



*Party 600*

**Lighting Console**

# **User's Manual**

Ver. 1.056

CODE ELECTRONIC CO., LTD.

<http://www.codelight.com>



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# 1. Welcome to Use the Party 600

For your convenient usage, the manual is divided into 11 chapters. Important contents are highlighted by shading and example explanations are added when necessary for the sake of your better understanding.

In the manual, a square symbolizes a button, e.g. Enter, while a square bracket symbolizes a menu item shown on the LCD Screen, e.g. [FileSystem]

## 1.1. Setting up Party 600

You need to prepare the following connection before you using Party 600:

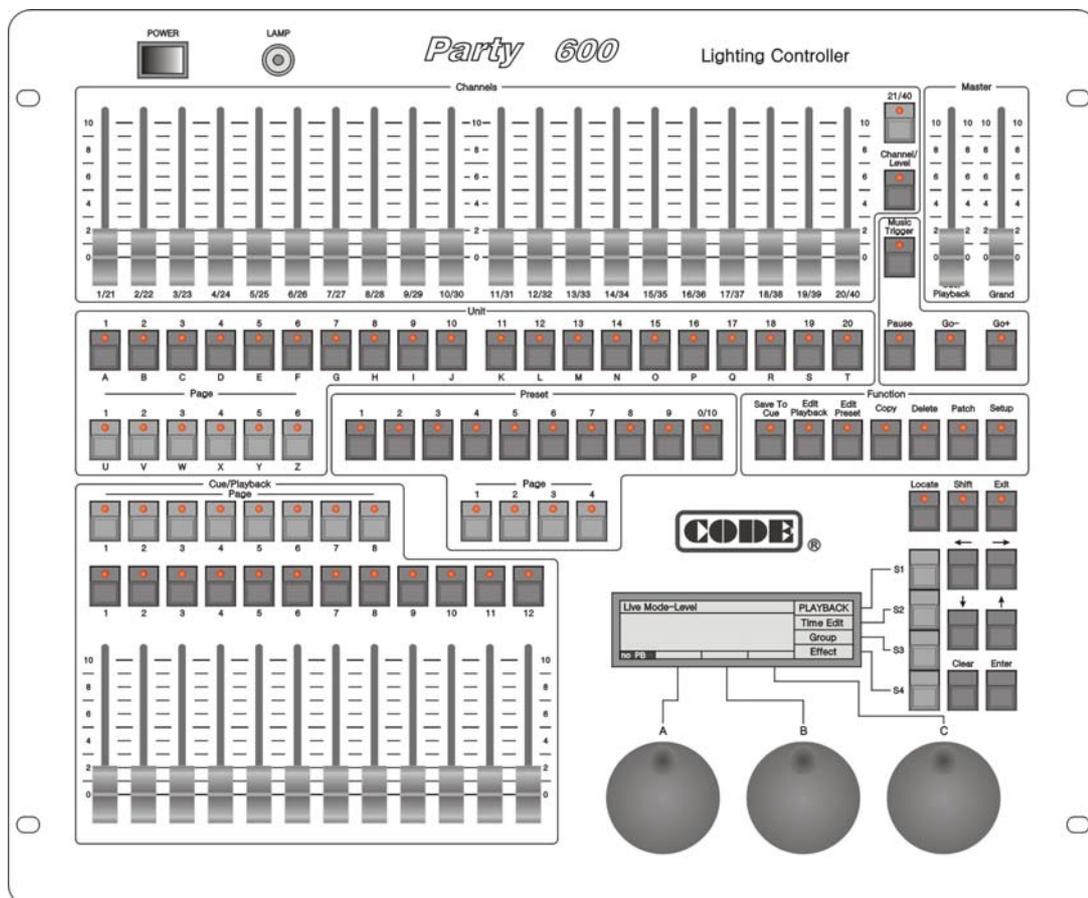
- Connect Party 600 with AC power supply;

Note: Check whether the local power supply is within the voltage range of 100V-240V

- Connect the dimmers and fixtures with DMX cables.

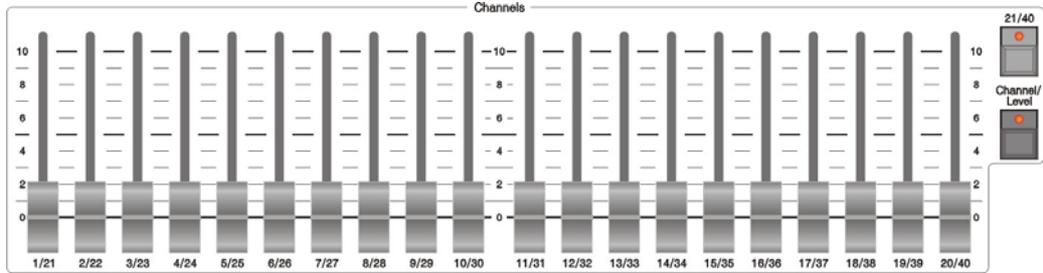
There are two individual and optical-isolated DMX output jacks to provide the main and spare DMX output.

## 1.2. The Front Panel of Party 600



### 1.2.1. Channel faders

There are 20 faders in this section, cooperate with the **21-40** switch button can control 40 faders in all, it stays on 21-40 while the red led turns on.

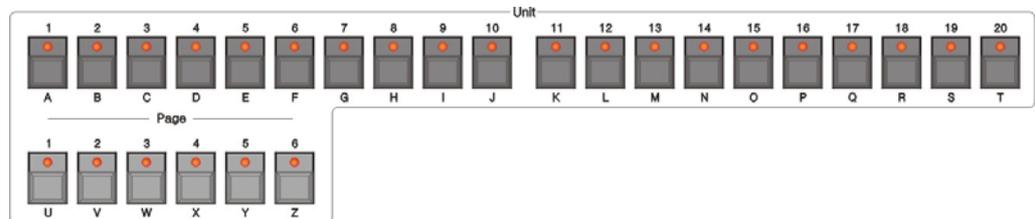


The faders can be switched between Channel mode and Dimming Level mode by the **Channel/Level** switch key, it stays on Channel mode while the red led turns on.

In the Channel mode, after selected the buttons of the corresponding fixtures, using the faders can adjust at most 40 channel parameters of the selected fixtures.

In the Level mode, faders control the Dimming level of the patched units directly. Each fader can control the light level of a fixture or a channel. Fade in or out will change the brightness of the fixture or channel that is patched to it accordingly.

### 1.2.2. Unit keys



Party 600 has 6 Unit pages, each of which can be patched to 20 Units. Thus, 120 Units can be patched totally.

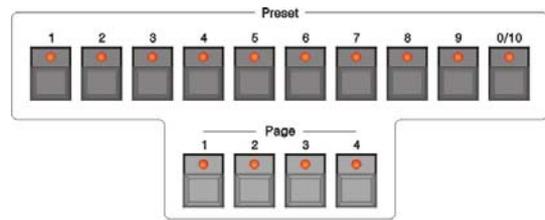
One Unit button can patch one Fixture, or one Channel, which can be composed of one or more dimmers.

