Preface

Thank you for purchasing this Showtec product.

The purpose of this user manual is to provide instructions for the correct and safe use of this product.

Keep the user manual for future reference as it is an integral part of the product. The user manual shall be stored at an easily accessible location.

This user manual contains information concerning:

- Safety instructions
- Installation and operation of the device
- Intended and non-intended use of the device
- Maintenance procedures
- Troubleshooting
- Transport, storage and disposal of the device

Non-observance of the instructions in this user manual may result in serious injuries and damage of property.

Table of contents

1. Introduction

1.1. Before Using the Product

> **Important**
> **Read and follow the instructions in this user manual before installing, operating or servicing this product.**

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

After unpacking, check the contents of the box. If any parts are missing or damaged, contact your Highlite International dealer.

Your shipment includes:

- Showtec ColorCue 2 AIR
- AC power adapter with 4 interchangeable AC plugs (Europe, UK, US/JP, AUS/NZ)
- User manual
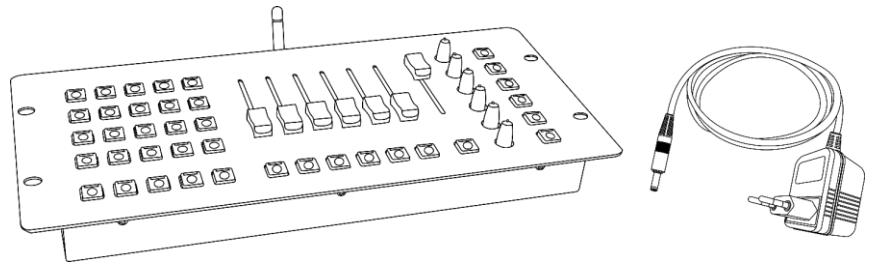
Fig. 01

1.2. Intended Use

This device is intended for use as a wireless LED DMX controller. It is suitable only for indoor installation. It is not suitable for households.

Any other use, not mentioned under intended use, is regarded as non-intended and incorrect use.

1.3. Product Lifespan

This device is not designed for permanent operation. Disconnect the device from the electrical power supply when the device is not in operation. This will reduce the wear and will improve the device's lifespan.

1.4. Text Conventions

Throughout the user manual the following text conventions are used:

- References: References to chapters and parts of the device are in bold lettering, for example: "Refer to **2. Safety**", "press the **power switch (03)**"
- 0–255:   Defines a range of values
- Notes: **Note:** (in bold lettering) is followed by useful information or tips

1.5.   Symbols and Signal Words

Safety notes and warnings are indicated throughout the user manual by safety signs.

Always follow the instructions provided in this user manual.

⚠	**DANGER**	Indicates an imminently hazardous situation which, if not avoided, will result in death or serious injury.
⚠	**WARNING**	Indicates an imminently hazardous situation which, if not avoided, could result in death or serious injury.
⚠	**CAUTION**	Indicates a potentially hazardous situation, which, if not avoided, may result in minor or moderate injury.
❗	**Attention**	Indicates important information for the correct operation and use of the product.
📖	**Important**	Read and observe the instructions in this document.
🗑		Provides important information about the disposal of this product.

1.6.   Symbols on the Information Label

This product is provided with an information label. The information label is located on the bottom plate of the device.

The information label contains the following symbols:

⌂	This device is designed for indoor use.
📖	Read and follow the instructions in the user manual before installing, operating or servicing the device.
▣	This device falls under IEC protection class II.
🗑	This device shall not be treated as household waste.

2. Safety

> **Important**
> **Read and follow the instructions in this user manual before installing, operating or servicing this product.**

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

2.1. Warnings and Safety Instructions

> **DANGER**
> **Danger for children**

For adult use only. The device must be installed beyond the reach of children.

● Do not leave various parts of the packaging (plastic bags, polystyrene foam, nails, etc.) within children's reach. Packaging material is a potential source of danger for children.

> **DANGER**
> **Risk of explosion caused by incorrect handling**

This device contains a built-in rechargeable lithium-ion battery. The battery is not replaceable. The battery may explode or cause burns if it is crushed, disassembled or exposed to fire or high temperatures.

● Do not open the device and do not attempt to remove the built-in battery.
● Do not disassemble the battery.
● Do not crush or puncture the battery.
● Do not short-circuit the battery.
● Do not expose the battery to water or other liquids.
● Keep the battery away from fire and heat.

> **Attention**
> **Incorrect handling of the AC power adapter may result in hazardous situations**

This device is delivered with an AC power adapter. Incorrect handling of the AC power adapter may result in hazardous situations.

● Use only the AC power adapter delivered with the device.
● Do not wrap the power cable around the power adapter or any other object. This can damage the internal wires.
● Do not cover the power adapter with anything when it is plugged into the socket-outlet. This may cause overheating.
● Do not expose the power adapter to water or other liquids.

Do not use the power adapter:

● If it shows signs of overheating, for example the plastic is damaged
● If the AC input pins show signs of corrosion or overheating
● If the power cable is damaged or shows signs of material fatigue.

> **(!)** **Attention**
> **General safety**

- Do not shake the device. Avoid brute force when installing or operating the device.
- If the device is exposed to extreme temperature variations (e.g. after transportation), do not switch it on immediately. Let the device reach room temperature before switching it on, otherwise it may be damaged by the formed condensation.

> **(!)** **Attention**
> **This device shall be used only for the purposes it is designed for.**

This device is designed to be used as a wireless LED DMX controller. Any incorrect use may lead to hazardous situations and result in injuries and material damage.

This device does not contain user-serviceable parts. Unauthorized modifications to the device will render the warranty void. Such modifications may result in injuries and material damage.

> **(!)** **Attention**
> **Do not expose the device to conditions that exceed the rated IP class conditions.**

This device is IP20 rated. IP (Ingress Protection) 20 class provides protection against solid objects greater than 12 mm, such as fingers, and no protection against harmful ingress of water.

2.2. Requirements for the User

This product may be used by ordinary persons. Maintenance and installation may be carried by ordinary persons. Service shall be carried out only by instructed or skilled persons. Contact your Highlite International dealer for more information.

Instructed persons have been instructed and trained by a skilled person, or are supervised by a skilled person, for specific tasks and work activities associated with the service of this product, so that they can identify risks and take precautions to avoid them.

Skilled persons have training or experience, which enables them to recognize risks and to avoid hazards associated with the service of this product.

Ordinary persons are all persons other than instructed persons and skilled persons. Ordinary persons include not only users of the product but also any other persons that may have access to the device or who may be in the vicinity of the device.

3. Description of the Device

The Showtec ColorCue 2 AIR is a 6-fader LED DMX controller with wireless DMX. The device features 36 channels to control the light output of LED fixtures with up to 6 colors (RGBWA-UV). It has 6 rotary encoders with which you can select colors (from 3-color RGB to 6-color RGBWA-UV). The device has 20 customizable preset colors and 20 fixed colors. You can create up to 20 programs (chases), each with up to 99 steps. Control the chases in Manual, Auto or Sound-controlled mode. Thanks to the presence of wireless DMX and of the internal battery (good for up to 12 hours of operation), you do not need to use power or DMX cables to operate the device.

