

**ILLUSIONARIUM 2.0 & WLTM: LIGHTING NOTES 8*****How to Setup, Run, and Maintain ILLUSIONARIUM 2.0 and WLTM 8***

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- NOTE: WHEN DOING MAINTENANCE ON ANY FIXTURES ABOVE THE GONDOLA BE SURE TO PUT THE "WORK IN PROGRESS" SIGN ON TOP OF THE AUTOMATION PANEL, WEAR A HARNESS, AND HOOK YOURSELF INTO THE PICK POINT	20
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# ILLUSIONARIUM 2.0 & WLTM: LIGHTING NOTES

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How to Setup, Run, and Maintain ILLUSIONARIUM 2.0 and WLTM

## A. LOAD SHOW FILE

### - ILLUSIONARIUM:

- SELECT FILE: "ILLUSIONARIUM 2016"
- SELECT: "Getaway Illusionarium ILIA GM3CUT\_NEWGM1"

### - WINE LOVERS:

- SELECT FILE: "ILLUSIONARIUM 2016"
- SELECT FILE: "WINE LOVERS 2016"
- SELECT: "Getaway Illusionarium 2016 JUN ILIA"

## B. UNLOCK CONSOLE & PULL UP GRAND MASTER FADERS

### - ILLUSIONARIUM AND WINE LOVERS:

- PASSWORD: 3800

## C. NAVIGATE TO FUNCTIONS BANK/SELECT "PRESHOW VIEW"/MAKE SURE CLOCK IS CORRECT

### - ILLUSIONARIUM:

- GO TO BANK 10 ON MAXXYZ COMPACT:
  - USE THE PAGING WHEEL UNDER THE SOFT SCREEN, TO THE RIGHT OF THE COMMAND FUNCTION BUTTONS AND SCROLL TO PAGE 2
- PRESS BLUE "BANK 10" BUTTON
- SELECT "FOG JET TEST" CUE LIST

### - WINE LOVERS:

- GO TO BANK 2 ON MAXXYZ COMPACT
  - USE THE PAGING WHEEL ON THE LEFT SIDE OF THE CONSOLE TO SCROLL TO PAGE 2
- SELECT "LX TEST" CUE LIST

## D. TURN ON RIG

### - PRESS GREEN "ON" BUTTON ON BOOTH RACK

- LOCATED AT THE TOP OF THE FAR LEFT RACK #939-2093

## E. TURN ON LASER POWER (ILLUSIONARIUM ONLY)



**- PULL UP “LASER POWER” FADER/WATCH STAGE FOR LASERS TO RESPOND**

- BANK 10: STACK 7
  - WATCH FOR BOTH LASER UNITS ONSTAGE TO FLASH WHEN THEY ARE POWERED ON

**F. OPEN LASER PC/SWIPE UP ON SCREEN/ENTER PIN/SELECT “DESKTOP” (ILLUSIONARIUM ONLY)**

1. OPEN BLACK DELL COMPUTER TO THE RIGHT OF THE MAXXYZ COMPACT
2. SWIPE UP ON THE TOUCH SCREEN
3. PIN: 3800
4. SELECT PURPLE “DESKTOP” TILE ON THE BOTTOM LEFT SIDE OF THE OF THE SCREEN

**G. CHECK LASER DATA CONNECTIVITY (ILLUSIONARIUM ONLY)**

1. CLICK ON THE INTERNET EXPLORER TAB AT THE BOTTOM OF THE SCREEN
2. WHEN THE PAGE OPENS YOU SHOULD SEE GREEN CHECK MARKS
3. MINIMIZE THE INTERNET EXPLORER PAGE WHEN DONE

**H. OPEN LASER QUICKSHOW/ENABLE DMX IN AND LASER OUTPUT (ILLUSIONARIUM ONLY)**

1. DOUBLE CLICK ON “LASER QUICKSHOW” SHORTCUT ON DESKTOP
2. WHEN PAGE OPENS YOU SHOULD SEE NUMBERS SCROLLING IN THE BOTTOM LEFT HAND CORNER OF THE SCREEN
3. CHECK THAT THE LIGHT ON THE BLACK ENTEC BOX BEHIND THE MAXXYZ COMPUTER SCREEN TO THE RIGHT OF THE MAXXYZ COMPACT IS YELLOW
4. ENABLE “DMX IN”
  - [SK] AT TOP CENTER OF PC SCREEN
    - WHEN ENABLED, THE BUTTON TURNS GREEN
5. “ENABLE LASER OUTPUT”
  - [SK] AT TOP RIGHT OF PC SCREEN
    - WHEN ENABLED, THE BUTTON TURNS GREEN
6. CHECK THAT THE LIGHT ON THE BLACK ENTEC BOX BEHIND THE MAXXYZ COMPACT COMPUTER SCREEN TO THE RIGHT OF THE MAXXYZ COMPACT IS BLINKING RED
7. LASERS ARE READY FOR TESTING

- **TROUBLESHOOTING LASERS: SEE “LASER SOP” NOTES**

**I. POWER ON ANTARI IN MAGIC ROOM #8/CHECK DRAINAGE TRAY/CHECK FLUID LEVEL (ILLUSIONARIUM ONLY)**

1. POWER SWITCHES ARE ON THE BACK OF THE MACHINE
  - FLIP ON TOP POWER SWITCH, THEN BOTTOM POWER SWITCH
    - BOTH SWITCHES SHOULD LIGHT UP WHEN TURNED ON
2. CHECK DRAINAGE TRAY; EMPTY IF ALMOST FULL
3. CHECK FLUID LEVEL IN CANISTER
4. RUN THE TUBE OUT THE DOOR, ALONG THE WALL
5. TAPE THE TUBE TO THE WALL

**J. PLUG IN S4 PAR ON POLE IN MAGIC ROOM #8 (ILLUSIONARIUM ONLY)**

1. THERE ARE TWO 220V POWER CABLES HANGING NEXT TO THIS LIGHT
2. PLUG BOTH POWER CABLES INTO THE 220V POWER STRIP THAT IS ALSO HANGING NEXT TO THIS LIGHT
3. CHECK THAT THE WIRELESS DMX UNIT POWERS ON

