

Dimmer Preset Type View

To go to the **Dimmer Preset Type View**, tap **Dimmer** in the [Preset Type Bar](#).

- or -

Press and hold **MA** and press **1** for preset type 1 (= Dimmer).

The dimmer preset type view has one default tab **dimmer view** and depending on the fixture type **raw dimmer view**.

To open the dimmer effects view at screen 1, tap at  in the title bar.

If an effect is running on a selected fixture, the dimmer preset type view change into an effect mode and get a blue [effect mode title bar](#).

Dimmer View

The dimmer view is the first tab of the dimmer preset type view.



In the dimmer view, you control the dimmer values in percent.

To select a dimmer value move the dimmer slider up or down.



Important:

The dimmer slider works absolute. A tap on the dimmer slider sets a new dimmer value and does not follow the already set dimmer values.

The dimmer wheel and the respective encoder works relative to the already set dimmer values.

Right beside the dimmer slider are five default dimmer values buttons to set the dimmer to a specific value, e.g. 75 %.

Right beside the default dimmer values buttons are four calculate dimmer values buttons, to set the dimmer to more or less percent, e.g. +10 %.

Raw Dimmer View

The raw dimmer view is located in the second tab of the dimmer preset type view.



In the raw dimmer view, you control the raw dimmer channel values in percent from the selected fixtures.

All fixture types with a color mix system have a raw dimmer channel in the dot2 to select the brightness.

Encoder Bar Functions

The default encoder speed is without decimal place.

To change the encoder speed to slow, press the encoder key . The encoder speed is with decimal place.

To change the encoder speed to ultra slow, press and hold the  key and press the encoder key . The encoder speed equals one DMX step.



Dim (%):

To select the value of the Dim (=Dimmer) turn the encoder left or right.

To open the [calculator](#), press the encoder.



Related Links

- [Preset Type Bar](#)
- [Calculator](#)
- [Effects View](#)