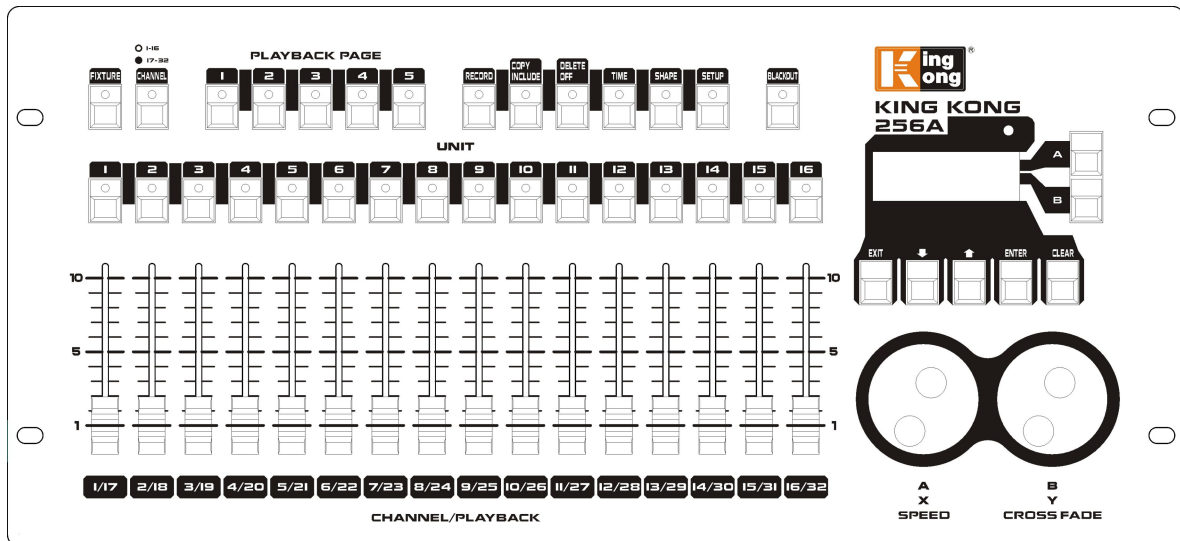


# USER MANUAL



Manual Ver 1.0 Firmware 1.1

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# 1 Overview

## 1.1 Introduction

KK256 DMX controller can control 12 fixtures simultaneously. It is featured with built-in shape effects of pan/tilt circle, RGB rainbow and varieties of chases, etc.; 16 chases and 10 built-in shapes can be output simultaneously; Faders can be used to output chases and adjust the intensity of the dimmer channels in the chases.

## 1.2 Specifications

DMX512 channel number	256
Fixture	12
Channel slope modification	Yes
Channels for each fixture	32
Playback	80
Playback to run simultaneously	16
Total Chase steps	100
Time control of Scenes	HTP, LTP
Shapes for each Scene	2
Scene and dimmer by slider	Yes
Flash Scene	Yes
Shape generator	Shapes of Dimmer, Pan/Tilt, RGB, and Color
Shapes to run simultaneously	10
Real time blackout	Yes
X/Y value by wheel	Yes
Chase speed by wheel	Yes
Dimmer by slider	Yes
USB Memory	FAT32 supported

## 2 Installation

### 2.1 Unpack

Please check the below items when unpack the package:

- King Kong 256 DMX Controller x 1 unit
- Power cable x 1 piece

Optional Accessories:

