Show tec®

ColorCue 3 V1

Order code: 50705

Table of contents

Show tec®

Warning

For your own safety, please read this user manual carefully before your initial start-up!

Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture will be returned in the original factory box and packing.

Your shipment includes:

- Showtec ColorCue 3
- AC power adapter with 4 interchangeable AC plugs (Europe, UK, US/JP, AUS/NZ)
- User manual
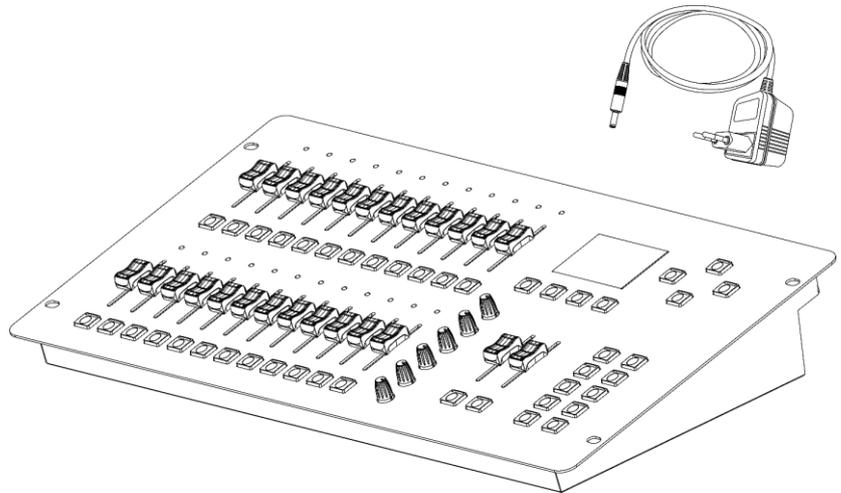
CAUTION!
Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!

Safety Instructions

Every person involved with the installation, operation and maintenance of this device has to:
- be qualified
- follow the instructions of this manual

Before your initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

Show tec®

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never remove warning or informative labels from the unit.
- Never leave any cables lying around.
- Never use the device during thunderstorms, unplug the device immediately.
- Never leave various parts of the packaging (plastic bags, polystyrene foam, nails, etc.) within children's reach, as they are potential sources of danger.
- Do not open the device and do not modify the device.
- Do not switch the device on and off in short intervals, as this will reduce the device's life.
- Do not shake the device. Avoid brute force when installing or operating the device.
- Only use the device indoors, avoid contact with water or other liquids.
- Only operate the device after having checked if the housing is firmly closed and all screws are tightly fastened.
- Only operate the device after having familiarized with its functions.
- Always disconnect power from the mains, when device is not used or before cleaning! Only handle the power cord holding it by the plug. Never pull out the plug by tugging the power cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the power cord is never crimped or damaged. Check the device and the power cord from time to time.
- Use only the supplied AC power adapter.
- If the device was dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your device fails to work properly, discontinue the use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Showtec dealer for service.
- For adult use only. The device must be installed beyond the reach of children. Never leave the unit running unattended.
- The user is responsible for correct positioning and operating of the device. The manufacturer will not accept liability for damages caused by the misuse or incorrect installation of this device.
- This device falls under protection class II.
- Repairs and servicing must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.

Operating Determinations
- This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.
- The maximum ambient temperature t_a = 40 °C must never be exceeded.
- The relative humidity must not exceed 50 % with an ambient temperature of 40 °C.
- If this device is operated in any other way, than the one described in this manual, the product may suffer damages and the warranty becomes void.
- Any other operation may lead to dangers like short-circuit, burns, electric shock, crash etc.

You endanger your own safety and the safety of others!

Improper installation can cause serious damage to people and property!

⚠ Return Procedure ⚠

Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail aftersales@highlite.com and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:
01) Your name
02) Your address
03) Your phone number
04) A brief description of the symptoms

Claims

The client has the obligation to check the delivered goods immediately upon delivery for any short-comings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.

It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.

Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.

Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.

Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.

Description of the Device

Features

The ColorCue 3 is a LED DMX controller featuring 2 master faders, 24 fixture intensity faders, 6 color rotary encoders, 24 memory buttons for colors/chases/user memories.

● Power input: 9–12 V DC, 800 mA
● Power consumption: 15 W (max)
● Playback keys: 24
● Playback faders: 24
● Fixtures: 24
● Parameter controls: 6
● Fixture channels: 6 DMX channels per fixture
● MIDI: Yes
● Memories: 1000
● Display: LCD
● Connections: 3-pin DMX signal connector OUT, USB input connector (no function), DC input connector, 5-pin MIDI connectors THRU/OUT/IN
● Power supply: AC power adapter 12 V, 1500 mA, with 4 interchangeable AC plugs (Europe, UK, US/JP, AUS/NZ)
● Dimensions: 482 x 261 x 80 mm (L x W x H)
● Weight: 3,6 kg

Top View – Fixtures/Playbacks Section
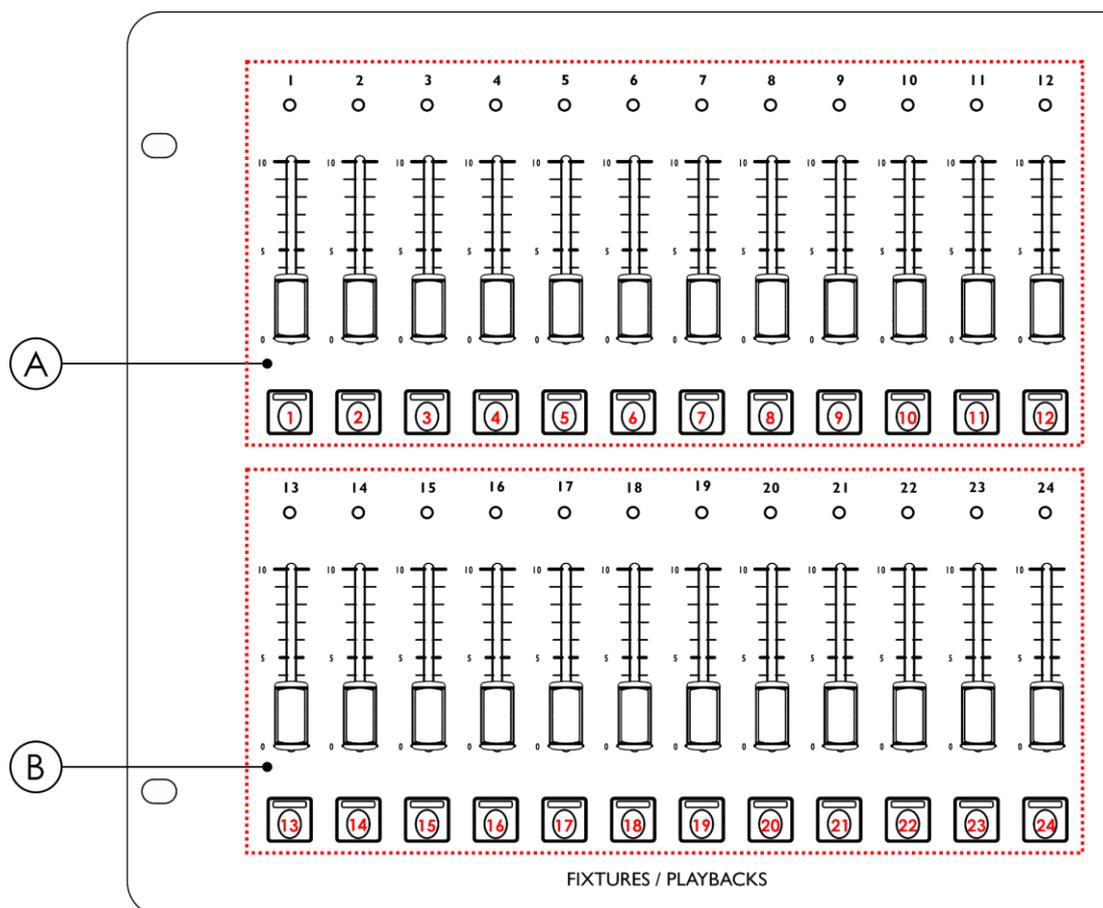
Fig. 01