3.1. Top View
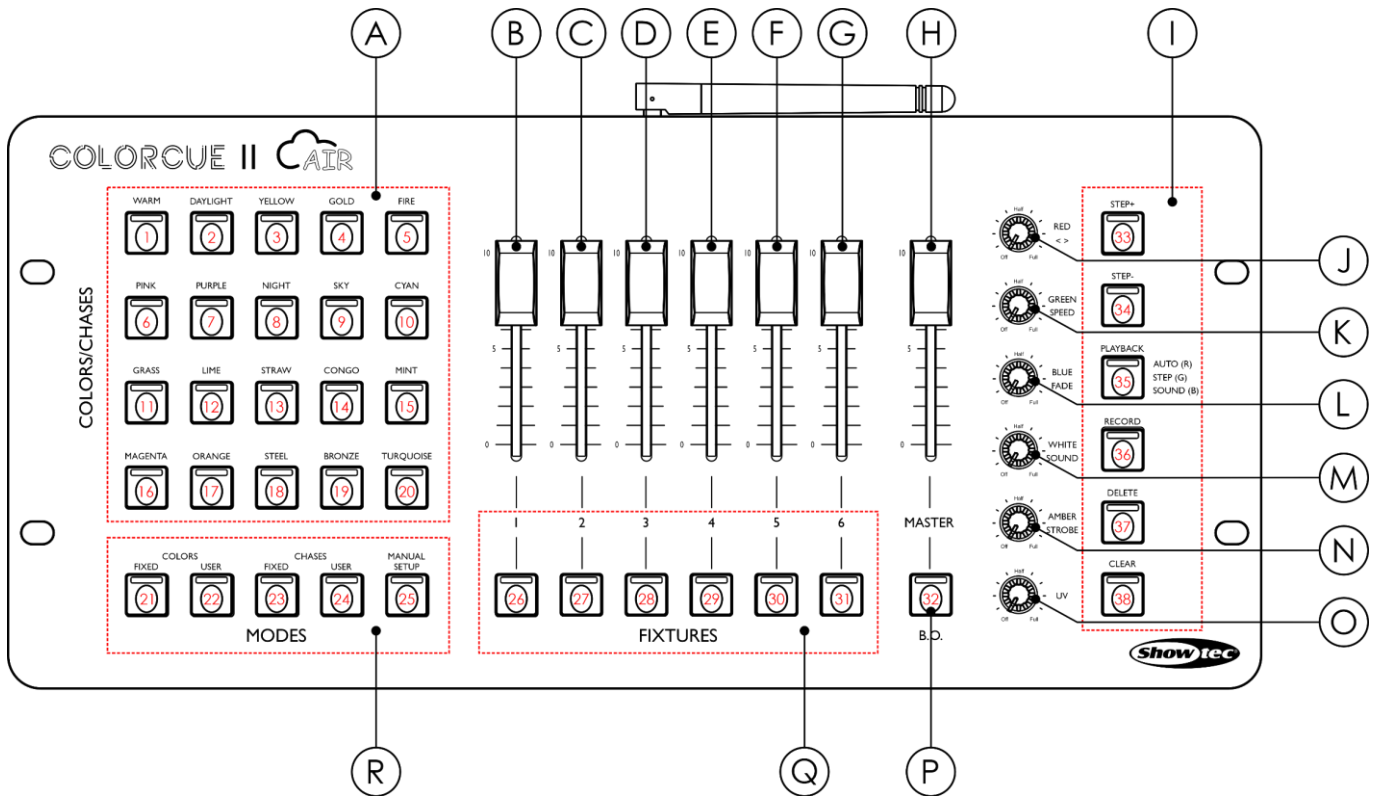
Fig. 02

A) Colors/Chases buttons with LEDs **(1)**–**(20)**
B) Fader (fixture 1)
C) Fader (fixture 2)
D) Fader (fixture 3)
E) Fader (fixture 4)
F) Fader (fixture 5)
G) Fader (fixture 6)
H) Master fader
I) Function buttons with LEDs **(33)**–**(38)**
J) Red/Direction control
K) Green/Speed control
L) Blue/Fade control
M) White/Sound control
N) Amber/Strobe control
O) UV control
P) Blackout button with LED
Q) Fixture buttons **(26)**–**(31)**
R) Mode buttons **(21)**–**(25)**

3.2. Back View
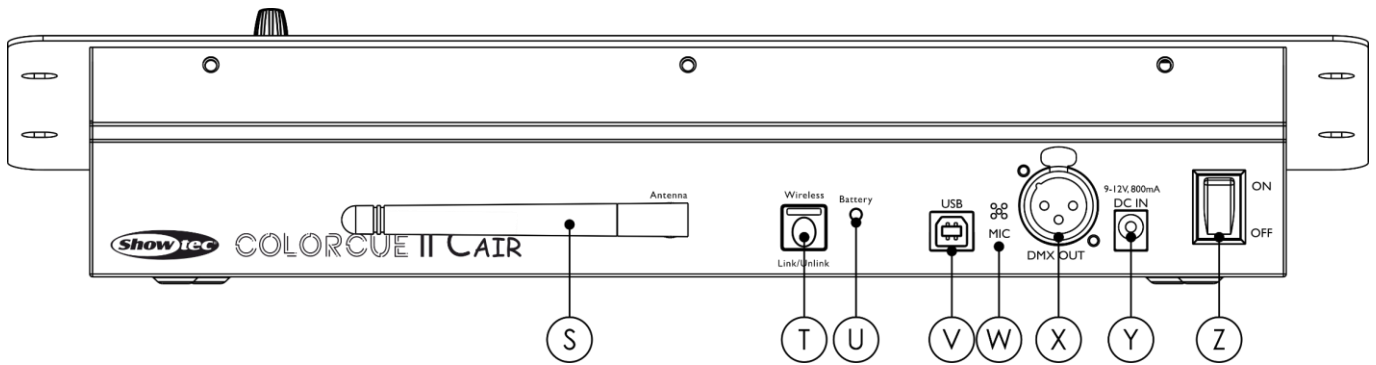
S)   Antenna
T)   Wireless Link/Unlink button
U)   Battery LED indicator
V)   USB connector (no function)
W) Microphone
X)   3-pin DMX connector OUT
Y)   DC input connector (9–12 V DC, 800 mA)
Z)   Power switch (ON/OFF)

3.3. Product Specifications

Model:	ColorCue 2 AIR
Electrical:	
Input voltage:	9–12 V DC, 800 mA
Power consumption:	15 W
Audio triggers:	1
AC power adapter:	
Input voltage:	100–240 V AC, 50/60 Hz
Input current:	0,5 A max
Output voltage:	12 V DC
Output current:	1,5 A
Physical:	
Dimensions:	385 x 175 x 79 mm (L x W x H)
Rack units:	4 U
Installation depth:	79 mm
Weight:	1,9 kg
Operation and control:	
Control modes:	Built-in programs, Manual, Sound, Static dimmer
DMX channels:	36 channels
Faders:	7
Buttons:	39
Memories:	2020
Control protocol:	DMX-512, wireless DMX
Wireless Specifications:	
Wireless mode:	G3
Carrier frequency:	2,4 GHz
Gain:	10 mW
Reaction time:	8 ms
Antenna type:	Omni
Antenna radiation:	360° x 360°
Battery:	
Battery type:	Lithium-ion
Battery voltage:	7,4 V
Capacity:	2,6 Ah
Runtime (@full):	8 h
Runtime average:	12 h
Charging time:	6 h
Connections:	
Power connection:	DC input connector
Input connections:	USB input connector (no function)
Output connections:	3-pin DMX connector OUT
Construction:	
Housing:	Metal
Color:	Gray
IP rating:	IP20
Thermal:	
Maximum ambient temperature t_a:	40 °C
Minimum ambient temperature t_a:	-5 °C

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3.4. Optional Accessories

There is a flight case available for the ColorCue 2 AIR. Purchase the flight case separately.

You need to remove the accessory bay of the flight case. Otherwise, the device does not fit in the flight case.

●   D7406 (Case for ColorCue 2)

You can replace the **antenna (S)** with one of the 2 antennas that extend the wireless range of the device. Purchase the antenna(s) separately.

