



LUMOS I

Light Control Console

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1 General information

This document contains important instructions for the safe operation of the product. Read and follow the safety instructions and all other instructions. Keep the document for future reference. Make sure that it is available to all those using the product. If you sell the product to another user, be sure that they also receive this document.

Our products and documentation are subject to a process of continuous development. They are therefore subject to change. Please refer to the latest version of the documentation, which is ready for download under ➔ www.thomann.de.

1.1 Symbols and signal words

In this section you will find an overview of the meaning of symbols and signal words that are used in this document.

Signal word	Meaning
DANGER	This combination of symbol and signal word indicates an immediate dangerous situation that will result in death or serious injury if it is not avoided.
NOTICE	This combination of symbol and signal word indicates a possible dangerous situation that can result in material and environmental damage if it is not avoided.

Warning signs	Type of danger
	Warning – danger zone.
	Warning – high-voltage.

2 Safety instructions

Intended use

This device is intended to be used to control spot lights, dimmers, light effects, moving heads or other DMX-controlled devices. Use the device only as described in this user manual. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use.

This device may be used only by persons with sufficient physical, sensorial, and intellectual abilities and having corresponding knowledge and experience. Other persons may use this device only if they are supervised or instructed by a person who is responsible for their safety.

Safety



DANGER

Risk of injury and choking hazard for children!

Children can suffocate on packaging material and small parts. Children can injure themselves when handling the device. Never allow children to play with the packaging material and the device. Always store packaging material out of the reach of babies and small children. Always dispose of packaging material properly when it is not in use. Never allow children to use the device without supervision. Keep small parts away from children and make sure that the device does not shed any small parts (such knobs) that children could play with.



DANGER

Danger to life due to electric current!

Within the device there are areas where high voltages may be present. Never remove any covers. There are no user-serviceable parts inside. Do not use the device when covers, safety equipment or optical components are missing or damaged.



DANGER

Risk of death from electrical current!

A short circuit can cause fires and loss of life. Always use proper ready-made insulated mains cabling (power cord) with a safety plug. Do not modify the mains cable or the power plug. If the power cable or plug is damaged, switch off the power supply immediately and replace the power cable with an identical power cable available from the manufacturer. Make sure that the device is always earthed. If in doubt, contact a qualified electrician.



NOTICE

Risk of fire due to covered vents and neighbouring heat sources!

If the vents of the device are covered or the device is operated in the immediate vicinity of other heat sources, the device can overheat and burst into flames. Never cover the device or the vents. Do not install the device in the immediate vicinity of other heat sources. Never operate the device in the immediate vicinity of naked flames.



NOTICE

Damage to the device if operated in unsuitable ambient conditions!

The device can be damaged if it is operated in unsuitable ambient conditions. Only operate the device indoors within the ambient conditions specified in the "Technical specifications" chapter of this user manual. Avoid operating it in environments with direct sunlight, heavy dirt and strong vibrations. Avoid operating it in environments with strong temperature fluctuations. If temperature fluctuations cannot be avoided (for example after transport in low outside temperatures), do not switch on the device immediately. Never subject the device to liquids or moisture. Never move the device to another location while it is in operation. In environments with increased dirt levels (for example due to dust, smoke, nicotine or mist): Have the device cleaned by qualified specialists at regular intervals to prevent damage due to overheating and other malfunctions.

! NOTICE

Damage to the external power supply due to high voltages!

The device is powered by an external power supply. The external power supply can be damaged if it is operated with the incorrect voltage or if high voltage peaks occur. In the worst case, excess voltages can also cause a risk of injury and fires. Make sure that the voltage specification on the external power supply matches the local power grid before plugging in the power supply. Only operate the external power supply from professionally installed mains sockets that are protected by a residual current circuit breaker (FI). Ensure that the power cord plug is easily accessible at all times if it is the only device to safely disconnect the device from the mains supply. As a precaution, disconnect the power supply from the power grid when storms are approaching or if the device will not be used for a longer period.

! NOTICE

Damage to the device due to use of unsuitable external power supplies!

If the device is operated with an unsuitable external power supply, the device can be damaged by overvoltage or incorrect polarity. If things go badly, using an unsuitable power supply can also cause a risk of injury and fire. Only use the external power supply designated for the device or an equivalent external power supply with identical parameters. If in doubt, compare the voltage specifications on the external power supply and the polarity (+/-) with the specifications in this manual and printed on the device. Voltage and polarity must always match.

! NOTICE

Damage to the touchscreen due to improper handling!

If the touchscreen is operated with unsuitable, sharp-edged, rough or dirty tools, the touchscreen may be damaged. Only use the pen provided for the device to operate the touchscreen, or operate the touchscreen with your finger.

! NOTICE

Possible staining due to plasticiser in rubber and foam feet!

The plasticiser in the feet of this product may react with the coating of the floor, resulting in permanent dark stains after a while. If necessary, use a suitable mat or felt pads to prevent direct contact between the product's feet and the floor.

3 Features

This light control console with touchscreen is suitable for both beginners and experienced lighting technicians. The light control console is a compact, powerful and intuitive light control system, for example for events, music stages, dance bands, as well as mobile DJ use.

Special features of the device:

- High-resolution 10.1-inch IPS Full HD touchscreen
- 4 × core ARM CPU with 2 GB RAM and 8 GB memory
- 1024 DMX channels in total
- 10 playback faders for up to 1500 playbacks
- 2 × high-precision multifunction encoders for detailed and fine adjustment of the light effects
- 16 × illuminated function buttons for easy operation, even in dark environments
- RDM and Art-Net functionality for easy integration into existing networks and remote control of the light system
- Extensive fixture library with 1000 presets and 300 fixture groups, and a convenient fixture editor for easy management and adjustment
- Easy and clear processing of cues and chases with up to 100 steps
- Built-in RGB & CMY pallets as well as a wide range of shape and colour effects, including keyframe shapes and pixel mapping for creative freedom and impressive light shows
- Connections:
 - 2 × DMX outputs (3-pin)
 - 1 × RJ45/Art-Net
 - 2 × USB
 - 1 × 3.5-mm jack socket for headphones
- Scope of delivery: external power supply, bag, keyboard and mouse, touchscreen pen, dust cover

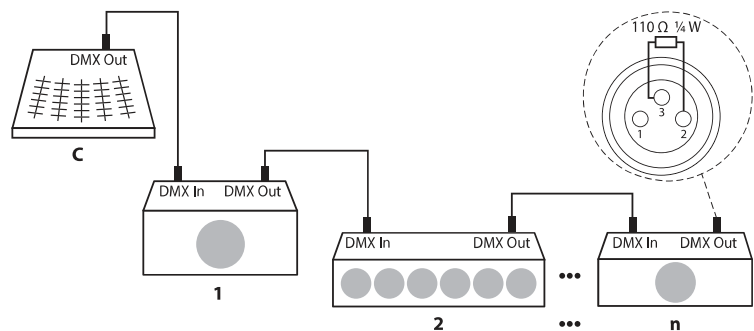
4 Installation and starting up

Unpack and check carefully there is no transportation damage before using the unit. Keep the equipment packaging. To fully protect the product against vibration, dust and moisture during transportation or storage use the original packaging or your own packaging material suitable for transport or storage, respectively.

Create all connections while the device is off. Use the shortest possible high-quality cables for all connections. Take care when running the cables to prevent tripping hazards.

Connections in DMX mode

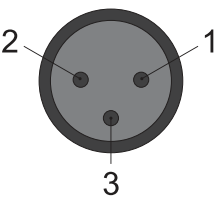
Connect the DMX output of the device (C) to the DMX input of the first DMX device (1). Connect the output of the first DMX device to the input of the second one, and so on to form a daisy chain. Always ensure that the output of the last DMX device in the daisy chain is terminated with a resistor (110 Ω, ¼ W).



DMX indicator

When the device and the DMX controller are operational, the DMX indicator shows that a DMX signal is being received on the input. When the DMX indicator flashes, no DMX signal is being received. The DMX controller may not be on, or the wiring may be incorrect.

DMX outputs



Two three-pin XLR sockets serve as DMX outputs. The following figure and the table show the pin assignment of the sockets.

1	Ground
2	DMX data (–)
3	DMX data (+)

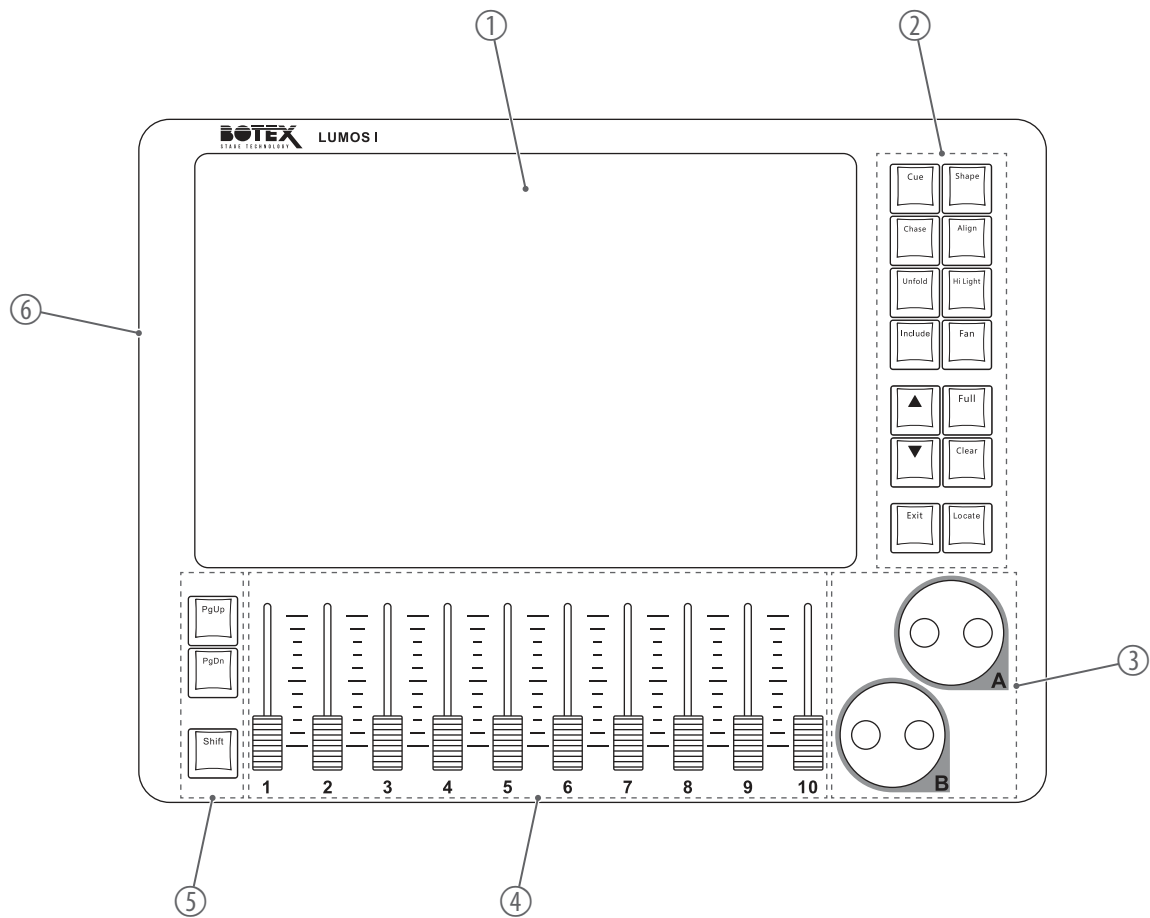
DMX address and control channels

A separate control channel is provided for each function of a DMX device (e.g. colour, brightness, flash interval etc.). The control channels can be assigned to a block of channel faders on the light control console.

The DMX address defines the number of the first DMX control channel of a device (1...512).

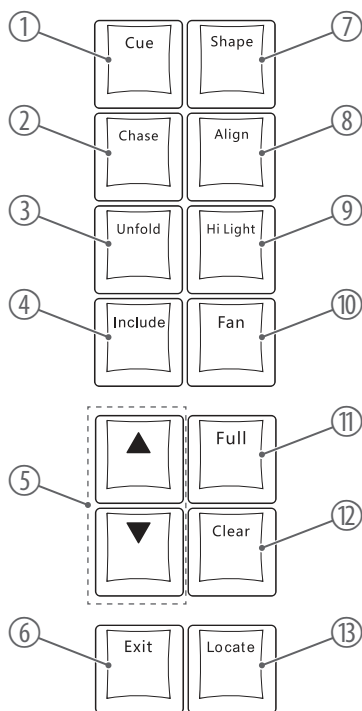
5 Connections and controls

Front



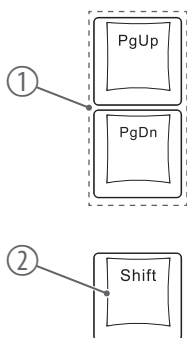
- | | |
|---|---|
| 1 | Touchscreen Displays the user interface and current settings. |
| 2 | Function keys on the right The function keys allow you to perform various functions. |
| 3 | [A] / [B] Multifunction encoders. These rotary encoders allow you to change selected parameters in the user interface, such as fixture channel parameters and shape and fan settings. |
| 4 | [1...10] Playback faders. These faders allow you to control the playback of cues, chases and playlists in the playback area. |
| 5 | Function keys on the left The function keys allow you to navigate in screen areas and call up the on-screen keypad. |
| 6 | Power button The power button on the side switches the device on and off. Press the power button all the way in to switch the device on. The power button lights up when the device is switched on. The user interface is displayed after a few seconds as soon as the system is ready for operation. |

Function keys on the right



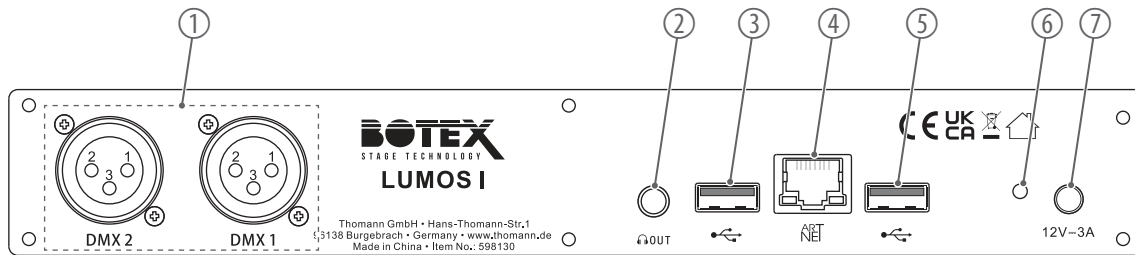
- 1 **[Cue]** | This button allows you to create a new cue in the playback area. Press the button and then tap a free space in the playback area.
- 2 **[Chase]** | This button allows you to create a new chase in the playback area. Press the button and then tap a free space in the playback area.
- 3 **[Unfold]** | This button allows you to display the individual steps of cues and chases. Press the button and tap a cue or chase in the playback area.
- 4 **[Include]** | This button allows you to copy individual steps of cues and chases to the clipboard memory. The clipboard memory is reused when creating a new single step in a new cue or chase. Press the button and tap a single step of a cue or chase in the playback area.
- 5 **▲/▼** | These buttons allow you to switch between the available parameters of a light or effect. The selection changes the assignment of the multifunction encoders.
- 6 **[Exit]** | This button allows you to exit activated functions (e.g. Rename, Copy, Patch) and submenus of function menus (e.g. Cue, Shape, Chase, Hi Light).
- 7 **[Shape]** | This button allows you to add dynamic effects to the selected lights. In the fixture area, select one or more lights, press the button and select the desired effects.
- 8 **[Align]** | This button allows you to align lights with each other. Press the button, select the desired alignment mode from the function menu and select the lights to be aligned in the fixture area.
- 9 **[Hi Light]** | This button allows you to find lights on the stage by pressing the button and then selecting the desired lights in the fixture area. In the function menu, you can choose between maximum or half brightness. After exiting the function, the original settings of the lights will be restored. When it is called up again, the last selected lights are reactivated.
- 10 **[Fan]** | This button allows you to add static effects for the selected lights. In the fixture area, select one or more lights, press the button and select the desired effects.
- 11 **[Full]** | This button allows you to set the lights selected in the fixture area alternately to the HiLight and Clear values defined in the fixture library of the light.
- 12 **[Clear]** | This button allows you to deselect the lights selected in the fixture area and set them to the Clear value defined in the fixture library of the light.
- 13 **[Locate]** | This button allows you to set the lights selected in the fixture area to the Locate value defined in the fixture library of the light.

