CODE ®

Colour 388

Lighting Console

User's Manual

Ver. 1.013

CODE ELECTRONIC CO., LTD.
http://www.codelight.com

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1. Welcome to Use the Colour 388

The Colour 388 is a special console for intelligent lights. For your convenient usage, the manual is divided into 11 chapters. Important contents are highlighted by shading and example explanations are added when necessary for the sake of your better understanding.

In the manual, a square symbolizes a button, e.g. Enter，while a square brackets symbolizes a menu item shown on the LCD Screen, e.g. [FileSystem].

1.1. Setting up Colour 388

You need to prepare the following connection before using Colour 388:

- Connect colour 388 with AC power supply;

   Note: Check whether the local power supply is within the range of 100V-240V

- Connect the fixtures with DMX cables.
   There are two individual and optical-isolated DMX output jacks to provide the main and spare DMX output.

1.2. The Front Panel of Colour 388
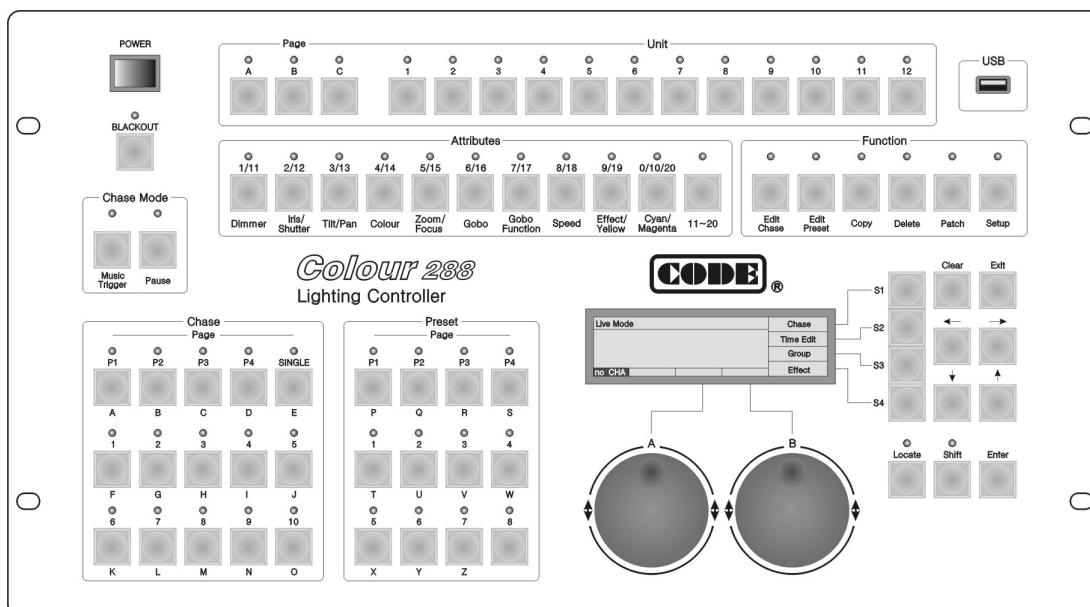
1.2.1. Unit buttons

Colour 388 has 5 Unit pages A – E, each of which can be patched to 15 Units, each Unit button can patch one Fixture. Thus, 75 Units can be patched totally.
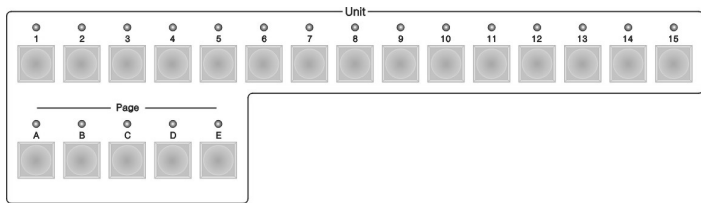
1.2.2. Attributes

These buttons are used for selecting different attributes of the fixtures, working with the data wheels, you can adjust the value of brightness, location, colour and gobo of the fixture and etc.
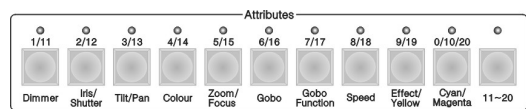
1.2.3. Function

There are 6 buttons in the Function section:

Edit Chase — Program or edit Chase;

Edit Preset — Edit the Preset;

Copy — Copy function;

Delete — Delete function;

Patch — Patch the Units;

Setup —Setup the Console.
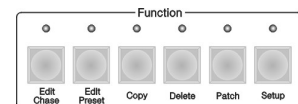
1.2.4. Preset

Colour 388 has 4 Preset pages P1 – P4, each of which has 12 Preset buttons, totally 48 Preset buttons. After patched, some of data is set by fixture library, it can be set by user too.

There are two functions for the preset buttons:

1. Rapidly mix all kinds of data, to change colour, gobo or location of fixtures and etc;
2. English letter input.
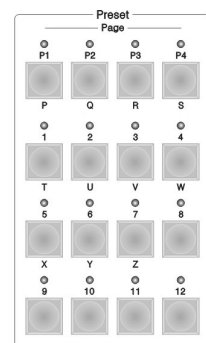
1.2.5. Chase

Colour 388 has 4 Chase pages P1 – P4, each of which contains 15 Chase buttons. Thus, it can save 60 Chase.