**K. PLUG IN UNDERSTAGE ATMOSPHERICS (ILLUSIONARIUM ONLY)**

1. GO BACKSTAGE
2. LOCATE POWER CABLES SITTING ON FLOOR UPSTAGE LEFT
  - **M-7 SMOKE JETS:**
    - PLUG IN ALL EIGHT 220V POWER CABLES; ORDER DOES NOT MATTER
  - **UNDERSTAGE ANTARI DNG-200:**
    - PLUG IN ANTARI DNG-200 VIA THE 110V POWER CABLE THAT IS SITTING NEXT TO THE EIGHT 220V POWER CABLES
    - LISTEN TO HEAR THE ANTARI POWER UP

**L. BRING GONDOLA IN (ILLUSIONARIUM ONLY)**

- USE EAE PANEL UPSTAGE
  1. UNLOCK CONSOLE SCREEN
    - SELECT: "ncl"
      - PASSWORD: ncl
  2. PRESS [SK] "DESELECT ALL" AT BOTTOM OF SCREEN
  3. SELECT "GONDOLA IN"
- **NOTE: ANNOUNCE LOUDLY "GONDOLA COMING IN!"**
- 4. USE THE TOGGLE TO LOWER THE GONDOLA WHILE WATCHING THE TV SCREENS FOR CLEARANCE
- 5. CALL THE ILLUSIONARIUM WARDROBE SUPERVISOR AT #27979 TO SET THE GOWN ON THE GONDOLA
- **NOTE: DO NOT LEAVE THE VENUE WHEN THE GONDOLA IS DOWN OR THE AUTOMATION PANEL IS UNLOCKED; ALWAYS STORE THE GONDOLA IN THE RAISED POSITION, "DESELECT ALL" AND "LOGOUT" OF THE AUTOMATION PANEL BEFORE WALKING AWAY**

**M. POWER ON ANTARI IN MAGIC ROOM #3/CHECK DRAINAGE TRAY/CHECK FLUID LEVEL (ILLUSIONARIUM ONLY)**

1. RUN CABLES OUT THE DOOR
2. PLUG IN BOTH 110V POWER CABLES AND THE ETHERNET CABLE INTO THE OUTLET ON THE WALL
3. RUN THE TUBE OUT THE DOOR, ALONG THE WALL
  - MAKE SURE TAPE BUMPER ON TUBE RESTS AGAINST WALL NEAR ENTRANCE
4. POWER SWITCHES ARE ON THE BACK OF THE MACHINE
  - FLIP ON TOP POWER SWITCH, THEN BOTTOM POWER SWITCH
    - BOTH SWITCHES SHOULD LIGHT UP WHEN TURNED ON
5. CHECK DRAINAGE TRAY; EMPTY IF ALMOST FULL

## 6. CHECK FLUID LEVEL IN CANISTER

- **NOTE: IF YOU EMPTY THE MAGIC ROOM #3 DRAINAGE TRAY, YOU MUST ALSO EMPTY THE UNDER STAGE ANTARI DRAINAGE TRAY, AS THEY BOTH DRAIN AT ABOUT THE SAME SPEED**

**N. PLUG IN GONDOLA/TEST FOR CONNECTIVITY (ILLUSIONARIUM ONLY)**

1. PLUG IN BOTH WIRELESS DMX BOXES INSIDE POCKET #1
  2. PLUG IN BOTH WIRELESS DMX BOXES INSIDE POCKET #2
  3. FLIP "ON" TOGGLE SWITCH INSIDE POCKET #3
- **NOTE: CHECK THAT THE GONDOLA VOLTAGE IS ABOVE 12.3V; IF AT THE END OF THE NIGHT, THE GONDOLA VOLTAGE IS AT OR BELOW 12.3 VOLTS, THE GONDOLA SHOULD BE CHARGED (SEE SECTION X)**
  - **NOTE: MAKE SURE THE WARDROBE SUPERVISOR HAS SET THE GOWN ON THE GONDOLA BEFORE YOU TAKE IT OUT**
  - **NOTE: ANNOUNCE LOUDLY "GONDOLA GOING OUT!"**
4. GO INTO BOOTH AND BRING UP ALL GONDOLA CHANNELS AND CHECK TO MAKE SURE THAT ALL LIGHTS ON THE GONDOLA ARE RESPONDING, INCLUDING THE "TOP LIGHT"
  5. AFTER CHECKING FOR GONDOLA CONNECTIVITY, CLEAR ALL SELECTED CHANNELS
  6. USE THE EAE PANEL UPSTAGE TO TAKE THE GONDOLA OUT
  7. WHEN DONE, PRESS [SK] "DESELECT ALL" AND [SK] "LOGOUT"

**O. CHANNEL CHECK****- ILLUSIONARIUM:****• CHECK ANTARI CONTROLLER SCREENS - "WARMING UP":**

1. CHECK THAT ALL ANTARI REMOTE SCREENS SAY "WARMING UP"

- **NOTE: TURN THE SMOKE ALARM CUTOFF TIMER CALL THE BRIDGE AT #015 TELL THEM YOU WILL BE TESTING SMOKE**

**• SET HOUSE LIGHT TO 1/2:**

2. PUT HOUSE LIGHTS INTO "HOUSE 1/2" MODE USING HOUSE LIGHTS PANEL ON WALL TO THE RIGHT OF THE CONSOLE

- **NOTE: ANNOUNCE LOUDLY "HOUSE GOING DARK!"**

**• TEST FOG JETS:**

3. SELECT "FOG JET TEST" CUE LIST - BANK 10: STACK 9

- **NOTE: ANNOUNCE LOUDLY "JETS FIRING!"**

- **TEST LASERS:**

4. THE CUE LIST WILL AUTOMATICALLY SWITCH TO "LASER TEST" CUE LIST

- **NOTE: ANNOUNCE LOUDLY "LASERS FIRING!"**

- **TEST ALL CHANNELS:**

5. THE CUE LIST WILL AUTOMATICALLY SWITCH TO "LX TEST" CUE LIST
  - GO UP ONSTAGE AND WATCH AS THE STACK GOES THROUGH EACH LIGHT AND FUNCTION; MAKE SURE EVERYTHING IS WORKING PROPERLY
6. WHEN THE "LX TEST" CUE LIST IS COMPLETE, IT WILL AUTOMATICALLY SWITCH TO THE TOP OF THE SHOW STACK