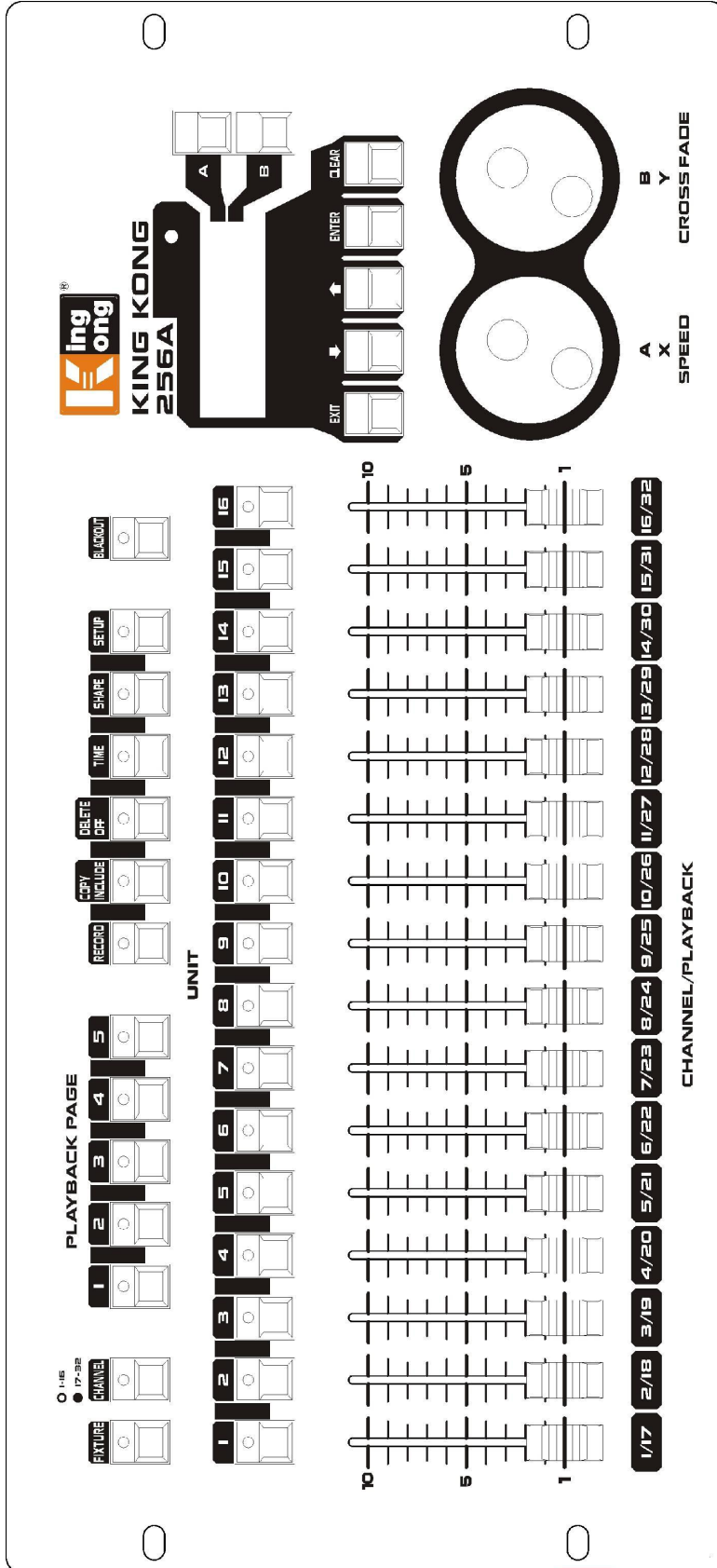
- Flightcase

### 2.2 Safety instructions

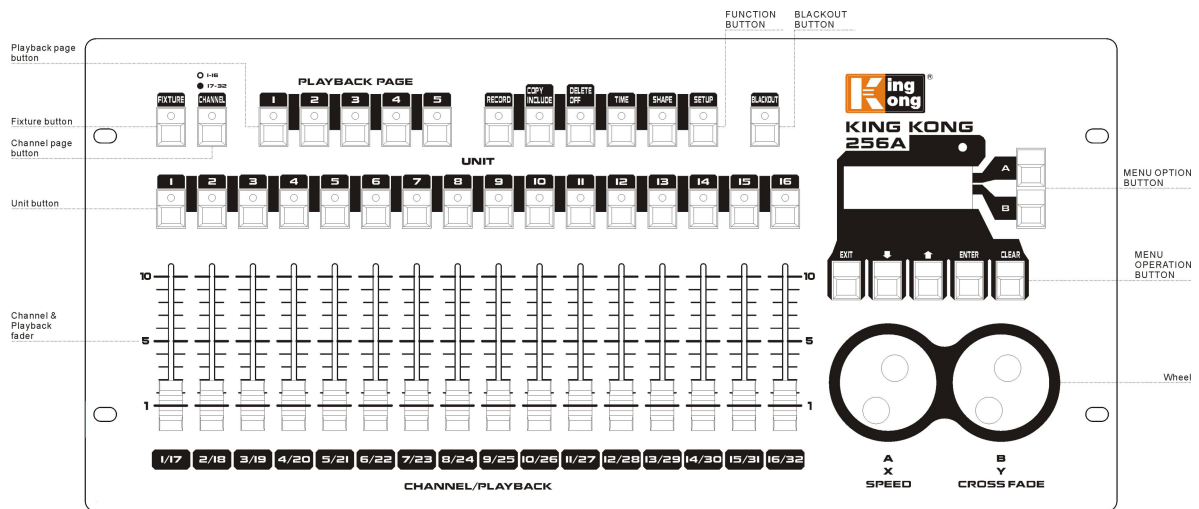
- The unit must be well-grounded before using.
- Do not splash any liquid on the unit.
- Do not use or store the unit in a wet or dusty place.

# 3 Operation

## 3.1 Front Panel



## 3.2 Layout



- **Playback Page:** When the indicator of a Playback Page button is on, the Unit Buttons are for playback operation. The Playback Page buttons are also used to page up/down the playbacks.
- **Fixture:** When the indicator of <Fixture> is on, the Unit Buttons are for fixture operation.
- **Channel Page:** To page up/down the channels of fixtures.
- **Channel or Playback Faders:** When the indicator of <Fixture> is on, the faders are for the channels of fixtures; When an indicator of a Scene Button is on, the faders are the playback.
- **Blackout:** <Blackout> allows you to blackout the whole console. When <Blackout> is activated or when the master slider is not full on, its indicator will keep flashing.
- **The Wheels:** The wheels can be used to modify X/Y data, chase speed and slope and values of other parameters.
- **Menu Operation Buttons:** Menu operation buttons are used to cancel, select, page up/down or clear the programmer in menu operation.
- **Menu Option Buttons:** Menu option buttons are used to select control options. The display next to the buttons shows what each one will do. The options for each key change depending on what the console is doing.
- **Function Buttons:** Function buttons are used to carry out functions such as record or copy a scene, etc. These buttons have lights on to indicate when they are active.

