

TOUCH USER MANUAL

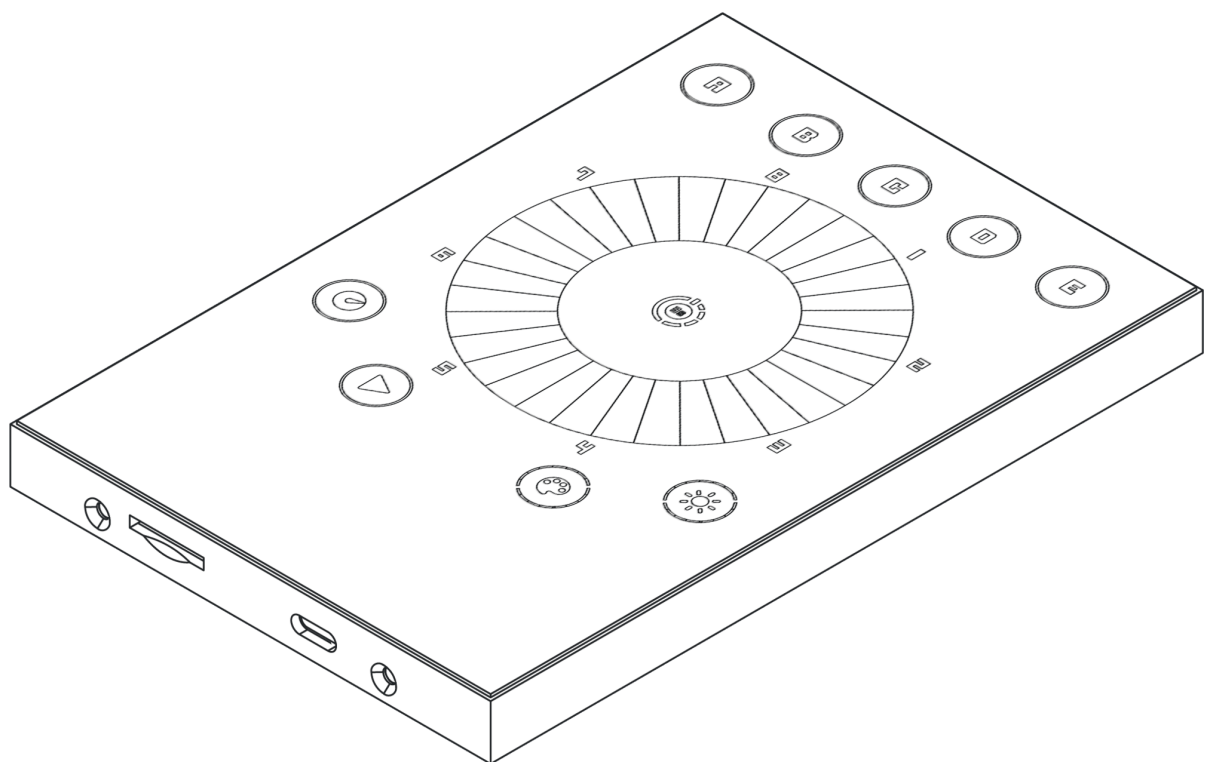


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TOUCH SIMPLE MANUAL

This guide explains how to build and create a DMX show with the control software, write the project to the TOUCH 1024, and operate the DMX device controller in standalone mode.

Software installation

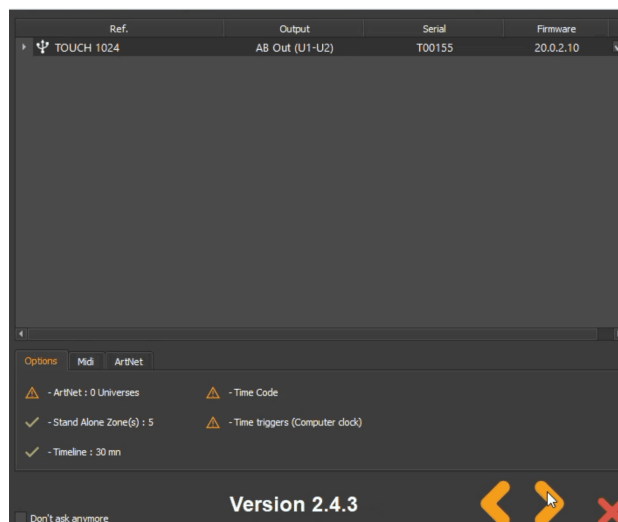
Download the software setup from the website and install the control software.
If needed, follow the steps shown on the website video.