There are two functions for the chase buttons:

1. Rapidly run the Chase;
2. English letter input.
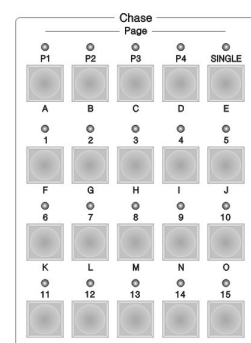
Press Single button, only one chase can be run if the led on, however several chase can be run simultaneous while the led off.

1.2.6. LCD Screen

Display multifarious information under different menu.
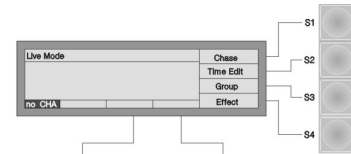
1.2.7. Control Wheels

Wheel A and B are used to setup all the attributes value of the Units, as well as all the controlling parameters of the Effects.
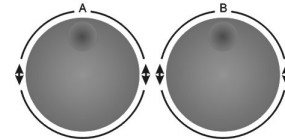
1.2.8. Menu buttons

There are 4 buttons on the right of the LCD screen, S1 - S4, the functions of which depend on the present state of the console. Under different situations, the enabled functions of the buttons are displayed on the corresponding place of the LCD screen.

1.2.9. Chase Mode buttons
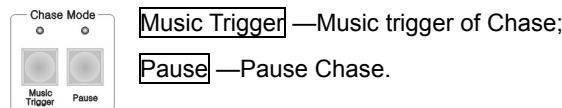
Music Trigger —Music trigger of Chase;

Pause —Pause Chase.

1.2.10. Other Operate buttons

Locate —if you press this button, the selected fixtures will display white beam. The Pan/Tilt will be set in the middle value, so you can easily find out the fixtures and locate them according to your need;

Shift —the functions will be illustrated in the following chapter;

Exit —he functions will be illustrated in the following chapter;

Clear —he functions will be illustrated in the following chapter;

Enter —he functions will be illustrated in the following chapter;

←、→ —To switch pages of the menu shown on the LCD screen;

↑、↓ —To switch items shown on the LCD screen.
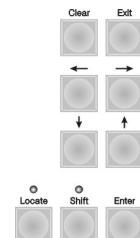
1.2.11. BLACKOUT

When press BLACKOUT button (the led twinkle), all brightness value of the fixutres will be cut off. And the brightness value will be resumed while press the BLACKOUT again (the led off).

1.2.12. Other device

 The power switch of Colour 388;

 You can use the USB to backup the console data, update the light library, as well as update the firmware.

## 1.3. The Rear Panel of Colour 388
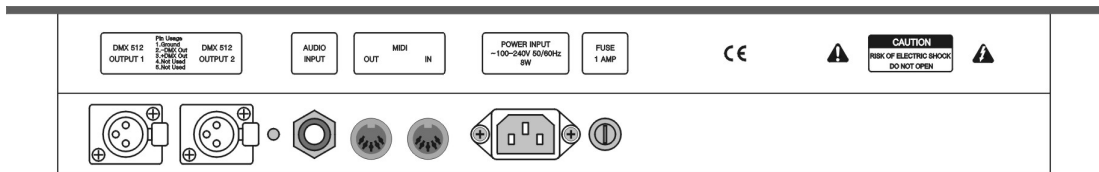
1.3.1. DMX Output

There are two individual and optical-isolated DMX output jacks to provide the main and spare DMX output.
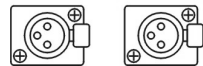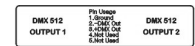
1.3.2. Audio Input

Colour 388 can pick-up the bass and rhythm of the audio signal to trigger Chase, so that Chase can automatically follow the bass rhythm of the audio.

There are two ways to input the audio signals:

1. Via a 1/4 inch stereo plug; the other is by the microphone of the console. If connect with the stereo jack, the console will use the audio signals from the stereo cable;
2. use the microphone to pick up the sound.

1.3.3. MIDI Port

Colour 388 not only can be controlled by the MIDI signals, but also can send out MIDI signals to control another Colour 388. Please refer to the relevant chapter for further information about the controlling orders.
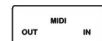
1.3.4. Power supply jack and Fuse

Colour 388 can adjust itself to a very wide voltage range (100-240VAC, 50-60Hz). Thus, it can be used worldwide. If you need to change the fuse, please pull out the power supply cable to insure a safe operation.
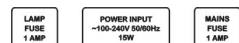
1.4. Clear All Data

Note: All the data in the console, including all the fixture patch, preset and chase, will be cleared, except the fixture library.

You'd better clear all data in the newly-bought console, so that you can avoid the unpredictable errors, caused by disorder of the mixed patch.

Clear all data steps:

- In the "Live Mode" (please press Exit if it's not in "Live Mode");
- Press Setup to enter the "Supervise Menu";
- Press S3 [System];
- Press S1 [Clear Data];
- Press S1 [Clear All];
- Press S1 [Confirm], to finish clearing and exit.

2.   Patch

After clearing all the data of the console, users need to patch the Units according to the connecting circumstance of the fixtures, in order to use the 1-15 soft-keys with 5 pages. Each unit for one Fixture. Before patching, user must make clear of the model parameter of the Units and the present initial DMX address.

2.1. Patch the DMX Address

When patching fixtures, LCD screen will list the present patched addresses of the Units and give the recommended DMX addresses automatically. Those free DMX addresses marked as Free.

