echoflex
an ETC Company

ElahoTouch Controller
User Manual

3.2.0

Part Number: 8186M1283-3.2.0 Rev.A

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Table of Contents

Introduction

This manual is for use with ElahoTouch.

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 Technical Services

If you are having difficulties, your most convenient resources are the references given in this document. To search more widely, try the Echoflex website at echoflexsolutions.com. If none of these resources are sufficient, contact Technical Services directly at the office identified below.

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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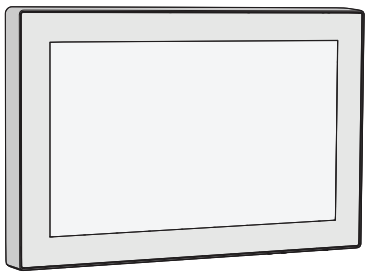
ElahoTouch Overview

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

ElahoTouch 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  button.

Channels

A channel is used by ElahoTouch to control fixtures. ElahoTouch 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: *Elaho channels are not patched to a DMX value, instead they communicate over EchoConnect to other Elaho 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.

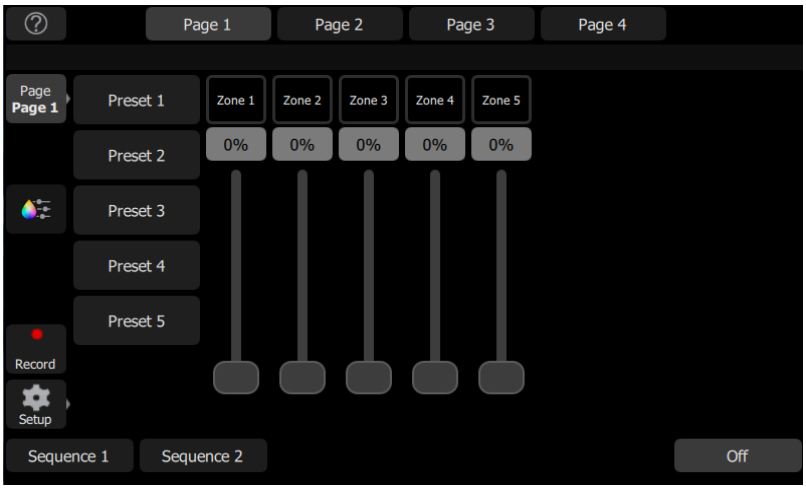
Lockout

This button is used to lockout other Elaho 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 ElahoTouch.
- 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 ElahoTouch.

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

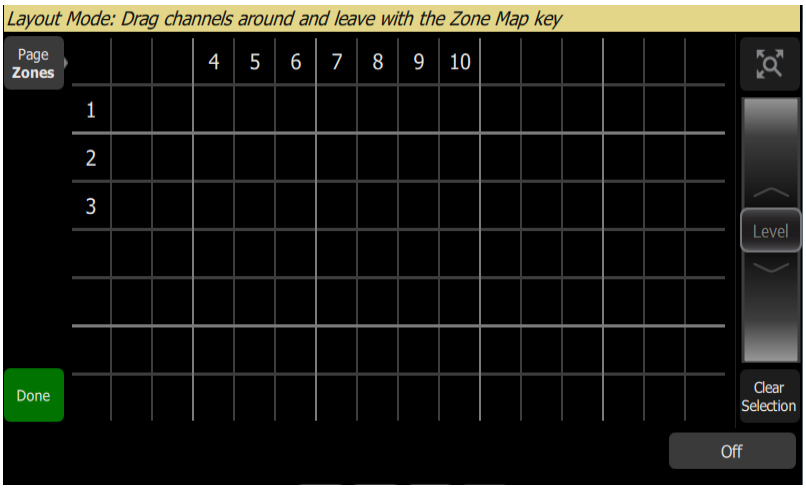
Allows you to delete the currently selected page. Select **Accept** to delete, or **Cancel** to exit without deleting.

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.

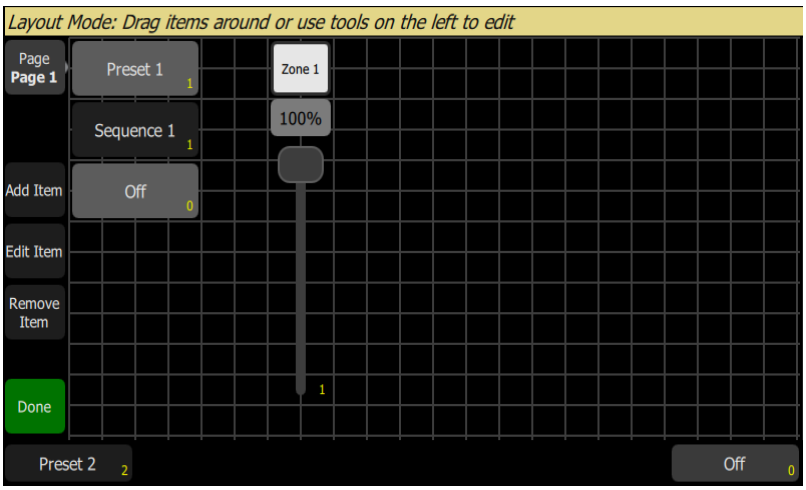
Press and hold a cell on the channel map, or go to **Setup > Layout Mode** to open the layout screen.

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:

