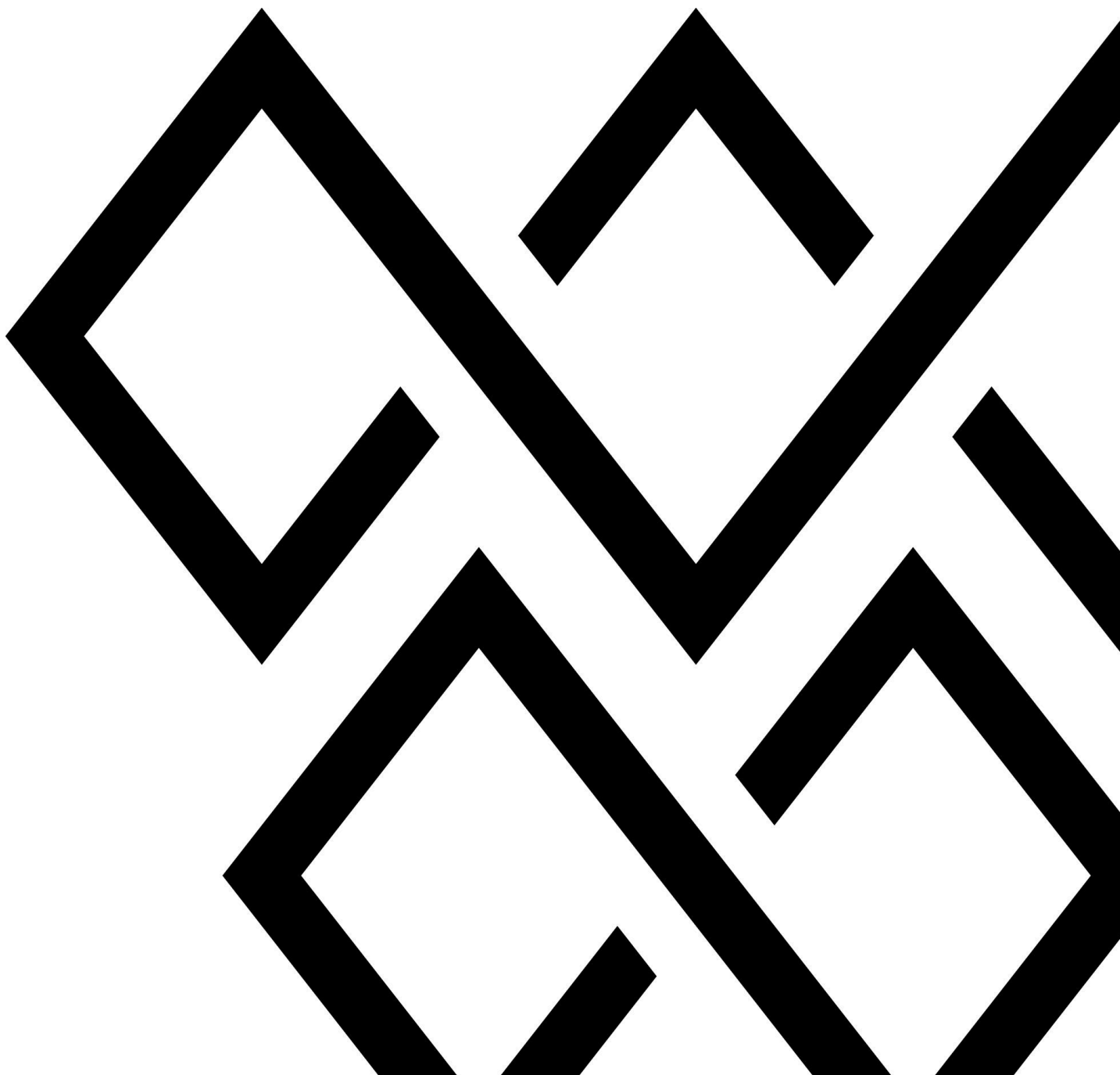


Wolfmix W1

Mini guides

Version 2.1 | English



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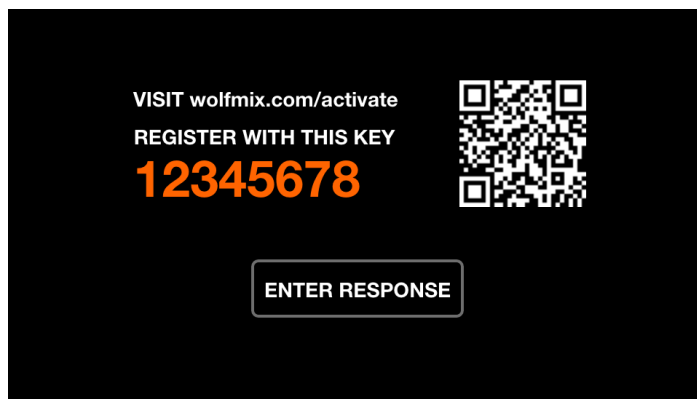
1 First Wolfmix Bootup!

Connect the power

Let's do this. Start by connecting the included 1A power supply and USB cable. If connecting with a computer, this must be USB 3.0 (or higher). USB 2.0 doesn't provide enough power for the Wolf. Be careful with USB hubs too, they don't always work the way they should.

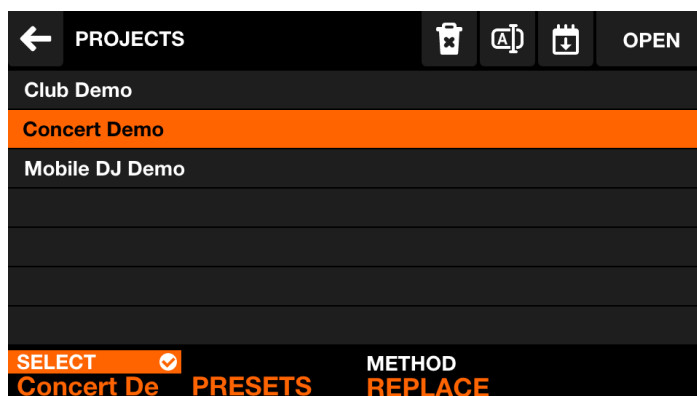
Register with the keycode

The first time you start the Wolfmix, you'll see a registration code on the screen. Scan the QR code or go to wolfmix.com/activate, enter this code, and then enter the given Activation Key. This ensures you have a genuine Wolfmix and not a dodgy copy!



Load a demo project

If you just want to play with the Wolfmix features, a good place to start is with the demo projects. The first screen you will see is the main menu - select 'Open' and load one of the three available demo projects. Turn the first encoder to highlight the desired project, then hit the first encoder. If you have the Easy View 3D add-on, we've got a 3D project for each demo file, which allows you to test the Wolfmix without connecting any lights. More info on Easy View 3D [HERE](#).



2 Adding your lights

Add lights to your project

- Open the Main Menu using the button in the top right corner, then select the Fixtures button
- Tap the add fixture button to open the fixture library (this will be opened automatically when starting a new project)
- Select a brand by moving the first encoder, and then a fixture by moving the second encoder
- Choose the amount of fixtures to add with the 4th encoder and then hit that encoder
- Select the DMX channel mode. Many fixtures contain multiple modes that can be used. In general - the more channels, the more control!

← 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	

My light is not available in the library!

Don't worry, it's not the end of the world. You will still make it in time for the start of the gig- trust me. Depending on how much time you have to spare, there are a few options:

- We only add a selection of fixtures to the Wolfmix out of the factory. You can find more by clicking on the Fixtures button in the WTOOLS app.
- Build the fixture profile yourself using the Wolfmix Fixture Builder. We've worked hard to keep this tool easy to use by including just the essential parts.
- Send us the user guide and we'll make it for you. This may take a few days or weeks depending on the amount of requests.

Edit DMX address & position

Once you've added some lights, the Fixture Setup screen is shown. This contains a list of all your fixtures with the selected ones in orange. Turn the first encoder to scroll the list and press it to select or deselect a fixture. Turn the second, third, and fourth encoders to move your lights to a different position, change the group, or change the starting DMX address. Press the encoder to apply the change. Be sure the DMX address on each line matches the number on the corresponding light!

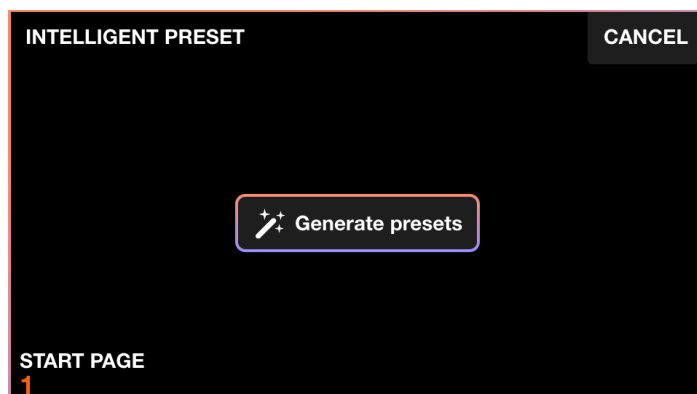
FIXTURES					ADD	GO
1 Selected						
001 : Multi - RGB			A			1 : 037
002 : RGB			A			1 : 043
003 : RGB			A			1 : 064
004 : Moving Head			B			1 : 001
005 : Moving Head			B			1 : 019
006 : Scanner			C			1 : 046
007 : Scanner			C			1 : 055
FIXTURE	MOVE	GROUP	DMX ADDRESS			
MOVING HE	-	A	1 : 001			

Other options

To create the best light show, follow these super important steps:

- Set your moving head limits: info [HERE](#).
- FLIP your LED bars if necessary, and SPLIT your Multi-FX Bars: info [HERE](#).

Once you're done setting up your fixture patch, press GO. If you don't have any presets saved already, the Intelligent Preset screen will appear. Press the central button to automatically generate some presets according to your fixture patch. More info about this can be found [HERE](#).



3 LED Bars and Multi-FX Bars

These days there are tons of light fixtures containing multiple light sources in one fixture. If you don't have them in your setup- go buy some. Examples include LED bars and multi-FX bars. Wolfmix contains a couple of neat features to help you get these working properly.



FLIP

Have you ever mounted a bar the wrong way around on your truss? It can be pretty frustrating. Either you deal with your chases playing backwards, or you get those ladders out (or a spare chair if you're DJing a Wedding or Party. Dirty shoes on those cushions. Tutt tutt). FLIP button to the rescue! Tap it and it'll FLIP that fixture back to where it belongs!



SPLIT

Multi-FX bars are usually made up of 1 fixture profile containing several lights (e.g. derby, laser, par...). Wolfmix will scan the profile and if possible, ask if you want to split the profile into independent light fixtures. This allows you to assign the fixture parts to different groups.