Create the show

1. Connect the TOUCH 1024 to the computer via USB. Connect the DMX line if possible to live build the show and live monitor the DMX output. (Refer to the TOUCH datasheet for wiring.)
2. Start the lighting control software, select PLAYER mode and click Next.

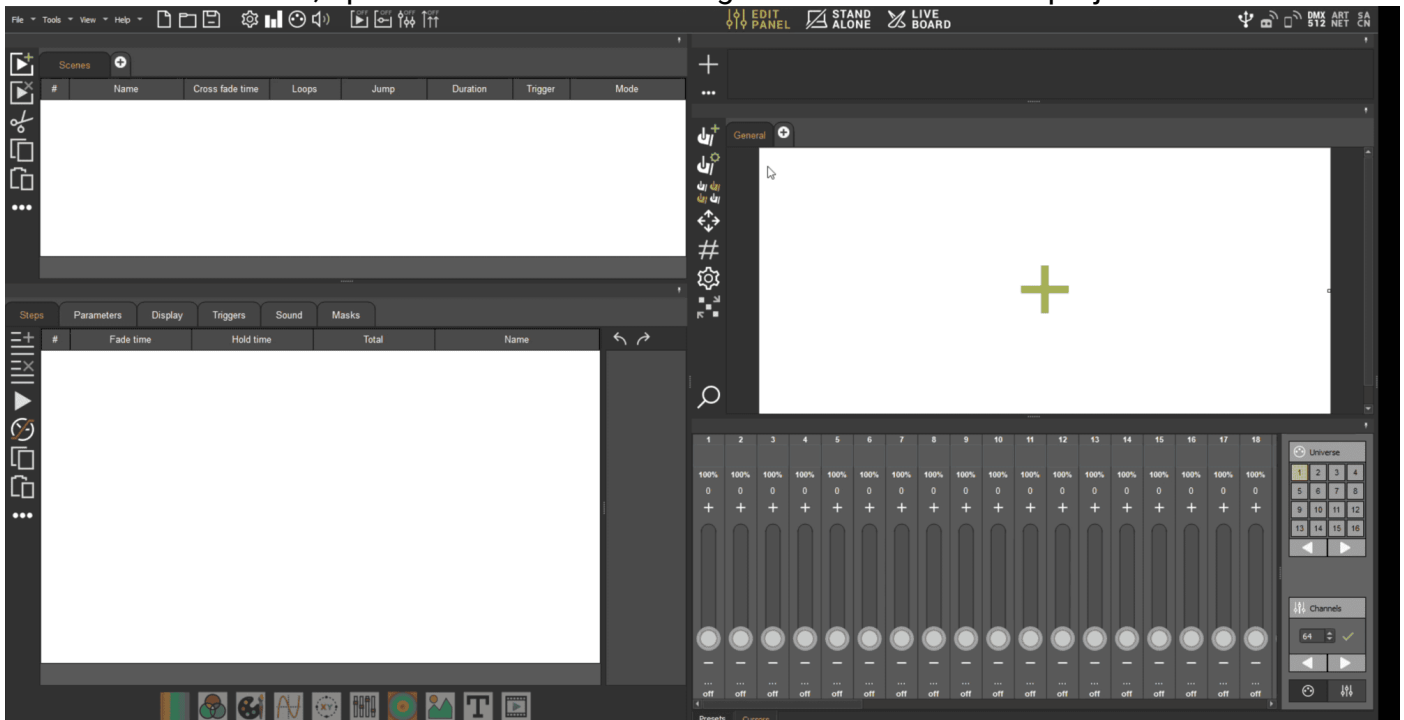


3. The TOUCH is well detected, click Next.

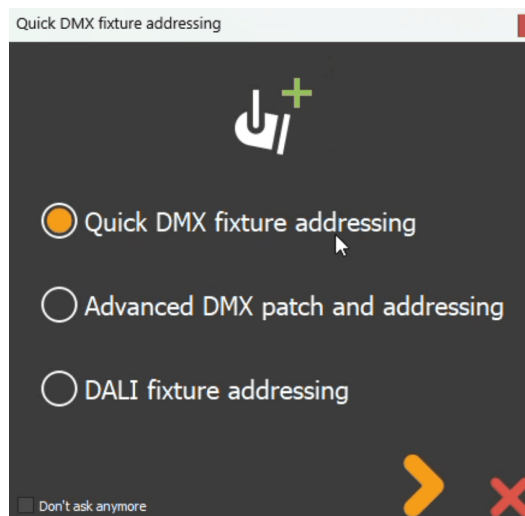




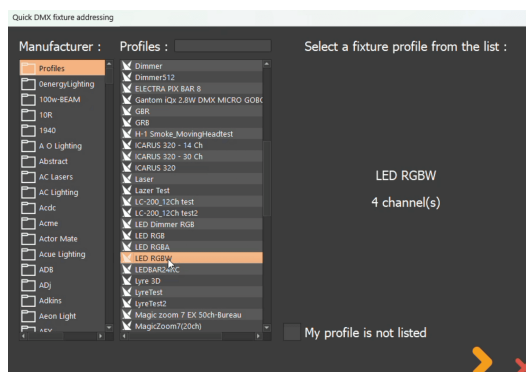
4. In the software, open the Patch to add the light fixtures used in the project.



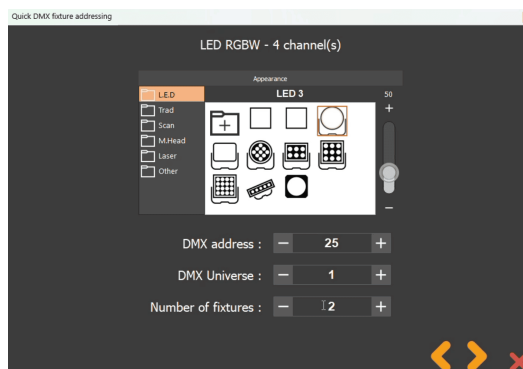
5. Select the Quick DMX feature for a simple patch and click Next. (Refer to the control software manual, "How to patch profiles", for further details.)



6. Add your fixtures from a manufacturer or generic profile. If a fixture is not listed, create your own profile with the profile editor included in the control software.



