Wild Wash 12

User Manual

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Firmware Version *

Document revisions

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GLP® Wild Wash 12 User Manual

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1. Safety

Key to symbols

The following symbols are used in the product's user documentation:

	**Warning!** Safety hazard. Risk of severe injury or death.		**Warning!** Hazardous voltage. Risk of lethal or severe electric shock.
	**Warning!** See user documentation for important safety information.		**Warning!** Fire hazard.
	**Warning!** Risk of eye injury.		**Warning!** Hot surface. Risk of burn injury.

Warning! Read the Wild Wash 12 Quick Start and Safety Manual supplied with the fixture and available for download from www.glp.de before installing, operating or servicing the fixture. The Quick Start and Safety Manual contains important information for the safe use of Wild Wash 12 fixtures. If you fail to read that information you may create a safety hazard with a risk of serious or lethal injury or damage.

If you have any doubts or questions about how to use the GLP® Wild Wash 12 lighting fixture safely, contact your GLP supplier for assistance. Your GLP supplier will be happy to help.

The user documentation for Wild Wash 12 fixtures consists of three documents:

- The **Wild Wash 12 Quick Start and Safety Manual**, supplied with fixtures and available for download from www.glp.de. The Quick Start and Safety Manual contains important safety information and installation instructions that the installer and user must read. It also contains dimensions drawings and technical specifications for the fixture.
- The **Wild Wash 12 User Manual**, this document, explains features and control of Wild Wash 12 fixtures.
- The **Wild Wash 12 DMX Channel Index**, available for download from www.glp.de. The Channel Index is a separate document containing the DMX control channel layout and DMX commands available in the fixture.

The Wild Wash 12 is intended for use by experienced professionals with the knowledge and skills to set up, operate, and maintain high-powered, remotely controlled lighting equipment safely and efficiently. These operations require expertise that may not be provided in this manual.

- Respect all warnings and directions given in the fixture's user documentation and on the fixture. Read the fixture's Quick Start and Safety Manual and familiarize yourself with the safety precautions that it contains. GLP and affiliated companies will take no responsibility for damage or injury resulting from disregard for the information in the user documentation.
- Check the GLP website at www.glp.de and make sure that you have the latest versions of the fixture's Quick Start and Safety Manual and this user manual.
- Check the fixture software version indicated on page 2 of this user manual and then use the fixture's control panel to check the version installed in the fixture. If the versions are not the same, the user manual may still cover the fixture, because software updates do not always affect the use of the fixture. However, it is possible that this manual does not match the fixture perfectly. Software release notes can help clarify this question. You can consult software release notes and download the correct version of this user manual on the GLP website if necessary.
- Make both the Quick Start and Safety Manual and this user manual available to all persons who will install, operate or service the fixture. Save both documents for future reference.
- If you have any questions about the safe operation of the fixture, please contact an authorized GLP distributor (see list of distributors at www.glp.de).

GLP Service and Support

Contact information for the nearest GLP Service and Support is available online at www.glp.de/en/service, by email at info@glp.de, or by telephone at the following numbers:

- GLP Germany: +49 (7248) 927 1955
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Avoiding damage to the fixture

The Quick Start and Safety Manual contains important information that is intended to help you avoid possible damage to the fixture from other light sources, during transportation, etc. Read that information before storing, transporting or using the fixture.

2. Wild Wash 12 overview

Figure 1. Wild Wash 12 overview

A - Head
B - Air vent with fan
C - Tilt Lock
D - NFC Sensor (behind display)
E - Control panel with backlit display
F - Safety cable attachment points – on base
G - etherCON port A ethernet connection, fail-safe
H - DMX IN (5-pin XLR)
J - AC mains power IN and THRU (powerCON TRUE1 TOP)
K - DMX THRU/OUT (5-pin XLR)
L - etherCON port B ethernet connection, fail-safe

3. Features

The GLP Wild Wash 12 is a compact 16 kg LED wash with 12x 40W RGBL LEDs, up to 5790 lm and iQ.Gamut color synergy. The zoom optics offer very narrow 3,5° beam angle up to 54° field angle for homogeneous illumination. It offers 540° pan / 270° tilt, a 600 W max power draw, and features the GLP menu display with iQ.Mesh for easy setup and wireless updates. Flexible mounting is supported via integrated camlocks, and each unit includes a GLP DRX Sleeve. Ideal for efficient, high-performance use in clubs, small installs, mobile productions, and festivals.

The Wild Wash 12 from GLP can be used temporarily in outdoor locations for entertainment purposes and in dry locations in permanent and temporary installations. Fixtures can be placed on or fastened to a level surface, or they can be suspended from a suitable structure as directed in this manual.

Power and data can be daisy-chained for ease of installation.

