



# SHOMASTER

## User Manual

# SHOMASTER INTRO

Congratulations on your purchase of the ShoMaster Special Effects Console. This manual will provide an overview of the ShoMaster functions, capabilities, and instructions for proper operation. If you have questions outside the scope of this manual, feel free to contact us directly.

## OVERVIEW

Built specifically for FX operators, the ShoMaster will provide precise control of Special Effects Equipment of all kinds. CO2 Jets, Confetti Blowers, Streamers, Fog, Haze & more.

The built in timers allow you to track CO2 usage, taking the guess work out of tank changeovers. The timers can also be utilized for other FX products that rely on consumables, or a reference for cues calling for a specified duration.

A plug and play unit, designed to be used with any Special FX product with DMX control. If your products don't use DMX, use the built in Neutrik True1 AC Outputs, and trigger your products directly from the ShoMaster.

There are several modes pre-programmed into the controller to suit the majority of FX products. These modes can be changed on the fly, using the built in touch screen. If you need a custom mode, no problem. The ShoMaster has 4 customizable modes, with 20 configurable DMX channels each.

## FEATURES

- 10" Touch Screen
- Dimming Control
- 16x Cue Buttons
- 4x Executor Buttons
- RGB Button LEDs
- Passcode Lockout
- Bump / Hold Option
- Internal Saving
- External USB Saving
- Updates via USB
- Patch Menu
- Cue Timers
- Group Executors
- Chase Configurator
- 4x AC Outputs
- DMX Input
- Cue Naming
- Bank Naming
- Show Naming
- Color Coded Cues

## WARNING



The ShoMaster is designed to be a simple, intuitive control solution for Special Effects Equipment. Necessary precautions should be taken when using FX products to ensure the safety of the operator, crew, and audience.

Do not operate this product, or any special effects product without proper knowledge and training. Never operate Special Effects Equipment under the influence of drugs or alcohol.

# INCLUDED ITEMS

The following items are included with the purchase of each ShoMaster. If you need replacement items, contact Club Cannon, 888-804-8175 / [info@clubcannon.com](mailto:info@clubcannon.com).



## SHOMASTER CONSOLE

Special Effects Console



## TRUE1 CABLE

6' Edison to True1 cord



## 2x SAFETY KEY

Used for arming & disarming the ShoMaster Console.



## THIS GUIDE

A link to the guide you are currently reading



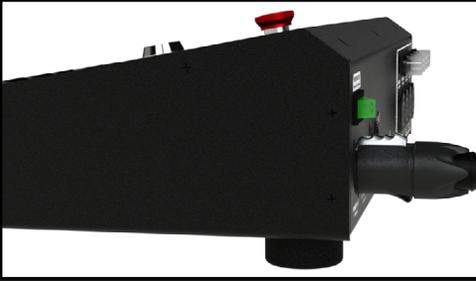
## TRUE1 ADAPTERS (OPTIONAL)

True1 to Edison adapters for AC Relay outputs

# TABLE OF CONTENTS

<b>QUICK START GUIDE</b> .....	1
<b>HARDWARE OVERVIEW</b> .....	2-3
<b>HOME SCREEN</b> .....	4-5
<b>GLOBAL SETTINGS</b> .....	6
<b>BANK SETTINGS</b> .....	7-8
<b>BUTTON SETTINGS</b> .....	8
<b>BANK SETTINGS</b> .....	9
- DISPLAY STYLES .....	9
- NO TIMER / SEPARATE TIMERS .....	9
- DAISY CHAINED TIMERS.....	9
<b>BANK SETTINGS</b> .....	10
- TANK CALCULATOR.....	10
- MULTI ZONE CALCULATOR.....	10
- SINGLE ZONE CALCULATOR .....	10
<b>MODE SELECTION</b> .....	11-14
- MULTI TIMER MODES.....	12
- SINGLE TIMER MODES .....	13
<b>PRESET MODES</b> .....	14
<b>CUSTOM MODES</b> .....	15-18
<b>EXECUTOR SETUP</b> .....	19-22
- GROUP PAGE.....	19
- CHASE PAGE.....	19
<b>EXECUTOR SETUP</b> .....	20-22
<b>SHOW BACKUP</b> .....	23-24
<b>USB SETTINGS</b> .....	24
<b>DMX INPUT</b> .....	25
<b>SYSTEM LOCK</b> .....	26
<b>DEVICE PATCH</b> .....	27
<b>DEVICE TROUBLESHOOTING</b> .....	28
<b>PAGE LEFT BLANK INTENTIONALLY</b> .....	30
<b>SAFETY WARNING</b> .....	31
<b>CONTACT US</b> .....	32

# QUICK START GUIDE



## 1. BOOT SHOMASTER

The ShoMaster accepts 110-240v AC. If you plan to utilize the AC Outputs, make sure the connected equipment's voltage requirement matches the input voltage being sent to the ShoMaster.

NAME	DESCRIPTION	CHANNELS	KEY CH	
4 ZONE	TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. CHANNELS PER BUTTON (DMX CH 1, 2, 3, 4) 4 SEPARATE CO2 TIMERS.	4	ALL	SET MODE >
4Z LINK	TRIGGER 4 SEPARATE ZONES W/ DAISSY CHAINED CO2. 1 CHANNEL PER BUTTON (DMX CH 1, 2, 3, 4) 4 SEPARATE CO2 TIMERS.	4	ALL	SET MODE >
2CH 4Z	USED TO TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. 2 CHANNELS PER BUTTON (DMX CH 1, 2, 3, 4, 5, 6, 7, 8) 4 SEPARATE CO2 TIMERS.	8	ALL	SET MODE >
JET + LED	USED TO TRIGGER CLUB CANNON JETS W/ LED ATTACHMENT. KEY LOCKS OUT 1ST CHANNEL. SET LED ATTACHMENT TO SOLI MODE. 1 CO2 TIMER.	10	CH 1	SET MODE >
AC OUTs	KEY LOCKS OUT SELECTED CHANNELS. CO2 METERS CAN BE ACTIVATED OR DEACTIVATED. USES 4 CHANNELS OF DMX IN ADDITION TO AC OUTPUT.	4	1 2 3 4	SET MODE >

## 2. SET MODES

Select the mode(s) that match the equipment you plan to operate. There are several preset modes available, however if no preset mode fits the necessary channeling, configure a custom mode. (Instructions below).

BANK NAME	BANK MODE	START CH	END CH	CH COUNT	
STREAMERS	4 ZONE	1	4	4	<input type="checkbox"/>
CONFETTI	4 ZONE	5	8	4	<input type="checkbox"/>
DS CRYO	4 ZONE	9	12	4	<input type="checkbox"/>
CRYO LED	JET+LED	13	22	10	<input type="checkbox"/>

VALUES DISPLAYED IN RED MUST BE CORRECTED BEFORE PROCEEDING.

ALPHA ADDRESS (AUTO ADDRESS) SAVE & EXIT

## 3. SET ADDRESSES

Each bank has a starting DMX address. Banks cannot overlap addresses. Use the patch menu to automatically calculate available addresses, then set your equipments addresses accordingly. If desired, addresses can be set manually as well.

DS CRYO

SET MODE: 4 ZONE

DMX ADDRESS: 001

TANK CALCULATOR: 20LB, 50LB, 75LB, CLEAR, 30 SECONDS

3 TANKS, 4 JETS

CURRENT TANK VALUES: 60, 60, 60, 60

REFILL #1, REFILL #2, REFILL #3, REFILL #3

DISPLAY STYLE: 60.0

DISABLE BANK ALSO TURNS OFF BUTTON LEDS

SAVE & EXIT

## 4. CONFIGURE CUES

The last step is to configure cue names, colors, timers and bump/hold options. These settings can be accessed on the bank settings page. To access, press the cog wheel inside desired bank on the homepage.



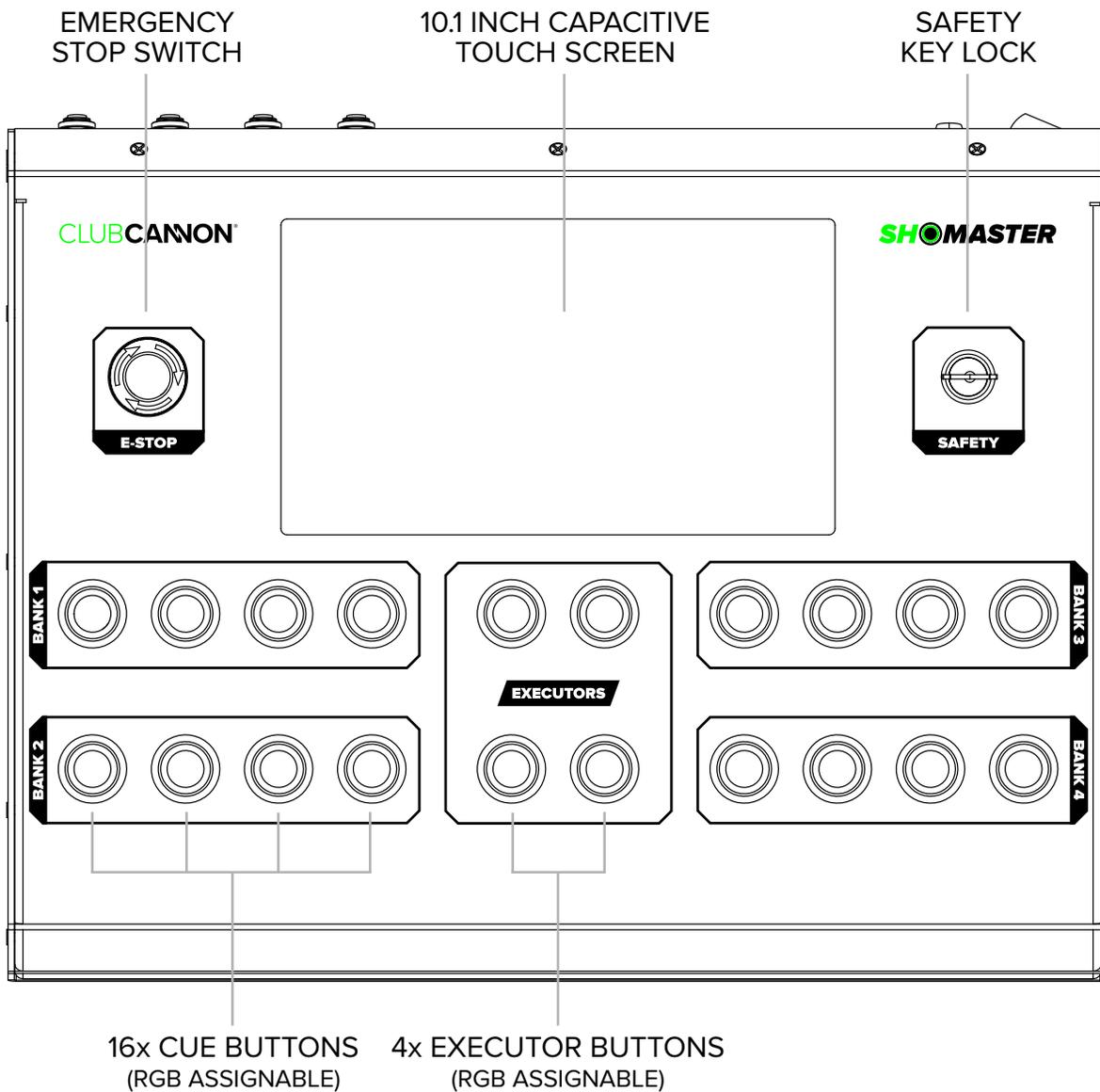
## 5. IT'S SHOTIME

Now that all modes, addresses and cues have been configured, it's time to start the show.