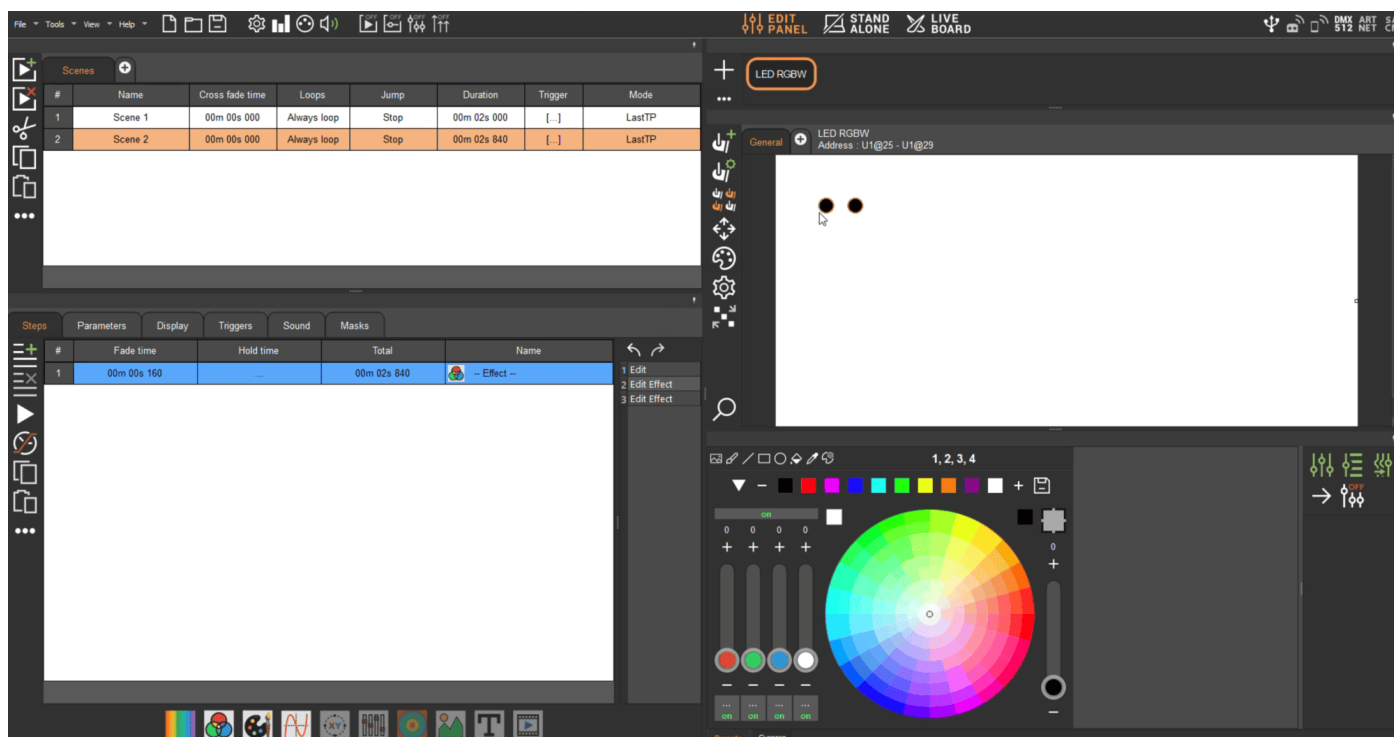
- Choose the DMX address, universe, and number of fixtures. Click Next, then Close to finish patching, or Next again to add more fixtures.



- Once the fixtures are patched, create a new scene  then add steps  or effects.



(Refer to the control software manual, “How to use scenes”, for more details.)



Write the show to memory

About zones and pages.

A zone is an independent output group that the TOUCH can drive on its own. The controller offers up to five zones (A to E) and two operating layouts. Zones can be configured in the stand alone mode of the control software.

TOUCH proposes a MULTIZONE mode which zones A to E are independent: each keeps its own scene, colour, intensity and speed, zones could also be combined to run together (up to 8 scenes

per zone to select). TOUCH also proposes a MONOZONE mode: there is a single output and A to E become five pages of eight scenes each (up to 40 scenes to select). Then you can set the DMX layout, assign your scenes to the buttons (1 to 8) and enable the modes before writing to memory.