## 3.3 Glossary

- **Scene:** The data of a stage Scene that are recorded in a playback.
- **Chase:** The data of a series of fixture performance that are recorded in a playback.
- **HTP:** The type of the channels with the highest output (highest takes precedence), normally for dimmer channels.
- **LTP:** The type of the channels with the latest output (latest takes precedence), for non-dimmer channels.

- Fade in: The intensity of the light changes from dark to bright.
- Fade out: The intensity of the light changes from bright to dark.
- Slope: It means the change of the gradual changing in a fixture's channel data.
- Record by fixture: This is the normal mode of the King Kong 256. It means that when you record a scene, all attributes of every fixture that you have changed are recorded in the scene. So, if you change only the position of a fixture, the color, gobo, intensity and all other attributes of that fixture are recorded as well. This is useful because you know that when you recall the scene, it will look exactly as it did when you saved it. However, it can be slightly inflexible if you want to combine scenes.
- Record by channel: This means that only attributes you have changed are recorded in the scene. So, if you change the position of a fixture, only the position is recorded. When you recall the scene, the color, gobo etc will remain as they were last set. This means you can use a scene to change the position of some fixtures while leaving the color set from a previous scene, allowing more variety when you are running a show. It is a powerful feature; but, you can easily get yourself into trouble with it, so you need to be sure which attributes you need to record and which you want to "show through". When you're learning, it's best to have some scenes "recorded by fixture" which turn on the fixtures in a known state, then have some color scenes to modify just the color, or some gobo scenes to set the gobo, or other attributes.



## 4 Patch

King Kong 256 can operate fixtures directly without patching; The default channel number is 16 for each fixture. However, if the fixtures are patched, then, you can make use of the built-in programs to get more conveniences and flexibility.

### 4.1 Patch Fixture

---

- 1) Activate <Fixture> and press <Setup> in the initial menu.
  - 2) Press <A>.
  - 3) Adjust the channel number with <Wheel B>.
  - 4) Select a fixture as the reference; load the channel information of the reference fixture into the patch menu.
  - 5) Press <Up>/<Down> in the menu operation area to browse the options in patch menu; Select a desired option and use <Wheel A> and/or <Wheel B> to modify the channel type.
  - 6) Select the fixture to patch.
  - 7) Press <Enter> to save.
- 

### 4.2 View the patching

Activate <Fixture> and press a Unit Button, it will show the address code and the channel number of the fixture.

## 5 Controlling Fixtures

### 5.1 Select fixture for control

Use the Unit buttons to select the fixtures that you want to control. You can select fixtures individually, or several at once.

- 
- 1) Activate <Fixture> and press the desired Unit buttons. The indicator comes on for selected fixture.
  - 2) To select a range of fixtures, hold down the Unit button for the first fixture then press the Unit button for the last fixture.
- 

Here are some other things to know:

- You can deselect a fixture by pressing the Unit button again.
- Once you have changed any channel of a fixture, pressing a Unit button will deselect all fixtures and start the selection process again.

### 5.2 Changing channel values of the selected fixtures

- 
- 1) After selecting the fixtures, push up a desired channel fader.
  - 2) If pan/tilt is assigned to the Wheels when in patching, you can use <Wheel A/B> to control the pan/tilt of the fixtures.
  - 3) Repeat Step 1 to change another channel.
- 

When <Fixture> is activated, in the initial menu, press <Up>/<Down> in the menu operation area, you can view the channel value and status. A highlighted value means that the channel has been edited.

- Press Softkey<A> can locate fixture.

### 5.3 Off Function

If you push up a wrong channel or a wrong fixture, you can cancel it from the editing.

- 
- 1) Activate <Fixture> and press the Unit button which you want to cancel.
  - 2) Press <Delete/OFF> to enter Off menu.
  - 3) Press <A> [Off selected fixture] to cancel all the data of the selected fixture.
  - 4) Press <B> [Off channel] to cancel the data of a channel. At this time, the Unit buttons of the edited channels will keep flashing, while the buttons of the unedited channels will be off. Press a desired Unit button to cancel its editing.
-

## 6 Shapes

A shape is simply a sequence of values which can be applied to any attribute of a fixture. A "circle" shape, for example, applied to the pan and tilt attributes, would cause the fixture to move its beam around in a circular pattern. You can set the centre point of the circle, the size of the circle and the speed of the circle movement.

The shapes are defined for a particular attribute such as, pan/tilt, dimmer, RGB and color, etc. Some shapes will not work with some fixtures; Rainbow effect, for example, can only be applied to LED fixtures or CMY fixtures; but, it can't be applied to other fixtures.

When you use a shape with more than one fixture, you can choose to either apply the shape identically to all the fixtures, or offset them so that the shape runs along the fixtures creating "wave" or "ballyhoo" type effects. This is called the spread of the shape.