●   50155 (Indoor Omni Antenna – 2,4 GHz, 5 dBi)
●   50157 (Indoor Omni Antenna – 2,4 GHz, 7 dBi)

3.5. Dimensions

Fig. 04

3.5.1. Mounting Dimensions

Fig. 05

4. Installation

4.1. Installation Site Requirements

- The device must be installed only indoors.
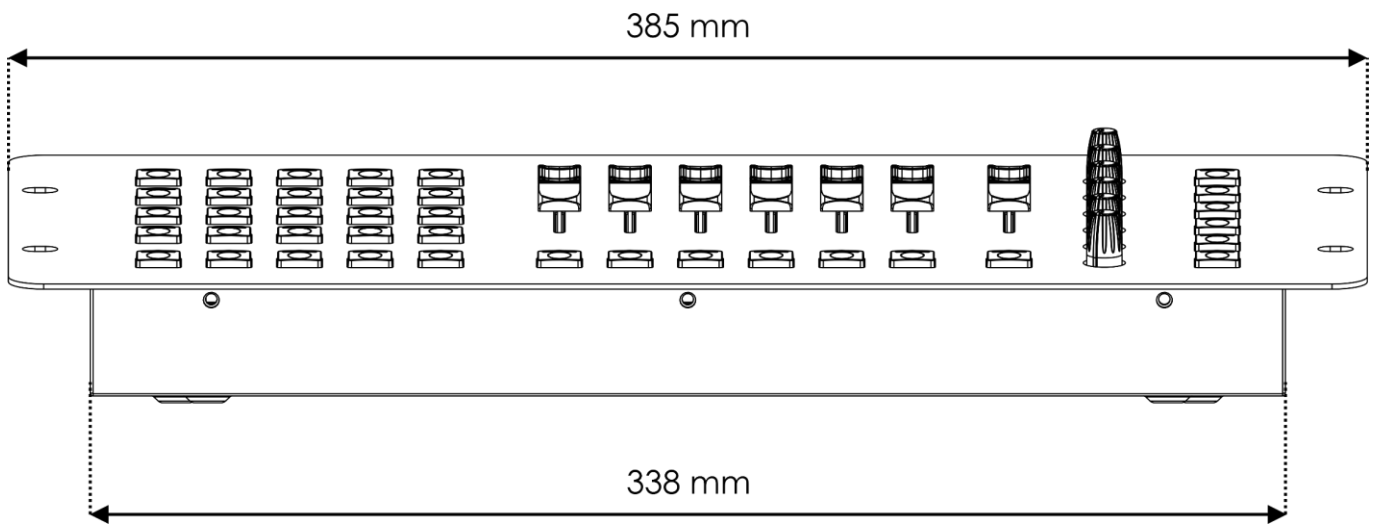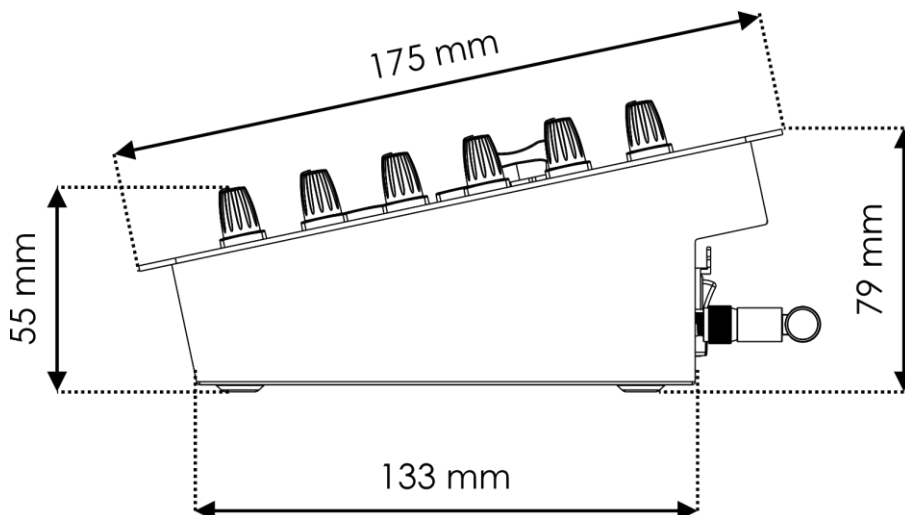- The device can be positioned on a stable, flat surface, or mounted vertically or horizontally in an opening.
- The device can be operated from the flight case. See **3.4. Optional Accessories** on page 11.
- The maximum ambient temperature t_a = 40 °C must never be exceeded.
- The relative humidity must not exceed 50 % with an ambient temperature of 40 °C.

4.2. Mounting

The device can be mounted vertically or horizontally in an opening. Make sure that there is enough space for ventilation and for the connected cables. See **3.5.1. Mounting Dimensions** on page 11.

Fasten the device with 4 screws to the mounting surface.

4.3. Charging the Battery

<table>
<tr><td>⚠️</td><td>DANGER
Risk of explosion caused by incorrect handling</td></tr>
</table>

This device contains a built-in rechargeable lithium-ion battery. The battery is not replaceable. The battery may explode or cause burns if it is crushed, disassembled or exposed to fire or high temperatures.

- Do not open the device and do not attempt to remove the built-in battery.
- Do not crush or puncture the battery.

This device is delivered with an AC power adapter that is used to charge the battery. Before connecting the power adapter to the socket-outlet, make sure that the power supply matches the input voltage specified on the AC power adapter.

To charge the battery follow the steps below:

01) Press the **power switch (Z)** to ON position.
02) Connect the AC power adapter to **DC input connector (Y)**. Use only the AC power adapter delivered with the device.
03) Connect the AC power adapter to the socket-outlet.

The **battery LED indicator (U)** changes colors depending on the battery status. See **4.3.1. Battery Statuses** on page 13.

- Charge the battery before using the device for the first time.
- Do not deep discharge the battery as this will shorten the battery's lifetime. Recharge the battery as early as possible. Do not let the device operate until the battery is depleted.
- Make sure that the battery is charged to at least 50 % before storing the device.

It is recommended to charge the device at an ambient temperature between 0 °C and 35 °C.

Refer to **3.3. Product Specifications** on page 10 for the charge time of the battery.

4.3.1. Battery Statuses

The **battery LED indicator (U)** shows the status of the lithium-ion battery:

LED color	LED behavior	Status
🔴 Red	Lights up	Battery is almost depleted
🟠 Orange	Lights up	Battery is low
🟢 Green	Lights up	Battery is (fully) charged

5.   Setup

5.1.   Warnings and Precautions

> **Attention**
> **Connect all data cables before supplying power.**
> **Disconnect power supply before connecting or disconnecting data cables.**

5.2.   DMX Connection

5.2.1.   DMX-512 Protocol

DMX-512 is a communication protocol used to control stage lighting and effects.

Devices on a serial data link must be daisy-chained in a single line. To comply with the TIA-485 standard, no more than 32 devices should be connected on one data link.

In order to connect more than 32 devices on one data link, you can use a DMX optically isolated splitter/booster. If no splitter/booster is used, this may result in deterioration of the DMX signal.

5.2.2.   DMX Cables

Shielded twisted-pair cables with 3-pin XLR connectors must be used for reliable DMX connection. You can purchase DMX cables directly from your Highlite International dealer or make your own cables.

If you use XLR audio cables for DMX data transmission, this may lead to signal degradation and unreliable operation of the DMX network.

When you make your own DMX cables, make sure that you connect the pins and wires correctly as shown in Fig. 06.

Pin 1: GND (screen)
Pin 2: Signal (-)
Pin 3: Signal (+)
Pin 4: N/C
Pin 5: N/C

Pin 1: GND (screen)
Pin 2: Signal (-)
Pin 3: Signal (+)

Pin 1: GND (screen)
Pin 2: Signal (-)
Pin 3: Signal (+)