Unit buttons are the selecting button for the Units. Two functions of them are:

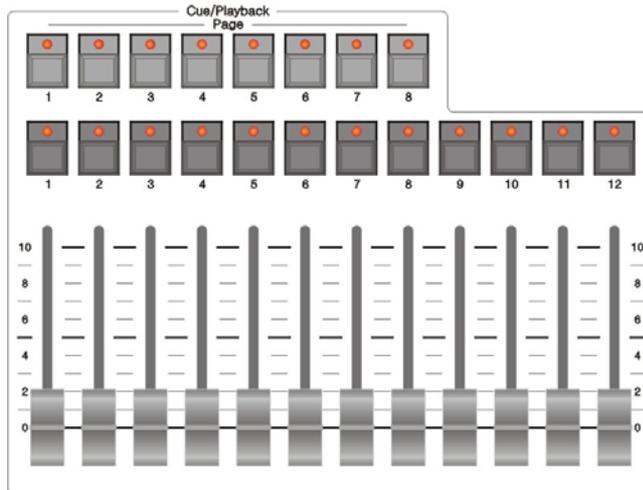
1. Select the Units;
2. Fast enter English letters and symbols.

### 1.2.3. Preset keys

Party 600 has 4 Preset pages, each of which has 10 Preset buttons, the contents of the 40 Preset buttons set by users.



### 1.2.4. Playback part



Cue/Playback section contains Playback pages, Flash buttons and Playback faders.

Party 600 has 8 Playback pages, each of which contains 12 Playback faders. Thus, it can memorize 96 Playbacks.

All the preset Cue and Chase need to be saved in the Playback. You can use the faders to playback the programmed Effects.

Flash buttons, above the Playback faders, has two functions:

1. The Flash function of Playback. When you don't fade in the Playback faders, you can press and release the button to run the program, which shares the same effect if you fade in the Playback faders. The program will be turned off as soon as you release the button.
2. Press **Shift** and one of the Flash buttons to switch the present effective, Control wheel B can adjust the Playback speed of the right Playback program temporarily.

### 1.2.5. Master fader

There are 2 faders in Master section:

Grand --- controlling the general output level;

Cue/Playback --- generally controlling the Playback.



## 1.2.6. Function keys

There are 7 buttons in the Function section:

**Save to Cue** --- Save the Playback program of Cue;

**Edit Playback** --- Program and edit Playback;

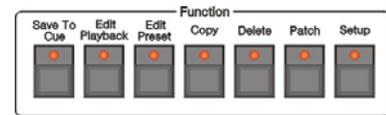
**Edit Preset** --- Edit the Preset;

**Copy** --- Copy function;

**Delete** --- Delete function;

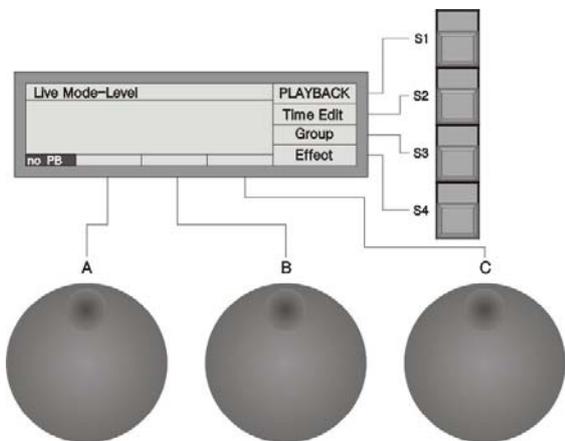
**Patch** --- Patch the Units;

**Setup** --- Setup the Console.



## 1.2.7. LCD Screen

Display diversified information under various circumstances.



## 1.2.8. Control Wheels

The 3 wheels A, B and C are used to setup all the attributes value of the Units, as well as all the controlling parameters of the Effects.

## 1.2.9. Menu soft-keys

There are 4 soft-keys on the right of the LCD screen, **S1** - **S4**, the functions of which depend on the present state of the console. Under different situations, the enabled functions of the keys are displayed on the corresponding place of the LCD screen.

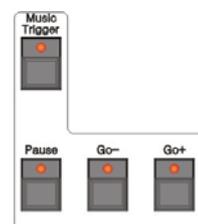
## 1.2.10. Action keys

**Music Trigger** --- Music trigger of Chase.

**Pause** --- Pause the Chase.

**Go+** --- Chase in order.

**Go-** --- Chase in reverse order.



### 1.2.11. Operate keys

**Locate** --- if you press this button, the selected fixtures will display white light beam.

The position of Pan and Tilt will be set in middle, so you can easily find out the fixtures and locate them according to your need.

**Shift** --- the functions will be illustrated in the following chapter.

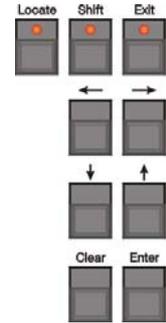
**Exit** --- the functions will be illustrated in the following chapter.

**Clear** --- the functions will be illustrated in the following chapter.

**Enter** --- the functions will be illustrated in the following chapter.

← → --- to switch pages of the menu shown on the LCD screen.

↑ ↓ --- to select the options shown on the LCD screen.

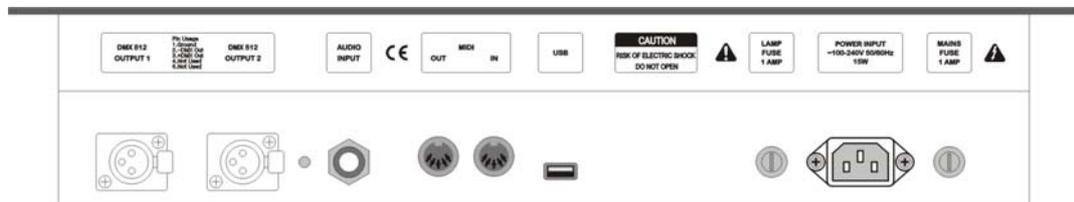


### 1.2.12. Power switch



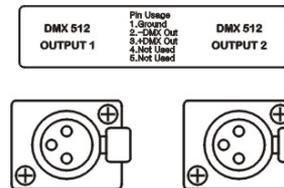
On the nearside of the picture, there is a power switch of Party 600, and the starboard is a jack for a 12VDC gooseneck working light, and the working current must less than 1A.

## 1.3. The Rear Panel of Party 600



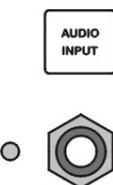
### 1.3.1. DMX output

There are two individual and optical-isolated DMX output jacks to provide the main and spare DMX output.



### 1.3.2. Audio input

Party 600 can pick-up the bass and rhythm of the audio signal to trigger Chase, so that Chase can automatically follow the bass rhythm of the audio. There are two ways to input the audio signals: one is through a 1/4 inch stereo plug; the other is by the microphone of the console. After the stereo jack is plugged, the console will use the audio signals from the stereo cable, otherwise, it will use the microphone to pick up the sound.



### 1.3.3. MIDI port



Console not only can be controlled by the MIDI signals, but also can send out MIDI signals to control another Party 600. Please refer to the relevant chapter for further information about the controlling orders.



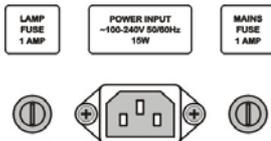
### 1.3.4. USB port



You can use the USB to backup the console data, update the light library, as well as update the firmware.



### 1.3.5. Power supply jack and Fuse



Party 600 can adjust itself to a very wide voltage range (100-240VAC, 50-60Hz). Thus, it can be used worldwide. If you need to change the fuse, please pull out the power supply cable to insure a safe operation.

## 1.4. Clear All Data

Note: All the data in the console, including all the fixture patch, preset and playback, will be cleared, except the fixture library.

You'd better clear all data in the newly-bought console, so that you can avoid the unpredictable errors, caused by disorder of the mixed patch.

- Press **Setup** in Function section to enter the “Supervise Menu”;
- Press **S3** to enter “System Parameter” menu;
- Press **S1** “Clear Data”,
- Press **S1** “Clear All”,
- Press **S1** to “Confirm”, to finish clearing all the data.

Note: After finished the operation above, system will return to “Live Mode –Level” automatic.

