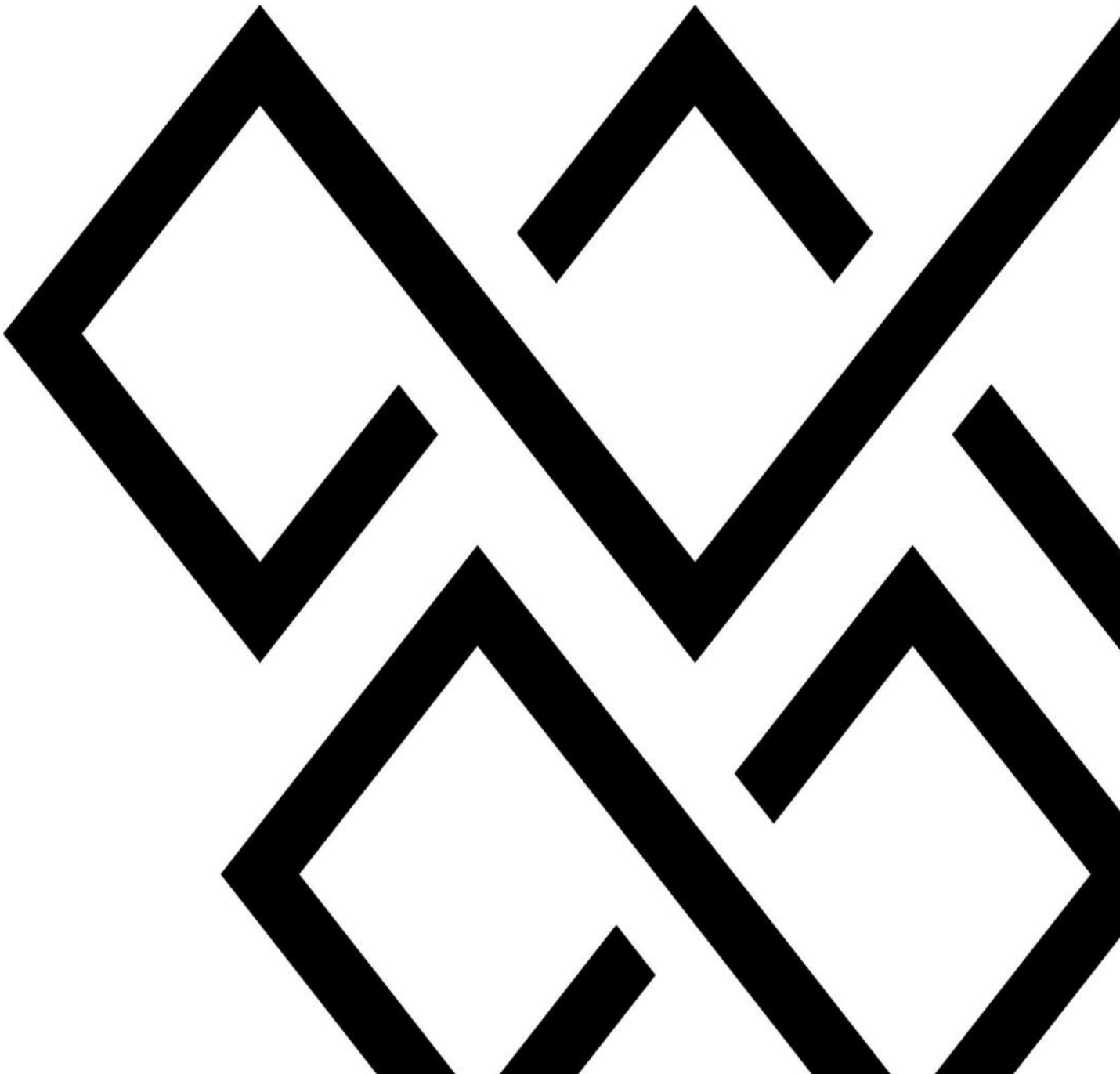
Wolfmix WING

Reference Manual

Version 1.0 | English



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Product & company

Product reference: Wolfmix WING

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Protecting the environment



For the transport and protective packaging, environmentally friendly materials have been chosen that can be supplied to normal recycling. Ensure that plastic bags, packaging, etc. are properly disposed of.



If you are intending to discard this product at the end of its useful life, please do not dispose of it with your other household or municipal waste. Nicolaudie Group has labelled its branded electronic products with the WEEE Symbol to alert our customers that products bearing this label should not be disposed of in a landfill or with municipal or household waste.

Please refer to our WEEE document at wolfmix.com/company for further information on disposal of your product.

Safety notices

WARNING: Failure to follow these safety instructions could result in fire, electric shock, injury, or damage to your Wolfmix WING or other property. Read all the safety information below before using Wolfmix WING.

Intended use

Use the device only as described in this user manual. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use. This device may be used only by persons with sufficient physical, sensorial, and intellectual abilities and having corresponding knowledge and experience. Other persons may use this device only if they are supervised or instructed by a person who is responsible for their safety.

Danger for Children

Choking hazard! Please be aware that this product contains small parts such as encoder caps which may become detached. Ensure that plastic bags, packaging, etc. are disposed of properly and both product and packaging are not within reach of babies and young children.

Serviceable parts

Caution! There are no user serviceable parts inside this unit. Do not attempt any repairs yourself. Doing so will void the manufacturer's warranty. In the unlikely event your unit may require service please contact your place of purchase.

Operating conditions

This device has been designed for indoor use only. To prevent damage, never expose the device to any liquid or moisture. Avoid direct sunlight, heavy dirt, and strong vibrations.

Power

Before connecting the device, ensure that the input voltage (AC outlet) matches the voltage rating of the device and that the AC outlet is protected by a residual current circuit breaker. Failure to do so could result in damage to the device and possibly injure the user. Unplug the device before electrical storms occur and when it is unused for long periods of time to reduce the risk of electric shock or fire.

Introduction

About this document

Thanks for checking out the Wolfmix WING Reference manual. This white paper describes each and every function available on Wolfmix WING. We've written this as a quick method to look up a particular feature on the Wolf. If you're looking to learn how to use the Wolfmix W1 or the WING, check out the Mini Guides which focus on how to achieve a particular objective rather than in this document which is more of a dictionary to document each function in-depth.

Hardware specification

Overview

Size & weight

220 x 289 x 70 mm / 8.66 x 11.38 x 2.76 in
1500g / 3.31lb

Components

Housing

ABS Plastic
Powder-coated steel base plate with 100mm VESA (M4 6mm max)
Powder-coated steel reinforced back plate

Display

8 OLED displays

Encoders

Electroplated encoder caps
Rotary encoders with acceleration

Faders

8 motorised faders
1 main dimmer fader

Button pads

40 Silicone buttons with matt oil finishing
LED color backlit

Processing

220Mhz CPU with ARM core
8MB RAM
16MB Flash

DMX

2x 3pin DMX OUT XLR connectors
2x 5pin DMX OUT XLR connectors

USB

USB-A (for W1)
USB-C (PC/MacOS connection)
USB-C (Power IN USB-PD 15V 3A)

Activation



The easiest way to register your WING is through the WTOOLS app (PC/Mac). Open WTOOLS and log in to your Cloud account (or sign up, if you don't already have one). Connect to your computer via the USB-C port on the back panel of your WING. You will then be prompted if you'd like to register your WING. Click 'Confirm', and it will be registered to your account.

Alternatively, you can scan the QR code on the OLED screen or visit wolfmix.com/activate to activate your WING.

Displayed data:
WING

- A QR code will appear on the OLED screens, to direct you to the activation webpage.
- Hit OK/GO, then the activation key will appear across the OLED screens.

Fader actions:
WING

- Move the faders to select the required character for the activation key.

Encoder actions:
WING

- Turn the FINE encoder to select the character required for the activation key.

Other actions:
WING

- Hit OK/GO to submit the activation key.

- Hit CANCEL to return to the previous screen.

