

Upgrade Instructions (V4.35)

- Step direction of Playback can be set in **PB-Menu** → **RUN-Mode**.
- Add "Symmetry" function for SHAPE. Set the fixture numbers of symmetry, for example: set it to be "4", it means the selected fixtures will be divided by 4 fixtures as a group and these groups will be symmetrical to each other.
- Add direction modes for SHAPE, totally 5 modes: <- , -> , < > , |< , >| (left, right, back and forth, left-stop, right-stop).
- Add some new SHAPE and SHAPE classification:
(A) Graph moving (B) X/Y moving (C) Color (D) Dimmer (E) Iris, Color wheel, Gobo wheel (F) other

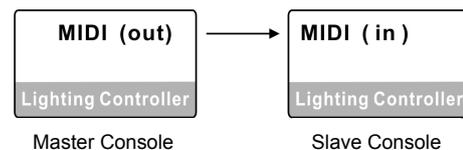
- **Add MIDI synchronization parallel function:**

Through MIDI interfaces, Master & Slave consoles can be connected to achieve synchronous parallel operation, it means the "Slave console" will follow the operation of the "Master console".

Operation that can be Synchronous: Playback (including: faders, Playback Keys, Page Keys, Go/Stop Keys & ◀ **STEP** ▶ Key) and Scene.

Operation Steps are as follows:

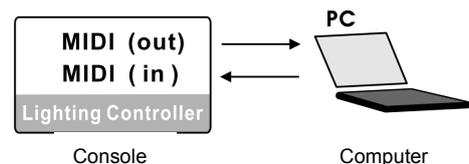
1) Enter **Midi Sync** menu to set the Master/Slave status of the consoles separately, and select the MIDI channel(it has to be the same channel)



2) Connect "Slave console" to "Master console" with MIDI signal cable.

- **Add External Time Code(MIDI) function:**

Users can connect the console with PC through MIDI interface (by using USB to MIDI convertor), and record/play "Light Show" with music by MIDI software (For example: Cubase) in PC.



Record:

Set the console in "Master" status, connect it with PC and run Cubase to start recording.

***TIPS:** After the record starts, it is recommended to pull all the Playback faders to bottom and press key **CLEAR**.

The console will send the initial parameters to the computer for recording.

Play:

Set the console in "Slave" status, connect it with PC and run Cubase to start playing back.

***TIPS:** Under "Slave" status, pressing **CLEAR** Key will clear all the running data of the console.

Upgrade Instructions (V4.31)

- More shapes are added. Shape can be directly selected and used under **SHAPE Edit status**.
- Newly add Error tips function in patching DMX addresses: Under **FixPatch** status, clear all selecting fixtures. After this operation, if certain indicator of the Fixture Numeric Key flashes slowly, it means the DMX address of that fixture is not correct.
- Newly add function of Parity fixtures selecting: Firstly select multiple fixtures, then press "**Prev**" & "**Next**" Keys together at the same time, to switch to Odd-number fixtures; Press them again to switch to Even-number fixtures. Press "**SINGLE**" Key to quit.
- Newly add quick record & delete function of **GROUP**:

Record Group: select fixtures → Press and hold **RECORD** Key → Press **GROUP-L** Key → Select group number (1~30 Fixture Numeric Keys)

Delete Group: Press and hold **DELETE** Key → Press **GROUP-L** Key → Select group number (1~30 Fixture Numeric Keys)
- Changes of quick record & delete function of **PRESET**:

Record Preset: Press and hold **RECORD** Key → (Select single or multiple attribute by **Attribute Key** → Select fixtures) → Press **PRESET-L** Key → Select preset number (1~30 Fixture Numeric Keys)

*TIPS1: Steps in the brackets () can be skipped. If skipped, all manually modified attribute and fixtures will be recorded.

*TIPS2: Only modified attribute of the current selected fixtures will be recorded in Preset.

Delete Preset: Press and hold **DELETE** Key → Press **PRESET-L** Key → Select preset number (1~30 Fixture Numeric Keys)
- Changes of quick record function of **PROGRAM**:

Steps of record: Press and hold **RECORD** Key → (select fixtures) → press **Playback Key** to finish;

*TIPS: Steps in the brackets () can be skipped; if skipped, all fixtures will be recorded.

Attribute can be chosen to be recorded:
Press and hold **RECORD** Key → (Select single or multiple attribute by **Attribute Key**) → press **Playback Key** to finish;

*TIPS: If attribute is selected, only the selected manually modified attribute will be recorded, other will be empty. SCENE-SNAPSHOT could also be created by this way for superimposing programs.
- Changes of quick record function of **SCENE-SNAPSHOT**:

Steps of record: Press and hold **RECORD** Key → (select fixtures) → Press **SCENE-SNAPSHOT** Key (1~25 **SCENE-SNAPSHOT** Key) to finish;

*TIPS: Steps in the brackets () can be skipped; if skipped, all fixtures will be recorded.

Attribute can be chosen to be recorded:
Press and hold **RECORD** Key → (Select single or multiple attribute by **Attribute Key**) → Press **SCENE-SNAPSHOT** Key (1~25 **SCENE-SNAPSHOT** Key) to finish;

*TIPS: If attribute is selected, only the selected manually modified attribute will be recorded, other will be empty. SCENE-SNAPSHOT could also be created by this way for superimposing programs.