### 6.1 Use shapes

When you choose a shape, it will be applied to all selected fixtures.

- 
- 1) Select the fixtures the shape is to be applied to.
  - 2) In the initial menu, press <Shape>.
  - 3) Press <A> [Playback a Shape].
  - 4) Select a shape type: Pan/Tilt shape, dimmer shape, RGB shape and Color shape.
  - 5) Press <Up>/<Down> to browse and confirm with a soft key.
- 
- Most shapes are based on the current settings of the fixture, so a circle would move around the current pan-tilt position of the fixture.
  - You can change the base value of a shape (e.g. the centre of a circle) by changing the channels using the faders in the usual way. You can reduce the Size to zero (see next section) to help you see what the base value actually is.
  - You can run up to 2 shapes at a time by repeating the above procedure. King Kong 256 supports up to 10 shapes to run simultaneously.
  - In the Shape menu, press <A>[Edit Shapes] to view the running status of the shapes.
  - To apply the same shapes to two different groups of fixtures, the shapes will show twice in the list. You can adjust the "two" shapes individually.
  - To delete a shape press <Shape>, press <Delete>, select the desired shape and then press <Enter> to delete.
  - Each shape works on specific attributes. If a certain attribute is not available in a fixture, then, the related shapes will not apply to the fixture.

### 6.2 Shape Parameters

It's quite easy to modify the range and the speed after a shape is selected. To create the most wonderful effects of the shapes, the more fixtures the better.

---

- 1) In the initial menu, press <Shape>.
  - 2) Press <B> [Shape Parameters].
  - 3) Highlight the desired shape with a soft key. Then, adjust the value with a wheel
- 

If there are more than one shapes running together, the operation will only be applied to the current shape. In [Edit Shapes], you can edit the parameters of any running shapes. There are 2 pages of shape parameters; Press <Up>/<Down> to scroll.

The parameters are:

- **Size:** The range of the channel data. When at 0, the shape will be paused.
- **Speed:** The running speed of the shape. When at 0, the shape will be paused.
- **Repeat (Drg.):** The period of a shape is 360°. This means the interval angle between two nearby fixtures.
- **Spread:** It means the total fixture number (not including the first fixture) in a shape period. When the value=none, all the fixtures will perform the same movements; When the value=1, then, the first fixture and the third fixture will perform the same. When the value=2, then, the first fixture and the fourth fixture will perform the same. When the value=even, then, the all the fixtures will be distributed evenly in the shape period to create an even wave.
- **Direction:** There are four directions for shapes, including "<-", "->", "<-->" and "-><-". "<-->" and "-><->" can have shapes run in symmetry.

### 6.3 Edit a Running Shape

[Edit Shapes] in Shape Menu can be used to edit a running shape. Only the selected shapes can be edited. The shapes in a Scene cannot be edited here.

---

- 1) In the initial menu, Press <Shape>.
  - 2) Press <A> [Edit Shapes].
  - 3) The screen shows the shapes that can be edited.
  - 4) Press a soft key to highlight (select) a shape.
  - 5) Exit and then edit the parameters of the Shape.
- 

### 6.4 Delete a Shape

- 1) In the initial menu, Press <Shape>.
  - 2) Press <Delete Off>.
  - 3) Press a soft key to highlight (select) a desired shape.
  - 4) Press <Enter> to delete.
- 

### 6.5 Playback Parameters

This option lets you set parameters for a shape stored in a playback / Scene. When a Scene fades in, you can determine whether the shape should start at full size and speed instantly (static) or whether the shape speed and/or size should fade in as well (Timed).

- 
- 1) In Shape menu, scroll down and press <B> [Playback Parameters]. Then, press the <Playback> button of the playback you want to set parameters for.
  - 2) Press <A> to set the size to Static or Timed.
  - 3) Press <B> to set the speed to Static or Timed.
-

## 7 Scene

There are many functions in the controller to create a complicated lighting effect; and, the most fundamental part is a Scene, in which you can store a "look" you have created using your light.

There are 16 scene buttons on 5 pages; totally 80 scenes and chases can be stored.

### 7.1 Creating a Scene

This console has a special internal Scene called the "Programmer". Whenever you change an channel of a fixture, the changes are stored in the Programmer. When you record a Scene, the contents of the programmer are stored in the Scene. Nothing else from the console output is stored.

This console has two programming modes, "Record by Fixture" (the normal mode) and "Record by Channel". You can change the mode by pressing <A> when storing a scene. The differences between these two modes are:

- **Record by Fixture** - When you change any attribute of a fixture, all the other attributes are placed in the Programmer as well. You will get exactly the result you expected when you recall the Scene, but you can't combine Scenes containing the same fixtures, because the new Scene will just override the old one.
- **Record by Channel** - Only the attribute you change is placed in the programmer. This means you can save Scenes which only contain position information, then recall them with other Scenes to set colors, gobos etc. This is much more flexible but requires more programming initially, because you need several Scenes to get a result. It also lays you open to problems if you don't keep tabs on what you are doing. (This is known as Tracking mode on other consoles).