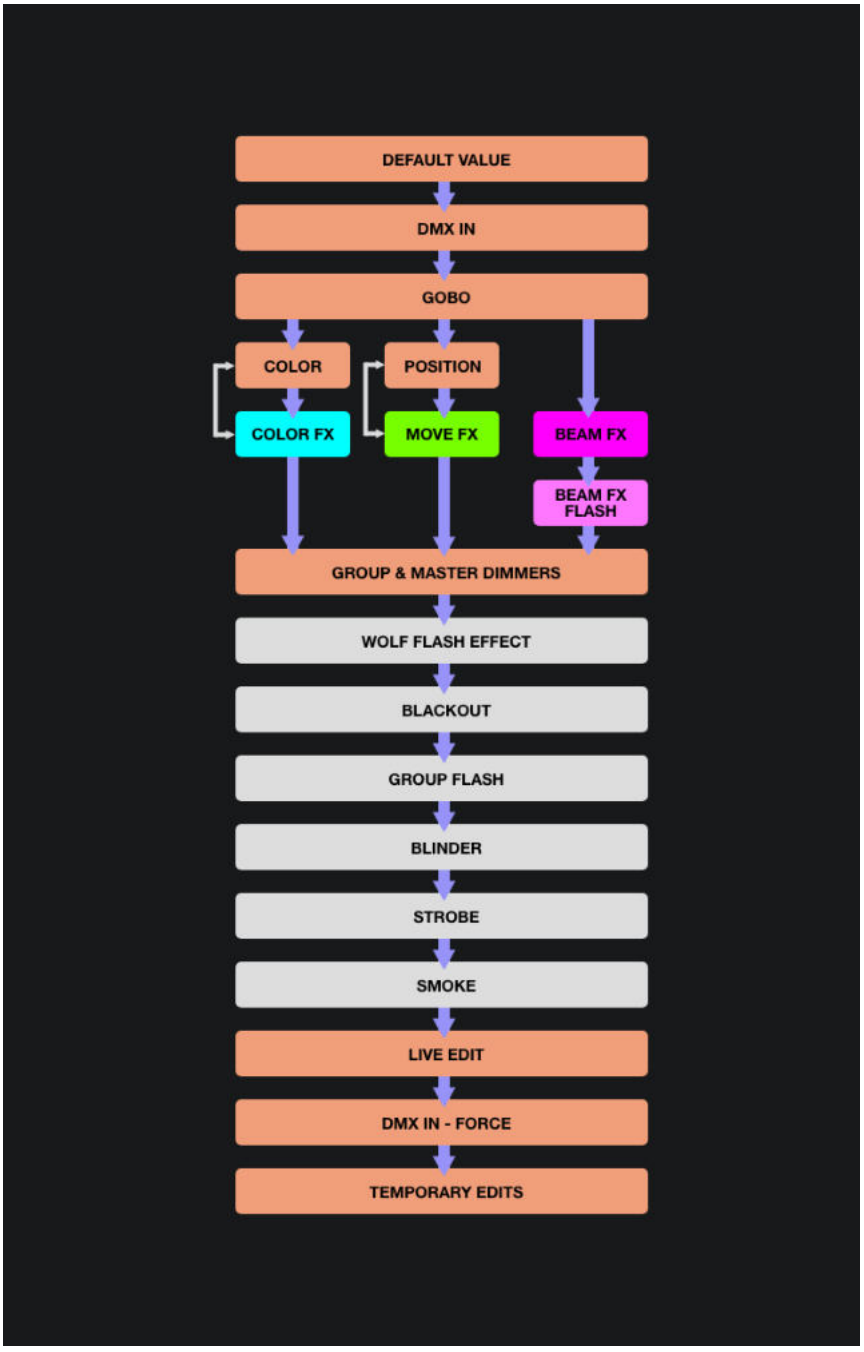
Startup key-combinations

Several special startup modes are available by powering the controller whilst holding the following key combinations:

- **CUE LIST + CONTROL** : performs a test sequence including buttons, faders, encoders, and OLED screens.
- **CUE LIST + MAPPING** : clears the current project file from the WING. Useful when the currently loaded project has a problem, or when you want to use the WING as a stand alone MIDI controller.
- **CUE LIST + PIN** : enters Wolfmix firmware recovery mode. Used to write a new firmware version if the main firmware does not start.
- **CUE LIST +** SHIFT : erases all WING local data.
- **CUE LIST + OK/GO** : restores the factory firmware which came with the WING. Used in a critical situation whereby the firmware becomes unusable and a PC/MAC is not available to update to the latest firmware.
- **CUE LIST + CANCEL** : enter bootloader mode. All lights will flash white. This is used during factory production only.

Beam Engine Control Flow

The diagram below explains how Wolfmix controls DMX channels. The Beam Engine is triggered every 40ms (25 fps). All DMX channels are set to their default values at the beginning of each frame, and then each effect is added one-by-one.



Fixture Setup

The Fixture Setup screen can be accessed on the W1. In order to use the WING, your fixtures will need to be patched into the W1 first.

Subgroup assignment

With the WING, you can assign fixtures to subgroups. You can have up to 8 subgroups within a group, totalling 64 possible subgroups per project. Subgroups can be assigned using the W1 Fixture Setup screen, or quickly distributed within the Group Setup screen. Note that the subgroup option will only appear when the W1 and WING are connected to each other. Data will be stored within the project file, but hidden when using a W1 on its own.

During fixture patching



Displayed data:
W1

- A list of available groups and the currently selected subgroup.

WING

- The names of each group.

Encoder actions:
W1

- Use the first encoder to scroll through the list of subgroups.

Toolbar actions:
W1

- Cancel the group selection and go back to the previous screen.

Other actions:
W1

- Touch the desired group button on the touchscreen, or hit the corresponding matrix button, to assign the fixtures.

From the Fixture Setup screen



Displayed data:
W1

- A list of all fixtures in the current project, including the name, group, subgroup and DMX address.

Encoder actions:
W1

- Push the first encoder to select the fixture(s) you wish to change the group and/or subgroup of.
- Move the third encoder to change the group that the fixture is assigned to.
- Hold SHIFT + turn the third encoder to change the subgroup that the fixture is assigned to.
- Push the third encoder to apply the selection.

Toolbar actions:
W1

- Tap GO to save any changes made to subgroup assignment.

Other actions:

W1

- Tap an illuminated matrix button to filter the fixtures by group.

WING

- Tap an illuminated group button to filter the fixtures by group.

From the Group Setup screen



Displayed data:

W1

- Group name and number of fixtures.
- Subgroup name and number of fixtures.

WING

- The name of each subgroup.

Encoder actions:

W1

- Move the first encoder to scroll existing subgroups.
- Push the first encoder to rename the selected group or subgroup.

Toolbar actions:

W1

- Go back to the HOME screen. Tap on a group name from the HOME screen to enter the Group Setup screen.
- Distribute fixtures into subgroups automatically.
- Rename the selected group or subgroup.

Universe assignment

Similar to the Wolfmix W1, the Wolfmix WING provides 4 XLR outputs, each capable of sending 1 universe of DMX data. These ports are freely assignable, so each output can control its own universe, or you can output the same universe from multiple outputs- so the WING acts as a DMX splitter.

Universes can be assigned within the Wolfmix W1 settings screen.



Displayed data:

W1

- A list of all settings relating to the WING DMX universe assignment, including which universes to process and the assignment of each WING XLR port.

Encoder actions:

W1

- Move the second encoder to select the desired setting.
- Move the fourth encoder to set the desired value.

Toolbar actions:

W1

- Tap the back arrow to go back to the previous screen.

W1 Modes Enhanced

The Wolfmix WING allows for quick, enhanced access to all the main screens of the W1, with the expanded control surface enabling control of all 8 groups at once. Control FX racks, busk your show using the flash buttons, and quickly edit parameters using the WING's expanded control surface.

HOME



Displayed data:
WING

- The name of each group.
- The dimmer level of the group (displayed when the relevant fader is touched or moved).

