SHOSTARTER
User Manual

VERSION 1.0
JAN 2023

SHOSTARTER INTRO

Congratulations on your purchase of the SHOSTARTER Special Effects Controller. This manual will provide an overview of the SHOSTARTER 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 SHOSTARTER 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.

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 SHOSTARTER has 4 customizable modes, with 20 configurable DMX channels each.

FEATURES

• 5" Touch Screen	• Passcode Lockout	• RDM Control	• DMX Input
• Dimming Control	• Bump / Hold Option	• Cue Timers	• Cue Naming
• 4x Cue Buttons	• Internal Saving	• Group Executor	• Bank Naming
• 1x Executor Buttons	• External USB Saving	• Chase Configurator	• Show Naming
• RGB Button LEDs	• Updates via USB	• 3 & 5 Pin Output	• Color Coded Cues

WARNING

The SHOSTARTER 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 SHOSTARTER. If you need replacement items, contact Club Cannon, 888-804-8175 / info@clubcannon.com.

SHOSTARTER
Special effects controller with 3 & 5 pin DMX output.

TRUE1 CABLE
Nema 5-15 to True1 16/3 AWG

SET OF KEYS
Used to arm / disarm the SHOSTARTER

3 PIN ADAPTER
Converts 3 pin out to a DMX input port.

CONTROLLER SPECIFICATIONS
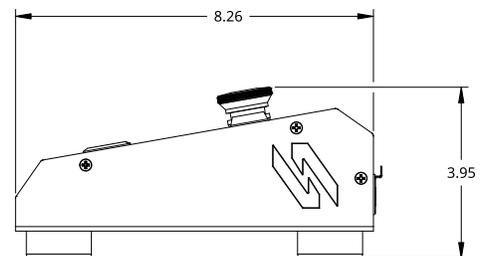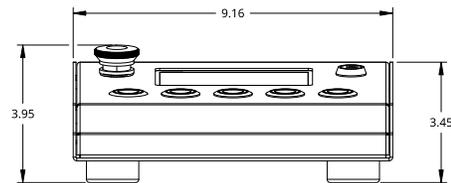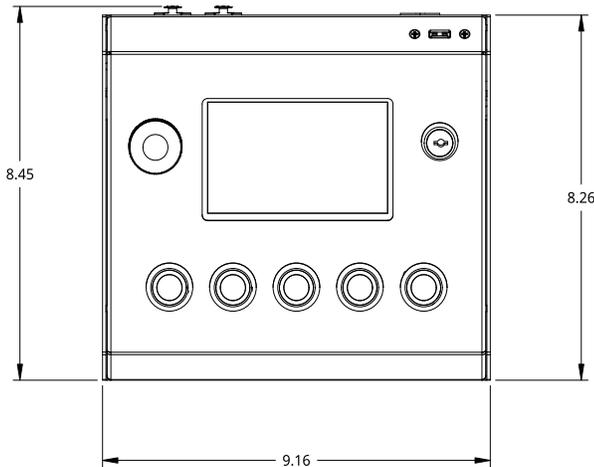
WEIGHT:	6LB 2.75KG	VOLTAGE:	110-240v AC 50-60hz
DIMENSIONS:	9.16" W x 8.45" L x 3.95" H 233 MM x 215 mm x 100 MM	CONSUMPTION:	6W

TABLE OF CONTENTS

QUICK START GUIDE

1. BOOT SHOSTARTER

The SHOSTARTER accepts 110-240v AC.

Mode Table

MODE	CHANNELS	KEY CH
4 ZONE	4	ALL
4 ZONE LINKED	4	ALL
2 CHANNEL - 4 ZONE	8	ALL
LED ATTACHMENT	10	CH 1
CHAUVET VESUVIO II	15	CH 1
ADJ FOG FURY JET	7	CH 1
CHAUVET GEYSER	8	CH 1

DESCRIPTION

TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS.
1 CHANNEL PER BUTTON (DMX CH 1,2,3,4)
4 SEPARATE CO2 TIMERS.

SET MODE

2. SET MODES

Select the mode 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 later in manual).

Editing Bank

‹ BACK

EDITING BANK 1
START CHANNEL

5

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

CURRENT PATCH

BANK NAME	START CH	END CH
CRYO	5	8
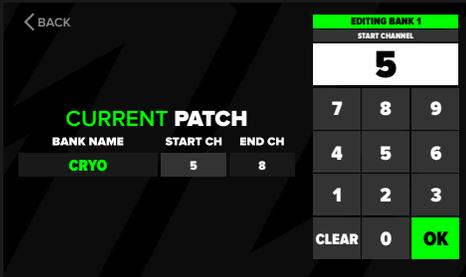
3. SET ADDRESSES

The SHOSTARTER has a single starting DMX address. This can be assigned by tapping on the address displayed on the home page, or on tapping the address within the bank settings.

Bank Setup

BANK SETUP | TANK SETUP | DS CRYO

BUTTON SETTINGS
TAP ICON TO CHANGE COLOR

① ② ③ ④

| JET 1 | JET 2 | JET 3 | JET 4 |
| HOLD MODE | HOLD MODE | HOLD MODE | HOLD MODE |

KEY TRIGGER CHANNELS WILL OUTPUT WHEN KEY IS IN ARMED POSITION.

| CH | 001 | 005 | 420 | 069 | 001 | + | + | + |
| VAL | 255 | 36 | 180 | 127 | 128 | | | |

SET MODE FOR THIS BANK
4 ZONE

DMX ADDRESS SET STARTING ADDRESS
001

SAVE & EXIT IT'S SHOTIME.
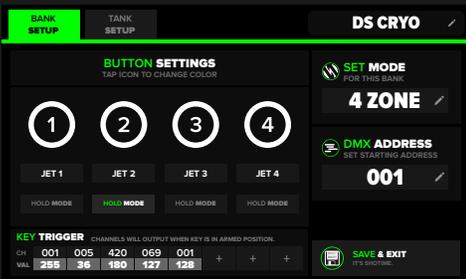
4. CONFIGURE CUES

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 bank on the homepage.

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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.

CONTROLLER FRONT

5 INCH CAPACITIVE
TOUCH SCREEN

EMERGENCY
STOP SWITCH

SAFETY
KEY LOCK

CLUBCANNON®

SH STARTER

E-STOP

SAFETY

CONTROLS

EXECUTOR

4x CUE BUTTONS
(RGB ASSIGNABLE)

1x EXECUTOR BUTTON
(RGB ASSIGNABLE)

EMERGENCY STOP	When pressed, all 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 mode has built in macros.
EXECUTOR BUTTONS	- The 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

CONTROLLER REAR

USB 2.0 PORT

POWER INPUT   110-240v AC — 6W

SERIAL NUMBER

BUILD DATE:

CLUBCANNON.COM/**MANUALS**

SH◯STARTER   CLUBCANNON

- PROUDLY MADE IN THE USA -

ISOLATED

DMX OUTPUT   DMX IN / OUT

PUSH   PUSH

TRUE1
POWERCON
INPUT

OPTICALLY ISOLATED
DMX OUTPUTS
(3 & 5 PIN)
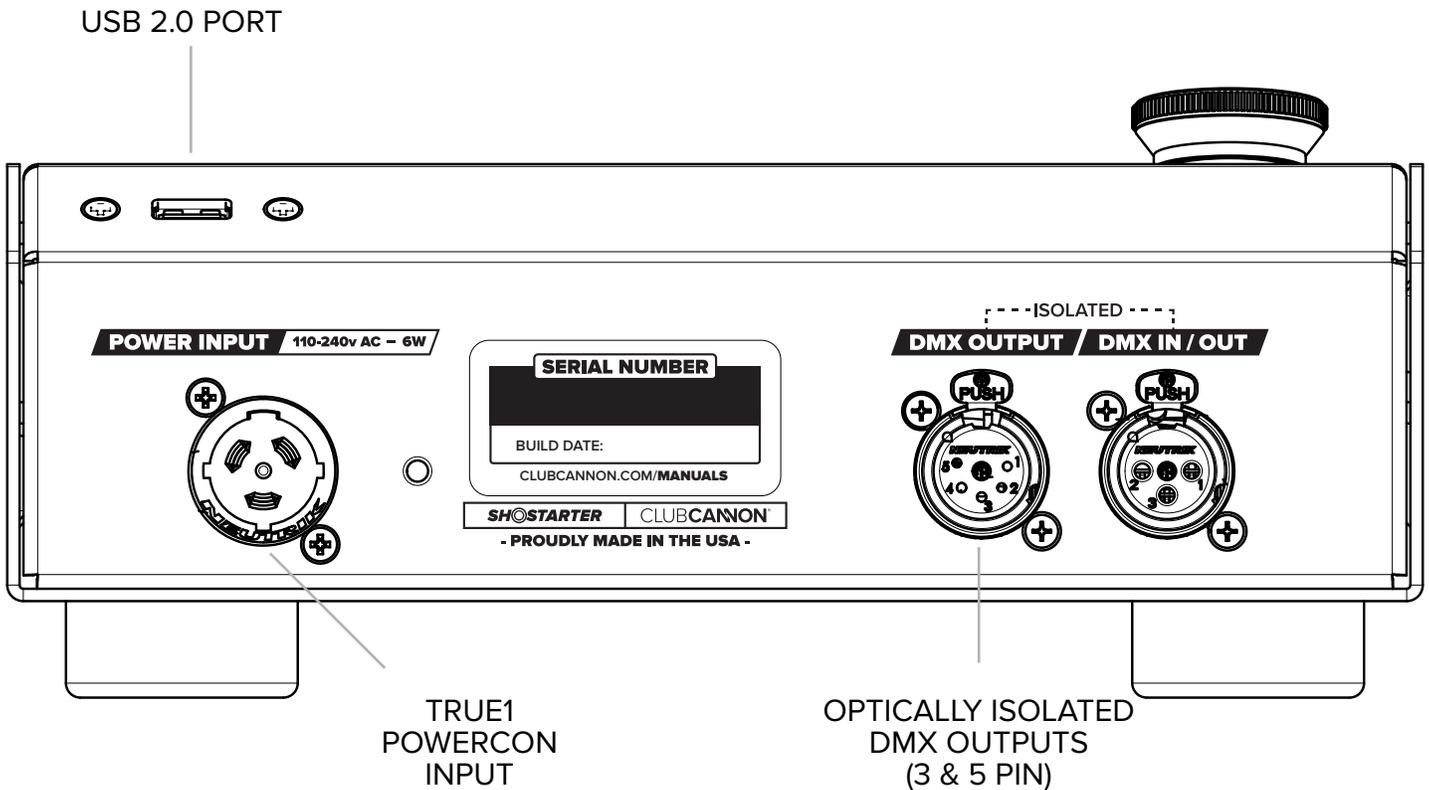
POWER   Controller supports voltage from 110v-240v via True1 PowerCON Input.