## 2. Patch

After clearing all the data of the console, users need to patch the Units according to the connecting circumstance of the fixtures and the dimmers, in order to use the 1-20 soft-keys and soft-key 21-40 in the Unit section to select the Units. Before patching, users must make clear of the model parameter of the Units and the present initial DMX address. The Units can be the fixtures, as well as the dimmers.

### 2.1. Patch the Unit Address

When patching dimmer channels and fixtures, LCD screen will list the present patched addresses of the Units and give the recommended DMX addresses automatically. Those free DMX addresses marked as Free.

You can also make your channels and fixtures schedule for manual patching of the DMX address, the first line of the LCD screen display the next DMX address to be patch, Control Wheel B changes available. If the DMX address had patched, the number will twinkle, the console will refuse iterative patching automatic.

The example below we supposed the DMX addresses 1 to 60 are prearrange for Dimmers, the DMX addresses of the Fixtures commence with 61. The dimmer channels will be patched to the soft-keys of 1st page in Unit section, and the fixtures will be patched to the 2nd page.

### 2.2. Patch Dimmer Channels

Each Unit fader can be patched to a dimmer channel. After patching, you can control the level of the dimmer channel. A dimmer channel comprise of one or more DMX addresses. If you change the level of a dimmer channel, dimmers of the DMX addresses controlled by the channel will get the same level value.

First of all, please fade in two Master faders, Grand and Cue/Playback, when start to use.

- Press Patch in the Function section to enter "Setup Patch" menu;
- Press S2 [Dimmer], then the LCD screen display the patching state, "Free" means it's not patched;
- Console will automatically patch the DMX initial address. If needed, wheel B changes available.
- Press Unit button 1-20 to complete the dimmer patching. If you want to use one channel to control a group of dimmers, patch the DMX addresses of the dimmers of the group into the same Unit soft-key repeatedly;
- Press Patch to exit patching and return to "Live Mode-Level".

#### **Example:**

Use 1<sup>st</sup>-6<sup>th</sup> DMX addresses to patch a 6 channels dimmer to the No.1- 6 Unit buttons of 1st page in Unit section, so that each of the 6 Unit faders can individually control 1 dimmer channel, thus each Unit button control a dimmer channel:

- Press Patch and enter "Setup Patch" menu;
- Press S2 [Dimmer];
- Set the DMX address into 1 by Control Wheel B;
- Press the soft-keys of 1<sup>st</sup> page in Unit section;
- Press No.1-6 Unit buttons in the Unit section in turn to complete the patching of DMX addresses 1-6 to

DMX:7		Type: Dimmer		
DMX	Unit	TotalCH	Device Name	
5	6		Dimmer	Up
6	6		Dimmer	Down
7	free			Cancel
8	free			
no PB			DMX=1	

Unit 1-6 (please refer to the illustration);

- Press **[Patch]** to exit patching.

**Example:** Use 7<sup>th</sup>-12<sup>th</sup> DMX address to patch a 6 channels dimmer to Unit 7, thus one Unit button control 6 dimmer channels:

- Press **[Patch]** to enter "Setup Patch" menu;
- Press **[S2]** [Dimmer];
- Set the DMX address into 7 by Control Wheel B;
- Press No.7 Unit button for 6 times to complete the patching of DMX address 7-12 to Unit 7 (please refer to the illustration);
- Press **[Patch]** to exit patching.

DMX:13 Type: Dimmer					
DMX	Unit	TotalCH	Device	Name	
6	6	6	Dimmer		Up
6	6	6	Dimmer		Down
7	7	7	Dimmer		Cancel
13	free				
no PB			DMX=7		

## 2.3. Patch Fixtures

There are two types of Library in the console:

1. System fixture Library. The console has been uploaded the latest fixture library when it's on sale. You can visit our website to download the newest library and upload it to your console.
2. User fixture Library. When you can't find the model of your fixtures in the System Fixture Library you can build one yourself.

Note: Use the Left & Right buttons to turn over the pages. You can use the Unit buttons with English letter to fast skip to the initial letter of the Manufacturer or the Name of the Fixture. Use the Up or Down buttons to select the Manufacturer or Fixture model.

**Example:** Patch a Martin Mac2000 Profile with 24 channels to Unit 1 of the 2nd page, the initial DMX address = 61, use the DMX address 61<sup>st</sup> - 84<sup>th</sup>:

- Press **[Patch]** and enter "Setup Patch" menu;
- Press **[S1]** [Fixture];
- Press **[S1]** [SystemLib.];
- Press **[S2]** and select the Manufacturer order mode. You can search by the Name of fixture or the Manufacturer;
- After found out the Name of manufacturer, press **[S1]** to confirm. Then the LCD screen display all the fixture models of the manufacturer;
- Find out the fixture, **Martin Mac2000 Profile 24CH**, and press **[S1]** to confirm;
- Console will automatically patch the DMX initial address. If needed Control Wheel B change available. Here, we change the DMX address to 61 by Wheel B;
- Select the 2nd Unit page button, and press Unit button 1 (please refer to the illustration);
- Press **[Patch]** to exit patching.

DMX:85 Type: Mac2000 Profile					SelAnother
DMX	Unit	TotalCH	Device	Name	
85	free				Up
86	free				Down
87	free				Cancel
88	free				
no PB			DMX=61		

**Example:** Patch 9 Martin Mac2000 Profiles with 24 channels to Unit button 2 - 10 of the 2nd page, DMX address automatically patch to the address followed last example (thus commence with DMX address 85<sup>th</sup>):

- Press **[Patch]** to enter "Setup Patch" menu;
- Press **[S1]** [Fixture];
- Select [SystemLib.];
- Press **[S2]** and select the Manufacturer order mode. You

DMX:301 Type: Mac2000 Profile					SelAnother
DMX	Unit	TotalCH	Device	Name	
277	30	24	Mac2000 Profile		Up
301	free				Down
302	free				Cancel
303	free				
no PB			DMX=85		

can search by the Name of fixture or the Manufacturer;

- After found out the Name of manufacturer, press **S1** to confirm. Then the LCD screen display all the fixture models of the manufacturer;
- Find out the fixture, **Martin Mac2000 Profile 24CH**, and press **S1** to confirm;
- Console will automatically patch the DMX initial address. If needed Control Wheel B change available. Here, we change the DMX address to 85 by Wheel B;
- Select the 2nd Unit page button;
- Press Unit button 2 and hold still until press Unit button 10, which can quickly patch the selected fixtures to Unit button 2 - 10 of the 2nd page (please refer to the illustration);
- Press **Patch** to exit patching.

Use the **S1** [SelAnother] can patch other different model of fixtures; soft-key **S2** for [Up] and **S3** for [Down] can be used to view the patching information.

## 2.4. Setting up the Fixture Channels

By setting up the swap of Pan and Tilt, you can control fixtures, which is installed against the stage, to swap Pan/Tilt axis, Invert Pan and/or Tilt, so that the mirror movement makes the control more direct and easier.

Note: The setup should be done before you program the show. Otherwise, errors of moving direction will occur in running the program.

- Press **Patch** to enter "Setup Patch" menu;
- Press **S3** [ChannelSet];
- Use the Up or Down button to select the fixture you need to set up its channel;
- Select **S1** for [Swap P/T], **S2** for [Invert Pan] or **S3** for [Invert Tilt] according to your need;
- Press **S4** [Cancel] to exit;
- Press **Patch** to exit patching.