Pin 1: GND (screen)
Pin 2: Signal (-)
Pin 3: Signal (+)
Pin 4: N/C
Pin 5: N/C
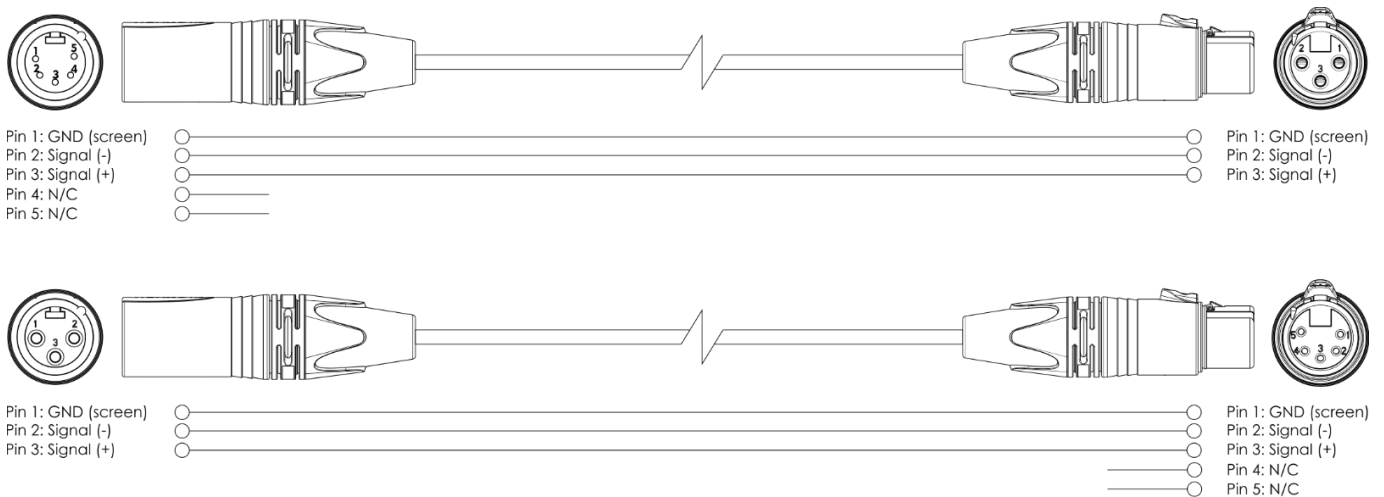
Fig. 06

5.3. Setup Options

You can use the device to control lighting fixtures in 2 ways:

- with wired DMX: 6 lighting fixture with up to 6 channels (RGBWA-UV). See **5.3.1. Wired DMX Setup** on page 15.
- with wireless DMX: Multiple lighting fixtures. See **5.3.2. Wireless DMX Setup** on page 16.

5.3.1. Wired DMX Setup

To connect the device in a wired DMX setup, follow the steps below:

01) Use a 3-pin DMX cable to connect the **3-pin DMX connector OUT (X)** to the DMX IN connector of the lighting fixture.
02) Connect the DMX OUT connector of the first lighting fixture to the DMX IN connector of the second lighting fixture with a DMX cable.
03) Repeat step 2 to connect all lighting fixtures in a daisy-chain.
04) Connect a DMX terminator (120 Ω resistor) to the DMX OUT connector of the last lighting fixture on the data link.
05) Power the device. See **5.4. Connecting to Power Supply** on page 17.
06) Switch on the device. See **5.5. Switching On** on page 17.
07) Power the lighting fixtures.
08) Set the correct DMX starting addresses of the lighting fixtures. See **6.2.2.1. DMX Starting Addresses of the Connected Fixtures** on page 19.
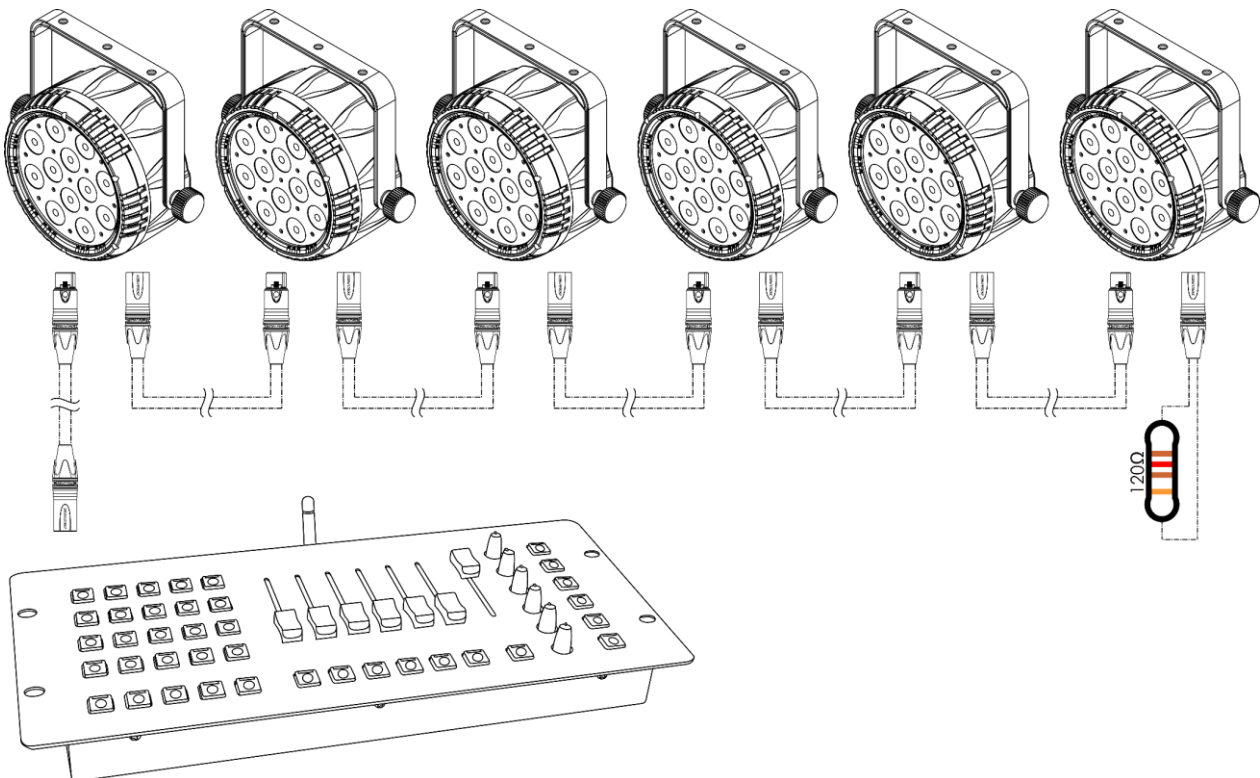
Fig. 07

5.3.2. Wireless DMX Setup

To link the device to multiple lighting fixtures in a wireless DMX setup, follow the steps below:

01) Power the device. See **5.4. Connecting to Power Supply** on page 17.
02) Switch on the device. See **5.5. Switching On** on page 17.
03) Put the **antenna (S)** in upright position.
04) Power the lighting fixtures.
05) Activate wireless DMX on the lighting fixtures.
06) Set the DMX starting address of the lighting fixtures to 001.
07) Link the device with the lighting fixtures. See **5.6. Linking (Wireless DMX)** on page 17.
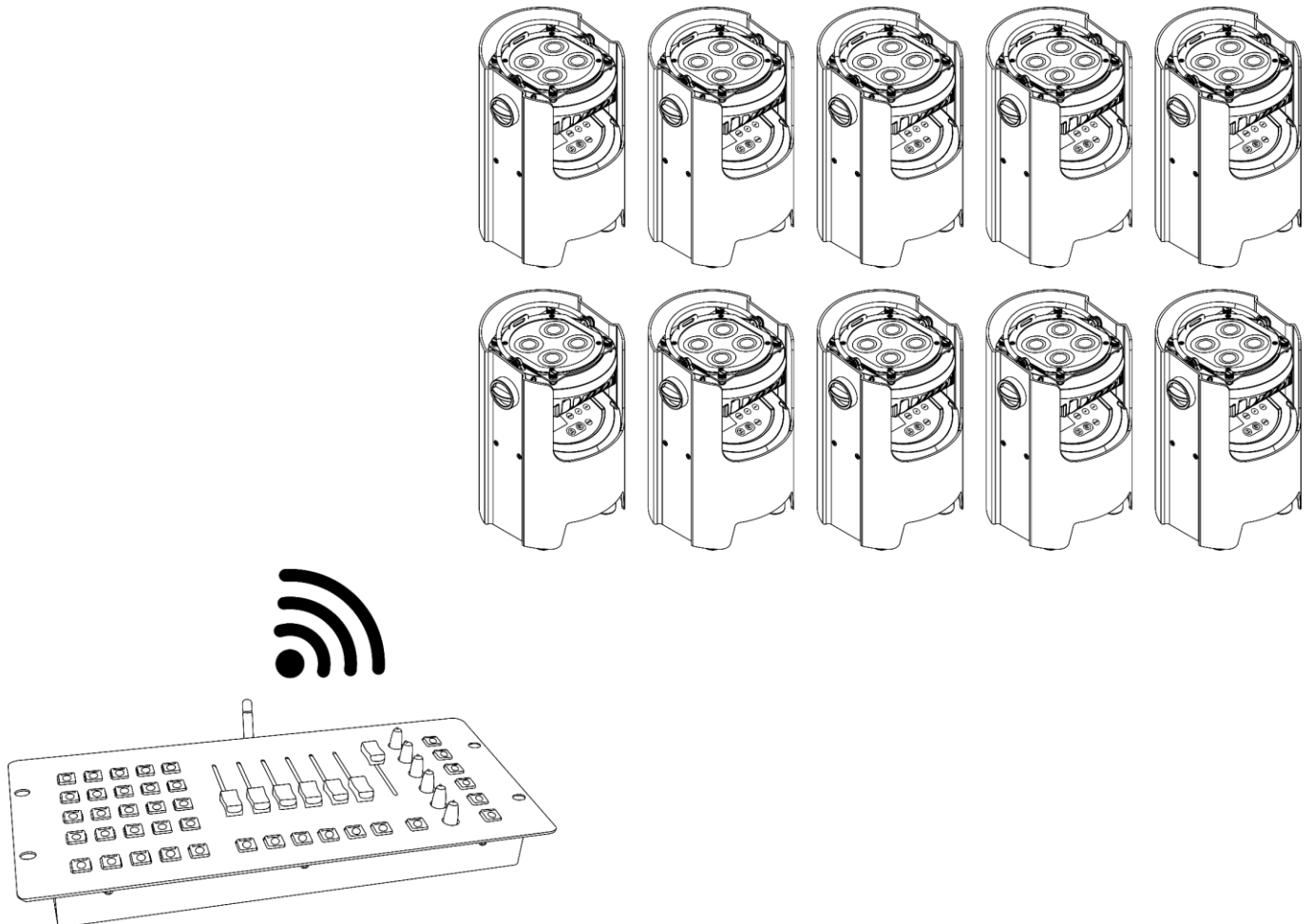
Fig. 08

5.4. Connecting to Power Supply

> **Attention**
> **Incorrect handling of the AC power adapter may result in hazardous situations**

This device is delivered with an AC power adapter. Incorrect handling of the AC power adapter may result in hazardous situations.

Connect the device to the socket-outlet with the delivered AC power adapter. Use only the AC power adapter delivered with the device.

5.5. Switching On

The device has a power switch.

- Press the **power switch (Z)** in ON position to switch on the ColorCue 2 AIR.
- Press the **power switch (Z)** in OFF position to switch off the ColorCue 2 AIR.

5.6. Linking (Wireless DMX)

You can link the device with lighting fixtures that have a wireless DMX receiver.

Before linking, make sure that the lighting fixtures are not linked with any other transmitter. Otherwise, it will not be possible to link the lighting fixtures.

The device has a **wireless link/unlink button (T)**.

- To link the devices, press the **wireless link/unlink button (T)** once.
- To unlink the devices, press and hold down the **wireless link/unlink button (T)** for 3 seconds.

The LED indicator on the **wireless link/unlink button (T)** shows the wireless DMX status:

LED color	LED behavior	Status
🔴 Red	Flashing	Unlinked
🔴🔵 Red, Blue	Flashing	Linking in progress
🔵 Blue	Lights up	The device is sending wireless DMX signal

Note:

The LED indicator on the **wireless link/unlink button (T)** does not show if the device is linked to any fixture.

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6. Operation

6.1. Safety Instructions for Operation

> **Attention**
> **This device must be used only for the purposes it is designed for.**

This device is intended for use as a wireless LED DMX controller. It is suitable only for indoor installation. It is not suitable for households.

Any other use, not mentioned under intended use, is regarded as non-intended and incorrect use.

6.2. Setup Mode

In this mode you can select the type of the LEDs of the connected lighting fixture(s).
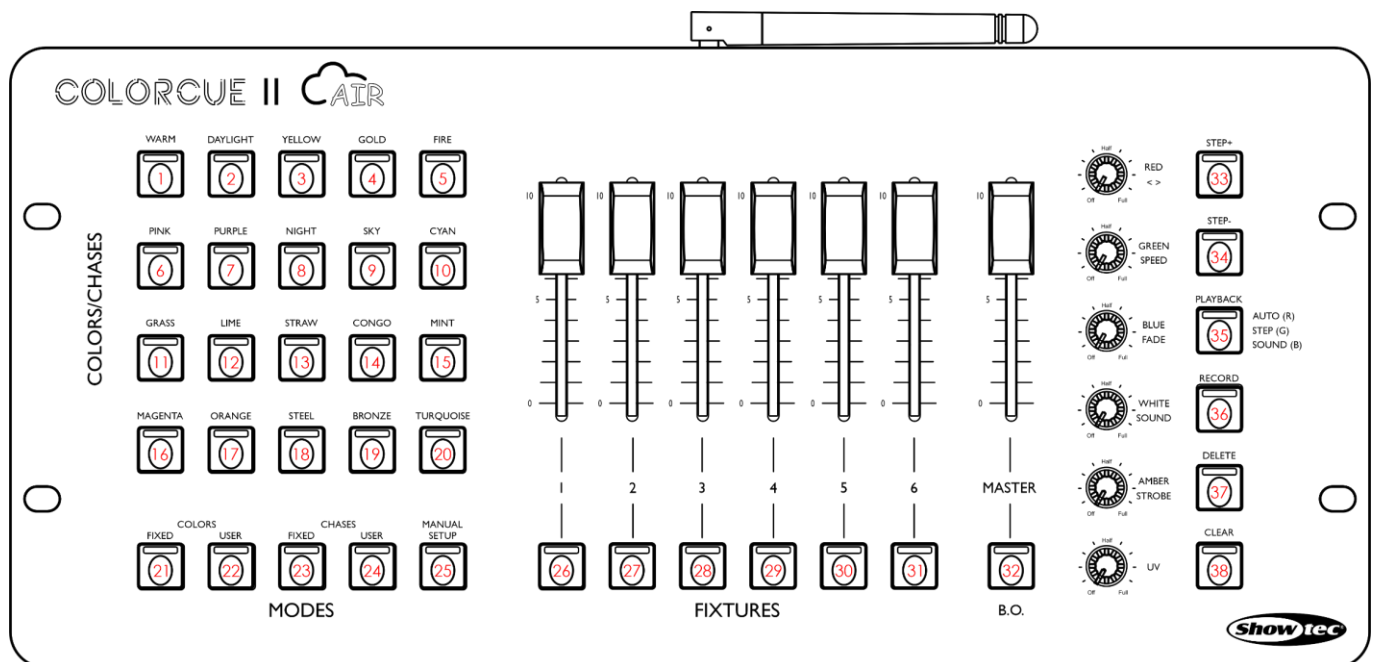
Fig. 09

01) Press and hold down the **MANUAL/SETUP button (25)** for 3 seconds to enter setup mode. The LED on the button starts start blinking.

Refer to **6.2.1. LEDs Type Setup** on page 19 for more information about the available settings in this mode.

02) Press and hold down the **MANUAL/SETUP button (25)** for 3 seconds to exit setup mode. The LED on the button stops blinking.

6.2.1. LEDs Type Setup

01) In setup mode, press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to set up the LEDs type. You can select multiple fixtures at the same time. The LEDs on the selected buttons will light up.

02) Press one of the first 9 **COLORS/CHASES buttons (1)–(9)** to select the LEDs type of the fixture. The available options are:
   - **(1)** RGB
   - **(2)** RGBW
   - **(3)** RGBA
   - **(4)** RGBWA
   - **(5)** RGBAW
   - **(6)** RGBW-UV
   - **(7)** RGBA-UV
   - **(8)** RGBWA-UV (default setting)
   - **(9)** RGBAW-UV

   The LED on the selected button lights up.

