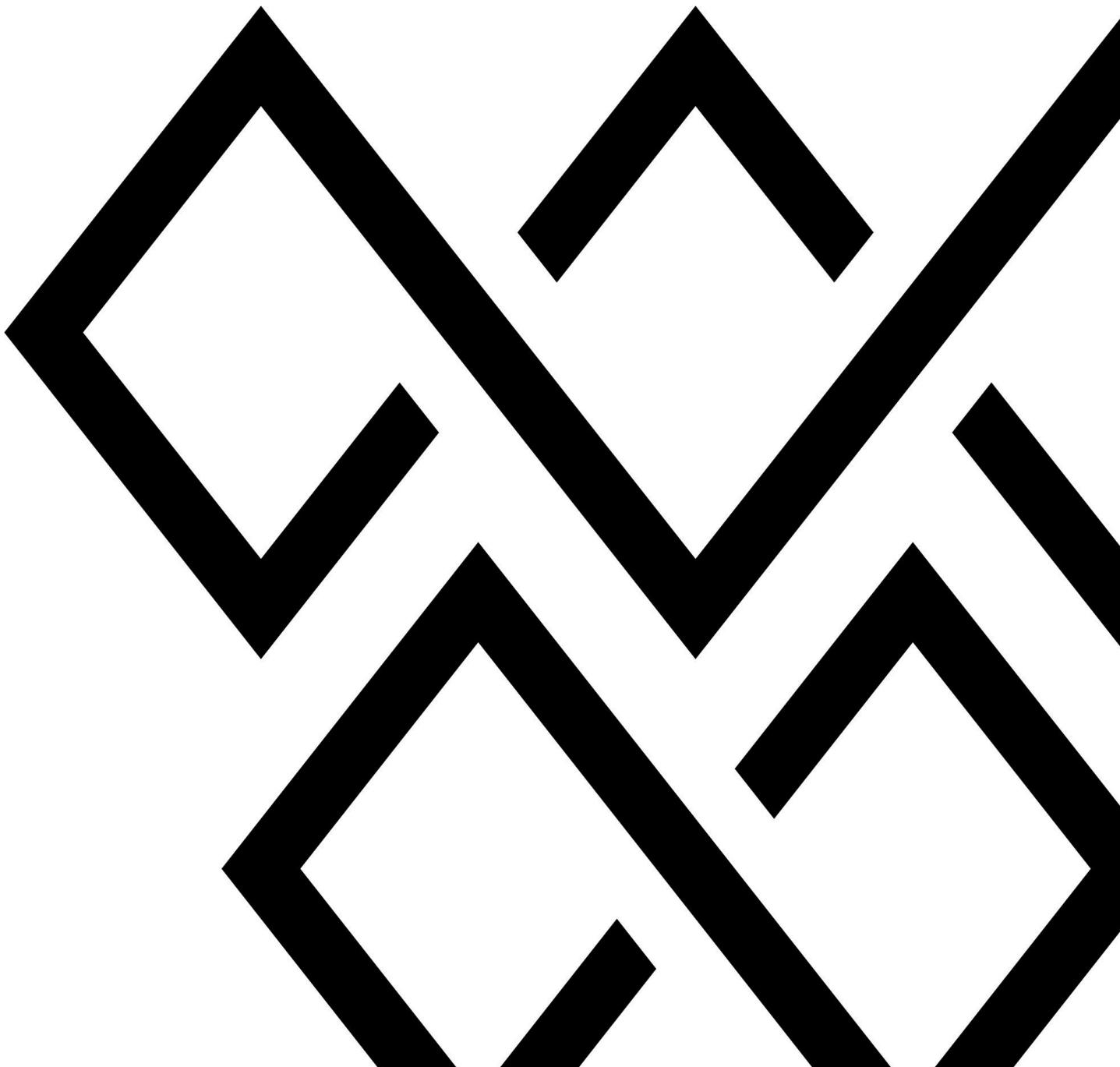


# Wolfmix W1

## Reference Manual

Version 2.0 | English



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Special thanks to the Wolfmix Early Access Club testers and ambassadors, who were invaluable not just in tracking down bugs, but in making this a better product.



# Product & company

Product reference: Wolfmix W1

Wolfmix is a brand of the Nicolaudie Group.

E-mail: [info@wolfmix.com](mailto:info@wolfmix.com)

Website: [www.wolfmix.com](http://www.wolfmix.com)

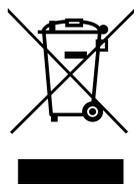
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## Protecting the environment



For the transport and protective packaging, environmentally friendly materials have been chosen that can be supplied to normal recycling. Ensure that plastic bags, packaging, etc. are properly disposed of.



If you are intending to discard this product at the end of its useful life, please do not dispose of it with your other household or municipal waste. Nicolaudie Group has labelled its branded electronic products with the WEEE Symbol to alert our customers that products bearing this label should not be disposed of in a landfill or with municipal or household waste.

Please refer to our WEEE document at [wolfmix.com/company](http://wolfmix.com/company) for further information on disposal of your product.

06.09.2021



# Safety notices

**WARNING: Failure to follow these safety instructions could result in fire, electric shock, injury, or damage to your Wolfmix W1 or other property. Read all the safety information below before using Wolfmix W1.**

## Intended use

Use the device only as described in this user manual. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use. This device may be used only by persons with sufficient physical, sensorial, and intellectual abilities and having corresponding knowledge and experience. Other persons may use this device only if they are supervised or instructed by a person who is responsible for their safety.

## Danger for Children

 Choking hazard! Please be aware that this product contains small parts such as encoder caps which 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.

## Serviceable parts

Caution! There are no user serviceable parts inside this unit. Do not attempt any repairs yourself. Doing so will void the manufacturer's warranty. In the unlikely event your unit may require service please contact your place of purchase.

## Operating conditions

This device has been designed for indoor use only. To prevent damage, never expose the device to any liquid or moisture. Avoid direct sunlight, heavy dirt, and strong vibrations.

## Power

Before connecting the device, ensure that the input voltage (AC outlet) matches the voltage rating of the device and that the AC outlet is protected by a residual current circuit breaker. Failure to do so could result in damage to the device and possibly injure the user. Unplug the device before electrical storms occur and when it is unused for long periods of time to reduce the risk of electric shock or fire.



# Introduction

## About this document

Thanks for checking out the Wolfmix Reference manual. This white paper describes each and every function available on Wolfmix. We've written this as a quick method to look up a particular feature on the Wolf. If you're looking to learn how to use Wolfmix, check out the Mini Guides which focus on how to achieve a particular objective rather than in this document which is more of a dictionary to document each function in-depth.

# Hardware specification

## Overview

### Size & weight

195 x 220 x 62 mm / 7.68 x 8.66 x 2.44 in  
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

Alloy encoder caps  
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

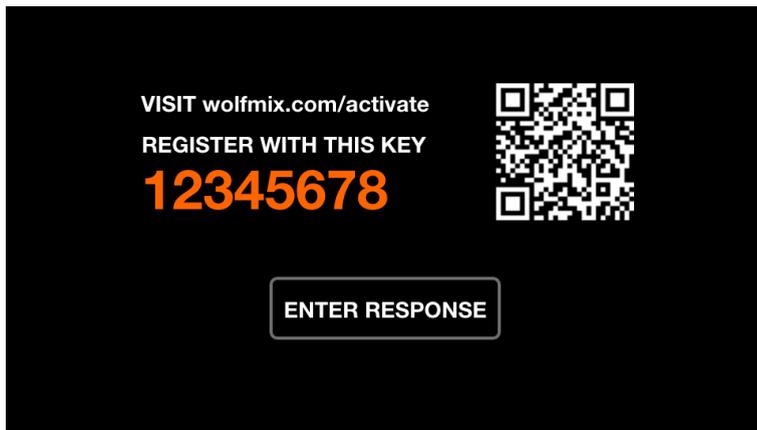
2x 3pin DMX OUT XLR connectors  
1x 5pin DMX OUT XLR connector  
1x 5pin DMX IN/OUT XLR connector with WLINK

### USB

USB-B connector- 5V 900ma required (USB3 rating)  
USB-A connector with MIDI and MSD (MK2 and higher)



## Activation



Scan the QR code or visit [wolfmix.com/activate](http://wolfmix.com/activate) to activate your Wolfmix - this must be done before the controller can be used. The supplied key is unique to each Wolfmix 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

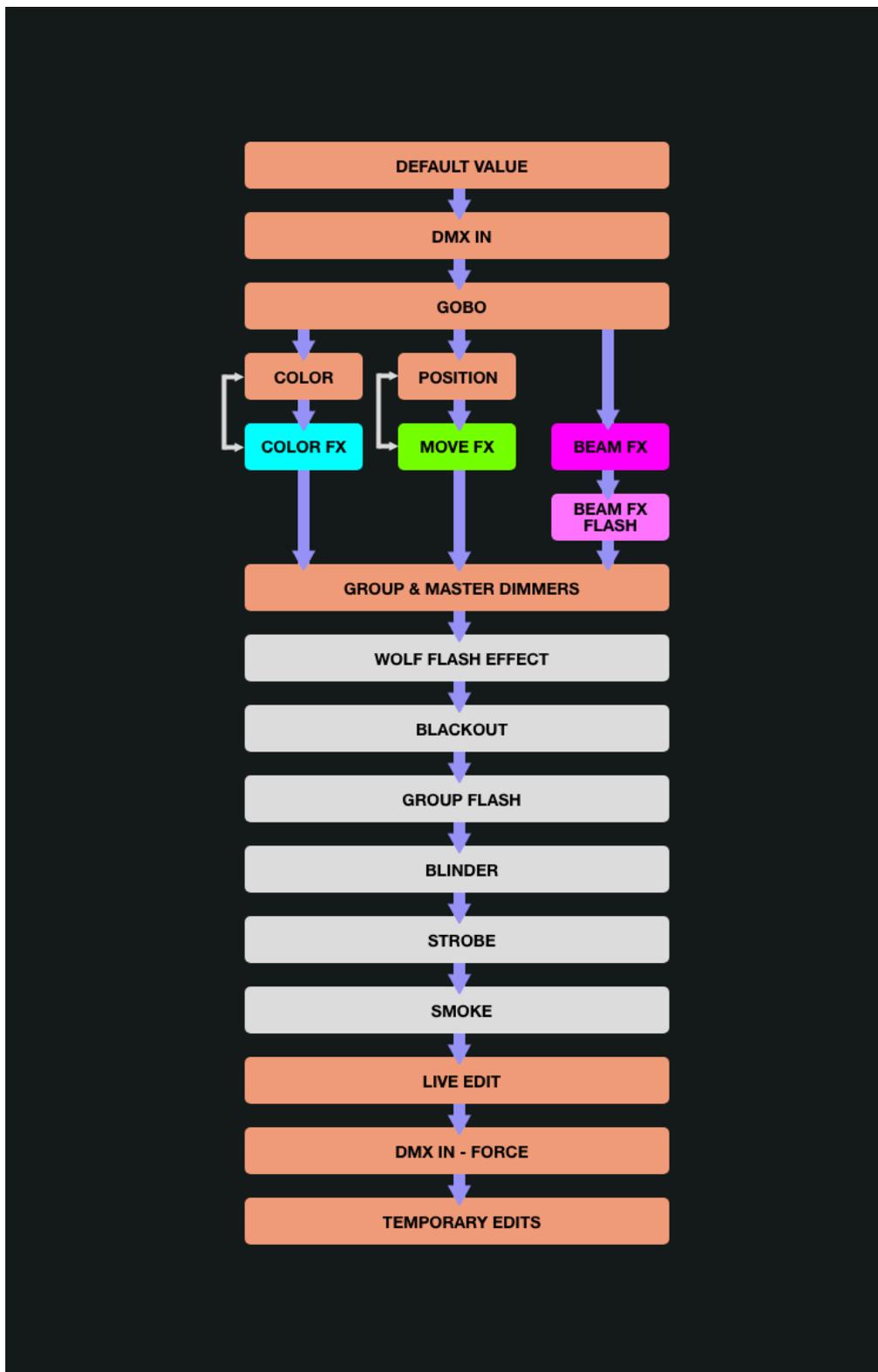
Several special startup modes are available by powering the controller whilst holding the following key combinations:

- **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 Wolfmix firmware recovery mode. Used to write a new firmware version if the main firmware does not start.
- **WOLF + BLACKOUT** : erases all data, including fixture projects and fixture profiles.
- **WOLF + SMOKE** : restores the factory firmware which came with the Wolfmix. Used in a critical situation whereby the firmware becomes unusable and a PC/MAC is not available to update to the latest firmware.
- **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 Wolfmix 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 burger menu in the top right corner of the HOME screen, then tapping Fixtures. Each fixture represents a physical DMX device connected to the Wolfmix. Fixture data is used to calculate effects and other DMX levels. A fixture must be added here before it can be controlled by Wolfmix.

Thousands of fixtures are included in the controller, and more can be added from the WTOOLS app (PC/MAC) from the library of over 20000 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 the Nicolaudie Cloud.

Wolfmix 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 screen.



## Fixture setup list

FIXTURES 1 Selected						ADD	GO
001 : Multi - RGB					A	1 : 037	
002 : RGB					A	1 : 043	
003 : RGB					A	1 : 064	
004 : Moving Head					B	1 : 001	
005 : Moving Head					B	1 : 019	
006 : Scanner					C	1 : 046	
007 : Scanner					C	1 : 055	
<b>FIXTURE</b>	<input checked="" type="checkbox"/>	<b>MOVE</b>		<b>GROUP</b>		<b>DMX ADDRESS</b>	
<b>MOVING HE</b>	-			<b>A</b>		<b>1 : 001</b>	

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.
- Select none removes all fixtures from the selection.
- Add more fixtures.
- Tapping GO applies changes. The Intelligent Preset screen will appear after tapping GO in a new project.



## Fixture selection

← FIXTURE LIBRARY						ADD 1
Recent	LED Bar					
Wolfmix	MOVING HEAD					
_Generic	PAR 56					
ADJ	PAR 64					
Ayrton	RGB					
BeamZ	RGBA					
BeamZ	RGBAW					
BRAND	FIXTURE	AMOUNT				
_Generic	LED Bar	1				

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 Wolfmix controller, followed by brands in the public library.
- Available fixtures within the selected brand.

Encoder actions:

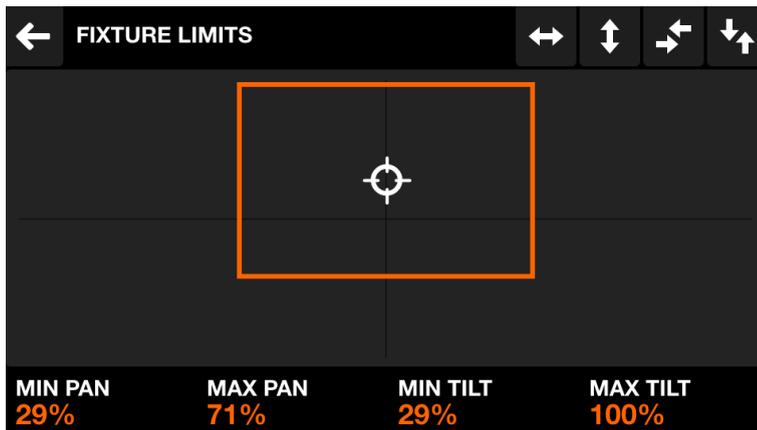
- Move the first encoder to select a brand.
- Move the second encoder to select a fixture.
- Move the fourth encoder to choose how many fixtures to add. Push to add the fixtures.

Toolbar actions:

- Delete the selected fixture profile.
- Create a new fixture.
- Edit the selected fixture profile with the fixture builder.
- Add the selected fixture.
- Update fixture button appears if a profile has been modified. Tapping this button will update all existing fixture types, if the channel count is the same.



## 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 Wolfmix 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 Wolfmix profile may have up to 512 channels.

Toolbar actions:

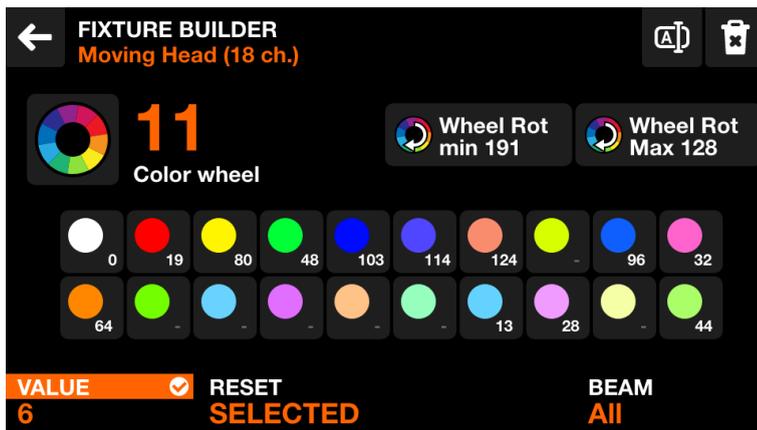
- Rename fixture.
- Exit the fixture builder using the GO button. If a change has been made, a save prompt will be displayed.

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:

- Go back to the fixture builder screen.
- Rename the channel.
- Delete the channel (only available on the last channel of the fixture).

### 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.



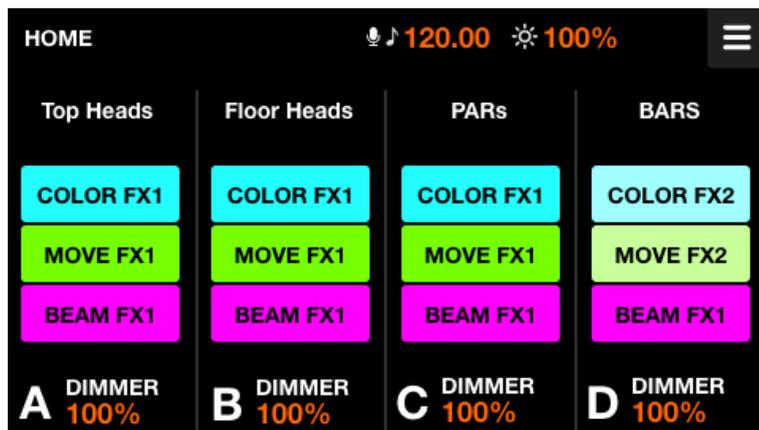
# Control screens

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 and other beam features
- Static Live Edit : manages 80 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.
- 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. Shift + moving the encoder changes the MAIN dimmer.
- Shift + pushing an encoder locks the group from being modified by a Preset or Flash button.

Toolbar actions:

- Access BPM screen.
- Access Main Menu.

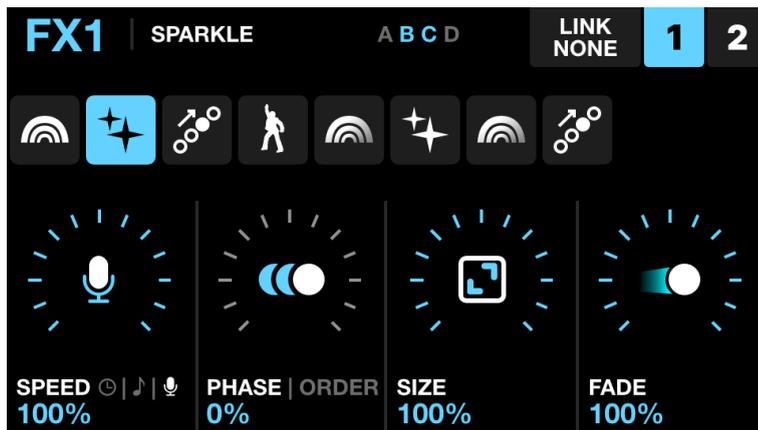
Other actions:

- Tapping the COLOR/MOVE/BEAM FX buttons will enable/disable the effects. Hitting the corresponding colored buttons on the matrix will do the same.
- Holding shift whilst tapping the COLOR/MOVE/BEAM FX buttons toggles between FX engine 1 and 2.
- Tapping the group heading allows you to rename the group
- 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 on the matrix will set the dimmer to FULL and strobe the group.
- Hitting the second row of buttons will set the dimmer to FULL and set the lights



in that group to white, if they are RGB fixtures. Holding Shift whilst hitting these buttons on the matrix will do the same function, but also strobe the group.

## Color FX



### Displayed data:

- The currently selected FX page and the name of the selected effect.
- Four letters 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. Holding shift whilst moving the encoder in BPM mode sets a manual BPM.
- 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.

