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zero88 Chilli Pro Play Memory Reaper Reloaded Scooter Instructions 📄

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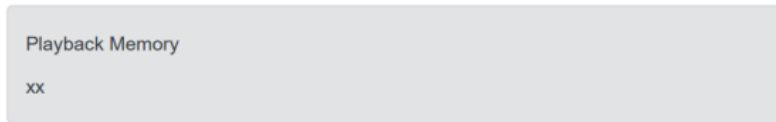

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Play Memory

Watch this video to find out about playing memories.

Standard Mode

In standard mode, this option allows you to playback (output) one of the 12 memories programmed in the dimmer.

Select the Play Memory option from the Memories menu, and press the [ENT] key. The screen shows:

Playback Memory

xx

The cursor appears in the memory number field (xx). If a memory is currently being output, then that number is shown in the field.

Use the numeric keypad or cursor keys to select a memory to be output (0 – 12).

Press the [ENT] key to confirm the memory number selection. The dimmer performs the following:

- **Memory Zero** – The outputs fade to zero in 3 seconds, and replace any previous memory or sequence being output.
- **Programmed Memory** – The outputs fade to those in the selected memory in the memory's fade time, and replace any previous memory or sequence being output.
- **Unprogrammed Memory** – * is displayed and the outputs do not change.

The screen returns to the Play Memory screen.

Memory Zero is a fixed, non-editable memory, with a fade time of 3 seconds and all channels programmed at 0%.

In standard mode, a dimmer can only play back one memory at a time.

ChilliNet Mode

This option allows you to playback (output) one of the 12 memories programmed in the dimmer, or any other dimmer on the network, on an area basis.

Select the Play Memory option from the Memories menu, and press the [ENT] key. The screen shows:

Area: 1

Memory: xx

The cursor is in the Area field. Enter the required area number using the numeric keypad or cursor keys, then press the **[ENT]** key.

If the area number is valid, the cursor moves to the Memory field.

If a memory for the selected area is currently being output from the dimmer, then that number is shown.

Use the numeric keypad or cursor keys to select a memory to be output (0 – 12).

Press the **[ENT]** key to confirm the memory number selection.

The dimmer sends out the corresponding Play Memory /Area message onto the network.

If the dimmer has one or more channels assigned to the specified area it performs the following:

- **Memory Zero** – The outputs fade to zero in 3 seconds, and replace any previous memory or sequence being output for the selected area.
- **Programmed Memory –** The outputs fade to those in the selected memory in the memories fade time, and replace any previous memory or sequence being output for the selected area.
- **Unprogrammed Memory** – * is displayed and the outputs do not change.

The screen returns to the Play Memory screen.

In ChilliNet mode, a dimmer can only play back one memory per area at a time, but may play back up to ten different memories if they are all in different areas.

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Documents / Resources

	[zero88 Chilli Pro Play Memory Reaper Reloaded Scooter](#) [[pdf](#)] Instructions Chilli Pro Play Memory Reaper Reloaded Scooter, Chilli Pro Play Memory, Reaper Reloaded Scooter, Reloaded Scooter, Scooter

References

- [User Manual](#)

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🏷 Chilli Pro Play Memory, Chilli Pro Play Memory Reaper Reloaded Scooter, Reaper Reloaded Scooter, Reloaded Scooter, Scooter, zero88

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