

**ENGLISH**

**Chimp 100 / 300**

**v1.0**

**Ordercode: 55000 / 55010**

## Table of contents

---

<b>Table of contents</b> .....	<b>1</b>
<b>1 Warning</b> .....	<b>3</b>
1.1 Unpacking Instructions.....	3
1.2 Your shipment includes: .....	3
1.3 Safety Instructions .....	3
1.4 Operating Determinations .....	5
1.5 Connection with the mains .....	5
1.6 Return Procedure .....	6
1.7 Claims .....	6
<b>2 Description of the device</b> .....	<b>7</b>
2.1 Features .....	7
2.2 Optional accessories .....	7
<b>3 About this Guide</b> .....	<b>8</b>
3.1 Text Conventions .....	8
<b>4 Console Backpanel</b> .....	<b>8</b>
4.1 Chimp 100 Backpanel .....	8
4.2 Chimp 300 Backpanel .....	9
<b>5 The Frontpanel</b> .....	<b>10</b>
5.1 Frontpanel.....	10
5.2 Playback Faders .....	10
5.3 Programming Section .....	11
5.4 Executor Buttons .....	11
5.5 Special Faders .....	12
5.6 Touchscreen (Applies to Chimp 300 Console, only).....	12
<b>6 Graphical User Interface</b> .....	<b>13</b>
6.1 The Screen Layout .....	13
6.1.1 The “Top Toolbar” .....	13
6.1.2 The “Content Area” .....	14
6.1.3 The “Bottom Toolbar” .....	14
6.2 Navigating in the Graphical User Interface .....	15
6.2.1 The different Split Widgets.....	15
6.3 Context Sensitive Graphical User Interface .....	16
<b>7 Connect peripherals to the Chimp</b> .....	<b>17</b>
<b>8 Boot the Chimp</b> .....	<b>17</b>
<b>9 Starting a new Show or loading an existing Showfile</b> .....	<b>18</b>
9.1 Creating a new show .....	19
9.2 Loading an existing show .....	19
9.3 Saving the Showfile .....	20
<b>10 Add &amp; Patch Fixtures</b> .....	<b>21</b>
<b>11 Selecting Fixtures</b> .....	<b>24</b>
11.1 Select Fixtures using the keypad .....	24
11.2 Select Fixtures using the Fixtures Split-Window .....	25
11.3 Select Fixtures using the “Selection” –toolbar.....	25

11.4 Select Fixtures using a Group Split Widget .....	26
<b>12 Create Fixture Groups .....</b>	<b>27</b>
12.1 Record a Group.....	27
12.1.1 Store a group using the "Group Pool" –window .....	27
12.1.2 Store a group using the command line interface.....	27
12.1.3 Select Fixtures using the "Group Pool" –window.....	28
12.1.4 Select Groups using the command line interface .....	28
<b>13 Working with Fixture Values .....</b>	<b>28</b>
13.1 What is the programmer? .....	29
13.1.1 Different states of fixture attribute values .....	29
13.1.2 Emptying the Programmers „Content“ .....	29
13.2 Alter Fixture Parameters .....	30
13.2.1 Alter Parameters using the Encoders.....	30
13.2.2 Alter Color-Values using the Color-Picker.....	30
13.2.3 Alter Color-Values using Color Faders .....	31
13.2.4 Alter Color-Values using the Swatch Book .....	31
13.2.5 Alter Color-Values using the encoders.....	31
<b>14 Recording and using Presets.....</b>	<b>32</b>
14.1 Recording Presets.....	32
14.1.1 Record a Preset using the Preset Split Widget .....	32
14.1.2 Select a Preset using the Preset Split Widget .....	33
<b>15 Record Cuelists .....</b>	<b>34</b>
15.1 Record a Cuelist to a Master .....	34
15.2 Assign a Cuelist to a Master using the Cuelist Pool Window.....	34
15.3 Start / Stop Cuelists using the Masters .....	34
<b>16 Change Cuelist Timings .....</b>	<b>35</b>
16.1 Opening the "Cuelist View" .....	35
16.1.1 Assigning Timings and Changing Cue-Names.....	35
<b>17 Create Speed Masters for Cuelists .....</b>	<b>36</b>
<b>18 Change Cuelist Behaviour .....</b>	<b>37</b>
<b>19 Change Fader &amp; Button behaviour .....</b>	<b>38</b>
<b>20 How to use Fader &amp; Executor Pages. ....</b>	<b>38</b>
20.1 Changing Fader Pages .....	38
20.2 Changing Executor Pages .....	38
20.3 Template Page .....	38
20.4 Opening up the "Fader-Page Directory" Window .....	38
<b>21 Maintenance.....</b>	<b>39</b>
21.1 USB folder structure .....	39
21.2 Update Software .....	40
21.2.1 Update USB.....	40
21.2.2 Update Online .....	41
21.3 Export Shows to USB .....	44
21.4 Export Fixture Libraries to USB .....	45
21.5 Import Shows from USB .....	46
21.6 Import Libraries from USB .....	47

## 1 Warning



**For your own safety, please read this user manual carefully  
before your initial start-up!**

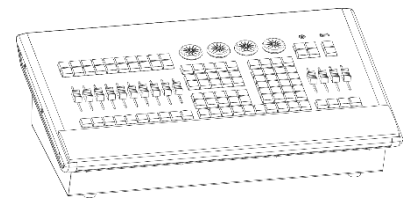
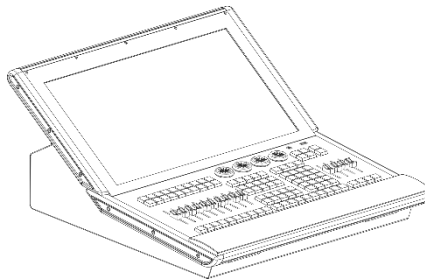


### 1.1 Unpacking Instructions

Immediately upon receiving this product, carefully unpack the carton and check the contents to ensure that all parts are present, and have been received in good condition. Notify the dealer immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

### 1.2 Your shipment includes:

- Infinity Chimp Controller
- IEC to Schuko power cable 1,5 m
- This Quick Start Guide



**CAUTION!**  
**Keep this device away from rain and moisture!**  
**Unplug mains lead before opening the housing!**



### 1.3 Safety Instructions

Every person involved with the installation, operation and maintenance of this device has to:

- be qualified
- follow the instructions of this manual



**CAUTION! Be careful with your operations.**  
**With a dangerous voltage you can suffer  
a dangerous electric shock when touching the wires!**



Before the initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

To maintain perfect condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

This device contains no user-serviceable parts. Refer servicing to qualified technicians only.

### **IMPORTANT:**

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

- Never let the power cord come into contact with other cables! Handle the power cord and all connections with the mains with particular caution!
- Never remove warning or informative labels from the unit.
- Never use anything to cover the ground contact.
- Never lift the fixture holding it by the projector-head, as the mechanics may be damaged. Always hold the fixture by the transport handles.
- Never place any material over the lens.
- Never look directly into the light source.
- Never leave any cables lying around.
- Never loosen the screws of the rotating gobo otherwise you risk opening of the ball bearing.
- Do not insert objects into air vents.
- Do not connect this device to a dimmerpack.
- Do not switch the device on and off in short intervals, as this will reduce the device's life.
- Do not touch the device's housing bare-handed during its operation (housing becomes hot). Allow the fixture to cool for at least 5 minutes before handling.
- Do not shake the device. Avoid brute force when installing or operating the device.
- Only use the device indoors, avoid contact with water or other liquids.
- Only operate the fixture after having checked if the housing is firmly closed and all screws are tightly fastened.
- Only operate the device after having familiarized with its functions.
- Avoid flames and do not put close to flammable liquids or gases.
- Always keep the case closed while operating.
- Always allow a free air space of at least 50 cm around the unit for ventilation.
- Always disconnect power from the mains, when device is not used or before cleaning! Only handle the power cord holding it by the plug. Never pull out the plug by tugging the power cord.
- Make sure that the device is not exposed to extreme heat, moisture or dust.
- Make sure that the available voltage is not higher than stated on the rear panel.
- Make sure that the power cord is never crimped or damaged. Check the device and the power cord from time to time.
- If the lens is obviously damaged, it has to be replaced.
- If device was dropped or struck, disconnect mains power supply immediately. Have a qualified engineer inspect for safety before operating.
- If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.
- If your Infinity device fails to work properly, discontinue the use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Infinity dealer for service.
- For adult use only. Moving head must be installed beyond the reach of children. Never leave the unit running unattended.
- Never attempt to bypass the thermostatic switch or fuses.
- For replacement use fuses of same type and rating only.
- The user is responsible for correct positioning and operating of the iB-16R. The manufacturer will not accept liability for damages caused by the misuse or incorrect installation of this device.
- This device falls under protection class I. Therefore it is essential to connect the yellow/green conductor to earth.
- Repairs, servicing and electric connection must be carried out by a qualified technician.
- WARRANTY: Till one year after date of purchase.

## 1.4 Operating Determinations


- This device is not designed for permanent operation. Consistent operation breaks will ensure that the device will serve you for a long time without defects.
- The maximum ambient temperature  $t_a = 40^{\circ}\text{C}$  must never be exceeded.
- The relative humidity must not exceed 50 % with an ambient temperature of  $40^{\circ}\text{C}$ .
- If this device is operated in any other way than the one described in this manual, the product may suffer damages and the warranty becomes void.
- Any other operation may lead to dangers like short-circuit, burns, electric shock, crash etc.

You endanger your own safety and the safety of others!

## 1.5 Connection with the mains

Connect the device to the mains with the power-plug.

Always check if the right color cable is connected to the right place.

International	EU Cable	UK Cable	US Cable	Pin
L	BROWN	RED	YELLOW/COPPER	PHASE
N	BLUE	BLACK	SILVER	NEUTRAL
	YELLOW/GREEN	GREEN	GREEN	PROTECTIVE GROUND

Make sure that the device is always properly connected to the earth!

Improper installation can cause serious injuries and/or damage of property!



### 1.6 Return Procedure



Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA number). Products returned without an RMA number will be refused. Highlite will not accept the returned goods or any responsibility. Call Highlite 0031-455667723 or mail [aftersales@highlite.nl](mailto:aftersales@highlite.nl) and request an RMA prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. Highlite reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

**Note: If you are given an RMA number, please include the following information on a piece of paper inside the box:**

- 01) Your name
- 02) Your address
- 03) Your phone number
- 04) A brief description of the symptoms

### 1.7 Claims

The client has the obligation to check the delivered goods immediately upon delivery for any shortcomings and/or visible defects, or perform this check after our announcement that the goods are at their disposal. Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise.

It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Transportation damage has to be reported to us within one day after receipt of the delivery.

Any return shipment has to be made post-paid at all times. Return shipments must be accompanied with a letter defining the reason for return shipment. Non-prepaid return shipments will be refused, unless otherwise agreed in writing.

Complaints against us must be made known in writing or by fax within 10 working days after receipt of the invoice. After this period complaints will not be handled anymore.

Complaints will only then be considered if the client has so far complied with all parts of the agreement, regardless of the agreement of which the obligation is resulting.

## 2 Description of the device

### 2.1 Features

The Chimp is a hybrid programmer based tracking console.

Hybrid means it may be used to either control conventional or moving light fixtures in the same easy-to-use way.

Being a programmer based Console, you always have the chance to override the Chimps output manually, as the programmer always has precedence. To “empty” the programmers contents, you need to hit the clear button three times, or press it for a longer period of time.

“Tracking” as opposed to non-tracking defines that values are tracked over from one cue in a cuelist to another (ie. a fixture has been brought to a level of 50% in cue #1, and it will remain at this level proceeding through the cuelist until you change it to a different level). This is default behavior, however you still have the option to set cuelists to a “Non-Tracking” mode on a per cuelist basis.

	Chimp 100	Chimp 300
On-board Screen	-	22" Full Color Touchscreen
External Monitor	2x HDMI	1x HDMI
Faders	10 + 4	
Playback Pages	40	60
Encoders	4	
DMX Channels	1024	2048
DMX Universes	2	4
Artnet	2	4
Fixtures	100	300
Channels per Fixture	120	
Memories	5000	10000
CueLists	200	400
MIDI In / Through / Out	Yes	
SMPTE/Time Code	-	Yes (Using Audio In XLR)
DMX input	Yes (By switching direction)	
Audio Input	Yes	Yes
Desklight Connectors	2	2
Input Voltage	100-240V, 60/50Hz	100-240V, 60/50Hz
Power Consumption	75W	125W
Fuse	Internal Fuse	Internal Fuse
Housing	Metal & Flame retardant plastic	
Dimensions	400 x 575 x 160mm	647 x 575 x 279mm
Weight	9kg	18kg

### 2.2 Optional accessories

	Chimp 100	Chimp 300
Dustcover Ordercode	55000CVR	55010CVR
Flightcase Ordercode	D7250	D7251



### 3 About this Guide

#### 3.1 Text Conventions

The following styles are used throughout this guide:

Style	Meaning
[Button]	Front panel (faceplate) hard buttons or keys. Example: Press [Button] to operate or select.
<b>Button</b>	LCD display menu softkeys. These are buttons that appear on the LCD display touchscreen. Example: Press <b>Button</b> to operate or select.

### 4 Console Backpanel

#### 4.1 Chimp 100 Backpanel

Please make sure to connect your main Monitor to HDMI Port 1, as this will be the primary screen you are interfacing with. If you are using one Touchscreen and one regular screen without touch facilities, connect the touchscreen monitor to this port. Make sure both displays support 1920 by 1080 pixel resolution.

Connect both monitors prior to booting the console.

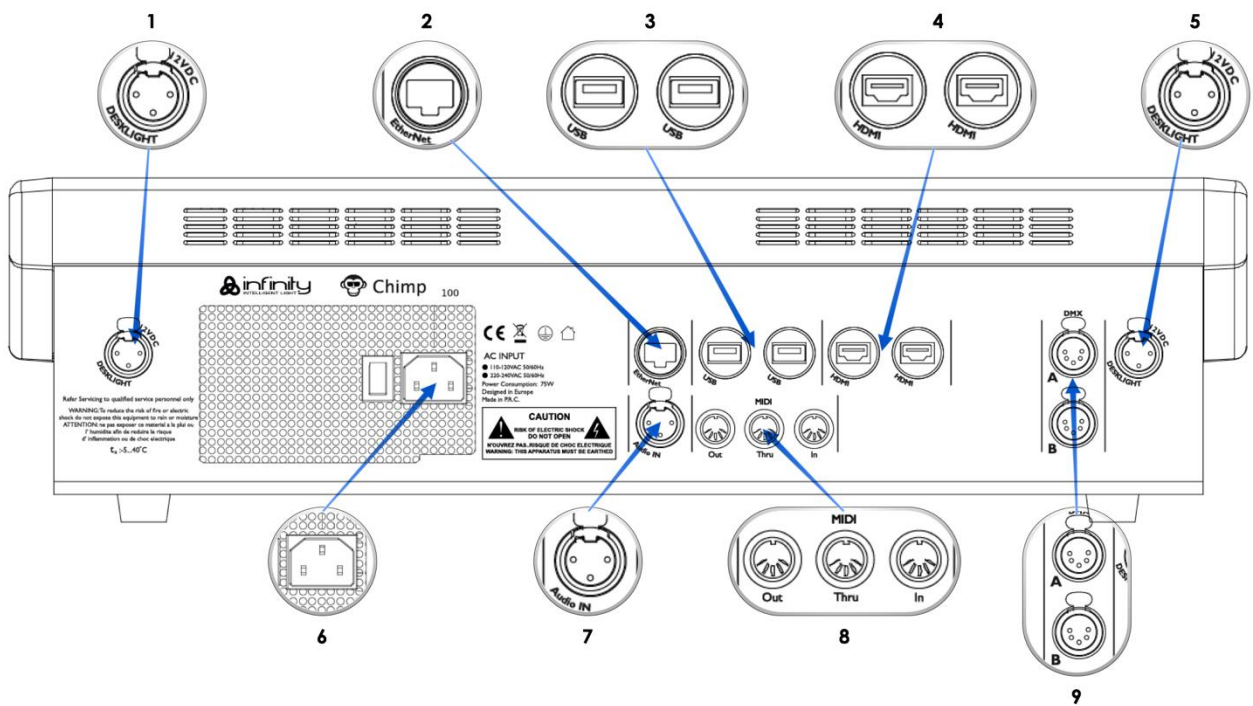


Fig. 1: Chimp 100 Backpanel

1	Desklight Connector	6	Power Connector
2	Ethernet Port	7	Audio Input
3	USB 2.0 Ports	8	Midi Out / Thru / In
4	HDMI Ports 1 & 2	9	Ethernet Port
5	Desklight Port		

### 4.2 Chimp 300 Backpanel

Please make sure the external screen you are about to connect to the console, supports 1920 by 1080 pixels of resolution. Connect it before booting the console.