Control options

The Wild Wash 12 supports DMX, RDM, ArtNet, sACN, and the GLP iQ.Mesh system.

There are 5 control modes:

Mode 1: Overall control of all pixels as a block.

Mode 2: Overall control of all pixels as a block, with pattern engine.

Mode 3: Overall control of all pixels as a block, with pattern engine, and individual RGB control of each pixel as a submodule

Mode 4: Individual RGB control of each pixel.

Mode 5: Individual RGBL control of each pixel.

Main and Sub modules (Main and Sub fixtures)

Modes 2 and 3 divide the fixture into two modules (Main module and Sub modules).

- Main module (Layer 1 = one RGB(L) Wash fixture)
- Sub module (Layer 2 = pattern engine with individual pixel control).

The Sub module has its own intensity and shutter channels. Professional controllers will handle this setup in a smart multi-fixture profile.

The **Fixture Settings→Subfixture Mode** setting lets you decide whether the Sub module should be subordinate to or independent of the Main module for the Pattern Engine and the PIxel Engine respectively. The settings are:

- *Normal:* all Sub Fixture Channels (Sub Modules) are subordinate to the Main Fixture channels. This means that the intensity and shutter of the Main Module act as Master intensity and Master shutter for the Sub Modules.
- *Independent*: the Sub Modules can be controlled independently of the Main Module and are not affected by the intensity and shutter of the main module.

Powering on

When power is applied to the fixture and no valid DMX signal is present, the head moves automatically to its home position (pan and tilt center). You can set different device functions when there is no control signal using the option **Fixture Settings→No Signal**.

Main and Sub modules (Main and Sub fixtures)

Some control modes divide the fixture into two or more modules (Main module and Sub modules). Control Modes 2-3 divide the fixture into:

- Main module (Layer 1 = one RGB(L) Wash fixture)
- Sub module (Layer 2 = pattern engine with segment or individual pixel control).

The Sub module has its own intensity and shutter channels. Professional controllers will handle this setup in a smart multi-fixture profile.

The **Fixture Settings→Subfixture Mode** setting in the menu lets you decide whether the Sub module should be subordinate to or independent of the Main module. There are two possible settings:

Normal: all Sub Fixture Channels (Sub Modules) are subordinate to the Main Fixture channels. This means that the intensity and shutter of the Main Module act as Master intensity and Master shutter for the Sub Modules.

Independent: the Sub Modules can be controlled independently of the Main Module and are not affected by the intensity and shutter of the main module.

Individual segment or pixel control

The Wild Wash 12 provides twelve individually controllable pixels. Each pixel cell houses a 40 W RGBL LED that can be controlled individually in intensity and color to create dynamic effects and pixel mapping.

The fixture's different DMX control modes offer different options for working with the individual segments or pixels.

- **Mode 1 (Basic)** provides a Main module with color mixing control of all pixels together as one segment.
- **Mode 2 (Normal)** adds a Sub module as a second layer with pattern effects in an independently selectable color.
- **Mode 3 (Multi-pix Advanced)** adds Sub modules as a second layer with pattern effects and independent color mixing of each pixel.
- **Mode 4 (Multi-pix Compressed RGB)** provides a main module with independent color mixing of each pixel in RGB mode.
- **Mode 5 (Multi-pix Compressed RGBL)** provides a main module with independent color mixing of each pixel in RGBL mode.

Dimmer

The electronic dimming effect provides smooth 16-bit dimming of the Main module and Sub modules. The following three dimming curves are available:

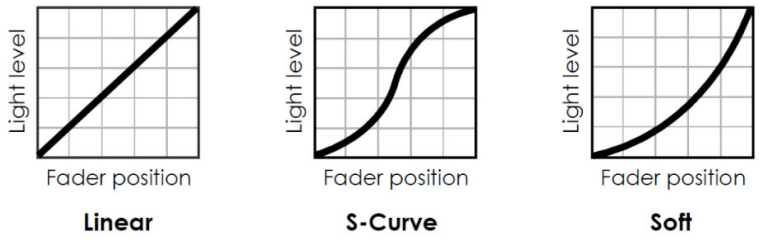

Figure 2. Dimming curves

Linear setting gives a dimming curve that the eye perceives as linear.

Square (Soft) setting gives finer control at lower light levels, where the eye is most sensitive to changes in light intensity, and coarser control at higher light levels.

S-Curve setting gives finer control at lower light levels and at higher light levels, with coarser control at medium light levels.

Pan and Tilt

The Wild Wash 12 has motorized pan and tilt movement with coarse and fine control channels.

With the fixture standing on the ground, increasing the pan DMX value moves the head in a clockwise direction; increasing the tilt DMX value moves the head towards the front from its home position.

Pan and Tilt direction can be reversed using the **Fixture Settings →Pan Invert** and **Fixture Settings →Tilt Invert** settings or via DMX on the Special/Control channel. This can be useful when setting up symmetrical movement in multiple fixtures.