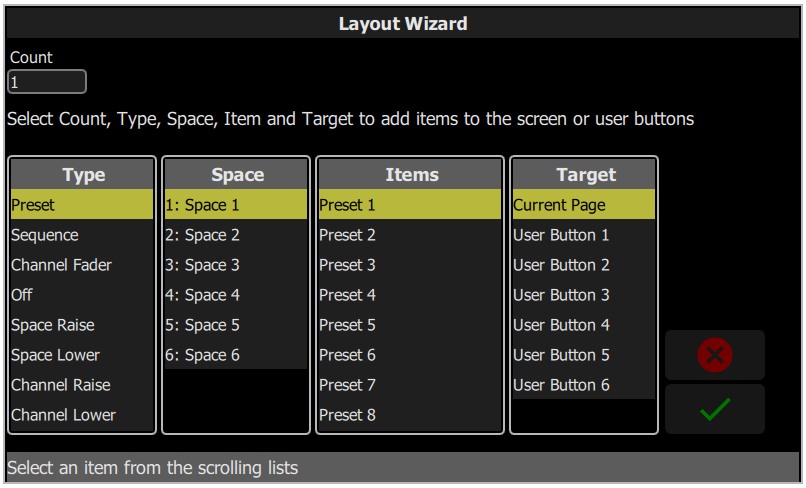
- Add Item
- Edit Item
- Remove Item



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

Add Item

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



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.*

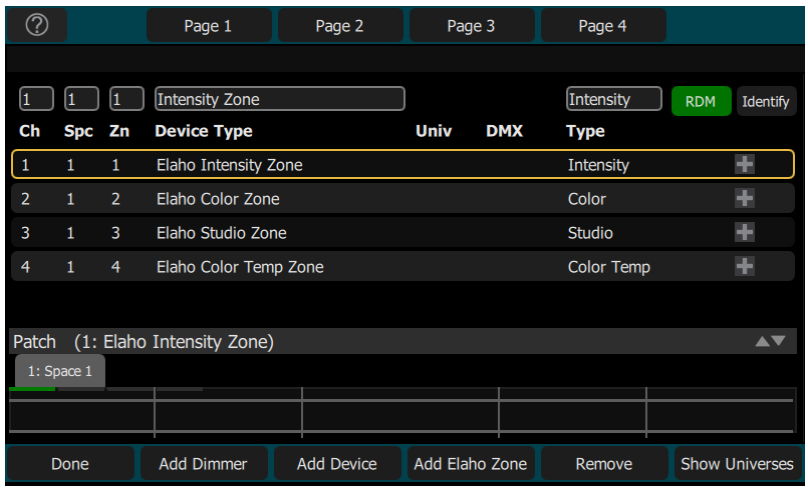
Getting Started With Patching

To be able to control the lighting fixtures in your system you need to assign each Elaho 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. Elaho Zones are not patched to a DMX value; instead they communicate over EchoConnect to other Elaho output devices.

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 Elaho device. Devices in the same space must be assigned unique zone numbers. Up to 16 zones can be assigned per space.

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

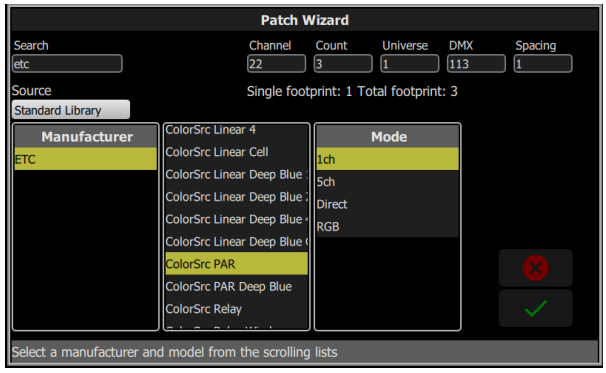
There is a network universe that can be assigned to any sACN or Art-Net universe number in Settings > Network. In the Patch display, the internal universe number will be displayed first with the assigned universe in parentheses.

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:

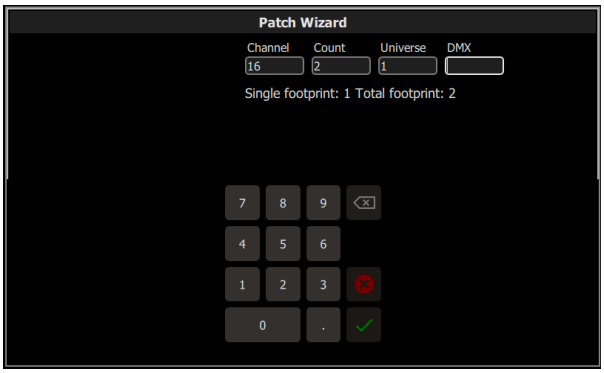
Your devices use 17 addresses, but you would prefer to manually address them at logical starting numbers like 1, 21, 41 and so on. Use the Spacing cell to change the footprint to 20 so that those devices will automatically patch at 1, 21, 41…

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.

Patching a Dimmer

Dimmers are single-address devices that control intensity only.

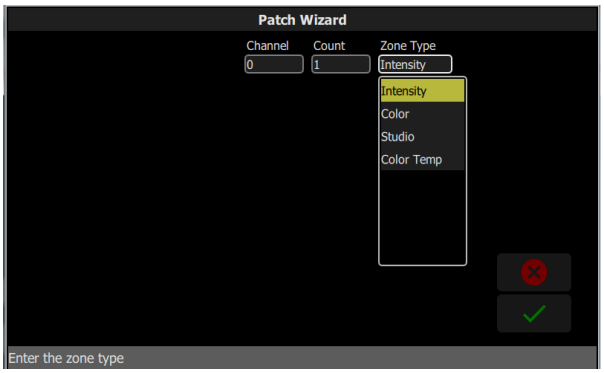


1. Press **Add Dimmer**.This will open the Patch Wizard display.
2. Select **Channel** to enter the number.
3. Select **Count** to enter in the number of similar devices you are patching. If the quantity is more than one, each dimmer will occupy one DMX address, starting from the address you specify.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

Note: *Custom fixture profiles can be loaded. Please see Loading a Fixture Personality for instructions.*

Add Elaho Zone

Elaho Zones communicate over EchoConnect to other Elaho devices.



Patching an Elaho Zone

1. Press **Add Elaho 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 Elaho channel. The following options are available:
   - **Intensity** - controls intensity of all Elaho Zones.
   - **Color** - controls hue, saturation, and intensity on devices patched to an Elaho DMX Scene Controller or another ElahoTouch.
   - **Studio**- controls color temperature, tint, and intensity on devices patched to an Elaho DMX Scene Controller or another ElahoTouch.
   - **Color Temp** - controls color temperature and intensity on devices patched to an Elaho DMX Scene Controller or another ElahoTouch.
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 range 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 ElahoTouch 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.

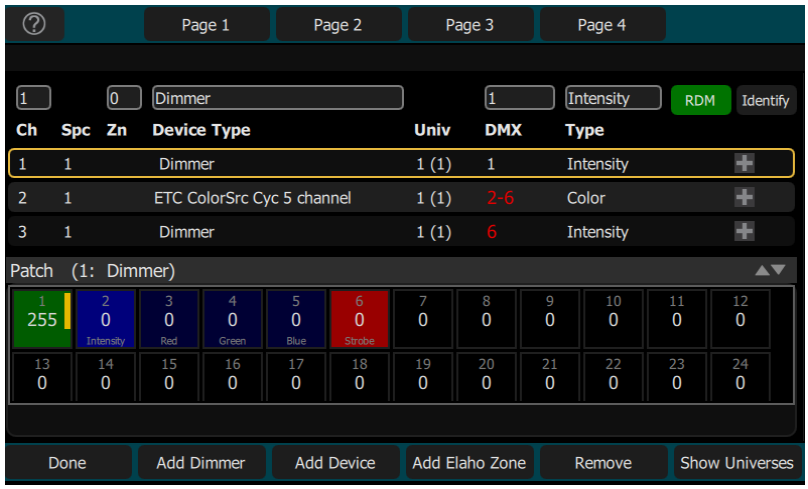
1. Save the file to the root directory of a USB drive. The file must be named userlib.jlib in order to be recognized.
2. With the USB drive plugged into the device, go to **Setup > Patch > Add Device**.
3. From the Source dropdown, select User Library. A new library will display with your fixture listed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