Function keys on the left



- 1 **[PgUp]** | Use this button to scroll up the pages of the playback area.
[PgDn] | Use this button to scroll down the pages of the playback area.
- 2 **[Shift]** | This button allows you to call up the numeric on-screen keypad and display the playback options for chases, cues and playlists in the edit mode of the playback area when you tap the corresponding tile with the button pressed.

Back



- | | |
|---|--|
| 1 | [DMX 1] / [DMX 2] These two ports send DMX signals to DMX-enabled devices. Use a cable with 3-pin XLR connectors to connect the devices. The LED next to the respective socket is a DMX indicator that lights up when DMX communication with another device is active. |
| 2 | OUT Headphone port for connecting control headphones, designed as a 3.5-mm jack socket |
| 3 | USB USB port for connecting USB storage media or a mouse or keyboard, designed as USB-A |
| 4 | [ARTNET] Network port for connecting the device to a network. The two LEDs flash when there is incoming and outgoing data traffic. |
| 5 | USB USB port for connecting USB storage media or a mouse or keyboard, designed as USB-A |
| 6 | Voltage LED The LED lights up when a mains voltage is applied to the device. |
| 7 | [12 V] [3 A] Connection socket for the external power supply, designed as a hollow plug socket |

6 Operating

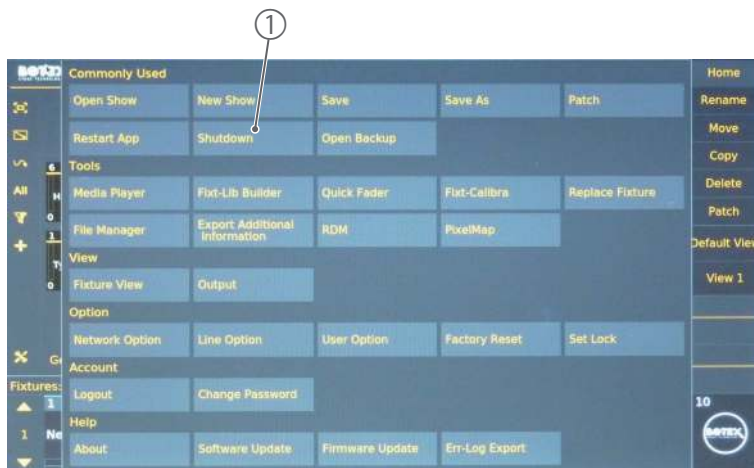
6.1 Switching the device on and off

Switching on the device

1. ➤ Press the power button on the left side of the device all the way in.
 - ➔ The power button lights up. The function keys light up gradually. The user interface is displayed after a few seconds as soon as the system is ready for operation.

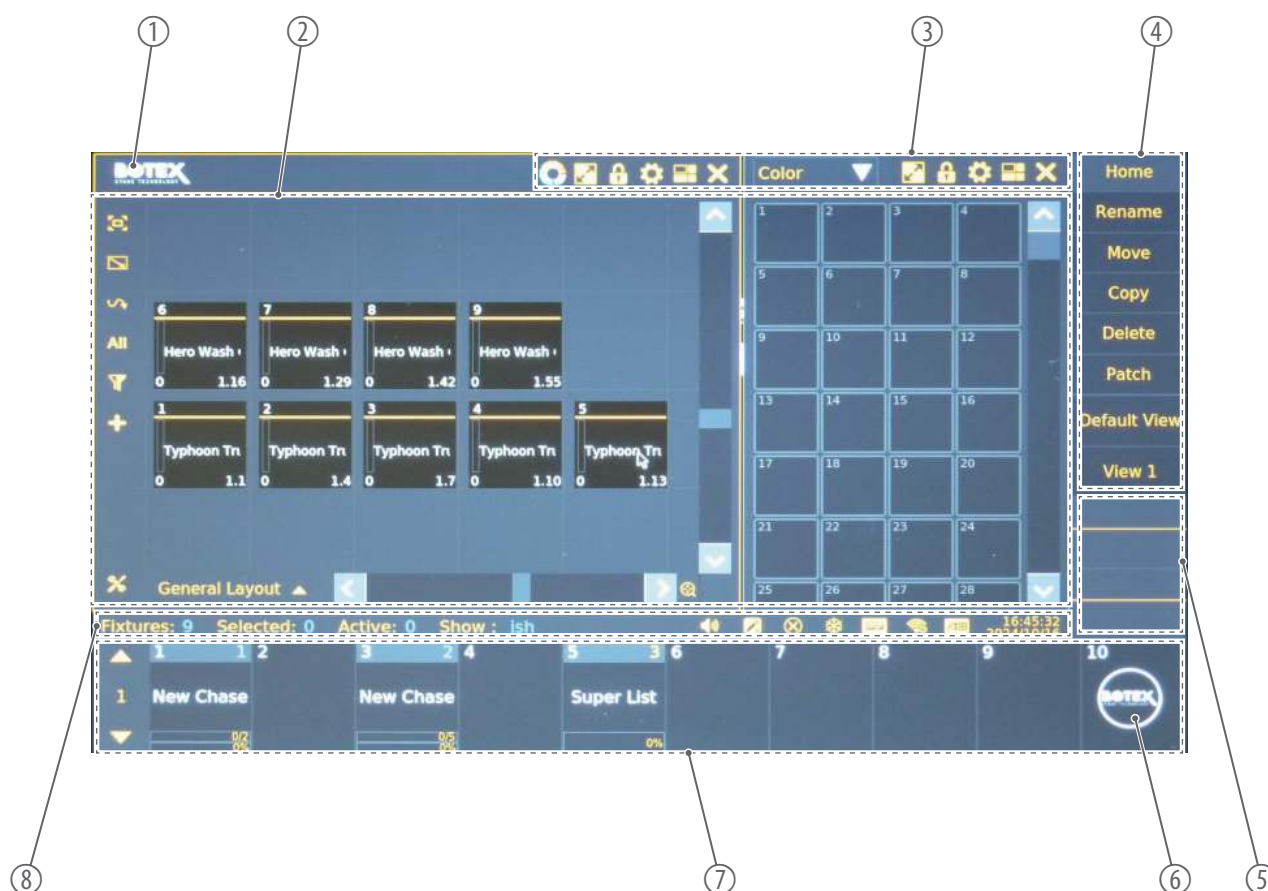
Shutting down and switching off the device

2. ➤ Tap the Botex logo in the top left corner.
 - ➔ The main menu is displayed.



3. ➤ In the 'Commonly Used' area, tap the 'Shutdown' button (1).
 - ➔ The device is shut down. The function keys light up gradually.
4. ➤ Wait until all function keys are lit up.
5. ➤ Press the power button all the way in.
 - ➔ The device has been properly shut down and switched off.

6.2 Overview of the user interface

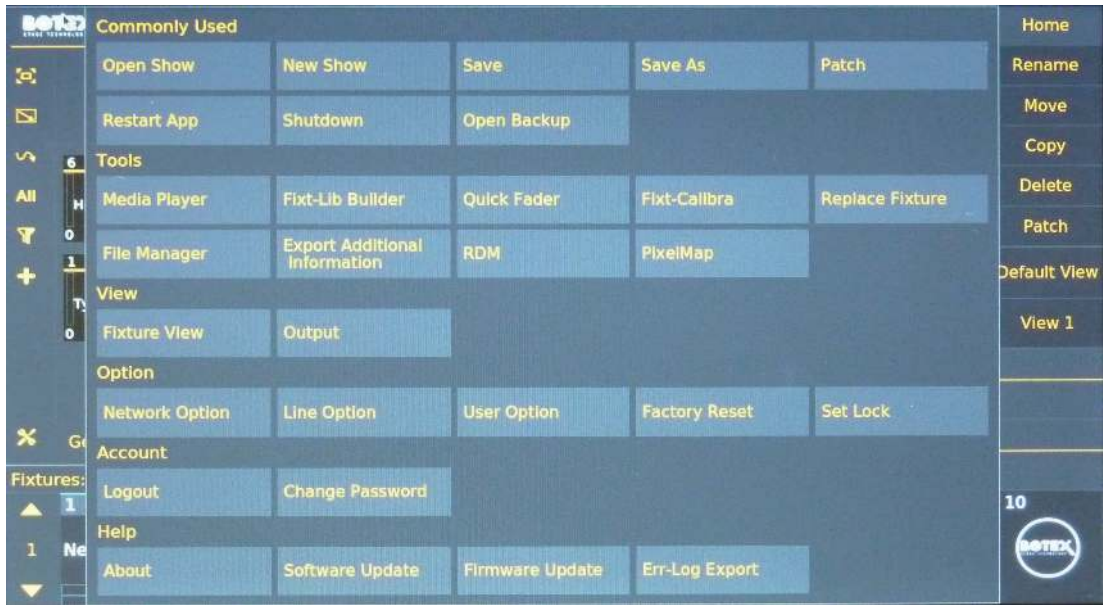


The device is operated via the user interface on the touchscreen by touching the screen with your finger or with the special touchscreen pen. On the user interface, menus, buttons and work windows are displayed.

- 1 Main menu | Tap the logo to open the main menu. Here you can select functions for managing shows, various tools and other, higher-level area windows, as well as basic system functions and options. You can also use the main menu to perform system updates and export any error messages for support purposes.
- 2 Work area | In this area, you can freely arrange the different area windows. You can save up to six different arrangements as views and recall them later.
- 3 Window configuration icons | These icons allow you to configure and arrange the different area windows according to your preferences.
- 4 Contextual function menu | Depending on the currently active function mode, contextual functions are displayed in this menu. The top entry is the name of the active function area. Below are the available functions of the menu. If you tap the function name, the corresponding function is executed, e.g. in the home area: Rename, Move, Copy, Delete.
- 5 Parameters of the multifunction encoders | Here the parameter names currently assigned to the two multifunction encoders [A] / [B] are displayed together with their current parameter value, e.g. channel value of the light, shape parameter.
- 6 Window management menu | By tapping you can open the window management menu of the work area that can be used to open the various function windows. The icon can be freely arranged on the screen by tapping and dragging.

7	Playback area The ten tiles represent the respective memory page of the current show program. The tiles show the arrangement of cues, chases and playlists, which can be controlled using the faders.
8	Status line Shows the status of the current show. You can use the icons to make various settings, change the operating mode and call up the on-screen keyboards.

6.3 Main menu

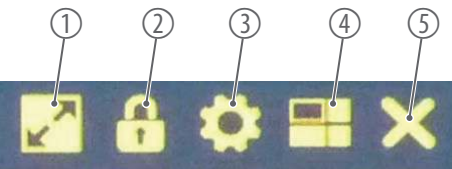


'Commonly Used'	Here you will find the functions to manage shows and patches, as well as app functions to restart, shut down and back up the device.
'Tools'	Here you will find additional tools for configuring lights, as well as the media player for creating music-supported shows.
'View'	Here you will find additional views for lights and DMX output signals.
'Option'	Here you will find options for configuring a network, the output paths and the user settings, as well as the option to reset the device to the factory settings.
'Account'	Here you will find functions for logging out the current user and changing the password.
'Help'	Here you will find options for carrying out updates and displaying information about the device as well as an error log.

6.4 Work area

The work area is freely configurable. Here you can arrange the different area windows and save them in different views (➡ Chapter 6.10 'Area windows' on page 23).

6.5 Window configuration icons

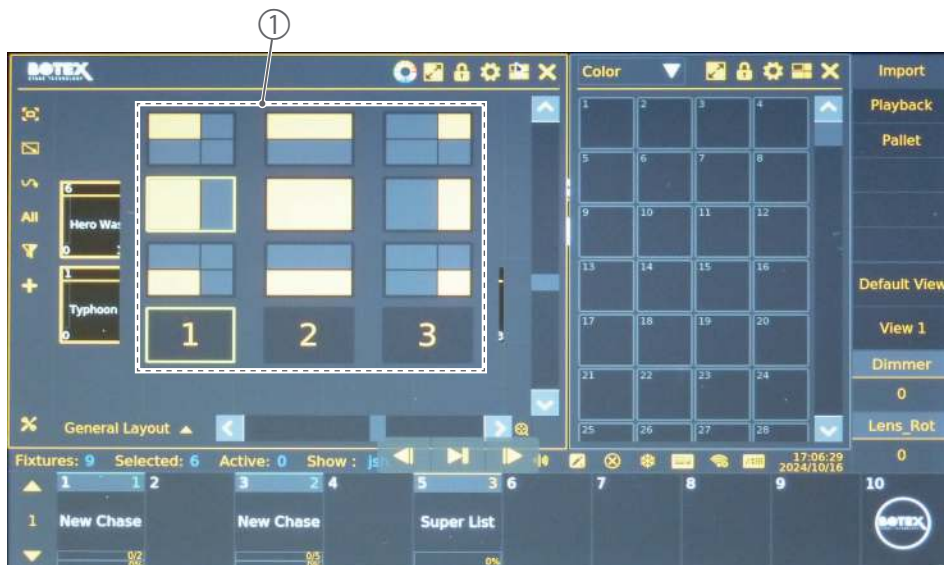


These icons are for configuring and arranging all area windows.

- 1 With this icon you adjust the window size. Tap and drag the four drag points to get the desired window size.
- 2 With this icon you fix and unlock the arrangement of the window in a certain position.
- 3 With this icon you make individual settings for the respective window.
- 4 With this icon you set the position of the window in the work area.
- 5 With this icon you close the window.

Setting the window position

1. To move the window to a predefined position and size, tap the  icon.

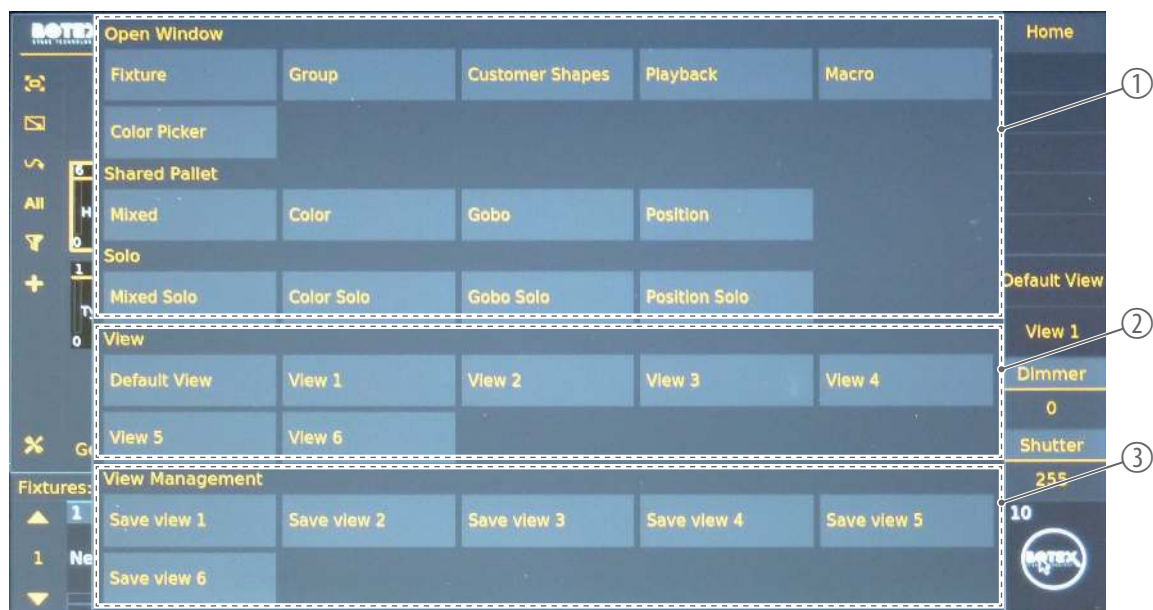


2. Tap the desired representation (1) to set the position of the window (shown in colour) in the work area.
3. If necessary, change the size of the window again to avoid overlapping with other windows.
4. To freely set the window position, tap the  icon until the icon shows an open lock.
5. Tap the header of the area window and drag the area window to the desired position.
6. Tap the  icon again to fix the window in the desired position.