Encoder actions:
WING

- Move the FINE encoder for fine control of the last selected dimmer.

Fader actions:
WING

- Control the dimmer of the corresponding group.
- Use the fader labelled "MAIN" to control the master dimmer (all groups).

Other actions:
WING

- Hitting the COLOR/MOVE/BEAM FX buttons on the matrix will enable/disable the

effects.

- Holding SHIFT whilst tapping the COLOR/MOVE/BEAM FX buttons toggles between FX engine 1 and 2.
- Hitting the top row of buttons on the matrix will set the dimmer to FULL whilst setting the dimmer of all other groups to 0% (solo). Holding SHIFT whilst hitting these buttons on the matrix will set the dimmer to FULL and strobe the group.
- Hitting the second row of buttons will set the dimmer to FULL and set the lights in that group to white, if they are RGB fixtures. Holding SHIFT whilst hitting these buttons on the matrix will do the same function, but also strobe the group.
- Tap the name of the group on the touchscreen to enter the Group Setup screen. Here you can rename the group or subgroups, as well as quickly distribute fixtures into subgroups.

Group expand (subgroups)



Displayed data:

<u>WING</u>

- Hit the A-H buttons to expand a group and show its subgroups. Names of the subgroups within the group are shown on the OLED screens. The group and subgroups can be renamed using the W1 touch screen.
- The dimmer level of each subgroup (displayed when the relevant fader is touched or moved).

Fader actions:

<u>WING</u>

- Use the active faders to control the dimmer of the corresponding subgroup.

Other actions:

WING

- Hit the A-H buttons to expand a group and access the subgroup control. Group buttons will be dimly lit orange if fixtures are assigned to that group.
- Hitting the COLOR/MOVE/BEAM FX buttons on the matrix will enable/disable the effects for individual subgroups.
- Holding SHIFT whilst tapping the COLOR/MOVE/BEAM FX buttons toggles between FX engine 1 and 2. This change will be applied to all subgroups.
- Hitting the top row of buttons on the matrix will set the subgroup dimmer to FULL whilst setting the dimmer of the other subgroups to 0%. Holding SHIFT whilst hitting these buttons on the matrix will set the dimmer to FULL and strobe the subgroup.
- Hitting the second row of buttons will set the subgroup dimmer to FULL and set the lights in that subgroup to white, if they are RGB fixtures. Holding SHIFT whilst hitting these buttons on the matrix will do the same function, but also strobe the subgroup.
- Holding SHIFT whilst hitting a group A-H button will enter the fixture setup screen, with the relevant group filtered automatically.

Group Setup



Displayed data:

W1

- Group name and number of fixtures.
- Subgroup name and number of fixtures.

WING

- The name of each subgroup.
- The dimmer level of the subgroup (displayed when the relevant fader is touched or moved).

Encoder actions:

W1

- Move the first encoder to scroll existing subgroups.
- Push the first encoder to rename the selected group or subgroup.

WING

- Move the FINE encoder for fine control of the last selected dimmer.

Toolbar actions:

W1

- Go back to the HOME screen. Tap on a group name from the HOME screen to enter the Group Setup screen.
- Distribute fixtures into subgroups automatically.
- Rename the selected group or subgroup.

Fader actions:

WING

- Control the dimmer of the corresponding subgroup.

Other actions:

WING

- Hitting the COLOR/MOVE/BEAM FX buttons on the matrix will enable/disable the effects for the relevant subgroup.
- Holding SHIFT whilst tapping the COLOR/MOVE/BEAM FX buttons toggles between FX engine 1 and 2. This change will be applied to all subgroups.
- Hitting the top row of buttons on the matrix will set the subgroups dimmer to FULL whilst setting the dimmer of all other subgroups to 0% (solo). Holding SHIFT whilst hitting these buttons on the matrix will set the subgroup dimmer to FULL and strobe.
- Hitting the second row of buttons will set the subgroup dimmer to FULL and set the lights in that subgroup to white, if they are RGB fixtures. Holding SHIFT whilst hitting these buttons on the matrix will do the same function, but also strobe the subgroup.

Static Color



Displayed data:

<u>WING</u>

- The name of each group.
- The dimmer level or pattern of the group (displayed when the relevant fader is touched or moved).
- When a group is selected via the group A-H buttons, the first OLED screen displays the dimmer level (when the fader is touched or moved). The second OLED screen displays the selected pattern type (when the fader is touched or moved).

Encoder actions:

<u>WING</u>

- Turn the SCROLL encoder to page through the 4 pages of colors.
- Turn the FINE encoder to fine tune the last selected parameter.

Fader actions:

<u>WING</u>

- Control the dimmer or pattern of the corresponding group (toggle modes with the '◀' and '▶' buttons).
- When a group is selected, use the first fader to control the group dimmer and the second fader to select the pattern type of the static color(s).

Other actions:

<u>WING</u>

- Use the matrix buttons on the WING to select the colors for all 8 groups.
- Hit the '◀' and '▶' buttons to toggle between dimmer or pattern fader control.

- Hit the group button at the bottom of the WING to show all 20 color options for that group. This also sets fader 1 to dimmer, and fader 2 to pattern control for the group.
- Hold SHIFT and hit a matrix button to open color picker.

Color Picker



Displayed data:
WING

- The colour mixing values (displayed on OLED screens when a fader is touched or moved).

Encoder actions:
WING

- Turn the FINE encoder to fine tune the last selected parameter.

Fader actions:
WING

- Control the color mixing channel values.

Other actions:
WING

- Hit the flashing matrix button or OK/GO to save changes. Hit any of the other matrix buttons or CANCEL to discard changes.

Static Position



Displayed data:

WING

- The name of each group.
- The dimmer level or fade time of the group (displayed when the relevant fader is touched or moved).

Encoder actions:

WING

- Turn the SCROLL encoder to page through the 4 pages of positions.
- Turn the FINE encoder to fine tune the last selected parameter

Fader actions:

WING

- Control the dimmer or fade time of the corresponding group (toggle modes with the '◀' and '▶' buttons).
- When a group is selected via the group A-H buttons, use the first fader to control the group dimmer and the second fader to change the position fade time.

Other actions:

WING

- Use the matrix buttons on the WING to select the positions for all 8 groups.
- Hit the '◀' and '▶' buttons to toggle between dimmer or fade time fader control.
- Hit the '▶' button to enable all faders to control the position fade time.
- Hit the A-H group buttons at the bottom of the WING to show all 20 color options for that group. This also sets fader 1 to dimmer, and fader 2 to fade time

control for the group.

- Hold SHIFT and hit a matrix button to open the position picker.

Position Picker



Displayed data:

WING

- The position values (displayed on OLED screens when a fader is touched or moved).

Encoder actions:

WING

- Turn the FINE encoder to fine tune the last selected parameter.

Fader actions:

WING

- Control the position feature values.
- When the fixture offset mode is enabled via the W1 toolbar, the last three faders can be used to control the offset values of the selected fixture.

Other actions:

WING

- Hit the flashing matrix button or OK/GO to save changes. Hit any of the other matrix buttons or CANCEL to discard changes.
- Hit a pale green button on the matrix to select a fixture (when in fixture offset mode).

Static Gobo



Displayed data:

<u>WING</u>

- The name of each group.
- The dimmer level, or beam feature value of the group (displayed when the relevant fader is touched or moved).
- When a group is selected via the A-H group buttons, the OLED screens display all available beam features and the current value (when the fader is touched or moved).

Encoder actions:

<u>WING</u>

- Turn the SCROLL encoder to page through the 4 pages of gobos.
- Turn the FINE encoder to fine tune the last selected parameter.

Fader actions:

<u>WING</u>

- Control dimmer or beam features for each group. Hit the '◀' and '▶' buttons to scroll the fader control modes.
- When a group is selected, use the first fader to control the group dimmer and the remaining faders to control the available features.