DMX   One full universe of optically isolated DMX output and input.
- External DMX controller/console can;
  • Trigger SHOSTARTER timers
  • Input starting channel can be offset
  • DMX Input only available on 3 pin DMX port
  • Use included turnaround adapter to enable DMX input

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

HOME SCREEN

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

STATUS BAR

LOCK SYSTEM

5:12 AM

001   CRYO   4ZONE

CRYO   KEY TRIGGER

60 SECONDS   60 SECONDS   60 SECONDS   60 SECONDS

B DS   B US   B DJ BOOTH   B OVERHEAD   H ALL

CUE STATUS   BANK SECTION   EXECUTOR SECTION

4
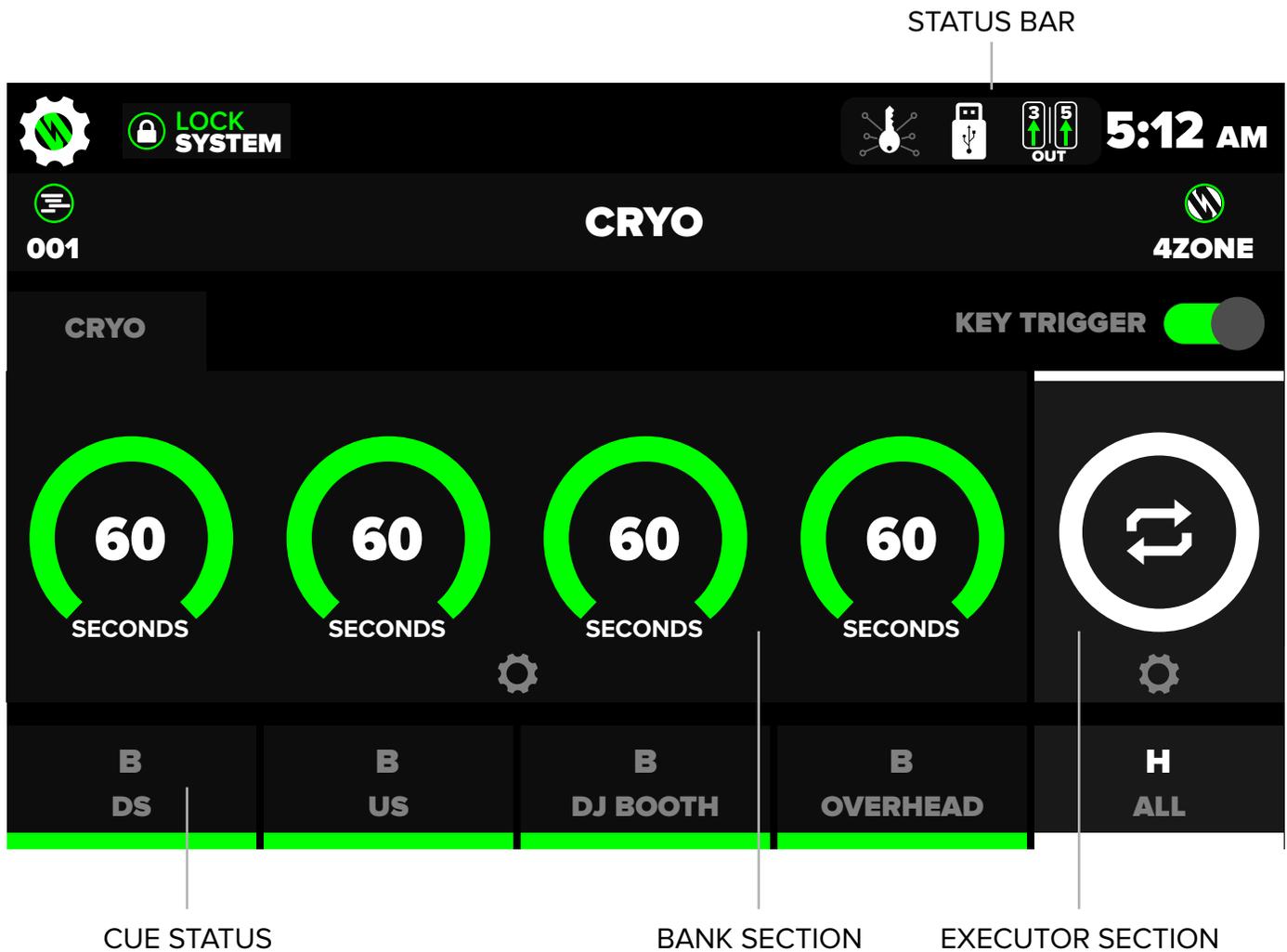
HOME SCREEN

STATUS BAR

SYSTEM SETTINGS

KEY TRIGGER STATUS

DMX I/O STATUS

LOCK SYSTEM

FOH_FX

5:12 AM

SYSTEM LOCKOUT

USB STATUS

SHOW NAME

BANK SECTION

BANK NAME

BANK START ADDRESS

ACTIVE MODE

ENABLE / DISABLE

CRYO

001

4ZONE

CRYO

KEY TRIGGER

TIMERS

SWAP BETWEEN GROUP / CHASE

60 SECONDS 60 SECONDS 60 SECONDS 60 SECONDS

H = HOLD
B = BUMP

CHANGES COLOR WHEN ACTIVE

B DS

B US

B DJ BOOTH

B OVERHEAD

H ALL

BUTTON COLOR

BANK SETTINGS

CUE NAME

EXECUTOR SECTION

BUTTON COLOR
(WHITE = GROUP, COLOR = CHASE)

GROUP/CHASE
(TAP FOR QUICK SWAP)

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

B STREAMERS

GROUP/CHASE NAME

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GLOBAL SETTINGS

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

‹ BACK

USER LOCKOUT
ENABLE / DISABLE

EDIT PASSCODE ›
CHANGE PASSCODE

CUSTOM MODE ›
EDIT SETTINGS & PROGRAM

SET BRIGHTNESS ›
SCREEN & BUTTONS

DATE & TIME ›
SET DATE & TIME

SYSTEM INFO ›
SERIAL & SOFTWARE

GLOBAL SETTINGS
EDIT CONSOLE SYSTEM SETTINGS

RDM   SAVE   EXEC

DMX INPUT
ENABLE / DISABLE

ADDRESS
150

CUSTOM MODES

① **CUSTOM MODE 1** ›
MODIFY THIS CUSTOM MODE

② **CUSTOM MODE 2** ›
MODIFY THIS CUSTOM MODE

③ **CUSTOM MODE 3** ›
MODIFY THIS CUSTOM MODE

④ **CUSTOM MODE 4** ›
MODIFY THIS CUSTOM MODE

QUICK ACCESS TO CUSTOM
MODE SETTINGS.

ADJUST BRIGHTNESS

SCREEN
BRIGHTNESS   BUTTON
BRIGHTNESS

BUTTON FADE
SELECT ACTIVATED BUTTON FADE SPEED

SLOW
FADE   MEDIUM
FADE   FAST
FADE
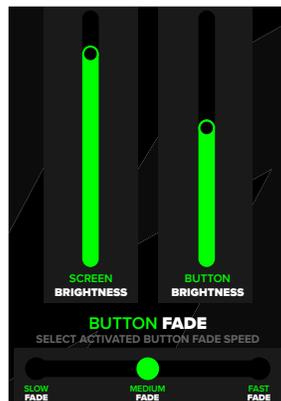
ADJUSTABLE SCREEN &
BUTTON BRIGHTNESS, AND
BUTTON FADE SPEED.

OFFSET DMX INPUT

INPUT ADDRESS
SET START ADDRESS
100

7	8	9
4	5	6
1	2	3
CLEAR	0	OK
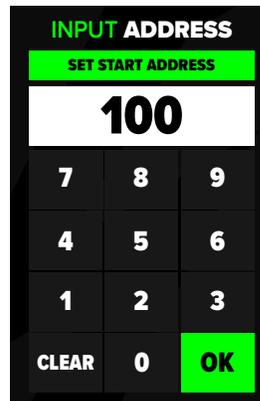
CHANGE THE DMX INPUT'S
STARTING ADDRESS.

RESET & UPDATER

SHOSTARTER

SOFTWARE:	V1.0
FIRMWARE:	V1.0
SERIAL #:	1

DEVICE UPDATE
UPDATE ANOTHER UNIT   FACTORY RESET
RESTORE TO DEFAULTS

UPDATE FIRMWARE ON SELECT
CLUB CANNON PRODUCTS,
OR PREFORM A FACTORY RESET.

BANK SETTINGS

To access this page, tap the cog icon displayed on the home page. Tank timer values can be calculated and set from the "TANK CALCULATOR" section. The 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

BANK SETUP	TANK SETUP		DS CRYO

BUTTON SETTINGS
TAP ICON TO CHANGE COLOR

1 2 3 4

JET 1 JET 2 JET 3 JET 4

HOLD MODE HOLD MODE HOLD MODE HOLD MODE

SET MODE
FOR THIS BANK
4 ZONE

DMX ADDRESS
SET STARTING ADDRESS
001

KEY TRIGGERS

KEY TRIGGER CHANNELS WILL OUTPUT WHEN KEY IS IN ARMED POSITION.

CH	001	005	420	069	001	+	+	+
VAL	255	36	180	127	128			

SAVE & EXIT
IT'S SHOTIME.

BANK SETUP	TANK SETUP		DS CRYO

TANK CALCULATOR LB KG

20LB	50LB	75LB	CLEAR

< **2 TANKS** >   **30 SECONDS**

< **4 JETS** >   **REFILL ALL** WITH ABOVE VALUE

CURRENT TANK VALUES

60	60	60	60
ADD TO TIME	ADD TO TIME	ADD TO TIME	ADD TO TIME
REFILL #1	REFILL #2	REFILL #3	REFILL #3

DISPLAY STYLE

NO TANKS / SEPARATE TANK

O O O O   100 100 100 100

DAISY CHAINED TANKS

60.0

SAVE & EXIT
IT'S SHOTIME.

TIMER SETTINGS

DISPLAY STYLE

SAVE AND RETURN TO HOME PAGE

QUICK TIPS

- "Refill All" button can be used to quickly set time to multiple timers with one action.
- A custom time can be input by tapping on the current time in the "Tank Calculator".

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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.

BUTTON SETTINGS
TAP ICON TO CHANGE COLOR

1	2	3	4
JET 1	JET 2	JET 3	JET 4
HOLD **MODE**	HOLD **MODE**	HOLD **MODE**	HOLD **MODE**
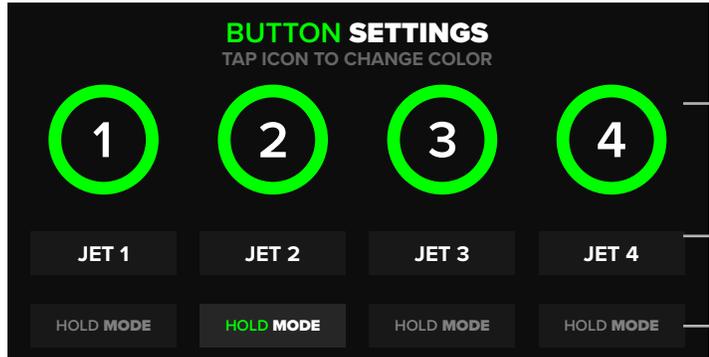
TAP TO CHANGE COLOR
(HOLD TO CHANGE ENTIRE BANK COLOR)

TAP TO CHANGE CUE NAME

HOLD (LATCH) ENABLE/DISABLE

SELECT COLOR — PRESET CUSTOM

NO COLOR

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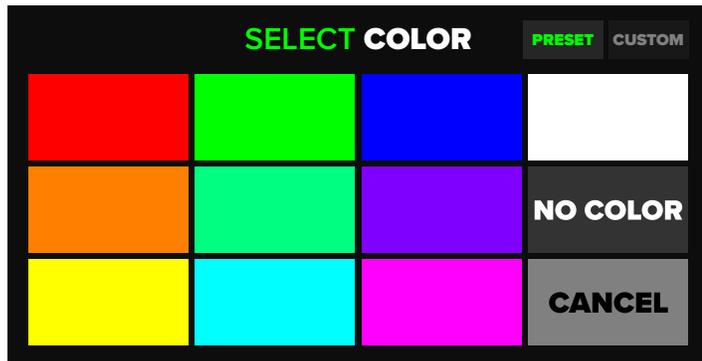
Operator has several color options for cue buttons. To assign a color to an entire bank, press and hold any ring until the "SET COLOR" window appears. NO COLOR is a useful selection to identify an unused cue (turns off the buttons LED).