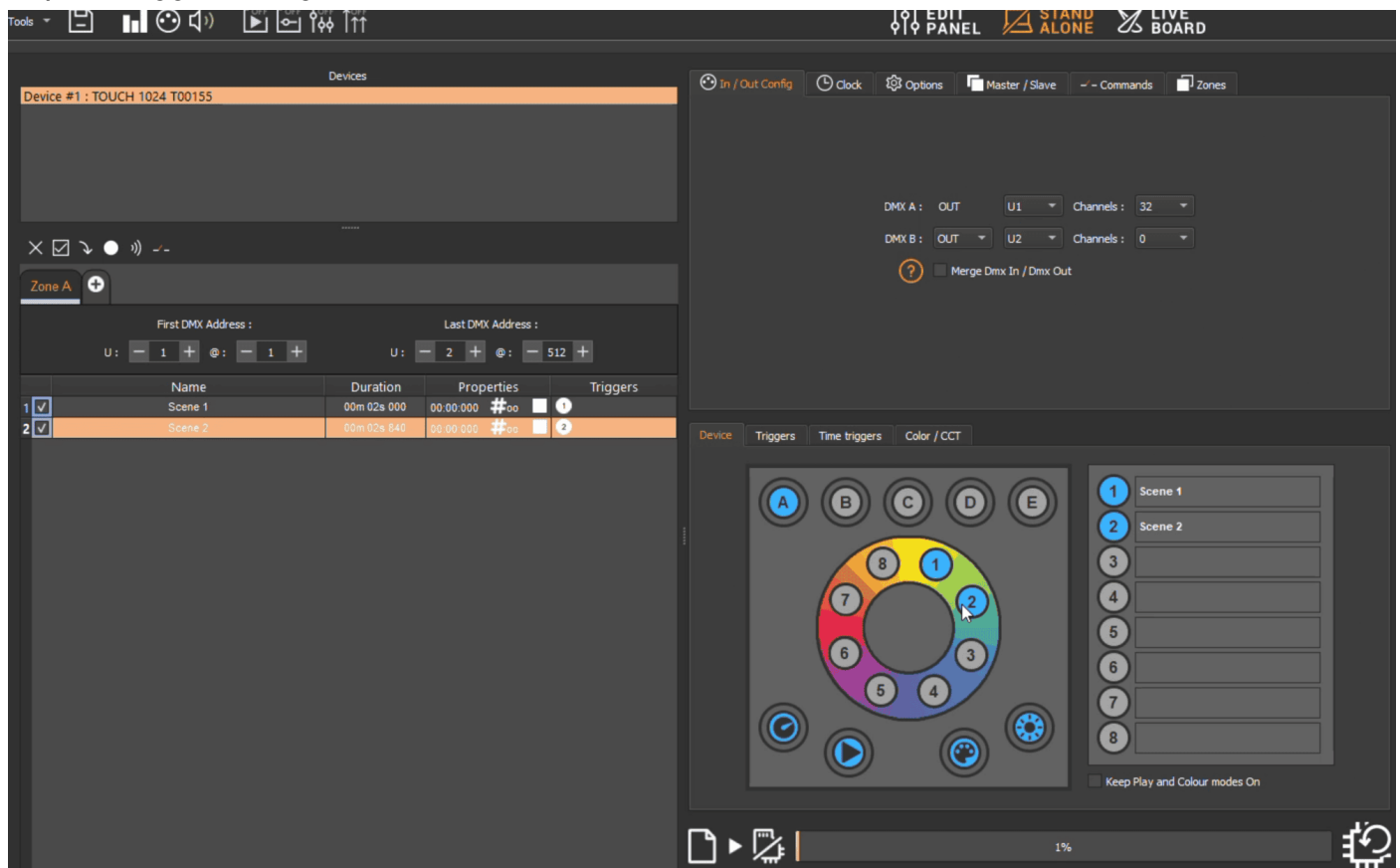
9. Go to the Standalone tab at the top of the control software.

10. Select the scenes you want to save in memory and assign each one to a button (1 to 8) or to the different triggers.

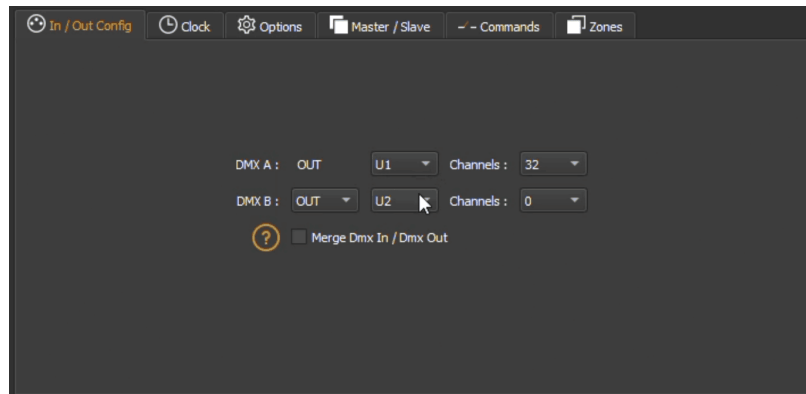
Optional: Add a Zone with + close to Zone A to add a new zone and set the DMX range of each zones. Each Zone follow the previous one.