You can distribute the DMX address of fixtures by manual patching to carry out your preconcerted design, the first line of the LCD screen display the next DMX address to be patched, Control Wheel A changes available. If the DMX address had patched, the number will twinkle, the console refuse iterative patching automatic.

2.2. View the patch state

- Press Patch to enter "Setup Patch"
- Press S2 [View], LCD screen will list the present patched fixture and DMX address;
- Switch pages by S2 or S3 ;
- Press S4 [Cancel] to exit, press Patch return to "Live Mode".

2.3. Patch Fixtures

There are two types of Library in the console:

1. System fixture Library. The console has been uploaded the latest fixture library when it's on sale. You can visit our homepage to download the latest library and upload it to your console.
2. User fixture Library. When you can't find the model of your fixtures in the System Fixture Library you can build one yourself.

Note: Use the ← or → buttons to turn over the pages. You can use the English letter to fast skip to the initial letter of the Manufacturer or the Model of the Fixture. Use the ↑ or ↓ buttons to select the Manufacturer or Fixture model.

Example: Patch a Martin Mac2000 Profile with 24 channels to Unit 1 of page A, the initial DMX address = 1, use 1 to 24 DMX channels;

- Press Patch and enter "Setup Patch" menu;
- Press S1 [Fixture];
- Press S1 [SystemLib.];
- Press S2 and select the Manufacturer order mode. You can search by the fixture Model or Manufacturer;
- Press M (as the same button of 8 in Chase section), the menu skip to the manufacturers begin with M. Search Martin with ↑ or ↓ ;
- Press S1 [confirm]. Then the LCD screen display all the fixture models of the manufacturer;
- Press M, skip to the models begin with M. Search **Mac2000 Profile 24CH** with ↑ or ↓ ;
- Press S1 [confirm];
- Console will automatically patch the DMX initial address. If needed Control Wheel A change available. Here, we change the DMX address to 1 by Wheel A;
- Select the page A button in Unit section, and press Unit button 1 to patch the fixture on this button;
- Press Patch to exit, and return to "Live Mode".

Example: Patch 9 Martin Mac2000 Profile of 24 channels to Unit button 2 - 10 of the page A, DMX the address automatically patch to the address followed last example (thus commence with DMX address 25):

- Press Patch to enter "Setup Patch" menu;
- Press S1 "Fixture";
- Press S1 [SystemLib.];
- Press S2 and select the Manufacturer order mode. You can search by the Model of fixture or the Manufacturer;
- Press M (as the same button of 8 in Chase section), the menu skip to the manufacturers begin with M. Search Martin with ↑ or ↓ ;
- Press S1 [confirm]. Then the LCD screen display all the fixture models of the manufacturer;
- Press M, skip to the models begin with M. Search **Mac2000 Profile 24CH** with ↑ or ↓ ;
- Press S1 [confirm];
- Console will automatically patch the DMX initial address. If needed Control Wheel A change available. Here, we change the DMX address to 25 by Wheel A;
- Select the page A button in Unit section;
- Press Unit button 2 and hold still until press Unit button 10, to patch 9 fixtures simultaneity;
- Press Patch to exit, and return to "Live Mode".

When patching, use the S1 [SelAnother] can patch other different model of fixtures; S2 for [Up] and S3 for [Down] can be used to view the patching information.

2.4. Setting up the Fixture Channels

By setting up the swap of Pan and Tilt, you can control fixtures which is installed against the stage, to swap Pan/Tilt axis, Invert Pan and/or Tilt, so that the mirror movement makes the control more direct and easier.

Note: The setup should be done before you program the show. Otherwise, errors of moving direction will occur in running the program.

Setting Fixtures channels as follow:

- Press Patch to enter "Setup Patch" menu;
- Press S3 [ChannelSet];
- Use the ↑ or ↓ button to select the fixture needed to set up its channel;
- Select S1 for [Swap P/T], S2 for [Invert Pan] or S3 for [Invert Tilt] according to your need;
- Press S4 [Cancel] to exit;；
- Press Patch to exit patching.

3. Manual Control of Fixtures

We will introduce how to manually control fixtures in this chapter.

3.1. Select Manual Control of Fixtures

Operate steps: Select and turn on the fixture first, then adjust the attribute value of the selected fixtures or run the effect directly.

First of all, select the units need to be controlled. Select the page $\boxed{A}$ – $\boxed{E}$, then select the units buttons need to be controlled. You can select one or several fixtures at one time.

Shortcut: If you need to select Unit button 1-10, you only need to press Unit button 1 and hold still until you press Unit button 10.
Note: If the Unit buttons have not patched to any fixtures, you can not choose Units and the led of the Unit buttons will not on.

3.2. Turn on the Fixture

Operate steps:
- Select the fixtures in Unit section;
- Press $\boxed{\text{Locate}}$;
- Press $\boxed{\text{S1}}$ [Locate Fix.] to turn on light beam, median value automatically set into Pan/Tilt.

3.3. Look Over the Output Value

In the manual Mode, the LCD screen display the present attributes value.

Shown as: Channel No. + CH + output value, for example: 19CH255, means the output value of No. 19 channel is 255.

