



EchoTouch Controller

User Manual

Version 3.3.0

Part Number: 7186M1283-3.3.0 Rev: A

Released: 2023-08

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Introduction

This manual is for use with EchoTouch.

In order to be specific about where features and commands are found, the following naming and text conventions will be used:

- Buttons, browser menus, and commands are indicated in **bold text**. For example, in the **File** menu, select **Open**.
- Alphanumeric keyboard buttons are indicated in all CAPS. For example, ALT or CTRL.
- References to other parts of the manual are indicated in blue (for example, [Patch](#)). When viewing this manual electronically, click on the reference to jump to that section of the manual.

Note: Notes are helpful hints and information that is supplemental to the main text.

CAUTION: A Caution statement indicates situations where there may be undefined or unwanted consequences of an action, potential for data loss or an equipment problem.

WARNING: A Warning statement indicates situations where damage may occur, people may be harmed, or there are serious or dangerous consequences of an action.

Please email comments about this manual to techcomm@etconnect.com.

Help from ETC Technical Services

If you are having difficulties, your most convenient resources are the references given in this user manual. To search more widely, try the ETC website at etconnect.com. If none of these resources is sufficient, contact ETC Technical Services directly at one of the offices identified below. Emergency service is available from all ETC offices outside of normal business hours.

When calling for assistance, please have the following information handy:

- Model and serial number (located on back panel)
- Facility name
- Other components in your system (other control devices, LED fixture types, etc.)

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Ohmstrasse 3
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Register Your Device

Registering your device with ETC ensures that you will be notified of software and library updates, as well as any product advisories.

To register your device, you will need to enroll in “My ETC,” a personalized ETC website that provides a more direct path of communication between you and ETC.

Register now at <http://www.etconnect.com/product.registration.aspx>.

Online User Forums

You are encouraged to visit and participate in the ETC User Forum, accessible from the ETC web site (etconnect.com). This gives you access to an online community of users where you can read about other users’ experiences, suggestions, and questions regarding the product as well as submit your own.

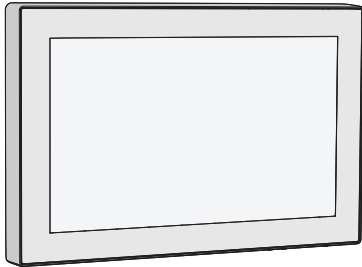
To register for the ETC User Forum:

1. Go to ETC’s community web site (community.etconnect.com).
2. You may register for the forum by clicking the “**join**” link in the upper right corner of the page.
3. Follow the registration instructions provided by the community page.

EchoTouch Overview

EchoTouch is an all-in-one flush or surface mounted touchscreen that provides control of up to 16 Echo channels per Echo space, as well as connectivity with other Echo control and output products.

EchoTouch also provides local control of a full universe of DMX and sACN or Art-Net outputs, and is an RDM controller for compatible and enabled devices.



The topics found in this manual can also be found on your touchscreen by pressing the ? (question mark) button in the top left.

Channels

A channel is used by EchoTouch to control fixtures. EchoTouch can control up to 80 channels. Channels can be assigned to control Echo Zones, fixtures, dimmers, and other devices.

Channels need to be configured in [Patch](#) for there to be output.

Note: Echo channels are not patched to a DMX value, instead they communicate over EchoConnect to other Echo devices. Only 16 channels can be assigned per space.

Working with Dimmers / Intensity

You can use the touchscreen and select channels directly on the [Channel Map](#). The [wheel](#) can then be used to assign an intensity level.

Channels can be controlled by channel faders, [presets](#), and [sequences](#) on the [pages](#).

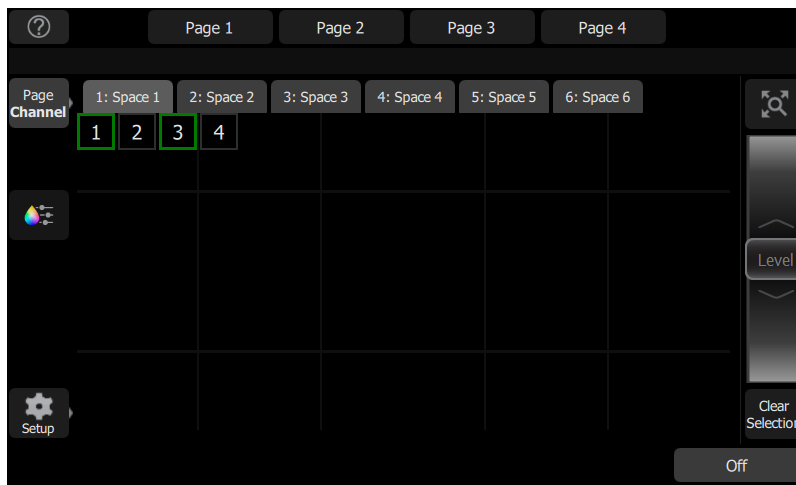
Selected channels

To make changes to channel values, a channel must be selected. Selection is indicated by a thick green border around the channel cell on the Channel Map. Selection can happen in a number of ways:

- Touch the channel cell on the Channel Map. Touch the cell again to deselect it.
- Touch the color chip at the top of a channel fader. Touch the chip again to deselect.
- To deselect all selected channels, use [Clear>Selection](#).

Channel Map

The **Channel Map** button (located in the [Page](#) button menu) displays a topographical map of [channels](#) fullscreen at maximum size. You may select channels on the topographical map for control. If multiple Spaces are enabled, tabs will appear on the Channel Map to allow you to choose between them.



Available Controls

- Pinch two fingers to zoom the display in or out, or use the **Zoom** button located above the **Wheel**. Zoom in to see intensity levels within the channel cells.
- Drag with two fingers to pan the display.
- Single click on a deselected channel to select it.
- Single click on a selected channel to deselect it.
- Double click on a channel to select that channel alone and de-select all others.
- Use [Layout Mode](#) for channel map customization.
- Selected channels are indicated surrounded by a green box.

Wheel

To the right of the channel map is the wheel. The wheel can be used to control channel levels by moving the wheel up to increase the level or down to decrease.

Clear Selection

Deselects any selected channels, but their levels will remain at the current value.

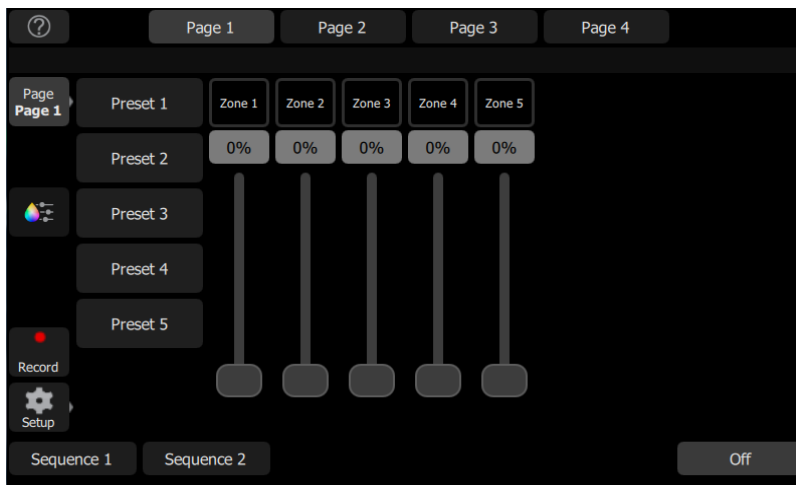
Lockout

This button is used to lockout other Echo devices in the shared space.

The **Lockout** button will only display if **Show Space Lockout Button** has been enabled in [Settings: Security](#).

Pages

Pages are user configurable displays that can contain buttons for [presets](#), [sequences](#), [off](#), and faders for [channels](#).



The following page configuration options are available in layout mode:

- **Add Page:** allows up to seven pages to be added on EchoTouch.
- **Name Page:** is used to label the current page.
- **Remove Page:** allows you to delete the currently selected page.

See [Layout Mode](#) for more information about customizing a page.

Add Page

Allows you to add a new [page](#). You can have up to seven customizable pages on EchoTouch.

The new page will be blank. You can use the [Add Item](#) button to configure your page.

Name Page

The **Name Page** button is used to edit a label to the currently selected [page](#). Tap **Name Page** to open the onscreen keyboard.

Remove Page

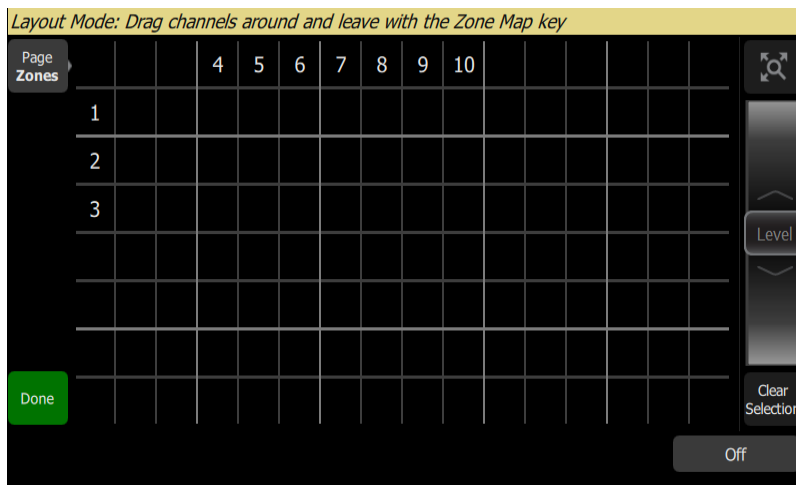
Allows you to delete the currently selected [page](#). Select **Accept** to delete, or **Cancel** to exit without deleting.

Layout Mode

Layout mode allows you to set up your display with channels, channel faders, preset and sequence buttons. There are two layout modes. One for arranging the patched channels on the [channel map](#), and the second is for faders, presets, and sequences on the [pages](#).

Press and hold a cell on the channel map, or go to **Setup > Layout Mode** to open the layout screen.

When in layout mode, the channel map and pages display as a grid. Press and drag items to move them to another position on the grid.



When configuring pages in layout mode, the following options are available:

- [Add Item](#)
- [Edit Item](#)
- [Remove Item](#)



Press the **Done** button to exit the layout mode.

Add Item

Items are additional control objects that can be added to a page.

Layout Wizard

Count
1

Select Count, Type, Space, Item and Target to add items to the screen or user buttons

Type	Space	Items	Target
Preset	1: Space 1	Preset 1	Current Page
Sequence	2: Space 2	Preset 2	User Button 1
Channel Fader	3: Space 3	Preset 3	User Button 2
Off	4: Space 4	Preset 4	User Button 3
Space Raise	5: Space 5	Preset 5	User Button 4
Space Lower	6: Space 6	Preset 6	User Button 5
Channel Raise		Preset 7	User Button 6
Channel Lower		Preset 8	

Select an item from the scrolling lists

Adding an Item

1. Press **Add Item**. This will open the Layout Wizard display.
2. Enter the appropriate count for the quantity of objects to add.
3. Select the correct item type from the list. The following types of control objects can be configured and added:
 - **Preset** - controls a specified preset
 - **Sequence** - controls a specified sequence
 - **Channel Fader** - controls the level of a specified channel
 - **Off** - deactivates all fixtures in one or more specified spaces
 - **Space Raise** - raises the level of all fixtures in a specified space
 - **Space Lower** - lowers the level of all fixtures in a specified space
 - **Channel Raise** - raises the level of a specified channel
 - **Channel Lower** - lowers the level of a specified channel
 - **Channel Button** - toggles a specified channel to full, or a specified level
 - **Space Combine Toggle** - toggles the combination of two or more specified spaces
 - **Space Combine** - combines two or more specified spaces
 - **Space Uncombine** - uncombines two or more specified spaces
 - **Hold Button** - provides control of timed holds
4. Select the space in which the action will take place.
5. If applicable, select an item the action will control. Space-wide actions cannot be assigned to individual items.
6. Select the target page or button to which you are assigning the item.
7. Select the checkmark to add the object, or the X to exit.