Read through the entire manual for additional capabilities.

# HARDWARE OVERVIEW

## CONSOLE FRONT



### EMERGENCY STOP

When pressed, all AC outputs are disabled & DMX values are set to 0.

### SAFETY KEY LOCK

Key lock enables & disables timers and DMX Output (varies by mode).

### CUE BUTTONS

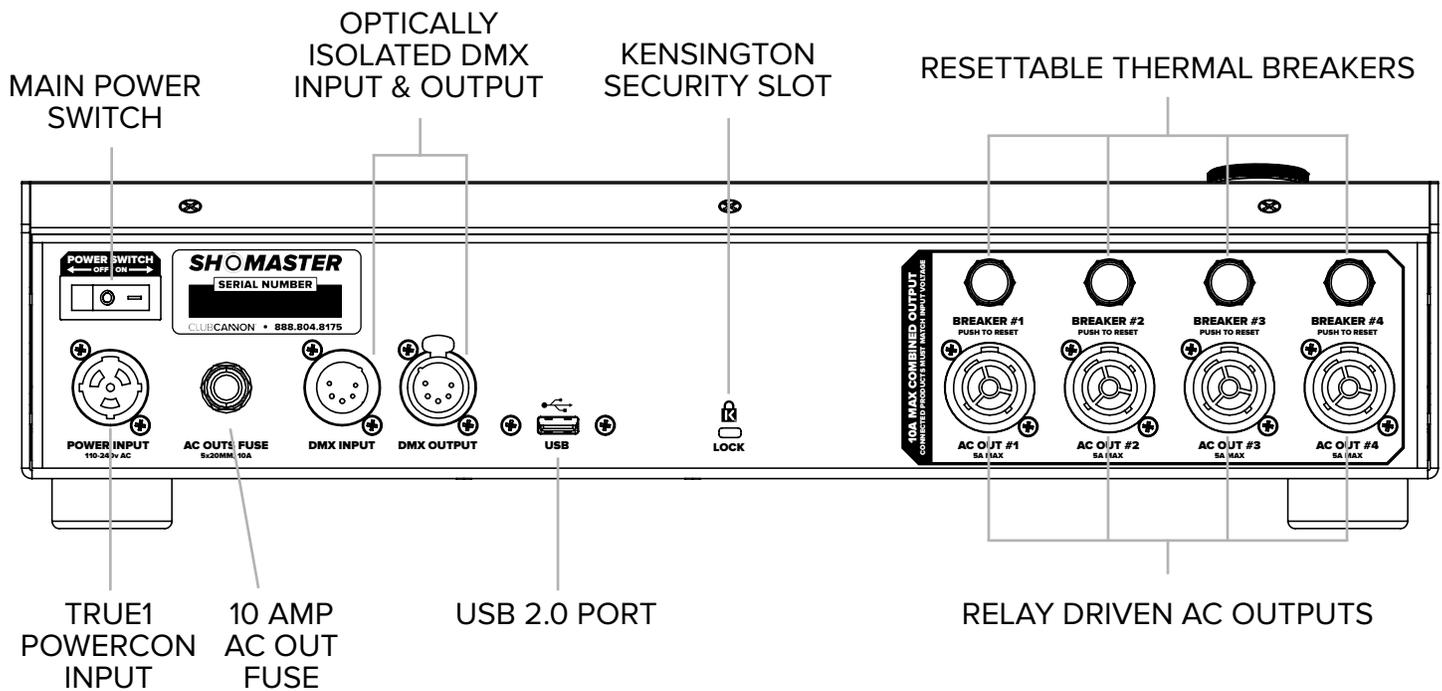
- Each button's LED color can be customized to users preference.
- Cues can be individually labeled for easy identification on the screen.
- LED Attachment & Fog modes have built in macros.

### EXECUTOR BUTTONS

- Each executor button has a customizable group and chase function.
- When button is in group mode, button's LED will be white.
- In chase mode, executor button's LED can be customized.

# HARDWARE OVERVIEW

## CONSOLE REAR



### POWER

Console supports voltage from 110v-240v with True1 PowerCON Input. This voltage is passed to the AC Outputs through a 10A fuse.

### AC OUTPUTS

Each AC output supports 5A max current, through thermal breaker. Max combined current is limited to 10A, fuse protected.

### DMX

One full universe of optically isolated DMX output and input.

- External DMX controller/console can;
  - Trigger AC outputs
  - Trigger SHOMASTER timers
  - Input starting channel can be offset

### USB

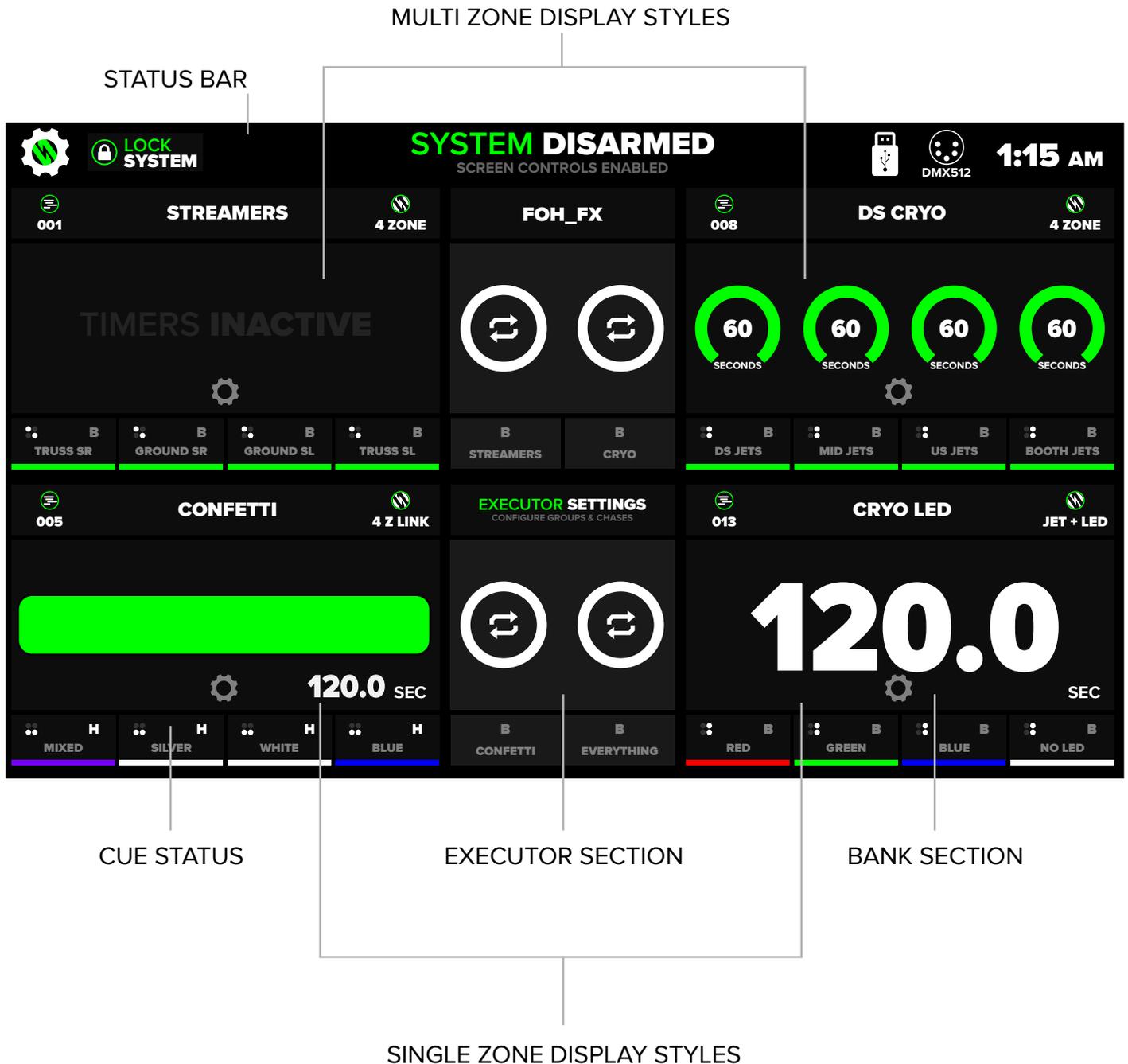
Export and import save files from flash drive. Supports FAT, FAT16 & FAT32 drive formatting. Max supported USB drive size is 32GB.

### KENSINGTON LOCK

Anti-theft slot designed for Kensington Locks.

# HOME SCREEN

This page features quick access to settings, bank modes, bank addresses, timers, executor settings, system lockout & more. When safety key is in the armed position, the console will be locked to this page, and the touch screen's input will be disabled. "LOCK SYSTEM" button is used to disable the console when user is not present. Passcode can be configured in settings, and is unique for each .SHO file.



# HOME SCREEN

## STATUS BAR

SYSTEM SETTINGS

KEY-LOCK STATUS

DMX INPUT STATUS



LOCK SYSTEM

**SYSTEM DISARMED**

SCREEN CONTROLS ENABLED



1:15 AM

SYSTEM LOCKOUT

FOH\_FX

SHOW NAME

USB STATUS

## BANK SECTION

BANK START ADDRESS

BANK NAME

ACTIVE MODE

TIMERS

GROUP ASSIGNMENT

008 DS CRYO 4 ZONE

60 SECONDS

60 SECONDS

60 SECONDS

60 SECONDS

DS JETS B

MID JETS B

US JETS B

BOOTH JETS B

H = HOLD

B = BUMP

CHANGES COLOR WHEN ACTIVE

BUTTON COLOR

BANK SETTINGS

CUE NAME

## EXECUTOR SECTION

BUTTON COLOR  
(WHITE = GROUP, COLOR = CHASE)



GROUP/CHASE  
(TAP FOR QUICK SWAP)

