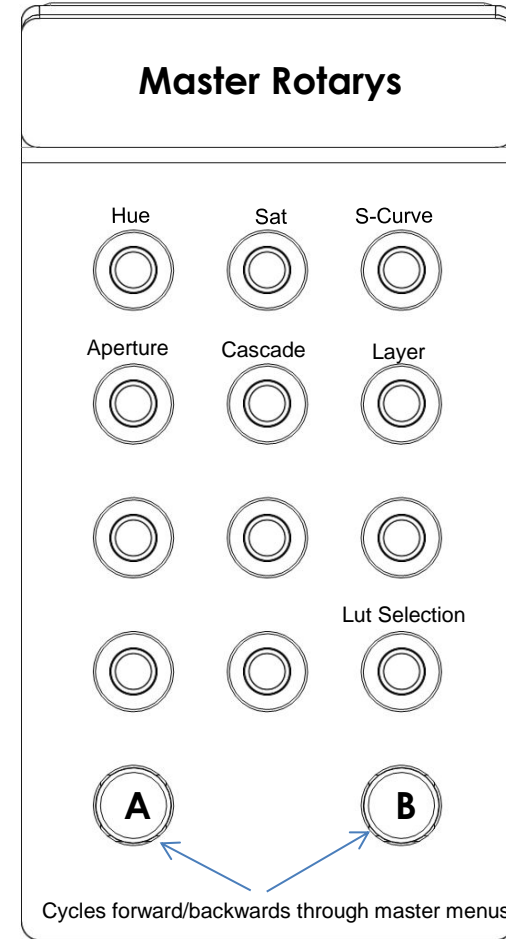
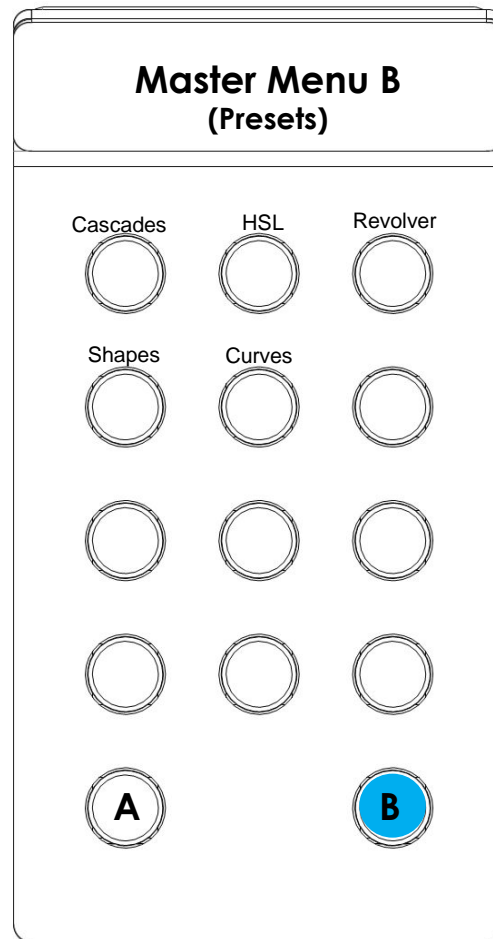
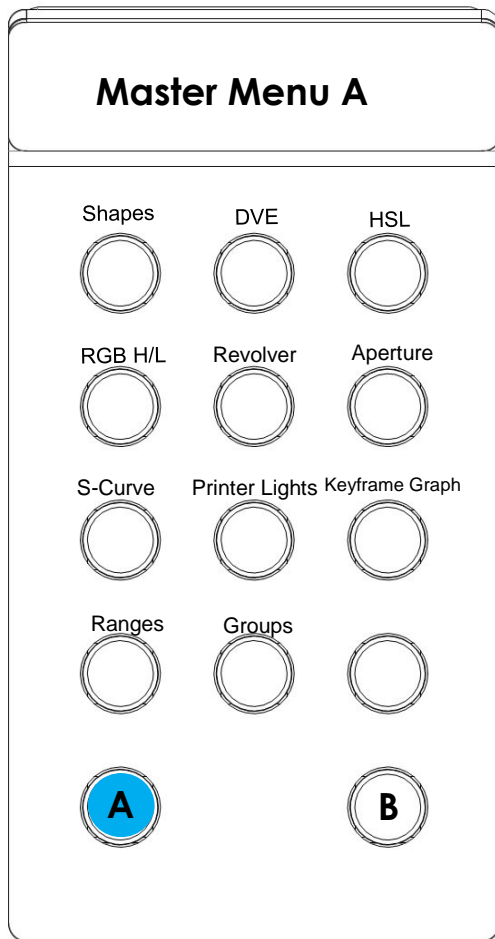