Edit Item

Edit item allows you to change the properties of a control object. Depending on the control object, the following options may be available for editing:

- **Text** - allows you to edit the button's label.
- **Toggle / Level** - choose whether the button toggles a channel to full, or to a specified level.
- **Custom Time** - allows you to assign a fade time for the action that is specific only to that button. If not selected, presets will use their controller's default timing.
- **Multi Space** - allows you to choose which enabled spaces an action will affect.

Remove Item

Allows you to remove a control object from a page. You can only remove one object at a time.

Note: There is no undo when removing an item.

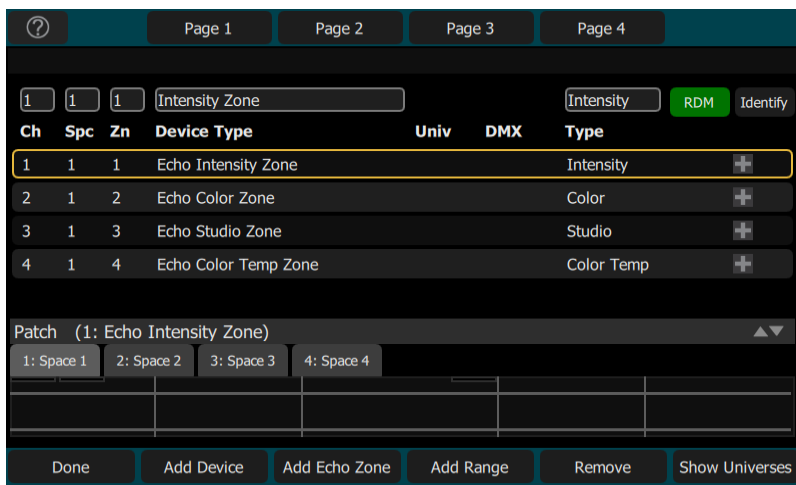
Getting Started With Patching

To be able to control the lighting fixtures in your system you need to assign each **Echo Zone** or **device** to a **channel**. This is done in **Patch**. The channel can then be used to control a fixture. The channel also becomes a way to select that fixture for other types of control like color changes, or adjustment of other parameters (in the case of a moving fixture, for example). The fixtures in your system are controlled using EchoConnect, DMX, streaming ACN, or Art-Net protocols, and each device uses a DMX address (or set of addresses) to communicate with the touchscreen. Echo Zones are not patched to a DMX value; instead they communicate over EchoConnect to other Echo output devices. **Ranges** can be patched in order to include sACN addresses in presets.

To access the Patch functions, press **Setup > Patch**.

Patch

Displays the patching screen and controls.



Patching associates a channel number with a space, zone, and address or block of addresses on the output. You must ensure that the address on the device matches the address that you setup in Patch. To patch a basic device, press **Add Device**. Zone number is an optional channel parameter that allows the channel to be controlled by an Echo device. Devices in the same space must be assigned unique zone numbers. Up to 16 zones can be assigned per space.

Echo Zones are assigned to a specific channel and communicate over EchoConnect to other Echo output devices. Echo Zones still need to be assigned in patch, by pressing **Add Echo Zone**.

Ranges are consecutive series of sACN addresses that have been patched to include in recorded presets. They can be patched by pressing **Add Range**.

There is a network universe that can be assigned to any sACN or Art-Net universe number in **Settings > Network**. In the Patch display, the internal universe number will be displayed first with the assigned universe in parentheses.

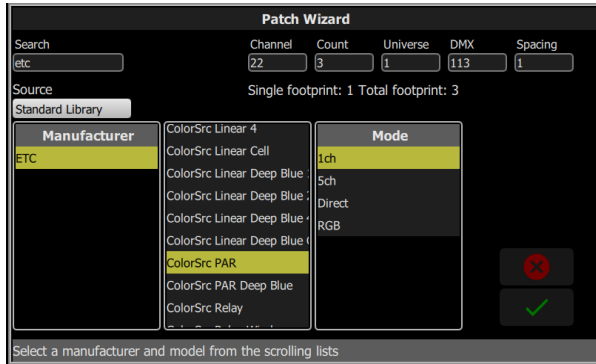
Complex devices with several **parameters**, such as position, color, or beam controls, are described by a *personality*. Select the make and type of device to match the actual connected device. Some devices have *modes* that must also match on the device and in the patch list. Lighting devices with **RDM** available and enabled are found automatically and added to the list of devices, but must still be assigned to channel numbers. Use **Add Device** to patch a complex

device that is not automatically found by RDM.

Note: Custom fixture personalities can be loaded. Please see [Loading a Fixture Personality](#) for instructions.

Add Device

Devices are multiple-address fixtures with a number of controllable [parameters](#), such as position, color, beam, and intensity. Devices have their own *personality*, which defines what each parameter does and which controls are needed.



Note: Lighting devices with [RDM](#) available and enabled will be found automatically and added to the list of devices in the patch, but must still be assigned a channel number.

Patching a Device

1. Press **Add Device**. This will open the Patch Wizard display.
2. Select the correct personality from the list provided. Select the make and type of device to match the actual connected device. Some devices have modes that must also match on the device and in the patch list.
3. Select **Channel** to enter the [number](#).
4. Select **Count** to enter in the number of similar devices you are patching. If the quantity is more than one, each device will occupy the number of DMX addresses used by its footprint, starting from the address you specify.
5. Select **DMX** to enter the starting DMX address.
6. Enter the desired **Spacing**.
7. Select **Accept** to patch, or **Cancel** to exit.

For Example:

If you patch 12 devices with a footprint of 6 DMX addresses each to address 20, they will occupy DMX addresses 20 through 91.

To patch devices with a gap between them, adjust the Spacing value to a larger number.

Note: Do not adjust this to a smaller number as that will cause overlaps and unexpected behavior from your devices.

For Example:

Your devices use 17 addresses, but you would prefer to manually address them at logical starting numbers like 1, 21, 41 and so on. Use the Spacing cell to change the footprint to 20 so that those devices will automatically patch at 1, 21, 41...

Patching places the items in a list in the upper part of the patch screen and on the topographical [Channel Map](#) in the lower part of the screen in rising order starting in the top left corner. You may select one channel at a time in the list or on the channel map.

Each channel may be edited in the boxes at the top of the screen for zone number, DMX Universe and DMX address.

Note: Custom fixture profiles can be loaded. Please see [Loading a Fixture Personality](#) for instructions.

Add Echo Zone

Echo Zones communicate over EchoConnect to other Echo devices.



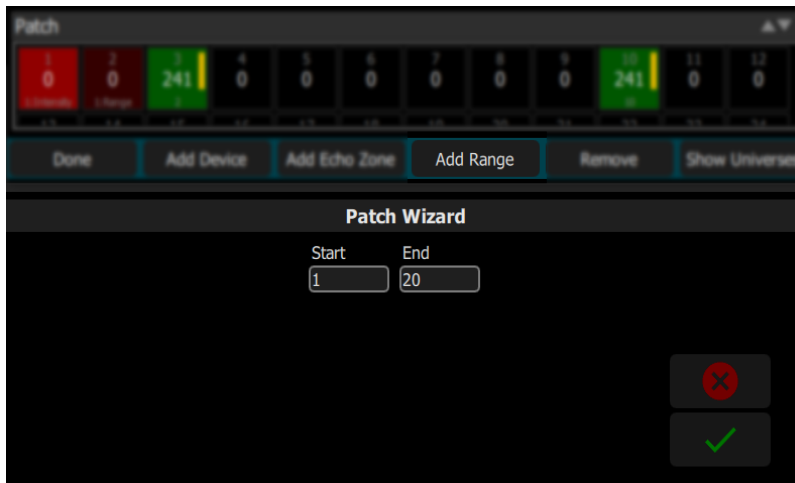
Patching an Echo Zone

1. Press **Add Echo Zone**. This will open the Patch Wizard display.
2. Select **Channel** to enter the channel number.
3. Select **Count** to enter in the number of similar devices you are patching.
4. Select **Zone Type** to enter the type of Echo Zone. The following options are available:
 - **Intensity** - controls intensity of all Echo Zones.
 - **Color** - controls hue, saturation, and intensity on devices patched to an Echo DMX Scene Controller or another EchoTouch.
 - **Studio** - controls color temperature, tint, and intensity on devices patched to an Echo DMX Scene Controller or another another EchoTouch.
 - **Color Temp** - controls color temperature and intensity on devices patched to an Echo DMX Scene Controller or another another EchoTouch.
5. Select **Accept** to patch, or **Cancel** to exit.

Add Range

Note: This button will only appear in Patch if the sACN Snapshot option is enabled in [Settings > Network](#).

Ranges are a patchable object used to assign a consecutive series of sACN addresses to spaces, allowing those addresses to be included in recorded presets in that space. This allows the capture of additional addresses beyond those that are already patched to devices. Ranges do not count against the controller's total channel count.



Define a starting and ending address for the range of sACN addresses you want to assign to a particular space, and confirm with the checkmark.

The range will then appear in the list of patched items. The range's space can be edited from the column in Patch. The starting address of the range can also be edited from the DMX column; the ending address will be adjusted the same amount. To change the overall length of a range or to define a specific ending address, delete the range and create another.

sACN Snapshots

When sACN Snapshot is enabled, sACN values for any patched devices or ranges in a space will be included in presets recorded in that space.

sACN values are captured and played back with a "Highest Takes Precedence" (HTP) priority, meaning that the highest value present on the network for an address will be the only one captured, even if there are other lower values being sent to that address.

CAUTION: If there are additional devices other than the EchoTouch controller sending sACN data on the network, this could result in recording a preset with a mixture of local and remote levels.

RDM

RDM is a two-way communications protocol built-into DMX512 for remotely controlling and configuring compatible fixtures. RDM is only active on the [Patch](#) screen. Any RDM-compatible fixtures will automatically appear in the patch list.

The RDM button enables and disables RDM on the local DMX ports and RDM messages coming from gateways to the console. When enabled, the RDM button will be green.

Note: You may also choose to turn off RDM when you have patched all the fixtures in a rig that you wish to use. If the patch list contains fixtures that you do not wish to patch, you can remove them by turning off RDM.

RDM via Network

RDM across a network connection from an ETC DMX/RDM Gateway to the device may also be enabled or disabled with the RDM button.

Note: Disabling RDM will not affect what gateways do on their respective DMX outputs. To configure RDM behavior on a particular gateway DMX output, use a network management tool such as ETC Net3 Concert, or the local controls of the gateway itself.

Identify

Identify finds the **RDM**-capable fixtures during patching so it is easy to know which device is which when assigning them to channels.

When RDM discovers a fixture, the fixture is placed at the top of the patch list with the channel shown as zero. When **Identify** is set to On, each fixture selected in the patch list will identify itself exclusively; usually a fixture will blink on and off. Other devices, (for example, a scroller or pan/tilt yoke), may shuffle or move. The action that a device does when told to Identify is determined by its manufacturer.

You will need to choose a channel to patch the device.

Note: Identify does not work with non-RDM devices or dimmers.

Turn off **Identify** to stop all RDM Identification. Turn on **Identify** to see the currently selected RDM device.

See Also: **RDM**

Loading a Fixture Personality

Some devices may not be included in the onboard library or discoverable via RDM.

To request a fixture personality, please email ColorSourceConsole@etcconnect.com with the fixture manual, the required mode(s) and, if applicable, a deadline for the creation of the personality. Alternatively, download the ColorSource Personality Editor from etcconnect.com to create custom personalities.