Operate Steps:
- Press $\boxed{\text{Locate}}$;
- Switch to display channel range by $\boxed{\text{S2}}$.
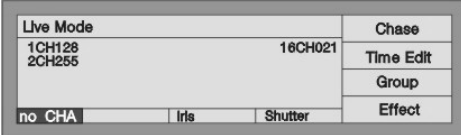
3.4. Change the Attribute Values of Fixtures

You can select the attribute button to adjust the relevant attribute you needed, then there will be a particular noted display on the bottom of the LCD screen, adjust the value by the relevant wheel. Different fixtures have different attribute value, all of them can be displayed on the LCD screen.

There are 10 attribute buttons in attribute section, switch 1-10 to 11-20 by $\boxed{\text{11-20}}$ button. Each attribute button can control one or two attributes, different models of fixtures will have different attributes.

Use control wheels to change the attribute value:

- Select the fixtures and turn on them as above;
- Select the attribute button, then the relevant attribute will display on the bottom of LCD.
- Use wheel A or B to adjust the value.

Live Mode		Chase
1CH128	16CH021	Time Edit
2CH255		Group
no CHA	Iris Shutter	Effect

If the fixture which is user-defined but not the Fixture Library, it will only display the channels in Dimmer、Tilt、Pan, any other DMX channel will settle to other attribute buttons, LCD screen will display the channel number directly.

3.5. Using the Preset

The preset had saved some preset value of fixtures (according to the data of fixture), users can change the attributes directly by using Preset buttons, such as Brightness, Colour, Gobo or Location.

3.6. Run the Effect

Please refer to the introduction in 5th chapter.

3.7. Manual Clear

Manually-controlled fixtures can be cleared by pressing Clear, especially when you editing Cue and Chase, you can quickly clear those unneeded effects.

3.8. Using Group

You can collect some fixtures into a Group, so that you can easily control them all together.

Example: Set Unit button 1-10 of 1st page as Group 1

- Under the Live Mode, select the Unit button 1-10 of 1st page;
- Press S3 [Group];
- Control Wheel A to set the present group No.= 1 which shown on the LCD
- Press S3 [Save Group].

Once you created the group, you can select the Fixtures quickly.

Example: Select the group 1

- Under the Live Mode, Press S3 [Group];
- Control Wheel A to set No.= 1;
- Press S1 [Load Group], then Units 1-10 of 1st page are selected.

4. Edit Preset

Colour 388 has 4 Preset pages, each of which has 12 Preset buttons. User can save totally 48 preset data, which named "Preset Table". After Patched, some preset were set (according to the data of fixture). You can set one or more channel attribute values of fixtures to one preset button, which can be used quickly during live show or programming.

After saved the preset, you can press preset button directly to quickly move the channel values, such as Brightness, Colour, Gobo and Pan/Tilt Location.

There are two options when save preset:
1. [Changed CH] --- only save the attributes which were adjusted;
2. [All Stage] -------- save the whole scene of fixtures into the preset.

Example: Save the red colour of fixtures to the Preset section.

- Adjust the selected fixtures attribute channel of Color to Red as the way of manually-controlling fixtures, if there are several models of fixtures have been selected, you need to adjust them respectively.
- After finishing edited, re-select those fixtures (their Unit buttons are on);
- Press Edit Preset to enter "Edit Presets" mode. The led of the Preset buttons carrying data will twinkle;
- Press S1 [Change CH];
- Select a Preset button in Preset section to save the preset data (the led off means the Preset buttons is empty);
- Press Clear to clear the selected fixtures.

5.   Effect

There is an Effect Generator in Colour 388, which will help you to create various lighting movement with far less programming.

You'd better use at lest 4 neighboring fixtures to run the effect. Each of Chases can run two effects at the same time, as well as manual control.

After adjusted the channel attributes of Pan/Tilt Location, Color or Gobo and so on, you can select a group of fixtures to run the moving effect automatically by using Colour 388. Use ← → to turn over the page, use ↑ ↓ or S1 - S4 to select a moving effect, Press Enter to confirm.

Using the effect as followed:

- As the way of manually-controlling fixtures, select several neighboring fixtures in the Unit section;
- Press Locate;
- Press S1 [LocateFix.] to turn on the selected fixtures;
- As the way of using Control Wheel to change the fixture attributes, to adjust Pan/Tilt location;
- In the Live Mode, press S4 and enter [Effect];
- Press S1 [Sel Effect];
- Use ← → to turn over pages, Use ↑ ↓ or S1 - S4 to select one of the moving effect;
- Press Enter to confirm running;
- In this menu, use Control Wheel A, B to respective control the "Size " and "Speed ";
- Press S4 to switch from [Size&Speed] to [Spread], use Control Wheel B to adjust the Angle value. Press S4 again return to [Size&Speed];
- You can press S1 again to select running another moving effect simultaneously;
- If two moving effect had run, use ← → to switch to present state, then you can adjust each of the effect parameter by using Control Wheel A, B and S4 ;
- Press S3 can change the running direction;
- Certainly, you can press S2 [DEL Effect] to stop running of the enable effect.

After entered the moving effect menu, if you don't choose any effect, you can exit by pressing Exit.

6. Chase

Each Chase has 3 timing parameters, which are "HTP FadeIn", "LTP FadeIn", "LTP wait". The default value for them are, HTP FadeIn =0, LTP FadeIn =1, LTP wait =0 (sec.).

A chase is composing with some chase steps. Each of which has 3 timing parameters and Link mode parameters, which are "HTP FadeIn", "LTP FadeIn", "LTP wait".

Please pay attention: when editing, user can change the independent time value of one of the chase steps. Once it is changed, the relevant chase step time won't be superseded by the global time.

