



# WMXI

## Reference Manual

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Energy Saving Matters (EuP 2009/125/EC)

Saving electric energy is a key to help protecting the environment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you!

**DOCUMENT VERSION**

**Due to additional product features and/or enhancements, an updated version of this document may be available online.**

**Please check [www.adj.com](http://www.adj.com) for the latest revision/update of this manual before beginning installation and/or programming.**

Date	Document Version	SoftwareVersion ≥	Notes
09/23/2021	1.0	v0.6.0	Initial Release
03/21/2022	1.1	v0.6.2	Updated Specs.

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# GENERAL INFORMATION

## INTRODUCTION

Please read and understand all instructions in this reference manual carefully and thoroughly before attempting to operate these products. These instructions contain important safety and use information.

This document describes each function available on WMX1. It was written as a quick feature-reference. To learn how to use WMX1, please refer to the quick-start guide, which focuses on how to perform a particular function, whereas this document is intended to be used as a function glossary.

## Hardware specifications

### Size & weight

- 7.68" x 8.66" x 2.44" (195 x 220 x 62mm)
- 1070g / 2.36lb

## COMPONENTS

### Housing

- ABS Plastic
- Powder-coated steel base plate with 100mm VESA M4 6mm max) Powder-coated steel reinforced back plate

### Display

- 4.3" Color TFT with tinted glass Capacitive touch

### Encoders

- Full body alloy
- Incremental push with acceleration

### Button pads

- 37 Silicone buttons with matt oil finishing LED color backlit

### Processing

- 220Mhz CPU with ARM core 8MB RAM
- 16MB Flash

### Audio

- Omnidirectional electret mic 3.5mm Jack Line-In
- Analog adaptive peak detector

### DMX

- 2x 3pin DMX OUT XLR connectors 1x 5pin DMX OUT XLR connector
- 1x 5pin DMX IN/OUT XLR connector with WLINK

### USB

- USB B connector - 5V 900ma required USB3 rating, High-speed USB communication

# LIMITED WARRANTY (USA ONLY)

- A. ADJ Products, LLC hereby warrants, to the original purchaser, ADJ Products, LLC products to be free of manufacturing defects in material and workmanship for a prescribed period from the date of purchase (see specific warranty period on reverse). This warranty shall be valid only if the product is purchased within the United States of America, including possessions and territories. It is the owner's responsibility to establish the date and place of purchase by acceptable evidence, at the time service is sought.
- B. For warranty service, you must obtain a Return Authorization number (RA#) before sending back the product-please contact ADJ Products, LLC Service Department at 800-322-6337. Send the product only to the ADJ Products, LLC factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, ADJ Products, LLC will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in its original package. No accessories should be shipped with the product. If any accessories are shipped with the product, ADJ Products, LLC shall have no liability whatsoever for loss of or damage to any such accessories, or for the safe return thereof.
- C. This warranty is void if the serial number has been altered or removed; if the product is modified in any manner which ADJ Products, LLC concludes, after inspection, affects the reliability of the product, if the product has been repaired or service by anyone other than ADJ Products, LLC factory unless prior written authorization was issued to purchaser by ADJ Products, LLC; if the product is damaged because not properly maintained as set forth in the instruction manual.
- D. This is not a service contract, and this warranty does not include maintenance, cleaning or periodic check up. During the period specified above, ADJ Products, LLC will replace defective parts at its expense with new or refurbished parts, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of ADJ Products, LLC under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of ADJ Products, LLC. All products covered by this warranty were manufactured after August 15, 2012, and bear identifying marks to that effect.
- E. ADJ Products, LLC reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured.
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- G. This warranty is the only written warranty applicable to ADJ Products, LLC Products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

## LIMITED WARRANTY PERIODS

- **Non L.E.D. Lighting Products = 1-year (365 days) Limited Warranty** (Such as: Special Effect Lighting, Intelligent Lighting, UV lighting, Strobes, Fog Machines, Bubble Machines, Mirror Balls, Par Cans, Trussing, Lighting Stands etc. excluding LED and lamps)
- **Laser Products = 1 Year (365 Days) Limited Warranty** (excludes laser diodes which have 6 month limited warranty)
- **L.E.D. Products = 2-year (730 days) Limited Warranty** (excluding batteries which have a 180 day limited warranty)  
Note: 2 Year Warranty only applies to purchases within the United States.
- **StarTec Series = 1 Year Limited Warranty** (excluding batteries which have a 180 day limited warranty)
- **ADJ DMX Controllers = 2 Year (730 Days) Limited Warranty**

# SAFETY GUIDELINES

This device is a sophisticated piece of electronic equipment. To guarantee a smooth operation, it is important to follow all instructions and guidelines in this manual. ADJ Products, LLC is not responsible for injury and/or damages resulting from the misuse of this device due to the disregard of the information printed in this manual. Only the original included parts and/or accessories for this device should be used. Any modifications to the device, included and/or accessories will void the original manufactures warranty and increase the risk of damage and/or personal injury.



PROTECTION CLASS 1 – DEVICE MUST BE PROPERLY GROUNDED



CHOKING HAZARD! PLEASE BE AWARE THAT THIS PRODUCT CONTAINS SMALL PARTS SUCH AS ENCODER CAPS THAT MAY BECOME DETACHED. ENSURE THAT PLASTIC BAGS, PACKAGING, ETC. ARE DISPOSED OF PROPERLY AND BOTH PRODUCT AND PACKAGING ARE NOT WITHIN REACH OF BABIES AND YOUNG CHILDREN.



DO NOT ATTEMPT TO USE THIS DEVICE WITHOUT BEING FULLY TRAINED ON HOW TO USE IT. ANY DAMAGES OR REPAIRS TO THIS DEVICE OR ANY LIGHTING FIXTURES CONTROLLED BY THIS DEVICE RESULTING FROM IMPROPER USE, AND/OR THE DISREGARD OF THE SAFETY AND OPERATION GUIDELINES IN THIS DOCUMENT VOIDS THE ADJ WARRANTY, AND ARE NOT SUBJECT TO ANY WARRANTY CLAIMS AND/OR REPAIRS, AND MAY ALSO VOID THE WARRANTY FOR ANY NON-OBSIDIAN CONTROL SYSTEMS DEVICES.

KEEP FLAMMABLE MATERIALS AWAY FROM DEVICE.



DRY LOCATIONS USE ONLY!

DO NOT EXPOSE DEVICE TO RAIN, MOISTURE, AND/OR SEVERE ENVIRONMENTS!  
DO NOT SPILL WATER AND/OR LIQUIDS ON OR INTO THE DEVICE!

**AVOID** brute force handling when transporting or operating.

**DO NOT** expose any part of the device to open flame or smoke. Keep device away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.

**DO NOT** use device in extreme and/or severe environments.

**DO NOT** operate device if power cord is frayed, crimped, damaged and/or if any of the power cord connectors are damaged, and does not insert into the device securely with ease. NEVER force a power cord connector into device. If the power cord or any of its connectors are damaged, replace it immediately with a new one of similar power rating.

Strictly use a source of AC power that complies with local building and electrical codes and has both overload and ground-fault protection. Use only the provided AC power supply and power cords and the correct connector for the country of operation. Use of the factory provided power cable is mandatory for operation in the US and Canada.

Allow free unobstructed airflow to the bottom and back of the product. Do not block the ventilation slots.

**DO NOT** use the product if the ambient temperature exceeds 50°C (122° F)

# ACTIVATION

WMX1 must be activated at ADJ.com before it can be used. The supplied key is unique to each WMX1 controller. Each activation key has a unique response key which will be provided by the website during the activation process. Tapping Enter Response will display a keyboard to enter the response key. This process is only required one time. If the keyboard does not disappear when the response is entered, then the key is incorrect.

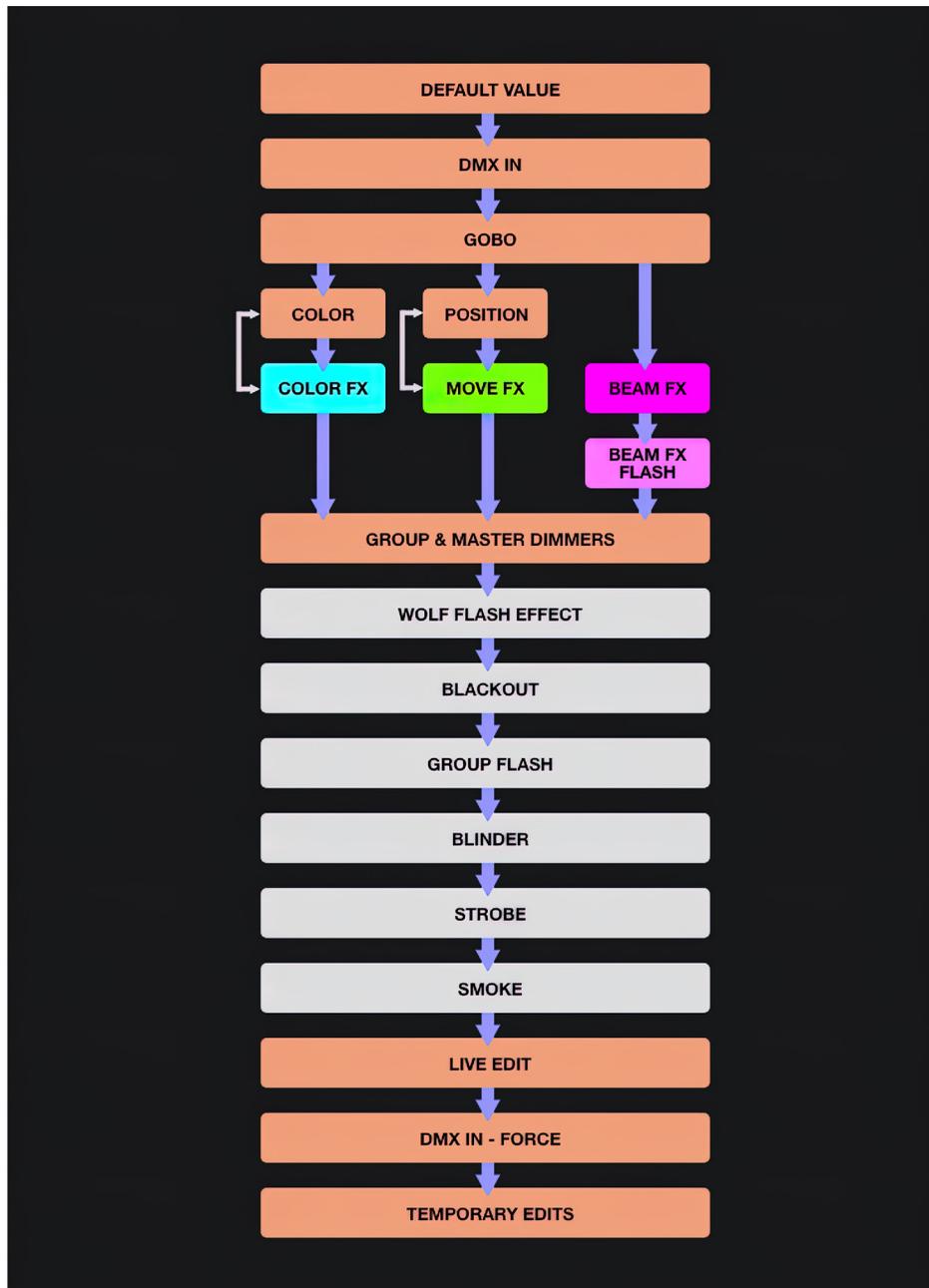
# STARTUP KEY-COMBINATIONS

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 WMX1 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 WMX1. Used in a critical situation whereby the firmware becomes unusable and a PC/MAC is not available to update to the latest firmware.
- **SHIFT + PRESET:** enter bootloader mode. All lights will flash white. This is used during factory production only.

# BEAM ENGINE CONTROL FLOW

The diagram below explains how the WMX1 controls DMX channels. The Beam Engine is triggered every 40ms (25 fps). All DMX channels are set to their default values at the beginning of each frame, and then each effect is added one-by-one.



# FIXTURE SETUP

The Fixture Setup screen can be accessed by tapping the button to the upper right of the home screen. Each fixture represents a physical DMX device connected to the WMX1. Fixture data is used to calculate effects and other DMX levels. A fixture must be added here before it can be controlled by WMX1.

Thousands of fixtures are included in the controller, and more can be added from the WTOOLS app (available for PC/MAC) from the library of over 15000 fixture profiles. Fixtures may also be created using the built-in fixture builder, or from a web browser using the Profile Builder app available on LS Cloud.

WMX1 will calculate effects according to the group letter assignment, the order in which the fixture appears within the list, and the Pan and Tilt limits, all of which are available from the fixture setup screens.

## FIXTURE SETUP LIST

← FIXTURE SETUP 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		
FIXTURE	MOVE	GROUP	DMX Channel	
RGB	-	A	1 : 040	

A list of all fixtures which have been added to the project is shown.

### Displayed data:

- Fixture index and name.
- The group the fixture has been assigned to.
- The DMX universe number and the DMX address.

### Encoder actions:

- Move the first encoder to select a fixture. Push to select or deselect the highlighted item.
- Move the second encoder to select a new start index for the selection of fixtures. Push the encoder to apply the change.
- Move the third encoder to assign the selection of fixtures to a new group. Push to apply the change.
- Move the fourth encoder to select a new DMX address for the selected fixtures. Push to apply the change. The addresses will be allocated sequentially across the selected fixtures according to their index.

### Toolbar actions:

- FLIP the selected fixtures, inverting their beam order.
- Open the Fixture Limits screen to limit the pan and tilt channels
- Delete the selected fixtures.
- Select all fixtures of the same type.
- Tapping DONE removes all fixtures from the selection.
- When no fixtures are selected, the 'Add Fixture' button is visible. Tapping this opens the fixture selection screen.

# FIXTURE SELECTION

Recent	CMY		
Wolfmix	CTC Par		
<b>_Generic</b>	CWWW		
ADJ	MOVING HEAD		
Ayrton	PAR 36		
BeamZ	PAR 56		
BRAND	FIXTURE	AMOUNT	+
<b>_Generic</b>	<b>CMY</b>	<b>1</b>	

The fixture selection screen shows all available fixture profiles on the controller, ordered alphabetically by brand and fixture.