### Toolbar actions:

- Tapping 1 or 2 in the top right toggles between Color FX page 1 and Color FX page 2. Two different Color effects can be created and assigned to different groups.
- When LINK NONE is displayed, the effects will be processed in beam order. The order follows the Fixture list order. To change the order, move the fixtures in the fixture setup list.
- Tapping LINK NONE will activate LINK GROUP. The effect is now linked per group. This means that the effect starts on the first fixture of **every group** simultaneously. You'll see the effect playing in parallel across each group.
- Tapping LINK GROUP will activate LINK FIXTURE. The effect is now linked per fixture type. This means the same effect will play simultaneously on each of the



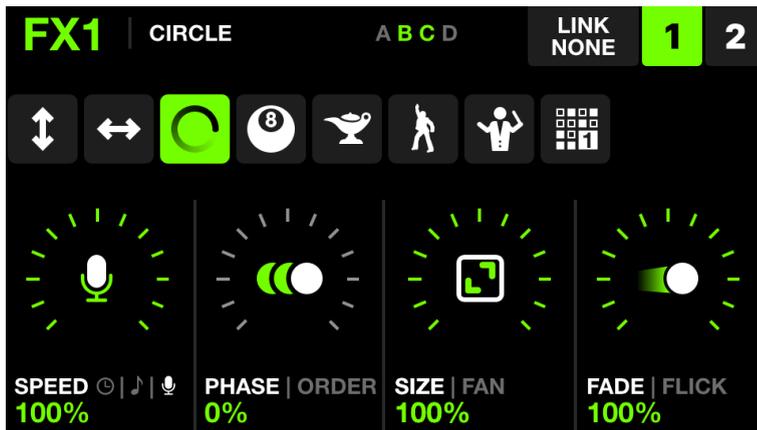
same fixture type. This is useful if you have LED pixel bars and you want the effect to run simultaneously on each bar so that they all look the same.

Other actions:

- Tapping the FX selection buttons changes the FX type and recalls associated properties.
- Hitting one of the buttons on the top row of the matrix turns the FX on and off for each group. Holding SHIFT and tapping the top row of matrix buttons allows you to directly switch between FX1 and FX2.
- 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:

- The currently selected FX page and the name of the selected effect.
- Four letters 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 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. Holding shift whilst moving the encoder in BPM mode sets a manual BPM.
- Move the second encoder to adjust the Phase or Order. Pushing the encoder toggles between Phase and Order properties. 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.

Toolbar actions:

- Tapping 1 or 2 in the top right toggles between Move FX page 1 and Move FX page 2. Two different Move effects can be created and assigned to different groups.
- When LINK NONE is displayed, the effects will be processed in beam order. The order follows the Fixture list order. To change the order, move the fixtures in the fixture setup list.
- Tapping LINK NONE will activate LINK GROUP. The effect is now linked per



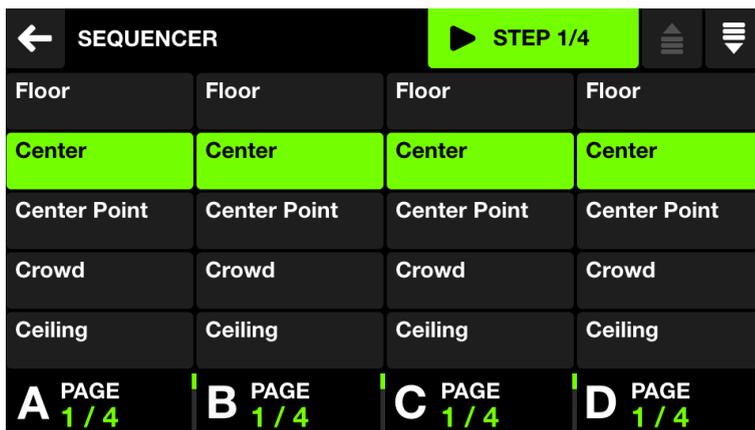
group. This means that the effect starts on the first fixture of every group simultaneously. You'll see the effect playing in parallel across each group.

- When a sequence effect is selected, a cog button will appear on the toolbar. Tapping this opens the sequencer.

Other actions:

- Tapping the FX selection buttons changes the FX type and recalls associated properties.
- Hitting one of the buttons on the top row of the matrix turns the FX on and off for each group. Holding SHIFT and tapping the top row of matrix buttons allows you to directly switch between FX1 and FX2.
- 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.

## Move FX sequencer



The Move Fx sequencer allows for one of twenty different positions to be chosen per group and recalled across up to sixteen steps. Each position will be played sequentially according to the FX speed.

Displayed data:

- The first 5 positions for each group. All available positions correspond to the Static Positions on the Position screen.
- The currently selected step and total number of steps

Encoder actions:

- Move the encoder to cycle through the position pages for the corresponding group. Hold SHIFT + move the encoder to cycle through the position pages for all groups.
- Tap the encoder to expand the corresponding group, to view all 20 positions.



Toolbar actions:

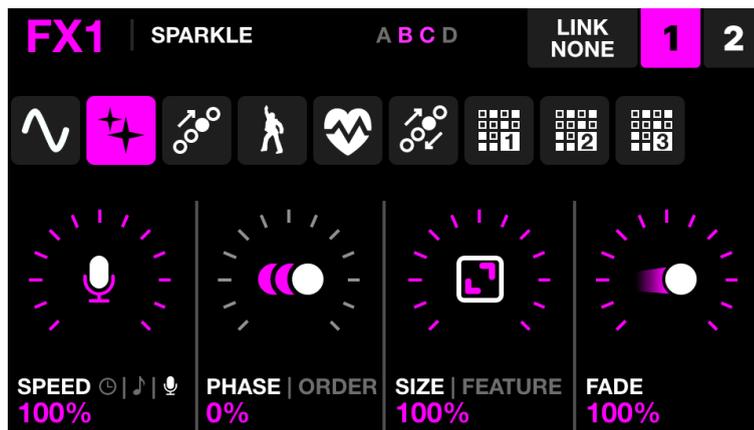
- Go back to the Move Fx screen.
- Play and pause the sequencer.
- Navigate between the position pages for all groups.

Other actions:

- Hitting the top row of buttons adds the Move Effect to the corresponding group.
- Hitting the remaining 16 buttons in the matrix will navigate between steps in the sequencer.
- The number of steps can be increased by hitting a matrix button which is off. To reduce the number of steps, shift + hit a matrix button.
- Tapping a position button on the display will include it in the currently selected step.
- Shift + tap a position on the display to edit it.



## Beam FX



Displayed data:

- The currently selected FX page and the name of the selected effect.
- Four letters 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.
- Nine buttons to select the Beam Fx type.
- Speed, Phase, Order, Size, Feature 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. Holding shift whilst moving the encoder in BPM mode sets a manual BPM.
- Move the second encoder to adjust the Phase or Order. Pushing the encoder toggles between Phase and Order properties. 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 linked Feature. Pushing the encoder toggles between Size and Feature properties.
- Move the Fourth Encoder to control the FX Fade.

Toolbar actions:

- Tapping 1 or 2 in the top right toggles between Beam FX page 1 and Beam FX page 2. Two different Beam effects can be created and assigned to different groups.
- When LINK NONE is displayed, the effects will be processed in beam order. The order follows the Fixture list order. To change the order, move the fixtures in the fixture setup list.
- Tapping LINK NONE will activate LINK GROUP. The effect is now linked per group. This means that the effect starts on the first fixture of every group



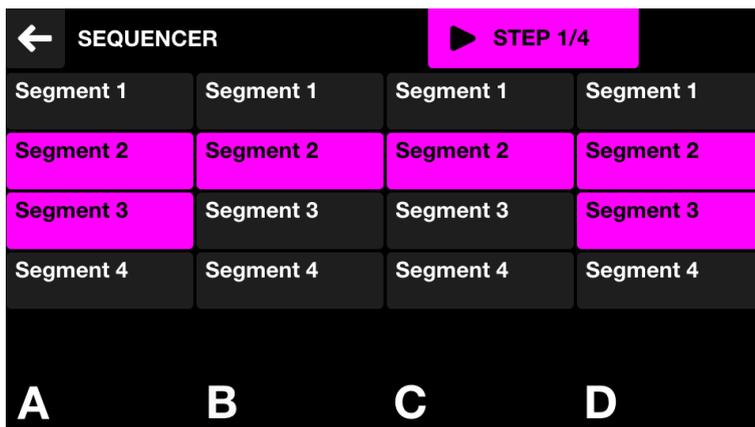
simultaneously. You'll see the effect playing in parallel across each group.

- Tapping LINK GROUP will activate LINK FIXTURE. The effect is now linked per fixture type. This means the same effect will play simultaneously on each of the same fixture type. This is useful if you have LED pixel bars and you want the effect to run simultaneously on each bar so that they all look the same.
- When a sequence effect is selected, a cog button will appear on the toolbar. Tapping this opens the sequencer.

Other actions:

- Tapping the nine FX selection buttons changes the FX type and recalls associated properties.
- Hitting one of the buttons on the top row of the matrix turns the FX on and off for each group. Holding SHIFT and tapping the top row of matrix buttons allows you to directly switch between FX1 and FX2.
- 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.

## Beam Fx sequencer



The Beam FX sequencer allows for up to 32 different beam selections (segments) to be chosen. When a beam selection is made, the selected beams will be opened. Each segment will be played sequentially according to the FX speed.

Displayed data:

- The available segments, with the currently selected segments highlighted.

Toolbar actions:

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

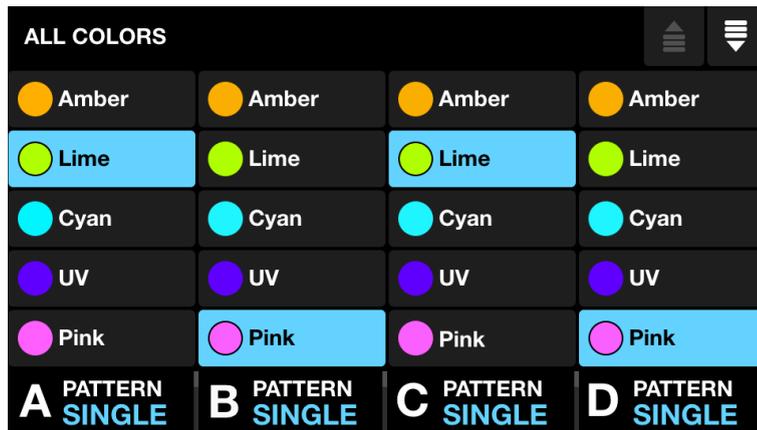
Other actions:

- Hitting the top row of buttons adds the Beam Effect to the corresponding group.
- Hitting the remaining 16 buttons in the matrix will navigate between steps in the sequencer.



- The number of steps can be increased by hitting a matrix button which is off. To reduce the number of steps, shift + hit a matrix button.
- Tapping a segment button on the display will include it in the currently selected step.

## Static Color



The static color screen contains a palette of 20 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 pages 1-4 (shown when holding Shift).
- 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 expands the corresponding group, showing all 20 colours.
- Shift + move the encoder to page the individual group.

Toolbar actions:

- Tapping the button in the top right corner will navigate between the colour pages for all groups.

Other actions:

- Tapping one of the color buttons or hitting the corresponding matrix button 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, RGB+, CMY, HUE, Color grid).
- The generated color components (Red, Green, Blue, White, HUE, Amber, UV, Lime).