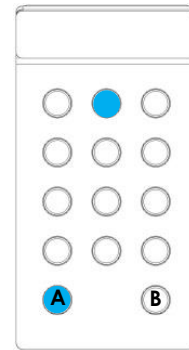
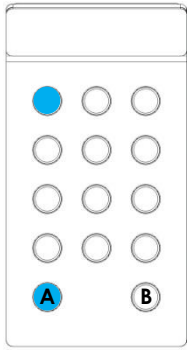
Tangent Element Mappings for Rio

The Master Menu pages provide a fast gateway into every mapped set of controls that's available from within Rio. They're accessed by pressing the A or B buttons at the bottom of the button panel. Pressing either button reveals a page of controls that will, in turn, let you access every other page of control mappings that is available.

You can press the A or B buttons first, and then press the button labeled with the page of controls you want to access, or you can press the A or B buttons simultaneously to the control page button you want to access; either method works in Rio. The following pages of this document show each of the corresponding pages of controls that you navigate to from these menus, along with a thumbnail that shows exactly which pair of Master Menu buttons took you there. The Master Rotaries are only available with Master Menu A.



With all rotaries a press down will bypass and a press and hold will reset. In the case of Cascades and Layers = mute and solo. The master controls are in the 'home' state.



Shapes

Rectangle	Ellipse	Invert
Previous	Next	Delete
Normal	Highlight	Hicon
Union	Intersect	
A		B

Shapes

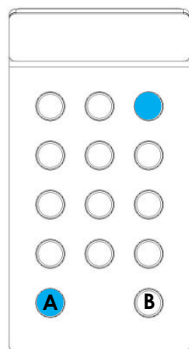
X Pos	Y Pos	Scale
Width	Height	Softness
Grow	Angle	Opacity
Global Soft		
A		B

DVE

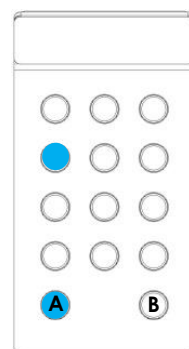
Reset	V-Flip	H-Flop
		Bypass
A		B

DVE

X Pos	Y Pos	XY Size
X Size	Y Size	Rotate
A		B

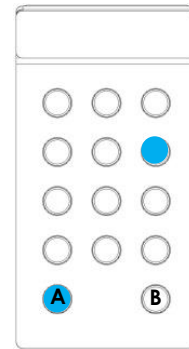
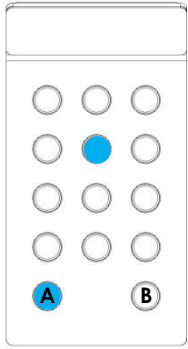


Ind Soft – this will provide individual
 Softness controls for each parameter.
 Hue Centre becomes Hue High
 Hue Width becomes Hue Low