GROUP/CHASE  
NAME

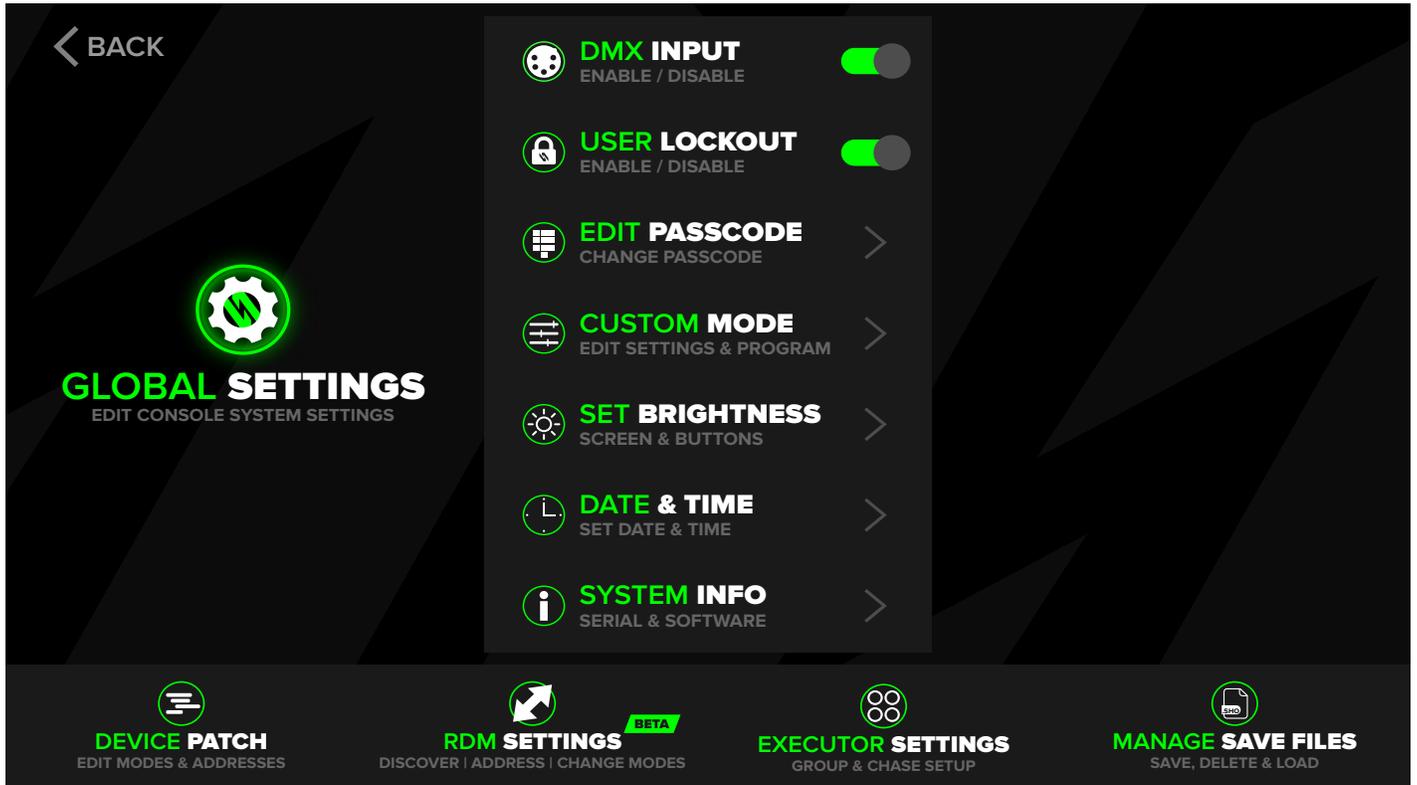
B  
STREAMERS

B  
CRYO

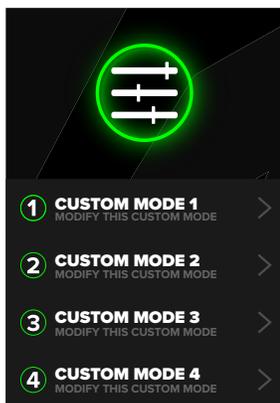
H = HOLD (LATCH)  
B = BUMP (MOMENTARY)

# GLOBAL SETTINGS

This page will be referenced frequently throughout the manual. The Global Settings page is used to configure general settings of the ShoMaster. It also provides a path to access commonly used features like Device Patch, RDM Settings, Executor Settings, and Save Files.

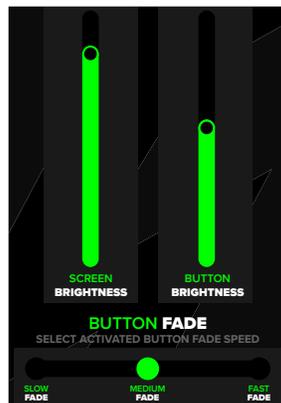


## CUSTOM MODES



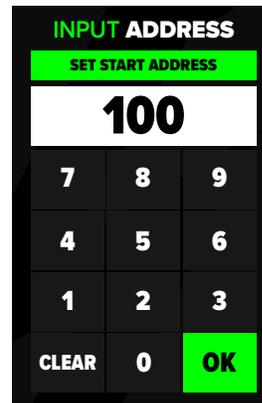
QUICK ACCESS TO CUSTOM MODE SETTINGS.

## ADJUST BRIGHTNESS



ADJUSTABLE SCREEN & BUTTON BRIGHTNESS, AND BUTTON FADE SPEED.

## OFFSET DMX INPUT



CHANGE THE DMX INPUT'S STARTING ADDRESS.

## RESET & REFLEX GAME



BORED AT A SHOW? KILL SOME TIME WITH REFLEX TRAINING.

# BANK SETTINGS

The ShoMaster has 4 available banks, each of which can be customized. To access this page, tap the cog icon in respective bank (located on the home screen). Tank timer values can be calculated and set from the “TANK CALCULATOR” section. Each bank can be assigned a name by tapping the text (i.e. DS CRYO) on the top of this page. Most modes can also have each cue renamed by tapping on the text in the “BUTTON SETTINGS” section (i.e. JET 1).

**BANK NAME**

**BUTTON SETTINGS**

**TIMER SETTINGS**

**DISPLAY STYLE**

**DISABLE THIS BANK**

**SAVE AND RETURN TO HOME PAGE**

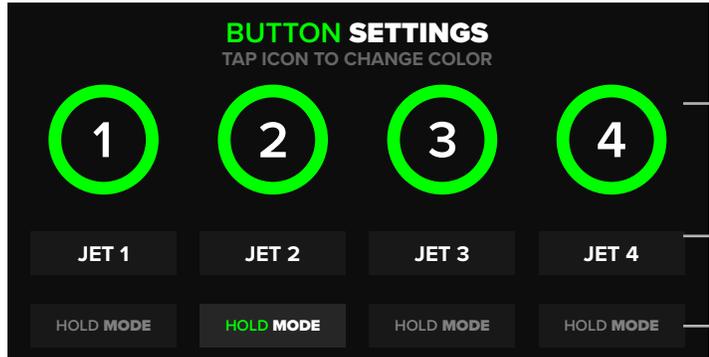
## QUICK TIP

Banks can be disabled if desired. This will “unpatch” the bank from the console, disable the banks DMX output, cue functions & button illumination. This can be useful to avoid operator confusion.

# BANK SETTINGS

## BUTTON SETTINGS

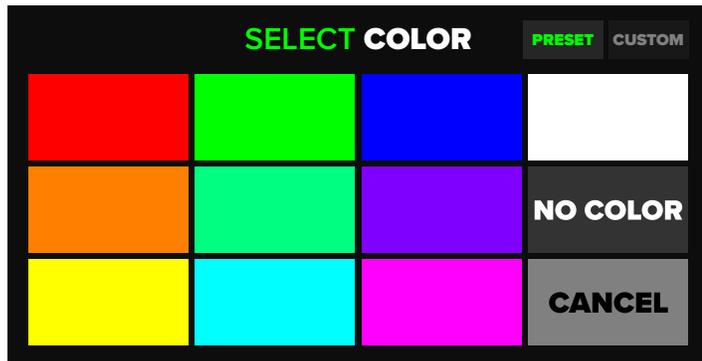
Each cue button can be customized to display a different color & name. Bump (momentary) is the default cue function, but if desired “HOLD MODE” can be utilized for a latching cue.



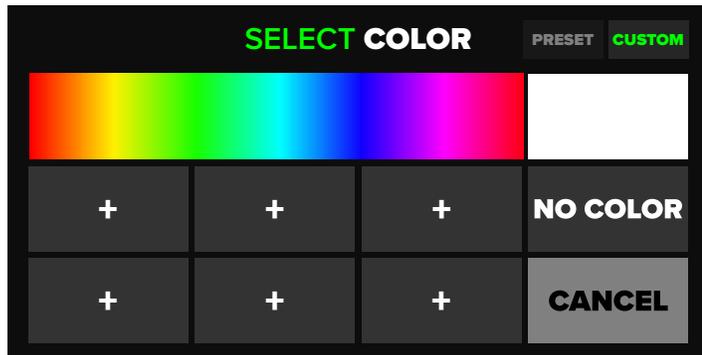
TAP TO CHANGE COLOR  
(HOLD TO CHANGE ENTIRE BANK COLOR)

TAP TO CHANGE CUE NAME

HOLD (LATCH) ENABLE/DISABLE

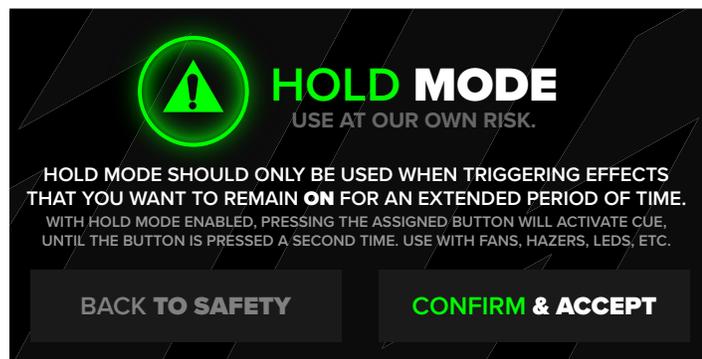


Operator has several color options for cue buttons. To assign a color to an entire bank, press and hold any ring until the “SET COLOR” window appears. NO COLOR is a useful selection to identify an unused cue (turns off the buttons LED).



If a custom color is desired, press the CUSTOM button at the top right corner of the color window. This will allow any color to be selected in the gradient, and then stored for repeated use.

**NOTE:** Custom button colors are not available for LED Attachment & FOG modes, as the macros are hard coded.



When effects are to remain on for an extended duration, utilize HOLD MODE on the desired cues.

User will be prompted with a warning before being able to activate HOLD MODE.

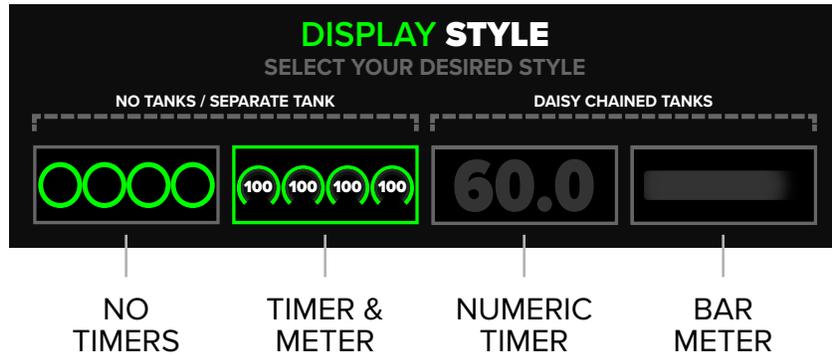
This is useful for lights, fans, hazers, etc.

# BANK SETTINGS

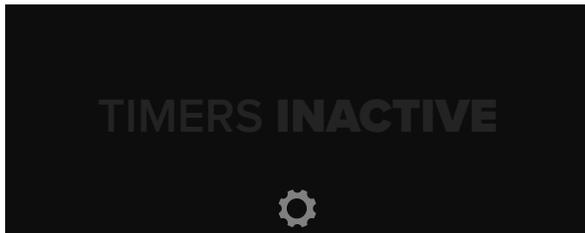
## DISPLAY STYLES

Display styles can be selected for each bank. The applicable display style will depend on which mode and effects are being used on the specific bank. This can also be based on user preference.

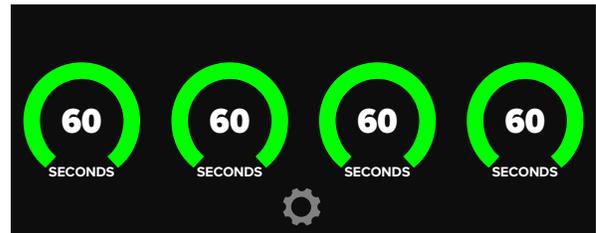
Fog modes do not have a timer display option.



## NO TANK / SEPARATE TANKS

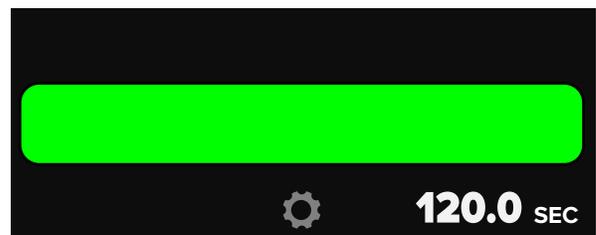


4 Zone and custom modes can be set to have timers disabled.



Alternatively, 4 zone and custom modes can be set to have individual cue timers.