A) FIXTURES (Flash)/PLAYBACKS buttons with LEDs **(01)** – **(12)** and faders with LEDs **(01)** – **(12)** (BANK A)
B) FIXTURES (Flash)/PLAYBACKS buttons with LEDs **(13)** – **(24)** and faders with LEDs **(13)** – **(24)** (BANK B)

Top View – Modes/Functions Section
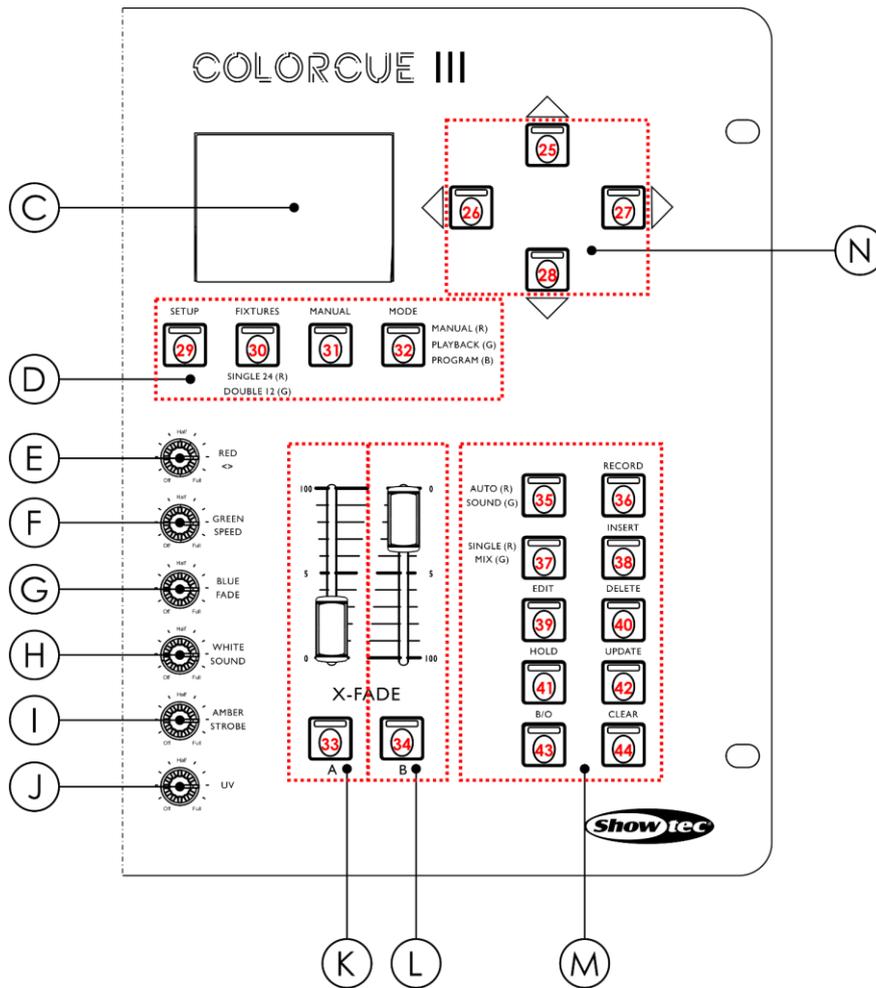
Fig. 02

C) LCD display
D) Modes buttons with LEDs
E) RED/DIRECTION control
F) GREEN/SPEED control
G) BLUE/FADE control
H) WHITE/SOUND control

I) AMBER/STROBE control
J) UV control
K) BANK A master fader and flash button with LED
L) BANK B master fader and flash button with LED
M) Function buttons with LEDs
N) UP/DOWN and LEFT/RIGHT buttons with LEDs

Back View
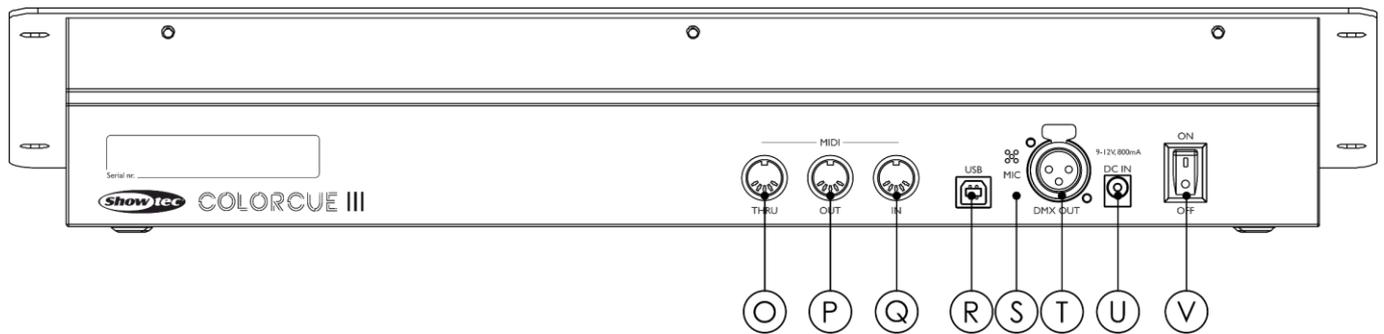
O) MIDI connector THRU
P) MIDI connector OUT
Q) MIDI connector IN
R) USB connector (no function)
S) Microphone
T) 3-pin DMX connector OUT
U) DC input connector
V) Power switch ON/OFF

Installation

Remove all packing materials from the ColorCue 3. Check if all foam and plastic padding is removed.
Connect the LED controller to a power outlet with the supplied AC power adapter.