SELECT COLOR — PRESET CUSTOM

| + | + | + | NO COLOR |
| + | + | + | CANCEL |
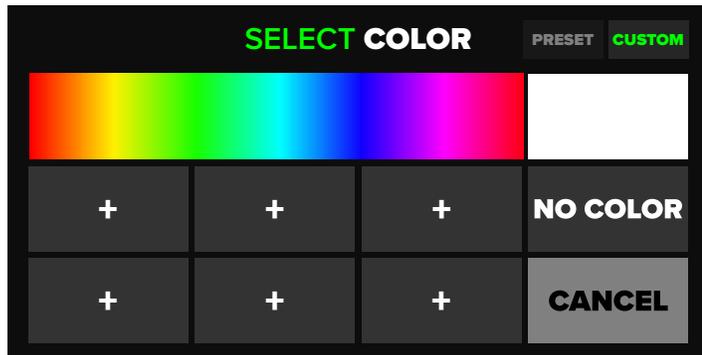
If a custom color is desired, press the CUSTOM button at the top right corner of the color window. This will allow any color to be selected in the gradient, and then stored for repeated use.

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

⚠ HOLD MODE
USE AT OUR OWN RISK.

HOLD MODE SHOULD ONLY BE USED WHEN TRIGGERING EFFECTS THAT YOU WANT TO REMAIN **ON** FOR AN EXTENDED PERIOD OF TIME. WITH HOLD MODE ENABLED, PRESSING THE ASSIGNED BUTTON WILL ACTIVATE CUE, UNTIL THE BUTTON IS PRESSED A SECOND TIME. USE WITH FANS, HAZERS, LEDS, ETC.

BACK TO SAFETY   CONFIRM & ACCEPT
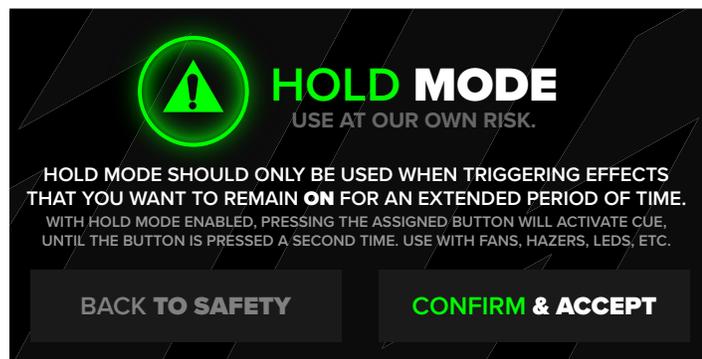
When effects are to remain on for an extended duration, utilize HOLD MODE on the desired cues.

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

The display styles can be adjusted to the operators preference. The applicable display style will depend on which mode and effects are being used on the specific bank. Fog modes do not have a timer display option.

DISPLAY STYLE
SELECT YOUR DESIRED STYLE

NO TANKS / SEPARATE TANK — DAISY CHAINED TANKS

NO TIMERS	TIMER & METER	NUMERIC TIMER	BAR METER
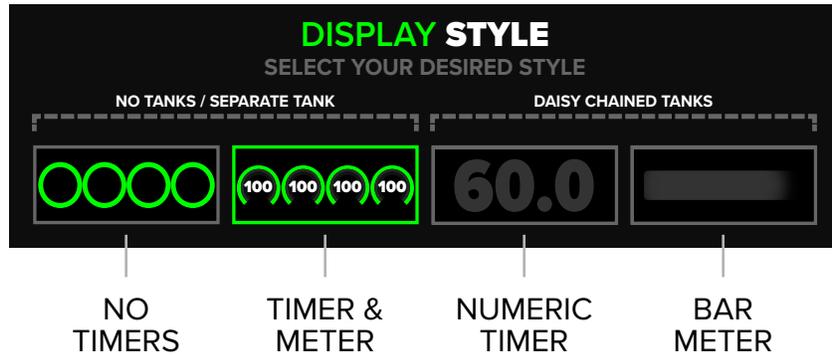
NO TANK / SEPARATE TANKS

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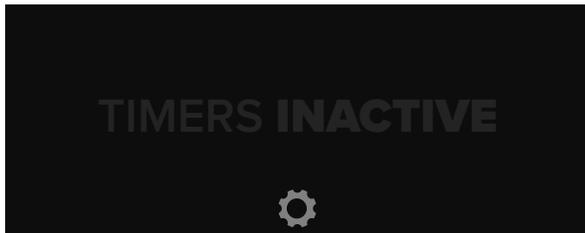
4 Zone and custom modes can be set to have timers disabled.

60 SECONDS   60 SECONDS   60 SECONDS   60 SECONDS

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

DAISY CHAINED TANKS

120.0 SEC

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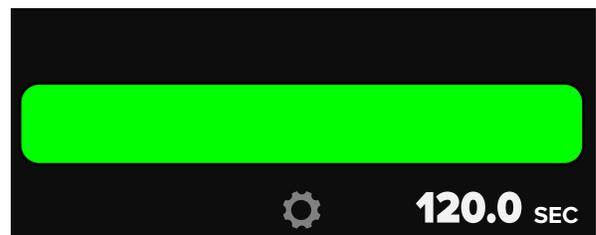
All other modes (excluding fog modes) have the option of large numerical timer, or a visual bar meter with a small numerical timer.

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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 if needed.

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

MULTI ZONE CALCULATOR

TANK SIZE SELECTION

TANK CALCULATOR | LB | KG

| 20LB | 50LB | 75LB | CLEAR |

CLEAR CALCULATOR

2
TANKS

30
SECONDS

TAP TO ENTER CUSTOM VALUE

4
JETS

REFILL ALL
WITH ABOVE VALUE

REFILL ALL ZONES IN BANK

ADD CALCULATED TIME TO CURRENT VALUE

CURRENT TANK VALUES

60	60	60	60
ADD TO TIME	ADD TO TIME	ADD TO TIME	ADD TO TIME
REFILL #1	REFILL #2	REFILL #3	REFILL #3

SET ZONE TO CALCULATED TIME

SINGLE ZONE CALCULATOR

2
TANKS

30
SECONDS

ADD TO TIME

ADD CALCULATED TIME TO CURRENT VALUE

4
JETS

REFILL TIMER
WITH ABOVE VALUE

SET ZONE TO CALCULATED TIME

CURRENT SINGLE ZONE TANK VALUE

60.0

CURRENT TANK VALUE

MULTI-ZONE TANK TIMERS ARE NOT AVAILIBLE IN THIS MODE

KEY TRIGGERS
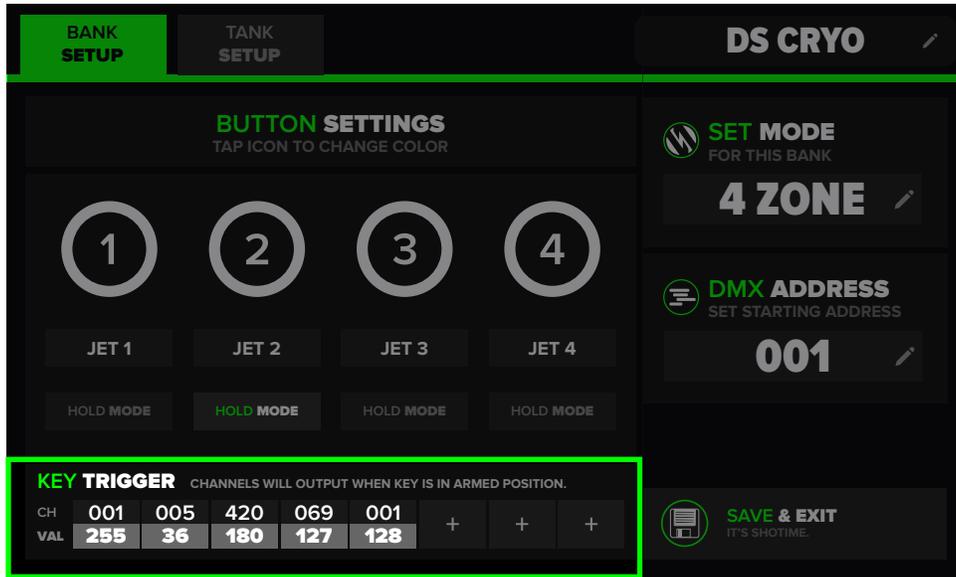
Certain SFX devices may require the use of a secondary activation channel in addition to the primary trigger channel. With Key Triggers, these secondary channels can be linked to activate and output automatically when the key is in the "on" position, instead of activating through the use of a cue. This ensures that there is no delay in triggering the SFX, as the secondary channel is activated before the primary trigger.

Key Triggers are a powerful tool for controlling SFX devices, allowing you to map them to any channel in a DMX universe. This means you have the flexibility to select any DMX channel from 1 to 512. Additionally, each Key Trigger can be assigned its own unique DMX value, allowing you to independently control the trigger value of multiple SFX devices. With the SHOSTARTER, you can set up to 8 Key Triggers for maximum control over your SFX.

PRO TIP

- A single or set of key triggers could be used to activate a light on the stage to signify that SFX are active and may be triggered at any time.

DMX CHANNEL

DMX VALUE

EMPTY KEY TRIGGER
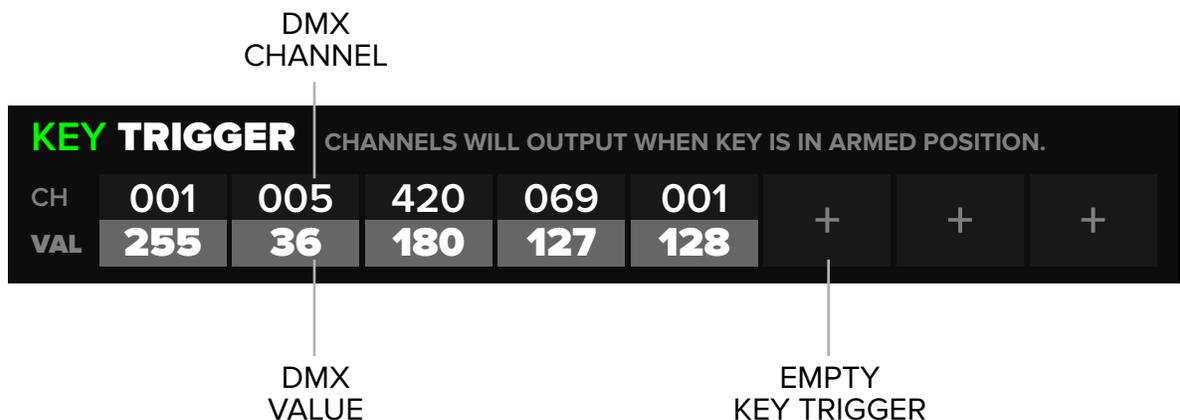
KEY TRIGGERS

To add a new Key Trigger, the user can open the bank settings and tap on the + icon to open the Key Trigger setup menu. When setting up Key Triggers, the user will be prompted to specify a DMX channel. As previously mentioned, this can be any address within the range of 1 - 512.

DELETE
KEY TRIGGER   CANCEL

ENTER CHANNEL TO BE TRIGGERED SELECTED CHANNELS WILL IGNORE ANY BANK TRIGGERS.