## Displayed data:

- Available brands, starting with the 6 most recently added fixtures, followed by fixtures which have been created directly on the WMX1 controller, followed by brands in the public library.
- Available fixtures within the selected brand.

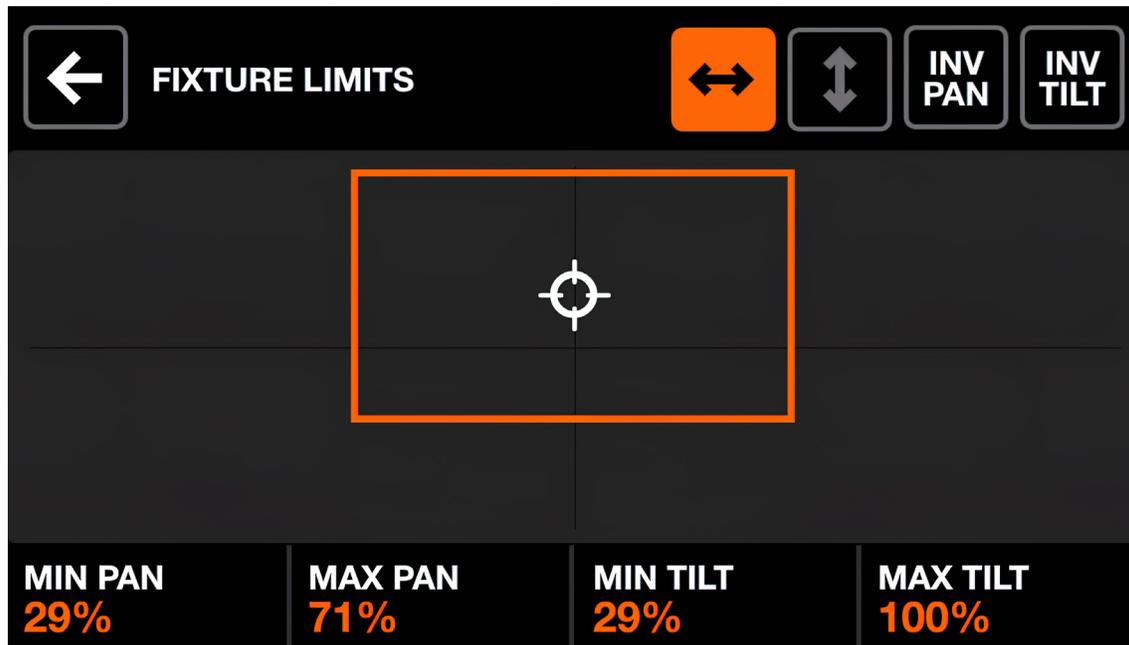
## Encoder actions:

- Move the first encoder to select a brand.
- Move the second encoder to select a fixture.
- Move the fourth encoder to choose how many fixtures to add. Push to add the fixtures.

## Toolbar actions:

- Delete the selected fixture profile.
- Edit the selected fixture profile with the fixture builder.
- Create a new fixture.
- Add the selected fixture.

# FIXTURE LIMITS



The fixture limits screen allows for minimum and maximum pan and tilt values to be set on the selected fixtures. When set correctly, fixture beams will move together in the desired area.

## Displayed data:

- Minimum and maximum pan and tilt values of the selected fixtures
- An orange rectangle to represent the values. Dragging the white cursor within the rectangle moves all fixtures in the project together, allowing for the boundaries to be tested.

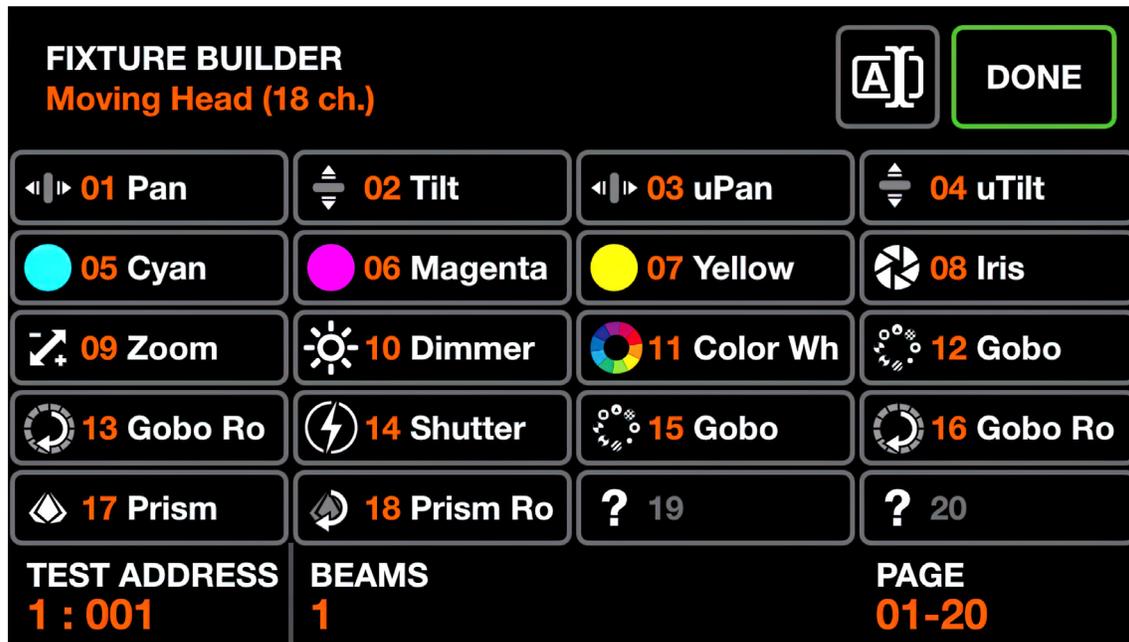
## Encoder actions:

- Move the 4 encoders to adjust the min pan, max pan, min tilt and max tilt. Push the encoders to reset these values to 0 or 100%.

## Toolbar actions:

- Sweep the selected fixtures from left to right.
- Sweep the selected fixtures up and down.
- Invert the selected fixtures Pan.
- Invert the selected fixtures Tilt.

# FIXTURE BUILDER



The fixture builder is used to create fixture profiles. A fixture profile is a list of channels and features associated with a particular fixture.

## FIXTURE CHANNELS SCREEN

### Displayed data:

- A grid showing the fixtures channel types.
- The fixtures starting address used for testing, number of beams, fixture name and total number of channels.

### Encoder actions:

- Move the first encoder to set a test address for the fixture. This allows for a connected fixture to be tested in real-time whilst it's being built.
- Move the second encoder to adjust the number of independently controllable beams a fixture has. For example, an LED bar may have 4 independently controllable RGB beams. Each WMX1 fixture profile may have up to 64 beams.
- If the fixture has more than 20 channels, the fourth encoder can be used to navigate between each page of 20 channels. Each WMX1 profile may have up to 255 channels.

### Toolbar actions:

- Rename fixture.
- Tapping DONE will exit the fixture builder. If a change has been made, a save prompt will be displayed.

### Other actions:

- Tapping on a grid button or one of the matrix buttons will navigate to the editor of the corresponding channel. If the channel is empty, a channel type picker will be displayed first.

# CHANNEL EDITOR SCREEN



## Displayed data:

- Channel number and type
- A collection of feature buttons depending on the channel type. These may include colors, gobos and strobe. Each button displays the feature value.

## Encoder actions:

- Move the first encoder to change the value of the selected feature. Push the encoder to apply the change.
- Move the second encoder to reset all features on the channel or reset just the selected feature. Push the encoder to apply.
- Move the fourth encoder to assign the channel to a beam.

## Toolbar actions:

- Delete the channel. (only available on the last channel of the fixture)
- Tapping the back button will go back to the fixture channels screen.

## Other actions:

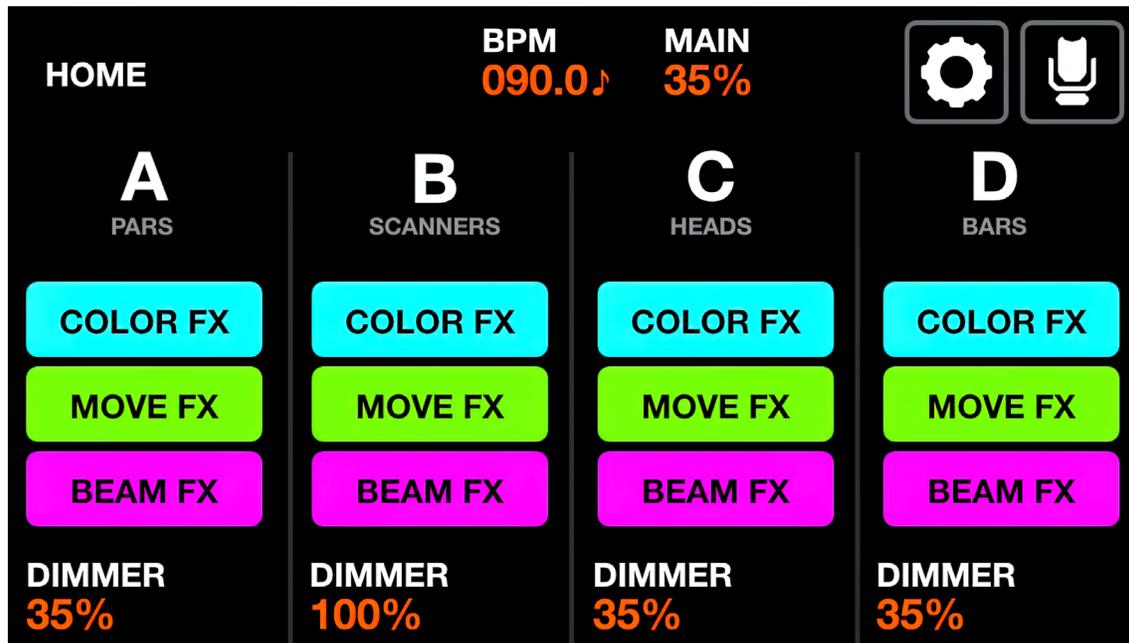
- Tapping the large icon to the left of the channel number allows for the channel type to be changed.
- Tapping any of the feature buttons will display the associated feature values on the bottom bar, allowing for the values to be changed via the encoders.
- Hitting the flashing matrix button will go back to the fixture channels screen.

# CONTROL SCREENS

The 9 control screens are accessed via the 8 buttons on the left and the bottom right button. When a control screen button is pressed, both the touch display and the central matrix will update to reflect the data on the selected control screen. Each control screen has been designed for a particular purpose.

- Home : the main control screen which manages the effects enabled on each group, the group dimmers, and group flashes.
- Color FX: manages the Color FX module settings.
- Move FX: manages the Move FX module settings.
- Beam FX: manages the Beam FX module settings.
- Static Color : manages fixed colors set on fixtures which are not playing a Color FX.
- Static Position : manages fixed positions set on fixtures which are not playing a Move FX.
- Static Gobo : manages Gobos set on fixtures which have a Gobo wheel.
- Static Live Edit : manages 20 custom buttons used to set static values on any channel.
- Preset: used to store and recall the state of the controller's properties.

# HOME



Fixture groups are controlled from the home screen. Each column represents one group. Four groups are available per screen. Groups A-D are displayed by default. Hold shift and hit the BPM tap button to display groups E-H.

## Displayed data:

- Four columns representing four groups, each with a group letter and a group name if specified from the Groups screen.
- Buttons to show the state of the FX.
- The group dimmer level and MAIN dimmer level.
- The current BPM calculated from the TAP button or from the WTOOLS app.

## Encoder actions:

- Each encoder controls the dimming level of the group. Pushing the encoder toggles BLACKOUT. To change the MAIN dimmer, shift + moving the encoder.
- Shift + pushing an encoder locks the group from being modified by a Preset or Flash button.

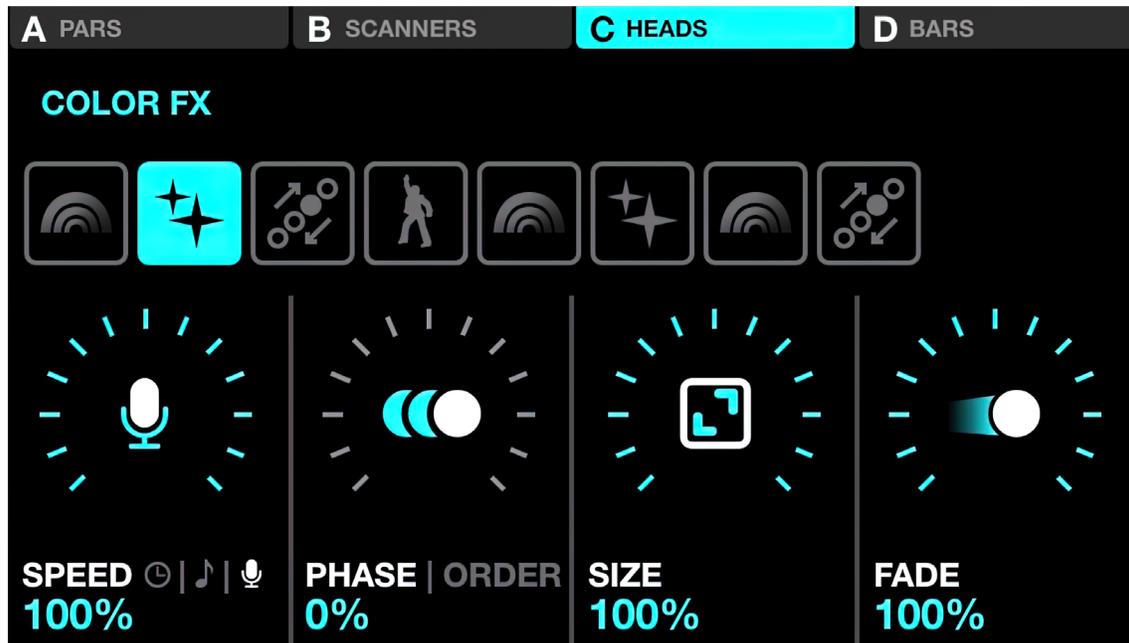
## Toolbar actions:

- Access Setup screen.
- Access Fixture Setup screen.

## Other actions:

- Tapping the COLOR/MOVE/BEAM FX buttons will enable/disable the effects. Hitting the corresponding colored buttons on the matrix will do the same.
- Hitting the top row of buttons on the matrix will set the dimmer to FULL whilst setting the dimmer of all other groups to 0% (solo). Holding shift whilst hitting these buttons will cancel the solo and simply set the selected group to FULL. The value is reverted upon release.
- Hitting the second row of buttons triggers the same function but any RGB lights are also set to White.