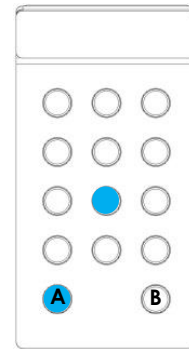
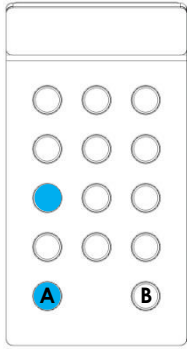
HSL			HSL		
Normal	Highlight	Hicon	Hue Centre	Sat High	Lum High
Sel / Ind			Hue Width	Sat Low	Lum Low
			Soft	Global Soft	Opacity
			Blur Key	Grow Key	Key Soft
A		B	A		B

RGB H/L			RGB H/L		
Reset			Master Lift	Master Gam	Master Gain
			Red Lift	Red Gamma	Red Gain
			Green Lift	Green Gamma	Green Gain
			Blue Lift	Blue Gamma	Blue Gain
A		B	A		B



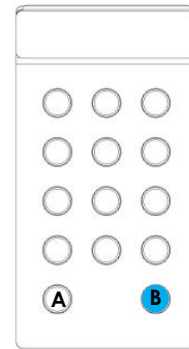
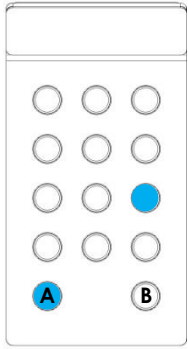
Revolver			Revolver		
Barrel 1	Barrel 2	Barrel 3	Hue In	Hue Width	Hue Soft
Barrel 4	Barrel 5	Barrel 6	Hue Out	Sat Out	Lum Out
Invert	Tint on/off				
A		B	A		B

Aperture			Aperture		
Reset			Aperture		
		Bypass			
A		B	A		B



S-Curve			S-Curve		
Reset			Master		Pivot Master
			Red		Pivot Red
			Green		Pivot Green
		Bypass	Blue		Pivot Blue
A		B	A		B

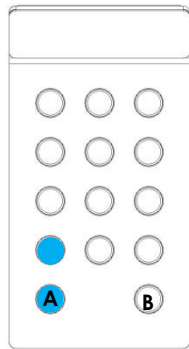
Printer Lights			Printer Lights		
Reset			Density		
			Red		
			Green		
			Blue		
A		B	A		B



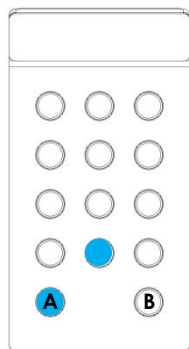
Rotary presets. Tap to recall, cntrl + press to store.

Keyframe Graph			Keyframe Graph		
On/Off			Height		

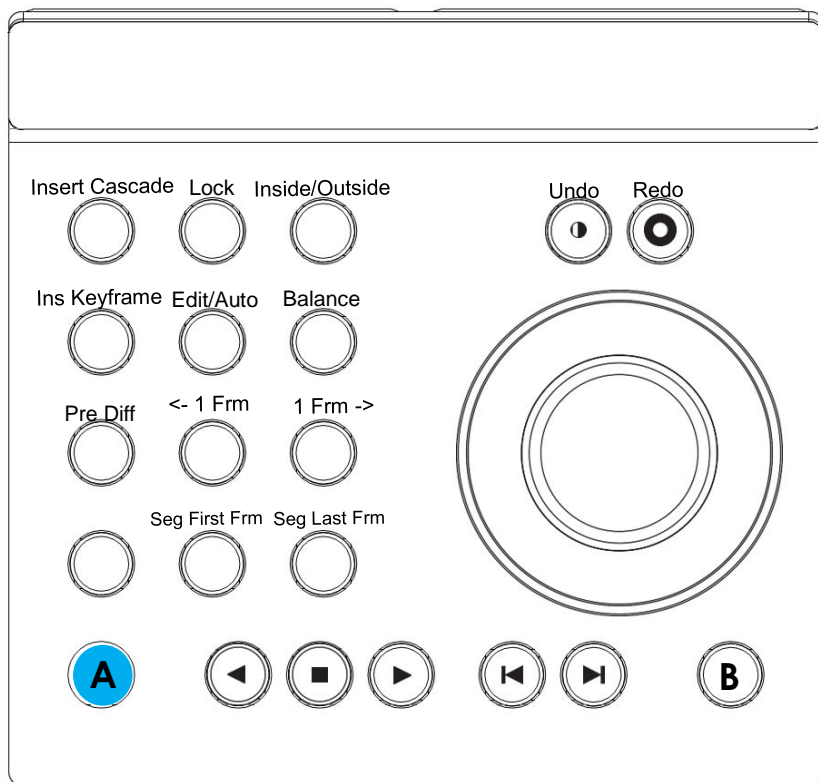
Presets			Presets		
Cascades	HSL	Revolver	Custom 1	Custom 2	Custom 3
Shapes	Curves		Custom 4	Custom 5	Custom 6
			Custom 7	Custom 8	Custom 9
			Custom 10	Custom 11	Custom 12