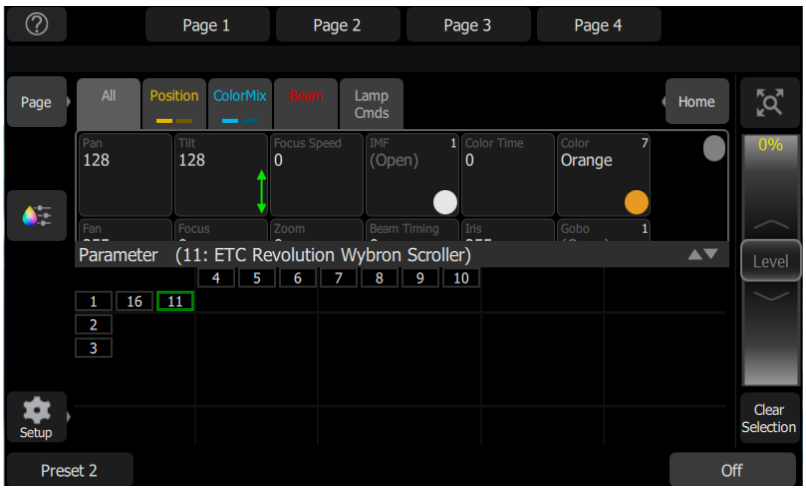
Controlling Parameters

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

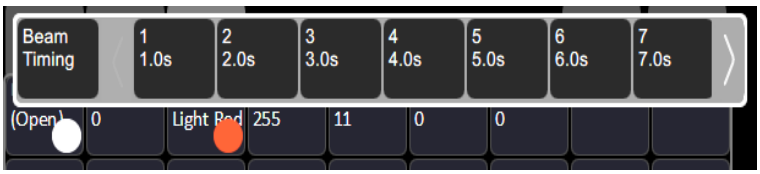
All the controllable features of an automated fixture, with the exception of the intensity, are known as the parameters of the fixture.

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.



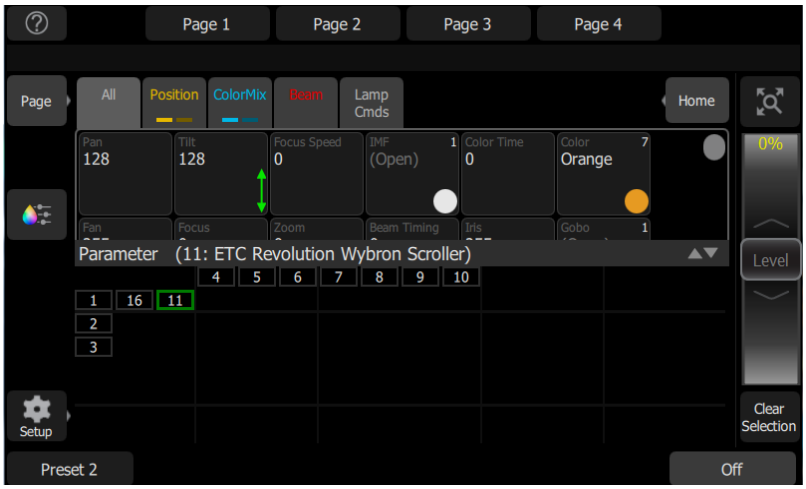
Each cell on the parameter display is a controllable button to alter the value. Press and hold on the cell and you can wipe the value up and down, using the entire screen height for control.

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

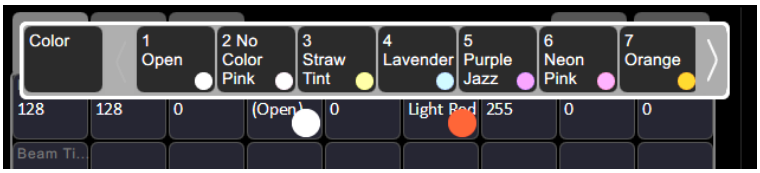
Shows all the available parameters.



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.

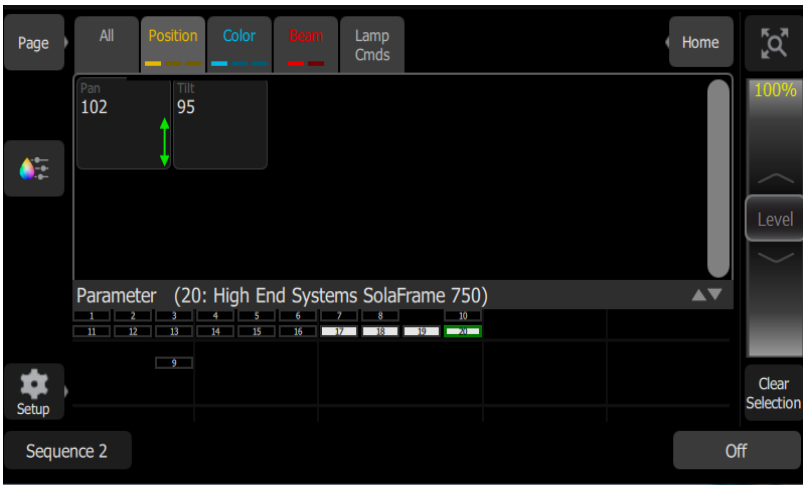
Pick the value box with one press to open a filmstrip view of the available settings.



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

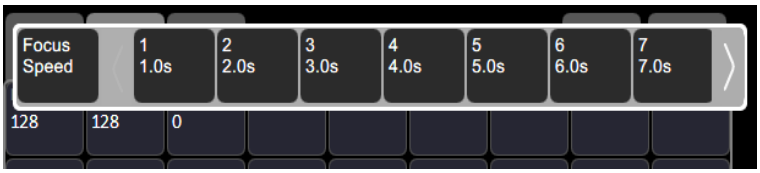
Parameter, Position

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.