To load a personality:

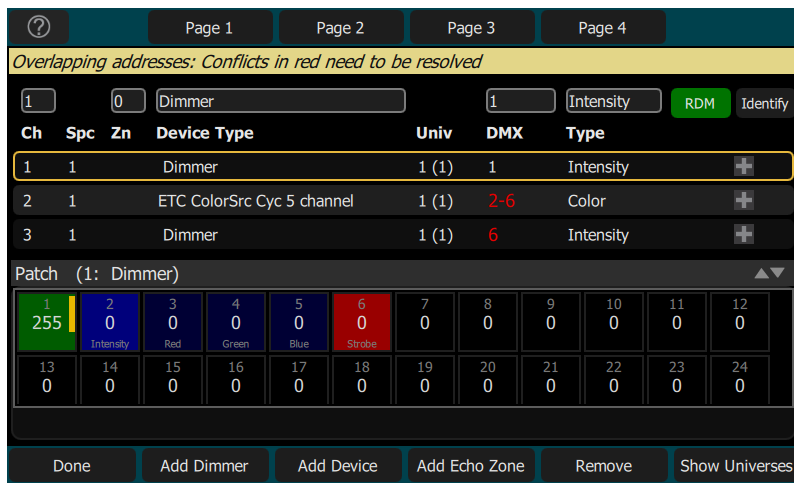
1. Save the file to the root directory of a USB drive. The file must be named userlib.jlib in order to be recognized.
2. With the USB drive plugged into the device, go to **Setup > Patch > Add Device**.
3. From the Source dropdown, select User Library. A new library will display with your fixture listed by its manufacturer's name.

Note: Custom profiles are only saved to your device if they are patched and saved with the show file. Please back up any important files to a separate location.

Show Universes / Show Channel Map

Press the Show Universes button to toggle between displaying the topographical **Channel Map** or a chart of the DMX addresses.

The DMX address chart is view-only and may not be edited. Scroll up and down to view all the addresses in the selected Universe.



- Each cell shows the DMX address, the value in the range 0-255 and the name of the parameter for a device patched with a *personality*. A yellow bar graph indicates the approximate value being output.
- Cells colored **light blue** indicate the *base address* of the item, which is the address entered in the Patch screen DMX box. The following **dark blue** cells show the following DMX addresses used by the device according to the size of its *footprint*.
- Cells colored **light green** indicate single dimmers.
- Cells colored **red** indicate a patching overlap, where more than one dimmer or device is patched to the same DMX address.
- **Black** cells are unoccupied and not patched.
 - Since Echo Zones do not have a DMX patch, they will not display in Show Universes.

Invert Pan

Switches the pan control to run in the opposite direction. Click on the + button in patch for the device you want to invert pan.



Note: Use this if you have rigged a fixture upside-down or back-to-front compared to other similar fixtures so that if they are all selected together their movements will be in similar directions.

Invert Tilt

Switches the tilt control to run in the opposite direction. Click on the + button in patch for the device you want to invert tilt.



Note: Use this if you have rigged a fixture upside-down or back-to-front compared to other similar fixtures so that if they are all selected together their movements will be in similar directions.

Swap Pan and Tilt

Exchanges pan and tilt so that pan on the controls tilt on the device and vice-versa. Click on the + button in patch for the device you want to swap pan and tilt.



Note: An example of when to use this function would be if a fixture is hung sideways or a moving mirror fixture is rotated 90 or 270 degrees from other fixtures.

Remove

Select a channel, and press **Remove** to remove from the [patch](#).

The removed item will no longer display on the Channel Map.

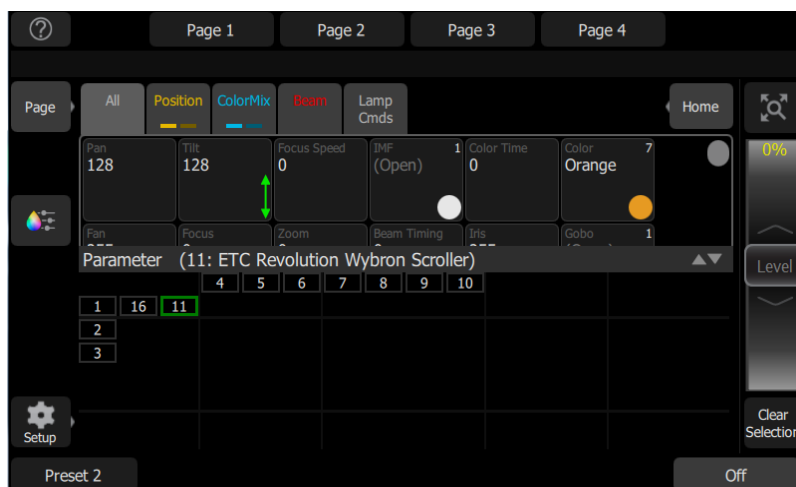
Controlling Parameters

Depending on the types of fixtures you have patched, you may have additional parameters that you can control. Those parameters may include **color**, **position** (focus), **beam**, and **lamp commands**.

Parameter

All the controllable features of an automated fixture, with the exception of the intensity, are known as the parameters of the fixture.

Parameters may include position (pan/tilt), color, beam control (iris, focus, et cetera), or lamp controls. The tabs along the top allows viewing of all parameters or only a selected type. Tabs with additional pages display with an indicator under the parameter name. Tap on a tab twice to access page two and three times for page three.



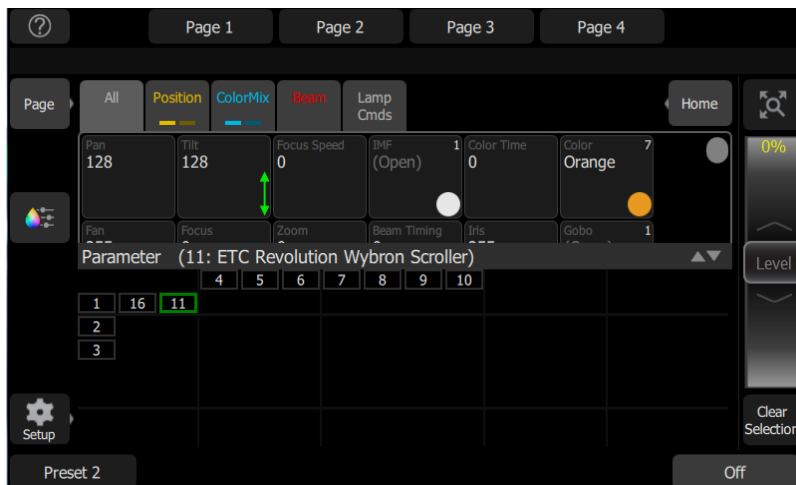
Each cell on the parameter display is a controllable button to alter the value. Press and hold on the cell and you can wipe the value up and down, using the entire screen height for control.

Press once and release on a cell to reveal a filmstrip-style view of the available settings, with diagrams of gobos and samples of fixed colors. The strip may be scrolled left-right until the desired setting is found. Pick the setting to close the filmstrip.



Parameter > All

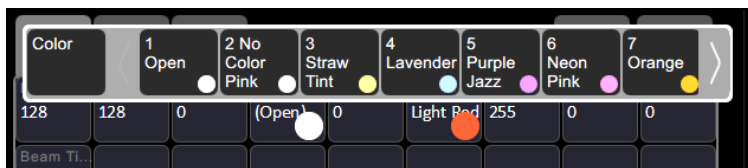
Shows all the available parameters.



Controls the parameters of the selected fixture(s). Only fixtures with parameters may be controlled here.

Pick a parameter and swipe the value box up and down to change values. A green arrow will appear on the value box when you are swiping it.

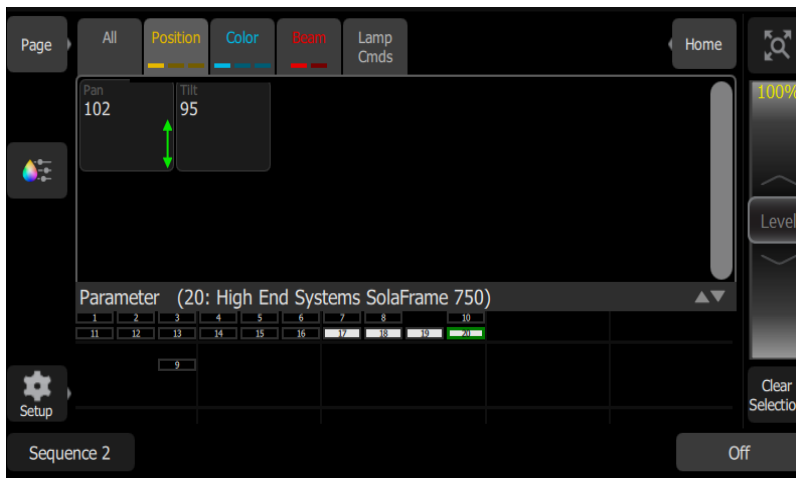
Pick the value box with one press to open a filmstrip view of the available settings.



The filmstrip may be scrolled left or right to see all the choices.

Parameter > Position

Show only the position parameters, pan and tilt. There are two pages of pan and tilt controls. The first page displays value boxes for pan and tilt.



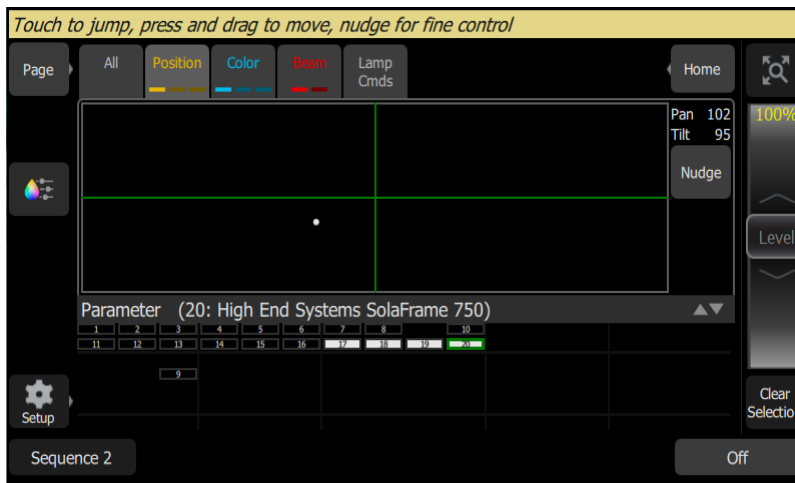
Control the parameters of the selected fixture(s). Only fixtures with parameters may be controlled here.

Pick a parameter and wipe the value box up and down to change values.



Pick the value box with one press to open a filmstrip view of the available settings. The filmstrip may be scrolled left or right to see all the choices.

The second page displays a cross hair pan and tilt control. Tap the tab twice to get to the second page.



A white dot is used to indicate the current location. The actual pan and tilt values will display above the **Nudge** button. Press anywhere within the crosshairs to move your device.

For fine control of pan and tilt, use the **Nudge** button. See [Nudge](#) for more information.

Recording a Position Palette

Record a position palette to easily recall position parameters for one or more fixtures.



1. Set the position parameters accordingly for the fixture or fixtures you wish to record.
2. Tap the **Position** tab to open the position palette page.
3. Press the **Record Palette** button.

4. Press **Include Options** to choose to record for all channels, or only the ones currently selected.
5. Pick a palette chip to record, or press **Cancel** to exit without saving. Light gray chips contain palette information; those in dark gray are blank.
6. Press and hold on the palette chip to add a label in addition to the palette number.