Encoder actions:

- In RGBW mode, the first encoder controls the amount of RED from 0-100%. The second encoder controls the amount of GREEN from 0-100%. The third encoder controls the amount of BLUE from 0-100%. The fourth encoder controls the amount of WHITE from 0-100%.
- In RGB+ mode, the first encoder controls the amount of RED and AMBER from 0-255 (press the encoder to toggle between the two values). The second encoder controls the amount of GREEN and LIME from 0-255. The third encoder controls the amount of BLUE and UV from 0-255. The fourth encoder controls the amount of WHITE from 0-255.
- In CMY mode, the first encoder controls the amount of CYAN from 0-255. The second encoder controls the amount of MAGENTA from 0-255. The third encoder controls the amount of YELLOW from 0-255.
- In HUE mode, the first encoder adjusts the Hue from 0-360 degrees. The second encoder controls the saturation from 0-100%. The third encoder adjusts the overall contribution of the Red, Green and Blue channels when calculating a color. The fourth encoder adjusts the overall contribution of the White, Amber and Lime channels when calculating a color.
- In GRID mode, the encoders are used to adjust the color in the same way as the RGB+ screen.

Other actions:

- Tapping and dragging on the color picker will set the RGBW values to the



selected color.

- Tapping the buttons to the top right toggles between RGBW, RGB+, CMY, HUE and Color Grid picker modes.
- In GRID mode, tapping one of the 20 color buttons on the touchscreen 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

ALL POSITIONS					
Floor	Floor	Floor	Floor		
Center	Center	Center	Center		
Center Point	Center Point	Center Point	Center Point		
Crowd	Crowd	Crowd	Crowd		
Ceiling	Ceiling	Ceiling	Ceiling		
<b>A</b> FADE 0s	<b>B</b> FADE 0s	<b>C</b> FADE 0s	<b>D</b> FADE 0s		

The static position screen contains a palette of 20 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 20 positions. Each column represents one group. Shift + hit the BPM TAP button to toggle between groups A-D and E-H.
- Position pages 1-4 (shown when holding Shift).
- Fade value of the selected position.

Encoder actions:

- Move the encoder to change the FADE value of the selected position.
- Pushing the encoder expands the corresponding group, showing all 20 positions. When expanded, SHIFT + turning the encoder sets the fade time in fine increments.
- Shift + move the encoder to page the individual group.

Toolbar actions:

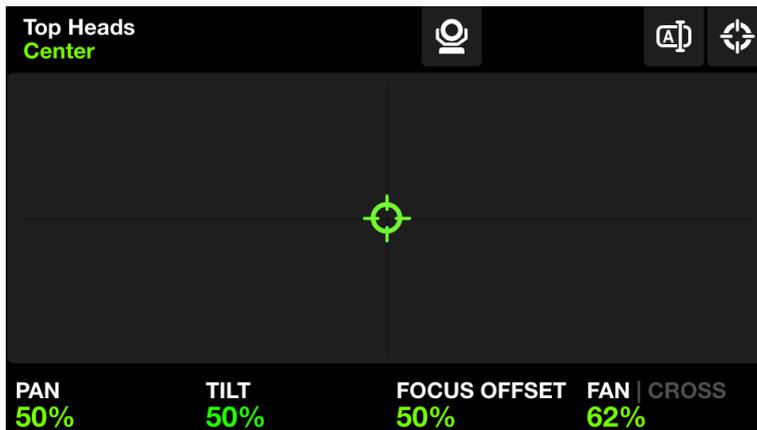
- Tapping the button in the top right corner will navigate between the position pages for all groups.

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 (PAN and TILT) values.
- The FOCUS OFFSET, FAN and CROSS 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 FOCUS OFFSET. This adds or subtracts from the currently set focus value, rather than overriding it.
- Move the fourth encoder to set the FAN and CROSS values. 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). CROSS Will criss-cross the beams. Press the fourth encoder to toggle between FAN and CROSS parameters.

Toolbar actions:

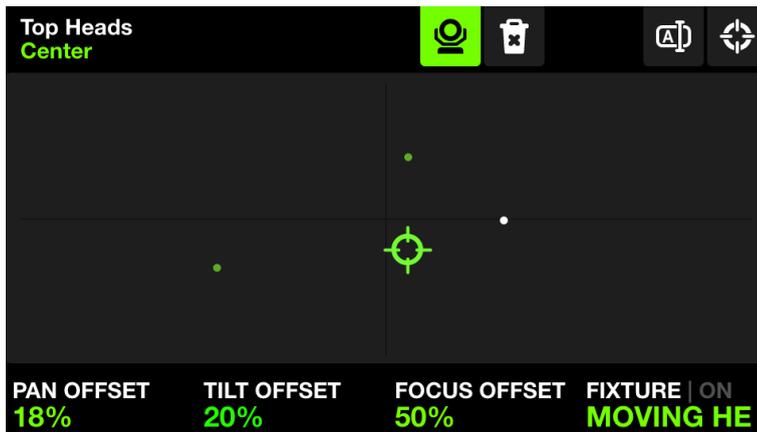
- Access the Fixture Offset mode.
- Tapping the first button to the top right will open a keyboard allowing for the name of the position to be changed.
- Tapping the second button to the top right will set the position to the center.

Other actions:

- Tapping and dragging on the X-Y grid will set the PAN and TILT values to the selected position.
- Tapping the flashing Matrix button stores the new position and closes the position picker. Tapping any other button cancels the change.
- Shift + tapping on another Matrix button will copy the selected position to the other button.



## Fixture Offset Mode



### Displayed data:

- The name of the currently selected position button.
- An X-Y grid used to select a position.
- The PAN OFFSET, TILT OFFSET and FOCUS OFFSET values
- The currently selected fixture
- The offset of the currently selected fixture, indicated by a white dot on the display.

### Encoder actions:

- Move the first encoder to control the PAN OFFSET value. Shift + move for fine control.
- Move the second encoder to control the TILT OFFSET value. Shift + move for fine control.
- Move the third encoder to set the FOCUS OFFSET value. Shift + move for fine control.
- Move the fourth encoder to select which fixture is being edited. Press the encoder to light up the selected fixture.

### Toolbar actions:

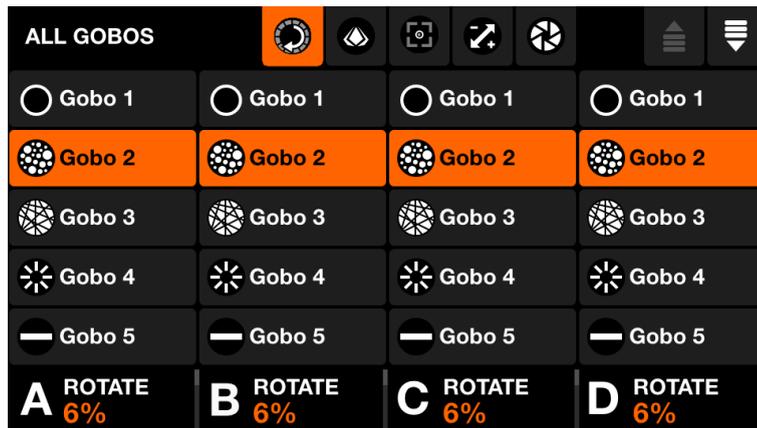
- Go back to the Position Picker screen.
- Remove the individual fixture position edit.
- Rename the position.
- Re-centre the fixtures.

### Other actions:

- Tapping and dragging on the X-Y grid will set the PAN and TILT values to the selected position for all fixtures.
- Tapping the flashing Matrix button stores the new position and closes the position picker. Tapping any other button cancels the change.
- Shift + tapping on another Matrix button will copy the selected position to the other button.



## Static Gobo



The static gobo screen contains a palette of 20 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 Wolfmix will assign the first 20 gobos of the fixtures gobo channel to the 20 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 pages 1-4 (shown when holding SHIFT).
- The selected feature (Rotate, Prism, Focus, Zoom, Iris).
- Percentage value of the chosen feature.

Encoder actions:

- Move the encoder to change the percentage value for the selected feature.
- Pushing the encoder expands the corresponding group to show all 20 gobos.
- Shift + move the encoder to page the individual group.

Toolbar actions:

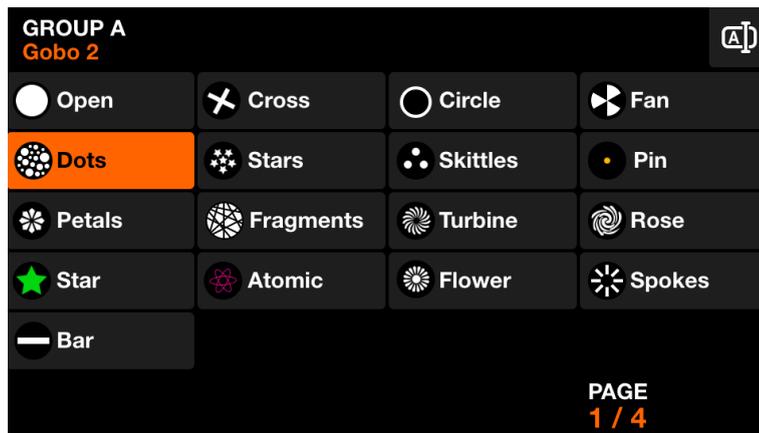
- Tap the buttons at the top to switch between Rotation, Prism, Focus, Zoom and Iris features.
- Tapping the buttons in the top right corner will navigate between the 4 gobo pages for all groups.

Other actions:

- Tapping one of the gobo buttons triggers the gobo. Shift + tapping one of the gobo buttons allows for the gobo to be edited. Note that as this is a gobo palette, the new gobo will be applied to all presets.



## Gobo Edit



### Displayed data:

- All available gobos within the fixtures of the chosen group.

### Encoder actions:

- Move the fourth encoder to navigate between the pages of gobos, if there is more than 1 page.

### Toolbar actions:

- Rename the selected gobo.

### Other actions:

- 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

LIVE EDIT			
Live Edit 1	Live Edit 2	Live Edit 3	Live Edit 4
Live Edit 5	Live Edit 6	Live Edit 7	Live Edit 8
Live Edit 9	Live Edit 10	Live Edit 11	Live Edit 12
Live Edit 13	Live Edit 14	Live Edit 15	Live Edit 16
Live Edit 17	Live Edit 18	Live Edit 19	Live Edit 20
PRISM ROT. 50%	FOCUS 50%	ZOOM 100%	PAGE 1 / 4

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.

Three Live Edit Macros can be set using the first 3 encoders. These allow quick access to three common functions, the default being Prism Rotation, Focus and Zoom.

Displayed data:

- 4 pages of 20 buttons containing a set of channel values and a name.
- 3 Live Edit Macros

Encoder actions:

- Pushing one of the first three encoders will enable and disable the Live Edit macros. Moving the encoder sets the corresponding value.
- Shift + pushing one of the first three encoders will open the Live Edit macro editor.