# COLOR FX



## Displayed data:

- Four buttons along the top to indicate which groups have Color FX enabled. Shift + hit the BPM TAP button to toggle between groups A-D and E-H.
- Eight buttons to select the Color Fx type.
- Speed, Phase, Order, Size and Fade FX properties.

## Encoder actions:

- Move the first encoder to control the FX speed. This is controlled either by a linear % or a BPM division depending on the Sync mode. Pushing the encoder toggles between Clock, BPM, and Audio Pulse (mic/line in) sync.
- Move the second encoder to adjust the Phase or Order. Pushing the encoder toggles between Phase and Order mode. Phase is controlled as a %. Order will change the fixture order consequently playing the effect forwards, backwards, symmetrically inwards and symmetrically outwards.
- Move the third encoder to control the FX Size.
- Move the Fourth Encoder to control the FX Fade.

## Other actions:

- Tapping the eight FX selection buttons changes the FX type and recalls associated properties.
- Tapping the four buttons at the top of the screen, or hitting one of the buttons on the top row of the matrix turns the FX on and off for each group.
- Tapping one of the 16 colored buttons on rows 2-5 on the matrix adds and removes the corresponding color from the effect. Shift + hitting the button allows for the color to be edited.

# MOVE FX



## Displayed data:

- Four buttons along the top to indicate which groups have Move FX enabled. Shift + hit the BPM TAP button to toggle between groups A-D and E-H.
- Eight buttons to select the Move Fx type.
- Speed, Phase, Order, Size, Fan, Fade and Flick FX properties.

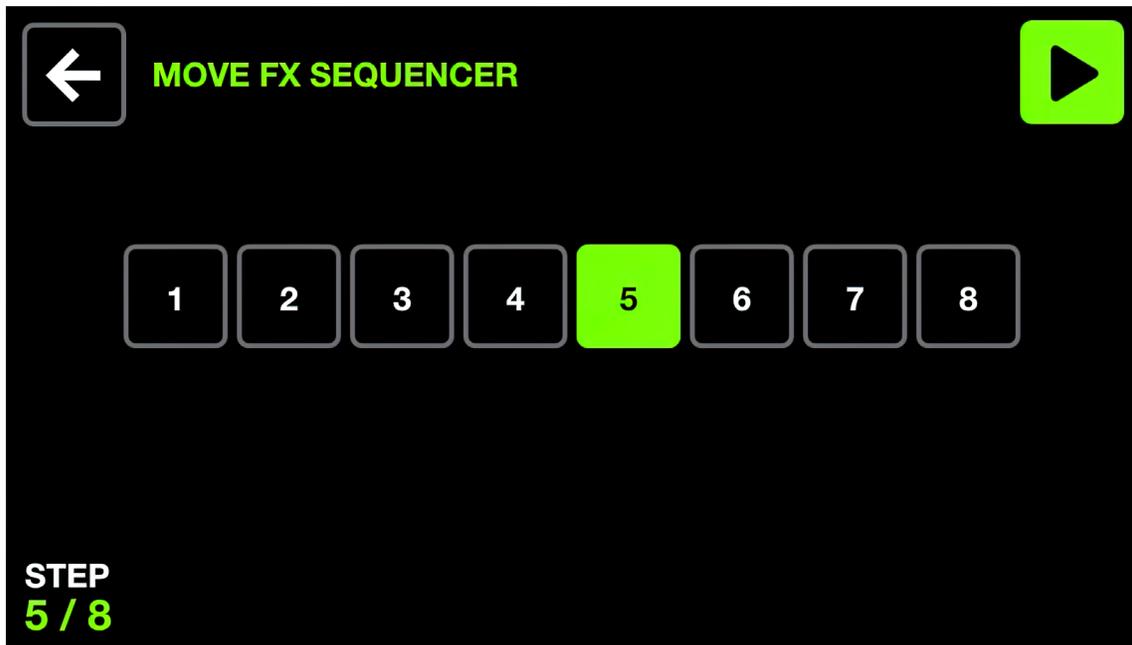
## Encoder actions:

- Move the first encoder to control the FX speed. This is controlled either by a linear % or a BPM division depending on the Sync mode. Pushing the encoder toggles between Clock, BPM, and Audio Pulse (mic/line in) sync.
- Move the second encoder to adjust the Phase or Order. Pushing the encoder toggles between Phase and Order mode. Phase is controlled as a %. Order will change the fixture order consequently playing the effect forwards, backwards, symmetrically inwards and symmetrically outwards.
- Move the third encoder to control the FX Size or Fan. Pushing the encoder toggles between Size and Fan properties.
- Move the Fourth Encoder to control the FX Fade. Pushing the encoder enables Flick mode which increases the fade time over 100% of the step time (the time between position points). This consequently creates a 'Flick' effect as the fades are cancelled part-way through.

## Other actions:

- Tapping the eight FX selection buttons changes the FX type and recalls associated properties.
- Tapping the four buttons at the top of the screen, or hitting one of the buttons on the top row of the matrix turns the FX on and off for each group.
- Tapping one of the 16 light green buttons on the matrix adjusts the position of the entire effect to the top left, top, top right, right, bottom right, bottom, bottom left, left and center.
- Tapping the 'Edit' button when a sequence effect type is selected opens the sequencer.

# MOVE FX SEQUENCER



The Move Fx sequencer allows for eight different positions to be chosen. Each position will be played sequentially according to the FX speed.

## Displayed data:

- Eight step buttons with the current step highlighted and shown to the bottom left.

## Encoder actions:

- Move the first encoder to cycle through the eight steps. The sequencer is automatically paused when cycling through steps.

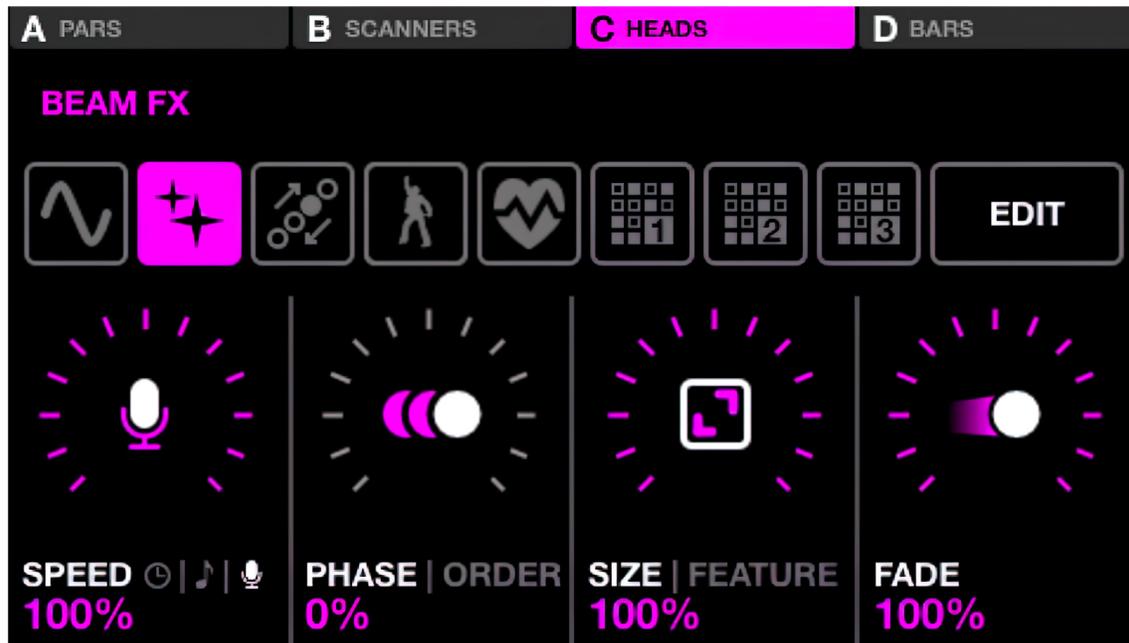
## Toolbar actions:

- Play and pause the sequencer.
- Go back to the Move Fx screen.

## Other actions:

- Tapping one of the eight step buttons will navigate to the corresponding step and pause the sequencer.
- Hitting the top row of buttons adds the Move Effect to the corresponding group.
- Hitting the position buttons in the matrix will add the position to the step. Each column represents a group and rows 2-5 represents 4 different positions.

# BEAM FX



## Displayed data:

- Four buttons along the top to indicate which groups have Beam FX enabled. Shift + hit the BPM TAP button to toggle between groups A-D and E-H.
- Eight buttons to select the Beam Fx type.
- Speed, Phase, Order, Size and Fade FX properties.
- The **Feature** is the channel the Beam FX are linked with. By default, this is the dimmer channel; however, this can be changed to another feature type such as Pan, Tilt, Iris or Zoom.

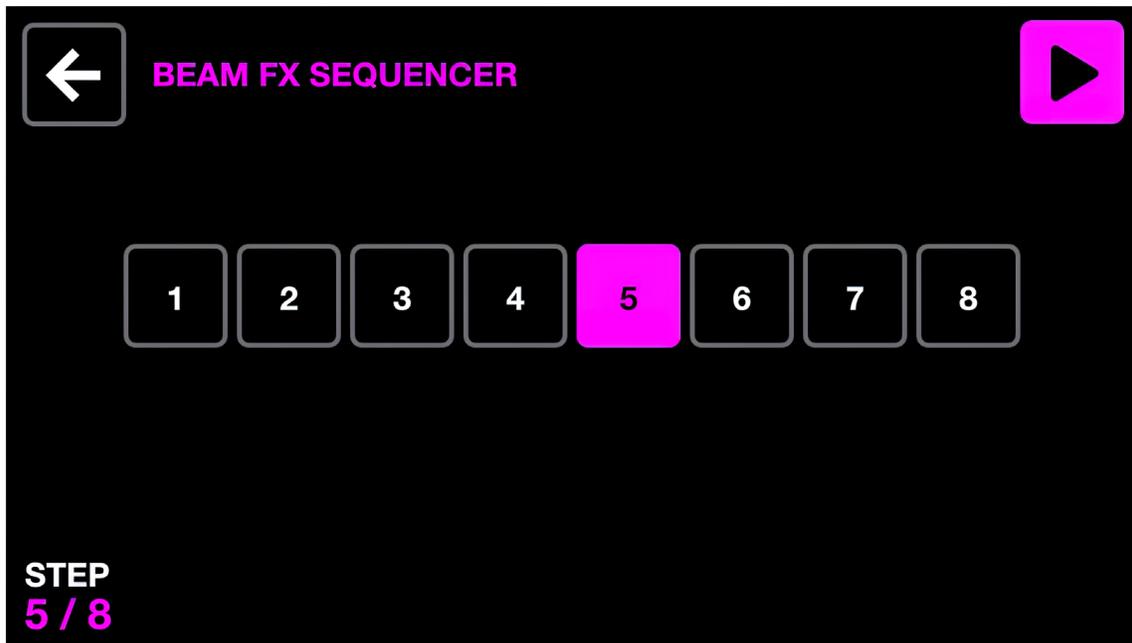
## Encoder actions:

- Move the first encoder to control the FX speed. This is controlled either by a linear % or a BPM division depending on the Sync mode. Pushing the encoder toggles between Clock, BPM, and Audio Pulse (mic/line in) sync.
- Move the second encoder to adjust the Phase or Order. Pushing the encoder toggles between Phase and Order mode. Phase is controlled as a %. Order will change the fixture order consequently playing the effect forwards, backwards, symmetrically inwards and symmetrically outwards.
- Move the third encoder to control the FX Size.
- Move the Fourth Encoder to control the FX Speed.

## Other actions:

- Tapping the eight FX selection buttons changes the FX type and recalls associated properties.
- Tapping the four buttons at the top of the screen, or hitting one of the buttons on the top row of the matrix turns the FX on and off for each group.
- Tapping one of the 16 light pink buttons on the matrix flashes a portion of lights within the group. Rows 2-5 represent 4 portions of the group.
- Tapping the 'Edit' button when a sequence effect type is selected opens the sequencer.

# BEAM FX SEQUENCER



The Beam Fx sequencer allows for eight different beam selections to be chosen. When a beam selection is made, the selected beams will be opened. Each beam selection will be played sequentially according to the FX speed.

## Displayed data:

- Eight step buttons with the currently selected step highlighted and shown to the bottom left.

## Encoder actions:

- Move the first encoder to cycle through the eight steps. The sequencer is automatically paused when cycling through steps.

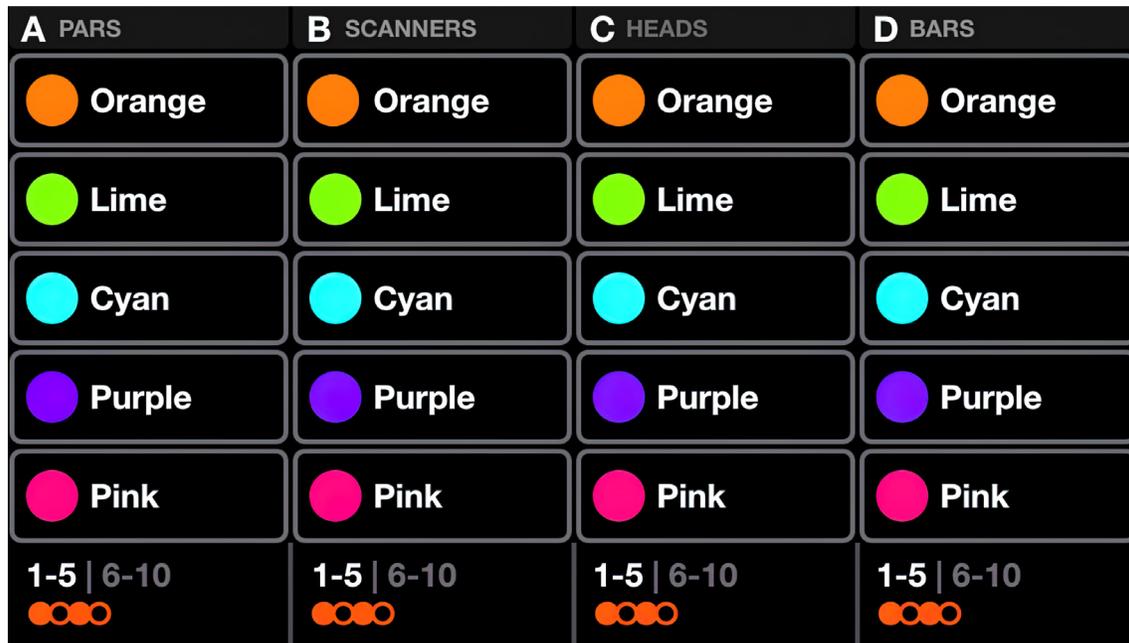
## Toolbar actions:

- Play and pause the sequencer.
- Go back to the Beam Fx screen.