You can save the views created in this way and call them up again later (→ Chapter 6.6 'Window management menu' on page 18).

6.6 Window management menu



You can access the window management menu via the circular Botex logo. The icon can be freely arranged on the screen by tapping and dragging.

- 1 With these buttons you can call up the different area windows (→ Chapter 6.10 'Area windows' on page 23).
- 2 With these buttons you can call up the various views 1...6. In the 'View' area, tap one of the six storage spaces or the 'Default View' to call up the respective view. If no corresponding view has been saved under the storage space number, the previous view is displayed.
- 3 With these buttons you can save the current work area as one of six possible views. In the 'View Management' area, tap one of the six storage spaces to save the current view.

6.7 Playback area



- 1 You can use the arrow symbols and the input field to select the storage space page. A storage space page always includes 10 positions that are assigned to the playback faders.
- 2 You can create cues, chases and playlists in free positions. You can play occupied positions via the playback faders or the controls.
- 3 The controls allow you to play cues, chases, and playlists when manual triggering is enabled for that respective element. The controls always appear above the corresponding tile that you tap.

Playing elements in the playback area

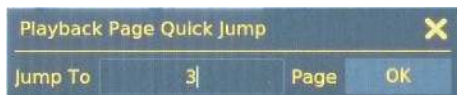
You can play cues, chases and playlists stored in the playback area via the playback faders or by tapping the tile and holding it.

For elements that have manual triggering enabled, additional controls are available for switching between each step (→ Chapter 6.23 'Adjusting playback properties of cues and chases' on page 44).

1. ➔ Press the *[Clear]* button to clear the clipboard memory.



If the clipboard memory is not cleared before playback, the contents of the clipboard memory will be played first.



2. ➔ Use the *[PgUp]*/*[PgDn]* buttons to scroll through the various storage spaces in the playback area, or press and hold the *[Shift]* and *[PgDn]* buttons to jump to a specific playback page.

3. ➔ Move the playback fader of the corresponding cue, chase or playlist storage space in the playback area to play the respective element, or tap and hold the corresponding tile in the playback area.



You can play multiple cues, chases and playlists at the same time. If the parameters of the elements overlap, the element whose priority is higher in the playback properties takes precedence (➔ Chapter 6.23 'Adjusting playback properties of cues and chases' on page 44). For elements with the same priority, the last selected element takes precedence.



4. ➔ Use the controls above the cue, chase, or playlist storage space currently playing to pause playback, and use the arrows to jump to previous or subsequent steps.
5. ➔ Press and hold the *[Shift]* and *[PgUp]* buttons to view the currently playing cues, chases and playlists.

➔ In the playback area, the currently playing elements are displayed one after the other. Elements that have finished playing will disappear from the view.

6.8 Status line



- | | |
|----|---|
| 1 | Shows the total number of lights in the fixture area. |
| 2 | Shows the number of selected lights in the fixture area. |
| 3 | Shows the active light. |
| 4 | Shows the name of the currently loaded show. |
| 5 | With this icon you adjust the system volume. |
| 6 | With this icon you toggle between the play and edit modes. |
| 7 | With this icon you switch the blind mode on and off. |
| 8 | With this icon you freeze the current lights. |
| 9 | With this icon you call up the numeric on-screen keypad. Alternatively, you can call up the numeric on-screen keypad with the <i>[Shift]</i> key. |
| 10 | With this icon you call up the network options. Alternatively, you can access the network options from the main menu. |
| 11 | With this icon you call up the on-screen keypad for functions. You can also use the on-screen buttons to operate all the controls of the device via the screen. |
| 12 | Displays the current time and date. |

6.9 Basic operation of the user interface

6.9.1 Interaction with windows

Moving windows and elements

- Tap the header of a window or element and drag the window or element to the desired position on the screen.



Area windows must be unlocked with the icon so that they can be moved freely.

Closing windows

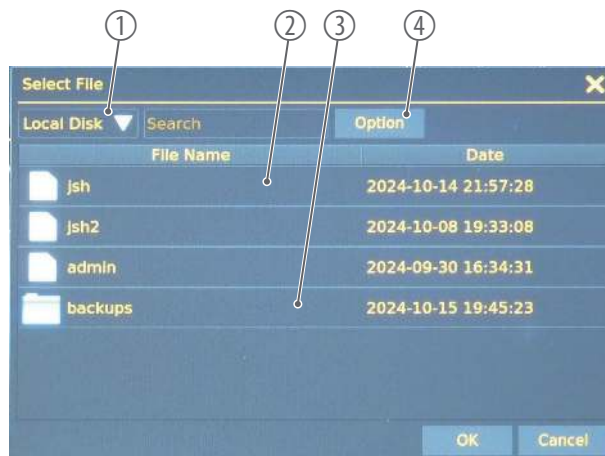
- Tap the icon in the top right corner of a window to close the window.

Exiting a function and exiting sub-menus of the function menu

If you have selected a function from the function menu (e.g. Rename, Move, Patch), with the *[Exit]* button you can exit the function and exit submenus of the function menu (e.g. Cue, Shape, Chase).

- Press the *[Exit]* button to exit an active function or to exit a submenu of the function menu.

6.9.2 Operating file windows



- Tap the selection menu (1) and select the storage medium (e.g. local disk, USB stick, external hard drive).
- Double-tap a folder name (3) to display the folder. To go back to the previous level, double-tap the folder '..'.



If necessary, use the scroll bars to see all files and folders.

- Tap a file name (2) to select a file.
- Tap the 'Option' button (4) to perform simple file operations.
- To save a file, tap the 'File Name' input field in the file window to enter a name for the file to be saved.
- Tap the 'OK' button to confirm your selection or input.

6.9.3 Calling up the on-screen keypad

The on-screen keypad is automatically displayed when you tap an input field to enter values. However, you can also call up the numeric keypad and the full on-screen keypad manually at any time.



- ➔ Tap icon (1) or (2) in the status line to display the numeric keypad or the full on-screen keypad.



You can also access the numeric keypad by pressing the [Shift] key.

- ➔ The respective on-screen keypad is displayed.

6.9.4 Entering values and manipulating parameters

Entering values in input fields



1. ➔ Tap an input field.
➔ The on-screen keypad is displayed.
2. ➔ Use the on-screen keypad to type in the desired value or name.

Operating on-screen switches/buttons and sliders



Background Transparency



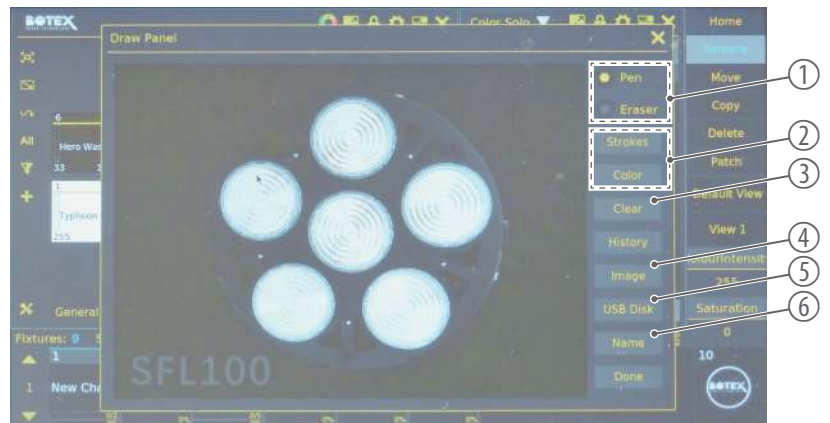
1. ➔ Tap a switch to move it from one position to another.
➔ An enabled switch is displayed in colour.
2. ➔ Tap a button to enable or disable the corresponding option.
➔ An enabled button is displayed in colour.
3. ➔ Tap a slider and drag it to the desired position.

6.9.5 Renaming, moving, copying and deleting elements

Renaming elements

You can name fixtures, cues, chases, pallets etc. and additionally add a coloured symbol so that you can uniquely identify them. The name itself is automatically assigned when an element is created, or you already specify it when creating it. With the Rename function you can rename elements later or add a symbol.

1. ➔ In the 'Home' function menu, tap the 'Rename' button.
2. ➔ Double-tap the element (fixture, cue, chase etc.) that you want to rename or add a symbol to.
➔ The window for adjusting the characteristics of the element is displayed.



3. Use the 'Strokes' and 'Color' (2) buttons to select the stroke width and colour that you want to use to draw a symbol.
4. Draw freely by hand in the drawing area of the window. If necessary, change the colour and stroke width for further strokes.



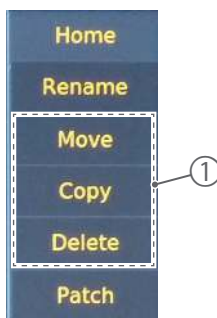
You can switch between drawing and erasing modes using the 'Pen' and 'Eraser' buttons (1).



Alternatively, you can use the 'Image' button (4) to select a symbol from the symbol library or use the 'USB Disk' button (5) to load an image from a USB drive.

5. Tap the 'Name' button (6) to adjust the name of the element.
6. Tap the 'Clear' button (3) to reset the drawing area.
7. Tap the 'Done' button to apply the changes.

Moving, copying and deleting elements



You can move, copy and delete fixtures, cues, chases, pallets etc.

1. In the 'Home' function menu, tap the 'Move', 'Copy' or 'Delete' button (1), depending on whether you want to move, copy, or delete an element.

Moving and copying

2. Tap the tile of the element (fixture, cue, chase etc.) that you want to move or copy.

3. Double-tap the free space to which you want to move or copy the element.

Deleting

4. Double-tap the element (fixture, cue, chase etc.) that you want to delete.

6.9.6 Using multifunction encoders

The multifunction encoders can be assigned various parameters. The currently active parameters are displayed in the function menu. The first parameter is assigned to multifunction encoder [A], the second to multifunction encoder [B]. The parameters depend on what you have just selected (fixture) and which function menu you are currently in (fan, shape etc.).



1. Use the ▲/▼ function keys to scroll through the available parameters for the multifunction encoders.
 - ➔ A list of the available parameter pairs is displayed (1). The selected parameter pair is bordered.
2. Rotate the multifunction encoders to set the currently active parameters (2).

6.10 Area windows

6.10.1 Fixture

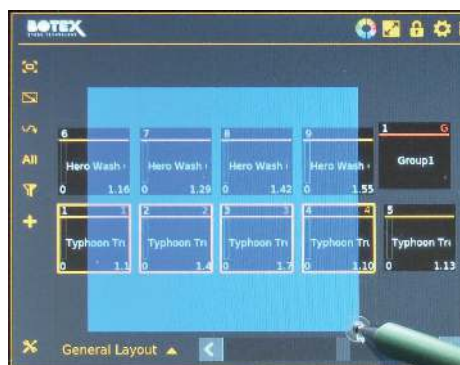


In this area, the created and available lights are displayed in the form of tiles. By selecting the various icons, you can switch between the different selection methods for the light selection, filter the light selection, and adjust the arrangement of the lights.

- | | |
|---|---|
| 1 | With this icon you centre the window view. |
| 2 | With this icon you select multiple lights by dragging a rectangular selection area using the pen. |
| 3 | With this icon you select multiple lights by using the pen to draw a freehand line. |
| 4 | With this icon you select all the lights. |

5	With this icon you filter lights by properties.
6	With this icon you import playbacks and pallets.
7	With this icon you change the arrangement of the selected lights in the window.
8	With this icon you select one of several layouts.
9	The tiles represent the individual lights with their names. In the header, the assigned ID and the selection number are displayed for selected lights. In the footer, parameter values and the currently assigned output paths are displayed.
10	With this icon you zoom the view.

Selecting fixture tiles



1. To select individual lights, tap fixture tiles one at a time to select them or to deselect already selected fixture tiles.
2. To make a rectangular selection of fixture tiles, tap the  icon.
3. Tap and drag a rectangle to select a group of fixture tiles.
4. To select fixture tiles with a freehand line, tap the  icon.



5. Tap the first fixture tile that you want to select and drag a freehand line to the other fixture tiles that you want to select.
6. To deselect and filter a selection of fixture tiles in groups, tap the  icon.



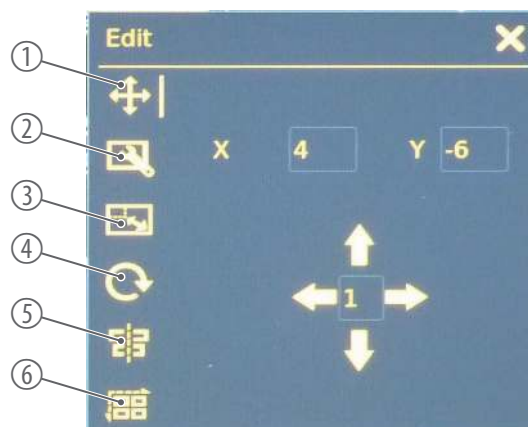
7. Tap the switch for the group that you want to select or deselect.



The selection is always made alternately, i.e. already selected fixture tiles are deselected by a multiple selection.

Adjusting fixture tiles

1. ➔ To change the arrangement of tiles, tap the  icon.



- 2.** ➔
- | | |
|---|--|
| 1 | With this icon you make the position settings. |
| 2 | With this icon you adjust the name, image and colour. |
| 3 | With this icon you adjust the size of the fixture tile and the font. |
| 4 | With this icon you rotate the fixture tile. |
| 5 | With this icon you align fixture tiles. |
| 6 | With this icon you evenly distribute fixture tiles. |

Tap one or more fixture tiles whose appearance you want to adjust.



If necessary, tap the header of the window and drag the window to a location on the screen where the window does not obscure the fixture area.

3. ➔ Tap the desired icon 1...6.

4. ➔ Adjust the settings according to your preferences.



To move tiles, you can also slide them into a desired free position by tapping and dragging instead of using the arrow icons and coordinates.

6.10.2 Shared Pallet, Solo, Group, Customer Shapes, Playback and Macro areas

The Shared Pallet, Solo, Group, Customer Shapes, Playback and Macro areas are structured in the same way. These areas show several storage spaces in which the respective properties can be stored as a preset and quickly retrieved from there.



1. Tap one or more fixture tiles whose properties you want to save as a preset.
2. Double-tap a free storage space (3) to save the current properties in the free storage space as a preset.



The selected lights must have the corresponding channel properties.

3. To call up a preset, tap an occupied storage space (2).
4. Use the selection menu (1) to switch between the different areas of the view.

6.10.3 Color Picker



In this area you can select a colour.

- In the colour spectrum shown, tap the desired colour or tap one of the predefined primary colour tiles.

6.11 User management

The device has a user management function. You can create corresponding profiles with user names and passwords for different users. After switching on, you must enter the user name and password to open the user interface.



During initial commissioning, you must create a new user.



If you are the only person using the device, you can specify in the user settings that the login with your profile takes place automatically at startup (→ Chapter 6.36 'Setting user options' on page 58). However, note that the device is not protected from unauthorised access in this case.

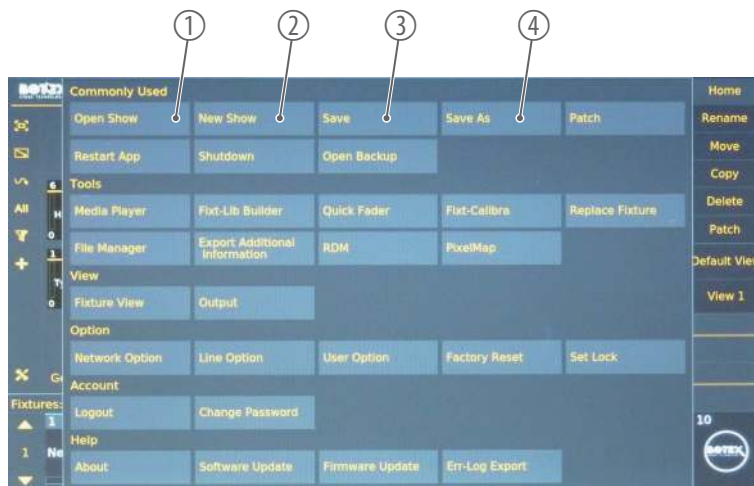
6.12 Opening, creating and saving a show

The light control settings and sequences are managed in the device as shows. After starting the device, you can create a new show or load an existing show to use or further edit it.