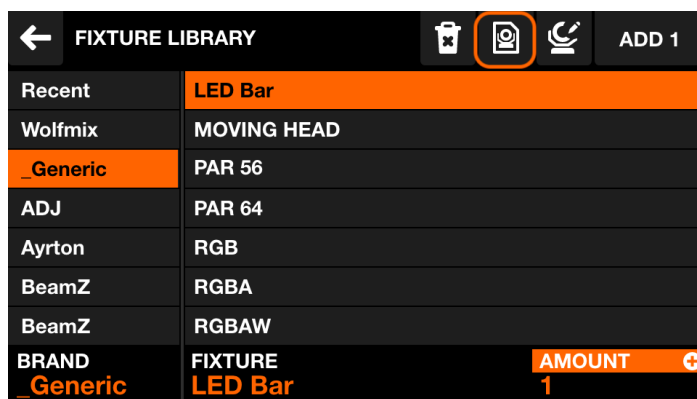


4 Building your own fixture

A fixture profile tells Wolfmix how the connected light works. It contains information on the capabilities of each channel. Take a look at your fixture's user manual and you should find a table of DMX channels and values. There can be a lot written here, but the Wolfmix often doesn't need all the information.

Setting up a profile

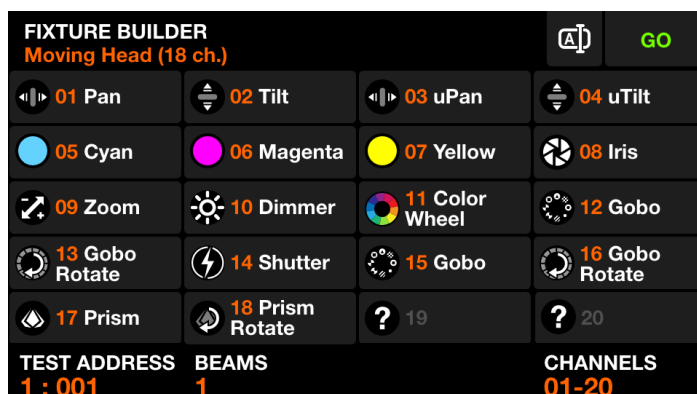
To access the Fixture Builder screen, navigate to the Fixture Library, then tap the New Fixture button on the toolbar.



Start by setting a Test Address with the first encoder. This should match the number displayed on your light and will allow it to respond whilst you build the profile. Select the number of beams: LED Pars, Scanners and Moving Heads usually have 1. Multi-FX bars and LED bars generally have more.

Adding channels

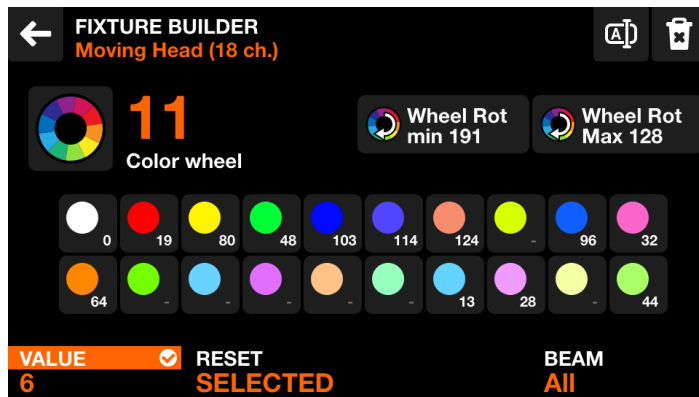
Use the touch screen or hit the matrix buttons to add and edit channels and choose the channel type which matches the user manual. The fixture below has 18 channels, starting with Pan and Tilt.



Editing the channel properties

Some channels have some extra properties. For example, the Color Wheel channel below contains fixed color filters.

- Move the first encoder slowly, look to see which color is selected on your light
- Hit the corresponding color button
- Hit the first encoder to store the color

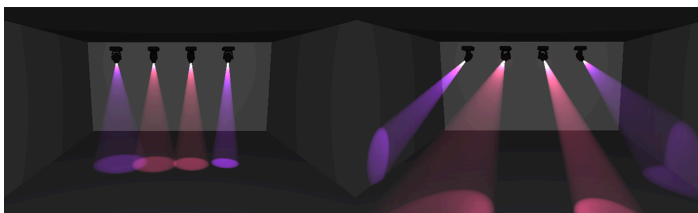


Hitting the second encoder will reset the color. If you have a fixture with more than one beam, choose the linked beam with the 4th encoder.

5 Limiting the Moving Head area

What's this all about?

In a typical lighting setup, Moving Heads will often be rigged behind and above the performer or DJ. Unlike Scanners which have limited movement, Moving Heads will pan 360 degrees or more. When playing effects, these lights will point behind the performer. By limiting the area, we can be sure the lights point where we want. The two images below compare the same 'Center' Position applied to 4 Moving Heads, with limits set on the right.

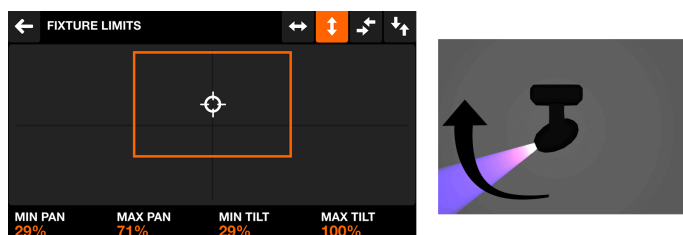


Fixture Limits Grid

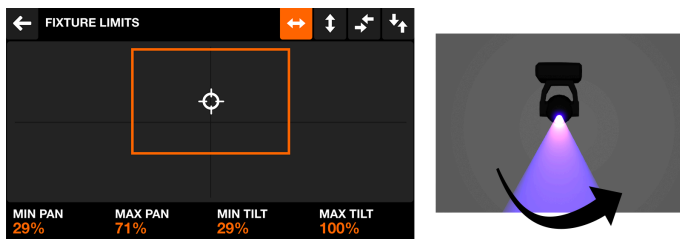
The Fixture Limits grid helps you set minimum and maximum pan and tilt values, so when you play your effects and set your positions, the Moving Heads will match each other. Select the fixture(s) you want to adjust and hit the fixture limits button.

FIXTURES					
1 Selected					
001 : Multi - RGB		A			
002 : RGB		A			
003 : RGB		A			
004 : Moving Head		B			
005 : Moving Head		B			

Start by calibrating the tilt. Hit the tilt button (3rd from the top right) and your lights will start to move up and down. Adjust the MIN and MAX tilt using the 3rd and 4th encoders until your lights are moving together with the other calibrated fixtures.



Once the tilt is sorted, repeat for the pan.

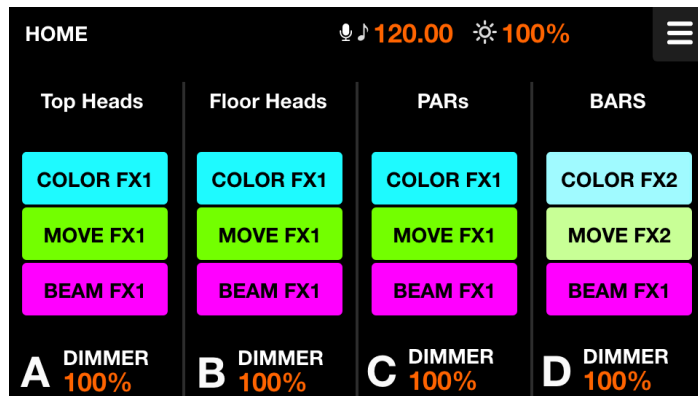


Touching the screen will move all fixtures together, allowing for the limits to be tested. The goal is to have all your lights moving together- so this may require you to invert the pan or tilt! For example, if you have a set of moving heads on the floor, and a set on the ceiling- you may need to invert the pan so that both sets move in the same relative direction.

6 The HOME screen

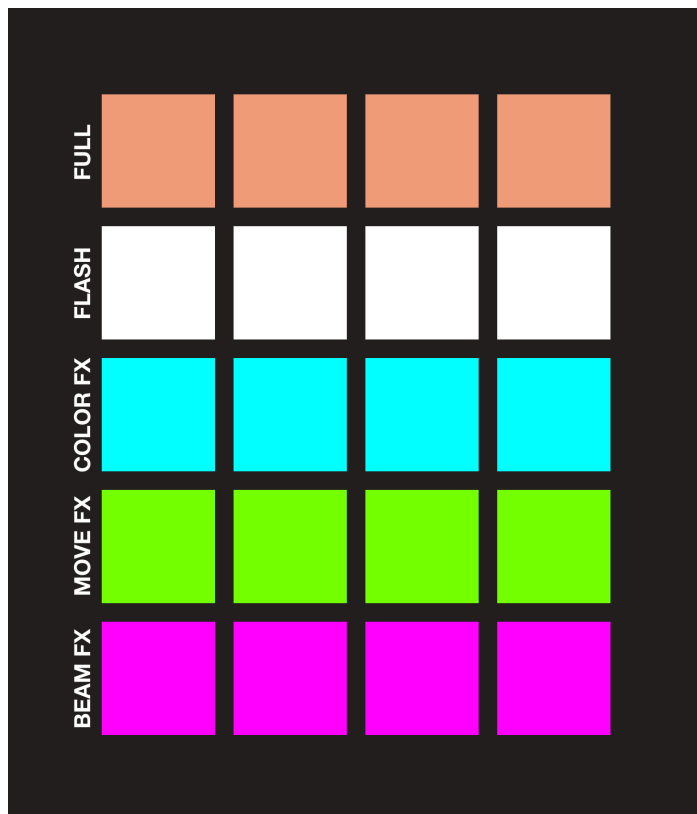
What can I do on the home screen?

The HOME screen is your live performance mixer. Each column is used to control a Group of lights. Use the encoder to change the dimming level of the Group. Pushing the encoder will 'mute' or 'blackout' the group.



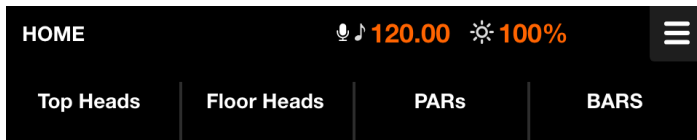
The Matrix has 5 buttons per column:

- FULL: lights will solo, and go to 100% brightness
- FLASH: lights will turn white, and go to 100% brightness
- COLOR/MOVE/BEAM FX: turn the effect on and off (hold SHIFT to toggle to FX1 or FX2)

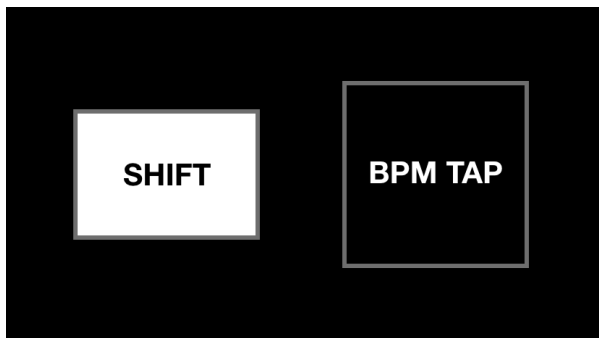


How should I use the groups?