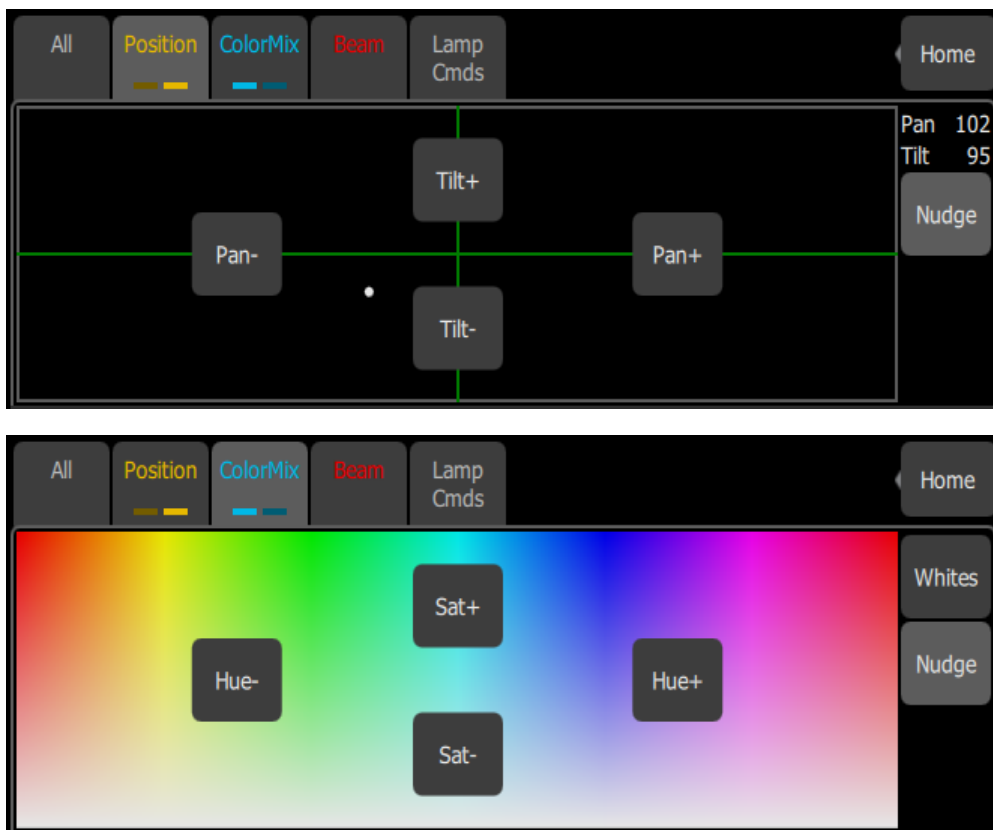
Using Position Palettes

In order to use a recorded position palette, select the channel(s) you wish to apply the palette to, navigate to the position palette page, and tap the palette you wish to apply. To revert to defaults, home the channel(s).

Nudge

Nudge allows for fine control of **position** and **color** parameters.

The **Nudge** button is available on the second page of position parameter control and on the first page of colormix parameter control.



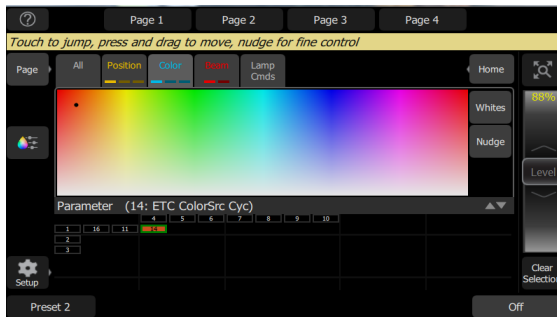
Press the buttons to add or subtract from the current values. Press and hold the buttons to quickly make a jump in value.

For position, the actual pan and tilt values will display above the **Nudge** button

Parameter > Color

Fixtures that have a color mixing system may be operated from this tab. There are two pages of color mixing tools and one page for direct emitter control. The first page displays the color picker, and the second page displays the color chips. Tap the tab twice to get to the second page, and three times to get to the direct emitter page.

Fixtures must be selected before a color choice can be applied to them. Select some fixtures on the [Channel Map](#) view, and then pick a color or try several colors.



The color picker is a diagram of the visible spectrum varying by hue from left to right and by saturation (paleness) from top to bottom. The color picker can be set to colors or whites mode. See [Whites](#) for more information.

A black dot is used to indicate the color selected. Press **Nudge** to put the color picker in fine mode. See [Nudge](#) for more information.

The second page displays the color chips. Color chips are a set of preset color chips. Color chips may be programmed to carry any color. See [Setup Color Chips](#) for more information.

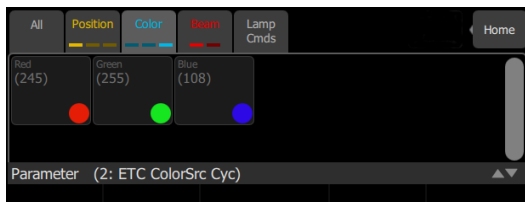


Note: Not all color mixing systems can produce precise color matches and a full range of colors. It is advisable to control color on only one fixture type at a time.

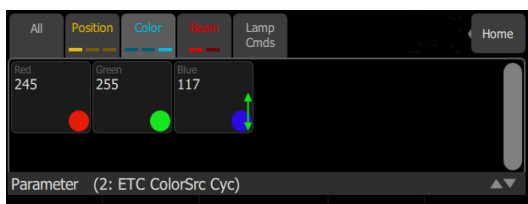
Note: You may find it necessary to pick colors independently for different fixtures in order that they all produce a similar color.

The third page is for direct emitter control. Direct emitter control provides an additional method of color control that allows for the manipulation of each individual LED emitter.

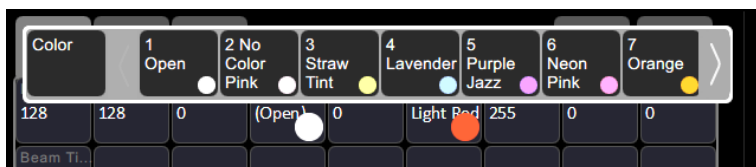
When color values are set via the color picker, their values will display in parentheses when viewed in the direct emitter page.



To change an individual emitter, pick a color and wipe the value box up and down to change values.



For fixtures with fixed ranges of preset colors, such as color wheels or scrollers, use the [parameter all](#) tab.

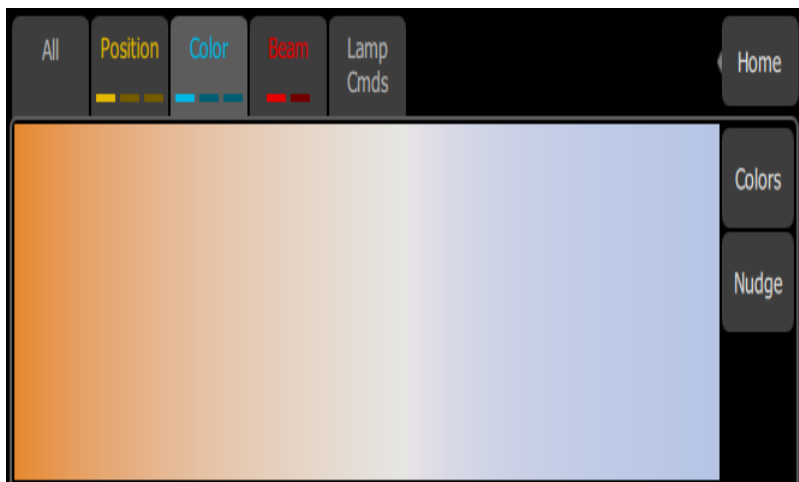


The filmstrip may be scrolled left or right to see all the choices.

Whites

The color picker can be set to either colors or whites. In whites mode, the picker will attempt to match the shade of white selected. However, the actual shade of white produced will depend on the type of fixture and its capabilities.

Use the [Nudge](#) function to get the desired shade.



See [Parameter](#), [ColorMix](#) for more information.

Record Color Palette

Color palettes may be programmed to carry any color.



Recording a Color Palette

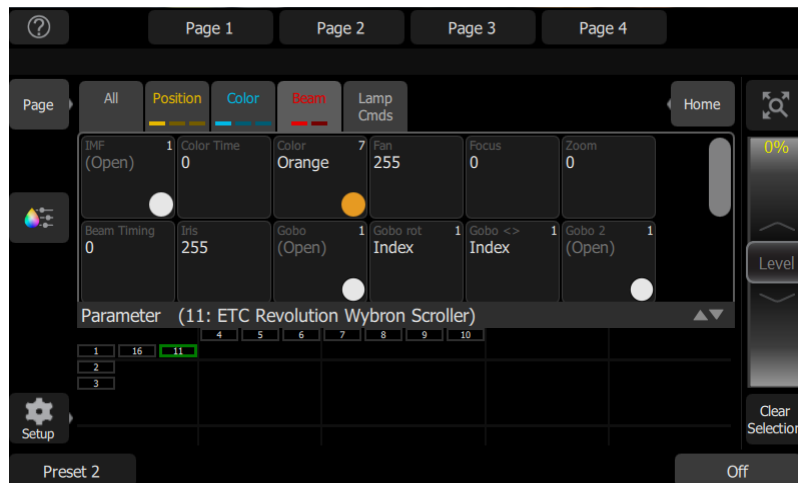
1. Set the color parameters accordingly for the fixture or fixtures you wish to record.
2. Tap the **Color** tab to open the position palette page.
3. Press the **Record Palette** button.
4. Press **Include Options** to choose to record for all channels, or only the ones currently selected.
5. Pick a chip to re-program, or press **Cancel** to exit without saving. The first 32 palettes are preset to specific colors, but can be overwritten. Palettes in gray are blank.
6. Press and hold on the palette chip to add a label in addition to the palette number.

Using Color Palettes

In order to use a recorded color palette, select the channel(s) you wish to apply the palette to, navigate to the color palette page, and tap the palette you wish to apply. To revert to defaults, home the channel(s). See [Home](#) for more information.

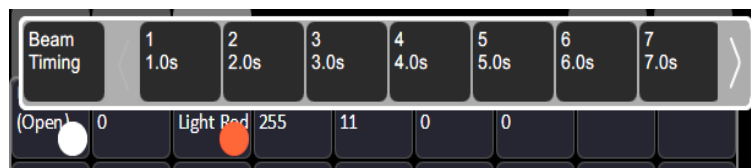
Parameter > Beam

Shows only the beam parameters. All parameters that are not position, intensity or color are included in the beam parameter set.



Controls the parameters of the selected fixture(s). Only fixtures with parameters may be controlled here.

Pick a parameter and swipe the value box up and down to change values.



Pick the value box with one press to open a filmstrip view of the available settings. The filmstrip may be scrolled left or right to see all the choices.

Recording a Beam Palette

Record a beam palette to easily recall beam parameters for one or more fixtures.



1. Set the beam parameters accordingly for the fixture or fixtures you wish to record.
2. Tap the **Beam** tab to open the beam palette page.
3. Press the **Record Palette** button.
4. Press **Include Options** to choose to record for all channels, or only the ones currently selected.
5. Pick a palette chip to record, or press **Cancel** to exit without saving. Light gray chips contain palette information; those in dark gray are blank.
6. Press and hold on the palette chip to add a label in addition to the palette number.

Using Beam Palettes

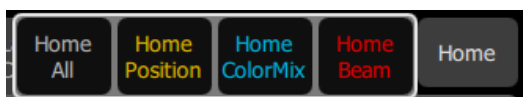
In order to use a recorded beam palette, select the channel(s) you wish to apply the palette to, navigate to the beam palette page, and tap the palette you wish to apply. To revert to defaults, home the channel(s).

Parameter > Lamp Cmds

Lamp commands allow you to execute control functions for a selected fixture such as calibrate, douse lamp, strike lamp, and reset. Each fixture type has its own set of lamp commands.



Parameter > Home



When **Home** is pressed, the following options will be available:

- [Home All](#)
- [Home Position](#)
- [Home ColorMix](#)
- [Home Beam](#)

Home All

Sends all or just the selected [parameters](#) of the selected fixtures to their home positions. The home positions are pre-recorded in the patching personality files, and may not be changed by the user.