1. Tap the Botex logo in the top left corner.

➔ The main menu is displayed.

Opening an existing show



2. In the 'Commonly Used' area, tap the 'Open Show' button (1) to load an existing show.

➔ The window for selecting the show file is displayed.

3. In the window, navigate to and select the desired file.

➔ The selected show is loaded.

Creating a new show

4. In the 'Commonly Used' area, tap the 'New Show' button (2) to create a new show.

5. Tap the 'Show Name' input field and enter a name for the show.

➔ An empty show is displayed with the default view of the work area.

Saving a show

6. To save the active show under the current name, tap the 'Save' button (3) in the 'Commonly Used' area.

➔ The file is overwritten under the same name.

7. To save the active show under a different name, tap the 'Save As' button (4) in the 'Commonly Used' area.

➔ The window for selecting the show file is displayed.

8. In the window, navigate to the desired storage location and enter the desired file name using the on-screen keypad.

9. Press the 'OK' button.

➔ The show is saved under the specified name at the selected storage location.

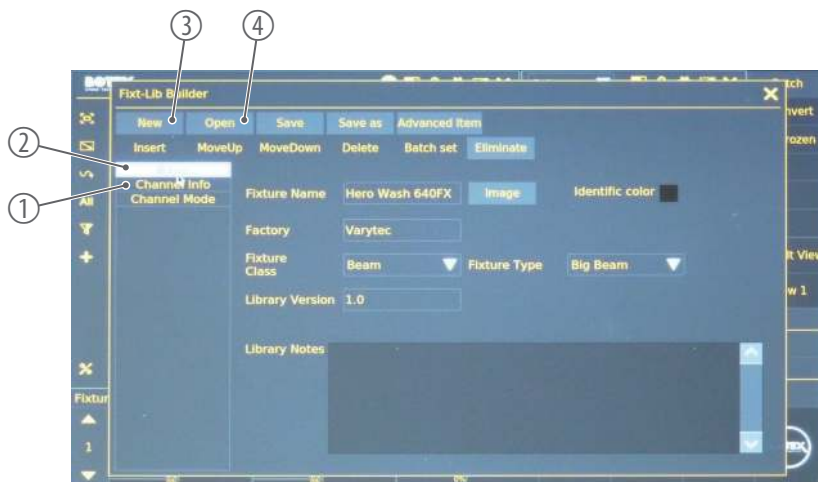
6.13 Creating a fixture library

The lights to be controlled must be created in a fixture library. The entries in the fixture library include the control and function parameters of the individual lights. These parameters can then be integrated into so-called patches and be used in a show. The information on the fixture library is provided by the manufacturer of the light to be used on a product-specific basis.

The device can directly read the following common universal formats:

- Avolites Fixture Library (.d4)
- Pearl Fixture Library (.r20)
- MA Fixture Library (.xml)

1. Tap the Botex logo in the top left corner.
 - ➔ The main menu is displayed.
2. In the 'Tools' area, tap the 'Fixt-Lib Builder' button.
 - ➔ The window for creating the fixture library is displayed.



3. Tap the 'New' button (3) to create a new fixture library, or 'Open' (4) to open and edit an existing fixture library.
4. Tap the 'Basic' tab (2) to specify the basic parameters.
5. On the input and selection screen, enter the corresponding data for the light.



Entries in the 'Fixture Name' and 'Factory' input fields are the minimum requirement.

6. Tap the 'Channel Info' tab (1).



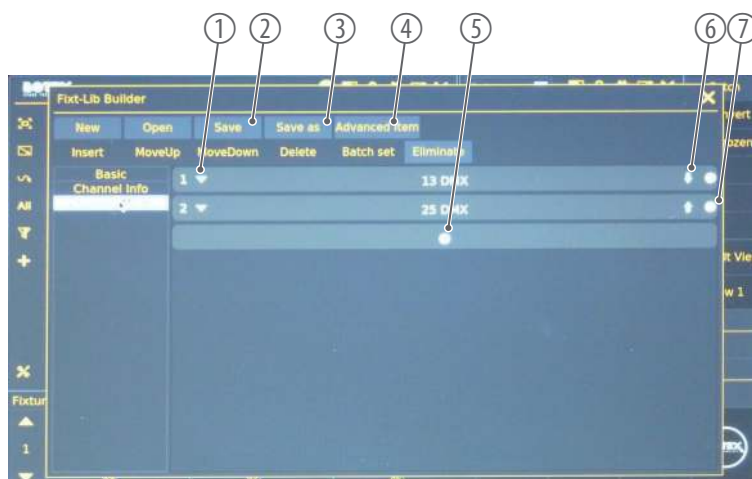
7. Tap the 'Insert' button (2).
8. Select a desired channel from the list.
 - ➔ The channel is added to the list.

9. In the columns of the row of the created channel, adjust the relevant parameters.



Entering a 'Name' is the minimum requirement.

10. Change the order of the channels with the 'MoveUp' (3) and 'MoveDown' (4) buttons, or delete entries with the 'Delete' (5) button if necessary.
11. Tap the 'Channel Mode' tab (1).



12. Expand the first row (1) for the standard mode and use '+' to add the channels that you want to assign to this mode.
13. Using '+' (5), add further operating modes for the light and name them accordingly, or delete a displayed mode using '-' (7).
14. Use the arrows (6) to adjust the order of the entries.
15. Tap the 'Advanced Item' button (4) to create additional attributes (function definitions, macros, preset materials) for the light in the same way.



On the 'Function' tab you can select a type and a value range for a channel for the respective functions, as well as enter a function description. The function definition of the channel is displayed in the attribute area.

On the 'Macro' tab you can create macro functions (e.g. reset), which then appear in the Macro area window. The channel number belongs to the ID of the channel.

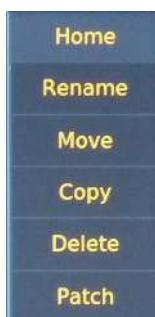
On the 'Preset Pallet' tab, you can specify material parameters, which then appear in the Shared Pallet area window.

16. Tap the 'Save As' button (3) to save a created fixture library under a new name, or tap 'Save' (2) to overwrite an existing fixture library under the same name.

6.14 Creating patches

Lights that you have created as a fixture library must be configured in a patch in order to be used in a show. The patch determines the channel mode and the output path, as well as the start channel and the ID of the light.

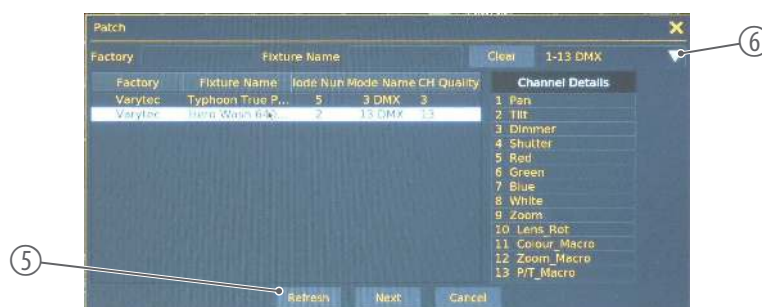
- You have created a fixture library or a fixture library is available from the manufacturer.



1. In the 'Home' function menu, tap the 'Patch' button.
➔ The window for managing a patch is displayed.



2. Tap the 'Local' or 'UDisk' button (4), depending on whether you have saved the fixture library to be used locally on the data medium of the device or on a USB drive, and select a fixture library.
➔ The channel details of the fixture library are displayed.



3.  If a fixture library you have created is not yet appearing on the list, tap the 'Refresh' button (5) to refresh the view.

From the selection menu (6), select the desired channel mode if the fixture library has several channel modes.

4. Tap the 'Next' button.
➔ The light is saved with the selected channel mode.
5. Fill in the rest of the entries (2) for the light (number of lights, output path, start channel number and start ID) and assign a unique name under which you can identify the light again later.
6. Tap the 'Preset pallet' and 'Additional information' selection options (3) if the fixture library of the light contains materials and additional information that you want to include.
7. In the fixture area, tap a free position (1) where there are no fixture tiles yet.

 If necessary, tap the header of the window and drag the window to a location on the screen where the window does not obscure the fixture area.

➔ The created light patches are displayed in the fixture area.

Inverting a channel



8. ➔



Depending on the light manufacturer, light effects may be activated in inverted form. In this case, you can invert the channel in the patch.

In the function menu, tap the 'CH Invert' button (1) to invert the channel of a patch.

Freezing a channel

9. ➔

In the function menu, tap the 'CH Frozen' button (2) to freeze the channel of a patch.

6.15 Creating groups and pallets

Creating groups

Lights can be grouped together. The lights of a group can then be selected and deselected together with their settings and controlled in groups.

1. ➔

Tap the circular Botex logo.

➔ The window management menu is displayed.

2. ➔

In the 'Open Window' area, tap the 'Group' button.

➔ The window for managing groups is displayed.



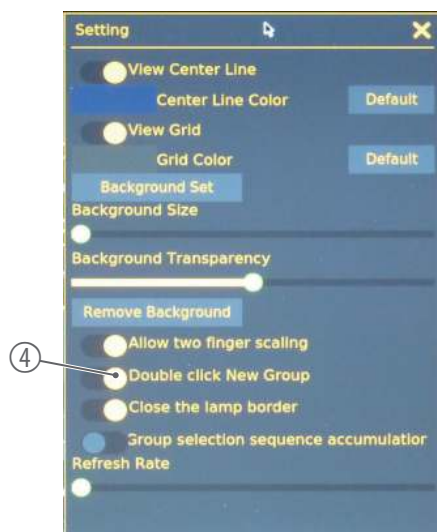
3. ➔

In the fixture area, select the lights that you want to assign to a group (2).

4. ➔

Double-tap a free space in the group window (3).

➔ The selected lights are assigned to the group and stored as a preset in the selected space. You can select and deselect the group by selecting and deselecting the preset.



5. In the group window, tap a preset and drag the group to a free space in the fixture area (1) so that you can access the group directly in the fixture area.



Alternatively, you can also create groups in a free space by tapping twice directly in the fixture area. The corresponding option for this must be activated in the window settings (4).

- ➔ The group (1) can be activated and deactivated directly in the fixture area by tapping.

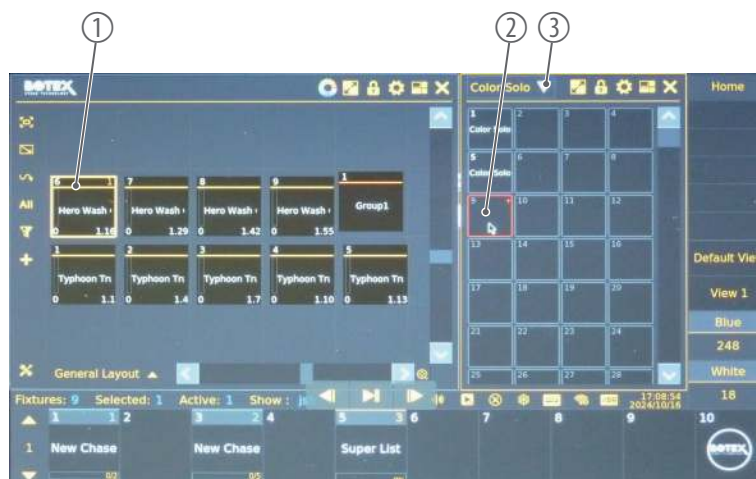
Creating pallets

You can create colour, gobo and position settings as presets in pallets, which you can then quickly retrieve. When creating a preset in a pallet, only the corresponding values of the respective category (colour, gobo, position) are stored. However, you can also create combination pallets that include all settings.

There are two types of pallets. The settings of the selected light type are stored in shared pallets. These settings are independent of the light that is actually selected. In solo pallets, the settings saved are the settings of the lights selected at the time of saving. The presets of a shared pallet can later be applied to any lights of the same type. The presets of a solo pallet are always applied to the lights selected when saving.

1. Tap the circular Botex logo.

- ➔ The window management menu is displayed.



2. In the 'Shared Pallet' area, tap one of the 'Mixed', 'Color', 'Gobo' or 'Position' buttons to call up a shared pallet, or in the 'Solo' area, tap the corresponding button to call up a solo pallet.



You can also switch the different pallets in the respective pallet window via the selection menu (3).

- ➔ The corresponding window for managing pallets is displayed.

Using shared pallets

3. In the fixture area, select a light that you want to use as a reference for the pallet (1).
4. For the light, set the channel value of the category for which you want to create the pallet (e.g. colour, gobo, position).



Only the channel that is relevant for the respective pallet category is stored.

5. Double-tap a free space in the pallet window (2).
 - ➔ The channel values of the light are stored as a preset in the pallet and can be applied to other selected lights of the same type by selecting the preset.

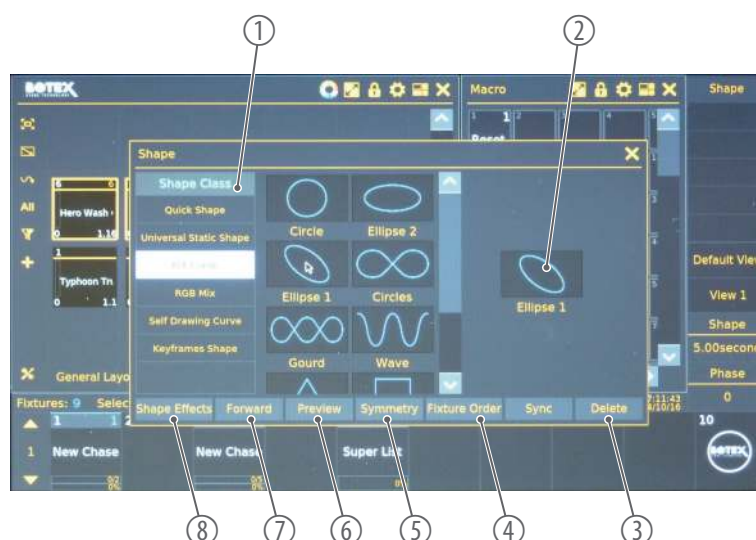
Using solo pallets

6. For the lights you want to save in the solo pallet, set the corresponding channel values of the category for which you want to create the pallet (e.g. colour, gobo, position).
7. In the fixture area, select one or more lights whose channel values you want to use in the solo pallet (1).
8. Double-tap a free space in the desired pallet window (2).
 - ➔ The channel values of the selected lights are stored as a preset in the pallet. By selecting the preset, the previously selected lights can first be selected again with the first tap, and the channel values stored in the solo pallet can be restored with the second tap.

6.16 Creating dynamic effects (shapes)

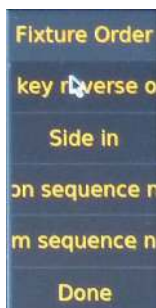
Shapes are used for dynamically complex colour and motion effects based on patterns (e.g. running lights, figure effects). There are various presets to choose from.

1. In the fixture area, select one or more lights.
2. Press the [Clear] button.
 - ➔ The selected lights are set to the default settings.
3. If necessary, use the multifunction encoders to further adjust the desired starting position (parameter values) of the lights.
4. Press the [Shape] button.
 - ➔ A window with the modelling presets is displayed.



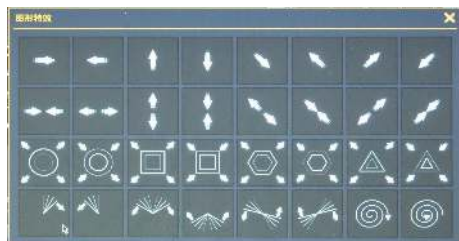
5. Under 'Shape Class' (1), select one or more presets from the respective categories.