Always disconnect from electric mains power supply before cleaning or servicing.
Damages caused by non-observance are not subject to warranty.

Setup and Operation

Follow the directions below, as they pertain to your preferred operation mode.
Before plugging the unit in, always make sure that the power supply matches the product specification voltage.

Power on

Press the power switch **(V)** in ON position to turn the ColorCue 3 on.
Press the power switch **(V)** in OFF position to turn the ColorCue 3 off.
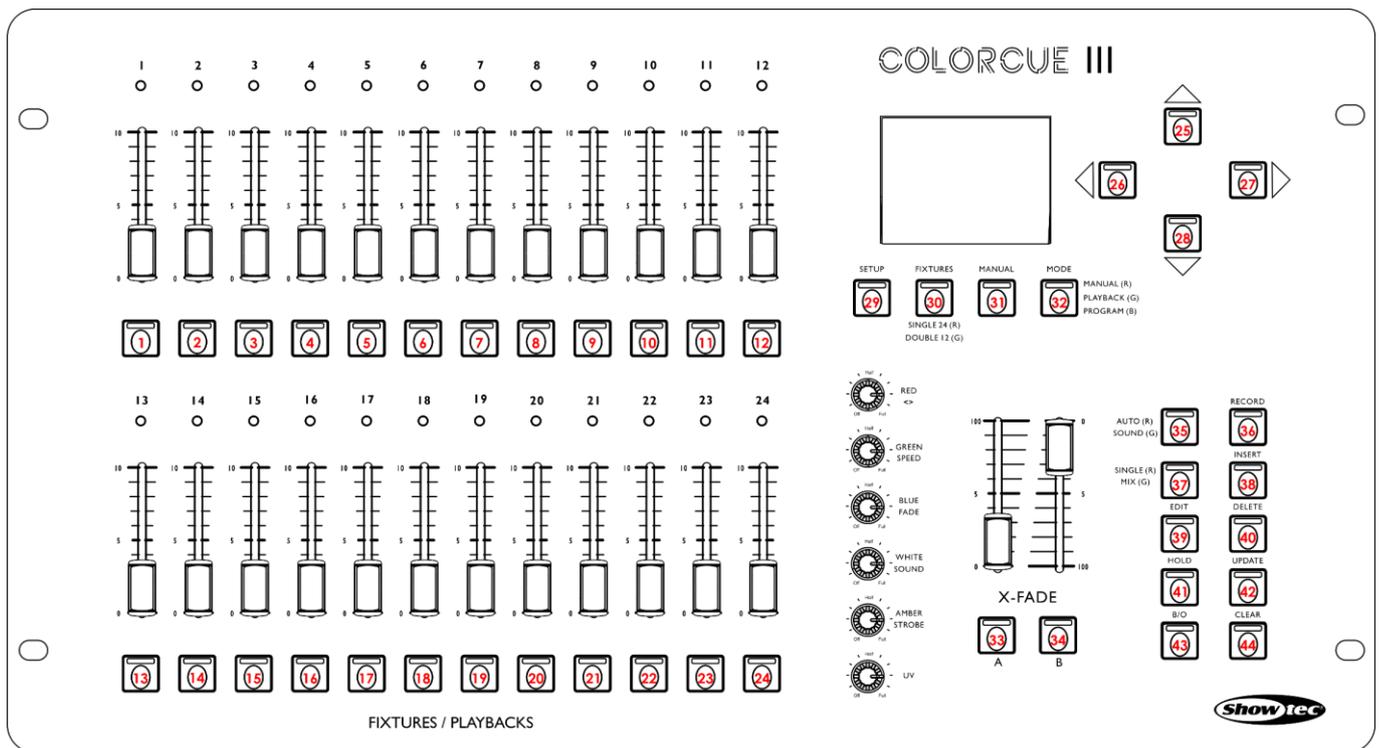
Fig. 04

Setup Mode
In this mode you can select the type of the LEDs of the connected lighting fixture(s) and the MIDI address of the device.
The setup mode screen provides information about the MIDI address of the device, the LEDs type of the connected fixtures, the starting DMX address of the last connected fixture, whether the default settings of the fixtures are active, and the firmware version.

```
SETUP MODE          Software:

MIDI ADDR:01            V1.7

FIXTURE: RGBWA/UV

DMX: 001
Default Mode: YES
```
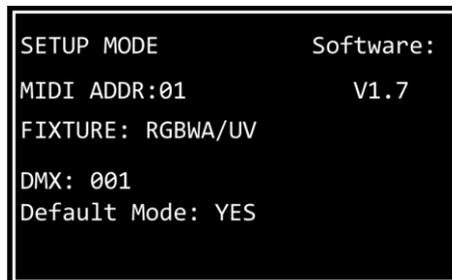
01) Press and hold down the SETUP button **(29)** for 3 seconds to enter setup mode. The LED on the button will start blinking.
   Refer to **LEDs Type Setup** on page 8 and to **MIDI Address Setup** on page 9 for more information about the available settings in this mode.
02) Press and hold down the SETUP button **(29)** for 3 seconds to exit setup mode. The LED on the button will stop blinking.

LEDs Type Setup
01) In setup mode, press one or more FIXTURES buttons **(01)**–**(24)** to select the fixture(s) for which you want to set up the LEDs type. You can select multiple fixtures at the same time. The LEDs on the selected buttons will light up.
02) Press the LEFT/RIGHT buttons **(26)/(27)** to select the LEDs type of the fixture. The available options are:
   ● RGB
   ● RGBW
   ● RGBA
   ● RGBWA
   ● RGBAW
   ● RGBW/UV

- RGBA/UV
- RGBWA/UV (default mode)
- RGBAW/UV
- Dimmer (white only)

03) Press the FIXTURES button **(01)**–**(24)** once again to cancel the selection of the fixtures in step 1. The LEDs on the buttons will turn off. Skip steps 3 and 4, if you have selected the same LEDs type for all connected fixtures in step 1.

04) Repeat steps 1–3 to set up the LEDs types for the remaining fixtures.