Groups have been designed to be arranged by Fixture Type. For example, you could add your Moving Heads in Group A, Scanners in Group B, LED Pars in Group C... You can also combine different Fixture Types within a Group. For example, you could create a group called 'Uplighters' which could contain a mix of LED Bars and LED Pars. You can give a name to each Group by tapping on the Group heading on the home screen.



There are 8 groups available. SHIFT + hit the BPM TAP button to toggle between bank 1 (A-D) and bank 2 (E-H).



What else can I do on the home screen?

Holding the SHIFT button offers some special features:

- SHIFT + TURN ENCODER: Controls the Master Dimmer.
- SHIFT + PUSH ENCODER: locks the group so that its current state won't be changed when recalling a preset or hitting a FLASH button. This is great for locking uplighters from the rest of your project.
- SHIFT + FULL: lights will go to 100% brightness and strobe.
- SHIFT + FLASH: lights will go to 100% brightness, turn white and strobe.

Holding SHIFT also allows you to toggle between the two FX racks - more info about FX racks [HERE](#).



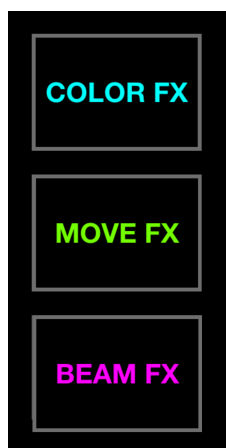
7 FX racks

What are the FX racks?

The Wolfmix has 3 FX racks. Each rack is capable of generating 2 effects:

- COLOR FX: generates color changing effects such as a rainbow effect
- MOVE FX: generates movement effects on Heads and Scanners, such as a circle effect
- BEAM FX: generates dimming effects on beams, such as a chaser effect

To activate the FX engines, navigate to an FX screen, then hit one of the buttons on the top row of the matrix to apply the FX rack onto the relevant group. Toggle between the 2 effects by holding SHIFT + hitting the top row of buttons on the matrix. Select the "1" or "2" buttons in the top right corner to access the desired FX page. FX racks can also be applied on the HOME screen, by using the touchscreen or the corresponding matrix buttons. Again- you can also hold SHIFT + tap the corresponding matrix buttons to toggle between FX1 and FX2.



Playing with FX

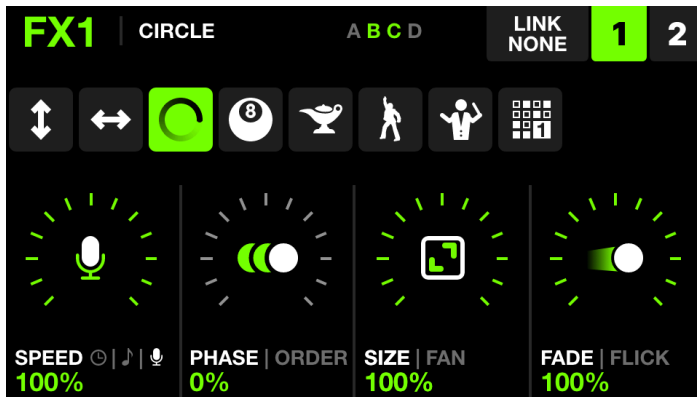
- TYPE: select a type by tapping one of the FX type buttons.
- SPEED: change the SPEED of an effect. Push the encoder to synchronise with the BPM. Push the encoder again to synchronise with the Microphone/Line in.
- PHASE | ORDER: adjusting the PHASE adds a delay to each fixture, allowing for sweeping effects to be created. Changing the ORDER allows for an effect to be played forwards, backwards, or symmetrically.
- SIZE | FAN | FEATURE: adjusting the SIZE will create a slightly different result depending on the selected effect. Move FX will generally fill a larger area as the SIZE is increased. Adjusting the FAN will spread out the beams. Changing the FEATURE (only available on BEAM FX) will determine which feature of the fixture is affected by the FX (e.g Dimmer, Zoom, Iris).
- FADE | FLICK: when the FADE value is low, the lights will jump between levels.



Increasing the FADE will blend the levels. If FLICK is enabled, fixtures will fade slowly and then 'FLICK' to the next value.

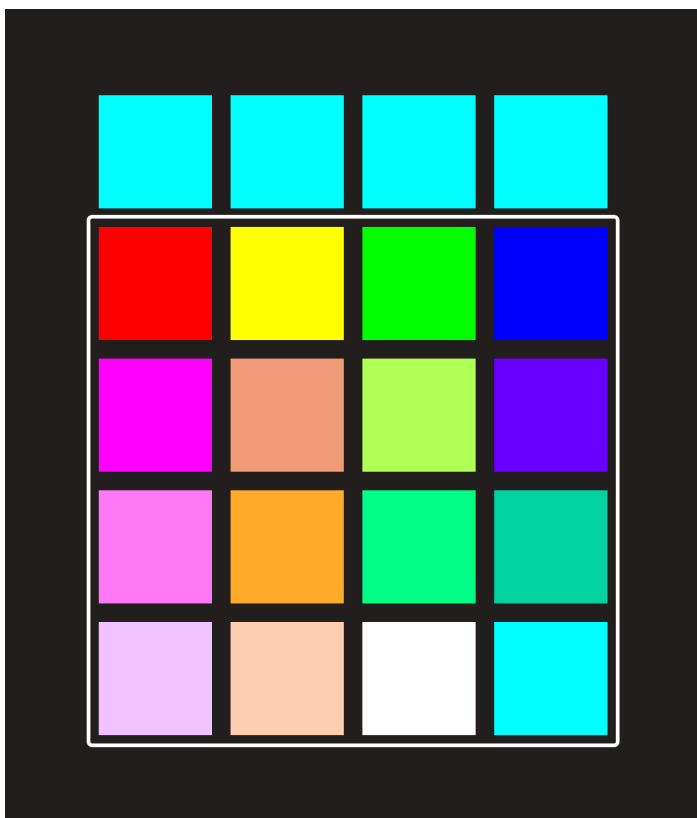
Tap an encoder to toggle between different effect parameters.

- LINK GROUP | LINK FIXTURE | LINK NONE: the LINK button in the top right of the screen allows you to determine how the effect will play - linked by group (effect starts on first fixture of every group simultaneously) or linked by fixture (effect plays simultaneously on each of the same fixture type). Link none means that the effect will run according to the patch order.



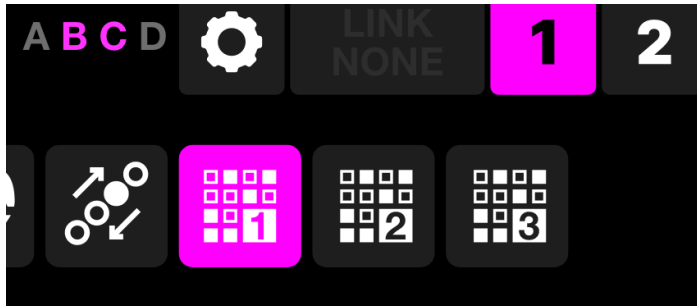
Editing colors

When the COLOR FX screen is visible, a palette of 16 colors is shown on the Matrix. Hit these colors to add them to your effect. The colors can be edited by SHIFT + hitting the button (tap the flashing button to save, or anywhere else to discard changes). Note that the color palette is saved globally, so any updates to a color button will be applied to all effects and presets.



The sequencer

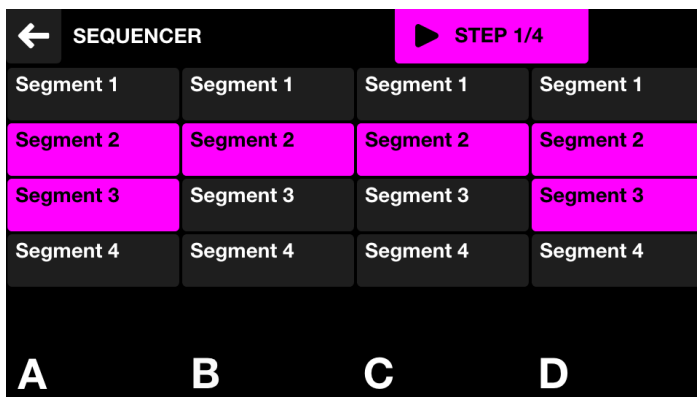
The MOVE FX and BEAM FX racks include a tool which allows you to sequence position and beam values. To edit a sequence, select one of the sequence effects and then tap the cog on the toolbar.



Each sequence can contain up to 16 steps. Tap an unilluminated button to increase the number of steps, or hold SHIFT + tap an illuminated button to decrease the number of steps. Use the light green or light pink buttons to select the step, then use the touch screen to choose what the step will do.

In the Move sequencer- you can choose one static Position for each step, per group. The options shown will mirror those that you have within the Static Position screen- more info about Static Positions [HERE](#).

In the Beam sequencer- you can choose which 'segments' to enable for each step, per group. This will open the selected beam segment on each step, and blackout any unselected segment. Sequences are stored globally, so any edits will be applied to all your presets.



8 Synchronising with music

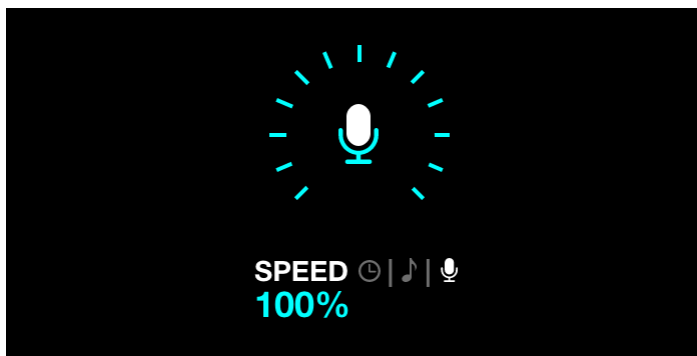
Why sync my light show with music?

Having lighting effects in time with the music can transform a show into a spectacle! Wolfmix offers several methods to sync lights and music.