Setting the order



Reversing the direction

Defining the movement behaviour



Adjusting the phase behaviour

Creating symmetry

Setting effect parameters

Deleting effects

Drawing your own effect curve

6. Use the ▲/▼ function keys to scroll through the available parameters of an effect, and set the parameters as desired using the multifunction encoders.
 - ➔ The channels are controlled via all selected lights according to the selected effect.
7. Tap the 'Fixture Order' button (4).
 - ➔ A window with the setting parameters for the numbering and the 'Fixture Order' function menu is displayed.
8. In the fixture area, select the desired lights by multiple selection to set the order automatically by default, or tap the lights one by one to set any order. If necessary, select a suitable other function for sorting from the function menu.

9. Tap the 'Forward'/'Reverse'/'Bounce' button (7) to reverse the direction of an effect.
10. Tap the 'Shape Effects' button (8) and use the icons to select the desired movement behaviour for your effect.



As long as you have arranged the selected lights in the fixtures area as they are actually arranged one after the other on the stage, you do not have to set the order of the lights separately for the movement behaviour to be carried out correctly.

11. Tap the 'Preview'/'Unanimous' button (6) to specify whether the selected lights are to be controlled together or independently.
12. Tap the 'Symmetry' button (5) to have the selected lights execute the effect in mirrored symmetry.

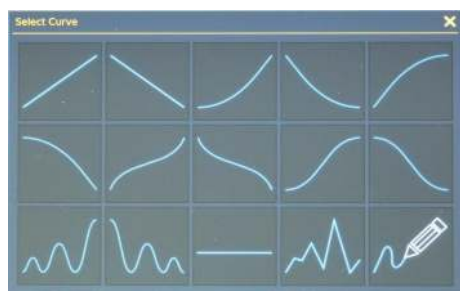
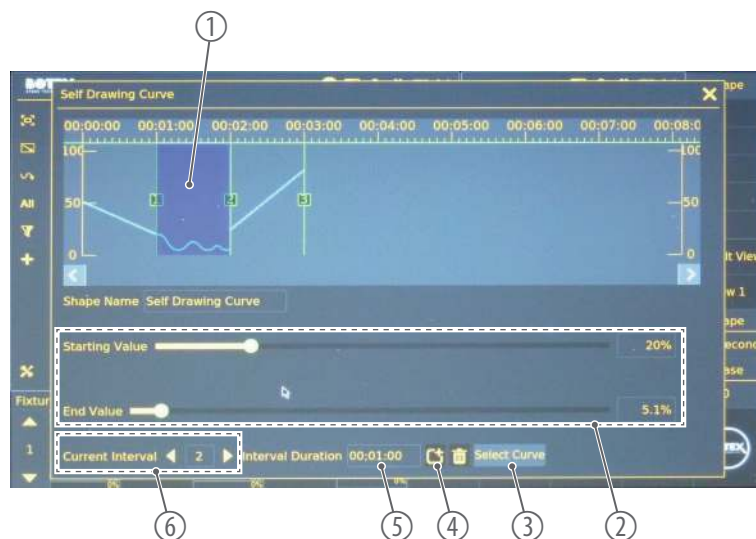


The symmetry only works if you select a line with lights. A symmetry between two planes of light lines cannot be created.

13. Tap the 'Self Drawing Curve' button (3).
 - ➔ You can further adjust the parameters of the preset effects (e.g. speed, coupling, offset, range, amplitude) to achieve the desired result.

Tap an assigned effect (2) whose parameters you want to set.

14. Use the ▲/▼ function keys to scroll through the available parameters and set the parameters as desired using the multifunction encoders.
15. If necessary, delete added effects by selecting them and tapping the 'Delete' button (3).
16. In the 'Shape Class' area (1), select the 'Self Drawing Curve' entry.
17. Select the desired channel parameter for which you want to draw your own effect curve.
 - ➔ A window for creating your own effect curve is displayed.



18. ➤ Add curve segments by tapping the icon (4).
19. ➤ Tap the 'Select Curve' button (3) and select the desired curve shape.
20. ➤ Tap the 'Interval Duration' input field (5) and adjust the length of the segment.
21. ➤ Adjust the starting and end values of the parameter with the 'Starting Value' and 'End Value' sliders (2).
22. ➤ Add further steps by repeating steps 18...21.



You can also switch between the curve segments to be edited by tapping them directly or using the controls at 'Current Interval' (6).

23. ➤ Close the window to finish editing.

24. ➤



Keyframe effects can consist of pre-defined chases or can be created step by step.

In the window with the modelling presets, select 'Keyframes Shape' in the 'Shape Class' area (1).

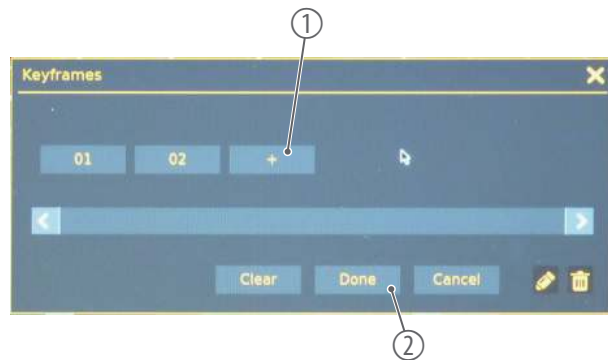
25. ➤ Tap the 'Select a Chase' or 'New Keyframes' button, depending on whether you want to create a pre-set chase as the basis or new keyframes.
26. ➤ Use the ▲/▼ function keys to scroll through the available parameters of the selected lights and set the parameters as desired using the multifunction encoders, or call up stored pallet presets.



You can insert settings of cues or chase single steps that were previously copied to the clipboard memory directly as a keyframe using the include function (➔ Chapter 6.22 'Reusing steps of cues and chases' on page 43).

Creating keyframe effects

Creating new keyframes



- 27.** Tap the '+' button (1).
 - ➔ The selected settings for the selected lights are saved as a keyframe.
- 28.** Repeat steps 26...27 for further keyframes.
- 29.** When you have created the desired keyframes, tap the 'Done' button (2).
 - ➔ A window for setting the channel filters is displayed.
- 30.** In the playback area, tap an existing chase.
 - ➔ The content of the case is taken over as keyframes. A window for setting the channel filters is displayed.
- 31.** If necessary, deselect channels that are not to be used for the keyframe effect.
- 32.** When you have made the desired settings, tap the 'Done' button.
 - ➔ A window for creating your own effect curve is displayed.
- 33.** For the keyframes, select the desired curves for transitions and adjust the segment length as described in steps 18...21.
- 34.** Close the window to finish editing.

Creating keyframes from chases

Setting a channel filter

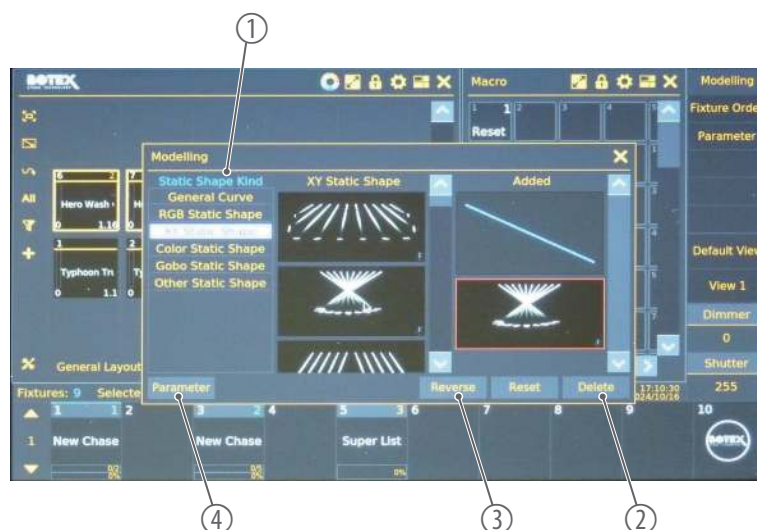


Drawing a keyframe effect curve

6.17 Creating static effects (fans)

Fans are used for simple static effects (e.g. dimming, colour patterns, lighting patterns). There are various presets to choose from.

- 1.** In the fixture area, select one or more lights.
- 2.** Press the *[Fan]* button.
 - ➔ A window with the modelling presets is displayed.



3. Under 'Static Shape Kind' (1), select one or more presets from the respective categories.



You can only select one preset per category.

4. Use the ▲/▼ function keys to scroll through the available parameters of an effect, and set the parameters as desired using the multifunction encoders.



When using the XY pattern, the lights should pivot forward clockwise when rotating multifunction encoder [B], and to the right when rotating multifunction encoder [A].

If this is not the case, you should reverse the channels in the patch (→ Chapter 6.14 'Creating patches' on page 29).

- ➔ The channels are controlled via all selected lights according to the selected effect.

Setting effect parameters

5.



You can further set the parameters of the preset effects (grouping, centre, pattern, loop mode).

- ➔ Tap the 'Parameter' button (4) in the area window or in the function menu to access the adjustable parameters.

6. Use the ▲/▼ function keys to scroll through the available parameters and set the parameters as desired using the multifunction encoders.

Reversing the direction

7.

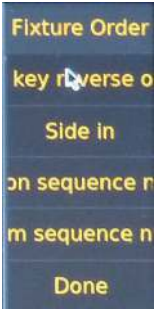
- ➔ Tap the 'Forward'/'Reverse' button (3) to reverse the direction of an effect.

Setting the order

8.

- ➔ In the 'Modelling' function menu, tap the 'Fixture Order' button.

- ➔ A window with the setting parameters for the numbering and the 'Fixture Order' function menu are displayed.



9. In the fixture area, select the desired lights by multiple selection to set the order automatically by default, or tap the lights one by one to set any order. If necessary, select a suitable other function for sorting from the function menu.

Deleting effects

10. If necessary, delete added effects by selecting them and tapping the 'Delete' button (2).

6.18 Aligning lights with each other

The alignment functions allow you to quickly align lights with each other. There are two different methods to choose from:

- Dynamic align
- One-time alignment (Super alignment)

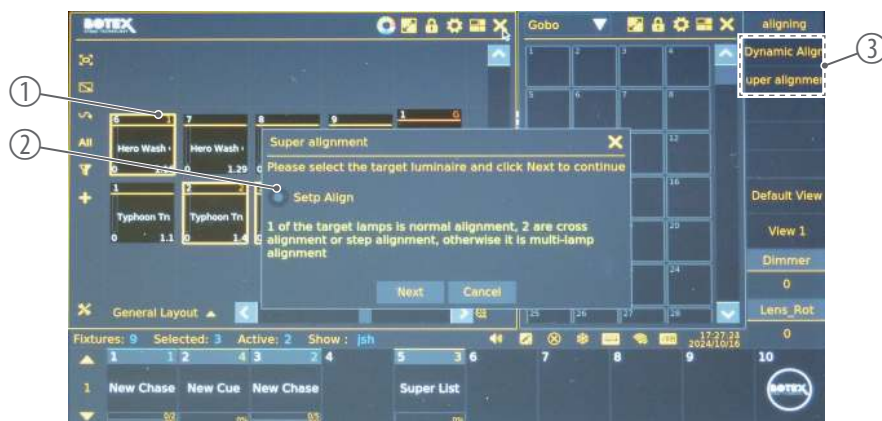
With Dynamic align, you can permanently link the channels of one light to another. The target light then follows the channel values of the source light.

With Super alignment, you can apply channel values of one or more lights to one or more lights of the same type or different types, using different methods depending on the selected lights. The method of alignment is carried out according to the number and type of the selected lights:

Method	Alignment light	Light to be aligned	Light type
Normal alignment	1 light	1 or more lights	Same light type
Mutual alignment	2 lights	2 or more lights	
Step alignment	2 lights (start light and end light)	2 or more lights (between start light and end light)	
Multi-light alignment	1 or more	1 or more, according to the number of alignment lights	Different light types

1. ➤ Press the [Align] button.

➡ The function menu for aligning the lights is displayed.



2. ➤ In the function menu, select alignment method 'Dynamic Align' or 'Super alignment' (3).

Super alignment

3. ➤ In the fixture area (1), select the light(s) with which you want to align other lights.

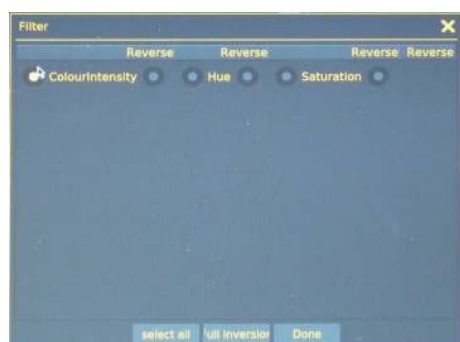


Activate the 'Setp Align' option (2) if you want to achieve a gradual alignment of lights from a specific start light to an end light. In this case, select a start light and an end light as alignment lights.

4. ➤ Tap the 'Next' button.
5. ➤ In the fixture area (1), select the target light(s) that you want to align with the previously selected lights.



If necessary, tap the header of the window and drag the window to a location on the screen where the window does not obscure the fixture area.



6. ➤ Tap the 'Next' button.
➡ A window for selecting the matching channels of the respective lights is displayed.
7. ➤ Select the corresponding channels that you want to align.



If you select the 'Reverse' option, the channel value of the source lights is subtracted from the maximum channel value of the target lights. You can use the 'Select all' and 'Full inversion' buttons to select or reverse all channels.

8. ➤ Tap the 'Done' button.

Dynamic Align



9. Tap the 'New' button (1).
➔ A window for selecting the source light is displayed.
10. Continue as described under *Super alignment*.
➔ The created alignment with the active and passive lights as well as the selected channels are displayed in a table.
11. Create additional entries with the 'New' button (1) or delete an existing alignment with the 'Delete' button (2).

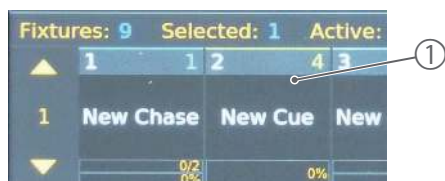


The 'Reverse' button (3) allows you to reverse the alignment of the selected row.

6.19 Creating cues

In cues, you can save your static and dynamic effects. These effects are put in a free space in the playback area and can be retrieved via the respective playback faders.

1. Add a static or dynamic effect to the selected lights (➔ Chapter 6.17 'Creating static effects (fans)' on page 36, ➔ Chapter 6.16 'Creating dynamic effects (shapes)' on page 33).
2. Press the [Cue] button.
3. Tap on a free space in the playback area.



If you select an already occupied space in the playback area, you can choose whether to overwrite the existing space ('Overwrite'), add additional lights and effects ('Merge') or add another step with additional lights and/or effects to the cue ('Add step').



If necessary, scroll through the various storage spaces using the [PgUp]/[PgDn] buttons.

- ➔ The cue is stored in the selected space with the current effect settings (1) and can be played back via the corresponding playback fader.

6.20 Creating chases

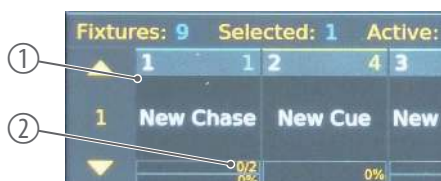
In chases, light settings with complex parameter settings can be stored in chronological order. You must first create in solo pallets the light settings for the lights that you want to create in a chase.

1. ➤ For the selected lights, make the different settings that you want and save them in the corresponding pallets (➔ Chapter 6.15 'Creating groups and pallets' on page 31).
2. ➤ Call up the first setting from a pallet.
3. ➤ Press the [Chase] button.
4. ➤ Select a free space in the playback area.



If necessary, scroll through the various storage spaces using the [PgUp]/[PgDn] buttons.

- ➔ The chase is stored with the current solo parameters in the selected space (1).



5. ➤ From the pallet, call up the next setting that you want.
6. ➤ Tap on the same space in the playback area where you previously created the chase.
 - ➔ The parameter settings are stored in the chase as a next step. The number of steps contained in the chase is displayed in the chase (2).
7. ➤ Add further steps to the chase by repeating steps 5 and 6, or complete the chase by pressing the [Exit] button.

