EchoTouch

User Manual

v2.5.0

Table of Contents

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, click **Open**.
- Alphanumeric keyboard buttons are indicated in all CAPS. For example, ALT or CTRL.
- References to other parts of the manual are indicated in underlined 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@etcconnect.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 etcconnect.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.)

Americas

ETC, Inc.
Technical Services Department
3031 Pleasant View Road
Middleton, WI 53562
800-775-4382 (USA, toll-free)
+1-608 831-4116
service@etcconnect.com

Asia

Electronic Theatre Controls Asia, Ltd.
Technical Services Department
Room 1801, 18/F
Tower 1, Phase 1 Enterprise Square
9 Sheung Yuet Road
Kowloon Bay, Kowloon, Hong Kong
+852 2799 1220
service@etcasia.com

United Kingdom

Electronic Theatre Controls Ltd.
Technical Services Department
26-28 Victoria Industrial Estate
Victoria Road,
London W3 6UU England
+44 (0)20 8896 1000
service@etceurope.com

Germany

Electronic Theatre Controls GmbH
Technical Services Department
Ohmstrasse 3
83607 Holzkirchen, Germany
+49 (80 24) 47 00-0
techserv-hoki@etcconnect.com

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.etcconnect.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 (etcconnect.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.etcconnect.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 Zones and connectivity with other Echo control and output products.

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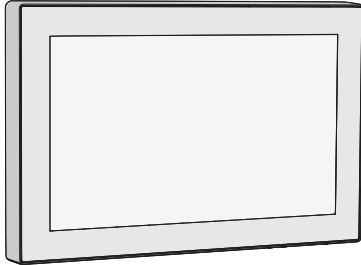
Zones

A zone is used by EchoTouch to control fixtures. EchoTouch can control up to 40 zones. There are four types of zones: an Echo Zone, a dimmer, a group of dimmers, a device, for example a color changing or moving light fixture.

Zones need to be configured in patch for there to be output.

> **Note:** Echo Zones are not patched to a DMX value, instead they communicate over EchoConnect to other Echo devices. Only the first 16 zones can be Echo Zones.

Working with Dimmers / Intensity

You can use the touchscreen and select zones directly on the zone map. The wheel can then be used to assign an intensity level.

Zones can be controlled by zone faders, presets, and sequences on the pages.

Selected Zones

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

- Touch the zone cell on the Zone Map. Touch the cell again to deselect it.
- Touch the color chip at the top of a zone fader. Touch the chip again to deselect.
- To deselect all selected zones, use **Clear>Selection**.

Zone Map

The **Zone Map** button (located in the Page button menu) displays a topographical map of zones fullscreen at maximum size. You may select zones on the topographical map for control.
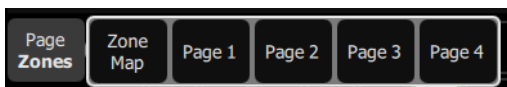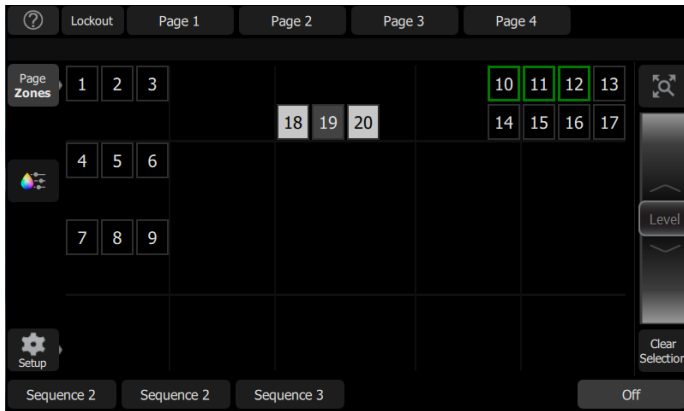
Available Controls

- 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 zone cells.
- Drag with two fingers to pan the display.
- Single click on a deselected zone to select it.
- Single click on a selected zone to deselect it.
- Double click on a zone to select that zone alone and de-select all others.
- Use Layout Mode for zone map customization.
- Selected zones are indicated surrounded by a green box.

Wheel

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

Clear Selection

Deselects any selected zones, 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 **Echo Space Lockout Control** has been enabled in Settings: Echo .

Pages

Pages are user configurable displays that can contain buttons for presets, sequences, off, and faders for zones.
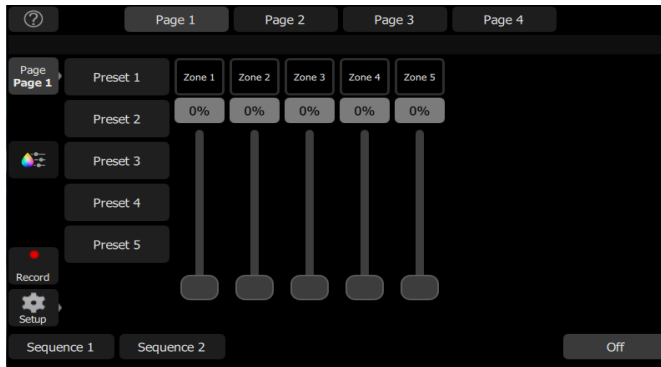
The following page configuration options are available in layout mode:

- 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 zones, zone faders, preset and sequence buttons. There are two layout modes. One for arranging the patched zones on the zone map, and the second is for faders, presets, and sequences on the pages.