Position feedback and self-correction

The fixture has a position feedback and self-correction system that brings the head back to its correct position if it was unintentionally moved. When correcting position, the fixture at first tries twice to move to the correct position. If it cannot move to this position, it waits for a short period and then tries again.

Position feedback is automatically disabled for a short time if you press one of the control panel buttons. This feature lets an operator move the head manually. Pan and Tilt remain disabled while you are using the fixture's control panel.

Position feedback can also be set to constantly disabled using the **Fixture Settings→Position Feedback** option.

Zoom

The Wild Wash 12 has motorized zoom control that lets you vary the beam angle from spot to flood as the DMX value increases.

Color mixing

The fixture's Main module features 16-bit color mixing with RGB, RGBL or x:y control options, selected using the option **Fixture Settings→Color Mix Mode**. The Color Mix mode of the Sub module(s) is always RGB.

- RGB Mode: Mixes color of the main and sub module(s) using Red, Green and Blue channels. The Lime LED is mixed automatically using the fixture's internal GLP iQ.Gamut algorithm.
- **RGBL Mode:** Mixes color of the main module using Red, Green, Blue and Lime channels.
- x:y Mode: Mixes color of the main module using x:y (CIE 1931) parameters.

Mix Priority

The Mix Priority channel defines how the color mixing output of the Main module (Layer 1) and the color mixing output of the Sub module(s) (Layer 2) are merged together – or which value has higher priority. This lets you switch between the layers or create special effects using both layers.

The Mix Priority channel gives the following options:

- **Main + Sub (HTP)** – The fixture takes whichever color value of the Main module or Sub module is highest and uses that value to determine the output color (Highest Takes Priority).
- **Main Only** – The Sub module color value is ignored. The fixture uses the color value of the Main module.
- **Sub Only** – The Main module color value is ignored. The fixture uses the color value of the Sub module.
- **Main + Sub additive** – The Sub module color value is added to the Main module color value. The fixture uses the sum of both values.
- **Main - Sub subtractive** – The Sub module color value is subtracted from the Main module color value.
- **Sub - Main subtractive** – The Main module color value is subtracted from the Sub module color value.
- **TrueColor Main over Sub Snap –** Sub module color stays in the background. Main module color has higher priority and will not mix with Sub module color. As soon the Main module color value is greater than zero, Sub module color blacks out and the fixture uses the Main module color.
- **TrueColor Sub over Main Snap –** Main module color stays in the background. Sub module color has higher priority and will not mix with the Main module color. As soon as Sub module color value is greater than zero, Main module color blacks out and the fixture uses Sub module color.
- **TrueColor Main over Sub Crossfade –** Sub module color stays in the background. Main module color has higher priority**.** If you fade in a Main module color, Sub module color will crossfade to the Main module color.
- **TrueColor Sub over Main Crossfade** – Main module color stays in the background. Sub module color has higher priority. If you fade in a Main module color, Sub module color will crossfade to the Main module color.

- **Main to Sub Crossfade –** Manually crossfading from Main module color only → Main and Sub module color (HTP) → Sub module color only.

iQ.Gamut

iQ.Gamut is a new LED calibration technology from GLP that defines the color gamut for the color mix channels. You can select one of a range of calibrated iQ.Gamuts for the fixture to work within. This feature can be useful if you want to reproduce correct colors or avoid TV camera clipping. Set using the option **Fixture Settings→iQ.Gamut**.

White Point

The white point is the output color when all color control channels are at 100%. You can set this to a Kelvin color temperature using the option **Fixture Settings→White Point**.

Color temperature control (CTC)

In addition to the choice of default fixed white point, the fixture offers Color Temperature Correction (CTC) in all three color mixing control modes (RGB, RGBL and x;y). The CTC Channel allows a temporary change of white point and offers a smooth shift between whites from 10.000 K to 2500 K following the black body line.

Depending on the selected Color Mix Mode (RGB, RGBL or x;y), if you select a color temperature on the CTC channel, the fixture will no longer use the specific open color and will instead use the selected color temperature.

If you select a color temperature on the CTC channel, it is still possible to manipulate the color temperature using the RGB and RGBL channels.

Note: To obtain the desired color temperature on the CTC channel, you must set all Color Mix channels to 100%. If they are not at 100%, the system will mix color relative to the selected white point of the CTC channel.

The CTC channel affects all the fixture's modules. Setting the CTC channel to a specific color temperature will affect the open white of the Main module and Sub modules.

