

Configuration & settings affect the “Dim” sockets only. The “hot power” sockets will be unaffected by these settings.



The main display consists of four seven-segment displays; the data displayed is dependent on the set-up mode of Betapack 4. Around the outside of these displays are eight red LEDs which indicate the current set-up mode of Betapack 4. An additional green LED is used for DMX indication.

Betapack 4 has a default mode for operation. In this mode none of the set-up mode LEDs will be lit, and the main display will show the DMX address(es).

Mode button

The Mode button is used to cycle through the different set-up modes.

Click the modes to find out more...

- [Default Mode](#)
- [Manual Control](#)
- [DMX Address](#)
- [DMX Fail](#)
- [Memory](#)
- [Sequence](#)
- [Preheat](#)
- [Topset](#)
- [Dimmer Law](#)

Enter button

The Enter button is used to confirm actions.

Up & Down buttons

These are used to adjust the values shown in the main display. Pressing both buttons together will reset the display to the default values.

Default Mode & Channel Test

If a block patch has been set, then the display will show the DMX start address of the block.

If individual DMX addresses have been set for each channel, then the 'Up & Down' Arrows can be used to select which DMX address to display, or alternatively if 'Auto' is selected, then the display will cycle through all six DMX addresses. In either case, the DMX address is prefixed by the channel number.

Holding down the 'Enter' button in default mode will change the display to 'Out', and the top 6 setup LEDs (numbered) will change to displaying an indication of the current output levels. Each LED will be lit if the current output level for that channel is greater than 20%.

While keeping the 'Enter' button held down in Default Mode, use the 'Up & Down' Arrows to set a level of 100% on a single channel. Release the 'Enter' button to remove this level.

Manual Control

The Manual Control Mode allows you to set-up a look on Betapack 4 without using an external controller.

Select 'Manual' mode using the 'Mode' button. The display will show C.LLL, where C is the channel number and LLL is the level. Select the channel you require or 'A' for all channels, using the 'Up & Down' Arrows and press 'Enter'. Now set the level you require using the 'Up & Down' Arrows and press 'Enter' again to confirm and move back to the channel selection.

The Manual Control levels are reset to zero if power to Betapack 4 is lost.

DMX Address

There are 2 ways that Betapack 4 can be patched – a single DMX start address can be set for the block of 6 channels (block patch), or each channel can be given a different DMX start address.

For block patch, the range of DMX start addresses is 001 – 507. For individual patch, the range of DMX start addresses is 001 – 512

Select 'DMX ADR' using the 'Mode' button, the display will show C.AAA, where C is the channel number and AAA is the current DMX address for that channel. Select the channel you require (1-6), or 'A' for all channels (block patch), using the 'Up & Down' Arrows and press 'Enter'. Now set the address you require using the 'Up & Down' Arrows and press 'Enter' again to confirm and move back to the channel selection.

Status	Description
On	DMX data (start byte of 00) being received OK.
Flash Fast	Data being received, but not DMX data (start byte of 00)
Flash Slow	DMX data errors occurring.
Off	No DMX data being received.

DMX indication LED behaviour.

DMX Fail

Fail Mode	Main Display
Hold Last State	Hold
Fade to Zero	F 00
Fade to Memory 1 - 12	F 01 - F 12
Fade to Sequence 1 - 3	S 01 - S 03

There are four DMX fail modes available – ‘hold DMX’, ‘fade to black’, ‘fade to memory’ and ‘fade to sequence’.

Select ‘DMX Fail’ using the ‘Mode’ button. Using the ‘Up & Down’ Arrows select your preferred choice.

If there is no DMX present, the selected memory/sequence will be re-called immediately.

Memories

Betapack 4 will store 12 memories for standalone operation, these can only be re-called if there is no DMX present.

1. Set-up the scene using the 'Manual' control function or a DMX controller.
2. Select 'Memory' using the 'Mode' button.

Using the 'Up & Down' Arrows select the required memory number and press the 'Enter' button to confirm. A 'p' should appear next to the memory to signify that it has been programmed.

Holding both the 'Up & Down' Arrows for 1 second will clear the selected memory. If these buttons are held for 5 seconds, ALL memories will be cleared.

If memories are cleared which are used in sequences, they will be removed automatically from those sequences.

Sequences

Betapack 4 will store 3 sequences of up to 99-steps each. Each step is a link to one of the 12 programmed memories. Sequences can only be replayed if there is no DMX present.

Each sequence can have a fade time (0-60s) and dwell time (1-60s) programmed. It is only possible to add steps to or remove steps from the end of a sequence.

Step 1

Program the required looks using the 'Memories' function (see above).

Step 2

Select 'Sequence' using the 'Mode' button.

Step 3

Use the 'Up & Down' Arrows to select the required sequence (the number of steps already programmed in each sequence is shown after the sequence number on the display) and press the 'Enter' button to confirm.

Step 4

The display will now change to show the current step number, followed by the memory currently programmed in that step. Use the 'Up & Down' Arrows to select the required step number (or Fade time 'F' or dwell time 'd') and press the 'Enter' button to confirm.