6.2.2. DMX Starting Address of the Connected Fixtures

The ColorCue 2 AIR has 6 DMX channels per fixture and you can link up to 6 LED fixtures.

When linking the LED fixtures, make sure that you set the DMX addresses correctly. The DMX address of the first LED fixture should be 1 (001). The DMX address of the second LED fixture should be 1+6=7 (007). The DMX address of the third LED fixture should be 7+6=13 (013), etc. Please note, that the LED fixture with DMX starting address 001 will respond to the **FIXTURES 1 button (26)**, The LED fixture with DMX starting address 007 will respond to the **FIXTURES 2 button (27)**, LED fixture with DMX starting address 013 will respond to the **FIXTURES 3 button (28)**, etc.

6.2.2.1. DMX Starting Addresses of the Connected Fixtures

Fixture	Fixture button	DMX address
Fixture 1	26	001
Fixture 2	27	007
Fixture 3	28	013
Fixture 4	29	019
Fixture 5	30	025
Fixture 6	31	031

6.3. Operating Modes

The device has 3 operating modes:

- Manual
- Static Colors (preset/user colors)
- Chase Mode (preset/user chases)

6.3.1. Manual Mode

In this mode you can adjust the intensity of the colors (red, green, blue, white, amber and UV) of the connected fixtures.

To adjust the intensity of the colors:

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) that you want to control manually. You can select multiple fixtures at the same time.
02) Press the **MANUAL/SETUP button (25)** to enter Manual mode. The LED on the button lights up.
03) Turn the **controls (J)–(O)** to select a color.

Note:

If you want to clear a selection, press the **CLEAR button (38)**.

04) Press the **MANUAL/SETUP button (25)** again to exit Manual mode. The LED on the button turns off.

6.3.2. Static Colors Mode

In this mode you can select one of the 20 preset colors or 20 user-recorded colors.

Note:

It is not possible to set a combination of preset and user-recorded colors on the selected fixture at the same time. However, it is possible to select different preset colors for each of the 6 fixtures at the same time.

6.3.2.1. Preset Colors Mode

In this mode you can select one of the 20 preset colors (warm white, daylight, yellow, gold, fire, pink, purple, night blue, sky blue, cyan, grass, lime, straw, congo, mint, magenta, orange, steel, bronze, turquoise).

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to use a preset color. You can select multiple fixtures at the same time.
02) Press the **FIXED COLORS button (21)** to enter the Preset Colors mode. The LED on the button lights up.
03) Press one of the **COLORS/CHASES buttons (1)–(20)** to select a preset color. The LED on the button lights up.
04) Turn the **AMBER/STROBE control (N)** to add strobe effect. The adjustment range is from low to high frequency.
05) Press the **FIXED COLORS button (21)** to exit the Preset Colors mode. The LED on the button turns off.

The preset colors have the following DMX values:

Button	Preset color	Red	Green	Blue	White	Amber	UV
1	Warm White	245	225	105	60	235	0
2	Daylight	255	230	155	155	0	0
3	Yellow	255	230	0	0	135	0
4	Gold	255	115	0	0	255	0
5	Fire	200	50	0	0	50	0

Button	Preset color	Red	Green	Blue	White	Amber	UV
6	Pink	255	0	127	0	0	255
7	Purple	220	0	255	0	0	255
8	Night Blue	25	0	255	0	0	255
9	Sky Blue	0	127	255	80	0	255
10	Cyan	0	255	255	0	0	200
11	Grass	50	255	0	0	127	0
12	Lime	195	255	0	50	140	0
13	Straw	245	220	0	100	20	0
14	Congo	0	0	200	0	0	255
15	Mint	50	255	0	0	127	0
16	Magenta	255	0	255	0	0	255
17	Orange	255	50	0	0	100	0
18	Steel	0	60	255	150	0	255
19	Bronze	120	45	0	0	30	0
20	Turquoise	0	200	255	0	0	127

6.3.2.2. User Colors Mode

In this mode you can select a user-recorded color. Please refer to **6.5.1. Record a Color** on page 25 for more information.

To select a previously recorded color:

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to use a recorded color. You can select multiple fixtures at the same time.
02) Press the **USER COLORS button (22)** to enter the User Colors mode. The LED on the button lights up.
03) Press one of the **COLORS/CHASES buttons (1)–(20)** to select a user color. The LED on the button lights up.
04) Turn the **AMBER/STROBE control (N)** to add strobe effect. The adjustment range is from low to high frequency.
05) Press the **USER COLORS button (22)** to exit the User Colors mode. The LED on the button turns off.

Notes:

● In this mode you can select only the fixture for which the color was recorded. Please refer to **6.5.1. Record a Color** on page 25 for more information.
● If no user color is assigned to a button, the LED will not light up when you press the button.

6.3.3. Chase Mode

In this mode you can play one of the 20 preset chases or 20 user-recorded chases.

All selected fixtures will play the same preset/user-recorded chase. It is not possible:
● to play different preset or user-recorded chases on the selected fixtures at the same time.
● to play a combination of preset and user-recorded chases on the selected fixtures at the same time.

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6.3.3.1. Preset Chase Mode

In this mode you can play one of the 20 preset chases.

To play one of the 20 preset chases:

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to use a preset chase. You can select multiple fixtures at the same time.
02) Press the **FIXED CHASES button (23)** to enter Preset Chase mode. The LED on the button lights up.
03) Press one of the **COLORS/CHASES buttons (1)–(20)** to select a preset chase. The LED on the button lights up.
04) Repeatedly press the **PLAYBACK button (35)** until the LED on the button lights up in the color corresponding to the desired playback option. See **6.4.3. Chase Playback** on page 24 for more information.

The preset chases have the following color sequences:

Button	Chases	Fixture 1	Fixture 2	Fixture 3	Fixture 4	Fixture 5	Fixture 6
1	Program 1	Red	Red	Red	Red	Red	Red
		Green	Green	Green	Green	Green	Green
2	Program 2	Red	Red	Red	Red	Red	Red
		Blue	Blue	Blue	Blue	Blue	Blue
3	Program 3	Green	Green	Green	Green	Green	Green
		Blue	Blue	Blue	Blue	Blue	Blue
4	Program 4	Green	Green	Green	Green	Green	Green
		White	White	White	White	White	White
5	Program 5	Red	Red	Red	Red	Red	Red
		White	White	White	White	White	White
6	Program 6	Red	Green	Red	Green	Red	Green
		Green	Red	Green	Red	Green	Red
7	Program 7	Red	Blue	Red	Blue	Red	Blue
		Blue	Red	Blue	Red	Blue	Red
8	Program 8	Green	Blue	Green	Blue	Green	Blue
		Blue	Green	Blue	Green	Blue	Green
9	Program 9	Green	White	Green	White	Green	White
		White	Green	White	Green	White	Green
10	Program 10	Red	White	Red	White	Red	White
		White	Red	White	Red	White	Red
11	Program 11	Red	Green	Red	Green	Red	Green
		Green	Green	Green	Green	Green	Green
		Green	Red	Green	Red	Green	Red
		Red	Red	Red	Red	Red	Red
12	Program 12	Red	Blue	Red	Blue	Red	Blue
		Blue	Blue	Blue	Blue	Blue	Blue
		Blue	Red	Blue	Red	Blue	Red
		Red	Red	Red	Red	Red	Red
13	Program 13	Green	Blue	Green	Blue	Green	Blue
		Blue	Blue	Blue	Blue	Blue	Blue
		Blue	Green	Blue	Green	Blue	Green
		Green	Green	Green	Green	Green	Green

