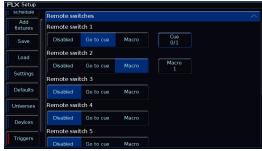


Remote Switches

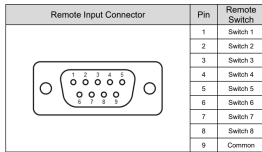


There are 8 close-contact remote switches available. These can be wired in and configured to trigger either a specific cue or a macro when the circuit is made.



For each switch, choose between Disabled, Go to Cue, or Macro.

For Go to Cue, you can then type x/y , where x is the playback number and y is the cue number. Cue 0 of a playback can be triggered as a way to release it.



A 9 pin D-sub connector providing 8 remote switches (common ground) can be found on the rear of the console. Short pin 1-8 to pin 9 (common) to simulate a button push.

As well as the close contact input on the rear of the console triggering these remote switches, keyboard shortcuts can too. Ctrl-F1 to Ctrl-F8 will mimic a press of Remote Switch 1 through to 8, giving you 8 keyboard hotkey functions.