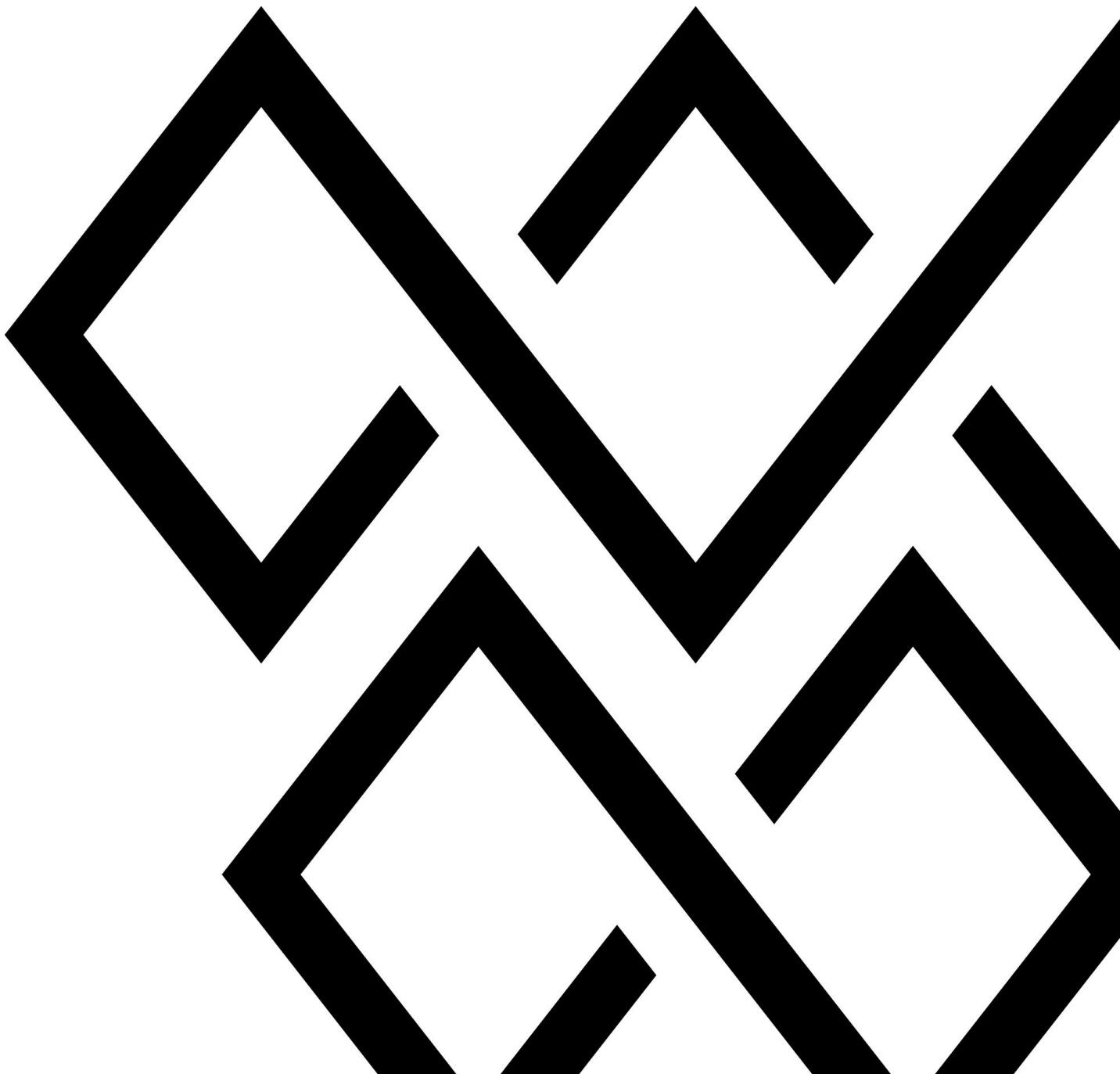


# Wolfmix W1

## Mini guides

Version 0.6 | English



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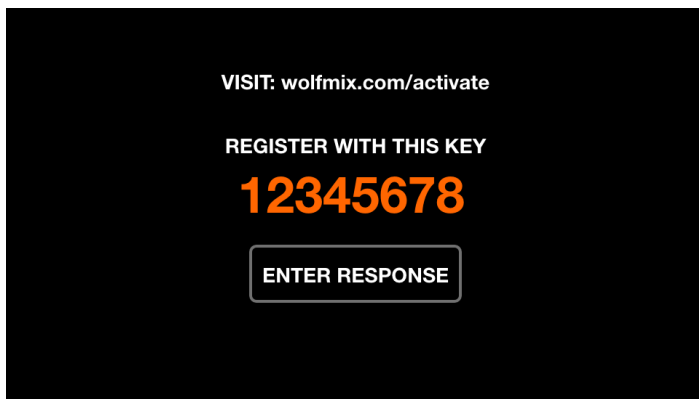
# 1 First Wolfmix Bootup!

## Connect the power

Let's do this. Start by connecting the included 1A power supply and USB cable. If connecting with a computer, this must be USB 3.0 (or higher). USB 2.0 doesn't provide enough power for the Wolf. Be careful with USB hubs too, they don't always work the way they should.

## Register with the keycode

The first time you start the Wolfmix, you'll see a registration code on the screen. Go to [wolfmix.com/activate](http://wolfmix.com/activate), enter this code, and then enter the given Activation Key. This ensures you have a genuine Wolfmix and not a dodgy copy!



## Load the demo project

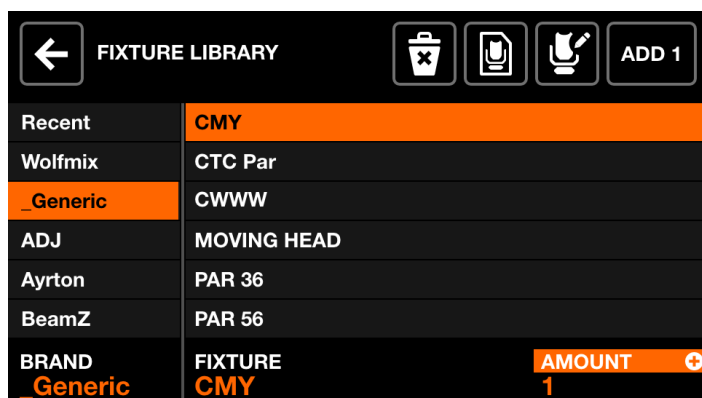
If you just want to play with the Wolfmix features, a good place to start is with the demo project. Select 'Load Project' and load the demo project by highlighting the first item in the list and hitting the first encoder. If you have the Easy View 3D add-on, we've got a 3D project included which allows you to test the Wolfmix without connecting any lights. More info on Easy View 3D [here](#).



## 2 Adding your lights

### Add lights to your project

- Open Fixture Setup by tapping the button to the top right of the home screen
- Tap the add fixture button (that's the icon with the +)
- Select a brand by moving the first encoder, and then a fixture by moving the second encoder
- Choose the amount of fixtures to add with the 4th encoder and then hit that encoder



### My light is not available in the library!





Don't worry, it's not the end of the world. You will still make it in time for the start of the gig- trust me. Depending on how much time you have to spare, there are a few options:

- We only add a selection of fixtures to the Wolfmix out of the factory. You can find more by clicking on the Fixtures button in the WTOOLS app
- Build the fixture profile yourself using the Wolfmix Fixture Builder. We've worked hard to keep this tool easy to use by including just the essential parts.
- Send us the user guide and we'll make it for you. This may take a few days or weeks depending on the amount of requests

### Edit DMX address & position

Once you've added some lights, the Fixture Setup screen is shown. This contains a list of all your fixtures with the selected ones in orange. Turn the first encoder to scroll the list and press it to select or deselect a fixture. Turn the second, third, and fourth encoders to move your lights to a different position, change the group, or change the starting DMX address. Press the encoder to apply the change. Be sure the DMX address on each line matches the number on the corresponding light!



 <b>FIXTURE SETUP</b> 2 fixtures's selected   			
001 : RGB	A	1 : 037	
002 : RGB	A	1 : 040	
003 : RGB	A	1 : 061	
004 : Moving Head	B	1 : 001	
005 : Moving Head	B	1 : 019	
006 : Scanner	C	1 : 043	
<b>FIXTURE</b> RGB	<input checked="" type="checkbox"/> <b>MOVE</b> -	<b>GROUP</b> A	<b>DMX Channel</b> 1 : 040

## Other Options

To create the best light show, follow these super important steps:

- Set your moving head limits: info [HERE](#)
- FLIP your LED bars if necessary, and SPLIT your Multi-FX Bars: info [HERE](#)

## 3 LED Bars and Multi-FX Bars

These days there are tonnes of light fixtures containing multiple light sources in one fixture. If you don't have them in your setup- go buy some. Examples include LED bars and multi-FX bars. Wolfmix contains a couple of neat features to help you get these working properly.



## FLIP

Have you ever mounted a bar the wrong way around on your truss? It can be pretty frustrating. Either you deal with your chases playing backwards, or you get those ladders out (or a spare chair if you're DJing a Wedding or Party. Dirty shoes on those cushions. Tutt tutt). FLIP button to the rescue! Tap it and it'll FLIP that fixture back to where it belongs!



## SPLIT

Multi-FX bars are usually made up of 1 fixture profile containing several lights (e.g. derby, laser, par...). Wolfmix will scan the profile and if possible, ask if you want to split the profile into independent light fixtures. This allows you to assign the fixture parts to different groups.