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

When in layout mode, the zone map and pages display as a grid. Press and drag items to move them to another position on the grid.
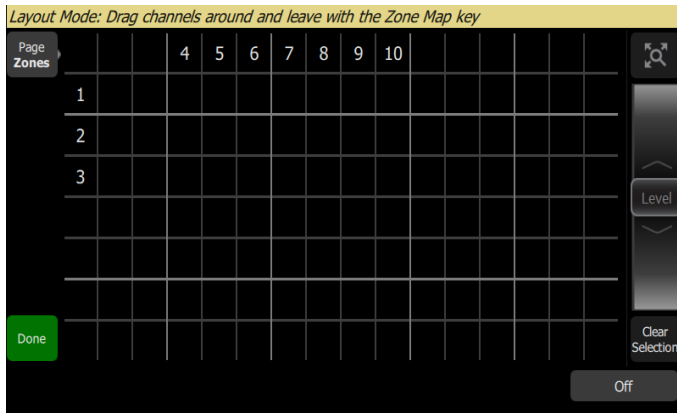
When configuring pages in layout mode, the following options are available:

- Add Item
- Edit Item
- Remove Item
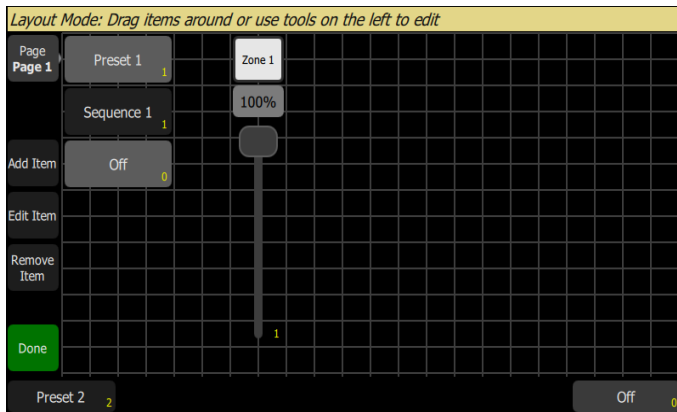
Press the **Done** button to exit the layout mode.

Add Item

Items are zone faders, presets, sequences, or additional Off buttons that can be added to a page.
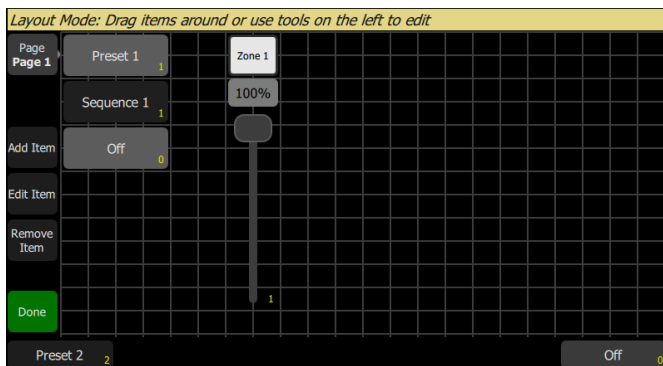
Adding an Item

1. Press **Add Item**. This will open the Layout Wizard display.
2. Enter the appropriate count.
3. Select the correct item type from the list.
4. Select the correct item number from the list.
5. Select the target, which is the location to which you are assigning the item. This can be the current page or one of the six user buttons on the bottom of your touchscreen.
6. Select **Accept** to add, or **Cancel** to exit.

Edit Item

Edit item allows you to change some information about an item (zone fader, preset, and sequence) but it does not allow you to record, update or change the data for an item.

For zone faders and sequence buttons, you can only edit the name using the onscreen keyboard. See Edit Sequence List for information about editing an existing sequence.

For preset and off buttons, the following options are available:

- **Button Text** - allows you to edit the button's label.
- **Custom Timing** - allows you to assign a fade time for the action that is specific only to that button. If not selected, presets will use the default timing set in the Preset tab in Setup for locally patched zones and in the connected output product for Echo only zones.
- **Button Time** - when custom timing is enabled, you can set the time here.
- **Multi Space** - allows you to trigger off or a preset with the same number in multiple spaces.

Remove Item

Allows you to remove a zone fader, preset, sequence, or off button from a page. You can only remove one item 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, dimmer, fixture (or a group of dimmers) to a zone. This is done in Patch. The zone can then be used to control a fixture. The zone 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 light, for example). The fixtures in your system are controlled using EchoConnect, DMX, streaming ACN, or ArtNet 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.

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

Patch

Displays the patching screen and controls.
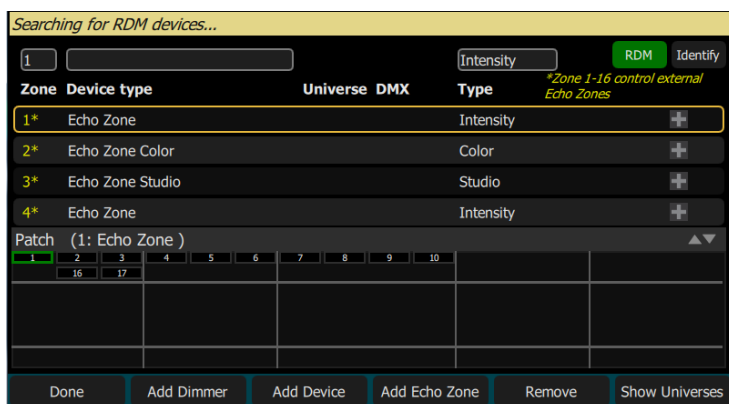
Patching associates a zone number with an address or block of addresses on the output. You must ensure that the address on the device matches the address that you setup in Patch. To patch a basic device, press Add Dimmer.

Echo Zones are not patched to a DMX value, instead they are assigned to a specific zone and communicate over EchoConnect to other Echo output devices. Echo Zones still need to be assigned in patch. To patch an Echo Zone, press Add Echo Zone.