Each Chase has a global time as well. When changing the global time of the Chase, the global time will supersede the default independent time value of the chase step, but won't react on the chase step time which independent time had been changed. After changing, the global time will be saved.

While Chase is running, you can temporarily use the Control Wheel A to adjust the speed rate of one of the Chase (PB Speed), adjusting range is 10% - 500%. The Chase global time multiply the percentage is the actual running time of the present chase step.

Actually the Chase global time is use for controlling the basic running speed of the relevant program, while the PB Speed is use for temporarily changing the Chase speed. The temporarily speed rate won't be saved when turn off the console, the PB Speed will automatically resume to 100% when turn on the console next time.

6.1. Create a Chase

Operate Steps:

- Press Edit Chase and enter "Program Chase" menu;
- Choose the button which needs edited in the Chase section. (There are 60 Chases, each page contains 15 Chases). The led of Chase buttons which have saved programs will twinkle, those led off are empty. Pressing an empty Flash button means you will save a new Chase in this button;
- Create the needed scene and Effect by manual control;
- Press S1 [Save Step] (please make sure all fixtures are selected), you can save in two ways:
  1. If what you want to save is the last step, press S1 [Save to Last] to save the step at the end of the program;
  2. Use the Chase buttons, together with page button P1 - P4 if it is over 15 steps, to select step number to save as a step of that Chase. For example, you have edited 4 steps. If you press a Flash button whose number is larger than 4, the step will be saved as the 5th step; If you press chase button 3, the previous step saved in button 3 will be replaced. If the led of 15 Flash buttons are on, switch the page by P1 - P4, then use the buttons to save;
- If you want to add a moving effect into one step, please press S4, operation details please refer to the chapters above. When a chase step have added an moving effect, the item of Effect display Yes. Two effect can run simultaneity;
- Repeat the operation of the manual control, new Effect creation and Step Saving;

- After finished all the Chase steps, press Edit Chase to exit edit;
- Finally, press Clear to exit manual state.

Only 4 Chase steps can be seen on the LCD screen, switch to look over other steps by ← or →.

6.2. Change the Independent Time of Chase Step

When edit Chase step, you can adjust independent time of the chase step

Each Chase contains 3 independent times as followed:

> **1. Fade in --- the step time which spend on the HTP Fade in.**
>
> **2. LTP Fade in --- all of the time which use in LTP Fade in.**
>
> **3. LTP Wait --- the time between the beginning of a step and the beginning of an LTP Fade in.**

When programming a Chase, each chase step has endued with a default to 3 independent times. If you want to set a chase step time into changeless, impervious to the global time, you can set the independent time when you are programming or adjusting the chase step:

- Press Edit Chase in "Live Mode";
- Select the Chase needed to edit;
- Press S2 [Step Time];
- Press the Flash button in the Chase section to select the chase step needed to edit;
- Use S1, S2, S3 to select which independent time need to be edited;
- Use Control Wheel A to adjust second, while Control Wheel B to adjust millisecond;.
- Press Enter to confirm save;
- Press S4 [Cancel].

Press Edit Chase to exit edit after finish.

> **When performing, the edited global time will supersede the chase step default independent time, but the edited independent time won't be superseded.**

6.3. Edit Chase

We will introduce how to edit, insert and delete the Chase steps.

6.3.1. Edit Chase Step

- Press Edit Chase and enter "Program Chase" menu;
- Press the Flash button of the needed Chase;
- Use ← or → to look over the chase step, and find out the Chase step needed to edit;
- Create a scene or effects manually;
- Press S1 [Save Step] (all fixtures must be selected when save);
- Press the relevant Flash button of the Chase step number, replace the original data with the manual control data. For example, you have edited 4 steps, and want to recompose the 3rd step, then press Flash button 3, the previous step saved in button 3 will be replaced;
- After recomposing, press Edit Chase and exit;
- Press Clear to exit manual state.

6.3.2. Insert a step in Chase

- Press Edit Chase and enter "Program Chase" menu;
- Press the Flash button of the needed Chase;
- Create a scene or effects manually;
- Press S3 [Del or INS];
- Press S1 [InsertStep];
- Press the corresponding No. of the Flash button you want to insert. For instance, there are 4 steps. You need to insert the present manual program between the 1st and 2nd step. So, you need to press Flash button 2, your present manual program will be saved as the 2nd step. The previous 2nd - 4th step will move to 3rd - 5th step. The inserted step temporarily shown with a decimal point until you press S2 to [Renumber];
- When finish, press Edit Chase to exit.

6.3.3. Delete a step in Chase

- Press Edit Chase and enter "Program Chase" menu;
- Press the Flash button of the needed Chase;
- Press S3 [Del or INS];
- Press S3 [DeleteStep];
- Turn over pages by ← or →;
- Press the corresponding number of the Flash button to delete immediately;
- Press Edit Chase to exit.

6.3.4. Renumber Chase steps

After insert or delete steps, press $\boxed{\text{S2}}$ [Renumber], the steps will realign then.

6.4. Run Chase

It's easy to run a Chase, choose the page of the Chase first, and then select the Chase button.

When running several Chase, the lower parts of LCD screen shows which Chase is running. Press $\boxed{\text{Shift}}$ + Flash button to set the chase to current state. You can use Control wheel A to change the speed of the running Chase; the chase can run by the music rhythm by music trigger function. You can also pause and resume runing at any moment.