- **ENGAGE "WORK LIGHTS" CUE LIST:**

7. GO INTO THE BOOTH AND PRESS "GO" TO ENGAGE THE "WORK LIGHTS" MACRO IN THE SHOW STACK

- **BRING HOUSE LIGHTS UP/DISABLE LASERS:**

8. PUT HOUSE LIGHTS INTO "CLEAN" MODE USING HOUSE LIGHTS PANEL ON WALL TO THE RIGHT OF THE CONSOLE
9. PRESS [SK] "DISABLE LASER OUTPUT" AND [SK] "DMX IN" ON LASER PC

- **TEST ONSTAGE HAZERS AND FANS:**

10. PULL THE "HAZE" AND "FANS" FADERS UP TO TEST THE HAZERS AND FANS IN THE RING
11. WHILE THE HAZERS ARE WARMING UP, GET THE LADDER AND COMPRESSOR OUT OF MAGIC ROOM #8 AND PLACE THEM ONSTAGE
12. WHEN YOU SEE HAZE COMING OUT OF ALL FOUR MACHINES, PULL THE "HAZE AND "FANS" FADERS DOWN

- **WINE LOVERS:**

- **SET HOUSE LIGHT TO 1/2:**

1. PUT HOUSE LIGHTS INTO "HOUSE 1/2" MODE USING HOUSE LIGHTS PANEL ON WALL TO THE RIGHT OF THE CONSOLE

- **NOTE: ANNOUNCE LOUDLY "HOUSE GOING DARK!"**

- **TEST ALL CHANNELS:**

2. NAVIGATE TO BANK 2: STACK 6 "LX TEST" AND PRESS "GO"

- **BRING HOUSE LIGHTS UP:**

3. PUT HOUSE LIGHTS INTO "CLEAN" MODE USING HOUSE LIGHTS PANEL ON WALL TO THE RIGHT OF THE CONSOLE
4. WHEN THE "LX TEST" CUE LIST IS COMPLETE, IT WILL AUTOMATICALLY SWITCH TO THE TOP OF THE SHOW STACK AND ENGAGE THE "WORK LIGHTS" CUE LIST

**P. LOAD CONFETTI CANNONS (ILLUSIONARIUM ONLY)**

1. AIR BOTH CANNONS TO 80PSI

2. LOAD HALF OF A STICK OF CONFETTI INTO EACH CANNON

- **NOTE: MAKE SURE THAT THE COMPRESSOR IS ALWAYS CHARGED TO 100-150 PSI OR IT WILL BE DIFFICULT TO AIR THE CANNONS**

**Q. LOW FOG CHECK - "READY TO FOG" (ILLUSIONARIUM ONLY)**

1. AFTER YOU PUT THE LADDER AND COMPRESSOR AWAY, RAISE THE SHEETS ONSTAGE AND TEST THE UNDER STAGE LOW FOG MACHINE USING THE CONTROL PANEL ON THE PSM DESK
2. CHECK THAT THE SCREEN SAYS "READY TO FOG"
3. PRESS AND HOLD "MANUAL" FOR 30 SEC
4. YOU SHOULD SEE FOG COME OUT OF BOTH STAGE POCKETS
5. GO UP ONSTAGE AND CHECK THAT THE STAGE FLOOR IS NOT SLIPPERY, THEN REPLACE THE SHEETS
6. GO BACK INTO THE BOOTH AND TEST BOTH MAGIC ROOM LOW FOG MACHINES USING THE CONTROL PANELS TO THE RIGHT OF THE MAXXYZ COMPACT
7. CHECK THAT BOTH SCREENS SAY "READY TO FOG"
8. PRESS AND HOLD "MANUAL" ON BOTH PANELS FOR 30 SEC
9. YOU SHOULD SEE FOG COME OUT OF BOTH MAGIC ROOMS

- **NOTE: WHEN FINISHED TURN OFF THE SMOKE ALARM CUT OFF TIMER CALL THE BRIDGE AT #015 TELL THEM YOU ARE DONE TESTING SMOKE**

- **NOTE: MAKE SURE YOU CHECK THE STAGE FOR SLIPPERY SPOTS AFTER FIRING THE UNDER STAGE ANTARI**

**R. HOUSE OPEN**

- **ILLUSIONARIUM:**

- **SET CUE LIST TO CUE 2 "HOUSE OPEN":**

- PRESS "GO" INTO CUE 2 "HOUSE OPEN" IN "PRESHOW SCENE 1" CUE LIST; THE "WORK LIGHTS" CUE LIST WILL AUTOMATICALLY RELEASE

- **SET HOUSE LIGHTS TO "HOUSE OUT" ON HOUSE LIGHTS PANEL**

- **NOTE: ANNOUNCE LOUDLY "HOUSE GOING OUT!"**

- **SET BOOTH LIGHTS:**

- TURN OFF CAN LIGHTS VIA SQUARE SWITCH ON LEFT SIDE OF BOOTH
- TURN ON OVER HEAD TRACK LIGHTS VIA ROUND SWITCH ON LEFT SIDE OF BOOTH - KEEP THEM ON A LOW SETTING

- **WINE LOVERS:**

- **SET CUE LIST TO TOP OF SHOW/RELEASE WORK LIGHTS:**

- PRESS "GO" INTO CUE 1 "PRESHOW" IN "WINE LOVERS" CUE LIST; THE "WORK LIGHTS" CUE LIST WILL AUTOMATICALLY RELEASE

- **SET HOUSE LIGHTS TO “HOUSE OUT” ON HOUSE LIGHTS PANEL:**
  - **NOTE: ANNOUNCE LOUDLY “HOUSE GOING OUT!”**
- **SET BOOTH LIGHTS:**
  - TURN OFF CAN LIGHTS VIA SQUARE SWITCH ON LEFT SIDE OF BOOTH
  - TURN ON OVER HEAD TRACK LIGHTS VIA ROUND SWITCH ON LEFT SIDE OF BOOTH - KEEP THEM ON A LOW SETTING