## 4 Building your own fixture

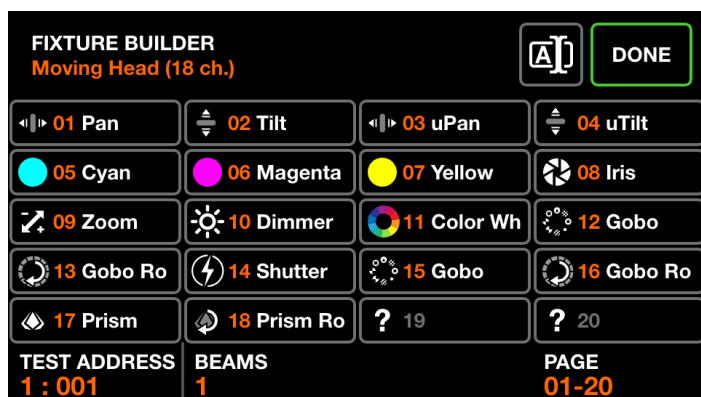
A fixture profile tells Wolfmix how the connected light works. It contains information on the capabilities of each channel. Take a look at your fixture's user manual and you should find a table of DMX channels and values. There's often a lot written here, but the Wolfmix often doesn't need all the information.

### Setting up a profile

Start by setting a Test Address with the first encoder. This should match the number displayed on your light and will allow it to respond whilst you build the profile. Select the number of beams: LED Pars, Scanners and Moving Heads usually have 1. Multi-FX bars and LED bars generally have more.

### Adding channels

Use the touch screen or hit the matrix buttons to add and edit channels and choose the channel type which matches the user manual. The fixture below has 18 channels, starting with Pan and Tilt.

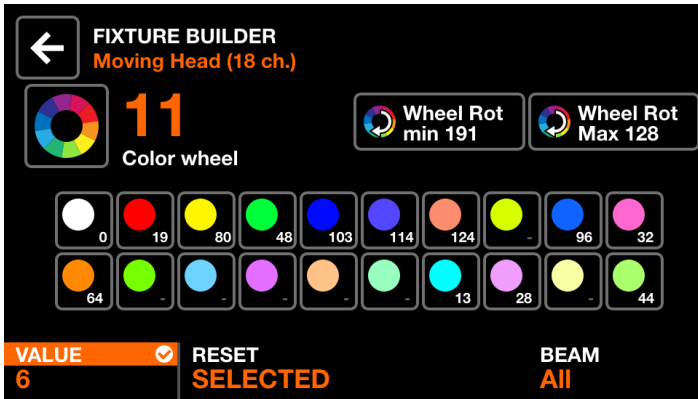


### Editing the channel properties

Some channels have some extra properties. For example, the Color Wheel channel below contains fixed color filters.

- Move the first encoder slowly, look to see which color is selected on your light
- Hit the corresponding color button
- Hit the first encoder to store the color



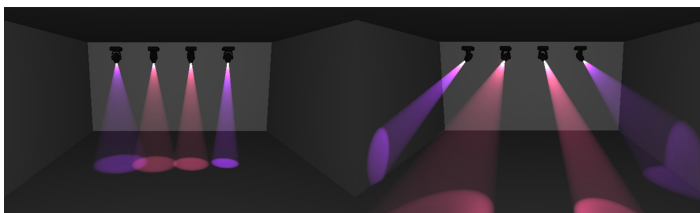


Hitting the second encoder will reset the color. If you have a fixture with more than one beam, choose the linked beam with the 4th encoder.

## 5 Limiting the Moving Head area

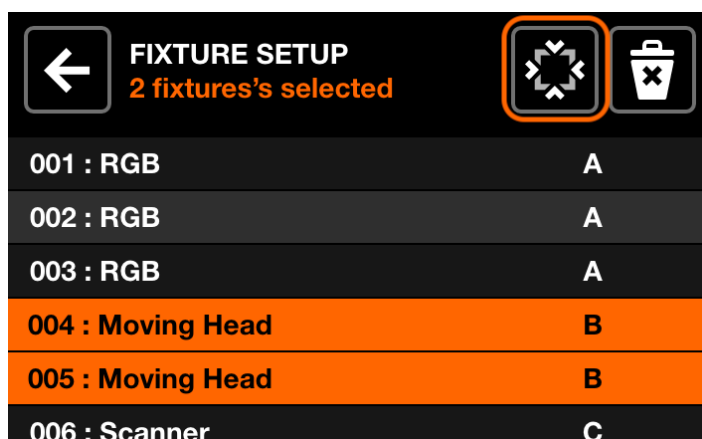
### What's this all about?

In a typical lighting setup, Moving Heads will often be rigged behind and above the performer or DJ. Unlike Scanners which have limited movement, Moving Heads will pan 360 degrees or more. When playing effects, these lights will point behind the performer. By limiting the area, we can be sure the lights point where we want. The two images below compare the same 'Center Fan' Position applied to 4 Moving Heads, with limits set on the right.



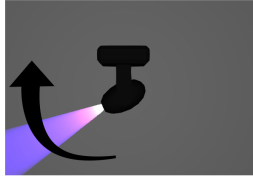
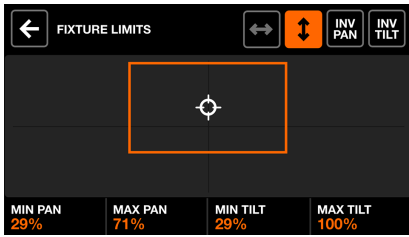
### Fixture Limits Grid

The Fixture Limits grid helps you set minimum and maximum pan and tilt values, so when you play your effects and set your positions, the Moving Heads will match each other. Select the fixture(s) you want to adjust and hit the fixture limits button.

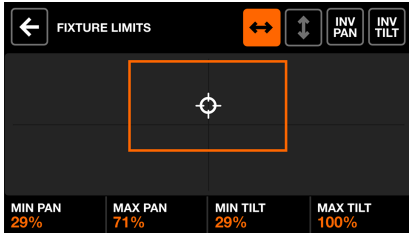


Start by calibrating the tilt. Hit the tilt button (3rd from the top right) and your lights will start to move up and down. Adjust the MIN and MAX tilt using the 3rd and 4th encoders until your lights are moving together with the other calibrated fixtures.





Once the tilt is sorted, repeat for the pan.

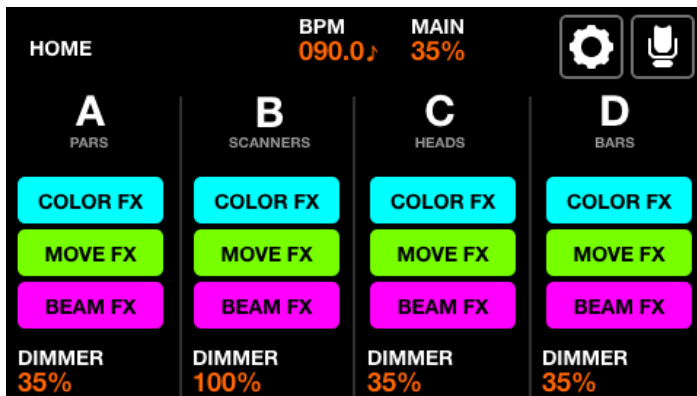


Touching the screen will move all fixtures together, allowing for the limits to be tested. The goal is to have all your lights moving together.

## 6 The HOME screen

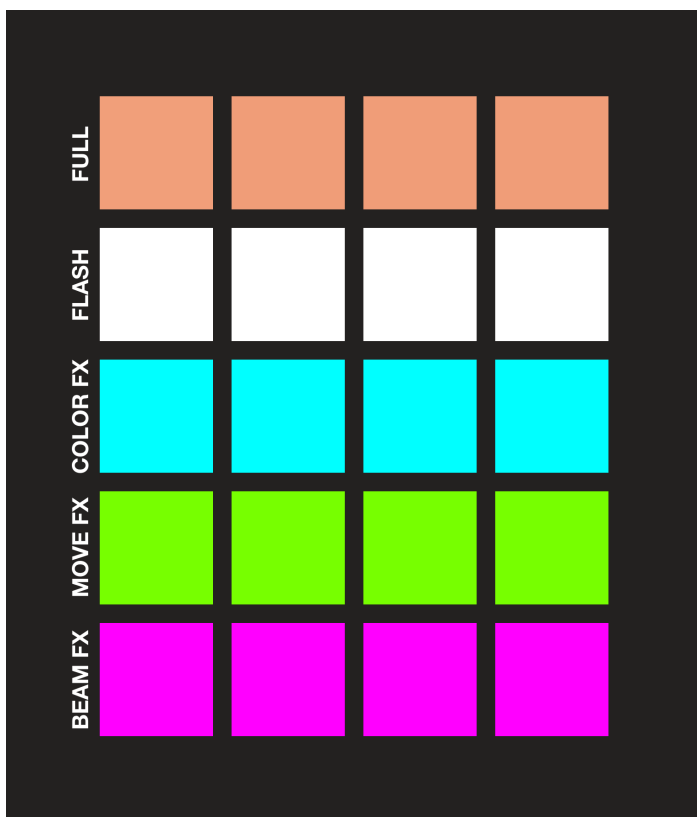
### What can I do on the home screen?

The HOME screen is your live performance mixer. Each column is used to control a Group of lights. Use the encoder to change the dimming level of the Group. Pushing the encoder will 'mute' or 'blackout' the group.



