSS-REFERENCE: Called Shape Generator on Avolites Titan. Called Effect on grandMA2/3, ETC Eos, HOG 4, and Onyx.

10.1 Applying a Shape

1. Select fixture or group (brightness must be enabled — use Locate or manual)
2. Tap Shape in the right sidebar to open the Shape window
3. Select the desired shape — it appears in the Running Shapes area
4. Set parameters in the attribute bar

The Shape window showing 240+ built-in shapes — Dimmer, Position, P/T Circle, RGB, and more

10.2 Shape Parameters

Parameter	Function
Speed	Running speed (0 = paused)
Spacing Angle	Interval angle between fixtures — groups them into sequential patterns
Evenly Distributed	Applies even spacing automatically
Starting Angle	Offsets the shape forward/backward — useful for combining shapes
High / Low Value	Upper and lower attribute values (0-255)
Width	Ratio of fixture movement relative to total selected fixtures

Parameter	Function
Direction	4 directional modes
Aging	Duration before shape stops (0 = indefinitely)
Fade In / Delay	Fade-in time and delay before shape starts
Model	Absolute (independent) or Relative (offset from current setting)
Position	After duration: return to home or reserve current position

10.3 Built-in Shape Categories

Category	Available Shapes
Dimmer	Dimmer Sin, Dimmer Chase, Dimmer PWM (multiple variants), Shutter PWM Random
Position	P/T Circle (4 variants), P/T Wave, P/T Cross, Pan Sin (multiple), Tilt Sin (multiple)
Dim/Position	Dim/Tilt Flyout, Dim/Pan/Tilt Flyout (multiple variants)
RGB (LED only)	RGB Rainbow, RGB Chase, RGB Red/Yellow, RGB Red/Blue, RGB Green/White, and more
Colour Wheel	Color1 PWM (12 variants: Up/Down in multiple groupings)
Prism	Prism1 PWM (5 variants), Prism2 PWM (5 variants)
Combined	Multi-attribute combinations: RGB+White, Dimming+Vertical, Color Wheel+Prism, etc.
Shape Grouping	80 special effect shapes: squares, rhombuses, triangles, hexagons, circles, spirals, etc.

10.4 Managing Shapes

Operation	Steps
Edit running shape	Shape window > tap shape in Running Shapes area > modify parameters
Pause shape	Shape window > select shape > Pause > adjust Starting Angle
Remove current shape	Select fixture > select shape > Remove Fixture > All > activate attribute > Remove Fixture > Store
Remove from existing scene	Edit Playback > Edit Current Cue > select fixture > select shape > Remove > All > activate attribute > Remove Fixture > Store > Save/Replace

Operation	Steps
Import/export shapes	Shape window > Edit Shape > Shape operations — import from USB or export to USB
Shape recovery	Restores corrupted shapes to factory defaults

Chapter 11: Scenes

A scene is a single stored playback snapshot — the basic building block of any show on this console. The Auracue 245 supports up to 600 total playback slots across 40 pages.

CROSS-REFERENCE: Called Cue on grandMA2/3 (in a Sequence), ETC Eos (in a Cue List), HOG 4 (in a List), Onyx (in a Cuelist), and Avolites Titan (on a Handle). On the Auracue 245 a single-step playback is a Scene; multi-step is a Chase (Chapter 12).

IMPORTANT: The programmer ALWAYS overrides running scenes. If a scene is not displaying correctly, press Clear first. This is the most common cause of 'my cue isn't working' on any console.

11.1 Storing a Scene

1. Press Clear to empty the programmer
2. Select fixtures and set desired attribute states (including curves, fans, and shapes)
3. Press Store > tap a fader slot to open the Editing Playback interface
4. Select storage unit: By Fixture or By Channel
5. Tap a blank fader slot to complete the save

Storage Unit	What It Stores	Best For
By Fixture	ALL attributes of each modified fixture	Predictable playback; full fixture state control
By Channel	ONLY modified channels	Flexible; allows combining multiple scenes on same fixtures

11.2 Key Scene Parameters

Access via Edit > tap scene > Editing Playback > Edit Current Cue:

Parameter	Options / Notes
Priority	Lowest / Low / Normal (default) / Second Highest / Higher / Extremely High / Highest
Fader Mode	HTP (brightness) / LTP (fade trigger) / FX Size / FX Speed / FX Progress
Operating Mode	Bounce (back and forth) / Loop / Stop at last cue
Release Mode	Keep final value / Return to default values on fader-down
Automatic Stop	Auto-end scene when fader pulled down