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Button	Chases	Fixture 1	Fixture 2	Fixture 3	Fixture 4	Fixture 5	Fixture 6
14	Program 14	Green	White	Green	White	Green	White
		White	White	White	White	White	White
		White	Green	White	Green	White	Green
		Green	Green	Green	Green	Green	Green
15	Program 15	Red	White	Red	White	Red	White
		White	White	White	White	White	White
		White	Red	White	Red	White	Red
		Red	Red	Red	Red	Red	Red
16	Program 16	Red	Green	Blue	Red	Green	Blue
		Blue	Red	Green	Blue	Red	Green
		Green	Blue	Red	Green	Blue	Red
17	Program 17	Cyan	Magenta	Yellow	Cyan	Magenta	Yellow
		Yellow	Cyan	Magenta	Yellow	Cyan	Magenta
		Magenta	Yellow	Cyan	Magenta	Yellow	Cyan
18	Program 18	Magenta	Cyan	Cyan	Magenta	Cyan	Cyan
		Cyan	Magenta	Cyan	Cyan	Magenta	Cyan
		Cyan	Cyan	Magenta	Cyan	Cyan	Magenta
19	Program 19	Yellow	Cyan	Cyan	Yellow	Cyan	Cyan
		Cyan	Yellow	Cyan	Cyan	Yellow	Cyan
		Cyan	Cyan	Yellow	Cyan	Cyan	Yellow
20	Program 20	Red	Yellow	Green	Cyan	Blue	Magenta
		Magenta	Red	Yellow	Green	Cyan	Blue
		Blue	Magenta	Red	Yellow	Green	Cyan
		Cyan	Blue	Magenta	Red	Yellow	Green
		Green	Cyan	Blue	Magenta	Red	Yellow
		Yellow	Green	Cyan	Blue	Magenta	Red

6.3.3.2. User Chase Mode

In this mode you can play a user-recorded chase. Please refer to **6.5.3. Record a Chase Step** on page 26.

To play a previously recorded chase:

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to play a user-recorded chase. You can select multiple fixtures at the same time.
02) Press the **USER CHASES button (24)** to enter the User Chase mode. The LED on the button lights up.
03) Press one of the **COLORS/CHASES buttons (1)–(20)** to select a user-recorded chase. The LED on the button lights up.
04) Repeatedly press the **PLAYBACK button (35)** until the LED on the button lights up in the color corresponding to the playback option. See **6.4.3. Chase Playback** on page 24 for more information.

Notes:

● In this mode you can select only the fixture for which the chase was recorded. Please refer to **6.5.3. Record a Chase Step** on page 26 for more information.
● If no user-recorded chase is assigned to a button, the LED will not light up when you press the button.

6.4. Operating Functions

6.4.1. Strobe

You can add strobe effect at any time during playback of a scene or a chase.

Turn the **AMBER/STROBE control (N)** to add strobe effect. The adjustment range is from low to high frequency.

Note:

The strobe effect cannot be recorded in a scene or a chase.

6.4.2. Blackout

You can activate the blackout function at any time during playback of a scene or a chase.

Press the **BLACKOUT button (32)** to black out the light output of all fixtures. The LED on the button starts blinking.

6.4.3. Chase Playback

There are 3 playback options.

Press the **PLAYBACK button (35)** repeatedly until the LED on the button lights up in the color corresponding to the playback option.

● Auto playback:	The LED on the button lights up red. Turn the **GREEN/SPEED control (K)** to decrease/increase the speed. The chase plays automatically. If the **GREEN/SPEED control (K)** and **BLUE/FADE control (L)** are in OFF position, the chase does not play.
	Turn the **GREEN/SPEED (K)** and **BLUE/FADE (L) controls** to fetch the zero position. When the zero position is fetched, you can further adjust the speed and the fade. If you switch between two chases or between a chase and a color, it is not necessary to fetch the zero position again.
● Step playback (manual):	The LED on the button lights up green. Press the **STEP+ (33)** or the **STEP- (34)** buttons to manually select a step from the chase step sequence.
● Sound-controlled playback:	The LED on the button lights up blue. The chase reacts to the beat of the music. Turn the **WHITE/SOUND control (M)** to adjust the sensitivity of the built-in microphone.

You can also adjust the following parameters during playback of the chase:

● Chase direction:	Turn the **RED/Direction control (J)** to change the direction of the chase. In OFF position **(<)** the chase plays backwards. In FULL position **(>)** the chase plays forwards.
● Speed:	Turn the **GREEN/SPEED control (K)** to decrease/increase the speed of the chase.
● Fade:	Turn the **BLUE/FADE control (L)** to decrease/increase the fade time between the steps.
	Fade time cannot be adjusted during manual playback and sound-controlled playback.
● Strobe:	Turn the **AMBER/STROBE control (N)** to add strobe effect to the chase. The adjustment range is from low to high frequency.

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6.4.4. Cancel a Selection

To cancel a selection in Static Colors mode and Chase mode:

● Press the same **COLORS/CHASES button (1)–(20)** again. The LED on the button turns off.
● Press another **COLORS/CHASES button (1)–(20)** to select a new color/chase. This cancels the current selection and activates the new one. The LED on the selected button lights up.

6.4.5. Clear a Value

Press the **CLEAR button (38)** to clear any value set with the **controls (J)–(O)**.

You can clear the color values, selected in Manual mode, as well as the chase direction, speed, fade and strobe in Static Colors mode and Chase mode.

6.4.6. Switch Between Modes

To switch from Static Colors mode or Chase mode to Manual mode, you need to fetch the output values of the colors.

Turn the **controls (J)–(O)** fully clockwise or counterclockwise to fetch the output values. When the output values are fetched, you can further adjust the color intensity in Manual mode.

To switch from Manual mode to Static Colors mode or Chase mode (or between Static Colors mode and Chase mode, press the respective **MODES button (R)**.

6.5. Programming Mode

In this mode you can create a custom color or a chase and assign it to one of the 20 **COLORS/CHASES buttons (A)**. The stored user colors/chases can be played in User Color mode and User Chase mode. See pages 21–23 for more information.

6.5.1. Record a Color

To record a color:

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to record a color. You can select multiple fixtures at the same time.

   Note:

   The color is recorded on the DMX channel corresponding to the LED fixture and cannot be selected on a different channel/fixture. If you want to have the same color recorded for all fixtures, you need to select all 6 fixtures in step 1 above.

02) Press and hold down the **RECORD button (36)** for 3 seconds to enter programming mode. The LED on the button starts blinking.
03) Press the **MANUAL/SETUP button (25)** to enter manual mode. The LED on the button lights up.
04) Turn the **controls (J)–(O)** to select a color. The available colors are Red, Green, Blue, White, Amber and UV.
05) Press the **USER COLORS button (22)**. The LED on the button lights up.
06) Press the **RECORD button (36)** and one of the **COLORS/CHASES buttons (1)–(20)** at the same time, to save the color and assign it to a button. The LED on the selected **COLORS/CHASES button (1)–(20)** blinks 3 times.

Note:

Press a **COLORS/CHASES button (1)–(20)** to make sure that no color is assigned to it. If the LED on the button lights up, the button is not free. Press and hold down the **RECORD button (36)** for 3 seconds to exit the mode. The LED on the button turns off.

6.5.2. Delete a Color

To delete a color:

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to delete a color. You can select multiple fixtures at the same time.
02) Press and hold down the **RECORD button (36)** for 3 seconds to enter programming mode. The LED on the button starts blinking.
03) Press the **USER COLORS button (22)**. The LED on the button lights up.
04) Press the **DELETE button (37)** and the **COLORS/CHASES buttons (1)–(20)** at the same time, to delete the color. The LED on the **COLORS/CHASES button (1)–(20)** blinks 3 times.
05) Press and hold down the **RECORD button (36)** for 3 seconds to exit the mode. The LED on the button turns off.

6.5.3. Record a Chase Step

To record a chase step:

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to record a chase. You can select multiple fixtures at the same time.

Note:

The chase is recorded on the DMX channel corresponding to the LED fixture and cannot be selected on other channels/fixture. If you want to have the same chase recorded for all fixtures, you need to select all 6 fixtures in step 1 above.

02) Press and hold down the **RECORD button (36)** for 3 seconds to enter programming mode. The LED on the button starts blinking.
03) Press the **USER CHASES button (24)** to enter User Chase mode. The LED on the button lights up.
04) Press one of the **COLORS/CHASES buttons (1)–(20)** to which you want to assign the chase. The LED on the button lights up.