500
CHANNEL

7	8	9
4	5	6
1	2	3
CLEAR	0	OK
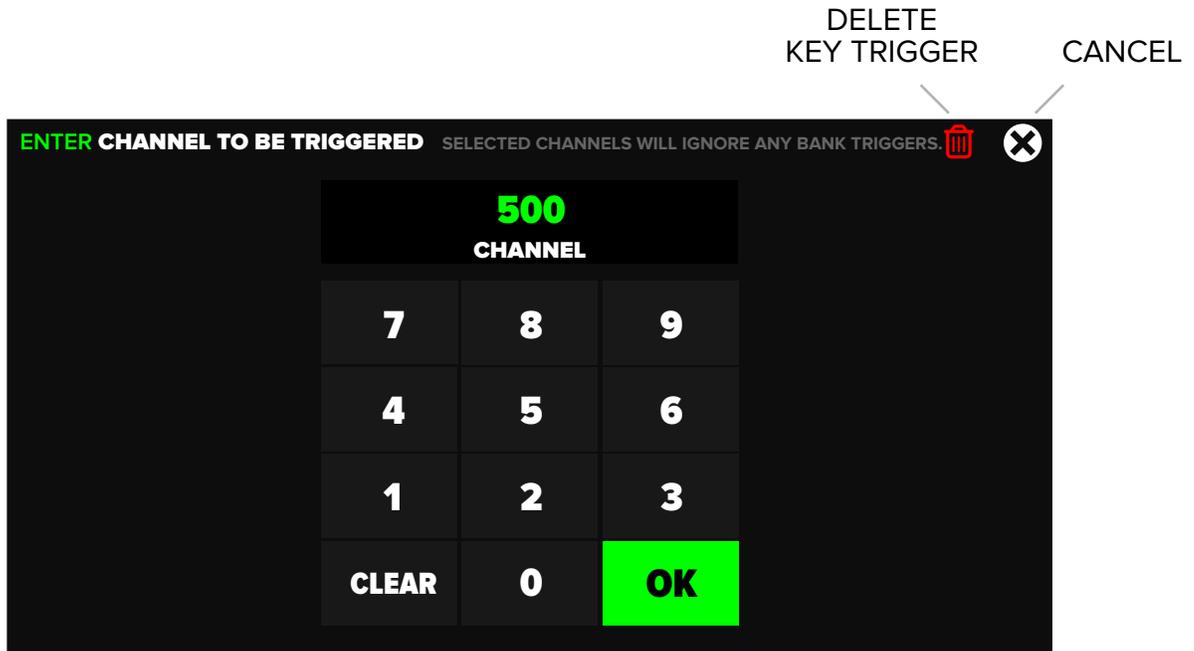
The user will then be prompted to provide a value for the previously set DMX channel. This value can range from 0 to 255, and can be adjusted depending on the products requirement.

The keypad also has hotkeys on the side that can be used to quickly set the value to 50% (a DMX value of 127) or 100% (a DMX value of 255) for added convenience.

ENTER VALUE OF CHANNEL SET VALUE WILL BE TRIGGERED WHEN KEY IS ON.

50%	**127** VALUE	100%

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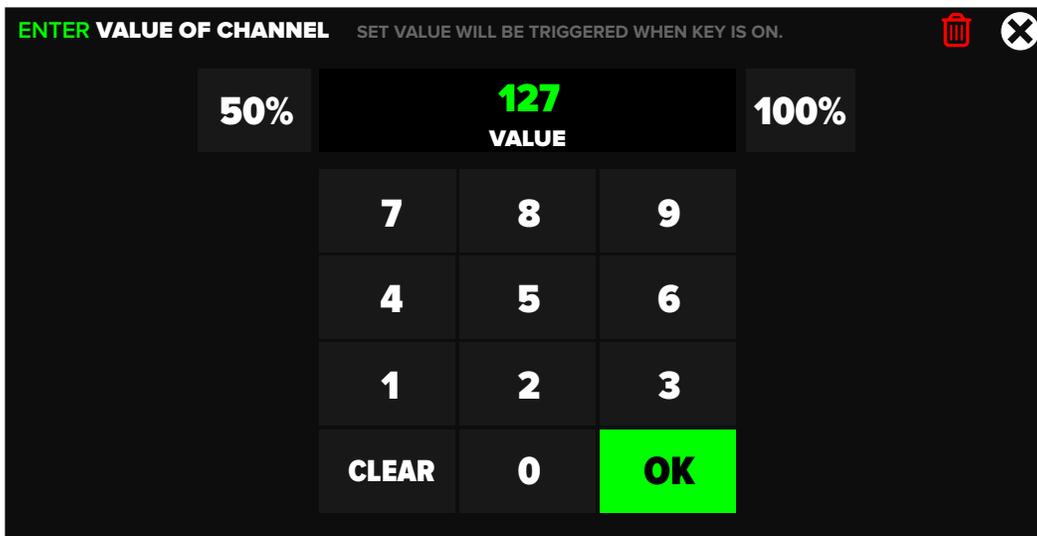
IMPORTANT NOTE

- If a Key Triggers channel overlaps with a cue, that channel will only work as a Key Trigger.

KEY TRIGGERS

STATUS ICONS

When using Key Triggers to control SFX devices, there are several status icons that provide information about the current state of the triggers. These icons include:
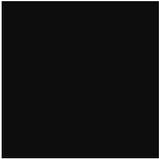
No Channels Assigned: If no DMX channels are assigned to the key trigger function, no icon will be displayed.

Key Off: This icon is grey and white, indicating that the Key Triggers are assigned, but the key is currently in the off position. Key triggers are not activately outputting the assigned DMX channel(s).
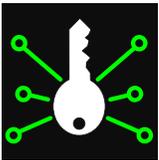
Key On: This icon is green and white, indicating that the Key Triggers are assigned with the key currently in the on position, and will activate the assigned DMX channel if/when the toggle is enabled on home screen.
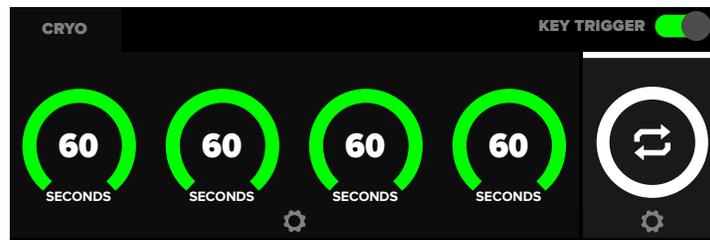
KEY TRIGGER ACTIVATION TOGGLE

E-Stop Triggered: This icon shows a yellow caution icon, indicating that an emergency stop has been triggered, and all Key Triggers are currently disabled. This is a safety feature that allows users to quickly and easily shut down all SFX devices in case of an emergency. Tapping on the status icon will allow reactivation of the key triggers.

MODE SELECTION

The SHOSTARTER has several stock modes to choose from. 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.
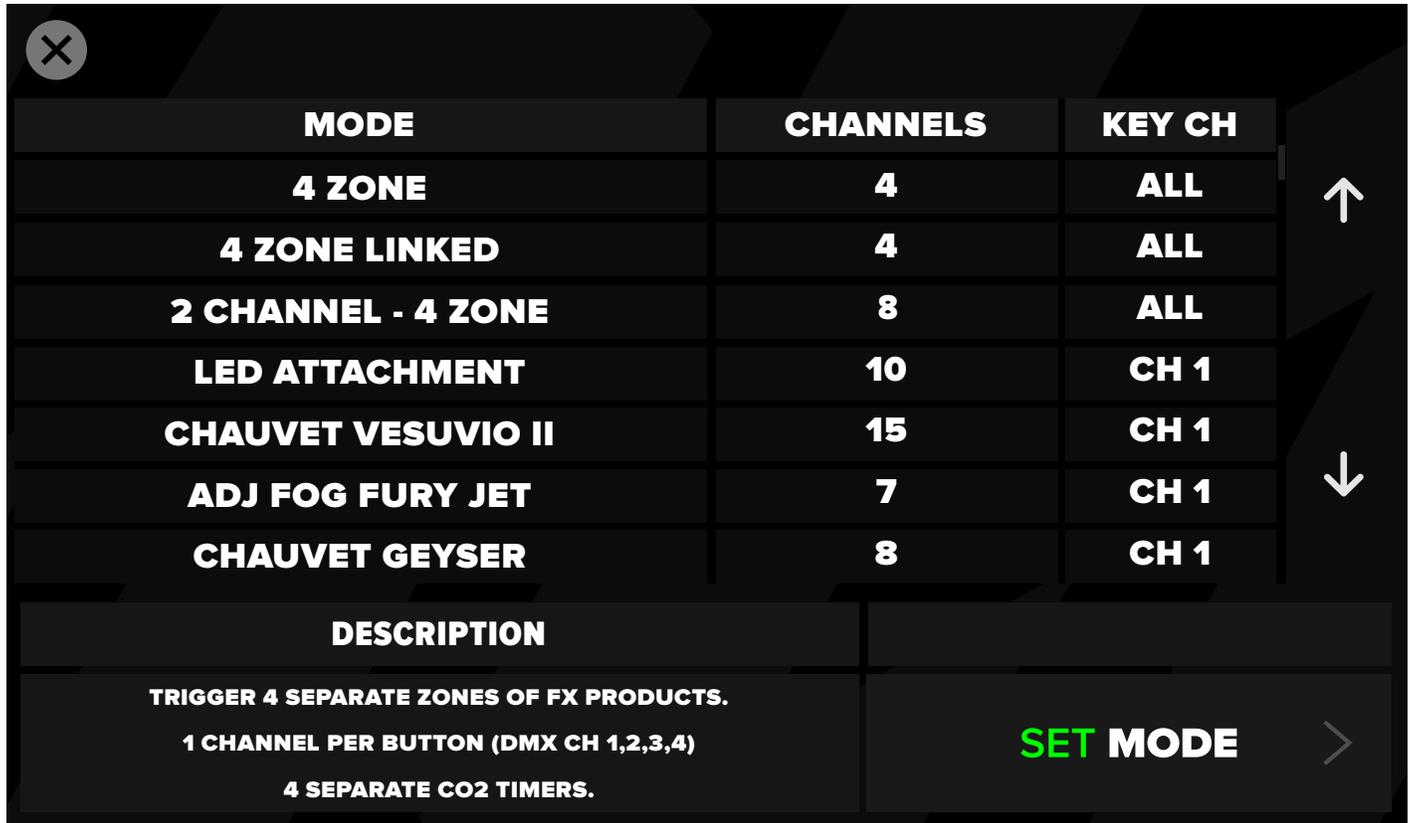
MODE	CHANNELS	KEY CH
4 ZONE	4	ALL
4 ZONE LINKED	4	ALL
2 CHANNEL - 4 ZONE	8	ALL
LED ATTACHMENT	10	CH 1
CHAUVET VESUVIO II	15	CH 1
ADJ FOG FURY JET	7	CH 1
CHAUVET GEYSER	8	CH 1

DESCRIPTION	
TRIGGER 4 SEPARATE ZONES OF FX PRODUCTS. 1 CHANNEL PER BUTTON (DMX CH 1,2,3,4) 4 SEPARATE CO2 TIMERS.	SET MODE >

4 Zone 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 of trigger channels.

The LED Attachment mode is designed to work with the Club Cannon LED Attachment fixture and a connected jet. To use multiple, we recommend addressing the jets and LED attachments to the same DMX addresses. For example, if the bank address is 50 then all jets would be addressed 50 and all LED Attachments would be address 51.

Fog modes are meant to be used with specific vertical fog machines. These modes include color presets which can be triggered at any time. The fog channel is only enabled when the key is in the "ON" position.

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 features that your fixture requires to operate. Custom modes are widely customizable to suit your needs.

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CUSTOM MODES

Custom modes have 20 configurable channels, that can be shared between the 4 buttons on the SHOSTARTER. There are a total of 4 custom modes which can be individually configured.

Each custom mode can be assigned a name for easy identification.

TAP TO EDIT NAME

BACK	CUSTOM MODE 1		
CHANNEL	VALUE	FUNCTION	KEY
001	255	VALVE	ACTIVE
002	0	DIM	
003	0	DIM	
004	0	DIM	
005	0	DIM	
006	0	DIM	
007	0	DIM	

DMX VALUE
255
0-255

CHANNEL TYPE
VALVE
SELECT FUNCTION

KEY REQUIRED
GLOBAL SETTING

ACTIVE BUTTON

〈 1 〉

BLIND ⬤ LIVE

LIVE MODE WILL OUTPUT THE DMX VALUES DISPLAYED ON THE LEFT.