Parameter	Options / Notes
Auto Start	Auto-run scene when fader pushed up
Release Keep State	Whether shapes/curves continue after scene is released
Button 1/2/3	Assign custom functions to each fader button
Fade In / Fade Out	Transition times in seconds
Snap Percent	0=full fade, 100=instant snap
Overlap	% of fixtures starting next fade before previous finishes
UDP/TCP Sending	Fire external network commands synchronised with scene
Music/Video Files	Synchronise audio or video playback with scene timing

Fader Modes

Mode	Fader Controls	Typical Use
HTP	Brightness — proportional to fader position	Standard intensity scenes
LTP	Fade value — latest executed wins	Position, colour, beam specials
FX Size	Amplitude of running shape/curve effects	Live effect size control
FX Speed	Speed of running shape/curve effects	Live effect speed control
FX Progress	Progress through running shape cycle	Freeze/scrub a shape

11.3 Running a Scene

- Push the playback fader up or press the playback button
- Press Clear before running — programmer overrides scene output
- Up to 45 scenes can run simultaneously

11.4 Copy, Move, Delete

- Copy: Store button > select source scene > tap destination slot
- Move: Move button > select source scene > tap destination slot
- Delete: Delete button > select scene > confirm in pop-up

Chapter 12: Chases

A chase is a multi-step sequence of scenes that plays back in order. Each step can have its own timing. The chase can loop, bounce, or stop at the last step. Shares the 600-slot pool with scenes.

CROSS-REFERENCE: Called Sequence on grandMA2/3, Cue List on ETC Eos / HOG 4 / Avolites Titan, Cuelist on Onyx.

12.1 Creating a Chase

1. Press Clear, program first step, press Store > tap blank fader slot (creates cue 1)
2. Press Clear, program second step, press Store > tap SAME fader slot (adds cue 2)
3. Repeat for all steps — each Store to the same slot adds a new step

12.2 Per-Cue Timing

Setting	Options	Notes
Trigger	Go / Time / Follow	Go = manual; Time = auto-advance after Trigger Time
Trigger Time	0.00-999.99 sec	Time before auto-advancing to next step
Fade In / Fade Out	0.00-999.99 sec	Transition times for this step
Wait In / Wait Out	0.00-999.99 sec	Delay before fade in or out begins
Snap Percent	0-100%	100 = instant snap; 0 = full fade
Overlap	0-100%	Fixtures starting next fade before previous step finishes

NOTE: Global chase timing (set in Edit Playback header) applies to all steps. Per-step timing always overrides global timing for that specific step.

12.3 Running a Chase

- Push fader up or press playback button
- GO+: advance forward through cue steps
- GO-: step backward through cue steps
- Pause: halt at current cue; press GO+ to resume

Chapter 13: Show Recording

Show Recording captures a complete live performance — all fader movements and button presses — as a time-stamped file. Different from programming scenes/chases: this records the operator's real-time actions, not just lighting states.

13.1 Record

1. Open Program window from right sidebar
2. Select a blank program slot > tap Record Show
3. Perform your show as normal — all actions are captured with timestamps
4. Tap Stop to end recording

13.2 Playback

Program window > select recording > tap Play. Console replays every action at original timing. Tap Stop to halt mid-playback — output holds at current state.

13.3 Edit Show

Rename segments and events, adjust event timing, delete events, rearrange segments, modify trigger times.

Chapter 14: System Setup

Access: SetUp button on console keyboard, or [gear] icon on left toolbar.

14.1 Show Management

- New: create empty show file
- Open: load show from internal storage or USB
- Save: save to internal storage
- Export: export show file to USB drive
- Import: import show file from USB drive

TIP: Save to USB at every major milestone. Name files by date and venue (e.g. TorontoRivoli_2026-05-22). Your future self will thank you.

14.2 ArtNet / Network Settings

1. Connect console LAN port to ArtNet network switch
2. Setup > Network Settings
3. Set console IP: use 2.x.x.x range (e.g. 2.0.0.1), subnet 255.0.0.0
4. Enable ArtNet output
5. Map console universes to ArtNet universe numbers
6. Set ArtNet nodes to same IP range and matching universe numbers

IMPORTANT: ArtNet universe 0 = Auracue 245 universe 1. This off-by-one offset is the most common ArtNet configuration mistake. sACN (E1.31) has no offset — sACN universe 1 = console universe 1.

Protocol	Universe Numbering	IP Range	Notes
ArtNet	ArtNet 0 = Console 1	2.x.x.x / 255.0.0.0	Most common. Used by majority of touring nodes.
sACN (E1.31)	sACN 1 = Console 1	Any valid IP	Preferred for installs. No offset.