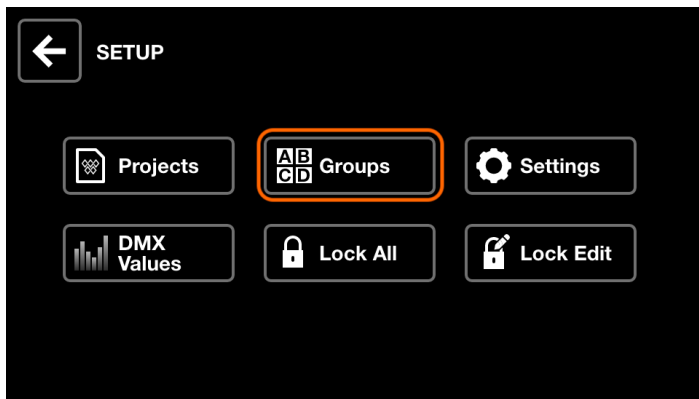
The Matrix has 5 buttons per column:

- FULL: lights will solo, and go to 100% brightness
- FLASH: lights will solo, turn white, and go to 100% brightness
- COLOR/MOVE/BEAM FX: turn the effect on and off

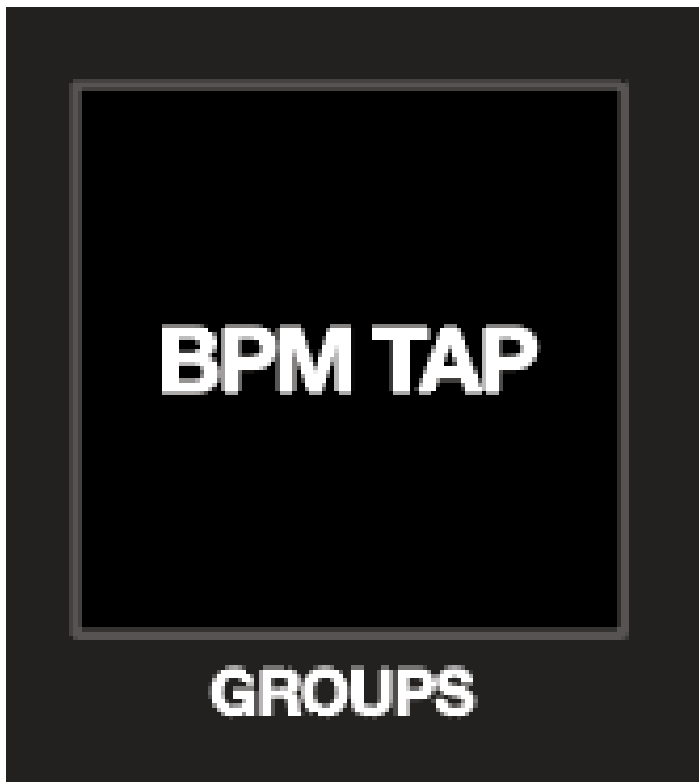


## How should I use the groups?

Groups have been designed to be arranged by Fixture Type. For example, you could add your Moving Heads in Group A, Scanners in Group B, LED Pars in Group C... You can also combine different Fixture Types within a Group. For example, you could create a group called 'Uplighters' which could contain a mix of LED Bars and LED Pars. You can give a name to each Group within the Group settings screen.



There are 8 groups available. Shift + hit the BPM TAP button to toggle between bank 1 (A-D) and bank 2 (E-H).



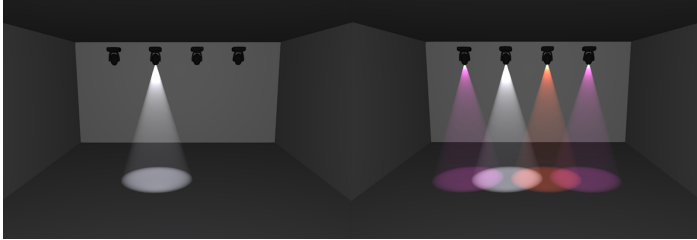
## What else can I do on the home screen?

Holding the SHIFT button offers some special features:



- SHIFT + TURN ENCODER: Controls the Master Dimmer.
- SHIFT + PUSH ENCODER: locks the group so that its current state won't be changed when recalling a preset or hitting a FLASH button. This is great for locking uplighters from the rest of your project.
- SHIFT + FULL: lights will go to 100% brightness without solo.
- SHIFT + FLASH: lights will go to 100% brightness and turn white without solo

The image on the left below shows FLASH on group 2 without SHIFT. The image on the right shows the same but with SHIFT pressed.



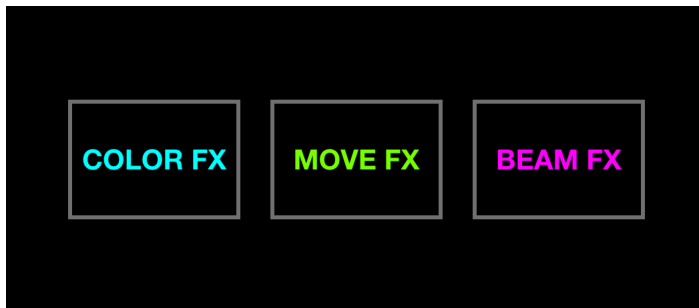
# 7 FX racks

## What are the FX racks?

The Wolfmix has 3 FX racks. Each rack is capable of generating 1 effect:

- COLOR FX: generates color changing effects such as a rainbow effect
- MOVE FX: generates effects on Heads and Scanners, such as a circle effect
- BEAM FX: generates dimming effects on beams, such as a chaser effect

To apply the FX rack onto a group, tap one of the group buttons at the top of the touchscreen, or hit one of the 4 buttons on the top line of the matrix. FX racks can also be applied on the HOME screen.

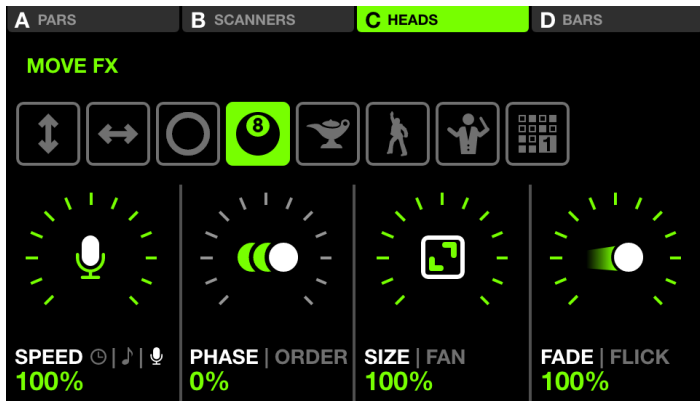


## Playing with FX

- TYPE: select a type by tapping one of the 8 FX type buttons
- SPEED: change the SPEED of an effect. Push the encoder to synchronise with the BPM. Push the encoder again to synchronise with the Microphone/Line in
- PHASE | ORDER: adjusting the PHASE adds a delay to each fixture, allowing for sweeping effects to be created. Changing the ORDER allows for an effect to be played forwards, backwards, or symmetrically
- SIZE | FAN: adjusting the SIZE will create a slightly different result depending on the selected effect. Move FX will generally fill a larger area as the SIZE is increased. Adjusting the FAN will spread out the beams
- FADE | FLICK: when the FADE value is low, the lights will jump between levels. Increasing the FADE will blend the levels. If FLICK is enabled, fixtures will fade slowly and then 'FLICK' to the next value

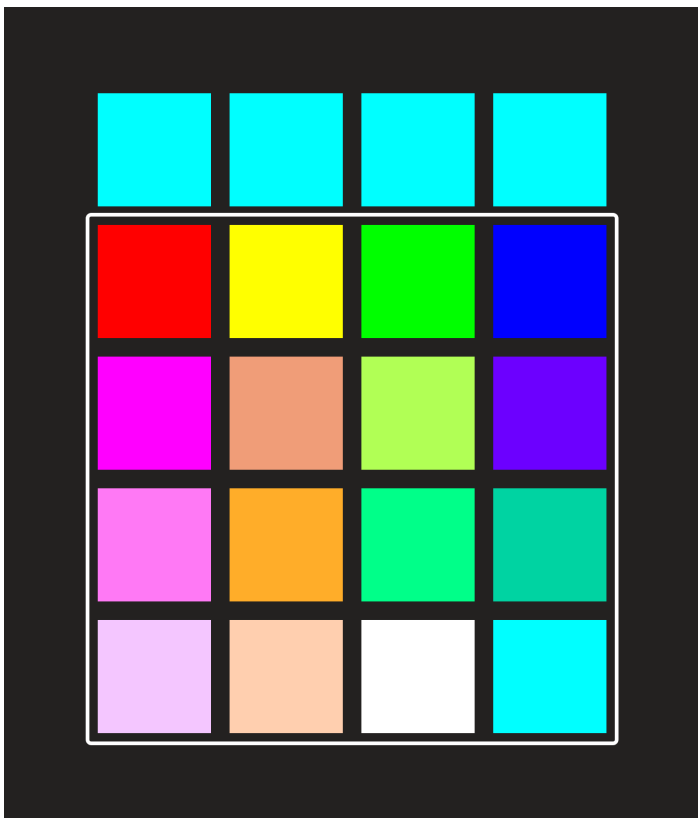
Tap an encoder to toggle between different parameters.





## Editing colors

When the COLOR FX screen is visible, a palette of 16 colors is shown on the Matrix. Hit these colors to add them to your effect. The colors can be edited by shift + hitting the button. Note that the color palette is saved globally, so any updates to a color button will be applied to all effects and presets.