**S. POSE OR NO POSE (ILLUSIONARIUM ONLY)**

- **POSE:**
  - IF THERE ARE 15 OR LESS VIP'S THE HOUSE STAFF WILL POSE FOR THIER ENTRANCE
- **STAND-BY TO TAKE CUE 3 “SWOOSH”**
- **NO POSE:**
  - **IF THERE IS NO POSE, PRESS “GO” INTO CUE #3 “SWOOSH” BEFORE THE HOUSE OPENS**

**T. 15 TO SHOW (ILLUSIONARIUM ONLY)**

- **PRESS “GO” INTO CUE 4:**
  - THIS CUE ENGAGES THE FANS AND HAZERS ONSTAGE
- **NOTE: TURN THE SMOKE ALARM CUTOFF TIMER CALL THE BRIDGE AT #015 TELL THEM YOU WILL BE USING SMOKE**

**U. DURING SHOW (ILLUSIONARIUM ONLY)**

- **LASERS:**
  - **NOTE: WHEN IN CUE 15.5 IN THE “OPENING VIDEO” CUE STACK; PRESS [SK] “DMX IN” AND [SK] “ENABLE LASER OUTPUT” ON LASER PC SCREEN; BOTH BUTTONS WILL TURN GREEN WHEN ENGAGED**
- **FOG:**
  - **CALLED BY PSM:**
    - **3 O’CLOCK FOG: PRESS “MANUAL” BUTTON ON CONTROLLER #3 AND HOLD UNTIL THE GM IS ONSTAGE**
    - **8 O’CLOCK FOG: PRESS “MANUAL” BUTTON ON CONTROLLER #8 AND HOLD UNTIL THE GM IS ONSTAGE**

- **NOTE: KEEP AN EYE ON THE SMOKE TIMER, MAKE SURE IT DOES NOT TIME OUT BEFORE THE END OF THE SHOW**

## **V. BETWEEN SHOWS (ILLUSIONARIUM ONLY)**

- **WHILE THE HOUSE IS CLEARING:**
  - **TURN OFF SMOKE ALARM CUTOFF TIMER:**
    - **NOTE: CALL THE BRIDGE AT #015 AND TELL THEM YOU ARE DONE USING SMOKE FOR THE FIRST SHOW**
  - **CLOSE LASER QUICKSHOW/REOPEN:**
    1. PRESS [SK] "DISBALE LASER OUTPUT" AND [SK] "DMX IN"
    2. CLOSE "LASER QUICKSHOW" AND REOPEN; MAKE SURE NUMBERS ARE SCROLLING ON BOTTOM LEFT SIDE OF SCREEN
- **WHEN HOUSE IS CLEAR:**
  - **TURN UP HOUSE AND WORK LIGHTS:**
    3. WHEN HOUSE IS CLEAR, PUT HOUSE LIGHTS INTO "CLEAN" MODE ON THE HOUSE LIGHTS PANEL
    4. PRESS "GO" TO ENGAGE THE "WORK LIGHTS" MACRO IN THE SHOW STACK
  - **BRING GONDOLA IN/BRUSH OFF CONFETTI:**
    - **NOTE: ANNOUNCE LOUDLY "GONDOLA COMING IN!"**
      5. BRING GONDOLA IN (SEE SECTION L) AND SWEEP CONFETTI OFF OF IT, MAKING SURE TO CHECK UNDERNEATH AND INSIDE LIGHTING POCKETS
  - **TAKE GONDOLA OUT:**
    - **NOTE: ANNOUNCE LOUDLY "GONDOLA GOING OUT!"**
      6. TAKE GONDOLA OUT, "DESELECT ALL" AND "LOGOUT" OF AUTOMATION PANEL
  - **SWEEP CONFETTI TO STAGE RIGHT/SWEEP RAMPS/LOAD CONFETTI/CHECK FANS ON 350 AND AURA IN FRONT OF CANNONS:**
    7. HELP SWEEP CONFETTI INTO A PILE STAGE RIGHT
    8. SWEEP DOWN BOTH RAMPS; LOOK FOR ANY OBSTRUCTIONS LIKE FOOD AND TRASH LEFT BY GUESTS OR DROPPED BY THE WAITERS
    9. TRY TO GET DOWN THE MAGIC ROOM #8 RAMP BEFORE THE AUTOMATION TECHNICIAN TAKES THE VACCUM DOWN THE RAMP TO VACUUM THE CONFETTI AT THE BOTTOM
    10. LOAD CONFETTI CANNONS (SEE SECTION P)
  - **SET FOR HOUSE OPEN:**