Other actions:

<u>WING</u>

- Use the matrix buttons on the WING to select the gobo for all 8 groups.
- Hit the '◀' and '▶' buttons to scroll through the controllable features for all groups.

- Hold SHIFT and hit a matrix button to open the gobo edit screen. Hit the flashing matrix button or OK/GO to save changes. Hit any of the other matrix buttons or CANCEL to discard changes.
- Hit the A-H group buttons at the bottom of the WING to access all the gobos for that group. This also sets the faders to control all beam features for that group.

FX racks



Displayed data:

WING

- The name of each group.
- The dimmer level or the FX parameter values are displayed on the OLED screens. Scroll the different modes via the '◀' and '▶' buttons.

Encoder actions:

WING

- Turn the FINE encoder to fine tune the last selected parameter.
- In the Move FX sequencer, the SCROLL encoder can be moved to scroll through the pages of positions.

Fader actions:

WING

- Control group dimmer, FX1 or FX2 parameters. Hit the '◀' and '▶' buttons to scroll the fader control modes.

Other actions:

WING

- Hit the '◀' and '▶' buttons to switch between group dimmer, FX1 parameter and FX2 parameter modes.
- SHIFT + hit the FX on/off buttons on the WING to switch between FX1 and FX2.
- The WING matrix buttons can be used to select positions or beam segments in the Move and Beam FX sequencers.

CUE LIST

The CUE LIST feature allows you to create a list of cues, where each cue can trigger up to 5 presets at once. You can then cycle through your cues automatically with custom HOLD and FADE times, or you can jump to the next cue using the dedicated GO button. Each cue also has a fader that can be used to create manual crossfades between two cues. Up to 100 cue lists can be stored in a project, each with allowing up to 1000 cues.

CUE LISTS



Displayed data:

<u>W1</u>

- 5 pages of 20 buttons, each containing a cue list.
- The time elapsed (calculated by all fade and hold times to the current point).
- The MIDI Timecode value, shown in red whilst MTC is enabled.

<u>WING</u>

- The names of each cue within the selected cue list.
- The matrix buttons display the presets stacked within each cue of the selected cue list. The matrix button will be shown in the same color as set in the Preset screen. Tap an illuminated matrix button to show the preset name on the OLED screen.
- During fades between cues, a white progress bar will be displayed on the OLED screen.

Encoder actions:

<u>W1</u>

- Moving the fourth encoder navigates through the pages of cue lists.

WING

- If there are more than 8 cues in the selected cue list, the SCROLL encoder scrolls horizontally through the cue list.
- If a cue's fader has been touched or moved, the FINE encoder can be used to finely adjust the fader value.

Fader actions:

WING

- Move the fader of a non-active cue to ready it. Bring the fader up to manually fade the cue in.
- Move the fader of the active cue down to the bottom to crossfade into the previously active cue.

Toolbar actions:

W1

- Enable MTC (MIDI Timecode).
- Enable Loop on the currently active cue list.
- Toggle between CUE LISTS (grid view) and CUE LIST (list view).

Other actions:

W1

- Hit an unlit matrix button to create a new cue list.
- Hit an existing cue list button to ready a cue list and view its contents. Hit the button again, or press the OK/GO button, to activate the cue list.
- SHIFT + tap an existing cue list to open the CUE LIST EDIT screen.

WING

- Hitting the A-H buttons activates the corresponding cue within the selected cue list.
- Hit the '◀' and '▶' buttons to ready a cue. Hit OK/GO to activate it.
- Hit OK/GO to activate the next cue within the selected cue list.

CUE LIST



Displayed data:

<u>W1</u>

- A list showing all the cues within a cue list, including the name, fade and hold times.
- The time elapsed (calculated by all fade and hold times to the current point).
- The MIDI Timecode value, shown in red whilst MTC is enabled.

<u>WING</u>

- The names of each cue within the selected cue list.
- The matrix buttons display the presets stacked within each cue of the selected cue list. The matrix button will be shown in the same color as set in the Preset screen. Tap an illuminated matrix button to show the preset name on the OLED screen.
- During fades between cues, a white progress bar will be displayed on the OLED screen.

Encoder actions:

<u>W1</u>

- Use the first encoder to scroll through the list of cues within the selected cue list. Press the encoder to trigger the selected cue.

<u>WING</u>

- If you have more than 8 cues in a cue list, use the SCROLL encoder to scroll through the cue list.
- If a cue's fader has been touched or moved, the FINE encoder can be used to finely adjust the fader value.

Fader actions:

WING

- Move the fader of a non-active cue to ready it. Bring the fader up to manually fade the cue in.
- Move the fader of the active cue down to the bottom to crossfade into the previously active cue.

Toolbar actions:

W1

- Enable MTC (MIDI Timecode).
- Enable Loop on the currently active cue list.
- Toggle between CUE LISTS (grid view) and CUE LIST (list view).

Other actions:

W1

- Hit an illuminated matrix button to ready, activate, or deactivate a cue list. The currently active cue list will be illuminated violet, a readied cue list will be dimly lit white, cue lists which are not active or readied will be dimly lit violet.
- Hit an unlit matrix button to create a new cue list.

WING

- Hit the '◀' and '▶' buttons to select and ready a cue. Hitting OK/GO will then trigger the cue.
- Hit the A-H buttons to trigger a specific cue.
- Hit PIN whilst the CUE LIST screen is open to keep the CUE LIST screen pinned to the WING, regardless of mode changes set on the W1.
- SHIFT + hit any illuminated matrix button to enter CUE LIST EDIT mode.

CUE LIST EDIT



Displayed data:

<u>W1</u>

- A list showing all the cues within a cue list, including the name, fade and hold times.
- The time elapsed (calculated by all fade and hold times to the current point).
- The MIDI Timecode value, shown in red whilst MTC is enabled.

<u>WING</u>

- The names of each cue within the selected cue list.
- The matrix buttons display the presets stacked within each cue of the selected cue list. The matrix button will be the color of the preset button, as set in the preset edit screen. The currently selected cue will be brightly illuminated.

Encoder actions:

<u>W1</u>

- Use the first encoder to scroll through the list of cues within the selected cue list. Press the encoder to select the cue.
- Use the second encoder to move the selected cue to a new position within the list. Press the encoder to apply the change.
- Use the third encoder to change the fade time of the currently selected cue. SHIFT + move the encoder to set the time in fine increments.
- Use the fourth encoder to change the hold time for the currently selected cue. SHIFT + move the encoder to set the time in fine increments.
- Press the fourth encoder to enable jump mode on the currently selected cue. When enabled, the cue will automatically jump to the next cue once the fade and hold time has elapsed.

<u>WING</u>

- If you have more than 8 cues in a cue list, use the SCROLL encoder to scroll through the cue list.
- If a cue's fader has been touched or moved, the FINE encoder can be used to finely adjust the fader value.

Toolbar actions:

W1

- Access the CUE LIST SETTINGS screen.
- Delete the currently selected cue.
- Rename the currently selected cue.
- Add a new cue immediately after the currently selected cue.

Other actions:

W1

- Hit the flashing matrix button to save changes made to the cue list. Hit any other matrix button to discard changes.
- SHIFT + tapping on another Matrix button will copy the currently selected cue list to a new slot.

WING

- Hit an unilluminated matrix button to add a preset to the cue stack. Up to 5 presets can be stacked within a cue, which will be played simultaneously upon triggering of the cue.
- SHIFT + hit any of the matrix buttons to replace an existing preset within a cue.
- Use the letter buttons to quickly select a cue to edit.
- Hit the '◀' and '▶' buttons to select and ready a cue. Hitting OK/GO will then trigger the cue.
- Hit OK/GO to save changes, or hit CANCEL to discard.

CUE LIST SETTINGS



Displayed data:

<u>W1</u>

- The name of the currently selected cue list.
- The current set ‘start time’ for the cue list (triggered by MIDI timecode when the MTC feature is enabled).