## Other actions:

- Tapping one of the eight step buttons will navigate to the corresponding step and pause the sequencer.
- Hitting the top row of buttons adds the Beam Effect to the corresponding group.
- Hitting the beam selection buttons in the matrix will turn the beams on and off for the selected step. Each column represents a group and rows 2-5 represent 4 different sections within the group.

# STATIC COLOR



The static color screen contains a palette of ten colors per group. Selecting these colors will override any playing color effects on the group and set the selected colors on the fixture group.

## Displayed data:

- Four columns containing five colors. Each column represents one group. Shift + hit the BPM TAP button to toggle between groups A-D and E-H.
- Color bank (colors 1-5, and 6-10).
- Color pattern.

## Encoder actions:

- Move the encoder to change the pattern in which the selected colors are spread across the fixtures. Options include:
  - Single color.
  - Flash color.
  - Alternate between each color.
  - Fade or step from left to right and right to left.
  - Fade or step symmetrically inwards and outwards.
- Pushing the encoder toggles between colors 1-5 and 6-10.

## Other actions:

- Tapping one of the color buttons enables and disables the color. If a color effect is playing on the group, the selected color will override the effect.
- Shift + tapping one of the color buttons allows for the color to be changed. Note that as this is a color palette, the new color will be applied to all presets.

# COLOR PICKER



## Displayed data:

- The name of the currently selected button.
- A preview of the selected color.
- A color picker used to select a color.
- The color picker mode (RGBW, RGBWAU, Color grid).
- The generated color components (Red, Green, Blue, White, HUE, Amber, UV).

## Encoder actions:

- Move the first encoder to control the amount of RED from 0-100%. In RGBWAU mode, the first encoder will control the HUE.
- Move the second encoder to control the amount of GREEN from 0-100%. In RGBWAU mode, the second encoder will control the WHITE.
- Move the third encoder to control the amount of BLUE from 0-100%. In RGBWAU mode, the third encoder will control the AMBER.
- Move the fourth encoder to control the amount of WHITE from 0-100%. In RGBWAU mode, the second encoder will control the UV.

## Other actions:

- Tapping and dragging on the color picker will set the RGBW values to the selected color.
- Tapping the three buttons to the top right toggles between RGBW, RGBWAU and Color Grid picker modes.
- Tapping one of the 20 color buttons on the grid will set the RGBW values to the selected color.
- Tapping the flashing Matrix button stores the new color and closes the color picker. Tapping any other button cancels the change.
- Shift + tapping on another Matrix button will copy the selected color to the other button.

# STATIC POSITION

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

The static position screen contains a palette of five positions per group. Selecting a position will override any playing move effects on the group and set all fixtures in the group to the selected position.

## Displayed data:

- Four columns containing five positions. Each column represents one group. Shift + hit the BPM TAP button to toggle between groups A-D and E-H.
- Position bank (colors 1-5, and 6-10).
- Fade value of the selected position.

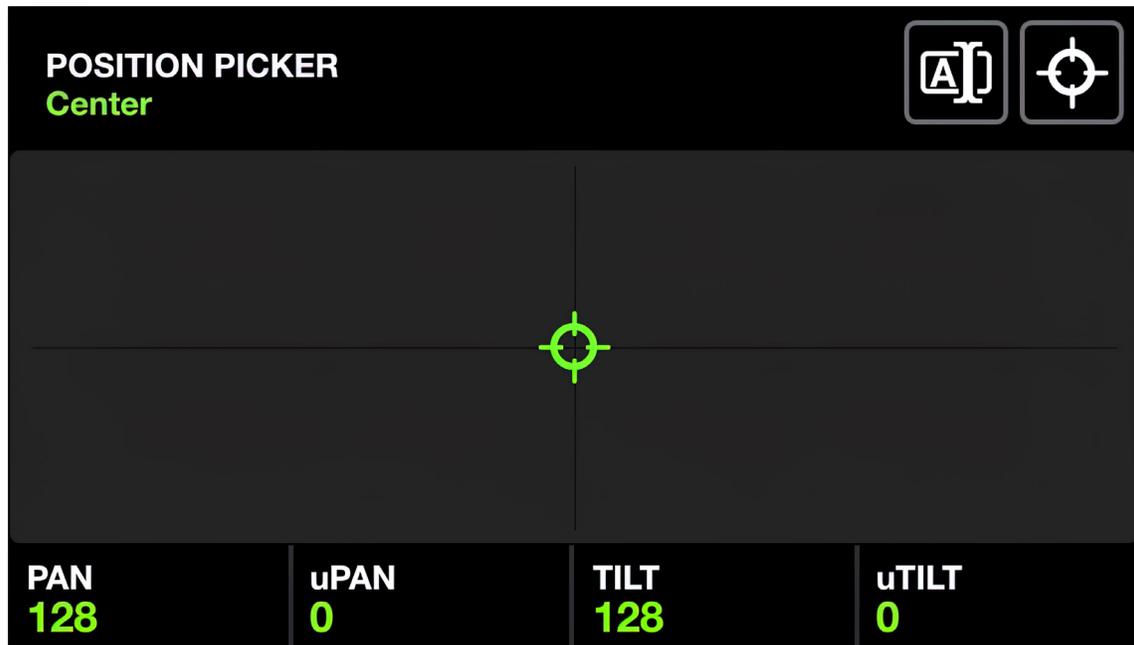
## Encoder actions:

- Move the encoder to change the FADE value value of the selected position.
- Pushing the encoder toggles between positions 1-5 and 6-10.

## Other actions:

- Tapping one of the position buttons triggers the position. If a move effect is playing on the group, the selected position will override the effect.
- Shift + tapping one of the position buttons allows for the position to be changed. Note that as this is a position palette, the new position will be applied to all presets.

# POSITION PICKER



## Displayed data:

- The name of the currently selected position button.
- An X-Y grid used to select a position.
- The generated position values.
- The FAN and FOCUS values.

## Encoder actions:

- Move the first encoder to control the PAN value. Shift + move for fine control.
- Move the second encoder to control the TILT value. Shift + move for fine control.
- Move the third encoder to set the FAN. When the FAN is at 50%, all fixtures will point in the same direction (provided the fixtures have been correctly set in the Fixture Limits screen).
- Move the fourth encoder to set a FOCUS value.

## Other actions:

- Tapping and dragging on the X-Y grid will set the PAN and TILT values to the selected position.
- Tapping the first button to the top right will open a keyboard allowing for the name of the position to be changed.
- Tapping the second button to the top right will set the position to the center.
- Tapping the flashing Matrix button stores the new position and closes the position picker. Tapping any other button cancels the change.

# STATIC GOBO

A PARS	B SCANNERS	C HEADS	D BARS
 Gobo 1	 Gobo 1	 Gobo 1	 Gobo 1
 Gobo 2	 Gobo 2	 Gobo 2	 Gobo 2
 Gobo 3	 Gobo 3	 Gobo 3	 Gobo 3
 Gobo 4	 Gobo 4	 Gobo 4	 Gobo 4
 Gobo 5	 Gobo 5	 Gobo 5	 Gobo 5
1-5   6-10 <b>ROTATE 6%</b>	1-5   6-10 <b>ROTATE 6%</b>	1-5   6-10 <b>ROTATE 6%</b>	1-5   6-10 <b>ROTATE 6%</b>

The static gobo screen contains a palette of 10 gobos per group. Selecting a gobo will recall the gobo on all fixtures in the group. If a gobo is not selected, the open gobo will be triggered.

When a fixture is added to a project, the WMX1 will assign the first 10 gobos of the fixtures gobo channel, to the 10 gobo buttons.

## Displayed data:

- Four columns containing five gobos. Each column represents one group. Shift + hit the BPM TAP button to toggle between groups A-D and E-H.
- Gobo bank (colors 1-5, and 6-10).
- Gobo Rotation speed of fixtures within the associated group.

## Encoder actions:

- Move the encoder to change the Gobo Rotation speed.
- Pushing the encoder toggles between gobos 1-5 and 6-10.

## Other actions:

- Tapping one of the gobo buttons triggers the gobo. Shift + tapping one of the gobo buttons allows for the gobo to be changed. Note that as this is a gobo palette, the new gobo will be applied to all presets.
- When editing a gobo, tapping the flashing Matrix button stores the new gobo and closes the gobo editor. Tapping any other button cancels the change.
- When editing a gobo, shift + tapping on another Matrix button will copy the selected gobo to the other button.

# LIVE EDIT

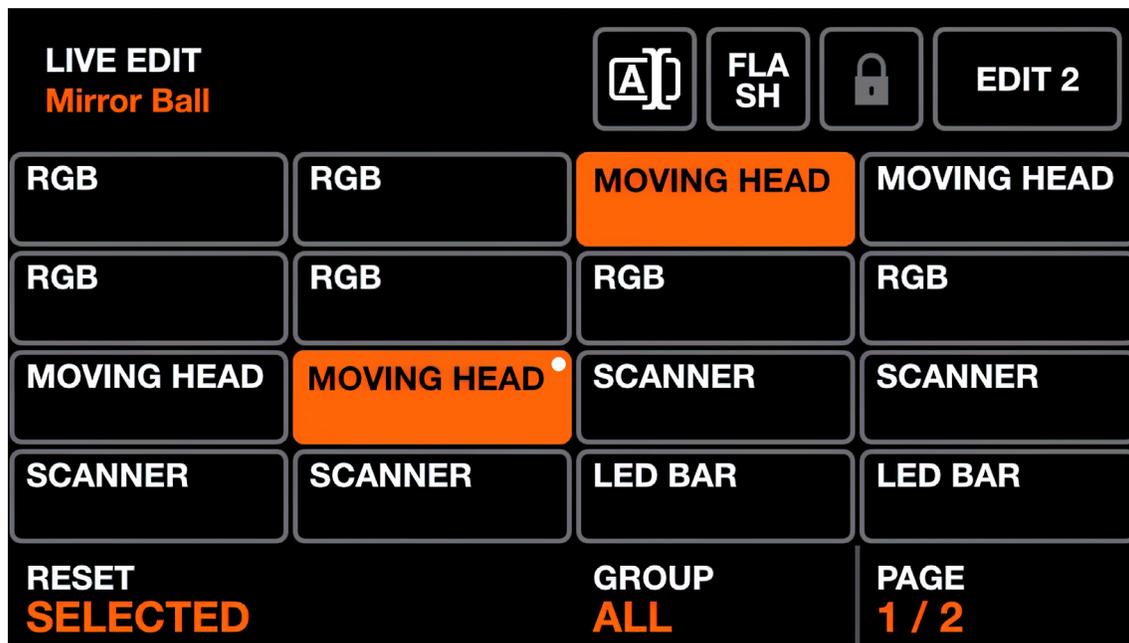


The Live Edit screen contains a palette of twenty buttons which can be used to recall a value on any channel. These values override all effects and other static values. Live Edits are layered in order, therefore if two live edits have values on the same channel, the buttons towards the bottom will take priority. Live Edits can also be released automatically by Row or Column and this can be set from the Settings screen.

## Displayed data:

- 2 pages of 20 buttons containing a set of channel values and a name.

# LIVE EDIT EDITOR - FIXTURES



Shift + clicking on one of the live edit buttons opens up the editor. The editor contains two main screens.

1. A screen to select fixtures.
2. A screen to edit the channel values of the selected fixtures.

## LIVE EDIT EDITOR - FIXTURES (CON'T)

### Displayed data:

- The name of the live edit to the top left.
- A grid of up to 16 fixture buttons, displaying fixture name and a white dot to indicate the fixture has an edit applied.
- A button to the top right to edit the values of the selected fixtures.
- Three buttons to rename the live edit, set the live edit to Flash mode, and Lock the live edit which preserves the state when changing presets (useful for Parking channels).
- The currently visible Group and Page to the bottom right.

### Encoder actions:

- Pushing the first encoder will reset the selected fixtures, removing all live edit values from the fixtures. Moving the encoder determines whether to reset the selected fixtures or all fixtures. Upon resetting the fixtures, the white dots will disappear.
- Moving the third encoder filters the displayed fixtures in the grid by group. Pushing the encoder selects or deselects all fixtures within the group.
- If there are more than 16 fixtures within the current group. Moving the fourth encoder navigates through between the pages of fixtures.

### Other actions:

- Tapping the buttons in the grid selects and deselects the fixtures. When a fixture is selected, the corresponding channels will be shown on the Value screen. If 2 or more fixtures of the same Fixture Type are selected, their channels will be merged and controlled together on the Value screen.
- Tapping the rename button will show the keyboard screen allowing for the name of the live edit to be changed.
- Tapping the Flash button will enable or disable the live edit's Flash property. When the Flash property is set, the Matrix button will turn white and the edit will be enabled on pressed and disabled on release.
- When editing a Live Edit, tapping the flashing Matrix button stores the new Live Edit and closes the editor. Tapping any other button cancels the change.
- When editing a Live Edit, shift + tapping on another Matrix button will copy the selected Live Edit to the other button.

## LIVE EDIT EDITOR - VALUES

### Displayed data:

- A grid of 16 channel buttons, each displaying the channel name and the current live edit value if one has been set.
- The value of the selected channels is displayed to the bottom left.

### Encoder actions:

- Moving the first encoder changes the selected channel value. Tapping the encoder will show a grid of all Features related to the selected channel.
- Pushing the second encoder will reset the selected channel, removing the live edit value from the channel.

### Other actions:

- Tapping a button in the grid selects a channel.
- Tapping the REC DMX button to the top right records the current DMX output frame and applies it to the selected fixtures.

# PRESET



The Preset screen contains 5 pages of 20 presets. Each Preset contains all selected buttons including effect status and palette item status along with group dimmers and effect properties.