11. SET FOR HOUSE OPEN WHEN WAITERS AND MAGIC TECHS ARE DONE  
SETTING FOR NEXT SHOW (SEE SECTION R)

## **W. END OF NIGHT/WINE LOVERS TRANSITION**

- **WHILE THE HOUSE IS CLEARING:**
  - **TURN OFF SMOKE ALARM CUTOFF TIMER:**
    - **NOTE: CALL THE BRIDGE AT #015 AND TELL THEM YOU ARE DONE USING SMOKE FOR THE FIRST SHOW**
  - **CLOSE LASER QUICKSHOW/PUT PC IN SLEEP MODE:**
    1. PRESS [SK] "DISBALE LASER OUTPUT" AND [SK] "DMX IN"
    2. CLOSE "LASER QUICKSHOW"
    3. PUT PC INTO SLEEP MODE:
      - PRESS WINDOWS [SK] ON BOTTOM LEFT SIDE OF SCREEN
        - PRESS POWER [SK] ON TOP RIGHT OF SCREEN; SELECT SLEEP
        - CLOSE THE LAPTOP
  - **TURN OFF MAGIC ROOM #8 ANTARI AND STORE TUBE/UNPLUG PAR:**
    4. GO INTO MAGIC ROOM #8 AND TURN OFF ANTARI (BOTTOM THEN TOP SWITCH); PULL TUBE INSIDE MAGIC ROOM AND STORE ON TOP OF MACHINE
    5. UNPLUG PAR AND WIRELESS DMX ON POLE IN MAGIC ROOM #8
- **WHEN HOUSE IS CLEAR:**
  - **TURN OFF LASER POWER:**
    7. TURN OFF LASER POWER BY PULLING DOWN LASER POWER FADER
  - **TURN UP HOUSE AND WORK LIGHTS:**
    8. PUT HOUSE LIGHTS INTO "CLEAN" MODE ON THE HOUSE LIGHTS PANEL
    9. PRESS "GO" TO ENGAGE THE "WORK LIGHTS" MACRO IN THE SHOW STACK
  - **UNPLUG UNDERSTAGE ATMOSPHERICS/BRING GONDOLA IN/BRUSH OFF CONFETTI:**
    10. GO BACK STAGE AND UNPLUG ALL UNDER STAGE ATMOSPHERICS
  - **NOTE: ANNOUNCE LOUDLY "GONDOLA COMING IN!"**
    11. BRING GONDOLA IN (SEE SECTION L) AND SWEEP CONFETTI OFF OF IT, MAKING SURE TO CHECK UNDERNEATH AND INSIDE LIGHTING POCKETS
  - **UNPLUG GONDOLA/CHECK VOLTAGE/TAKE GONDOLA OUT:**
    - **NOTE: CHECK THAT THE GONDOLA VOLTAGE IS ABOVE 12.3V; IF AT THE END OF THE NIGHT, THE GONDOLA VOLTAGE IS AT OR BELOW 12.3 VOLTS, THE GONDOLA SHOULD BE CHARGED (SEE SECTION X)**



12. UNPLUG GONDOLA AND SWITCH OFF; CHECK THAT VOLTAGE IS NOT BELOW 12.3V (IF GONDOLA NEEDS TO BE CHARGED, SEE SECTION Z)
- **NOTE: ANNOUNCE LOUDLY “GONDOLA GOING OUT!”**
13. TAKE GONDOLA OUT, “DESELECT ALL” AND “LOGOUT” OF AUTOMATION PANEL
- **UNPLUG MAGIC ROOM #8 ANTARI AND STORE CABLES AND TUBE:**
  14. GO INTO MAGIC ROOM #3, TURN OFF AND UNPLUG ANTARI; PULL TUBE AND CABLES INSIDE MAGIC ROOM AND STORE ON TOP OF MACHINE
- **SWEEP CONFETTI:**
  15. HELP SWEEP CONFETTI INTO A PILE STAGE RIGHT
- **LOCK CONSOLE/SHUTDOWN RIG/CLOSE BOOTH AND MAGIC ROOMS:**
  16. RELEASE ALL CUE LISTS ON CONSOLE BY PRESSING [HK] “SNAP” AND [HK] “RELEASE” AT THE SAME TIME
  17. PULL GRAND MASTER DOWN
  18. LOCK BOTH CONSOLES BY PRESSING [HK] “LOCK CONSOLE” ABOVE MAXXYZ COMPACT KEY PAD ON PAGE 2: COMMAND FUNCTIONS
  19. COVER BOTH CONSOLES
  20. TURN OFF RIG BY PRESSING RED “OFF” BUTTON AT THE TOP OF THE FAR LEFT RACK #939-2093
  21. CLOSE THE BOOTH GATE
  22. TURN OFF THE BOOTH LIGHTS
  23. TURN OFF LIGHTS IN MAGIC ROOM #8 AND MAGIC ROOM #3
  24. CLOSE DOORS TO BOTH MAGIC ROOMS
  25. LOCK DOORS INTO MAGIC ROOM #8
  26. LOCK ALL BOOTH DOORS
- **ON NIGHT BEFORE FIRST AND LAST SEA DAY, SET WINE LOVERS:**
  - **TABLES/CHAIRS:**
    - SET SR TABLE WITH UPSTAGE FOOT ON “X” AND PUT TWO CHAIRS EITHER SIDE OF TABLE
    - SET SL TABLE WITH DOWNSTAGE FOOT ON “X” AND PUT TWO CHAIRS EITHER SIDE OF TABLE
  - **GRAPE BOXES:**
    - SET ONE GRAPE BOX ON OFFSTAGE SIDE OF EACH ONSTAGE WINE BARREL
  - **LOAD WLTM SHOW FILE: (SEE SECTION A)**

## **X. CHARGING THE GONDOLA/GONDOLA MAINTENANCE**

- **CHARGING THE GONDOLA:**
  1. AFTER PLACING THE “GONDOLA CHARGING” SIGN ON THE GONDOLA, GRAB THE HARNESS FROM MAGIC ROOM #8 AND PUT IT ON
  2. GO UP TO DECK 7 AT THE BACK OF THE GETAWAY THEATRE