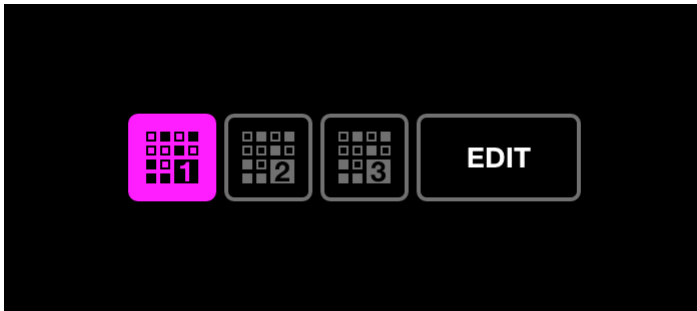


## The sequencer

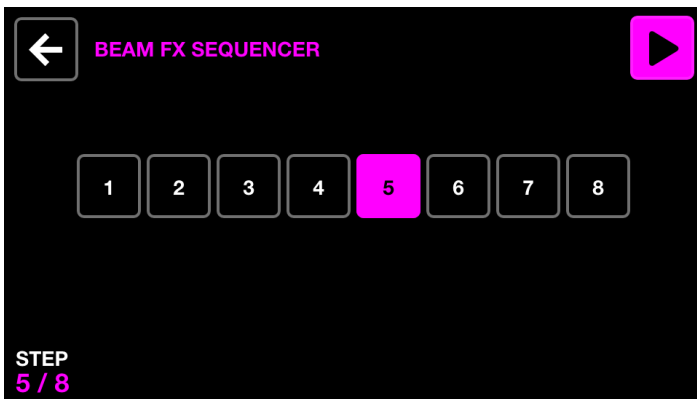
The MOVE FX and BEAM FX racks include a tool which allows you to sequence position and beam values. These values are calculated automatically depending which matrix buttons are active. To edit a sequence, select one of the sequence effects and then



tap EDIT.



Each sequence contains 8 steps. Hit the light green or light pink buttons on the matrix to record a sequence live, or pause the sequence and select one of the 8 steps to edit. Sequences are stored globally, so any edits will be applied to all your presets.



## 8 Synchronising with music

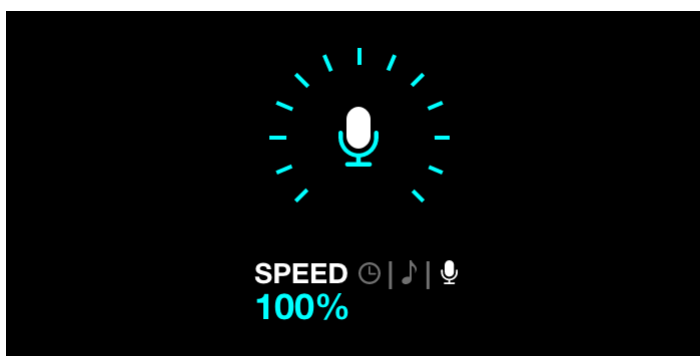
### Why sync my light show with music?

Having lighting effects in time with the music can transform a show into a spectacle! The Wolfmix offers several methods to sync lights and music.

### Audio pulse sync

The easiest way to sync your lights with the music is to use the built-in microphone. Choose an FX Rack to sync, then push the first encoder twice. The Microphone icon will flash each time a beat is detected, and the effect will jump to the next point. The mic level gets set automatically with our very special analog beat detection circuit, however you can give the level an extra boost in the settings.

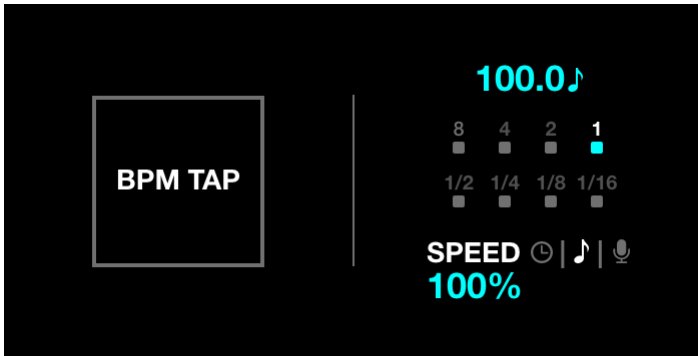
The microphone may pick up some unwanted noise, so we've added a mini-jack socket. Run a cable from your mixer and adjust the mixer volume to taste. The mic will be automatically disabled when you connect the jack cable.



### BPM sync

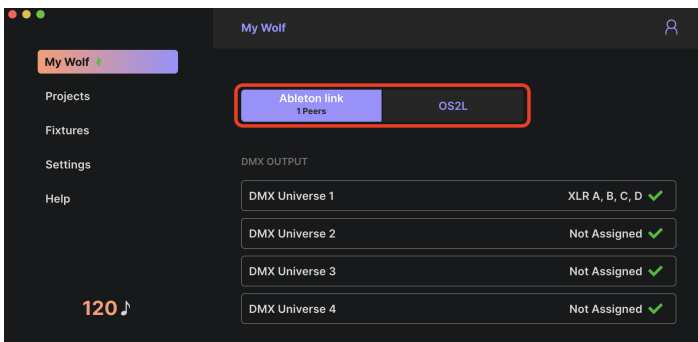
Effects can be timed and synchronised to a BPM. You've probably noticed by now that flashing button to the top right of the Wolf. Hit it a few times with the music to sync. Hitting this button once will re-sync the effects without changing the BPM. Choose an FX Rack and push the first encoder once. You can speed up and slow down an effect in proportion to the BPM by tuning the encoder.



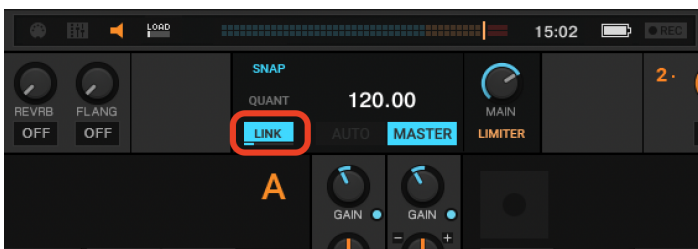


## Ableton Link & OS2L

Ableton Link is used to synchronise the BPM between multiple applications. It's included with most DJ software packages and is very accurate as it takes the BPM calculated by the DJ software. OS2L is a similar system created by the team behind Virtual DJ. To use Ableton Link or OS2L, connect your Wolfmix to a PC or Mac via USB 3, open WTOOLS, then click the Ableton Link or OS2L button.



For Ableton Link, open your DJ software and find the LINK button. The image below shows Native Instruments Traktor 3. Remember to push the first encoder in an FX Rack to set it to BPM sync mode.



For OS2L there's an extra step: configure Virtual DJ with ip 127.0.0.1 and port 5000 to establish the connection (eg. 127.0.0.1:5000). We've found that sometimes WTOOLS needs to be launched with OS2L enabled before starting Virtual DJ.



## 9 Static Screens

Wolfmix has 4 screens for managing fixed, or Static levels. These screens allow you to set favorite positions, colors, gobos, and other levels. The values on these screens are saved globally, therefore any edits are applied to all presets.



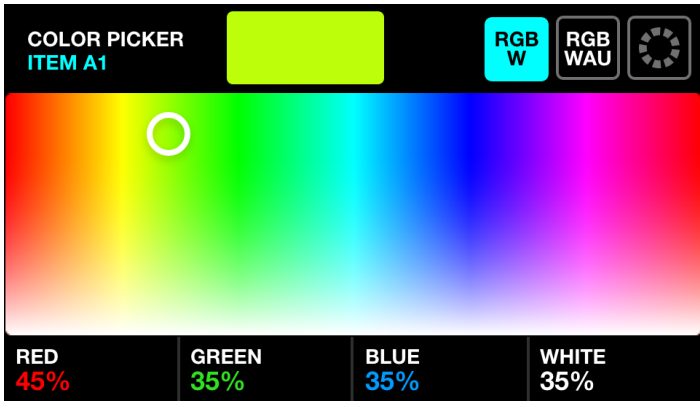
### Color

Each group has 10 slots on the color palette, allowing for 10 favorite colors to be selected. Hit the encoder to toggle between slots 1-5 and 6-10. Selecting more than one color will blend the chosen colors together across the group. Turning the encoder changes the blending option.

A PARS	B SCANNERS	C HEADS	D BARS
Orange	Orange	Orange	Orange
Lime	Lime	Lime	Lime
Cyan	Cyan	Cyan	Cyan
Purple	Purple	Purple	Purple
Pink	Pink	Pink	Pink
1-5   6-10 ●●●●	1-5   6-10 ●●●●	1-5   6-10 ●●●●	1-5   6-10 ●●●●

We've chosen our favorite colors, but you might want to tweak these to suit your rig. To do this, shift + hit one of the color buttons, select a new color and then hit the flashing button to save the changes. (Top tip: Tap the RGBWAU button to the top right to have independent control over your Amber and UV channels.)



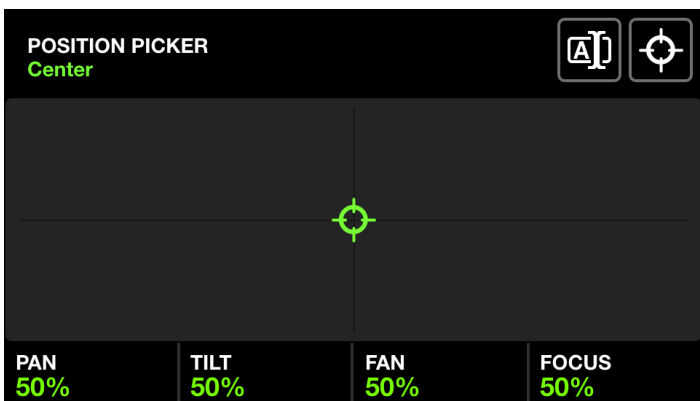


## Position

Set your 10 favorite positions on the position screen. Move the encoder to set a FADE time between the positions. Hitting the encoder allows you to toggle between positions 1-5 and 6-10.