⊗ **CLEAR BUTTON**
ZERO VALUES FOR BUTTON

💾 **SAVE BUTTON**
STORE CURRENT VAULES

🏃 **EXIT SETUP**
SHOTIME.

CURRENT BUTTON BEING EDITED

ENABLE/DISABLE DMX OUTPUT

SET ALL VALUES TO "0"

HIGHLIGHTED WHEN UN-SAVED

EDIT CHANNEL VALUE

EDIT CHANNEL FUNCTION NAME

WHEN SELECTED, THE KEY MUST BE IN THE ARMED POSITION TO ACTIVATE CHANNEL.

By default, the SHOSTARTER will not actively send DMX output when configuring a custom mode. 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. This allows you to verify all channels and values are functioning as desired before completing setup. This feature should be used with caution.

To clear channel values, user can modify each channel individually, or utilize the CLEAR BUTTON function. This will set all channels to 0 for the currently selected button.

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: When editing a channels output value, the keypad has hot cues for 50% and 100%.

CHANNEL NUMBER

CHANNEL VALUE

CHANNEL TYPE

<BACK **CUSTOM MODE 1** ✎

CHANNEL	VALUE	FUNCTION	KEY
001	255	VALVE	ACTIVE
002	0	DIM	
003	0	DIM	
004	0	DIM	
005	0	DIM	
006	0	DIM	
007	0	DIM	

DMX VALUE
255 ✎
0-255

CHANNEL TYPE
VALVE ✎
SELECT FUNCTION

KEY REQUIRED
⬤
GLOBAL SETTING

<BACK **CUSTOM MODE 1** ✎

EDITING CH 1

255

CHANNEL	VALUE	FUNCTION	KEY
001	255	VALVE	ACTIVE
002	0	DIM	
003	0	DIM	
004	0	DIM	
005	0	DIM	
006	0	DIM	
007	0	DIM	

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

CANCEL

DMX VALUE
255 ✎
0-255

CHANNEL TYPE
VALVE ✎
SELECT FUNCTION

KEY REQUIRED
⬤
GLOBAL SETTING

ENABLE/DISABLE
KEY REQUIREMENT

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.

BLIND ⬤ **LIVE**

LIVE MODE WILL OUTPUT THE DMX VALUES DISPLAYED ON THE LEFT.
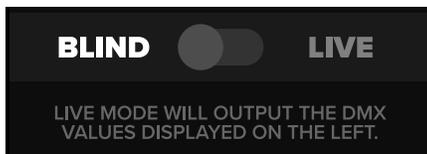
Extra precaution should be taken when using the LIVE OUTPUT feature to avoid accidental triggering of FX equipment.

CUSTOM MODE 1

< BACK

SET START ADDRESS

255

CHANNEL	VALUE	FUNCTION	KEY
001	255	VALVE	ACTIVE
002	0	DIM	
003	0	DIM	
004	0	DIM	
005	0	DIM	
006	0	DIM	
007	0	DIM	

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

DMX VALUE	CHANNEL TYPE	KEY REQUIRED
255 ✎	**VALVE** ✎	⬤
0-255	SELECT FUNCTION	GLOBAL SETTING

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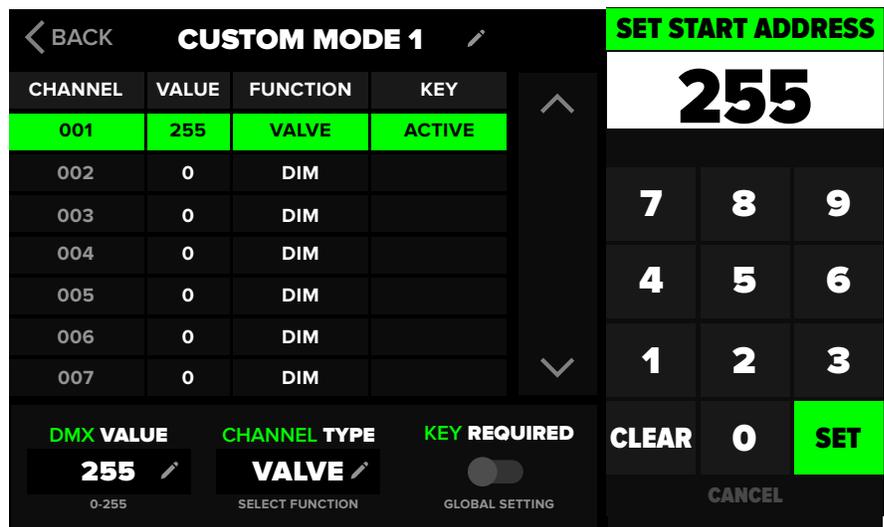
Once the desired look has been configured, press SAVE BUTTON. If user attempts to leave the configuration page before saving the button, a prompt will appear asking if the button should be saved or not. Pressing NO will exit without changes saved, while pressing YES will save changes.

SAVE BUTTON?

ANY UNSAVED EDITS WILL BE LOST IF NOT SAVED BEFORE CHANGING BUTTON OR LEAVING THIS PAGE.

NO	YES
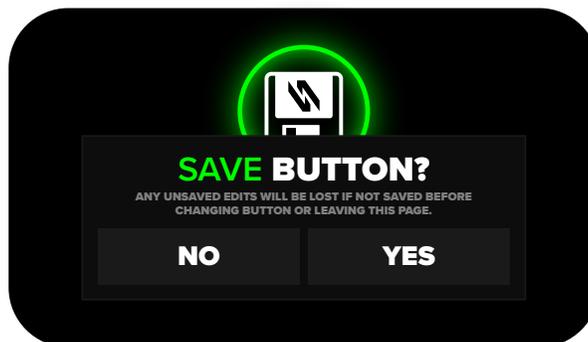
EXECUTOR SETUP

Executors are a tool used to trigger multiple cues at once. The executor has 2 available functions, GROUP & CHASE. Both the GROUP & CHASE modes need to be configured before use. To configure, navigate to the Executor Settings page, which can be accessed via the cog wheel icon displayed on the homepage under the button icon, or via the global settings page.

GLOBAL SETTINGS PAGE | HOMEPAGE

OR

SETTINGS PANEL

EXECUTOR SETTINGS
CONFIGURE GROUPS & CHASES

SEPARATE GROUP & CHASE NAMES — **GROUP NAME** / GROUP 1

EDIT GROUP BUTTONS — **GROUP SETUP** TRIGGER MULTIPLE CUES

EDIT CHASE SETTINGS — **CHASE SETUP** BUILD A CHASE SEQUENCE
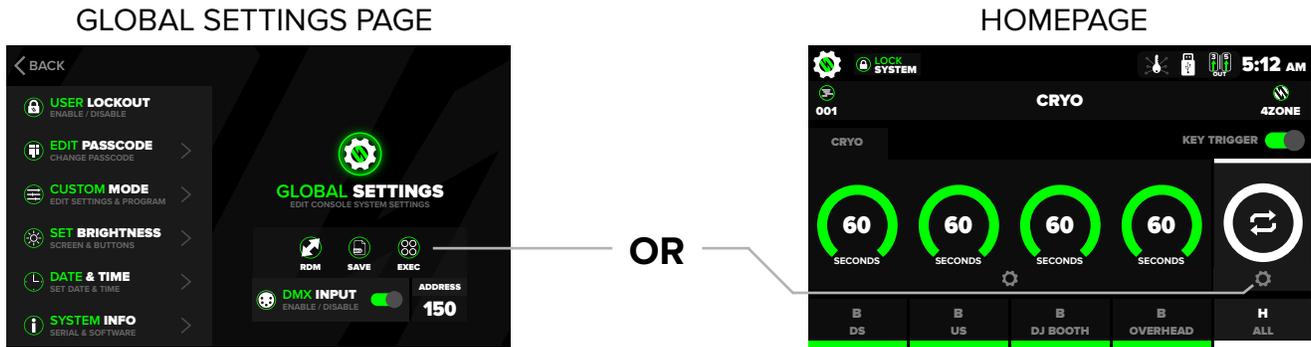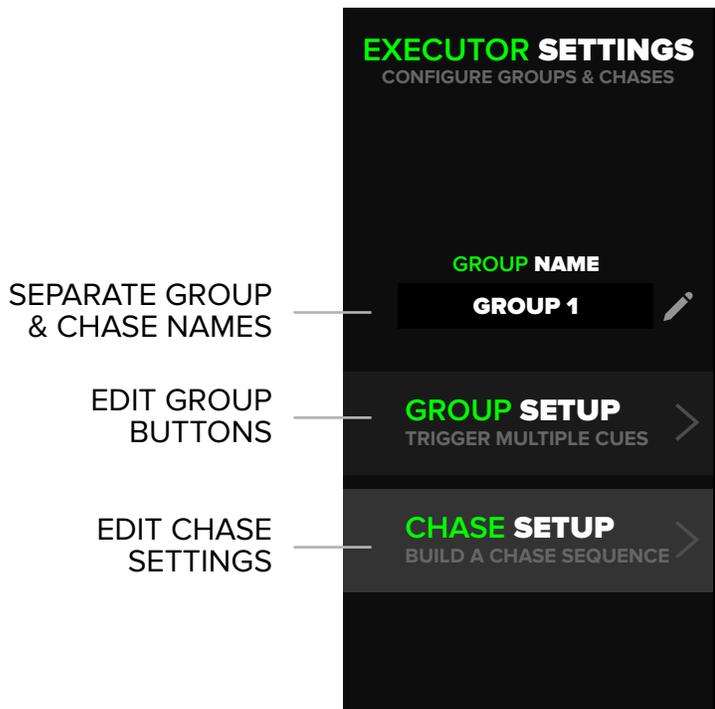
The display will show you the active executor type that is being modified. We recommend naming both the Group & Chase for easy identification.

When configuring both Group & Chase, the list of 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.

Button LEDs also illuminate when assigned to a group or chase.

To assign cues to a group or chase, press the physical button on the ShoStarter.
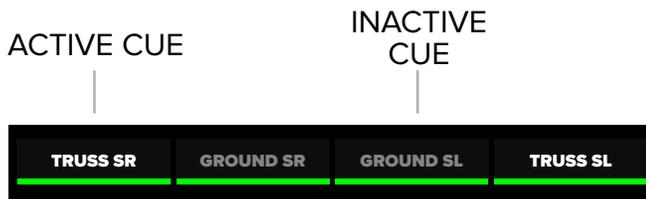
ACTIVE CUE | INACTIVE CUE | ILLUMINATION INDICATES SELECTED CUES

TRUSS SR | GROUND SR | GROUND SL | TRUSS SL

EXECUTOR SETUP

GROUP PAGE

EXECUTOR SETTINGS
CONFIGURE GROUPS & CHASES

GROUP NAME
GROUP 1

GROUP SETUP
TRIGGER MULTIPLE CUES

CHASE SETUP
BUILD A CHASE SEQUENCE

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.

CLEAR GROUP
CLEAR ACTIVE BUTTONS

SAVE SETTINGS
BACK TO HOME SCREEN

| DS | US | DJ BOOTH | OVERHEAD |

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, then press the desired buttons to included in this group.

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

CHASE PAGE

EXECUTOR SETTINGS
CONFIGURE GROUPS & CHASES

CHASE NAME
CHASE 1

GROUP SETUP
TRIGGER MULTIPLE CUES

CHASE SETUP
BUILD A CHASE SEQUENCE

SAVE & EXIT
SHOTIME.

STEP	STEP TIME
STEP 1	0.5
STEP 2	0.5
STEP 3	0.5
STEP 4	0.5
STEP 5	0.5
STEP 6	0.5
STEP 7	0.5
STEP 8	0.5
STEP 9	0.5
STEP 10	0.5

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

| TRUSS SR | GROUND SR | GROUND SL | TRUSS SL |

Chases are used to trigger a sequence of cues, with a specified duration. Chases consist 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.