Note:

Press a **COLORS/CHASES button (1)–(20)** to make sure that the button is free. If the LED on the button lights up, the button is not free.

You can adjust the color in one of the 3 ways:

● Manual setup: See **6.3.1. Manual Mode** on page 20 to set up the color manually
● Preset color: See **6.3.2.1. Preset Colors Mode** on page 20 to select one of the 20 preset colors
● User color: See **6.3.2.2. User Colors Mode** on page 21 to select one of the user-recorded colors
01) Press the **RECORD button (36)** to save the setting. The LEDs on all buttons blink 3 times.
02) Repeat steps 4–5 to program all steps in a chase. One chase can have up to 99 steps.
03) Press and hold down the **RECORD button (36)** for 3 seconds to exit programming mode. The LED on the button turns off.

Note:

It is not possible to record strobe, speed, fade or direction in a chase. Adjust these functions during the playback of a chase.

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6.5.4. Add a Chase Step to an Existing Chase

To add a chase step to a chase:

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to add a step to an existing chase. You can select multiple fixtures at the same time.
02) Press and hold down the **RECORD button (36)** for 3 seconds to enter programming mode. The LED on the button starts blinking.
03) Press the **USER CHASES button (24)** to enter User Chase mode. The LED on the button lights up.
04) Press the **COLORS/CHASES button (1)–(20)** for which you want to edit the chase. The LED on the button lights up.
05) Press the **STEP+ (33)** or the **STEP- (34)** button to select the step after which you want to add another step.
06) Set the color in one of the following 3 ways:
    - Manual setup: See **6.3.1. Manual Mode** on page 20 to set the color manually.
    - Preset color: See **6.3.2.1. Preset Colors Mode** on page 20 to select one of the 20 preset colors.
    - User color: See **6.3.2.2. User Colors Mode** on page 21 to select one of the user-recorded colors.
07) Press the **RECORD button (36)** to save the setting. The LEDs on all buttons blink 3 times.
08) Press and hold down the **RECORD button (36)** for 3 seconds to exit programming mode. The LED on the button turns off.

6.5.5. Delete a Chase Step

To delete a chase step:

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to delete a step from an existing chase. You can select multiple fixtures at the same time.
02) Press and hold down the **RECORD button (36)** for 3 seconds to enter programming mode. The LED on the button starts blinking.
03) Press the **USER CHASES button (24)** to enter User Chase mode. The LED on the button lights up.
04) Press the **COLORS/CHASES button (1)–(20)** which you want to edit. The LED on the button lights up.
05) Press the **STEP+ (33)** or the **STEP- (34)** button to select the step which you want to delete.
06) Press the **DELETE button (37)** to delete the step.
07) Press and hold down the **RECORD button (36)** for 3 seconds to exit programming mode. The LED on the button turns off.

6.5.6. Delete a Chase

To delete a chase:

01) Press one or more **FIXTURES buttons (26)–(31)** to select the fixture(s) for which you want to delete a user-recorded chase. You can select multiple fixtures at the same time.
02) Press and hold down the **RECORD button (36)** for 3 seconds to enter programming mode. The LED on the button starts blinking.
03) Press the **USER CHASES button (24)** to enter User Chase mode. The LED on the button lights up.
04) Press the **COLORS/CHASES button (1)–(20)** which you want to edit. The LED on the button lights up.
05) Press the **DELETE button (37)** and the **COLORS/CHASES buttons (1)–(20)** at the same time, to delete the chase. The LEDs on all buttons blink 3 times.
06) Press and hold down the **RECORD button (36)** for 3 seconds to exit programming mode. The LED on the button turns off.

6.6. Factory Reset

You can delete all user-programmed colors and chases and set the fixture type to its default setting: RGBWA-UV.

Press and hold down the **RECORD button (36)**, the **DELETE button (37)** and the **CLEAR button (38)** at the same time for 5 seconds to restore the default factory settings. The LEDs on all buttons blink 3 times.

7. Troubleshooting

This troubleshooting guide contains solutions to problems which can be carried out by an ordinary person. The device does not contain user-serviceable parts.

Unauthorized modifications to the device will render the warranty void. Such modifications may result in injuries and material damage.

Refer servicing to instructed or skilled persons. Contact your Highlite International dealer in case the solution is not described in the table.

Problem	Probable cause(s)	Solution
The device does not turn on	The battery is depleted	● Recharge the battery. See **4.3. Charging the Battery** on page 12
The device responds erratically	The settings are incorrect	● Reset the device to the factory settings. See **6.6. Factory Reset** on page 27
The device does not function at all	No power to the device	● Check if power is switched on and cables are plugged in
No light	Devices are not linked (wireless DMX)	● Check if the device and the lighting fixtures are linked
	Bad connections	● Check if the connections between the device and the lighting fixtures are correct
No DMX data transfer	Bad data link connection	● Examine connections and cables. Correct poor connections. Repair or replace damaged cables
	The signal is reversed. The 3-pin DMX OUT of the device does not match the DMX IN of the lighting fixture	● Install a phase-reversing cable between the device and the lighting fixture

8. Maintenance

8.1. Preventive Maintenance

> **Attention**
> **Before use, examine the device visually for any defects.**

Make sure that:

- All screws used for installing the device or parts of the device are tightly fastened and are not corroded.
- There are no deformations on housings, fixations and installation points.
- The power cables are not damaged and do not show any material fatigue.

8.1.1. Basic Cleaning Instructions

To clean the device, follow the steps below:

01) Disconnect the device from the electrical power supply.
02) Allow the device to cool down for 5 minutes.
03) Clean the device with a soft, lint-free cloth.

> **Attention**

- Do not immerse the device in liquid.
- Do not use alcohol or solvents.

8.2. Corrective Maintenance

The device does not contain user-serviceable parts. Do not open the device and do not modify the device.

Refer repairs and servicing to instructed or skilled persons. Contact your Highlite International dealer for more information.

9. Deinstallation, Transportation and Storage

9.1. Instructions for Transportation

This device contains a rechargeable (secondary) lithium-ion battery. Lithium-ion batteries contained in equipment fall under the category of dangerous goods for transportation.

Make sure that you are in compliance with all applicable transportation regulations when you transport this device. See **3.3. Product Specifications** on page 10 for the specifications of the battery.

Use the original packaging to transport the device or other suitable packaging that complies with the regulations for transportation of secondary lithium-ion batteries.

9.2. Storage

This device contains a rechargeable (secondary) lithium-ion battery. The battery is not replaceable. The battery may explode or cause burns if it is crushed, disassembled or exposed to fire or high temperatures.

- Store the device in a dry place, at temperatures between 5 °C and 20 °C. Lithium-ion batteries self-discharge during storage. Temperatures above 20 °C speed up the self-discharging process.
- Do not store the device with depleted battery. Make sure that the battery is charged to at least 50 % before storing the device. See **4.3. Charging the Battery** on page 12.
- If the device is stored for an extended period, check the battery's charge status regularly. See **4.3.1. Battery Statuses** on page 13.
- Clean the device before storing. Follow the cleaning instructions in chapter **8.1.1. Basic Cleaning Instructions** on page 29.
- Store the device in the original packaging, if possible.

10. Disposal

This device contains a lithium-ion battery. Do not dispose of with the household waste.

Correct disposal of this product
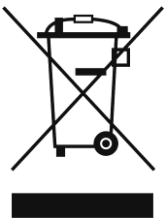
Waste Electrical and Electronic Equipment

This symbol on the product, its packaging or documents indicates that the product shall not be treated as household waste. Dispose of this product by handing it to the respective collection point for recycling of electrical and electronic equipment. This is to avoid environmental damage or personal injury due to uncontrolled waste disposal. For more detailed information about recycling of this product contact the local authorities or the authorized dealer.

11. Approval

CE UKCA

Hereby, Highlite International declares that the device ColorCue 2 AIR, product code 50708, is in compliance with Directive 2014/53/EU (RED – Radio Equipment Directive).

The full text of the EU declaration of conformity is available at the respective product page on the website of Highlite International (www.highlite.com).