

Channel Hookup

RandJ

<u>CHAN</u>	<u>DIM</u>	<u>PURPOSE</u>	<u>COLOR</u>	<u>INSTRUMENT</u>	<u>GOBO</u>
1	2	front warm	R302	Source 4 50°	
2	5	front warm	R302	Source 4 50°	
3	13	front warm	R302	Source 4 50°	
4	20	front warm	R302	Source 4 50°	
5	8	front cool	R63	Source 4 50°	
6	9	front cool	R63	Source 4 50°	
7	19	front cool	R63	Source 4 50°	
8	12	front cool	R63	Source 4 50°	
9	25	(3) warm top floor	R342	6" Fres	
10	40	(3) warm top platform	R342	6" Fres	
11	28	(3) cool top floor	R56	6" Fres	
12	38	(3) cool top platform	R56	6" Fres	
13	17	(2) texture 1	R59	Source 4 50°	
14	41	(2) texture 2	R94	Source 4 50°	y
15	16	(2) texture 3	R40	Source 4 50°	y
16	14	daytime window	R312	Source 4 50°	y
17	4	nighttime window	R74	Source 4 50°	y
18	15	trellis cool front	R61	ODEC 1535	y
19	27	Tomb Bier back light	nc	ODEC 1535	y
20	22	DSL fill offstage	nc	ODEC 1535	
21	18	downspot fight 1	R60	ODEC 1535	
22	21	downstage fight 2	R60	ODEC 1535	
23	24	balcony front warm	R63	Source 4 50°	
24	23	balcony front cool	R302	Source 4 50°	
25	48	balcony texture	R52	Source 4 50°	
29	29	(2) LED stair out	-	COLORado 4 IP	
32	32	LED stair center	-	COLORado 4 IP	
35	35	(2) LED platform out	-	COLORado 4 IP	
40	11	(2) under arch fill	R114	Source 4 50°	
41	7	center center front	nc	ODEC 1535	
42	42	(2) LED floor	-	COLORado 4 IP	
45	45	LED platform center	-	COLORado 4 IP	
48	1	(9) house	R114	Source 4 PARNel	
	*6	open/ nothing			