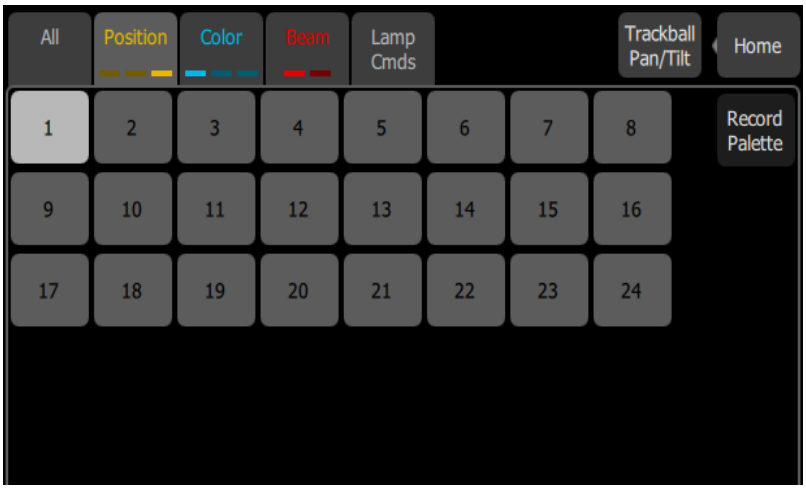
The second page displays a cross hair pan and tilt control. Tap the tab twice to get to the second page.

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.

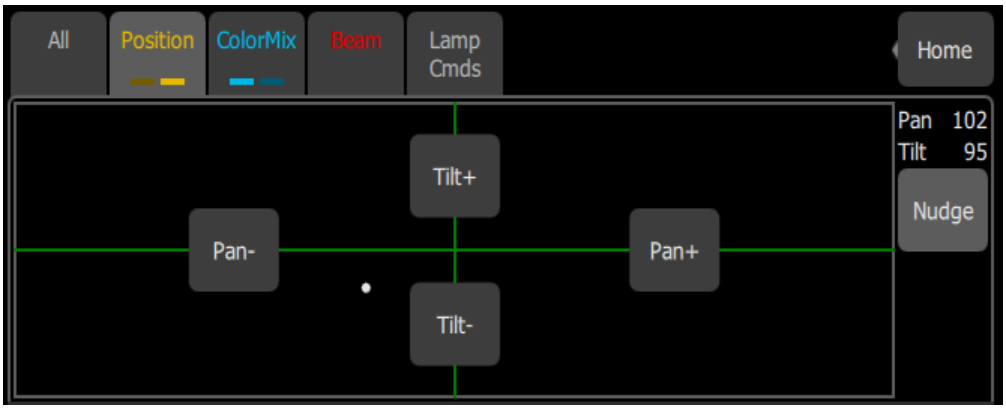
Using Position Palettes

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.



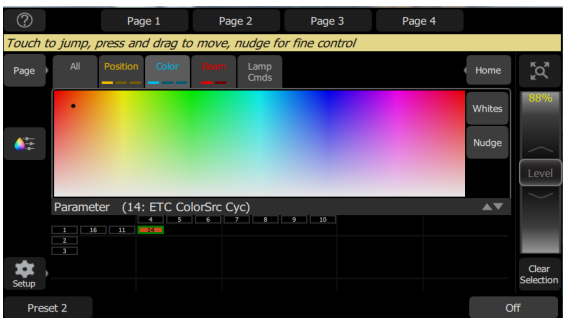
Press the buttons to add or subtract from the current values. Press and hold the buttons to quickly make a jump in value.

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

Parameter, ColorMix

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.

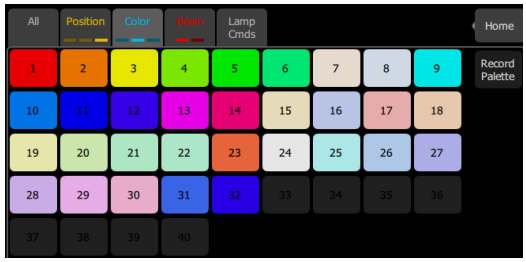
fixtures must be selected before a color choice can be applied to them. Select some fixtures on the Channel Map view, and then pick a color or try several colors.



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.

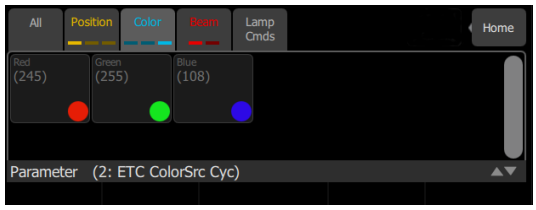


Note: *Not all color mixing systems can produce precise color matches and a full range of colors. It is advisable to control color on only one fixture type at a time.*

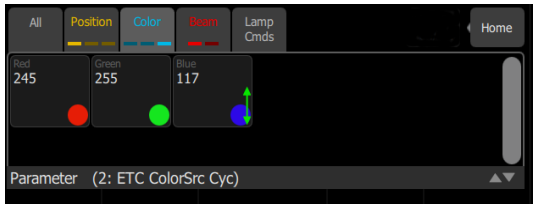
Note: *You may find it necessary to pick colors independently for different fixtures in order that they all produce a similar color.*

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.

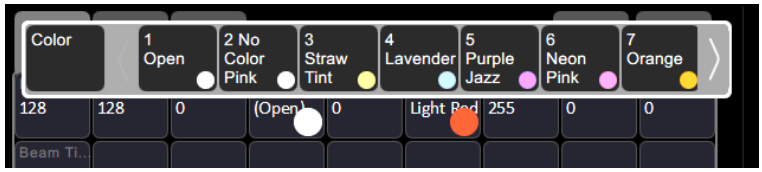
When color values are set via the color picker, their values will display in parentheses when viewed in the direct emitter page.



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.

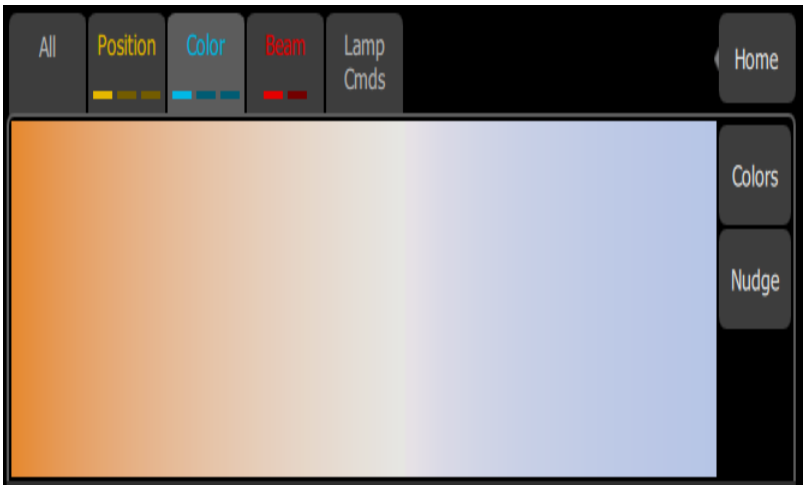


The filmstrip may be scrolled left or right to see all the choices.