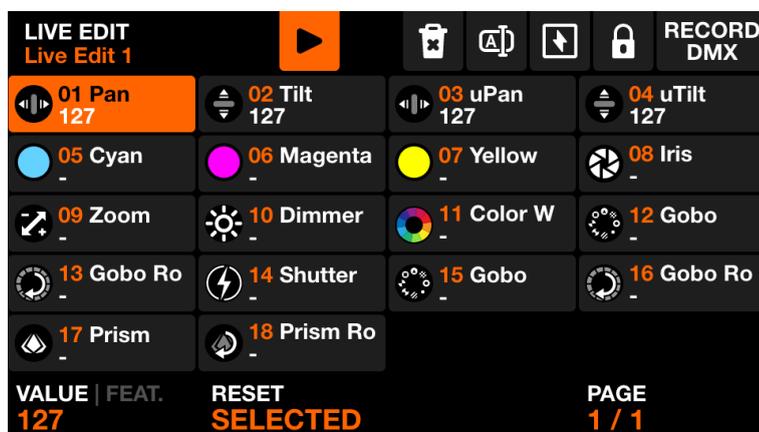




Other actions:

- 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.
- 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 20 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.
- Moving the fourth encoder will change the page, if there is more than one page of channels.

Toolbar actions:

- Enable and disable the selected Live Edit. This allows for a Live Edit to be created or modified without running.
- Delete the live edit.
- Rename the live edit.
- Set the live edit to *Flash* mode. When the Live Edit is in Flash mode, the Matrix button will turn white and the edit will be enabled on press and disabled on release.



- *Lock* the live edit, which preserves the state when changing presets (useful for *Parking* channels).
- Record the current DMX output frame and apply it to the selected fixtures.

Other actions:

- Tapping a button in the grid selects a channel.

## Live Edit Macro editor

MACRO EDIT			🔒	GO
Live Edit 1				
MOVING HEAD	MOVING HEAD	MOVING HEAD	MOVING HEAD	
MOVING HEAD	MOVING HEAD	MOVING HEAD	MOVING HEAD	
MOVING HEAD	MOVING HEAD	MOVING HEAD	MOVING HEAD	
MOVING HEAD	MOVING HEAD	RGBW	RGBW	
RGBW	RGBW	RGBW	RGBW	
FEATURE		GROUP	PAGE	
PRISM ROT.		ALL	1 / 4	

Shift + clicking on one of the live edit encoders opens up the macro editor, where the macro feature can be set, along with the fixtures on which the macro should be applied.

Displayed data:

- A grid of 20 fixture buttons. The macro will be applied onto the selected fixtures when enabled.
- The name of the macro (Macro 1, 2 or 3).
- The currently visible Group and Page to the bottom right.

Encoder actions:

- Moving the first encoder determines which feature the macro encoder will control. For example: Prism Rotation speed, or Zoom level.
- 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 20 fixtures within the current group, moving the fourth encoder navigates through between the pages of fixtures.

Toolbar actions:

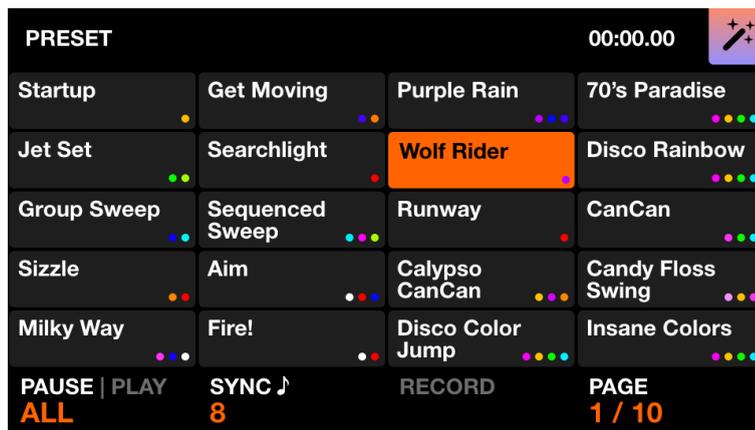
- Lock the state and value of the macro. Using this button freezes the changes and locks them from being modified when a preset is recalled.
- Close the macro editor.

Other actions:

- Tapping the buttons in the grid selects and deselects the fixtures. When a fixture is selected, the macro will be applied to the fixture when enabled on the Live Edit screen.
- When editing a Live Edit Macro, tapping a Matrix button cancels the change, tapping GO saves the change.



## Preset



The Preset screen contains 10 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.
- Whether all Presets should sync with the BPM, and how many beats each preset should hold for.
- When the Presets are being played back as a sequence, the elapsed time of the currently selected Preset will be displayed to the top right.
- A thin orange bar will appear at the top of the screen, moving left to right, indicating a Presets *Fade* time.

Encoder actions:

- Pushing the first encoder plays the Presets sequentially according to the *Hold* and *Fade* times. Move the encoder to set which presets should be played - all 200, the currently selected page, the currently selected column, the currently selected row, or the currently selected page in a random order. When the final Preset is released, the first preset will be triggered.
- Pushing the second encoder will enable BPM sync. All Presets will jump according to the BPM of the music. Moving the encoder will set the number of beats between each jump.
- Pushing the third encoder will start recording a new hold time. Pushing the encoder again will stop the recording. This allows for a 'Cue list' of Presets that can be recorded in real time.
- Moving the fourth encoder will change the selected page.

Toolbar actions:

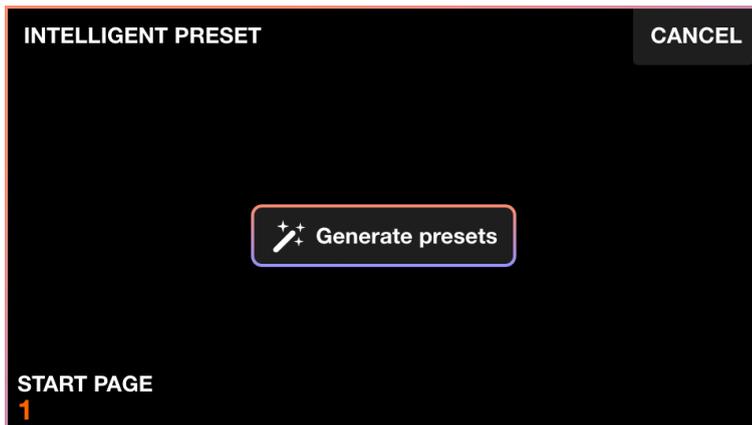
- Generate Intelligent Presets using the button in the top right.



Other actions:

- Shift + tapping one of the Preset buttons will open the Preset editor screen, and overwrite the contents of the preset according to the currently set values on the controller.

## Intelligent Preset



Encoder actions:

- Move the first encoder to choose the start page of the generated presets.

Toolbar actions:

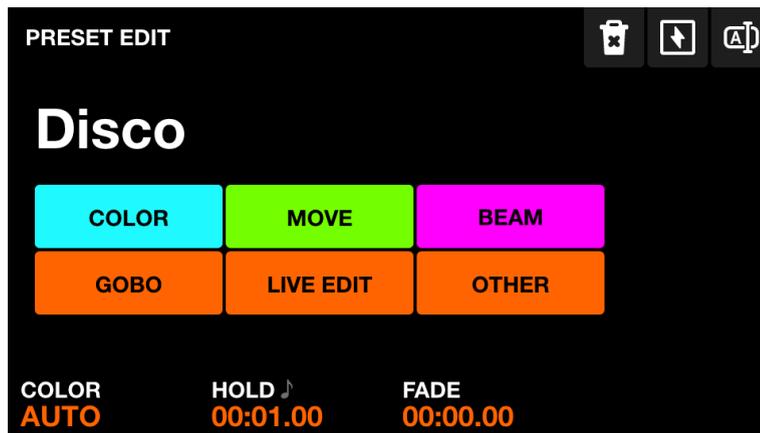
- Go back to the Preset screen using the CANCEL button.

Other actions:

- Tap the Generate presets button to generate presets according to the fixture patch. For example, if there are 3 groups of fixtures, a Beam FX sequence will be created with 3 steps in the "Group Jump" Preset.



## Preset Edit



The Preset Edit screen is used to manage the selected preset. It is accessed by shift + tapping on a preset.

Displayed data:

- The Preset's name.
- The parts of the project which will be included in the Preset.
- The color of the Preset button in the matrix.
- The Preset's hold and fade times.

Encoder actions:

- Moving the first encoder will set the Preset's matrix button *Color*. If *AUTO* is selected, the color on the button will automatically fade between up to 4 of the colors used within the Preset.
- Moving the second encoder will change the *Hold* time of the preset in increments of 1 second. Holding shift will increment in 0.01s. 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 encoder will convert the time to a BPM, allowing for a hold time to be set in beats.
- Moving the Third encoder will change the *Fade* time of the Preset in increments of 1 second. Holding shift will increment in 0.01s.

Toolbar actions:

- Delete the Preset.
- Toggle 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*.
- Rename the Preset.

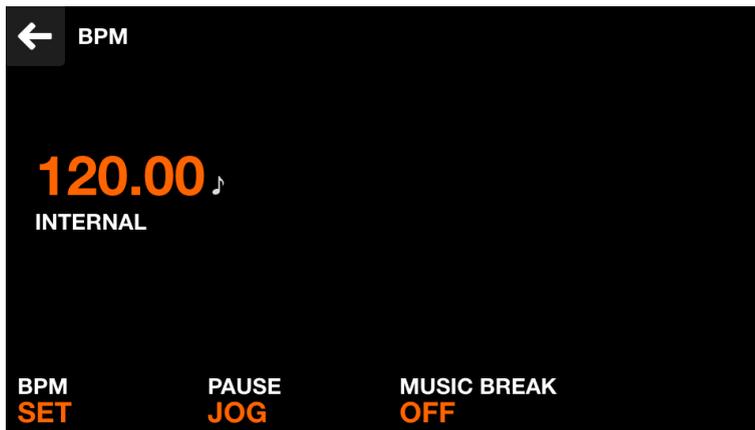


Other actions:

- Tapping the buttons on the touchscreen display will determine which parts of the project will be included within the Preset. COLOR will include Color FX and Static Colors, MOVE will include Move FX and Static Positions. BEAM will include Beam FX. GOBO and LIVE EDIT will include the corresponding parts of the project, and OTHER will include the group dimmer values.
- Shift + tapping on another Matrix button will copy the selected Preset to the other button.



# BPM



Displayed data:

- Current BPM and whether internal or external.
- The tapped BPM, if the BPM button has been/is being tapped. The last 8 taps are recorded. Waiting a couple of seconds and hitting the BPM Tap button again will resync the BPM phase. Tapping 2 or more times will calculate a new BPM.