Scenes are automatically displayed in the zone tab when the scene's channels are included in the DMX range of the zone.

Repeat Triggers assignment in each zone.

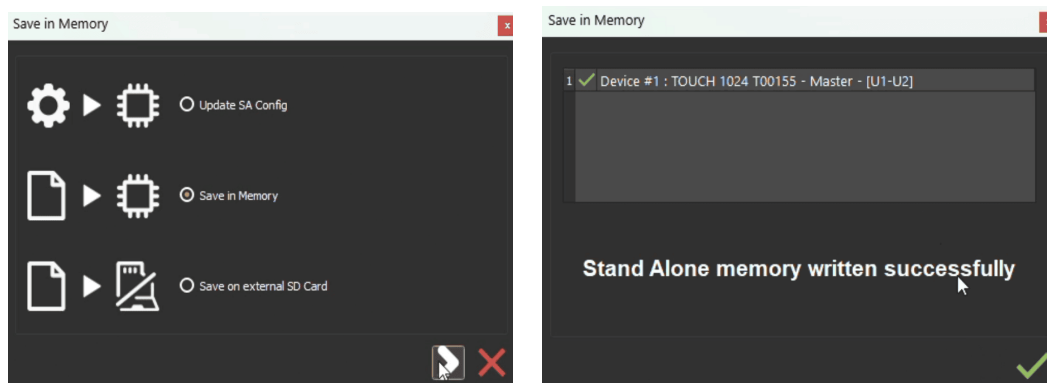


11. Check the main options like In/Out configuration, clock and other options. They must be set here, before writing to memory. (Refer to the control software manual, “Stand Alone mode”, for more details.)



12. Activate or turn off the TOUCH modes like zones/pages, colour, intensity, speed.

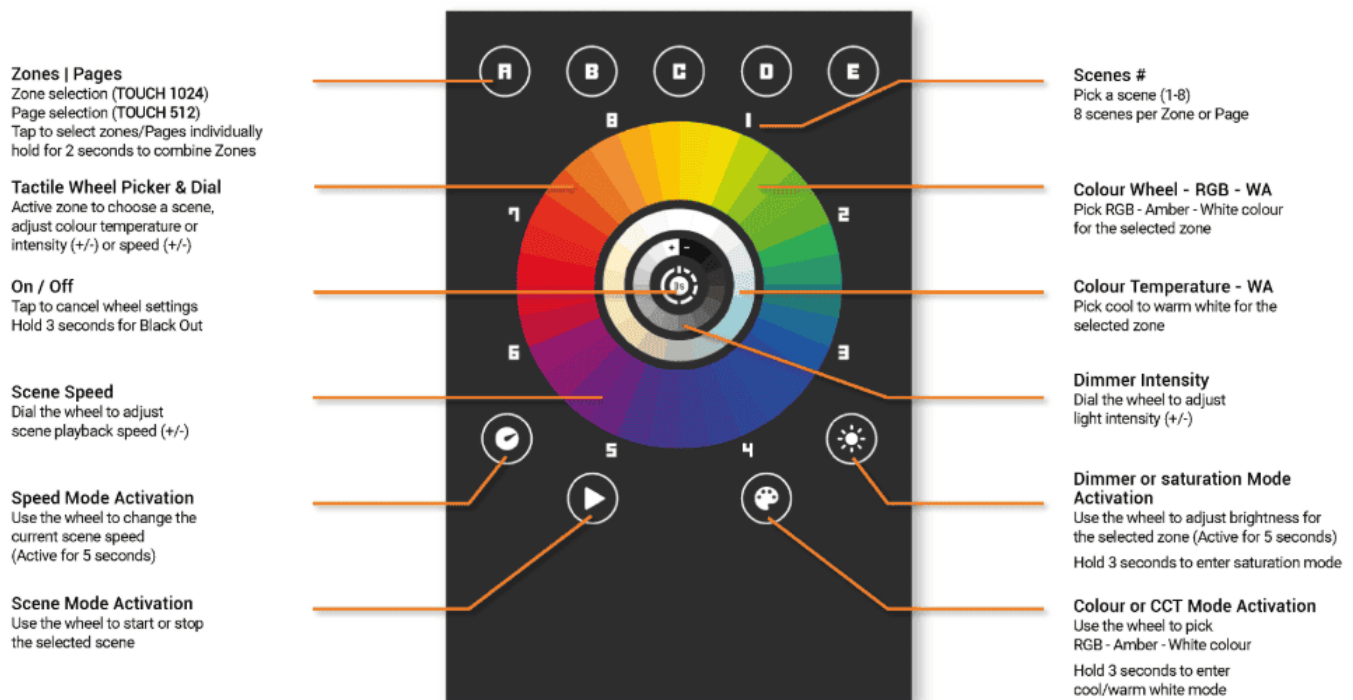
13. Once everything is set as expected, write the show to the device memory: select “Save in memory” and click Next until the “Written successfully” confirmation appears.



