Victory 1

Lighting Console

User Manual

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Welcome to Victory 1 Lighting Console

The manual is a guide to all the functions of the console.

Notes will be highlighted by **shading**.

The physical key will be marked with a square symbol, such as **Enter**.

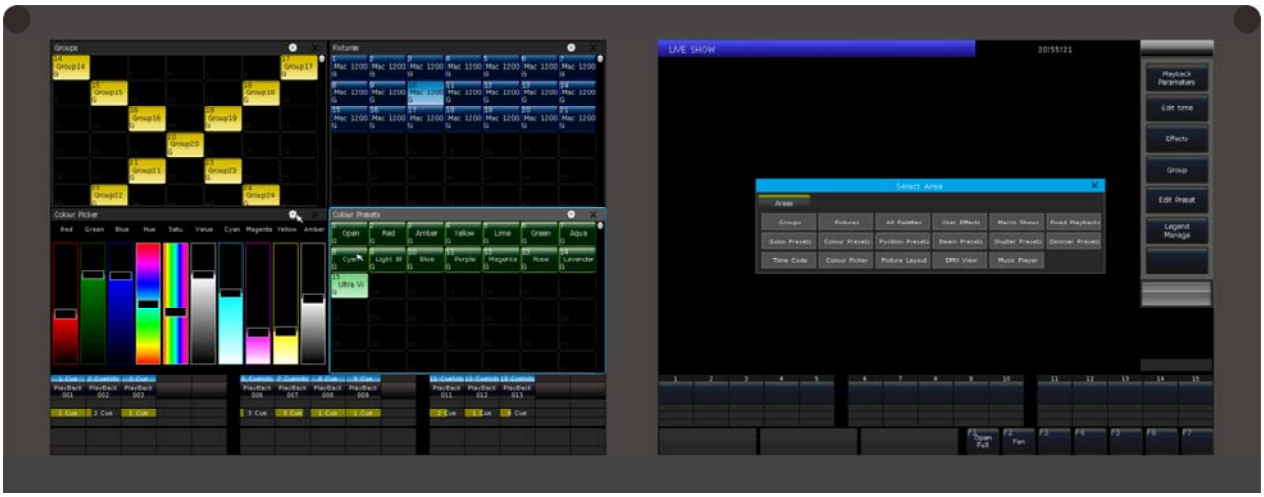
The soft-key on the touch screen will be marked with a square brackets symbol, such as **[Playback Parameters]**.

1. Setting up the console

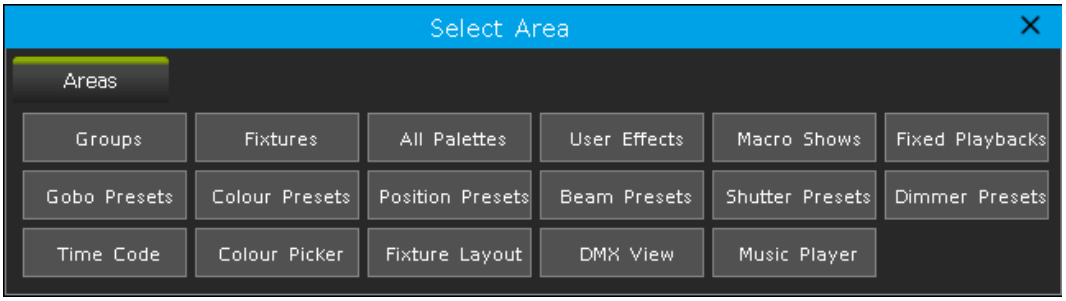
1.1. Operate Area of Victory 1

1.1.1. Touch Screen

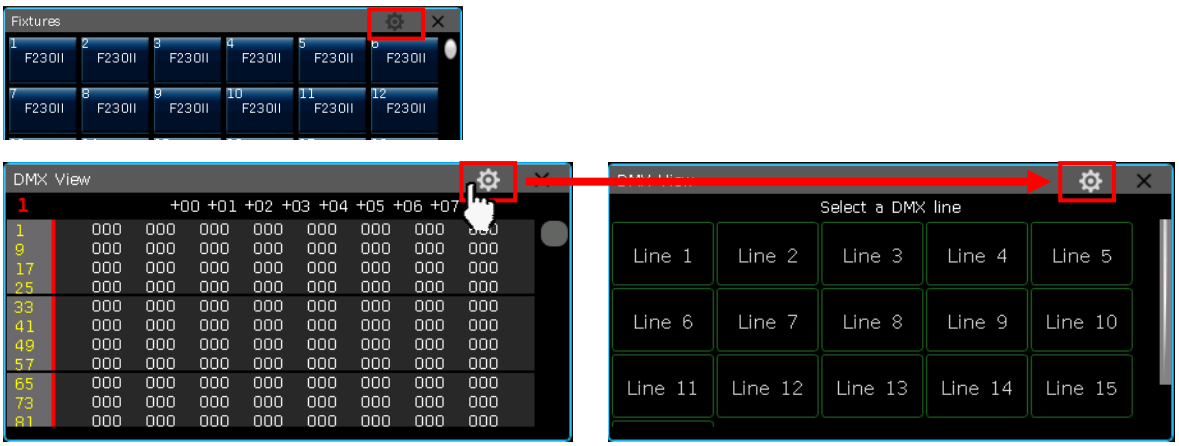
There are two 15-inch touch screens for system settings and different option operations.



The system setup menu is shown on the right touch screen. Most of workspace windows are operated on these two touch screens. Different options can be selected and displayed on either or both touch screens according to control needed.



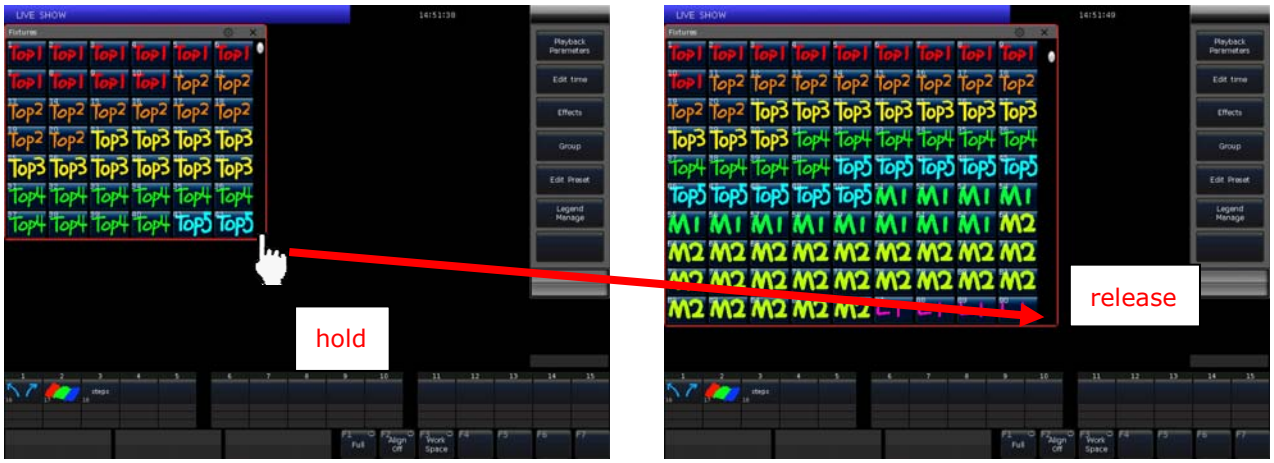
There is a tool mark on upper right corner of each workspace window. When it shows in dark  , it means there is no other option for this window. But there will be other option while it shows in white  .



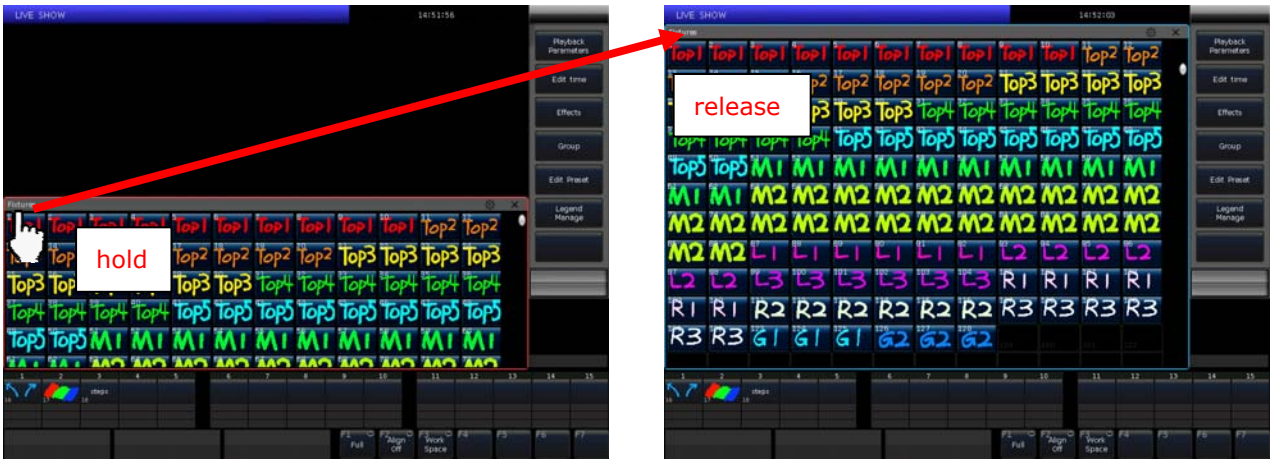
1.1.1.1 Setting Up Option Windows

The size of the operation window is not fixed. User can adjust the size of the window in an effective space according to requirements.

- Hold the ***lower right corner*** of the window and slide your finger after the frame turned in RED, then release at the wanted place to confirm the size.



- Hold the ***top left corner*** of the window and slide your finger after the frame turned in RED, then release at the wanted place to confirm the size.



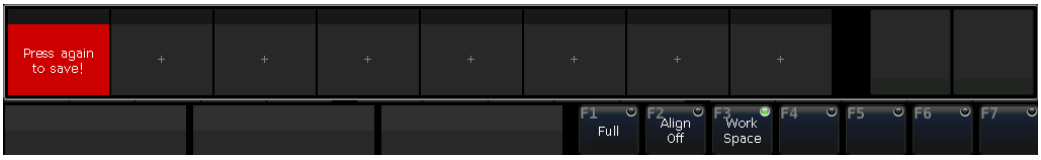
Legends of playbacks and running details can be shown on the bottom of both screens.

1.1.1.2 Setting Up Work Space

Different working windows can be displayed on two screens. Users can arrange the windows according to the usage. Users can use the **[Work Space]** function to save different windows combinations, which can be switched quickly when using.

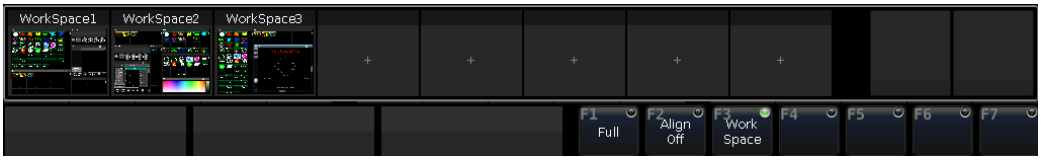
1> Press key **[Work Space]** when finished setting up windows combinations on the screen;

2> Select a blank frame on the call out menu;



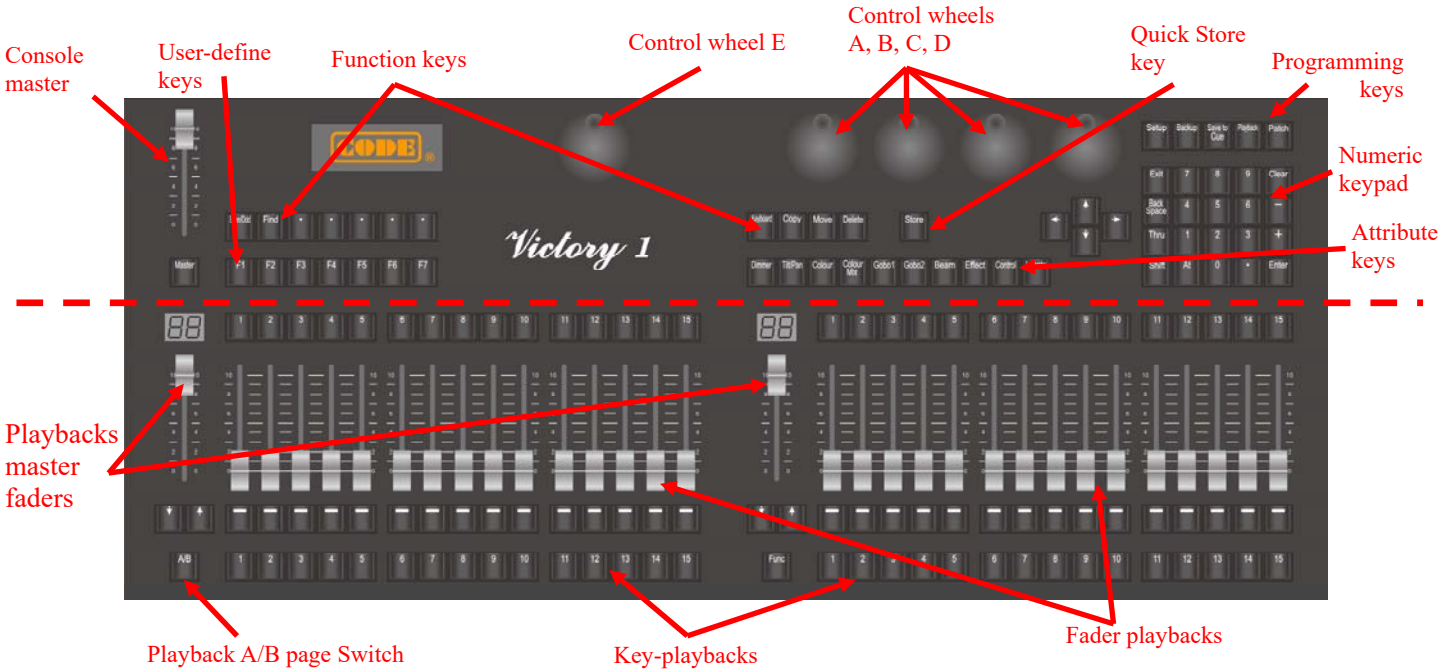
3> Select the blank frame again to save the windows combination;

4> Press the saved option can switch between windows combinations easily.



Please use **Delete** function to delete the old backup first if you need to renew the Workspace backup.

1.1.2. Control Panel



1.1.2.1. Playback Area

Playback area is composed of playback master faders, playback faders with their function keys, button playback keys and playback page keys.

There are 40 playback pages; each page has 30 faders and 30 keys for saving programs. Users can turn pages by keys ⇧ or ⇩, while indicator shows the page number.

The playback section can be divided into two parts as playback A and playback B when turned on **A / B**. Each part runs with 15 faders and 15 keys playbacks in their own page.

Users can use **Func** key on section B to switch and display details of key-playbacks or fixture attributes names and shortcut keys F1~F7.

1.1.2.2. Programming and Setup Area

The area includes console master, programming keys, function keys, Store key, attribute keys, numeric keypad and the control wheels.

Console master --- includes a fader and a blackout key, to control the whole intensity outputs of the console.

Programming keys --- are used to configure and program the console.

Function keys --- are used to carry out functions such as soft-keyboard, copy, move or delete selecting source.

Store --- it is a key for quick backup of all the programming or changes before turn off the console.

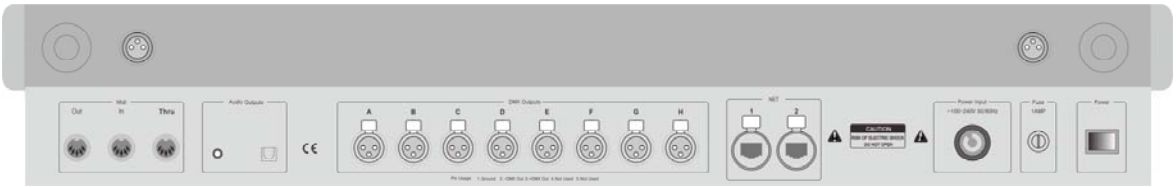
Attribute keys --- there are 9 keys which are used to select which attributes on the selecting fixtures to be controlled by the control wheels. The selected key will display with high light color. The **Locate** key offers functions to locate the fixtures or run the macro functions from the fixture personality.

Numeric Keypad keys --- are used to entry values and to change control status by other keys.

The Control wheels --- the wheels A, B and C are used to set attribute values for the fixtures, and to set shape effect attribute parameters. The touch screen above the wheels shows information about the attributes being controlled. Wheels D and E are used to scroll the selected option windows on each touch screen. While the wheel D takes with a key that can be used to set the speed or cross of chase and the key can be used as confirm.

User-define keys --- offer 7 shortcut keys (F1-F7) to run the user-define frequent functions. There are equivalent soft-keys on the lower right at right touch screen.

1.1.3. Back Panel



MIDI Interface --- there are 3 MIDI interfaces MIDI 'In', 'Out' and 'Thru' to connect with other MIDI devices.

Audio Output --- one 3.5mm audio interface and one audio optical interface allow you to connect with audio device.

DMX universes --- the console offers 8 DMX universes (each universe 512 channels) for lighting fixtures.

Art-Net Interface --- offers network function to transmit DMX data under Ethernet protocol over the Art-Net/DMX convertor. If you need to output more universes, please connect with network to expand up to 16 DMX universes (8192 channels) in all.

Power Switch --- the power supply offers quite a wide voltage range (100-240V AC, 50-60Hz). Thus, it can be used worldwide. If you need to change the fuse, please cut off the power supply for safety operation.

Working Lamp Interfaces --- a working lamp interface and its intensity regulator are provided at both ends of the back panel of the console.

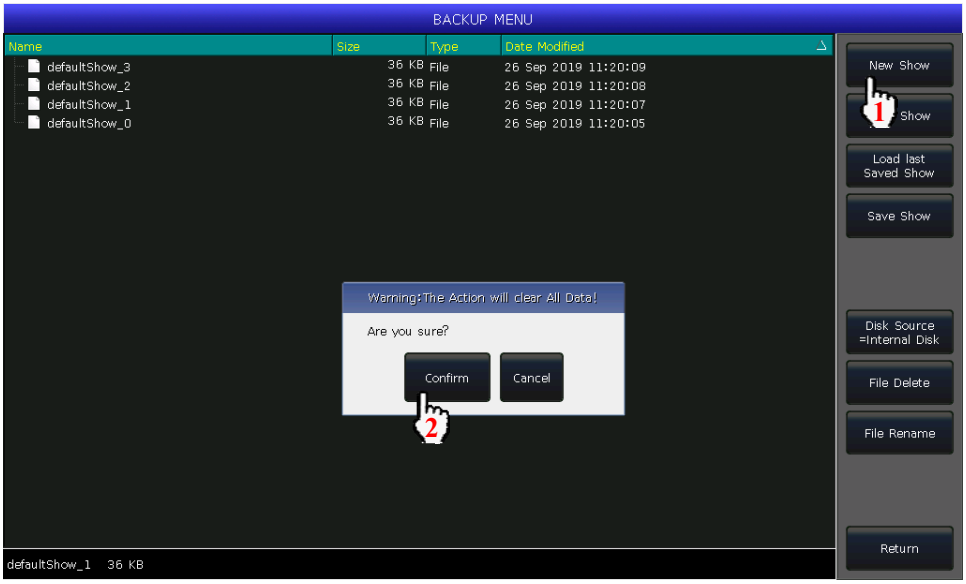
1.2. Clear All Data

We strongly recommend you to clear all data on the new console, so that you can avoid the unpredictable errors when programming.

1> Press Backup to entry 'BACKUP MENU';

2> Press **[New Show]**;

3> Press **[Confirm]** will clear all data and return to 'LIVE SHOW' automatic.



Note: All data created by users will be deleted (including the setup, patching, presets and programs). But the system fixtures and user fixtures will be saved.

Users can also press **Delete** and press **[Delete All Data]** twice and **[Confirm]** to clear all data.

1.3. Backup and Load Show

Victory 1 runs close to the operating system that you need to back up your show after programmed. You can turn off the console by the power switch directly and will not damage the system, but all the programs or changes without backup will be lost.

The backup show files can be saved into the internal RAM or external USB disk.

You can back up the Show by press **Store** for a quick save. The show file will be saved into the internal RAM. By this operation, the files will be cyclic saved or covered as 'defaultShow_0', 'defaultShow_1', 'defaultShow_2' and 'defaultShow_3' by turns.