6.4.1. Look Over the Running Chase

- In the "Live Mode", Press $\boxed{\text{S1}}$ [Chase], to enter "Chase Supervise" menu
- Press $\boxed{\text{S1}}$ [DISP:Chase], then you can find out the current running Chase, current step, and the running speed of Chase.

6.4.2. Change Chase Page

Press $\boxed{\text{P1}}$ – $\boxed{\text{P4}}$ of Chase page buttons. Turn to another pages means turning to another 15 programs.

When running a Chase, if you switch to another page. The running chase will keep running.

If some led of Chase button are twinkling after changed Chase page, that means the corresponding Chase button are running the programs of those buttons before changed pages. If you need to run the programs of the new page, you have to press the corresponding button to close the previous program and press it again, thus the chase will run the new program of the new page.

6.4.3. Set into Present State

- Press the Chase button to run Chase, you can run several Chase simultaneity;
- Press $\boxed{\text{Shift}}$ + one of Chase buttons and set into the present state, which can be seen on the bottom of LCD screen.

6.4.4. Music Trigger

- Set the Chase to the present state first;
- Press Music Trigger, then the led of button will turn on and the Chase steps will run follow the rhythm of the music. Press Music Trigger again, the led will be off, and the Chase steps will run as the preset speed;
- Press Pause can stop, press again can run continue.

6.4.5. Change Global Time

User can change the Global time of each Chase:
- Set into "Live Mode";
- Press S2 [Time Edit];
- Select the Chase needed to adjust timing;
- change 3 of the timing parameters according to your needed.

> Each Chase global time contains 3 timing:
>
> 1. HTP Fade In --- the step time which spend on the HTP Fade in.
>
> 2. LTP Fade in --- all of the time which use in LTP Fade in.
>
> 3. LTP Wait --- the time between the begin of a step and the begin of an LTP Fade in.

The adjusted global time will automatically save, which availability for the selected Chase and instead of the default independent time of the Chase steps only. However, the adjusted Chase step independent time is impregnable.

6.4.6. Change the Speed of Chase

User can adjust the running speed of the Chase when performing

- Run a Chase, you can run several chase simultaneity;
- Press Shift and hold still until press the Chase button, in order to set the Chase into present state;
- Use Control Wheel A to adjust the current Chase speed proportion, adjusting range from 10% to 500%.
  This kind of temporarily adjusting speed is a speed of Chase global time multiply with the PB speed proportion. For example, if the Chase global time = 1 second, when the PB speed = 50%, then the Chase step running time becomes 0.5 second temporarily.

7.   Advanced Function

The advanced function contains Copy and Delete for the Chase and Preset.

7.1. COPY

This function can copy Chase or Preset.

7.1.1.   Copy Preset

Example: Copy the Preset value of button 1 of P1 in Preset section to button 1 of P3.

- Press Copy, enter "Copy menu";
- Select P1 in Preset section;
- Press Preset button 1 to select the copy content;
- Select P3 in Preset section;
- Press button 1 to select the copy target;
- Press S1 to [Confirm].

7.1.2.   Copy Chase

Example: Copy the 1st button of the P1 in the Chase section to the 6th button of P1.

- Press Copy to enter "Copy Menu";
- Select P1 in the Chase section;
- Press Chase button 1 to select the copy content;
- Press Chase button 6 to select the copy content;
- Press S1 to [Confirm].

7.2. Delete

Delete is used for decreasing the unneeded Chase, Preset and Unit.

7.2.1.   Delete Preset

- Press Delete to enter "Delete menu";
- Press S2 [DEL Preset];
- Select Preset page, if there is a Preset program in the button, the led of it will twinkle;
- Press the preset button need to delete;
- Press S1 to [Confirm] delete;
- Press Delete to exit.

7.2.2. Delete Chase

- Press ⬚Delete to enter "Delete menu";
- Press ⬚S3 [DEL Chase];
- Select Chase page, if there is a Chase program, the led of Flash button will twinkle;
- Press the Chase button need to delete;
- Press ⬚S1 to [Confirm] delete;
- Press ⬚Delete to exit.

7.2.3. Delete Unit

Strong suggestion: never delete the fixtures without a second thought, especially those which are used in the programs. Otherwise, it may leads to data error!
Once the errors occur, you have to clear all data and reedit the whole program.

- Press ⬚Delete to enter "Delete menu";
- Press ⬚S1 [DEL Unit];
- Select Unit page, if the Unit button had been patched, the led of it will twinkle;
- Press the Unit button needed to delete;
- Press ⬚S1 to [Confirm] delete;
- Press ⬚Delete to exit.

8.   Fixture Library Supervise

There are two kinds of libraries in the console: one is System Fixture Library, which is uploaded before leaving factory. Another one is User Fixture Library, which is empty when the console leaves factory. If you can not find the Fixture in System Library you are using, you can add up to the user Library thyself.

8.1. Upgrade Fixture Library

The system fixtures library offered by Colour 388 includes most fixtures in the market. We will constantly collect and update the library documents. You can download the latest library (CodeLib.bin) from our website http://www.codelight.com.

- You can save the library document in USB flash drive;
- Insert the USB flash drive into the USB jack on the panel of the console;
- Press Setup to enter "Supervise Menu";
- Press S2 to enter [FixtureLib.];
- Press S1 to enter [UpgradeLib.];
- Use the ↑ ↓ to move the cursor to the Library name CodeLib.bin, and the information such as date of the document will be displayed;
- Press S1 to select [SelectFile];
- The LCD screen will display the percentage of the updating progress;
- When "OK" displayed, the update is finished;
- Press Setup to exit and return to Live Mode.