Color Quality Control (CQC)

The CQC channel lets you modify the spectral mix of the white output in order to achieve a balance between better color rendering or higher output intensity. The following options are available:

- **High Quality (HQ)** deploys multiple LEDs to create a richer light spectrum that gives improved color rendering but also slightly lower output. Color is mixed with priority given to the best white color rendering quality. Saturated colors will have maximum saturation at DMX 000 and will smoothly become unsaturated until they reach 0% saturation (= white) at DMX value 127.
- **High Output (HO)** gives higher output intensity but reduced color rendering performance. Color is mixed with priority given to the highest output in white. Saturated colors will have maximum saturation at DMX 255 and will smoothly become unsaturated until they reach 0% saturation (= white) at DMX value 128.

While using white light, the CQC channel lets you change between white with priority on high-quality color rendering and white with priority on highest output. Additionally, the CQC channel lets you smoothly desaturate colors. If you have set a saturated color in

the color mix, the CQC channel lets you smoothly desaturate the color from saturated to fully unsaturated (i.e. white).

Note: The CQC channel affects all the fixture's modules. Setting the CQC channel to a specific value will affect the colors of the Main module and Sub modules.

*Note: In RGBL color mix mode the **HO** and **HQ** CQC options set set smooth (HQ) or aggressive (HO) dimmer curves.*

Magenta/Green Shift (M/G Shift)

The Magenta/Green Shift channel lets you move the color coordinate of a white point, a mixed color or a selected CTC color along a vertical line on the color temperature curve in all three Color Mix modes. The corresponding white point is either shifted towards Green or Magenta.

If M/G Shift is enabled, it immediately affects all mixed colors as well as the color temperature that is selected on the CTC channel. It has no effect on the colors of the virtual color wheel.

Note: The M/G Shift channel affects the entire fixture. Setting the M/G Shift channel to a specific value will affect the output of the Main module and Sub modules.

Color wheel

The Wild Wash 12 features a virtual color wheel channel that gives quick access to a wide range of LEE-referenced colors in all three Color Mix modes. Color wheel color presets are always mixed with the best available spectrum. Color filter color coordinates are based on a Source C (daylight) light source.

Besides static color presets, the color wheel channel also offers continuous color scrolling through HSI colors. When set to HSI Scroll, the fixture runs through saturated HSI colors with variable speed from slow to fast.

The crossfade time of a color change is relative to the speed: at slow speeds colors crossfade smoothly and at fast speeds colors snap.

If a color coordinate is outside the possible color gamut of the light source, the fixture tries to match the target color as closely as possible.

Note: Color wheel color presets have higher priority than the Color Mix, CTO and M/G Shift channels.

The virtual color wheel channel must be set to DMX 000 in order to use normal RGB, RGBL or x:y color mixing.

Tungsten effect

This control channel lets you set various tungsten lamp simulations.

The first part of the Tungsten channel offers standard tungsten features with fixed color temperature, red shift and fade time. The color temperature as well as the color shift and inertia of the selected light source are fully simulated.

The second part of the Tungsten channel lets you apply one of the corresponding tungsten effects (inertia and intensity) to the current output.

Note: The Tungsten simulation channel affects the entire fixture. Setting the Tungsten channel to a specific value will affect the output of the Main module and Sub module.

Shutter

The fixture's shutter channel offers continuous blackout, continuous open and a range of intensity effects.

Depending on the selected Sub Module Mode, the shutter channel of the Main module channel group acts as either a master shutter or as the shutter channel of the Main module independently of the Sub module.

The following shutter effects are available:

- **Single flash** performs exactly one single flash with each value change within this DMX value slot.
- **Pulse** dims up and down smoothly with the same fade-in and fade-out times. Speed can be adjusted from slow to fast.
- **Pulse open** fades in and then snaps to blackout. Speed can be adjusted from slow to fast.
- **Pulse close** fades out and then snaps to full. Speed can be adjusted from slow to fast.
- **Strobe double flash** provides a quick double flash. Speed can be adjusted from slow to fast.
- **Strobe pixel random** (only available when the fixture is set to a DMX mode with individual pixel control) strobes individual pixels at random to give a kind of sparkling effect. Speed can be adjusted from slow to fast.
- **Strobe random** strobes all of one fixture's pixels together at random intervals, allowing a random strobe between multiple fixtures. Speed can be adjusted from slow to fast. *Note that the random effect across multiple fixtures really is random!*
- **Strobe** strobes all of one fixture's pixels together and also perfectly synchronizes the strobe in multiple fixtures so that all the fixtures flash at exactly the same time. Speed can be adjusted from slow to fast.

*Note: The **Fixture Settings→Duration Control** option sets whether the Duration channel operates as a percentage of the Rate channel, or whether it sets a fixed effect time.*

Pattern Engine

The Wild Wash 12 offers a wide range of static and dynamic pre-programmed FX patterns on the Sub modules. The Sub module color control channels define the color of the pattern effects.