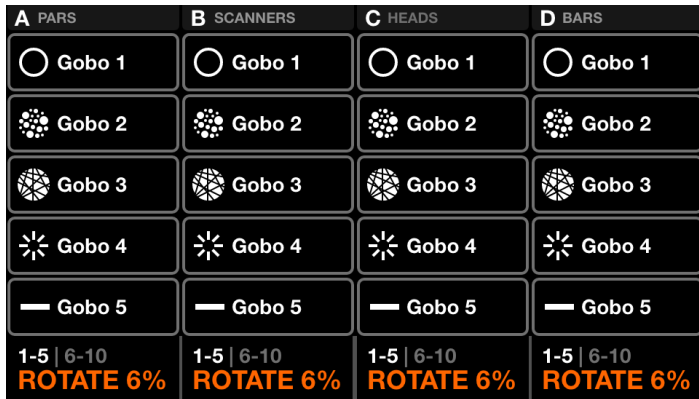
A PARS	B SCANNERS	C HEADS	D BARS
Floor	Floor	Floor	Floor
Center	Center	Center	Center
Center Point	Center Point	Center Point	Center Point
Ceiling	Ceiling	Ceiling	Ceiling
Ceiling Point	Ceiling Point	Ceiling Point	Ceiling Point
1-5   6-10 FADE 1s	1-5   6-10 FADE 1s	1-5   6-10 FADE 0s	1-5   6-10 FADE 0s

Shift + hit one of the position buttons to edit. Tap on the touch screen to change the position or set using the first 2 encoders. If you find some of the fixtures are not moving together, check they're correctly set up on the Fixture Limits screen. A FAN and FOCUS value can also be set for each position. (Top tip: Holding SHIFT whilst turning the encoders allows you to set a fine value.)



## Gobo

Select your favorite 10 gobos on each fixture group. Wolfmix looks at each fixture in the group and tries to match up similar gobos, but if you're looking to choose a different gobo, shift + hit one of the gobo buttons. Moving the encoder adjusts the gobo rotation.



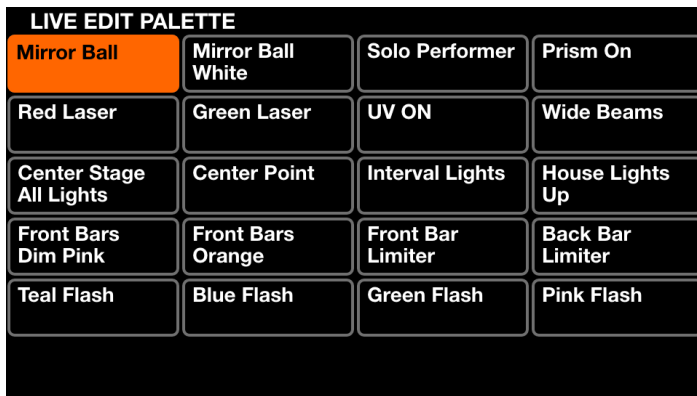
## Live Edit

Create up to 40 custom Live Edit buttons to set specific channel values. Check out the Live Edit guide for further info.

# 10 Creating Live Edits

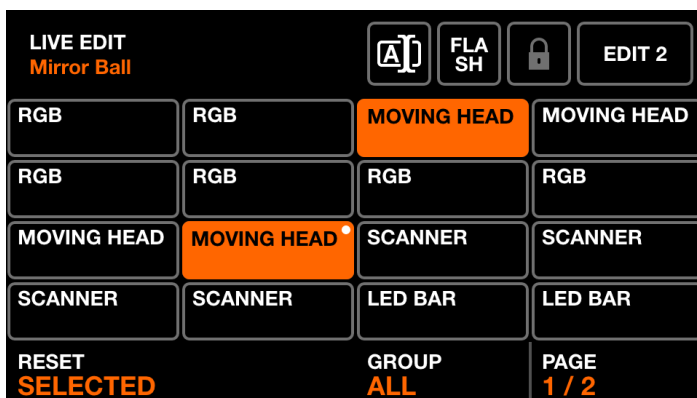
## Why do I care about this?

...because it's super useful. There are always circumstances where you need a button to perform some specific action on a selection of lights. For example- a 'Mirror Ball' button, or a button which focuses a bunch of spots on a performer, or wedding cake.



## Creating a live edit

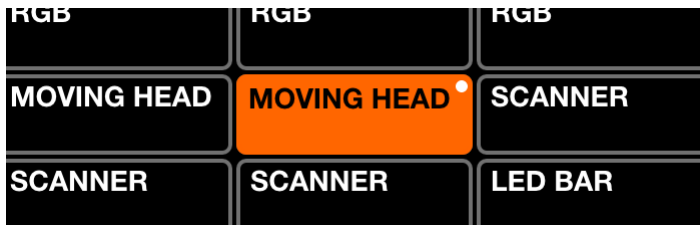
Hit an empty slot, or shift + hit a button to edit. A grid of all your light fixtures will appear. Tap the fixtures you want to edit and then tap the EDIT button in the top right corner to set the channel values. Use the first encoder to set the channel value. Hitting the encoder will show the selected channel's features (gobos/colors etc..). The REC DMX button to the top right will record the current DMX output frame and save it to the selected fixtures, allowing for you to quickly capture the live output without the need to manually adjust each channel.



If a fixture has been edited, a white dot will appear in the corner of the fixture's button. Hit the first encoder to reset the selected fixtures. Turning the encoder allows you to reset ALL fixtures.







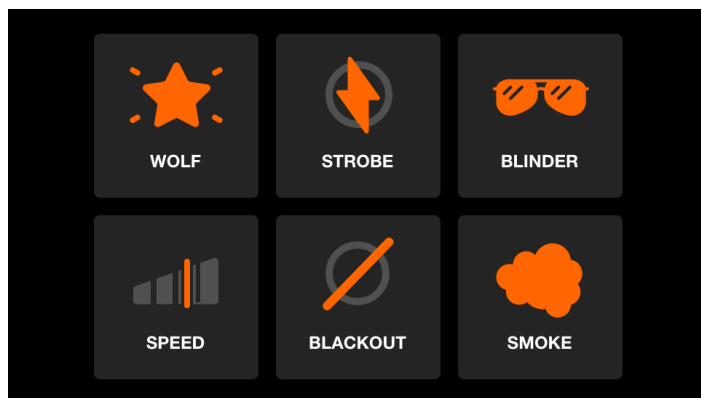
## Flash and Lock

Tapping the FLASH button on the top bar will set the Live Edit as a FLASH button. The button will turn white and will activate on press and stop on release. The LOCK button will lock the live edit from being changed when a preset is recalled. This is useful if you want to create a live edit to overwrite your entire project. For example, you could create a live edit to reduce the brightness of some dimmer channels and have this applied to your entire performance. Locked Live Edit buttons are purple.

# 11 Flash effects

## Flash! Ah-ah... Savior of the universe

Flash effects are layered over the top of everything else. They're great when playing live and can be easily triggered on any screen by hitting one of the big buttons to the right.



- WOLF: A flashing paparazzi effect great for buildups.
- STROBE: Flashes/strobes all lights. Use the first encoder to set the speed.
- BLINDER: Sets everything to full power. A fade out time can be set with the first encoder.
- SPEED: Multiplies the speed of all playing effects. Use the first encoder or top row of buttons to jump between FREEZE, 0.5x, 2x, 4x, 8x speed.
- BLACKOUT: Turns off all dimmers and closes all shutters.
- SMOKE: Triggers a smoke machine. Use the first encoder to set the intensity.

## Release mode

The fourth encoder can be used to set what happens when releasing the flash button.

- FLASH: The effect will be triggered on press and stopped on release.
- TOGGLE: The effect will be toggled on and off each time the button is pressed.
- 1/5/10s TIMER: The effect will be triggered on press and released automatically after the specified time.

If an effect is set to TOGGLE or TIMER mode, triggering another screen with one of the buttons on the left will not cancel an effect. For example you could trigger your smoke machine, then continue to play with the effects whilst the smoke machine is still active.



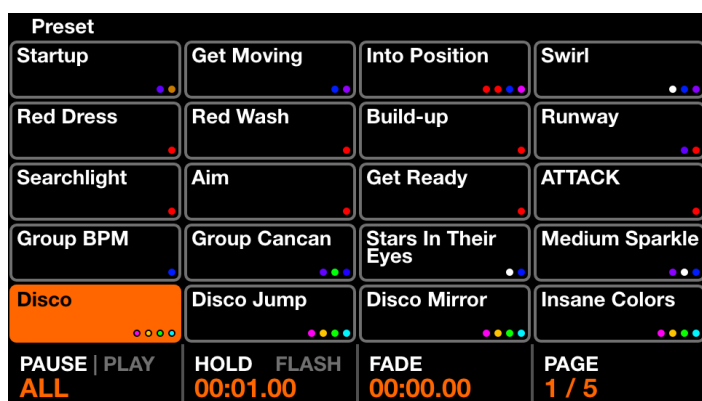
## Disabling the Flash FX screens

The Flash FX screens can be disabled in the settings if you don't want to be distracted by them whilst playing live on another screen. When the Flash FX Screens are disabled, they can be accessed by shift + hitting a Flash button.