Audio pulse sync

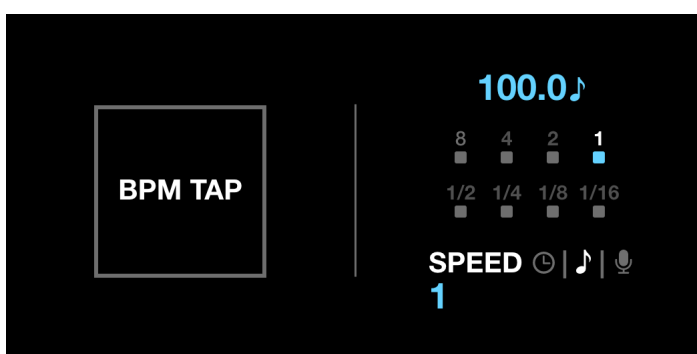
The easiest way to sync your lights with the music is to use the built-in microphone. Choose an FX Rack to sync, then push the first encoder until you see the microphone icon. Each time a beat is detected, the microphone icon will flash and the effect will jump to the next point. The mic level gets set automatically with our very special analog beat detection circuit, however you can give the level an extra boost in the settings.

The microphone may pick up some unwanted noise, so we've added a mini-jack socket. Run a cable from your mixer and adjust the mixer volume to taste. The mic will be automatically disabled when you connect the jack cable.

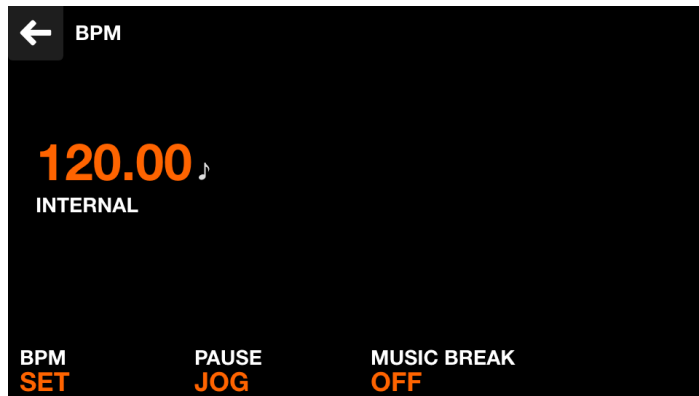


BPM sync

Effects can be timed and synchronised to a BPM. You've probably noticed by now that flashing button to the top right of the Wolf. Hit it a few times with the music to sync. Hitting this button once will re-sync the effects without changing the BPM. Choose an FX Rack and push the first encoder until the music note icon is shown. You can speed up and slow down an effect in proportion to the BPM by tuning the encoder.



You can also view and control the BPM via the BPM screen - touch the tempo displayed on the HOME screen toolbar to access. Use the first encoder to change the BPM, or hold SHIFT and turn the encoder to fine tune it. 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. You can use the third encoder to toggle 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.

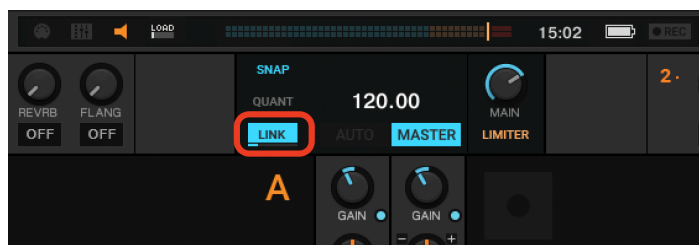


Ableton Link & OS2L

Ableton Link is used to synchronise the BPM between multiple applications. It's included with most DJ software packages and is very accurate as it takes the BPM calculated by the DJ software. OS2L is a similar system created by the team behind Virtual DJ. To use Ableton Link or OS2L, connect your Wolfmix to a PC or Mac via USB 3, open WTOOLS, then click the Ableton Link or OS2L button.



For Ableton Link, open your DJ software and find the LINK button. The image below shows Native Instruments Traktor 3. Remember to push the first encoder in an FX Rack to set it to BPM sync mode.



For OS2L there's an extra step: configure Virtual DJ with ip 127.0.0.1 and port 5000 to establish the connection (eg. 127.0.0.1:5000). We've found that sometimes WTOOLS needs to be launched with OS2L enabled before starting Virtual DJ.



9 Static Screens

Wolfmix has 4 screens for managing fixed, or static levels. These screens allow you to set favorite positions, colors, gobos, and other levels. The values on these screens are saved globally, therefore any edits are applied to all presets.



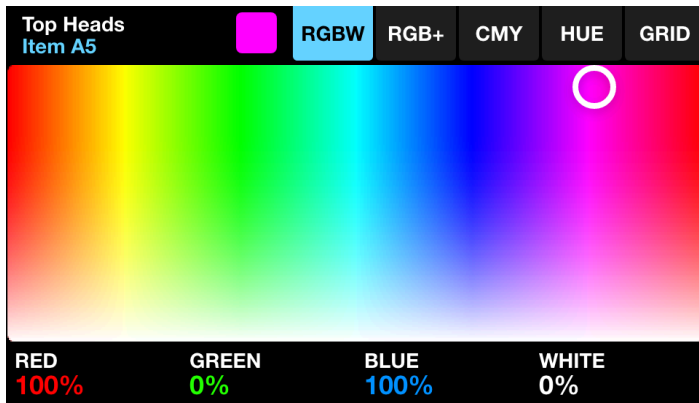
Color

Each group has 20 slots on the color palette, allowing for 20 favorite colors to be set. Hold SHIFT and turn the encoder to scroll the color pages, or hit the encoder to display all 20 colors for the relevant group. Selecting more than one color will blend the chosen colors together across the group. Turning the encoder changes the pattern option.

ALL COLORS			
Amber	Amber	Amber	Amber
Lime	Lime	Lime	Lime
Cyan	Cyan	Cyan	Cyan
UV	UV	UV	UV
Pink	Pink	Pink	Pink
A PATTERN SINGLE	B PATTERN SINGLE	C PATTERN SINGLE	D PATTERN SINGLE

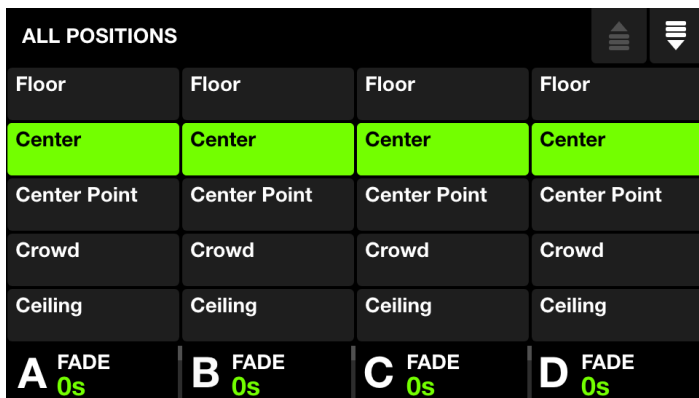
We've chosen our favorite colors, but you might want to tweak these to suit your rig. To do this, SHIFT + hit one of the color buttons, select a new color and then hit the flashing button to save the changes. (Top tip: use the toolbar buttons to have more precise control over your colours, including the Amber, Lime and UV channels.)



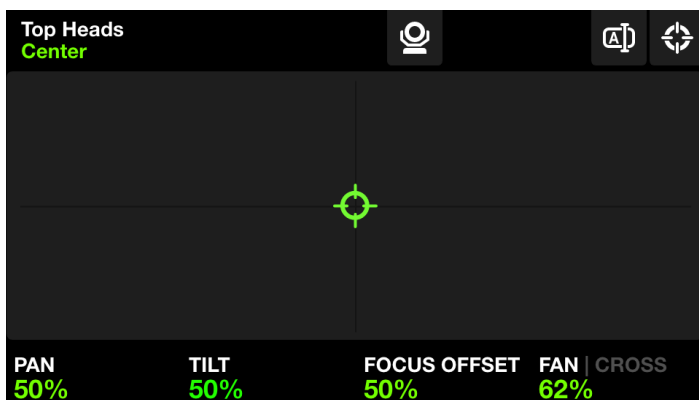


Position

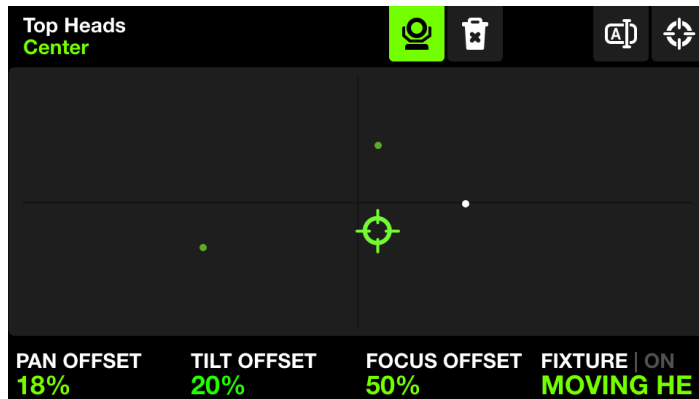
Set your 20 favorite positions on the position screen. Move the encoder to set a FADE time between the positions. Holding SHIFT and turning the encoder scrolls the position pages, and hitting the encoder displays all 20 positions.



SHIFT + hit one of the position buttons to edit. Tap on the touch screen to change the position or set using the first 2 encoders. If you find some of the fixtures are not moving together, check they're correctly set up on the Fixture Limits screen. You may notice that your gobos need re-focusing as you change the position. Use the FOCUS OFFSET encoder to correct the focus. A FAN and CROSS value can also be set for each position. (Top tip: Holding SHIFT whilst turning the encoders allows you to set a fine value.)

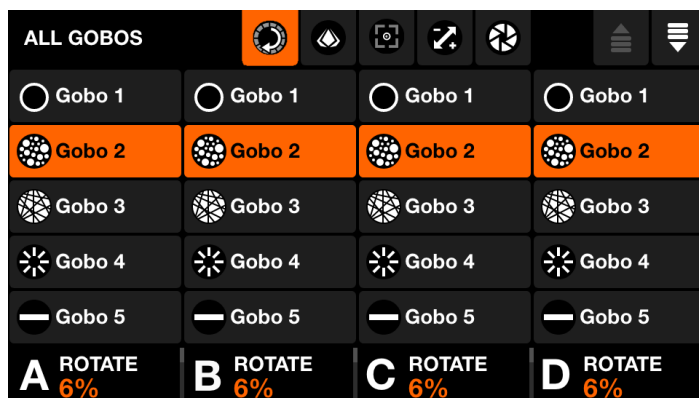


You can also set individual fixture positions using the Fixture Offset mode - tap the fixture icon on the toolbar to access this. Use the fourth encoder to select which fixture you would like to adjust, then the first 3 encoders to change the pan, tilt and focus offsets.