TIP: To change the duration of all steps at once, press and hold a step time and enter desired duration.

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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.

⊗ CLEAR GROUP 〉
CLEAR ACTIVE BUTTONS

💾 SAVE SETTINGS 〉
BACK TO HOME SCREEN

CHASE SETUP

STEP	STEP TIME
STEP 1	0.5
STEP 2	0.5
STEP 3	0.5
STEP 4	0.5
STEP 5	0.5
STEP 6	0.5
STEP 7	0.5
STEP 8	0.5
STEP 9	0.5
STEP 10	0.5

ⓘ 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

ACTIVE STEP

TAP TO EDIT STEP DURATION

QUICK HELP

CHASE SETTINGS

TOTAL CHASE RUNTIME

INCREMENT STEP

CLEAR ACTIVE STEP

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

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).

EXECUTOR
BUTTON
COLOR

GROUP/CHASE
(TAP FOR QUICK SWAP)

GROUP/CHASE
NAME

H = HOLD
B = BUMP

B
STREAMERS
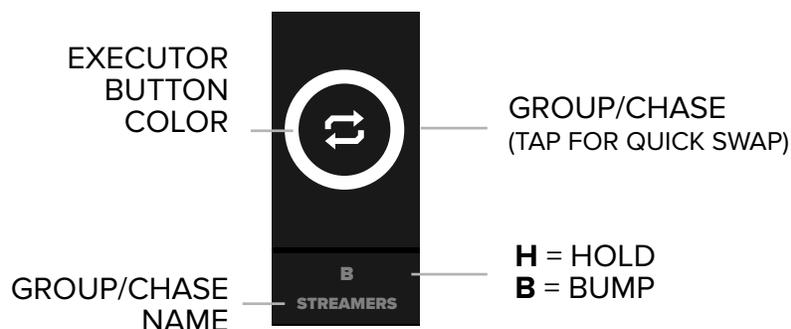
SHOW BACKUP

Backing up and loading show files has never been easier. The SHOSTARTER 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, or press show name on home screen.

⚙ > 📄 **MANAGE SAVE FILES**

SHOW NAME   LOAD SHOW   SAVE SHOW

⟨ **BACK**   **1 SHO FILES ON USB DRIVE**   ⟨ 1 - 10 ⟩

.SHO

MANAGE SAVE FILES
SAVE, DELETE & LOAD

CRYO LOAD / SAVE 📁 💾	**EMPTY** LOAD / SAVE 💾
EMPTY LOAD / SAVE 💾	**EMPTY** LOAD / SAVE 💾
EMPTY LOAD / SAVE 💾	**EMPTY** LOAD / SAVE 💾
EMPTY LOAD / SAVE 💾	**EMPTY** LOAD / SAVE 💾
EMPTY LOAD / SAVE 💾	**EMPTY** LOAD / SAVE 💾

EXTERNAL   **INTERNAL**

IMPORT

SYSTEM UPDATE ⟩

🗑 **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

EXTERNAL   INTERNAL

.SHO   EXPORT

EXPORT SHO FILE TO
EXTERNAL FLASH DRIVE

SYSTEM
UPDATE

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

EXTERNAL   INTERNAL

.SHO   IMPORT

IMPORT SHO FILE FROM
EXTERNAL FLASH DRIVE
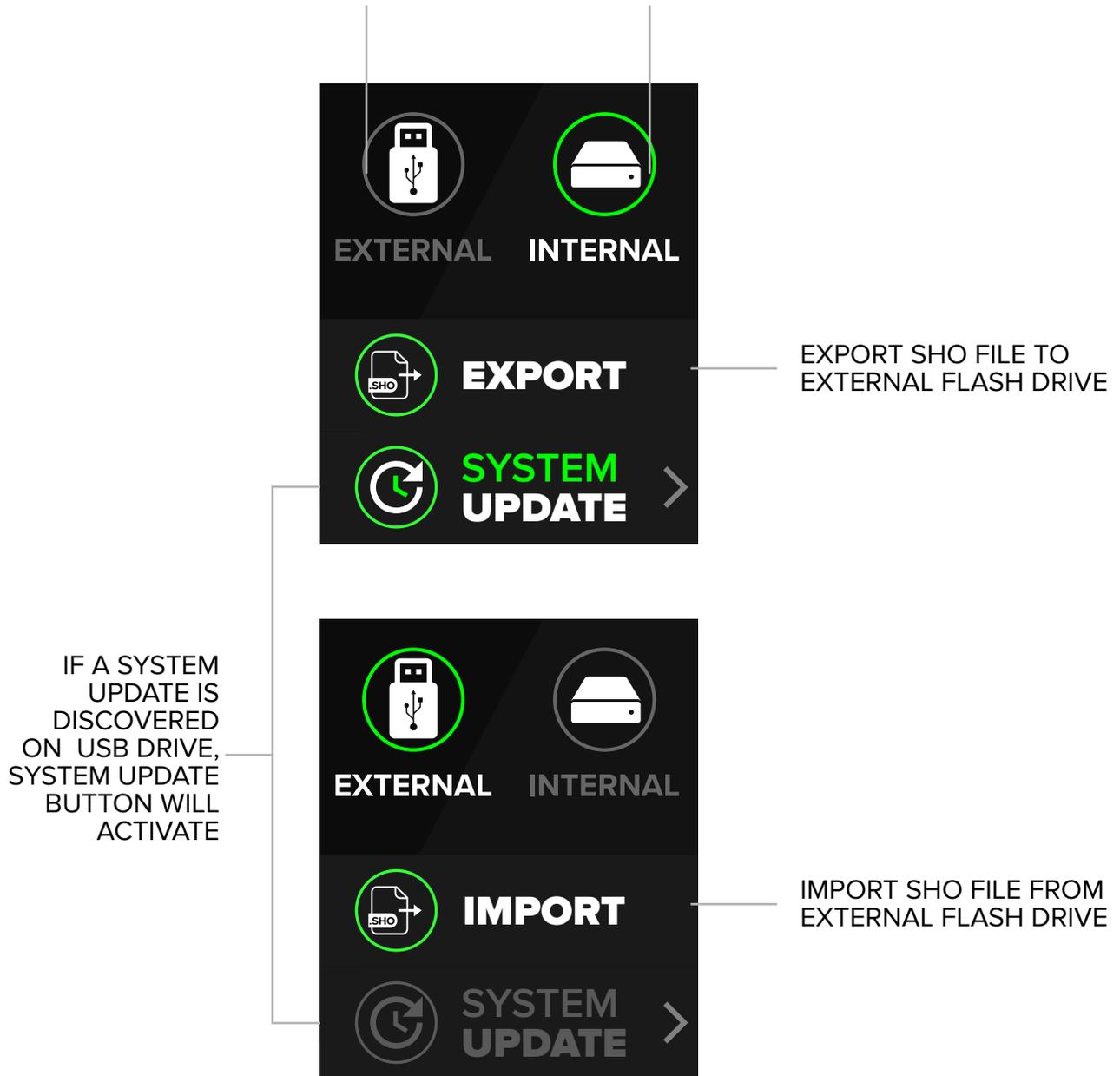
SYSTEM
UPDATE

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

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 SHOSTARTER 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 SHOSTARTER, 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.

DMX
MERGED
OUT

DMX INPUT
ENABLED
NO SIGNAL

DMX INPUT
ENABLED AND
RECEIVING

INPUT ADDRESS

SET START ADDRESS

100

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

PRESS ADDRESS TO
CHANGE DMX INPUT
STARTING ADDRESS
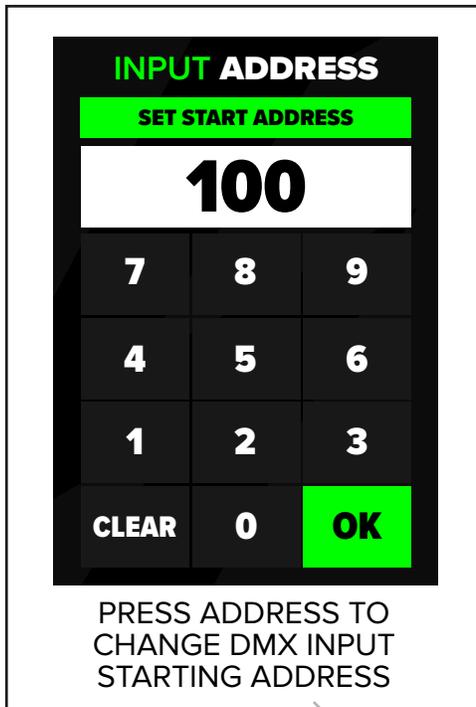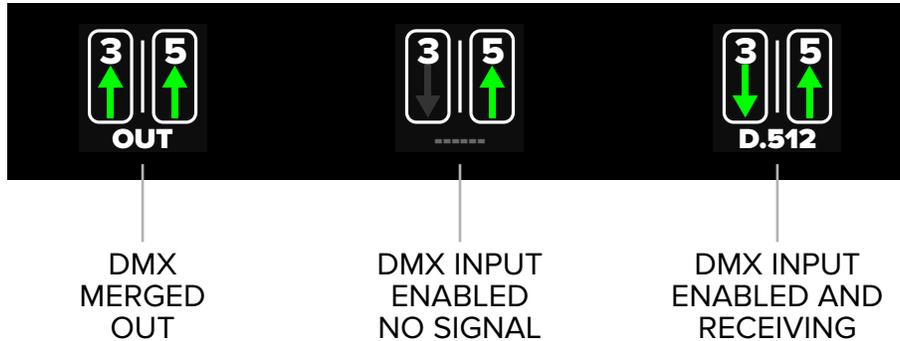
In addition to the homepage DMX icon, input can be enabled/disabled via the global settings page (Image above).

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.

NOTE: ONLY THE 3 PIN DMX PORT WILL ACCEPT DMX INPUT.

DMX INPUT
ENABLE / DISABLE

ADDRESS
150

ENABLE/DISABLE
DMX INPUT

USE INCLUDED 3 PIN
TURNAROUND FOR
DMX INPUT.

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SYSTEM LOCK

System Lock is a feature that allows the SHOSTARTER to be passcode protected, similar to a smartphone. Useful when the operator needs to step away from the controller, 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 SHOSTARTER's Key Lock Switch.
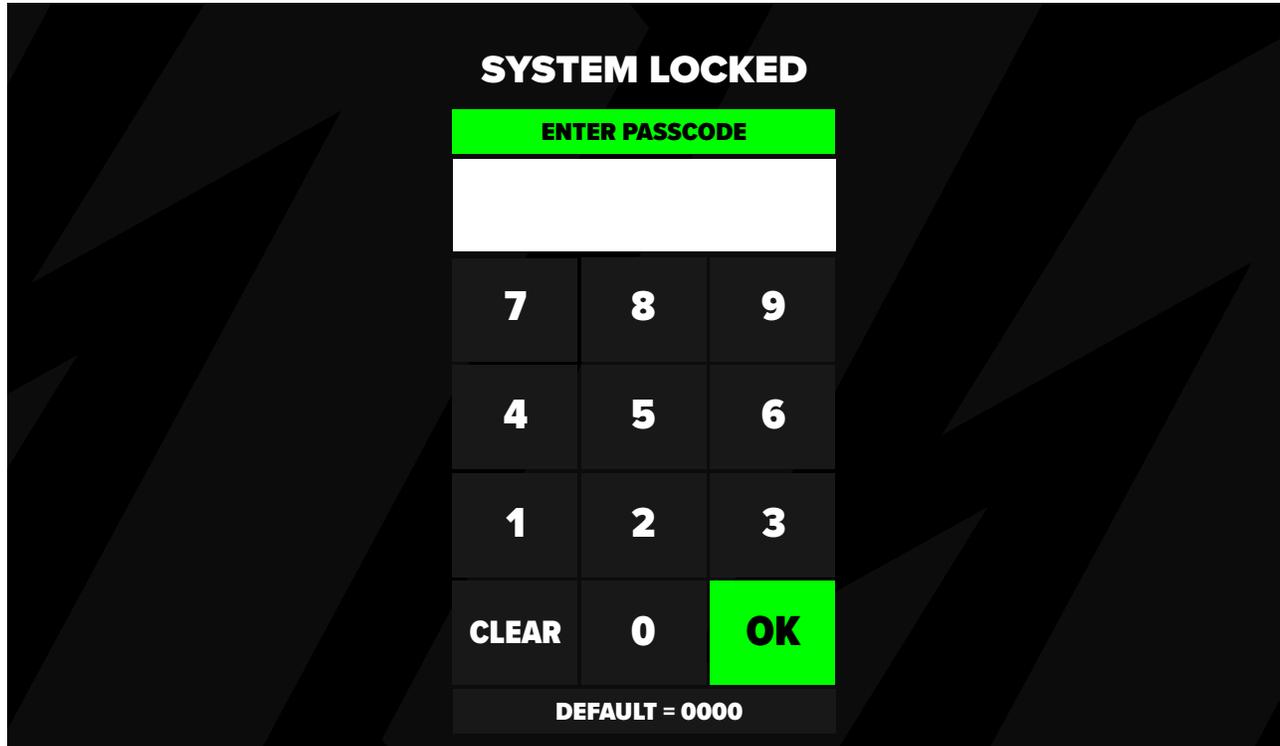
In order to use System Lock, it must be enabled in the global settings. User can edit passcode to their preference. The default passcode is 0000.