14.3 Local Settings

Language, Brightness, Button Backlight, Auto-save Interval, Screen Saver, Date and Time, User Management.

14.4 Scheduled Tasks

Schedule automated console actions at specific times. Useful for installed venue lighting and automated shows. Configure triggers by date, time, and action type.

14.5 Multimedia

Configure synchronisation for scenes with audio or video. Assign file paths per scene via Edit Playback > Edit Current Cue > Music/Video Files.

Chapter 15: RDM — Remote Device Management

RDM is a bidirectional protocol on top of DMX512, allowing remote configuration of RDM-capable fixtures without physical access. Enable via Setup > Patch > switch to target universe > enable RDM.

Function	Steps
Identify Fixture	Select fixture in RDM interface > tap Identify — fixture flashes to confirm location
Modify Fixture Mode	Select fixture > Modify Fixture Mode > choose mode (e.g. 16-ch vs 32-ch)
Modify Address	Select fixture > Modify Address Code > enter new DMX start address — updates immediately

IMPORTANT: RDM requires direct DMX connection. Splitters must support RDM. ArtNet-connected fixtures need ArtNet RDM support throughout the signal chain.

Chapter 16: Key Frame

Key Frames let fixture attributes cycle through custom user-defined values at specific timings. Unlike curves (mathematical waveforms) or shapes (preset patterns), Key Frames give you full control over exactly what value occurs at exactly what time.

Blue sections in the attribute display indicate Key Frame is active. Parameters: Attribute Cycle (which attribute), Timing (step duration), Transition (snap or fade), Repeat (number of cycles — 0 = infinite).

Parameter	Description
Attribute Cycle	Which attribute value the keyframe controls
Timing	Duration of each keyframe step
Transition	Snap or fade between keyframe steps
Repeat	Number of cycles (0 = infinite loop)

Chapter 17: Pixel Mapping

Pixel Mapping assigns media content (images, video, generated effects) to fixtures arranged in a grid, turning a fixture array into a display screen.

1. Open PixelMap window from right sidebar
2. Create new layout — define grid dimensions (columns x rows) to match your physical fixture array
3. Assign fixtures to each grid position
4. Select media content: image file, video file, or generated effect
5. Content maps across fixture grid and outputs as DMX colour data
6. Adjust scale, position, speed, and direction

TIP: The fixture layout in PixelMap must accurately match the physical arrangement. One fixture out of position creates visible artifacts. Use LayoutView alongside PixelMap for position reference.

Chapter 18: LayoutView

LayoutView is the on-screen visual representation of your physical rig. Instead of selecting fixtures by number, tap their position on screen.

CROSS-REFERENCE: Called Stage View on grandMA2 and HOG 4, Layout on ETC Eos, Stage View on Onyx, Workspace on Avolites Titan.

- Usage: open LayoutView window > tap fixture to select > drag-select a region for multiple
- Edit mode: drag fixtures to match physical positions; add background images; label zones
- Custom position: manually set exact X/Y coordinates for precise fixture placement

Chapter 19: Button Functions Quick Reference

Button	Function	Notes
Move	Move stored items to new location	Select item > tap destination
Copy	Copy stored items to new location	Select item > tap destination slot
Delete	Delete selected items	Confirmation required
Edit	Enter edit mode for selected item	Opens item edit interface
Update	Update scene with current programmer values	Live scene update without full re-store
Store	Store programmer contents — universal save	Works for scenes, palettes, groups
Group	Open Group window	Quick group access
Grouping (Grid)	Advanced Grouping for fixture order	Used for shape/fan ordering
Revoke/Undo	Undo last programming action	Multiple undo levels
Off	Turn off selected fixtures/playbacks	Releases control without clearing values
Clear	1x=deselect, 2x=reset dimmer, 3x=full clear	Long press = selective attribute control
Pause / GO- / GO+	Pause, step backward, step forward	Navigate chase steps manually
Page Down / Page Up	Navigate 40 playback pages	15 faders per page
Assign	Assign functions to fader buttons	Customise fader button behaviour
Fixture	Open Fixture window	Quick fixture window access
Playback	Open Playback window	Quick scene/chase list access
Palette	Open Palette window / recall by number	Press + number + Enter to recall
Back	Return to previous menu / cancel	Contextual back navigation
At	Direct value entry	For rapid attribute assignment

Button	Function	Notes
Locate	Home fixtures to stored Locate position	Opens shutters, full dimmer, centre position
Default	Return fixtures to stored default values	Applies stored default values
Hilight	Enable Highlight mode	Applies Highlight Value — usually full dimmer
Fan	Apply fan effect to selected fixtures	Opens fan selection bar on screen

TIP: Locate is your load-in best friend. Press it after selecting any fixture to immediately open shutters, bring dimmer to full, and move to the home position. If a fixture isn't doing anything, Locate it first.