8.2. View System Fixture Library

You can view the created date of the system fixture library, the fixtures and channels contained in the library. You can check up whether the library is damaged or whether the library is the latest one.

- Press Setup;
- Press S2 [FixtureLib];
- Press S2 [View Lib];
- Press Setup and exit to Live Mode.

8.3. User Library

You can view the fixtures in the user fixture library and you can add new fixtures, as well as edit and delete the user-defined information in the library.

- Press Setup;
- Press S2 [FixtureLib];
- Press S3 [User Lib.] , the LCD screen will display the list of user-defined fixtures.

8.3.1. Add a new Fixture

If your fixture is not included in the system fixture library, you can add some in the user fixture library, it will not have any conflict or overlap with those fixtures take a same name in the system fixture library.

Firstly, you enter the library by viewing it and then press S1 [Add NewFix]. There are 3 setup entry options on the right of the LCD screen, whose functions are explained below.

8.3.1.1. Setup total Number of DMX channel

Note: you must setup the total number of DMX first, so that you can continue setting the other items.

- Press S1 [Total DMX];
- Use Control Wheel A to set the total number of channels of the new Fixture;
- Press S1 to [Confirm].

8.3.1.2. Setup Channel

There are 3 items which are Dimmer, Tilt and Pan in the user Fixture Library channel setting:

- Press S2 [ChannelSet];
- Press S1 [Dimmer] to setup channel data, use the Control Wheel B to set the Dimmer channel number of the fixture. You can set it to 0 if there is no Dimmer ch. of the Fixture;
- Press S2 [Tilt] to setup channel data;
  To setup the Fixture with 16 bit, use Control Wheel A to set high 8 Tilt ch., and use Control Wheel B to set fine 8 ch.;
  To setup the Fixture with 8 bit, use Control Wheel A to set Tilt ch. and Control Wheel B set to 0;
- Press S3 [Pan] to setup channel data;
  To setup the Fixture with 16 bit, use Control Wheel A to set high 8 Pan ch., and use Control Wheel B to set fine 8 channel;
  To setup the Fixture with 8 bit, use Control Wheel A to set Tilt ch. and Control Wheel B set to 0;
- After finish setting, press S4 to exit.

8.3.1.3. Setup Fixture Info

- Press S3 [Fix.Info.];
- Press S1 [Fix.name], to setup the model and name of the fixture by at most 10 characters of English letters or numbers. Use the Chase and Preset buttons to input English small letters, while Shift + Chase and Preset buttons to input English capital letters, use the 10 Attribute buttons to input numeric characters and use S2 to back space. Press S1 to confirm after finish inputting.
- Press S2 [Factory], as the same way of above to input the manufacturer name by at most 8 characters. Press S1 to confirm after finish inputting.
- Press S4 and return to last menu;
- Press S4 [Save].

8.3.2. Edit User-defined Fixture

You can edit the parameters of the user-defined fixtures in the user fixture library.

Note! If the fixture is used in Chase, delete or edit it may lead to a running error of Chase.

- Enter the menu as the way of look over user fixture library;
- Use ↑ or ↓ buttons to select the needed fixture;
- Press S2 [Edit Fix.];
- Press S4 to confirm enter, it is the same as the way to create a newly added fixture;
- Press S4 to [Save] after finish editing.

8.3.3. Delete Fixture

You can delete the user-defined fixture.

Note! If the fixture is used in Chase, delete or edit it may lead to a running error of Chase.

- Enter the menu as the way of look over user fixture library;
- Use ↑ or ↓ buttons to select the needed fixture;
- Press S3 [Delete];
- Press S4 to [Confirm] delete;
- Press S4 [Cancel];
- Press Setup to exit and return to Live Show Mode.

9. File management

You can insert USB flash drive into the USB jack of the Colour 388 and backup the program to the USB flash drive.

Suggestion: you'd better backup the data after you finish programming. It's advisable habit to backup the documents. Once the unpredictable accidents happened, you can resume it by the backup documents in the USB flash drive.

Before you perform the following operations, you need to insert the USB flash drive into the USB jack of the console, (extended line available). Meanwhile, you need to insure the USB flash drive is in the FAT format; otherwise you need to format the USB flash drive into FAT by PC.

9.1. Upload Show File

The show file includes all the user setting, preset data and performing program of the console. The file is created by backup the show file that saved in the USB flash drive.
- Insert the USB flash drive into the USB jack of the console;
- Press Setup to enter "Supervise Menu";
- Press S1 [FileSystem] and wait until the console list the documents in the USB flash drive;
- Press S1 [Load Show] and use the ↑ ↓ cursors to select the needed Show document, whose extended name is SHO;
- Press S1 [Load Show] to upload the data to the console;
- Press Setup to exit after finished.

9.2. Backup Show File

- Insert the USB flash drive into the USB jack of the console
- Press Setup to enter "Supervise Menu";
- Press S1 [FileSystem] and wait until the console list the documents in the USB flash drive;
- Press S2 [BackupShow], you will be asked to input the name of Show backup document, which at most can be input 8 numbers or letters;
- Press S1 [Confirm] to start backup after enter the name of the document;
- Press Setup to exit after finished.