Generally, parameters home to useful settings. For instance, pan and tilt will be set to mid-way values. Gobos and beam control will be set so that the beam is unobstructed and visible.

Home Position

Sends just the [position parameters](#) of the selected fixtures to their home positions. The home positions are pre-recorded in the patching personality files, and may not be changed by the user.

Generally, parameters home to useful settings. For instance, pan and tilt will be set to mid-way values.

Home ColorMix

Sends just the [colormix parameters](#) of the selected fixtures to their home positions. The home positions are pre-recorded in the patching personality files, and may not be changed by the user.

Generally, parameters home to useful settings.

Home Beam

Sends just the [beam parameters](#) of the selected fixtures to their home positions. The home positions are pre-recorded in the patching personality files, and may not be changed by the user.

Generally, parameters home to useful settings. Gobos and beam control will be set so that the beam is unobstructed and visible.

Recording Your Looks For Playback

This section covers the multiple ways that you can record lighting looks for playing back. You can record [presets](#) and [sequences](#).

Record

Press this button to record a [preset](#) or a [sequence](#).

You can choose to hide the **Record** button in **Setup>Settings>Echo**.

Presets

Presets are a collections of all channels in a space set to defined values. Only one preset can be played back at a time. Presets can be played back from the EchoTouch itself or from additional Echo devices connected via EchoConnect.

There are 64 presets available on EchoTouch.

Presets default to the following values:

- **Presets 1, 5, 9, and 13** - 100%
- **Presets 2, 6, 10, and 14** - 75%
- **Presets 3, 7, 11, and 15** - 50%
- **Presets 4, 8, 12, and 16** - 25%

The default time for each preset can be set it in Presets tab in Settings. See [Settings: Presets](#) for more information.

Use the [Edit Item](#) button to change the label and timing associated with a preset button.

Re-recording Presets

Note: A preset button assigned to the preset number must be available on a [page](#) before a preset can be re-recorded.

To re-record a preset:

1. Create the look that you would like to record.
2. Press **Record**.
3. Press the appropriate preset button. The button will flash as the new preset is being stored.

Multi Space Presets

Multi space presets allow you to control a preset of the same number in a different space or allow a preset to be played in multiple spaces from one button.

For example, a preset button with multi space configured could play preset 1 in spaces 1, 3, and 5. While triggered together, each preset uses the values defined for its space.

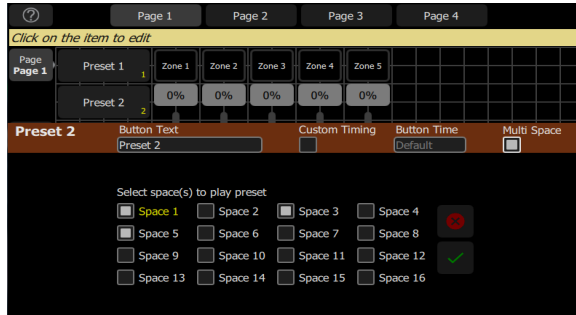
Creating a Multi Space Preset:

To create a multi space preset, you must first be in layout mode.

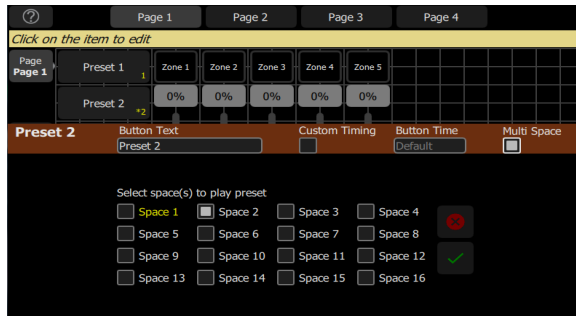
1. While on the appropriate page with your preset, go to **Setup>Layout Mode**.
2. Press **Edit Item**.
3. Select your preset. The edit preset display will open.

4. Select **Multi Space**. The space options will display. The space assigned to your EchoTouch will be displayed in yellow.
5. Select the space(s) that you want this preset button to control.
6. Select **Accept** to assign, or **Cancel** to exit.

You can assign the preset button to control that preset number in multiple spaces including the space that your EchoTouch is in.



You can also assign a button to control presets in other spaces not including the one that your EchoTouch is in.



Off

The Off button takes all outputs in a space to 0% level and non-intensity parameters to their home position. This includes [channels](#), presets, and [sequences](#).

A default time for Off can be set in Presets tab in Settings. See [Settings: Presets](#) for more information.

Record Sequence

Note: Sequences can only be used to control channels that are patched to DMX, sACN or Art-Net addresses.

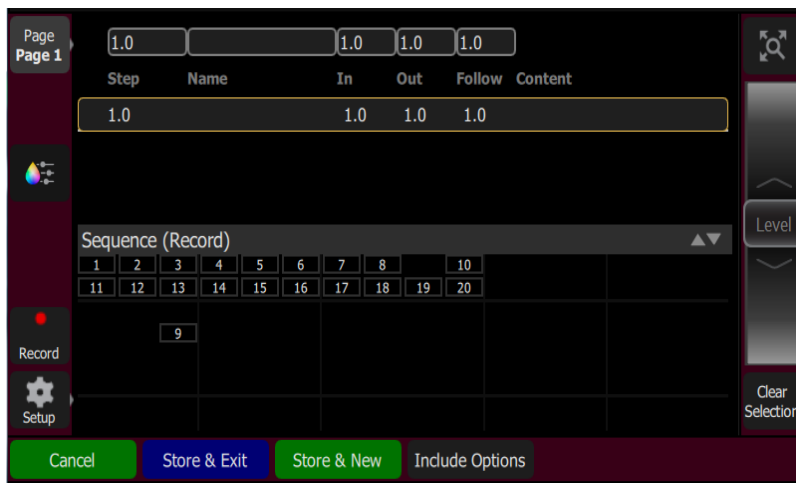
Sequences play back on sequence buttons on [pages](#). A sequence may contain up to 99 steps with fade and step timing.

Note: A sequence button must be available on a [page](#) before a sequence can be recorded.

Press **Record** and then the sequence button to begin recording a sequence.

See [Edit Sequence List](#) for information about editing an existing sequence.

Sequence recording is a *mode* which takes over the screen. The recording mode is shown by a red surround to the screen.



While in the recording mode you may visit other screens to set [parameters](#). While in those screens, a red watermark will be displayed showing what step you are editing.



To return to the main recording screen press **Record** again. You may [store](#) the step you have made and exit immediately with **Store & Exit** or you may store the step and remain inside sequence recording to record further steps with **Store & New**. Press **Cancel** to leave the recording screen without saving anything.

Store And New

The current lighting levels will be stored in the selected [sequence step](#) and recording will be remain open so additional steps can be recorded. Use [Store And Exit](#) to close the recording *mode* and resume normal operation.

Store And Exit

The current lighting levels will be stored in the selected [sequence step](#) and recording will be completed. The recording *mode* is then closed, and normal operation resumes. Use [Store and New](#) to keep the recording *mode* open to record additional steps.

Include Options

When recording to a [sequence step](#), you may specify which lighting channels and sets of [parameters](#) are included in the recording by pressing the **Include Options** button.

channels:

- **Active:** Only channels with an intensity above zero are included.
- **Selected:** Only channels currently selected (surrounded by a green box on the [channel map](#) or brightly lit on the bumps) are included.
- **All:** All channels are included.

Include:

- **Intensity / Color:** Only the intensity and color mixing channels are included.
- **Position:** Only the position (pan/tilt) channels are included.
- **Beam:** Only the beam channels are included (beam includes non-fadable colors such as wheels and scrollers).

Edit Sequence List

When record is used for an already created sequence, you will enter the Sequence List editor where you can change the content of a [sequence](#) list.

Here you may change the step names and fade times. Using the **Edit Step** button, you may change the content of the steps. Pick the step you want to edit in the sequence list in the upper part of the display. You can also insert [new steps](#), [copy steps](#), [delete steps](#), and [edit steps](#).



Press **Exit** to leave the editing mode. Any changes made will be stored in the selected sequence.

New Step

Inserts a new sequence step. The new step is added to the next free whole-numbered step at the end of the sequence list. The new step may then be given another number, including a fractional or 'point' number.

For example, to insert a step between steps 4 and 5, you would enter 4.5.

Note: The [sequence list](#) is not re-numbered when a step is inserted.

Copy Step

Copies the selected step and creates a new step. The new step is added to the next free whole-numbered step at the end of the sequence list. The new step may then be given another number, including a fractional or 'point' number.

For example, to insert a step between steps 4 and 5, you would enter 4.5.

Note: The [sequence list](#) is not re-numbered when a step is inserted.

Delete Step

Deletes the selected step.

The sequence list will not be re-numbered, and the missing step will be skipped the next time the list is played.

Edit Step

Pressing **Edit Step** will cause only the content in the selected step to be live on-stage. Any presets or manual channel levels that are not part of the selected step will be suppressed while in Edit Step mode.

Use the normal controls to adjust the contents of the step live. Blind editing is not permitted.

CAUTION: If the selected step contains a blackout, the stage will go dark.

Pick the step you want to edit in the sequence list in the upper part of the display. You can also insert a [new step](#), [copy step](#), and [delete step](#).

Edit Step is a *mode* which takes over the screen. While inside the edit step screen, you may visit other screens to change parameters of the step you are editing. While in those screens, a green watermark will display showing what step you are editing.



Press **Store & Exit** to save the current look to the selected step and to exit the edit mode, or press **Store & Next** to save the current look and remain in the edit mode.

System Settings and Setup

This section covers the [system settings](#) and [setup](#) options for your device.

Setup

Contains functions used in the setup of the device:

- [Patch](#)
- [Settings](#)
- [Files](#)
- [Layout Mode](#)
- [Timed Events](#)

Settings

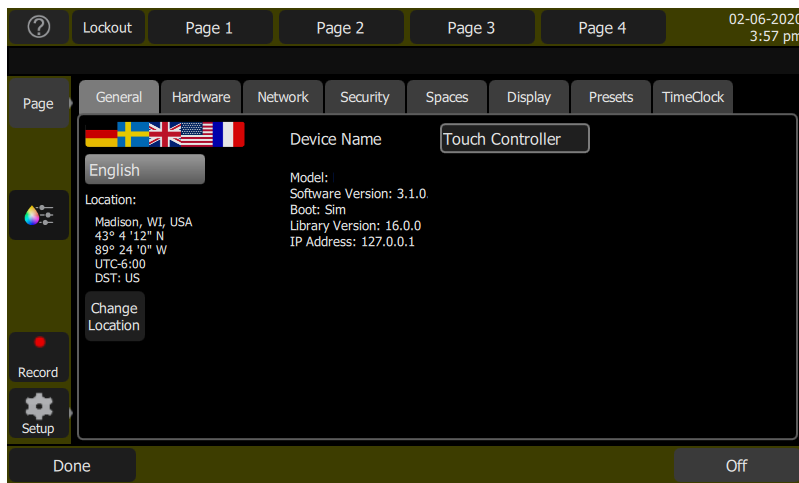
All internal settings and default values are set up here.

Settings are arranged in tabs of related items:

- [Settings: General](#) - language and device information.
- [Settings > Hardware](#) - backlight and DMX speed settings.
- [Settings > Network](#) - network protocol and addressing settings.
- [Settings > Security](#) - security settings, including login, lockout, and configurable buttons.
- [Settings > Spaces](#) - setup of Echo Spaces.
- [Settings > Display](#) - setup inactivity behavior for your controller.
- [Settings > Presets](#) - default times used in the Presets and Off functions.
- [Settings > TimeClock](#) - timed events setup(Mk2 hardware only).

Settings: General

This tab provides settings for changing the language. English, German, French, Spanish, Russian, and Japanese are currently available.



Device information including hardware model, IP address, current software, boot, and personality library versions is also provided.

Location

On Mk2 hardware and later, location settings are also available.