## DAISY CHAINED TANKS



All other modes (excluding fog modes) have the option of large numerical timer, or a visual bar meter with a small numerical timer.

# BANK SETTINGS

## TANK CALCULATOR

Easily calculate the total amount of runtime of your CO2 tanks. The calculator factors in the number of jets and tanks, 1LB/Sec. Tapping on the “SECONDS” number will allow for custom time input for other FX.

Tank times are not available for fog modes, even though the calculator is still displayed.

## MULTI ZONE CALCULATOR

The Multi Zone Calculator interface includes the following elements:

- TANK SIZE SELECTION:** Buttons for 20LB, 50LB (selected), and 75LB.
- WEIGHT:** Toggle between LB and KG.
- CLEAR CALCULATOR:** Button to reset the calculator.
- TANKS:** Selection for 2 TANKS.
- JETS:** Selection for 4 JETS.
- SECONDS:** Selection for 30 SECONDS.
- REFILL ALL:** Button labeled "REFILL ALL WITH ABOVE VALUE" to refill all zones in the bank.
- CURRENT TANK VALUES:** A row of four "60" values.
- ADD CALCULATED TIME TO CURRENT VALUE:** A row of four "ADD TO TIME" buttons.
- REFILL #:** A row of four "REFILL #1" through "REFILL #3" buttons.

Callouts on the right side of the interface:

- CLEAR CALCULATOR
- TAP TO ENTER CUSTOM VALUE
- REFILL ALL ZONES IN BANK
- SET ZONE TO CALCULATED TIME

## SINGLE ZONE CALCULATOR

The Single Zone Calculator interface includes the following elements:

- TANKS:** Selection for 2 TANKS.
- JETS:** Selection for 4 JETS.
- SECONDS:** Selection for 30 SECONDS.
- ADD TO TIME:** Button to add the calculated time to the current value.
- REFILL TIMER:** Button labeled "REFILL TIMER WITH ABOVE VALUE" to set the zone to the calculated time.
- CURRENT SINGLE ZONE TANK VALUE:** A large display showing "60.0".

Callouts on the right side of the interface:

- ADD CALCULATED TIME TO CURRENT VALUE
- SET ZONE TO CALCULATED TIME
- CURRENT TANK VALUE

At the bottom of the interface, it states: "MULTI-ZONE TANK TIMERS ARE NOT AVAILABLE IN THIS MODE"

# MODE SELECTION

The ShoMaster has 4 banks of control, with each bank being assigned a mode. These modes can be thought of as “fixtures” or “preset modes”. Currently there are a total of 8 “preset modes” and 4 custom modes. Custom modes are user configurable, with extensive options.

← BACK				
CO2 MODES		FOG MODES	CUSTOM MODES	
NAME	DESCRIPTION	CHANNELS	KEY CH	
<b>4 ZONE</b>	TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. 1 CHANNEL PER BUTTON (DMX CH 1, 2, 3, 4) + SEPARATE CO2 TIMERS.	4	ALL	SET MODE >
<b>4Z LINK</b>	TRIGGER 4 SEPARATE ZONES W/ DAISY CHAINED CO2. 1 CHANNEL PER BUTTON (DMX CH 1, 2, 3, 4) 1 CO2 TIMER.	4	ALL	SET MODE >
<b>2CH 4Z</b>	USED TO TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. 2 CHANNEL PER BUTTON (DMX CH 1+2, 3+4, 5+6, 7+8) + SEPARATE CO2 TIMERS.	8	ALL	SET MODE >
<b>JET + LED</b>	USED TO TRIGGER CLUB CANNON JETS W/ LED ATTACHMENT. KEY LOCKS OUT 1ST CHANNEL. SET LED ATTACHMENT TO 9CH MODE. 1 CO2 TIMER.	10	CH 1	SET MODE >
<b>AC OUTs</b>	KEY LOCKS OUT SELECTED CHANNELS. CO2 METER CAN BE ACTIVATED OR DEACTIVATED. USES 4 CHANNELS OF DMX IN ADDITION TO AC OUTPUT.	4	<input checked="" type="checkbox"/> 1 <input checked="" type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	SET MODE >

Co2 mode presets are typically used to trigger cryo jets, confetti cannons, etc, but can also be used to trigger other products. All of these modes have 4 separate zones, with the exception of “JET + LED”, which only has one zone of control.

← BACK				
CO2 MODES		FOG MODES	CUSTOM MODES	
NAME	DESCRIPTION	CHANNELS	KEY CH	
<b>CHAUVET VESUVIO II</b>	KEY LOCKS OUT 1ST CHANNEL. KEY MAY DISABLE LEDS. CO2 METER IS INACTIVE IN THIS MODE. COMBINE BUTTONS TO TRIGGER EXTRA COLORS.	15	CH 1	SET MODE >
<b>ADJ FOG FURY JETT</b>	KEY LOCKS OUT 1ST CHANNEL. KEY MAY DISABLE LEDS. CO2 METER IS INACTIVE IN THIS MODE. COMBINE BUTTONS TO TRIGGER EXTRA COLORS.	7	CH 1	SET MODE >
<b>CHAUVET GEYSER</b>	KEY LOCKS OUT 1ST CHANNEL. KEY MAY DISABLE LEDS. CO2 METER IS INACTIVE IN THIS MODE. COMBINE BUTTONS TO TRIGGER EXTRA COLORS.	8	CH 1	SET MODE >

Fog modes are meant to be used with specific vertical fog machines. These modes include color presets and feature a key safety on the fog channel.

← BACK				
CO2 MODES		FOG MODES	CUSTOM MODES	
NAME	CHANNEL COUNT			
<b>CUSTOM MODE 1</b>	<b>20</b>	MODIFY >		SET MODE >
<b>CUSTOM MODE 2</b>	<b>20</b>	MODIFY >		SET MODE >
<b>CUSTOM MODE 3</b>	<b>20</b>	MODIFY >		SET MODE >
<b>CUSTOM MODE 4</b>	<b>20</b>	MODIFY >		SET MODE >

Custom modes can be used when the included preset modes do not support the devices being used, there is a need for specific colors or channels, or there are certain other features that your fixture or device requires to operate.

# MODE SELECTION

## MULTI TIMER MODES

Multi timer modes have the ability to trigger multiple effects from the same bank. For example, 4 separate zones of CO2 jets can be used in a single bank of buttons with 4 separate timers.

<b>4 ZONE</b>	TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. 1 CHANNEL PER BUTTON (DMX CH 1, 2, 3, 4) 4 SEPARATE CO2 TIMERS.	4	ALL	SET MODE >
<b>4Z LINK</b>	TRIGGER 4 SEPARATE ZONES W/ DAISY CHAINED CO2. 1 CHANNEL PER BUTTON (DMX CH 1, 2, 3, 4) 1 CO2 TIMER.	4	ALL	SET MODE >
<b>2CH 4Z</b>	USED TO TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. 2 CHANNEL PER BUTTON (DMX CH 1+2, 3+4, 5+6, 7+8) 4 SEPARATE CO2 TIMERS.	8	ALL	SET MODE >
<b>JET + LED</b>	USED TO TRIGGER CLUB CANNON JETS W/ LED ATTACHMENT. KEY LOCKS OUT 1ST CHANNEL. SET LED ATTACHMENT TO 9CH MODE. 1 CO2 TIMER.	10	CH 1	SET MODE >
<b>AC OUTs</b>	KEY LOCKS OUT SELECTED CHANNELS. CO2 METER CAN BE ACTIVATED OR DEACTIVATED. USES 4 CHANNELS OF DMX IN ADDITION TO AC OUTPUT.	4	<input checked="" type="checkbox"/> 1 <input checked="" type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	SET MODE >

By default, custom modes have 4 separate timers. Custom modes currently can only be set to display 4 timers, or no timers. The DMX channel that is being tracked by the timer is assignable in the custom mode settings page.

For example, if you are using a custom mode to trigger a product with 3 channels (Heater, Fan, Solenoid), you will most likely want the solenoid channel to be assigned to a timer.

<b>CUSTOM MODE 1</b>	<b>20</b>	MODIFY >	SET MODE >
<b>CUSTOM MODE 2</b>	<b>20</b>	MODIFY >	SET MODE >
<b>CUSTOM MODE 3</b>	<b>20</b>	MODIFY >	SET MODE >
<b>CUSTOM MODE 4</b>	<b>20</b>	MODIFY >	SET MODE >

# MODE SELECTION

## SINGLE TIMER MODES

Single zone modes can be used in situations where all jets or effects are always triggered from the same group of tanks (or daisy chained jets, pulling from multiple tank pods). These modes display only one timer.

<b>4 ZONE</b>	TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. 1 CHANNEL PER BUTTON (DMX CH 1, 2, 3, 4) 4 SEPARATE CO2 TIMERS.	4	ALL	SET MODE >
<b>4Z LINK</b>	TRIGGER 4 SEPARATE ZONES W/ DAISY CHAINED CO2. 1 CHANNEL PER BUTTON (DMX CH 1, 2, 3, 4) 1 CO2 TIMER.	4	ALL	SET MODE >
<b>2CH 4Z</b>	USED TO TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. 2 CHANNEL PER BUTTON (DMX CH 1+2, 3+4, 5+6, 7+8) 4 SEPARATE CO2 TIMERS.	8	ALL	SET MODE >
<b>JET + LED</b>	USED TO TRIGGER CLUB CANNON JETS W/ LED ATTACHMENT. KEY LOCKS OUT 1ST CHANNEL. SET LED ATTACHMENT TO 9CH MODE. 1 CO2 TIMER.	10	CH 1	SET MODE >
<b>AC OUTs</b>	KEY LOCKS OUT SELECTED CHANNELS. CO2 METER CAN BE ACTIVATED OR DEACTIVATED. USES 4 CHANNELS OF DMX IN ADDITION TO AC OUTPUT.	4	<input checked="" type="checkbox"/> 1 <input checked="" type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4	SET MODE >

Fog modes do not display a timer, but act as one “ZONE”, meaning the output channel is shared across all 4 cue buttons. Each button in that bank will control different LED colors on the product, in addition to the fog output.