Encoder actions:

- Moving the first encoder sets a manual BPM.
- Moving the second encoder will jog the BPM phase forwards and backwards, in the same way adjusting a jog wheel or moving a vinyl record would jog an audio track forwards or backwards. The speed remains the same but the phase is shifted forwards or backwards.
- Moving the third encoder toggles the Music Break on or off. When Music Break is on, the effects will pause if a break in the music is detected via the microphone or line in.

Toolbar actions:

- Go back to the Home screen.



# Flash screens

The Flash screens are triggered by hitting the large buttons on the right hand side of the Wolfmix. 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.

- Wolf : 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



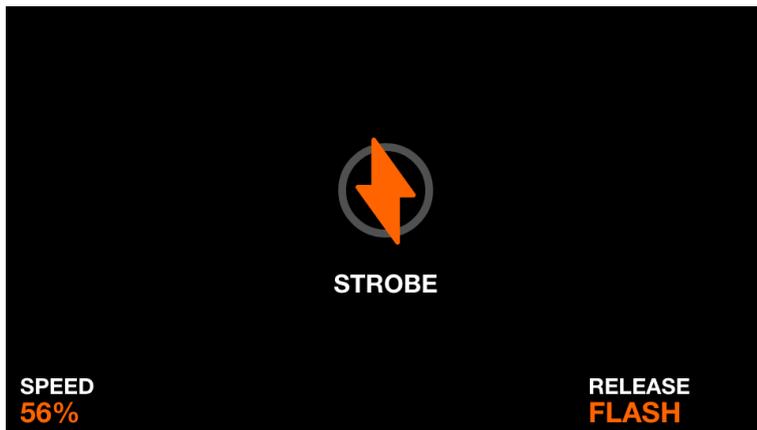
The Wolf flash effect plays a Paparazzi style white flash across all light fixtures. Hitting the Wolf button triggers the effect. The effect is released according to the set release mode.

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:

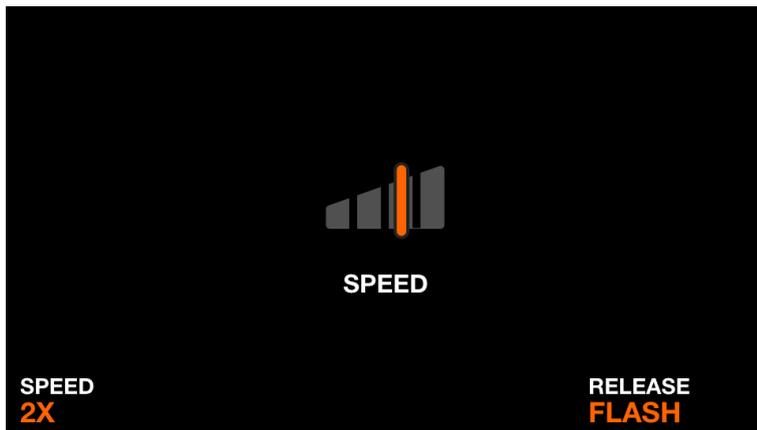
- Icon to indicate the effect is playing (this can be disabled within the settings).
- The set release mode.

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:

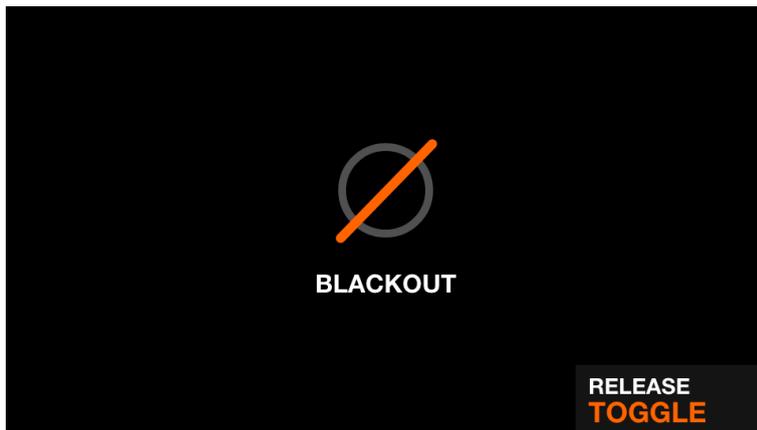
- Moving the first encoder sets the speed multiplier.

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:

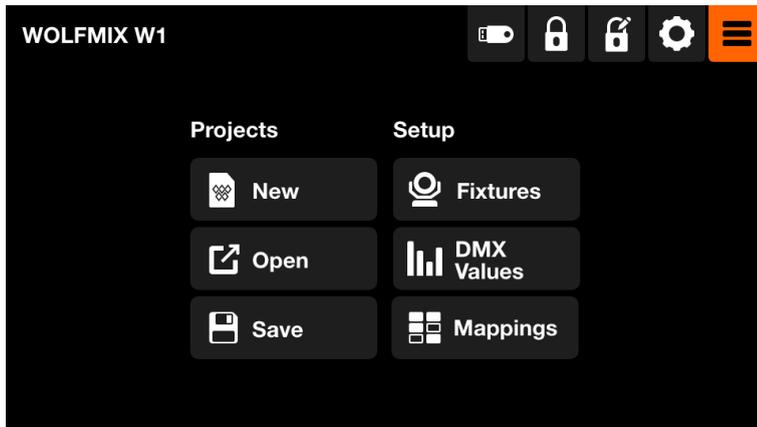
- Moving the first encoder sets the intensity of the smoke.
- Moving the second encoder sets the speed of the smoke fan.

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.



# Main Menu



The Main Menu is accessed by tapping the icon to the top right of the Home screen.

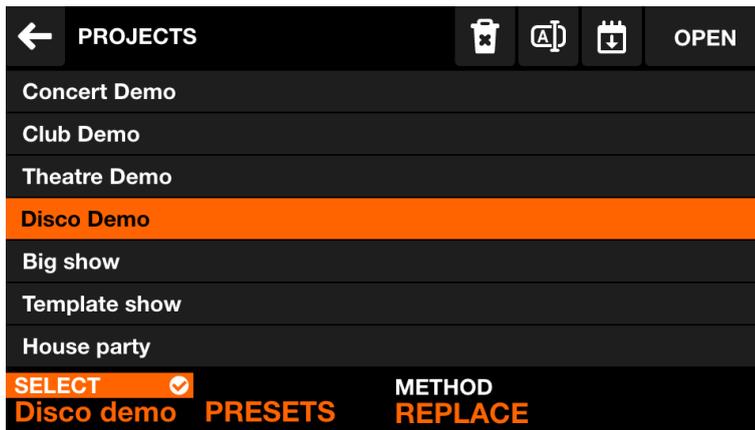
- New : Create a new project.
- Open : Open an existing project.
- Save : Save the current project.
- Fixtures : Add and edit your fixtures.
- DMX Values : Monitor the level of every DMX channel and set test values.
- Mappings : Create MIDI and DMX mappings.

Toolbar actions:

- Access the USB screen (only available on MK2 and higher, if a USB device is plugged into the Wolfmix).
- Lock the entire controller.
- Lock the palette, preset and fixture editing.
- Access the settings screen.



# Projects



Up to 100 projects, or 3.5mb of data (whichever comes first), 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 200 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 available projects.

Encoder actions:

- Moving the first encoder selects a project to open. Tapping the encoder will open 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.
  - Presets : load only the presets from the selected project. Use the third encoder to specify how the presets should be loaded into the current open project.
    - Replace : presets will be overwritten by the selected project.
    - Append : presets from the selected project will be added to the end of the open project, after the last preset (if there's space).
    - Compact : any empty spaces within the preset screen will be filled by presets from the selected project.

Toolbar actions:

- Go back to the Setup screen.



- Delete the selected project.
- Rename the selected project.
- Order the projects by date or by name.
- Open the selected project.

## DMX Values

← DMX VALUES Universe 1		U1	U2	U3	U4	REC DMX	⚙️
001 42	002 160	003 0		004 231			
005 0	006 255	007 127		008 127			
009 255	010 63	011 0		012 48			
013 195	014 0	015 0		016 195			
017 12	018 218	019 137		020 160			
TEST VALUE	DEFAULT   FADE	DMX IN   LOCK		CHANNELS			
-	148	12		1 - 20			

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.

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 shows the *Fade* mode. When *Fade* is set, the channel value will transition gradually during a preset fade. By default, color mixing and dimming channels are set to fade. Color Filter and Gobo channels are set not to fade. When *Jump Before* is set, the channel value will immediately jump to the next value. When *Jump After* is set, the channel value will jump to the next value after the preset fade has completed.
- Moving the third encoder maps a DMX IN channel to the selected channel (WLINK add-on required). Tapping the encoder sets *Lock* mode. When *Lock* is enabled, the DMX input value will override all FX and palette values on the channel. When *Lock* 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.

Toolbar actions:

- Select and display the corresponding universe.
- Record either the edited channel values, or all of the channel values into a new Live Edit.



- Open the Beam Editor screen.

Other actions:

- Tapping one of the grid buttons selects a channel. Hitting one of the 20 matrix buttons also selects a channel.

## Beam Editor

← BEAM EDITOR Edit auto-mapped features	
001 : MOVING H	DIMMER
002 : MOVING H	STROBE
003 : MOVING H	SHUTTER
004 : MOVING H	GOBO ROT.
005 : RGB	PAN
006 : RGB	TILT
007 : RGB	RED
BEAM 004 : MOVIN	FEATURE   CH. DMX MIN   MAX OFF   ON BPM Tap 127 127

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 Wolfmix. 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 linked channels, 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.



# Mappings

← MAPPINGS		LEARN	MIDI	DMX
Group Dimmer	BPM Tap			
Preset	Wolf			
Preset Page	Strobe			
Flash	Blinder			
General	Speed			
	Blackout			
	Smoke			
<b>SELECT</b> Flash	<b>MAPPING</b> BPM Tap	<b>IN   CH.</b> CC 4	<b>OUT   CH.</b> IN VALUE	

Use this screen to map a DMX or MIDI (MK2 and higher) command. Note: general MIDI controllers are compatible. Controllers which require a custom USB driver are not compatible.

Displayed data:

- A list of available mappings.

Encoder actions:

- Move the first encoder to select the mapping category.
- Move the second encoder to select the mapping.
- Move the third encoder to set the MIDI or DMX IN command, to assign the mapping. For MIDI, turning the encoder sets the CC or note value. Tapping the encoder allows you to set the channel and MIDI device index. For DMX mappings, moving the third encoder sets the DMX input channel.
- Move the fourth encoder to set the MIDI out value. Tapping the encoder allows you to set the channel. This can be used to set colors on buttons if supported by the MIDI controller.