Num	Unit Name	Swap	InvP	InvT	Swap P/T
21	Mac2000 Prof	NO	NO	NO	Invert Pan
22	Mac2000 Prof	NO	NO	NO	
23	Mac2000 Prof	NO	NO	NO	InvertTilt
24	Mac2000 Prof	NO	NO	NO	
25	Mac2000 Prof	NO	NO	NO	Cancel
no PB					

## 2.5. View the Unit Patching

You can view the patched Units and their DMX address as follow:

- Press **Patch** "Setup Patch" menu;
- Press **S2**, then the LCD screen will display the Units patching state of the console;
- View by the Left or Right button to turn over the pages, as well as view by Control Wheel B;
- Press **Patch** to exit.

### 3. Manual Control of Dimmer Channels and Fixtures

We will introduce how to manually control dimmer channels and fixtures in this chapter.

#### 3.1. Live Mode

There are two types of Live Mode in Party 600, while using the soft-key Channel/Level to switch the mode, the LCD screen display the present mode.

- Level mode. You can change the brightness of the fixture or channel by fade in the fader which had patched the fixtures or dimmers.
- Channel mode. You can use the 40 faders to control the channels of the selected fixtures in this mode.

The Level mode is the normal Live Mode. The Channel mode can only be used for adjusting the channel value of the selected fixtures.

#### 3.2. Select Manual Control of Units

You can try to manual control the Units after patching. First of all, select the units need to be controlled.

- Select the Units need to be controlled first. Select the page number in the Unit section, then press the Unit buttons you need to control.
- If you want to manual control the brightness of the channels you selected, please set the faders into Level mode; if you want to manual control diversified attribute of the fixtures you selected, please set the faders into Channel mode.

Fast way: If you need to select Unit button 1-10, you only need to press Unit button 1 and hold still until you press Unit button 10.

Note: If the Unit buttons had not patched to any fixtures or dimmers, you can not choose Units and the led of the Unit buttons will not on.

#### 3.3. View the output of the Console

The LCD screen display the present attributes value. It displays as follows:

Unit No. - Mark + *nnn*

There are several kinds of marks:

M = manual mode, P = preset value, L = locate value, CH = channel mode;

*nnn* shows the attribute value of the present Unit, 0 = minimum, 255 = maximum.

**For example:**

1-M255 means Unit 1 is in the manual mode which value is 255.

Live Mode-Level		PLAYBACK
1-M255	8-M255	Time Edit
2-M255	7-M255	Group
3-M255		Effect
4-M255		
5-M255		
no PB	Dim: 255	

### 3.4. Manual Control of Dimmer Channels

Press soft-key **Channel/Level** switch to "Live Mode-Level" mode, it's the normalcy mode of the console.

It's very easy to control dimmer Channels manually. You only need to fade in the patched Unit fader, and then the patched DMX channels will send out the brightness signals to the dimmer. LCD displays the present values of each channel.

If you need to control more than one dimmer channel at one time, you firstly select the Unit buttons, then use the control wheel A to adjust the level.

### 3.5. Manual Control of Fixtures

It's also very easy to control fixtures manually.

Operate step: Firstly select the fixture and open the white light beam, then adjust the attributes of the fixtures or run the internal Effects of the console.

#### 3.5.1. Turn on the light beam

Select the fixtures, one or more at one time.

- Select the fixtures in the Unit section;
- Press **Locate**;
- Press **S1** [LocateFix.] to open white light beam, median value automatically set into Pan/Tilt.

#### 3.5.2. Change the Attribute Values of Fixtures

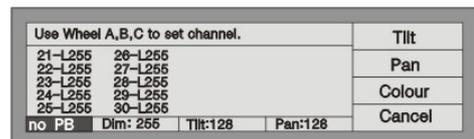
If you want to change the attributes of the fixtures, there are two ways as followed:

##### 3.5.2.1. Use the Control Wheels to change the Attributes

This way of operation allows to control and to set up different kinds of fixtures at the same time.

- Select the fixtures as mentioned above, turn on the white light beam as the opening operation;
- Press **Locate**;
- Press **S3** [Attribute];
- Press Left or Right soft-key to turn over pages, and find out diversified attributes, each page display 3 kinds of attributes;
- Press **S1** - **S3** to select the attributes need to be adjusted, then console will set the attributes into control wheel B or C for controlling, there will be a particular noted display on the primacy line of the LCD screen;
- Use Control wheel A, B, C to change the attributes value;

Note: after exit the menu, the selected fixture channels will remain display on the most underside line of the LCD screen shown as "B = xxx" "C = xxx", which always keep in the last setting attribute channels, clear by soft-key **Clear** available;



Please pay attention that if the fixture which is user added but not the Fixture Library, it won't give out the concrete name of each channels;

- Press **S4** to exit.

### 3.5.2.2. Use Channel mode to change the Attributes

- Select and turn on the fixtures as above;
- Press soft-key **Channel/Level** and switch to "Live Mode-Channel" mode;
- Fade in the relevant faders to complete different operation. If the fixture channel is more than 20, you must work with soft-key **21/40** to complete setting 21-40 channels. If two kinds of fixture selected at the same time, fader setting ineffectively because of the different channel attribute.

### 3.5.3. Using the Preset value

If there are some preset values have been saved in the Preset section. After selected and turned on the fixture, you can press the button to add the needed channel values directly. (Such as brightness, colour, gobo and Pan/Tilt position)

### 3.5.4. Run the Effect of the Fixtures

Please refer to the introduction in 5th chapter.

## 3.6. Manual Clear

Manually-controlled dimmer channels and fixtures can be cleared by pressing **Clear**, especially when you editing Cue and Chase, you can quickly clear those unneeded effects.

## 3.7. Using Group

You can collect the same type fixtures into a Group, so that you can easily control them all together.

### **Example:**

Set Unit button 1-10 of 2nd page as Group 1

- Select Unit button 1-10 of 2nd page;
- Press **S3** [Group];
- Roll Control Wheel B to make the present group No.=1 which shown on the LCD
- Press **S3** [Save Group].

Once you create the group, you can quickly select fixtures or dimmer channels.

### **Example:**

Select group 1

- In the Live mode, press **S3** and select [Group];
- Use Control Wheel B and roll the No.=1;
- Press **S1** [Load Group], then Units 1-10 of 2nd page are selected.

## 4. Preset

Party 600 has 4 Preset pages, each of which has 10 Preset buttons. User can save totally 40 preset data, which named "Preset Table". You can set one or more dimmer values, and one or more channel attribute values of fixture to one preset button, which can be used quickly during live show or programming.

After saved the preset, you can press Preset button directly to quickly move the channel values, such as Brightness, Color, Gobo and Pan/Tilt position.

### **Example:**

Save red of fixtures to the Preset section.

- Adjust the selected fixtures attribute channel of Color to Red as the way of manually-controlling fixtures, if there are several kinds of fixtures have been selected, you need to adjust them respectively.
- After finishing the edition, re-select those fixtures (their Unit buttons are on);
- Press **Edit Preset** to enter "Edit Preset" mode, The led of the Preset buttons carrying data will twinkle;
- Press **S1** [Change CH];
- Select a Preset button in the Preset section to save the preset data (the led off means the Preset buttons is empty);
- Press **S1** and select [Confirm] to save the data.

## 5. Effect

There is an Effect Generator in Party 600, which will help you to create various lighting movement with far less programming.

You'd better use at least 4 neighboring fixtures to run the effect. Each of Playbacks can run two effects at the same time, as well as manual control.

After adjusted the channel attributes of Pan/Tilt position, color or Gobo and so on, you can select a group of fixtures to run the moving effect automatically by using Party 600. Use the Left and Right soft-key to turn over the page, and use the up and down soft-key or **S1** - **S4** to select a moving effect, Press **Enter** to confirm.