## Displayed data:

- A grid of 20 Preset buttons including the preset name and the first 4 colors used within the preset.
- The Play state in the bottom left.
- The selected presets hold and fade times.
- When the presets are being played back as a cue list, the elapsed time of the currently selected preset will be displayed to the top right.

## Encoder actions:

- Pushing the first encoder plays the presets sequentially according to the Hold and Fade times. Move the encoder to set whether all presets from 1-100 should be played, or just the 20 presets on the current page. When the final preset is released, the first preset will be triggered.
- Moving the second encoder will change the Hold time of the preset in increments of 1 second. Holding shift will increment in 0.04s. The Hold time is the amount of time the preset will be held before jumping to the next preset if Play is set, or released if Flash is pressed. Pushing the second encoder toggles the Flash property. When the Flash property is set, the preset will be triggered when the matrix button is pressed and the previous preset will be recalled when the matrix button is released. If the Hold time has not been reached at the time the button is released, the preset will remain active and will be automatically released once the Hold time has been reached. Note that tapping the preset on the touchscreen will not activate the Flash.
- Moving the Third encoder will change the Fade time of the preset in increments of 1 second. Holding shift will increment in 0.04s.
- Moving the fourth encoder will change the selected page.

## Other actions:

- When storing a preset, shift + tapping on another Matrix button will copy the selected Preset to the other button.

# FLASH SCREENS

The Flash screens are triggered by hitting the large buttons to the right of the WMX1. These buttons have been designed to be quickly accessible and may be triggered from any screen. They may be used to trigger quick actions during a live performance.

- ADJ Logo: triggers a Paparazzi style flash effect.
- Strobe: triggers a flickering strobe effect.
- Blinder: sets all fixtures to 100% brightness in white.
- Speed: multiplies the playback speed of all effects.
- Blackout: sets all fixtures to 0%.
- Smoke: triggers a connected smoke machine.

## **Release Mode:**

Moving the fourth encoder on any flash screen sets the buttons release mode:

- Flash: the effect is triggered when the button is pressed. The effect is stopped immediately when the button is released.
- Toggle: the effect is triggered when the button is pressed. Pressing the button a second time releases the effect.
- 1, 5, 10s timer: The effect is triggered when the button is pressed. When the button is released, a timer will start. When the specified time is reached, the effect will be released.

Holding **shift** whilst hitting a flash button will latch the button on.

# WOLF



The Wolf flash effect plays a Paparazzi style white flash across all light fixtures. Hitting the **ADJ** button triggers the effect. The effect is released according to the set release mode.

**Displayed data:**

- Icon to indicate the effect is playing (this can be disabled within the settings).
- The set release mode.

# STROBE



The Strobe flash effect tells all lights to strobe by triggering the fixtures strobe feature. If the fixture doesn't have a built in strobe feature, a virtual strobe will be created by flashing the RGB or dimmer channels. The effect is released according to the set release mode.

## Displayed data:

- Icon to indicate the effect is playing (this can be disabled within the settings).
- The strobe speed.
- The set release mode.

## Encoder actions:

- Moving the first encoder sets the speed of the strobe.

## Other actions:

- Tapping one of the buttons on the fourth column of the matrix sets the release mode.
- Tapping one of the buttons on the first column of the matrix sets the strobe speed to 1%, 25%, 50%, 75%, and 100%.

# BLINDER



The Blinder flash effect sets all dimmers to 100% and all color mixing channels to white. The effect is released according to the set release mode.

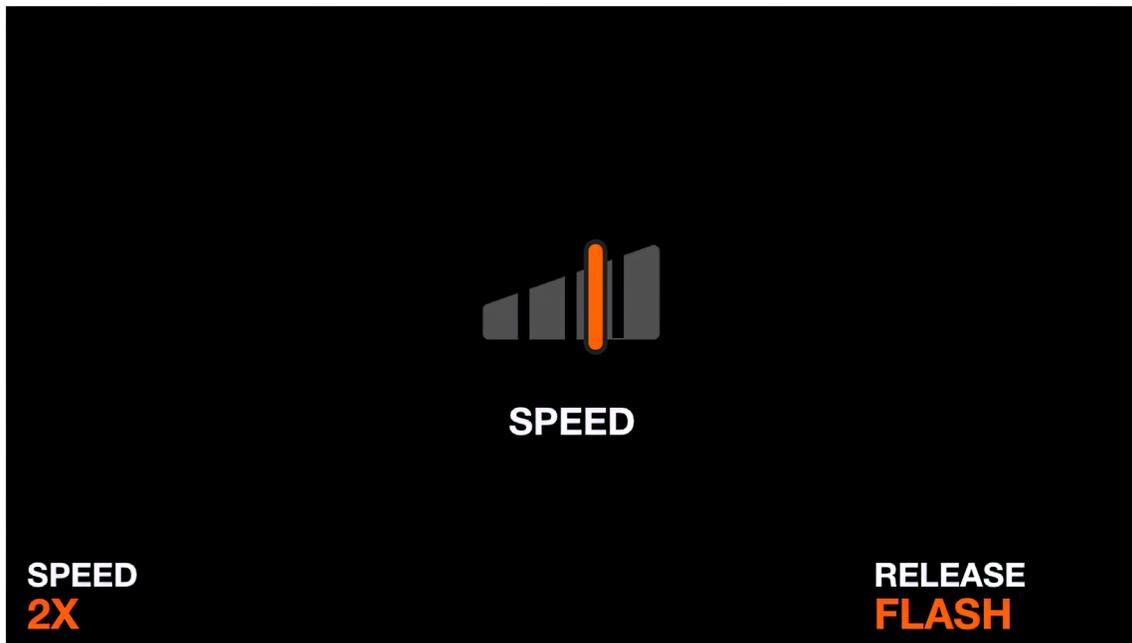
## **Displayed data:**

- Icon to indicate the effect is playing (this can be disabled within the settings).
- The set release mode.

## **Other actions:**

- Tapping one of the buttons on the first column of the matrix sets the blinder fade out time to 0s, 0.2s, 0.5s, 1s, 2s.
- Tapping one of the buttons on the fourth column of the matrix sets the release mode.

# SPEED



The Speed flash effect multiplies the speed of all effects by the set multiplier. The effect is released according to the set release mode.

## Displayed data:

- Icon to indicate the effect is playing (this can be disabled within the settings).
- The speed multiplier.
- The set release mode.

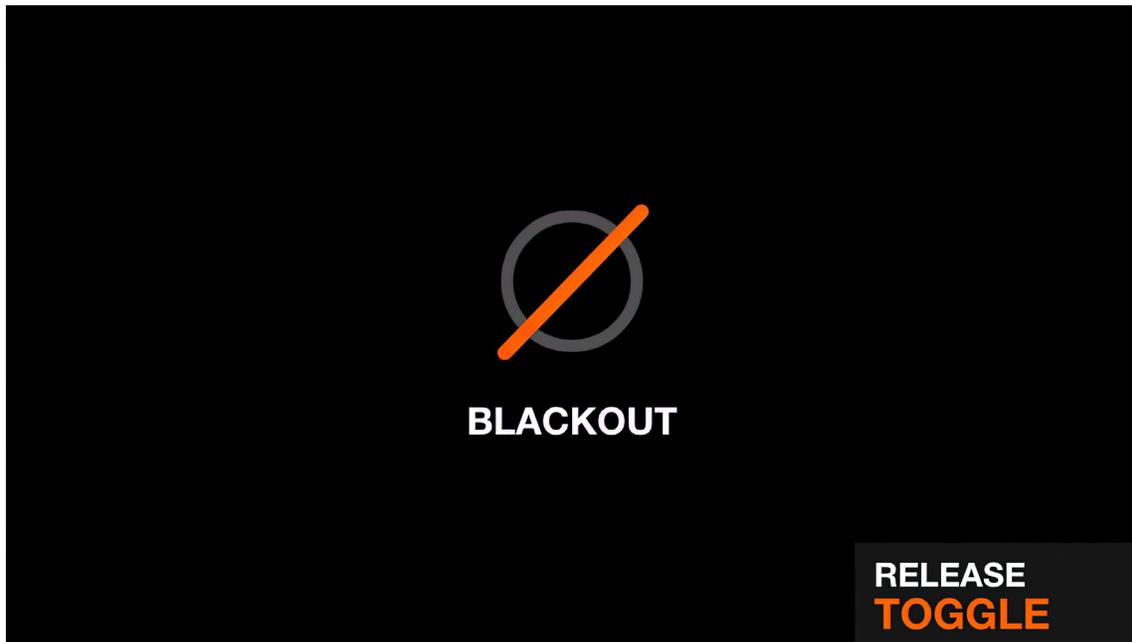
## Encoder actions:

- Moving the first encoder sets the speed multiplier.

## Other actions:

- Tapping one of the buttons on the first column of the matrix sets the speed multiplier between Freeze, 0.5x, 2x, 4x, 8x.
- Tapping one of the buttons on the fourth column of the matrix sets the release mode.

# BLACKOUT



The Blackout flash effect shuts off all beams by setting dimmers to 0%, shutters closed, and color mixing channels to 0%. The effect is released according to the set release mode.

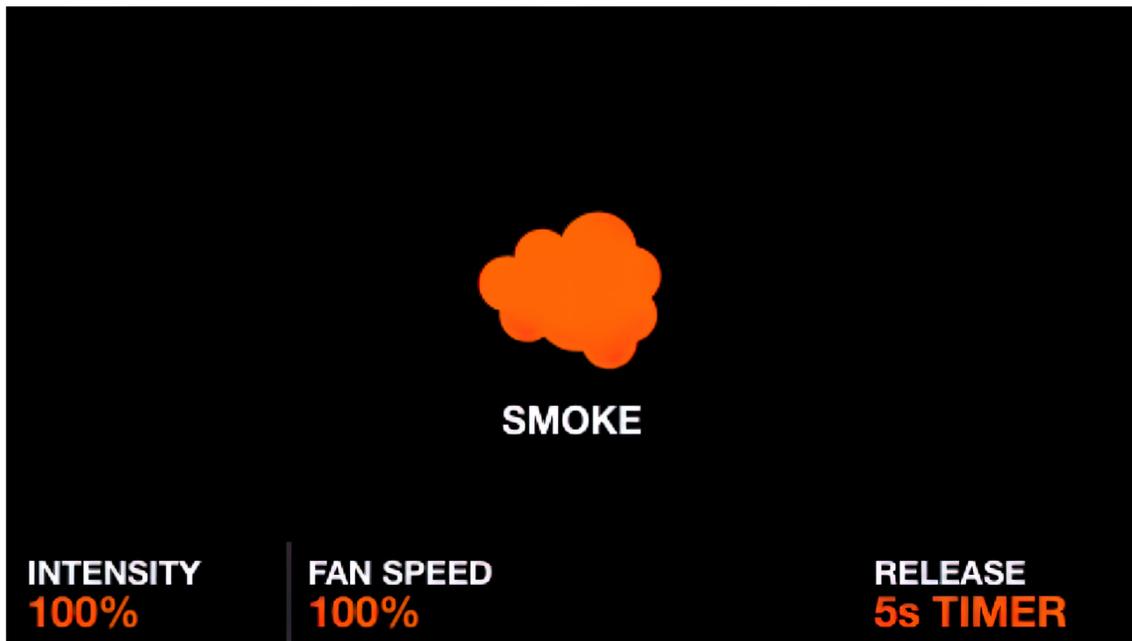
## **Displayed data:**

- Icon to indicate the effect is playing (this can be disabled within the settings).
- The set release mode.

## **Other actions:**

- Tapping one of the buttons on the fourth column of the matrix sets the release mode.

# SMOKE



The Smoke flash effect sets Smoke channels. The effect is released according to the set release mode.

## Displayed data:

- Icon to indicate the effect is playing (this can be disabled within the settings).
- The Smoke intensity.
- The Smoke fan speed.
- The set release mode.

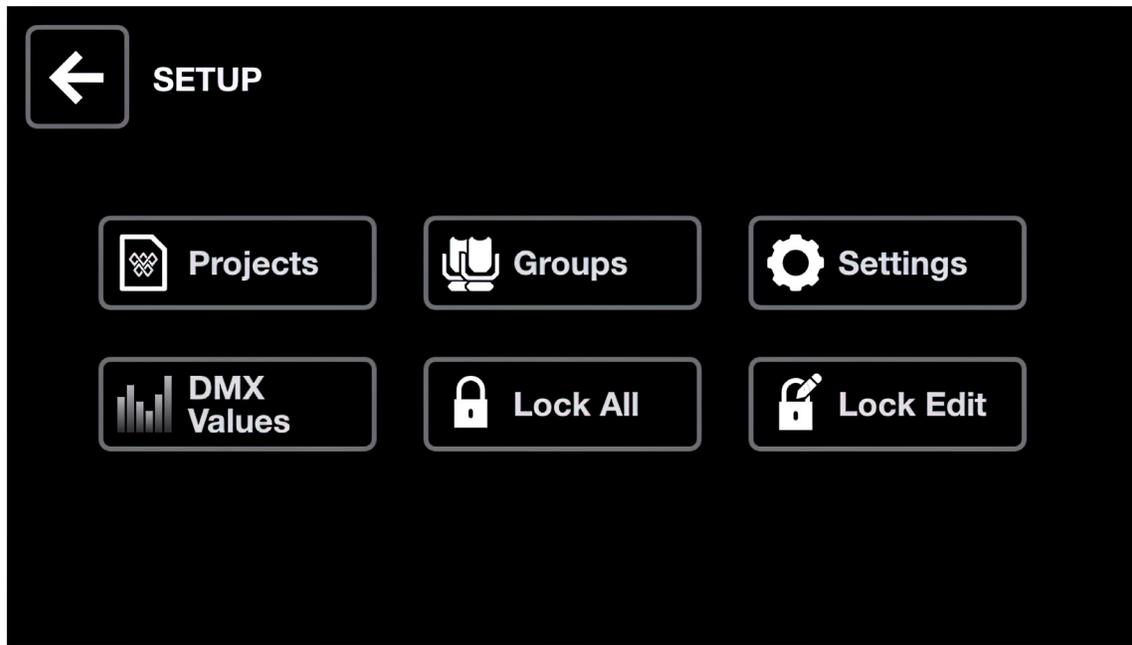
## Encoder actions:

- Moving the first encoder sets the intensity of the smoke.
- Moving the second encoder sets the speed of the smoke fan.