Toolbar actions:

- Switch between MIDI mapping (MK2 and higher) and DMX mapping.
- Assign the next MIDI or DMX input message to the selected mapping using the LEARN button.



## USB Stick



This screen can be used to import and export files from a USB memory stick to your Wolfmix (MK2 and higher). Note: the USB stick must be formatted in the FAT32 format.

Displayed data:

- Import and export actions for the USB stick.

Toolbar actions:

- Go back to the Setup screen using the back arrow.

Other actions:

- Import a Project from the USB stick.
- Import Fixtures into the Wolfmix fixture library.
- Import a Full Backup onto the Wolfmix (only available if a Full Backup has been exported to the USB stick previously).
- Export all Projects onto the USB stick.
- Export all Fixtures from the Wolfmix fixture library to the USB stick.
- Export a Full Backup onto the USB Stick.



## Lock



Wolfmix can be locked to prevent unauthorised access. Tapping *Lock All* (the lock icon) on the main menu toolbar 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.



# Settings

← SETTINGS		Firmware : 2.0.4 Serial : 2000000 Key : wOLF69
DMX	Audio input level	50%
General	Display brightness	45%
Project	Button brightness	100%
Preset	Lock password	Wolf
	Jump back on mode release	NO
	Live Edit release mode	OFF
	Show Flash FX screens	YES
SELECT General	SETTING Audio input	VALUE 50%

The Settings screen shows a list of global Wolfmix settings.

Displayed data:

- A list of categories and settings with their current value. The currently selected setting is highlighted in orange.
- The current firmware version is displayed to the top right. The firmware can be updated using the WTOOLS app.
- The controllers serial number and activation key is displayed to the top right.

Encoder actions:

- Moving the first encoder navigates through the category list.
- Moving the second 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
  - WOLFMIX : commands will be sent and received via XLR C to sync with another Wolfmix.
  - DMX IN : DMX input data will be received via XLR C and mapped to group dimmers and DMX output channels.
- 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.



- 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.
- 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.
- Auto switch group bank: the group bank will toggle automatically between A-D and E-H depending on the incoming commands (e.g. MIDI controller dimmer changes).
- 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*.
- 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.
- Exclude Wolf : select which groups should be excluded from the Wolf flash screen. Move the encoder to select the group and push the encoder to apply.
- Exclude Strobe : select which groups should be excluded from the Strobe flash screen. Move the encoder to select the group and push the encoder to apply.
- Exclude Blinder : select which groups should be excluded from the Blinder flash screen. Move the encoder to select the group and push the encoder to apply.
- Exclude Blackout : select which groups should be excluded from the Blackout flash screen. Move the encoder to select the group and push the encoder to apply.
- 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 externally via a DMX fader board, or MIDI controller.



- Include 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.
- 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 Wolfmix 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.
- Startup on Preset screen : Wolfmix will show the Presets screen after power up.



# WTOOLS app

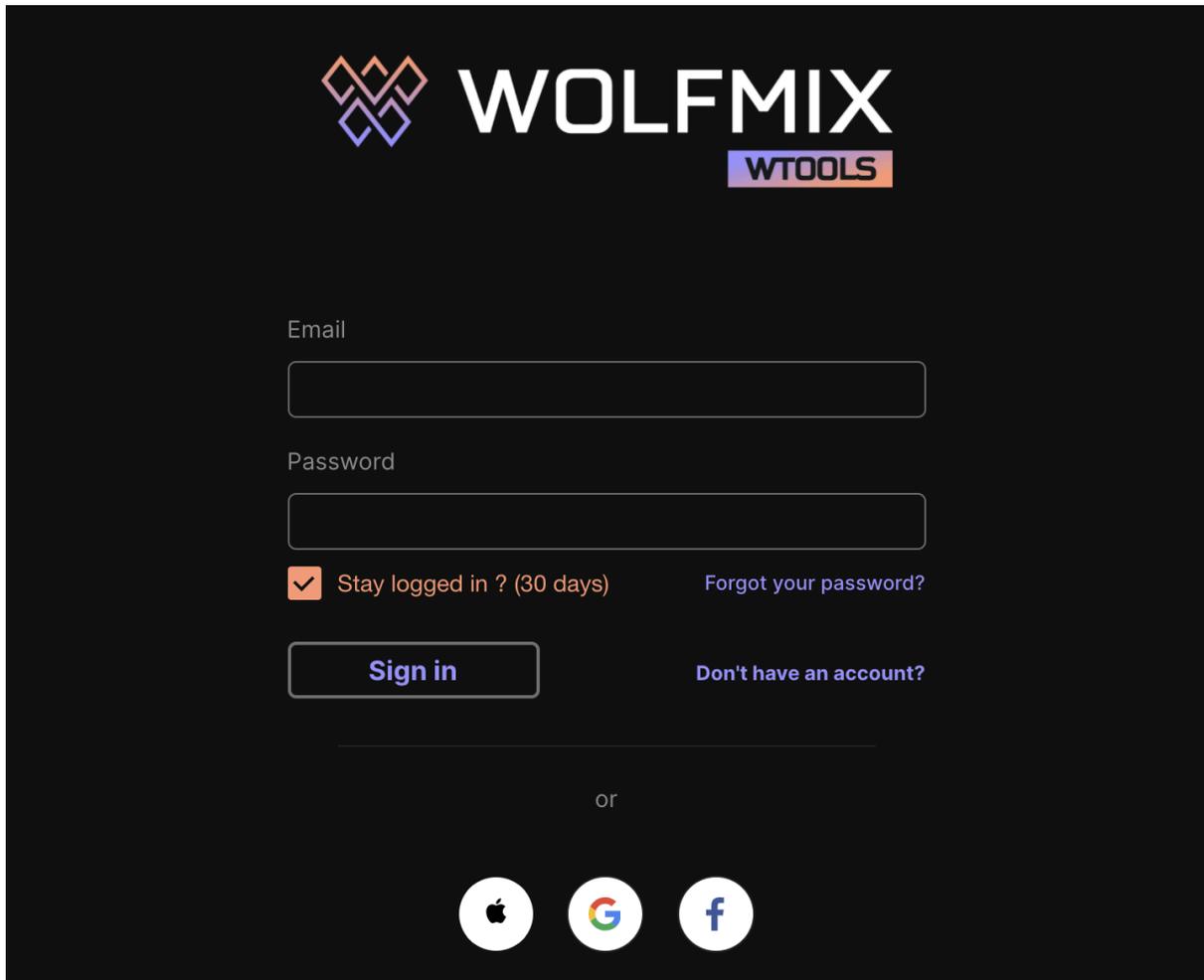


The WTOOLS app is available for PC and MAC. It is not required to use Wolfmix, however it contains a toolbox of valuable features for the controller.

- Sync the BPM with Ableton Link and OS2L.
- Visualize in 3D with Easy View 2.
- Purchase add-ons including extra DMX 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.



## Nicolaudie Cloud sign in



WOLFMIX  
WTOOLS

Email

Password

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

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

or

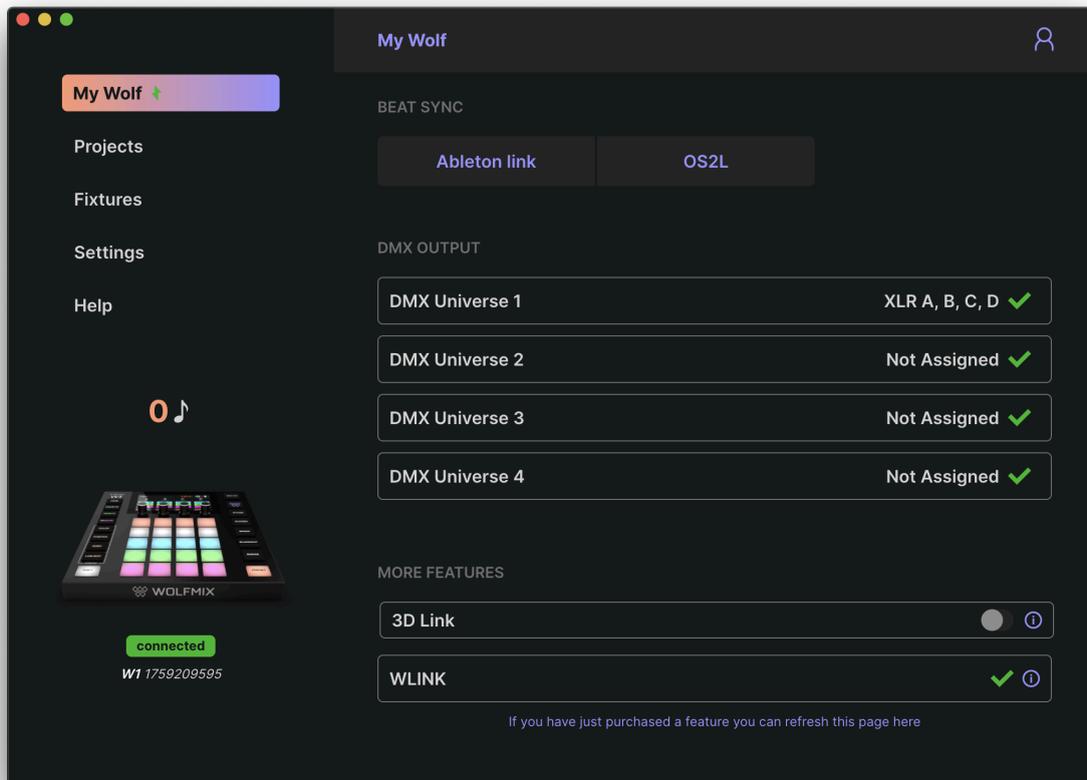
WTOOLS uses Nicolaudie Cloud to synchronize projects and fixtures. Wolfmix is part of the Nicolaudie group, therefore data stored within the cloud is not being passed on to a third party. See the privacy policy available on the Wolfmix website for further information.