There is an internal network universe that can be assigned to any sACN or ArtNet universe number in **Setup>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 motion, 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. You must still assign them to zone numbers though. To patch a complex device that is not automatically found by RDM, press Add Device.
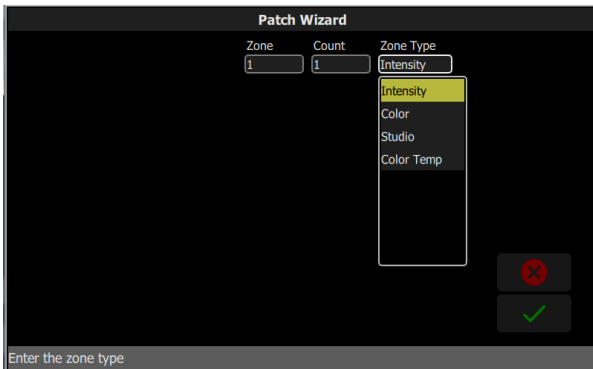
> **Note:** Custom fixture profiles can be loaded. Please see Loading a Fixture Profile for instructions.

Add Echo Zone

Echo Zones are not patched to a DMX value, instead they communicate over EchoConnect to other Echo devices.

> **Note:** Only zones 1 through 16 can control external Echo Zones.

Patching an Echo Zone

1. Press **Add Echo Zone**. This will open the Patch Wizard display.
2. Select **Zone** to enter the zone 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, color, studio, and color temp.
   - **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 EchoTouch.
   - **Color Temp** - controls color temperature and intensity on devices patched to an Echo DMX Scene Controller or another EchoTouch.
5. Select **Accept** to patch, or **Cancel** to exit.

Add Dimmer

Dimmers are single-address devices that control intensity only. For patching multiple-address devices, see Add Device.

> **(i) Note:** Dimmer patching can also be used to connect other simple devices that only require one DMX address.

Patching a Dimmer or Single-address Device
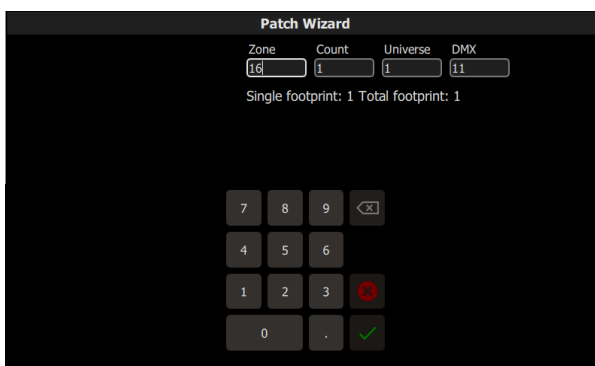
1. Press **Add dimmer**. This will open the Patch Wizard display.
2. Select zone to enter the number.
3. Select **Count** to enter in the number of similar devices you are patching. If the quantity is more than one, each dimmer will occupy one DMX address, starting from the address you specify.
4. Select **DMX** to enter the DMX address (1 through 512).
5. Select **Accept** to patch, or **Cancel** to exit.

Duplicate Cell
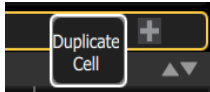
Duplicate cell lets you place two dimmers on the Zone Map in different places patched to the same zone.

> **Note:** Duplicate cell adds dimmers only and not Echo Zones or devices. Echo Zones and devices must be patched and placed individually. See Add Device and Add Echo Zone.

Pick a zone in the patch list and select the **+** button and then the Duplicate cell button to make a copy.

A new cell is added and is patched to the next-highest free DMX address. You may change the address and universe in Patch.

When a duplicate cell is selected or operated, each of the duplicate cells on the Zone Map will respond together. Each cell of a duplicate zone may be moved separately on the Zone Map.

> **Note:** You can also add dimmers to a zone without showing them as separate cells on the Zone Map. Use Add Dimmer and then set the zone number to be the same as the zone you want to add the dimmer to. Dimmers added in this way do not consume space on the Zone Map, for instance you may need one zone to control a range of dimmers for house lights without wishing them to be each placed and indicated separately.

Add Device

Devices are multiple-address lights 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.
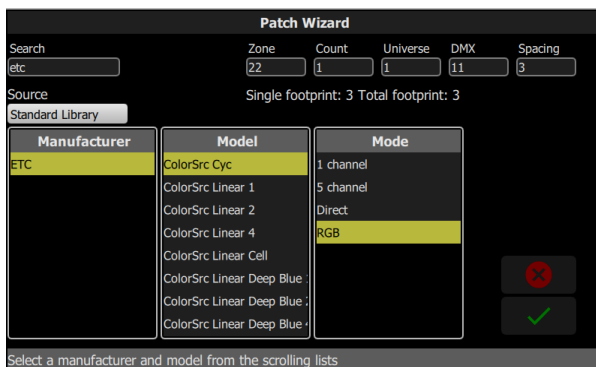
> **Note:** Lighting devices with RDM available and enabled will be found automatically and added to the list of devices in the patch. However, you must assign them to zone numbers.

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 zone 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 zones, 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 zone map in the lower part of the screen in rising order starting in the top left corner. You may select one zone at a time in the list or on the zone map.

Each zone 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 Profile for instructions.

RDM

RDM is a two-way communications method built-in to ordinary DMX512 for lighting control. See About RDM for more information.

> **Note:** When you exit the patch screen, all RDM messages are suppressed and only ordinary DMX512 is sent to your lighting rig on the local ports. The RDM button allows you to turn off RDM when on the patch screen. Doing so will prevent the patch screen from finding and patching RDM lights. You should only suppress if necessary to prevent flicker or errors on the local port(s) while you are in the patch screen.

> **Note:** You may also choose to turn off RDM when you have patched all the lights in a rig that you wish to use. If the rig contains lights that you do not wish to patch, they will keep appearing in the patch list, awaiting a number, and you can prevent this from being an annoyance by turning off the RDM button.

Identify

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

When RDM discovers a light, the light is placed at the top of the patch list with the zone shown as zero. When **Identify** is set to On, each light selected in the patch list will identify itself exclusively, usually a light will blink on and off. Devices that do not produce light, 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 zone to patch the device.