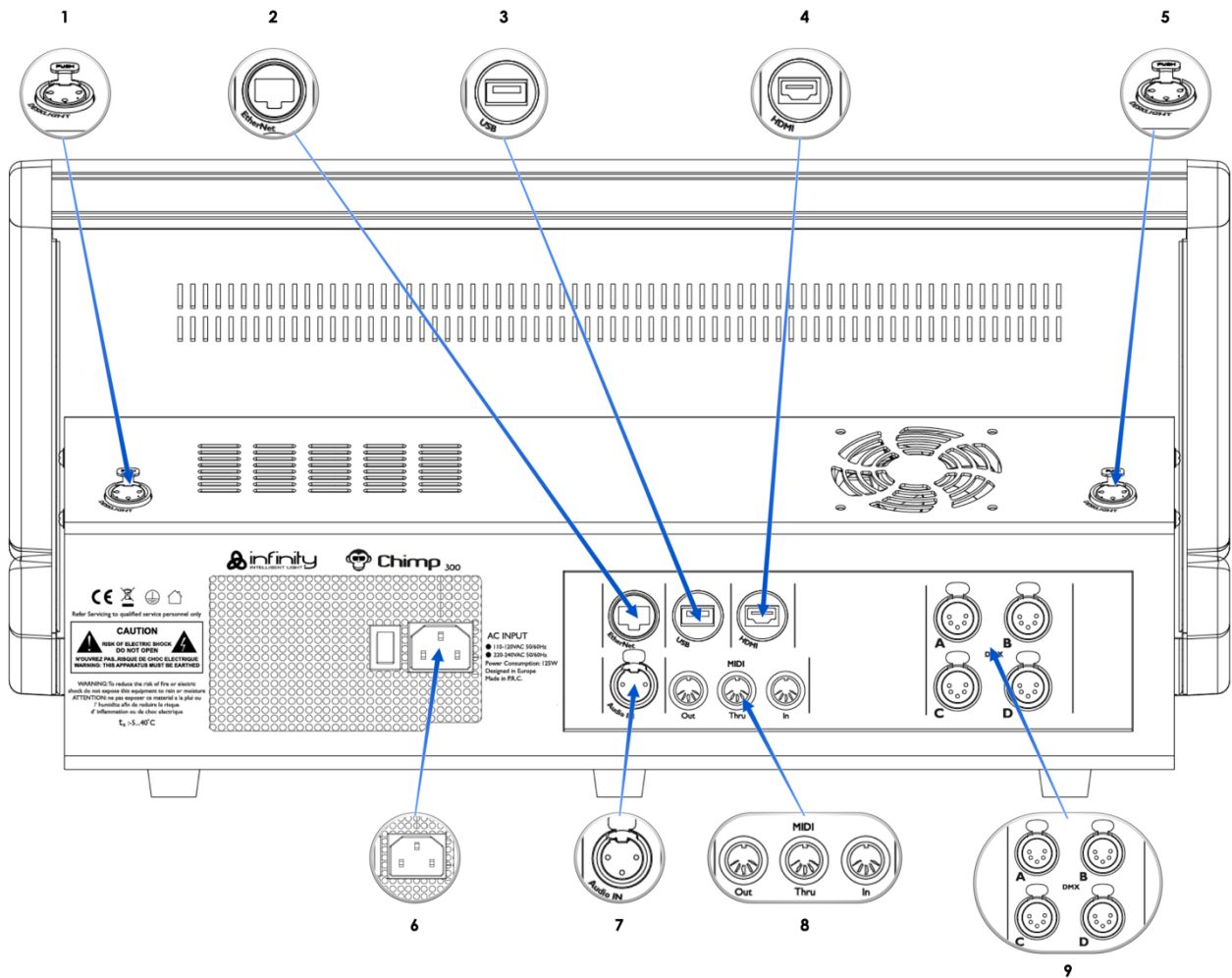


Fig. 2: Chimp 300 Backpanel

1	Desklight Connector	6	Power Connector
2	Ethernet Port	7	Audio Input
3	USB 2.0 Port	8	Midi Out / Thru / In
4	HDMI Port (External Screen)	9	Ethernet Port
5	Desklight Port		

## 5 The Frontpanel

### 5.1 Frontpanel

The frontpanel contains all the necessary buttons and faders for operation. The Frontpanel looks exactly the same across both products. Here is a quick overview:

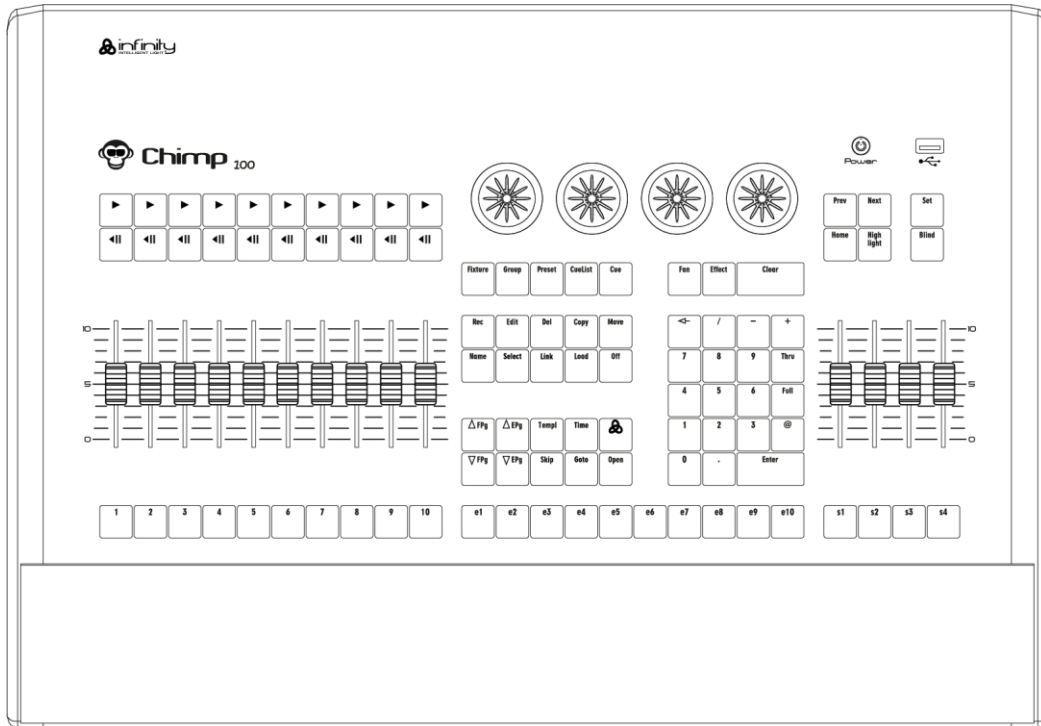


Fig. 3: Console Frontpanel

### 5.2 Playback Faders

The Chimps frontpanel consists of multiple playback fader controls, each consisting of a fader and flash, go, pause/back buttons. These may contain *Cuelists*, *Groups* or *Special Masters*, like Speedmasters. These are pageable and the button functions are assignable. The buttons below the faders are labeled 1 to 10.

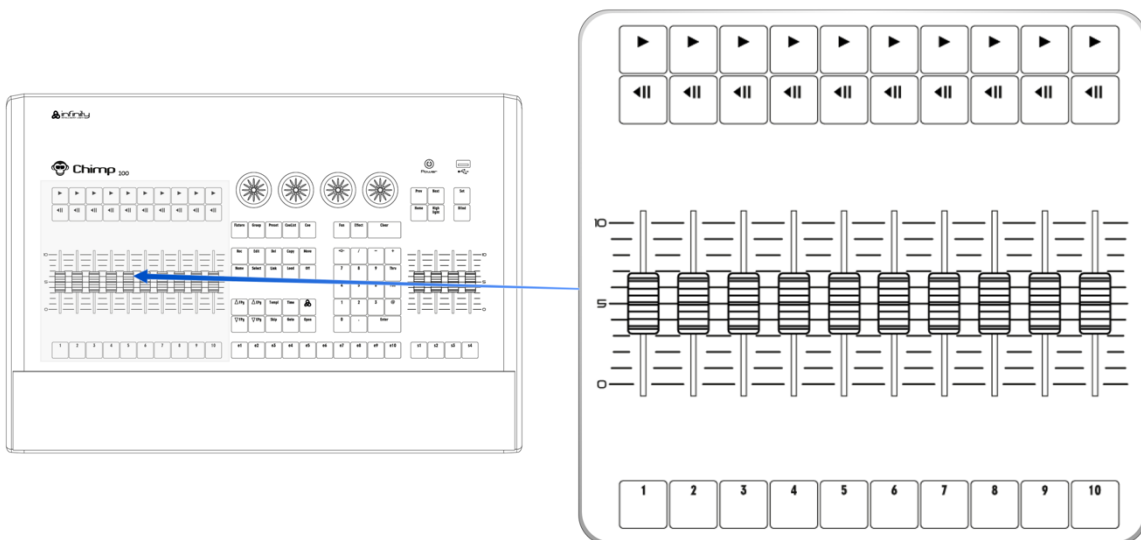


Fig. 4: Playback Faders

### 5.3 Programming Section

This part of the Chimps frontpanel contains all keys needed for programming. Take a few moments to familiarize yourself with the buttons found here. It may seem like a lot to learn, but don't worry. You'll be training your muscle memory over time. Also, all controls for value entry may be found here.

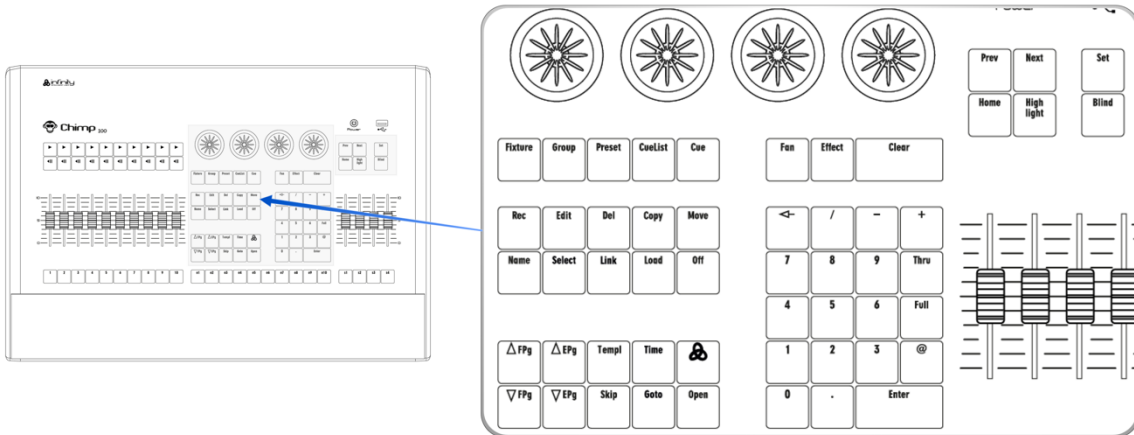


Fig. 5: Programming Section

### 5.4 Executor Buttons

You will find ten buttons labeled e1 to e10 next to the faders, below the programming section. These may contain *Cuelists* or *Groups*. The Executors are independently pageable from the Playback Faders. These buttons have assignable functions as well.

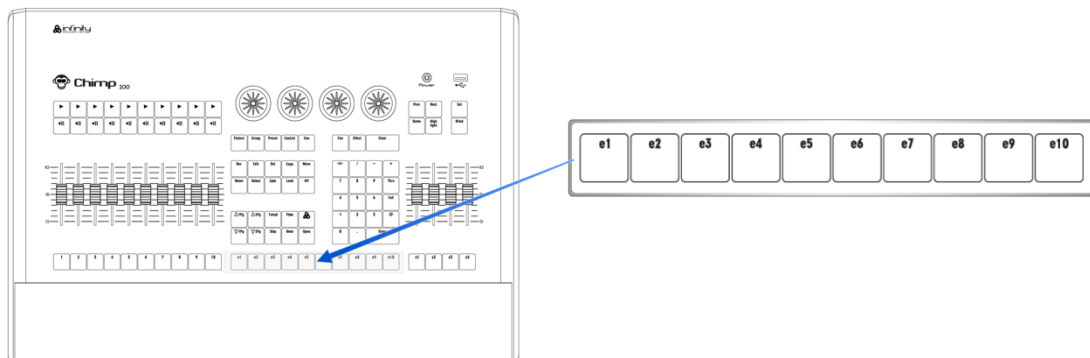


Fig. 6: Executor Buttons

### 5.5 Special Faders

The far right side of the Chimps frontpanel contains four special master fader controls, each consisting of a fader and button. These may contain *Groups* or *Special Masters*, like Speedmasters. The buttons below the faders are labeled s1 to s4.

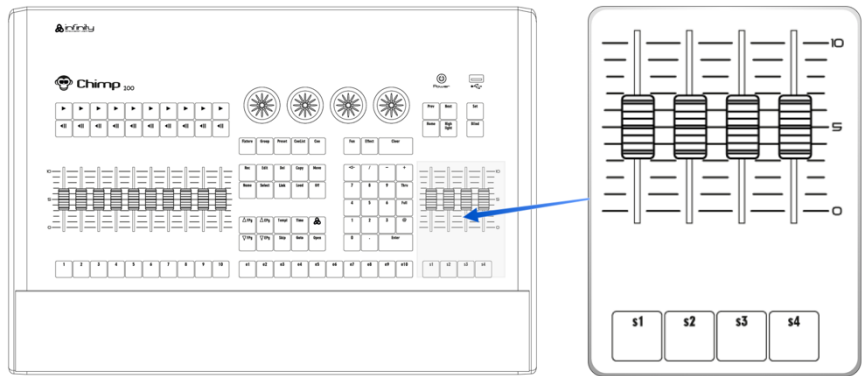


Fig. 7: Special Faders

### 5.6 Touchscreen (Applies to Chimp 300 Console, only)

The 22" Touchscreen of the Chimp 300 Console is one of the key elements used for user interaction with the Chimp. It features an easy and intuitive to use graphical user interface.

The Chimp 100 Console does not have an built-in screen, and needs to be connected to an external screen with full-HD resolution (1920 by 1080) as the userinterface is optimized for that resolution. The Screen may be a touch screen as well.

## 6 Graphical User Interface

### 6.1 The Screen Layout

The Screen Layout of the Chimp Consoles is divided into three different parts: The Top Toolbar, the Content Area and the Bottom Toolbar. The Top Toolbar provides access to the different configuration and programming / playback views.

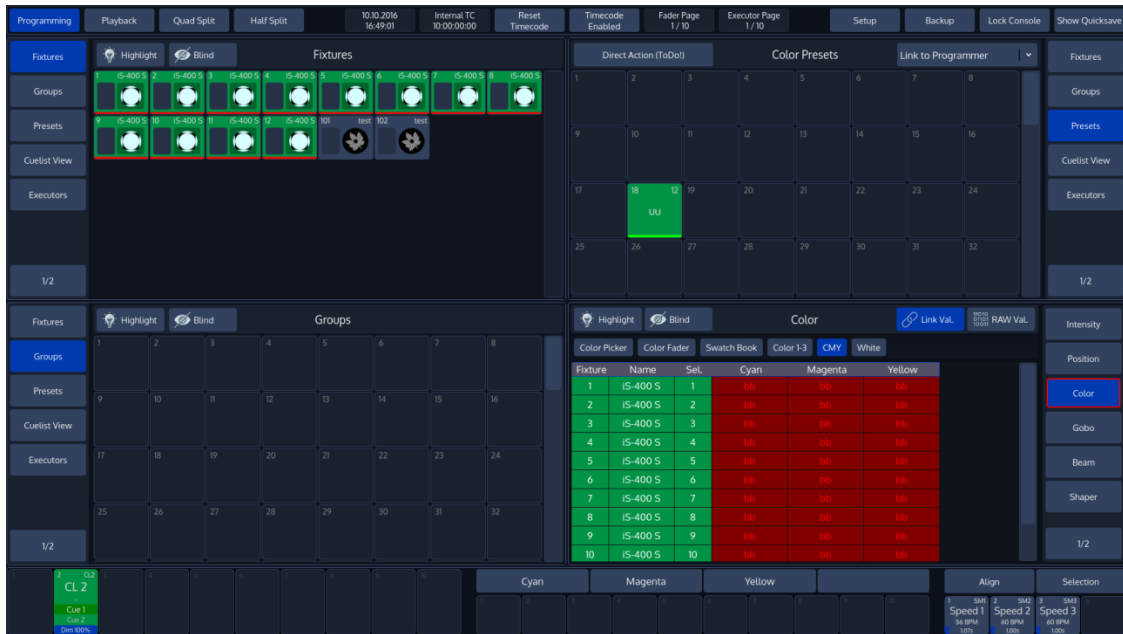


Fig. 8: The Graphical User Interface

#### 6.1.1 The “Top Toolbar”

The Top Toolbar is divided into three parts. The left part shows the views that are used for programming and during playback. The center part shows status information like the current date and time, current Timecode and the active fader and executor pages.

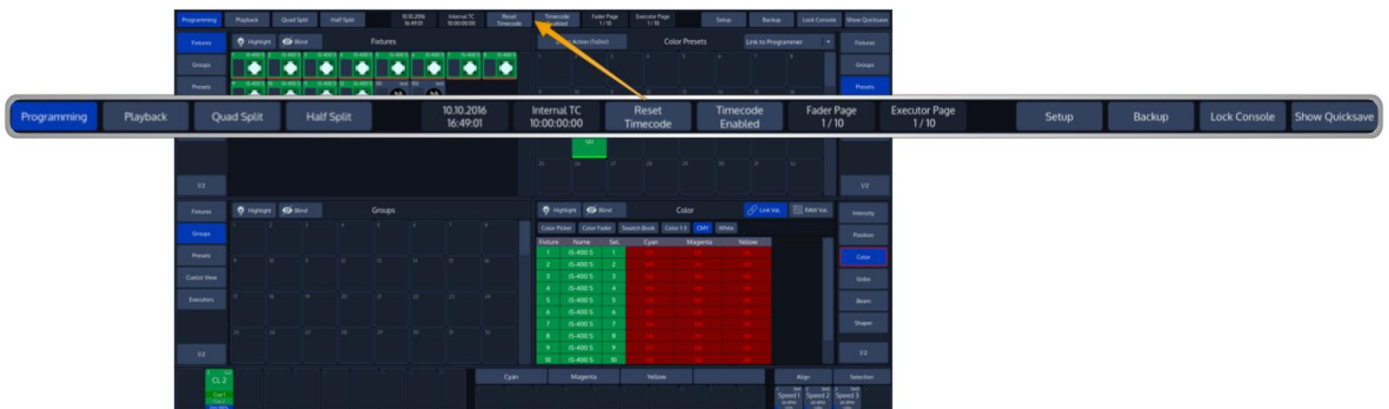


Fig. 9: GUI – Top Toolbar

### 6.1.2 The “Content Area”

The Content Area is used to display context sensitive windows and widgets, based on the selection made from the top toolbar. It also displays dialogs which may be opened using the hard buttons on the frontpanel of the console.