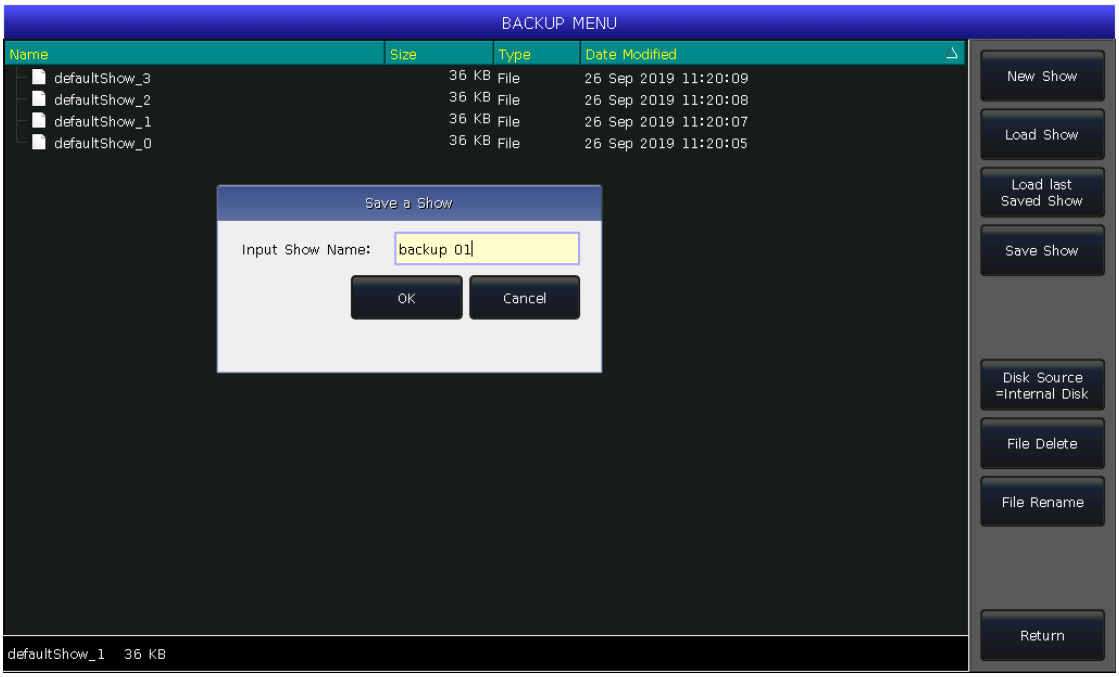
Users can also define the name of backup file;

1> Press **Backup** to entry 'BACKUP MENU';
(If you had inserted a USB driver, press **[Disk Source]** can switch the source path between **[Internal Disk]** or **[USB Disk]**.)

2> Press **[Save Show]**;

3> Press **Keyboard**, input the file name and **[Enter]** on soft keyboard;

4> Press **[OK]** to save.



Whatever you save the backup files into the internal RAM or external USB disk. One of the 'defaultshow' files will be updated.

We recommend that you back up frequently when programming, so that you will not lose any programs by accident.

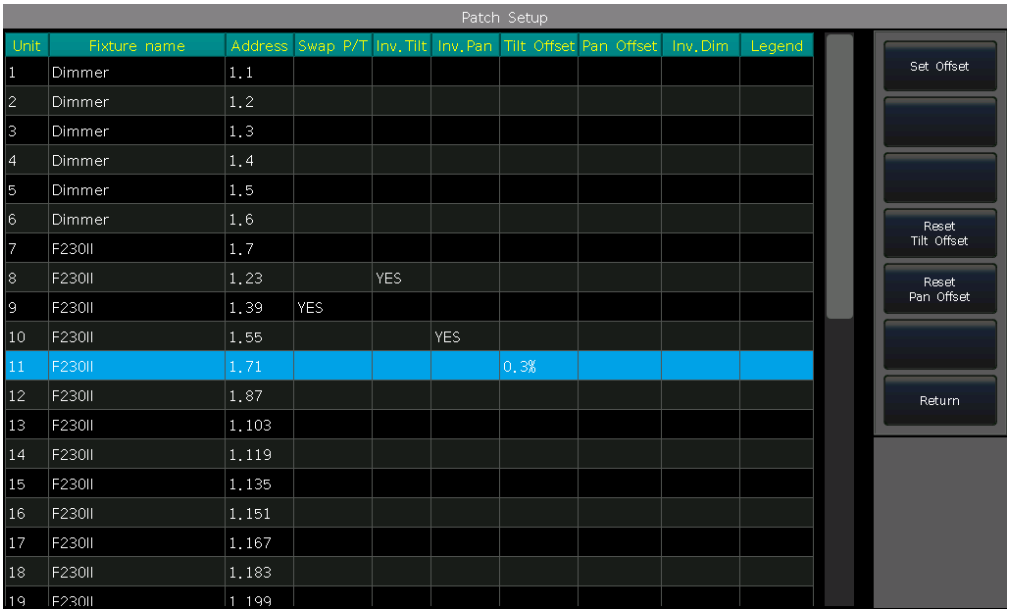
2. Patching

We have to patch fixtures to tell the console what kinds of fixtures need to be controlled.

When patching, the console offers a free initial DMX address automatically for each line. We can patch all fixtures first and check over their DMX addresses before assigning on the fixtures.

We may also assign the wanted DMX addresses on fixtures first, and set the right addresses when patching.

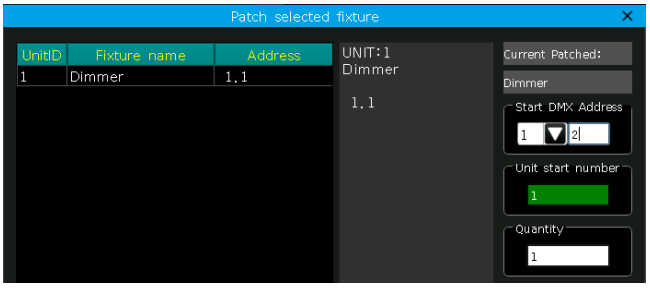
If the fixtures are RDM equipped, the console can help the fixtures to change the setting of DMX address and channel mode.



2.1. Patching new dimmers or fixtures

To control the dimmer channels or intelligent fixtures, you should patch each of them to the unit keys in 'Fixtures' window. Maximums 1000 units of dimmers or fixtures can be patched on the unit keys.

2.1.1. Patch Dimmers



Each unit key can control single or multiple dimmer channels.

1> Press **Patch**;

2> Press **[Patch New Fixture]**;

3> Press **[Patch Dimmer]**.

4> Press **[▼]** on 'Start DMX Address' option can find out other DMX lines (from 1 to 16). The number behind shows the initial free address can be patched; you can entry a new number by numeric keypad or use the wheel D to change;

5> The option 'Unit start number' shows the initial unit ID to be patched;

6> We can enter a value on the column of 'Quantity' to set the patching quantity. Enter 1 means to patch a single dimmer channel on a unit ID; while value more than 1 means to patch a sequence of dimmer channels on a sequence unit ID. The range of dimmers will be patched to sequential DMX addresses;

7> Press **[Confirm]** to patch, The list of 'Patch selected fixture' will be updated;

8> You can also patch multiple dimmer channels on a same unit ID. For example, after we patched one dimmer channel on a unit ID, the frame of 'Unit start number' will display in Green. The DMX address will increase one after patched. If we press **[Confirm]** again, the new DMX address will be patched onto the same unit ID. Those dimmer channels had been patched on the same unit will be controlled together;

2.1.2. Patch Intelligent Fixtures

The way of patching intelligent fixtures is a bit different from patching dimmer channels. Because intelligent fixture has more attributes to control, such as Pan, Tilt, Color and Gobo and etc. But dimmer channel has only one attribute, intensity. To control the intelligent lighting, you must find out and patch its corresponding fixture from the library.

There are two kinds of fixture libraries for your choice,

- **System fixture:** the console has its own fixtures in system library;
- **User fixture:** if you cannot find out your fixture in system library, the console offers you multi-way to create or edit your fixture. (We will introduce you how to create or edit the user fixture on other chapter)

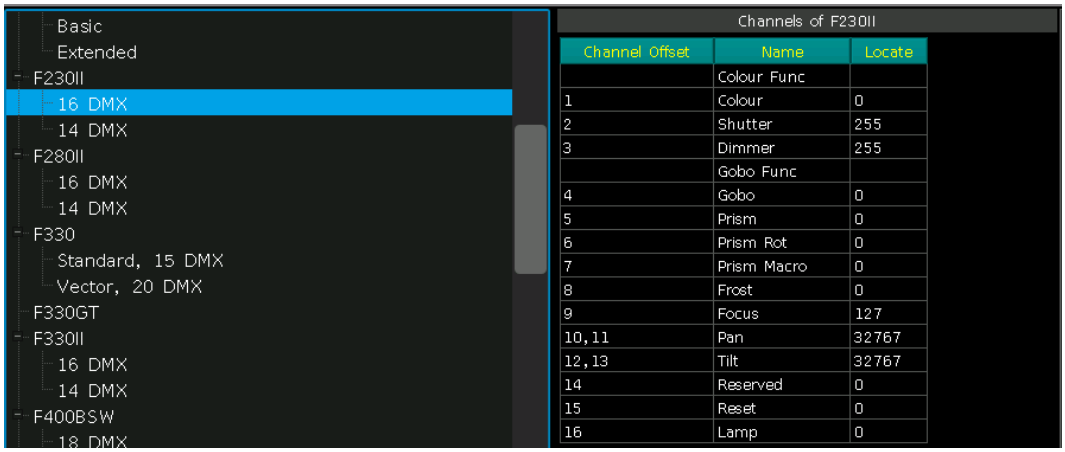
1> Press **Patch**;

2> Press **[Patch New Fixture]**;

3> Press **[Used Library = System]** can switch to **[Used Library = User]**;

- When patch system fixture you can use the Wheel D or scroll bar to search the manufacture; or you can recall the soft-keyboard by Keyboard and input the first letter of manufacturer name to search. Select the manufacturer and **[Confirm]** to enter; users can select the fixture from the list.
- Users can select the fixture directly on touch screen if patch from user library list.

Channels details will be listed when a fixture is selected.



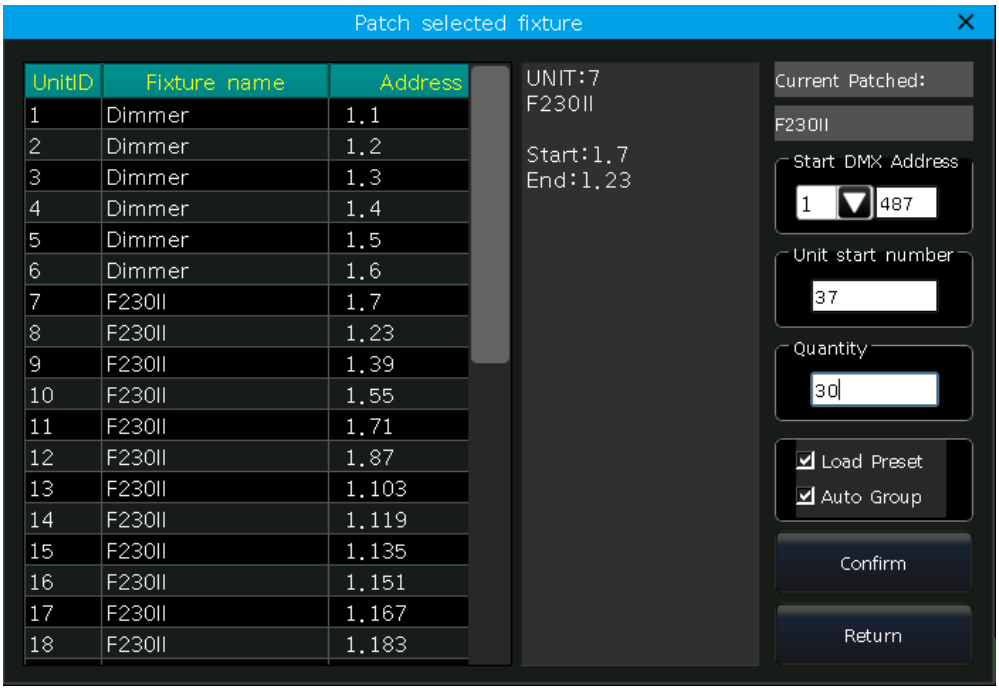
4> Select the fixture about to be patched and select **[Confirm]** to call out the patching menu;

5> Press **[▼]** on 'Start DMX Address' for other DMX lines (from 1 to 16). And enter the number by numeric keypad or use wheel D to set the start address;

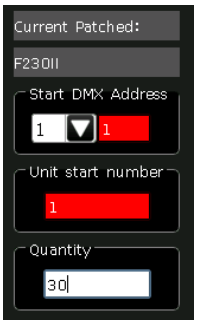
6> Set the unit ID on 'Unit start number';

7> Enter the quantity number would like to patch on the column of 'Quantity';

8> Press **[Confirm]** to patch, The list of 'Patch selected fixture' will be updated;



If the column shown in RED when you change the DMX address and/or unit ID during patching, it means the address and/or unit ID had been use. It will not allow you to patch the fixture onto again.



If the option 'Load Preset' is selected, the console will help to load in the presets which had written in the fixture library automatic.

If the option 'Auto Group' is selected, the console will help to create a group for all fixtures in the same model automatic.

2.2. Patch selected type

The function allows you to patch more same type fixtures you have selected without search from the fixtures pool again.

2.3. Unpatch

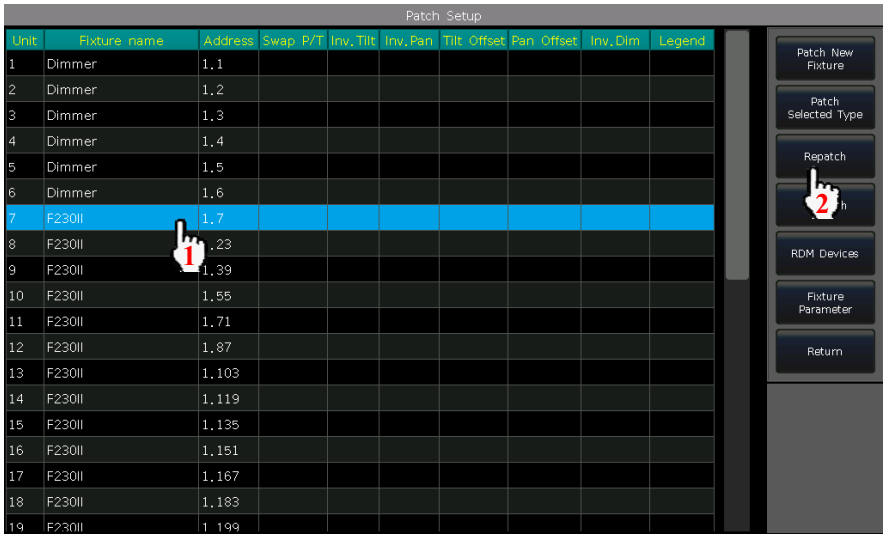
Users can choose and delete one or more consecutive patched fixtures by pressing option **[Unpatch]**.

2.4. Repatch

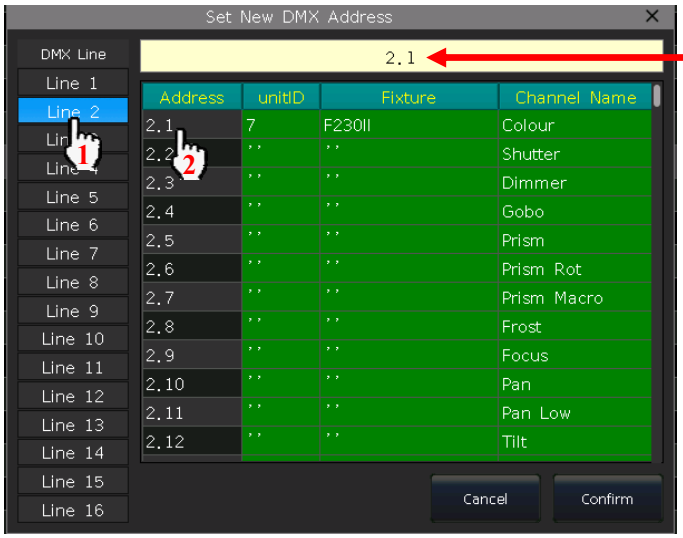
The function allows you to change the address and/or the line of the patched fixtures.

1> Select the fixture need to be changed;

2> Press **[Repatch]**;



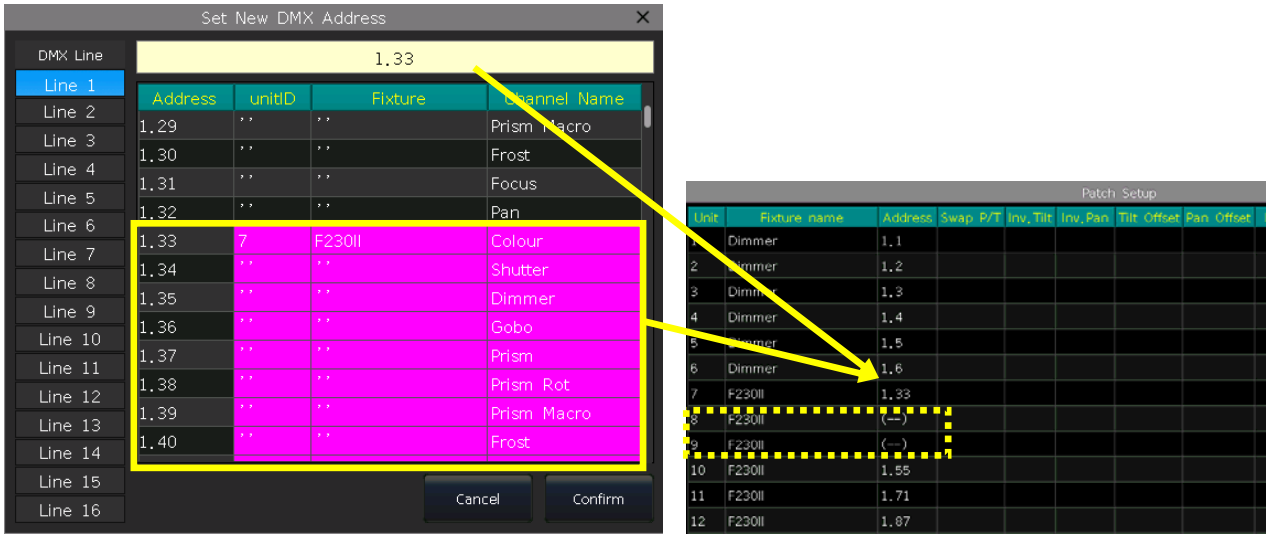
3> Select the DMX line and start address on the menu by touch. Or you may change them by typing the line and address number on the top bar;



4> Press **[Confirm]** to change the address and/or DMX line.

Note: Unit ID will not change after re-patched.

The chosen addresses will show in pink if they had been used. If you press **[Confirm]** in this situation or typed in a used number of DMX line and address. The address of selected fixture can be changed successfully but the previous fixtures used/included those addresses will be suspended. You have to patch them again.



2.5. Setup RDM Devices

The function allows the console to interrogate the practical fixtures. Then it can patch itself to match the existing DMX addresses. You can also remotely change modes and other settings on the practical fixtures.

Note: Fixtures must be equipped with RDM for the function to work.

Also if you have connected with DMX buffers or splitters, they must be RDM enabled. Otherwise they will block the information being sent back to the console.

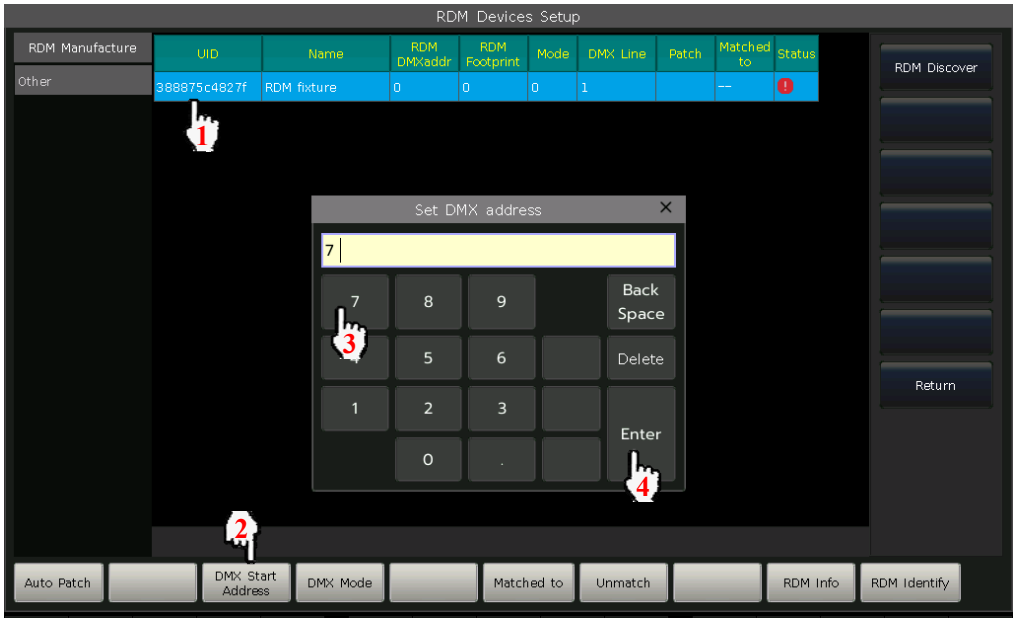
Press **[RDM Discover]** to start searching. All fixtures which support RDM will be listed here; Select the listed fixture and press **[RDM Info]** can check up the details of the device.