3. USING YOUR HARD KEYS, UNLOCK THE DOOR
  4. TURN ON THE LIGHTS VIA THE SWITCH TO THE RIGHT OF THE DOOR
  5. CLIMB THE LADDER TO THE TOP OF THE DOME AND HOOK YOUR HARNESS TO THE PICK POINT
  6. PLUG IN ALL FOUR CABLES WITH BLACK AND RED CONNECTORS TO CHARGING UNITS ON GONDOLA SHELF; BE SURE THAT LIGHTS ON ALL SHELF UNITS TURN YELLOW
    - **NOTE: LIGHTS ON SHELF UNITS WILL TURN GREEN WHEN BATTERIES INSIDE GONDOLA ARE FULLY CHARGED**
  7. PLUG 110V CABLE INTO ORANGE POWER STRIP ON GONDOLA SHELF; LIGHTS ON UNIT INSIDE GONDOLA POCKET WILL TURN ON
  8. LEAVE THE GONDOLA TO CHARGE OVER NIGHT
  9. BEFORE YOU DO YOUR PRE SHOW CHECKS THE NEXT DAY, GO UP AND UNPLUG THE GONDOLA, MAKING SURE THAT ALL CHARGING CABLES ARE STORED PROPERLY AND OUT OF THE WAY OF ALL GONDOLA RIGGING
  10. BE SURE TO REMOVE THE "GONDOLA CHARGING" SIGN FROM THE AUTOMATION CONTROL PANEL
- **MAINTENANCING FIXTURES ABOVE THE GONDOLA:**
1. AFTER PLACING THE "WORK IN PROGRESS" SIGN ON THE GONDOLA, GRAB THE HARNESS FROM MAGIC ROOM #8 AND PUT IT ON
  2. GO UP TO DECK 7 AT THE BACK OF THE GETAWAY THEATRE
  3. USING YOUR HARD KEYS, UNLOCK THE DOOR
  4. TURN ON THE LIGHTS VIA THE SWITCH TO THE RIGHT OF THE DOOR
  5. CLIMB THE LADDER TO THE TOP OF THE DOME AND HOOK YOUR HARNESS TO THE PICK POINT
  6. WHEN YOU ARE FINISHED BE SURE TO REMOVE THE SIGN FROM THE AUTOMATION PANEL
- **NOTE: WHEN CHARGING THE GONDOLA BE SURE TO PLACE THE "GONDOLA CHARGING" NOTE ON THE AUTOMATION PANEL UPSTAGE**
- **NOTE: IF YOU HAVE ANY LOOSE TOOLS BE SURE TO ANNOUNCE LOUDLY "WORKING OVERHEAD, LOOSE TOOLS!"**
- **NOTE: WHEN DOING MAINTENANCE ON ANY FIXTURES ABOVE THE GONDOLA BE SURE TO PUT THE "WORK IN PROGRESS" SIGN ON TOP OF THE AUTOMATION PANEL, WEAR A HARNESS, AND HOOK YOURSELF INTO THE PICK POINT**

## **Y. WINE LOVERS THE MUSICAL**

- **SETUP:**
1. YOU SHOULD HAVE LOADED THE SHOW FILE (SEE SECTION A) AND SET THE STAGE THE NIGHT BEFORE (SEE SECTION W)
  2. UNLOCK CONSOLE AND PULL UP GRAND MASTER FADERS (SEE SECTION B)
  3. TURN RIG ON (SEE SECTION D)

4. COMPLETE A CHANNEL CHECK (SECTION O)
5. SET FOR HOUSE OPEN (SEE SECTION R)
6. THE SHOW RUNS ON MIDI CUES FIRED FROM QLAB BY THE PSM; VERIFY THAT MIDI IS FIRING PROPERLY WHEN THE PSM PRESSES "GO" ON QLAB FOR HOUSE OPEN

**- SHOWTIME:**

7. DURING THE SHOW, WATCH AND MAKE SURE ALL LIGHT CUES ARE FIRING PROPERLY VIA MIDI

**- END OF SHOW:**

8. AT THE END OF THE SHOW, WHEN THE HOUSE IS CLEAR, PUT THE HOUSELIGHTS PANEL INTO "CLEAN" MODE
9. RELEASE ALL CUE LISTS ON CONSOLE BY PRESSING [HK] "SNAP" AND [HK] "RELEASE" AT THE SAME TIME
10. LOAD "ILLUSIONARIUM" SHOW FILE (SEE SECTION A)
11. STRIKE THE TABLES, CHAIRS, AND GRAPE BOXES TO MAGIC ROOM #8
12. PULL GRAND MASTER FADERS DOWN
13. LOCK BOTH CONSOLES BY PRESSING [HK] "LOCK CONSOLE" ABOVE MAXXYZ COMPACT KEY PAD ON PAGE 2: COMMAND FUNCTIONS
14. COVER BOTH CONSOLES
15. TURN OFF RIG BY PRESSING RED "OFF" BUTTON AT THE TOP OF THE FAR LEFT RACK #939-2093
16. CLOSE THE BOOTH GATE
17. TURN OFF THE BOOTH LIGHTS
18. TURN OFF LIGHTS IN MAGIC ROOM #8 AND MAGIC ROOM #3
19. CLOSE DOORS TO BOTH MAGIC ROOMS
20. LOCK DOORS INTO MAGIC ROOM #8
21. LOCK ALL BOOTH DOORS

**Z. RIG MAINTENANCE**

**- NIGHT BEFORE DARK DAY:**

1. UNPLUG ALL MAC 101'S IN THE HOUSE; THEY DO NOT TURN OFF WHEN THE RIG IS TURNED OFF
2. TURN OFF BOTH CONSOLES AFTER YOU POWER DOWN THE RIG

**- WEEKLY MAINTENANCE ON DARK DAY:**

1. BLOW CONFETTI OFF OF THE UPSTAGE PORTION OF THE RIG
2. WIPE DOWN BLOW OUT ALL FIXTURES ON THE UPSTAGE PORTION OF THE RIG
3. BLOW CONFETTI OFF OF THE SET
4. BLOW CONFETTI AND DUST OUT OF THE LOW FOG POCKETS AND THE SMOKE JET POCKETS IN THE STAGE
5. REFILL HAZE FLUID CANISTERS IN ALL FOUR COMPACT HAZERS IN THE RING USING CHAUVET DJ OR MARTIN C-PLUS FLUID
6. REFILL ALL THREE ANTARI LOW FOG FLUID CANISTERS WITH CRYO FREEZE FROGGY'S FOG AND DUMP DRAINAGE TRAYS
7. UPDATE CONSUMABLES INVENTORY