HOMEPAGE ICON   GLOBAL SETTINGS

ENABLE/DISABLE
SYSTEM LOCKOUT

CHANGE PASSCODE
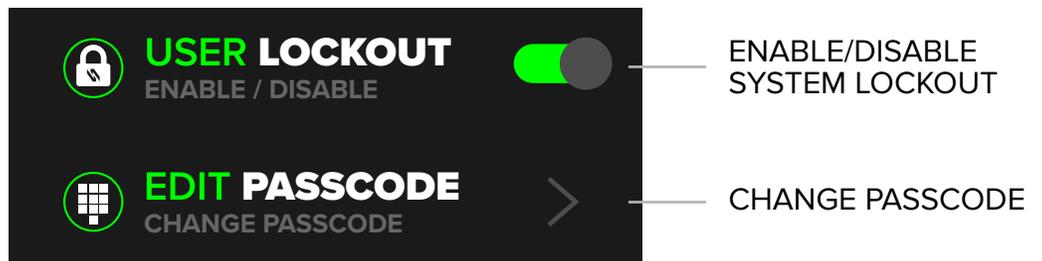
RDM SETTINGS

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.

ID	DEVICE NAME	FIXTURE MODE	START	END

RDM DISCOVERY

CURRENT PATCH

BANK NAME	START CH
CRYO	1

FIND DEVICES
DISCOVER RDM DEVICES >

EXIT RDM
SHOTIME.

PARAMETER ID	FEATURE	VALUE

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

Press **FIND DEVICES** to begin a discovery. If there is only one or a few fixtures connected to the SHOSTARTER, 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

TAP TO CHANGE MODE
OF FIXTURE

TAP TO CHANGE START
ADDRESS OF FIXTURE

ID	DEVICE NAME	FIXTURE MODE	START	END
OFF	QUAD JET	1 CH	4	4
OFF	PRO JET	1 CH	1	1
OFF	PRO JET	1 CH	1	1

RDM DISCOVERY

CURRENT PATCH

BANK NAME	START CH
CRYO	1

FIND DEVICES
DISCOVER RDM DEVICES

EXIT RDM
SHOTIME.

PARAMETER ID	FEATURE	VALUE
DEVICE INFO		
DMX START ADDRESS		
DMX PERSONALITY		
IDENTIFY DEVICE		

RDM FEATURES SUPPORTED
BY FIXTURE WILL BE
POPULATED HERE

TAP TO RUN DISCOVERY
AGAIN

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LINK MODE

When link mode is activated, The Button can be used as an external trigger for cue buttons. Link mode also allows the operator to configure The Button's functions directly from the SHOSTARTER. This includes changing what The Button's display shows, what timer The Button is linked to, and setting The Button to be disabled when the timer expires (Cut mode).

The Link mode feature on The Button can be easily activated by selecting the "PAir" option from the main menu. Once activated, the device will automatically search for a Sho controller over the DMX line when the menu is closed. This detection process will also occur every time The Button is powered on. In the event that a SHO controller is not found, the discovery function will be temporarily disabled until the next power cycle.
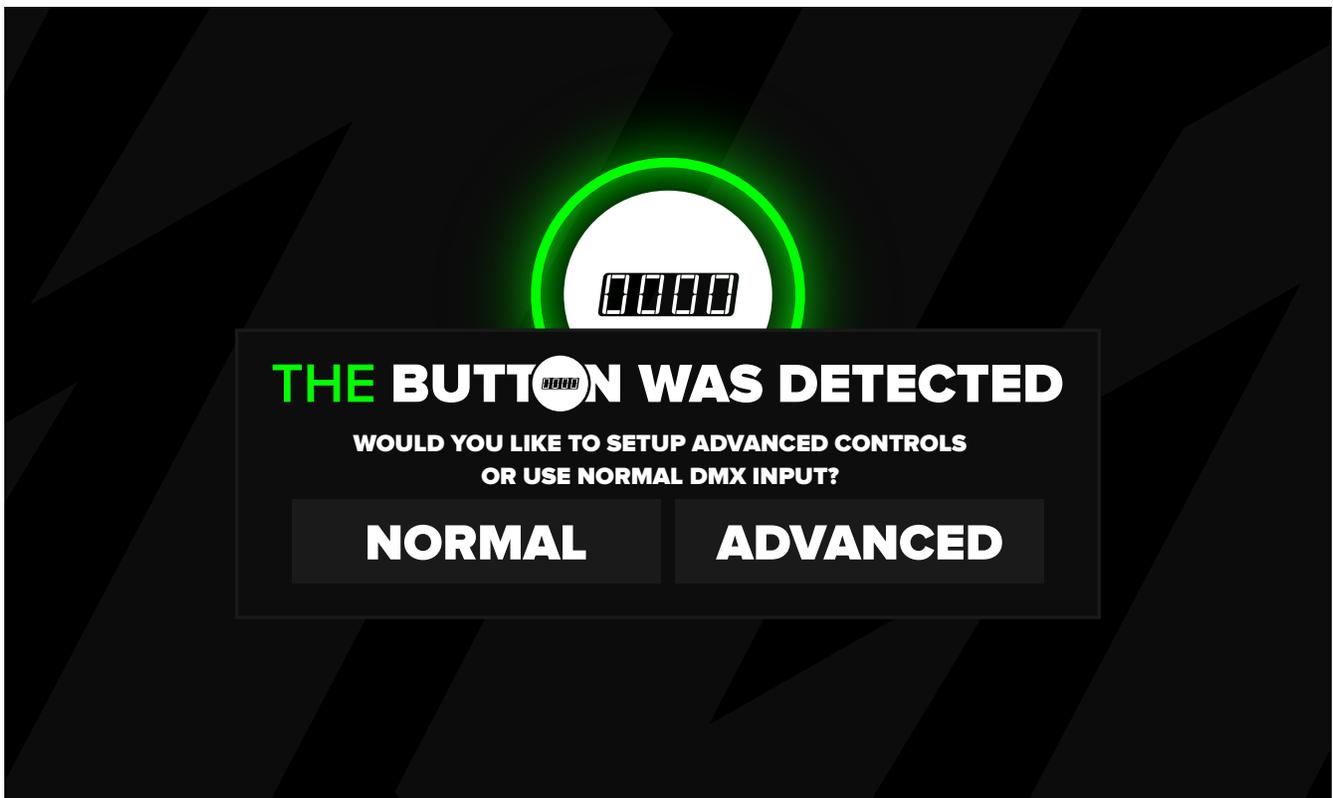
Upon detection of a SHO controller by The Button, the device will initiate the pairing process. The operator will be presented with the option to choose between a "normal" or "advanced" pairing mode. The normal mode will simply pass the DMX data sent from The Button, similar to any other DMX input. On the other hand, the advanced mode allows for more customization, such as linking the button to specific timers, setting preset text on the display, and selecting the specific cues that should be triggered by The Button.

LINK MODE

The configuration screen shown below is only available when The Button is used as the DMX input source. Using any other DMX controller for input will not unlock the customizable options available to The Button.

The setup screen allows the operator to select what is displayed on The Button's segment display, what timer The Button syncs with, and if you want to enable "CUT MODE". You then press the desired cue button on the SHOSTARTER to assign those cue(s) to be controlled by The Button.

THE BUTTON SETUP

8888

DISPLAY OPTION

SELECT DISPLAY MODE

120.0	CrYO
FIrE	GO
Shot	----

TIMER LINK

SELECT TIMER

SR JETS	SL JETS
DS JETS	DJ JETS

1 SELECT DISPLAY PREFERENCE FOR THE BUTTON'S DISPLAY.
"120.0" NEEDS TO BE SELECTED TO LINK AND DISPLAY A TIMER ON THE BUTTON.

2 PRESS ANY CUE BUTTONS TO BE TRIGGER BY THE BUTTON.
-IF BUTTON LED IS OFF, IT IS NOT MAPPED TO THE BUTTON.
-IF BUTTON LED IS WHITE, IT IS MAPPED TO THE BUTTON.
-CUE NAMES ARE DISPLAYED AT BOTTOM OF SCREEN FOR REFERENCE.

3 PRESS SAVE, AFTER CONFIGURING ALL SETTINGS.
THE TIMER AND ASSIGNED CUES WILL REMAIN LINKED,
EVEN IF A MODE OR ADDRESS IS CHANGED.

CUT MODE

CUT ENABLED — WITH CUT ENABLED, THE BUTTON'S CONTROL IS DISABLED WHEN TIMER IS DEPLETED. USEFUL WHEN LIMITING USAGE TO THE TALENT.

CLEAR SELECTION — CLEAR ACTIVE BUTTONS

SAVE SETTINGS — BACK TO HOME SCREEN

TRUSS SR	GROUND SR	GROUND SL	TRUSS SL

ACTIVE CUE   INACTIVE CUE

PLEASE NOTE

• If the DMX cable for the button is unplugged, pair mode will be disabled until The Button is power cycled again. Each time a power cycle occurs, settings will need to be reconfigured.

DEVICE UPDATING

Occasionally, Club Cannon products will have new software versions available. Often times these are small updates that add user requested features, or contain small bug fixes.