2.5.1. Remotely Setup Devices

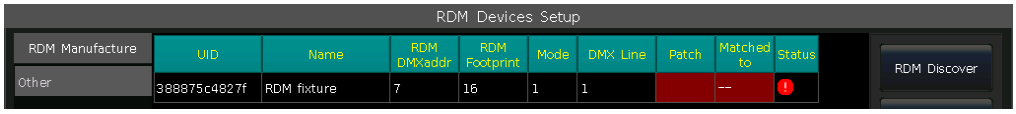
We can also remotely change the address on the practical fixture.

1> Select the fixture on the list;

2> press **[DMX Start Address]**;



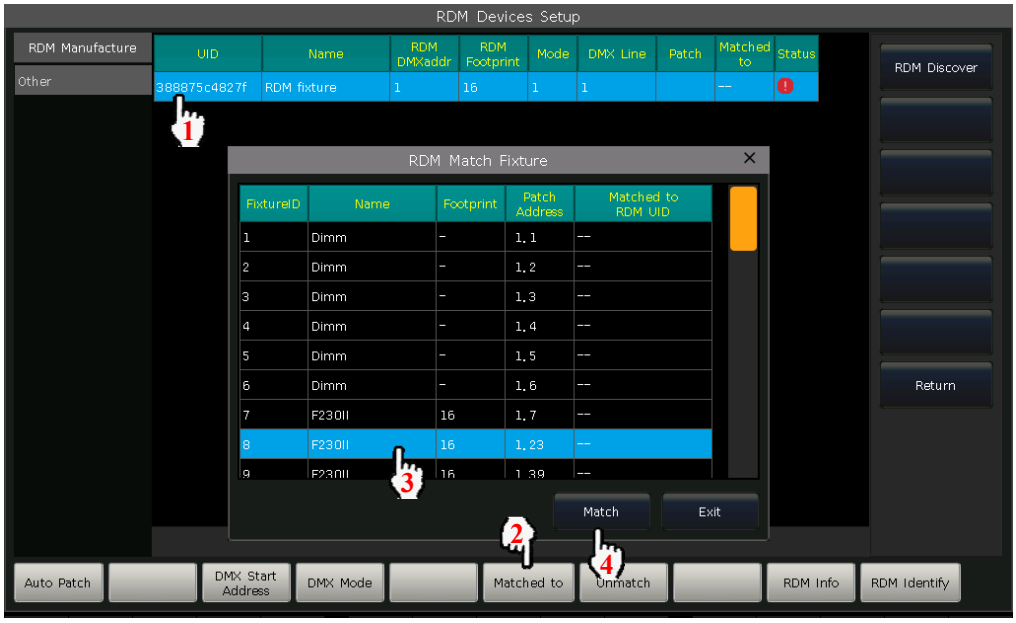
3> Enter the number of address would like to change, then press **[Enter]**;



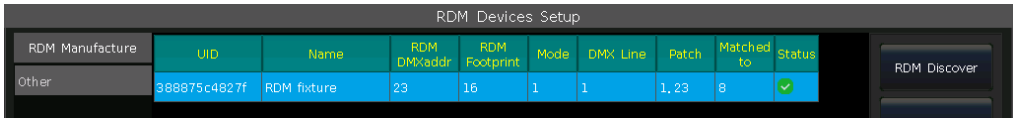
2.5.2. Match RDM Devices

1> Select the fixture on the list;

2> press **[Matched to]**;



3> Select the patched fixture from the list of 'RDM Match Fixture', then press **[Match]**;



Press **[Unmatch]** if you do not want to match it to the patched fixture any more.

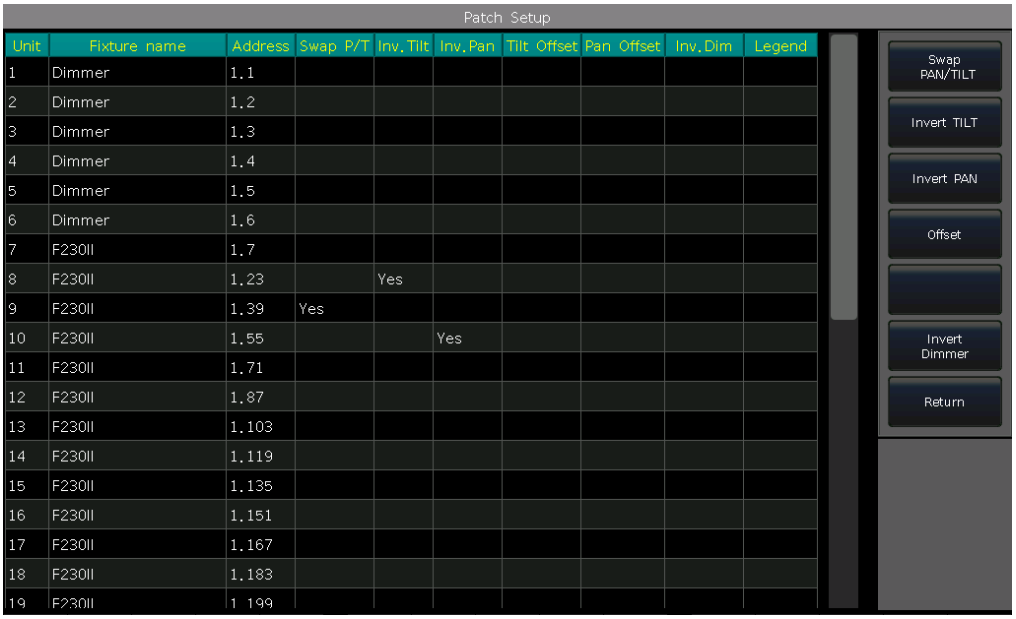
2.6. Fixture Parameter

Users are allowed to swap or invert Pan and Tilt of the moving lights on the console. So that users can control the moving lights to run as mirror movement more conveniently. Dimmer channels can be inverted as well.

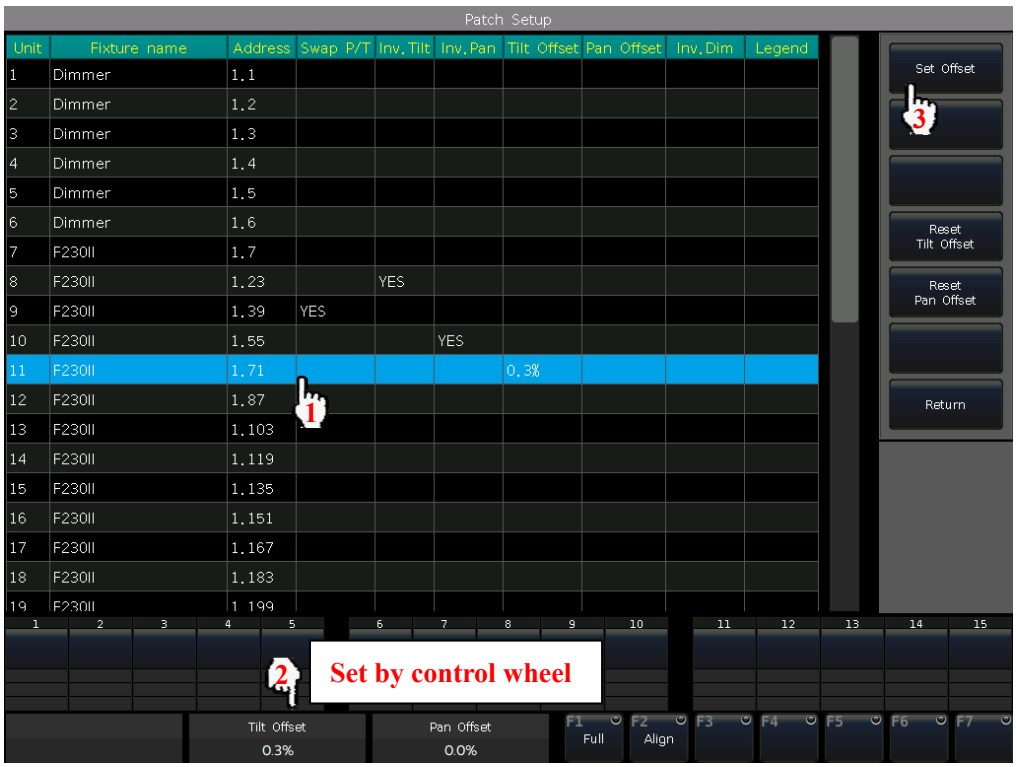
Press **[Fixture Parameter]** on 'PATCH SETUP' menu;

- **[Swap PAN/TILT]** -------- to swap the controlling of Pan and Tilt channels;
- **[Invert TILT]** -------- to invert the controlling of Tilt channel;
- **[Invert PAN]** -------- to invert the controlling of Pan channel;
- **[Invert Dimmer]** -------- to invert the controlling of Dimmer channel;

Note: All the same model of lights will be inverted if invert the Dimmer channel.



- **[Offset] --------** to offset the locate value of Pan and/or Tilt for the practical fixtures which without perfectly placed. Offset values shown in percentage which are set by control wheels. We can cancel the offset setting by **[Reset Tilt Offset] or [Reset Pan Offset].**



3. Controlling Fixtures and Dimmers

We will find the patched fixtures on the 'Fixtures' window. If the options 'Load Preset' and 'Auto Group' were selected when patching, the corresponding option window will comes with the data.

The patched fixtures are default shown in dark blue, while selected ones are shown in pale blue and the ones had been selected are shown in gray.

Attributes of the fixtures are set by the control wheels and the channel names are shown on the bottom of the screen.

If a fixture has multiple cells of control and its personality supports it, you can select and control the fixture either as a whole or as independent cells. This is particularly useful when using Shapes.

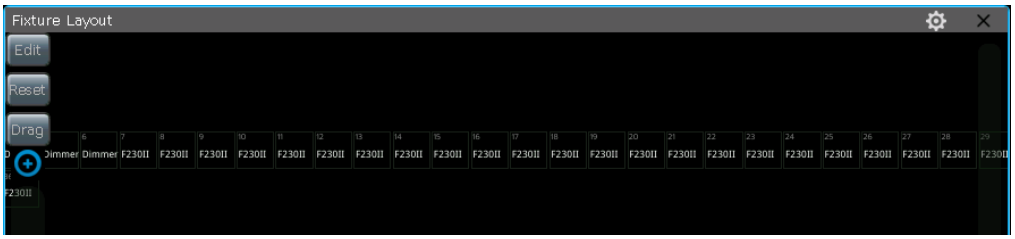
After patched, the fixture with cells occupies multiple consecutive fixture grids on 'Fixtures' window. It will be shown as a master unit ID and its series cell IDs.

3.1. Setup Fixture Layout

All patched fixtures will be listed on the 'Fixtures' window, but we can also find them on the 'Fixture Layout' window. You can build a 2D position layout which looks like as the actual physical location of fixtures.

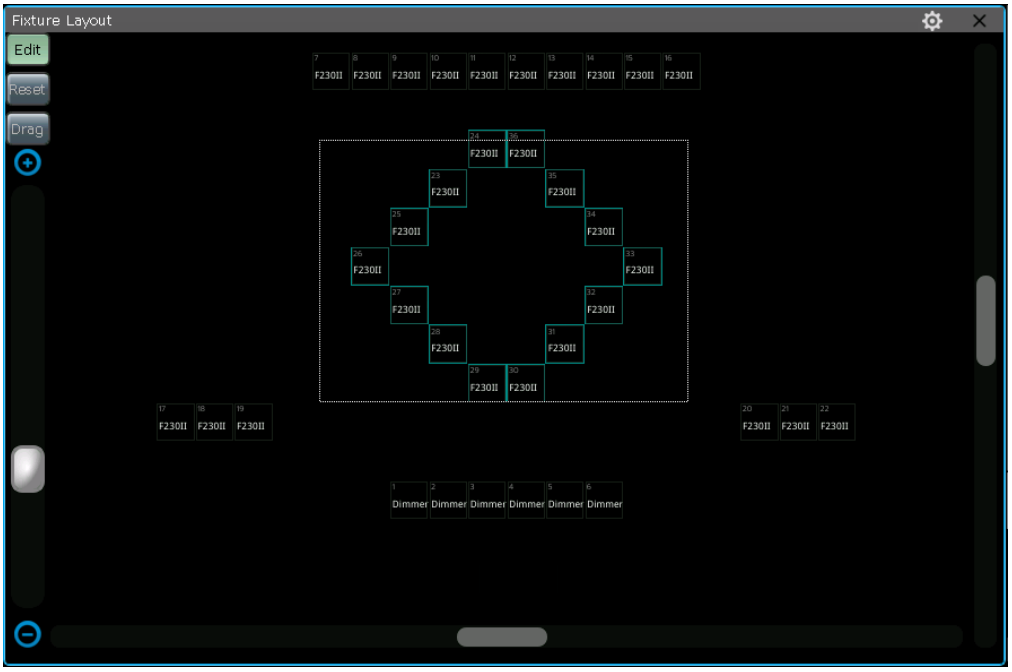
Note: The cells of the fixture will not be displayed in the 'Fixture Layout' window.

The fixtures in 'Fixture Layout' window will be initially listed in lines, each of which with 32 units.



- Press the soft-key **[Edit]**, you can reposition the fixtures to anywhere in 'Fixture Layout' by selecting and dragging them.

  You can select the fixture by touching the unit one by one, or slide the finger to draw a selection box to select a range of them. The frames of selected fixtures will show in blue.



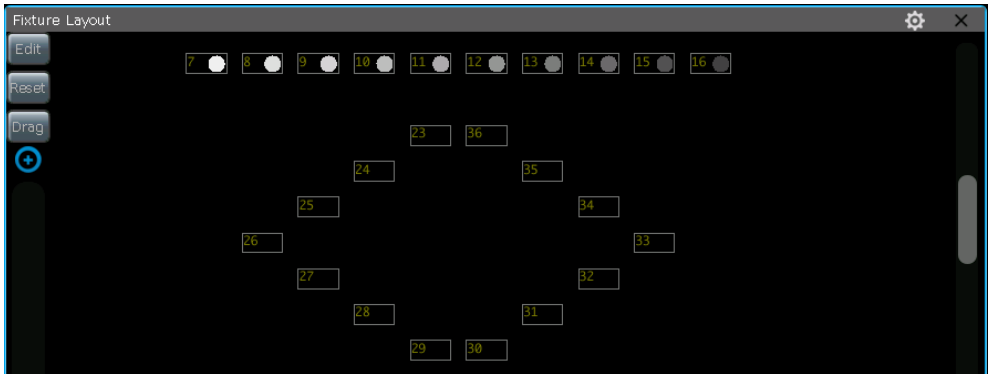
- You can use the scroll bar on the bottom and on the right to change the display position. Press the soft-key **[Reset]** can reset the fixture of unit ID 1 to the center.

  You can also change the display position by using **[Drag]** and dragging the window.

When using **[Drag]** we can only select and reposition the fixtures one by one.

- You can use the scroll bar on the left or the scroll wheel (the one opposite to the touch screen) to zoom in or out the display window.

You can check the running status of dimming or RGB channels by pressing the key  to switch the display.

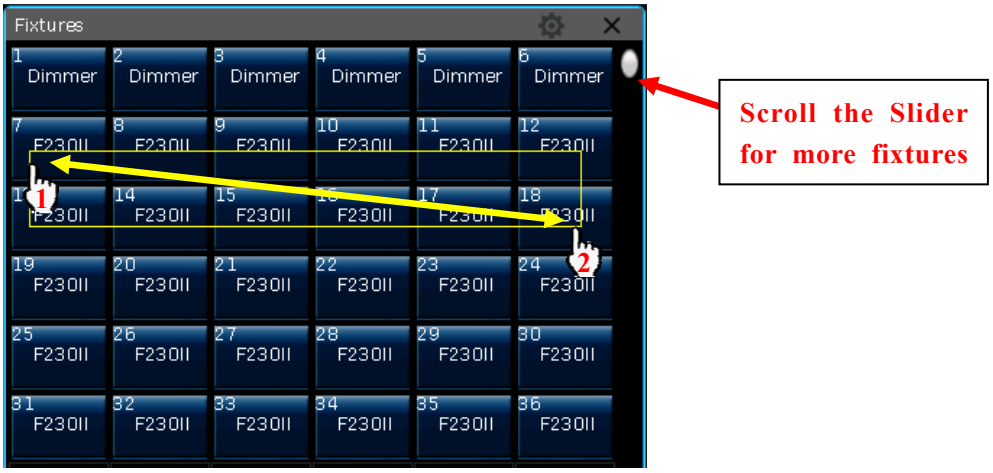


3.2. Select Fixtures

There are several ways to select the fixtures:

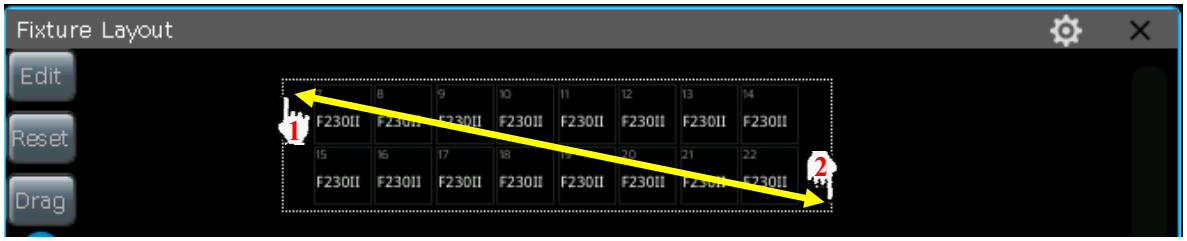
- **Touch Screen**

1> 'Fixtures' window --- users can select the fixtures one by one by touching the units, the fixture order is according to your selection order. Besides, you may slide the finger across the unit keys to draw a selection box to select a range of fixtures. The fixture order starts from the smaller unit ID number.



Note: The fixture order selected by drawing selection box from 1 to 2 is same as drawing from 2 to 1.

2> 'Fixture Layout' window --- users can select the fixtures on 'Fixture Layout' window directly too.



- If a range of fixtures are selected by drawing a selection box from 1 to 2, the fixture order starts from left to right and top to bottom.
- However, if a range of fixtures are selected by drawing the selection box from 2 to 1, the fixture order starts from right to left and bottom to top.

- **Numeric keypad**

In 'LIVE SHOW', typing in the command by numeric keys to select fixtures.

If you want to select a fixture, type the unit ID number and press **Enter**.

If you want to select more than one fixture, press the key **+** between each unit ID number. For example, press keys orderly as **1**, **+**, **3**, **+**, **5**, **+**, **7** and press **ENTER** will select fixtures 1, 3, 5 and 7.

If you want to select a range of fixtures, use the key **THRU**. For example, press keys **1**, **THRU**, **9** and press **ENTER** will select fixtures from 1 to 9.

If you want to select a range of fixtures but miss any in it, use the key **-**. For example, press keys orderly as **1**, **THRU**, **5**, **-**, **3** and press **ENTER** will select fixtures 1,2,4 and 5.

Note: For the fixtures with multiple cells, the command can only help to select the master unit IDs.

The function key **Even / Odd** --- after selected a group of fixtures which can be non-sequential, press the key **Even / Odd** can help you more easier to select the even or odd units under the group.

3.3. Manual Control fixtures

3.3.1. Light up the fixtures

You can double tap the key **Locate** or press **F1** / **[Full]** to light up the selected fixtures in open white and move them to a central position, you can also press key **Locate** and select **[Locate Fixture]** to light up the fixtures. All attributes will be defaulted.

If you want to locate the fixtures without re-center the position, press key **Locate** and select **[Locate Fixture No PAN/TILT]** to light up the fixtures. All attributes except Pan and Tilt will be defaulted.

If you do not want to default other attributes, you can hold down the key **Locate** and press attribute key. The channel attributes on that key will be defaulted, but attributes on other keys will keep their latest values. For example: hold down the key **Locate**, and press **Tilt/Pan**. Pan and Tilt of the selecting fixtures will be set to central position, but other channels will keep in their own value.

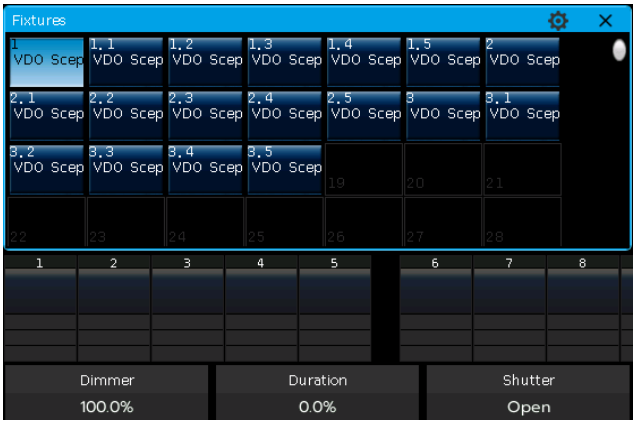
The operation of double tap the key **AT** can set dimmer channel into value 255. Double tap the key **.** can set dimmer into 0. Besides, double tap the key **+** or **–** can increase or reduce the brightness by 10%.