Ranges			Ranges		
Graph on/off		Hicon Off	Shadow High		Highlight High
Shad Hicon	Mid Hicon	High Hicon	Shadow Low		Highlight Low
Master	Sim Range		Sat Shadow	Sat Mid	Sat High
Shadow	Midtone	Highlight			
A		B	A		B

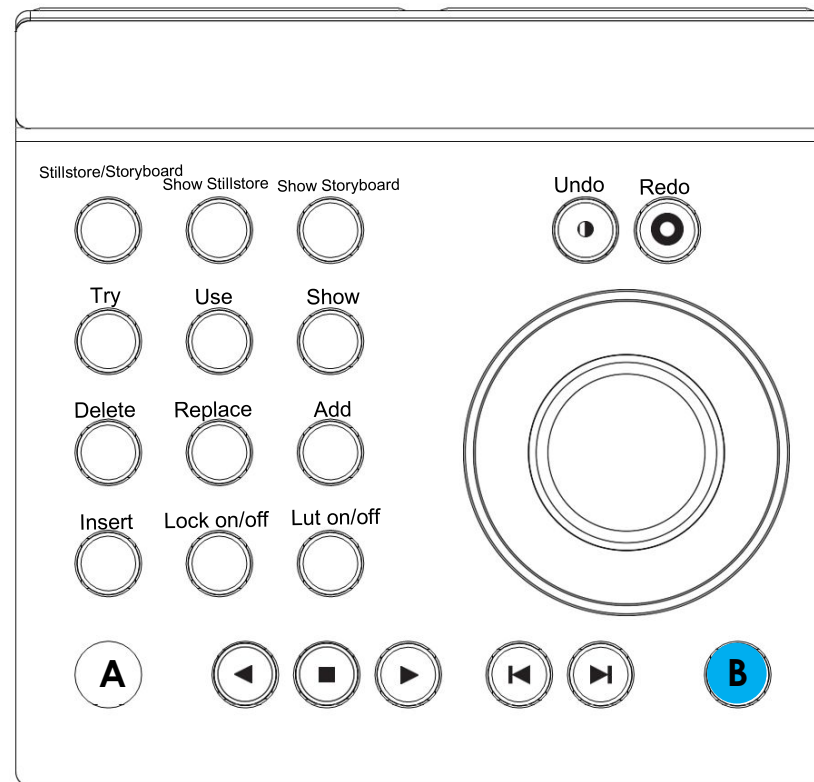


Groups			Groups		
Create Group Selected			Group Select		Method Select
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	Apply Settings	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Active Group	Add	Remove	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input checked="" type="radio"/> A		<input type="radio"/> B	<input checked="" type="radio"/> A		<input type="radio"/> B