DMX Starting Address of the Connected Fixtures

The ColorCue 3 calculates automatically the starting DMX address of each connected fixture depending on the LEDs type setup. Each color is controlled on a separate DMX channel. However, there are no reserved DMX channels for each color and only the active channels are used.

For example, if you want to connect 3 fixtures with RGB LEDs and 3 fixtures with RGBWA/UV LEDs, the starting DMX address of the connected 6 fixtures will be as follows:

Fixture	FIXTURES button	LEDs Type	Channels	Starting DMX address
Fixture 1	01	RGB	3	001
Fixture 2	02	RGB	3	004
Fixture 3	02	RGB	3	007
Fixture 4	04	RGBWA/UV	6	010
Fixture 5	05	RGBWA/UV	6	016
Fixture 6	06	RGBWA/UV	6	022
...	...	...	...	...

The starting DMX address of the last selected fixture is displayed on the setup mode screen.

- Approach 1: If you want to note down the starting DMX addresses, select one fixture first, change the LEDs type and then select the rest of the fixtures. Thus, each time the screen will display the correct starting DMX address of each fixture.
- Approach 2: If you select all fixtures first and then set the LEDs type, only the starting DMX address of the last fixture will be displayed on the screen.

There are no functional differences between Approach 1 and 2.

MIDI Address Setup

In setup mode press the UP/DOWN buttons **(25)/(28)** to assign the MIDI address of the ColorCue 3. The selection range is 1–16. Refer to **MIDI Implementation Chart** on page 21 for more information.

Control Modes

The device has 2 control modes:
- Double (12-fixture) mode, and
- Single (24-fixture) mode.

Press the FIXTURES button **(30)** to toggle between double and single control mode. In single mode the LED on the button will light up in **red** and in double mode in **green**.

Double (12-Fixtures) Mode

In double (12-fixtures) mode you can control up to 12 fixtures. You can create scenes in Bank A and Bank B. In manual operating mode you can crossfade between the scenes in Bank A and Bank B.

In double mode the FIXTURES buttons and faders **(01)**–**(12)** control Bank A scene values of the connected up to 12 fixtures, and the FIXTURES buttons and faders **(13)**–**(24)** control Bank B scene values of these fixtures. In this mode BANK A master fader and flash button **(K)** control the Bank A output, and BANK B master fader and flash button **(L)** control the Bank B output.

Single (24-Fixtures) Mode

In single (24-fixtures) mode you can control up to 24 fixtures. You can create single scenes. It is not possible to work with Bank A and Bank B scenes in this mode. However, you can still transition between the scenes but without crossfading.

In single mode the FIXTURES buttons and faders **(01)**–**(24)** control the connected up to 24 fixtures. In this mode BANK A master fader and flash button **(K)** act as master fader and flash button for all connected fixtures, and BANK B master fader and flash button **(L)** have no function.

Operating Functions

Color Selection Mode vs. Parameter Selection Mode
The controls **(E)**–**(I)** have double function. Press the MANUAL button **(31)** to toggle between the two functions.

Color selection mode
You can adjust the intensity of the colors (red, green, blue, white, amber and UV) of the connected fixtures. When the LED on the MANUAL button **(31)** is **ON**, the color selection mode is enabled and you can adjust the colors with the controls **(E)**–**(J)**.

In color selection mode you will first need to fetch the last output value of the respective color. Turn the controls **(E)**–**(J)** clockwise or counterclockwise to fetch the value and return to zero. The display will show 000 for each color.

Parameter selection mode
You can adjust direction, speed, and fade in a chase. You can also adjust the sound sensitivity and add strobe effect to a chase/scene. When the LED on the MANUAL button **(31)** is **OFF**, the parameter selection mode is enabled and you can adjust the parameters with the controls **(E)**–**(I)**.

Notes:
- Enabling one mode automatically disables the other mode.
- The UV control **(J)** does not have a double function. It functions only in color selection mode.

Strobe
You can add strobe effect at any time during playback of a scene or a chase.

01) Make sure the parameter selection mode is enabled.
02) Turn the STROBE control **(I)** to add strobe effect. The adjustment range is from OFF to FULL, from low to high frequency.

Note: The strobe effect cannot be recorded in a scene or a chase.

Blackout
You can activate the blackout function at any time during playback of a scene or a chase.

Press the BLACKOUT (B/O) button **(43)** to black out the light output of all fixtures. The LED on the button will start blinking.

Flash
You can activate the flash function at any time during playback of a scene or a chase.

Press one of the master flash buttons **(K)/(L)** or any of the FIXTURES flash buttons **(01)**–**(24)** to activate the flash function. The LED on the button will light up. The light intensity of the selected fixture(s) will go to 100 %. When you release the button, the light intensity will return to the value selected with the fader.

Hold
You can activate the hold function at any time during manual control or during playback of a scene or a chase.

Press the HOLD button **(41)** to hold the current scene. The LED on the button will light up. In playback mode HOLD will be displayed on the screen. In manual mode, if the hold function is activated, you can make changes to the color and light intensity of the connected fixtures without outputting the changes live.
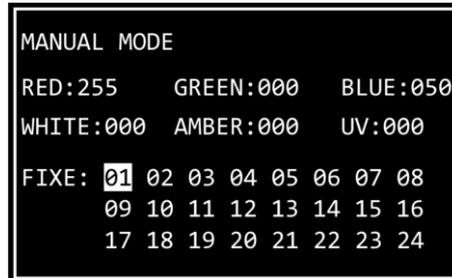
Clear the Programmer
Before exiting programming mode, you need to clear the programmer. Make sure color selection mode is enabled. See **Color Selection Mode vs. Parameter Selection Mode** on page 10.

Press the CLEAR button **(44)** to clear any value, set with the controls **(E)**–**(J)**. The LED on the button will light up.

Manual Operating Mode
In this mode you can manually create scenes and transitions between scenes.
The manual mode screen provides information about the color values and the selected fixtures.

```
MANUAL MODE

RED:255     GREEN:000    BLUE:050

WHITE:000   AMBER:000    UV:000

FIXE: 01 02 03 04 05 06 07 08
      09 10 11 12 13 14 15 16
      17 18 19 20 21 22 23 24
```

Press the MODE button **(32)** repeatedly until the LED on the button lights up in **red** to select manual mode.