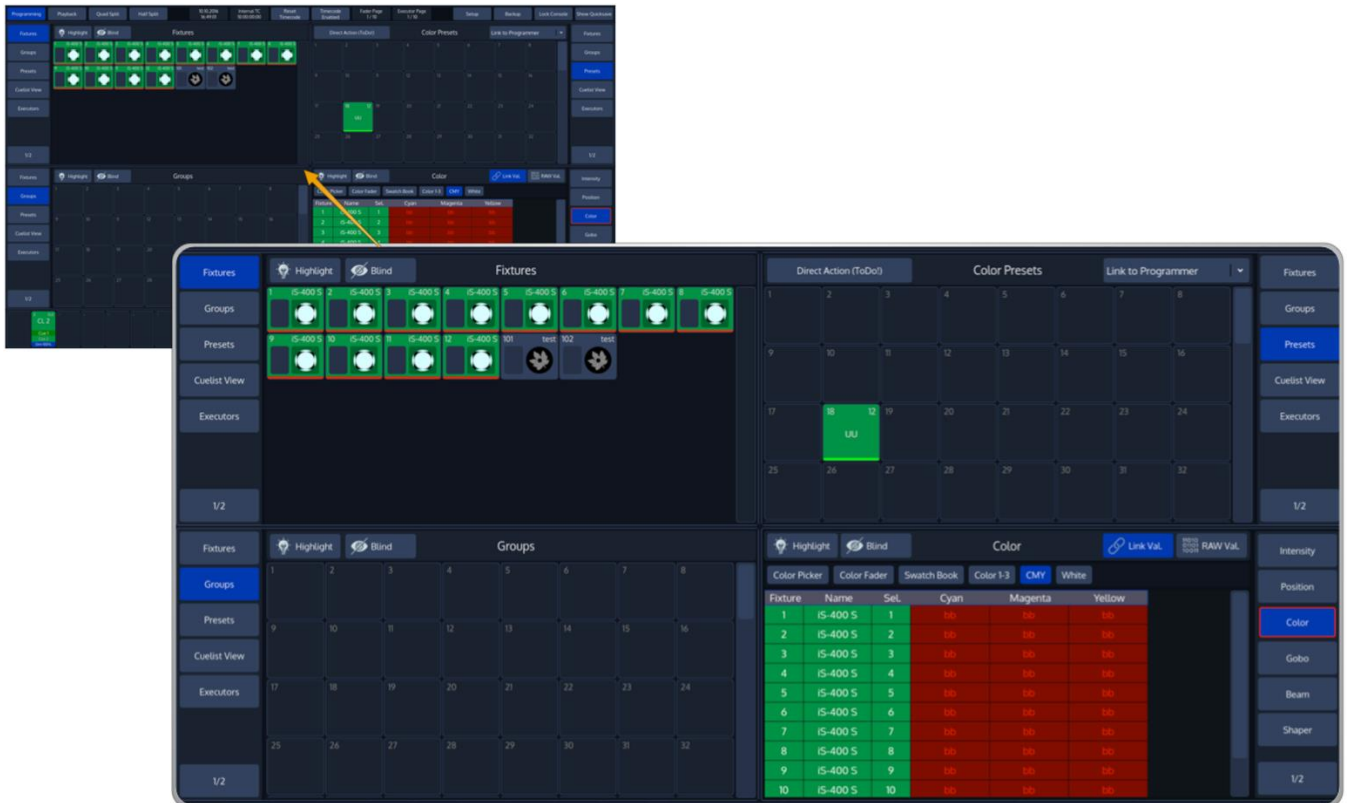


Fig. 10: GUI – Content Area

### 6.1.3 The “Bottom Toolbar”

The Bottom toolbar is used to show fader labels on the left side, encoder labels as well as executor labels on the center part, and the align settings, sub-selection and master faders on the right side.

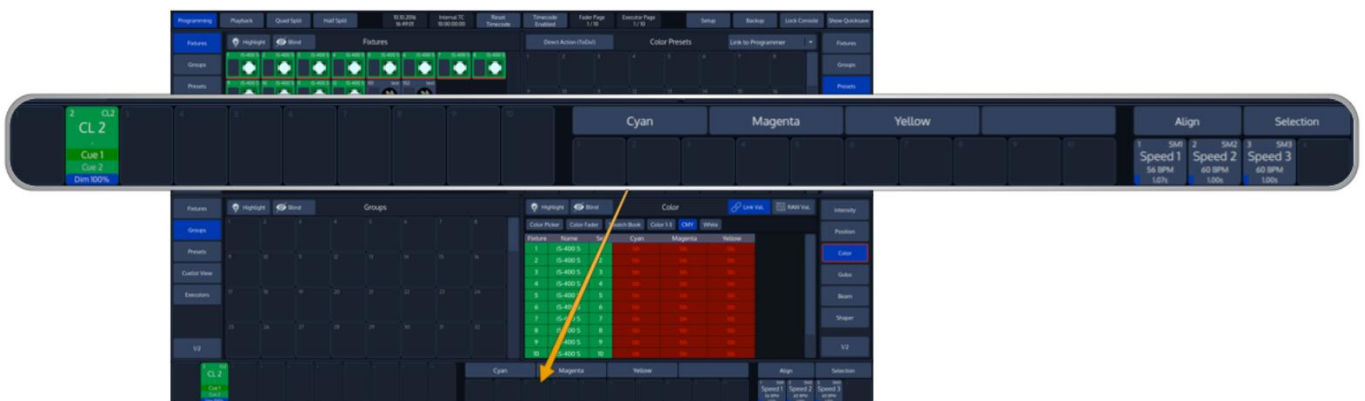


Fig. 11: GUI – Bottom Toolbar



## 6.2 Navigating in the Graphical User Interface

You already learned that the top menu bar is used to navigate through the different predefined windows which are used to setup, program or playback your show. Let's take a closer look the the buttons found in the left part of the Top Menu bar.

These are predefined windows. They behave very similar, except the fact that programming is the only view to show the Programmer, which is used for value entry. The other views have been added for your convenience and may be setup in the way you need them.

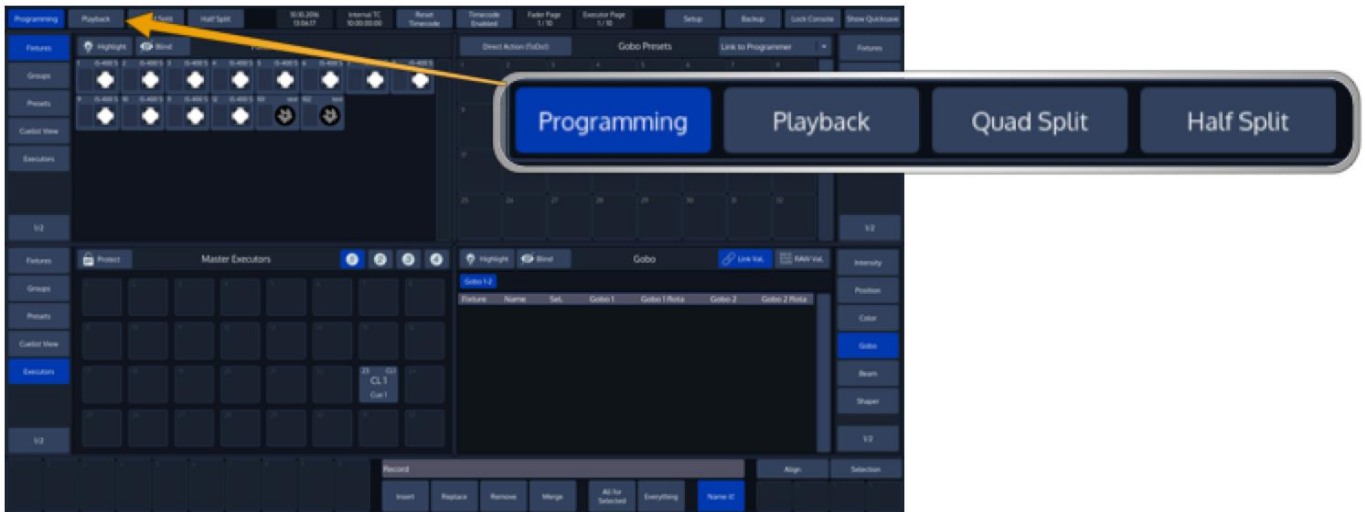


Fig. 12: Main View Buttons

### 6.2.1 The different Split Widgets

Lets call any of the split items in the Content Area a "Split Widget".

Each of the Split Widgets behaves in the same way. They do have a Menu bar on the left (or right, dependant on the position of the widget).

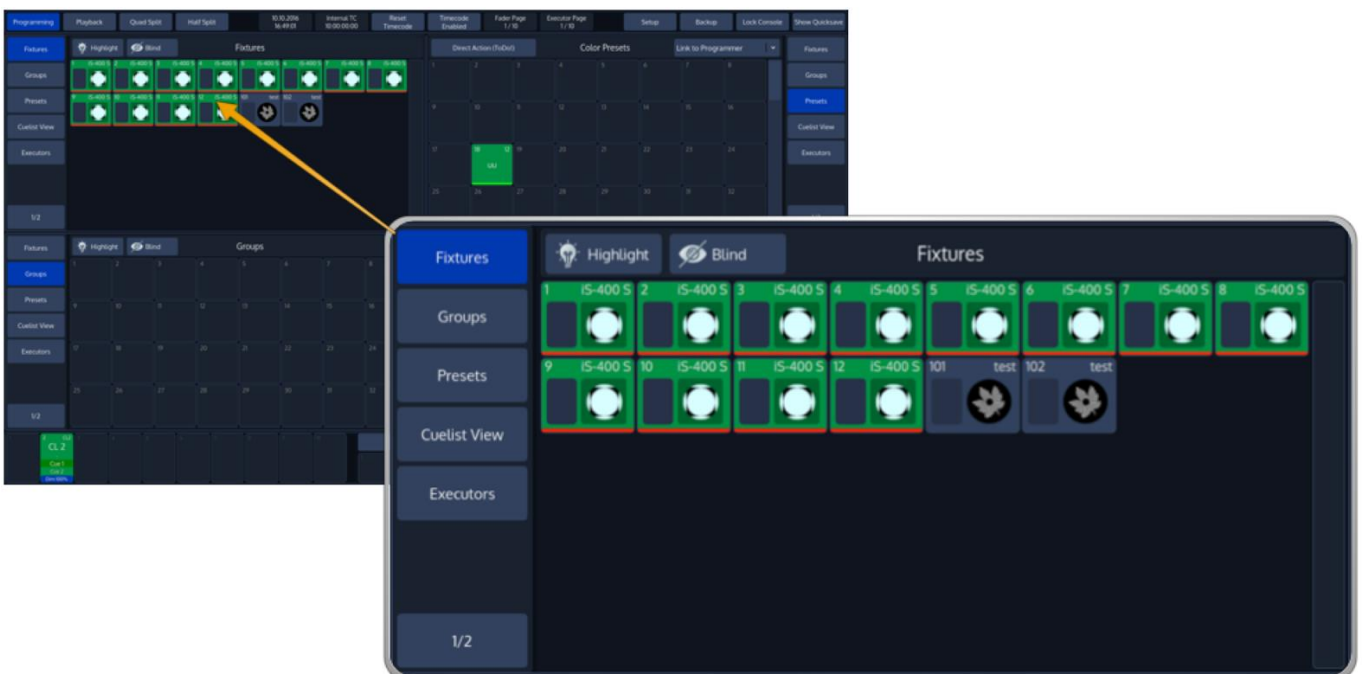


Fig. 13: Example Split Widget



The Menu on the left (or right) is used to switch the type of that particular Split Widget to a different type. Different Types are, for example: **Fixtures**, **Groups**, **Presets**, a **Cuelist View** Widget, Virtual **Executors** – and if you look closely you may notice a Button that says **1/2**. Pressing that button will open the second level of the menu. If that button is missing – there is no second level for that menu.

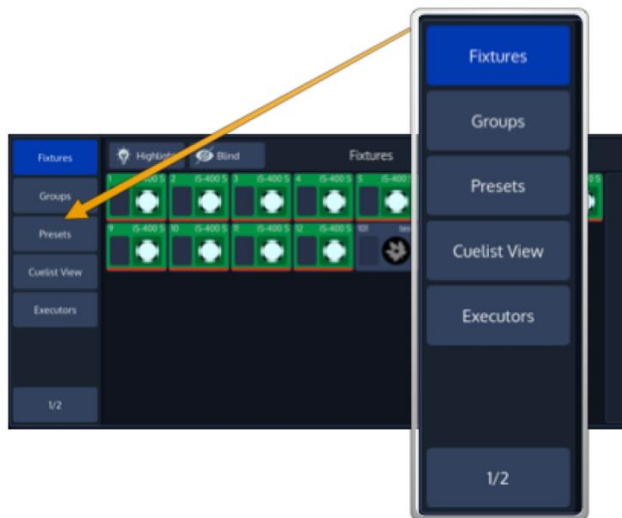


Fig. 14: Side Menu

The Title Bar of a Split Widget may also contain some buttons that toggle between contents of the widget, or are used to trigger specific functions in the console.



Fig. 15: Split Widget Title Bar

### 6.3 Context Sensitive Graphical User Interface

Some of the buttons of the frontpanel correspond with the touchscreen interface, like the [Record] button which is used to record memories. Pressing it will open a toolbar that contains options for the upcoming operation.

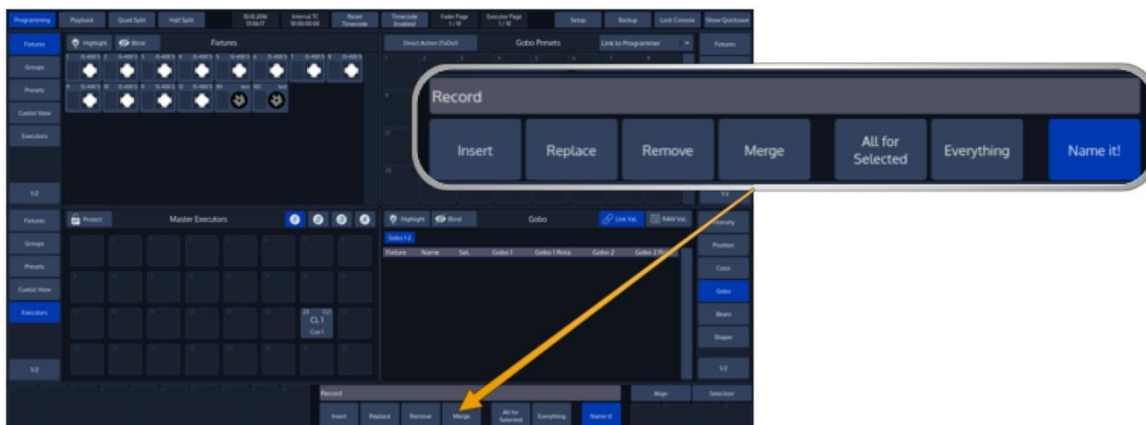


Fig. 16: Context Sensitive GUI

## 7 Connect peripherals to the Chimp

Connect all peripherals like a USB Keyboard, mouse, touchscreen and similar to the Chimp. If you are using ArtNet for data output, also connect the network cable to the Chimps network port. Use the supplied AC cable to connect the Chimp to a power socket.

## 8 Boot the Chimp

Press the power button on the right hand side of the console, above the special faders.

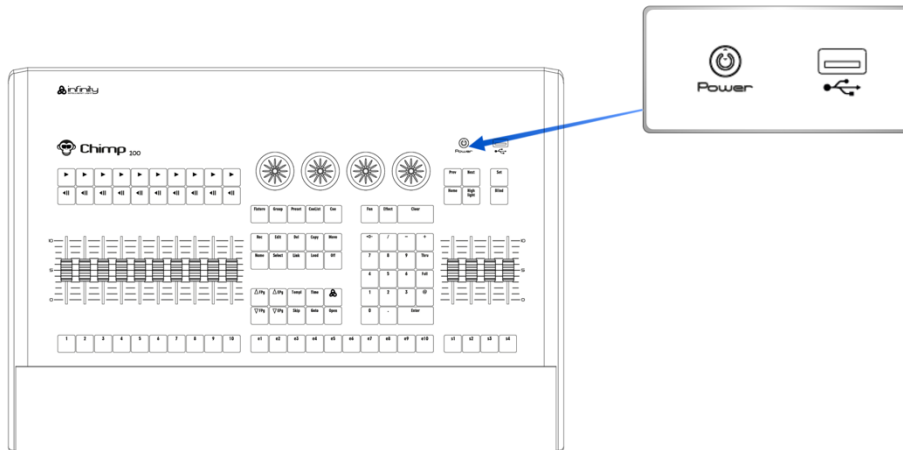


Fig. 17: Power Button

## 9 Starting a new Show or loading an existing Showfile

The Chimp will now start to boot and shortly after you will be seeing a bootmenu which auto-continues the boot process after a few seconds. Additionally, the boot menu offers some test and maintenance utilities. The Chimp will perform a couple of checks while booting up and will present you with the Welcome Screen as soon as it is done:

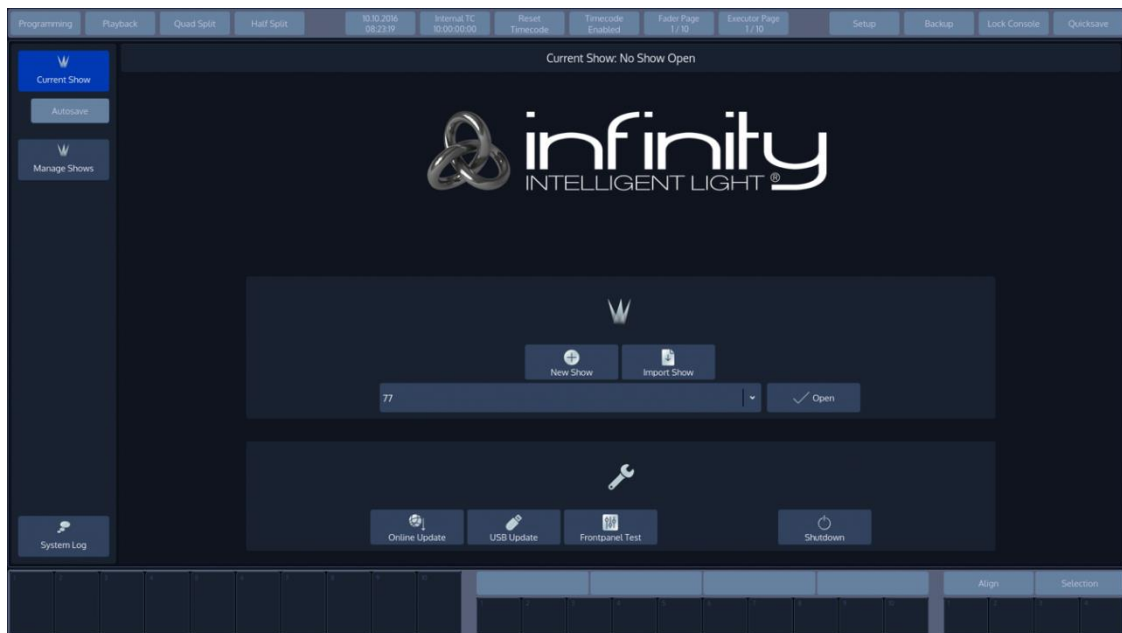


Fig. 18: Show Closed Screen

The welcome screen allows you to either create a new show, or load an existing showfile. Showfiles contain all of your show related settings like fixture schedule and patch, input settings, groups, presets, cues and master assignments.

### 9.1 Creating a new show

Within the touchscreen display, hit the **New Show** button.

This will open up a keyboard dialog to enter the name of the show to be created. You may also enter the Name using an attached USB-KeyBoard anytime the keyboard dialog is shown. As soon as you hit the enter button a new show with the name you just entered will be created.



Fig. 19: Show Closed Screen – Create New Show

### 9.2 Loading an existing show

Within the touchscreen display, simply select the show you would like to open up from the drop-down menu. After you selected the desired show to load, hit the **Open** button.