Appendix A: Cross-Console Terminology

Find your home platform's term and see the Auracue 245 equivalent.

Auracue 245	MA2/MA3	ETC Eos	HOG 4	Onyx	Avolites	Notes
Scene	Cue	Cue	Cue	Cue	Cue	Single stored playback step
Chase	Sequence	Cue List	Cue List	Cuelist	Cue List	Multi-step sequential playback
Palette	Preset	Preset	Palette	Preset	Palette	Stored attribute snapshot
Group	Group	Group	Group	Group	Group	Selected fixture collection
Fixture Library	Fixture Type	Fixture Library	Fixture Type	Fixture Type	Personality	DMX personality profile
Clear programmer	Clear/Blind	Escape/Clear	Clear	Clear	Clear	Release programmer control
MIB	Move in Black	Mark	Track/Follow	Move in Black	Move in Black	Pre-position before dimmer up
Locate	At @home	Locate	Locate	Locate	Locate	Home fixture to stored position
Playback Fader	Executor Fader	Fader	Master Fader	Playback Fader	Handle (Fader)	Physical fader for cue playback
Store	Store	Record	Record	Record	Record	Save to console memory
Graffiti/Label	Label	Label	Label	Label	Legend	Custom fixture name/icon
LayoutView	Stage View	Layout	Stage View	Stage View	Workspace	Visual rig on screen
PixelMap	PixelMap	Pixel Map	PixelMap	Media	Pixel Mapper	Map media to fixture grid
Shape Effect	Effect	Effect	Effect	Effect	Shape Generator	Continuous running pattern

Auracue 245	MA2/MA3	ETC Eos	HOG 4	Onyx	Avolites	Notes
Curve Effect	Curve Effect	Effect	Curve	Curve	Shape (waveform)	Waveform on attribute
Fan Effect	Fan Effect	Fan	Fan Effect	Fan	Fan	Graduated spread across fixtures
Key Frame	Tracking Sheet	Timeline	Cue Steps	Step Cues	Key Frames	Custom multi-point effect

Appendix B: Quick-Start Load-In Workflow

From zero to running show. Follow in order.

Step	Action	Where
1	Power on console and fixtures	Rear panel True1 power switch
2	Create new show or load existing	Setup > Show Management
3	Import fixture libraries if new fixtures	Library Editor > Browse & Import (USB)
4	Patch all fixtures	Setup > Patch, or [plug] icon on toolbar
5	Assign addresses (or use RDM)	Patch Info table or RDM (Ch. 15)
6	Create fixture groups	Select > Store > Group window
7	Test all fixtures (Locate them all)	Select all > Locate
8	Build position, colour, beam palettes	Select > adjust > Store > Palette window
9	Program scenes	Clear > program > Store > fader slot
10	Test all scenes	Push faders, confirm output
11	Save show to USB	Setup > Show Management > Export
12	Showtime	Go make it look great

Appendix C: Technical Specifications

Specification	Value
Product Name	Auracue 245 Lighting Console
DMX Universes (Native)	12 — Outputs 1-8: 5-pin XLR / Outputs 9-12: 3-pin XLR
DMX Universes (ArtNet/sACN)	Up to 32 universes via ArtNet or sACN
Total DMX Channels	16,384
Playback Faders	45
Playback Pages	40 pages (600 total storage slots)
Simultaneous Playbacks	Up to 45
Touch Screens	Dual 15.6" multitouch
Shape Effects	240+ built-in, unlimited custom
Curve Effects	31 built-in
Fan Effect Modes	6
Fixture Groups	Up to 300
Palettes	10 default categories, 200 palettes per category
Power Supply	AC 90-240V, 50-60Hz (Canadian 120V/60Hz compatible)
Power Connector	True1 (powerCON TRUE1) — rear panel
DMX Connectors	Outputs 1-8: 5-pin XLR / Outputs 9-12: 3-pin XLR — rear panel
Audio Output	1 x stereo jack — FRONT panel, next to USB ports
Networking	Ethernet (LAN), integrated Wi-Fi
MIDI	1 x MIDI In + 1 x MIDI Out
LTC / SMPTE	1 x LTC In + 1 x LTC Out
Serial	1 x RS232, 1 x RS485
USB	Multiple USB ports
Fixture Library Formats	Native Auracue, R20, XML (MA2), D4

Specification	Value
Show File Storage	Internal + USB drive (FAT32 format)