<u>WING</u>

- The names of each cue within the selected cue list.
- The matrix buttons display the presets stacked within each cue of the selected cue list. The matrix button will be the color of the preset button, as set in the preset edit screen. The currently selected cue will be brightly illuminated.

Encoder actions:

<u>W1</u>

- Use the first encoder to set a start time for the selected cue list. Time is adjusted in hours, or minutes when holding SHIFT and turning the encoder. Press the encoder to apply the changes.

<u>WING</u>

- If you have more than 8 cues in a cue list, use the SCROLL encoder to scroll through the cue list.
- If a cue’s fader has been touched or moved, the FINE encoder can be used to finely adjust the fader value.

Toolbar actions:

<u>W1</u>

- Go back to the CUE LIST EDIT screen.
- Enable Loop on the currently active cue list.

- Delete the currently selected cue list.
- Rename the currently selected cue list.

Other actions:

W1

- Hit the flashing matrix button to save changes made to the cue list. Hit any other matrix button to discard changes.
- Tap the cue list name on the touchscreen to rename the currently selected cue list.

WING

- Hit an unilluminated matrix button to add a preset to the cue stack. Up to 5 presets can be stacked within a cue, which will be played simultaneously upon triggering of the cue.
- SHIFT + hit any of the matrix buttons to replace an existing preset within a cue.
- Use the letter buttons to quickly select a cue to edit.
- Hit the '◀' and '▶' buttons to select and ready a cue. Hitting OK/GO will then trigger the cue.
- Hit OK/GO to save changes, or hit CANCEL to discard.

CONTROL

CONTROL mode allows you to take hands on control of your fixtures in a classic console-style workflow. Select your desired fixtures using the selection macros on the W1 display, or manually select individual fixtures on the WING matrix- then take control of the key features using the motor faders. CONTROL mode can be used to easily make changes on the fly, or quickly program static looks for your show.



Displayed data:

<u>W1</u>

- The name of the most recently selected preset is displayed on the toolbar.
- The available selection macros (when in grid view).
- The list of currently active control edits is displayed (when in list view). Active control edits displays the number of fixtures within the control edit, and the features used.

<u>WING</u>

- The feature associated with the fader is displayed on the OLED screen.
- The value of the feature associated with the fader (displayed when a fader is touched or moved, once a fixture is selected).
- Matrix buttons can be shown in 4 different color states. Dim amber indicates the fixture is not selected or used in any active control edits. Full amber indicates the fixture is selected, but not used in any active control edits. Dim violet indicates the fixture is not selected, but is used in an active control edit. Full violet indicates the fixture is selected and is used in an active control edit.
- The name and index of the fixtures are displayed and corresponding matrix buttons illuminate white (when the SCROLL encoder is moved).

Encoder actions:

W1

- When in list view, moving the first encoder scrolls through the list of edits. Push the encoder to select the control edit.
- When in list view, moving the second encoder scrolls through the edited feature. Press the encoder to reset the selected feature.

WING

- Move the SCROLL encoder to scroll through the rows of fixtures, displaying the name and index of the highlighted fixtures on the OLED screens.
- Use the FINE encoder to fine tune the most recently selected parameter.

Fader actions:

WING

- Move the fader to control the value of the corresponding feature on the selected fixture(s).

Toolbar actions:

W1

- Delete all control edits.
- Highlight the selected fixture(s), setting the color to white and the dimmer to full.
- Open the CONTROL SETTINGS screen.
- Toggle between grid view and list view.

Other actions:

W1

- Activate the selection macro by either hitting the matrix button or the corresponding touchscreen button (when in grid view).

WING

- Hit the matrix buttons to select or deselect the fixture.
- Hitting the A-H group buttons will filter the fixtures by group.

CONTROL SETTINGS



Displayed data:

<u>W1</u>

- The features currently assigned to each fader.

<u>WING</u>

- The feature associated with the fader is displayed on the OLED screen.

Encoder actions:

<u>W1</u>

- Use the first encoder to select a fader.
- Use the fourth encoder to edit the feature assigned to the selected fader. Press the encoder to apply the change.

Fader actions:

<u>WING</u>

- Move a fader to quickly jump to the relevant fader within the list shown on the W1.

Toolbar actions:

<u>W1</u>

- Go back to the CONTROL screen.

MAPPING

The MAPPING screen turns the WING into a blank canvas for you to set up your own fully customised, easily accessible control surface. Presets, FX parameters, Dimmers, Live Edits and even DMX Output channels are just a few of the parameters you can freely assign to any of the buttons, encoders or motorised faders available on the WING.

When in MAPPING mode, the WING can also be used as a USB-MIDI controller for any 3rd party software or hardware. You can use the WING as an entirely standalone MIDI controller, or simultaneously as a MIDI controller and hardware companion for the W1.



Displayed data:

<u>W1</u>

- A list of all available mappings (shown when holding SHIFT + hitting MAPPING, or navigating to the Mappings screen from the main menu).

<u>WING</u>

- The feature assigned to each fader is displayed on the corresponding OLED screen.
- The value of the feature associated with the fader (displayed when a fader is touched or moved).
- The feature mapped to each matrix button is displayed on the corresponding OLED screen when turning the scroll encoder (row of buttons will illuminate white).

Encoder actions:

<u>W1</u>

- Move the first encoder to select the mapping category (when in the Mappings screen on W1).
- Move the second encoder to select the mapping.
- Move the third encoder to set the WING IN command. Push the encoder to apply the mapping.

WING

- Move an encoder whilst LEARN mode is enabled to assign a mapping to the encoder.
- Use a mapped encoder to control the mapped feature.

Fader actions:

WING

- Move a fader whilst LEARN mode is enabled to assign a mapping to the fader (when in the Mappings screen on W1).
- Use a mapped fader to control the mapped feature.

Toolbar actions:

- Toggle the LEARN button to assign the next input message to the selected mapping (when in the Mappings screen on W1).
- Switch between WING mapping, MIDI mapping (MK2 and higher) and DMX mapping (when in the Mappings screen on W1).
- Delete the selected mapping (when in the Mappings screen on W1).

Other actions:

W1

- Hold SHIFT to enable the LEARN function. Release SHIFT to disable (when in the Mappings screen on W1).

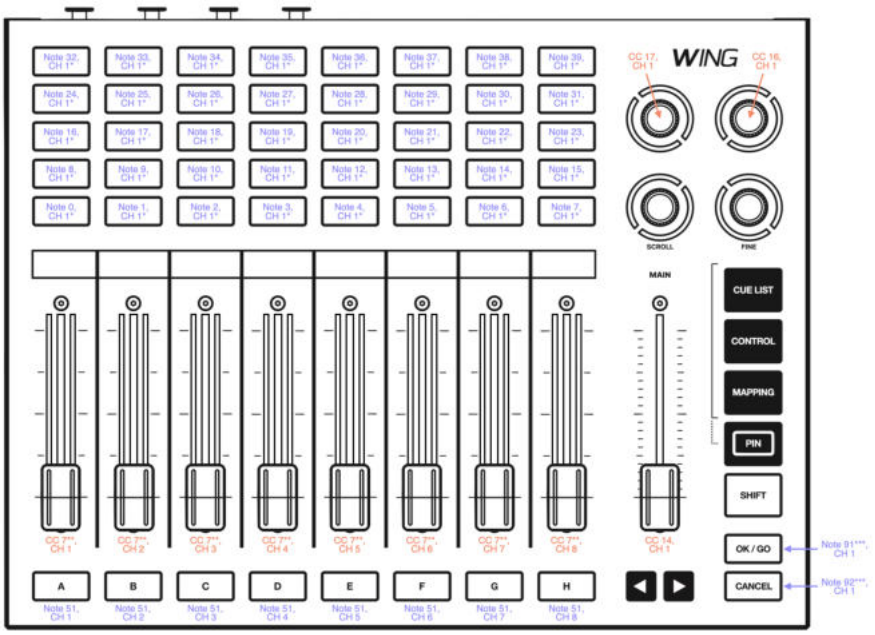
WING

- Hold SHIFT + hit MAPPING to enter the Mappings screen on the W1.
- Hold SHIFT to enable the LEARN function. Release SHIFT to disable (when in the Mappings screen on W1).
- Hit the matrix buttons to trigger the mapped feature.
- Hit the '◀' and '▶' buttons to scroll between 4 pages of assignable buttons and faders.
- Trigger any mapped control to automatically jump to the relevant mapping (when in the Mappings screen on W1).