- As the way of manually-controlling fixtures, select several neighboring fixtures in the Unit section;
- Press **Locate**;
- Press **S1** [LocateFix.] to turn on the selected fixtures;
- As the way of using Control Wheel to change the fixture attributes, use Control Wheel A to adjust brightness, Use Control Wheel B, C to adjust Pan/Tilt position;
- In the Live Mode, press **S4** and enter [Effect];
- Press **S1** and enter [Sel Effect];
- Use Left and Right to turn over pages, Use Up and Down or **S1**-**S4** to select one of the moving effect;
- Press **Enter** to confirm running;
- In this menu, use Control Wheel A, B, C to respective control the "Size: xx", "Speed", "Angle" of the moving effect.
- You can press **S1** again to select running another moving effect simultaneously;
- If two moving effect had run, use Left and Right soft-key to switch the present, then you can adjust each of the effect parameter by using Control Wheel A, B, C;
- Press **S3** can change the running direction;
- Certainly, you can press **S2** and select [DEL Effect] in this menu to stop running of the enable effect.

After entered the moving effect menu, if you don't choose any effect, you can exit by pressing **Exit**.

## 6. Playback

Cue and Chase are called by a joint name of Playback.

We had introduced how to control fixtures and dimmer channels and how to use Effect generator previously. Here we will introduce how to save the created program and how to playback the program by using faders.

### 6.1. What is HTP and LTP

Before saving a program, you need to know how Party 600 works. It's very important to know how to playback the Effect and how HTP and LTP work.

Important Concept: Usually, only brightness attribute adopt HTP, while other attributes adopt LTP.

When you are running two or more programs, or fade out a running program by faders. Party 600 needs to know how to output the program.

The principle for controlling dimmer channel or brightness of fixtures is “highest takes precedence” (HTP). If Playback faders of several HTP channels are controlling several different dimmer channels or fixtures simultaneously, the console only output the program with the highest level.

Other attributes, such as position, color or gobo and etc., adopt the “last takes precedence” (LTP). If Playback faders of several LTP channels are controlling some attributes simultaneously, only the latest level the fader controlled will be output.

### 6.2. Program Playback

The manual control method we introduced previously is a temporary control for some fixtures or dimmers. Once the console is turned off, the Effect produced by manual control will disappear. If you have make a beautiful Effect and hope to use it in the future, you have to save it in one Playback fader. Then, you can replay the Effect by fading in the fader later on.

There are 2 kinds of Playback programs: Cue and Chase. They are based on the manual control.

A Chase comprises of several steps. And Cue equals to a step of Chase.

There are 8 Playback pages in Party 600, each of which has 12 Playback faders to record the Effects. It can memorize 96 Playbacks in total. Each Playback can be used to save a Cue or a Chase.

## 6.3. Cue

We will introduce the record mode and how to record Cue in this part.

### 6.3.1. Two Record Modes of Cue

- Record Mode = Selected.  
Only the selected fixtures can be recorded in Cue.
- Record Mode = Stage.  
No matter whether the fixtures are selected or not, all of them will be saved in Cue.

### 6.3.2. Save Cue

When recording the Cue, only two Effects, running simultaneously, will be saved in each step.

- Create the scenes and Effects you need by manual control;
- Press **Save to Cue** and enter "Record Memory/Cue" menu, then the red led of Flash button which have saved program will twinkle;
- Press **S1** or **S2** to select record mode;
- If you press the twinkling Flash button, LCD screen display "Playback isn't empty! Overwrite?", if press **S1** to [Confirm], the saved content will be overwritten (In spite of the content is Cue or Chase). If you press the Flash button without twinkle, a new playback will be saved.

## 6.4. Chase

A chase is composing with some chase steps. Each of which has 3 timing parameters and Link mode parameters, which are "HTP FadeIn", "LTP FadeIn", "LTP wait".

Each chase step time called independent time. When edit program step, console automatically give out independent time and Link default value:

***HTP FadeIn=0, LTP FadeIn=1, LTP wait=0 (sec.), Link=ON.***

Please pay attention: when editing, user can change the independent time value of one of the chase steps. Once it is changed, the relevant chase step time won't be superseded by the global time.

Each of Chases has a global time as well. When changing the global time of the Chase, the global time will supersede the default independent time value of the chase step, but won't react on the chase step time which independent time had been changed. After changing, the global time will be saved.

While Chase is running, you can temporarily use the Control Wheel B to adjust the speed rate of one of the Playback (PB Speed), adjusting range is 10% - 500%. The Chase global time multiply the percentage is the actual running time of the present chase step.

When actual running, the Chase global time is use for controlling the basic running speed of the relevant program, while the PB Speed is use for temporarily changing the Chase speed. The temporarily speed rate

won't be saved when turn off the console, the PB Speed will automatically resume to 100% when turn on the console next time.

### 6.4.1. Create a new Chase

- Press **Edit Playback** and enter "Program Playback" menu;
- Choose the Flash button NO. of the program which needs edit in the Playback section. ( There are 96 Playbacks, each page contains 12 Playback). The red led of Playback buttons which have saved programs will twinkle, those led off are empty. Pressing an empty Flash button means you will save a new Chase in this button;
- Create the needed scene and Effect by manual control;
- Press **S1** to [Save Step], you can save in two ways:
  1. If what you want to save is the last step, press **S1** and select [Save to Last] to save the step at the end of the program;
  2. Use the Flash buttons to select step No. to save as a Chase step of that Playback program. For example, you have edited 4 steps. If you press a Flash button whose No. is larger than 4, the step will be saved as the 5th step; If you press Playback button 3, the previous step saved in button 3 will be replaced. If the led of the 12 Flash buttons are on, you only need to press **S1** and select [Save to Last]. Then you can see the step is save as the 13th step and the led of button 1 is turned on (2nd page). When there are more then 12 steps, you can use the Left or Right button to turn over the pages.
- If you want to add a moving effect into one step, please press **S4**, operation details please refer to the chapters above. When a chase step have added an moving effect, the item of Effect display Yes;
- Repeat the operation of the manual control, new Effect creation and Step Saving;
- After finishing all the Chase steps, press **Edit Playback** and exit to "Live Mode" to run the Playback.

When you save Chase, only two Effects, running simultaneously will be saved in each step.

### 6.4.2. Chase Step Parameter

When edit Chase step, you can adjust Link mode and independent time of the chase step.

#### 6.4.2.1. Link Mode

When you programming Chase, you may notice there is a "Link" entry on the LCD screen, which shows the link mode of each Chase step. "Link = ON" means the console will run the new Chase step after finish the present step; While "Link=OFF" means the present step will pause after finish, and you need to press **Go+** or **Go-** to run the next step.

Edit PB:1		Total-Step:8		1	Save Step
Step	Number	Effect	Time(s)	Link	Step Time
1	1	No	1.0	ON	
2	1	No	1.0	ON	
3	1	No	1.0	ON	DEL or INS
4	1	No	1.0	ON	Effect
null					

When programming Chase, every chase step will automatically endue with a default Link=ON. You can change the Link mode by pressing the relevant Flash button of the chase step.

## 6.4.2.2. Change the Independent Time of Chase Step

Each Chase contains 3 independent times as followed:

1. Fade in --- the time a step spend on the HTP Fade in.
2. LTP Fade in --- The time of all the LTP Fade in of the Playback.
3. LTP Wait --- the time between the beginning of a step and the beginning of an LTP Fade in.