Create a Scene in Bank A (Double Control Mode)
Make sure the device is in double (12-fixture) control mode, see **Control Modes** on pages 9–10 for more information.
01) Set the BANK A master fader **(K)** to 0, if you do not want to output the scene live while you are creating it. If you set the BANK A master fader **(K)** to any other value, any changes you make will be output live.
02) Press one or more FIXTURES buttons **(01)**–**(12)** to select the fixture(s) you want to control. The LED(s) on the button(s) will light up. If you want to have the same color for all connected fixtures, press all FIXTURES buttons **(01)**–**(12).** If you want to have different colors for each of the connected fixtures, select only one fixture at this step. You can also select multiple fixtures, if you want to have one color on more than one fixture. The selected fixtures will be highlighted on the display.
03) Slide the BANK A fixtures faders **(01)**–**(12)** to adjust the light intensity of the connected fixtures selected in step 2. The LEDs above the fixtures faders will light up.
04) Make sure the color selection mode is enabled. Turn the controls **(E)**–**(J)** to select the desired color. The available colors are red, green, blue, white, amber and UV. Turning the control clockwise will increase the color intensity. The display will show the color value in the range 0–255. If you want to clear a selection, press the CLEAR button **(44)**.
05) If you want to select different colors for different fixtures, press the FIXTURES button(s) **(01)**–**(12)** once again to cancel the selection of the fixture(s) you have made in step 2. The LED(s) on the button(s) will turn off. Skip steps 5 and 6, if you have selected the same color for all connected fixtures.
06) Repeat steps 2–5 to select colors for the remaining fixtures.

Create a Scene in Bank B (Double Control Mode)
Make sure the device is in double (12-fixture) control mode, see **Control Modes** on pages 9–10 for more information.
01) Set the BANK B master fader **(L)** to 0, if you do not want to output the scene live while you are creating it. If you set the BANK B master fader **(L)** to any other value, any changes you make will be output live.
02) Press one or more FIXTURES buttons **(13)**–**(24)** to select the fixture(s) you want to control. The LED(s) on the button(s) will light up. If you want to have the same color for all connected fixtures, press all FIXTURES buttons **(13)**–**(24).** If you want to have different colors for each of the connected fixtures, select only one fixture at this step. You can also select multiple fixtures, if you want to have one color on more than one fixture. The selected fixtures will be highlighted on the display.
03) Slide the BANK B fixtures faders **(13)**–**(24)** to adjust the light intensity of the connected fixtures selected in step 2. The LEDs above the fixtures faders will light up.

Show tec®

04) Make sure the color selection mode is enabled. Turn the controls **(E)**–**(J)** to select the desired color. The available colors are red, green, blue, white, amber and UV. Turning the control clockwise will increase the color intensity. The display will show the color value in the range 0–255. If you want to clear a selection, press the CLEAR button **(44)**.

05) If you want to select different colors for different fixtures, press the FIXTURES button(s) **(13)**–**(24)** once again to cancel the selection of the fixture(s) you have made in step 2. The LED(s) on the button(s) will turn off. Skip steps 5 and 6, if you have selected the same color for all connected fixtures.

06) Repeat steps 2–5 to select colors for the remaining fixtures.

Crossfade between Bank A and Bank B (Double Control Mode)

01) Create a scene in BANK A. Refer to **Creating a Scene in Bank A** on page 11.

02) Slide the BANK A master fader **(K)** to 100 to output the scene and at the same time slide the BANK B master fader **(L)** to 0.

03) Create a scene in BANK B. Refer to **Creating a Scene in Bank B** on pages 11–12.

04) Slide the BANK B master fader **(L)** to 100 to output the scene and at the same time slide the BANK A master fader **(K)** to 0.

You can continue crossfading between Bank A and Bank B by sliding the master faders **(K)** and **(L)** up and down, or you can repeat steps 1–4, each time creating a new scene in Bank A and Bank B.

Create a Scene (Single Control Mode)

Make sure the device is in single (24-fixture) control mode, see **Control Modes** on page 9–10 for more information.

01) Set the master fader **(K)** to 0, if you do not want to output the scene live while you are creating it. If you set the master fader **(K)** to any other value, any changes you make will be output live.

02) Press one or more FIXTURES buttons **(01)**–**(24)** to select the fixture(s) you want to control. The LED(s) on the button(s) will light up. If you want to have the same color for all connected fixtures, press all FIXTURES buttons **(01)**–**(24).** If you want to have different colors for each of the connected fixtures, select only one fixture at this step. You can also select multiple fixtures, if you want to have one color on more than one fixture. The selected fixtures will be highlighted on the display.

03) Slide the FIXTURES faders **(01)**–**(24)** to adjust the light intensity of the connected fixtures selected in step 2. The LEDs above the fixtures faders will light up.

04) Make sure the color selection mode is enabled. Turn the controls **(E)**–**(J)** to select the desired color. The available colors are red, green, blue, white, amber and UV. Turning the control clockwise will increase the color intensity. The display will show the color value in the range 0–255. If you want to clear a selection, press the CLEAR button **(44)**.

05) If you want to select different colors for different fixtures, press the FIXTURES button(s) **(01)**–**(24)** once again to cancel the selection of the fixture(s) you have made in step 2. The LED(s) on the button(s) will turn off. Skip steps 5 and 6, if you have selected the same color for all connected fixtures.

06) Repeat steps 2–5 to select colors for the remaining fixtures.

07) Slide the BANK A master fader **(K)** to 100 to output the scene. Skip this step, if you have already set the master fader **(K)** to 100.

Transition between Scenes (Single Control Mode)

01) Create a scene following the instructions in **Create a Scene** on page 12.

02) Press the HOLD button **(41)** to hold the output colors and intensities of the connected fixtures. The LED on the button will light up. Now you can continue with changing the output colors and intensities for the next scene without affecting the live output.

03) Repeat steps 1 and 2 to create each time a new scene and to transition between the two scenes.

Note: Transitioning between scenes in single (24-fixtures) mode is without crossfading.

Show tec®

Programming Mode

In this mode you can program and edit scenes and chases. The scenes and chases can be assigned to the 24 PLAYBACKS buttons **(A)–(B)**.

The programming mode screen provides information about the selected PLAYBACKS button number, the step number, the direction of the chase, the playback speed of the chase in bpm (beats per minute) and the fade percentage.

```
PROGRAM MODE

NUMBER:01           STEP:0

TYPE:CHASE          DIRECTION:<>

BPM:  0.1           FADE:   0%
```
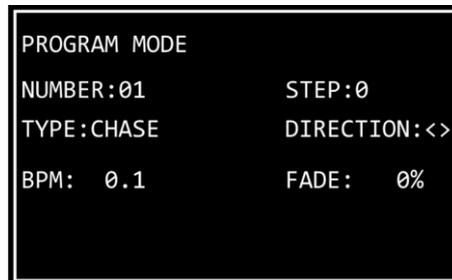
- To enter programming mode, press and hold down the MODE button **(32)** for 3 seconds. The LED on the button will light up in **blue**.
- To exit programming mode, press and hold down the MODE button **(32)** again for 3 seconds. The LED on the button will light up in **red** and the device will return to manual mode.