8. ➤ You can merge several chases and cues into a new chase.



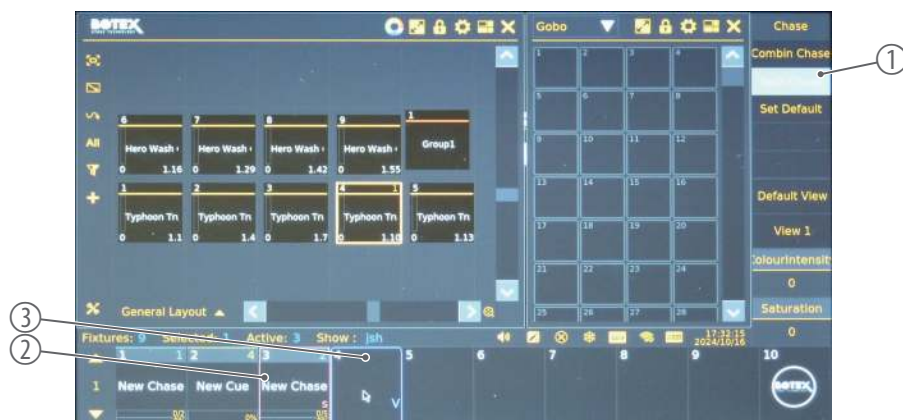
9. ➤ Press the [Chase] button.



10. ➤ In the function menu, tap the 'Combine Chase' button (1).
11. ➤ In the playback area, tap the cues and chases that you want to merge (2).
12. ➤ Double-tap a free space in the playback area (3).
 - ➔ The chase is created in the free space and contains the steps of the selected cues and chases.
13. ➤ Press the [Chase] button.

Combining chases from other cues and chases

Splitting chases



14. In the function menu, tap the 'Split Chase' button (1).
15. In the playback area, tap a combined chase (2).
16. Double-tap a free space in the playback area (3).
 - ➔ The individual steps of the chase are stored starting from the selected space as cues ascending to the following spaces in the playback area.

6.21 Organising steps of chases

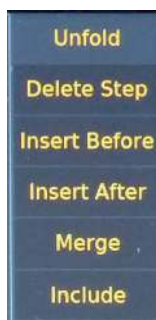
You can view and edit the individual steps of created chases separately.

1. Press the [Unfold] button.
2. In the playback area, tap the chase that you want to view and edit.
 - ➔ The individual steps of the chase are displayed in the playback area and can be triggered with the playback fades.

Editing steps



3. In the playback area, tap the step (1) that you want to edit.
 - ➔ The edit mode is active. The step is displayed with a pen icon and the 'Edit Effect' function menu (2) is displayed.
4. Make the desired changes.
5. Press the [Exit] button to finish editing a step.

Deleting, inserting and merging steps

6. ➤ In the function menu, tap the corresponding button to delete a step, insert a new step before or after an existing step, or merge several steps.
7. ➤ In the playback area, tap the corresponding steps to perform the selected function.
8. ➤ Press the *[Exit]* button to finish editing a chase.

6.22 Reusing steps of cues and chases

You can transfer the individual steps of created cues and chases to other cues and chases. This means that you do not have to create sequences from scratch every time. The settings of a step are stored in the clipboard memory and can then be applied by creating a new step in a chase or by creating a new cue.



If you want to copy an entire cue or chase, use the corresponding function in the 'Home' function menu (➔ Chapter 6.9.5 'Renaming, moving, copying and deleting elements' on page 21).

1. ➤ Press the *[Unfold]* button and in the playback area tap the cue or chase from which you want to reuse a single step.
 - ➔ The individual steps of the cue or chase are displayed in the playback area and can be triggered with the playback faders.



2. ➤ Press the *[Include]* button.
3. ➤ In the playback area, tap the step that you want to reuse (1).
 - ➔ The step is stored in the clipboard memory and can be inserted elsewhere.
4. ➤ Create a new cue or chase (➔ Chapter 6.19 'Creating cues' on page 40, ➔ Chapter 6.20 'Creating chases' on page 40) or a new step in an existing cue or chase (➔ Chapter 6.21 'Organising steps of chases' on page 42).
 - ➔ The contents of the clipboard memory are reused in the new cue/chase or in the newly created step of a cue/chase.

6.23 Adjusting playback properties of cues and chases

Cues and chases have a variety of playback properties whose parameters determine how the elements behave during playback. These include fading and waiting times, overlap, loops, effect of the faders on speed and movement radius, priority etc. You can adjust the playback properties for each cue and chase at the single-step level.



'Name'	You can enter a name in this input field.
'Priority'	In the selection menu, you can set one of five priority levels. Highly prioritised elements are played before other elements when competing elements are being played back at the same time.
'Fader function'	In the selection menu, you can set the effect of the playback faders on the element being played.
	'Direct Play' The element is played as soon as the fader has left the zero position. The fader position has no further effect.
	'Intensity' The brightness of the lights of the element being played increases with the fader movement upwards.
	'Position' The horizontal and vertical position of the lights of the element being played increases with the fader movement upwards up to the end position defined in the element.
	'Fade' All parameter values of the lights of the element being played increase with the fader movement upwards up to the end values defined in the element.
'AB Key Control'	With this switch you can set whether parameter values can be modified when playing an element with the multifunction encoders.
'Loop Mode'	With this switch you can set whether the element is played once or repeatedly in a loop, regardless of whether the fader is in the zero position at the end of the playback.
'Auto Release'	With this switch you can set whether the parameter values of the lights at the end of the playback retain the end value stored in the element, or whether the parameter values are reset to their original values. You can set the storage behaviour under 'Record Mode'.
'Shape speed by Fader'	With this switch you can couple the speed of the dynamic effect (shape) stored in a cue or chase with the fader movement.
'Shape range by Fader'	With this switch you can couple the amplitude of the dynamic effect (shape) stored in a cue or chase with the fader movement.
'Record Mode'	In this selection menu, you can set the storage behaviour for changed channel values. This is relevant if you have activated the 'Auto Release' switch.

	'Fixture Mode' All channel values of the light are stored, regardless of whether parameter values change.
	'Channel Mode' Only the active channel value of the light that has changed is stored.
	'Stage Mode' All channel values of the light are stored when the parameter value of the brightness channel changes.
	'Output Mode' The channels of the light whose parameters have changed are stored.
'Trigger Mode'	With this switch you can set whether individual steps must be started manually via the controls in the playback area, regardless of the playback fader.
'Fixture Order'/'Fade Out Order'	With these functions you can set the order of lights. In the fixture area, select the desired lights one by one to set the order, or select a suitable function for sorting from the function menu.
'Wait'	With this function you can set the delay time in seconds until the element actually plays.
'Fade In'/'Fade Out'	With these functions you can set the time in seconds that elapses during playback until the parameter values stored in the element are reached at the beginning of the playback process (Fade In) and until the parameter values have reached zero at the end of the playback process (Fade Out).
'Overlap'	With this function you can set the overlap in percent for lights when they are turning on and off. With an overlap of 0%, all lights simultaneously reach the parameter end value. With an overlap of 100%, the lights reach their end value one after the other; the next light is triggered as soon as the previous light has reached the end value. With an overlap of > 100%, the lights reach their end value one after the other with a specific overlap time. The actual overlap time depends on the selected fade-in/fade-out time. With fade times of 0 seconds, the overlap value has no effect.
'Stay'	With this function you can set the duration in seconds for which the lights hold the parameter end value of the element.
'Release'	With this function you can set the delay time in seconds after which lights are reset to their original values after playing. This is relevant if you have activated the 'Auto Release' switch.
'Attribute time'	In this subarea, you can set separate properties (delay, fade, wait and overlap times) for the respective channels, which are independent of the settings of the single step.
'Effect Edit'	With this function you can switch to the editing mode of the current single step, where you can make changes to the effect. The changes are temporary until you include the effect with 'Effect Include'.
'Effect Preview'	With this function you can play the current effect of the current single step.
'Effect Include'	With this function you can apply the current effect with the changed settings in the single step.



1. ➤ Make sure that the edit mode is active in the playback area (1). If necessary, switch to the edit mode by tapping the icon in the status line.
2. ➤ Press and hold the *[Shift]* button and tap a cue or chase in the playback area that you want to modify.
 - ➔ A window for editing the playback properties is displayed. The steps contained in a cue or chase are displayed line by line with their parameters.
3. ➤ Tap the 'Name' input field and enter a name.
4. ➤ In the 'Priority' drop-down menu, select the priority of the cue or chase.



Elements with a higher priority are played first when elements with competing parameters are being played at the same time.

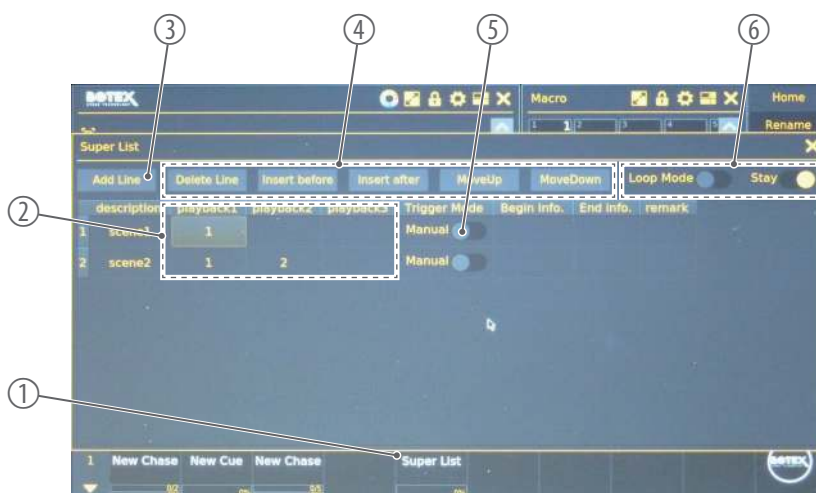
5. ➤ Make the desired further settings by setting the corresponding switches, selecting the selection menu options, and entering the values in the input fields.

6.24 Creating a playlist



A sequence of cues and chases can be created in a playlist. Up to three cues and chases can be stored in parallel in one entry of the playlist and then played later.

1. ➤ Make sure that the edit mode is active in the playback area (1). If necessary, switch to the edit mode by tapping the icon in the status line.
2. ➤ Press the [Cue] button.
3. ➤ In the function menu, tap the 'Super List' button.



4. ➤ In the playback area, tap a free space (1).



If necessary, scroll through the various storage spaces using the [PgUp]/[PgDn] buttons.

➡ The playlist is saved in the selected space.

5. ➤ Press and hold the [Shift] button and tap the created playlist in the playback area (1).
6. ➤ Tap the 'Add Line' button (3).
 - ➡ A new playlist line is created.
7. ➤ In the 'Playback 1...3' input fields (2), enter the number of the space in the playback area in which the cue or chase that you want to use is stored.
8. ➤ Please enter helpful comments in the remaining input fields so that you will be able to find your way around the show.
9. ➤ Activate the 'Trigger Mode' switch (5) if you want to be able to trigger the playlist manually via the tile and the controls in the playback area.
10. ➤ Use the remaining buttons (4) to delete lines from the playlist, insert new lines, or move lines up or down.
11. ➤ Activate the loop and stay modes using the respective switches (6).
12. ➤ If necessary, add more playlist lines by repeating steps 6...11.

6.25 Using pixel mapping

In PixelMap mode you can project images and GIF animations with special lights or an array of lights. You can use up to three layers for this.

1. Tap the Botex logo in the top left corner.

➔ The main menu is displayed.

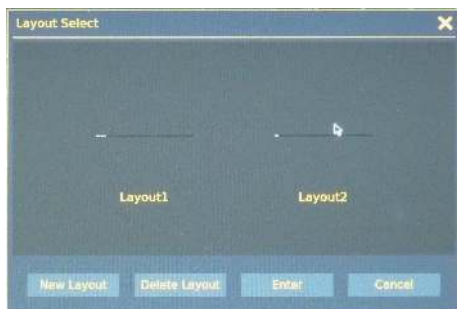
2. In the 'Tools' area, tap the 'PixelMap' button.

➔ The user guide for pixel mapping is started.



If you have already created a layout, a window for layout selection is displayed. Here, select an existing layout and tap the 'Enter' button to edit the layout, or tap the 'New Layout' button to create a new layout.

3. In the fixture area, select one or more lights that you want to use for pixel mapping.



4. Tap the 'Next' button to continue.

➔ The window for adjusting the layout is displayed. The selected lights are displayed by type.

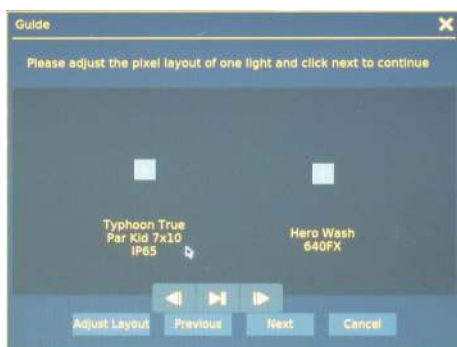
5. Select a light type and then tap the 'Adjust Layout' button.

➔ A window for selecting the channel parameters is displayed.

6. Select the channels to be used for pixel mapping.

7. Tap the 'Enter' button.

➔ A window for arranging the light on a grid area is displayed.



8. Tap on a light tile in the grid area (2) to select the tile, and then on a free field in the grid (1) to position the light in the desired place.

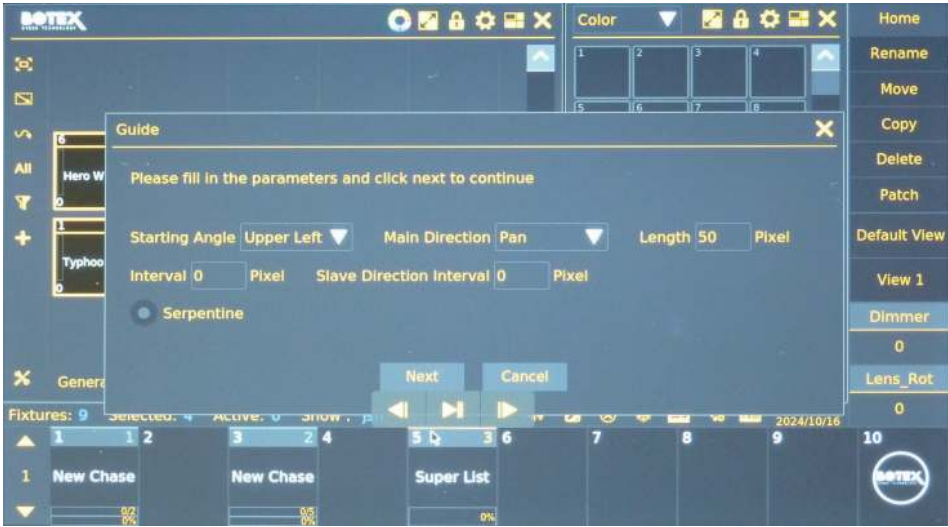


The grid area represents the individual pixels that are used to generate the image.

9. If necessary, change the size of the grid area with the 'Layout Size' (4) input fields and use the 'Zoom' slider (3) to enlarge and reduce the grid area.
10. When you are finished, tap the 'Done' button.
11. If necessary, repeat steps 5...10 for the other light types.



- 12. Tap the 'Next' button to continue.
➡ The window for selecting the layout generation is displayed.
- 13. Select a pattern for the layout generation by tapping the corresponding icon.
- 14. Tap the 'Next' button to continue.
➡ The window for adjusting the parameters is displayed.



- 15. Make the desired settings in the selection menus and input fields.