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.

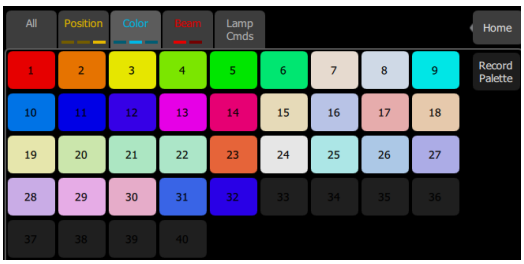
Use the Nudge function to get the desired shade.



See Parameter, ColorMix for more information.

Record Color Palette

Color palettes may be programmed to carry any color.



Recording a Color Palette

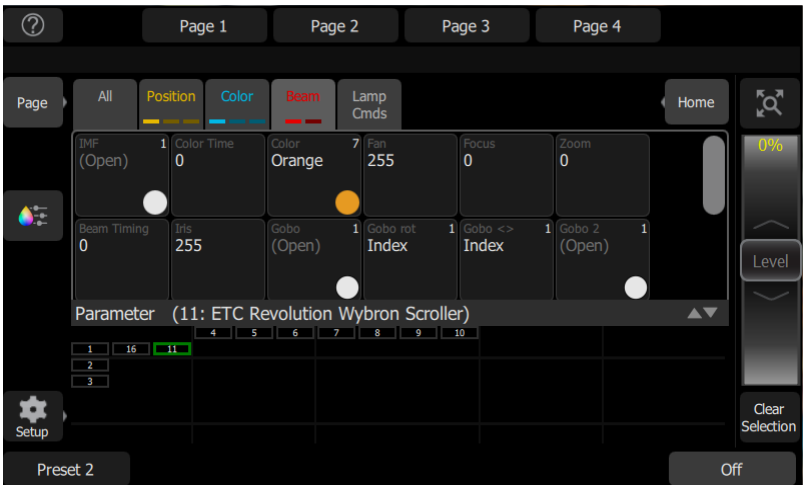
1. Set the color parameters accordingly for the fixture or fixtures you wish to record.
2. Tap the **Color** tab to open the position palette page.
3. Press the **Record Palette** button.
4. Press **Include Options** to choose to record for all channels, or only the ones currently selected.
5. Pick a 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.

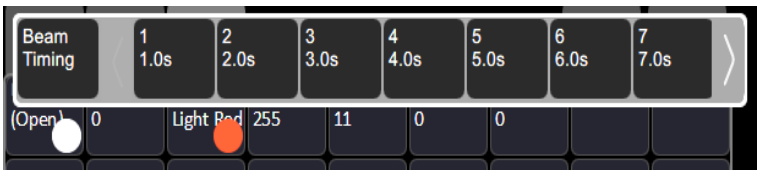
Parameter, Beam

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.

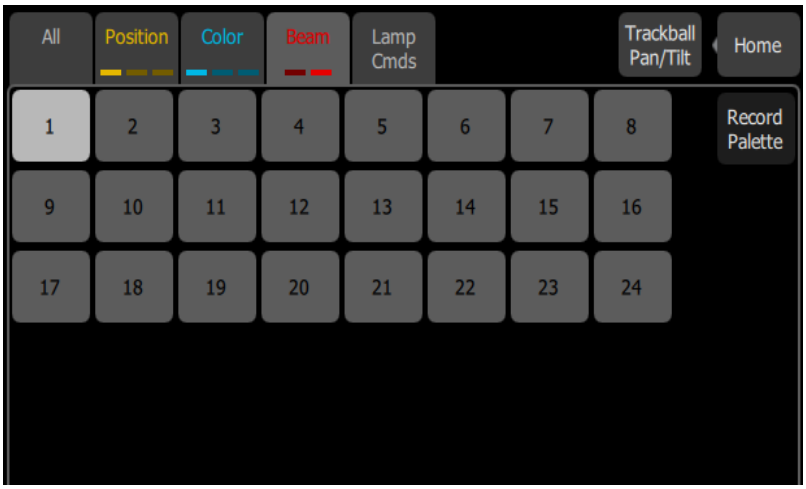
Pick a parameter and swipe the value box up and down to change values.



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.

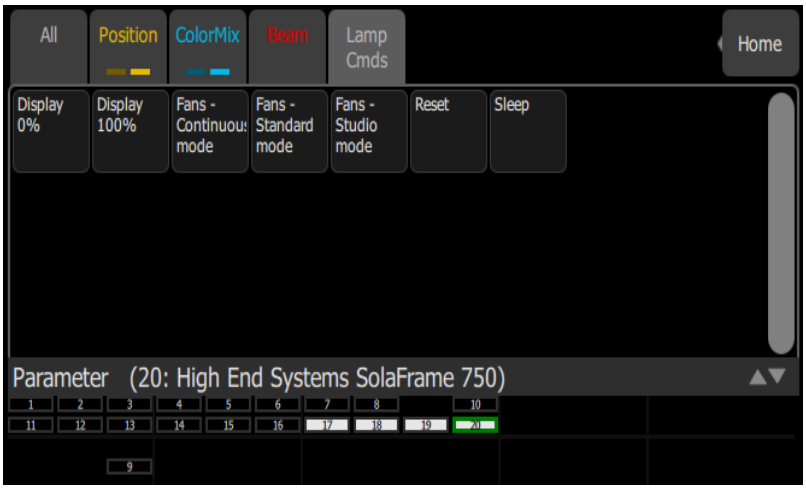
3. Press the **Record Palette** button.
4. Press **Include Options** to choose to record for all channels, or only the ones currently selected.
5. Pick a palette chip to record, or press **Cancel** to exit without saving. Light gray chips contain palette information; those in dark gray are blank.
6. 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 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 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>Elaho**.

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 ElahoTouch itself or from additional Elaho devices connected via EchoConnect.

There are 64 presets available on ElahoTouch.

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.