Step 5

For steps: If there is no DMX present, the selected memory will be immediately re-called. Use the 'Up & Down' Arrows to select the memory for that step and press the 'Enter' button to confirm. Only programmed memories may be selected. If the step is at the end of the sequence, then the step number will automatically increment, and further steps may now be programmed in the same way. Otherwise the display will return to step number selection mode.

For fade and dwell times: If there is no DMX present, the sequence will now run. Use the 'Up & Down' Arrows to change the time and press the 'Enter' button to confirm.

When done, or to return to sequence selection mode (step 3 above) at any point, press and hold the 'Enter' button for 1s.

At step 3 above, holding both the 'Up & Down' Arrows for 1 second will clear the selected sequence. If these buttons are held for 5 seconds, ALL sequences will be cleared.

At step 5 above, if the selected step is at the end of the sequence, holding both the 'Up & Down' Arrows will clear the selected step.

Preheat

Preheat can be selected on a per channel or all channel basis. The preheat level is 5% and cannot be adjusted.

Select 'Preheat' by cycling through the modes using the 'Mode' button.

Select required channel or 'A' for all channels, using the 'Up & Down' Arrows and press 'Enter', to confirm.

Now select on/off using the 'Up & Down' Arrows. Press 'Enter' to confirm and return to the channel selection.

Note that Preheat is only applied if there is a DMX input present, and the law is not set to 'Switch'.

Topset

Topset can be selected on a per channel or all channel basis. On Betapack 4, Topset is applied as a limiting (not scaling) value.

Select 'Topset' by cycling through the modes using the 'Mode' button.

Select required channel or 'A' for all channels, using the 'Up & Down' Arrows and press 'Enter', to confirm.

Now select the topset level you require, again using the 'Up & Down' Arrows and press 'Enter' to confirm and return to the channel selection.

Note that if the law is set to 'Switch', the setting in Topset will instead be used to determine the switch-point. The 'Topset' LED will flash in this case, to indicate the setting being made.

Dimmer Laws

Output Law	Main Display
Normal	n
Switch	S
Linear	L

Three dimmer laws are available, which can be selected per channel.

Select 'Law' mode using the 'Mode' button. Using the 'Up & Down' Arrows select the channel required, or 'A' for all channels. Press 'Enter' to confirm. Now select the law you require, again using the 'Up & Down' Arrows and press 'Enter' to confirm and return to the channel selection.

Note that if the law is set to Switch, the switch-point can be set in the 'Topset' menu.

Super User

Betapack 4 has a number of hidden functions, located in the Super User Menu. The super user menus can only be accessed from the Default mode (no LEDs lit). To enter Super User press and hold the 'Up & Down' Arrows together and press and hold the 'Mode' button for 5 seconds. All the mode LEDs will flash to indicate Betapack 4 is in super user mode.

The 'Up & Down' Arrows are used to cycle through the various super user functions. Pressing the 'Mode' button at any point will revert to normal operation. If no buttons are pressed after 20 seconds the unit will automatically revert to normal operation.

Click to find out more about the Super User functions...

- [Lock](#)
- [Reset](#)
- [Firmware Version](#)
- [Temperature](#)
- [RDM](#)

Temperature

Press the 'Up & Down' Arrows until the temperature is shown in the display, shown as xxxC, where xxx is the temperature in Centigrade. The 'Enter' button has no function in this mode.

RDM

Protocol Version	1.0
Device Model ID	307 (0x0133)
Supported Parameters	DMX_START_ADDRESS, SENSOR_DEFINITION, SENSOR_VALUE, DEVICE_LABEL, MANUFACTURER_LABEL, DEVICE_MODEL_DESCRIPTION
Sub Devices	6 (one per channel)

To enable or disable RDM (Remote Device Management) functionality on the DMX control port, press the 'Up & Down' Arrows until "ron" or "rof" is displayed. The 'Enter' button toggles this setting between "ron" (RDM enable) and "rof" (RDM disabled).

Lock

Press the 'Up & Down' Arrows until the display shows "LOC". Press 'Enter' to confirm this action. Betapack 4 will revert to the Default mode. Pressing the 'Mode' button now will only cycle between Manual Control and Default Mode.

If Super User is entered when Betapack 4 is locked, only the unlock function will be available. The display will show "UNL". To unlock Betapack 4, press and hold the 'Enter' button for 5 seconds. Betapack 4 will unlock and exit super user returning to the Default mode.

Reset

Press the 'Up & Down' Arrows until the display shows "rset". Press 'Enter' to confirm. The display will flash briefly to confirm this action. Betapack 4 will be reset to its default settings, shown in the table below:

Set Up Parameter	State
Manual Control Levels	All Off
DMX Addresses	Block patch at 001
DMX Fail Mode	Hold Last State
Memory	All Memories Cleared
Sequence	All Sequences Cleared
Preheat	Off (0%) for all channels
Topset	100% for all channels
Law	Normal law for all channels
Switch law switch point	50% for all channels
RDM	Enabled

Firmware Version

To identify which version of firmware is loaded in Betapack 4, press the 'Up & Down' Arrows until the firmware version is shown in the display (e.g. 02.00) Press and hold the 'Enter' button for 1s, and Betapack 4's CPU serial number will be displayed. Press the 'Enter' button again to return to the version display. Note that the firmware version will also be shown briefly on start up.