14. Close the software.
15. The TOUCH is now ready to use in standalone.

TOUCH OPERATION AFTER LOADING A SHOW IN MEMORY

Standalone TOUCH overview



TOUCH 1024 – controls and LED backlights.

Backlight principles

Blue backlight of the device: only the pictograms light up, not the outlines.

One mode button is lit at a time: the active mode's pictogram is on, the others stay off.

The eight numbers around the wheel play a dual role:

- scene numbers in Play Scene mode or colour numbers in Colour mode.
- Intensity gauge for speed mode, dimmer mode and saturation mode.

The active zone letter (A–E) and the centre “3S” pictogram stay lit blue whenever the unit is powered on.

Power-up

Power-up: ►, zone A, scene 1 and  lit.

TOUCH is powered once connected to an external power supply or to USB.

LED behaviour

- On power-up the TOUCH enters in Scene mode, zone A is selected.
- The  is lit (Scene mode is active).
- The zone letter (**A**) is lit (Zone A is active)
- TOUCH has no default start scene, the colour wheel is not lit.
- TOUCH has one default start scene, the number of the scene is lit.

The blue backlight of the 3s pictograms confirms power-on, the controller is ready to operate and receive user commands.

Standby mode

Blink 3 times and all turn off

Standby mode allows you to turn the TOUCH off and back on while keeping it powered on.

Set to Standby: Long press of 3s . Toggles power / standby. DMX is turned off.
Restore from standby: short press = wake up, restoring the last stored state and played scenes.

Play mode (Scene)

Scene mode: if scene 4 playing – its number and  are lit.

LED behaviour

- **Activate the scene mode:** Short press on .
-  **lit:** Scene mode is active (default at power-up).
- **Start a scene:** tap under a number (1–8) on the wheel directly → the scene assigned to that button plays and its number lights up.
- **Stop a scene:** tap the same number again on the wheel → the scene stops, the number turns off and the DMX output goes off.
- **Lock:** press  while playing → Play mode is no longer active and the wheel is locked. The scene keeps playing, the wheel ignores touch actions, and  and scene numbers are turn off to signal the lock.

Options

Play or stop a scene, independently per zone.

Lock / unlock the wheel : pressing  or  again to activate the mode and take back control. To be effective, the mode must be activated from the software before loading in memory.

Reset: short centre press on 3s pictogram → Stop the current scene.

Zone / page selection

If Zone B selected – its letter is lit blue.

LED behaviour

- The selected letter(s) A–E are lit. Zone or page is active when lit on.
- When zones are combined, the buttons involved emit a double blue blink.
- **Select a zone** (single zone or pages): Short press on A-E.
- **Select several zones** (multi zone): Long press on A-E.

Options

Multi zone: zones A–E are independent (own scene, colour, intensity, speed). Hold another letter key to combine several zones and drive them together. Starting a scene on combined zones synchronises them (same start point).

Single zone: a single output; A–E become 5 pages of 8 scenes (40 scenes max). Changing page changes the bank of 8 scenes available on the wheel. Hold letter key feature is not active in this mode.

Colour mode (and White CCT)

colour mode:  lit, the chosen section's number lit.