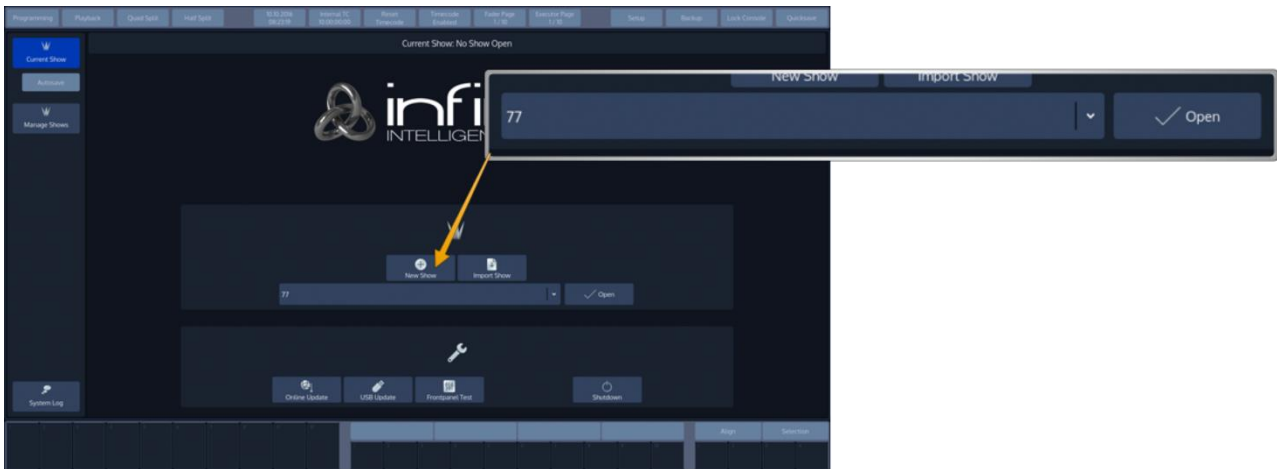


Fig. 20: Show Closed Screen - Load Existing Show

### 9.3 Saving the Showfile

To save your Showfile hit the **Show Quicksave** button within the touchscreen displays Top Toolbar,



Fig. 21: Show Quicksave Button

## 10 Add & Patch Fixtures

In order to add and patch fixtures, please press the **Setup** Button on the Chimps top-menu bar. A menu will be opened on the touchscreen display, presenting you several options. Choose **Patch**. From within the Patch Window, select **Add Fixtures**.

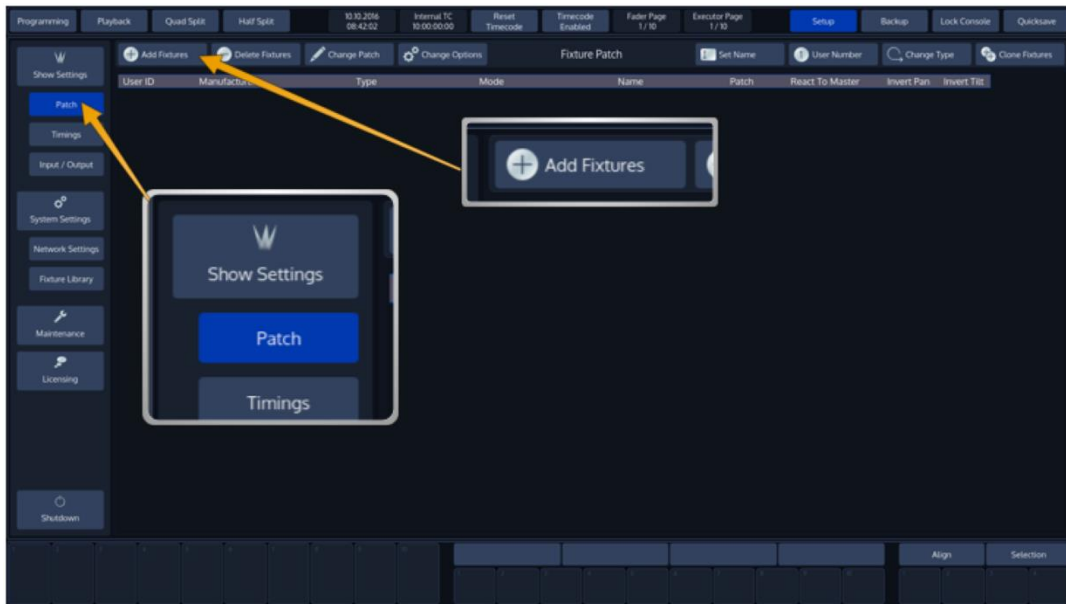


Fig. 22: Setup Screen: Add and Patch Fixtures

A menu allowing you to pick the manufacturer and fixture type from the *Show Library* (this is the Fixture Library that contains all Fixtures in the Show File) will be opened. Since we haven't added any fixture types to the show yet, this Library is empty.

Click on **Add Type from Factory Library** to proceed.

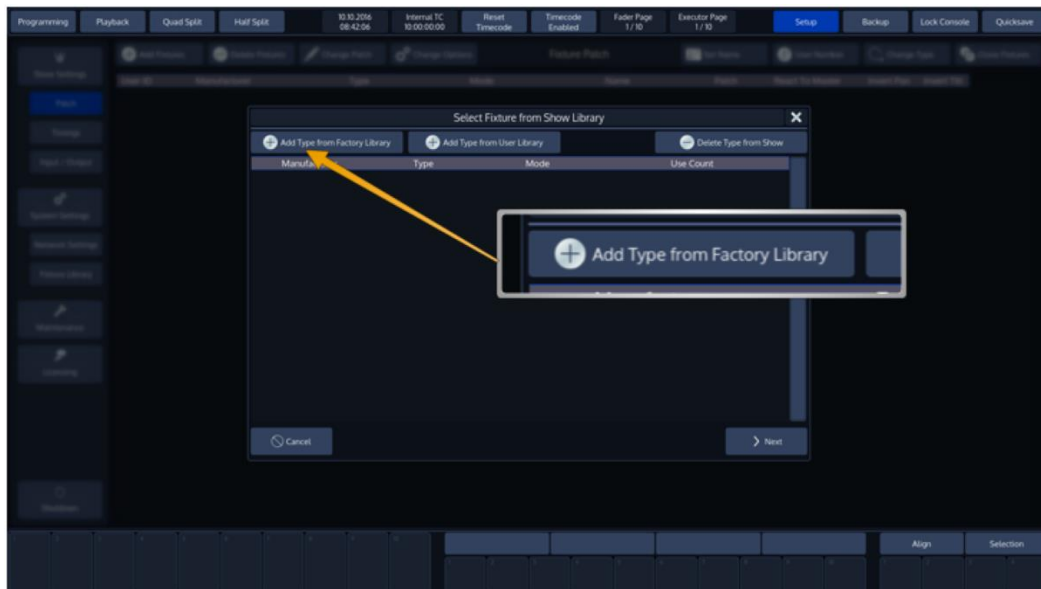


Fig. 23: Show Library Dialog

A new dialog screen will be shown.

For training purposes, we are going to pick “Infinity” as the manufacturer. Now select iS-400 Spot in Advanced Mode from the list. You may also use the full text search provided.

Hit the **Ok** button as soon as you are done.

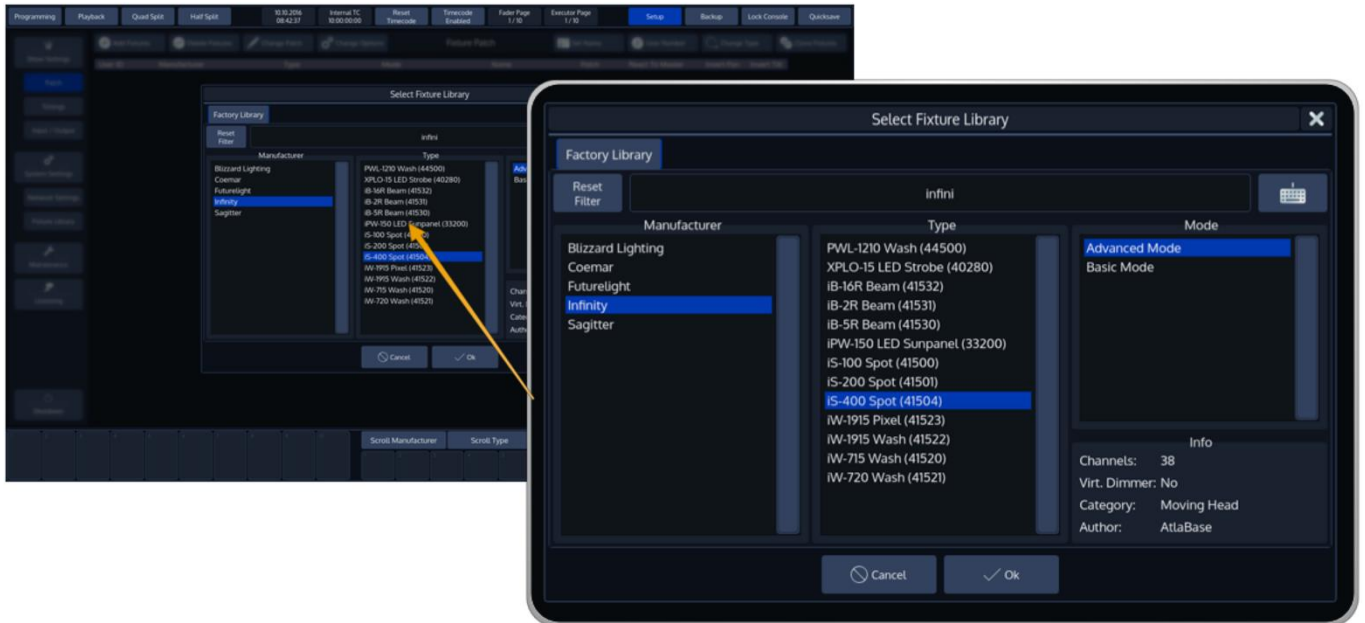


Fig. 24: Add Fixture Type to Show Library

You may now enter the fixture count, and more importantly, set a user number which will be the “identifier” that is used to select these fixtures using the numberblock. We are going to add 12 fixtures, with user numbers starting at 1.

Again, when you have done so, click on **Next**.

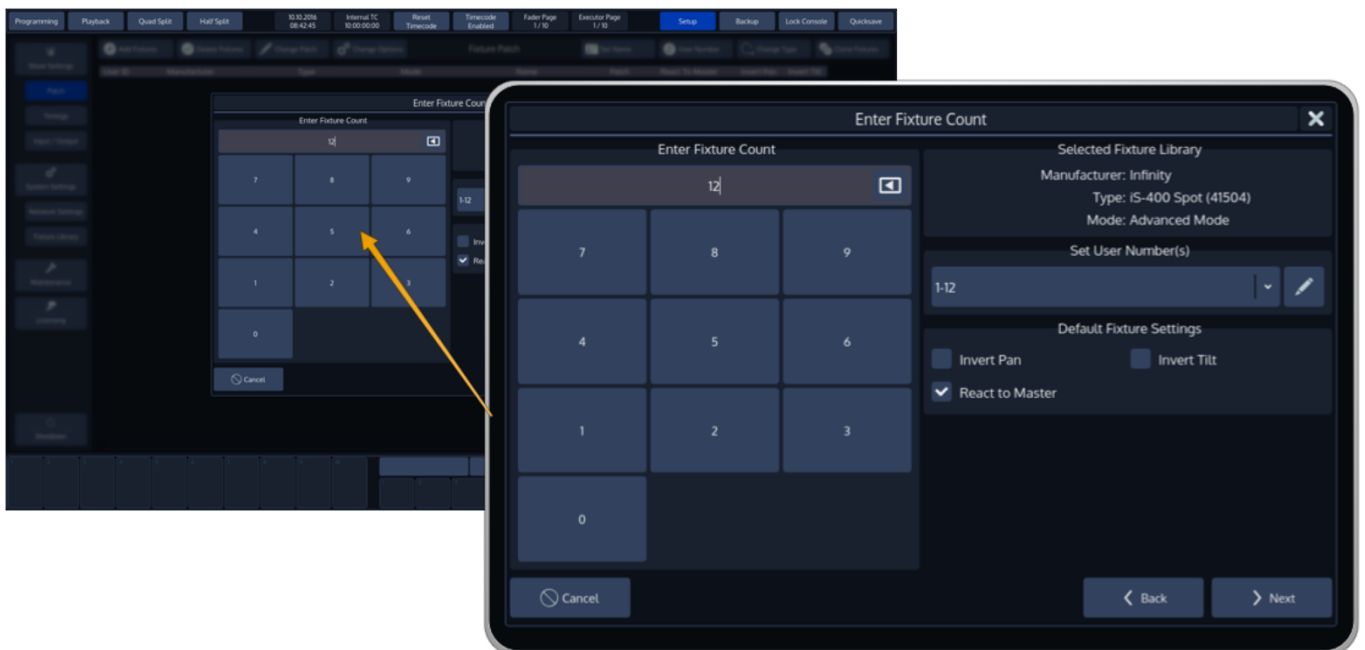


Fig. 25: Add Fixtures to Show: Enter Fixture Count

The next screen is used to patch our fixtures to the DMX-Universes. There are three different options available:

**No Patch** – The fixtures will be added but not patched.

**Manual Patch** – The fixtures will be added and patched to the address and universe you specify

**Auto Patch** – The fixtures will be patched at the next free address of the selected universe.

We will select **Auto Patch**. To finish the process of adding fixtures to your show, press **Finish**.

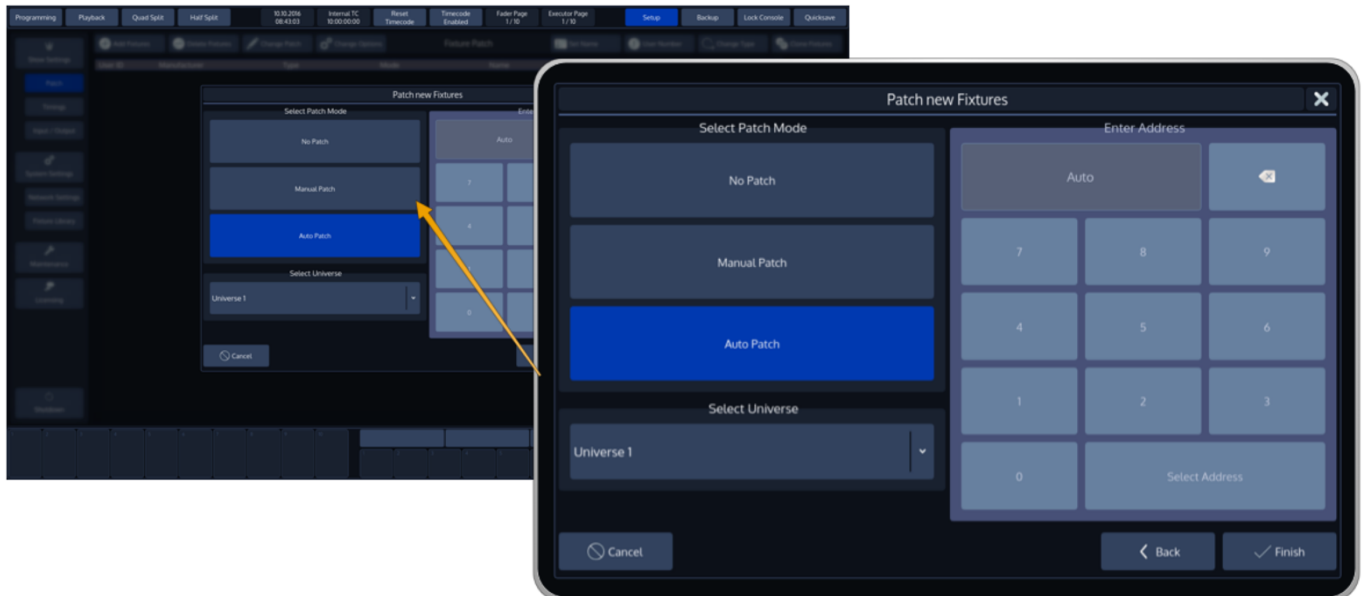


Fig. 26: Patch New Fixtures



## 11 Selecting Fixtures

There are four different ways to select your fixtures.

### 11.1 Select Fixtures using the keypad

To select fixtures on the keypad, simply do so by typing their user numbers, which you defined previously during the "Add Fixtures" process. You may use the [Thru], [+] and [-] keys to further extend your selection.

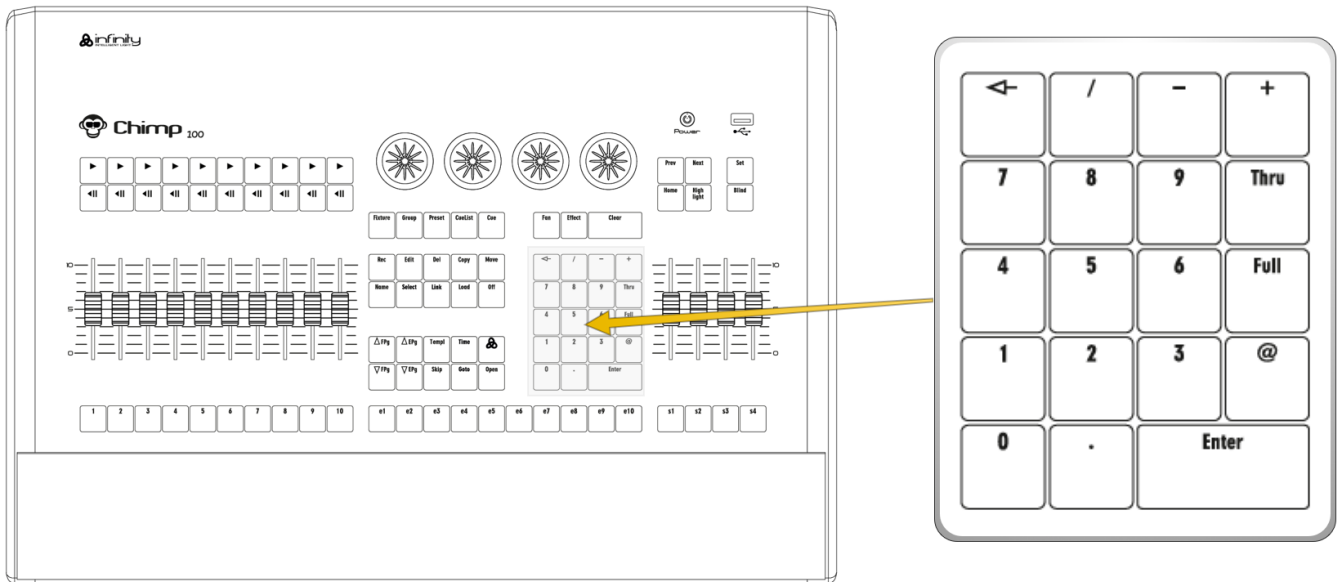


Fig. 27: Keypad

[1] [Thru] [Enter] will select all fixtures following fixture 1 until a different fixture type starts, or a gap in the numbering scheme is detected.

[1] [+] [2] [Enter] will select all fixtures 1 and 2

[1] [Thru] [10] [Enter] will select all fixtures from fixture 1 to 10

[1] [Thru] [10] [-] [3] [Enter] will select all fixtures from fixture 1 to 10 except 3

To deselect all fixtures, just type [0] [ENTER] on the keypad.

The keypad does also have special functions for extended fixture sub-selection, which will be applied on your current selection.