A static pattern is a fixed pattern with only one pattern step. This allows you a very quick selection of a non-dynamic effect. It has active and inactive pixels. Each active pixel shows the selected pattern color while each inactive pixel is fully transparent.

A dynamic pattern is a sequence of multiple pattern steps and has active and inactive pixels. Each active pixel shows the selected pattern color while each inactive pixel is fully transparent. You can set pattern steps to automatically change continuously (Pattern Speed) or you can directly select pattern steps (Pattern Index).

Pattern selection

The pattern selection channel offers a choice of 59 static patterns, 50 dynamic patterns and 11 special patterns. The dynamic patterns offer multiple pattern steps for individual step selection or continuous pattern step chasers.

Pattern 0 (DMX 000) is the idle pattern and just sets all pixels to active.

The Random Pixel FX pattern at the end of the Pattern Select channel randomly selects pixels to create an attractive sparkle effect.

Pattern speed/index

As a dynamic pattern is a sequence of multiple pattern steps, you can select either:

- an automatic clockwise or counterclockwise continuous run-through of the pattern steps with different speeds (dynamic speed control = DMX values 002 ... 127), or
- one of the available specific pattern steps (static indexing = DMX values 128 ... 255).

Note: Bear in mind that different patterns can have a different number of pattern steps. This can affect synchronization between fixtures, for example, if you run different patterns in multiple fixtures.

Pattern step crossfading

The Pattern Step Crossfading channel lets you choose how one step in a pattern should change into the next step. This change can be a snap, a normal crossfade or a fade with tail (quick fade in and variable long fade out).

Pattern transition

The Pattern Transition channel lets you choose how Pattern A should change into Pattern B. This change can be a snap, a soft crossfade, a Fade Over Blackout (FOB) or Fade Over Full (FOF).

Special/Control DMX channel

The Special/Control DMX channel lets you change fixture settings and perform a fixture reset from the control desk (a possibility that can be very useful during a show or for a specific scene). To apply a command on the Special/Control channel, you must hold the command for the time indicated in the DMX channel index section at the end of this user manual.

To trigger a reset using the Special/Control channel, you must send the DMX value for this function for 3 seconds. If you want to trigger an additional reset using the Special/Control channel, you must first move away from the Reset DMX value and then return to this value. This requirement to change DMX values eliminates the risk of the fixture entering an unwanted Reset loop if it is patched wrongly.

Note: Most of the fixture settings available in the fixture's control menus or on the Special/Control DMX channel are also available via RDM.

Fan modes

Lets you give priority to lowest fan noise or most powerful cooling. In all modes, if the fixture gets too hot, light intensity will be reduced to control temperature. Light output will be shut down if a dangerous temperature is reached.

Regulated mode gives priority to light output and only operates fans as necessary.

High mode sets the fixture to give maximum light output and suits operation in high ambient temperatures. Fans are set to constant operation at high speed.

Medium mode sets fans to constant operation at medium speed. Light output intensity is slightly reduced.

Low mode sets fans to constant operation at low speed and is optimized for minimum noise. Light output intensity is reduced.

Off sets the fixture to disable all fans which are not essential to cool important components. Essential fans will rotate as slowly as possible to reduce the noise level to a minimum. Light output intensity is reduced.

PWM frequency

You can select different LED PWM frequencies to avoid flicker on cameras. Higher PWM frequencies reduce the dimming resolution.

No signal

Sets how the fixture behaves when no DMX signal is present:

Blackout sets the fixture to black out whenever it is not receiving a DMX signal.

Hold sets the fixture to continue using the last DMX values it received.

Scene sets the fixture to play its stored stand-alone scene. You can use this setting to make the fixture operate by itself at power-on. To store the scene use the **Capture DMX Values** option. You can also set Manual DMX settings from the menu and store those.

Display Mode

Gives different behavior options for the display in the fixture's control panel. This can be helpful in case of errors or during service operations.

Auto (default): the display automatically switches off after a few seconds if the fixture is receiving a valid control signal and has not detected an error. If the fixture is not receiving a valid control signal, the display will flash. If the fixture has detected an error, the display remains constantly on and shows the error.

On: The display stays on constantly. This setting can be useful if you are configuring or servicing the fixture.

Off: The display will automatically switch off after a few seconds even if the fixture is not receiving a valid control signal or if it has detected an error. Pressing any button turns on the display again.

User Presets

Lets you store and reload different custom fixture configurations or return the fixture to the default fixture settings. You can store 3 different user presets.

To save the current settings, use **Service → Advanced → Save Settings**.

To reload one of the presets, use **Fixture Settings → Load User Settings.**

To reset to default settings, use **Fixture Settings → Setting Defaults**

User presets do not affect DMX Address, Control Mode, Protocol Type, IP Settings, etc. This helps avoid loss of communication with the controller.