**- MONTHLY MAINTENANCE:**

1. BLOW CONFETTI OFF OF THE ENTIRE RIG
2. OPEN UP THE GONDOLA AND BLOW CONFETTI OUT OF ALL OF THE GONDOLA POCKETS
3. WIPE DOWN AND BLOW OUT ALL FIXTURES IN THE VENUE, INCLUDING THE 101's, AF-2 FANS, AND LED WINDOWS IN THE HOUSE
4. RESET FILTER HOURS ON ALL MAC 350's:
  - NAVIGATE TO MENU > INFO > AIRF > TOTAL
  - TO RESET HOURS HOLD THE "UP" BUTTON UNTIL THE INDICATOR SHOWS "0"
5. CLEAN ALL FILTERS ON MAC QUANTUMS
6. USE THE SWIFER STICK TO DUST ALL SCONES IN THE HOUSE, HALLWAY, AND LOBBY
7. CHECK FOCUS ON ALL CONVENTIONAL LIGHTS AND CLEAN ALL GELS
8. CHECK THAT ALL CLAMPS ON ALL FIXTURES ARE TIGHT AND THAT ALL SAFETY CHAINS ARE PROPERLY ATTACHED
9. CHECK ALL HOUSE LIGHTS AND SCONCES FOR ANY BURN OUTS; CALL ELECTRICIAN ON DUTY AT #29960 TO CHANGE LAMPS
10. WIPE DOWN, BLOW OUT, CLEAN ALL LENSES, AND REFILL FLUID CANISTERS ON ALL ANTARI FOG JET MACHINES WITH ANTARI FLC-4 SMOKE JET FLUID UNDER THE STAGE
11. WIPE DOWN AND BLOW OUT ALL DESIRE D60's UNDER STAGE
12. WIPE DOWN AND BLOW OUT DESIRE D60 ABOVE GONDOLA
13. WIPE DOWN, BLOW OUT, AND CHECK THE FLUID LEVEL IN THE ZR 44 HIMASS FOG MACHINE ABOVE THE GONDOLA AND REFILL IF NECESSARY WITH MARTIN PRO SMOKE FLUID
14. WIPE DOWN AND BLOW OUT ALL THREE ANTARI LOW FOG MACHINES
15. UPDATE CONSUMABLES INVENTORY AND MONTHLY MAINTENANCE LOG

**- NOTE: CALL THE JR. ELECTRONICS ENGINEER AT #29953 IF YOU NEED A LIGHT SERVICED OR YOU ARE HAVING PROBLEMS WITH THE RIG; YOU CANNOT DO ANY SOLDERING, WIRE ANY CABLES, TAKE APART ANY MOVING LIGHTS, CONSOLES, OR MODULES; ALWAYS REPORT PROBLEMS TO JR. ELECTRONICS AND YOUR PRODUCTION MANAGER**

**- NOTE: FOR ANY HOUSE POWER ISSUES OR HOUSE LIGHT CHANGING NEEDS CALL THE ELECTRICIAN ON DUTY AT #29960**

**- NOTE: WHEN DOING MAINTENANCE ON ANY FIXTURES ABOVE THE GONDOLA BE SURE TO PUT THE "WORK IN PROGRESS" SIGN ONTOP OF THE AUTOMATION PANEL, WEAR A HARNESS, AND HOOK YOURSELF INTO THE PICK POINT**

**- NOTE: BE SURE TO VACUUM UP ALL CONFETTI ON THE STAGE WHEN DONE BLOWING CONFETTI OFF THE SET AND THE RIG**

**AA.TROUBLESHOOTING COMMON RIG ISSUES****- STAGE BARS:**• DESCRIPTION:

- ONE OR MORE STAGE BARS IS STUCK ON A SOLID COLOR OR NOT FOLLOWING THE CUES AS THEY SHOULD BE

• SOLUTION:

- TURN OFF HOT POWER, THEN TURN IT BACK ON TO RESET THE FIXTURE - FIXTURE RESET DOES NOT WORK HERE; THE PROBLEM MAY BE CAUSED BY TOO MUCH MOISTURE IN THE AIR DUE TO THE HAZERS AND SMOKE

**- MAC 350:**• DESCRIPTION:

- PAN AND TILT ERROR

• SOLUTION:

- TAKE OFF THE SIDE COVERS AND BLOW OUT THE FIXTURE WITH COMPRESSED AIR; PROBLEM IS USUALLY CAUSED BY CONFETTI AND DUST ON THE SENSORS

**- SMOKE JETS:**• DESCRIPTION:

- DO NOT FIRE DURING CHANNEL CHECK OR STOP FIRING IN THE MIDDLE OF THE SHOW

• SOLUTION:

- RELOAD THE SHOW FILE FROM THE FLASH DRIVE; THE THEORY IS THAT THE SHOW FILE BECOMES CORRUPTED AND LOSES PATCHING INFORMATION

**- LASERS:**• DESCRIPTION:

- STOP FIRING IN THE MIDDLE OF A SHOW

• SOLUTION:

- PRESS [SK] "DISABLE LASER OUTPUT" AND [SK] "DMX IN"
- CLOSE "LASER QUICKSHOW" AND REOPEN; CHECK THAT THE NUMBERS ON THE BOTTOM LEFT SIDE OF THE SCREEN ARE SCROLLING
- PRESS [SK] "DMX IN" AND [SK] "ENABLE LASER OUTPUT"
- THE LASERS SHOULD FIRE IN THE NEXT LASER CUE

- **NOTE: FOR ALL LASER ISSUES SEE "LASER SOP"**

**- GONDOLA COLOR BLAST LED's:**• DESCRIPTION:

- THE COLOR BLAST LED's WILL NOT TURN ON WHEN PLUGGED IN

• SOLUTION:

- CHECK THE VOLTAGE ON BOTH BATTERIES; SHOULD BE 12V, IF NOT THEN THE BATTERIES ARE NOT CHARGING
- IF THE BATTERIES ARE NOT CHARGING, CHECK THE FUSES; ONE MAY HAVE BLOWN

- IF THE FUSES ARE INTACT, CHANGE OUT THE 12V BATTERIES - THERE ARE SPARE 12V BATTERIES ON THE SHELF IN MAGIC ROOM #3
- **NOTE: KEEP IN MIND THAT IT TAKES 12-24 HRS TO CHARGE A 12V BATTERY; SO IT MIGHT BE PRUDENT TO KEEP ONE OR TWO 12V BATTERIES CHARGED IN THE EVENT YOU NEED TO REPLACE ONE ON SHORT NOTICE; SPARE 12V BATTERIES AND THE CHARGER ARE ON THE SHELF IN MAGIC ROOM #3**
- **NOTE: CALL THE JR. ELECTRONICS ENGINEER AT #29953 IF YOU NEED A LIGHT SERVICED OR YOU ARE HAVING PROBLEMS WITH THE RIG; YOU CANNOT DO ANY SOLDERING, WIRE ANY CABLES, TAKE APART ANY MOVING LIGHTS, CONSOLES, OR MODULES; ALWAYS REPORT PROBLEMS TO JR. ELECTRONICS AND YOUR PRODUCTION MANAGER**