Note: Before exiting programming mode, make sure you clear the programmer. See **Clear the Programmer** on page 11 for more information.

Record a Scene

01) Create a scene:
   - Double (12-fixture) mode – follow steps 2–6 from **Create a Scene in Bank A** on page 11. The concept of Bank A and Bank B is not applicable in programming mode. Therefore the connected fixtures can be selected only with the FIXTURES buttons and faders **(01)–(12)**.
   - Single (24-fixture) mode – follow steps 2–6 from **Create a Scene** on page 12.
02) Press the RECORD button **(36)** to start recording. The LED on the button will light up.
03) Press one of the PLAYBACKS buttons **(01)–(24)** to which you want to assign the scene. The LED on button will start blinking.

Note: If a PLAYBACKS button **(01)–(24)** is not free and has a scene assigned to it, the LED on the button will be on.

04) Press the RECORD button **(36)** once again to store the scene**.** The LED on the button will turn off.
05) Clear the programmer.

Record a Chase

A chase is a sequence of steps. Each step is a static scene.
01) Create a scene:
   - Double (12-fixture) mode – follow steps 2–6 from **Create a Scene in Bank A** on page 11. The concept of Bank A and Bank B is not applicable in programming mode. Therefore the connected fixtures can be selected only with the FIXTURES buttons and faders **(01)–(12)**.
   - Single (24-fixture) mode – follow steps 2–6 from **Create a Scene** on page 12.
02) Press the RECORD button **(36)** to start recording. The LED on the button will light up.
03) Press one of the PLAYBACKS buttons **(01)–(24)** to which you want to assign the chase. The LED on button will start blinking.
04) Make sure the parameter selection mode is enabled. Set the chase parameters: direction, speed and fade. See **Chase Parameters** on page 14 for more information.
05) Press the RECORD button **(36)** to record the step. The LED on the button will light up.
06) Repeat steps 1 and 5 to create the next step in the chase.
07) Continue repeating steps 1 and 5 to create all steps in the chase.
08) Press the RECORD button **(36)** to finish recording. The LED on the button will turn off.

Note: Make sure you wait 1 second before you press the RECORD button **(36)** to finish the recording in step 8. As the last step from recording a scene (see step 5 above) is pressing the RECORD button **(36)**, you need to wait 1 second before pressing the button again to finish the recording.

Note: One chase can have up to 100 steps. However, the maximum number of steps for all recorded chases is limited to 1000 steps in total.

09) Clear the programmer.

Chase Parameters
When you create a chase you can set the direction in which the steps will be played back, the playback speed of a step and the fade percentage between steps. You can adjust those parameters after you have created the first step in the chase. The settings will be applied to all steps in the chase.

It is possible to have multiple steps in a chase with different speeds. To change the speed after each step, perform step 4 from **Record a Chase** straight after step 1. Continue repeating steps 1, 4 and 5 to create the remaining steps in the chase.

It is not possible to have a different chase direction and fade percentage between the steps in a chase.

Make sure the parameter selection mode is enabled and the LED on the MANUAL button **(31)** is **OFF**. See **Color Selection Mode vs. Parameter Selection Mode** on page 10 for more information.

Direction
Turn the DIRECTION control **(E)** to set the direction of the chase. There are 3 options available:
● **Off** position (<) – the chase will play back in reverse order. The direction of the chase will be displayed on the screen as <.
● **Half** position (<>) – the chase will bounce back and forth. The direction of the chase will be displayed on the screen as <>.
● **Full** position (>) – the chase will play back forwards. The direction of the chase will be displayed on the screen as >.

Speed
Turn the SPEED control **(F)** to set the speed of the chase. The adjustment range is between 0.1 and 600 bpm (beats per minute). The speed will be displayed on the screen.

Fade
Turn the FADE control **(G)** to set the amount of fading between the steps. The adjustment range is between 0 and 100 %. The fade percentage will be displayed on the screen.

Delete a Chase/Scene
01) In programming mode, press and hold down the DELETE button **(40)** for 3 seconds. The LED on the button will light up.
02) Press the PLAYBACKS button **(01)**–**(24)** for which you want to delete the chase/scene. The LED on the button will start blinking. The playback button number will be displayed on the screen.

```
DELETE MODE      DELETE ALL

NUMBER:01        STEP:01/05

TYPE:CHASE       DIRECTION:<>

BPM:100          FADE:  50%
```
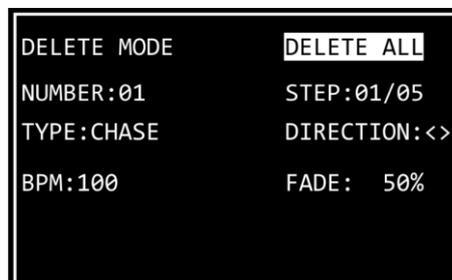
03) Press the UPDATE button **(42)** to delete the chase/scene. The LED on the button will turn on. When you release the button, the LED will turn off.

Delete a Step in a Chase

01) In programming mode, press and hold down the DELETE button **(40)** for 3 seconds. The LED on the button will light up.
02) Press the PLAYBACKS button **(01)**–**(24)** for which you want to delete a step in a chase. The LED on the button will start blinking. The PLAYBACKS button number will be displayed on the screen.
03) Press the DOWN button **(28)** to navigate to the step level. The screen will show now:

```
DELETE MODE      DELETE ALL

NUMBER:01        STEP:01/05
TYPE:CHASE       DIRECTION:<>

BPM:100          FADE:  50%
```

04) Press the LEFT/RIGHT buttons **(26)**/**(27)** to select the step you want to delete. The screen will show the selected step vs. the total numbers of steps in the chase. For example, 01/05 indicates selected step 1 from a chase with 5 steps.
05) Press the UPDATE button **(42)** to delete the selected step. The LED on the button will turn on. When you release the button, the LED will turn off.

Edit a Step in a Chase

01) In programming mode, press and hold down the EDIT button **(39)** for 3 seconds. The LED on the button will light up.
02) Press the PLAYBACKS button **(01)**–**(24)** for which you want to edit a step in the chase. The LED on the button will start blinking. The PLAYBACKS button number will be displayed on the screen.