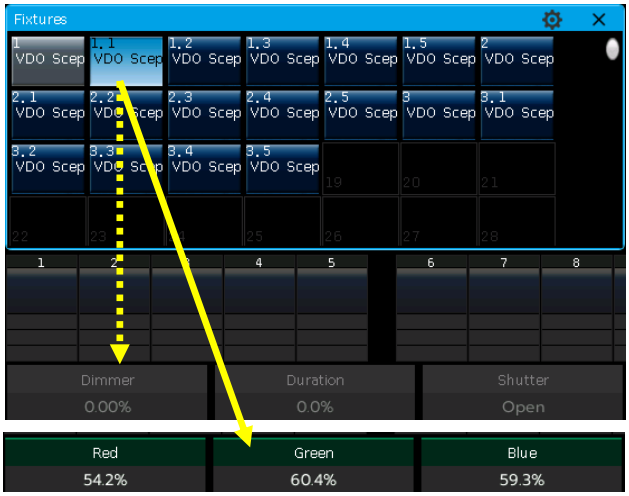
3.3.2. Change attributes of fixtures

Select the fixtures and attribute key, then change the values by using three control wheels.

After selected the attribute key, users can enter the value by numeric keys and tap on the channel name on the touch screen. So that it can be set to the value directly.

For the fixture with multiple cells (for example the LED fixture with multiple RGB channels), select the master unit ID can control the whole fixture, all cells channels will be controlled together. However, the master channels are not allow to be set under the cell ID, you can only control its cell channels individually.

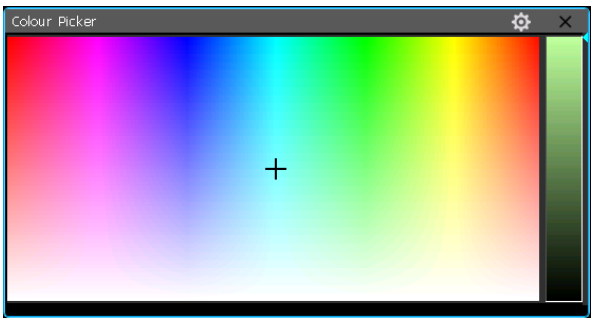




3.3.3. Special control Function for attributes

You can call out the 'Color Picker' window from selection option. Fixtures with RGB/CMY channels can be easy mixing by the color picker.

The console can read the channels range preset from the personality. For example, select the fixtures and attribute key **Color**, press the attribute name 'Color' on touch screen will call out a list for channel range. You can select the range options on the list directly. You can also input the value by numeric keys here.



3.3.4. Find fixtures

After located a group of selected fixtures, users can use key ← or → to lamp on one of the selected fixtures one by one and change its attributes. It can help to find out where the fixture is.

Of course we can change the function into select fixtures one by one but keep all of them lamp on by setting **[Keep the brightness]** in console setup. It is useful if we want to set all fixtures at a same position.

Users can press key **Find** to re-select all fixtures in the group after finished setting.

3.3.5. Macro Function of Fixtures

Macro is a sequence of fixtures program, which run with time parameter. Some of fixtures can run special operations, such as Reset, Lamp on or off. After patched, the macro function from fixture library will be loaded in. If you want to check whether the fixtures have macro or to run the macro, please operate as follow;

1> Select the fixtures;
2> Press **Locate**;
3> Press **[Macro function]**. All macro functions will be listed on the right option bar if the fixtures have;
4> Select the macro name to run. The key will show in pale blue when macro is running, and will resume when finished.

3.3.6. Fan Mode

The fan mode is widely used on Pan or Tilt attributes, but it can also be applied to other attributes, such as color-mix. If the fixtures with tricolor channels, you can also mix a rainbow by fan mode.

We kindly suggest you not to use less than 4 fixtures in order to get a better effect.

3.3.6.1. Fan Align

1> Select fixtures and locate;
2> Select attribute key, for example Tilt/Pan;
3> Press **[Align Off]**;
4> Select one of the Align modes;

There are several modes for fixtures align:

- **[<]** ----- Fixtures align base on the rightmost fixtures.
- **[>]** ----- Fixtures align base on the leftmost fixtures;
- **[><]** ----- Fixtures align base on the middle fixtures. The value increases changing from the middle to both sides. Fixtures on both side change in the opposite direction;
- **[<|>] -----** Fixtures align base on the middle fixture. The value increases changing from the middle to both sides. Fixtures on both side change in the same direction;
- **[<||>]** ----- Fixtures align base on the middle fixtures. The value increases changing from both sides to the middle. Fixtures on both side change in the same way;
- **[Wings]** ----- It divides the fixtures into two groups from the middle. When it works with other align setting, two groups of fixtures run exactly the same.

e.g. Tilt changes by [<|>] and [Wings]

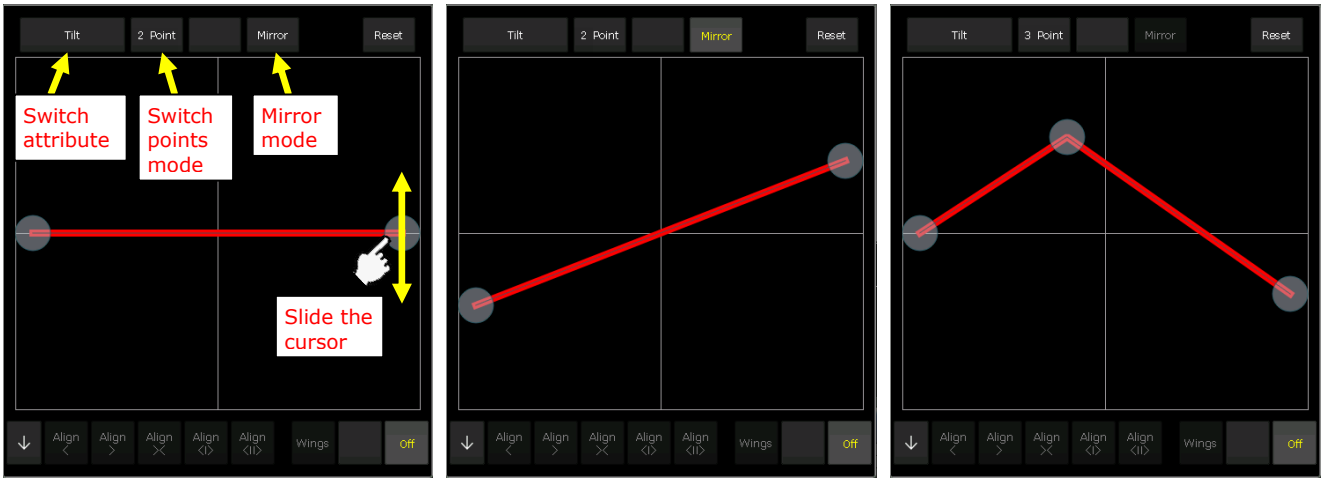
5> Set the fan effect by the Wheel A, B or C.

3.3.6.2. Fan Align by Curves

1> Select fixtures and locate;
2> Press **[Align Off]**;
3> Press **[↑]** to call out fan curve menu;

4> Press attribute key can switch to other attribute. Press the attribute name on the curve menu can switch into other attributes in current attribute key;

5> Press **[2 Point]** can switch **[3 Point]** mode; **[Mirror]** can only be used on 2 Point mode.



6> Slide each point to set fan align.

Note: users can re-center the value of current attribute by pressing **[Reset]**.

3.3.7. Clear Options

After finished edited, pressing key **Clear** once can deselect the selected fixtures, while pressing it twice can deselect all fixtures.

However you can hold it down to find more other clear options;

- **[Clear All Fixtures]** ----- clear all fixtures from the programmer; press the option can switch to **[Clear Selected Fixtures]** ----- only currently selected fixtures will be cleared.
- **[Clear All Presets]** ----- clear all using presets from the programmer.
- **[Clear All Effects]** ----- clear all running user effects from the programmer.
- **[Clear Mode = Normal]** ----- clear fixtures and all channels except intensity will keep the last values; **[Clear Mode = Default]** ----- clear fixtures and all channels except intensity will resume to locate values.

3.4. Groups

One or more fixtures can be grouped for quick selection. The group soft-key will turn brown when it is created. The group name and group ID will be shown on the soft-key in 'Groups' window.

3.4.1. Create a Group

1> Open 'Groups' window if it is not visible on 'LIVE SHOW';

2> Press **[Group]**;

3> Press **[Save Group]**;

4> Select the fixtures for the group. they can be a same type or different type of fixtures;

5> Select a soft-key on 'Groups' window. If there was a group in the soft-key, it will remind whether you want to overwrite or not;

6> If you want to create more groups, you can repeat from steps 3 to 4;

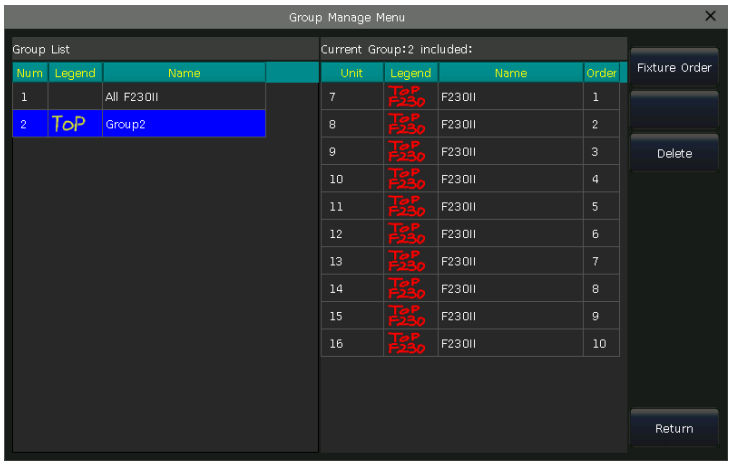
7> Press **[Return]** or **Exit** to quit.

3.4.2. Group management

1> Press **[Group]** to entry 'Group Program';

2> Press **[Group manage]**;

3> Select the group name can find all the fixtures included;



4> You will find details of included fixtures of current group, such as fixture unit ID, fixture name and its picture legend and the order.

3.4.2.1. Setting Fixture Order in Group

Fixtures in a group are stored with a selection order. Each fixture has its order ID. Different fixtures can have different order IDs or a same order ID.

Fixture order from 1 to 5 is not exactly the same as order from 5 to 1. The order is important when applying Fans, effects and overlap functions which will be distributed along the order.

Users are allowed to change the fixture order in the group. So that the fixtures will run in the order when use this group again.

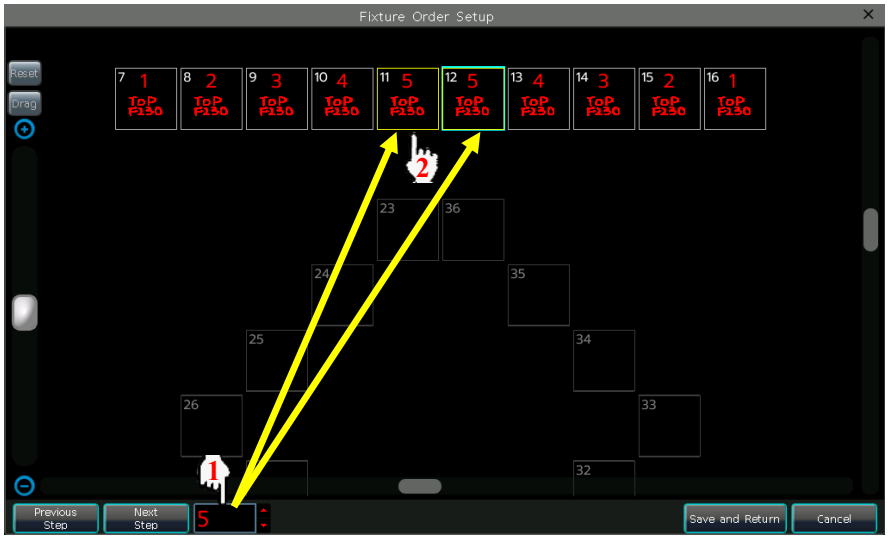
1> Select **[Fixture Order]**, the fixtures will be listed as the layout in 'Fixture Order Setup' window.

Note: Only the fixtures in selected group can be set the order, fixtures not selected will display the unit ID with the empty frames only.

2> Set the order number by pressing soft-key **[Previous Step]** or **[Next Step]**;

3> Select one or more Fixtures for the order;

Note: the big RED number means the fixture order, while the WHITE number shows the fixture unit ID;



4> Repeat steps 2> and 3> until finished setting;

5> Press key **[Save and Return]** to save and exit.

4. Presets

Users always need to change different attributes, such as color, gobo and so on during programming or live show. In that case, users can entry one or more attributes of fixtures to the preset keys in advance.

Although all attributes of fixture can be saved on the same attribute key, it's more convenient to change the attributes during the live show if you create different presets with only color or gobo, etc.

Users can call out different types of 'Presets' windows at the same time. Different presets can be saved into their own type of window, so that you can change attributes rapidly when you are programming or live show.

4.1. Edit Preset

There are 3 different Save Modes:

- **Current Attr.**: All channel values of selected fixtures in current attribute key will be saved.
- **All Attribute**: All channel values of selected fixtures will be saved.
- **Changed Attr.**: All channel values of selected fixtures that have been edited will be saved.

There are 2 different Preset Modes:

- **Normal**: The preset can only be used by the selected fixtures when creating;
- **Global**: You may select one of the fixtures to create and save the preset, and it can be used by all the fixtures of the same model.

1> Select the fixtures;

2> Use the attribute keys and attribute wheels to set the needed effect;

3> Press key **[Edit Preset]** to enter 'Preset Edit Menu';

4> Select a preset ID on 'Preset' window to save;

- If there is nothing on the soft-key, users can name the preset by keypad and set the fade in time directly. Press **[Confirm]** to save, the soft-key will turn to dark green. There will be a 'G' marks on the left bottom corner if the preset saved by **Global** mode.
- Users can rename (name by keypad only) and update the fade in time for the preset if there is something in the soft-key. Then select **[Merge]**、**[Replace]** or **[Cancel]** to finish operation.

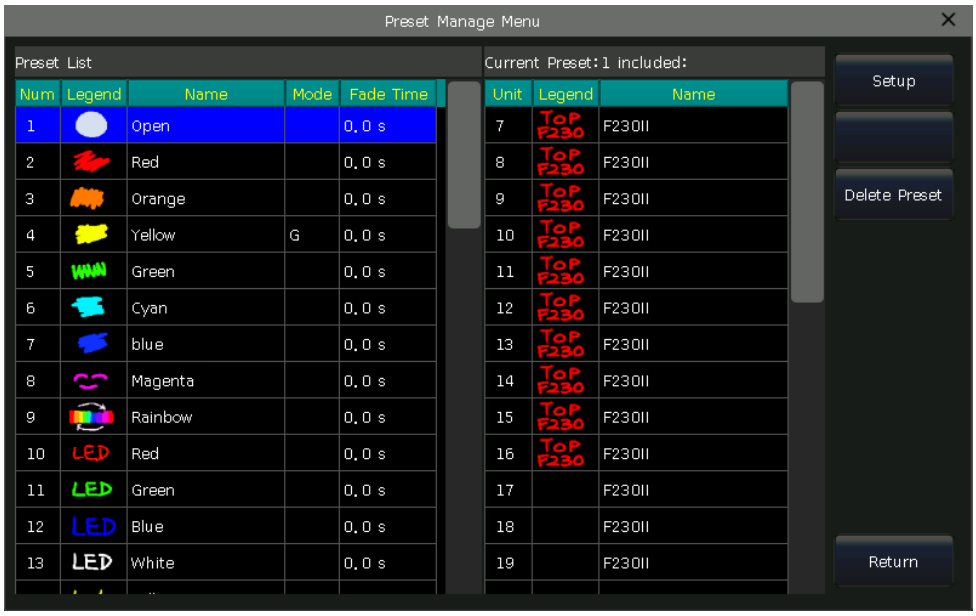
4.2. Preset Management

Users can rename and set fade in time of preset in the 'Preset Manage Menu'.

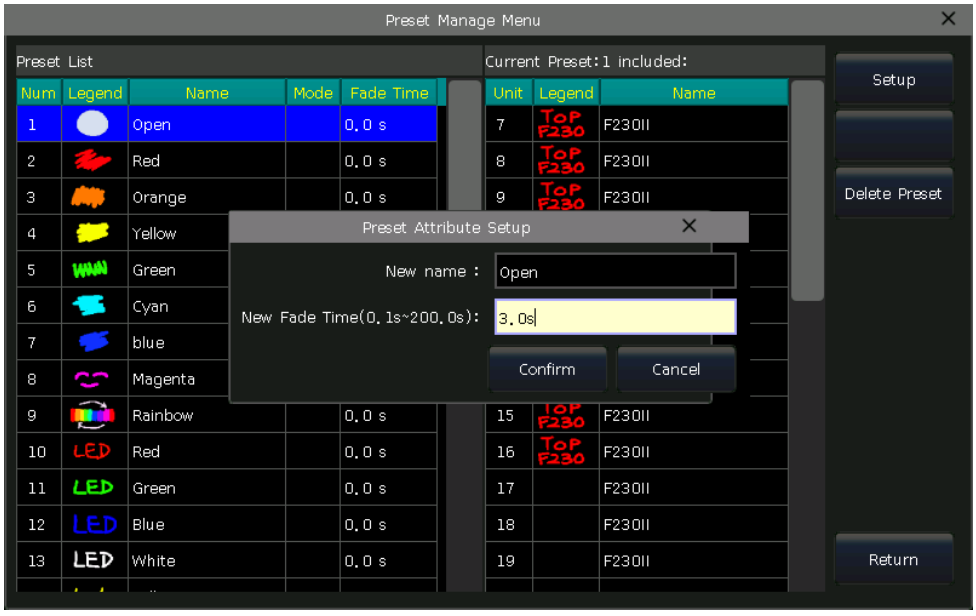
1> Press **[Edit Preset]**;

2> Press **[Preset Manage]**;

3> The 'Preset List' will show all saved presets with their information. The fixtures used for creating the preset will be listed when you select the preset on the 'Preset List'.



- Preset **[Setup]**. You can edit the preset name and fade in time of the preset;



- Press **[Delete Preset]** can delete the selected preset;

4> Press **[Return]** to quit.

4.3. Use Preset

The console provides multiple ways for users to recall the presets. The soft-key of latest selected preset displays in gray green.

- **Select fixtures and recall**: users can recall the preset after selected fixtures, those fixtures without selected will not be added in the preset.
- **Non select fixtures and recall**: users can recall the preset directly. In this case, all fixtures which can use the preset will be added in the preset.

If you recall a preset where the fade in time is already set, it will use the time to fade in the preset; if you did not set any time (default time is 0s), the preset will effect immediately.

However, if you enter a value ranging from 0.0~200.0 (seconds) before recalling the preset, it will temporarily use this time to fade in the preset.

1> Input value by numeric keys under 'LIVE SHOW', such as 5;

2> Select a preset on touch screen, such as a color mixed by RGB or a location;

3> Then you will find the preset is recalled with fade in 5s.

If some of playbacks are made by recalling the presets. Users may modify and update the presets so that the playbacks will be updated automatically.

For example the cue 2 on playback 1 and cue 5 on playback 10 were recorded by preset 1 (red color). Users may modify the preset 1 into yellow color with prism opened. After updated, the cue 2 on playback 1 and cue 5 on playback 10 will change into the effect of yellow color with prism opened.

5. Shape Effects

The console offers an effect generator for users to quickly create exciting light shows with the minimum of programming.

5.1. How Effect Generator Works

Effect is a series of sequenced repeated movement of preprogram. The representative effects are circle, square, spiral and etc. they are the non repeat random effects. For example, lighting beams move in a round route on the stage. When you run an effect, the fixtures will work according to present setup. If the effect is applied to pan and tilt attribute of the fixtures, the center of effect will depend on the present location of pan and tilt. By changing pan and tilt position, the overall effect will show on the stage.