> **(i) 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 Profile

If you have devices in your lighting system that cannot be discovered by RDM and are not included in the onboard device library, you can create your own personality for that device and import it into your show file. There is a device editor application for Windows PCs called ColorSource Personality Edit, which is available for download at www.etcconnect.com.

To request a fixture personality from ETC, please send your request along with the user manual, the required mode(s) and your need by date to ColorSourceConsole@etcconnect.com.

> **(i) Note:** For the device to recognize the profile, the file name has to be userlib.jlib.

1. You will need to save the file onto the root directory of a USB drive to be able to read it from the device.
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.

> **(i) Note:** Custom device libraries are not stored on the device itself. Please store these custom files on your USB drive or on another computer for safe keeping.

Show Universes / Show Zone Map

The lower section of the Patch screen may be set to display the topographical Zone 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.
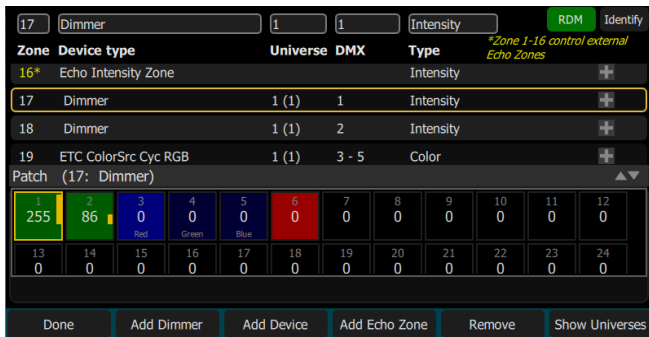
- Each cell shows the DMX address, the value in the range 0-255 and the name of the parameter for a device patched with a *personality*.
- Cells colored in light blue indicate the *base address* of the item, which is the address entered in the Patch screen DMX box. The following cells in dark blue show the following DMX addresses used by the device according to the size of its *footprint*.
- Cells colored in green indicate single dimmers.
- Cells colored in red indicate patching overlap, where more than one dimmer or device is patched to the same DMX address. In some cases it may be desirable to patch with overlaps but usually it is a bad idea to be avoided if possible.
- A yellow bar graph indicates the approximate value being output.
- Cells in **black** 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.

i **Note:** Use this if you have rigged a light upside-down or back-to-front compared to other similar lights 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.

i **Note:** Use this if you have rigged a light upside-down or back-to-front compared to other similar lights 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.

i **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 zone, and press **Remove** to remove from the patch.

The removed item will no longer display on the zone map.

About RDM

RDM is a two-way communications method built-in to ordinary DMX512 for lighting control. By using RDM, you can find lights, find out about them and their status, patch them, and set their operating mode without needing to go to the light itself. For lights rigged in difficult locations, RDM is very useful for remote setup.

Discovery

RDM automatically discovers RDM-capable lights. Discovery runs continuously any time the Patch screen is open and the RDM button is enabled, and will repeatedly search for devices. As devices are added or removed from a system, they will be updated in the patch list.

> **Note:** Discovery takes place during short periods of rest of normal DMX transmission and is a lengthy process to complete. You should expect at least several seconds of delay to discover a light on a small system and much longer delays on a very large system.

Addressing and Mode

RDM allows you to set the DMX address and the operating mode of a light remotely.

Setting the operating mode may change the footprint, which is the number of DMX addresses occupied by the device. If you change the mode of a device adjacent to some other device or dimmers in patch, the new mode could be larger than the available space and overlap already used DMX addresses. When this happens, the affected ones are indicated in the patch list in red, and you will need to take corrective action and re-patch.

The Patch system knows how to match the chosen mode with the correct personality.

Universe

You cannot change the Universe part of the DMX patch for a Device found by RDM. RDM can only operate on the one universe it is connected to. To change the universe a light is patched to, you must physically re-plug the light to another DMX cable.
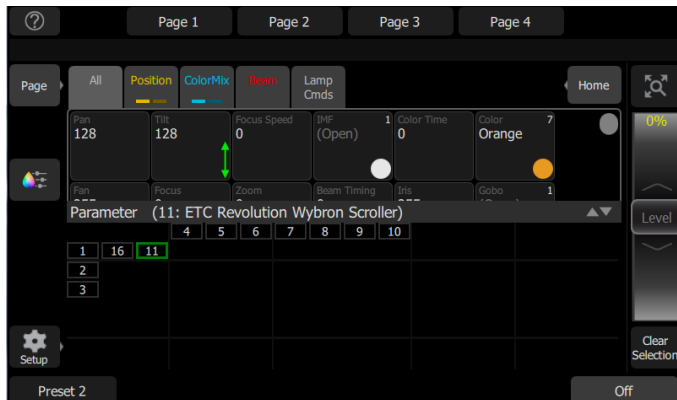
Controlling Parameters

Depending on the types of lights 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 light, with the exception of the intensity, are known as the parameters of the light.

Parameters may include position (pan/tilt), color mix, 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.
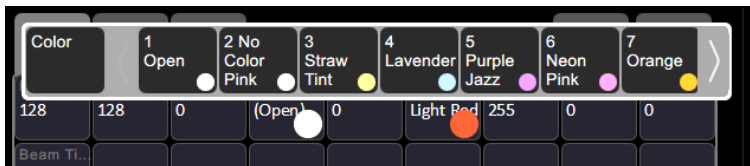

Parameter, All

Shows all the available parameters.
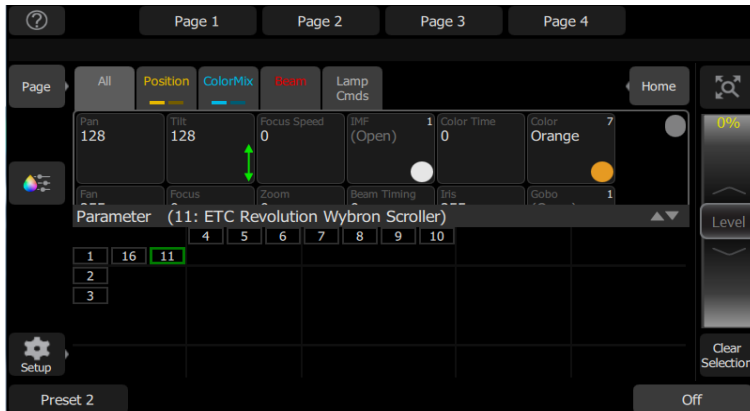
Controls the parameters of the selected light(s). Only lights with parameters may be controlled here.