Nicolaudie 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

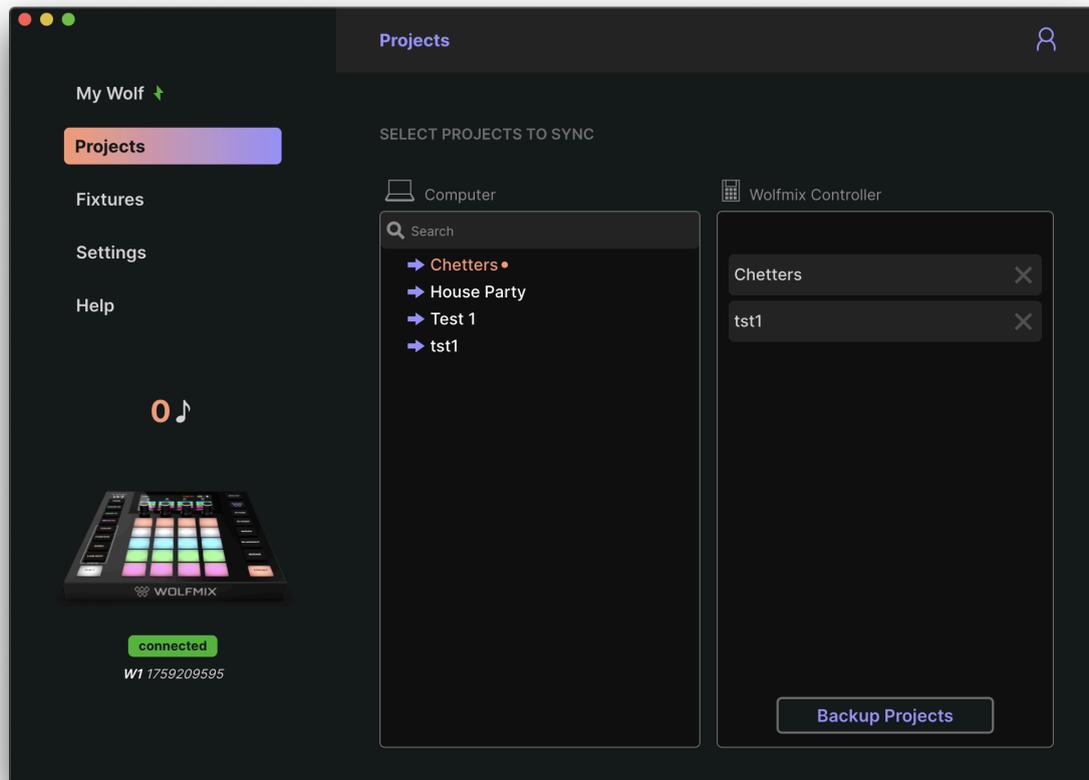


Information on the connected Wolfmix is displayed on this screen including:

- Serial number (to the bottom left) : this is a unique ID assigned to each Wolfmix 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 Wolfmix to Easy View 2 3D. Easy View can be downloaded from the Wolfmix 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.



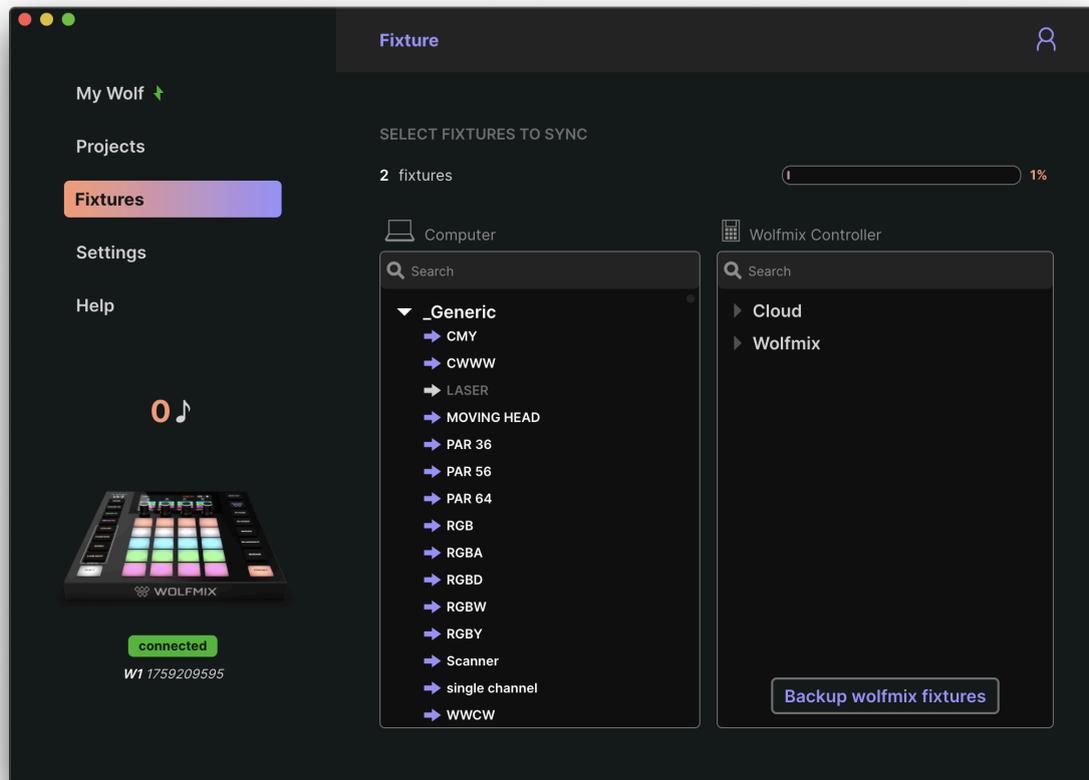
# Projects



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



# Fixtures



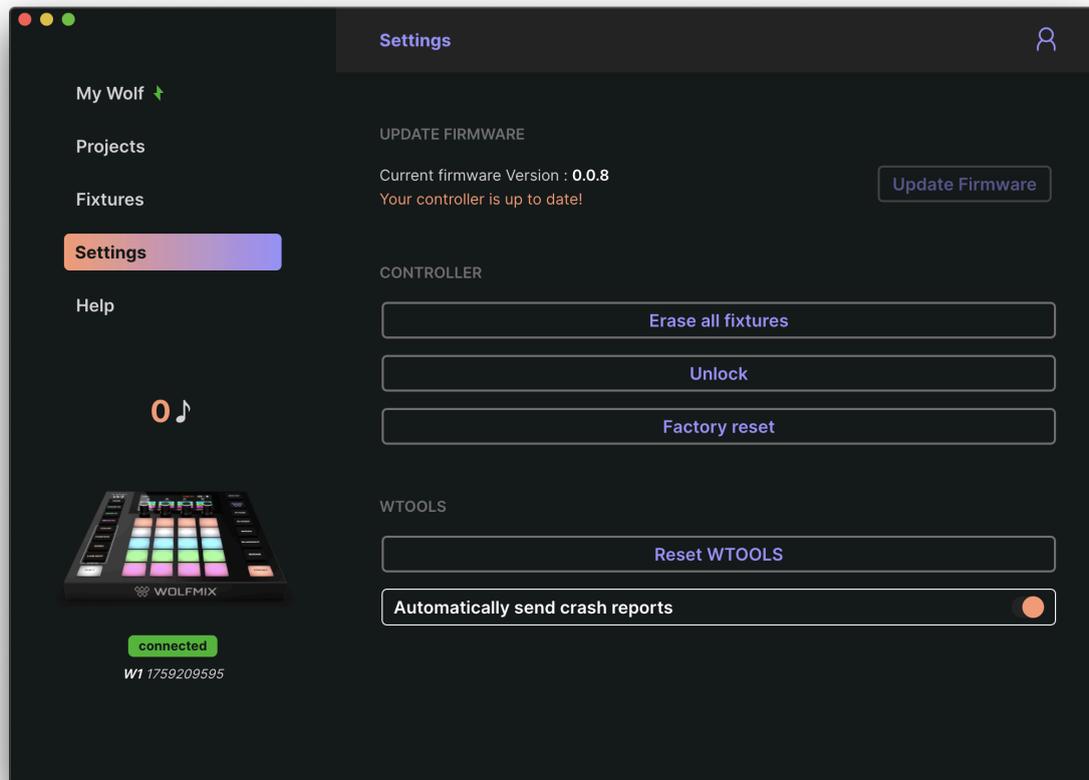
Fixtures on the computer and in the cloud are displayed on the left and fixtures in the Wolfmix controller are displayed on the right.

- The first category *Wolfmix* 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 Wolfmix Fixture Builder.

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



# Settings



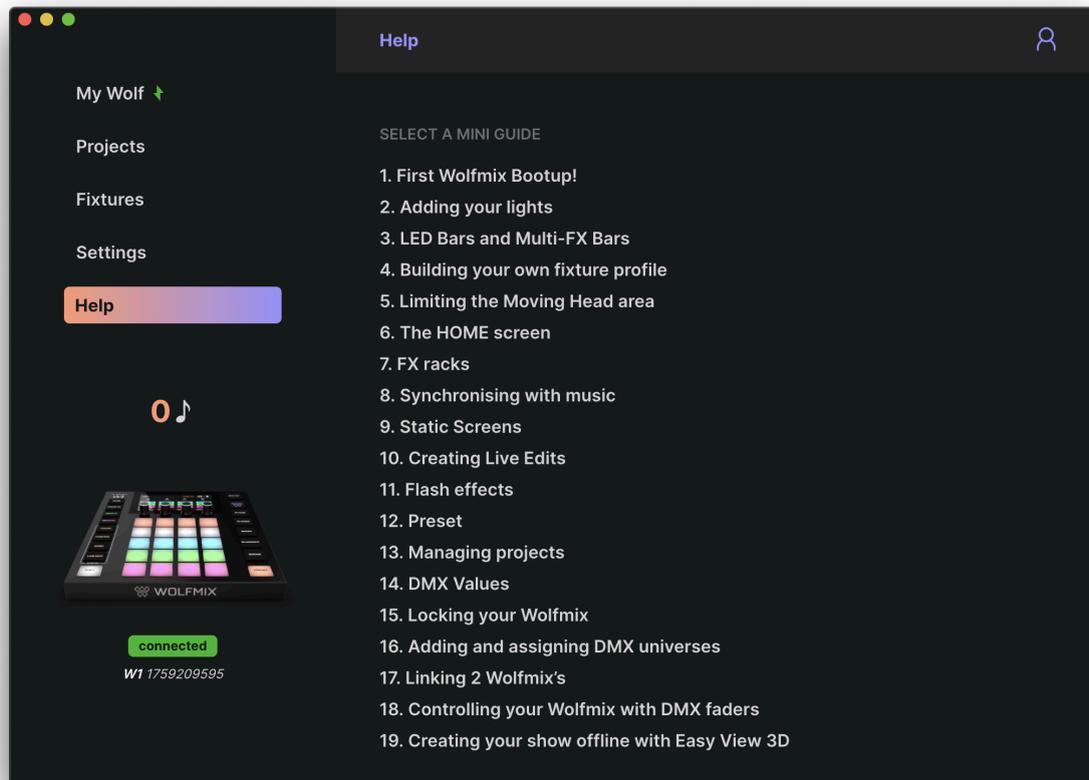
The Settings screen shows the current firmware version. Clicking Update Firmware will update to the latest firmware version which is downloaded automatically from WTOOLS when connected to the internet.

Other settings:

- Erase all fixtures : remove all fixtures from the Wolfmix controller.
- Unlock : unlocks Wolfmix without the need of a password.
- Factory reset : deletes all projects and fixture profiles from Wolfmix and installs the factory demo projects 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



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