<b>CHAUVET VESUVIO II</b>	KEY LOCKS OUT 1ST CHANNEL, KEY MAY DISABLE LEDS. CO2 METER IS INACTIVE IN THIS MODE. COMBINE BUTTONS TO TRIGGER EXTRA COLORS.	15	CH 1	SET MODE >
<b>ADJ FOG FURY JETT</b>	KEY LOCKS OUT 1ST CHANNEL, KEY MAY DISABLE LEDS. CO2 METER IS INACTIVE IN THIS MODE. COMBINE BUTTONS TO TRIGGER EXTRA COLORS.	7	CH 1	SET MODE >
<b>CHAUVET GEYSER</b>	KEY LOCKS OUT 1ST CHANNEL, KEY MAY DISABLE LEDS. CO2 METER IS INACTIVE IN THIS MODE. COMBINE BUTTONS TO TRIGGER EXTRA COLORS.	8	CH 1	SET MODE >

# MODE SELECTION

## PRESET MODES

NAME	DESCRIPTION	CHANNELS	KEY CH
<b>4 ZONE</b>	TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. 1 CHANNEL PER BUTTON (DMX CH 1, 2, 3, 4) 4 SEPARATE CO2 TIMERS.	4	ALL
<b>4Z LINK</b>	TRIGGER 4 SEPARATE ZONES W/ DAISY CHAINED CO2. 1 CHANNEL PER BUTTON (DMX CH 1, 2, 3, 4) 1 CO2 TIMER.	4	ALL
<b>2CH 4Z</b>	USED TO TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. 2 CHANNEL PER BUTTON (DMX CH 1+2, 3+4, 5+6, 7+8) 4 SEPARATE CO2 TIMERS.	8	ALL
<b>JET + LED</b>	USED TO TRIGGER CLUB CANNON JETS W/ LED ATTACHMENT. KEY LOCKS OUT 1ST CHANNEL. SET LED ATTACHMENT TO 9CH MODE. 1 CO2 TIMER.	10	CH 1
<b>AC OUTs</b>	KEY LOCKS OUT SELECTED CHANNELS. CO2 METER CAN BE ACTIVATED OR DEACTIVATED. USES 4 CHANNELS OF DMX IN ADDITION TO AC OUTPUT.	4	<input checked="" type="checkbox"/> 1 <input checked="" type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input checked="" type="checkbox"/> 4
<b>CHAUVET VESUVIO II</b>	KEY LOCKS OUT 1ST CHANNEL, KEY MAY DISABLE LEDS. CO2 METER IS INACTIVE IN THIS MODE. COMBINE BUTTONS TO TRIGGER EXTRA COLORS.	15	CH 1
<b>ADJ FOG FURY JETT</b>	KEY LOCKS OUT 1ST CHANNEL, KEY MAY DISABLE LEDS. CO2 METER IS INACTIVE IN THIS MODE. COMBINE BUTTONS TO TRIGGER EXTRA COLORS.	7	CH 1
<b>CHAUVET GEYSER</b>	KEY LOCKS OUT 1ST CHANNEL, KEY MAY DISABLE LEDS. CO2 METER IS INACTIVE IN THIS MODE. COMBINE BUTTONS TO TRIGGER EXTRA COLORS.	8	CH 1

**NOTE:** The 4 checkboxes shown in the AC OUTs section correspond to key control of that specific relay. i.e., if running a fan using an AC OUT, you will likely not want the output tied to the key lock switch.

**Checked box** = key required for output.

**Unchecked box** = key not required for output.

In addition to the modes listed above, the ShoMaster also has 4x customizable modes, explained below.

# CUSTOM MODES

Custom modes can be configured to control products that require DMX channeling that does not match with an existing preset mode. Custom modes have 20 configurable channels, that can be shared between the 4 buttons in any given bank. If the user utilizes a custom mode in all 4 banks, there will be a total of 80 DMX channels.

Each custom mode can be assigned a name for easy identification. User can also elect to display 0-255, or a percentage (0-100%).

**MODE NAME - LONG** CUSTOM MODE 1      **MODE NAME - SHORT** CUSTOM 1      SWITCH BETWEEN DECIMAL & PERCENT 0-255 DECIMAL 0-100%

TAP TO EDIT      TAP TO EDIT

Channel	Color/Label	Slider Value	Output
1	VALVE	255	OFF
2	RED	77	OFF
3	GREEN	175	OFF
4	BLUE	36	OFF
5	AMBER	0	OFF
6	WHITE	0	OFF
7	UV	0	OFF
8	DIM	255	OFF
9	STROBE	0	OFF
10	MACRO	0	OFF

**PROGRAMMING AREA**

**CAUTION**  
LIVE MODE WILL OUTPUT THE DMX VALUES DISPLAYED ON THE LEFT. EXTRA PRECAUTION SHOULD BE TAKEN WHEN USING THIS FEATURE.

BLIND  LIVE

**ACTIVE BUTTON**

○ ○ ○ ○ ○  
← 1 →

**CLEAR BUTTON**  
ZERO VALUES FOR BUTTON

**SAVE BUTTON**  
STORE CURRENT VALES

**MODE SETTINGS**  
CH COUNT & MORE

**EXIT SETUP**  
SHOTIME.

ENABLE/DISABLE DMX OUTPUT

CURRENT BUTTON BEING EDITED

SET ALL VALUES TO "0"

HIGHLIGHTED WHEN UN- SAVED

CUSTOMIZE MODE

On the left side of the custom mode screen, user has several control options. By default, when configuring a custom mode, the ShoMaster will not actively send DMX output. If desired, user can toggle to LIVE, which will prompt a starting address be entered. This will enable DMX output in real time, starting at the entered DMX address.

To clear channel values, simply drag the sliders to desired position, or utilize the CLEAR BUTTON function. This will set all channels to 0.

After desired channels have been configured, press SAVE BUTTON. This will save the channel settings to the active button, which is identified by the illuminated ring in the ACTIVE BUTTON section.

# CUSTOM MODES

## SETTING VALUES

When creating a custom mode, we recommend setting a function name to each channel. For example, if you are configuring a custom mode to control a CO2 Jet & LED, the channels would look like the below image. (i.e. Valve / Red / Green / Blue / ETC). This makes configuring your buttons much more intuitive.

**TIP:** Press and hold the channel value number to bring up a keypad. This will give the user precise control of each channel's DMX value.

CHANNEL NUMBER — 1 VALVE 255  
2 RED 77  
3 GREEN 175  
4 BLUE 36  
CHANNEL TYPE — 5 AMBER 0  
6 WHITE 0  
7 UV 0  
8 DIM 255  
9 STROBE 0  
10 MACRO 0

CHANNEL VALUE

PRESS & HOLD NUMBER TO ENTER CUSTOM VALUE

MODE NAME - LONG CUSTOM MODE 1  
MODE NAME - SHORT CUSTOM 1  
0-255 DECIMAL 0-100%

1	VALVE	255	OFF	
2	RED	77	OFF	
3	GREEN	175	OFF	
4	BLUE	36	OFF	
5	AMBER	0	OFF	
6	WHITE	0	OFF	
7	UV	0	OFF	
8	DIM	255	OFF	
9	STROBE	0	OFF	
10	MACRO	0	OFF	

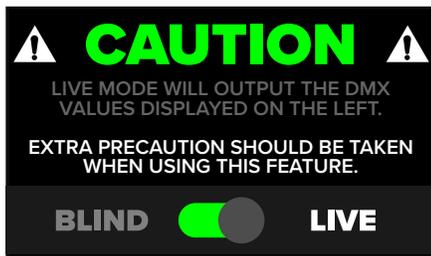
EDITING CH 1  
255

7 8 9  
4 5 6  
1 2 3  
CLEAR 0 SET  
CANCEL

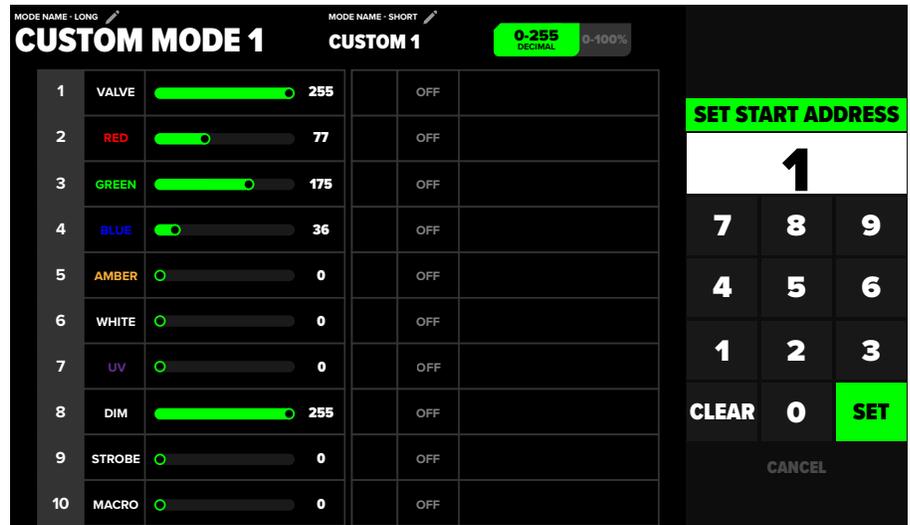
# CUSTOM MODES

## LIVE OUTPUT

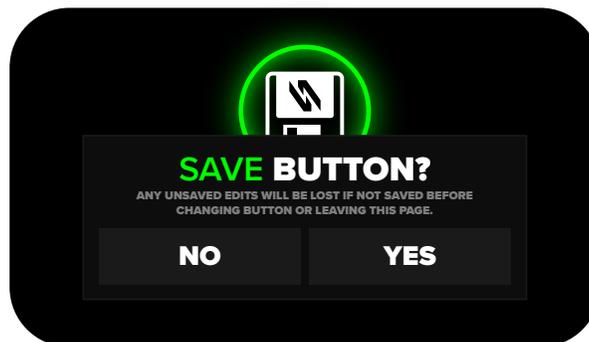
The LIVE OUTPUT feature is useful when user would like to preview or tweak the desired look before saving the cue. When the LIVE toggle is enabled, user will be prompted to enter a starting DMX address. This address should match the starting address of the product you are programming. Once the SET button is pressed, the DMX signal will begin to output.



Extra precaution should be taken when using the LIVE OUTPUT feature to avoid accidental triggering of FX equipment.



Once the desired look has been configured, press SAVE BUTTON. If user attempts to leave the configuration page before saving the button, a prompt will appear asking if the button should be saved or not. Pressing NO will exit without changes saved, while pressing YES will save changes.



Once all settings are configured across the 4 buttons, activate the mode on desired bank.

Custom modes can be used on multiple banks simultaneously, allowing control of these products in different locations or different starting DMX addresses.

# CUSTOM MODES

## MODE SETTINGS

When setting up a custom mode, user will have several options available, including;

- Number of channels (1 to 20)
- Channel type (channel's function)
- Key Role (when checked, channel cannot be triggered unless key is in the "armed" position)
- Timer Assignment (what channels are connected to the timer display)

**CUSTOM MODE 1**

CH	CHANNEL TYPE	KEY	CH	CHANNEL TYPE	KEY
1	VALVE	<input checked="" type="checkbox"/>	11	INACTIVE	<input type="checkbox"/>
2	RED	<input type="checkbox"/>	12	INACTIVE	<input type="checkbox"/>
3	GREEN	<input type="checkbox"/>	13	INACTIVE	<input type="checkbox"/>
4	BLUE	<input type="checkbox"/>	14	INACTIVE	<input type="checkbox"/>
5	AMBER	<input type="checkbox"/>	15	INACTIVE	<input type="checkbox"/>
6	WHITE	<input type="checkbox"/>	16	INACTIVE	<input type="checkbox"/>
7	UV	<input type="checkbox"/>	17	INACTIVE	<input type="checkbox"/>
8	DIM	<input type="checkbox"/>	18	INACTIVE	<input type="checkbox"/>
9	STROBE	<input type="checkbox"/>	19	INACTIVE	<input type="checkbox"/>
10	MACRO	<input type="checkbox"/>	20	INACTIVE	<input type="checkbox"/>

**MODE SETTINGS**

**INFO**  
KEY CHECKBOX ALLOWS MARKED CHANNEL TO EITHER IGNORE KEY OR ONLY TRIGGER WITH KEY.  
NUMBER OF CHANNELS EFFECTS MODE PATCH SIZE.