# 12 Preset

## What am I supposed to do with a Preset?

Presets are used to save the current values of all your effects, along with the status of Static palettes and Flash buttons. Wolfmix comes with tonnes of Presets preloaded, but you can easily overwrite these by shift + hitting a Preset button. Each preset can have a Fade Time (third encoder). All values are seamlessly blended together- Wolfmix duplicates the entire beam processing engine to achieve this.



## Preset list playback

Presets can be automatically played back like a cuelist in sequential order. Simply hit the first encoder to start playback. Each Preset has a Hold Time (second encoder), this is the delay before the next Preset starts. The Presets loop from 1-100. Twist the first encoder to loop the current page or column instead.

## Preset flash

Hitting the second encoder sets Flash mode on the selected Preset. In Flash mode, the Preset will be released when the button is released, and the Wolfmix will revert back to the previous Preset.

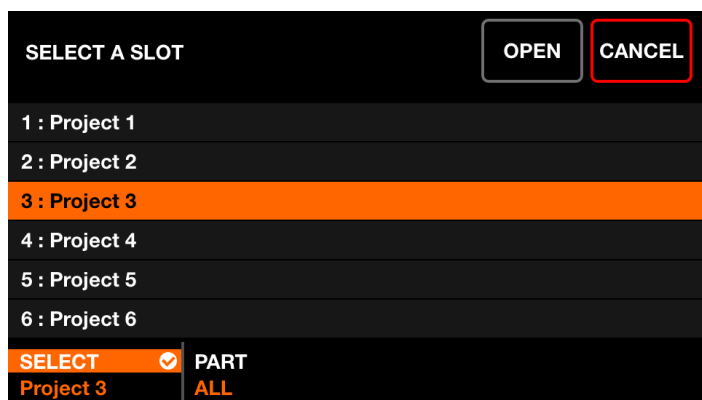
If a Hold Time has been set on a Flash preset, this will act as a timed release. For example if you have a 5 second hold time- once you let go of the flash button, 5 seconds will pass before the previous Preset is recalled. This is useful for creating bursts of effects where the beams can fly into the audience, flash a particular color and after a couple of seconds continue where they were previously at.



# 13 Managing projects

## Wolfmix Projects

A Wolfmix Project contains all your fixtures, presets and palettes. The Project screen can be located by tapping the Setup button to the upper right of the HOME screen, and then tapping Projects. Up to 6 different Projects can be saved on the Wolfmix. Use the left encoder to select a project and then tap the encoder to open or save the Project. Tapping NEW will reset everything to default, but will not overwrite any of the stored projects.

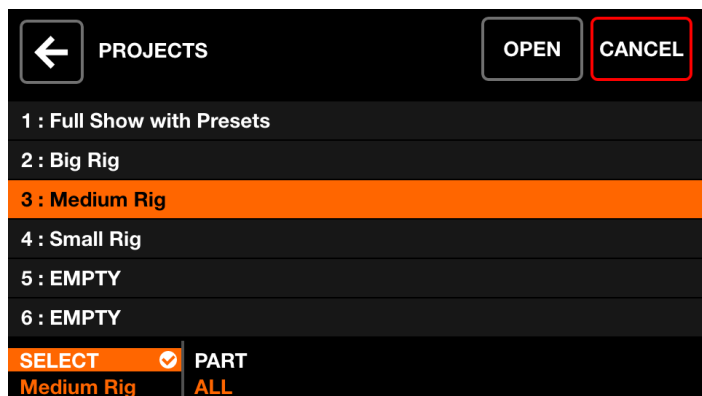


## Project parts

You can choose which part of a Project to load with the second encoder.

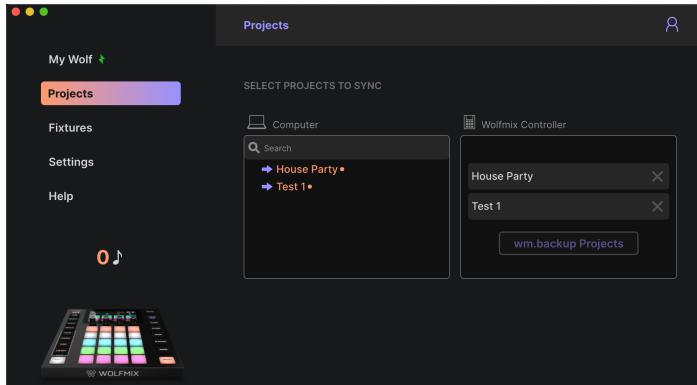
- ALL: load everything
- FIXTURES: load just the fixture data
- PRESETS: load just the preset data

This allows you to separate your fixture data from your preset data. For example, you could have several Projects with different fixture setups, then one project with all your presets. Each time you arrive at a new venue, you can load just the fixture data from one of your saved projects.



# Project backup

Projects can be backed up with the WTOOLS app for PC and Mac. When a Project is backed up, it's automatically synchronised with your LS Cloud account. This allows you to share Projects with other users and load onto other Wolfmix controllers.



# 14 DMX Values

## What is this screen for?

This screen is great. It was one of those last-minute features we added when everybody was saying “Stop adding more features we need to launch this product!”. The DMX Values screen can be accessed by tapping the Setup button on the HOME screen. Here’s a list of what you can do:

- See the level of every DMX channel
- Test the level of a DMX channel with the first encoder (tap to reset)
- Set a default level for the channel with the second encoder
- Enable/Disable fading by tapping the second encoder
- Map a DMX IN channel with WLINK
- Edit advanced Beam settings such as Shutter open value, Strobe value etc..

DMX VALUES Universe 2		U1	U2	U3	U4	⚙️
001 54	002 148	003 0	004 0			
005 84	006 91	007 5	008 112			
009 52	010 12	011 4	012 21			
013 255	014 244	015 0	016 5			
017 54	018 148	019 0	020 0			
TEST VALUE -	DEFAULT   FADE 148	DMX IN   FORCE -	CHANNELS 1 - 20			



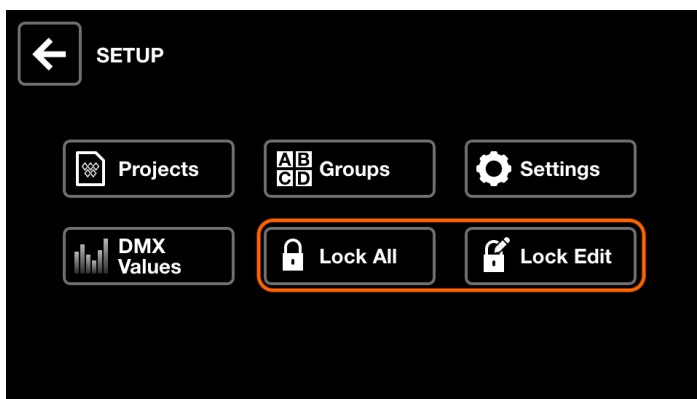
# 15 Locking your Wolfmix

## Lock All - Lock Edit

Wolfmix can be locked with a password to prevent accidental or unauthorised access or editing. To lock the Wolfmix, tap the Setup button on the HOME screen and then tap one of the two Lock buttons.

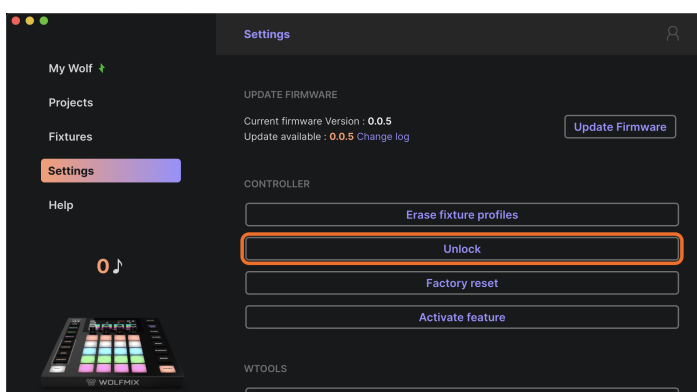
Lock All will lock everything. It won't be possible to access Wolfmix until the password has been entered. Tap the padlock icon to the top right of the screen to enter the password. The default password is 'wolf' and this can be modified from the Settings screen.

Lock Edit will lock all Preset and Palette editor functions (when you shift + hit a button). The Fixture setup will also be locked. This mode is ideal when you want to allow the user to play with the lights without destroying your beautifully programmed light show.



## I've forgotten my password

It happens to the best of us. To unlock without a password, connect Wolfmix to the WTOOLS app, head over to 'Settings' and click 'Unlock'.



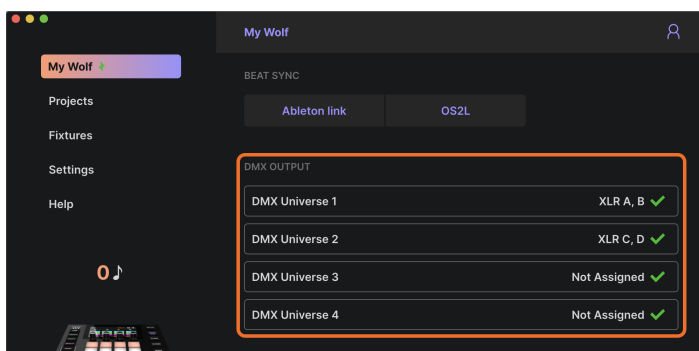


# 16 Assigning DMX universes

## Adding more universes

Wolfmix ships with 2 DMX universes. Universe 1 is assigned to XLR A and B, and Universe 2 is assigned to XLR C and D. This allows the choice of 3 or 5 pin XLR and also allows for the Wolf to be used as a DMX splitter running 2 XLR cables per universe.