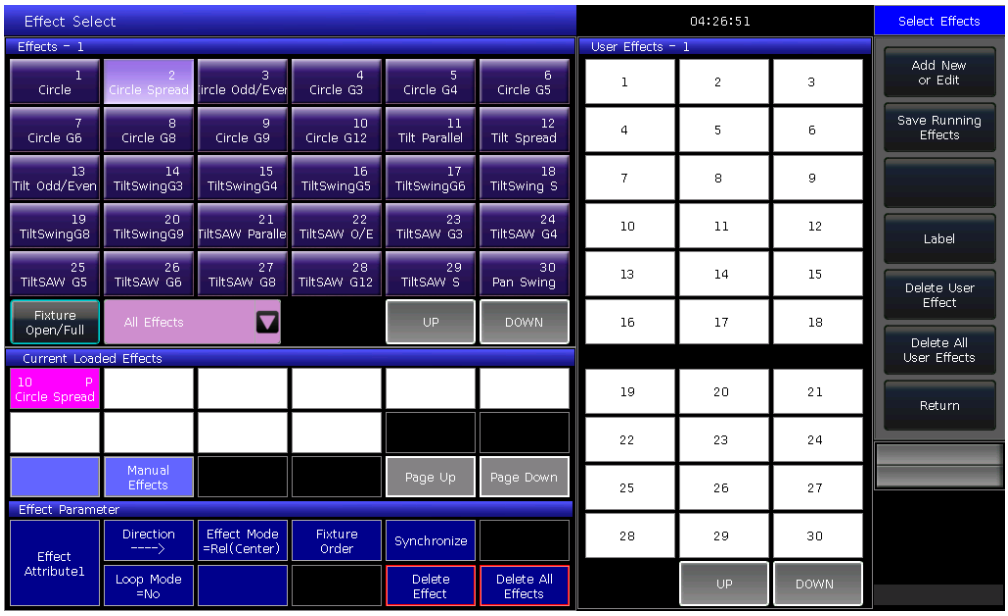
Effect generator can also be applied to other attributes of fixtures. You can use the effect generator to create various colors, gobos, irises, and many other changes. Each effect can be used to produce a regular change for one attribute.

5.2. Using Effect

1> Select the fixtures and light up;

2> Press **[Effect]**;

3> Select effects on soft-keys. When you want to select effect, you can search by their types. Default option is **[All Effects]**. You can get other options by press the soft-key. Those selecting effects will be displayed in 'Current Load Effects', for your convenient editing later;



- The running effects will be listed on 'Current Loaded Effects' window, which the quantity of selecting fixtures shows on left top and the attribute type of effect shows on right top.
  Those attribute types of effects include Intensity (I), Position (P), Color (C) and Beam (B) Effects.
- The basic point of effect can be modulated. By changing its attribute, to set the size or speed to '0' can get the basic position of effect.
- Each effect should works with its attribute. The type of effect can not be used if the fixtures do not have that attribute. For example, the fixtures should have R, G, B or C, M, Y channels to run the 'Rainbow' effects, such as LED Par; otherwise you should use the 'Color' effects for the fixtures with simple color channel.

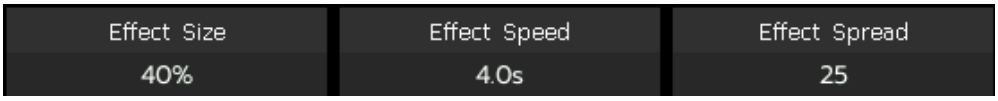
5.3. Effect Parameters

Each shape effect has its own parameters with default value. Users can modify the parameters to achieve various effects.

If there are several effects in running, you can select the names listed on 'Current Load Effects' and edit them one by one.

5.3.1. Effect Size, Speed and Spread

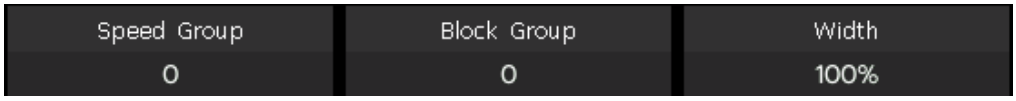
When you are selecting an effect, **[Effect attribute 1]** offers parameters of 'Effect Size', 'Effect Speed' and 'Effect Spread' for your setting.



- The minimum 'Effect Size' or 'Effect Speed' is 0. It can stop the fixtures，however the effect is still active.
- 'Effect speed' can be shown in 'second' or 'BPM'. You may change the display by tap the frame of 'Effect Speed'.
- The 'Effect Spread' allow you to set the offset between the selected fixtures to make your effects more impressive.

5.3.2. Speed Group, Block Group and Width

Press **[Effect attribute 1]** to switch to **[Effect attribute 2]**, which offers 'Speed Group', 'Block Group' and 'Width' setting.



- The 'Speed Group' can divide the selected fixtures into 'n' groups. Each group of fixtures runs in the same velocity. After set the 'Speed Group', the 'Effect Spread' will be disabled.
- There is nothing change on the effect if 'Block Group' value is in 0 or 1. The 'Block Group' can set the close several fixtures with the setting value to run in the same velocity.
- The 'Width' controls the time a full cycle occupy. If the 'Width' is set at 50%, the cycle will occupy only the first half.

5.3.3. Active Area Offset, Start Offset and Stop Offset

Press **[Effect attribute 2]** again will switch to **[Effect attribute 3]**, which offers 'Active Area Offset', 'Start Offset' and 'Stop Offset' setting.

- The '**Active Area Offset**' allows users to set the starting offset of effective waveform of the shape effect.
- The '**Start Offset**' allows users to set the origin of the effect. (Range from 0~360)
- The '**Stop Offset**' allows users to set how many loop to execute the effect and where to stop. The option defaults in 'Never'.

5.3.4. Effect Direction

Users can use **[Effect Direction]** to set fixtures run the effect in different directions, '---->', '<----', '--> ▪ <--' or '<-- ▪ -->'.

5.3.5. Effect Mode

There are 4 Effect running modes,

- **Rel(Center)** ------- effect in relative mode which runs around the center;
- **Rel(Up)** ------- effect in relative mode which runs on an upward direction;
- **Rel(Down)** ------- effect in relative mode which runs on an downward direction;
- **Absolute** ------- effect in absolute mode which runs on an absolute value.

5.3.6. Fixture Order

[Fixture Order] option allows users to realign the group of fixtures' running order on the selected effect.

If a group of fixtures is running two or more different types of effects at the same time, each effect can be run in its own fixture order.

The way of setting up fixture order please refers to chapter 3.4.2.1.

5.3.7. Synchronize

[Synchronize] allows you to restart all running effects to see how they will interact.

5.3.8. Loop Mode

The mode allows you to set whether the effect runs a return cycle.

5.3.9. Delete Effect

Users can delete the useless effect from the selected effects:

- **[Delete Effect]** --- Users can choose and delete any one from the selecting effects, others will keep running.
- **[Delete All Effect]** --- Users can delete all running effects.

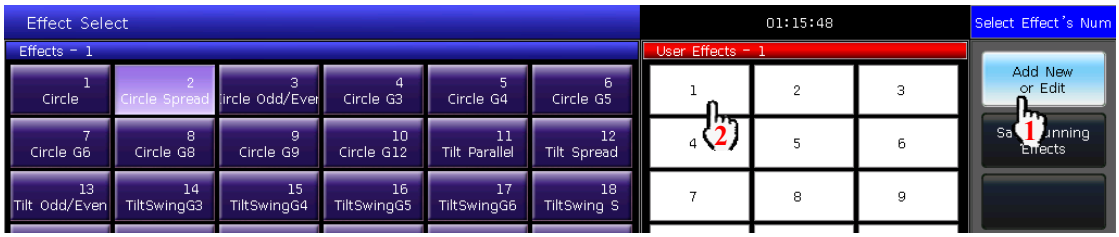
5.4. User Effect

The user effect system allows users to build user-define effects by effect forms. Besides, you may save a combined effect in 'User Effects' for quick recall in future.

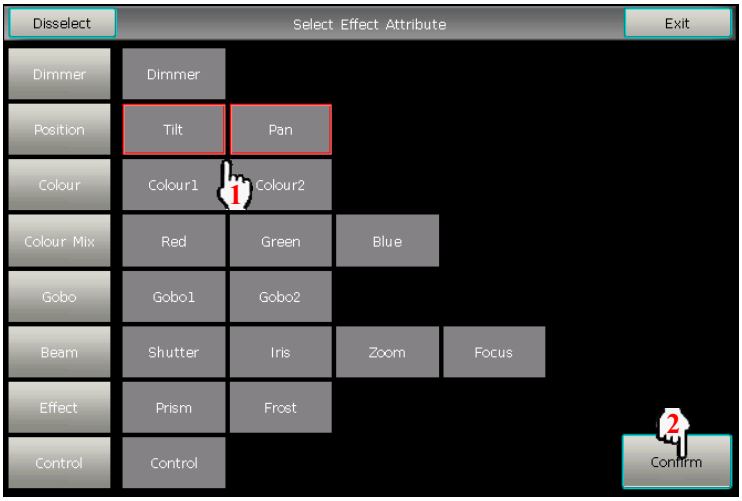
5.4.1. Create a User Effect

1> Press the option **[Add New or Edit]** to start creating user effect.

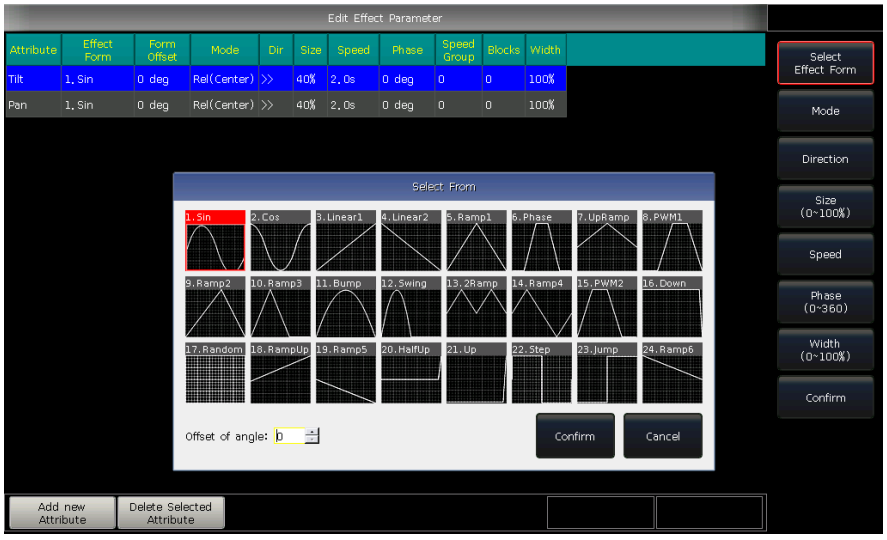
2> Select a user effect number (e.g. Number 1), you will call out a window for selecting attributes of the effect.



3> One or more the attributes can be selected then **[Confirm]** to edit effect parameters.

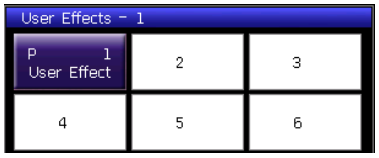


4> Select one of the attributes and press **[Select Effect Form]**. Then you will call out a window for selecting the effect forms.

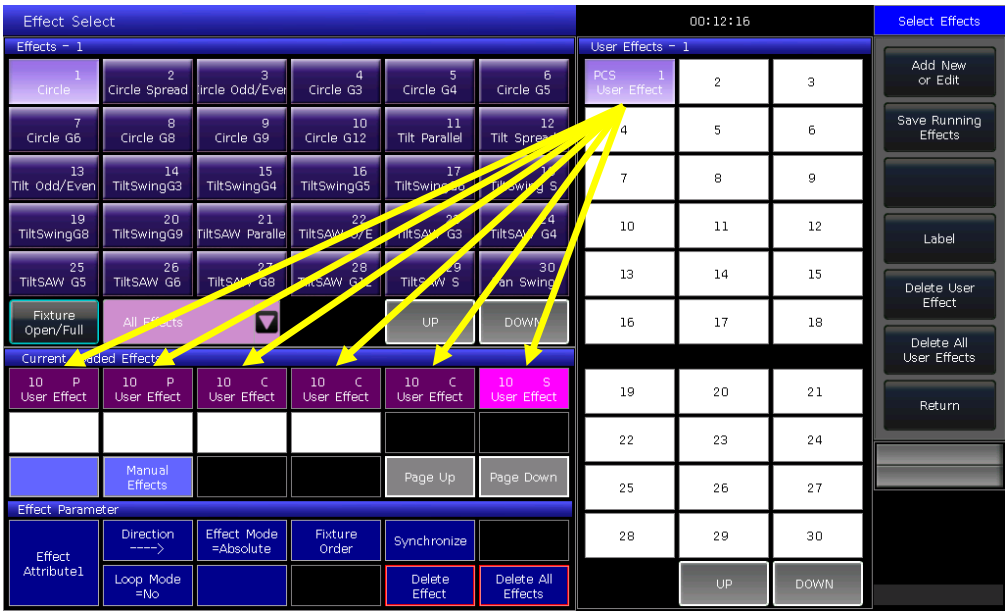


5> Each attribute can match to one form. You may adjust all necessary options (Mode, Direction, Size, Speed, Phase and Width) in the toolbar. But you may also set them on 'Effect Parameter' with the wheels.
For example, if we want to make a circle movement effect we may select the form 'Sin' for Tilt and form 'Cos' for Pan. (Or select form 'Cos' for Tilt and form 'Sin' for Pan.)

6> Press **[Confirm]** after finished setting all parameters. You will find there is a new user-define effect list on 'User Effects'. The attribute-type (IPCGBES) of effect will be shown on the left top corner of the user effect soft-key.



7> When running a user effect, all attributes included will be listed separately on the 'Current Loaded Effects'. You may adjust their parameters individually.



5.4.2. Save Running Effects

The option allows you to save the running effects as a user effect.

Users can recall the saved user effect for different fixtures for a same effect. However, all effect parameters are based on the quantity of running fixtures, users can modify the parameters if quantity is different.

5.4.3. Label

You may rename the user effect by option **[Label]**.

5.4.4. Delete User Effects

- Select **[Delete User Effect]** can delete one of the user effects if you need.
- Select **[Delete All User Effects]** can delete all the user effects you had saved.

Note: If you want to delete one of the user effects, you can use key **Delete** and select the right key on the 'Effects' window.

6. Playback

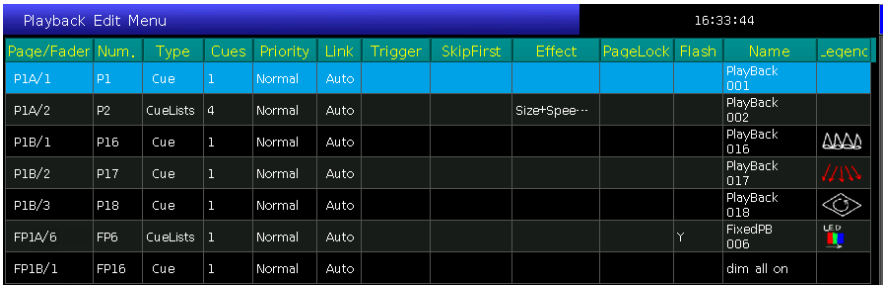
6.1. Playbacks Modes

Playbacks have two playback modes: Cue and Cue-lists. At the meanwhile, Cue-lists divide into 2 modes, Cue-lists and Chase.

6.2. Playback Edit Menu

Users can press key **Edit Playback** to entry 'Playback Edit Menu' to find out those saved playbacks details from the list. Besides, you can find functions of playback type (Cue-lists Mode), priority level, link mode, effect control mode and so on from this menu.

The number of Playback display in 'PxA/y', 'PxB/y' and 'FPxA/y', 'FPxB/y'. Hereinto, A and B means the areas of Playback A or Playback B. 'P' means fader playback and 'FP' means key-playback, 'x' shows playback page number and 'y' shows the playback number.



6.3. Cue

6.3.1. Save mode of Cue

- Record All Stage ----- All fixtures in stage will be saved whatever they were selected.
- Record Mode = Fixture ----- All attributes of selecting fixtures will be saved.
- Record Mode = Changed Attr. ----- Only the changed attributes of selecting fixtures will be saved. This function makes cues in different attributes can be run synchronously.

6.3.2. Run mode of Cue

- Mode=Time --- Enable both HTP and LTP times. If the times are set to 0，value of HTP channel depends on fader position.
- Mode=Fader --- Disable any times. Values of HTP and LTP channels depend on fader position.

6.3.3. Save Cue

1> Select the fixtures;

2> Adjust the attributes to create a Scene or an effect;

3> Press **Save to Cue** in 'LIVE SHOW';

4> Select record mode and run mode you want, select **[Playback type=Cue]**;

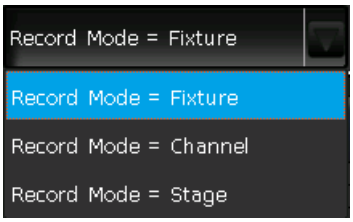
5> Press a key upon playback fader or on **Fixed** to record.

Note: If the fader had programmed, users will have options 'Replace', 'Merge' or 'Save to Last Step' as needed.

6.4. Cue-lists

The Cue-lists has two modes, Cue-lists and Chase. Cue-lists is allowed to set different times for each steps while Chase has the same time for every steps.

6.4.1. Create a Cue-lists



1> Press **Edit Playback** in 'LIVE SHOW';

2> Press a key upon fader playback or a key-playback;

3> Select the fixtures;

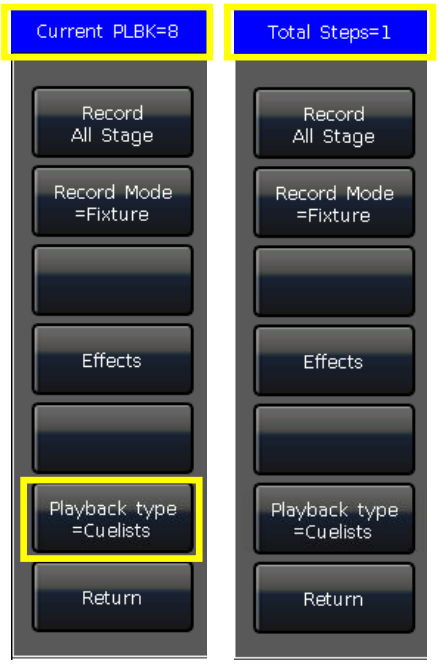
4> Set a scene by attribute keys and wheels;

5> The record mode defaults in 'Fixture'. Press **[Rec. Mode]** if you want to record by other mode;

- Rec. Mode = Fixture ----- all attributes of fixtures will be saved.
- Rec. Mode = Channel ----- only the changed attributes of fixtures will be saved. This function makes fixtures in different attributes can be run synchronously.
- Rec. Mode = Stage ----- all fixtures in stage (all the patched fixtures) will be saved whatever they are being selected.

6> Press the playback key or press **[Save Step]** for saving step;

7> Repeat steps from 3> to 6> till the end. Press **Edit Playback** to exit.



Besides, users can create cue-lists by cue mode**.**

1> Press **Save to Cue** in 'LIVE SHOW';

2> Select record and run mode you want, select as **[Playback type=Cuelists]**; (At this time, indicator led of **Edit Playback** will twinkle.)

3> Select the fixtures and set a scene by attribute keys and wheels;

4> Press a key upon playback fader. The top right of touch screen will display 'Current PLBK=n' ('n' means the number of playback fader);

5> Set a scene by attribute keys and wheels;

6> Press the playback key which indicator led is on again to record, the top right of touch screen will display 'Total Steps=1';

7> Repeat steps from 3> to 6> till the end. Press **Edit Playback** or **Save to Cue** to quit.

6.4.2. Edit Cue-lists

6.4.2.1. Edit Cue-lists step

1> Press **Edit Playback** in 'LIVE SHOW';

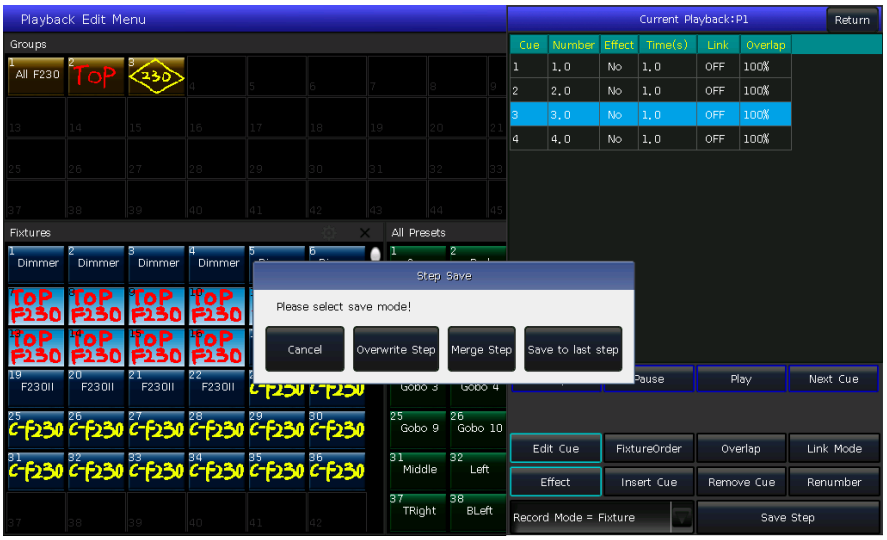
2> Select a Cue-lists to be edited;

3> Select a cue from the cue-lists;

4> Select **[Edit Cue]**, the scene will be loaded with the included fixtures selected;

5> Users can edit the scene directly or select other fixtures for a new scene;

6> Press **[Save Step]**;



7> Select **[Overwrite Step]** to take place the old step; Select **[Merge Step]** can add it into the original step; Select **[Save to last step]** will add a new step;

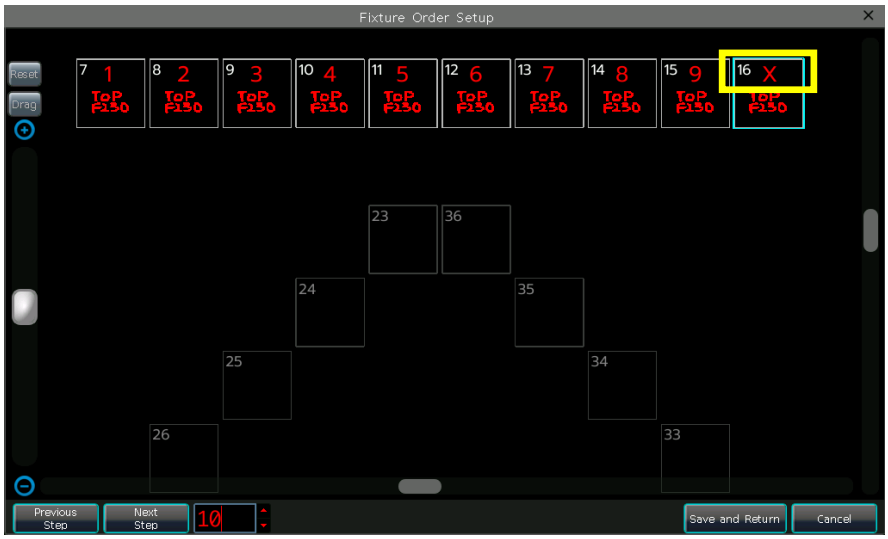
Note: if the new scene includes fixtures from the original cue, the new scene will cover the original cue when using merge function.