4. Control panel

Warning! DMX control is disabled when the control menus are active. Be prepared for the head to move as soon as you exit the control menus.

The control panel and backlit graphic LCD display with self-charging battery allow you to change fixture settings, view readouts and use utilities quickly and intuitively, even when the fixture is disconnected from power.

To allow comfortable use of the control panel, tilt is automatically disabled for a few seconds if you press any button on the control panel. Tilt remains disabled for as long you are working in the control panel. If no button is pressed for a few seconds, head movement is re-enabled with tilt correction applied.

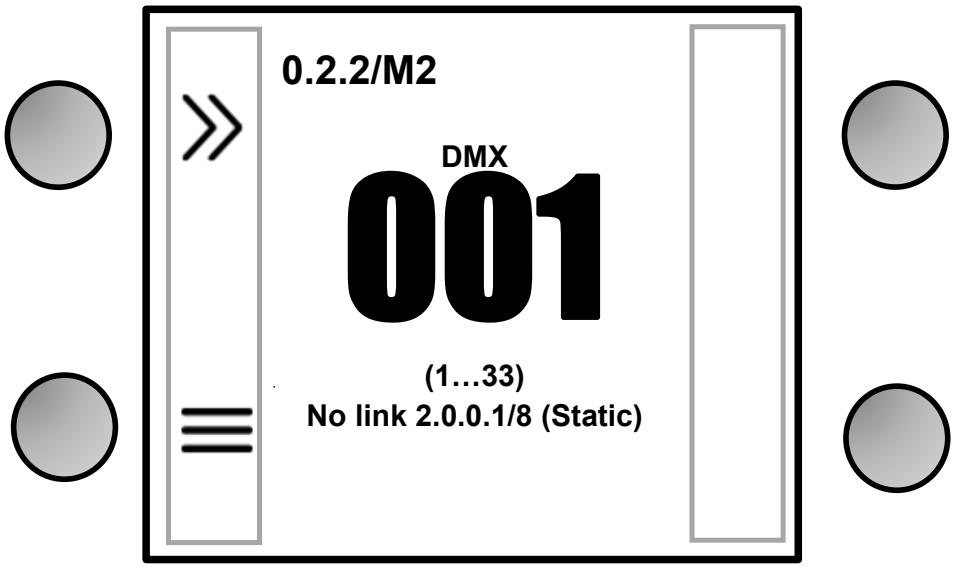

Figure 3. Default information screen

Default information screen

When power is applied, the fixture performs a reset. After the reset has completed, the default information screen appears in the control panel display on the side of the yoke.

At any other time, you can press any key to unlock the control panel. Doing this also calls up the default information screen in the control panel display.

See Figure 3. The top line of the default information screen consists of, from left to right:

- Main CPU firmware version
- DMX Mode

The center of the screen shows the following information:

- Signal source.
- Fixture's current DMX address in large characters. If the fixture's self-diagnosis system detects an error, the fixture will flash an error message alternately with the DMX address. This lets you see the DMX address and error message at a distance from the fixture.
- If the fixture detects a valid, active network at one of the fixture's etherCON ports, the default screen will show a network icon to the left or right of the DMX address:
  - Icon on left = data at Port A (on left of fixture when facing control panel)
  - Icon on right = data at Port B (on right of fixture when facing control panel)

  The fixture displays network speed below the network icon.

  If the fixture does not detect a network at one of the ports, it displays NO LINK instead of the network icon for that port.
- Below the current DMX address, the fixture displays in smaller characters the DMX channels that the fixture is currently using.

In the example shown in Figure 3:

- The fixture is running CPU software version 0.2.2
- The fixture is set to DMX Mode 2
- The fixture is set to receive data via ArtNet
- The fixture's DMX start address is 001
- The fixture is using DMX channels 1 to 33.

Using the control panel

The four control panel buttons around the display have the following functions indicated by icons next to them on the display.

In the main screen:

QUICK MENU – Activates the Quick Menu

UP/DOWN – Press three times to open the live diagnostic tool

MENU – Activates the control panel if it is in sleep mode, then opens the main menu

When navigating through the menus:

 BACK – Goes back one level towards the top of the menu

 UP – Scrolls up or increments a number

 DOWN – Scrolls down or decreases a number

 ENTER – Confirms a setting or implements a command

At any time:

 UP and DOWN at the same time – Temporarily rotates the display 180°

Control button shortcuts

Live Diagnostics

Pressing UP or DOWN three times calls up an overview of all main fixture information, signal quality and settings. This can be useful if you are troubleshooting or if you are in contact with GLP Service.

Toggle Display Orientation

Pressing and releasing UP and DOWN together rotates the display through 180°.