## Other actions:

- Tapping one of the 4 buttons on the top row of the matrix sets the smoke intensity to 1%, 25%, 50%, 75% and 100%
- Tapping one of the buttons on the fourth column of the matrix sets the release mode.

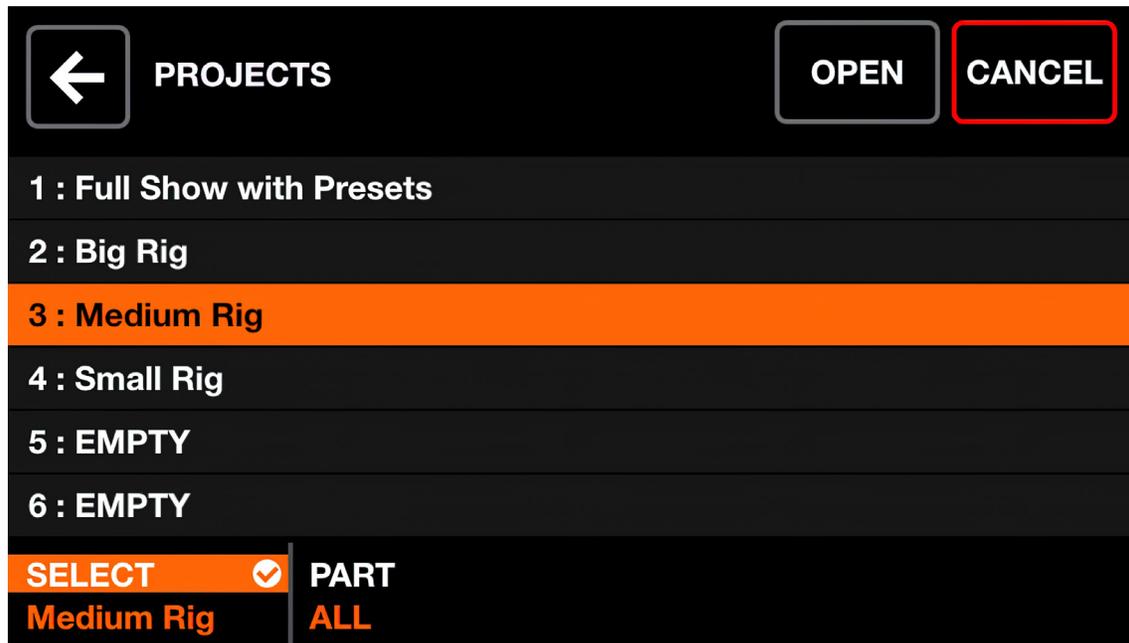
# SETUP



The Setup screen is accessed by tapping the icon to the top right of the Home screen to the left of the Fixture icon:

- Projects: Save and Load 6 projects.
- Groups: Set group names and map DMX input channels to group dimmers.
- Settings: Set global controller settings such as DMX universe mappings.
- DMX Values: Monitor the level of every DMX channel and set test values.
- Lock All: Lock the WMX1 with a password.
- Lock Edit: Lock editing with a password.

# PROJECTS



Up to 6 projects can be saved and opened on the controller. Projects contain the following data:

- The current fixture list, order, group assignments, and DMX addresses.
- Group names and mappings.
- All 100 presets with associated data including effect properties and palette item states.
- All static palette data including colors, positions, gobos and live edits.
- Flash FX button data.
- Note: controller settings which are set from the Settings screen are not saved within the project.

## Displayed data:

- A list of 6 project slots with their corresponding names.
- Buttons to open or save a project into the selected slot.

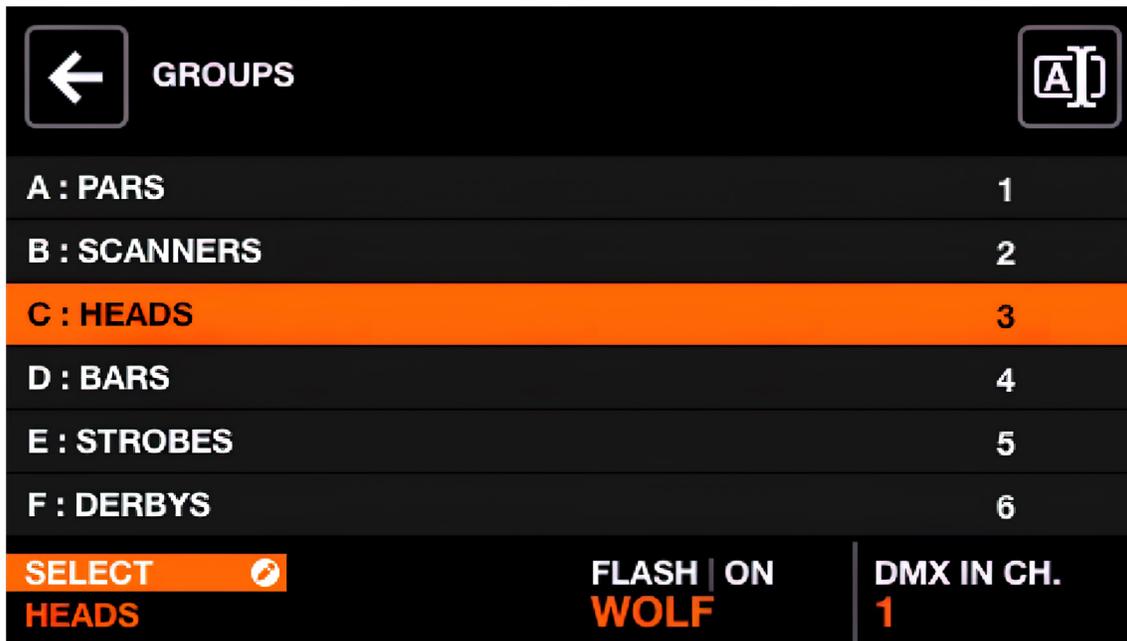
## Encoder actions:

- Moving the first encoder selects a project slot to open or save. Tapping the encoder will open or save the selected project.
- Moving the second encoder sets which project part is to be loaded.
  - All: load everything from the selected project.
  - Fixtures: load only the fixtures from the selected project. Maintaining all other data.

## Other actions:

- Tapping the Open or Save button to the top right will store the project, overwriting all data in the selected slot with the currently loaded data. A keyboard will appear to set the project name.

# GROUPS



Each fixture is linked with a group. Effects, sub-dimmers, static colors and positions are applied to each group. WMX1 supports up to 8 groups. 4 can be displayed at a time with groups A-D and E-H toggles by shift + hitting the BPM TAP button. Each group can be assigned a name and a DMX input channel on the Groups screen.

## Displayed data:

- A list of 8 groups + the master group (all fixtures). Each group has a letter, a name, and a DMX input channel.

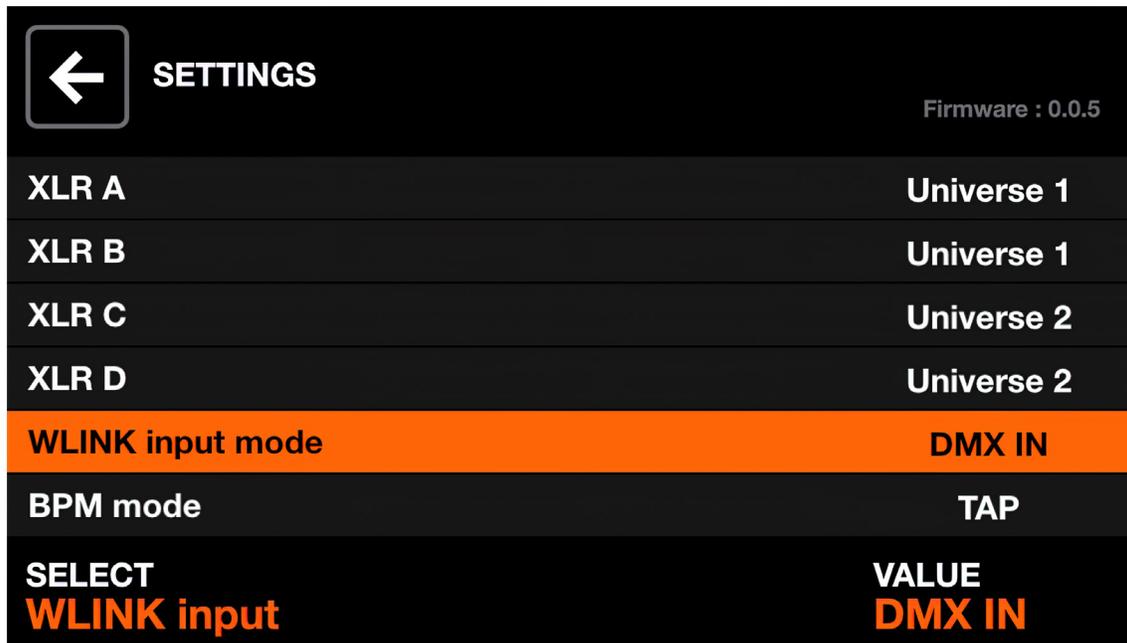
## Encoder actions:

- Moving the first encoder selects a group. Tapping the encoder displays the keyboard, allowing for the group name to be changed.
- Moving the third encoder allows for the Flash buttons to be disabled on the selected group. Move the encoder to select the Flash button type and push the encoder to enable or disable the Flash button.
- Moving the fourth encoder changes the DMX IN channel mapping used for controlling the group dimmer: WLINK add-on required to use this feature). Shift + tapping the fourth encoder allows for the DMX IN channel to be auto-learned by listening out for the next change on the DMX input.

## Other actions:

- Tapping the button to the top right displays the keyboard, allowing for the group name to be changed.

# SETTINGS



The Settings screen shows a list of global WMX1 settings.

## Displayed data:

- A list of settings is displayed on the left along with the title on the right.
- The selected setting and value is displayed along the bottom.
- The current firmware version is displayed to the top right. The firmware can be updated using the WTOOLS app.

## Encoder actions:

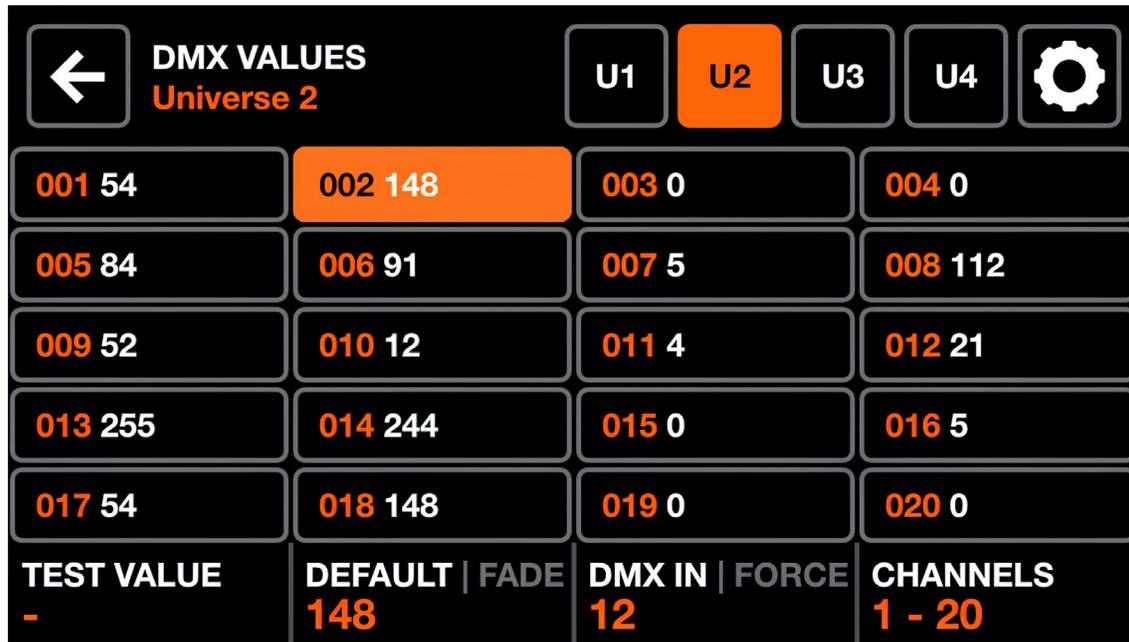
- Moving the first encoder navigates through the settings list.
- Moving the fourth encoder changes the setting's value. Pushing the encoder will display the keyboard if applicable.

## Settings list

- XLR A - XLR D: the DMX universes to map to XLR A-D.
- WLINK input mode:
  - OFF: WLINK is disabled
  - WMX1: commands will be sent and received via XLR C to sync with another WMX1.
  - DMX IN: DMX input data will be received via XLR C and mapped to group dimmers and DMX output channels.
- BPM Mode:
  - TAP: the BPM TAP button will be used to calculate the BPM.
  - EXTERNAL: the BPM will be taken from WTOOLS using Ableton Link or OS2L. This option is automatically set when BPM is enabled within the WTOOLS app.
- Audio input level: the amount of gain to add to the built-in microphone. The microphone level is set automatically according to the average volume level over a short period of time, however this setting may be used to further adjust the level.
- Display brightness: used to adjust the display backlight level.
- Button brightness: used to adjust the LED brightness of the buttons when they are switched on.
- Lock password: the password required to unlock the controller.