8> Press **Edit Playback** to quit when finished.

6.4.2.2. Fixture Order

The **[Fixture Order]** in cue-lists should run with 'Fixture Overlap'. You cannot find the effects if you did not setup fixture overlap in advance. The way of setting 'Fixture Order' please refers to chapter 3.4.2.1.

However, you may close some of fixtures if you don't want them run with fixture overlap. The closed fixture(s) will start to run as soon as the first fixture(s) begin, and finish at the same time as last fixture(s) ended.



6.4.2.3. Fixture Overlap

The **[Overlap]** allows you to run a series of fixtures with chasing effect in one step. The range of overlap is from 0%~100%.

When overlap=100%, all fixtures will change together. If overlap=50%, the second fixture will not start until the first fixture is half way (50%) through fading. The fixtures running order follows to the setting of fixture order.

The running time will be divided equally for each fixture. That means, if there are 5 fixtures run in 10 seconds for the step. After set the fixture overlap, each fixture uses 2 seconds to finish its effect.

6.4.2.4. Link Mode of Cue-lists

Users can set the link mode to each cue in the playback. To run this function, user should set the **[Link Mode]** as 'inside' from 'Playback Edit Menu'.

- When the Link is 'OFF', the cue will stop at the last scene unless get the instruction to run the next cue;
- When the Link is 'ON', the cue will go to the next cue after it is finished.

6.4.2.5. Edit Effect

Users are allowed to adjust the effect which had been saved as playback.

1> Press **Edit Playback** in 'LIVE SHOW';

2> Select the playback to be edited;

3> Select the cue to be edited then select **[Effect]** to entry the effects menu;

4> Select **[Play]** to load in the data; all the included effects will be listed on 'Current Loaded Effects'

5> Select the effect needs to be adjusted and modify the parameters by control wheels;

6> Press **[Update]** after adjusted the effect parameters;

7> Repeat steps from 3> to 6> till the end. Press **Edit Playback** to quit when finished.

6.4.2.6. Insert a cue to playback

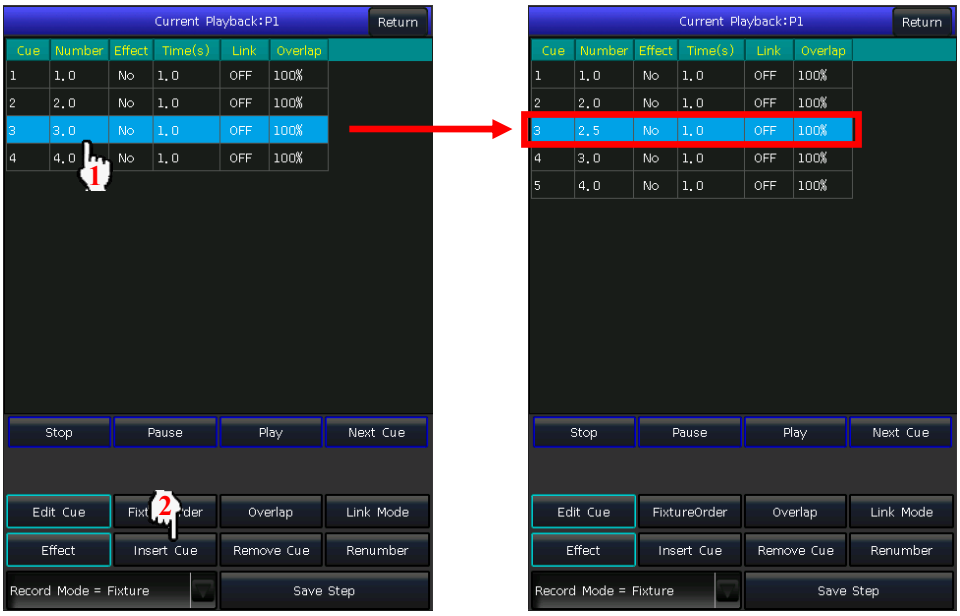
1> Press **Edit Playback** in 'LIVE SHOW';

2> Select a Cue-lists to be edited;

3> Select the needed fixtures;

4> Set a new scene by attribute keys and wheels;

5> Select a step to be inserted. For example, if you want to insert a step between 2 and 3, then select step 3;



6> Press **[Insert Cue]**, then the 'Number' of inserted step shows in 2.5;

7> Press **[Renumber]** to realign the number;

8> Press **Edit Playback** to quit when finished.

6.4.2.7. Delete a step

1> Press **Edit Playback** in 'LIVE SHOW';

2> Select a Cue-lists to be edited;

3> Select a step to be deleted;

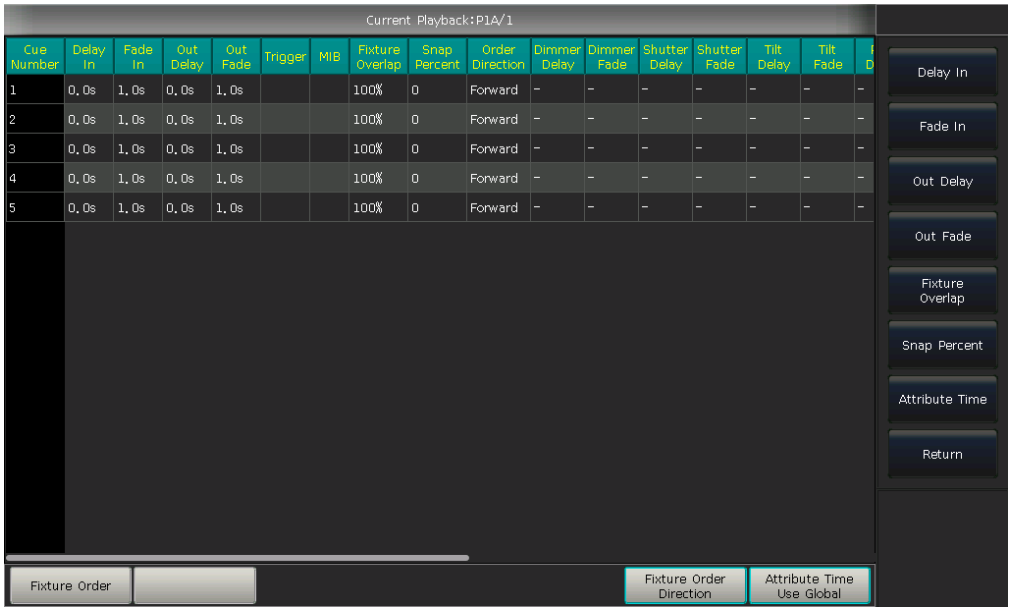
4> Press **[Remove Step]**;

5> Press **[Renumber]** to realign the number;

6> Press **Edit Playback** to quit.

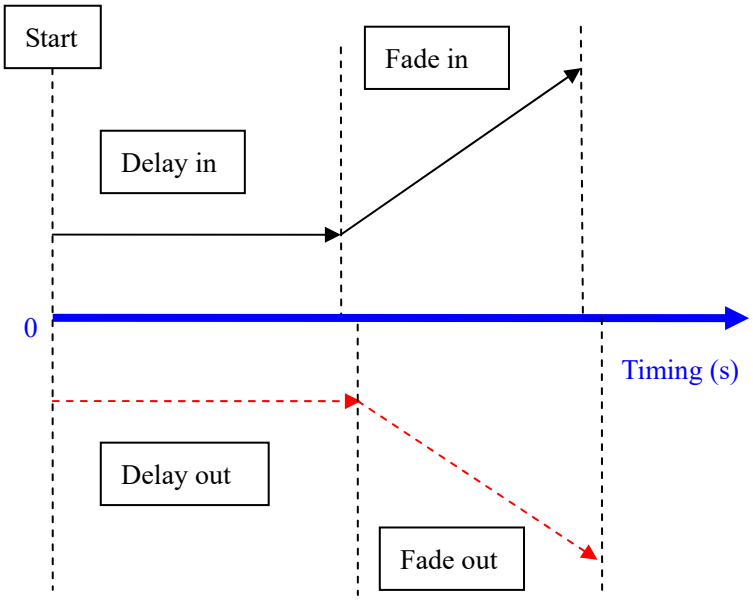
6.5. Playback Timing

Each playback has its own running time. There are 4 kinds of global times for each Cue-lists playback: delay in, fade in, delay out and fade out. At the meanwhile, there are 3 kinds of global times for each Cue playback: delay in, fade in and fade out. Besides, users may set some of functions, such as fixture overlap, individual attribute times, fixture order and etc. at the menu.



6.5.1. Set global timings

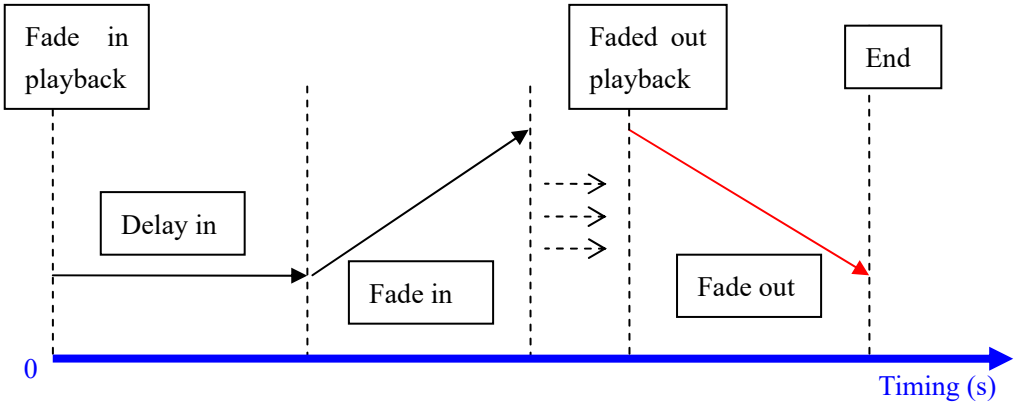
- The times for cue-lists are run as following graphic.



Delay in and delay out times will start together. Fade in time starts after delay in finished, while fade out time starts after delay out finished.

Fade out is only used on dimming channel. Fade out time will be used as delay out between the steps if the coming step does not have dim off effect.

- The times for cue playback are run as following graphic.



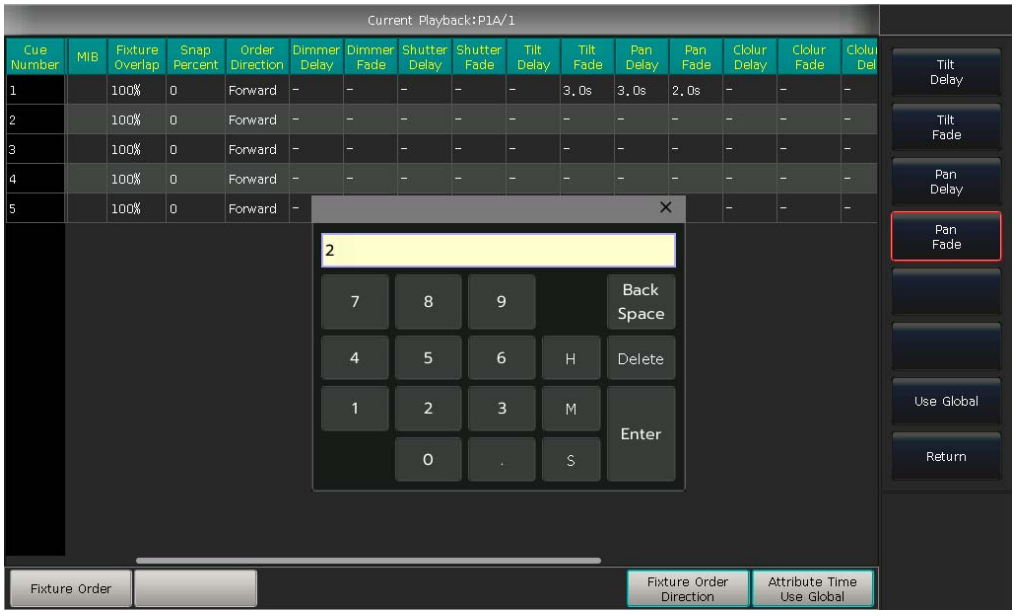
There is no delay out time if it is a cue playback.

When the playback is faded in, the fade in time starts to run after delay in time is finished running. When the playback is faded out, fade out time starts to run immediately.

6.5.2. Set Individual Attribute Times

The attribute time system allows users to set different running times for different attribute channels to achieve complex changes with minimal editing.

The attributes times have only delay in and fade in times. When editing attribute times, users can switch to other attributes by pressing attribute keys.



After set the attribute times, those attributes will not use global times unless you press **[Use Global]** again. Those attributes did not being set keep running global times.

- Press **[Use Global]** if you want the edited attribute times resume to global times.
- Press **[Attribute Time Use Global]** if you want all attribute times resume to global times.

6.5.3. Snap Percentage

[Snap Percent] allows users to control when the instant channels to be occurred. Its default value is 0%.

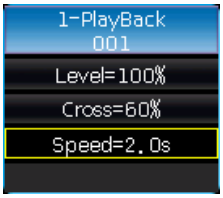
If snap percent is 0% the channel occurs at the beginning of the cue fade in.

If snap percent is 100% the channel occurs at the end of the cue.

If snap percent is 50% the channel occurs in the middle of the cue.

6.5.4. Time for Cue-lists in Chase mode

The global times and attribute times are unavailable for the cue-lists in chase mode. Times for chase mode can only be set by wheel D, while the cross set by key **Shift** with wheel D.

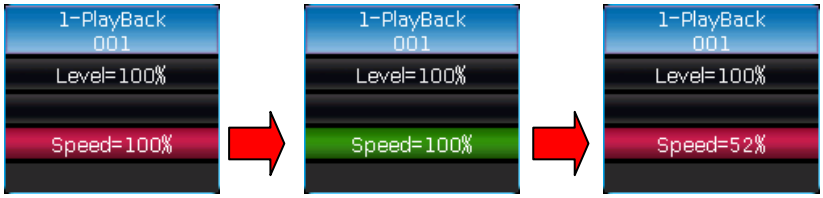


- Cross=100% means steps will use the time to fade in next step.
- Cross=0% means steps will not have fade in time. The time is used as delay in for each step.
- Speed=1.0s means each step of the chase runs in 1.0 second.

6.5.5. Manually control Speed of Cue-lists

After faded in a cue-list, users can use the Wheel D to adjust the speed directly. If you need to adjust other Cue-lists speed, then you have to hold **Shift** and press the needed playback key to set the cue-lists at current:

- Roll the Wheel D to set the speed percentage of the Cue-lists, on the bottom right corner will displays as: 'Speed=100%'(adjust range at 10%～500%)
- Press the speed frame to make it turns red, then press Wheel D to make it turn green (it is the start mark of setting speed). Press Wheel D again and the frame turn red again (it is the end mark of setting speed). Then system will calculate a speed by the time slot between start mark and end mark (range at 10～500). Press the speed frame again to quit setting.



6.6. Advanced Playback Settings

There are many options for users to edit playback parameters for each playback in 'Playback Edit Menu'.

6.6.1. Playback Priority

[Playback Priority] option allows users to set the running priority level of different playbacks. The option can be set as options such as very low, low, normal, high and very high. Each new playback defaults as normal.

The function is very useful for performing. When some fixtures are running a playback, running a new playback with the same fixtures will change the old one if the new one is in the same or higher priority. However, if the priority of new playback is lower than the first one, the first playback will not be changed.

6.6.2. Link Mode of Cue-lists

There are 3 link modes for Cue-lists: 'Inside', 'Auto' and 'Manual';

- Inside ---- Cue-lists steps run by link setting status of each step.
- Auto ---- No matter what the link setting is, cue-lists steps will keep running automatically.
- Manual ---- No matter what the link setting is, cue-lists will pause on each step until getting next instructions.

If link mode is 'Manual' or 'Inside' with 'Link=OFF'. The key under playback fader can be used as GOTO function after playback had faded in. Pressing it once means to run one step.

6.6.3. Playback start time

If you had set the running time on the cue-lists, the time may affect the first step at the beginning. For example, if you had set the delay in or fade in time, the fixtures will use the times to move from the last position to the first step, and start to run the cue-lists each time.

You can skip the time by pressing option **[Skip start run time]** into 'Fade', 'Delay' or 'Fade+Delay'.

6.6.4. Effect Control by fader

If there is a Cue saved with shape effects, users can set the fader trigger using the options under **[Effect By Fader]**. The options include: 'Size By Fader', 'Speed By Fader' or 'Size+Speed By Fader'.

Note: Once the function is set, the fader can not be used for controlling intensity level.

6.6.5. Lock the playback

Users can lock the playback by option **[Lock Page For Fader]**. Once the option is selected, the playback will be locked on the page where it is. You can still run the program although in other pages.

Note: Once the playback is locked. The playbacks on same fader or key in other pages will be unavailable.

6.6.6. Chase mode

Users can switch the cue-lists playback between cue-lists mode or chase mode by pressing **[Chase Mode]**.

6.6.7. Flash mode

The function is only for key-playbacks. The playback key will be used as flash when you open the function.

6.6.8. Rename the Playback

Select a playback in the list can rename the playback by option **[Playback Legend]**.

The name of the playback will be shown on the bottom of the screen. Users can press **[Func]** key to switch display key-playback name in Playback B area or attribute name on right screen

6.7. Run Playback

It's easy to run a Playback. Select the Playback page, and fade in the Playback. When running several playbacks, the bottom right corner of touch screen will display the latest faded in playback. You can switch the running playback by pressing **Shift** along with the key of the playback fader, or the key-playback key. The velocity of Cue-lists in its present state can be adjusted by Wheel D.

The keys above or under playback faders have different functions for the running playbacks.

- **Keys above playback faders can be used as prelocate or pause.**

The key can be used as prelocate function before the playback is faded in. Press the key upon the fader. All channels of fixtures will be set to the value on first scene of playback with lamp off. Once you fade in the playback, the program will start to run immediately.

If you had faded in a playback, the key upon is used for pause function. The fixtures will stop at the current position when you press pause.

- **Keys under playback faders can be used as flash or manual control.**

The keys under playback faders can be used as flash if the playback is not faded in. Press and hold the key can keep running the playback as the same as faded in the playback fully. Once the key is released, the playback will stop running.

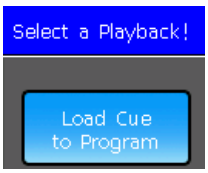
If there is a cue-lists playback had faded in, the key can be used as manual control. Press the key once means to run one step of the cue-lists.

Note: To use manual control function, the setting of 'Playback GO+/GO-' in 'Console Manage' should be in [Enable], and the cue-lists steps should be set as Inside with Link Off or Manual.

6.8. Playback Parameters

Users can also edit the playbacks by option **[Playback Parameters]** under 'LIVE SHOW'.

6.8.1. Reload a Cue



The console allows users to reload the attributes values of fixtures from one of the whole cue-lists.

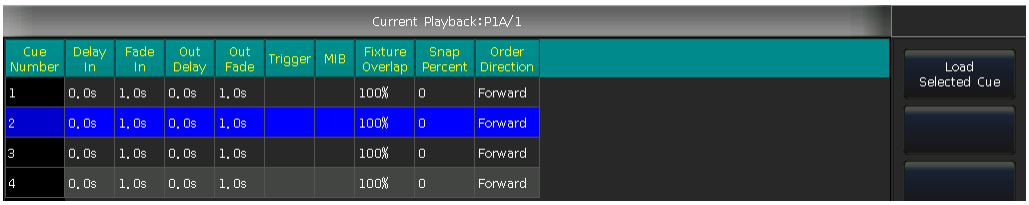
Users may load in the needed attributes values from one of the cues by option **[Load Cue to Program]** after selected **[Playback Parameters]**.