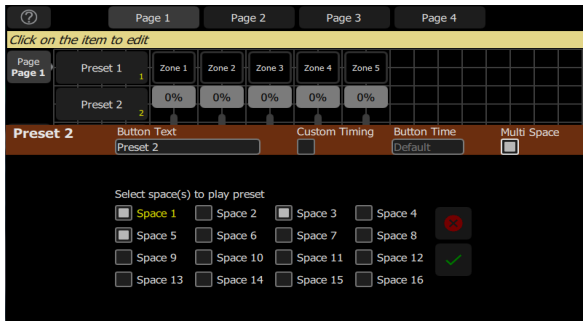
Creating a Multi Space Preset:

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

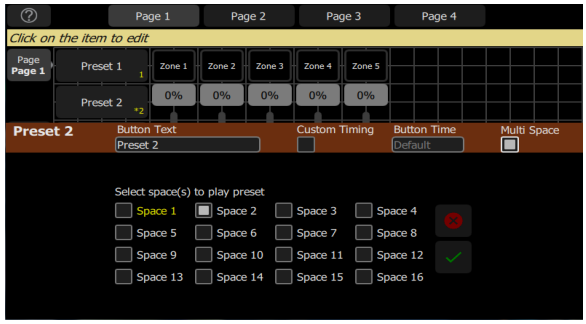
1. While on the appropriate page with your preset, go to **Setup>Layout Mode**.
2. Press **Edit Item**.
3. Select your preset. The edit preset display will open.

4. Select **Multi Space**. The space options will display. The space assigned to your ElahoTouch 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 ElahoTouch is in.



You can also assign a button to control presets in other spaces not including the one that your ElahoTouch 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 it 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.*

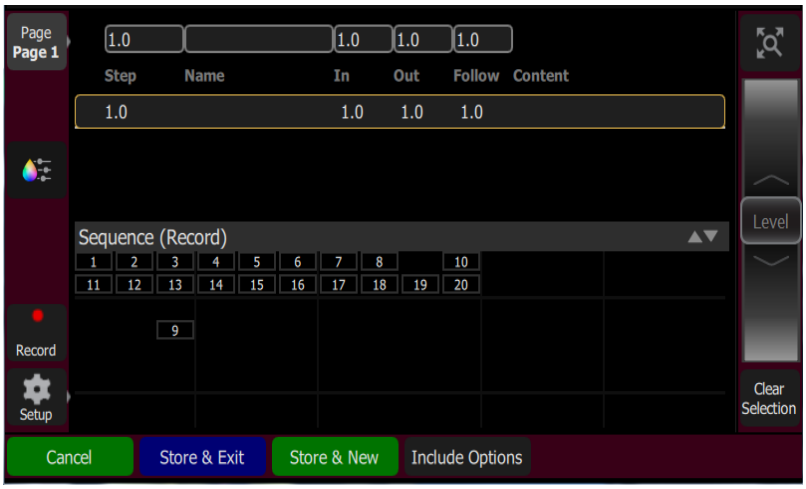
Sequences play back on sequence buttons on pages. A sequence may contain up to 99 steps with fade and step timing.

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

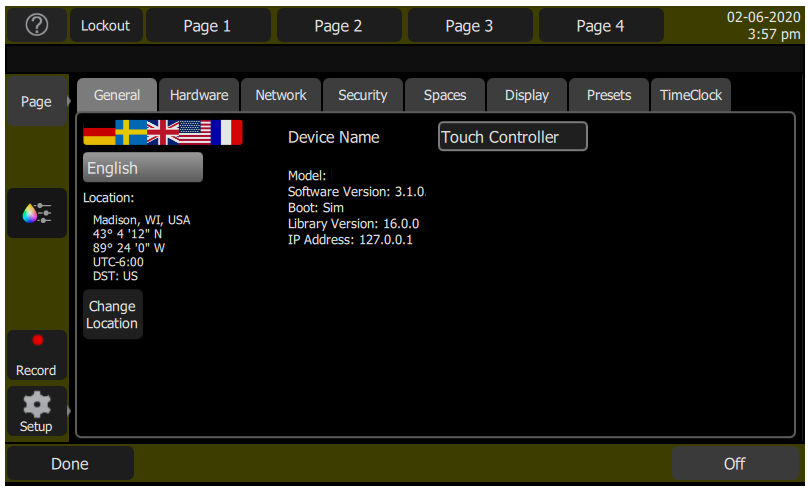
All internal settings and default values are set up here.

Settings are arranged in tabs of related items:

- General: Language and about device information.
- Hardware: Custom setup of backlight and DMX speed.
- Network: Custom setup of your device's network.
- Security: Custom setup of scurity settings, including login, lockout, and configurable buttons.
- Spaces: Custom setup of your Elaho Spaces.
- Display: Custom setup of inactivity behavior for your controller.
- Presets: Custom setup of default times used for each of the Presets and the Off function.
- TimeClock: Custom setup of timed events (Mk2 hardware only).

Settings: General

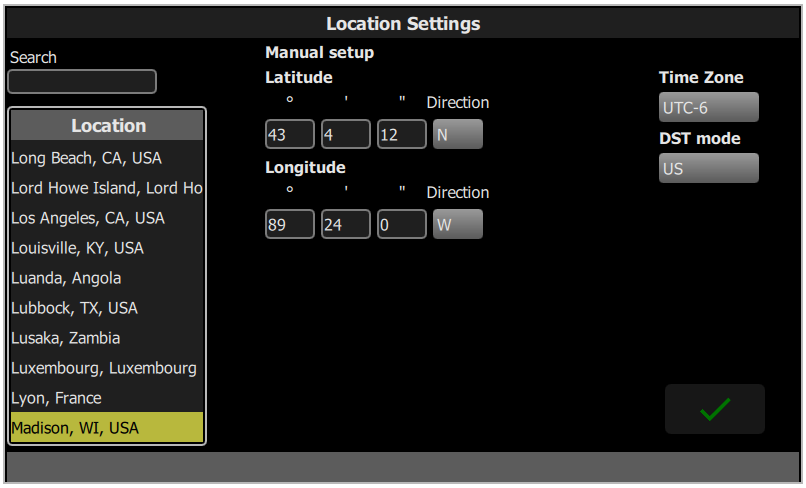
This tab provides settings for changing the language. English, German, French, Spanish, Russian, and Japanese are currently available.



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.