- Store Group dimmers in preset: when set, the group dimmer values will be stored within the preset. When not set, the group dimmer values will not be recalled by the preset. This is useful if the group dimmers are controlled via a DMX fader board.
- Store Flash buttons in Preset : when set, the state of the flash buttons will be stored within the preset. When not set, the flash button states will not be recalled by the preset.
- Jump back on mode release: when enabled, the control screens will work like flash buttons whereby on button release the previous screen will be recalled. Holding shift will latch the selected screen. This is useful for quickly navigating between control screens.
- Live Edit release mode:
  - OFF: all live edits will be stacked in button order (buttons to the bottom right have priority over buttons at the top left).
  - ROW: when a Live Edit is triggered, other Live Edit's on the same row will be released.
  - COLUMN: when a Live Edit is triggered, other Live Edit's on the same column will be released.
- Fade effects during preset change: if 2 presets fade together, the effects in both presets will play simultaneously during the fade. This requires extra CPU power and may be disabled if the WMX1 GUI is running slowly with lots of DMX channels.
- Show color preview on Preset: when enabled, up to 4 colored circles will be displayed on each preset button to indicate the first 4 colors used. Disable this option for a cleaner preset screen.
- Show Flash FX Screens: when enabled, an icon will be shown on the screen to indicate a Flash FX has been triggered. The matrix and encoders can also be used to set Flash FX properties. Disable this option to trigger Flash FX without leaving other screens. When disabled, the Flash FX screens can be accessed by holding shift whilst hitting the Flash FX button.
- Switch group bank:
  - When set to Shift + Tap - the group bank is toggled by hitting shift + BPM TAP.
  - When set to BPM TAP - the operation of the BPM TAP button will be inverted. The group is toggled by hitting BPM TAP without shift and the BPM is calculated with shift + BPM TAP.
- Preset DMX IN channel: trigger a preset from a DMX Input channel. The DMX value of the selected channel will trigger the corresponding Preset number. \*WLINK add-on required to use DMX IN.
- Retro mode sets the controllers color scheme to standard colors or Retro colors including green, and orange.
- Quick Setup (beta): shows the Quick Setup button on the Fixtures screen. Quick Setup will search for connected RDM fixtures and add and address them automatically. RDM patching can only be achieved through the 5-Pin DMX port, and non RDM compatible and RDM compatible can stop RDM signal sent when connected.

# DMX VALUES



The DMX Values screen displays the current value of each DMX channel. It allows for the value to be changed for testing purposes, and for channel settings to be adjusted.

## Displayed data:

- A grid of 20 DMX channels.
- The test value, default value, fade state, and DMX input mapping of the selected channel.
- Buttons to display universes 1-4 and access beam settings.

**Note that the WMX1 fixture ships with 1 universe, additional universes can be purchased separately.**

## Encoder actions:

- Move the first encoder to set a test value on the selected channel. Tapping the encoder resets the channel to its current value.
- Moving the second encoder changes the default value of the channel. This is the value which is set at the beginning before any effects and palettes have been applied. Tapping the encoder toggles Fade mode. When Fade is set, the channel value will fade presets or positions with fade times are triggered. By default, color mixing and dimming channels are set to fade. Color Filter and Gobo channels are set not to fade.
- Moving the third encoder maps a DMX IN channel to the selected channel (WLINK add-on required). Tapping the encoder sets Force mode. When Force is enabled, the DMX input value will override all FX and palette values on the channel. When Force is disabled, the DMX input value will be applied as a default value at the beginning, and all FX and palettes will override the value.
- Moving the fourth encoder navigates between pages of 20 channels.

## Other actions:

- Tapping one of the grid buttons selects a channel. Hitting one of the 20 matrix buttons also selects a channel.
- Tapping one of the 4 universe buttons on the top bar will select and display the corresponding universe.
- Tapping the Settings button to the top right opens the beam settings screen.

# BEAM EDITORS

← BEAM EDITOR Edit auto-generated features	
001 : RGB	Dimmer
002 : RGB	Strobe
003 : RGB	Shutter
004 : Moving He	Gobo Rotation
005 : Moving He	Pan
006 : Scanner	Tilt
BEAM 003 : RGB	FEATURE   CH.   DMX MIN   MAX   OFF   ON DIMMER     255   255

Advanced: each fixture is split up into beams and beam features. Each beam feature contains min/max and on/off values which are set automatically by WMX1. These values are calculated by the fixture profile and should not require changing. However if there is a fault with the fixture profile or a special case, some of these values can be edited via the Beam Editor screen.

## Displayed data:

- A list of all beams.
- A list of features on the selected beam.
- The beam features min/max and off/on DMX values.

## Encoder actions:

- Move the first encoder to select a beam.
- Move the second encoder to select a beam **feature** or linked channel. Tapping the encoder will toggle between the Feature selection and the linked channel selection.
- Move the third encoder to adjust the **min** and **max** DMX values for the selected feature. Tapping the encoder will toggle between the **min** and **max** values. To invert the feature, set the min value higher than the max value.
- Move the fourth encoder to select the **off** and **on** values. Tapping the encoder will toggle between the **off** and **on** values.

# LOCK



WMX1 can be locked to prevent unauthorised access. Tapping **Lock All** from the **Settings** screen will lock the entire controller. Tapping **Lock Edit** will lock the palette, preset and fixture editing. When the controller is locked, tapping the **Lock** button to the top right displays a keyboard to enter the password to unlock the controller (set via the **Settings** screen). The controller may also be unlocked without a password via the **WTOOLS** app.

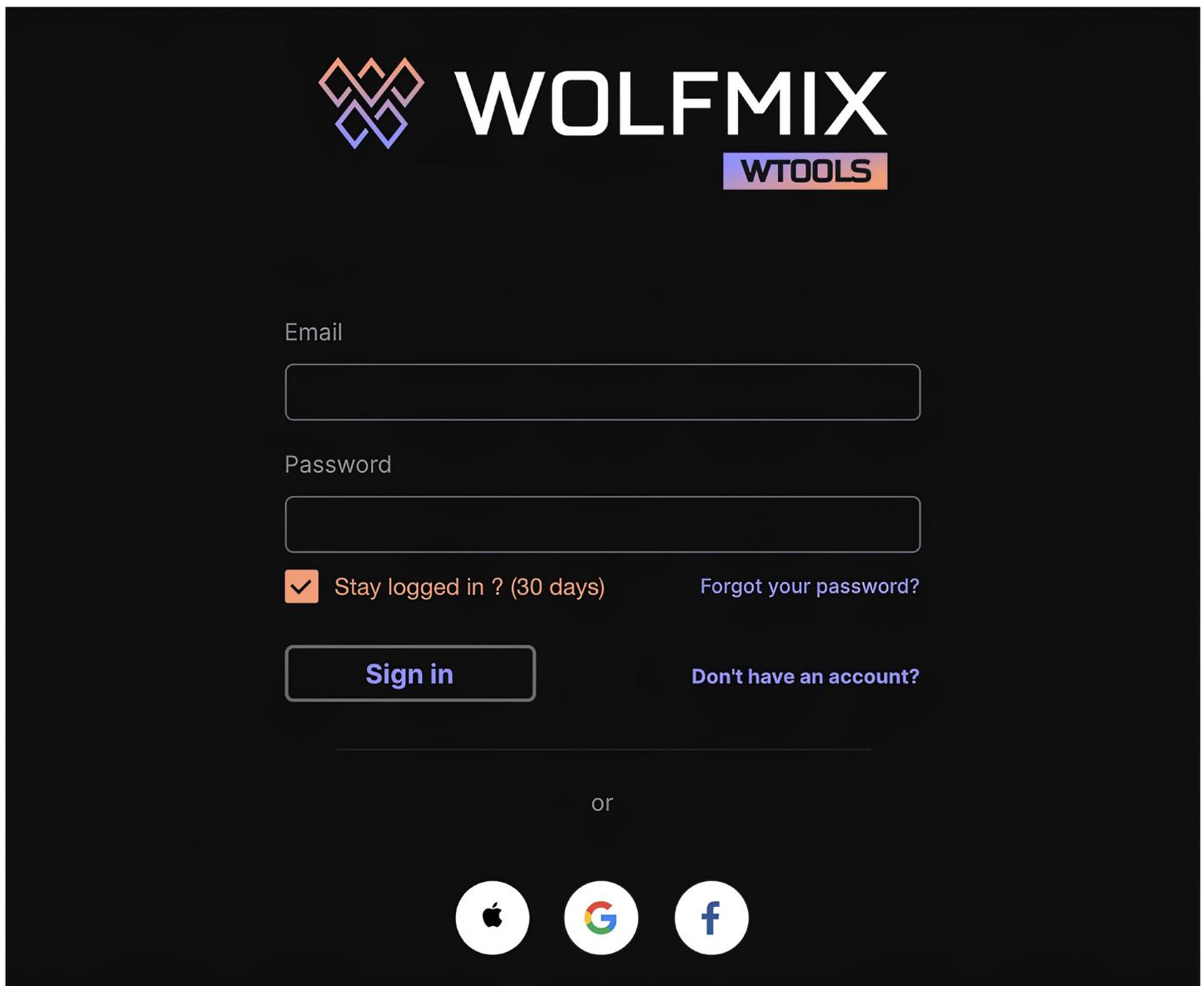
# WTOOLS APP



The WTOOLS app is available for PC and MAC. It is not required to use WMX1, however it contains a toolbox of valuable features for the controller.

- Sync the BPM with Ableton Link and OS2L.
- Visualize in 3D with Easy View 2.
- The ADJ WMX1 W1 comes standard with 1 Universe, with optional purchase add-ons, including DMX universes (Unit can be loaded with up to 4 Universes), WLINK, and 3D Link.
- Sync projects locally and with the cloud.
- Sync fixture profiles locally and with the cloud.
- Update the firmware.
- Access the mini-guides.

# LS CLOUD SIGN IN



WOLFMIX  
WTOOLS

Email

Password

Stay logged in ? (30 days) [Forgot your password?](#)

[Sign in](#) [Don't have an account?](#)

or

WTOOLS uses LS Cloud to synchronize projects and fixtures. LS Cloud is a system created by Lighting Soft AG. Along with WMX1, Lighting Soft are part of the Nicolaudie Group. Therefore data stored within the cloud is not being passed on to a third party. See the privacy policy available on the WMX1 website for further information.

LS Cloud is required to be able to access the public fixture library, sync fixtures and projects with the cloud, and manage in-app purchases.

The button to the top right of WTOOLS displays buttons to sign in, sign out, access the cloud web dashboard, and the web Profile Builder.

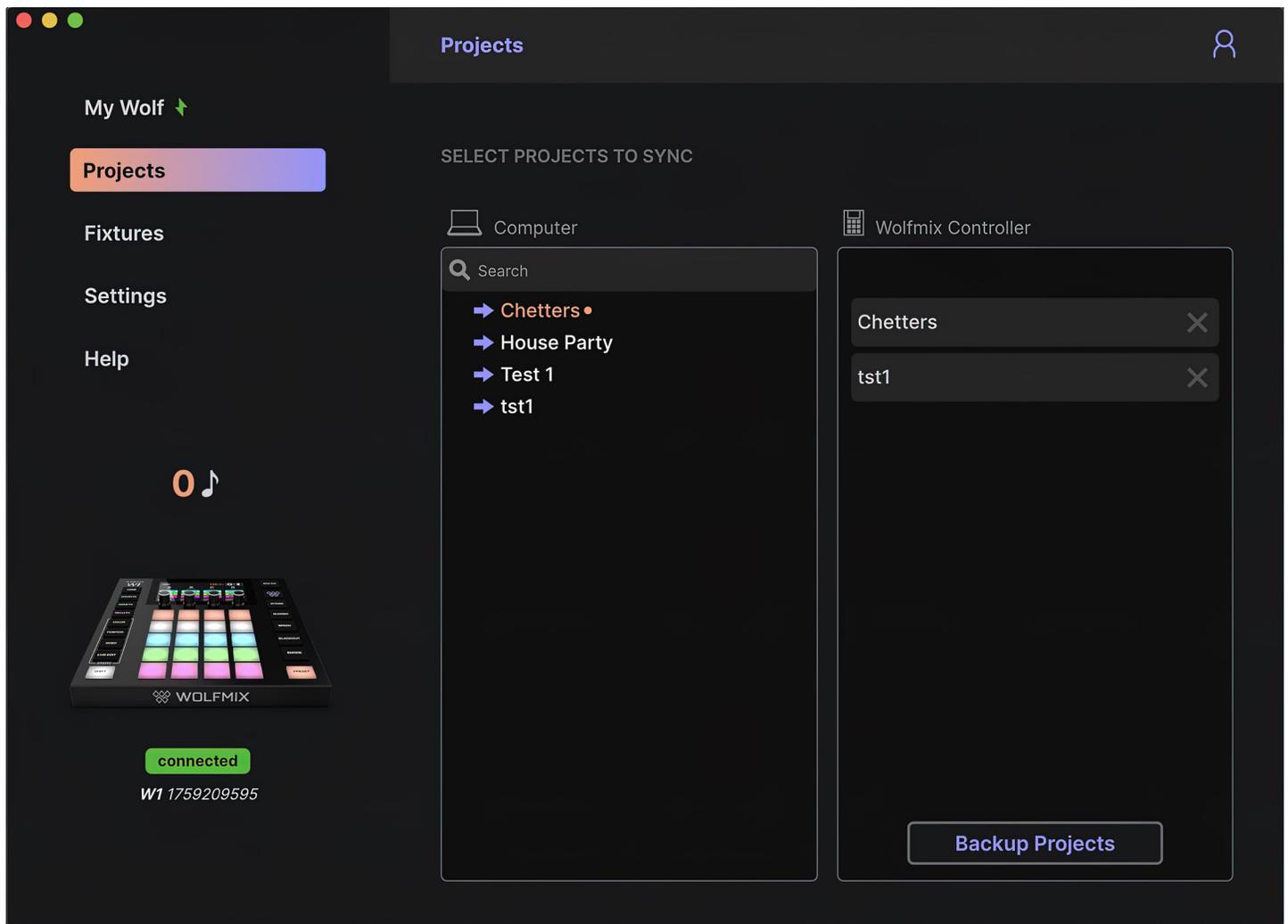
# MY WOLF

The screenshot shows the 'My Wolf' app interface. On the left is a navigation menu with 'My Wolf', 'Projects', 'Fixtures', 'Settings', and 'Help'. The main area is titled 'My Wolf' and contains several sections: 'BEAT SYNC' with 'Ableton link' and 'OS2L' buttons; 'DMX OUTPUT' with four rows for 'DMX Universe 1' through '4', each with an assigned XLR socket and a status indicator; 'MORE FEATURES' with '3D Link' (disabled) and 'WLINK' (active) options. At the bottom left, a 'connected' status is shown with the serial number 'W1 1759209595' and an image of the WMX1 controller.