When you programming Chase, every chase step has endued with a default to 3 of the independent time. If you want to set a chase step time into changeless, impervious to the global time, you can set the independent time when you are programming or adjusting the chase step:

- First of all entry edit Chase Mode;
- Press **S2** and select [Step Time] to edit;
- Press the Flash button in the Playback section to select the chase step which needed to edit;
- Use soft-key **S1**, **S2**, **S3** to select what kind of independent time need to be edited;
- Use Control Wheel B to adjust second, while Control Wheel C to adjust millisecond.
- Press **Enter** to confirm.

Time Edit (time = 1.000 s)					HTP FadeIn
Step	Number	Effect	Time(s)	Link	LPT FadeIn
1	1	No	1.0	ON	LPT wait
2	1	No	1.0	ON	Cancel
3	1	No	1.0	ON	
4	1	No	1.0	ON	

P1 -01 | s = 1 | ms = 0

When performing, the edited global time will supersede the chase step default independent time, but the edited independent time won't be superseded.

## 6.4.3. Edit Chase

We will introduce how to edit and insert the Chase steps.

### 6.4.3.1. Edit Chase Step

- Press **Edit Playback** and enter "Program Playback" menu;
- Press the Flash button of the needed Playback;
- Use Left or Right soft-key to look over the chase step, then find out the Chase step needed to edit;
- Create a scene or effects manually;
- Press **S1** [Save Step];
- Press the relevant Flash button of the Chase step number, replace the original data with the manual control data. For example, you have edited 4 steps, and want to recompose the 3rd step, then press Flash button 3, the previous step saved in button 3 will be replaced.
- After recomposing, press **Edit Playback** and exit.

If after pressing Flash button of Playback needed to edit, LCD display there is only 1 step in the present Playback, Time=0 sec, it means the content of the Playback is a Cue.

### 6.4.3.2. Insert a step in Chase

- Press **Edit Playback** and enter "Program Playback" menu;
- Press the Flash button of the needed Playback;
- Create a scene or effects manually;
- Press **S3** and select [Del or INS];
- Press **S1** and select [InsertStep];
- Press the corresponding No. of the Flash button you want to insert. For instance, there are 4 steps. You need to insert the present manual program between the 1st and 2nd step. So, you need to press Flash button 2, your present manual program will be saved as the 2nd step. The previous 2nd-4th step will move to 3rd-5th step. The inserted step temporarily shown with a decimal point until you press **S2** to [Renumber].
- When finish, press **Edit Playback** and exit.

### 6.4.3.3. Delete a step in Chase

- Press **Edit Playback** and enter "Program Playback" menu;
- Press the Flash button of the needed Playback;
- Press **S3** and select [Del or INS];
- Press **S3** and select [DeleteStep];
- Use Left and Right button to turn over pages;
- Press the corresponding No. of the Flash button you want to delete, to delete immediately.
- Press **Edit Playback** and exit.

## 6.5. Run Playback

It's easy to run a Playback. Select the page of the Playback first, and fade in the Playback.

When running several Playbacks, the screen shows which Playback is running. Press **Shift** + Flash button to change the running. You can use Control wheel B to change the speed of the running Playback. For example, Chase is replaying, you can set up the music trigger, pause, the direction of running and etc.

### 6.5.1. Change Playback Page

Press the different No. of page Playback button. Turning to other page means turning to another 12 program.

When you fade in a program and change the Playback page while it's running, the program will keep running and not be replaced by the new Playback page.

If some Playback button leds are twinkling after changing Playback page, that means the corresponding Playback faders saved the same programs as those faders before changing pages. If you need to run the programs of the new page, you have to fade out the previous program and fade in again, thus the fader will show the new program after changing the page.

## 6.5.2. Change into Present State

- Fade in the Playback fader, you can fade in several Playback simultaneity.
- Press **[Shift]** + one of Playback Flash button and change to the present state, which can be seen on the lower part of LCD screen.

## 6.5.3. Change the Direction of Chase and Pause

- Set the Playback to the present state first;
- Press **[Go+]** or **[Go-]** to change the direction of Chase;
- Press **[Pause]** can stop the Chase and stay at the present step. Press again will continue the Chase. Note: if the Chase step contains Effects, the Effect will run continuously.

## 6.5.4. Music Trigger

- Set the Playback to the present state first;
- Press **[Music Trigger]**, then the led of button will turn on and the Chase steps will follow the rhythm of the music. Press [Music Trigger] again, the led will be off, and the Chase steps will run as the preset speed;
- Press **[Pause]** can stop; and press **[Go+]** or **[Go-]** can change the direction of the Chase.

## 6.5.5. Performing Global Time

User can change the Global time of each Playback:

- Set the Playback to the present state first;
- Press **[S2]** and select [Time Edit];
- Select the Playback needed to adjust timing, and change 3 of the timing parameters according to your needed.

Live Mode-Level		PLAYBACK
21-L255	26-L255	Time Edit
22-L255	27-L255	Group
23-L255	28-L255	Effect
24-L255	29-L255	
25-L255	30-L255	
P1 -01		

Each Playback global time contains 3 timing:

1. HTP Fade In --- the time a step spend on the HTP Fade in.
2. LTP Fade in --- the time of all the LTP Fade in of the Playback.
3. LTP Wait --- the time between the beginning of a step and the beginning of an LTP Fade in.

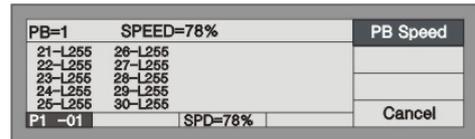
The adjusted global time will be saved automatic, which availability for the selected Playback and instead of the default independent time of the Chase steps only. However, the adjusted Chase step independent time is impregnable.

## 6.5.6. Change the Speed of Playback temporarily

User can adjust the running speed of the Playback when performing:

- Fade in the fader to run Playback;
- Press **[S1]** and enter [PLAYBACK];
- Press **[S1]** and enter [PB Speed];

- Press **[Shift]** and hold still until press the Flash button, in order to set the Playback into present state. Use Control Wheel B to adjust the Playback speed proportion (there is a "PB Speed" shown on the LCD screen), adjusting range is: 10% -500%.



This kind of temporarily adjusting Playback speed is a speed of Playback global time multiply with the PB speed proportion. For example, if the Chase global time = 1 second, when the PB speed = 50%, then the Chase step running time becomes 0.5 second temporarily.

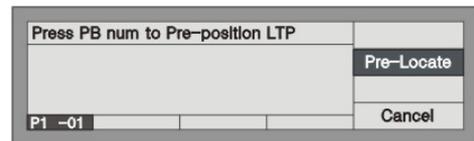
The temporarily adjusting Playback speed keeps available, but won't be saved until turn off the console. The value will resume to 100% when restart the console.

### 6.5.7. Pre-Locate the LTP

This function can make the fixtures Colour, Gobo and Pan/Tilt position run to the right position, but without brightness. According to the performing needed, turn on the light beam instantaneous.

In the Live Mode:

- Press **[S1]** and select [PLAYBACK];
- Press **[S2]** and select [Pre-Locate];
- Under the mode, Press and hold the Playback Flash



button which need to Pre-Locate, then fade in the fader, at this time the fixtures are out off brightness, the LTP channel runs according to the Cue which save in the Playback, the Pan/Tilt or Gobo run to the right location. When release the Flash button, fixtures turn on the brightness.

### 6.5.8. Change Link Mode

There are 3 Link modes, which are "Automatic", "Manual", "Internal".

When you programming Chase, you may notice there is a "Link" entry on the LCD screen, which shows the link mode of each Chase step. "Link = ON" means the console will run the new Chase step after finish the present step; While "Link=OFF" means the present step will pause after finish, and you need to press **[Go+]** or **[Go-]** to run the next step.

If you like to run as one of the two modes mentioned before, you need to set up the Link mode of the Chase as "Inside".