Using the WING as a MIDI controller

Any fader, button or encoder that isn't mapped to a Wolfmix feature will be set to output a MIDI note or CC command. When no project is synced onto the WING, or there are no fixtures patched, the WING will default to the MAPPING mode and all WING controls will be set to output MIDI commands only. Whenever a control is mapped to a W1 feature- the MIDI command is overridden. Clearing the mapped feature on the W1 reverts the WING fader, button or encoder to its base MIDI commands.

There are 4 pages of mappable controls. Hit the '◀' and '▶' buttons to scroll through pages, allowing up to 32 faders and 160 buttons across the 4 pages, as well as 2 encoders, and A-H buttons. The MIDI output commands are shown below:



- *** Matrix buttons** : pages 1-4 increments the MIDI Channel (e.g. page 1 = CH 1, page 2 = ch2, etc.). Note values remain the same on each page.
- **** Faders** : pages 1-4 decrements the CC number (e.g. page 1 = CC7, page 2 = CC6, etc.). MIDI Channel remains the same on each page. Velocity is sent as 0-127.
- ***** OK/GO** and **CANCEL** : only outputs MIDI commands when no project is loaded, or the fixture patch is empty.
- **Note commands** : pressing a button sends a NoteON message with Velocity 1. Releasing it sends Velocity 0. Return a NoteON to set its LED color based on a 128 color palette (does not apply to OK/GO or CANCEL).
- **Encoders** and **Main Dimmer** : Encoders and Main Dimmer can output MIDI in any control screen (unless mapped to a W1 feature). Main dimmer sends Velocity 0-127, encoders send velocity 1 on clockwise turn, or 0 on anticlockwise turn. Light guide colors can be set within the Settings screen of WTOOLS.

Other WING features

Standalone control

The WING keeps the latest synchronised project open, even without a W1 connected. Once you've synchronised a project from your W1 to your WING, you can disconnect the W1 and perform using the WING as a standalone controller.

The WING also functions as a MIDI controller. This can be used standalone with any MIDI compatible 3rd party software or hardware, or simultaneously whilst connected with a W1.

PIN

The PIN button only applies to the CUE LIST, CONTROL and MAPPING modes. When PIN is active, the selected WING modes (as above) will be pinned to the WING. For example, if you would like to keep your MAPPINGS pinned to the WING but need to access the POSITION screen on your W1, enabling PIN will prevent the WING from jumping to the POSITION screen functionality. Selecting a new WING mode will override the previously pinned screen. Hit PIN again to disable it, so the WING control surface will now update with the W1.

OK/GO

THE OK/GO button is used throughout the various Wolfmix control modes. When the button is dim green, tap to quick-save a preset. When flashing, tapping the button will overwrite by default. Use the W1 display screen to save as a new preset.

When in an edit, picker or keyboard screen, OK/GO will be flashing gree. Hit OK/GO to save any changes. When in CUE LIST mode, OK/GO will illuminate purple. Tap it to progress through the currently selected cue list.

CANCEL

The CANCEL button is also used throughout the various Wolfmix control modes. When in an edit, picker or keyboard screen, CANCEL will be illuminated red. Hit CANCEL to discard any changes made. When quick-saving a preset, CANCELwill be illuminated red, hit the button to cancel.

Encoders

There are four encoders on the WING. The top 2 encoders are freely assignable in the MAPPING mode. When mapped they will remain functional on any control screen, when unmapped they will output MIDI commands on any control screen.

The bottom left encoder labelled SCROLL is the default encoder for scrolling lists and pages. The bottom right encoder labelled FINE is the default encoder for setting values in fine increments (controls the last touched or moved parameter. Where relevant, a white dot will appear on the OLED screen to indicate this).

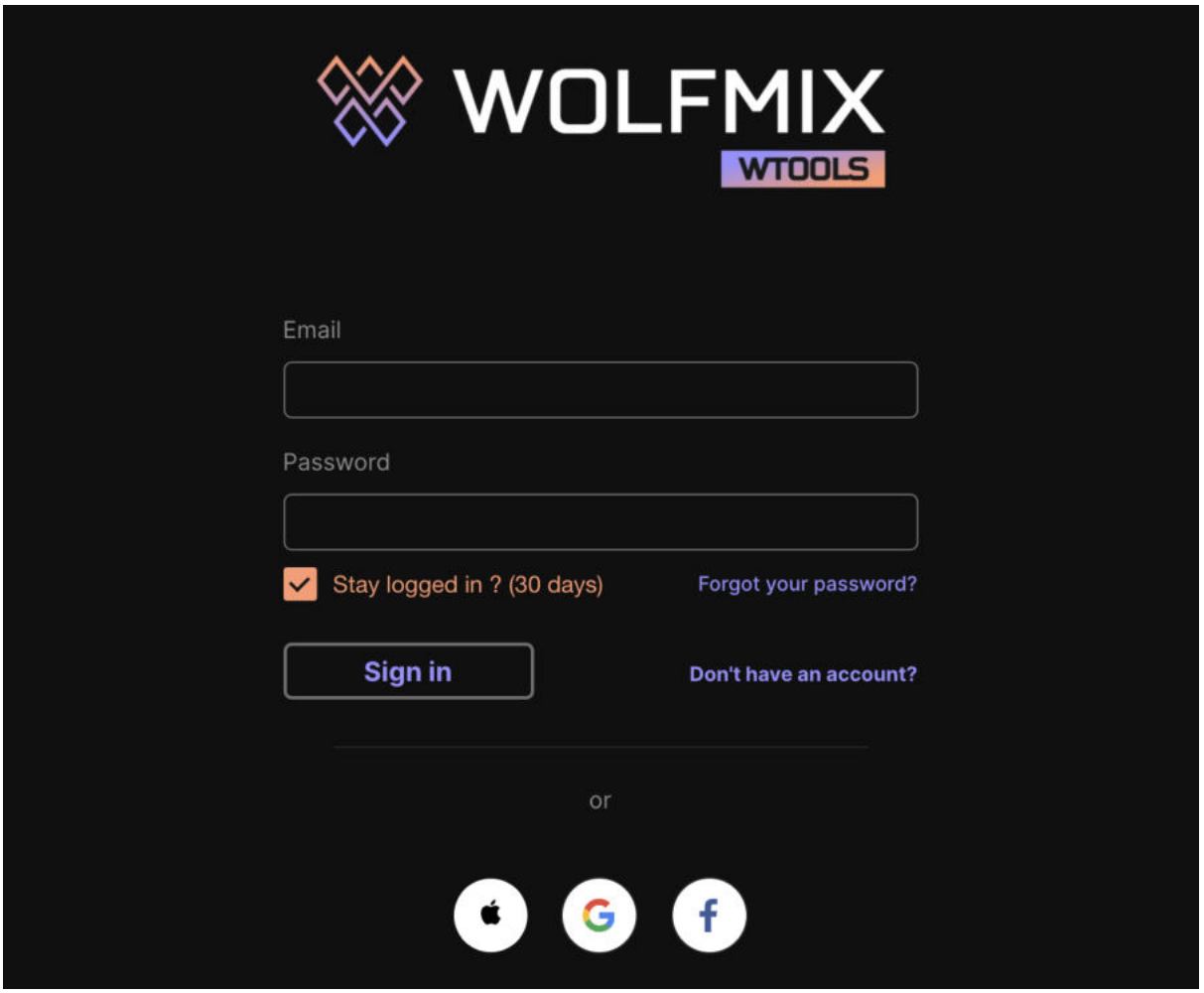
WTOOLS app



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.
- Visualize in 3D with Easy View.
- Sync projects and fixtures locally and with the Cloud: (W1 only).
- Purchase add-ons including extra DMX universes, WLINK and 3D Link
- Update the firmware.

