

Betapack 4 will store 3 sequences of up to 99-steps each. Each step is a link to one of the 12 programmed memories. Sequences can only be replayed if there is no DMX present.

Each sequence can have a fade time (0-60s) and dwell time (1-60s) programmed. It is only possible to add steps to or remove steps from the end of a sequence.

Step 1

Program the required looks using the 'Memories' function (see above).

Step 2

Select 'Sequence' using the 'Mode' button.

Step 3

Use the 'Up & Down' Arrows to select the required sequence (the number of steps already programmed in each sequence is shown after the sequence number on the display) and press the 'Enter' button to confirm.

Step 4

The display will now change to show the current step number, followed by the memory currently programmed in that step. Use the 'Up & Down' Arrows to select the required step number (or Fade time 'F' or dwell time 'd') and press the 'Enter' button to confirm.

Step 5

For steps: If there is no DMX present, the selected memory will be immediately re-called. Use the 'Up & Down' Arrows to select the memory for that step and press the 'Enter' button to confirm. Only programmed memories may be selected. If the step is at the end of the sequence, then the step number will automatically increment, and further steps may now be programmed in the same way. Otherwise the display will return to step number selection mode.

For fade and dwell times: If there is no DMX present, the sequence will now run. Use the 'Up & Down' Arrows to change the time and press the 'Enter' button to confirm.

When done, or to return to sequence selection mode (step 3 above) at any point, press and hold the 'Enter' button for 1s.

At step 3 above, holding both the 'Up & Down' Arrows for 1 second will clear the selected sequence. If these buttons are held for 5 seconds, ALL sequences will be cleared.

At step 5 above, if the selected step is at the end of the sequence, holding both the 'Up & Down' Arrows will clear the selected step.