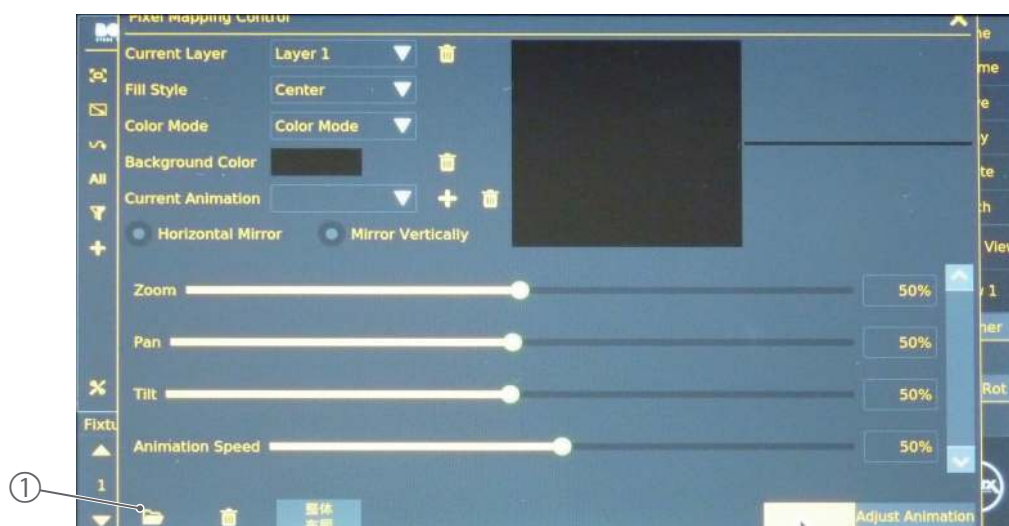
'Starting Angle'	In this selection menu, you can set the starting point from which the image is built up.
'Main Direction'	In this selection menu, you can set the direction in which the image is built up.
'Length'	In this input field, you can set the size (number of pixels) of the image
'Interval'/'Slave Direction Interval'	In these input fields, you can specify the resolution for the entire pixel area. Use the interval to set whether pixels are grouped together.
'Serpentine'	This option allows you to influence the direction for the pixel structure.

- 16. Tap the 'Next' button to continue.
➡ A window for arranging the light on a grid area is displayed.
- 17. Tap on a light tile to select the tile and then on a free field in the grid to position the light in the desired place.



The grid area represents the individual pixels that are used to generate the image.

- 18. If necessary, change the size of the grid area with the 'Layout Size' input fields and use the 'Zoom' slider to enlarge and reduce the grid area.
- 19. When you are finished, tap the 'Done' button.
➡ A window for adjusting the control parameters is displayed.



20. Tap the icon (1).

➡ A window for creating a graphic is displayed.

21. Draw freehand in the drawing area of the window. If necessary, change the colour and stroke width for further strokes (➡ Chapter 6.9.5 'Renaming, moving, copying and deleting elements' on page 21).



Alternatively, you can use the 'File' button to load an image or a GIF animation.

22. Make the desired settings to adjust the image in the selection menus and the input fields.

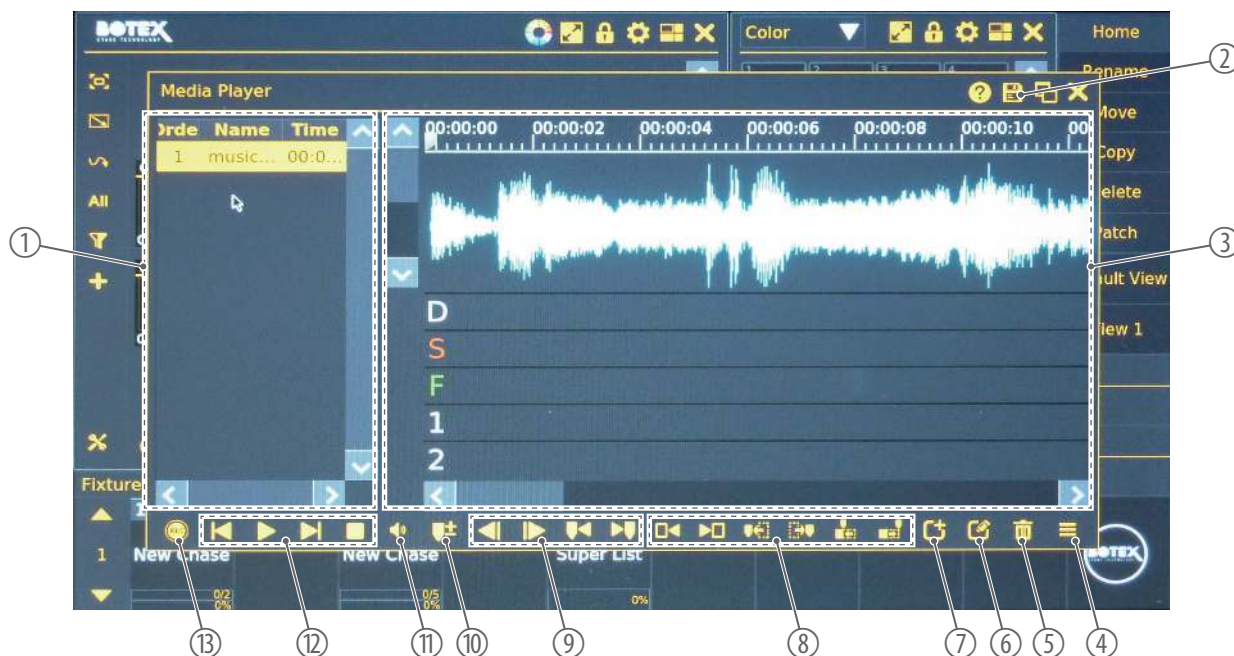
'Current Layer'	In this selection menu, you can set which layer you want to edit. You can create up to three layers with different images and animations.
'Fill Style'	In this selection menu, you can set how an image that is too small is to be distributed on the pixel area (centre, tile, enlarge proportionally, scale up).
'Color Mode'	In this selection menu, you can set whether the image is to be displayed only with brightness values or with RGB colour values. The colour display is only possible with RGB lights.
'Background Color'	With this button you can set a background colour on which the image is displayed.
'Current Animation'	In this selection menu, you can assign an animation. Add the animation type by tapping the '+' button.
'Horizontal Mirror'/'Mirror Vertically'	With these switches you can mirror the image horizontally and vertically.
'Speed'/'Angle'/'Starting Point'/'End Point'	With these sliders you can set the animation parameters.
'Adjust Media'/'Adjust Animation'	With these buttons you can switch between the animation and media parameters.
'Zoom'/'Pan'/'Tilt'/'Animation Speed'	With these sliders you can set the media parameters.

23. When you have made all the settings, close the window.

➡ The layout is saved and can be used directly in the future.

6.26 Using the media player

The device has a built-in media player that allows you to import music files and create light effects for the imported music. You can then play the music together with the synchronised light effects.



- 1 Playlist | Here you see the imported audio files.
- 2 With this icon you can save the media player recording.
- 3 Processing area | Here you see the waveform of the created audio file. The created cues, chases and playlists are displayed below, provided that you have added them manually or recorded them in real time using the record function.
- 4 Media player menu | In this menu you can manage and create the audio files (open, copy, import, adjust playlist position, rename etc.).
- 5 With this icon you can delete selected elements (audio files, cues, chases etc.).
- 6 With this icon you can adjust the parameters (start and end times and parameter values) of selected elements (cues, chases, playlists).
- 7 With this icon you can manually select elements (cues, chases or playlists) and add them in the media player.
- 8 With these icons you can select elements (cues, chases, playlists), align them with markers, and extend them to the surrounding marker positions.
- 9 With these icons you can fine-tune a selection area or move the selection area to the surrounding marker positions.
- 10 With this icon you can create a new marker.
- 11 With this icon you can adjust the volume at the headphone output.
- 12 You can use the icons to start, stop and rewind playback.
- 13 With this icon you can start recording. The audio file is then played back and you can use the playback faders to trigger the desired cues, chases and playlists in real time and record them in the media player.

Adding an audio file



1. Tap the Botex logo in the top left corner.
 - ➔ The main menu is displayed.
2. In the 'Tools' area, tap the 'Media Player' button.
 - ➔ The media player window is displayed.
3. Tap the menu icon (4) in the toolbar.
 - ➔ The menu is displayed.
4. Select the 'New Audio' entry.
 - ➔ A window for selecting the audio file is displayed.
5. Tap the 'Local' or 'UDisk' button, depending on whether you have saved the audio file to be used locally on the data medium of the device or on a USB drive, and select the desired file.
 - ➔ The audio file is displayed in the playlist (1).
6. Tap the entry in the playlist (1).
 - ➔ The waveform of the audio file is displayed in the processing area (3).

Creating light effects

7. In the toolbar, tap the record icon (13).
 - ➔ The recording starts. The audio file is played back.
8. Play the desired cues, chases and playlists in the desired place by using the playback faders and the tiles and controls in the playback area.



Alternatively, you can position elements manually by tapping the icon for adding manually (7).

Playing back a recording and editing elements

9. Tap the icons for playing back your recording (12) in order to play and check your recording.
10. Use the tools in the toolbar to set markers (10), jump to specific points (9), and to align and trim (8) and edit (6) cues, chases, and playlists.
11. Tap the save icon (2) to save your recording.
12. Select a storage location and enter a file name.
 - ➔ The media player file is saved.

Saving a recording

6.27 Setting and triggering the blind and flash functions

With the blind function you can switch all lights on and off at once. With the flash function you can have all lights perform a strobe effect at once. You can select the settings for the transmitted control signals in the user options.

1. Tap the Botex logo in the top left corner.
 - ➔ The main menu is displayed.
2. In the 'Option' area, tap the 'User Option' tile.
 - ➔ The window with the user options is displayed.

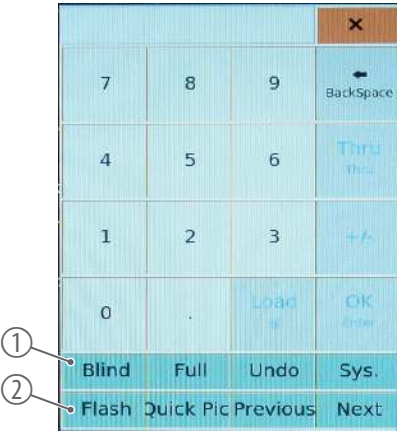
Setting the flash function



- 3. In the 'Flash Key Setup' area, select the desired behaviour for the flash function in the 'Flash Key Mode' selection menu (1).
- 4. Tap the 'Fixtures Under Flash' button (2) and, if necessary, select the lights that you want to exclude from the flash function in the fixture area.
- 5. In the 'Other Option' area, select from the 'Blind Mode' selection menu (3) the desired behaviour for the blind function (set channels to 0, keep channel values, no signal, deactivate dimmer).
- 6. Open the numeric keypad.
- 7. Tap the 'Blind' button (1) to trigger and deactivate the blind function.
- 8. Tap the 'Flash' button (2) to trigger and deactivate the flash function.

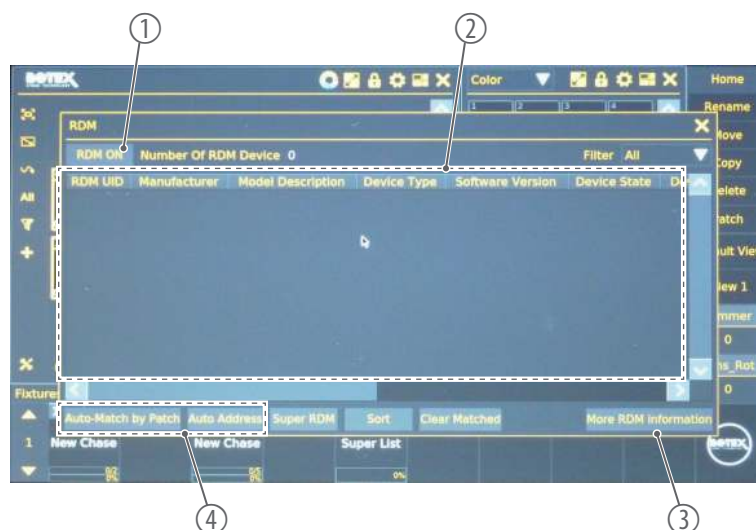
Setting the blind function

Triggering the blind or flash function



6.28 Setting up RDM communication

- Via the RDM protocol, the device and the connected lights can communicate with each other in both directions if the corresponding light supports the RDM protocol.
- 1. Tap the Botex logo in the top left corner.
➡ The main menu is displayed.
 - 2. In the 'Tools' area, tap the 'RDM' button.
➡ The window for managing the RDM settings is displayed.



3. Tap the 'RDM ON' button (1).
 - ➔ The device performs a search for RDM-enabled devices. The devices found are listed with their properties in the table.
4. Tap the 'More RDM information' button (3) to display additional information.
5. Change the DMX address in the 'DMX Address' column (2) if necessary.
6. Use the 'Auto-Match by Patch' and 'Auto Address' buttons (4) to assign the found RDM-enabled devices to the patches and automatically assign a sequential address.

6.29 Using the channel mixer console (Quick Fader)

With the channel mixer console (Quick Fader) you can test the occupancy of all DMX channels and adjust their values. This is useful if you want to find out the channel assignment of lights, or if you want to adjust a channel value.

1. Tap the Botex logo in the top left corner.
 - ➔ The main menu is displayed.
2. In the 'Tools' area, tap the 'Quick Fader' button.
 - ➔ The window for controlling all DMX channels is displayed. The positions of the faders indicate the current channel value.



3. Tap the icon (2) to unlock the Quick Fader for editing.
4. Tap the 'Line' button (3) to select the desired output.
5. Use the faders, the input fields and the arrow symbols (1) to adjust the channel value.

6.30 Using the fixture overview

In the fixture overview, you can view and edit all the lights in your show as well as their DMX address and channel assignments. The available lights are displayed line by line with all their parameters. You can adjust parameter values directly in the respective table cells and freeze lights as well as reverse their value ranges.

1. Tap the Botex logo in the top left corner.
 - ➔ The main menu is displayed.
2. In the 'View' area, tap the 'Fixture View' button.
 - ➔ The window with the overview of all lights and their parameters is displayed.



3. Tap the 'Line' button (5) to select the desired output.
4. Tap the 'Type' selection menu (6) to filter the list by light type if necessary.
5. Select a table cell (1) whose value you want to adjust.
 - ➔ The table cell is highlighted.

Adjusting parameter values

Reversing and freezing channels

6. Enter a new value in the input field using the on-screen keypad.
7. Select the table row (1) of the light for the channel that you want to reverse or freeze.
 - ➔ The table row is highlighted.
8. Tap the 'Reverse' (2) or 'Frozen' (3) button to reverse or freeze the value range of the channel.
 - ➔ Frozen channels are marked with a lock symbol.

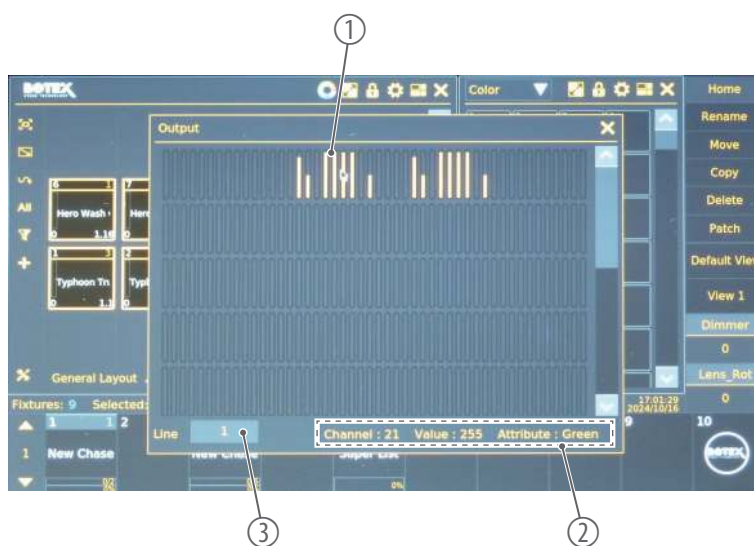
Deleting lights

9. Tap the name of the light that you want to delete.
 - ➔ The table row is highlighted.
10. Tap the 'Delete' button (4).
 - ➔ The light is removed from the show.

6.31 Displaying the output path overview

In the output path overview, you see all the DMX channels and can display information about each individual channel. The display is dynamically refreshed when cues, chases and playlists are being played.

1. Tap the Botex logo in the top left corner.
 - ➔ The main menu is displayed.
2. In the 'View' area, tap the 'Output' button.
 - ➔ The window with the overview of the DMX channels is displayed.