Note: At this point you can also adjust the chase parameters: direction, speed and fade. Make sure the parameter selection mode is enabled. See **Chase Parameters** on page 14 for more information.

```
EDIT MODE        EDIT STEP

NUMBER:01        STEP:01/05
TYPE:CHASE       DIRECTION:<>

BPM:100          FADE:  50%
```

03) Press the LEFT/RIGHT buttons **(26)**/**(27)** to select the step you want to edit. The screen will show the selected step vs. the total numbers of steps in the chase. For example, 01/05 indicates selected step 1 from a chase with 5 steps.
04) Press the EDIT button **(39)** again. The LED on the button will start blinking.
05) Edit the step. You can either change the current color and intensity values for the selected fixtures in the scene, or you can create a completely new scene. To adjust the values or to create a new scene:
   - In double (12-fixture) mode – follow steps 2–6 from **Create a Scene in Bank A** on page 11. The concept of Bank A and Bank B is not applicable in programming mode. Therefore the connected fixtures can be selected only with the FIXTURES buttons and faders **(01)**–**(12)**.
   - In single (24-fixture) mode – follow steps 2–6 from **Create a Scene** on page 12.
06) Press the UPDATE button **(42)** to edit the selected step. The LED on the button will turn off.

Insert a Step in a Chase

01) In programming mode, press and hold down the INSERT button **(38)** for 3 seconds. The LED on the button will light up.
02) Press the PLAYBACKS button **(01)**–**(24)** for which you want to insert a step in the chase. The LED on the button will start blinking. The PLAYBACKS button number will be displayed on the screen.

```
EDIT MODE        ADD STEP

NUMBER:01        STEP:06/05

TYPE:CHASE       DIRECTION:<>

BPM:100          FADE:  50%
```

03) Press the LEFT/RIGHT buttons **(26)/(27)** to select the place at which the new step will be inserted in the chase.

Note: If you select step 01/05, the new step will become step 01 and the rest of the steps will be renumbered automatically. When you finish creating the new step, the screen will show 01/06. If you select 06/05, it means that the new step will be added at the end as step 06 to the chase.

04) Press the INSERT button **(38)** again. The LED on the button will start blinking.
05) Create a new scene:
   ● Double (12-fixture) mode – follow steps 2–6 from **Create a Scene in Bank A** on page 11. The concept of Bank A and Bank B is not applicable in programming mode. Therefore the connected fixtures can be selected only with the FIXTURES buttons and faders **(01)**–**(12)**.
   ● Single (24-fixture) mode – follow steps 2–6 from **Create a Scene** on page 12.
06) Press the UPDATE button **(42)** to insert the new step. The LED on the UPDATE button **(42)** will light up. When you release the button the LED will turn off. The LEDs on all buttons will blink 3 times to confirm that the update is completed.

Playback Mode

In this mode you can play back the recorded scenes/chases.
The playback mode screen provides information about the selected PLAYBACKS button number, the total number of steps in the chase, the step which is being played, the playback speed of the chase in bpm (beats per minute) and the fade percentage.

```
PLAY MODE

NUMBER:01          STEP:5

TYPE:CHASE         NOW STEP:3

BPM: 100           FADE: 10%
```

Press the MODE button **(32)** repeatedly until the LED on the button lights up in **green** to activate playback mode.

There are 2 playback options. Press the AUTO/SOUND button **(35)** to toggle between automatic and sound-controlled playback.
● **Auto playback**: The LED on the button will light up in **red**. The chase will play automatically.
● **Sound-controlled playback:** The LED on the button will light up in **green**. The chase will play automatically reacting to the beat of the music. Turn the SOUND control **(H)** to adjust the sensitivity of the built-in microphone. Make sure the parameter selection mode is enabled first.

Show tec®

You can additionally select between single chase play and multiple chase play. Press the SINGLE/MIX button **(37)** to toggle between the two options.
- **Single**: The LED on the button will light up in **red**. If this option is enabled, only one chase will be played back at a time.
- **Mix:** The LED on the button will light up in **green**. If this option is enabled, you can select multiple chases to be played back simultaneously.

Slide up the fader(s) **(01)**–**(24)** of the chase(s) you want to play back. The respective LED(s) above the fader(s) will light up and the selected chase(s) will be played back. The LED(s) on the respective PLAYBACKS button(s) **(01)**–**(24)** are blinking during playback.

During playback you can add strobe effect. Make sure the parameter selection mode is enabled. Turn the STROBE control **(I)** to add strobe effect. The adjustment range is from OFF to FULL, from low to high frequency.

Factory Reset

Press and hold down the RECORD button **(36)**, the DELETE button **(40)** and the CLEAR button **(44)** simultaneously for 3 seconds to reset the LED controller to the factory settings. The LEDs on all buttons will blink 3 times.
All programmed scenes and chases will be deleted and the fixture type will return to its default setting: RGBWA-UV.

Maintenance

The operator has to make sure that safety-related and machine-technical installations are to be inspected by an expert after every year in the course of an acceptance test.

The following points have to be considered during the inspection:
01) All screws used for installing the device or parts of the device have to be tightly connected and must not be corroded.
02) There may not be any deformations on housings, fixations and installation spots.
03) Mechanically moving parts like axles, eyes and others may not show any traces of wearing.
04) The electric power supply cables must not show any damages or material fatigue.

The Showtec ColorCue 3 requires almost no maintenance. However, you should keep the unit clean. Disconnect the mains power supply, and then wipe the cover with a damp cloth. Do not immerse in liquid. Do not use alcohol or solvents.
Keep connections clean. Disconnect electric power, and then wipe the DMX and audio connections with a damp cloth. Make sure that the connections are thoroughly dry before linking equipment or supplying electric power.

Troubleshooting

This troubleshooting guide is meant to help solve simple problems.
If a problem occurs, carry out the steps below in sequence until a solution is found. Once the unit operates properly, do not carry out following steps.

No Light

If the ColorCue 3 does not operate properly, refer servicing to a technician.
Suspect three potential problem areas: the power supply, the ColorCue 3, the LED fixtures.
01) Power supply. Check if the unit is plugged into an appropriate power supply.
02) The ColorCue 3. Return the ColorCue 3 to your Showtec dealer.
03) The LED fixture does not respond to ColorCue 3. Check the starting DMX address on the fixture and on ColorCue 3. Make sure that they match. Make sure that the connections are correct.
04) If all appears to be OK, plug the unit in again.
05) If nothing happens after 30 seconds, unplug the device.

If you are unable to determine the cause of the problem, do not open the ColorCue 3, as this may damage the unit and the warranty will become void. Return the device to your Showtec dealer.