**CHANNEL COUNT**  
10

**DMX TIMERS**  
EDIT EXTERNAL TRIGGERS

**CANCEL CHANGES**  
EXIT WITHOUT SAVING

**DEFAULT SETUP**  
RESET MODE SETTINGS

**SAVE SETTINGS**  
SAVE MODE SETTINGS

TAP TO CHANGE CHANNEL TYPE

ENABLE/DISABLE KEY REQUIREMENT

ADJUST CHANNEL COUNT

EDIT EXTERNAL TIMER TRIGGER

EXIT WITHOUT SAVING

RESET SETTING TO DEFAULT

SAVE & EXIT

**CHANNEL TYPE**

VALVE	COLOR
DIMMER	FOG
RELAY	FAN
STROBE	HAZE
RED	SAFETY
GREEN	HEATER
BLUE	ZOOM
WHITE	PAN
AMBER	TILT
UV	ROTATE
CANCEL	

**DMX TIMER SETTINGS**

**INFO**  
"0" DEACTIVATES DMX INPUT TRACKING FOR THAT BUTTON.

**DMX TIMER**  
DMX TIMER TRIGGER

**SELECT TRIGGER CHANNELS**

1  
BUTTON 1

0  
BUTTON 2

0  
BUTTON 3

0  
BUTTON 4

**SAVE TIMERS**  
LET'S GO

The DMX Timer refers to the channel that will be triggering the timer that is displayed on the homepage. For example, if you have a product that uses 3 channels (Safety /Heat / Solenoid), you will likely want the solenoid channel to be tracked.

Tracked channels cannot be shared across multiple buttons in the same custom mode.

# EXECUTOR SETUP

Executors are a tool used to trigger multiple cues at once. There are a total of 4 executors, each of which have 2 available modes, GROUP & CHASE. Both the GROUP & CHASE modes need to be configured before use. To configure, navigate to the Executor Settings page, which can be found in the Global Settings page, or via the quick access button displayed on the homepage.



OR



## GROUP PAGE

**EXECUTOR SETTINGS**  
CONFIGURE GROUPS & CHASES

**GROUP EXECUTOR**

- PRESS THE GROUP BUTTON YOU WOULD LIKE TO MODIFY.**  
GROUP EXECUTORS ARE ALWAYS ILLUMINATED WHITE.
- PRESS ANY CUE BUTTONS TO INCLUDE IN THE GROUP.**  
-IF BUTTON LED IS OFF, IT IS NOT MAPPED TO THE CURRENT GROUP.  
-IF BUTTON LED IS WHITE, IT IS MAPPED TO THE CURRENT GROUP.  
-CUE NAMES ARE DISPLAYED AT BOTTOM OF SCREEN FOR REFERENCE.
- PRESS SAVE, AFTER CONFIGURING ALL GROUP BUTTONS.**  
BE AWARE THAT CUES ASSIGNED TO GROUP BUTTONS REMAIN ACTIVE AND ARE INCLUDED IN GROUPS, EVEN IF A BANK'S MODE OR ADDRESS IS CHANGED.

**HOLD MODE**

**HOLD ENABLED**

BY DEFAULT, GROUP BUTTON ARE MOMENTARY.  
WITH HOLD ENABLED, THE GROUP RUNS UNTIL PRESSED A SECOND TIME.  
USEFUL WHEN RUNNING SAFETY CHANNELS, LIGHTS, FANS, ETC.

**CLEAR GROUP**  
CLEAR ACTIVE BUTTONS

**SAVE SETTINGS**  
BACK TO HOME SCREEN

TRUSS SR	GROUND SR	GROUND SL	TRUSS SL	DS JETS	MID JETS	US JETS	BOOTH JETS
MIXED	SILVER	WHITE	BLUE	RED	GREEN	BLUE	NO LED

Groups are useful when a series of cues are to be triggered at the same time. Setting up a group is simple. Enter the executor settings page, select GROUP SETUP, ensure the desired executor button is selected, then simply press the desired buttons to included in this group.

For convenience, the entire list of cue names is displayed at the bottom of the page.

## CHASE PAGE

**EXECUTOR SETTINGS**  
CONFIGURE GROUPS & CHASES

**CHASE BUILDER**

**CHASE INFO**  
HOW-TO SETUP

**CHASE SETTINGS**  
STEPS | LOOPS | COLORS

**CHASE RUNTIME**  
2.0 SECONDS

**ACTIVE STEP**  
1

**CLEAR THIS STEP**  
HOLD TO CLEAR ALL STEPS

**SAVE & EXIT**  
SHOTIME

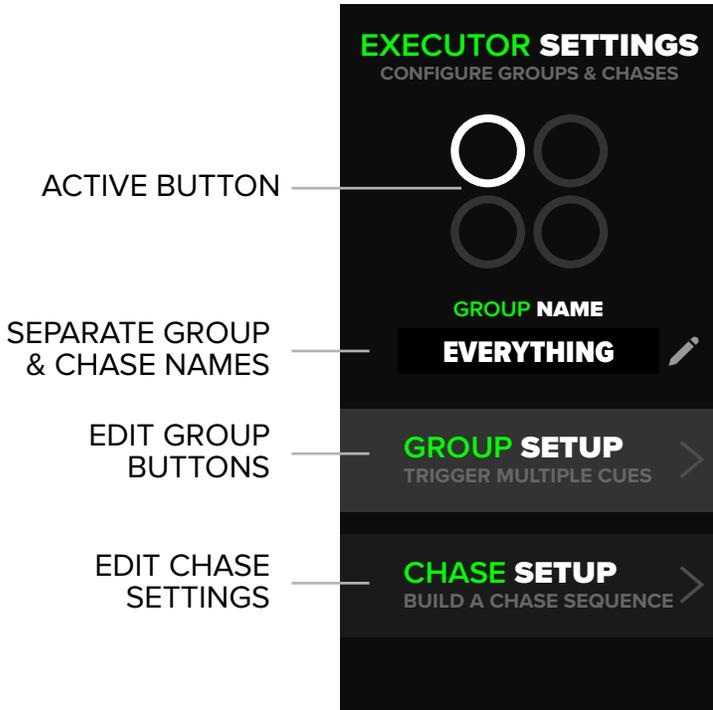
TRUSS SR	GROUND SR	GROUND SL	TRUSS SL	DS JETS	MID JETS	US JETS	BOOTH JETS
MIXED	SILVER	WHITE	BLUE	RED	GREEN	BLUE	NO LED

Chases are used to trigger a sequence of cues, with a specified duration. Chases are consisted of multiple "Steps", that flow together. To setup a chase, first configure the settings to include how many steps are needed, how many times you want the chase to loop, and the executor button's LED color. Steps are configured in the same manner as groups.

Modify each steps runtime, then save the chase.

# EXECUTOR SETUP

## SETTINGS PANEL



The display will show you the active executor that is being modified. We recommend naming both the Group & Chase for easy identification.

When configuring both Group & Chase, a list of all available cues is displayed at the bottom of the page. We recommend naming all cues for a seamless experience of programming & operation.

Cue names display grey when idle, and display white when they are actively assigned to the Group or Chase currently being modified.

ACTIVE CUE

TRUSS SR	GROUND SR	GROUND SL	TRUSS SL	DS JETS	MID JETS	US JETS	BOOTH JETS
MIXED	SILVER	WHITE	BLUE	RED	GREEN	BLUE	NO LED

INACTIVE CUE

BANK 1 SHOWING SELECTED CUES



# EXECUTOR SETUP

## GROUP SETUP

### GROUP EXECUTOR

- 1 PRESS THE GROUP BUTTON YOU WOULD LIKE TO MODIFY.**  
GROUP EXECUTORS ARE ALWAYS ILLUMINATED WHITE.
- 2 PRESS ANY CUE BUTTONS TO INCLUDE IN THE GROUP.**  
-IF BUTTON LED IS OFF, IT IS NOT MAPPED TO THE CURRENT GROUP.  
-IF BUTTON LED IS WHITE, IT IS MAPPED TO THE CURRENT GROUP.  
-CUE NAMES ARE DISPLAYED AT BOTTOM OF SCREEN FOR REFERENCE.
- 3 PRESS SAVE, AFTER CONFIGURING ALL GROUP BUTTONS.**  
BE AWARE THAT CUES ASSIGNED TO GROUP BUTTONS REMAIN ACTIVE AND ARE INCLUDED IN GROUPS, EVEN IF A BANK'S MODE OR ADDRESS IS CHANGED.

**HOLD MODE**

**HOLD ENABLED** BY DEFAULT, GROUP BUTTON ARE MOMENTARY.  
WITH HOLD ENABLED, THE GROUP RUNS UNTIL PRESSED A SECOND TIME.  
USEFUL WHEN RUNNING SAFETY CHANNELS, LIGHTS, FANS, ETC.

**CLEAR GROUP** CLEAR ACTIVE BUTTONS **SAVE SETTINGS** BACK TO HOME SCREEN

## CHASE SETUP

### CHASE BUILDER

ACTIVE STEP	<b>STEP 1</b> 0.5	INACTIVE 0.0	<b>CHASE INFO</b> <small>HOW-TO SETUP</small> → QUICK HELP	
	STEP 2 0.5	INACTIVE 0.0		<b>CHASE SETTINGS</b> <small>STEPS   LOOPS   COLORS</small> → CHASE SETTINGS
	STEP 3 0.5	INACTIVE 0.0		
EDITABLE STEP	<b>STEP 4</b> 0.5	INACTIVE 0.0		<b>CHASE RUNTIME</b> 2.0 <small>SECONDS</small> → TOTAL CHASE RUNTIME
	INACTIVE 0.0	INACTIVE 0.0		<b>ACTIVE STEP</b> ← 1 → INCREMENT STEP
TAP TO EDIT STEP DURATION	INACTIVE 0.0	INACTIVE 0.0		
	INACTIVE 0.0	INACTIVE 0.0		<b>CLEAR THIS STEP</b> <small>HOLD TO CLEAR ALL STEPS</small> → CLEAR ACTIVE STEP
	INACTIVE 0.0	INACTIVE 0.0		
	INACTIVE 0.0	INACTIVE 0.0		<b>SAVE &amp; EXIT</b> <small>SHOTIME.</small> →
DISABLED STEPS	INACTIVE 0.0	INACTIVE 0.0		

HOLD TO EDIT ALL STEPS DURATION

# EXECUTOR SETUP

## CHASE SETTINGS

**TOTAL STEPS**

< **4** >

CHASES ARE CONFIGURED USING A SERIES OF STEPS. EACH CHASE HAS A MINIMUM OF 1 STEP, MAX 20 STEPS. EACH STEP HAS AN INDIVIDUAL DURATION SETTING ON THE BUILDER PAGE.

**NUMBER OF LOOPS**

< **0** >

WITH LOOPS, THE CHASE CAN BE LOOPED FOR REPEATED PLAYBACK. WHEN THE BUTTON IS HELD DOWN, THE CHASE WILL RUN THIS NUMBER OF TIMES BEFORE AUTOMATICALLY DEACTIVATING.

**NOTE:** WHEN THE LOOP NUMBER IS 0, THE CHASE WILL LOOP CONTINUOUSLY AS LONG AS THE BUTTON IS HELD DOWN.

**HOLD MODE**

**HOLD ENABLED**

BY DEFAULT, CHASE BUTTONS ARE MOMENTARY. **WITH HOLD ENABLED, THE CHASE WILL RUN A FULL CYCLE.**

**NOTE:** WHEN THE LOOP NUMBER IS 0, THE CHASE WILL LOOP CONTINUOUSLY UNTIL THE CHASE BUTTON IS PRESSED A SECOND TIME.

**BUTTON LED COLOR**

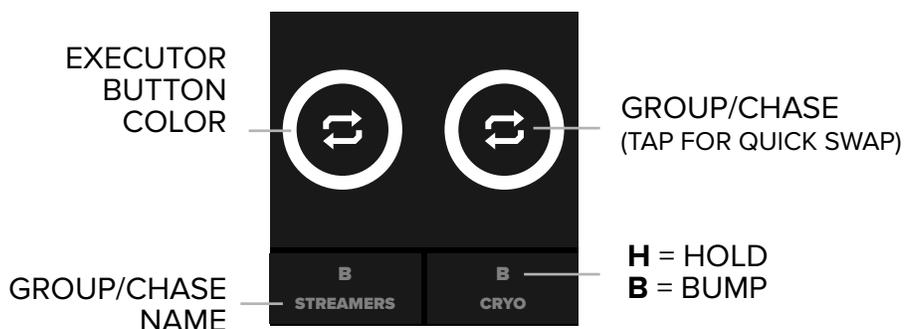
Red Orange Yellow Green Cyan Blue Purple Magenta

 **SAVE SETTINGS** >  
CONTINUE TO SETUP

## HOMESCREEN CONTROL

User can switch between Group & Chase directly from the homescreen by touching the swap icon. White executor LEDs designate a Group, any other color designates a Chase.