Information on the connected WMX1 is displayed on this screen including:

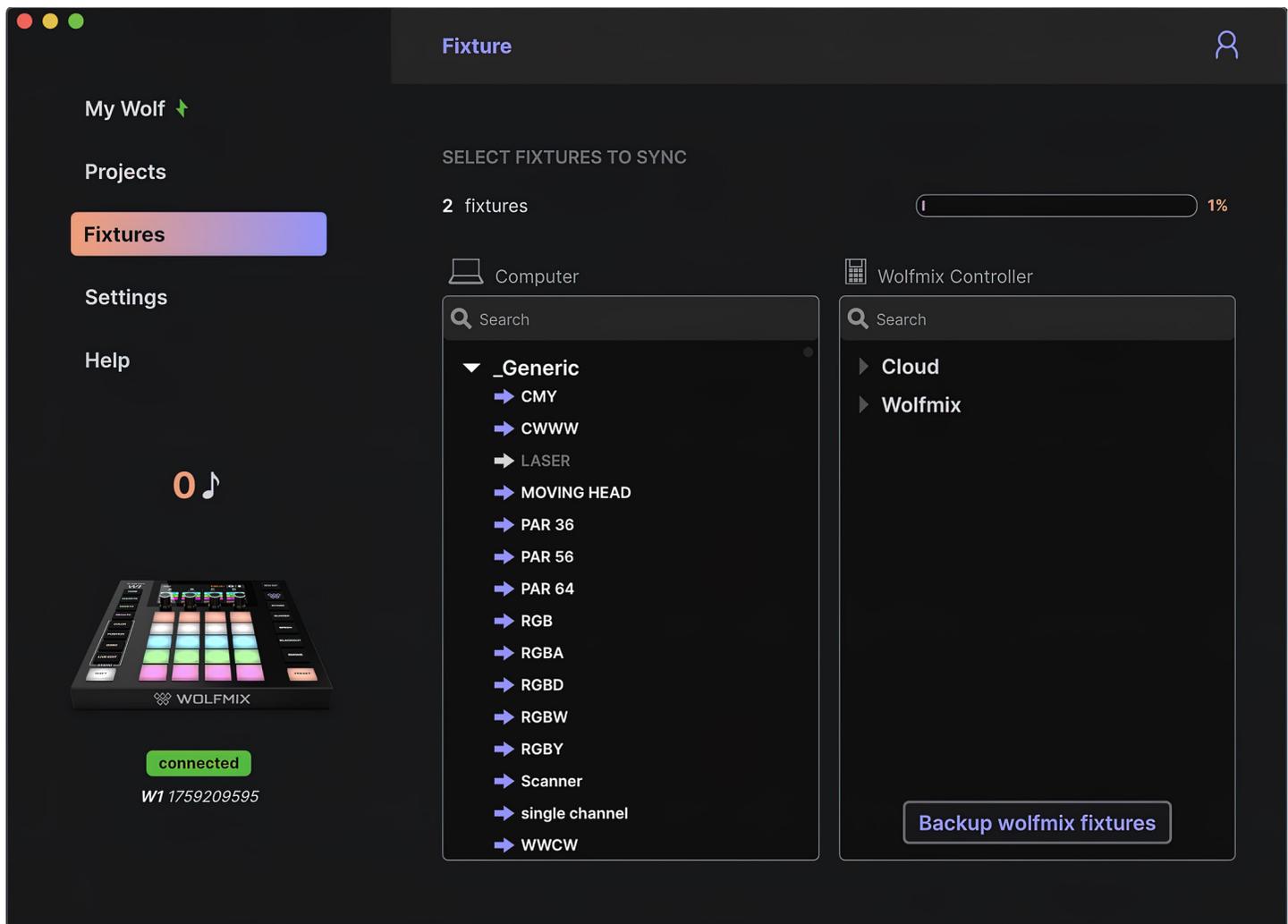
- Serial number (to the bottom left): this is a unique ID assigned to each WMX1 controller.
- Active DMX universes along with their assigned XLR sockets: these can be mapped from the controller's settings screen.
- 3D link status: turn on to start relaying DMX from WMX1 to Easy View 2 3D. Easy View can be downloaded from the WMX1 website.
- WLINK status: indicates whether WLINK in-app purchase is active.
- Beat Sync: indicates whether Ableton Link or OS2L is active, along with the number of connected Ableton Link devices.

# PROJECTS



Projects on the computer are displayed on the left and projects in the WMX1 controller are displayed on the right. Clicking the arrow to the left of the project name will write the project to the WMX1 controller. Clicking **Backup Projects** will copy all projects from WMX1 to the computer and sync with LS Cloud.

# FIXTURES

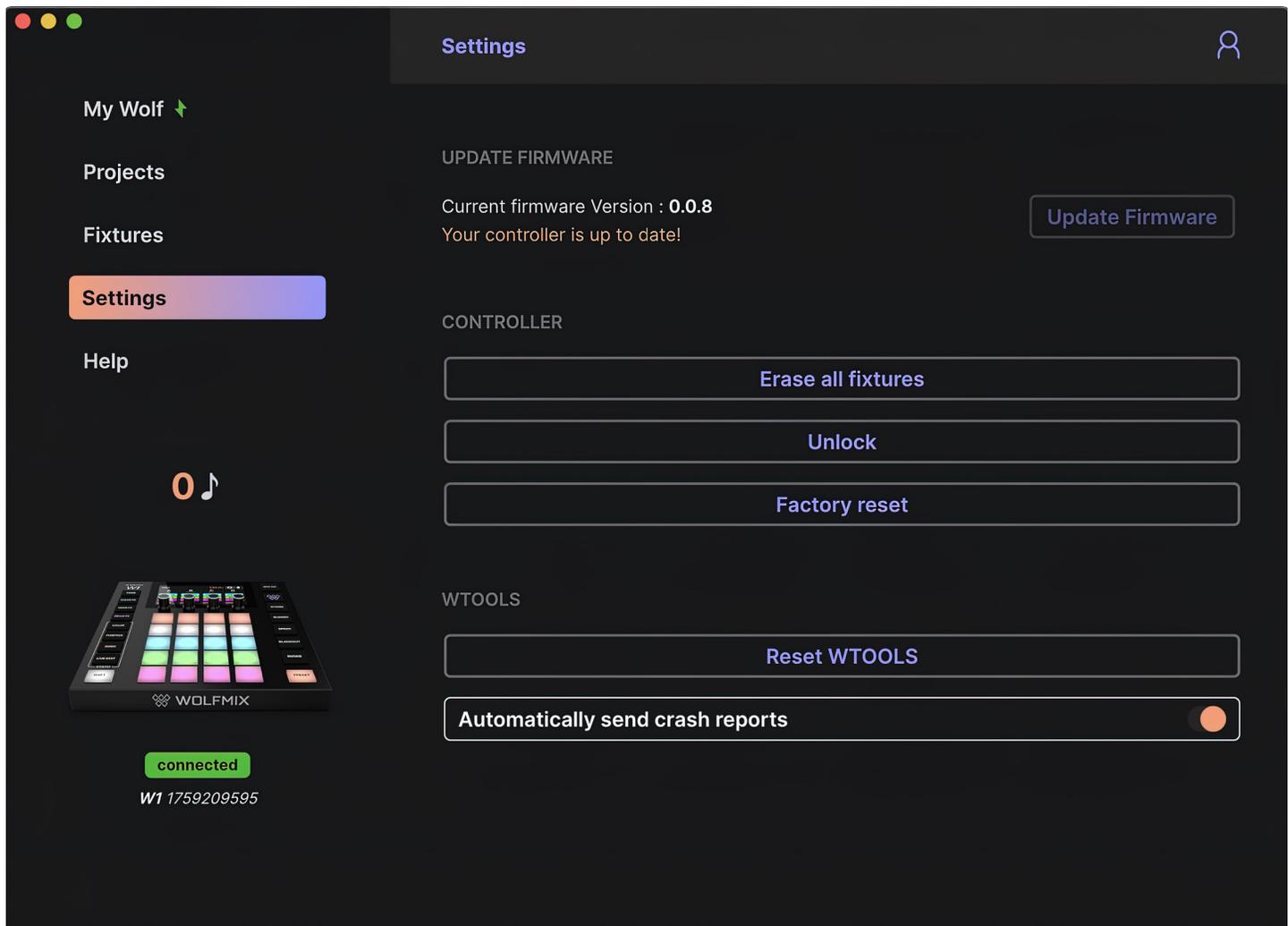


Fixtures on the computer and in the cloud are displayed on the left and fixtures in the WMX1 controller are displayed on the right.

- The first category WMX1 includes all fixtures created directly on the controller.
- The second category Cloud includes all fixtures created using the LS Cloud web Profile Builder.
- The other categories include fixtures within the public library. These fixtures cannot be modified but can be duplicated and edited using the LS Cloud web Profile Builder or the WMX1 Fixture Builder.

Clicking the arrow to the left of the fixture name will write the fixture to the WMX1 controller. Clicking Backup WMX1 Fixtures will copy all fixtures in the WMX1 category from the controller to the computer and sync with LS Cloud.

# SETTINGS



The Settings screen shows the current firmware version. Clicking Update Firmware will update to the latest firmware version which is downloaded automatically from WTOOLS when connected to the internet.

## Other settings:

- Erase all fixtures: remove all fixtures from the WMX1 controller.
- Unlock: unlocks WMX1 without the need of a password.
- Factory reset: deletes all projects and fixture profiles from WMX1 and installs the factory demo project and fixtures. Note that this function does not restore the original factory firmware, rather the latest firmware version will be installed.
- Reset WTOOLS: all local data will be cleared.
- Automatically send crash reports: a report will be sent to the WTOOLS developer team automatically if the app crashes.

# HELP

Help

My Wolf ↕

Projects

Fixtures

Settings

Help

0 🎵

WOLFMIX

connected

W1 1759209595

SELECT A MINI GUIDE

1. First Wolfmix Bootup!
2. Adding your lights
3. LED Bars and Multi-FX Bars
4. Building your own fixture profile
5. Limiting the Moving Head area
6. The HOME screen
7. FX racks
8. Synchronising with music
9. Static Screens
10. Creating Live Edits
11. Flash effects
12. Preset
13. Managing projects
14. DMX Values
15. Locking your Wolfmix
16. Adding and assigning DMX universes
17. Linking 2 Wolfmix's
18. Controlling your Wolfmix with DMX faders
19. Creating your show offline with Easy View 3D

The help page contains offline versions of the WMX1 Mini Guides, accessible directly from WTOOLS if the WMX1 website or internet connection is unavailable.

# SPECIFICATIONS

## Setup

- Standalone (no computer needed)
- Compatible with any DMX device
- Standard unit comes with 1 DMX universe, but up to 3 additional universes are available as add-ons, which are sold via the WTOOLS app.
- Up to 680 fixtures & beams
- Up to 50 fixture types
- Up to 5000 fixture features (color/gobo etc...)
- 8 fixture groups
- 6 projects
- 15000+ available fixtures (3500+ on the controller)
- DMX address, fixture order & group setup
- Use as a DMX splitter with DMX universe mapping

## Palettes & FX

- Color FX module with 8 effect types & 16 definable colors
- Move FX module with 8 effect types
- Beam FX module with 8 effect types
- 6 Flash buttons for controlling Special FX, Strobe, Blinder, Speed, Blackout & Smoke
- Static color palette with 10 user definable colors per group & gradient control
- Static position palette with 5 user definable positions per group with fade & fanning
- Gobo palette with 5 user definable gobos per group
- 20 namable live edit buttons with flash triggering mode and 'Park' function
- 100 namable presets for storing snapshots with hold and fade timings
- Preset playback cue list- all presets or per page of 20 presets

## Control & Sync

- Group and master dimming with encoder acceleration
- Group FLASH, FULL and Blackout
- 16 bit Pan/Tilt control
- Multi-beam LED bar control
- FX music pulse sync from Microphone or Line-In
- FX BPM sync with Ableton Link, OS2L or BPM TAP
- Effect Speed, Phase, Order, Size, Fade, Fan & Flick
- Live control of move FX registration point
- Global FX speed and freeze control
- Map DMX IN with group dimmer and patch to output channels\*
- WLINK - sync with another WMX1 controller

## Built-in tools

- Fixture Builder
- Fixture calibration tool, to limit the area of moving fixtures
- X-Y touch controlled positioning grid
- RGBW touch controlled color picker
- 8-step real time sequencer for creating beam and move FX
- Live view of DMX levels with default value override and DMX channel tester
- Beam Editor to override Min and Max values used in generated FX

## Other neat features

- Calibrate and RGB, White, Amber, UV mixing with automatic fixed color wheel translation

- Automatic matching of similar gobos across different fixture types
- Timed release of flash and preset buttons
- Fixture FLIP function, for reversing beam order
- Fixture SPLIT function, for splitting up multi-FX bars
- Lock full controller, or lock editing with a password
- Project & fixture backup with WTOOLS app
- Offline 3D visualization with Easy View & WTOOLS over USB\*
- Auto-recovery of active project (no manual saving needed)
- Import different fixture setups into the same project
- Starts in under 2 seconds. Starts sending DMX in under 1 second
- Factory firmware startup recovery mode for times of crisis

\*some features require an add-on purchase available through the WTOOLS app.

## Display

- 4.3" Color TFT with tinted glass
- Capacitive touch

## Encoders

- Full body alloy
- Incremental push with acceleration

## Button pads

- 37 Silicone buttons with matt oil finishing
- LED color backlit

## Processing

- 220Mhz CPU with ARM core
- 8MB RAM
- 16MB Flash

## Audio

- Omnidirectional electret mic
- 3.5mm Jack Line-In
- Analog adaptive peak detector

## DMX

- USB-B connector - 900ma required (USB3 rating)
- High-speed USB communication

## Housing

- ABS Plastic
- Powder-coated steel base plate with 100mm VESA (M4 6mm max)
- Powder-coated steel reinforced back plate

## Size & weight

Length: 7.68in. (195mm)  
Width: 8.66in. (220mm)  
Height: 2.44in. (62mm)  
Weight: 2.36lb / 1070g

## Optional Upgrades

- Easy View 3D Visualizer: \$99
- WLINK (+DMX IN): \$49
- Additional DMX universes (Up to 3 more can be purchased): \$99ea.

## **FCC STATEMENT**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

## **FCC RADIO FREQUENCY INTERFERENCE WARNINGS & INSTRUCTIONS**

This product has been tested and found to comply with the limits as per Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This device uses and can radiate radio frequency energy and, if not installed and used in accordance with the included instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this device does cause harmful interference to radio or television reception, which can be determined by turning the device off and on, the user is encouraged to try to correct the interference by one or more of the following methods:

- Reorient or relocate the device.
- Increase the separation between the device and the receiver.
- Connect the device to an electrical outlet on a circuit different from which the radio receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

## **Europe Energy Saving Notice**

Energy Saving Matters (EuP 2009/125/EC)

Saving electric energy is a key to help protecting the environment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you