Location Settings

Search

Location

- Long Beach, CA, USA
- Lord Howe Island, Lord Ho
- Los Angeles, CA, USA
- Louisville, KY, USA
- Luanda, Angola
- Lubbock, TX, USA
- Lusaka, Zambia
- Luxembourg, Luxembourg
- Lyon, France
- Madison, WI, USA**

Manual setup

Latitude

° ' " Direction

43 4 12 N

Longitude

° ' " Direction

89 24 0 W

Time Zone

UTC-6

DST mode

US

✓

Search for your closest city, or choose from the alphabetical list.

If you prefer, you can manually enter coordinates for latitude and longitude. You can also manually change time zone and Daylight Savings Time (DST) settings.

Settings > Hardware

DMX Speed

You should choose the fastest setting that works correctly with all your equipment. Normally, with modern devices, this should be Max or Fast.

Date and Time Format

Choose between MM-dd-yyyy, dd-MM-yyyy, or yyyy-MM-dd formats for the date, and 12 hour or 24 hour formats for time. Time can also be edited manually.

Settings > Network

From this tab you can configure your EchoTouch controller's network settings.

Network Output Protocol

Streaming ACN

sACN Priority

100

String Setup

☒ sACN Snapshot

Network Universes

1: 1

IP Address

10.101.99.99

IP Subnet

255.255.0.0

Choose the network output protocol. Current options are Streaming ACN (sACN) or Art-Net. If necessary, enter a custom sACN priority level between 1 (lowest) and 200 (highest). 100 is the default.

When sACN is selected as the network output protocol, a checkbox is available to enable sACN snapshot capability. See [Add Range](#).

You can assign the internal network universe to any sACN universe number. In the Patch display, the internal universe number will be displayed first with the assigned sACN universe in parentheses.

When **Auto** is enabled (the box will be yellow), the IP address and subnet will automatically be set via a DHCP server. **This is the recommended setting.**

If **Auto** is disabled, you will need to set the desired IP address and subnet. After you set those, press the **Activate** button to apply your changes.

String Setup

EchoTouch controllers can receive and execute User Datagram Protocol (UDP) string commands sent by other devices in your network. UDP strings can be used to remotely control any enabled Echo Space on the receiving controller.

For UDP formatting and support, see [Supported UDP String Commands](#).

From [Settings > Network](#), press **String Setup** to open UDP string settings.

String Setup				
<input type="checkbox"/> Enable UDP String Communication				
UDP Receive Port		4703		
Message Receive Mode		Subscribers Only		
Subscribers				
IP	Port	End of Msg	Format	Enabled
	4703	CR	Zone	<input type="checkbox"/>
	4703	CR	Zone	<input type="checkbox"/>

Check **Enable UDP String Communication** to reveal the following additional settings:

- **UDP Receive Port** - the UDP port number on which your controller receives string commands. Defaults to 4703.
- **Message Receive Mode** - choose between two modes that determine which UDP devices your controller listens to.
 - **Subscribers Only** - only allows UDP strings from specified subscriber IP addresses. Strings from other IP addresses will be ignored.
 - **All Incoming** - UDP strings from any IP address in the network are allowed.

Subscribers

Up to two subscribers may be configured to automatically receive a full system sync at startup and updates as system state changes. The following settings are required:

- **IP** - the IP address of the subscriber.
- **Port** - the UDP port of the subscriber.

- **End of Msg** - how the UDP string is terminated. This should be coordinated with the subscribing device. Defaults to **CR**. The following options are available:
 - **CR** - carriage return.
 - **LF** - line feed.
 - **CRLF** - carriage return, line feed.
 - **LFCR** - line feed, carriage return.
 - **null** - no termination.
- **Format** - choose between two formats that determine which types of status strings are sent to the subscriber.
 - **Channel** - sync and subscription responses for channel strings will be sent. Those for zone strings will not. This may be preferred if you have channels that aren't patched to an Echo system.
 - **Zone** - sync and subscription responses for zone strings will be sent. Those for channel strings will not. This may be preferred if your system is strictly Echo.
- **Enabled** - enables or disables communication with the subscriber. When disabled, all settings are maintained, but the controller stops sending to that device. If **Message Receive Mode** is set to **Subscribers Only**, messages from a disabled subscriber will also be ignored. Defaults to disabled.

Supported UDP String Commands

Format Guidelines

- All command strings must start with **E\$**. All responses will start with **E>**.
- **End of Msg** (EOM) defaults to **CR** (carriage return). Other options are available. See [Settings > Network > String Setup > Subscribers](#).
- Parameters listed in (parentheses) display the min to max level range compatible with that command string.
- Level values are set on a 0-255 scale.
- Controller timing is communicated in an accepted range of 0-25.4 decimal seconds. Any value outside of that range will direct output products to use internal default timings.
- Individual command parameters must be separated by white space.

Commands

Channel Intensity

- E\$chan int: chan_num(1-80), level(0-255), time{EOM}

For example, to raise Channel 2 to 50% in a time of 3.5 seconds: E\$chan int: 2, 127, 3.5{EOM}

Zone Intensity Set

- E\$zone int: spc_num(1-16), zn_num(1-16), level(0-255), time{EOM}

Space Raise and Lower

- E\$ras: spc_num(1-16), amount(0-255){EOM}
- E\$low: spc_num(1-16), amount(0-255){EOM}

Space Off

- E\$off: spc_num(1-16), time{EOM}

Space Lock and Unlock

- E\$lok: spc_num(1-16){EOM}
- E\$ulok: spc_num(1-16){EOM}

Preset Activate

- E\$pst act: spc_num(1-16), pst_num(1-64), time{EOM}

Sequence Activate and Deactivate

- E\$seq act: spc_num(1-16), seq_num(1-4){EOM}
- E\$seq dact: spc_num(1-16), seq_num(1-4){EOM}

Get Commands

- **Channel Intensity** - E\$chan int get: {EOM}
- **Zone Intensity** - E\$zone int get: spc_num(1-16){EOM}
- **Space Lock** - E\$lok get: spc_num(1-16){EOM}
- **Space Off** - E\$off get: spc_num(1-16){EOM}
- **Preset** - E\$pst get: spc_num(1-16){EOM}
- **Sequence** - E\$seq get: spc_num(1-16){EOM}
- **Sync** - E\$sync get: spc_num (1-16){EOM}
 - Use zero (0) as the space number to pull sync data for all enabled spaces.

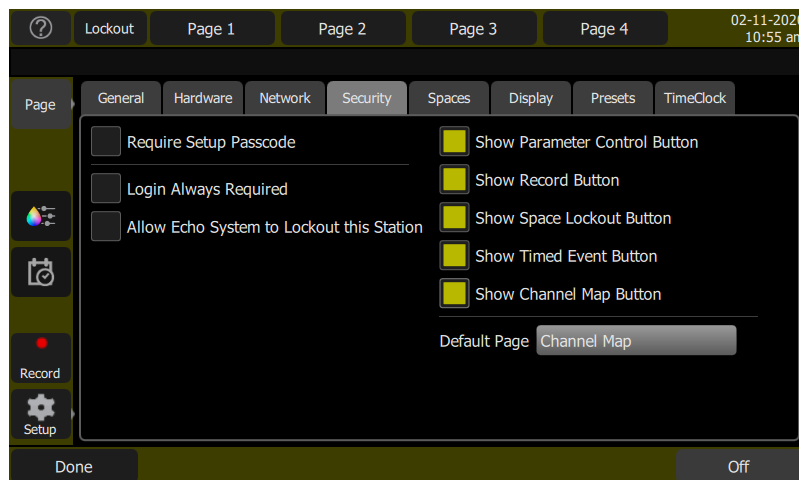
Help

- E\$help{EOM}

This prompts the controller to return a list of available UDP commands to the requesting IP address and UDP port.

Settings > Security

This tab contains settings for device security.



The following options are available:

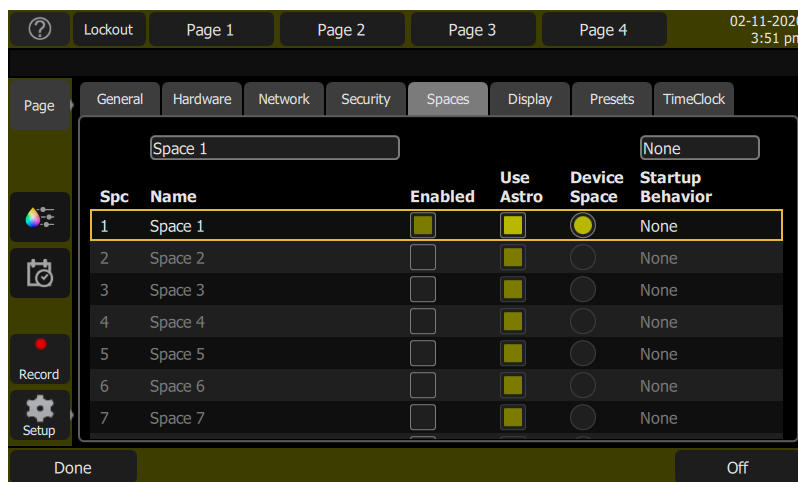
- **Require Setup Passcode** - when enabled, the touchscreen requires a four-digit passcode to access the setup options, such as patch and settings. The passcode will not take effect until the screen has entered a period of inactivity or lockout.

- **Login Always Required** - a login passcode can also be assigned. This requires a four-digit passcode to access the touchscreen after a period of inactivity or lockout. You can set the period of inactivity in the [Display](#) tab.
- **Allow Echo System to Lockout this Station** - allows a lockout command from a compatible control system to affect this device.
- **Show Parameter Control Button** - shows or hides the parameter control button.
- **Show Record Button** - shows or hides a [record](#) button in the left action menu.
- **Show Space Lockout Button** - shows or hides a button that can be used to lockout other compatible devices in the shared space.
- **Show Timed Event Button** - shows or hides a Timed Event button in the left action menu.
- **Show Channel Map Button** - shows or hides the Channel Map in the [Page](#) menu. This setting cannot be deselected if Channel Map is set as the default page.
- **Default Page** - sets the default page displayed when the device initializes. Choose between the Channel Map or another page.
- **Require Setup Passcode** - when enabled, the touchscreen requires a four-digit passcode to access the setup options, such as patch and settings. The passcode will not take effect until the screen has entered a period of inactivity or lockout.
- **Login Always Required** - a login passcode can also be assigned. This requires a four-digit passcode to access the touchscreen after a period of inactivity or lockout. You can set the period of inactivity in the [Display](#) tab.
- **Allow Echo System to Lockout this Station** - allows a lockout command from a compatible control system to affect this device.
- **Show Parameter Control Button** - shows or hides the parameter control button.
- **Show Record Button** - shows or hides a [record](#) button in the left action menu.
- **Show Space Lockout Button** - shows or hides a button that can be used to lockout other compatible devices in the shared space.
- **Show Timed Event Button** - shows or hides a Timed Event button in the left action menu.
- **Show Channel Map Button** - shows or hides the Channel Map in the [Page](#) menu. This setting cannot be deselected if Channel Map is set as the default page.
- **Default Page** - sets the default page displayed when the device initializes. Choose between the Channel Map or another page.

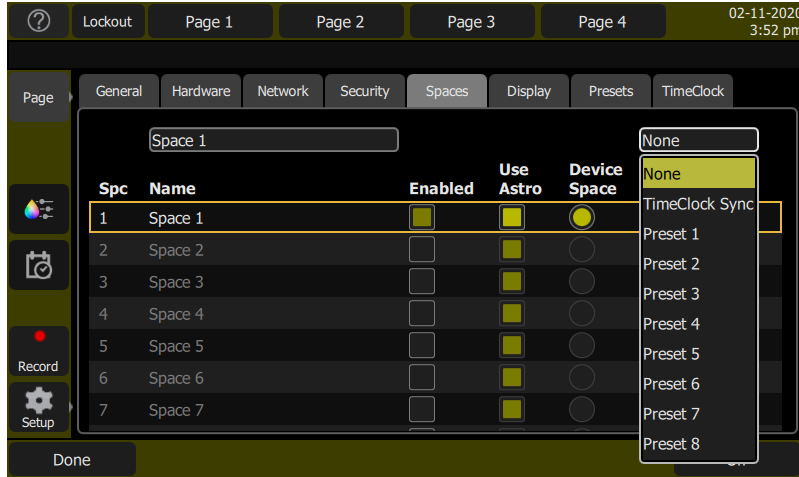
Settings > Spaces

This tab contains settings for configuring Echo spaces.