Updating products is easy using a Club Cannon SHO controllers. The product firmware is contained in the SHO controller firmware update. When a product is plugged into a SHO controller, the product can be detected and updated if necessary. The screen below outlines what the device update page looks like:

DEVICE ID

FIRMWARE

UPLOAD STATUS

ELAPSED TIME: **0**   MIN   **0**   SEC

DETECT DEVICE
FIND READY DEVICE

UPDATE **DEVICE**
PROGRAM CLUB CANNON DEVICE

UPDATE HELP
GUIDE FOR UPDATING DEVICES

EXIT **UPDATER**
BACK TO SETTINGS
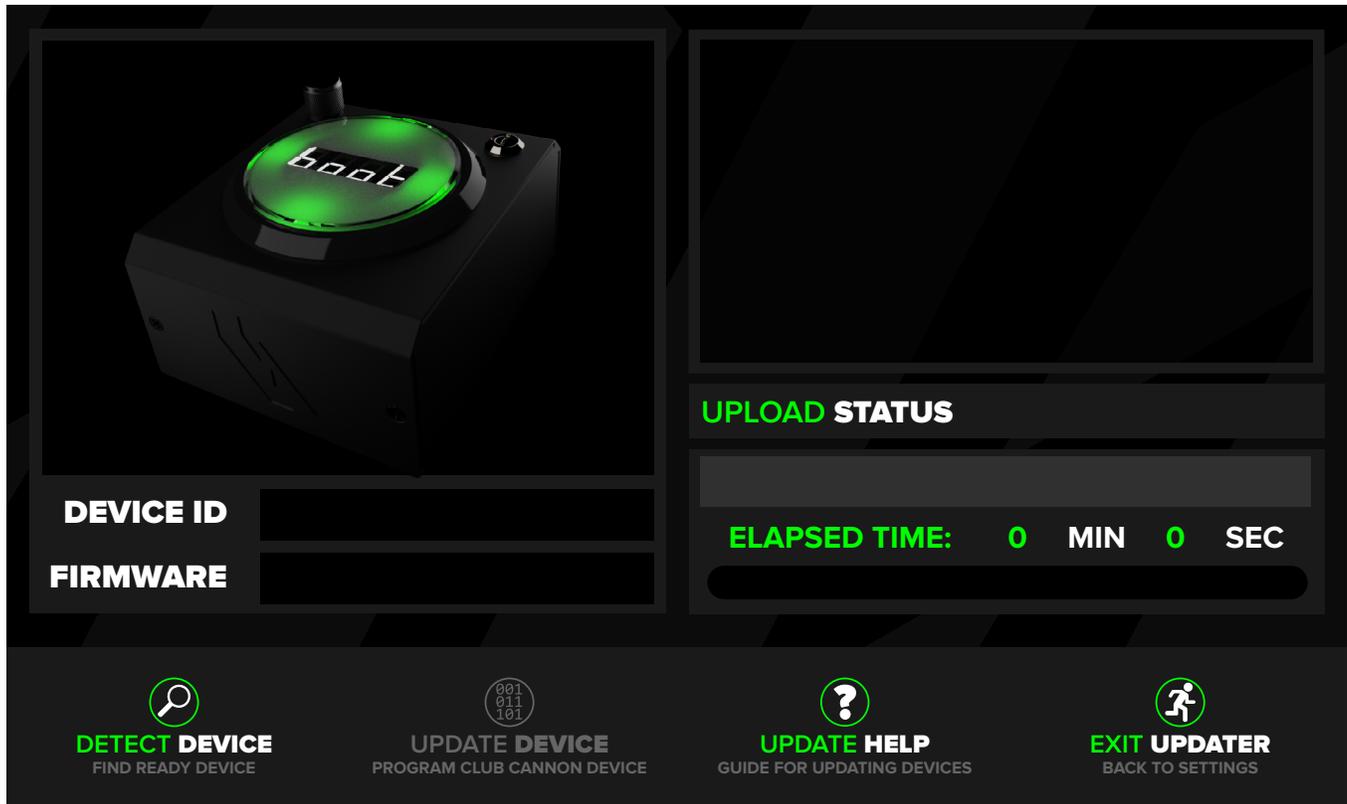
Depending on the product, a sequence will need to be performed to initialize the firmware update:
- **If the device is not discovered, there may not be an update available.**

DEVICE	SOLUTION
THE BUTTON	• Hold encoder button down as the controller is powered on.
PRO JET / MICRO JET MKII	• Hold the outer 2 buttons on rear of jet while powering on.
QUAD JET	• Press icon at top right of touch screen on the modes page.

The SHO controllers can easily have their own software and firmware updated, These updates usually contain new features or small bug fixes. When a new software version is available, users will be notified by email.

To perform a system update, user will need to download the update package. A USB drive will be required, see details below:

1. Unzip "UPDATE" folder from "UPDATE v1.XX.zip" to root of flash drive.
   - Flash drive must be formatted to FAT or FAT32.
   - Flash drive must be 32GB or less.
2. Eject drive from computer.
3. Insert drive into Shomaster.
4. Once drive is discovered by the Shomaster, a USB icon will appear in the home screen. When the Shomaster is unlocked, press on the icon to jump to the Save and USB menu.
   - If there is an issue with the drive or incorrect formatting, the icon will appear red.
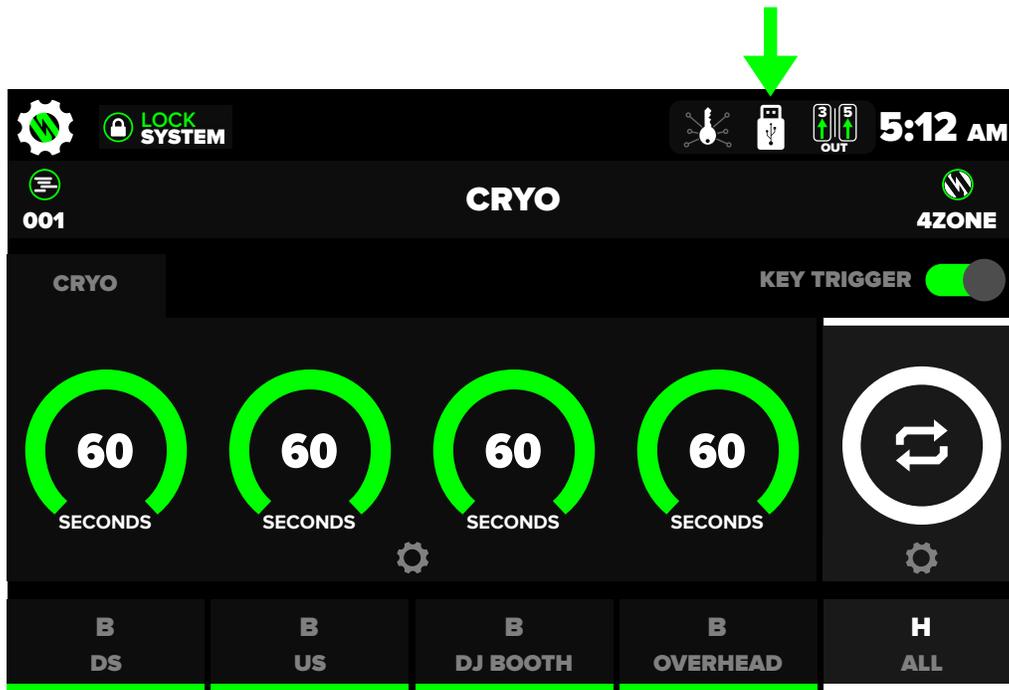
SYSTEM UPDATING

1. If update is found on the drive, the "System Update" button in the bottom left on the screen will be selectable. Click on the button to enter the system update menu.

USB SETTINGS
FILE DIRECTORY | IMPORT | EXPORT

EXTERNAL   INTERNAL

IMPORT SAVE
IMPORT FILE TO CONSOLE

SYSTEM UPDATE
UPDATE CONTROLLER
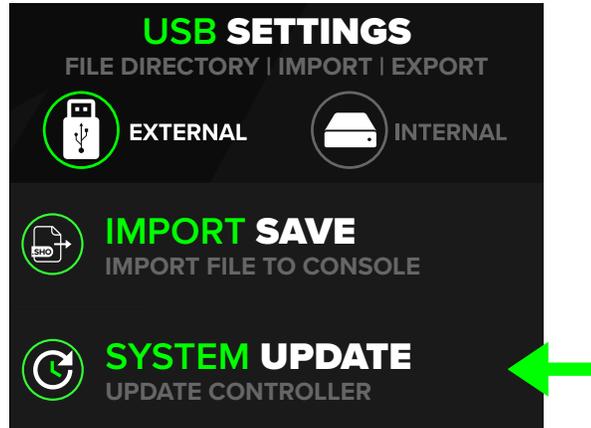
2. Once the Update menu has loaded you will be presented with current changes in the firmware update. To begin update, press the begin update button on the bottom.
   - Once update has started, do not unplug device power or remove USB drive until update has completed.
   - Update time is dependant on the the size of the update.

BACK

SYSTEM UPDATE
THIS CAN TAKE UP TO 20 MINS TO COMPLETE

CHANGELOG

BEGIN UPDATE
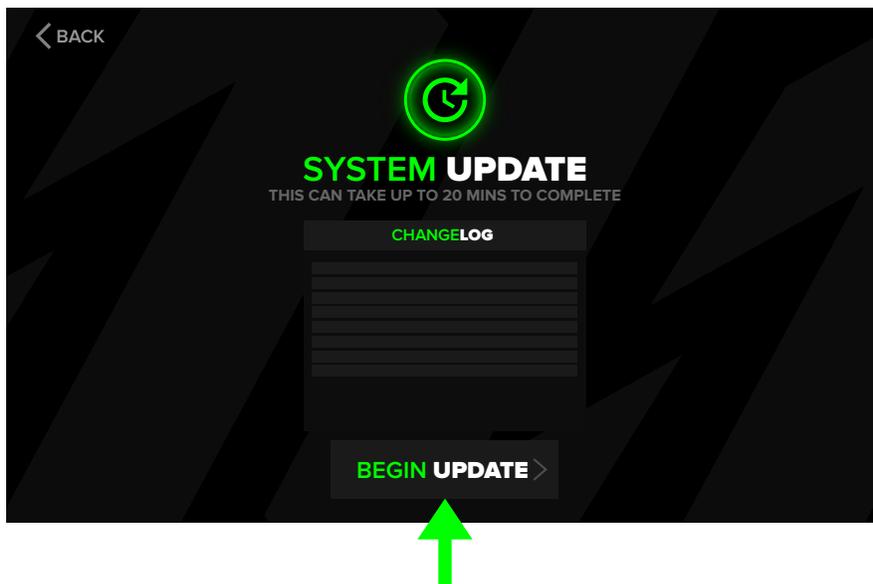
It is recommended that you backup your .SHO files on a USB drive prior to updating. Most software updates will not interfere with your .SHO files, however some updates may contain modifications to the programming structure that can interfere with outdated .SHO files.

UPDATE TROUBLESHOOTING

ISSUE	SOLUTION
Update Stuck at "PLEASE WAIT".	• Leave USB Pluged into controller, and power cycle. • An error will be displayed while the update recovers in the background.
Screen showing "DATA ERROR".	• Leave USB Pluged into controller, and power cycle. • If update doesn't continue, contact Club Cannon directly.
Update keeps failing.	• If update keeps failing try redownloading the file from the link provided by Club Cannon. • If the issue persists contact Club Cannon directly.

DEVICE TROUBLESHOOTING

ISSUE	SOLUTION
Screen unresponsive	• Reboot controller via power cycle. • Perform a soft reset by going to global settings > system info > 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.
Screen not powering on, or displays error 44	• Contact Club Cannon directly.
DMX input not triggering SHOSTARTER	• Turnaround must be installed on 3 Pin DMX Port. • Ensure DMX input is enabled in global settings. • Key must be in the armed position.
DMX input triggering incorrect channels	• Ensure DMX input starting address is not offset. • See DMX input overview above.
Forgot passcode	• Use included key to arm controller. This will bypass the lock screen. Passcode can be reset in global settings > Reset Passcode. Codes are unique for each show file.
Jet+LED mode triggering wrong colors	• Ensure led attachment is in 9ch mode. • Ensure the LED's starting address is 1 greater than the banks starting address.
USB icon red / USB drive not recognized	• Ensure drive is formatted as FAT, FAT16, or FAT32. • Drive must not exceed 32GB in capacity.
Software update failed	• See instructions included with update files.

No user serviceable parts inside.
If your issue is not listed or the suggested solution did not solve the issue, contact Club Cannon.

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 SHOSTARTER's integrated E-STOP. This will set all DMX channels to 0.

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

WARRANTY

The SHOSTARTER 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 SHOSTARTER 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 SHOSTARTER.

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 SHOSTARTER.

CONTACT US

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