Gobo

Select your favorite 20 gobos on each fixture group. Wolfmix looks at each fixture in the group and tries to match up similar gobos, but if you're looking to choose a different gobo, SHIFT + hit one of the gobo buttons. Holding SHIFT and turning the encoder scrolls the gobo pages, press the encoder to display all 20 group gobos. The GOBO screen also provides access to gobo rotation, prism, focus, zoom and iris control. Touch one of the 5 icon buttons in the toolbar to select the feature, then move the encoder to control the value.



Live Edit

Create up to 80 custom Live Edit buttons to set specific channel values, and 3 Live Edit Macro controls. Check out the Live Edit guide [HERE](#) for further info.

10 Creating Live Edits

Why do I care about this?

...because it's super useful. There are always circumstances where you need a button to perform some specific action on a selection of lights. For example- a 'Mirror Ball' button, or a button which focuses a bunch of spots on a performer, or wedding cake.

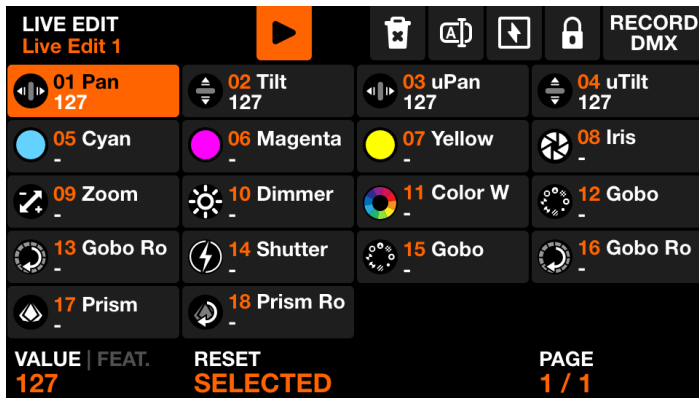
LIVE EDIT			
Live Edit 1	Live Edit 2	Live Edit 3	Live Edit 4
Live Edit 5	Live Edit 6	Live Edit 7	Live Edit 8
Live Edit 9	Live Edit 10	Live Edit 11	Live Edit 12
Live Edit 13	Live Edit 14	Live Edit 15	Live Edit 16
Live Edit 17	Live Edit 18	Live Edit 19	Live Edit 20
PRISM ROT. 50%	FOCUS 50%	ZOOM 100%	PAGE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

Creating a live edit

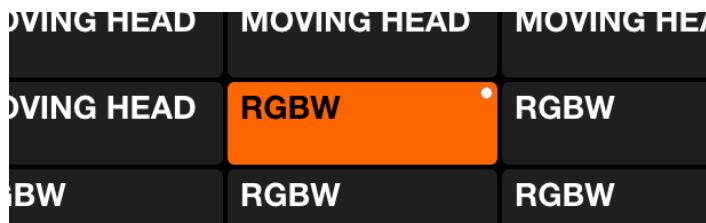
Hit an empty slot, or SHIFT + hit a button to edit. A grid of all your light fixtures will appear. Tap the fixtures you want to edit and then tap the EDIT button in the top right corner to set the channel values.

 LIVE EDIT Live Edit 1							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	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
RGBW	RGBW	RGBW	RGBW	RGBW	RGBW	RGBW	RGBW
RESET SELECTED			GROUP ALL			PAGE 1 / 4	

Use the first encoder to set the channel value. Hitting the encoder will show the selected channel's features (gobos/colors etc..). The RECORD DMX button to the top right will record the current DMX output frame and save it to the selected fixtures, allowing for you to quickly capture the live output without the need to manually adjust each channel.



If a fixture has been edited, a white dot will appear in the corner of the fixture's button. Hit the first encoder to reset the selected fixtures. Turning the encoder allows you to reset ALL fixtures.



Flash and Lock

Tapping the FLASH button on the top bar will set the Live Edit as a FLASH button. The button will turn white and will activate on press and stop on release. The LOCK button will lock the live edit from being changed when a preset is recalled. This is useful if you want to create a live edit to overwrite your entire project. For example, you could create a live edit to reduce the brightness of some dimmer channels and have this applied to your entire performance. Locked Live Edit buttons are purple.

Live Edit Macro

Three Live Edit Macros can be set using the first 3 encoders on the Live Edit screen. These allow quick access to common features such as Prism Rotation, Focus and Zoom. The Live Edit Macros are enabled and disabled by pressing the corresponding encoder, and the value is set by turning the encoder.

To edit a Live Edit Macro, hold SHIFT and press the encoder. Moving the first encoder lets you choose which feature the macro encoder will control, and moving the third encoder filters the displayed fixtures in the grid by group. Pushing the encoder selects or deselects all fixtures within the group, or you can use the touchscreen to select which fixtures to apply the macro to.

The padlock button on the toolbar locks the state and value of the macro, which locks it from being modified when a preset is recalled.

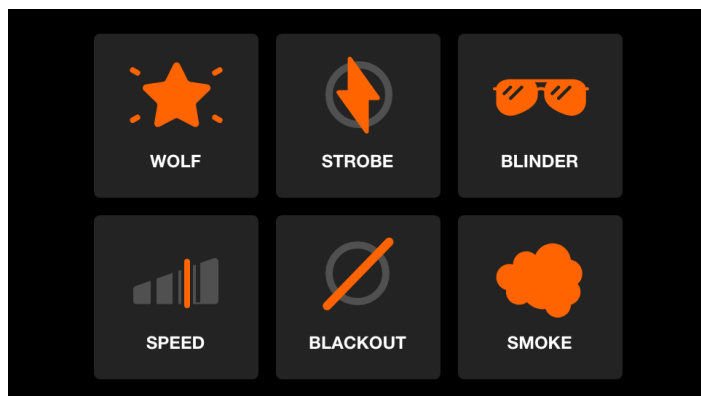


Once you are happy with your changes, press GO to apply them. Pressing any of the matrix buttons will discard your changes.

11 Flash effects

Flash! Ah-ah... Savior of the universe

Flash effects are layered over the top of everything else. They're great when playing live and can be easily triggered on any screen by hitting one of the big buttons to the right.



- WOLF: A flashing paparazzi effect great for buildups.
- STROBE: Flashes/strobes all lights. Use the first encoder to set the speed.
- BLINDER: Sets everything to full power. A fade out time can be set with the first encoder.
- SPEED: Multiplies the speed of all playing effects. Use the first encoder or left column of buttons to jump between FREEZE, 0.5x, 2x, 4x, 8x speed.
- BLACKOUT: Turns off all dimmers and closes all shutters.
- SMOKE: Triggers a smoke machine. Use the first 2 encoders to set the intensity and fan speed

Release mode

The fourth encoder can be used to set what happens when releasing the flash button.

- FLASH: The effect will be triggered on press and stopped on release.
- TOGGLE: The effect will be toggled on and off each time the button is pressed.
- 1/5/10s TIMER: The effect will be triggered on press and released automatically after the specified time.

If an effect is set to TOGGLE or TIMER mode, triggering another screen with one of the buttons on the left will not cancel an effect. For example you could trigger your smoke machine, then continue to play with the effects whilst the smoke machine is still active.



Excluding fixture groups from the Flash effects

Sometimes, you might need to exclude some groups from a particular Flash effect. Perhaps you don't want your uplighters to strobe, blind, or blackout for example. This can be solved within the Main Menu. Go to Settings > Project, select to the desired Flash effect, then use the 4th encoder to choose the group(s) you want to exclude.

Disabling the Flash FX screens

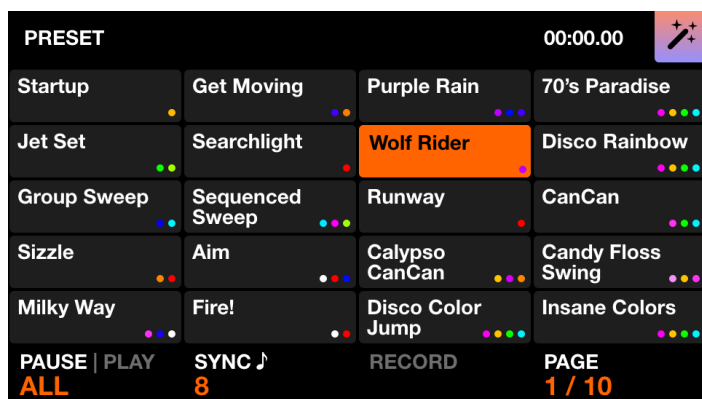
The Flash FX screens can be disabled in the settings if you don't want to be distracted by them whilst playing live on another screen. When the Flash FX Screens are disabled, they can be accessed by SHIFT + hitting a Flash button.



12 Preset

What am I supposed to do with a Preset?

Presets are used to save the current values of all your effects, along with the status of Static palettes and Flash buttons. Wolfmix can automatically generate 4 pages of presets using the Intelligent Preset function, but you can easily overwrite these by SHIFT + hitting a Preset button. Each preset can have a Fade Time- all values are seamlessly blended together during the fade.

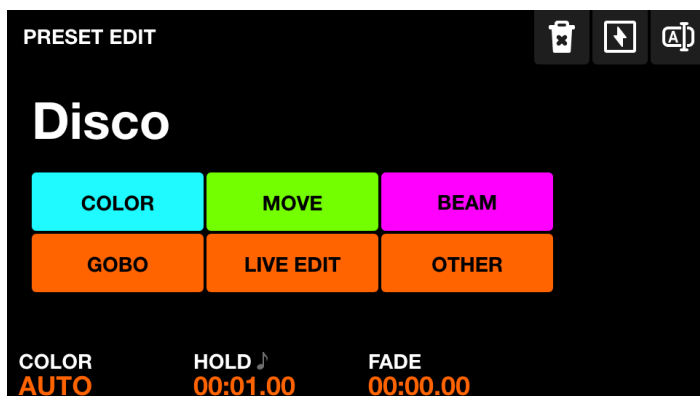


Preset stacking

Each preset can store any combination of 6 parts:

- COLOR: includes Color FX and static colors
- MOVE: include Move FX and static positions
- BEAM: includes Beam FX
- GOBO: includes gobo and feature values set on the GOBO screen
- LIVE EDIT: includes the enabled state of all live edits
- OTHER: includes the group dimmer values

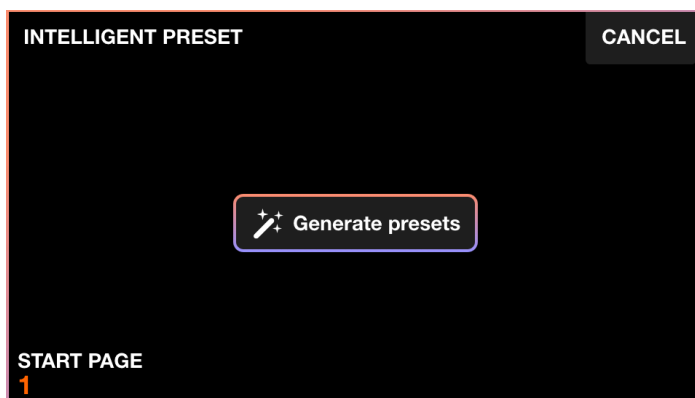
This function can be used to stack different presets to create countless numbers of preset combinations. For example, using page 2 of the auto-generated presets, you can choose your desired color. Then using page 3, you can choose a desired movement without affecting the color you previously chose.



