

Executor Command

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

To go to the Executor command press **Exec** on the console.

Executor is in the [command line](#) now.



```
Executor
```

Description

With the Executor command you can, e.g.

- select all fixtures stored on an executor
- delete executors from the [executor pool](#) and the respective executor button on the console
- delete cues from executors
- set the intensity of an executor
- trigger an executor

Syntax

1. Select all fixtures stored on an executor.



```
Executor 1
```

2. Delete an executor from the executor pool and the respective executor button on the console.



```
Delete Executor 1
```

3. Delete a cue from an executor.



```
Delete Cue 1 Executor 1
```

4. Set the intensity of an executor to 50 %.



```
Executor 1 At 50
```

5. Trigger an executor with a go.



```
Go Executor 1
```

Example 1

Let's assume, you will select all fixtures used in the cue list of executor 1.

There are two ways to do this.

- a) Press **Exec** **1** **Please**.
- b) Press **Exec** and then tap on the **object tile of executor 1**.

All fixtures stored in the cue list of executor one are selected in the [fixtures view](#).

Example 2

Let's assume, you will delete executor 1 from the actual page of the [executor pool](#).

There are two ways to do this.

- a) Press **Delete** **Exec** **1** **Please**.
- b) Press **Delete** **Exec** and then tap on the **object tile of executor 1**.

Executor 1 is deleted from the actual page of the executor pool.

Example 3

Let's assume, you will delete cue 1 from a executor button 1.

There are three different ways to do this.

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

If a cue list is stored on executor 1, the console ask to [choose the delete method](#).

Example 4

Let's assume, you will set intensity of executor 1 at 50 %.



Important:

The physical fader doesn't move.
To grab the fader again, you have to move the fader once to the actual value.
The fader is working.



Hint:

To apply values to the main executor, type only **Exec** in the command line without an executor number.



Press **Exec 1 At 50 Please**.

The executor has now 50 %. This is the same as you would move the fader up to 50 %.

Example 5

Let's assume, you will trigger executor 1 by a [Go command](#).

Press the small **Go + (=Go)** **Exec 1 Please**.

Executor 1 is triggered by a Go command. This is the same as your executor button is assigned with a Go command.