An Echo system can be subdivided into up to 16 distinct spaces. Patched Echo zones, patched DMX and network devices, and ranges can all be assigned to individual spaces. Echo presets can be assigned to a single space. See [Patch](#) and [Presets](#).



Spaces allow you to separate control functionality of individual areas so they don't impact one other. For example, if two offices have distinct lighting needs, and what happens in one office shouldn't affect the other, it may make sense to put each office in its own space. Similarly, spaces may be used to separate various aspects of the devices in your system. For example, you could patch fixture control in one space, and relay power to those fixtures in another, meaning off presets for the fixtures wouldn't also turn off their power. Presets from multiple spaces can also be assigned to a single button to control more than one space at a time.

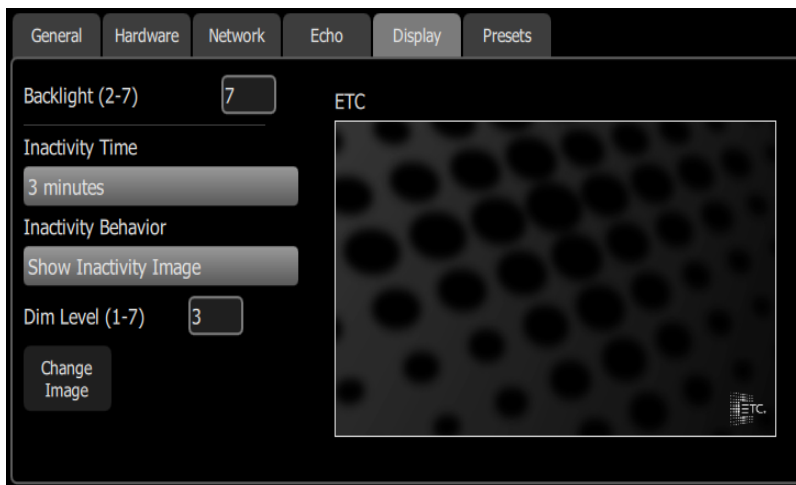


The following space settings are available:

- **Space (Spc)** - the number of the space (1-16).
- **Name** - the name of the space. This can be edited by tapping in the box at the top left which contains the name of the selected space.
- **Enabled** - enable or disable spaces. Spaces must be enabled in order to be used, and cannot be disabled if they contain patched fixtures.
- **Use Astro** - allows the space to use astronomical triggers for Timed Events, such as day or night.
- **Device Space** - defines the space your controller is in.
- **Startup Behavior** - the action activated in the space when controller boots; default is None. Choose an action by tapping in the box at the top right. Selecting TimeClock Sync will cause any events that normally would have already been running to activate on startup. Selecting a preset will play that preset number on startup.

Settings > Display

From this tab, you can assign inactivity behavior for your touchscreen.



You can assign the amount of inactivity time that needs to pass before the inactivity behavior starts. Inactivity time can be set to 1 minute, 3 minutes, or 5 minutes.

The following inactivity behaviors can be set:

- **Dim Screen** - dims the touchscreen to the assigned backlight level.
- **Show Inactivity Image** - displays a default or an assigned image. You can assign an image by tapping on **Change Image** and selecting the desired image from an attached USB drive. Images should be jpg or png format with 800x480 resolution. You can also set a dim level for this option.
- **Screen Off** - turns the touchscreen display off.

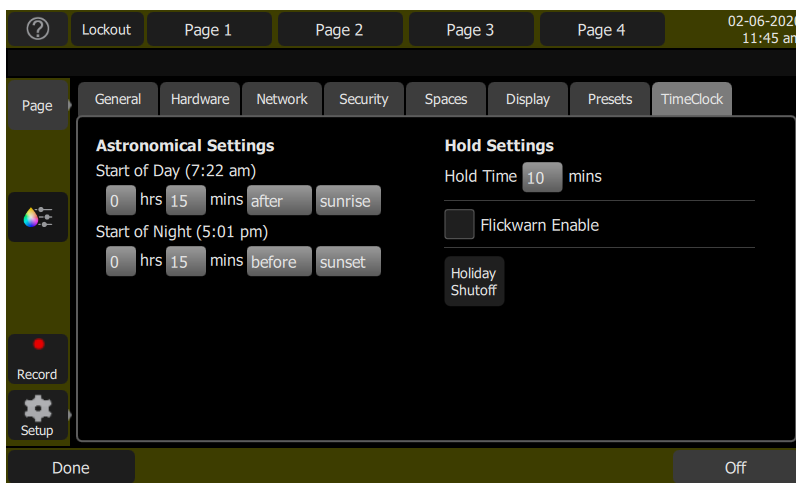
Tapping the touchscreen will exit out of all of the inactivity behaviors.

Settings > Presets

Sets the default times used for each of the Presets and the Off function. To set the timing used for a specific preset or off button, see [Edit Item](#) for more information.

Settings > TimeClock

This tab contains settings for TimeClock functions, available in Mk2 hardware or later.



Astronomical Settings

- **Start of Day** - configures the start of day time in relation to either sunrise or sunset.
- **Start of Night** - configures the end of day time in relation to either sunrise or sunset.

Sunrise and sunset are automatically determined based on your location. To your configure location, see [General](#).

Hold Settings

- **Hold Time** - configures how long Timed Events will be disabled when a Hold is in effect.
- **Flickwarn Enable** - toggles a flashing of the lights before any Timed Event that turns the lights off. When enabled, a dropdown appears to configure the amount of time between the flickwarn and the Timed Event. The flickwarn will not take place unless the pending Timed Event is an "Off" event.

Holiday Shutoff

On the device managing the timed event schedule, this option configures settings for suspension of Timed Events. The reassert timing is determined by the configured Hold Time.

The screenshot shows the 'Holiday Shutoff' configuration screen. At the top, it says 'Shutoff until Sunday at 11:55 PM'. Below this, a note states: 'Holiday Shutoff will turn off selected spaces and activate an auto timed hold to reassert off every 10 mins until the shutoff expires or is canceled'. There are six checkboxes for 'Space 1' through 'Space 6'. 'Space 1' is currently checked. At the bottom right, there are two buttons: a red 'X' button and a green checkmark button.

Timed Events

This page contains settings for TimeClock Events.

The screenshot shows the 'Timed Events' configuration screen. At the top, there are tabs for 'Page 1', 'Page 2', 'Page 3', and 'Page 4'. The date and time '02-11-2020 10:54 am' are displayed in the top right. Below the tabs, there are four buttons labeled '1: Space 1', '2: Space 2', '3: Space 3', and '4: Space 4'. The '1: Space 1' button is selected. The main area is divided into two sections: 'Scheduled Timed Events' and 'Open Hours'. The 'Scheduled Timed Events' section shows a table with columns for time, days, and preset. The 'Open Hours' section shows a table with columns for time, days, and action. At the bottom, there are three buttons: 'Holds', 'Add Event', and 'Add Open/Close'.

Scheduled Timed Events		
11:00 am	Tu We Th	Preset 8

Open Hours		
8:00 am	All days	Open
9:00 pm	All days	Close

Scheduled Timed Events

Up to 80 Timed Events can be programmed across all enabled spaces in the system. Select the **Add Event** button and configure its options.

- **When** - determines when an event should occur. Time of Day is the default option. If opening and closing hours have been configured, Open and Closed become available. If "Use Astro" is enabled in [Settings: Spaces](#), Open Day, Open Night, Closed Day, Closed Night, Day, or Night become available.
- **Recurrence** - events may be set to occur and re-occur on any combination of individual days of the week. Select up to seven days (for an event that should recur every day). If no days are selected, the event will not occur at all.
- **Action** - event control actions may include Preset (default), Off, Start Sequence, or Stop Sequence.
- **Item** - defines the preset or sequence the event will activate.
- **Time** - sets the time the selected action will take. Default respects programmed preset times. Manual timing options are also available.

Auto Timed Hold

All scheduled events support a configurable Auto Timed Hold property with options of No (default), Yes, and While Closed.

When manual control is taken during an event and Auto Timed Hold is set to Yes, that active event is placed on hold until the interrupting action has completed and the hold timer lapses. When the hold timer expires, the currently scheduled event executes.

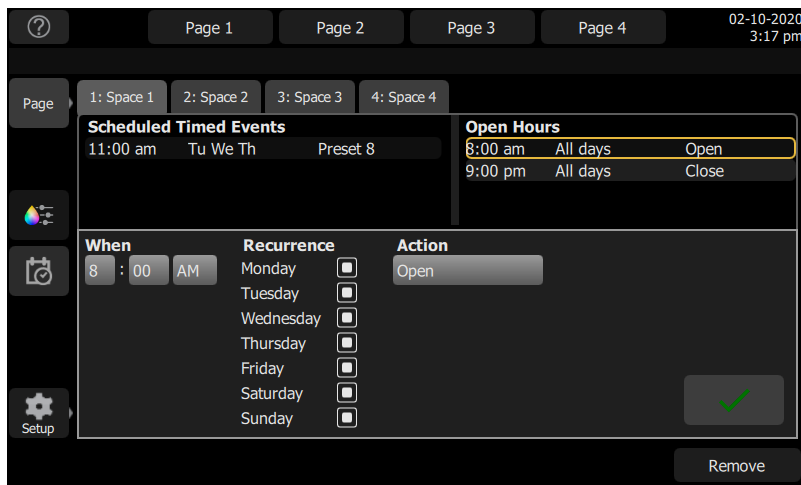
If While Closed is selected, manual activity will only start an Auto Timed Hold if the system is in a closed state.

If No is selected, the events schedule is not placed on hold after manual activity, and the next scheduled event will override the manual control at the pre-configured event time.

Open Hours

Open Hours allow you to configure specific opening and closing times for your system. Multiple sets of Open or Close hours can be assigned to recur on specific days.

Select **Add Open/Close** to create new opening or closing hours that can be used as triggers for timed events.



Holds

A Hold triggers an override to one or more scheduled events, allowing manual lighting control to persist. When a hold is active, regularly scheduled events are ignored.

Selecting the **Holds** button on the Timed Events page provides additional configuration options:



- **Start Timed Hold**- starts a hold for the duration configured in [Settings: TimeClock](#). Once a timed hold has been started, options are provided to restart or cancel the hold.
- **Start Indefinite Hold** - starts a hold that will remain active until it is manually disabled.

When an active hold is cleared, the originally scheduled event is restored. Without an active hold condition any manual lighting control will be replaced by the next scheduled event that occurs.

Showfile Management

This section explains how to [create](#), [save](#), [open](#), [delete](#), [import](#), and [export](#) show files. [Software upgrades](#) and creating a [default](#) show file are also covered.

Files

All filing operations:

- [New](#)
- [Open](#)
- [Save](#)
- [Save As](#)

Show files:

- [Save as default](#)
- [Remove default](#)
- [Delete](#)
- [Import](#)
- [Export](#)

Advanced:

- [Import Settings](#)
- [Update Firmware](#)
- [Install Extras](#)
- [Export Logs](#)

CAUTION: All data is stored internally in non-volatile memory. Do not switch off the power until any pending save operation is completed, or you may lose data. It is strongly advised that you make periodic backups of important data to an external memory stick using the [Export](#) function.