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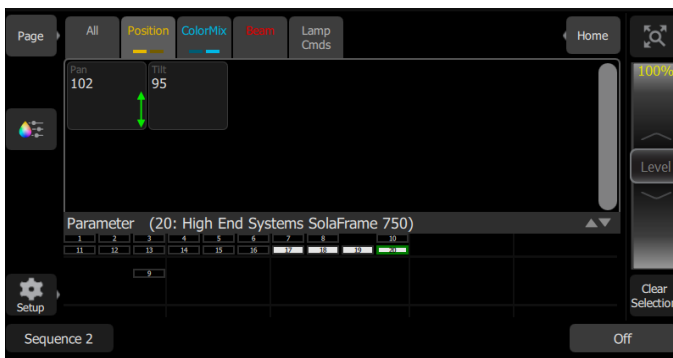
Pick the value box with one press to open a filmstrip view of the available settings.

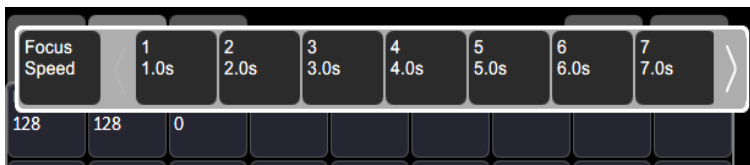The filmstrip may be scrolled left or right to see all the choices.

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 light(s). Only lights 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.

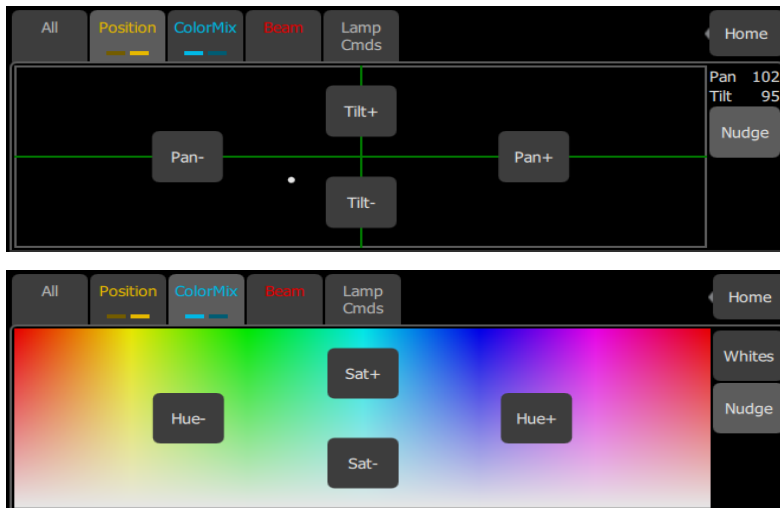The second page displays a cross hair pan and tilt control. Tap the tab twice to get to the second page.
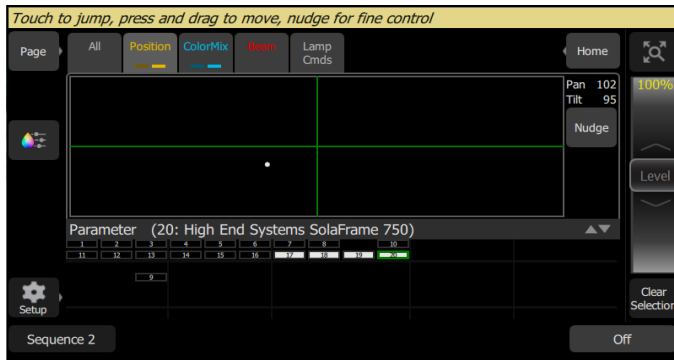
A white dot is used to indicate the current location. The actual pan and tilt values will display above the **Nudge** button. Press anywhere within the crosshairs to move your device.

For fine control of pan and tilt, use the **Nudge** button. See Nudge for more information.

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 color-mix 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, ColorMix

Lights 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.

Lights must be selected before a color choice can be applied to them. Select some lights on the zone map view, and then pick a color or try several colors.
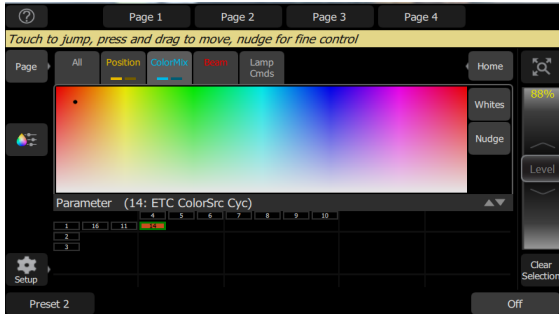
The color picker is a diagram of the visible spectrum varying by hue from left to right and by saturation (paleness) from top to bottom. The color picker can be set to colors or whites mode. See Whites for more information.