If you need the Chase steps to run continuously regardless to the Link of each step, you need to set up the Link mode as "Automatic".

If you need the Chase steps to pause after finish running and wait for your order "Go", then you need to set the Link mode as "Manual".

In the Live Mode:

- Press **[S1]** and select [Playback];
- Press **[S3]** and select [Parameter];
- Use **[S1]** to select Link mode to set into one of the 3 modes which are "Automatic", "Manual" or "Internal".
- Press **[S4]** to exit.

## 7. Advanced Function

The advanced function contains Copy and Delete for the Playback and

### 7.1. Copy

This function can copy Playback or Preset.

#### 7.1.1. Copy Preset

**Example:**

Copy the Preset value of button 1 of the 1st page to button 10 of the 2nd page:

- Press **[Copy]** to enter "Copy Menu";
- Select the 1st page in Preset section;
- Press Preset button 1 to select the copy content;
- Select the 2nd page in Preset section;
- Press button 10 to select the copy target;
- Press **[S1]** to [Confirm].

#### 7.1.2. Copy Playback

**Example:**

Copy the Playback of the 1st fader of the 1st page in the Playback section to the 6th fader of the 1st page:

- Press **[Copy]** to enter "Copy Menu";
- Select the 1st page in the Playback section;
- Press the button above the 1st fader to select the copy content;
- Press the button above the 6th fader to select the copy target;
- Press **[S1]** to [Confirm].

### 7.2. Delete

Delete is used for diminishing the unneeded Playback, Preset and Unit.

#### 7.2.1. Delete Preset

- Press **[Delete]** to enter "Delete menu";
- Press **[S2]** and select [DEL Preset];
- Select Preset page, if there is Preset program in the button, the led of it will twinkle;
- Press the preset button wanted to delete;
- Press **[S1]** and select [Confirm] to delete;
- Press **[Delete]** to exit.

## 7.2.2. Delete Playback

- Press **Delete** to enter "Delete menu";
- Press **S3** and select [DEL PB];
- Select Playback page, if there is Chase program in the Playback, the led of Flash button will twinkle;
- Press the Flash button wanted to delete;
- Press **S1** and select [Confirm] to delete;
- Press **Delete** to exit.

## 7.2.3. Delete Unit

Strong suggestion: never delete the fixtures without a second thought, especially those which are used in the programs. Otherwise, it may leads to data error!

Once error occurs, you have to clear all data to reedit the whole program.

- Press **Delete** to enter "Delete menu";
- Press **S1** [DEL Unit];
- Select Unit page, if the Unit button had patched Unit, the led of it will twinkle;
- Press the Unit button wanted to delete;
- Press **S1** and select [Confirm] to delete;
- Press **Delete** to exit.

## 8. Fixture Library Supervise

There are two libraries within the console: one is System Fixture Library, which is uploaded before leaving the factory. The other is User Fixture Library, which is empty when the console leaves factory. If you can find the Fixture in System Library you are using, you can add up to the user Library thyself.

### 8.1. Upgrade Fixture Library

The system fixtures library offered by Party 600 includes most fixtures in the market. We will constantly collect and update the library documents. You can download the latest library (CodeLib.bin) from our website <http://www.codelight.com>.

- You can save the library document in USB flash drive;
- Insert the USB flash drive into the USB jack at the back of the console;
- Press **Setup** to enter "Supervise Menu";
- Press **S2** to enter [FixtureLib];
- Press **S1** to enter [UpgradeLib];
- Use the Up and Down keys to move the cursor to the Library name CODELIB.BIN, and the information like date of the document will be displayed;
- Press **S1** to select [SelectFile];
- The LCD screen will display the percentage of the updating progress;
- When "OK" is shown, the update is finished;
- Press **Setup** to exit and return to Live Show Mode.

### 8.2. View System Fixture Library

You can view the production date of the system fixture library, the fixtures and channels contained in the library. You can check whether the library is damaged or see whether the library is the latest one.

- Press **Setup**;
- Press **S2** and enter [FixtureLib];
- Press **S2** and select [View Lib];
- Press **Setup** and exit to Live Mode.

### 8.3. User Library

You can view the fixtures in the user fixture library and you can add new fixtures, as well as edit and delete the user-defined information in the library.

- Press **Setup**;
- Press **S2** and enter [FixtureLib];
- Press **S3** and select [User Lib.] and the LCD screen will display the list of custom fixtures.

## 8.3.1. Add a new Fixture

If your fixture is not included in the system fixture library, you can add some in the user fixture library, where will not be any conflict or overlap of those fixtures with a same name in the system fixture library.

When you select option [Add NewFix]. You can create the library manually or import the R20 library file.

### 8.3.1.1. Manual Create

Users can create a simple library on the console. Press **[S1]** [Manual Add], there are 3 options for your creating.

#### 8.3.1.1.1. Setup total Number of DMX channel

Note: you must setup the total number of DMX first, so that you can continue setting the other items.

- Press **[S1]** and enter [Total DMX];
- Use Control Wheel B to set the number of new Fixture DMX channel;
- Press **[S1]** to [Confirm].

#### 8.3.1.1.2. Setup Channel

There are 3 items which are Dimmer, Tilt and Pan in the user Fixture Library channel setting:

- Press **[S2]** and enter [ChannelSet];
- Press **[S1]** and enter [Dimmer] to setup channel state, use the Control Wheel B to set the Dimmer channel number of the fixture. You can set it to 0 if there is no Dimmer channel of the Fixture;
- Press **[S2]** and enter [Tilt] to setup channel state;  
To setup the Fixture with 16 bit, use Control Wheel B to set high 8 Tilt channel, and use Control Wheel C to set low 8 channel;  
To setup the Fixture with 8 bit, use Control Wheel B to set Tilt channel and Control Wheel C set to 0;
- Press **[S3]** and enter [Pan] to setup channel state;  
To setup the Fixture with 16 bit, use Control Wheel B to set high 8 Pan channel, and use Control Wheel C to set low 8 channel;  
To setup the Fixture with 8 bit, use Control Wheel B to set Pan channel and Control Wheel C set to 0;
- After finish setting, press **[S4]** to exit.

#### 8.3.1.1.3. Setup Fixture Info

- Press **[S3]** and enter [Fix.Info.];
- Press **[S1]** and select [Fix.name], to setup the model and name of the fixture by at most 10 characters of English letters or numbers. Use the Unit buttons to input English small letters, use **[Shift]** + Unit buttons to input English capital letters, use the 10 Preset buttons to input numeric characters and use **[S2]** to input blank. Press **[S1]** to confirm after finish inputting.
- Press **[S2]** and select [Factory], as the same way of above to input the manufacturer name by at most 8 characters. Press **[S1]** to confirm after finish inputting.

- Press **S4** and return to last menu;
- Press **S4** and select [Save].

### 8.3.1.2. Import R20 File

Party 600 allows users to import R20 files. You can create the R20 library on PC and import it into the console via USB driver.

- Press **S2** [ImPort R20];
- Select the R20 file by keys **↑** or **↓**;
- Press **S1** to confirm

Note! The R20 file can not be edited after imported. You have to edit on PC and re-import again.

### 8.3.2. Edit Existing Fixture

You can edit the parameters of the existing fixtures in the user fixture library.

Note! If the fixture is used in Playback, delete or edit it may lead to a running error of Playback.

- View the user fixture library;
- Use the Up and Down buttons to select the needed fixture;
- Press **S2** and select [Edit Fix.],
- Press **S4** to confirm enter, it is the same as the way to edit the newly added fixture;
- Press **S4** to [Save] after finish editing.