Intelligent preset

Let Wolfmix kickstart your project by using the Intelligent Preset screen! You can access this screen either after patching your fixtures (this will appear after hitting GO) or by tapping the magic wand icon in the top right of the PRESET screen. When you hit the Generate Presets button, the Wolfmix will automatically generate 4 pages of presets (80 presets in total) based on your fixture patch. You can also choose the starting page using the first encoder (helpful to avoid overwriting any existing presets!). These presets are divided into 4 pages:

- 20 full presets (containing all 6 preset parts)
- 20 color presets (containing static colors and Color FX)
- 20 movement presets (containing static position and Move FX)
- 20 beam presets (containing Beam FX)



Preset list playback

Presets can be automatically played back in sequential order. Simply hit the first encoder to start playback. Each Preset has a Hold Time; this is the delay before the next Preset starts. The Presets loop from 1-200. Turn the first encoder to loop the current page, column, row or in a random order instead.

Preset flash

Tapping the Flash button when editing a Preset sets Flash mode. In Flash mode, the Preset will be released when the button is released, and the Wolfmix will revert back to the previous Preset.

If a Hold Time has been set on a Flash preset, this will act as a timed release. For example if you have a 5 second hold time- once you let go of the flash button, 5 seconds will pass before the previous Preset is recalled. This is useful for creating bursts of effects where the beams can fly into the audience and flash for a few seconds.

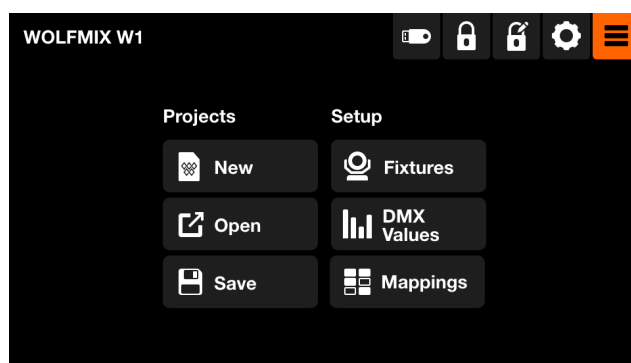


13 Managing projects

Wolfmix Projects

A Wolfmix Project contains all your fixtures, presets and palettes. Projects can be created, opened and saved by accessing the main menu. Tapping NEW will reset everything to default, but will not overwrite any of the stored projects.

Up to 100 projects (or 3.5mb of data, whichever comes first) can be saved on the Wolfmix. Tap OPEN and use the left encoder to select a project. Project backups (.wpj files) can be imported from a USB stick *[MK2 or higher]*.

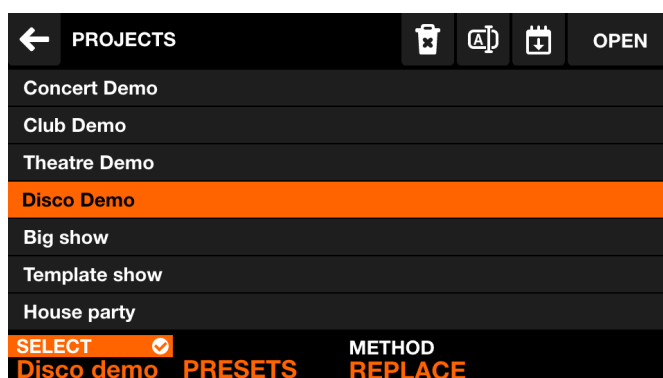


Project parts

You can choose which part of a Project to load with the second encoder.

- ALL: load everything
- FIXTURES: load just the fixture data
- PRESETS: load just the preset data

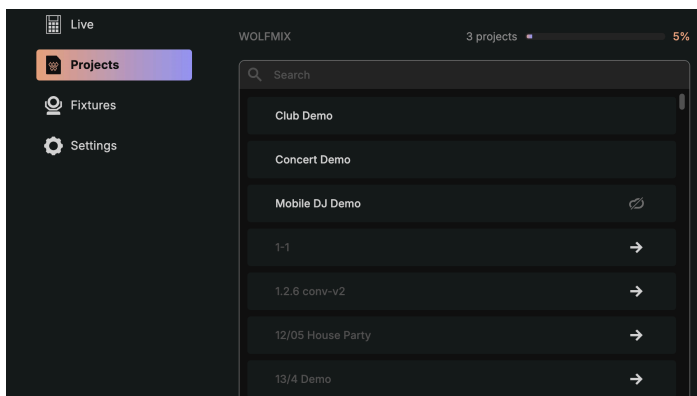
This allows you to separate your fixture data from your preset data. For example, you could have several Projects with different fixture setups, then one project with all your presets. Each time you arrive at a new venue, you can load just the fixture data from one of your saved projects. You can use the third encoder to determine how the presets should be loaded into the current project - replace, append or compact.



Project backup

Projects and fixtures can be backed up to a memory stick *[MK2 or higher]*. Insert a memory stick formatted as FAT32 ,then tap the USB icon on the main menu. You can choose what you want to export onto the USB stick - all projects, all fixtures or a full backup. Projects and fixtures can be imported using the buttons under the Import heading.

Projects can also be backed up with the WTOOLS app for PC and Mac. When a Project is backed up, it's automatically synchronised with your Nicolaudie Cloud account. This allows you to share Projects with other users and load onto other Wolfmix controllers.



14 DMX Values

What is this screen for?

This screen is great. It was one of those last-minute features we added when everybody was saying "Stop adding more features we need to launch this product!". The DMX Values screen can be accessed from the main menu. Here's a list of what you can do:

- See the level of every DMX channel
- Test the level of a DMX channel with the first encoder (tap to reset)
- Set a default level for the channel with the second encoder
- Choose a fade mode by tapping the second encoder
- Map a DMX IN channel with WLINK
- Record either the edited channel values, or all of the channel values, into a new Live Edit
- Edit advanced Beam settings such as Shutter open value, Strobe value etc.

← 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 148	DMX IN LOCK 12			CHANNELS 1 - 20		



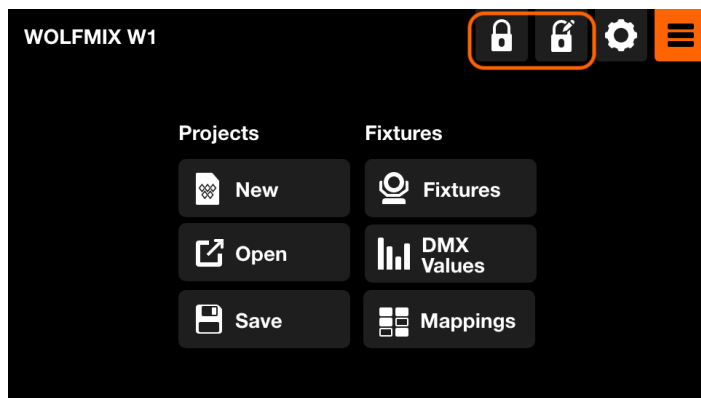
15 Locking your Wolfmix

Lock All - Lock Edit

Wolfmix can be locked with a password to prevent accidental or unauthorised access or editing. To lock the Wolfmix, open the main menu then tap one of the lock buttons.

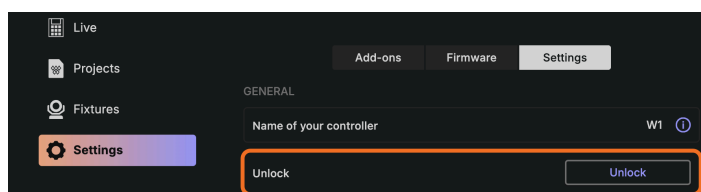
Lock All will lock everything. It won't be possible to access Wolfmix until the password has been entered. Tap the padlock icon to the top right of the screen to enter the password. The default password is 'wolf', but this can be modified from the Settings screen.

Lock Edit will lock all Preset and Palette editor functions (when you SHIFT + hit a button). The Fixture setup will also be locked. This mode is ideal when you want to allow the user to play with the lights without destroying your beautifully programmed light show.



I've forgotten my password

It happens to the best of us. To unlock without a password, connect Wolfmix to the WTOOLS app, head over to 'Settings' and click 'Unlock'.

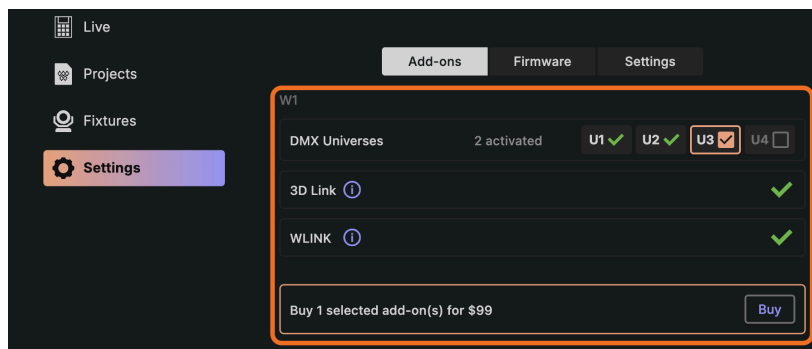


16 Assigning DMX universes

Adding more universes

Wolfmix ships with 2 DMX universes. Universe 1 is assigned to XLR A and B, and Universe 2 is assigned to XLR C and D. This allows the choice of 3 or 5 pin XLR and also allows for the Wolf to be used as a DMX splitter running 2 XLR cables per universe.

An additional 2 DMX universes are available as an add-on through the WTOOLS app. Open the app, go to Settings, then within the add-ons tab- select one or two extra universes to unlock. Hit 'Buy' to open a web browser to complete the transaction, then follow the on-screen instructions to activate the add-on.



Assigning universes

Each available DMX universe can be assigned to an XLR output on the controller. For example, you could duplicate DMX Universe 1 to all 4 XLR outputs (A-D) to use Wolfmix like a splitter. Alternatively, you could assign each DMX universe to each output for a total of 2048 DMX channels across the 4 XLR outputs.

DMX universes can be assigned in the Settings screen (accessed from the main menu). Select the line corresponding to the XLR output with the second encoder, then select the DMX universe number with the fourth encoder. The image below shows universe 1 assigned to XLR A and B, and universe 2 assigned to XLR C and D.