**BB. SPARE EQUIPMENT, TOOLS, LADDERS, AND FLUID**

1. ALL SPARE EQUIPMENT AND CABLES CAN BE FOUND IN THE HALLWAY BEHIND THE BOOTH INSIDE THE THEATRE STORE ALSO KNOW AS "WALMART" - YOU CAN USE YOUR HARD KEY TO ACCESS THIS STORE ROOM
2. ALL SPARE FLUID IS STORED UNDER THE STAGE ON THE OTHER SIDE OF THE ANTARI LOW FOG MACHINE
3. ALL SPARE LAMPS, GEL, 12V BATTERIES, AND PERSONAL PROTECTIVE EQUIPMENT ARE STORED ON THE SHELF IN MAGIC ROOM #3
4. ALL TAPE IS ON THE SHELF UNDER THE LIGHTING CONSOLE
5. ALL TOOLS ARE IN THE TOOL BOX INSIDE MAGIC ROOM #8; THE KEY IS HANGING ON THE SHELF TO THE LEFT OF THE TABLE; BE SURE TO RELOCK THE TOOL BOX AFTER YOU ARE DONE USING ANY TOOLS
6. THE TALL 10 FOOT LADDER IS STORED IN THE GEAWAY THEATRE BACKSTAGE LEFT; THE 6FT LADDER IS STORED IN MAGIC ROOM #8
7. THE HARNESS IS HANGING IN MAGIC ROOM #8

**CC. NUMBERS TO KNOW**

- PRODUCTION MANAGER (PM) = 23800
- ILLUSIONARIUM PRODUCTION STAGE MAMANGER (PSM) = 23815
- ELECTRONICS ENGINEER JR. = 29953
- STOREKEEPER = 9914
- THE BRIDGE = 015
- SECURITY = 9890
- EMERGENCY = 555
- ELECTRICIAN ON DUTY = 29960
- GETAWAY THEATRE LIGHTING TECHNICIAN = 23808
- ILLUSIONARIUM WARDROBE SUPERVISOR = 27979
- ILLUSIONARIUM AUTOMATION TECHNICIAN = 23809

**DD. IMPORTANT PASSWORDS TO KNOW**

- AMX WALL PANEL = 1988

- AMX DESK PANEL = 5956
- ILLUSIONARIUM LIGHTING CONSOLE AND LASER COMPUTER PIN = 3800
- LASER PC USERNAME = illusionariumlaser
- LASER PC PASSWORD = vernonroyce
- SOUND CONSOLES IN EVERY VENUE = 3810
- ILLUSIONARIUM EAE AUTOMATION PANEL = ncl

**EE. CUE ADJUSTMENT LOG**

- NOTE: USE THIS SHEET TO QUICKLY OVERVIEW INFORMATION ON HOW THE SHOW HAS CHANGED OVER THE LAST 6 MONTHS
- NOTE: IF THE ORIGINAL GM 1 COMES BACK AND “IMPALED” IS BACK IN THE SHOW
  - IN THE “GRANDMASTER #1” CUE LIST:
    - DELETE CUE 39.5 LINK TO CUE 49
- NOTE: IF THE NEW CAST LOADS IN WITH A MENTALIST THAT USES THE BASKET AT THE TOP OF THE SHOW
  - IN “PRESHOW SCENE 1” CUE LIST:
    - DELETE CUE 4.05 LINK TO CUE 4.2
    - IN CUE 4.2 DELETE MACROS 1 THRU 2 FOR HAZERS AND FANS
- NOTE: IF THE NEW CAST LOADS IN WITH A MENTALIST
  - IN THE “SCENE 4/SWAMI” CUE LIST:
    - DELETE MACROS 1 THRU 5 ON CUE 18
- NOTE: IF GEOFFREY DOES THE “EGG TRICK”
  - IN THE “BEARDINI” CUELIST:
    - REMOVE THE FOLLOW TIMES FROM CUES 22 AND 23
    - REPLACE THEM WITH A “GO” COMMAND



**FF. LASER SOP**

- **NOTE: THESE NOTES WERE LEFT BEHIND BY THE INSTALLER TO HELP AID IN TROUBLESHOOTING, FOCUSING, AND MAINTAINING THE LASERS AND LASER CONTROLLERS**

**GG. CONSUMABLES INVENTORY**

- **NOTE: USE THESE SHEETS TO KEEP TRACK OF YOUR CONSUMABLES ON A WEEKLY BASIS**
- **NOTE: IT TAKES TWO WEEKS TO RECEIVE ORDERS, SO KEEP THAT IN MIND WHEN UPDATING YOUR INVENTORY AND LET THE PSM KNOW WHEN YOU NEED AN ORDER TO BE PLACED**
- **NOTE: THIS SHEET CAN ALSO BE USED TO HELP YOU REMEMBER WHICH FLUID GOES INTO WHICH MACHINE AND HOW MUCH FLUID OF EACH TYPE YOU SHOULD ORDER EACH MONTH**

**HH.CHANNEL SHEET/MAINTENANCE LOG**

- **NOTE: USE THIS IN COMBINATION WITH THE MAGIC SHEETS TO  
HELP YOU KEEP TRACK OF MAINTENANCE ON THE RIG AND FOR  
TROUBLESHOOTING PURPOSES**

**II. MAGIC SHEETS/RIG DIAGRAMS**

- **NOTE: THESE SHEETS ARE A QUICK CHANNEL REFERENCE GUIDE AND A DIAGRAM OF THE RIG; USE THEM IN COMBINATION WITH THE CHANNEL SHEET TO KEEP TRACK OF THE RIG**

**JJ. PREVIOUS HANDOVER NOTES**

- **NOTE: THESE WERE LEFT BEHIND BY PREVIOUS LIGHTING TECHNICIANS; MOST OF THE INFORMATION HAS BEEN UPDATED IN THE NOTES IN THIS PACKET, BUT SOME OF THE INFORMATION FOR TROUBLESHOOTING PURPOSES IN THESE OLDER NOTES MAY STILL BE OF USE**