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 mix. See Setup Color Chips for more information.
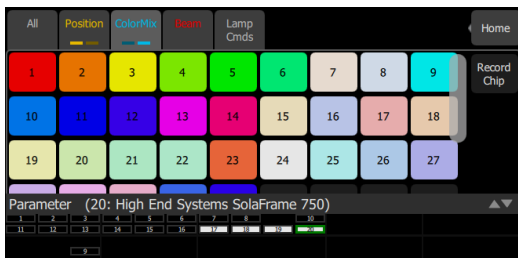

> **Note:** Not all color mixing systems can produce precise color matches and a full range of colors. It is advisable to control color on only one fixture type at a time.

> **Note:** You may find it necessary to pick colors independently for different lights 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.
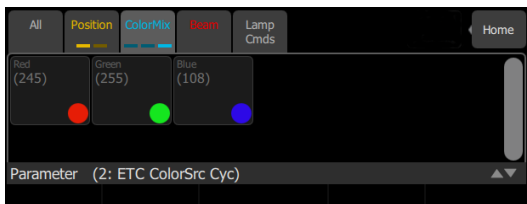
To change an individual emitter, pick a color and wipe the value box up and down to change values.
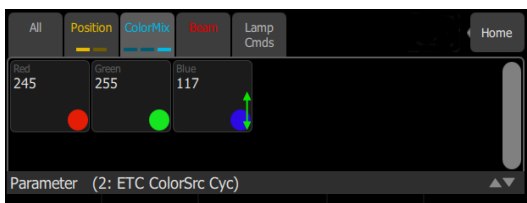
For lights with fixed ranges of preset colors, such as color wheels or scrollers, use the parameter all tab.
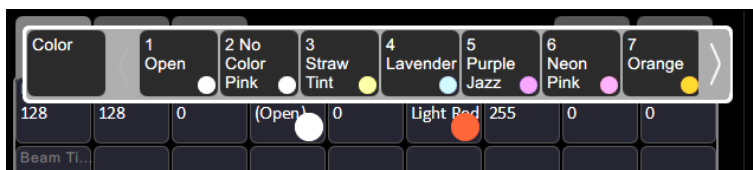
The filmstrip may be scrolled left or right to see all the choices.

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 light and its capabilities.

Use the Nudge function to get the desired shade.

See Parameter, ColorMix for more information.

Record Color Chips

Color chips may be programmed to carry any color mix.
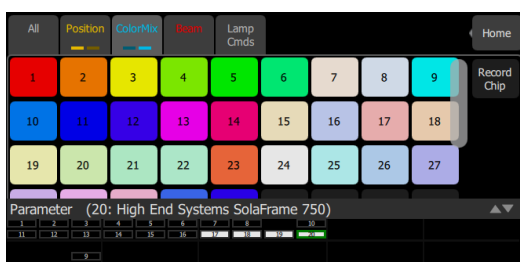
How to Program a Color Chip.

1. Pick a color using the color selector, move around until you find the one you require.
2. Press the **Record Chip** button.
3. Pick a chip to re-program, or press **Cancel** to exit without saving.

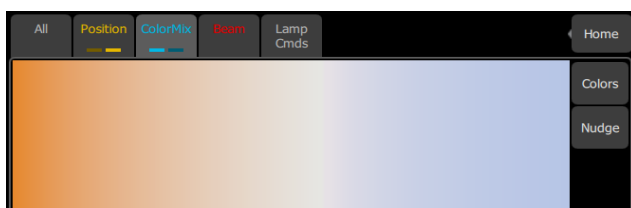> **Note:** Not all lights can produce all colors, and not all lights can match colors accurately, either between similar models or with other different models. You may find it convenient to make several similar chips for different lights in order that they all produce a similar color.

Parameter, Beam

Shows only the beam parameters. All parameters that are not position, intensity or color mixing are included in the beam parameter set.
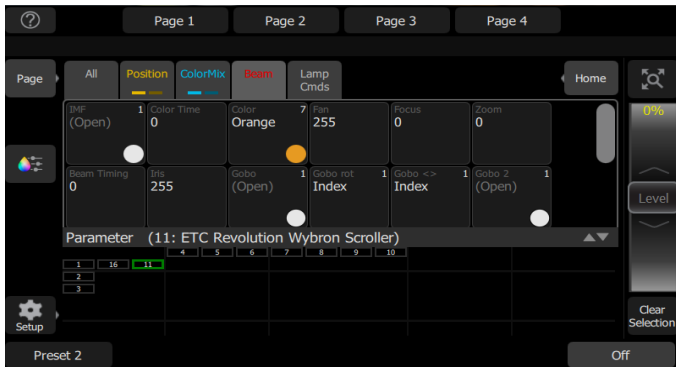
Controls the parameters of the selected light(s). Only lights with parameters may be controlled here.

Pick a parameter and swipe the value box up and down to change values.
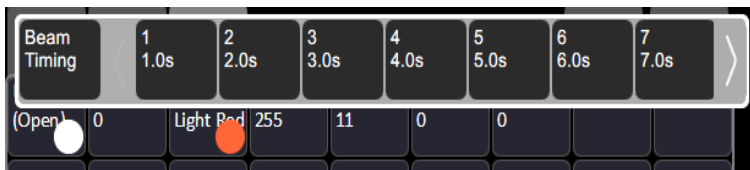
Pick the value box with one press to open a filmstrip view of the available settings. The filmstrip may be scrolled left or right to see all the choices.