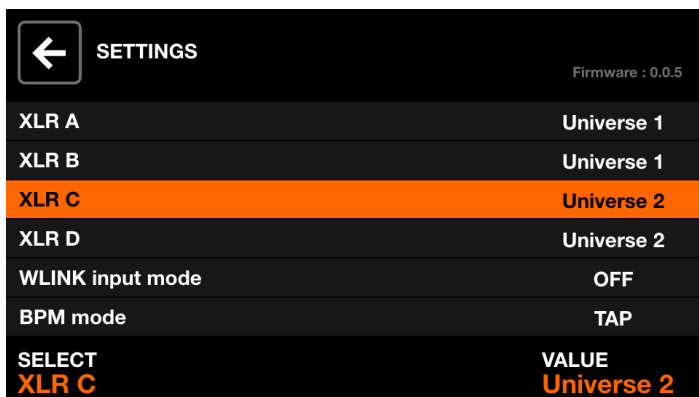
An additional 2 DMX universes are available as an add-on through the WTOOLS app. Open the app, go to 'My Wolf' and then click the 'Buy Now' button next to DMX Universe 3 or 4.



## Assigning universes

Each available DMX universe can be assigned to an XLR output on the controller. For example, you could duplicate DMX Universe 1 to all 4 XLR outputs (A-D) to use Wolfmix like a splitter. Alternatively, you could assign each DMX universe to each output for a total of 2048 DMX channels across the 4 XLR outputs.

DMX universes can be assigned in the Settings screen. Select the line corresponding to the XLR output with the first encoder, then select the DMX universe number with the fourth encoder. The image below shows universe 1 assigned to XLR A and B, and universe 2 assigned to XLR C and D.





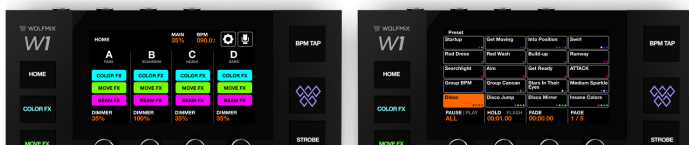
# 17 Linking 2 Wolfmix's

## Why are 2 Wolfmix's better than 1!?

The first benefit is that you get hands-on control of all 8 Wolfmix groups. If you have a lot of different fixtures, it can be useful to split these into 8 groups and have direct access to each group on the HOME screen, or select colors on the COLOR screen.



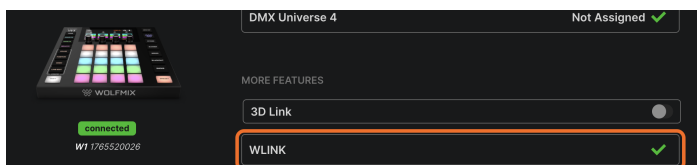
The second benefit is to be able to see 2 different screens at once. You could play live on the home screen of the left Wolfmix, whilst always having access to your presets on the right Wolfmix.



The third benefit is to be able to have 2 Wolfmix controllers in 2 different places. For example you could install 1 Wolfmix behind the bar connected to the lighting rig, then run a long DMX cable over to a second Wolfmix in the DJ Booth. Alternatively you could put one Wolfmix Front of House and a second Wolfmix at the side of the stage.

## Sync 2 Wolfmix's with WLINK

To set up WLINK, you first need the WLINK add-on. Connect the Wolf to a PC or Mac via USB 3, and open the WTOOLS app.

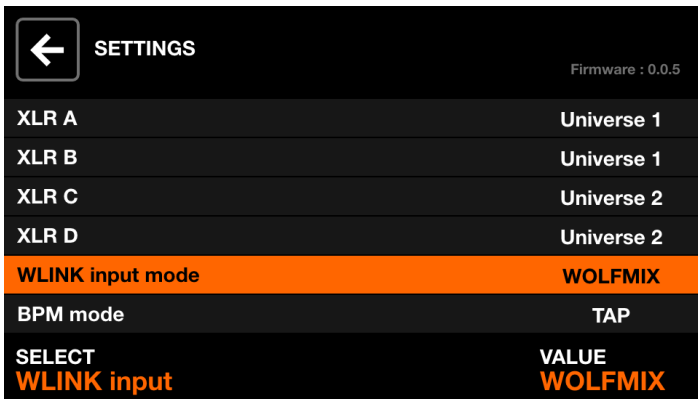


Once the WLINK add-on has been enabled, connect a 5pin Male - Male XLR cable to the WLINK socket of each Wolfmix. We supply an official WLINK cable for this. The cable can be extended with a standard 5 PIN DMX XLR cable.





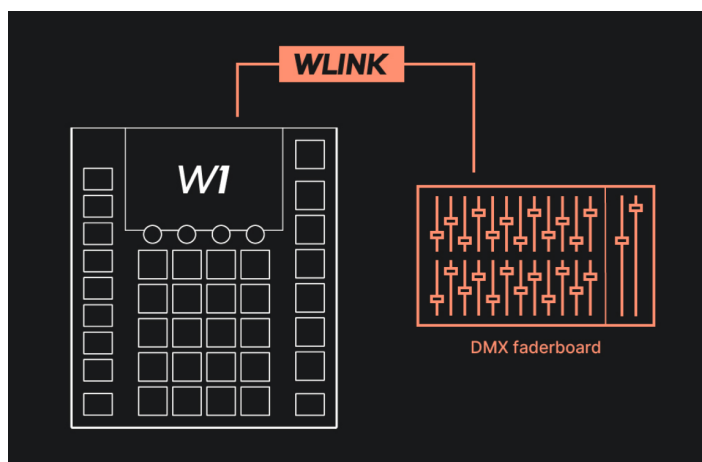
Finally, be sure both Wolfmix's have the same Project loaded, then head over to the Settings screen, scroll to WLINK input mode and select WOLFMIX.



# 18 Linking with DMX faders

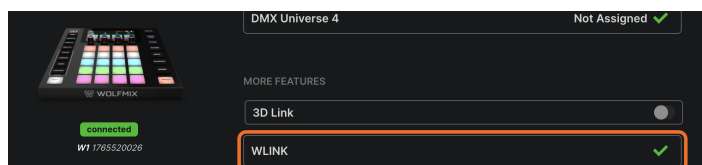
## Wouldn't it be cool if the Wolfmix had faders?

Of course it would be. We all love faders. All lighting controllers have faders. At the beginning we designed the Wolfmix to fit our 3D printer bed size. We wanted to create something you could play like a musical instrument. At the end we had no room for faders. I admit it's not so easy with encoders in a live performance environment to slowly and manually adjust a lights dimmer, so we did the next best thing - allow for a DMX controller to be connected via the WLINK socket.



## Setting up WLINK

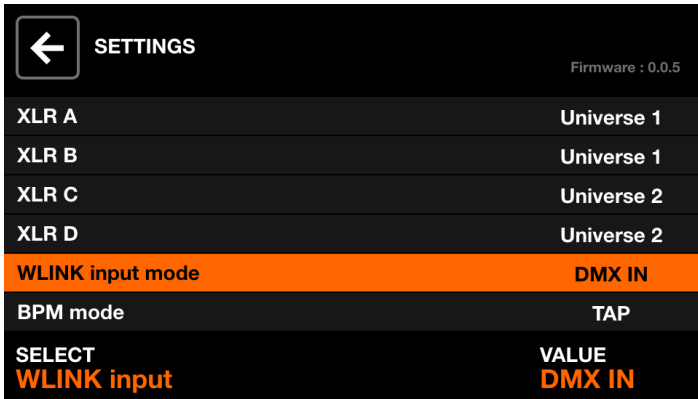
To set up WLINK, you first need the WLINK add-on. Connect the Wolf to a PC or Mac via USB 3, and open the WTOOLS app.



Once the WLINK add-on has been enabled, connect a cable from your DMX fader board to the 5 pin WLINK socket. Depending on the cable, you may need a Male-Male XLR adapter.

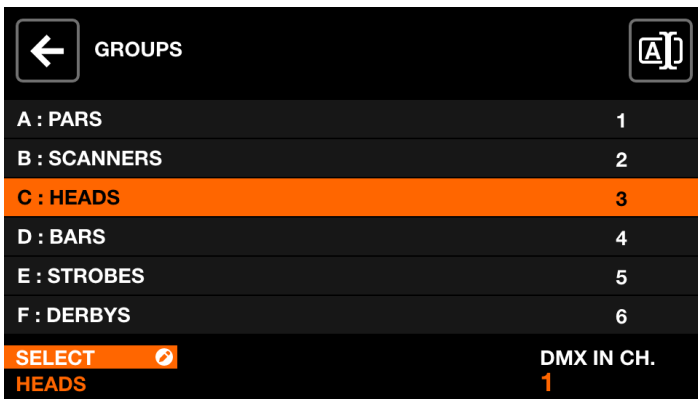
Finally, head over to the Settings screen, scroll to WLINK input mode and select DMX IN.





## Mapping a DMX input channel to a group dimmer

By default, channels 1-8 are mapped to group dimmers A-H, and channel 9 is mapped to the Master dimmer. To edit this, tap the Setup button on the HOME screen, then tap GROUPS. Use the fourth encoder to select the DMX input channel, or shift + tap the fourth encoder and move the fader on your DMX faderboard to map automatically.



## Mapping a DMX input channel to an output channel

DMX IN faders can also be mapped directly to DMX output channels. This is useful if you have a large set of faders you want to use for manual control (e.g. dimming some traditional PARs). You could also turn the Wolfmix into a DMX merger should you wish to control certain sets of lights from another DMX controller.