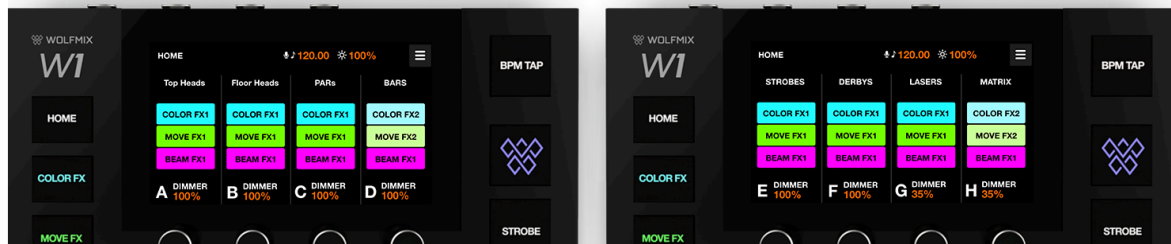
← SETTINGS			Firmware : 2.0.4 Serial : 2000000 Key : w0LF69
DMX	XLR A	Universe 1	
General	XLR B	Universe 1	
Project	XLR C	Universe 2	
Preset	XLR D	Universe 2	
	WLINK input mode	OFF	
SELECT DMX	SETTING XLR C	VALUE Universe 2	



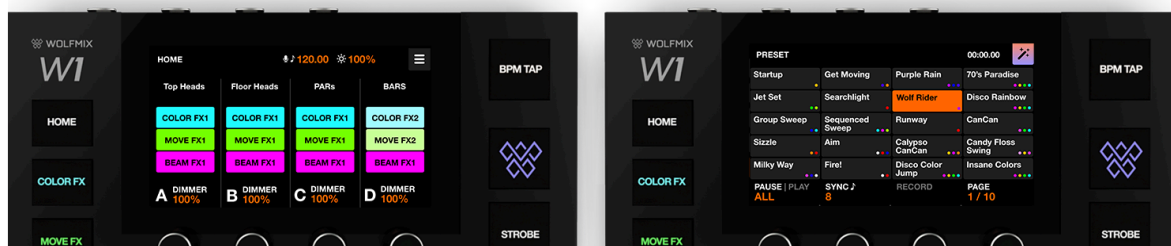
17 Linking 2 Wolfmix's

Why are 2 Wolfmix's better than 1!?

The first benefit is that you get hands-on control of all 8 Wolfmix groups. If you have a lot of different fixtures, it can be useful to split these into 8 groups and have direct access to each group on the HOME screen, or select colors on the COLOR screen.



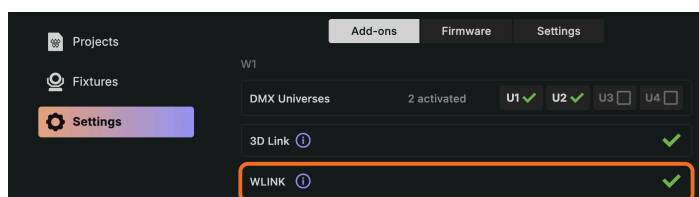
The second benefit is to be able to see 2 different screens at once. You could play live on the home screen of the left Wolfmix, whilst always having access to your presets on the right Wolfmix.



The third benefit is to be able to have 2 Wolfmix controllers in 2 different places. For example you could install 1 Wolfmix behind the bar connected to the lighting rig, then run a long DMX cable over to a second Wolfmix in the DJ Booth. Alternatively you could put one Wolfmix Front of House and a second Wolfmix at the side of the stage.

Sync 2 Wolfmix's with WLINK

To set up WLINK, you first need the WLINK add-on. Connect the Wolf to a PC or Mac via USB 3, and open the WTOOLS app.



Once the WLINK add-on has been enabled for both controllers, connect a 5pin Male -



Male XLR cable to the WLINK socket of each Wolfmix. We supply an official WLINK cable for this. The cable can be extended with a standard 5 PIN DMX XLR cable.



Finally, be sure both Wolfmix’s have the same Project loaded, then head over to the Settings screen, scroll to WLINK input mode and select WOLFMIX.

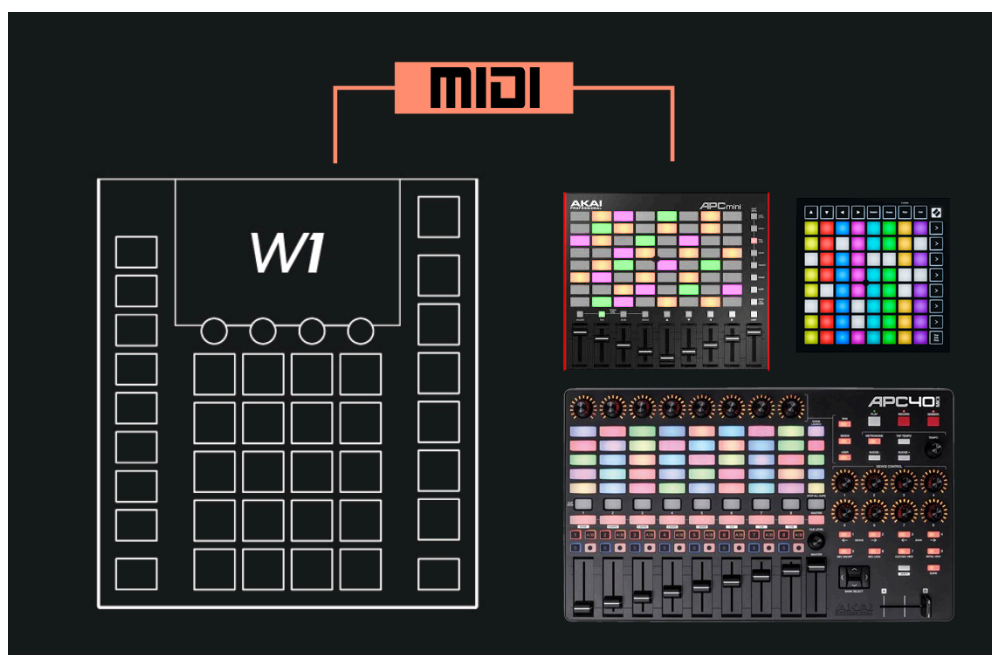
← SETTINGS		Firmware : 2.0.4 Serial : 2000000 Key : wOLF69
DMX	XLR A	Universe 1
General	XLR B	Universe 1
Project	XLR C	Universe 2
Preset	XLR D	Universe 2
	WLINK input mode	WOLFMIX
SELECT DMX	SETTING WLINK inpu	VALUE WOLFMIX

18 MIDI control

Controlling Wolfmix with MIDI

The Wolfmix W1 [MK2 and higher] has a USB-A socket for connecting a MIDI device. There are 3 ways to use MIDI with Wolfmix:

1. Map faders to control group dimmers.
2. Map buttons or messages from a playback device to trigger Presets, or Flash effects.
3. Sync effects with the BPM using MIDI Clock.



Mapping Dimmers

Dimmers are mapped from the Mappings screen, accessed via the main menu. Tap the toolbar button to select MIDI, ensure Group Dimmer is highlighted in the category list, then turn the second encoder to select the mapping. Use the third encoder to set the MIDI IN command (CC or note value) and the fourth encoder to set the MIDI OUT value. You can also use the LEARN function to assign the next MIDI input message to the selected mapping.



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

Mapping Presets

Presets are mapped in the same way. Use the first encoder to select the Preset category, then use the second encoder to select the desired preset. You can then use the third encoder or the LEARN function to set the MIDI IN command. Preset mappings also send a MIDI out value, to light up a button on a MIDI controller for example. By default, when a MIDI IN message is received, the same message is sent to MIDI OUT. The value and channel can be changed using the fourth encoder.

MIDI Clock

Wolfmix effects can be synchronised with the BPM using MIDI clock. There is no setup required on the Wolfmix side. Simply send MIDI clock from your MIDI device, and Wolfmix will read it and sync your effects, as long as the effects are set to BPM mode.

USB MIDI DIN

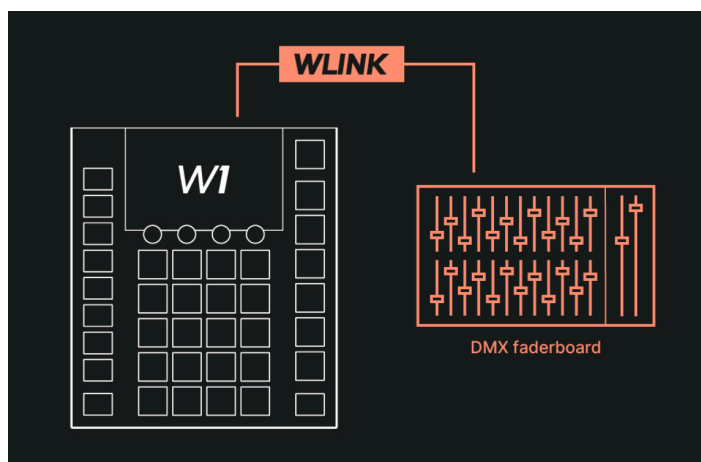
If the device you wish to connect has a traditional MIDI DIN socket, you can use a generic USB MIDI adapter. Be sure to pick an adapter that doesn't require a custom driver, these devices are usually labelled "Generic MIDI". This is a great way to connect the Wolfmix with a show controller. For example, you could connect it with a computer's Audio/MIDI interface to synchronise Presets with video, audio, or show control software using MIDI Note and CC messages, or a DJ mixer to synchronise with MIDI clock.



19 Linking with DMX faders

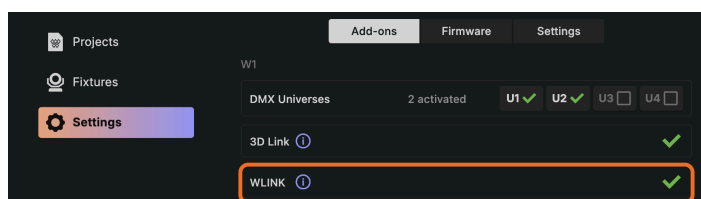
Wouldn't it be cool if the Wolfmix had faders?

Of course it would be. We all love faders. All lighting controllers have faders. At the beginning we designed the Wolfmix to fit our 3D printer bed size. We wanted to create something you could play like a musical instrument. At the end we had no room for faders. I admit it's not so easy with encoders in a live performance environment to slowly and manually adjust a lights dimmer, so we did the next best thing - allow for a DMX controller to be connected via the WLINK socket.



Setting up WLINK

To set up WLINK, you first need the WLINK add-on. Connect the Wolf to a PC or Mac via USB 3, and open the WTOOLS app.