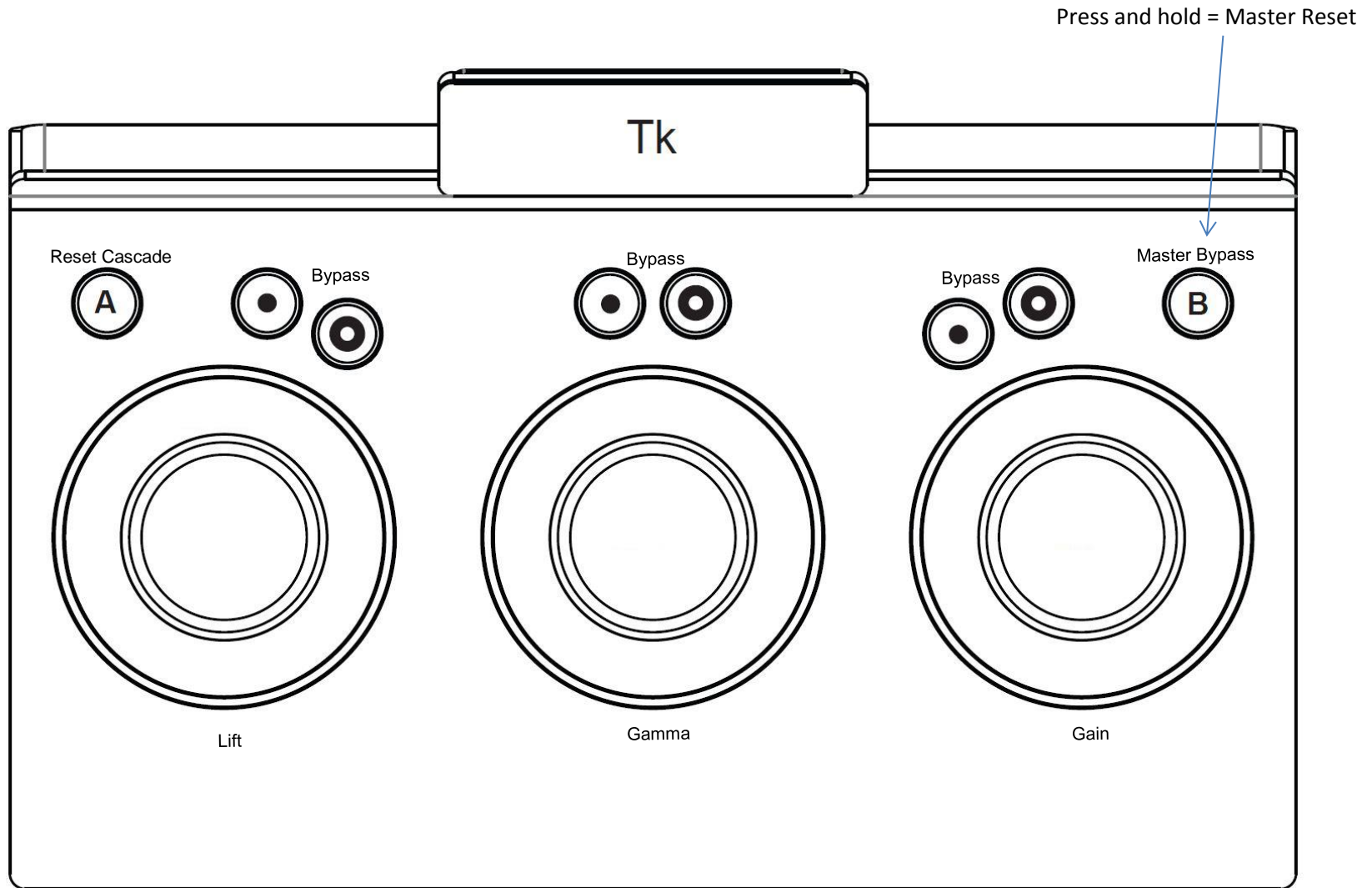
Transport and Keyframe control

Ring = shuttle
Ball = frame jog



Still Store and Storyboard

Ring = Wipe position Cntrl+ ring = Wipe Rotate
Ball = Still store or Storyboard frame navigation
Show press and hold = resets wipe



These controls can be modal using the control key in the same way as they are on the Neo panel for Shapes.