When you press <**Clear**>, all fixtures are cleared from the programmer. You should get into the habit of pressing <Clear> before you start to program a Scene, or you can end up recording fixtures you don't want. You also need to press <Clear> when you finish programming, because any functions in the programmer will override playbacks.

Turning on a Scene does not place the values from the Scene in the programmer (but the Include function lets you do this). The Locate Fixture function does not place any values in the programmer either.

- 
- 1) Press <Clear> to clear the programmer. This ensures that you are starting with a clean slate.
  - 2) Set up the stage effect using the fixtures. You can include shapes in a Scene. Remember that only the fixtures you have changed will be included in the Scene.
  - 3) Press <Record>, then, select <A> [Record Scene].
  - 4) At this time, the indicator of the Unit button will keep flashing; the empty buttons will also flash.
  - 5) Press a flashing Unit button to record the data. (Select a new page first if you want to use a different page).

6) Press <Clear> to clear the programmer. Repeat from 2 to program more Scenes.

---

## 7.2 Using shapes in Scenes

As you would expect, any shapes you have set up will be saved as part of the Scene. If the base value of the shape is not in the programmer (e.g. the central pan/tilt position, for a circle), and the shape is a "User" type, then the Scene will contain a "relative" shape. When you recall the Scene, the shape will start based on the current position of the fixture. This allows you to create lots of different effects by layering a few different Scenes - one for the shape, one for the base position. You can either use "Record by channel" mode, and not set the position, or use the "Off" function to achieve this effect.

## 7.3 HTP and LTP channels

King Kong 256 can treat control channels in two ways:

- Dimmer or intensity channels work on the principle of "highest takes precedence" (HTP). If an HTP channel is turned on at different levels in several Scenes, the highest level will be output. When you fade a Scene, the HTP channels fade out with it.
- Moving light channels work on the principle of "latest takes precedence" (LTP). The latest change takes over from any other values, so the most recent Scene to be turned on is the one which is output. When you fade a Scene, LTP channels do not normally fade (though you can make them if you want, except for channels set to instant). They set their full values when the Scene starts to fade in, and stay there until another value is set. (You can set the value this happens at using the User settings menu).

The patch function tells the console which channels of a fixture are HTP and which are LTP. Normally, only dimmer attributes are HTP, and everything else is LTP. If a fixture does not have an intensity control channel, the Gobo channel is defined as HTP to make sure the fixture blacks out when a Scene is turned off.

## 7.4 Playback a Scene

To playback a Scene, just push up the playback slider or press the playback button. (Make sure there are no values in the programmer by pressing the <Clear> button, because anything in the programmer will override the playback).

- You can turn on more than one Scene at once.
- All the HTP (intensity) of the Scenes fade in/out as the slider is up/down. The LTP (movement) channels will start immediately once the slider is not at zero. (The LTP channels also run like this when the Scenes are in Mode 1 or Mode 2 unless the channels are set without fading function in the fixture library.)

## 7.5 Editing a Scene

You can edit any part of a saved Scene:

- 
- 1) Press <Clear> to empty the programmer.
  - 2) Turn on the Scene you want to edit, so you can see what you are doing. Turn off

- all other Scenes to avoid confusion.
- 3) Select the fixtures you want to change, and make the changes.
  - 4) Press <Record> button, then, press <A> [Record Scene].
  - 5) Press the current Unit button of the Scene you are editing.
  - 6) Press <A> [Merge Scene] to amend the existing scene. Unchanged information is not affected.
- 

- If you are in "Record by fixture" mode, all attributes of any fixture you've changed will be saved in the Scene with their current settings. If you only want to save certain attributes of a fixture, you need to use "Record by channel" mode.
- You can overwrite the existing Scene entirely using <B> [Replace Scene]. This wipes the playback and saves the current programmer as a new Scene.
- If the Scene contains shapes, and you have selected some new shapes, the original shapes in the Scene will be deleted (after a warning). To get round this you need to use Include on the original Scene (see next section) to load the shapes into the programmer. Ensure that the playback fader for the Scene is at zero (i.e. the shape is not active) when including the Scene.

## 7.6 Include function

Include function lets you load selected parts of a Scene back into the programmer. (Normally, only manual changes to fixtures are put in the programmer). You can then use this to make a new Scene. This is useful if you want to make a Scene which is similar to one you already have.