LED behaviour

- **Activate the colour mode:** Short press on .
- When  is lit. The TOUCH is set as colour mode. Colour overrides the played scenes at the DMX output.
- **Activate the CCT mode:** Long press on .
- When  is blinking. The TOUCH is set as CCT mode. Warm and cold white override the played scenes at the DMX output.
- The number of the section lights up on the wheel number.

Options

Pick a colour: Tap a wheel section → that section's colour is applied.

Fine-tune: Hold and slide on the wheel → the hue shades between the two neighbouring colour sections only (clockwise toward the next hue, counter-clockwise toward the previous hue). For another colour family, tap another section.

White / temperature (CCT): hold  → the output shows a white that replaces the colour. Section 1 = cool white, section 8 = warm white (continuous in between). The printed centre ring illustrates

the temperature gradient.  LED is flashing.

Reset: short centre press on 3s pictogram → Cancel the current colour or CCT and restore the current scenes DMX outputs.

Switch between colour and CCT: Hold  few seconds.
To be effective, the mode must be activated from the software before load in memory.

Dimmer mode (Intensity) and colour Saturation

Dimmer at 100 %: gauge lights 1 → 7.

LED behaviour

- When the Dimmer mode is selected the wheel's numbers lit with an animation from 8 to 1.
- **Corresponding Dimmer values on the wheel:** 50 % = no number lit. Above 50 %, numbers lit from 1 to 7 (brighter). Below 50%, numbers lit from 8 to 2 (darker).
- **Saturation is active:** the centre button blinks.
- **Corresponding Saturation values on the wheel:** 0 % = number 1 to 7 are lit. 100 % = numbers 2 to 8 are lit.

Options

Turn on the Dimmer mode: Short press . The wheel numbers play the dimmer animation to indicate that you are in dimmer mode.

Adjust dimmer intensity: Hold and counter-clockwise turn the wheel. Default intensity is 100 %, number 1 to 7 are lit. It is about two turns to run the full intensity range.

Turn on the Saturation mode: Long press . The wheel numbers play the dimmer animation to indicate that you are in saturation mode.

Adjust colour saturation: Hold and counter-clockwise turn the wheel. Default is 0 %, number 1 to 7 are lit. It is about two turns to run the full saturation range up to 100%.

Reset: short centre press on 3s pictogram → Cancel the current dimmer intensity and restore the current scenes DMX outputs.

The dimmer mode is active 5s only if no other action is done and will return to the previous mode (Play or Colour) after that time.

Speed mode

Speed increased: bipolar gauge lights 1 → 3 (clockwise).

LED behaviour

- When the Speed mode is selected the wheel's numbers lit with an animation from 8 and 1 to 5 and 4.
- **Corresponding Speed values on the wheel:** 50 % = nominal speed, no number lit. Speed up = clockwise 1 → 7. Slow down = counter-clockwise 8 → 2.

Options

Turn on the Speed mode: Short press . The wheel numbers play the speed animation to indicate that you are in speed mode.

Adjust speed: Hold and turn the wheel. Increase the speed = clockwise turns. decrease the speed = counter-clockwise turns. Scene playback speed changes **progressively**, with no jump or break in the running animation.

Reset: short centre press on 3s pictogram → Cancel the current speed and restore the nominal speed of the scenes.

The speed mode is active 5s only if no other action is done and will return to the previous mode (Play or Colour) after that time.

Centre button (Standby, On/Off – “3S”)

Short press  **(when powered):** Resets the current mode's parameter. Colour to default, Dimmer intensity to 100 %, Speed to nominal 50 %, Saturation to 100 %, Scene for stop, CCT to previous state.

Long press (≈ 3 s): Standby mode.

Short press from standby mode: Wake up, restoring the last stored state.

Automatic return to Play or Colour modes (5s)

The Speed, Intensity and Saturation modes are temporary: after a few seconds without action, the controller returns automatically to the previous Play or Colour modes in use. Speed, Dimmer and saturation modes stay active while changed manually. The Scene, Colour and White (CCT) modes stay active until changed manually.