Select fixtures 1 to 12 for the following example.

Now we are going to select every third fixture of the selection we just made by typing [1] [/] [3] [Enter] on the keypad (In wording this would translate to "The first fixture out of three"). To select every second fixture out of three, you would have to type [2] [/] [3] [Enter].

### 11.2 Select Fixtures using the Fixtures Split-Window

Once you selected the **Fixtures** button in one of the Split Widget Menu, this particular split widget will change to “Fixtures” mode.

Now simply click on an item to select it. Selected Items will be indicated by a green background color.



Fig. 28: Fixture Split Widget

### 11.3 Select Fixtures using the “Selection” –toolbar

On the bottom right of the screen, click on the first button that reads **Selection**. The “Selection” -toolbar will now be shown.

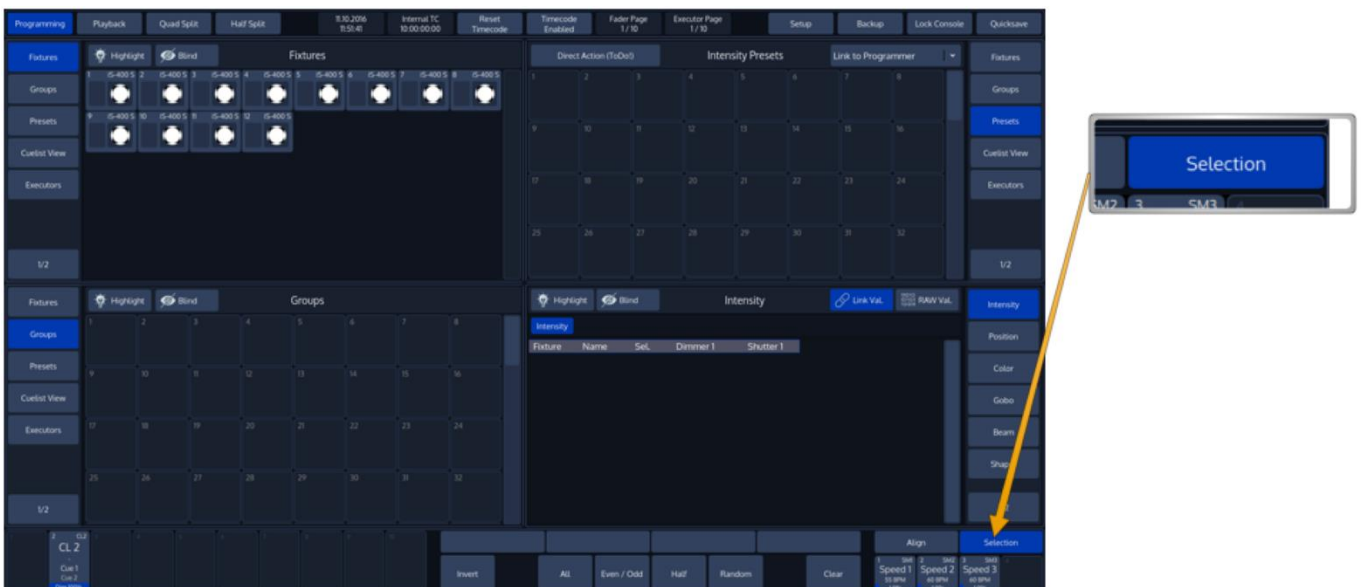


Fig. 29: Selection Button

The “Selection” –toolbar can either be used if you do not have a current fixture selection – Selection will then be applied to all fixtures. Alternatively, it may be used to alter the current fixture selection, ie. provide quick access to “Even/Odd” fixture selection and allow you to quickly select all fixtures which have been in your selection set before using any of the functions of the toolbar.

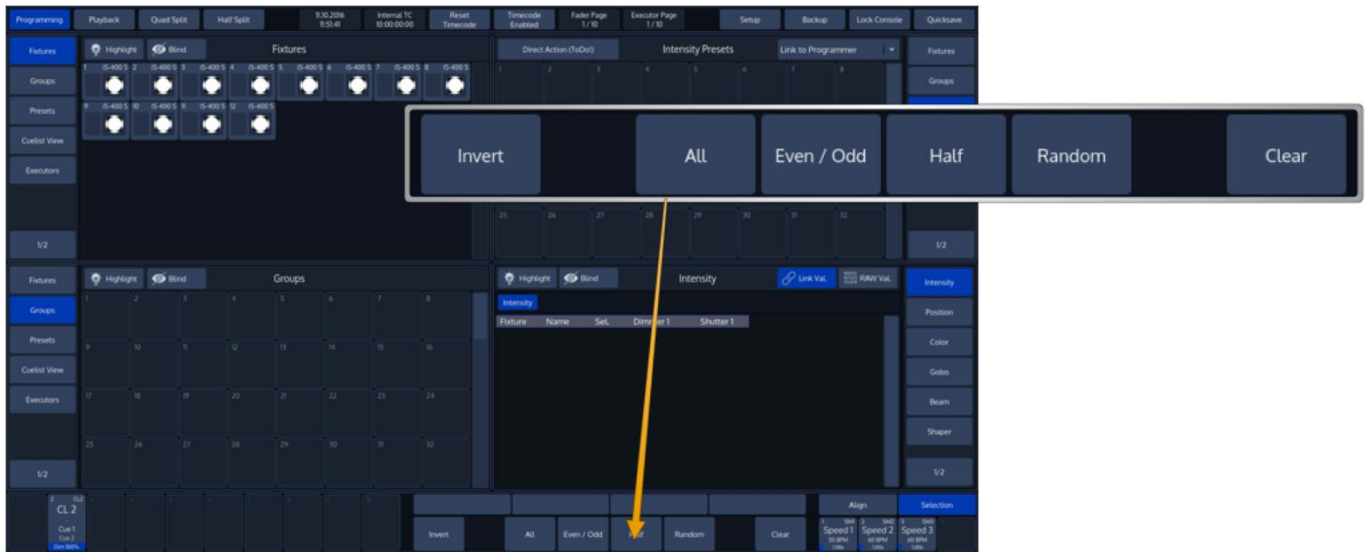


Fig. 30: Selection Toolbar

### 11.4 Select Fixtures using a Group Split Widget

Open a Group Split Widget by selecting the button **Group** from one of the side menus. In Programming mode, the bottom left split will show Groups by default. To select a Fixture group you have created, simply click on it.

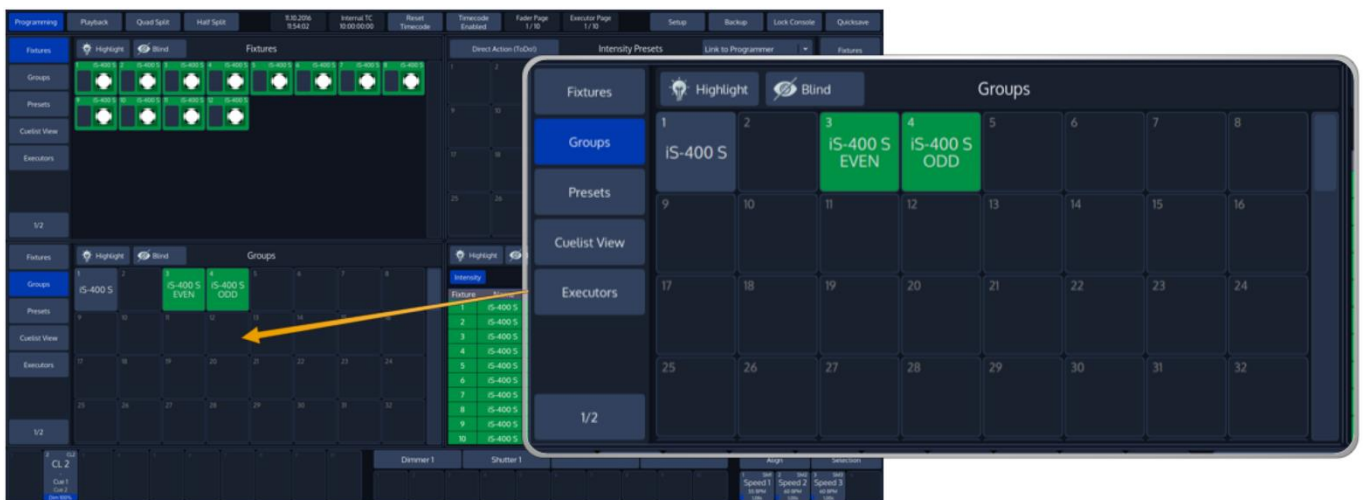


Fig. 31: Group Split Widget

## 12 Create Fixture Groups

Groups are meant as a programming aid and are a quick way to access specific groups of fixtures. To record a group, first select fixtures 1 thru 12 by using the Keypad.

### 12.1 Record a Group

There are different ways to record groups. You may either use the visual approach by clicking on items, or the command line approach by entering the command manually.

#### 12.1.1 Store a group using the “Group Pool” –window

Once you have made a selection you would like to store as a group, Press the [Rec] key found in the programming section of the frontpanel and select an empty item from a Group Split Widget.

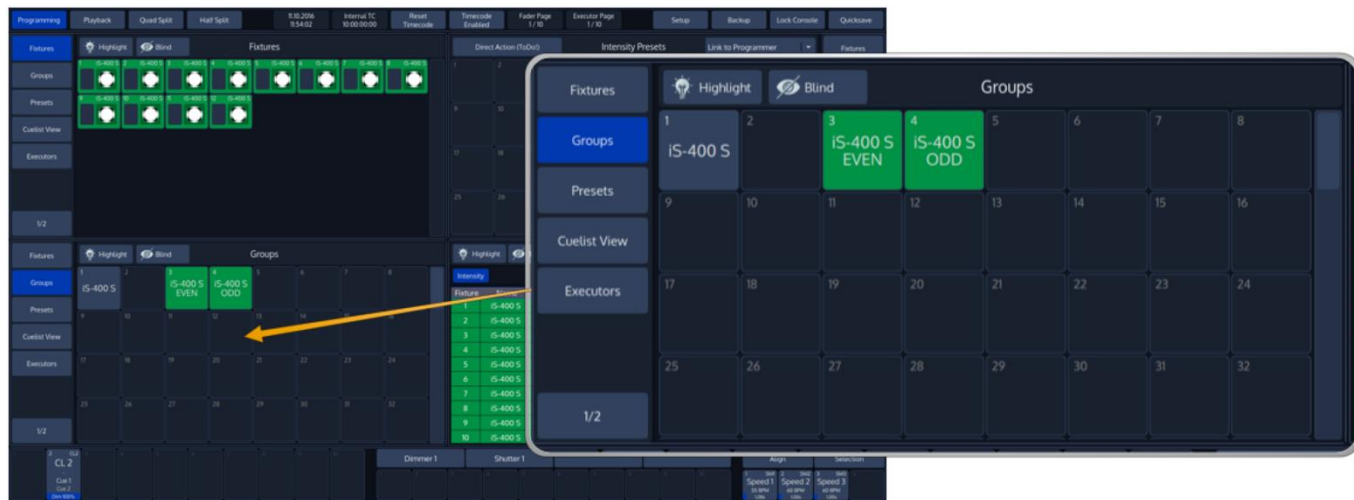


Fig. 32: Group Pool

#### 12.1.2 Store a group using the command line interface

As soon as you selected some fixtures, press the [Rec] -key followed by the [Group] -key. Now just type the number of the memory you would like to store to on the keypad, i.e. [1] followed by [Enter]. For example:

[Rec] [Group] [1] [Enter]

The record toolbar contains a button called **Name It!** – If this button is active, the console will automatically ask for a name after you stored the Item.

If you decide to turn this function off, you may label any item by pressing the [Name] key on the faceplate of the console. The commandline will read “Name”. Now select the Item you would like to label.

### 12.1.3 Select Fixtures using the “Group Pool” –window

Once you selected the **Groups** button in one of the Split Widget Menus, this particular split widget will change to “Groups” mode.

Now simply click on an item to select it. Selected Items will be indicated by a green background color.

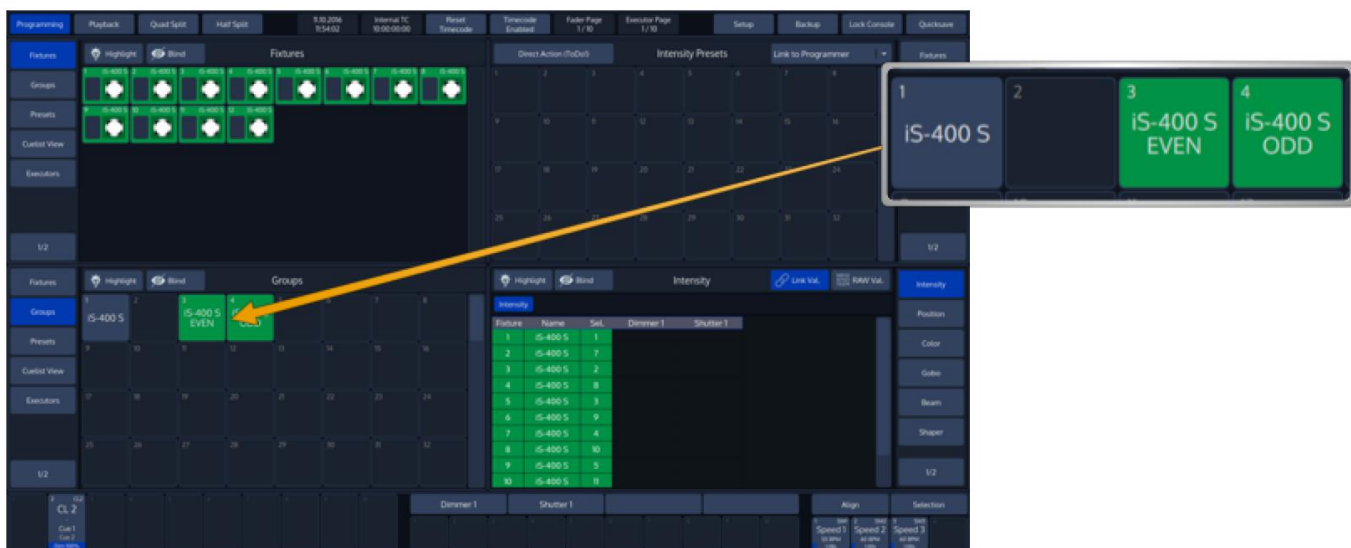


Fig. 33: Selecting Fixtures using the Group Pool

### 12.1.4 Select Groups using the command line interface

Press the [Group] –key followed by the ID of the group. Completed the command using the [Enter] Key. For example:

[Group] [1] [Enter]

Please note you may further extend the selection by using the [Thru], [+] and [-] keys, similar to when selecting fixtures.

## 13 Working with Fixture Values

Altering a fixtures parameter values is only possible from within the Programming Window. The programmer is shown in the bottom right part of the screen. It behaves very similar to the group split widgets – it has buttons in the title bar and features a side menu for parameter selection.

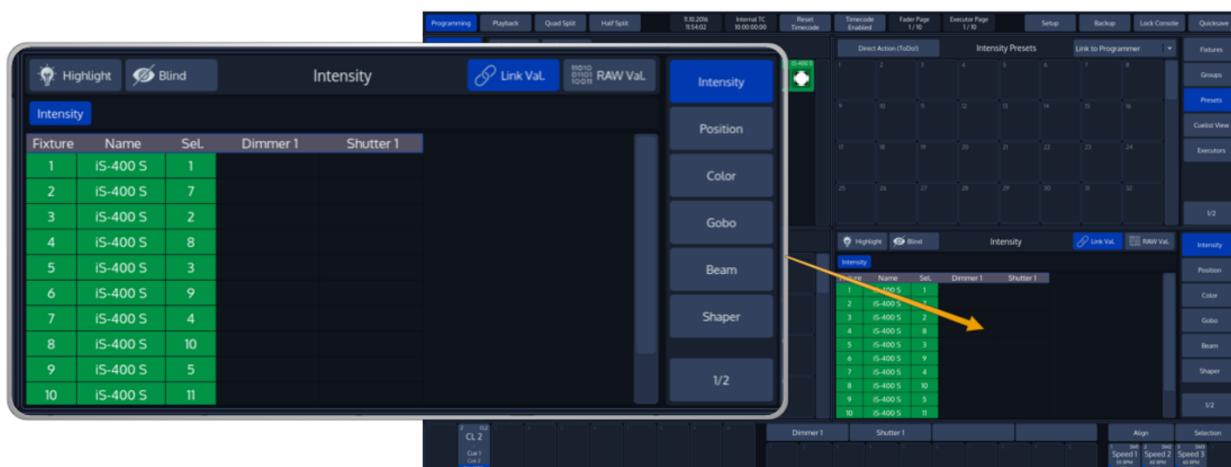


Fig. 34: The Programmer Window

The Chimp groups fixture parameters in a sense full way by dividing them into separate groups like **Intensity, Position, Color, Gobo, Beam, Shaper** (Blades or Knives in Profile Lights), **Control, Macro** and **Special**.

You'll see one more group called **Effects**, which is used to open the Shape Generator / FX Engine.

## 13.1 What is the programmer?

The "Programmer" is the place where all of the programming happens.

As soon as you modify a fixtures attribute value by using any of the value input methods described below, it will show up in the programmer.

The programmer always takes precedence over cuelists, this way you may always at any point in a show modify the look on stage – by using the programmer.

### 13.1.1 Different states of fixture attribute values

Fixture	Name	Sel.	Color 1
1	iS-400 S	1	
2	iS-400 S	2	
3	iS-400 S	3	
4	iS-400 S	4	
5	iS-400 S	5	
6	iS-400 S	6	
7	iS-400 S	7	
8	iS-400 S	8	
9	iS-400 S	9	
10	iS-400 S	10	

This image shows how the programmer looks like if you have fixtures selected, but no values assigned to them. They are still outputting values set by cuelists or their default values set in the library.

Fixture	Name	Sel.	Pan	Tilt	PT Speed
1	iS-400 S	1	128	140	
2	iS-400 S	2	128	140	
3	iS-400 S	3	128	140	
4	iS-400 S	4	128	140	
5	iS-400 S	5	128	140	
6	iS-400 S	6	128	140	
7	iS-400 S	7	128	140	
8	iS-400 S	8	128	140	
9	iS-400 S	9	128	140	
10	iS-400 S	10	128	140	

This image shows how the programmer looks like if you have fixtures selected, with values assigned in the programmer. The programmer takes precedence over cuelist output for the attributes with values in the programmer. However, these values would not be recorded.

Fixture	Name	Sel.	Pan	Tilt	PT Speed
1	iS-400 S	1	*128	*140	
2	iS-400 S	2	*128	*140	
3	iS-400 S	3	*128	*140	
4	iS-400 S	4	*128	*140	
5	iS-400 S	5	*128	*140	
6	iS-400 S	6	*128	*140	
7	iS-400 S	7	*128	*140	
8	iS-400 S	8	*128	*140	
9	iS-400 S	9	*128	*140	
10	iS-400 S	10	*128	*140	

This screenshot shows how the programmer looks like if you modified (touched) values of an attribute in the programmer. The programmer takes precedence over cuelist output for all attributes with values in the programmer. As soon as values are "touched" (indicated by red background color of the corresponding cell) they can be recorded.