Once the WLINK add-on has been enabled, connect a cable from your DMX fader board to the 5 pin WLINK socket. Depending on the cable, you may need a Male-Male XLR adapter.

Finally, head over to the Settings screen, scroll to WLINK input mode and select DMX IN.



← SETTINGS Firmware : 2.0.4 Serial : 2000000 Key : wOLF69		
DMX	XLR A	Universe 1
General	XLR B	Universe 1
Project	XLR C	Universe 2
Preset	XLR D	Universe 2
	WLINK input mode	DMX IN
SELECT DMX	SETTING WLINK inpu	VALUE DMX IN

What can I do with an external DMX fader board?

Dimmers, Presets and Flash effects can all be mapped to a DMX input channel via the Mappings screen, accessed via the main menu. Tap the toolbar button to select DMX, use the first encoder to scroll the category list, then turn the second encoder to select the desired mapping function. The third encoder can then be used to set the DMX IN command. You can also use the LEARN function to assign the next DMX input message to the selected mapping.

← MAPPINGS LEARN MIDI DMX		
Group Dimmer	Group A	✓
Preset	Group B	✓
Preset Page	Group C	✓
Flash	Group D	✓
General	Group E	✓
	Group F	✓
	Group G	✓
SELECT Group Dimm	MAPPING Group A	IN CH 1

Mapping a DMX input channel to an output channel

DMX IN faders can also be mapped directly to DMX output channels. This is useful if you have a large set of faders you want to use for manual control (e.g. dimming some traditional PARs). You could also turn the Wolfmix into a DMX merger should you wish to control certain sets of lights from another DMX controller.

DMX channel mappings can be made from the DMX VALUES screen. Select a channel on the grid, then select the DMX IN channel to map using the third encoder, or SHIFT + tap the encoder and move the input fader to map automatically. Once a fader has been mapped, it will override the value until the channel is changed by the Wolfmix (e.g. when changing preset or enabling an effect). If you want your input fader to always take priority, hit the third encoder to LOCK the mapping.

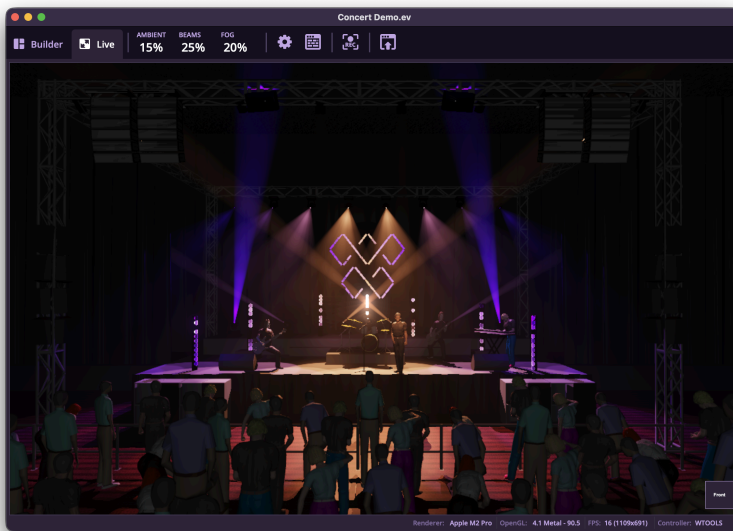


← DMX VALUES Universe 1		U1	U2	U3	U4	REC DMX	⚙
001 42	002 160	003 0		004 231			
005 0	006 255	007 127		008 127			
009 255	010 63	011 0		012 48			
013 195	014 0	015 0		016 195			
017 12	018 218	019 137		020 160			
TEST VALUE -	DEFAULT FADE 148	DMX IN LOCK 12		CHANNELS 1 - 20			

20 Easy View 3D visualization

The 3D Link Add-on

Easy View is a 3D visualization software package which allows you to create your light show away from the stage. Add Moving Heads, Scanners, Pars, Bars and other objects in a 3D environment and visualize the DMX output from Wolfmix in real-time with a simple USB connection.



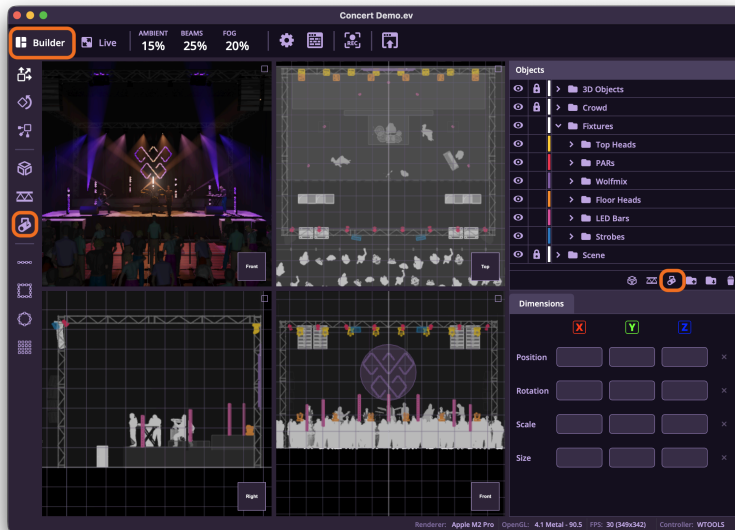
The Easy View software is available to download from the Wolfmix website for free, however to send DMX data from Wolfmix to Easy View, the 3D Link add-on is required. This can be purchased through the WTOOLS app. Once the add-on is enabled, open Easy View, and enable the 3D Link button from the Live screen within WTOOLS. Your Wolfmix should then begin sending DMX data to the visualiser.

Adding light fixtures to Easy View

By default, WTOOLS will have the 'Enable automatic patching' setting enabled. This means that when connecting to Easy View (or updating your fixture patch)- Easy View will prompt you asking if you would like to update the fixture patch. Select 'Yes' to update the fixture patch within the visualiser.

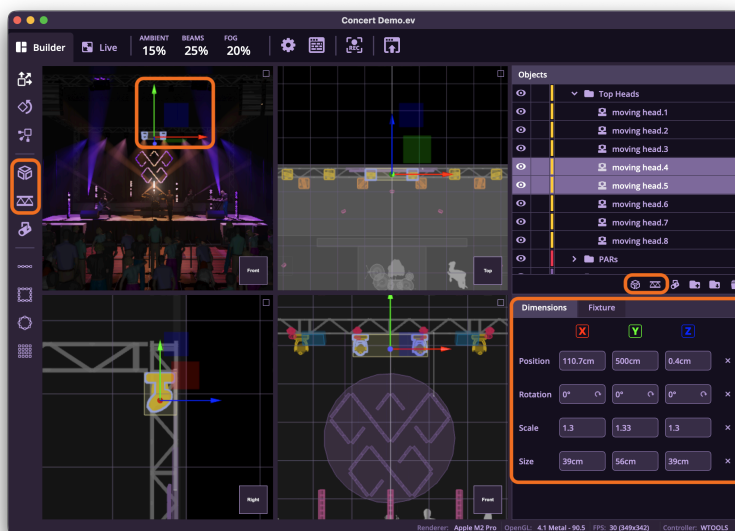
Alternatively, enter 'Builder View' to manually patch in your fixtures. Click 'Add Fixture' to choose one or more lighting fixtures to add. Be sure the DMX start address matches the address set on Wolfmix. Easy View is compatible with any SSL2 fixture profile. This is the same format available in the public library through WTOOLS. If your profile is missing, check the Cloud library for the latest updated fixtures.





Positioning fixtures and objects

Additional objects such as stage, truss and people can be added by clicking the 'Add 3D Object' or 'Add Truss' button. Fixtures and objects can be positioned by selecting and dragging the object, dragging one of the 3 direction arrows, or by manually entering the X/Y/Z coordinates within the Dimensions tab.

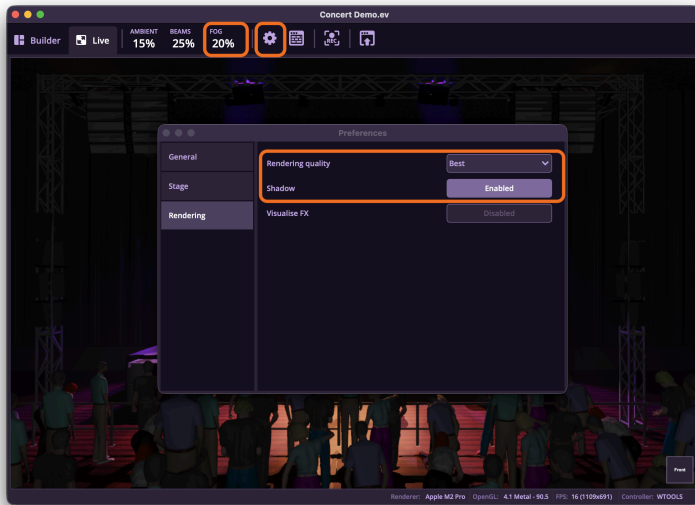


Other settings

Visual settings such as Ambient lighting, Beam Intensity, and Fog Density can be adjusted from the toolbar. Easy View requires a powerful graphics card for smooth playback. If the FPS drops too low, try setting the Fog level to 0, disabling Shadows, or



reducing the rendering quality from the Preferences window. Reducing the screen size will also speed up the rendering.



21 WTOOLS

What is WTOOLS used for?

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: more info about that [HERE](#).
- Visualize in 3D with Easy View: more info about that [HERE](#).
- Purchase add-ons including extra DMX universes, WLINK and 3D Link: then see available upgrades in the Add-ons tab.
- Sync projects locally and with the Cloud: click on a project to sync it to your Wolfmix, back it up to the Cloud, export to your computer, or delete it.
- Sync fixture profiles locally and with the Cloud: click on a fixture profile to sync it to your Wolfmix, open with Profile Builder, or report an issue. You can also remove fixtures from your Wolfmix here.
- Update the firmware: you can view your current firmware and update it from the Settings screen.

Additionally, you can use WTOOLS to unlock, factory reset and rename your Wolfmix.



22 Useful information

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.

USB connection troubleshooting

If your Wolfmix is not detected by WTOOLS, this problem can happen when the computers USB hub cannot provide enough power to the Wolfmix. A few things to try before contacting us:

- Remove any external USB hub adapters and connect the Wolf directly to your computer. Some USB hub adapters are not compatible.
- Be sure you're using the included USB cable.
- Be sure you're connected to a USB3 bus. USB2 may not provide adequate power.
- If using a PC, Windows 10 or higher is required.

If you're still experiencing problems, check if the Wolfmix appears in the Windows Device manager or the Apple Network Preferences (on Mac, the Wolf appears as a 'USB Modem').