Files > New

Start a new show by going to **Setup > Files > New**.

Note: You will be warned that this action will clear the memory. Select **Yes** to clear memory and start a new show, or **No** to cancel.

The new show will be based on the template [default show](#), which is customizable.

Files > Open

Open an existing show file by going to **Setup > Files > Open**.

Note: Show files must be in the device's internal storage before they can be opened here. If the file is located on a memory stick, you will need to use [import](#) first.

Files > Save

Save the show by going to **Setup > Files > Save**.

The show will be saved with the name you last gave it. If you have not yet saved the show with a name, you will be prompted to enter a show file name. Use only alphanumeric characters, and avoid symbols.

CAUTION: All data is stored internally in non-volatile memory. Do not switch off the power until any pending save operation is completed, or you may lose data. It is strongly advised that you make periodic backups of important data to an external memory stick using the [export](#) function.

Files > Save As

Save the show by going to **Setup > Files > Save As**. The show will be saved with the name you enter. Use only alphanumeric characters, and avoid symbols.

Note: The difference between [Save](#) and Save As is you will always be asked to name the show file when you use Save As.

CAUTION: All data is stored internally in non-volatile memory. Do not switch off the power until any pending save operation is completed, or you may lose data. It is strongly advised that you make periodic backups of important data to an external memory stick using the [Export](#) function.

Files > Show Files

You can open and save shows by going to **Setup > Files**

Pressing the **Show Files** button gives you the default show options.

Format

Show files in software version 2.6.0 and older are formatted as **.json**. From v3.0 onwards, archive format **.lsf** is used, which bundles the **.json** show with other settings.

Options

- [Save As Default](#)
- [Remove Default Show](#)
- [Delete](#)
- [Import](#)
- [Export](#)

CAUTION: All data is stored internally in non-volatile memory. Do not switch off the power until any pending save operation is completed, or you may lose data. It is strongly advised that you make periodic backups of important data to an external memory stick using the [export](#) function.

Save As Default

The current show will be saved as the default to be used each time **Setup> File > New** is selected. Typically this will include a standard patch, but may also include any other show elements.

CAUTION: All data is stored internally in non-volatile memory. Do not switch off the power until any pending [save](#) operation is completed, or you may lose data. It is strongly advised that you make periodic backups of important data to an external memory stick using the [export](#) function.

Remove Default Show

The Default show is removed to a complete blank state with no patch or content at all.

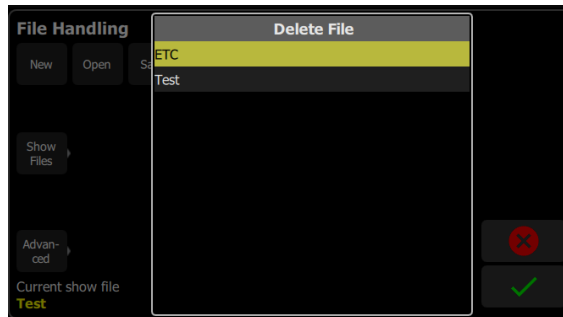
Selecting **Files > New** will start your device with no programmed content at all.

CAUTION: All data is stored internally in non-volatile memory. Do not switch off the power until any pending [save](#) operation is completed, or you may lose data. It is strongly advised that you make periodic backups of important data to an external memory stick using the [export](#) function.

Files > Delete

Delete an existing [show file](#) off your device by going to **Setup > Files > Shows > Delete**.

When the **Delete** button is pressed, the following screen will display showing the available show files. Select the desired file, and then press **Accept**. If you want to leave this display without deleting, press **Cancel**.

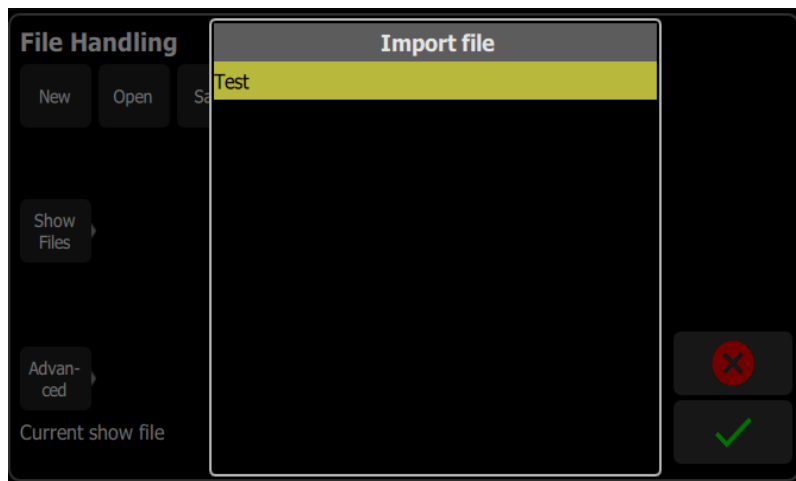


Files > Import

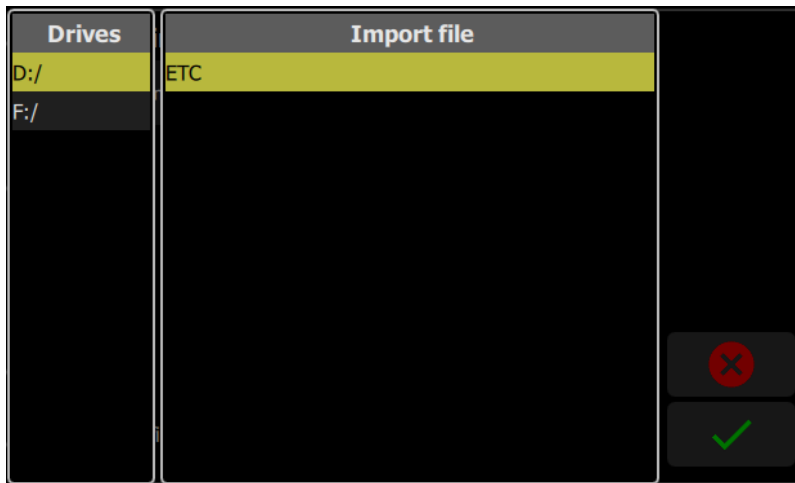
Import an existing [show file](#) by going to **Setup > Files > Shows > Import**.

Note: Show files must be saved on a memory stick, in a folder named "Shows" in the root directory.

When the **Import** button is pressed, the following screen will display showing the available show files. Select the desired file, and then press **Accept**. If you want to leave this display without importing, press **Cancel**.



If multiple USB devices are detected, select the appropriate drive from the list.



Files > Export

Export the current [show file](#) by going to **Setup > Files > Shows > Export**.

Note: Show files will be saved onto a memory stick, in a folder named "Shows" in the root directory.

When the **Export** button is pressed, the following screen will display. Press **Yes** to export. If you want to leave this display without exporting, press **No**. If multiple USB devices are detected, select the appropriate drive from the list.



Files > Advanced

Options

- Export All - exports all files to USB
- [Update Firmware](#) - updates the device's main operating software.
- [Install Extras](#) - add or replace data files, such as new device personalities, help texts or languages.
- [Export Logs](#) - exports the device's log files to USB

CAUTION: All data is stored internally in non-volatile memory. Do not switch off the power until any pending [save](#) operation is completed, or you may lose data. It is strongly advised that you make periodic backups of important data to an external memory stick using the [export](#) function.

Update Firmware

The main operating software can be updated here. The software must be obtained from ETC and placed in the root of the USB drive. Please make sure the software file is not inside any other folder or subdirectory, as this will hide it from the update function.

The file name will be in this format: ETC_CS_#.###.###.fw (the software version will replace #.###.###).

CAUTION: The update process may take a few minutes. Do not shutdown the device until the process has finished. You will be prompted to shutdown and restart after the update.

Install Extras

Data and content supplied by ETC used by your device may be imported here.

This includes new device personality libraries, new help texts, [language revisions](#), additions, and other internal features as they become available.

The files you wish to import must be obtained from ETC and placed in the root of the USB drive. The files will be named with the suffix .cspkg.

Note: You cannot update the main operating software here, only support files. To update the main software version, you will need to use the [Update Firmware](#) button.

Note: Fixture profiles are not loaded from this display. Please see [Loading a Fixture Personality](#) for instructions.

Export Logs

Exports the device's log files to a USB drive. Tap **Yes** to export or **No** to cancel.

The file name will be in this format: Echotouch_Logs_#.tar.gz.

Installing Language Packs

Any available language packs can be downloaded from the ETC website (etconnect.com) as .zip files.

1. Once downloaded, extract your file.
2. Place it onto the root directory of a USB drive. The file name will end with .cspkg.
3. Plug the USB drive into the USB port of your device.
4. On your console, go to **Setup>Files>Advanced>Install Extras**.
5. A list will appear that shows the files on your USB drive. Select the appropriate language file to install.
6. Press **Accept** to begin the installation process.
7. Follow the on-screen prompts as needed.

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Nothing in this Agreement shall limit User's right to sell the relevant Device together with the Software being on such Device if and to the extent the User purchased and further sells the relevant device within a country that transposed Directive 2009/24/EC into such country's applicable laws. It being clarified that this Agreement terminates and User has to destroy any back-up copy made of the Software as soon as User ceases to be the owner of the relevant Device.

13. Indemnification. User shall indemnify, defend and hold harmless ETC and its suppliers and licensors from and against any and all losses, damages, claims, liabilities, fines, costs and expenses (including reasonable attorney fees) arising out of User's breach of this Agreement.
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16. Miscellaneous. This Agreement will be construed and interpreted exclusively according to the laws of the State of Wisconsin, United States of America, without giving effect to any principles of conflicts of law. Any action at law or in equity arising out of or directly or indirectly relating to this Agreement may be instituted only in the Federal or state courts located in Dane County, Wisconsin. ETC and User consent and submit to the personal jurisdiction of those courts for the purposes of any action related to this Agreement, and to extra-territorial service of process. This Agreement constitutes the entire understanding and agreement between ETC and User with respect to the transactions contemplated in this Agreement and supersedes all prior or contemporaneous oral or written communications with respect to the subject matter of this Agreement, all of which are merged in this Agreement. This Agreement may not be modified, amended or in any way altered except by an instrument in writing signed by authorized representatives of both parties. In the event any provision of this Agreement is found invalid or unenforceable pursuant to judicial decree, the remainder of this Agreement will remain valid and enforceable according to its terms. Any failure by ETC to strictly enforce any provision of this Agreement will not operate as a waiver of that provision or any subsequent breach of that provision. The disclaimers and limitations of liability and User's indemnity will survive any termination or expiration of this Agreement. All notices, requests, consents, claims, demands, waivers and other communications hereunder shall be in writing and shall be deemed to have been given on the date sent by e-mail or facsimile (with confirmation of transmission) or on the third day after the date mailed, by certified or registered mail, postage prepaid. This Agreement may be accepted in electronic form (e.g., by an electronic or other means of demonstrating assent) and User's acceptance will be deemed binding between User and ETC. Neither ETC nor User will contest the validity or enforceability of this Agreement, including under any applicable statute of frauds, because it was accepted or signed in electronic form. Electronically maintained records when produced in hard copy form shall constitute business records and shall have the same validity as any other generally recognized business records. IT IS EXPRESSLY UNDERSTOOD AND AGREED THAT IN THE EVENT ANY REMEDY HEREUNDER IS DETERMINED TO HAVE FAILED OF ITS ESSENTIAL PURPOSE, ALL LIMITATIONS OF LIABILITY AND EXCLUSIONS OF DAMAGES WILL REMAIN IN EFFECT.

Schedule A

Third-Party Licenses Terms and Conditions. For a complete list of all Third-Party Licenses that are fully incorporated herein to the extent required by each Third-Party License terms and conditions please visit www.etcconnect.com/licenses.



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7186M1283-3.3.0 Rev A Released 2023-08