### 8.3.3. Delete Fixture

You can delete the user-defined fixture.

Note! If the fixture is used in Playback, delete or edit it may lead to a running error of Playback.

- View the user fixture library;
- Use the Up and Down buttons to select the needed fixture;
- Press **S3** and select [Delete];
- Press **S4** to [Confirm] delete;
- Press **Setup** to exit and return to Live Show Mode.

## 9. File management

You can insert USB flash drive into the USB jack of the Party 600 and backup the program to the USB flash drive.

Suggestion: you'd better backup the data after you finish programming. It's advisable habit to backup the documents. Once the unpredictable accidents happened, you can resume it by the backup documents in the USB flash drive.

Before you perform the following operations, you need to insert the USB flash drive into the USB jack of the console, (extended line is permitted). Meanwhile, you need to insure the USB flash drive is in the FAT format; otherwise you need to format the USB flash drive by FAT via PC.

### 9.1. Upload Show File

The show file includes all the user setting, Preset data and performing program of the console. The file is user via backup the show file that saved in the USB flash drive.

- Insert the USB flash drive into the USB jack at the back of the console;
- Press **Setup** to enter "Supervise Menu";
- Press **S1** to enter [FileSystem] and wait until the console list the documents in the USB flash drive;
- Press **S1** to enter [Load Show] and use the Up and Down cursors to select the needed Show document, whose extended name is SHO;
- Press **S1** and [Load Show] to upload the data to the console;
- Press **Setup** to exit after finish.

### 9.2. Backup Show File

- Insert the USB flash drive into the USB jack at the back of the console;
- Press **Setup** to enter "Supervise Menu";
- Press **S1** to enter [FileSystem] and wait until the console list the documents in the USB flash drive;
- Press **S2** to enter [BackupShow], you will be asked to input the name of Show backup document, which at most can be input 8 numbers or letters;
- Press **S1** and [Confirm] to start the backup after enter the name of the document;
- Press **Setup** to exit after finish.

### 9.3. Utilities of USB Flash Drive

- Press **Setup**;
- Press **S1** and enter [FileSystem];
- Press **S3** and enter [Utilities];

Now, the LCD screen will display 3 functions, which will be introduced as follows:

### 9.3.1. Delete Document

You can delete the documents of the inserted USB flash drive. Note: the documents can not be resumed after deletion!

- Press **S1** and enter [DEL File];
- Use the up or down button to select the needed document;
- Press **S1** and [Confirm] to delete and it takes about several minutes;
- Press **S4** and select [Quit this Menu] until return to the Live Show Mode.

### 9.3.2. View the Capacity of USB Flash Drive

You can view the capacity of the inserted USB Flash Drive.

After you pressing **S2** to select [USB Space], the console will read the USB information and show the capacity and the spare space of the USB flash drive on the LCD screen.

### 9.3.3. Format the USB Flash Driver

You can format the USB flash drive, which equals the FAT format for it on PC. If the USB flash drive is not in the FAT format, you need to format the USB flash drive by FAT via PC. (Note: FAT32 format is not permitted)

Note: the memories of the USB flash drive will be eliminated once it is formatted!

Press **S3** and select [Format USB], then press **S1** to [Confirm]. This operation can not format FAT32 into FAT, but can quickly eliminate the memories of the FAT-formatted USB flash drive.

## 10. Setup the System

The update of the software of the console and the elimination of internal data will be introduced in this part.

### 10.1. Data Clear

- You can clear the internal data of the console, except Fixture Library.
- Press **Setup**;
- Press **S3** and enter [System];
- Press **S1** and select [Clear Data];

There are 4 functions as followed you can choose to operate:

#### 10.1.1. Clear all Data

Note: All the internal data, including Patch, Preset and Playback of the Units will be cleared, but the uploaded library!

- Press **S1** and select [Clear All];
- Press **S1** to [Confirm] clear.

#### 10.1.2. Clear All the Preset Data

It is use for clearing all the preset data.

- Press **S2** and select [Clr Preset];
- Press **S1** to [confirm] clear.

#### 10.1.3. Clear All the Playback data

It is use for clearing all the playback data.

- Press **S3** and select [Clr PLBK];
- Press **S1** to [confirm] clear.

### 10.2. User Setup

Language setup and MIDI are two parts of User Setup.

#### 10.2.1. Set Up Language

- Press **Setup**;
- Press **S3** and select [System];
- Press **S2** and select [User setup];
- Press **S1** and select the language displayed on the LCD screen.

## 10.2.2. Set Up MIDI

Party 600 can be used as a MIDI slave, thus MIDI Master can control its Playback program. It can also be used as a MIDI master, when another Party 600 used as a MIDI slave. They are connected by MIDI cables and work in Master-Slave mode. You should make sure the two devices share the same MIDI channel before you use MIDI to control the console.

### 10.2.2.1. MIDI Device

- Press **Setup**;
- Press **S3** and select [System];
- Press **S2** and select [User setup];
- Press **S2** and enter [MIDI setup];
- Press **S1** to switch between the 3 states:  
MIDI device = Disable --- MIDI function closed;  
MIDI device = Master --- Party 600 is set to be the main device;  
MIDI device = Slave --- Party 600 is controlled by MIDI Master.

### 10.2.2.2. MIDI Channel

- Press **Setup**;
- Press **S3** and select [System];
- Press **S2** and select [User setup];
- Press **S2** and enter [MIDI setup];
- Press **S2** and enter [Set MIDIch];
- Use Control Wheel B to entry MIDI channel number;
- Press **S1** to [Confirm];
- Press **S4** to exit;
- Press **Setup** and return to Live Mode.

### 10.2.2.3. MIDI Order

Party 600 can deal with the related MIDI order:

- Order of setting up a Playback Page: \$Bn xx(xx is the page NO.: 0~7);
- Order of running a Playback: \$9n pp ll  
pp = Playback No. (0 - 11, decimal)  
ll = output level of the Playback (0 - 127, decimal, 127= Max.)
- Order of controlling the running: \$An pp cc

### 10.3. Upgrade the Software

- Download the latest software from <http://www.codelight.com> and save it in USB flash drive;
- Insert the USB flash drive;
- Press **Setup**;
- Press **S3** and enter [System];
- Press **S3** and select [Upgrade];
- Use the direction keys to select the edition of the software to update;
- Press **S1** and select [SelectFile];
- Press **Enter** to upgrade.

Note: Make sure the constant power supply and never cut off the electricity or turn off the console during the update!

## 11. Technological Specification

- 512 DMX channels with 2 DMX optical isolated outputs.
- Maximum 120 Units freely patched to Intelligent Fixtures or Dimmer Control Channels.
- LCD screen menu in Chinese/English.
- Up to 96 Playbacks, controlled by 12 Playback faders x 8 pages and 3 Control Wheels.
- Up to 100 groups.
- Freely-editing 40 Preset, including various colors, gobos and positions, are controlled by 10 preset buttons x 4 pages.
- Effect Generator provides moving effect, to change size, speed and spread parameter can creat out various movement.
- Over 6000 of Fixtures in System Library, a new fixture can be added easily.
- Freely download latest Fixture Library and software on internet.
- USB backup system enable user to backup the show and system files. Latest Fixture Library and software can be uploaded to console via USB flash driver.
- Music trigger function for Chase of Playback.
- Can be controlled by Midi Master. Another Party 600 can be connected by Midi signal, one for master, another for slave.
- Data held while turn off.
- 12V auxiliary light interface.
- Power supply: AC 100 - 240V, 50 - 60 Hz
- Size: 482 x 400 x 105mm
- Weight: 7kg

# MEMO



**CODE ELECTRONIC CO., LTD.**

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