The side menu of the programmer indicates which attribute groups have active (touched) values by using a red border color. Attribute groups with inactive values will show an orange border color instead.

### 13.1.2 Emptying the Programmers „Content“

In order for all playbacks to re-gain control over the fixture attributes contained in the programmer, the programmer needs to be cleared out. This happens in three steps with each press of the [Clear] key. The first press of the [Clear] key will un-touch all values, however they are still in the programmer overriding the playback. The second press of the [Clear] button will remove all values from the programmer and playback values will be output again. The third and last press will unselect all fixtures that were selected.

In short, three times [Clear] will clear the programmer:

[Clear] [Clear] [Clear]



## 13.2 Alter Fixture Parameters

### 13.2.1 Alter Parameters using the Encoders

To be able to alter fixture parameter values, i.e. set Dimmer values, you first need to select some fixtures. Go on by selecting Fixture Group 1.

In order to adjust the Dimmer level, select **Intensity** from the side menu. The programmer will now alter Dimmer and Shutter values and the encoder labels will read the selected features.



Fig. 35: Alter Parameters using the Encoders

To have the encoders control different features within the selected group (i.e. Gobo 3 and 4), simply press the appropriate button within the programmer's menu bar. Only attribute groups supported by the patched fixtures are shown.



Fig. 36: Programmer Menu Bar

Clicking on the Encoder label or pushing the encoder on the frontpanel will open either a Keypad Dialog, or a visual value picker which may be used to show Gobo thumbnails or similar.

### 13.2.2 Alter Color-Values using the Color-Picker

To open up the color picker, press the **Color** button found in the programmer side menu. Select **Color Picker** from the menu bar.

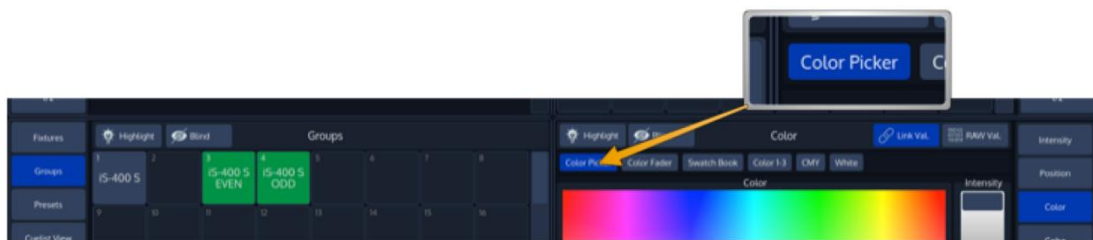


Fig. 37: Programmer: Color Picker

### 13.2.3 Alter Color-Values using Color Faders

To control color values using HSI or different faders (for RGB and CMY), no matter the color mixing system of the fixture, press the **Color** button found in the programmer side menu. Select **Color Faders** from the menu bar.

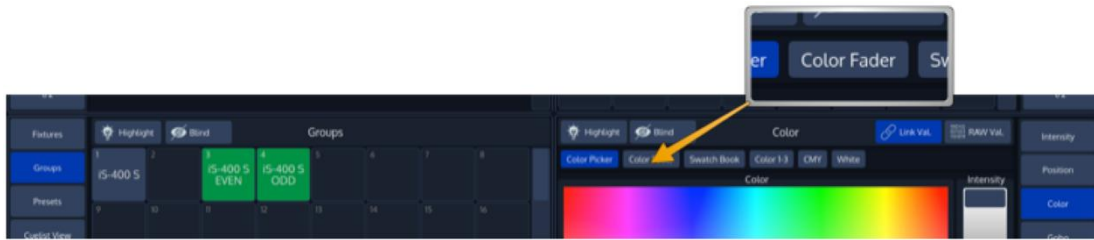


Fig. 38: Programmer Color Faders

### 13.2.4 Alter Color-Values using the Switch Book

To control color values using the integrated Switch Book, press the **Color** button found in the programmer side menu. Select **Switch Book** from the menu bar.

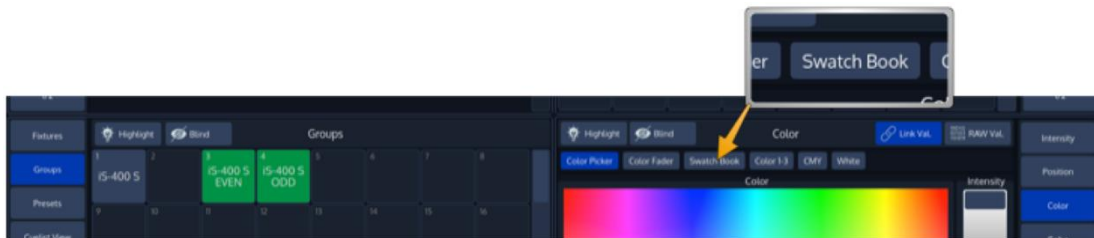


Fig. 39: Programmer Switch Book

### 13.2.5 Alter Color-Values using the encoders

To control color values using the natural fixture attributes, press the **Color** button found in the programmer side menu. Select the appropriate option from the menu bar, in example **Color 1-3**.

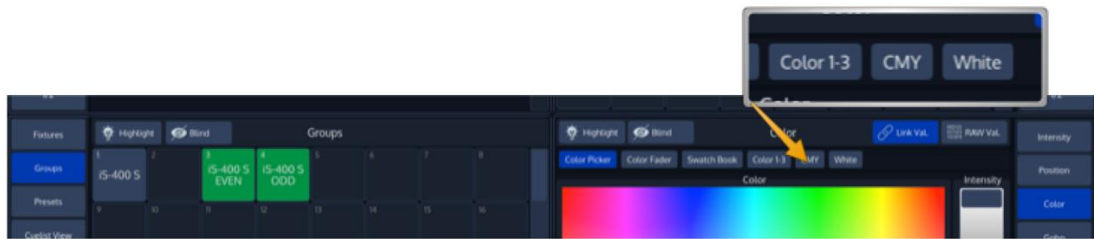


Fig. 40: Programmer – Traditional Value Entry



## 14 Recording and using Presets

Presets are a huge programming aid and a quick way to recall previously stored positions. Additionally, presets will be used as a reference if you used them in later programming. Cues, which have been programmed using a preset, will automatically update their contents if you update the preset later on.

Similar to fixtures and groups, presets may be found in the split widget side menu by pressing the **Presets** button.

By default, the preset widget will only show presets of the attribute group that is selected in the programmer. However you may change this behaviour by clicking into the little dropdown menu in the widgets title bar.

### 14.1 Recording Presets

If you record a preset into any of these preset pools within the preset widget, the console will only record values for the appropriate attribute group. This way, Position Presets only contain position information, and Color Presets only contain color information.

In case you would like to store a preset that contains parameters spread across different parameter groups, record an "All" Preset.

#### 14.1.1 Record a Preset using the Preset Split Widget

Once you have made a look you would like to store as a preset, Press the [Rec] key found in the programming section of the frontpanel and select an empty item from a Preset Split Widget.

Please note Chimp will only store values that have been touched – so if you recorded a color preset for one fixture, this particular preset may not be recalled using a different fixture.

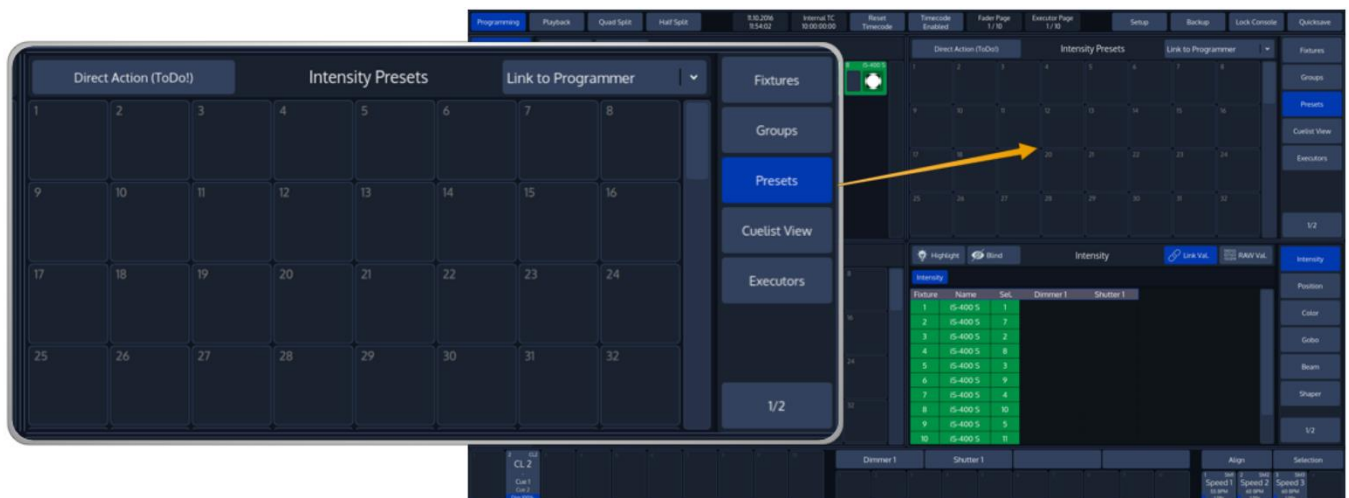


Fig. 41: Preset Pool

The record toolbar contains a button called **Name It!** – If this button is active, the console will automatically ask for a name after you stored the Item.

If you decide to turn this function off, you may label any item by pressing the [Name] key on the faceplate of the console. The commandline will read "Name". Now select the Item you would like to label.

### 14.1.2 Select a Preset using the Preset Split Widget

Once you selected the **Presets** button in one of the Split Widget Menus, this particular split widget will change to "Preset" mode.

As soon as you select fixtures, Chimp will figure out which of your presets can be applied to all or only some of your fixtures, and which can not be applied as well. This will be presented by the preset pool in an appealing way.

Presets that can not be applied at all will fade into the background. Those who can only be applied to a part of your selection will have a little yellow bar at the bottom. And presets that may be applied to all of your selected fixtures will show a green bar.

If this preset has been applied to fixtures in the programmer, the preset will show how many fixtures it is applied to in the top right corner.

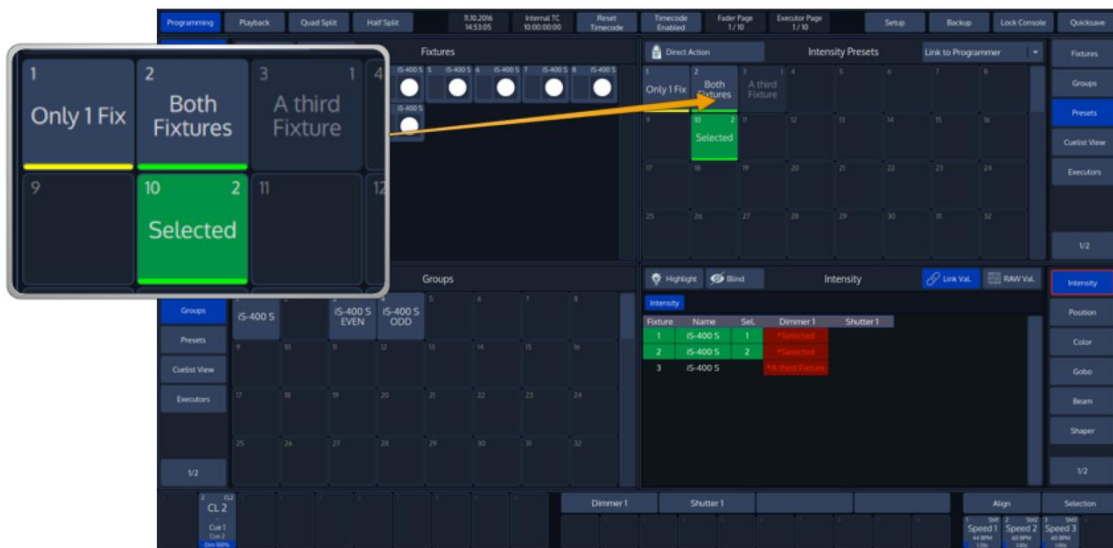


Fig. 42: Preset Item States

Simply click on a Preset to select it. It will be applied to all the selected fixtures, this preset may be applied to. Selected Items will be indicated by a green background color.

### 15 Record Cuelists

---

Cuelists are the backbone of your programming and show. They may contain one or more cues, whereas each cue might have a different fade and wait time applied. Faders, Executors and Virtual Executors all rely on Cuelists.

#### 15.1 Record a Cuelist to a Master

After setting up a look, press the [Rec] -key followed by either a faders [Go], [Pause/Back] or an [Exec] -key Or just select a virtual Executor from an Executor Split Widget.

If you store a Cuelist that way, it will be stored to the next free spot in the Cuelist Pool and will be automatically assigned to the selected Fader or Executor.

To record a second Cue into that same cuelist, repeat the steps above, selecting the same Fader or Executor as the target.

#### 15.2 Assign a Cuelist to a Master using the Cuelist Pool Window

To assign a Cuelist you previously recorded to a Master, press [Link]" -key and press either a faders [Go], [Pause/Back] or an [Exec] -key or just select a virtual Executor from an Executor Split Widget. The Cuelist Pool will be shown. Select the Cuelist on the screen.

#### 15.3 Start / Stop Cuelists using the Masters

To start a Cuelist assigned to a Fader, press the [Go] -key above the fader or the appropriate [Exec] button.

To stop it, hit the [Off] -key followed by either the masters [Go], [Pause/Back] or an [Exec] -key.

## 16 Change Cuelist Timings

To change cuelist timings, you need to do so in the “Cuelist View”.

### 16.1 Opening the “Cuelist View”

To open the cuelist view for a Cuelist that is assigned to a Fader or Executor Button, press [Open] followed by either a faders [Go], [Pause/Back] or an [Exec] key; or press a Master Executors softbutton.

To open the cuelist view for any Cuelist using the command line interface, press [Open] followed by [Cuelist] [Number] [Enter] key.

For Example:

[Open] [Cuelist] [1] [Enter]

#### 16.1.1 Assigning Timings and Changing Cue-Names

Within the Cuelist View, select the cell with the value you would like to change. Press the [Set] –key and enter the appropriate value.

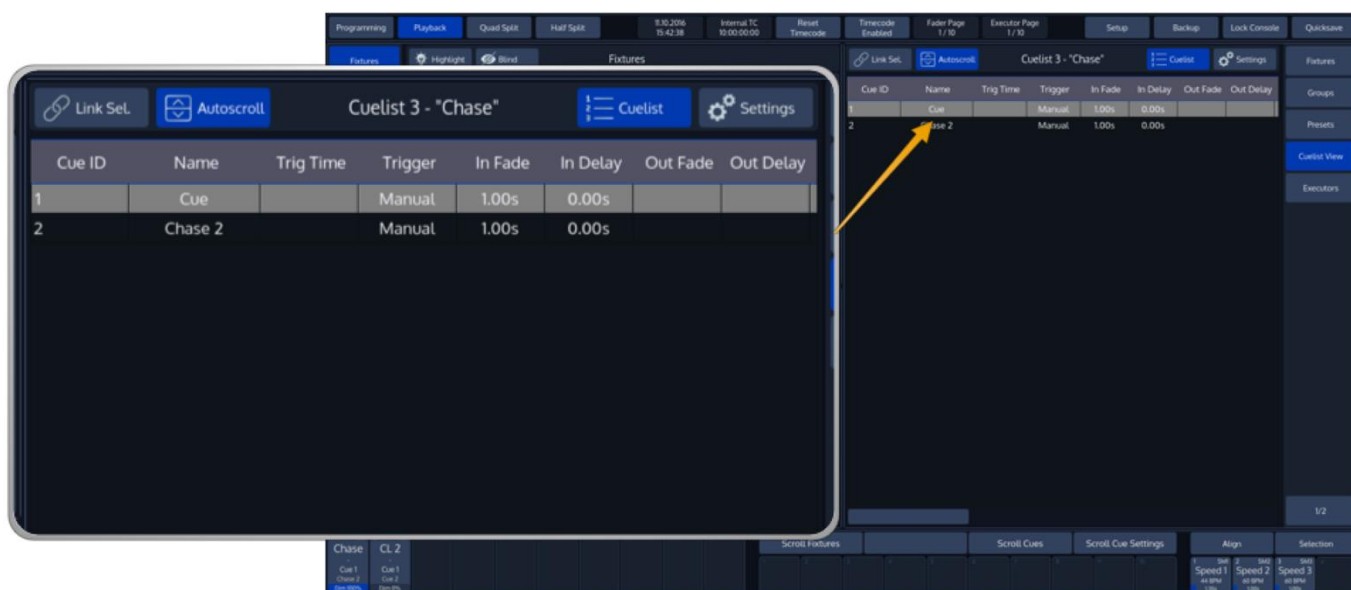


Fig. 43: Cuelist View

To have a Cue wait for x seconds before it advances to the next cue, select the cells in the Trig Time column and press the [Set] key. A window will pop up and ask you for the amount this cue should be waiting after the previous Cue before it starts.

To have a Cue listen to a speedmaster, select the cells in the Trigger column and press the [Set] key. A window will pop up and ask you for the type of trigger.

The In Fade and Out Fade Columns are used for fade times. Unless you specified an Out Fade time, this Cuelist will always use the In Fade time. Out Fade times only apply to fixtures that are lowering their intensity value.

The In Delay and Out Delay Columns are used to specify a Delay time for the values recorded into this Cue. Unless you specified an Out Delay time, this Cuelist will always use the In Delay time. Out Delay times only apply to fixtures that are lowering their intensity value.

## 17 Create Speed Masters for Cuelists

Once you assigned one or multiple cues to a speedmaster, you may want to control the speed by using a fader and a tap sync button.

To create a “Speed Master” which may be used to control playback speed for multiple cuelists at once, simply press the [Link] –key followed by a masters [Go] or [Pause/Back] –key or a button below any of the four master Faders.

A window will open up asking you for the type of the master to be assigned. Choose either of the three “Master Speeds” available.

These three different speed masters are independently usable, so changing speed master 1 will not affect any of the other speedmasters.



Fig. 44: Link Fader Dialog

## 18 Change Cuelist Behaviour

In order to alter Cuelist settings like Outfade time, Priority, Playback order, etc, you need to open up an Cuelist Settings –Window.

Best way to do so is by opening a Cuelist View for the Cuelist, and selecting the **Settings** Button from that Cuelist Views titlebar.