Parameter, Lamp Commands

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.
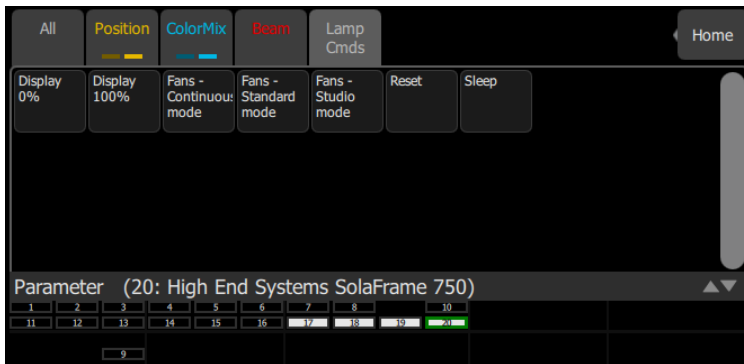
Parameter, Home

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 lights 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 lights 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 lights 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 lights 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 zones 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:

Preset	Level	Preset	Level
1	100%	9	100%
2	75%	10	75%
3	50%	11	50%
4	25%	12	25%
5	100%	13	100%
6	75%	14	75%
7	50%	15	50%
8	25%	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.
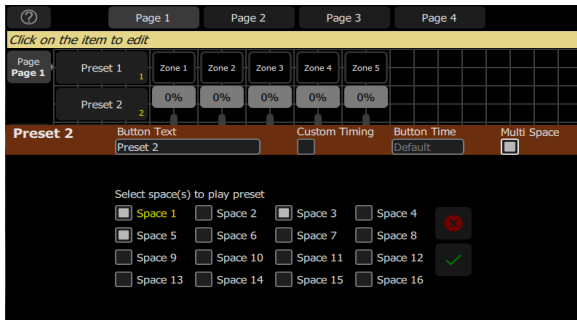
You can also assign a button to control presets in other spaces not including the one that your EchoTouch is in.
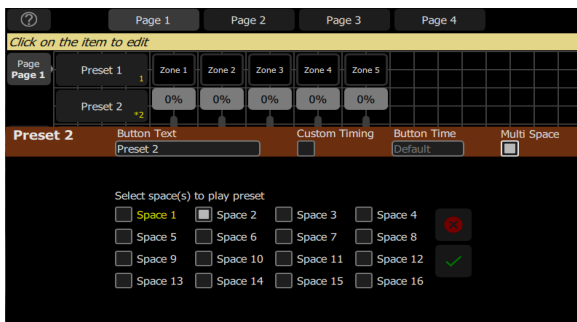
Off

The Off button takes all outputs in a space to 0% level and non-intensity parameters to their home position. This includes zones, presets, and sequences.

A default time for Off can be set it in Presets tab in Settings. See Settings: Presets for more information.

Record Sequence

> **Note:** Sequences can only be used to control zones that are patched to DMX, sACN or ArtNet 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.
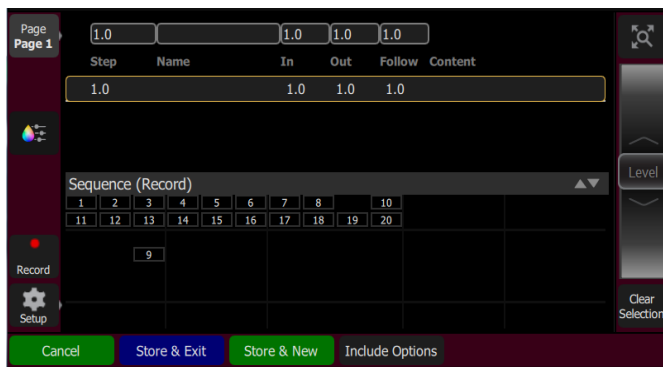
While in the recording mode you may visit other screens to set parameters. While in those screens, a red water-mark will be displayed showing what step you are editing.

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 zones and sets of parameters are included in the recording by pressing the **Include Options** button.

Zones:

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

Include:

- **Intensity / Color:** Only the intensity and color mixing zones are included.
- **Position:** Only the position (pan/tilt) zones are included.
- **Beam:** Only the beam zones 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 zone 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.
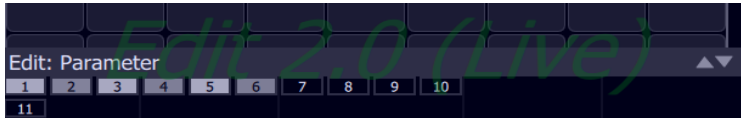
Press **Store & Exit** to save the current look to the selected step and to exit the edit mode, or press **Store & Next** to save the current look and remain in the edit mode.

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

Settings

All internal settings and default values are setup here.

Settings are arranged in tabs of related items:

- General: Language and about device information.
- Hardware: Custom setup of backlight and DMX speed.
- Network: Custom setup of your device's network.
- Echo: Custom setup of specific Echo settings, including login, Echo space, and lockout.
- Display: Custom setup of inactivity behavior for your touchscreen.
- Presets: Custom setup of default times used for each of the Presets and the Off function.

Settings: General

From this tab you can set the language. Current options are English, French, German, and Spanish.

The hardware model, current software version, Echo protocol version, and personality library version are also displayed on this tab.

Settings: Hardware

You can adjust the 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.

You can adjust the backlight for the touchscreen. 1 is the dimmest setting and 7 is the brightest.

Settings: Network

> **Note:** The network tab is not available in the offline editor.

From this tab you can configure the network for your EchoTouch.

Choose the network output protocol. Current options are Streaming ACN (sACN) or ArtNet.