3. Tap the 'Line' button (3) to select the output path that you want to see.
4. Tap a channel bar (1).
 - ➔ The information about the selected channel (channel number, parameter, value) is displayed (2).

6.32 Replacing a fixture

You can replace the fixture library of lights even if they are already being used in a show. This can be useful if libraries are outdated or faulty.



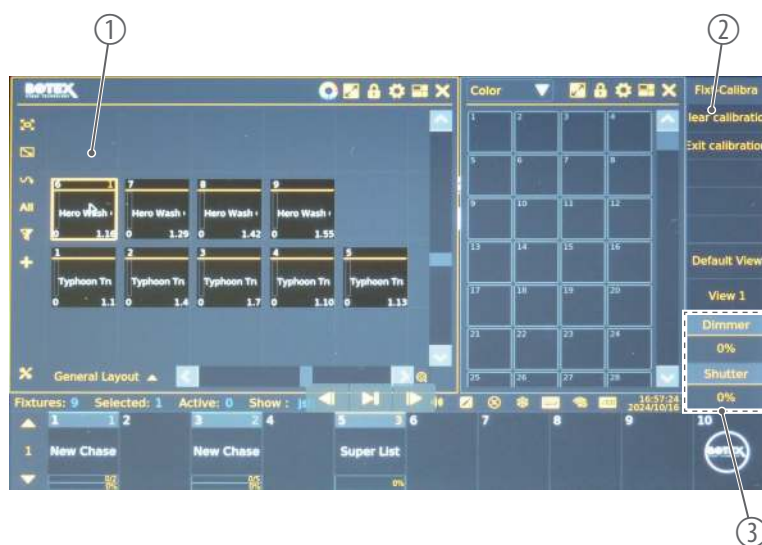
However, the newly linked fixture library must provide the same DMX modes, otherwise the number of channels of the light will no longer match the current show.

1. In the fixture area, select one or more lights of the same type whose fixture library you want to replace.
2. Tap the Botex logo in the top left corner.
 - ➔ The main menu is displayed.
3. In the 'Tools' area, tap the 'Replace Fixture' button.
 - ➔ A window for selecting a new fixture library file is displayed.
4. Select the new file to be used and follow the user guide.
 - ➔ The fixture library has been replaced.

6.33 Calibrating a fixture

If lights are not correctly calibrated, their positions will deviate from each other even though they receive the same parameter values from the device. You can also calibrate the lights afterwards without having to make any changes to the show.

1. Tap the Botex logo in the top left corner.
 - ➔ The main menu is displayed.
2. In the 'Tool' area, tap the 'Fixt-Calibra' button.
 - ➔ The function menu for calibration is displayed.

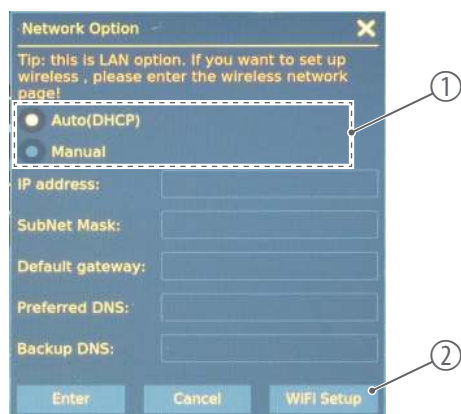


3. In the fixture area, select the lights to be calibrated (1).
4. In the function menu, tap the 'Clear calibration' button (2) if you want to discard previous calibration settings of the selected lights.
5. Use the ▲/▼ function keys to scroll through the available parameters of the lights and select the parameters that you want to calibrate.
6. Set the calibration deviation in percent for the selected calibration parameters (3) using the multifunction encoders.
7. If necessary, calibrate further lights by repeating steps 3...6.
8. Press the [Exit] button to end the calibration.

6.34 Setting up a network connection

The device can be connected to a router via a network cable.

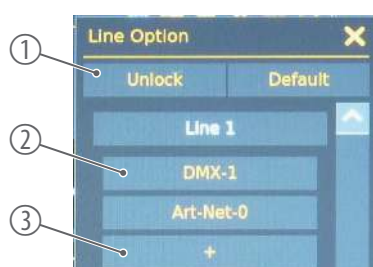
1. Tap the Botex logo in the top left corner.
➔ The main menu is displayed.
2. In the 'Option' area, tap the 'Network Option' button.
➔ The window with the network options is displayed.
3. Tap 'Auto(DHCP)' if you want the connection data to be automatically obtained from the network, or tap 'Manual' to enter the connection data manually in the input fields below (1).

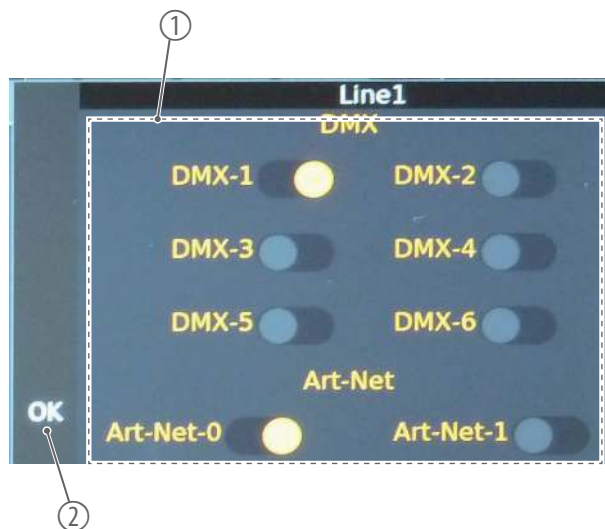


6.35 Configuring output paths

In the line options, you can configure the assignment of output paths. The output paths of the device can be assigned to any DMX ports and Art-Net domains. If a line path fails during a live performance, a correspondingly preconfigured alternative line path can be selected as the output.

1. Tap the Botex logo in the top left corner.
➔ The main menu is displayed.
2. In the 'Option' area, tap the 'Line Option' button.
➔ The window with the line path options is displayed.
3. To edit the assignment, tap the 'Unlock' button (1).
4. Tap an existing entry (2) to remove this entry in the corresponding output path.
5. Tap '+' (3) to create a new entry.
➔ A window for activating the available outputs is displayed.





6. Tap the corresponding switch (1) to activate the output.



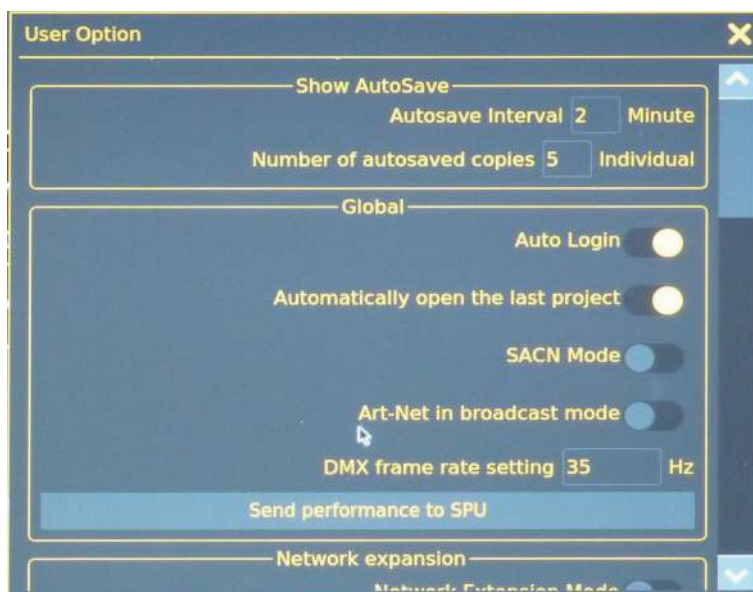
If an output path is already being used in the output path matrix for one line, it cannot be selected again for another line. In this case, you must first remove the entry from the line in which the output path is configured.

7. Tap 'OK' (2) to confirm the selection.

6.36 Setting user options

In the user options, you can make basic settings that affect the behaviour of the device.

1. Tap the Botex logo in the top left corner.
 - ➔ The main menu is displayed.
2. In the 'Option' area, tap the 'User Option' button.
 - ➔ The window with the user options is displayed.
3. Make the desired settings.

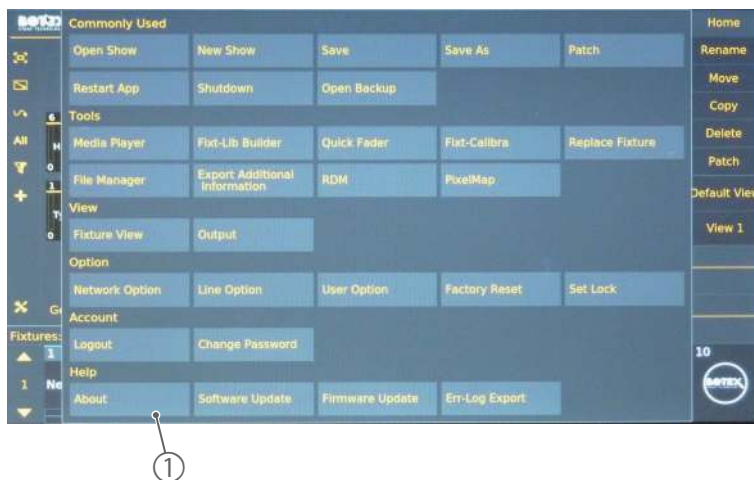


'Autosave Interval'	Here you can set the minutes and the number of copies for the automatic saving of your show.
'Number of autosaved copies'	
'Auto Login'	Here you can set whether you must log in manually each time the device is switched on, or whether you will be logged in automatically. A manual login is useful if several people are using the device.
'Automatically open the last project'	Here you can set whether the last edited project should be loaded automatically after the device has been switched on. Otherwise, you must always load a show separately.
'SACN Mode'	Here you can activate and deactivate the SACN mode.
'DMX frame rate setting'	Here you can adjust the frame rate for the DMX signal in case you have problems with the synchronisation of many lights connected in series.
'Network Extension Mode'	Here you can activate and deactivate the Art-Net mode. In Art-Net mode, the device is used as an Art-Net node.
'Placeholder Mode'	Here you can bind active cues, chases and playlists of a memory page to playback faders, regardless of which memory page you call up.
'Using BPM speed'	Here you can set whether the BPM music unit is to be used.
'Percentage Display'	Here you can set whether value ranges are to be displayed in percent or as an actual DMX value.
'Click the name to activate/deactivate the attribute CH'	Here you can set the behaviour to activate the channel parameters.
'Wheel Speed'	Here you can set how sensitive the [A] / [B] multifunction encoders are for setting values.
'Add/Delete DIM Master'	With these buttons you can add and delete a global master dimmer for all lamps.
'DIM Master Lock'	Here you can lock and unlock the master dimmer.
'Add/Delete SPD Master'	With these buttons you can add and delete a global speed master for all cues, chases and playlists.
'SPD Master Lock'	Here you can lock and unlock the speed master.
'Flash Key Mode'	Here you can make the settings for the flash mode (➔ Chapter 6.27 'Setting and triggering the blind and flash functions' on page 51).
'Fixtures Under Flash'	With this button you can display the lights that are integrated in the flash mode.
'Backup Machine Mode'	The backup mode is displayed here.
'Blind Mode'	Here you can make the settings for the blind mode (➔ Chapter 6.27 'Setting and triggering the blind and flash functions' on page 51).
'Backlight Settings'	Here you can set the screen brightness and colour.
'Theme Settings'	Here you can adjust the display of the screen interface and select different colour schemes.
'Multi Screen Management'	Here you can make the settings for the different work areas and the touchscreen.
'Multi finger detection'	Here you can switch between multi-finger and single-finger operation. When multi-finger operation is activated, you can open selection areas with your fingers.

6.37 Displaying device information

For information purposes and support requests, you can view information about the device.

1. Tap the Botex logo in the top left corner.
➔ The main menu is displayed.



2. In the 'Help' area, tap the 'About' button (1).
➔ The window with device information is displayed.

6.38 Performing software updates

The device can obtain software updates from the Internet. To do this, it must be connected to a router via a network cable. Alternatively, you can download the update to a PC on the Thomann website at ➔ www.thomann.de and save it to a USB stick.

1. Connect the device via network cable or WLAN to a router (➔ Chapter 6.34 'Setting up a network connection' on page 57) or insert a USB stick containing the update file into one of the USB ports.
2. Tap the Botex logo in the top left corner.
➔ The main menu is displayed.



3. In the 'Help' area, tap the 'Software Update' or 'Firmware Update' button (1), depending on what you want to do.



4. → Tap the 'Network Update' or 'Local' button, depending on whether you want to receive the update directly via the Internet or download it to a USB stick on a PC.

5. → Follow the user guide on the screen.



For updating via a USB stick, you must select the update file specifically.

7 Technical specifications

Control protocols	DMX512, RDM	
Number of DMX channels	1024	
Input connections	USB	2 × USB-A socket
	Network	RJ45/Art-Net socket
	Power supply	Hollow plug
Output connections	DMX control	2 × XLR panel socket, 3-pin
	Headphones	3.5-mm jack socket (stereo)
Power consumption	15 W	
Power supply	External plug-in power supply, 100 - 240 V ~ 50/60 Hz	
Operating voltage/current	12 V $\overline{\text{---}}$ / min. 3 A, polarity: centre positive	
Dimensions (W × H × D)	340 mm × 80 mm × 260 mm	
Weight	3.6 kg	
Ambient conditions	Temperature range	0 °C...40 °C
	Relative humidity	20%...80% (non-condensing)

Further information

Preset function	Yes
External storage option	Yes
DMX universes	2
Max. control channels	1024
Ethernet	Yes

8 Plug and pin assignments

Introduction

This chapter will help you select the right cables and plugs to connect your valuable equipment so that a perfect light experience is guaranteed.

Please take our tips, because especially in 'Sound & Light' caution is indicated: Even if a plug fits into a socket, the result of an incorrect connection may be a destroyed DMX controller, a short circuit or 'just' a not working light show!

DMX connections



The unit offers a 3-pin XLR socket for DMX output and a 3-pin XLR plug for DMX input. Please refer to the drawing and table below for the pin assignment of a suitable XLR plug.

Pin	Configuration
1	Ground, shielding
2	Signal inverted (DMX-, 'cold signal')
3	Signal (DMX+, 'hot signal')

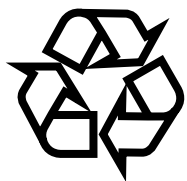
Three-pole 1/8" mini phone jack (stereo, unbalanced)



1	Signal (left)
2	Signal (right)
3	Ground, shielding

9 Protecting the environment

Disposal of the packing material



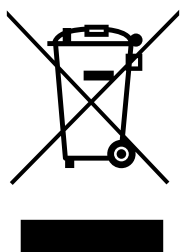
Environmentally friendly materials have been chosen for the packaging. These materials can be sent for normal recycling. Ensure that plastic bags, packaging, etc. are disposed of in the proper manner.

Do not dispose of these materials with your normal household waste, but make sure that they are collected for recycling. Please follow the instructions and markings on the packaging.



Observe the disposal note regarding documentation in France.

Disposal of your old device



This product is subject to the European Waste Electrical and Electronic Equipment Directive (WEEE) as amended.

Do not dispose of your old device with your normal household waste; instead, deliver it for controlled disposal by an approved waste disposal firm or through your local waste facility. If in doubt, consult your local waste management facility. You can also return the device to a retailer if they offer to take the device back for free or if they are legally obliged to do so. When disposing of the device, comply with the rules and regulations that apply in your country. You can also return your old device to Thomann GmbH at no charge. Check the current conditions on www.thomann.de.

Proper disposal protects the environment as well as the health of your fellow human beings. This is because the proper handling of old devices negates the potential negative effects of hazardous substances, and because it conserves resources by recycling them.

Also note that waste avoidance is a valuable contribution to environmental protection. Repairing a device or passing it on to another user is an ecologically valuable alternative to disposal. For example, use the classified ads of Thomann GmbH.

If your old device contains personal data, delete those data before disposing of it.





