

# Grouping

## Create

To add a motor, touch its name in the motor list. The name appears in the group motor list.

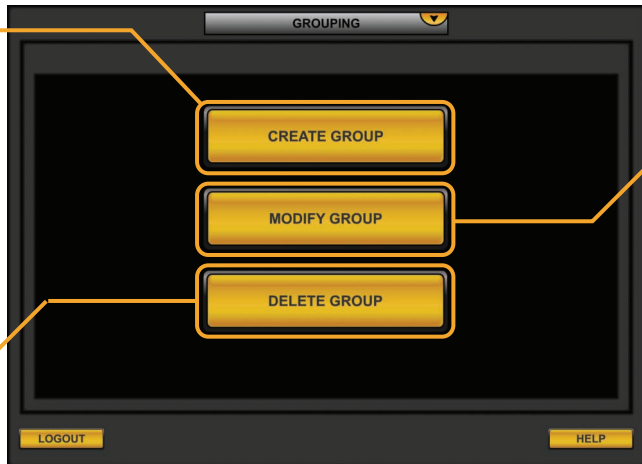
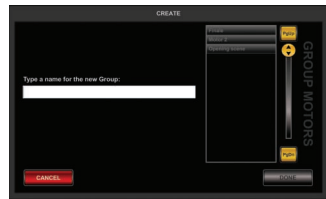
To remove a motor, touch its name in the group motor list. The motor name appears in the motor list.

Touch DONE to continue.

The group motor list is only for display. Type the new group name. Touch DONE to create the group or CANCEL to exit.

## Delete

Select a group by touching its name. Review the motors displayed on the right to be sure you have chosen the correct one. Touch DELETE to remove or CANCEL to exit.



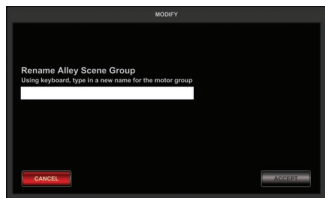
## Edit

This works like editing in the **Create** screen.



## Rename

This works like naming in the **Create** screen.

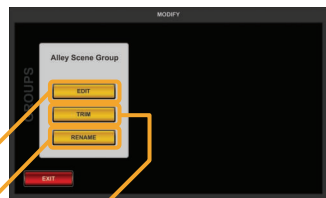


## Modify

Touch a group in the list to select it. Touch CONTINUE to edit.



Touch EDIT to change the motors, TRIM to change the positions, RENAME to change the name.



## Trim

Touch a motor name and the trim controls will activate. Use the arrow buttons or touch JOYSTICK to move the motor. After using the joystick touch FINISHED.



This module works with groups.

A group is two or more motors that will act in unison.

Groups are for hanging objects across multiple battens or when two or more battens must move together.

All groups must have more than one motor.