At this time, you may find all indicators of attribute keys are on. You may press the attribute keys to cancel selected, so that the non-selected attributes will not be loaded in.

Users can select the playback needs to be reloaded.

If there is a cue playback, the fixtures include in the cue will be selected automatic.

If there is a cue-lists playback, you may select one of the cues from the cue-lists and select **[Load Selected Cue]**. It will return to 'LIVE SHOW' and fixtures include in the cue will be selected automatic.



6.8.2. Other options

After pressed **[Playback Parameters]** and select the playback. There are some other options can be setting. Most of functions are the same as 'Playback Edit Menu' so that we will introduce other functions in this part.

Cue-lists Cue

6.8.2.1. Release Mode

Users can set the release mode for playback as follow:

- **[Freeze All Attribute]** ---- All attribute channels will be hold except HTP channel;
- **[Release All Attribute]** ---- Resume all attributes to the beginning state;
- **[Release Only Pan/Tilt]** ---- Resume Pan and Tilt to beginning state and hold other attribute channels except HTP channel

6.8.2.2. Direction

If it is a Cue-lists playback, press **[Direction]** can set the cue-lists to run in forward order or backward.

6.8.2.3. Run Mode

If there is a Cue playback, you may switch two different modes here.

6.8.2.4. Loop run

If there is a Cue-lists playback, press **[Loop run]** option can change the run mode into **[Stop in Last Step]**.

7. Advanced Functions

We will introduce the senior functions such as Copy, Delete, Move, Legend and etc. in this part.

7.1. Copy Function

Copy function can be used in groups, presets and playbacks. Press **Copy** and select a root, then select a target:

- If it is an empty paste target, you can achieve the simple function of copy and paste;
- If there is something in the paste target, you can select **[Overwrite it]** or **[Merge]**;
- If the copy and paste root and target are playbacks, there is an added option **[Copy to Last Step]**. The function makes you more convenient to compose several cues to be one cue-lists playback.

7.2. Delete Function

You can delete the data edited on the console. Press **Delete** to entry delete function.

- **Delete All Data** --- It can delete all edited data on Console. The operation equal to system clearance.
- **Delete All Preset** --- It can delete all saved presets.
- **Delete All Playbacks** --- It can delete all playbacks you programmed.
- **Delete All Group** --- It can delete all saved groups.

Besides, you can delete a single fixture, group, preset, user effect, macros show or playback by delete function.

- Select the units from each workspace window, such as Group, Fixture, Preset, Effect, Macro and etc. You can delete a single item by pressing the unit twice.
- If you want to delete a playback, you can press the playback key twice directly.

7.3. Move Function

It is easy to move the group, preset or playback to other position on the console. Press **Move** and select a root, then select a target:

- If it is an empty move target, you can achieve the move function;
- If there is something in the move target, two sources will be swapped.

7.4. Lock the Console

If you want to leave away for a moment, you can input the console with password in numbers or letters in 'LIVE SHOW', and then press **[Lock Console]**. When the console is locked, any operation is uselessness before input the right password.

Note: Restart can unlock the console.

7.5. Legend Manage

For easier understanding the edited contents, users can use legend function to rename groups, fixtures, presets, playbacks, macro shows and etc.

1> Press **[Legend Manage]** on 'LIVE SHOW';

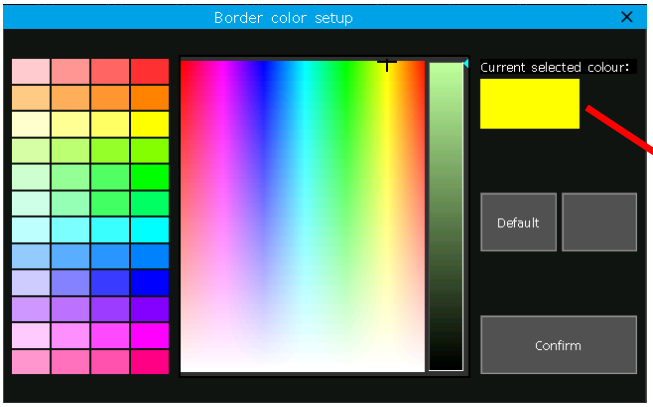
2> Select the source to be renamed;

3> Select different rename options on the right bar;

There are two rename ways for your selection,

- **Legend:** Users may call out the keypad by keyboard and typing in the letters.
- **Picture:** Users can draw a picture as the name. The pen color and width can be changed accordingly.

Besides, users may change the frame color of the unit by the option **[Border]**. It helps users to discriminate different units according to their functions.



4> Press **[Enter]** / **[Confirm]** to finish legend.

8. Macro Show

Macro show is based on the way of time code to record and reproduce the operation of playbacks. When recording, users can select different time code modes to record according to actual effect needs.

The console offers 3 kinds of time code modes for the function.

- **Internal Clock** ---- record and trigger the macro show by the clock base on the console.
- **MIDI MTC** ---- it requests an external MIDI device to offer the time code to trigger the macro show. Please set the console in to 'Slave Mode' before using this mode.
- **Internal Music** ---- play music by the built-in music player and use its time code to trigger the macro show.

Users can replay the operations of playbacks and presets by recall the macro show. When it is replaying, the outputs of playbacks and presets are completed followed the operations when making the macro show.

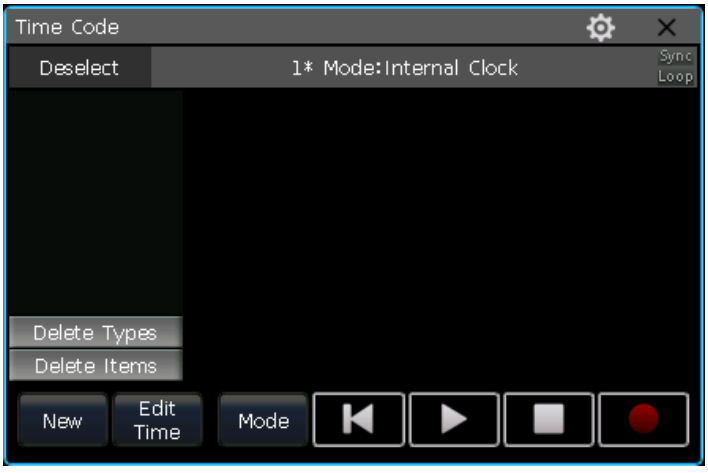
8.1. The Built-in Music Player

The console offers a build in music player which can play music files from USB disk directly. The supported formats are: mp3/aac/m4a/wav/wma/flac/ape.

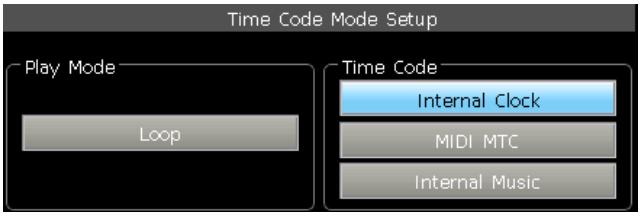
8.2. Record a Macro Show

1> Open the 'Time Code' window on 'LIVE SHOW';

2> Select **[New]** to open a new record. The record number and its mode will be listed on the top bar;



3> Select **[Mode]** to find other time code modes and the **[Loop]** option can set whether the record replays cyclically;



4> Select **[Apply]** to confirm the time code mode;

5> Press the key  , the macro show starts to record when its frame turns red as  .

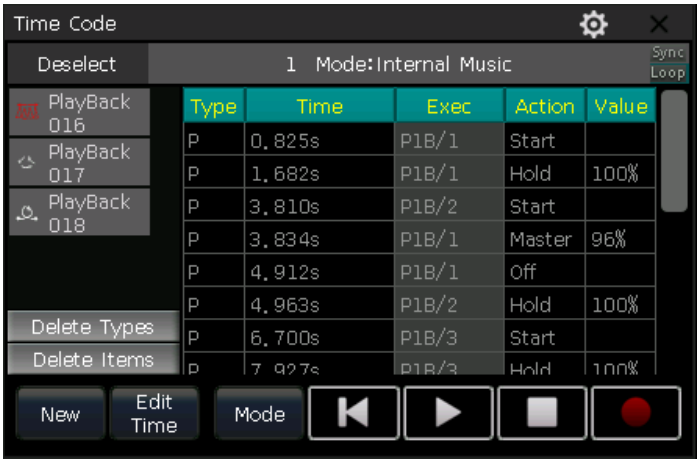
6> Execute or close the playbacks or presets according to the music. If there is a cue-lists playback, you may use the GOTO function to record.

- If time code mode is **Internal Clock**, the record starts directly. The timeline will be the relative time from the beginning to the end of the recording.
- If time code mode is **MIDI MTC**, the timeline starts from when you start playing on the external device. The system clock will switch to display the time code which comes from external device.

- If time code mode is **Internal Music**, the built-in music player will offer time code for recording. The timeline starts when you pressing play on the music player.

7> Release all playbacks and presets when finished recording. Press the key  again, then **[confirm]** to save the macro show.

8> After saved, all used playbacks and presets as well as the operations will be listed on 'Time Code' window.



9> Users can replay the macro show on the window directly.

- If the macro show saved by **Internal Clock**, the macro show starts to replay once you pressing play on the time code window.

Note: If there is a time slot without any operation at the beginning, it will run out as the fact of the macro show. Users may skip the time slot by the option **[Skip Macro Show start time]** in console setup.

- If the macro show saved by **MIDI MTC**, the macro show will be standing by when pressing the show record on 'Macro Shows' window. The show starts to play once you pressing play on the external device.
- If the macro show saved by **Internal Music**, the show starts to play once you pressing the show record on 'Macro Shows' and the music which used for saving the record will be played automatic.

10> The macro show will close automatic when it finished.

Note: We should stop playing the music on external device or internal music player if the record is saved by **MIDI MTC** or **Internal Music**.

8.2.1. Edit Macro Show

Users are allowed to revise the saved macro shows after created. We can call out the 'Macro Show' window and select the show record to switch displaying its operations on 'Time Code' window.

8.2.1.1. Insert New Operations

Users are allowed to add new operations into a saved macro show

1> Select the macro show to be edited;

2> Press  on 'Time Code' window and play the music again to start record;

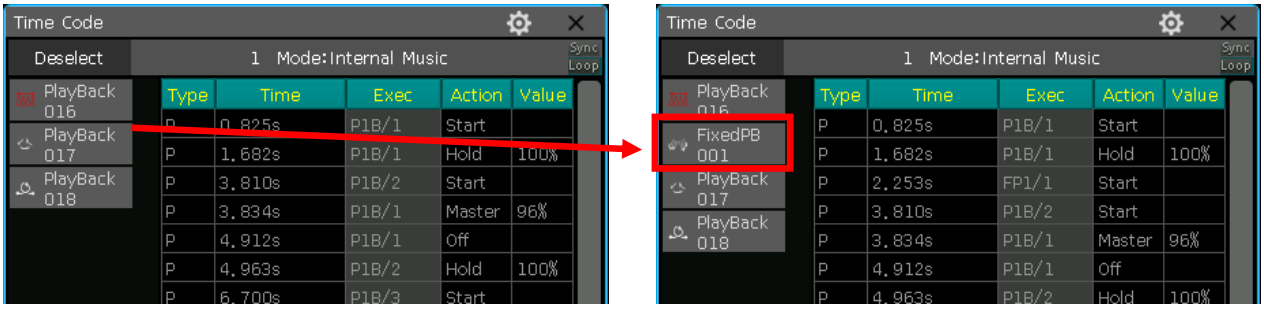
3> Execute playbacks or presets at the point of timeline where would like to add in;

4> Close the running playbacks and presets, then press  again;

5> Select option **[Merge]** at the call out menu;

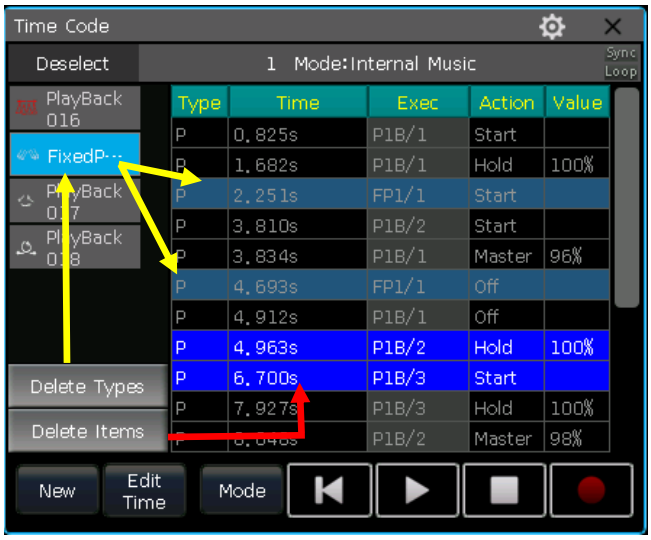
Note: select **[Overwrite]** will take place the original contents.

6> The added playbacks and presets will be listed at the left of 'Time Code' window.



8.2.1.2. Delete Operations

Users can delete some uselessness operations from the macro show. There are two different options for deleting the contents.



- **[Delete Types]**

1> Select the playback or preset name on the list. All operations using the playback or preset will be highlighted.

2> Press **[Delete Types]** to delete the selected playback or preset.

- **[Delete Items]**

1> Select one or a sequentially operations to be deleted.

2> Press **[Delete Items]** to delete the selected operations.

8.2.1.3. Edit Timing of Macro Show

While replaying the macro show, users may find one or several operations do not match to the rhythm. At this time, you may correct their timing on the 'Time Code' window.

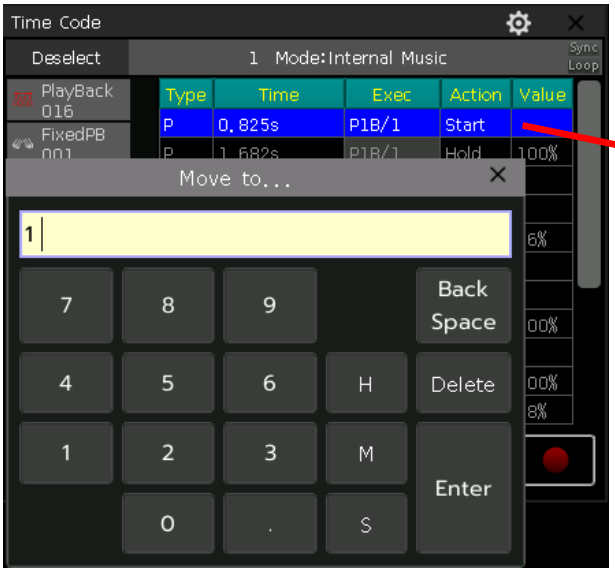
A playback or preset at the saved macro show has at least two operation statuses, 'Start' and 'Off'. Further more, you will have status 'Hold' and 'Master' for fader playbacks if there was dimming value changes when recording the macro show.

1> Select the operation needs to be edited;

2> Press key **ENTER** or **[Edit Time]** at 'Time Code' window;

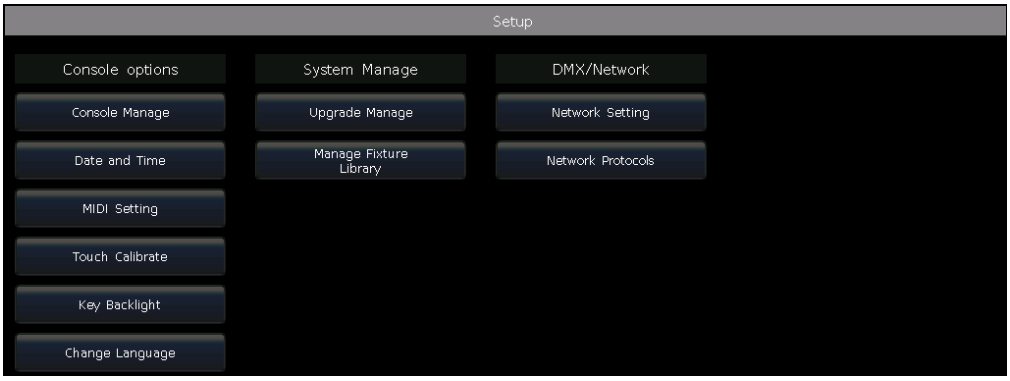
3> Entry the correct time at the 'Move to…' window. Input value defaults in second but we can select **[H]** for hour or **[M]** for minute;

4> Press **[ENTER]** confirm to modify the timing.



9. Console Setup Management

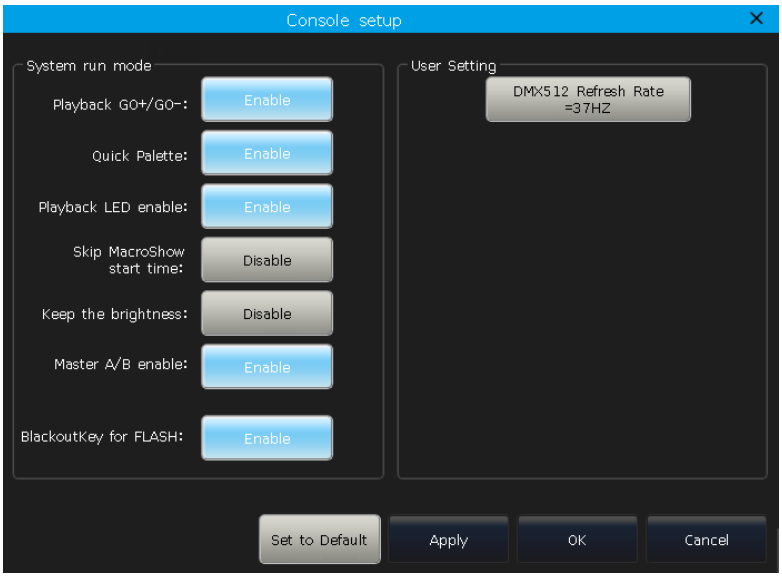
Press **Setup**, users can entry the 'Setup' menu for different console setups.



9.1. Console options

9.1.1. Console Manage

Users can setup different system run modes in **[Console Manage]**.



Playback GO+/GO- --- The option defaults in **[Enable]**. When cue-lists link mode is manual or 'Link=Off', the key under playback fader can be used as GOTO function (Go+ or Go- depends on the direction setting of cue-lists). If the option in **[Disable]**, if the playback fader is not fully output, the keys under the faders can be used as intensity flash output.

Quick Palette --- The option defaults in **[Enable]**. Users can recall presets without selecting fixtures. If the option in **[Disable]**, users have to select the fixtures before recalling presets. If you do not select any, the presets can not be recalled.

Playback LED enable --- The option defaults in **[Enable]**, the key upon Playback fader will be highlighted if it had a program. If the option in **[Disable]**, the key upon playback fader will show in backlight color whatever if it has program in the playback.

Skip Macro Show start time --- The option defaults in **[Disable]**. It is used for macro show which recorded with internal clock. The start time slot of macro show will be cancelled if the option in **[Enable]**.

Keep the brightness --- The option defaults in **[Disable]**. The group of fixtures will be switched light up orderly from function of 'Seriatim light up fixtures'. If the option in **[Enable]**, the fixtures will always keep on.

Master A/B enable --- The option defaults in **[Disable]**. The master faders of playback A and B control the intensity of playbacks. After switched into **[Enable]**, the master faders of playback A and B control the intensity together with outputs of the playbacks on each part. Users can fade in and stand by the whole part of playbacks and switch output two parts of playbacks by each master fader by this function.

Blackout Key for FLASH --- The option defaults in **[Enable]**. The **Master** key can be used as flash output while master fader is faded out. When it is in **[Disable]**, **Master** key is used as blackout function while master fader is faded in.

On **'User setting'**, you can change the output refresh rate (26~37HZ) to match some of special fixtures.

Users have to press **[Apply]** to achieve the settings. Pressing **[Set to Default]** can reset all options.

9.1.2. Setup Date and Time

Users can set the local time which displays on top of touch screen. When power on, the console reads the latest 'defaultshow' file which according to the backup date and time.

9.1.3. MIDI Setting

- MIDI Channel: setting range from 0-15.
- MIDI mode: You can set the console in **[Master Mode]**, **[Slave Mode]** or **[MIDI Disable]**. Default setting is in disable.

When in **[Master Mode]**, the console is the master device which can control the slave one; and while in **[Slave Mode]**, console as the slave device which can be controlled by the master device.

MIDI COMMAND:

Users may input the midi command on other midi device to trigger the playbacks of the console.

The character **'n'** (o to 15) below means the midi channel number (n=0 means channel=1). The midi channel number should be the same as the setting on the console.

Note: MIDI command can not trigger the key-playbacks.

All numbers for the commands should be in hexadecimal notation.