9.3. Utilities of USB Flash Drive

- Press Setup;
- Press S1 [FileSystem];
- Press S3 [Utilities];

Then, there are 3 functions display on the LCD screen, as follow:

9.3.1. Delete Document

You can delete the documents of the inserted USB flash drive. Note: the documents can not be resumed once deleted!

- Press S1 and enter "DEL File";
- Use ↑ ↓ to select the needed document;
- Press S1 [Confirm] to delete and it will take some times;
- Press S4 until return to the Live Show Mode.

9.3.2. View the Capacity of USB Flash Drive

You can check up the capacity of the inserted USB Flash Drive.

After pressed S2 [USB Space], the console will read the USB information and show the capacity and the spare space of the USB flash drive on LCD screen.

9.3.3. Format the USB Flash Driver

You can format the USB flash drive, which equals the FAT format on PC. If the USB flash drive is not in the FAT format, you need to format the USB flash drive into FAT by PC. (Note: FAT32 format is unavailable)

Note: the memories of the USB flash drive will be eliminated once it is formatted!

Press S3 [Format USB], then press S1 [Confirm]. This operation can not format FAT32 into FAT, but can quickly eliminate the memories of the FAT-formatted USB flash drive.

10. Setup the System

Update software of the console and internal data eliminate will be introduced in this part.

10.1. Data Clear

You can clear the internal data of the console, except Fixture Library.

- Press Setup;
- Press S3 [System];
- Press S1 [Clear Data];

There are 3 functions as followed you can choose to operate:

10.1.1. Clear all Data

Note: All the internal data, including Patch, Preset and Chase of the Units will be cleared, except the uploaded library!

- Press S1 [Clear All];
- Press S1 [Confirm] to clear.

10.1.2. Clear All the Preset Data

It is use for clearing all the preset data.

- Press S2 [Clr Preset];
- Press S1 [confirm] to clear.

10.1.3. Clear All the Chase data

It is use for clearing all the chase data.

- Press S3 [Clr PLBK];
- Press S1 [Confirm] to clear.

10.2. User Setup

Language setup and MIDI are two parts of User Setup.

10.2.1. Set Up Language

- Press Setup;
- Press S3 [System];
- Press S2 [User setup];
- Press S1 and select the language displayed on the LCD screen.
- Press S4 [Cancel] to return to Live Mode.

10.2.2. Set Up MIDI

Colour 388 can be used as a MIDI slave, thus MIDI Master can control its Chase program. It can also be used as a MIDI master, when another Colour 388 used as a MIDI slave. They are connected by MIDI cables and work in Master-Slave mode. You should make sure the two devices share the same MIDI channel before you use MIDI to control the console.

10.2.2.1. MIDI Device

- Press Setup;
- Press S3 [System];
- Press S2 [User setup];
- Press S2 [MIDI setup];
- Press S1 to switch between the 3 state:

   MIDI device = Disable --- MIDI function closed;

   MIDI device = Master ---- Colour 388 is set to be the main device;

   MIDI device = Slave ------ Colour 388 is controlled by MIDI Master.

10.2.2.2. MIDI Channel

- Press Setup;
- Press S3 [System];
- Press S2 [User setup];
- Press S2 [MIDI setup];
- Press S2 [Set MIDIch];
- Use Control Wheel B to set MIDI channel number;
- Press S1 [Confirm];
- Press S4 to exit;
- Press Setup and return to Live Mode.

10.2.2.3. MIDI Order

Colour 388 can deal with the related MIDI order:

- Order of setting up a Chase Page: $Bn xx (xx is the page NO.: 0~4);
- Order of running a Chase: $9n pp ll

  pp = Chase No. (0 - 9, decimal)

  ll = output level of the Chase (0-127, decimal, 127= Max.)
- Order of controlling the running: $An pp cc

10.3. Upgrade the Software

- Download the latest software from http://www.codelight.com and save it in USB flash drive;
- Insert the USB flash drive;
- Press Setup;
- Press S3 [System];
- Press S3 [Upgrade];
- Use ↑ or ↓ select the edition of the software to update;
- Press S1 [SelectFile];
- Press Enter to upgrade.

Note: Make sure the constant power supply and never cut off the electricity or turn off the console during the update!

11. Technological Specification

- 400 Channels with 2 DMX optical isolated output.
- Maximum 75 Units freely patched to Intelligent Fixtures.
- LCD display with Chinese/English.
- 2 photoelectric data control wheels, offer a better handling and longer running life.
- Up to 60 Chases, simultaneous controlled by 15 Chases.
- Up to 100 groups.
- Freely-editing 48 Preset, including various colors, gobos and positions, are controlled by 12 Preset buttons × 4 pages.
- Effect Generator provides circle, square, polygon, rainbow and other Effects.
- Rapidly locate fixtures by the Locate button.
- Over 4000 of fixtures in System Library, with the edit and added function of User Library, a new fixture can be added easily.
- To our webside download fixtures Lib and updated version.
- USB backup system enable user to backup the show in a file.
- Music trigger function for Chase.
- Chase pause and BLACKOUT function.
- Can be controlled by Midi Master. Colour 388 can be connected by Midi signal, one for master, another for slave.
- The Data auto-saves.
- Power supply: AC100-240V, 50-60Hz
- Size: 482 mm x 310 mm x 90 mm
- Weight: approx 5.2Kg.