---

- Press <Copy/Include>.
  - Press the <Playback> button of the desired Scene; then, press <Enter> to include the data.
- 

## 7.7 Copy a Scene

---

- 1) Press <Copy/Include>.
  - 2) Press a Unit button that stores a Scene.
  - 3) Press an empty Unit button to copy.
- 

## 7.8 Delete a Scene

---

- 1) When a Scene Page is activated, press <Delete>.
  - 2) Press a desired Unit button.
  - 3) Press the Unit button again to delete.
- 

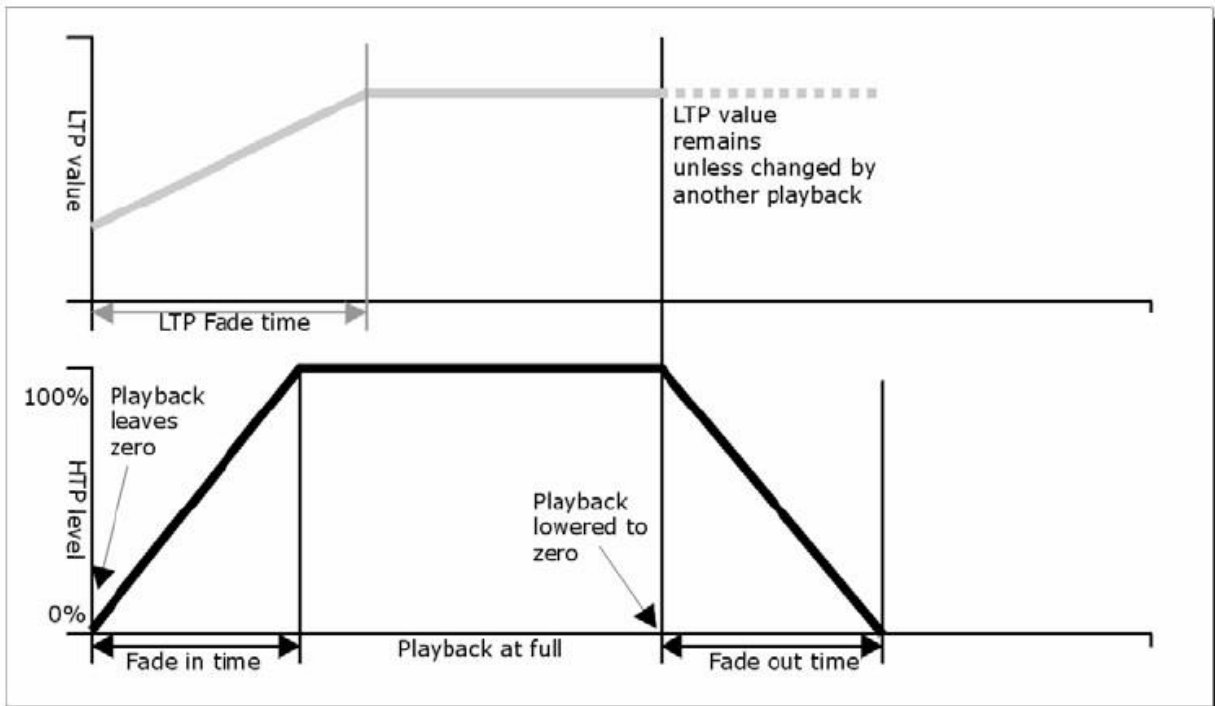
## 7.9 Time

You can set a fade in and fade out time independently for every Scene. The fades only affect HTP (intensity) channels. There is a separate LTP timer which allows you to set



movement times. LTP channels which were set to "instant" during Patching ignore LTP fade times.

- 1) Press <Time>.
- 2) Press the Unit button of the scene you want to set times for.
- 3) There are two pages in the menu. Press <Up> or <Down> to browse. Select a desired option and modify the data with a Wheel.
- 4) Press <Enter> twice to save and exit or press <Exit> twice to exit without saving.



The time parameters include:

- **HW:** Wait time of HTP channel.
- **HF:** Fade time of HTP channel.
- **LW:** Wait time of LTP channel.
- **LF:** Fade time of LTP channel.

The effect of the times is shown in the following picture.

The times you enter are also affected by the Scene mode:

- **Mode 0** – No timing information is used. The HTP channels faded with the 0-100% position with playback faders.
- **Mode 1** – Channels fade as set by the HTP and LTP fade times (except Instant LTP channels). If you enter times for a Mode 0 Scene, it will automatically change to Mode 1. If HTP times are set to zero, the HTP levels will fade with the fader
- **Mode 2** – HTP channels fade as set by the HTP times, or with the fader if times are set to zero. LTP channels are controlled by the fader position (except Instant channels). The initial data of LTP is the data before the slider is push up. Set the LTP fade time to 0 to use this mode.
- **Mode 3** – HTP channels fade as set by the HTP times, or with the fader if times

are set to zero. LTP channels are controlled by the fader position (except Instant channels). The initial data of LTP is 0. Set the LTP fade time to 0 to use this mode.

## 8 Chase

In King Kong 256, one chase can be edited with up to 100 steps.

### 8.1 Programming a chase

To program a chase, you have to set up the lighting for each step of the chase, then save it. The contents of the programmer are recorded as a step.

You can either set all the fixtures manually for each step, or you can use Include to load in the information from Scenes you have already recorded.

You cannot use an existing Scene as a chase step just by turning it on. You need to use the Include button to load the Scene into the programmer.