*Note: If Display Orientation is set to **Auto**, changing the display orientation by pressing UP and DOWN at the same time will only change the display orientation until the next power cycle. To change the display orientation permanently, go to **Fixture Settings → Display Orientation** in the control panel menus.*

Error Messages

If the fixture detects an error, it displays an error message in the display. The Error is 'sticky' and will continue to be shown in the display until the next power cycle or reset. To get details of the error message, follow the information in the display. These details are important if you talk to GLP service.

- Pressing ✕ ignores the error message and exits the error display.
- Pressing ✓ shows information about the error.

Note: Make a note of any error message displayed. You may need these details for error diagnosis. Please be ready to give them to GLP Service if necessary.

Certain critical error messages are permanently stored in the display. In this case, please contact your GLP service agent.

When restarting the fixture or sending a RESET command, the fixture performs an initialization process to test all functions and sensors. The fixture also continuously checks itself for correct operation.

Loss of DMX signal

The display flashes if the DMX signal is lost (the fixture will then behave according to its No Signal setting – see 'No signal' on page 16).

Service and maintenance

See the separate *Wild Wash 12 Quick Start and Safety Manual* supplied with the fixture and available for download from www.glp.de for information on service and maintenance.

5. Control menu structure

Quick menu

The control panel's Quick Menu gives you quick access to the most frequently used commands. To open the Quick Menu, press the left-hand control button » marked when the display is showing the default information screen.

The Quick Menu contains the following items:

Menus			***Notes***
Reset All			*Resets the entire fixture (takes a few seconds).*
Live Diagnostic			*Calls up overview of all main fixture information, signal quality and settings.*
iQ.Service Connect	>>>Connect<<<		*Enables connectivity to the GLP iQ.Service App for 5 minutes.*
Load User Settings	User Setting 1	>>>Confirm<<<	*Loads custom user settings*
	User Setting 2	>>>Confirm<<<	
	User Setting 3	>>>Confirm<<<	
	Setting Defaults	>>>Confirm<<<	*Returns fixture to default settings (not including DMX address, protocol type, Ethernet / CRMX configuration, user offsets, user presets and counters).*
Load Factory Defaults (!)	*Displays Message: Fixture may lose connection to controller* >>>Confirm<<<		*Restores all factory default settings (including DMX address, protocol type, Ethernet / CRMX configuration, user offsets and user presets).* ***Important! The fixture may lose contact with the controller!***

Main menu

The following menus and commands are available in the Wild Wash 12 control panel.

Menus			***Notes***
DMX Address			
001-512			*Set fixture's DMX start address. Highest possible address depends on control mode.*
Control Mode			
M1 Basic (CH22)			*Set fixture's DMX control mode.*
M2 Normal (CH33)			
M3 Multi-pix Advanced (CH66)			
M4 Multi-pix Compressed RGB (CH47)			
M5 Multi-pix Compressed RGBL (CH59)			
iQ.Mesh			
Protocol Setup			
Data In	**DMX**		*Control via DMX protocol*
	Art-Net		*Control via Art-Net*
	sACN		*Control via sACN*
	iQ.Mesh		*Control via iQ.Mesh*
Data Out	**Standard**		*No incoming data is converted*
	DMX (XLR)		*Incoming Art-Net/sACN will be output from the DMX XLRs*
Ethernet Config	Addressing Mode	Auto 2.x.x.x	Auto Addressing in the range 2.x.x.x
		Auto 10.x.x.x	Auto Addressing in the range 10.x.x.x
		DHCP	Get IP address by DHCP
		Custom IP	Use Custom IP Address
	Custom IP Address	000.000.000.000	
	Custom IP Subnet	000.000.000.000	
	ArtNet Port	**0**..32768	
	sACN Universe	**1.**.63999	
Fixture Settings			
Color Mix Mode	**RGB**		*Direct RGB control, Lime added automatically*
	RGBL		*Direct RGBL control*
	x:y		*x;y (CIE 1931) control*
White Point	8000 K		*Set fixture white point when RGB is at 100% (RGB Color Mix Mode only)*
	6500 K		
	5600 K		
	4200 K		
	3200 K		