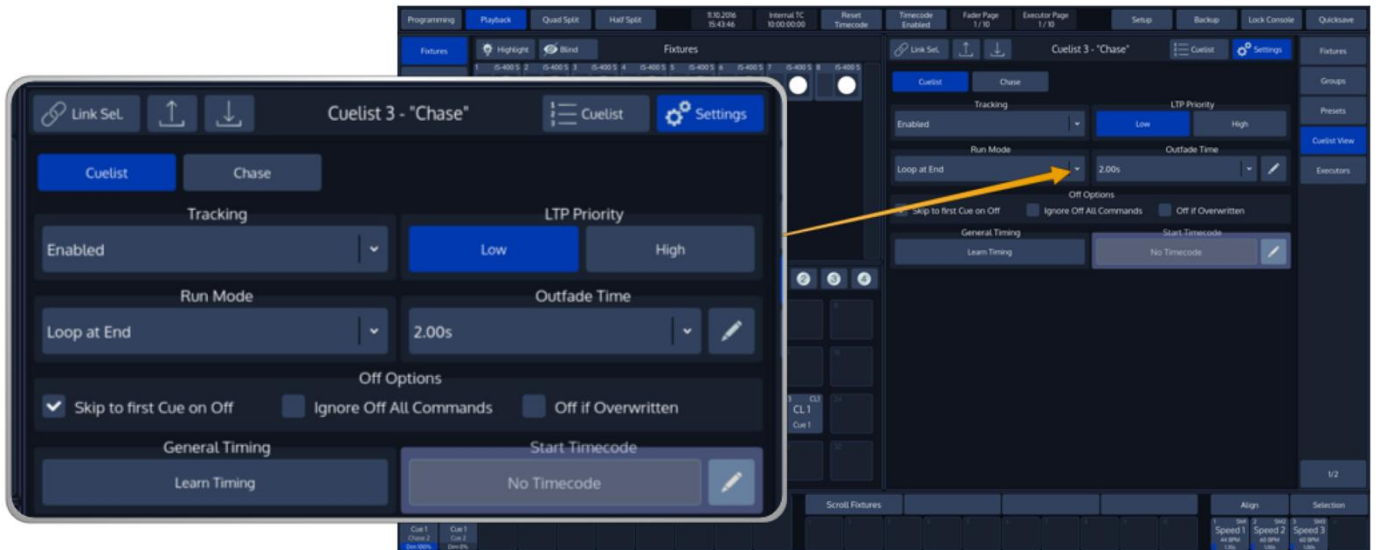


Fig. 45: Cuelist Settings

You may change the Cuelist from being a “complex” list with individual timings per Cue into an easy Chaser type of list by the press of the **Chase** button.

A chaser will have identical timings for all steps contained in the Chaser.

Settings vary a little between a cuelist and a chase.

## 19 Change Fader & Button behaviour

To change the behaviour of faders and buttons, press the [Edit] key followed by either a faders [Go], [Pause/Back] or an [Exec]-key or a Master Executors softbutton.

Once the dialog opened up, you may change the action of each of the buttons and of the fader. There are several configuration options available for different kinds of assigned objects.

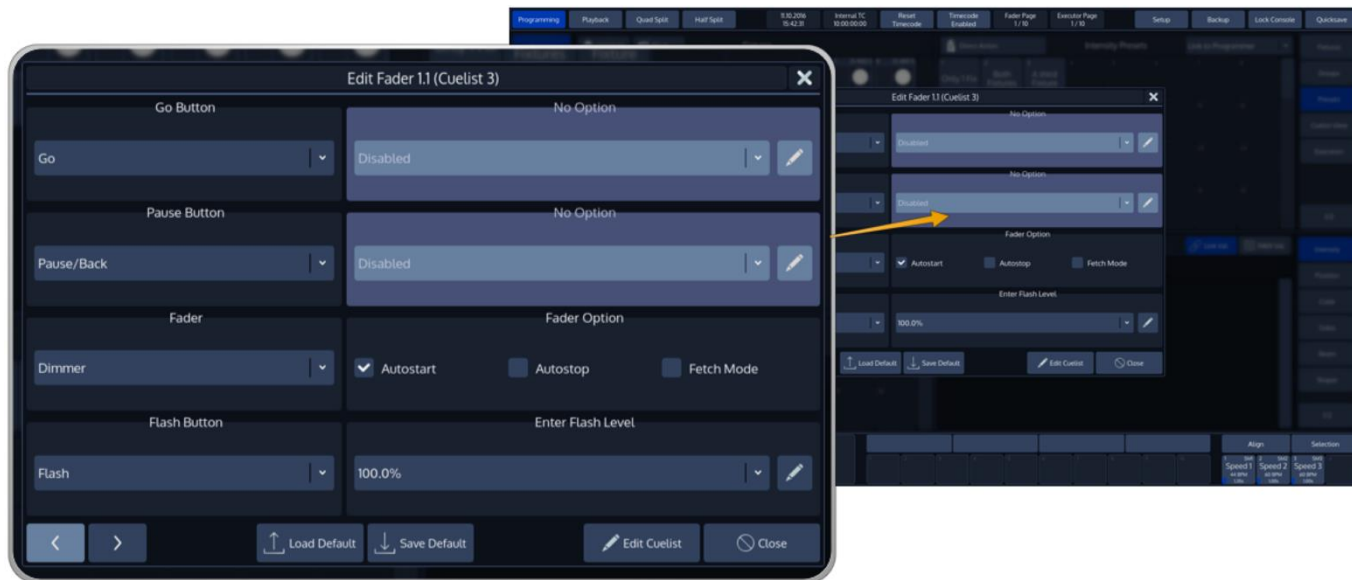


Fig. 46: Edit Fader Menu

## 20 How to use Fader & Executor Pages.

Pages store all assignments of Cuelist and Group Submasters, to enable them to be quickly recalled at a later time. Pages do not store Levels of the faders and Cuelist states within the showfile.

### 20.1 Changing Fader Pages

Fader Pages may be changed at any time by pressing the [FPg Up] or the [FPg Down] buttons on the frontpanel of the Chimp.

When Autofix is enabled in the Setup Menu, the console will carry over running playbacks to the new Page, and will show the contents of the current page as soon as this playback is switched off.

### 20.2 Changing Executor Pages

Executor Pages may be changed at any time by pressing the [EPg Up] or the [EPg Down] buttons on the frontpanel of the Chimp.

When Autofix is enabled in the Setup Menu, the console will carry over running playbacks to the new Page, and will show the contents of the current page as soon as this playback is switched off.

### 20.3 Template Page

The template page is a page, which assignments will show on all other pages. This is especially helpful if you want to have the same assignment on every page, front or audience lighting is a good use case for this function.

To be able to set your page to the template for setup purposes, hit the [Temp] key on the frontpanel.

### 20.4 Opening up the “Fader-Page Directory” Window

To open up the Fader and Executor Page directory, click on the Fader- or Executor Page label in the Top Toolbar of the Chimps User Interface.

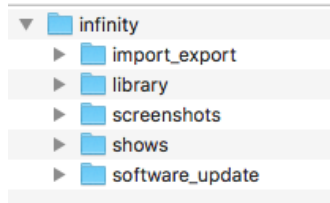
## 21 Maintenance

---

### 21.1 USB folder structure

The Chimp will need a specific folder structure to be setup on the USB key; which you may either create by yourself, or let the Chimp do it when you plug in a usb key.

When creating the folder structure yourself, make sure it is spelled in lowercase letters.



**Fig. 47: USB Key Folder Structure**

The main folder “infinity” needs to be in the root directory of the USB Key. This directory is containing the following folders:

**import\_export:** Reserved for later use.

**library:** Library exports will go in here. If you would like to import libraries, make sure to copy them into this directory.

**shows:** Showfiles backed up to USB will be saved in the “shows” folder. This is the folder the Chimp is looking out for shows to import as well.

**software\_update:** Software update files need to go into here.



## 21.2 Update Software

Before Updating the Chimps OS, make sure you have made backups of all important show and library files.

There are 2 possibilities to update your Chimp console software:

- 01) USB key
- 02) Directly online (internet access is necessary)

### 21.2.1 Update USB

In order to update the software on the Chimp, make sure you have downloaded the appropriate software from the Highlite Infinity website. Copy the downloaded file (with the file extension .swu) into the folder "infinity\Software\_update" on your USB Key.

Now, plug the USB Key into one of the Chimps USB Ports and head over to the **Setup** Menu. Select **Maintenance** from the Side Menu.

Click on **USB Update**.



**Fig. 48: Setup Menu – Maintenance –USB Software Update**

The Chimp will present you with a list of available software updates found on your USB Key. Select the appropriate file and click on **Select**.

A wizard will lead you through a few steps and will ask you to reboot the console when done.

Do not loose power or switch off the Chimp during the update process. This may render the Chimp un-bootable!

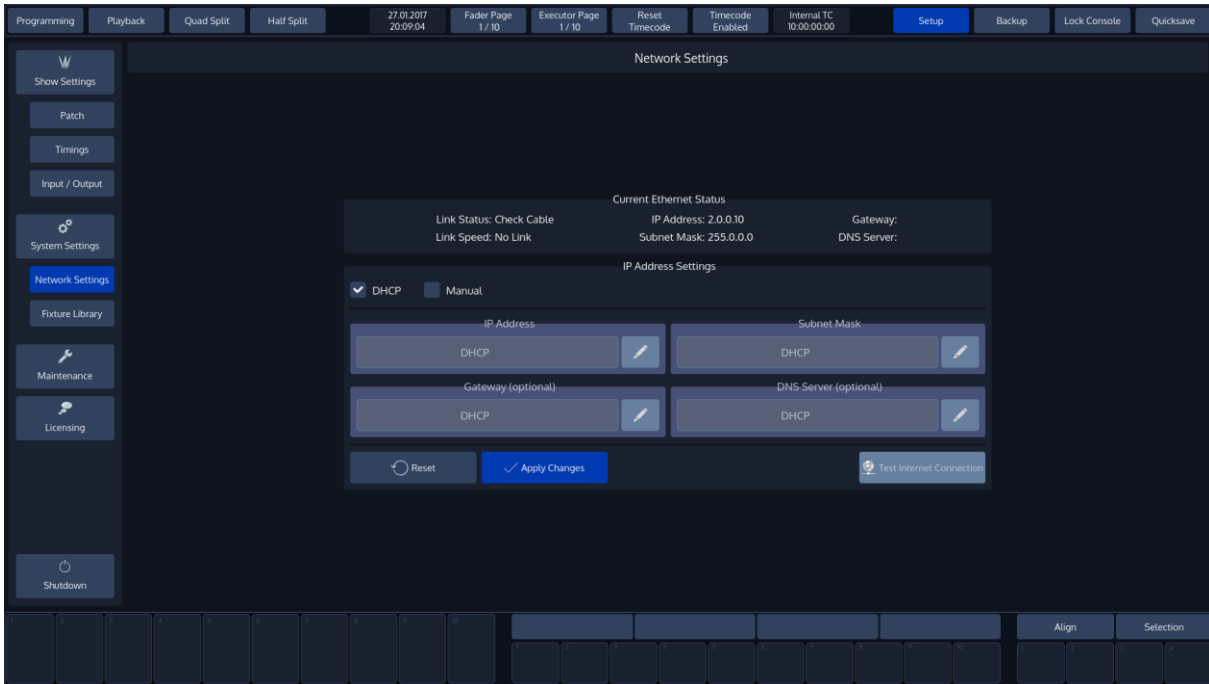
## 21.2.2 Update Online

In **Setup** menu click on **Network Settings** from the Side Menu.

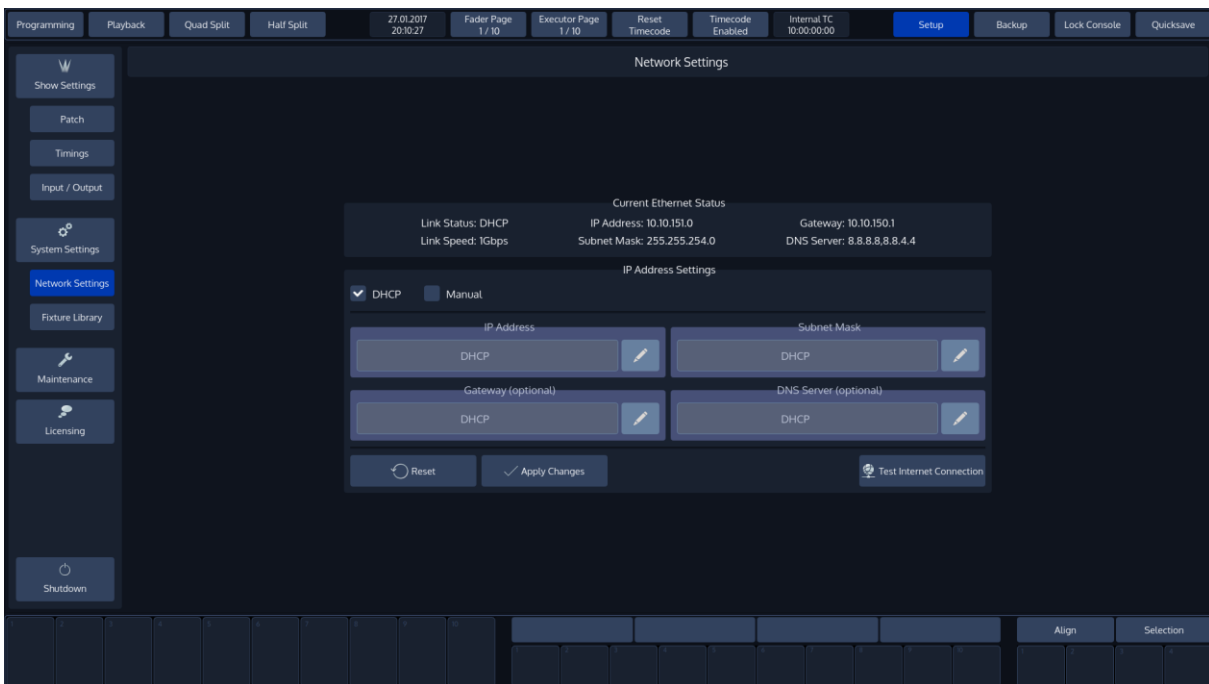
Activate **DHCP**.

Click apply changes.

Connect your Chimp controller via a RJ45 connector to your home network.

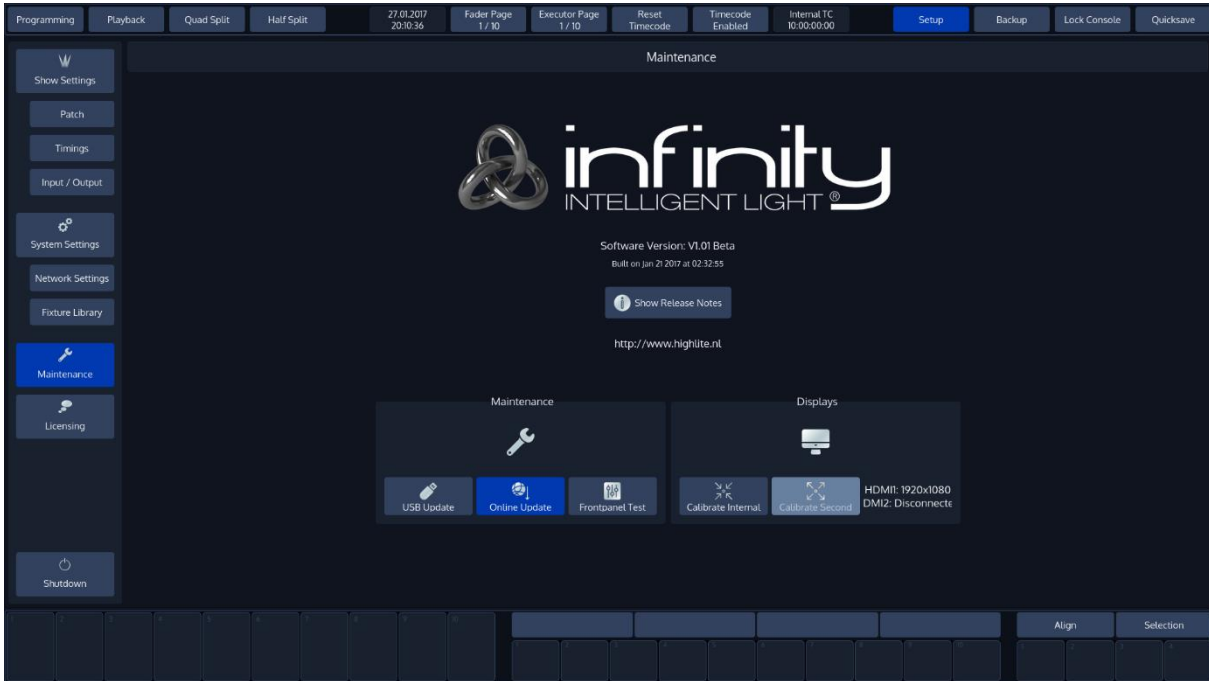


After the network configurations have been finished, all settings (the IP address, Subnet mask, Gateway and DNS server) will be shown.



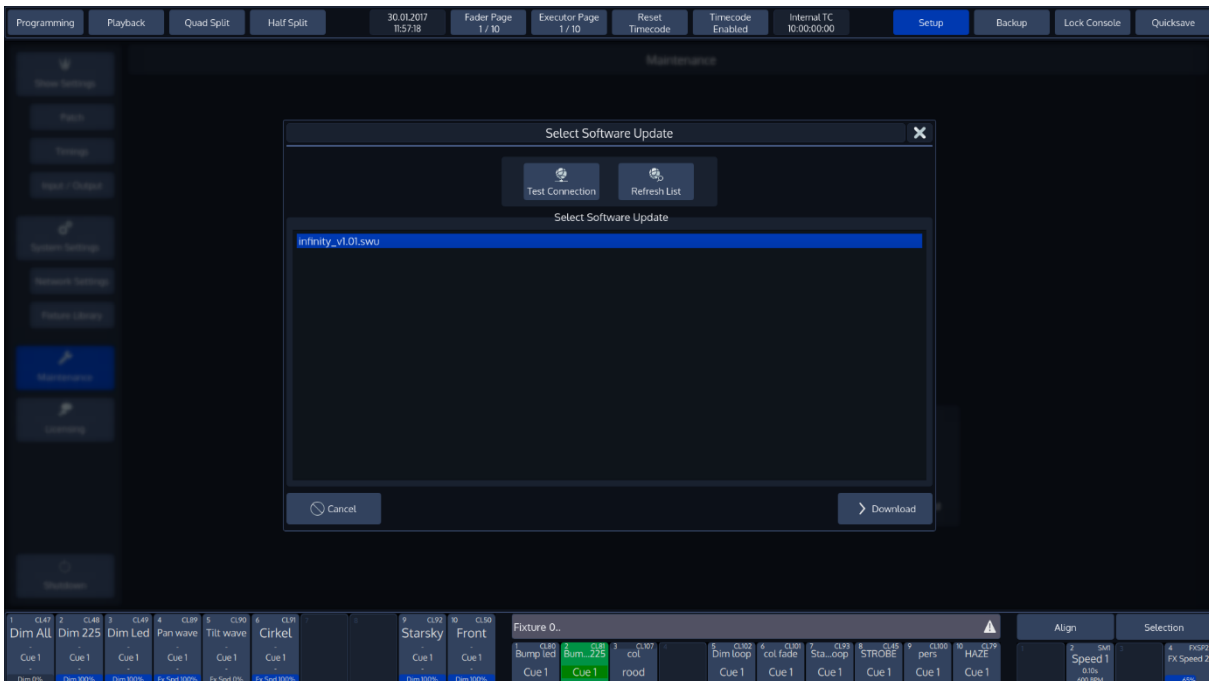
In **Setup** menu click on **Maintenance** from the Side Menu.