- 
- 1) Press <Record>, then, press <B> [Record Chase].
  - 2) Press the Unit button of the chase where you want store the chase.
  - 3) Set up the lighting for the first step, either manually or by using "Include" on existing scenes.
  - 4) Press <Enter> to store the programmer contents as Step 1 of the chase.
  - 5) Press <Clear>, then, repeat from step 3.
  - 6) Once the chase programming is finished, press <Record> to exit.
- 

- Press <Clear> when you have finished saving the chase. Otherwise, when you try to play it back the programmer will override the chase and you won't see the chase properly.
- The current step number is displayed in the prompt line.
- You can record shapes in a chase. If the same shape is saved in subsequent steps it will continue from step to step, if not it will stop at the end of the step time. (The console considers the shape to be the same if you didn't press <Clear> after the previous step, and didn't change the speed, size or spread of the shape from the previous step; or if you Included the shape from the previous step and have not modified it)
- Max. 100 steps can be edited in a chase.

### 8.2 Running a chase

To run a chase, keep the Chase Page button activated then push up a fader or press a chase button.

- Two or more chases can be output simultaneously.
- All the HTP (brightness) of the chases are controlled by faders. The LTP (movement) channels will implement the chase as the fade time defines.

### 8.3 Connecting a chase to the controls

When running a chase, the playback control will automatically connect to chases. Running a second chase, the playback control will connect to the new chase.

- Pressing the corresponding Unit button, user can set which chase to connect for playback control.

## 8.4 Setting speed, crossfade and direction

Run a chase, then, you can use the wheels to adjust speed and fade time.

- **Speed (S):** The interval time between two steps. But, the "time" here is the global time. If some steps are set with special time, then, it will run as per its own time.
- **Crossfade:** It means, within the interval time between two steps, the ratio of Wait Time to Fade Time. The two data on screen are HTP slope ratio and LTP slope ratio. FF means it is all slope time during the total time and the Wait Time is 0; When the value is 70, it means 70% of the total time is slope time and rest is Wait Time.
  - **Wait Time:** For example, a fixture is going to move from Point A to Point B. If the Wait Time is set to 3 seconds, then, the fixture will stop at Point A for 3 seconds and then start moving.
  - **Fade Time:** For example, a fixture is going to move from Point A to Point B. If the Fade Time is set to 3 seconds, then, the movement of the fixture from Point A to Point B will last for 3 seconds.

Once the speed of chase is saved, it will run at this speed in the entire future playback:

- 
- 1) Activate the Chase button; In the initial menu, use <Wheel A> to adjust the speed.
  - 2) Press <A> [Chase XXX Parameters].
  - 3) Press <A> [Save Speed].

- 
- To set the chase to the speed at time of editing, activate the Chase button and press <B> in the initial menu.

## 8.5 Add a Step

To add a step is similar to edit a chase step. Press <Record>, press <B> <Record Chase> and press a Unit button of chase, then, follow the steps of record a new step. The new step will be recorded as the last step in the chase.

## 8.6 Re-edit a chase

- 
- 1) Press <Record>, select <B> [Record Chase], then, press the Chase button that you want to re-edit.
  - 2) Press <Up>/<Down> under the screen to change the step number.
  - 3) The options are described below.
  - 4) Press <Record> again to exit the mode.

- 
- Edit a step: Press <Clear> to clear the programmer. Press <Up>/<Down> to select a step to edit. Press <Copy/Include> to include the data of the step into the programmer. Edit the step. Press <Enter>, you can further select Merge, Overwrite or Insert.
  - To adjust the step time, press <Time> and press the Chase button. Then, adjust

- the time.
- To insert a new step, you need to set the effects of the new step first. Press <Up>/<Down> to select a step to which you will insert it. Press <Enter>, then, press <A> [Insert a Step]. The new step will be inserted and the following steps will be pushed back by one step.
  - To delete a step, press <Up>/<Down> to select a step that you want to delete; Press <Delete Off>, then, press <B> [Delete Step Confirm] to confirm.
  - To copy a step, press <Clear> to clear the programmer, press <Up>/<Down> to select a step that you want to copy; Press <Copy/Include> to include the data into the programmer, then, save the step.
  - You can add a shape in the chase by pressing <Shape>.