- **The midi Command for switching playback (PB) pages. (0 to 29)**

1) Playback A pages: **$Bn + PB page + 0**

2) Playback B pages: **$Bn + PB page + 1**

- **The midi Command for running a playback (PB). (0 to 23)**

Command: **$9n + pp + ll**

pp = playback number (decimal: 0 – 29)
ll = playback levels (decimal: 0-127)

Example: the midi channel on the console is 1.

a) If you want to switch playback A page to page 3. Command: **B0 02 00**

b) If you want to switch playback B page to page 28. Command: **B0 1B 01**

c) If you want to run the playback 1 fully. Command: **90 00 7F**

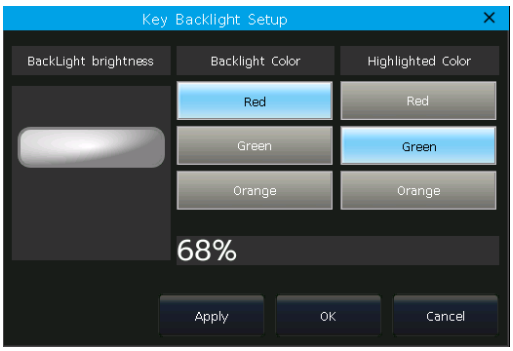
d) If you want to run the playback 18 with level 50%. Command: **90 11 3F**

9.1.4. Touch Calibration

Users can calibrate the touch screen if the touch point is not correct. Press option **[Touch Calibrate]** to calibrate the right touch screen, while using ← + → + **Setup** keys can enter and calibrate both touch screens.

9.1.5. Setup Key Backlight

The keys on the console offer three backlight colors. Users may change the combination of backlight and highlight colors, or setup the intensity of the backlight. Besides, users can also use **Shift** + **Thru** keys to change the backlight color or **Shift** + **+** or **–** to set intensity.



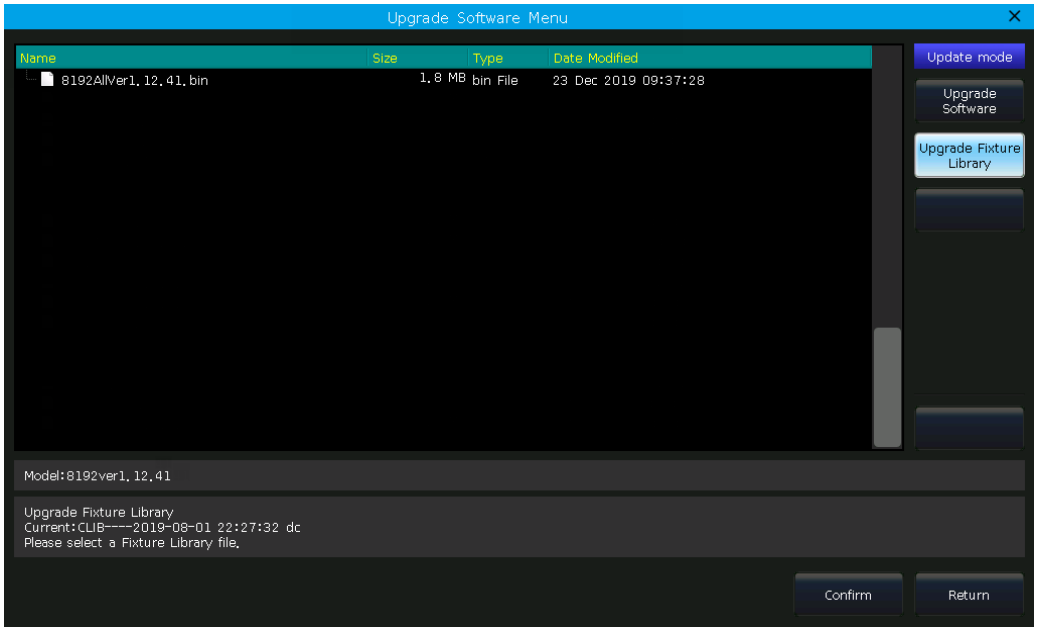
9.1.6. Set Language

Language of the console can be switched between Chinese or English.

9.2. System Manage

9.2.1. Upgrade Manage

Users can upgrade the firmware or system library in this option. The current version of firmware and the update date of system library can be shown on the bottom of upgrade menu.



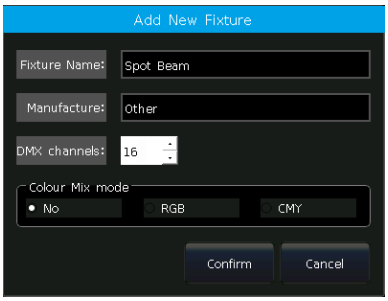
Users put the latest firmware file and/or library file into the USB disk, and upgrade the firmware or system library by corresponding option in this menu.

9.2.2. Manage Fixture Library

If you can not find the fixture library from system, you can create or edit user fixture on the console.

When entered the option, it will list all loaded or created user libraries on the left. Select any one will list its channel details, you can edit it again.

9.2.2.1. Add a New Fixture

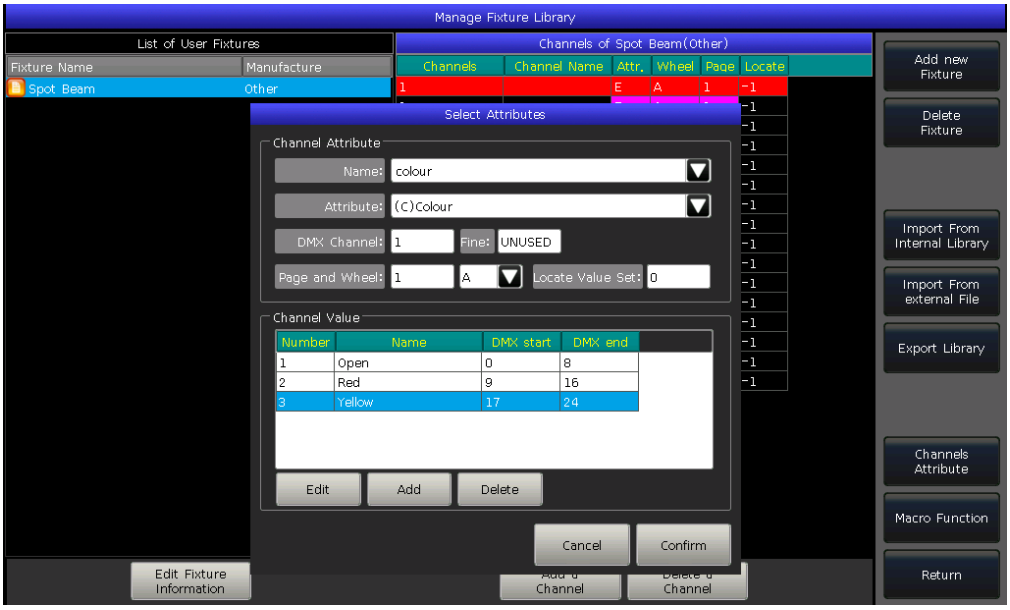


1> Press [Add New Fixture];

2> Fill in information of the fixture, such as 'Fixture Name', 'Manufacture', 'DMX channels' and select 'Color Mix Mode';

3> Select the channel row to be edited and then press **[Channels Attribute]**;

4> At the 'Select Attribute' menu, select the type of attribute and its name (you may type in the name by the soft keyboard.), has fine channel or not, control wheel and its page and locate value;



Besides, users may set or edit channel values on each attribute if needed.

a) Press **[Add]** at 'Channel Value';
b) Select the row to be edited and select **[Edit]**;
c) Enter the name, start and end values;
d) Press **[Confirm]** when finish.

5> Press **[Confirm]** to finish setting the attribute;

6> Repeat steps 3> to 5> until the whole list finished;

7> Press **[Return]** and then **[Confirm]** to save.

9.2.2.2. Delete User Fixture

The option allows users to delete the user-define fixtures. However, system fixtures are not allowed to be deleted.

1> Select the fixture to be deleted on the list at left side.
2> Press **[Delete Fixture]** to delete the selected fixture.

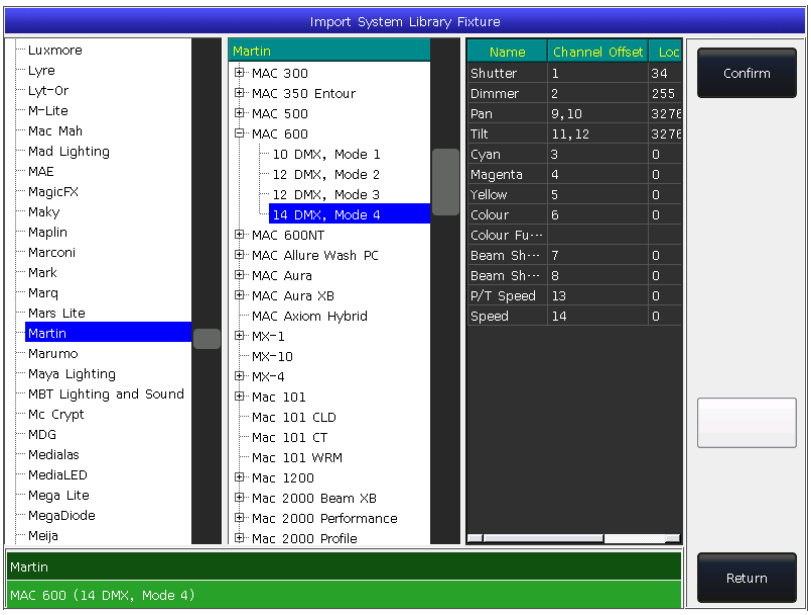
9.2.2.3. Import System Fixture

Users can export the fixtures from system library, and edit the fixtures according to the physical lightings. The edited user-define fixtures will not affect the system fixtures.

1> Press **[Import From Internal Library]**;

2> Select the manufacturer name listed on the left side of the menu;

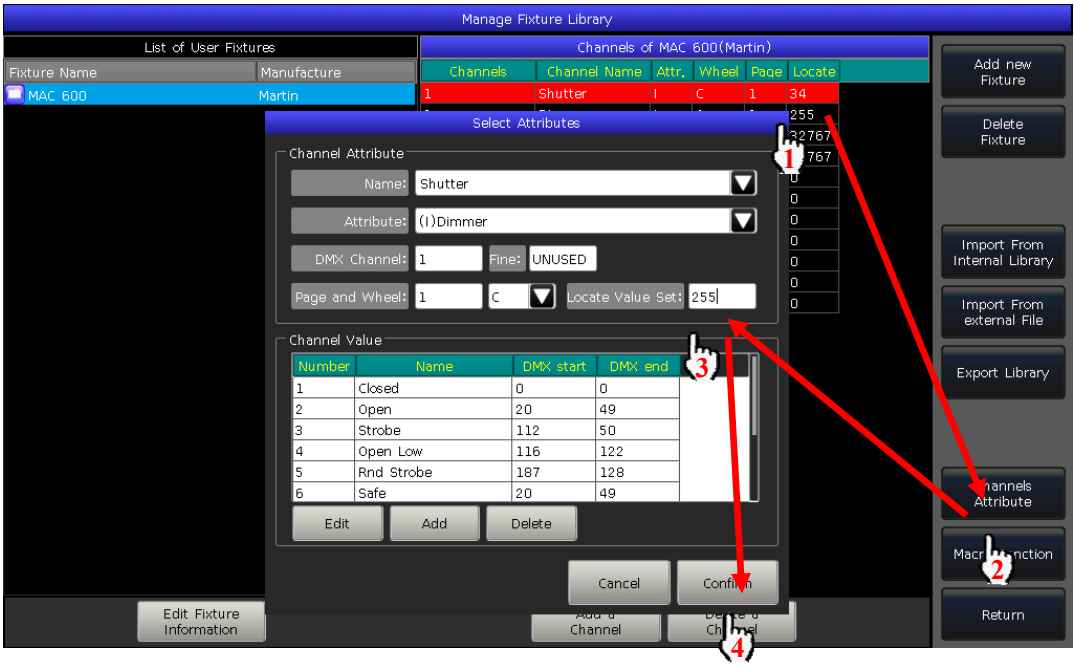
3> Select the fixture model and its channel mode under the manufacturer. The channel details will be listed on the right frame.



4> Press **[Confirm]** to load in the selected fixture;

5> The exported fixture is listed on the 'List of User Fixtures' as the user-define fixture. Select the channel to be edited;

6> Select **[Channels Attribute]** and modify the details, for example change locate value;



7> Press **[Confirm]** after finished editing;

8> Press **[Return]** and **[Confirm]** to save the change.

9.2.2.4. Import From external File

Users can load in the user library file 'codeusrlib.bin' which was exported from the Victory 1, R20 or D4 format library files into the console.

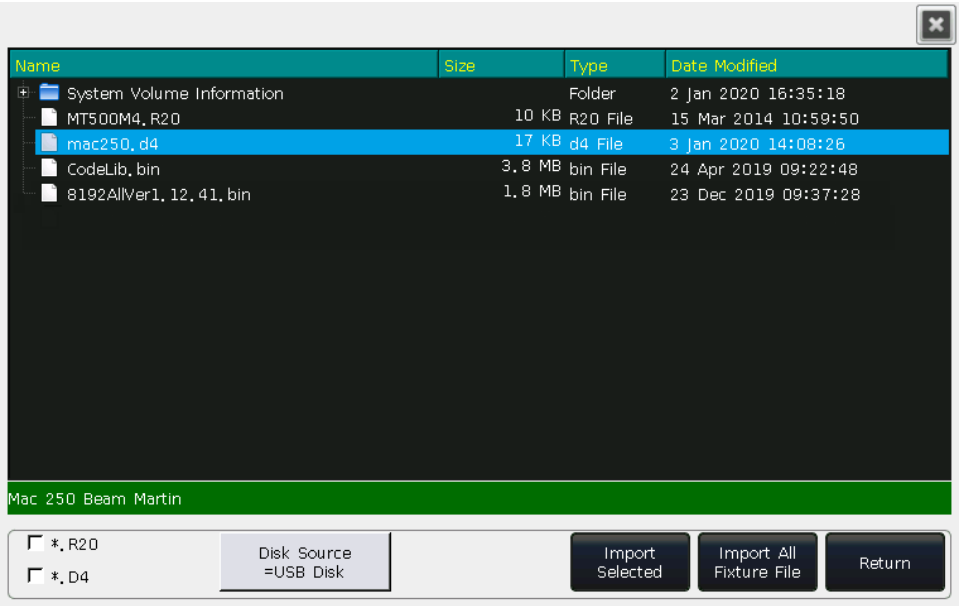
1> Put the needed files into the USB disk;

2> Press key **[Import From external File]**;

3> All files in the USB disk will be listed at the call out window;

4> When selecting files, the information bar will display in Green with the fixture information if there is a R20 or D4 format file.

- If need to load in the whole user fixture library from other Victory 1, just select the file 'codeusrlib.bin';
- Click the option '*.R20' can help to show all R20 format files only;
- Click the option '*.d4' can help to show all d4 format files only;



5> Press **[Import Selected]** to load the fixture into the user list.

Note: All fixtures in 'List of User Fixtures' will be overwritten when import the 'codeusrlib.bin' file.

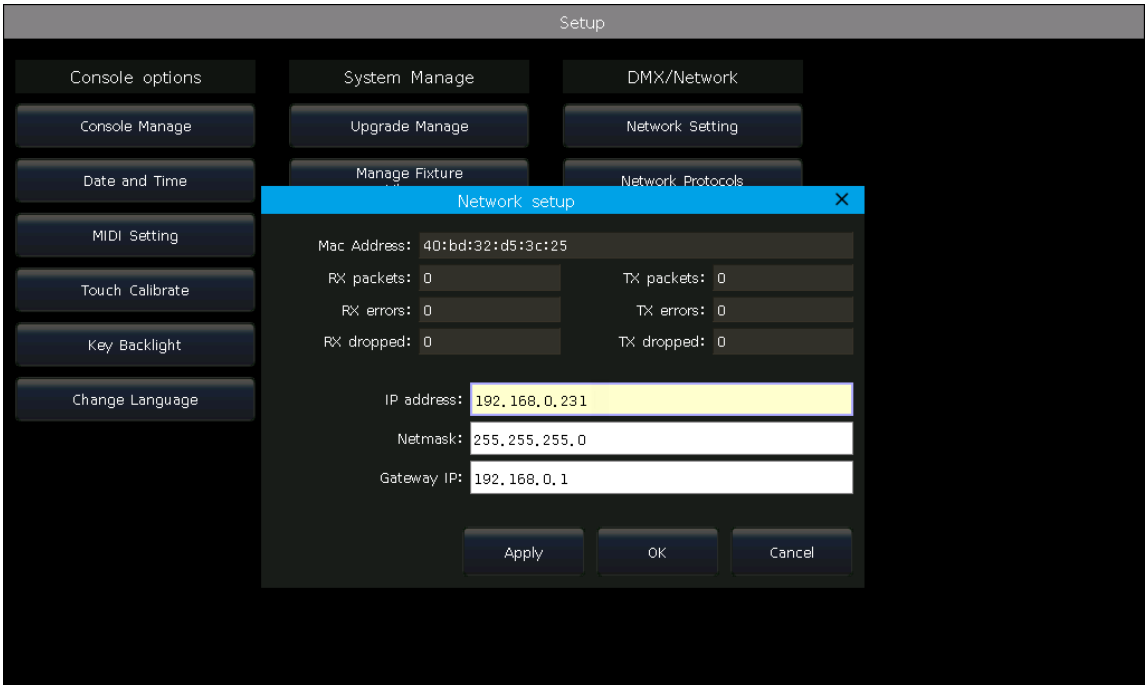
9.2.2.5. Export Library

Users can export all the user libraries to USB driver. You can backup the user libraries which may use in other consoles in the same series. Default name of backup file is 'codeusrlib.bin'.

9.3. DMX/Network

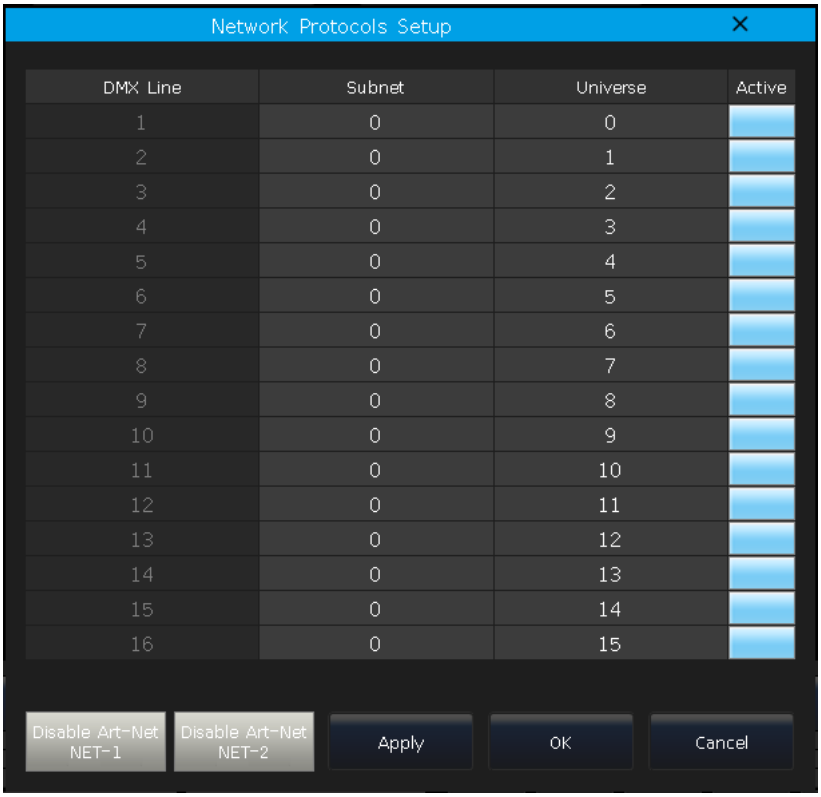
9.3.1. Network Setting

The option offers 'IP address', 'Net mask' and 'Gateway IP' for setting up. The default IP address is 192.168.0.231.



9.3.2. Network Protocols

Users can setup whether use Art-net output, or setting up whether one or more the DMX Lines to be active



10. Technological Specification

- Total 8192 channels. Offers 8 individual optical isolated DMX interfaces and 2 Art-Net interfaces.
- Dual high resolution 15 inch TFT-LCD foldable touch screens.
- 30 playback sliders and 30 playback keys running with 40 pages.
- 1 console master slider and 2 playback sections master sliders.
- Backlit optical encoders for data setting.
- Keys with backlit and highlight which luminance can be adjusted and colors can be changed.
- 7 User define function keys
- Individual keys for flash or pause function of playbacks.
- Provide midi In, Out and Thru interfaces to connect and work with other devices. Accept midi time code signal.
- An internal electronic disk for backing up show files.
- USB 2.0 interface allows users to backup shows in external disk.
- Offer one 3.5mm stereo audio interface and one audio optical interface.
- Two working lamp interfaces with luminance regulators.
- Power supply: AC100-240V, 50-60Hz.
- Size: 840mm × 620mm × 215mm.
- Net weight: 27Kg approx.