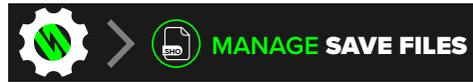
The name of the Group & Chase will also be displayed, in addition to the function currently set to the executor (BUMP / HOLD).



# SHOW BACKUP

Backing up and loading show files has never been easier. The ShoMaster can save 10 shows internally, and 10 shows externally via USB. Shows can be loaded quickly from internal memory, or external USB drive. The extension for show files is .SHO

To access saving, navigate to Global Settings > Manage Save Files.



	SHOW NAME	LOAD SHOW	SAVE SHOW
<p><b>MANAGE SAVE FILES</b> SAVE, DELETE &amp; LOAD</p> <p><b>USB SETTINGS</b> FILE DIRECTORY   IMPORT   EXPORT</p> <p>EXTERNAL INTERNAL</p> <p>INSERT USB DISK TO REVEAL OPTIONS</p>	<b>FOH_FX</b> LOAD / SAVE		<b>EMPTY</b> LOAD / SAVE
	<b>SNAP_1</b> LOAD / SAVE		<b>EMPTY</b> LOAD / SAVE
	<b>EMPTY</b> LOAD / SAVE		<b>EMPTY</b> LOAD / SAVE
	<b>EMPTY</b> LOAD / SAVE		<b>EMPTY</b> LOAD / SAVE
	<b>EMPTY</b> LOAD / SAVE		<b>EMPTY</b> LOAD / SAVE

**DELETE SHOW**  
SELECT FILE TO DELETE

**CLONE SHOW**  
SELECT FILE TO CLONE

**NEW SHOW**  
CREATE A NEW SHOW



To delete one or more shows, click icon and proceed accordingly. Useful for clearing out old, unused show files.



Sometimes a show needs to be tweaked slightly, but not recreated entirely. The clone feature is extremely useful for these situations.



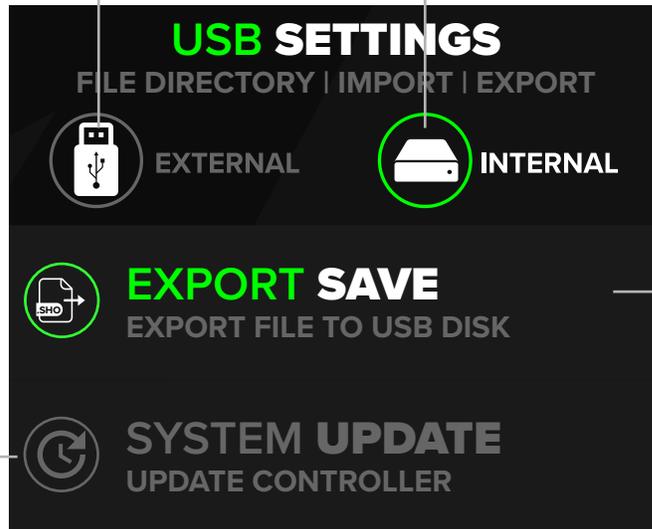
This will generate a new, entirely blank show. Modes, timers, cue names, groups, chases, button colors will all need to be configured.

# SHOW BACKUP

## USB SETTINGS

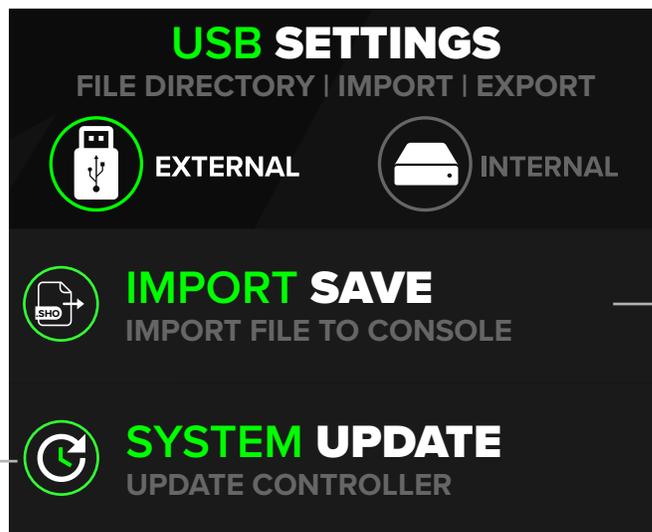
IF DRIVE IS DISCOVERED,  
ICON WILL CHANGE TO WHITE

SELECTED DRIVE  
HIGHLIGHTED GREEN



EXPORT SHO FILE TO  
EXTERNAL FLASH DRIVE

IF SYSTEM  
UPDATE IS  
DISCOVERED  
ON USB DRIVE,  
SYSTEM UPDATE  
BUTTON WILL  
ACTIVATE



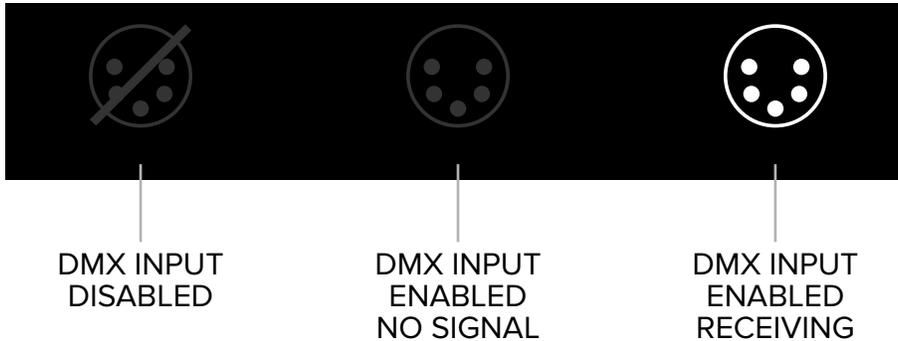
IMPORT SHO FILE FROM  
EXTERNAL FLASH DRIVE

USB options will not be selectable until a drive is connected to the USB port on the ShoMaster.

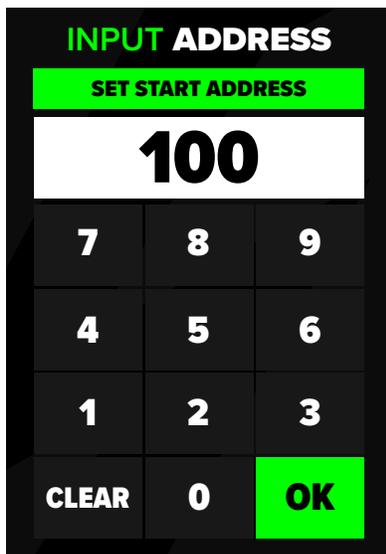
The SYSTEM UPDATE option will only be available if a valid update file is present on the USB Drive. System updates will be available for download online. Customers will receive an email notification when new updates are released. When a software update is initiated, a changelog will be displayed.

# DMX INPUT

DMX input allows the ShoMaster to be controlled via an external DMX source. This is useful when front of house, talent, or artists representatives request control of the FX. The icons displayed on the top of the homepage indicate the DMX input status, and also allow DMX input to be disabled. In order for the incoming DMX to control the ShoMaster, DMX input must be turned on, and the key must be in the armed position. When DMX input is triggering cues, the timers will run, and the cue buttons may illuminate to indicate which cues are being triggered.



PRESS TO CHANGE DMX INPUT STARTING ADDRESS



In addition to the homepage DMX icon, input can be enabled/disabled via the global settings page (Image above).

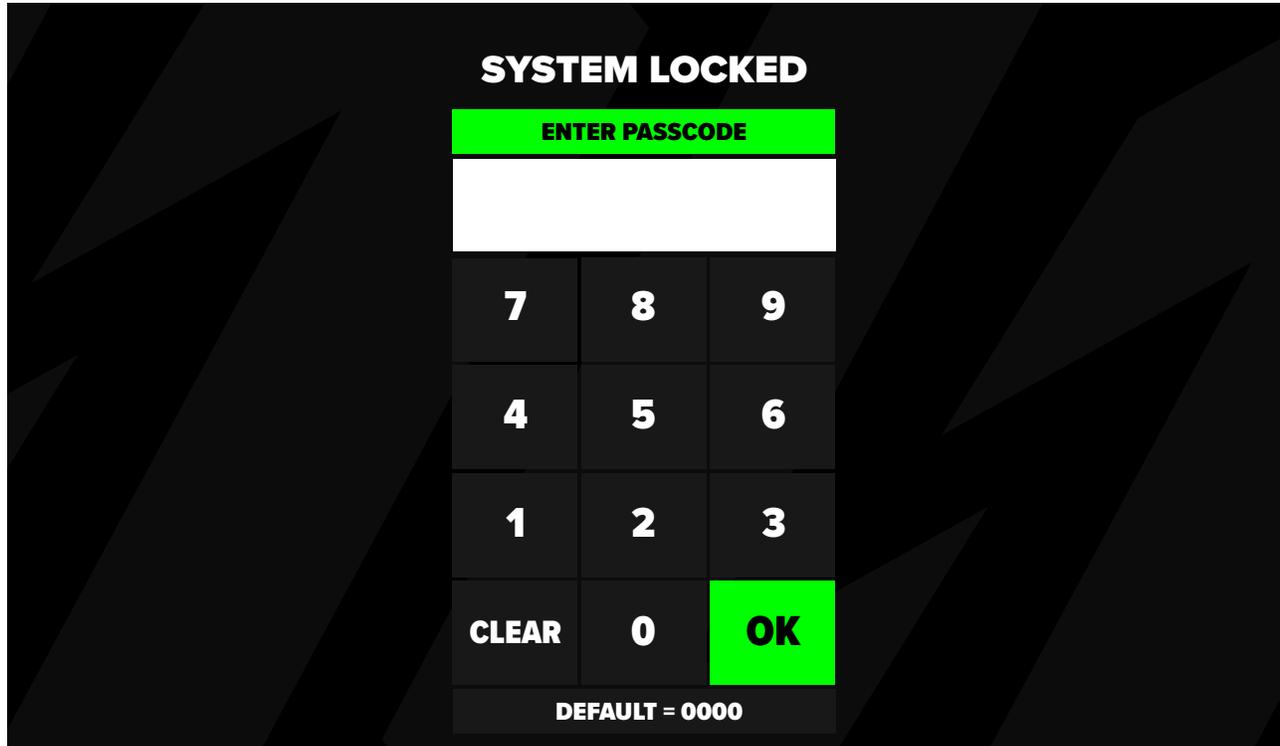
Another useful option is the ability to offset the DMX input starting address. This can be helpful if the input device is only capable of sending a small number of DMX channels, or if addresses were changed after initial setup. For example, if the input device only has 12 channels of control, but user would like the input to control zone 4, which is on channels 12-15, the user could start the DMX input address at 12.

# SYSTEM LOCK

System Lock is a feature that allows the ShoMaster to be passcode protected, similar to a smartphone. Useful when the operator needs to step away from the console, and doesn't want to risk having any FX accidentally triggered.

System Lock can be initiated by pressing the icon on the top left of the homescreen (image below).