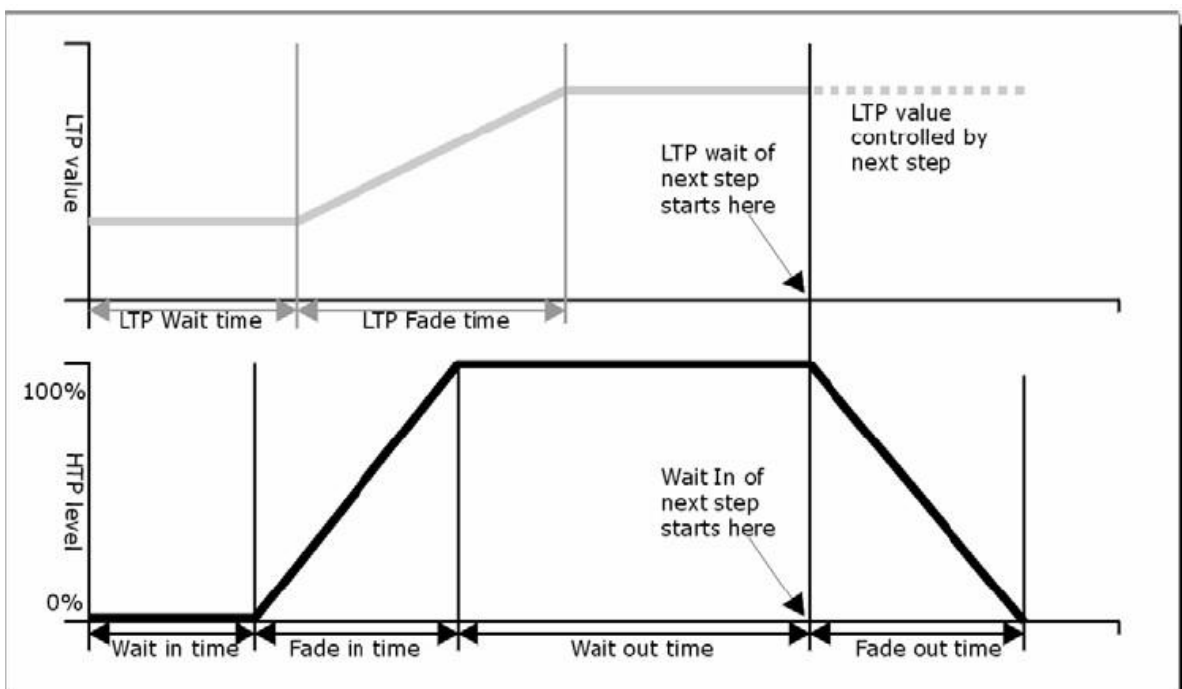
### 8.7 Delete a Chase

To delete a chase is the same as to delete a Scene. Press <Delete>, then press the desired Unit button twice.

### 8.8 The global time of a chase

To set the global time for a chase:

- 1) Press <Time> and press a Chase button.
- 2) Press <Up>/<Down> to turn the pages. Press <A>/<B> to select an option. Use the wheels to adjust the value.
- 3) On Page 2 of the Time menu, there is a "Link" option. If "Link" is set to ON, the chase will run step by step automatically. If "Link"=OFF, you need to press the corresponding Unit buttons to run the steps one after another.
- 4) Press <Enter> twice to save and exit or press <Exit> to exit without saving.



The time options include (see the figure above):

- **HW:** Wait time of HTP channel.
- **HF:** Fade time of HTP channel.
- **LW:** Wait time of LTP channel.
- **LF:** Fade time of LTP channel.
- **Link:** If Link=Off, then, the playback will pause at this step; You have to press the Unit buttons to play the corresponding steps.

## 8.9 Set separate time for a step

HTP time and LTP time can be set to each single step separately. A chase step with separate time is called a complex step; if it is using the global time, then, it is a simple step. To set separate time for each step, you can unfold chase for easy operation.

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- 1) Press <Record> and select <B> [Record]; then, press the Unit button of the chase.
  - 2) Press <Up>/<Down> to select the step for time setting; Press <Time>.
  - 3) Press <Up>/<Down> to turn the pages. Press <A>/<B> to select an option. Use the wheels to adjust the value.
  - 4) Press <Enter> twice to save.

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- Any modification will turn a step into a complex step.
  - To turn a complex step back to a simple step, you can turn to Page 2 and change it in Option <B>.

## 8.10 Advanced Options

Each chase has options which can be set to affect the way it runs. Activate the Chase button; In the initial menu, you can enter <Chase Parameters>. You need to have a chase "connected" first.

The options are:

- [Save Speed] –saves the current speed of the chase (set using the wheel A/B).
- [Loop Playback/Stop on final step] - makes the chase stop on the final step. Once the chase is stopped, you need to press the corresponding Unit buttons to run the steps.
- [Skip first wait time/Skip first all time/Wait and fade for all steps]–Allows you to skip the first wait and/or fade of a chase. You often want to do this so the chase starts as soon as you raise the fader.
  - Skip first wait time: The wait time is missed when the chase is first turned on.
  - Skip first all time: All times are missed when the chase is first turned on.
  - Wait and Fade for all steps (All times will be implemented when the chase is turned on

## 9 Setup

Press <Setup> to enter Setup menu. In the menu, the options include Patch, data back-up and loading, Wipe, language selection and System Information.

### 9.1 Patch

Please refer to Section 4.

### 9.2 Language Selection

The Operation languages are available in Chinese and English.

### 9.3 Data Backup and Loading

- **Data Backup:** Enter this menu; Modify the text with the wheel; Move the cursor with <Up>/<Down>; Press <Delete> to delete text. Press <Enter> to backup the data.
- **Data Loading:** Select the data that you want to load; Press <Enter> to start loading.

### 9.4 Wipe

This option can be used to wipe off all the data in the controller or wipe off only the playback data.

### 9.5 System Information

To show the current version information.

## 10 Update

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- 1) Power off the console.
  - 2) Copy the updated file to a U-Disk and insert it to the USB port of the console.
  - 3) Power on the console. It starts searching the update firmware in the U-Disk; Once detected, it prompts to update or not.
  - 4) Press <Enter> to update. After updating, it reboots automatically
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