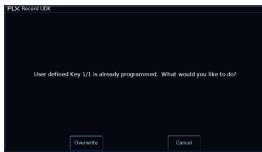


Recording Channel Data UDKs

In the same way you can record a lighting state onto a playback as a cue, lighting states can be recorded directly onto User Definable Keys (UDKs) as "Channel Data" UDKs. This allows you to record fixtures, with associated fade times, directly onto a UDK. First, set up the fixtures as required, in the same way as programming a cue.

Then tap **Record** followed by tapping the UDK you wish to store your lighting state onto. UDKs will flash after tapping Record if they are empty, and will not light if there is something on them already.



Tapping a UDK that is already recorded, will give you the option to cancel, or overwrite it. The console will state the "User Defined Key x/y is already recorded", where x is the UDK page, and y is the UDK number.



The Faders window will show you information about programmed channel data UDKs. It will display the UDK number, the fact it is a Channel Data UDK, and then a row of settings information.

Naming Channel Data UDKs

UDK's which have been recorded can be named by pressing **Name** and then pressing the UDK button. An onscreen keyboard will appear for you to type in the required name. Press **Enter** to complete.

The name will then be displayed in the onscreen UDKs in the Faders window.

Updating Channel Data UDKs

If you need to make a change to a UDK you can update it. As with updating cues, it is a good idea to output your UDK, make your changes, and then save the update. You may therefore wish to configure the UDK button to be latch rather than flash, if it isn't already. [See the UDK Settings section for more information.](#)

Once set to latch, tap the UDK so that it is active and outputting, make your changes, tap **Update**, and then tap your UDK. Your manual values will be merged with the UDK.

Deleting Channel Data UDKs

To delete a UDK, tap **Delete**, and then tap the flashing button of the UDK you wish to Delete. You can then confirm by clicking **Yes**. Tapping the button of an unprogrammed UDK will display a message stating the UDK is not programmed.

For example:

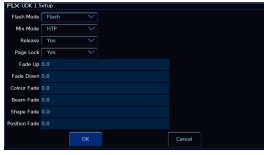
Delete **UDK1** **Enter**

Delete UDK <1>.

This deletes UDK 1.

[Once you have recorded a UDK, there are various settings available. Click here to find out about Channel Data UDK Settings.](#)

UDK Settings



Once you have programmed a channel data UDK, you can configure it. To do this, hold Setup and tap the UDK you wish to configure, to open the UDK Settings.

After making changes in the UDK Settings, click OK to save, or Cancel to discard.

Flash Mode

The flash mode can be switched between “Flash” and “Latch” using the Flash Mode drop down, and changes the button function of the UDK.

The default is “Flash”, which means the recorded lighting state is output by pressing and holding the UDK and released when the UDK is released (fade times, are ignored). This is useful for bursts of smoke, or flashes of blinders for example.

When set to “Latch”, the recorded lighting state will fade according to the UDK fade times configured. When the UDK is pressed the first time the lighting state will fade up and stay on, until the UDK is pressed for a second time, when the UDK will fade down and release.

The light in the UDK indicates if the UDK is active.

Mix Mode

The intensity channels in the data are mixed either HTP or LTP.

Release

The default Release option is Yes, meaning that when the UDK has been turned off, and the controlled intensities fall to 0%, the UDK will be released. This means the UDK will no longer be controlling those fixtures.

If the Release option is set to No then the fixtures will not be released when the UDK is released. The fixtures being controlled by the UDK can be released manually by holding down the **Clear** key and pressing the UDK's button, or by controlling the fixtures by triggering another LTP command from elsewhere on the console.

Holding down **Clear** and pressing **Fader Funct.** will release all playbacks 1 – 240 and all UDKs.

Page Lock

Page lock is used to lock a specific UDK to the button, no matter which playback page you are on. This is enabled by default, so can be disabled to access UDKs on additional pages. Some users may wish to page lock all of their playbacks, and not page lock their UDKs, so that the playback page control only changes the functions of your UDKs.

Fade Times

Fade times can be given to each attribute, and are used if the UDK is set to “Latch”. All UDK fade times will default to 0 seconds. Any unprogrammed attributes, will be indicated by their fade followed by "-".

Fade times can be adjusted by using the up and down arrows to navigate through the times, and typing in the required

timings. Fade Up is the time it takes for the UDK intensities to fade on after tapping the button, and Fade Down is the time it takes for the intensities to fade down after tapping the button again. Colour, Beam, Shape and Position times are used to get from the fixture's current values, to the programmed values. They are not used when releasing the UDK.