Nicolaudie Cloud sign in

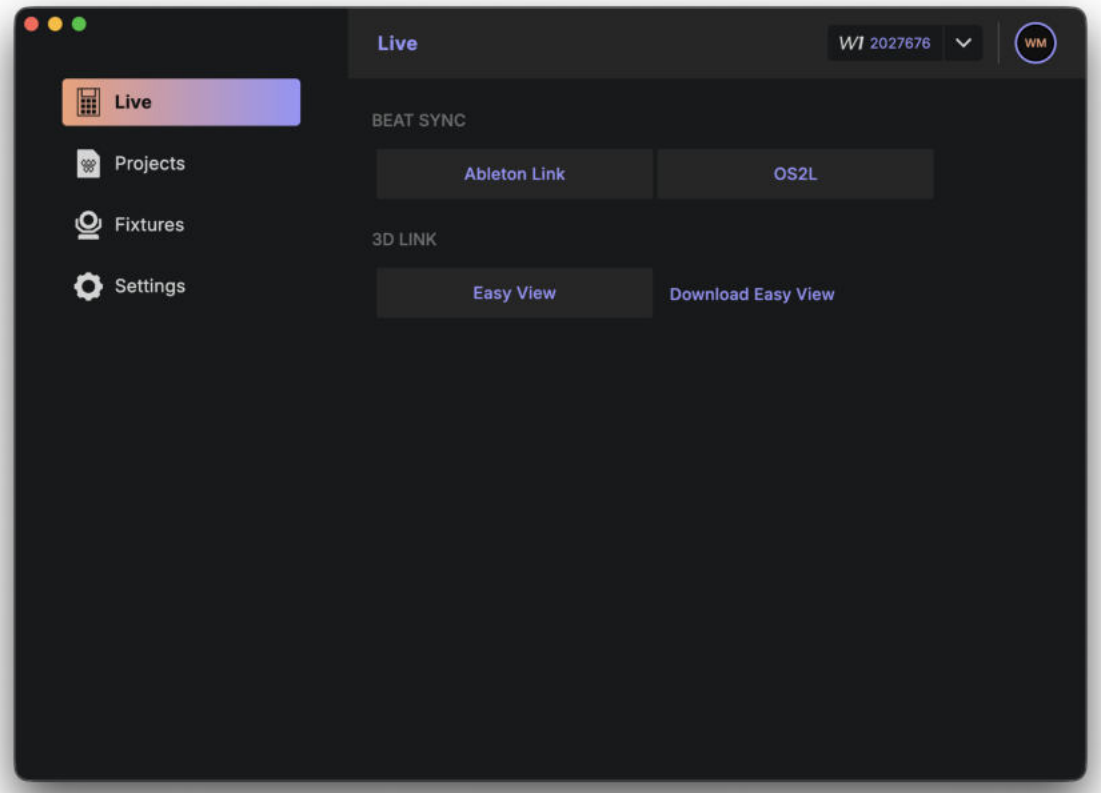


WTOOLS uses Nicolaudie Cloud to synchronize projects and fixtures. Wolfmix is part of the Nicolaudie group, therefore data stored within the cloud is not being passed on to a third party. See the privacy policy available on the Wolfmix website for further information.

Nicolaudie Cloud is required to be able to access the public fixture library, sync fixtures and projects with the cloud, and manage in-app purchases.

The button to the top right of WTOOLS displays buttons to sign in, sign out, access the Cloud Portal dashboard, the web Profile Builder, and also the online Mini-Guides.

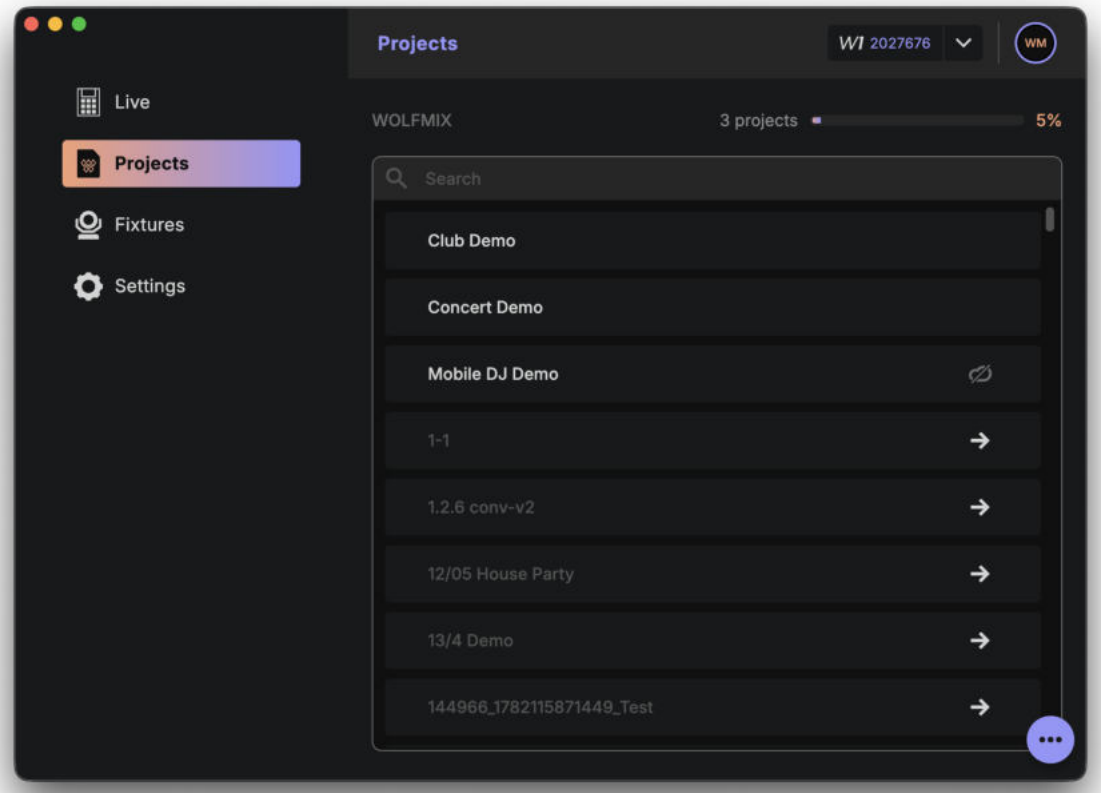
Live



Information on the connected Wolfmix is displayed on this screen including:

- Serial number (in the top right) : this is a unique ID assigned to each Wolfmix controller.
- 3D link status : turn on to start relaying DMX from Wolfmix to Easy View software. Easy View can be downloaded from the Wolfmix website.
- Beat Sync : indicates whether Ableton Link or OS2L is active, along with the number of connected Ableton Link devices.