**NOTE:** The System Lock can be overridden by arming the ShoMaster's Key Lock Switch.

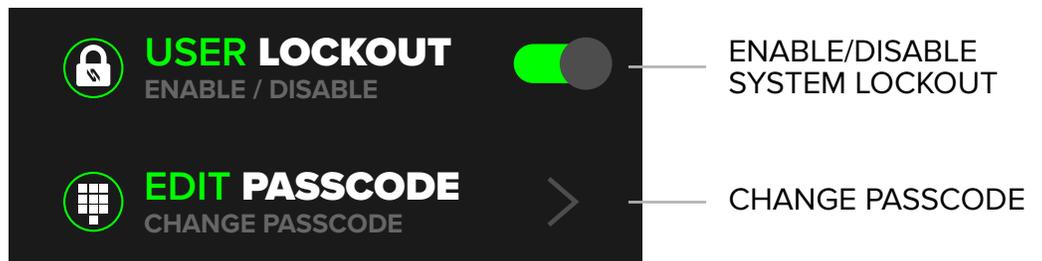


In order to use System Lock, it must be enabled in the global settings. User can edit passcode to their preference. The default passcode is 0000.

HOMEPAGE ICON



GLOBAL SETTINGS



# DEVICE PATCH

The Device Patch will perform all calculations to ensure that no DMX channels overlap between banks. The patch menu is a good starting place to calculate all banks starting addresses. User can also change modes directly from the Device Patch, streamlining the show setup.

The Auto address feature will automatically parse the bank's DMX addresses to the lowest available slot.

**DEVICE PATCH**  
BANKS CANNOT HAVE OVERLAPPING DMX CHANNELS.  
THE AUTO ADDRESS BUTTON WILL PARSE YOUR BANK'S DMX ADDRESSES TO THE LOWEST AVAILABLE SLOT.  
NOTE: IF YOU WOULD LIKE TO USE AUTO ADDRESS WITHOUT CHANGING CERTAIN BANKS ADDRESSES, USE THE LOCK FUNCTION.

BANK NAME	BANK MODE	START CH	END CH	CH COUNT	LOCK
STREAMERS	4 ZONE	1	4	4	<input type="checkbox"/>
CONFETTI	4 ZONE	5	8	4	<input type="checkbox"/>
DS CRYO	4 ZONE	9	12	4	<input type="checkbox"/>
CRYO LED	JET+LED	13	22	10	<input type="checkbox"/>

VALUES DISPLAYED IN RED MUST BE CORRECTED BEFORE PROCEEDING.

**AUTO ADDRESS**  
I'LL FIGURE IT OUT FOR YOU.

**SAVE & EXIT**  
WE'RE ALL SET.

If a specific bank needs to retain its address, utilize the lock on the right side of the screen. This will keep that specific bank's address, and parse the other 3 banks around the locked bank.

When changing a bank's address, the current patch will display for convenience.

**CURRENT PATCH**

BANK NAME	START CH	END CH
STREAMERS	1	4
CONFETTI	5	8
DS CRYO	9	12
CRYO LED	13	22

**5**

7	8	9
4	5	6
1	2	3
CLEAR	0	OK

**PATCH MENU**  
SHOW ME EVERYTHING

# RDM SETTINGS

## FIXTURE DISCOVERY



### WARNING

This feature is currently in beta and might be unreliable for show use. Fixtures maybe missed during discovery process. Full discovery is currently the only supported method for discovering fixtures.

CURRENT PATCH	
BANK NAME	START CH
LED JETS	001
JET + LED	
SPARKLERS	005
4Z LINK	
CONFETTI	020
2CH 4ZONE	
STREAMERS	028
AC OUTS	

Fixtures and Jets that support RDM can be controlled through this page. currently Supported features include **IDENTIFYING FIXTURES**, **CHANGING MODES**, and **CHANGING ADDRESSES**.

Press **DISCOVER FIXTURES** to begin a discovery. If there is only one or a few fixtures connected to the SHOMASTER, discovery will be quick. The discovery method inherently becomes longer with each device that is within the RDM scope.

# RDM SETTINGS

## POST DISCOVERY

TAP TO IDENTIFY  
FIXTURE

USE ARROWS TO  
SWITCH MODES ON  
SUPPORTED FIXTURES

TAP TO CHANGE START  
ADDRESS OF FIXTURE

The screenshot shows the 'RDM DISCOVERY' interface. At the top left is a 'BACK' button. The title 'RDM DISCOVERY' is centered at the top. Below the title is a table with the following columns: ID, DEVICE NAME, FIXTURE MODE, START, and END. The first row is highlighted in green. To the right of the table is a 'CURRENT PATCH' panel with columns for BANK NAME and START CH. At the bottom right is a 'FIND DEVICES' button.

ID	DEVICE NAME	FIXTURE MODE	START	END
	QUAD JET	◀ 4 CH ▶	001	005
	DMX JET MKII	◀ 1CH ▶	005	005
	DMX JET MKII	◀ 1CH ▶	006	006
	LED PAR	◀ 9CH ▶	007	013
	QUAD JET	◀ 4CH ▶	214	217

**CURRENT PATCH**

BANK NAME	START CH
LED JETS	001
JET + LED	
SPARKLERS	005
4Z LINK	
CONFETTI	020
2CH 4ZONE	
STREAMERS	028
AC OUTS	

**FIND DEVICES**  
DISCOVER RDM DEVICES >

DISCOVERY WILL POPULATE  
FOUND FIXTURES HERE

TAP TO RUN DISCOVERY  
AGAIN

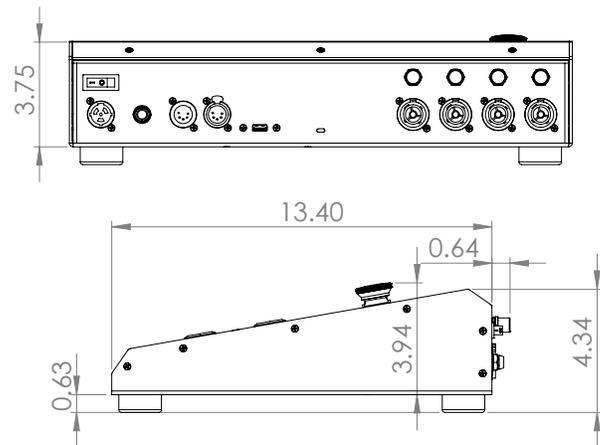
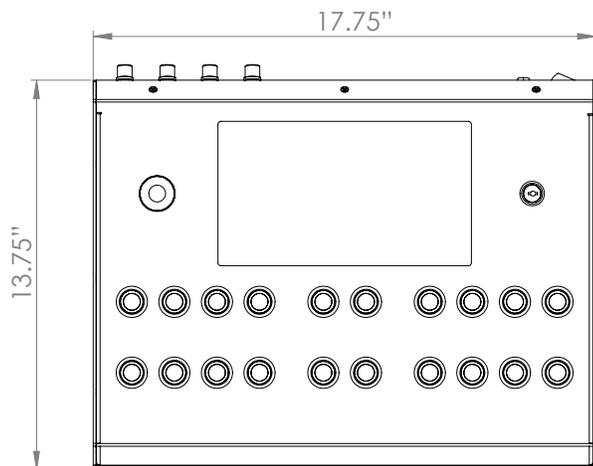
# DEVICE TROUBLESHOOTING

ISSUE	SOLUTION
<b>Screen unresponsive</b>	<ul style="list-style-type: none"><li>• Reboot console via power cycle.</li><li>• Perform a soft reset by going to global settings &gt; system info &gt; factory reset. This will clear the active show file, but will maintain the internal saved show files. This is clearing the cache of the controller.</li></ul>
<b>Screen not powering on, or displays error 44</b>	<ul style="list-style-type: none"><li>• Contact Club Cannon directly.</li></ul>
<b>DMX input not triggering ShoMaster</b>	<ul style="list-style-type: none"><li>• Ensure DMX input is enabled in global settings.</li><li>• Key must be in the armed position.</li></ul>
<b>DMX input triggering incorrect channels</b>	<ul style="list-style-type: none"><li>• Ensure DMX input starting address is not offset.</li><li>• See DMX input overview above.</li></ul>
<b>Forgot passcode</b>	<ul style="list-style-type: none"><li>• Use included key to arm controller. This will bypass the lock screen. Passcode can be reset in global settings &gt; Reset Passcode. Codes are unique for each show file.</li></ul>
<b>Jet+LED mode triggering wrong colors</b>	<ul style="list-style-type: none"><li>• Ensure led attachment is in 9ch mode.</li><li>• Ensure the LED's starting address is 1 greater than the banks starting address.</li></ul>
<b>Ac outputs triggerable when key is off</b>	<ul style="list-style-type: none"><li>• Ensure key lock checkboxes are configured to the desired settings via the modes page.</li><li>• Bank &gt; Bank Settings &gt; Mode &gt; Modify checkboxes</li></ul>
<b>Ac outputs not working</b>	<ul style="list-style-type: none"><li>• Check the resettable circuit breakers above each output.</li><li>• Check main AC OUT fuse on rear of console. 5x20mm, 10A.</li></ul>
<b>USB icon red / USB drive not recognized</b>	<ul style="list-style-type: none"><li>• Ensure drive is formatted as FAT, FAT16, or FAT32.</li><li>• Drive must not exceed 32GB in capacity.</li></ul>
<b>Software update failed</b>	<ul style="list-style-type: none"><li>• See instructions included with update files.</li></ul>

**No user serviceable parts inside.**

If your issue is not listed or the suggested solution did not solve the issue, contact Club Cannon.

# CONSOLE SPECIFICATIONS



<b>WEIGHT:</b>	10LB 4.5KG	<b>VOLTAGE:</b>	110-240v AC 50-60hz
<b>DIMENSIONS:</b>	17.75" W x 13.75" L x 14" H 197 MM x 349 mm x 356 MM	<b>CONSUMPTION:</b>	10W Standalone Up to 10A w/ AC outputs



## REQUIRED FOR USE OF AC OUTPUTS

<b>RECOMMENDED FLIGHT CASE:</b>	Pelican 1560 - 20" x 15" x 9" Complete with pick foam. Protect your investment.
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<b>AC OUTPUTS:</b>	5A Max per output. 10A Max combined output. 10A Main Fuse, 5x20MM.
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# SAFETY WARNING

To ensure safe operation, user should follow instructions closely. Necessary protocols should be followed when handling and operating Special Effects Equipment and their consumables.

## Preventing Serious Injury or Death

CO2 Special Effects are to only to be used in well ventilated areas. Failure to do so may result in oxygen displacement.

Fog machines may set off fire alarm systems. Only use in properly ventilated spaces.

Maintain a safe distance between Special Effects Products and audience, crew & event staff. Generally no less than 15FT.

Never aim projectile Effects directly at any person or living thing.

Always fasten tanks to avoid tipping, rocking, or being tampered with. When feasible, keep tanks out of direct sunlight.

In an emergency situation, utilize the ShoMaster's integrated E-STOP. This will set all DMX channels to 0, and disable all of the AC Outputs.

Check with officials in local jurisdiction for any permit requirements before operating Special Effects.

## WARRANTY

The ShoMaster includes a 1 year parts & labor warranty against manufacturer defects. Warranty does not cover damage caused by accident, misuse, abuse, alteration, or unauthorized repair. To make a warranty claim, contact Club Cannon directly.

### WARNING



The ShoMaster is an electronic device, sensitive to moisture. To avoid risk of electronic shock, malfunction, or voided warranty, only use in dry environments. Do not operate in harsh weather conditions. Do not set beverages of any kind on or around the ShoMaster.

This product should only be used by trained and qualified persons.

Club Cannon, LLC accepts no liability or responsibility for misuse or abuse of this product, nor any liability or responsibility of the products being used with the ShoMaster.



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