Click on **Online Update** in the middle of the screen.

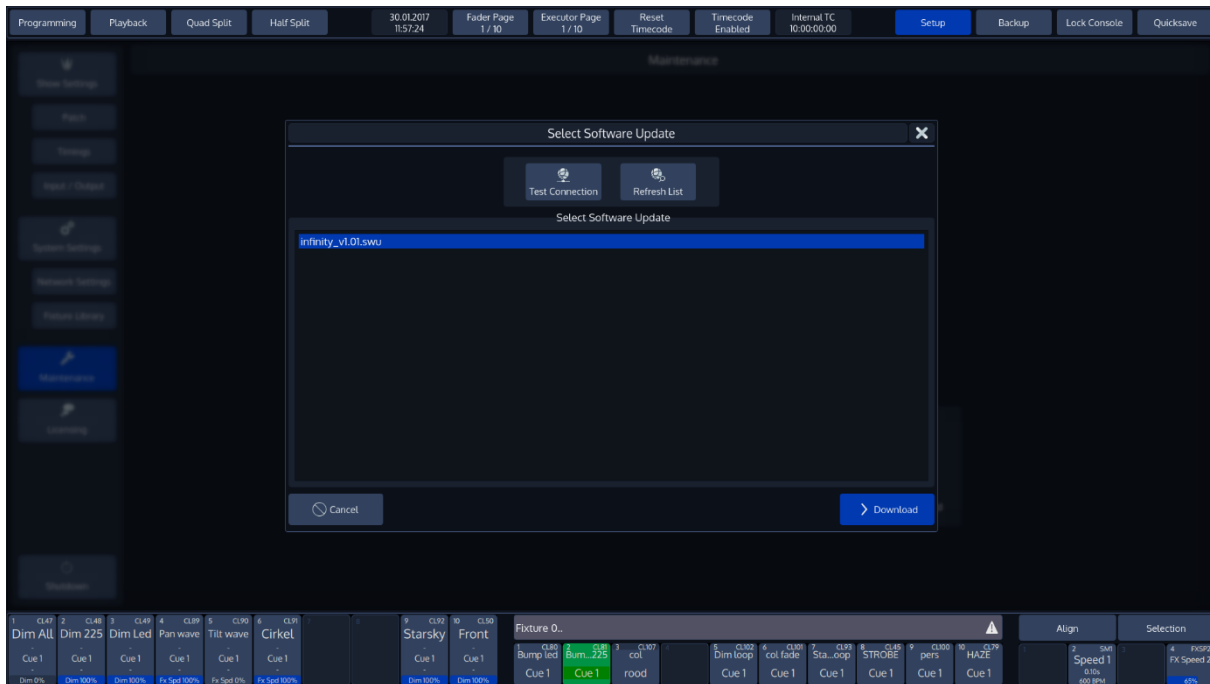


The select software update popup-screen will appear.

Click on **Refresh List** to check for the latest software updates.



Then click on the latest available software update and start downloading by clicking on the **download** icon.



A wizard will lead you through a few steps and will ask you to reboot the console when done.

Do not loose power or switch off the Chimp during the update process. This may render the Chimp un-bootable!

### 21.3 Export Shows to USB

Plug the USB Key into one of the Chimps USB Ports and head over to the **Backup** Menu. Select **Manage Shows** from the Side Menu.

From within the Manage Shows screen, select all shows to be exported from the list. Click on **Export Show** when done.

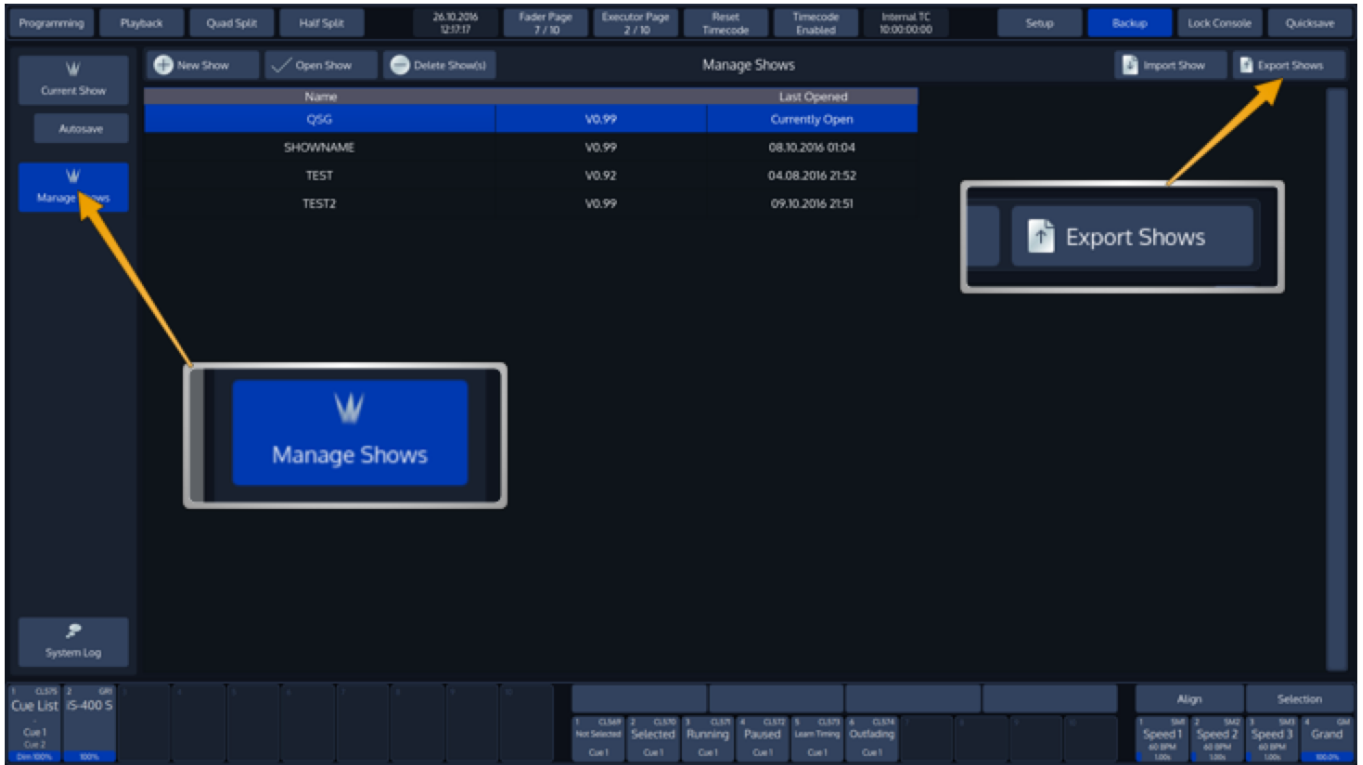


Fig. 49: Backup Menu - Export Shows from USB

### 21.4 Export Fixture Libraries to USB

Plug the USB Key into one of the Chimps USB Ports and head over to the **Setup** Menu. Select **Fixture Library** from the Side Menu.

Click on **Export Fixture(s)**.

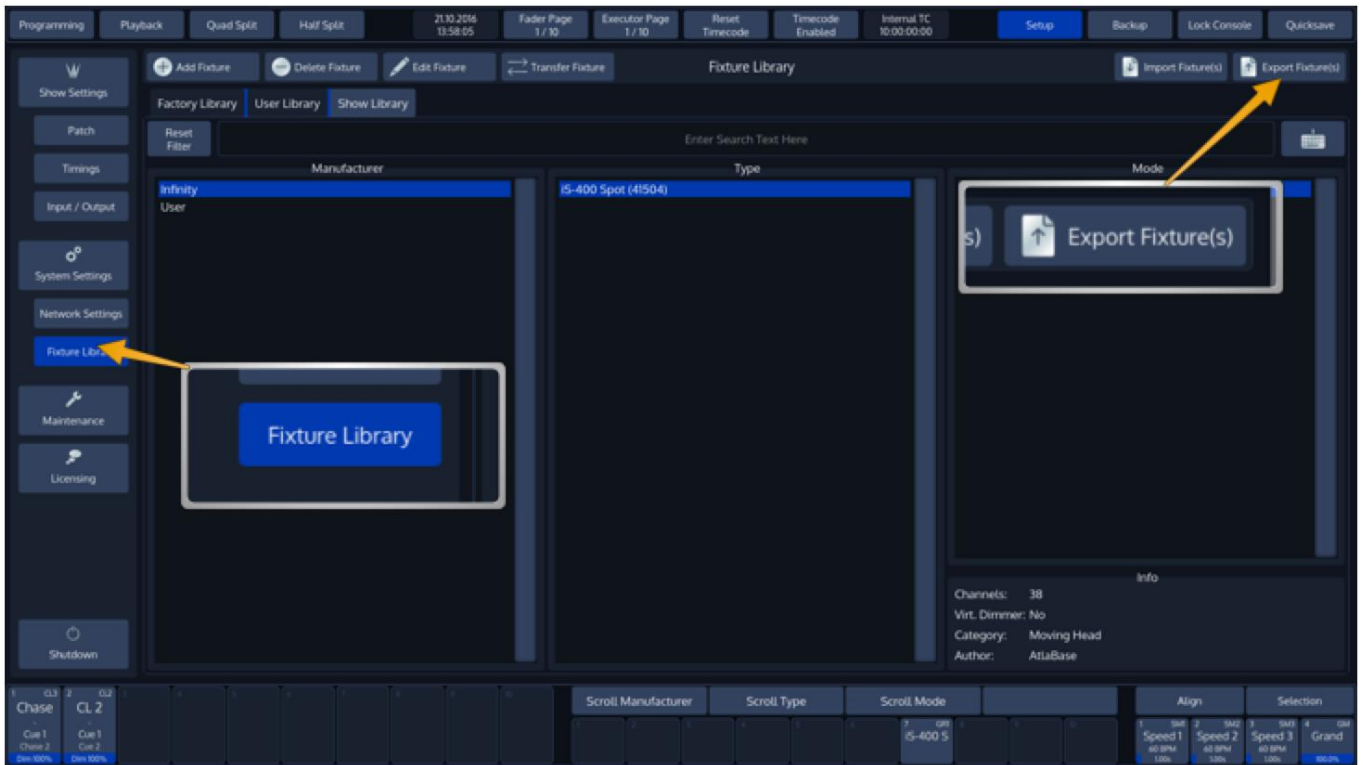


Fig. 50: Setup Menu – Fixture Library - Export Library to USB

Chimp will open a wizard guiding you through the progress.

### 21.5 Import Shows from USB

Plug the USB Key into one of the Chimps USB Ports and head over to the **Backup** Menu. Select **Manage Shows** from the Side Menu.

When the Manage Shows screen is shown, click on **Import Show**.

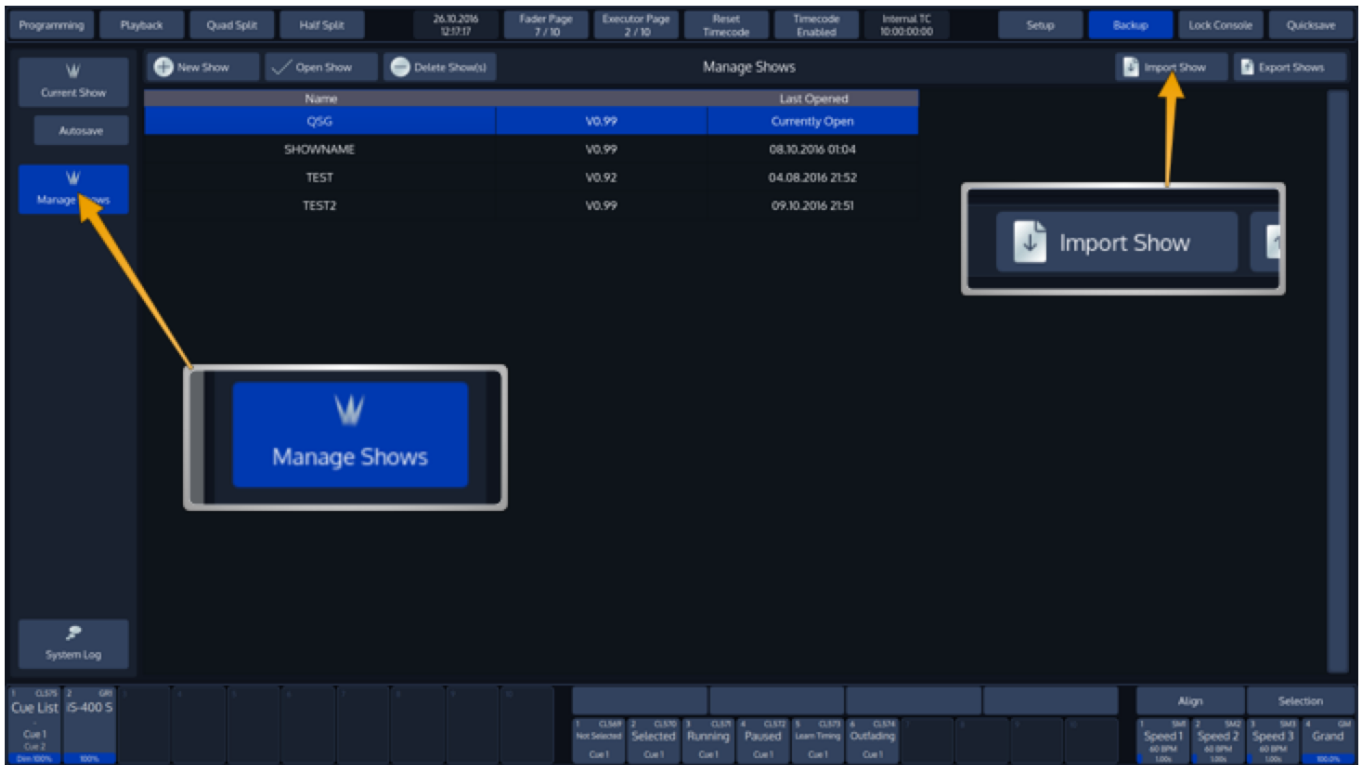


Fig. 51: Backup Menu - Import Shows from USB

Chimp will open a wizard guiding you through the progress.

### 21.6 Import Libraries from USB

Plug the USB Key into one of the Chimps USB Ports and head over to the **Setup** Menu. Select **Fixture Library** from the Side Menu.

Select the library type you would like to import these fixtures into by selecting the appropriate tab. *Factory Library* is read only, hence fixtures may only be imported into the **User Library** or **Show Library**.

Click on **Import Fixture(s)**.

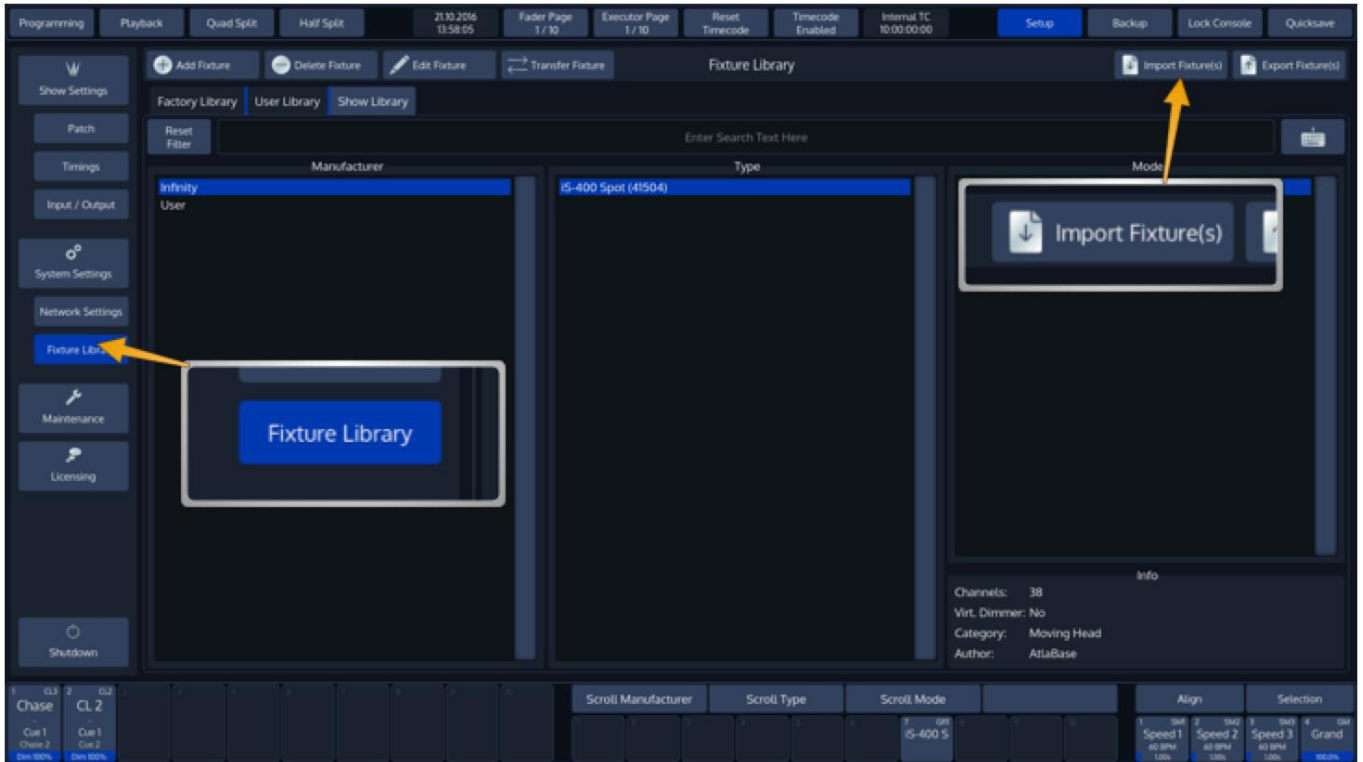


Fig. 52: Setup Menu – Fixture Library - Import Library from USB

Chimp will open a wizard guiding you through the progress.











©2017 Infinity