Projects



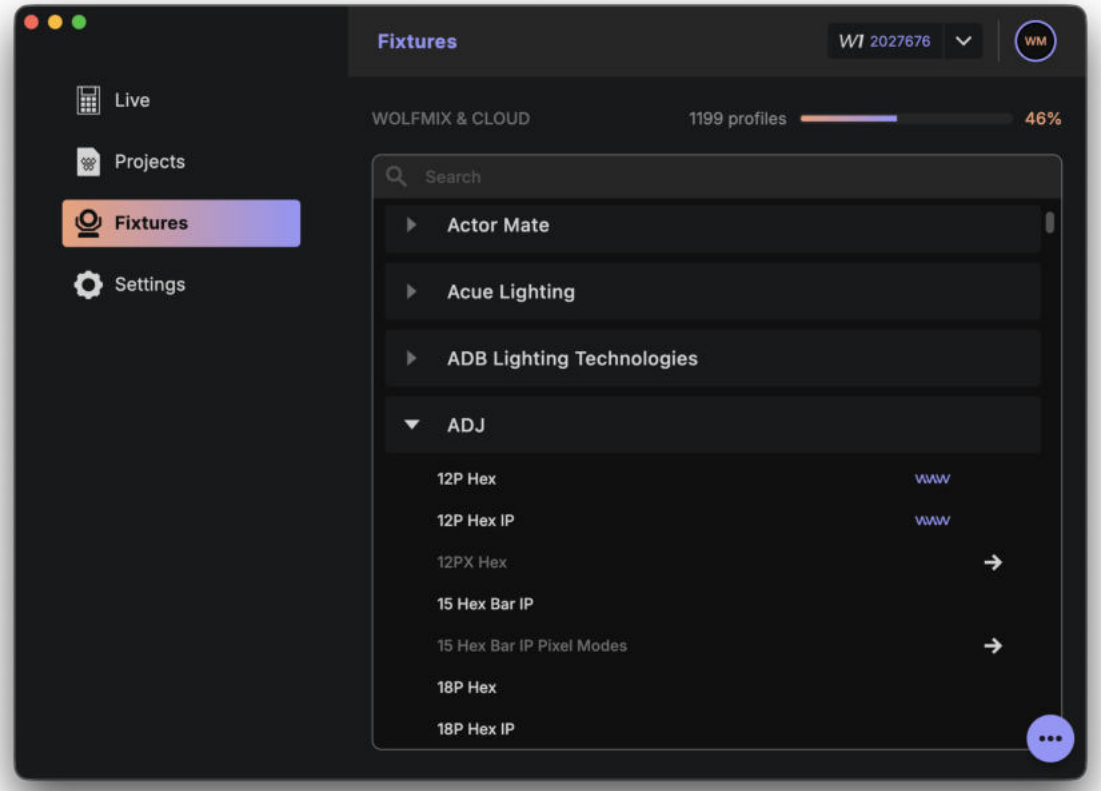
Only available through direct connection to a W1.

Project files stored locally and on the Cloud are all displayed here. Any file stored locally on your Wolfmix will appear written in white, projects stored on the Cloud are written in grey. Click on a project to reveal the options.

- **Share** : saves the project file locally to your computer.
- **Save to Cloud** : backs up the project file to the Cloud.
- **Send to Wolfmix** : syncs the project file from the Cloud to your Wolfmix.
- **Remove from Wolfmix** : removes the project file from your Wolfmix.
- **Remove from Cloud** : removes the project from your Cloud.

You can also quickly send to Wolfmix by pressing the arrow symbol. Indicators can be seen where a project file has not been backed up to the Cloud, or when the version stored on your Wolfmix has more recent changes than the version stored on the Cloud. Hover over a symbol to see what it refers to.

Fixtures



Note: Only available through direct connection to a W1.

The Fixtures screen displays the entire fixture library available. Fixtures are stored within their brand folders, tap on a brand to expand the list. All fixtures currently loaded onto your Wolfmix are written in white. Fixtures not yet loaded onto your Wolfmix are written in grey.

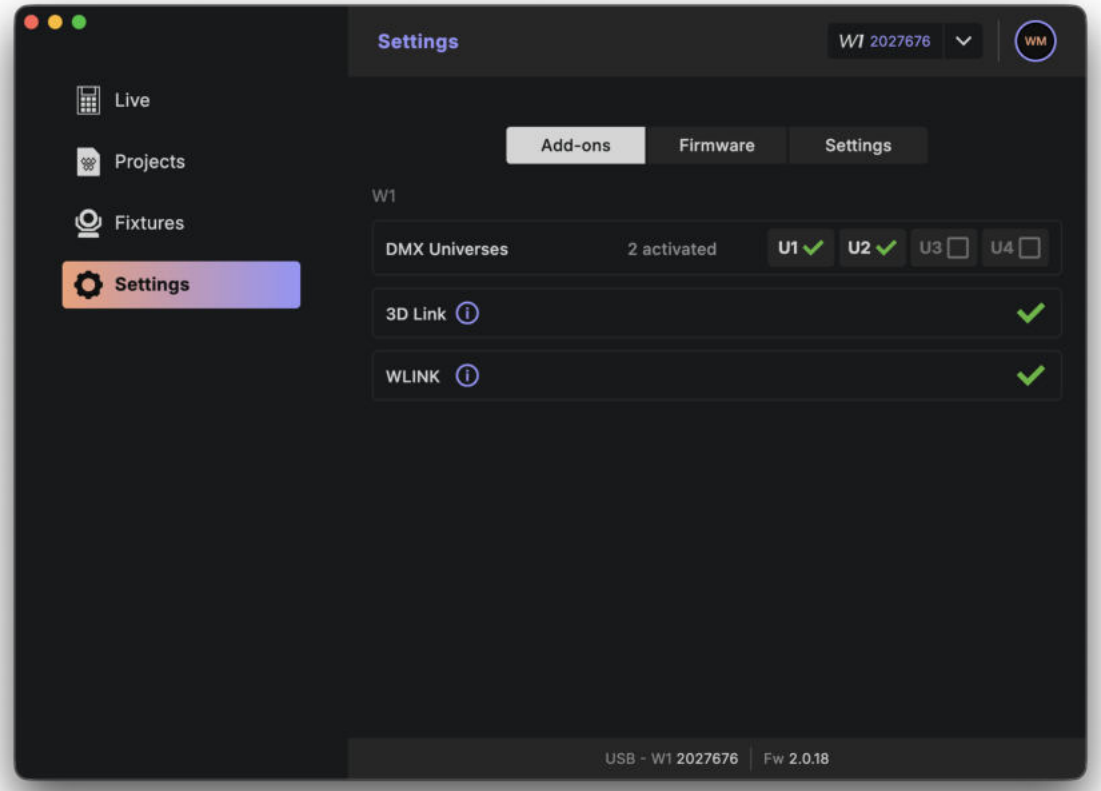
Fixtures within the 'My Fixtures' category are either created directly within the Wolfmix Fixture Builder feature, or from the Profile Builder web tool.

Click on a fixture to reveal the options:

- **Send to Wolfmix** : load the fixture file to your Wolfmix.
- **Share** : saves the fixture file locally to your computer.
- **Save to Cloud** : backs up the fixture file to the Cloud.
- **Export to Profile Builder** : export a fixture created within the Wolfmix Fixture Builder to the Profile Builder web tool.
- **Open with Profile Builder** : open the fixture within the Profile Builder web tool.

It is also possible to drag and drop fixture profiles in the .ssl2 or .gdtf format directly to the list to synchronize directly to the controller.

Settings



The Settings screen has three tabs: Add-ons, Firmware, and Settings. Use the Add-ons tab to view or purchase upgrades (extra universes, 3D link, WLINK). The Firmware tab shows the current firmware version on your Wolfmix. Clicking Update Firmware will update to the latest firmware version which is downloaded automatically from WTOOLS when connected to the internet. The Settings tab contains other miscellaneous functions, such as:

- **Name of your controller** : set a custom name for your Wolfmix.
- **Unlock** : unlocks Wolfmix without the need of a password.
- **Factory reset** : deletes all projects and fixture profiles from Wolfmix and installs the factory demo projects and fixtures. Note that this function does not restore the original factory firmware, rather the latest firmware version will be installed.
- **Im selling my controller** : performs a full factory reset and deregistration of your Wolfmix.
- **Reset WTOOLS** : all local data will be cleared.
- **Startup action** : enable Ableton Link or OS2L on startup.
- **OS2L port** : sets the port used for OS2L communication.
- **Trigger presets from OS2L** : enabled preset triggering from OS2L communication.
- **Encoders** : set light guide color for the encoders when used for MIDI control.

- **Faders** : set light guide colors for the faders when used for MIDI control. Color overwritten when mapped to a W1 feature. Hold SHIFT and select a color to apply to all 8 faders in the tab.