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

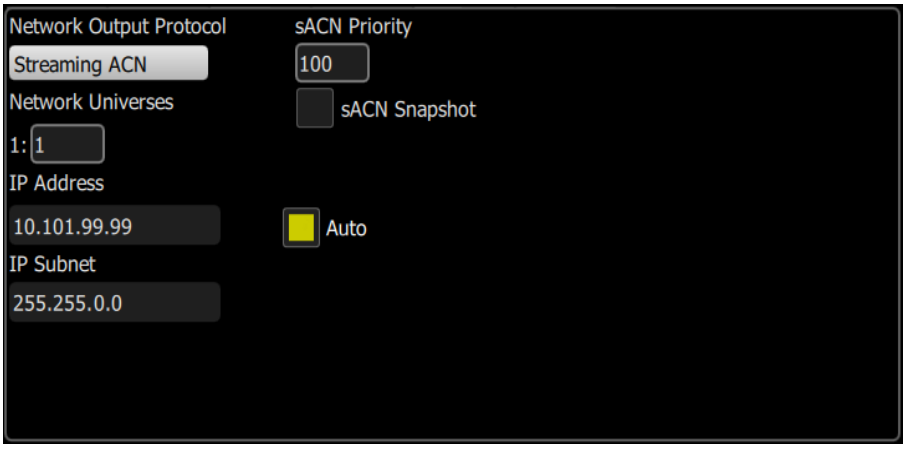
You should choose the fastest setting that works correctly with all your equipment. Normally, with modern devices, this should be Max or Fast.

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 ElahoTouch controller's network settings.



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. For more information on sACN snapshotting, see Add Range.

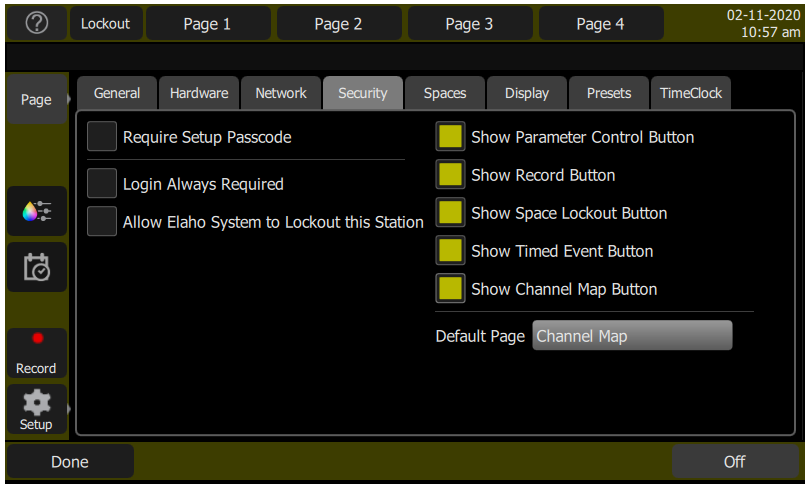
You can assign the internal network universe to any sACN universe number. In the Patch display, the internal universe number will be displayed first with the assigned sACN universe in parentheses.

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.

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 Elaho 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: 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.

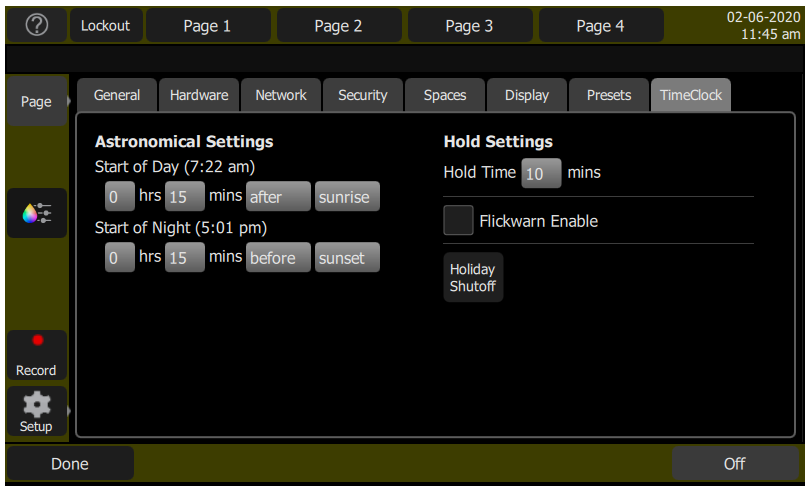
Tapping the touchscreen will exit out of all of the inactivity behaviors.

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.

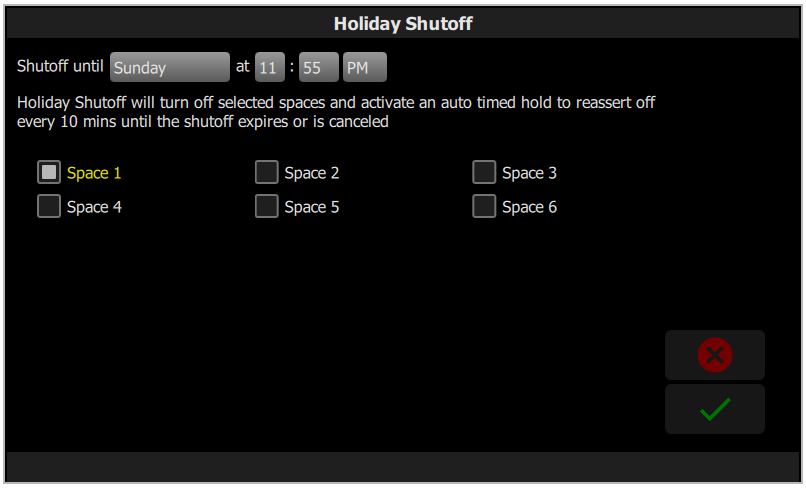
Sunrise and sunset are automatically determined based on your location. To your configure location, see General.

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.

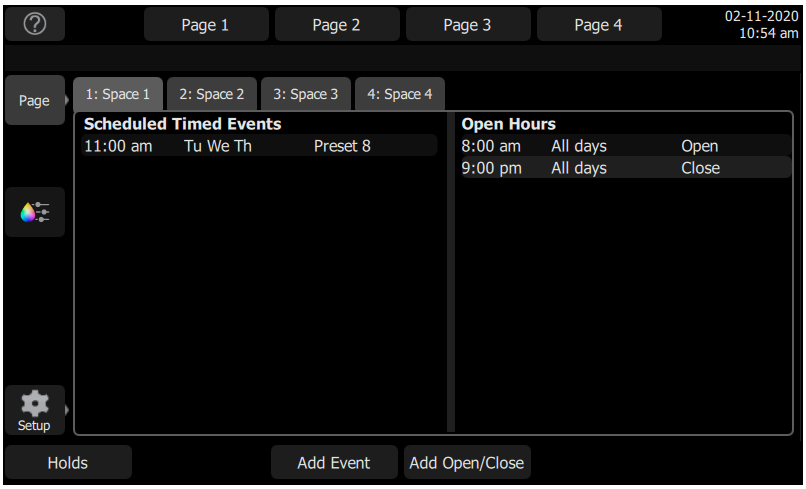
Holiday Shutoff

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.



