

Store Command

This page describes the syntax and how to use the Store command.

To go to the Store command, press **Store** on the console.

Description

With the Store command, you can store e.g.

- a cue on an executor
- a selection of fixtures as a group in the [groups view](#)
- an active value in a [preset pool](#)
- a master speed or master rate fader on an executor

For more information about cues, refer to [How to work with Cues?](#)

Syntax

Store a cue on an executor.

```
Store Cue 1 Executor 1.1
```



Store a selection of fixtures as a group in the groups view.

```
Store Group 1
```



Store an active dimmer value as dimmer preset in the dimmer presets pool.

```
Store Preset 1.1
```



Store a master speed fader on an executor.

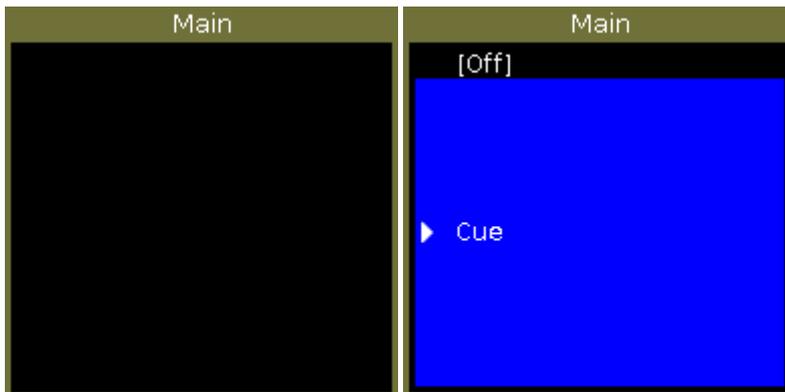
```
Store Rate Executor 1.3
```



Examples

Example 1

Let's assume you will store the created cue as cue 1 on the main executor.



There are three different ways to do this.

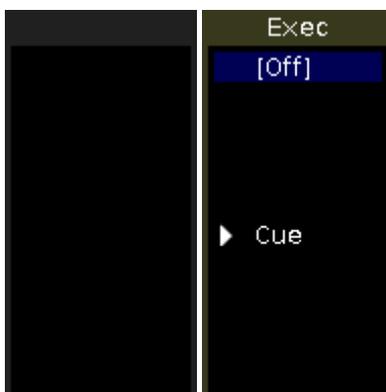
- Press **Store** **1** (=Cue 1) **Please**.
- Press **Store** **1** (=Cue 1) and tap on the **main executor** in the [executor bar view](#).
- Press **Store** and press the large **Go** on the console.

If it is the second cue on the executor button, the console will ask you to choose the store method.

The cue is stored on the main executor as cue 1.

Example 2

Let's assume you will store the created cue on an executor button 1.



There are three different ways to do this.

- a) Press **Store** **1** (=Cue 1) **Exec** **1** **Please** .
- b) Press **Store** **1** (=Cue 1) and tap on the **executor 1** in the [executor bar view](#).
- c) Press **Store** **1** (=Cue 1) and press the respective executor button e.g.  on the console.

The cue is stored on executor 1.

Example 3

Let's assume you will store a selection of fixtures as group 1 in the [groups view](#).

There are two different ways to do this.

- a) Press **Store** **Group** **1** **Please** .
- b) Press **Store** and tap on the **button of group 1** in the groups view.

The selection of fixtures is stored as group 1 in the groups view.

Example 4

Let's assume you will store an active dimmer value as dimmer preset 1 in the dimmer [preset pool](#).

There are two different ways to do this.

- a) Press **Store** **Preset** **1** (= dimmer preset pool) **.** **1** (= preset object 1) **Please** .
- b) Press **Store** and tap on the **button of dimmer preset 1** in the dimmer preset pool.

The dimmer value is stored as dimmer preset 1 in the dimmer preset pool.

Example 5

Let's assume you will store a master speed fader on executor 3.

There are three different ways to do this.

- a) Press **Store** **Speed** (= Rate) **Exec** **3** **Please** .
- b) Press **Store** **Speed** (= Rate) and tap on the **executor 3** in the [executor bar view](#).
- c) Press **Store** **Speed** (= Rate) press the respective executor button e.g.  on the console.

The console asks, to select the speed master type. Tap **Master Speed** .

A master speed fader is stored on executor 3.