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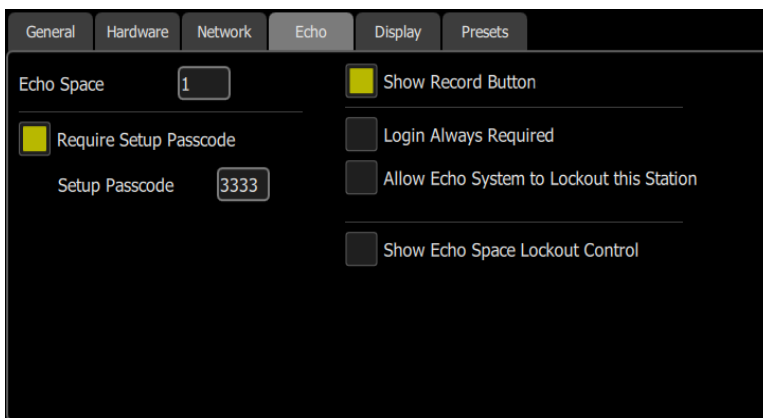
When **Auto** is enabled (the box will be yellow), the IP address and subnet will automatically be set via a DHCP server. **This is the recommended setting.**

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.
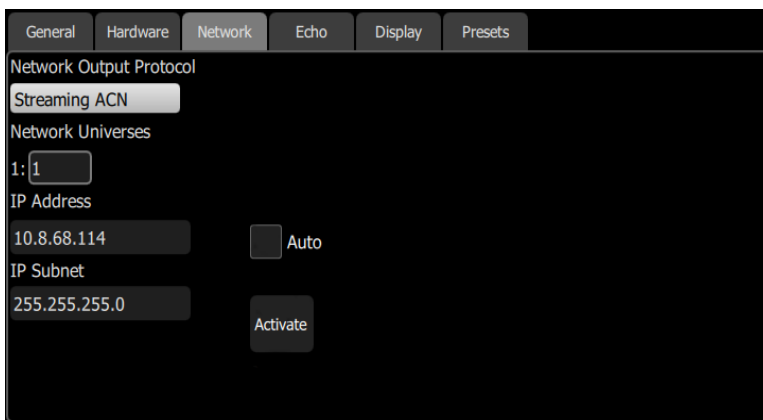
Settings: Echo

This tab contains Echo specific settings.

The following options are available:

- **Echo Space** - assigns the Echo Space used by your touchscreen. An Echo system can support spaces 1 through 16.
- **Require Setup Passcode** - when enabled, the touchscreen requires a four digit passcode be entered to access the setup options, such as patch and settings.
- **Show Record Button** - when disabled, the record button will be hidden.
- **Login Always Required** - A login passcode can also be assigned. This requires a four digit passcode be entered 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 an Echo control system to affect this device.
- **Show Echo Space Lockout Control** - displays a button that can be used to lockout other Echo devices in the shared space.

Settings: Display

From this tab, you can assign inactivity behavior for your touchscreen.
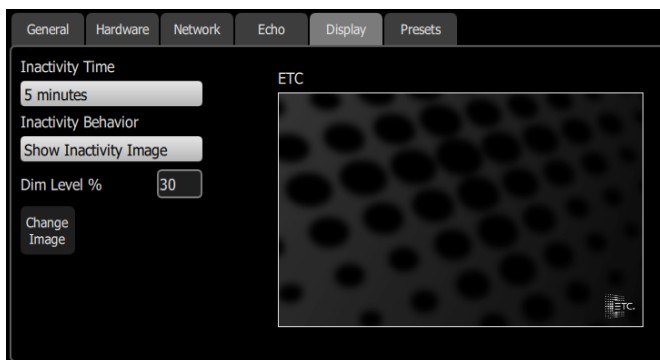
You can assign the amount of inactivity time that needs to pass before the inactivity behavior starts. Inactivity time can be set to 1 minute, 3 minutes, or 5 minutes.

The following inactivity behaviors can be set:

- **Dim Screen** - dims the touchscreen to an assigned dim percentage 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. The following formats are supported: jpg, png, tiff, and bmp files. You can also set a dim percentage 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.

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.

File, New

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

> ℹ️ **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.

File, Open

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

> ℹ️ **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.

File, 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.

⚠️ **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.

File, Save As

Save the show by going to **Setup>Files>Save As**. The show will be saved with the name you enter.

ℹ️ **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.
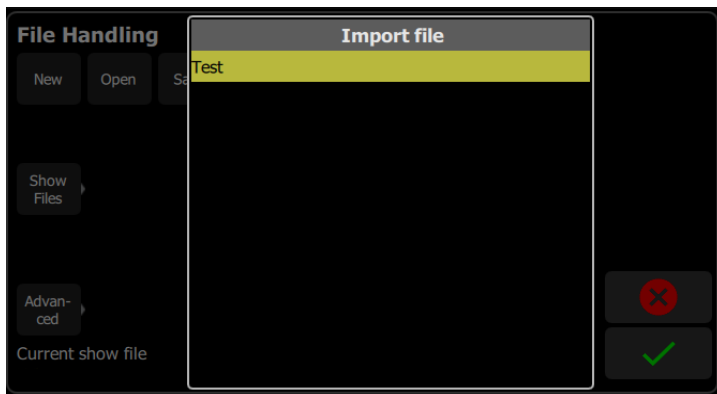
File, Import

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

ℹ️ **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**.

File, Export

Export the current show file by going to **Setup>Files>Shows>Export**.

ℹ️ **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**.

File, 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**.
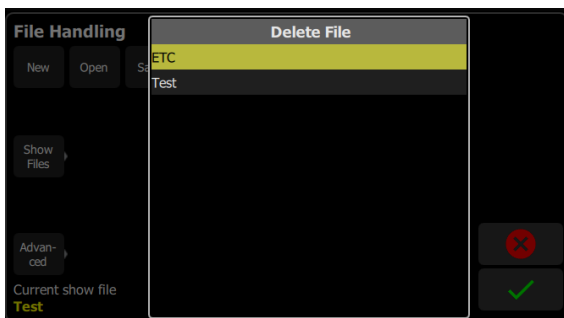
Files, Show files

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

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

Functions

- 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 **File > 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, Advanced

Functions

- Import Settings - allows you to import a settings file.
- 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 devices's log files to a USB drive.

> ⚠️ **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.

Import Settings

When a show file is exported, a settings file is also created. This file only contains the settings information selected in the Settings tabs. This file can be imported using the Import Settings option under **Files>Advanced**.

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.

> **i** **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.

> **i** **Note:** Fixture profiles are not loaded from this display. Please see Loading a Fixture Profile 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 (www.etcconect.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.