

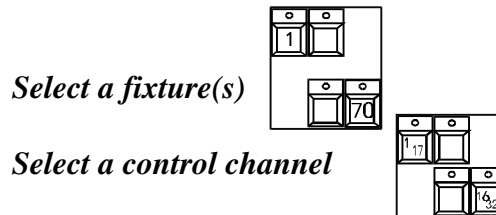
This part describes the software changes made regarding to program version 6.00. Some of those changes are asked by the users to make things better or less complex.

1.1 Functions

There are 3 ways to change a fixture control channel :

- Select the control channel to put it on the tracker-ball.
- Direct access.
- On a P2 controller, change the value with the digibelt sliders.

In version 6.01 you also have the ability to change the value by giving in the value on the keypad.



PRESS:



And give in the desired value on the keypad.

1.2 Direct access on Reset, Lamp ON...

When more fixtures of different types are selected, and certain functions like RESET, Lamp ON, Lamp OFF ... are selected with DIRECT ACCESS, the software will search for the same function on the other selected fixtures, even if on the other fixtures the function has been patched on an other control channel.

1.3 Auto trigger mode

A new function has been added to the AUTO function of the sequences.

When a triggering on music beat is wanted, the system can learn the trigger time needed for the music beat.

The AUTO trigger mode has now 3 functions :

- **AUTO mode** : triggering is set by the FADE time and WAIT time of the sequence.
- **MANUAL mode** : triggering is set by the FADE time and waits for a press on the BEAT STEP key.
- **AUTO TRIGGER** : triggering is set by the FADE time, but the system learns the time from you when you press the BEAT STEP key a few times.

To enter AUTO trigger mode :

PRESS :



Until the AUTO LED blinks.

To change the Fade-in and Fade-out times, use the



key and press :



Now you can give in the time on the keypad up to 6,000 seconds.

With the Fade-out option, you can change the Flashkey mode to :

- When flashbutton released : Fade-in starts when flashbutton pressed (hold), fade-out starts when flashbutton released.
- When flashbutton pressed : Fade-in starts when flashbutton pressed (toggle), fade-out starts when flashbutton pressed again.

1.6 Setup

In version 6.00, it was impossible to make wave effects over different fixtures when different types of fixtures were used and mixed for this effect. In version 6.01 a new option **RANDOM** is added to the PATCH FIXTURE menu. When this function is selected, point the fixtures in the order you want them. Remember, the repatch must be finished, there can't be 2 fixtures with the same number.