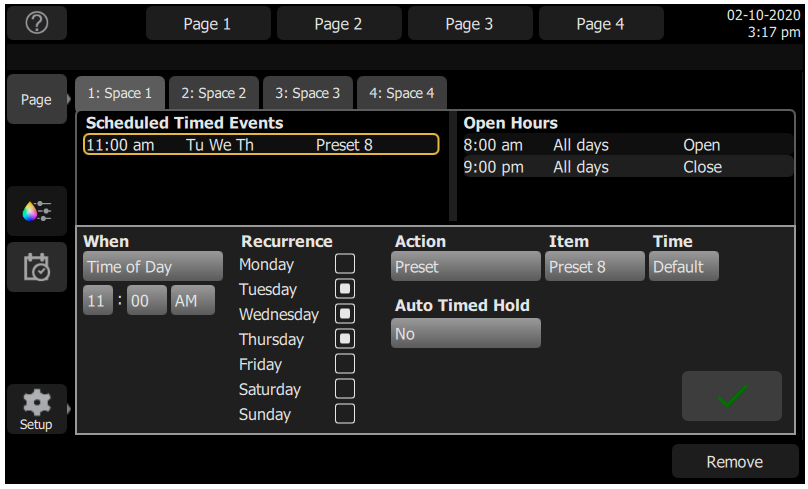
Timed Events

This page contains settings for TimeClock Events.



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.

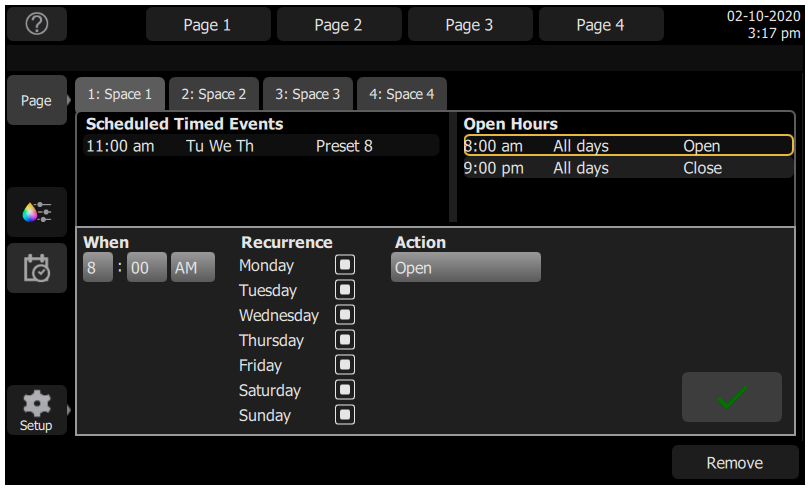
If While Closed is selected, manual activity will only start an Auto Timed Hold if the system is in a closed state.

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.*

File, 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.

File, 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.*

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. 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.*

File, 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.*

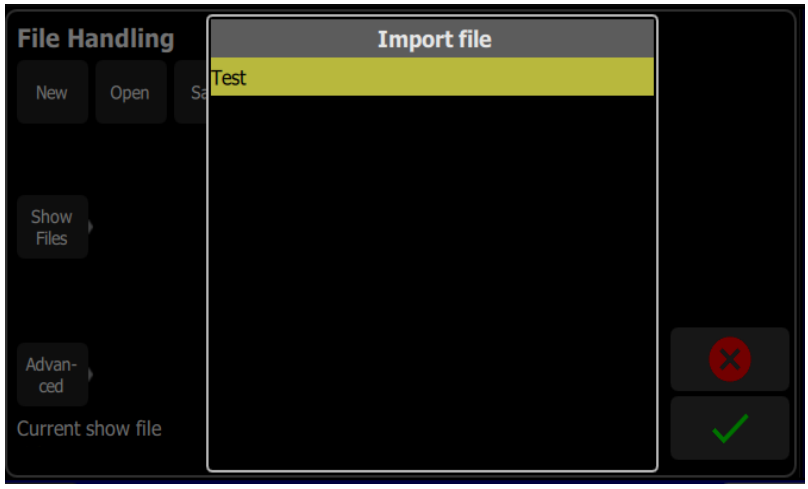
CAUTION: *All data is stored internally in non-volatile memory. Do not switch off the power until any pending save operation is completed, or you may lose data. It is strongly advised that you make periodic backups of important data to an external memory stick using the Export function.*

File, Import

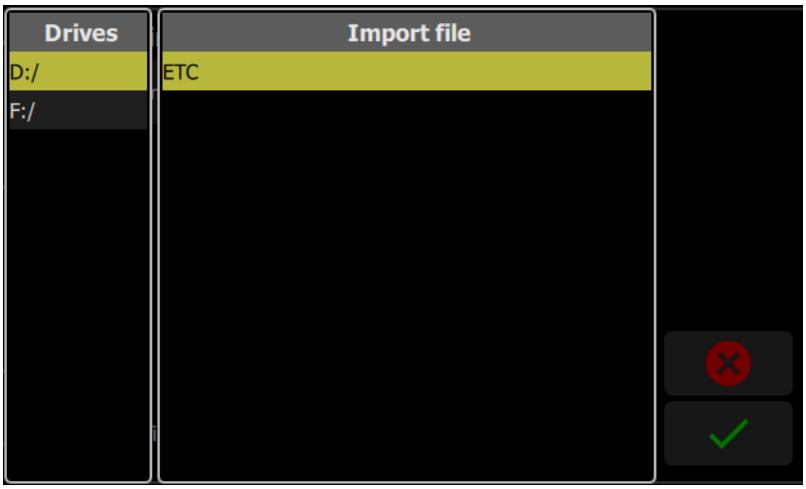
Import an existing show file by going to **Setup>Files>Shows>Import**.

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.



File, Export

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

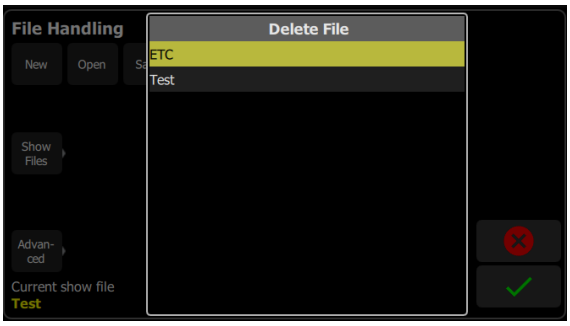
Note: *Show files will be saved onto a memory stick, in a folder named "Shows" in the root directory.*

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.

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.

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.

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

- 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 Echoflex 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 Echoflex 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 Echoflex 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: Elahotouch_Logs_#.tar.gz.

Installing Language Packs

Any available language packs can be downloaded from the Echoflex website (echoflexsolutions.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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