Menus		***Notes***
iQ.Gamut	**FULL**	*Maximum color gamut*
	Rec.709	*Color space defined to Rec.709 Gamut (RGB Color Mix Mode only)*
	Rec.2020	*Color space defined to Rec.2020 Gamut (RGB Color Mix Mode only)*
Dimmer Curve	Linear	*Linear dimming curve*
	Soft	*Soft (square law) dimming curve*
	S-Curve	*Finer dimming control at low and high intensity*
Duration Control	**Normal**	*Flash duration set from short to long independent of Rate channel*
	Percentage	*Flash duration set as a percentage of the selected flash rate*
Fan Mode	**Regulated**	*Fan speed temperature-regulated*
	High	*Fan speed constant high*
	Medium	*Fan speed constant medium*
	Low	*Fan speed constant low*
	Off	*All fans off or at minimum speed*
Subfixture Mode	**Normal**	*Subfixture channels are dependent on the master Dimmer and Shutter channels which act as masters*
	Independent	*Subfixture channels are independent from the main Dimmer and Shutter channels*
PWM Frequency	**Optimal (O)**	*Optimum dynamic frequency for best performance*
	High 1 (H1)	*Fixed frequency 1*
	High 2 (H2)	*Fixed frequency 2*
	Max (M)	*Highest possible fixed Frequency*
Pixel Mirror	**Off**	*Normal pixel layout*
	x-mirror	*Left-right flip*
	y-mirror	*Top-bottom flip*
	x/y-mirror	*Left-right and top-bottom flip*
No Signal	Blackout	*Fixture blacks out if no DMX signal received*
	Hold	*Fixture continues to display current effect if no DMX signal received*
	Scene	*Plays the stored captured scene (see next menu item) if no DMX signal received*

Menus			***Notes***
	Capture DMX Values	*>>>Confirm<<<*	*Captures current scene and stores it for use in **No Signal Mode → Scene***
Display Mode	**Auto**		*Display dims after a short period of inactivity if no errors and valid DMX signal*
	On		*Display constantly on*
	Off		*Display dims even if there are errors / no DMX signal*
Display Orientation	**Auto**		*Display automatically inverts to match installation position*
	Normal		*Display normal (for use when fixture is standing)*
	Flip		*Display inverted (for use when fixture is flown head-down)*
Pan Invert	**Off**		*Normal Pan movement*
	On		*Reversed Pan movement*
Tilt Invert	**Off**		*Normal Tilt movement*
	On		*Reversed Tilt movement*
Position Feedback	Off		*Position feedback disabled – fixture will not self-correct if accidentally moved*
	On		*Fixture will self-correct*
Pan disable	**Off**		
	Current Disable		*Pan motor disabled*
Tilt disable	**Off**		
	Current Disable		*Tilt motor disabled*
Hibernation	On		*Fixture enters energy saving mode, all electronics except DMX receiver are disabled. Cycling power off and on exits hibernation.*
Load User Settings	User Setting 1	>>> Confirm<<<	*Apply a user preset to fixture settings*
	User Setting 2	>>> Confirm<<<	
	User Setting 3	>>> Confirm<<<	
	Setting Defaults	>>> Confirm<<<	*Return fixture to default settings (not including DMX address, protocol type, Ethernet / CRMX configuration, user offsets, user presets and counters)*
Information			
Live diagnostic			*Shows overview of fixture information*
Show errorlist			*Shows any stored errors*
Show Serial Number			
Show SW version			
Show device info			
Show device hours			

Menus			***Notes***
Device power cycles			
Show DMX Input			
Show Signal Quality			
Show Temperature			
Show Fan Monitor			
Manual Control			
Reset All			*Reset all effects*
Manual DMX ***Warning! Fixture will start moving*** Press **Enter**	Intensity	000 - 255	*Manually control all effects*
	Pan	001 - **128** - 255	
	Tilt	001 - **128** - 255	
	Red – All Pixel	000 - **255**	
	Green – All Pixel	000 - **255**	
	Blue - All Pixel	000 - **255**	
	Lime - All Pixel	000 - **255**	
	Load No-Signal scene	Confirm	
	Save as No Signal scene	Confirm	
	Reset Manual Values	Confirm for 3 seconds *(press Enter)*	*Reset all manually entered DMX values to zero*
Service			
Live diagnostic			*Shows overview of fixture information*
iQ.Service Connect	>>> Connect <<<		*Enables connectivity to the GLP iQ.Service app.*
Tests	Test All		*Run test sequence of all effects including tilt. Stop with BACK.*
	Test Fan		*Manually test fans one by one*

Advanced *(Press and hold for 3 secs.)*	Service Mode	**OFF**		*Normal operation*
		ON		*Disable tilt and display timeouts (exit by cycling power off and on.)*
	Reset counters	Device Hours	Confirm 2 seconds	*Reset to zero*
		Device Power Cycles	Confirm 2 seconds	
		Max. Temperatures	Confirm 2 seconds	
	Save User Settings	User Setting Preset 1	Confirm 2 seconds	*Saves current fixture settings as user settings preset*
		User Setting Preset 2	Confirm 2 seconds	
		User Setting Preset 3	Confirm 2 seconds	
	Firmware push (Fixture2fixture)	>>> Confirm <<<		*Push fixture's firmware to all other fixtures of the same type over the DMX link*
Load factory defaults				
>>>Confirm<<<				*Reloads all factory default settings and default fixture configuration settings.* ***Important! Controller may lose connection to fixture!***

Default settings are written in ***BOLD type***


GLP