DMX channel mappings can be made from the DMX VALUES screen. Select a channel on the grid, then select the DMX IN channel to map using the third encoder, or shift + tap the encoder and move the input fader to map automatically. Once a fader has been mapped, it will override the value until the channel is changed by the Wolfmix (e.g. when changing preset or enabling an effect). If you want your input fader to always take priority, hit the third encoder to FORCE the mapping.

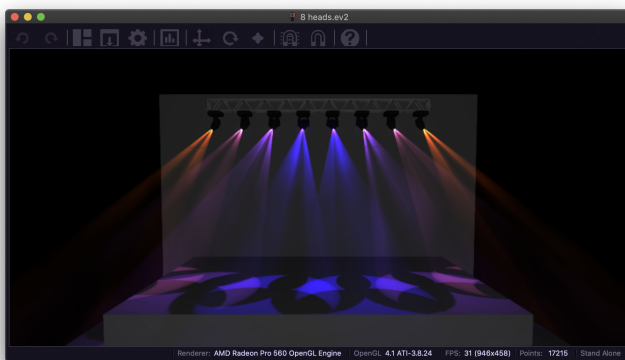


← DMX VALUES Universe 2		U1	U2	U3	U4	⚙️
001 54	002 148	003 0	004 0			
005 84	006 91	007 5	008 112			
009 52	010 12	011 4	012 21			
013 255	014 244	015 0	016 5			
017 54	018 148	019 0	020 0			
TEST VALUE -	DEFAULT   FADE 148	DMX IN   FORCE 12	CHANNELS 1 - 20			

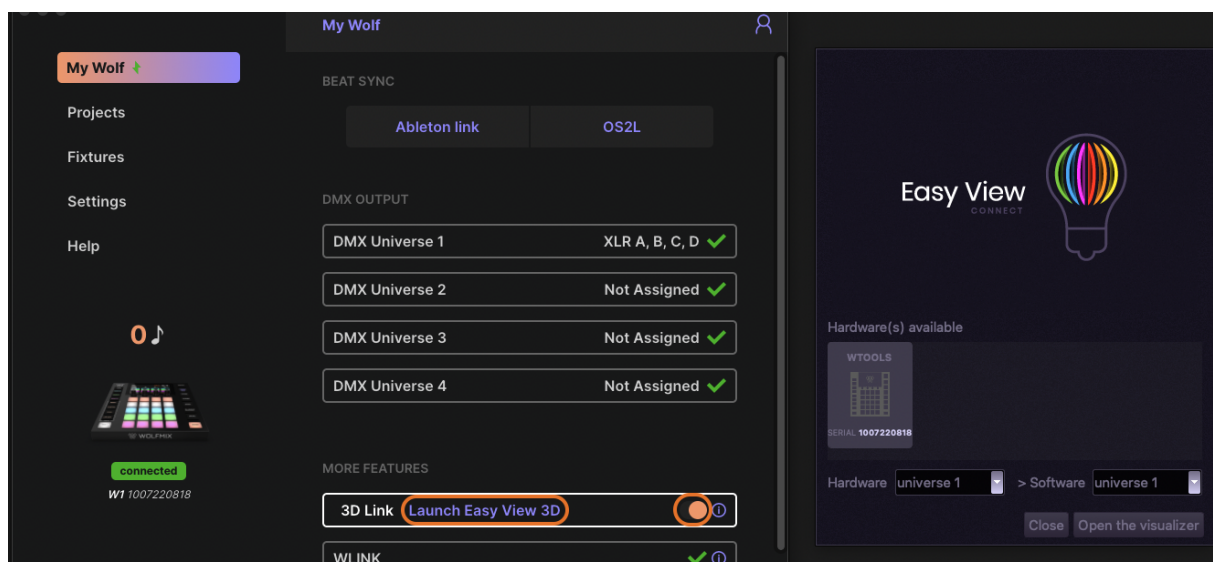
# 19 Easy View 3D visualization

## The Easy View 3D Add-on

Easy View is a 3D visualization software package which allows you to create your light show away from the stage. Add Moving Heads, Scanners, Pars, Bars and other objects in a 3D environment and visualize the DMX output from Wolfmix in real-time with a simple USB connection.



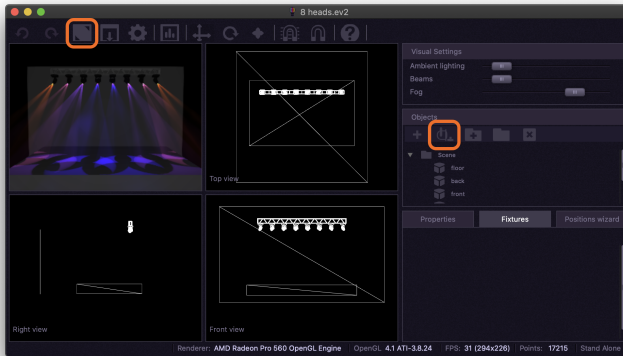
The Easy View 2 software is available to download from the Wolfmix website for free, however to send DMX data from Wolfmix to Easy View 2, the 3D Link add-on is required. This can be purchased through the WTOOLS app. Once the add-on is enabled, open Easy View Connect first, and turn on the 3D Link switch second. Your Wolfmix should then appear in the Easy View Connect window.





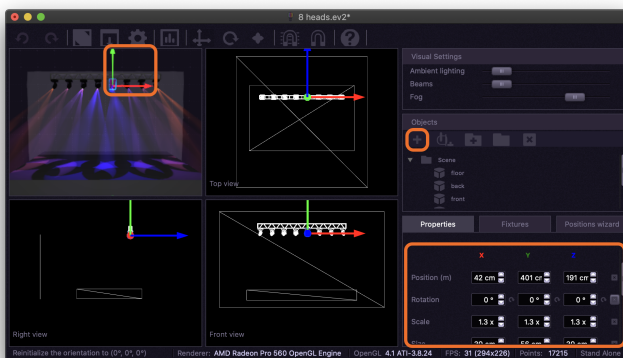
## Adding light fixtures to Easy View

Enter 'Build View' to create your 3D stage. Click 'Add Fixture' to choose one or more lighting fixtures to add. Be sure the DMX start address matches the address set on Wolfmix. Easy View is compatible with any SSL2 fixture profile. This is the same format available in the public library through WTOOLS. If your profile is missing, head over to [cloud.lightingsoft.com](http://cloud.lightingsoft.com) to download the latest version. Note: at this time, fixture profiles created directly on the Wolfmix controller are not compatible with Easy View 2.



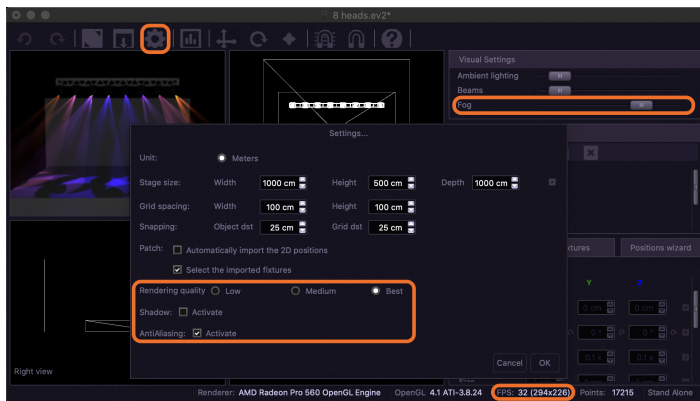
## Positioning fixtures and objects

Additional objects such as stage, truss and people can be added by clicking the 'Import 3D Object' button. Light fixtures and objects can be positioned by selecting and dragging the object, dragging one of the 3 direction arrows, or by manually entering the X/Y/Z coordinates to the bottom right.



## Other settings

Visual settings such as Ambient lighting, Beam Intensity, and Fog Density can be adjusted to the top right. Easy View requires a powerful graphics card for smooth playback. If the FPS drops too low, try setting the Fog level to 0, remove Anti-Aliasing, Shadows, and reduce the render quality in the Settings window. Reducing the screen size will also speed up the rendering.



## 20 Useful information

### Startup key-combinations

Several special startup modes are available by powering the controller whilst holding the following key combinations:

- WOLF + STROBE : performs a test sequence including touch screen, buttons, encoders, microphone and DMX connectors. Connect DMX connector A to connector B, and connect DMX connector C to D.
- WOLF + BLINDER : restores the default project which is loaded when creating a new project. Useful when the currently loaded project has a problem.
- WOLF + SPEED : enters Wolfmix firmware recovery mode. Used to write a new firmware version if the main firmware does not start.
- WOLF + BLACKOUT : erases all data, including fixture projects and fixture profiles.
- WOLF + SMOKE : restores the factory firmware which came with the Wolfmix. Used in a critical situation whereby the firmware becomes unusable and a PC/MAC is not available to update to the latest firmware.

### USB connection troubleshooting

If your Wolfmix is not detected by WTOOLS, this problem can happen when the computers USB hub cannot provide enough power to the Wolfmix. A few things to try before contacting us:

- Remove any external USB hub adapters and connect the Wolf directly to your computer. Some USB hub adapters are not compatible including the official Apple USB adapter.
- Be sure you're using the included USB-B cable.
- Be sure you're connected to a USB3 bus. USB2 may not provide adequate power.
- If using a PC, Windows 10 or higher is required.

If you're still experiencing problems, check if the Wolfmix appears in the Windows Device manager or the Apple Network Preferences (on Mac, the Wolf appears as a 'USB Modem').