No Response to DMX

Suspect the DMX cable or connectors, a controller malfunction, a light effect DMX card malfunction.
01) Check the DMX settings. Make sure that DMX addresses are correct.
02) Check the DMX cable: Unplug the unit; change the DMX cable; then reconnect to electrical power. Try your DMX control again.
03) Determine whether the controller or the LED fixture is at fault. Does the controller operate properly with other LED fixtures? If not, take the controller in for repair. If so, take the DMX cable and the LED fixture to a qualified technician.

Product Specifications

|	
Model:	Showtec ColorCue 3
Power input:	9–12 V DC, 800 mA
Power consumption:	15 W (max)
Dimensions:	482 x 261 x 80 mm (L x W x H)
Weight:	3,6 kg
Signal pin OUT:	pin 1 earth, pin 2 (-), pin 3 (+)
Signal output:	3-pin DMX signal connector OUT
Memories:	1000
Fixtures:	24
Fixture channels:	6 DMX channels per fixture
Playback keys:	24
Playback faders:	24
MIDI:	Yes
Display:	LCD
Connections:	3-pin DMX signal connector OUT, USB input connector (no function), DC input connector, 5-pin MIDI connectors THRU/OUT/IN
Power supply:	AC power adapter 12 V, 1500 mA, with 4 interchangeable AC plugs (Europe, UK, US/JP, AUS/NZ)
Max. ambient temperature t_a:	40 °C

Design and product specifications are subject to change without prior notice.

$C\kern-0.3em\epsilon$

Website: www.Showtec.info
Email: service@highlite.com

Show tec®

Dimensions

482 mm

442 mm

261 mm

80 mm

44 mm

221 mm

Showtec®
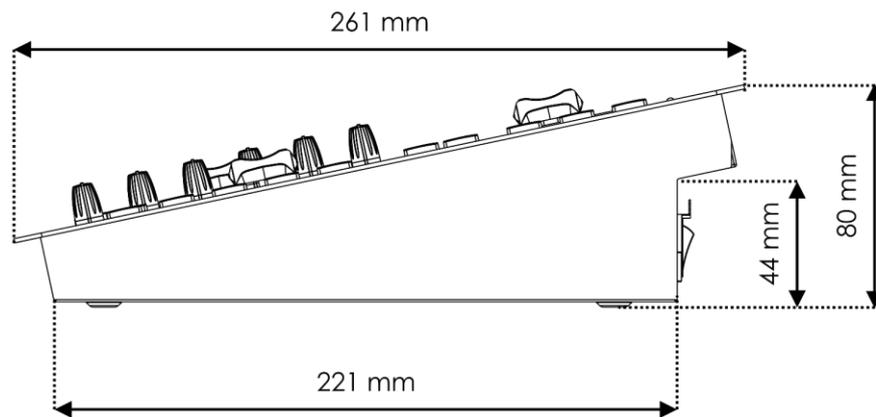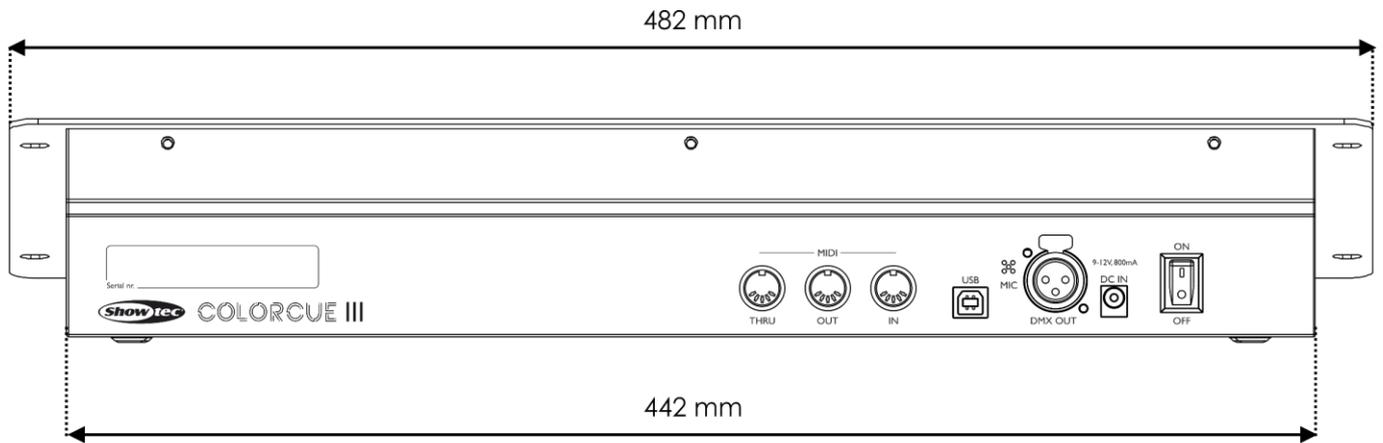
MIDI Implementation Chart

Function		Transmitted	Recognized	Remarks
Basic channel	Default	1	1	
	Changed	X	X	
Mode	Default			
	Messages	X	X	
	Altered			
Note number		22–85	22–84	*1
	True voice	X	X	
Velocity	Note ON	O	O	*2
	Note OFF	X	X	
After touch	Key's	X	X	
	Channel	X	X	
Pitch bend		X	X	
Control change		X	X	
Prog Change		X	X	
	True#	X	X	
SysEx		X	X	
Common	Song pos	X	X	
	Song Sel	X	X	
	Tune	X	X	
System real time	Clock	X	X	
	Commands	X	X	
Aux Messages	Local ON/OFF	X	X	
	All Notes OFF	X	X	
	Active Sense	X	X	
	Reset	X	X	

O:YES   Mode 1: OMNI ON, POLY   Mode 2: OMNI ON, MONO
X:NO   Mode 3: OMNI OFF, POLY   Mode 4: OMNI OFF, MONO

*1 table 1: note numbers

note number	function
22–45 (16H – 2DH)	Channel 1–24
46 (2EH)	Red
47 (2FH)	Green
48 (30H)	Blue
49 (31H)	White
50 (32H)	Amber
51 (33H)	UV
52 (34H)	X-fade A
53 (35H)	X-fade B
54–77 (36H – 4DH)	Flash 1–24
78 (4EH)	Fixtures
79 (4FH)	Manual
80 (50H)	Mode
81 (51H)	Auto
82 (52H)	Single
83 (53H)	Hold
84 (54H)	Black out
85 (55H)	Clear (only transmitted, not recognized)

*2

On OR LED Green: Velocity > 0
Off OR LED Red: Velocity = 0

except: note number 54–77 which can be toggled using only note on commands (velocity > 0)

note number 22–53: The intensity is controlled by velocity.