

Outline of Jester Console Training:

- 1) The basic overlay of the console's faders & buttons. Discussion of various types of lighting the user has & operation.
- 2) The understanding of the 4 basic user modes:
 - Presets
 - Program
 - Run
 - Super-user
- 3) The use of the presets & flash modes, solo, off&on
- 4) The separation of the Cue & Submaster & how to program, edit & insert the later.
- 5) How to name the Submaster & cues.
- 6) The use of the Cue/Memory & Submaster with their respective "Go button" & fader control.
- 7) The Fade up & Fade down programming
- 8) The programming of a chase & steps.
- 9) The use of the thumb drives to save the show & load shows.
- 10) How to access the inbuilt user-manual
- 11) How to patch the channels to the respective DMX.
- 12) How to reset the desk & clear the submaster & cue list / memory.
- 13) Questions & Answer session