Appendix D: Troubleshooting

Fixtures and Patching

Symptom	Most Likely Cause	Fix
Fixture does not respond	Universe mismatch, wrong address, or wrong output port	Check Patch Info: confirm universe, address, and output port (1-8=5-pin, 9-12=3-pin). Check physical cable.
Patches but no light output	Shutter default value = 0 (closed)	Setup > Patch > Attribute Information > Shutter Default = 255
Patches but won't move	Pan/Tilt Locate value = 0	Setup > Patch > Attribute Information > Pan/Tilt Locate = midpoint (~32767 for 16-bit)
Pan/Tilt backwards	Channel invert not set	Patch Info > select fixture > Set Up > Pan Invert or Tilt Invert = Yes
Pan and Tilt swapped	Swap P/T not enabled	Patch Info > select fixture > Set Up > Swap P/T = Yes
Fixture not in library	Library not installed	Library Editor > Browse & Import > USB path: /AURACUE/Library/
Park = Yes in Patch Info	Fixture is parked	Patch Info > select fixture > Set Up > Park = No

Programming and Playback

Symptom	Most Likely Cause	Fix
Scene not showing correct output	Programmer data overriding scene	Press Clear. Check for red bars in attribute bar.
Scene has unexpected fixtures	Programmer not cleared before programming	Delete scene, press Clear, re-program, re-store.
Palette not applying	Selective palette for different fixtures	Use a Global (G) palette, or re-create with fixture selected.
MIB not working	MIB off for Pan/Tilt attribute	In attribute settings: set MIB = Yes for Pan and Tilt channels.
Scene plays but shapes don't run	Effects not active in programmer when stored	Re-program: select fixtures > apply shape > store again.

Symptom	Most Likely Cause	Fix
Chase not auto-advancing	Trigger mode = Go (manual)	Edit Playback > Edit Current Cue > Trigger = Time > set Trigger Time.
ArtNet fixtures not responding	Universe offset or IP issue	Confirm IP in 2.x.x.x range. Remember ArtNet universe 0 = console universe 1.
USB drive not recognised	Incompatible format	Format USB drive as FAT32 (not NTFS or exFAT).

Appendix E: Glossary

Term	Definition
ArtNet	DMX over IP. Up to 32 universes via Ethernet. Universe offset: ArtNet 0 = console 1.
Attribute	Individual controllable parameter (Pan, Tilt, Dimmer, Red, Gobo, etc.)
Chase	Multi-step sequential playback. Called Cue List on most platforms.
Clear	Remove active attributes from programmer without affecting running scenes.
Curve	Mathematical waveform applied to attribute creating continuous oscillation.
DMX512	Standard lighting control protocol. 512 channels per universe, values 0-255.
Fan Effect	Graduated spread of attribute values across fixtures.
Fixture Library	Console's database entry defining a fixture's DMX personality. Called Personality on Avolites.
Global Palette	Palette applying to all fixtures of same type. Marked G.
Group	Named collection of fixtures selectable with one tap.
HTP	Highest Takes Precedence. Highest output value from all running playbacks wins.
Key Frame	User-defined attribute values at specific time points for custom cycling effects.
Locate	Sets selected fixtures to stored home position — opens shutters, full dimmer, centre position.
LTC	Linear Timecode (SMPTE). Synchronises console with external timecode source.
LTP	Latest Takes Precedence. Most recently executed playback value wins.
MIB	Mark in Black. Pre-positions moving fixtures during blackout. Called Move in Black on MA and Avolites, Mark on ETC.
Palette	Stored snapshot of attribute states for quick recall. Called Preset on most platforms.
Patch	Mapping of fixtures to DMX addresses and console output universes.
PixelMap	Applying media content to a grid of fixtures.
Programmer	Console temporary workspace. Attribute changes live here until stored or cleared.
RDM	Remote Device Management. Bidirectional communication with RDM-capable fixtures.

Term	Definition
sACN (E1.31)	Streaming ACN. Alternative to ArtNet for DMX over IP. Universe numbering starts at 1 — no offset.
Scene	Single stored playback snapshot. Called Cue on most other platforms.
Selective Palette	Palette applying only to specific fixtures used when stored. Marked S.
Shape Effect	Continuous running pattern on fixture attributes. Called Shape Generator on Avolites.
True1	powerCON TRUE1 locking power connector. AC 90-240V, 50-60Hz.
Universe	One DMX line: 512 channels (addresses 1-512). Console has 12 native, 32 via ArtNet.

This manual was produced by Backstage Cowboys for the Canadian market.

It covers the Auracue 245 as of software version current at publication (May 2026).

For technical support, product enquiries, and AI assistant access: **www.backstagecowboys.com**

The show must go on. And it will look great.