

# CLAIR LIGHTING

## Stage 24/48 DMX Dimmer Console

### User's Manual



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## 1.1 Safety Instructions



**Please read these instructions carefully, which includes important information about the installation, usage and maintenance of your fixture.**

- Please keep this User Guide for future consultation. If you sell the unit to another user, be sure that they also receive this instruction booklet.
- Always make sure that you are connecting to the proper voltage and that the line voltage you are connecting to is not higher than that stated on decal or rear panel of the fixture.
- This product is intended for indoor use only! To prevent risk of fire or shock, do not expose fixture to rain or moisture. Make sure there are no flammable materials close to the unit while operating
- In the event of serious operating problem, stop using the unit immediately. Never try to repair the unit by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.
- 'Don't connect the device to a dimmer pack.
- Make sure power cord is never crimped or damaged.
- Never disconnect power cord by pulling on the cord.
- Do not operate this device in more than 104F(40°C) ambient temperature conditions.

**Caution!** There are no user serviceable parts inside the unit. Do not open the housing or attempt any repairs yourself. In the unlikely event your unit may require service. Please contact us.

## 1.2 BEFORE YOU BEGIN

### What is include

- 1) DMX-512 dimming console
- 2) DC 9~12V 1000mA output
- 3) Manual
- 4) LED gooseneck lamp

## 1.3 Unpacking Instructions

Immediately upon receiving the fixture, carefully unpack the carton, check the contents to ensure that all parts are present, and have been received in good condition. Notify the shipper immediately and retain packing material for inspection if and parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory carton and packing.

## 2.1 Features

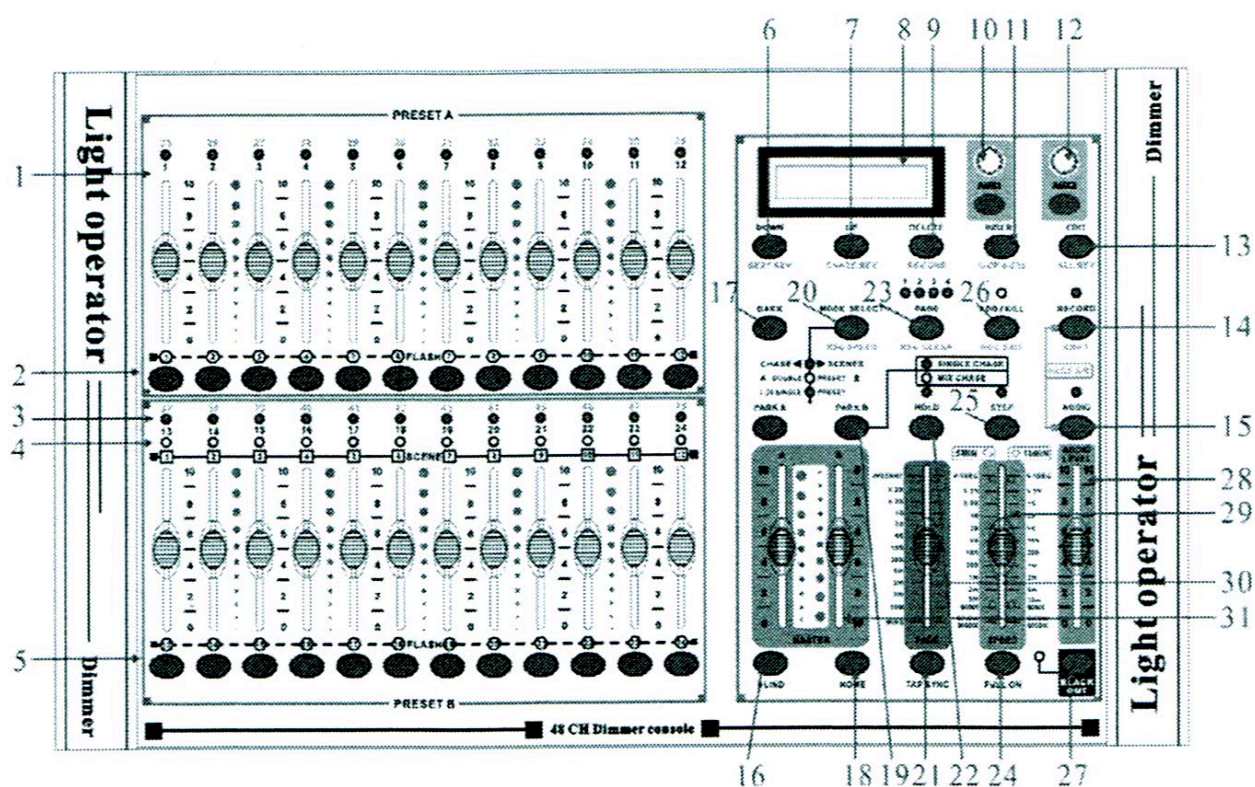
- \* 48-channel DMX-512 dimming console
- \* 4 pages with 12 scenes with total 48 playback faders (simultaneous playback)
- \* 4800 programmable steps
- \* 2 programmable AUX buttons
- \* Adjustable chase and fade time
- \* Re-assignable channels
- \* 3-pin and 5-pin DMX outputs
- \* Built-in cross fader, dark and kill buttons
- \* Direct audio input
- \* Sequential linking or simultaneous playback of chases
- \* Override chases on the fly
- \* Beat-active mode, tap sync mode and auto run
- \* 7U Rack mountable

## 2.2 INTRODUCTION

**2.3** This dimmer console is a universal intelligent lighting controller. It allows the control of 48 channels with 48 scene/chase playback faders. Each scene/chase can contain up to 1000 individual steps, or looks. On the surface, when in the CHASE SCENE mode, there are 12 physical faders for the playback of the saved programs. There are 4 pages of scenes playback on page A. programs can be triggered by music, automatically or manually. Channel assignments can be reprogrammed for ease of controlling different fixtures. On the surface you will find various programming tools such as 24channel faders. A/B master faders for cross mixing and Fade and Speed time faders for on the fly adjustments. It also has an LCD display for easy navigation of controls and menu functions.



## 2.4 Product Overview (front)



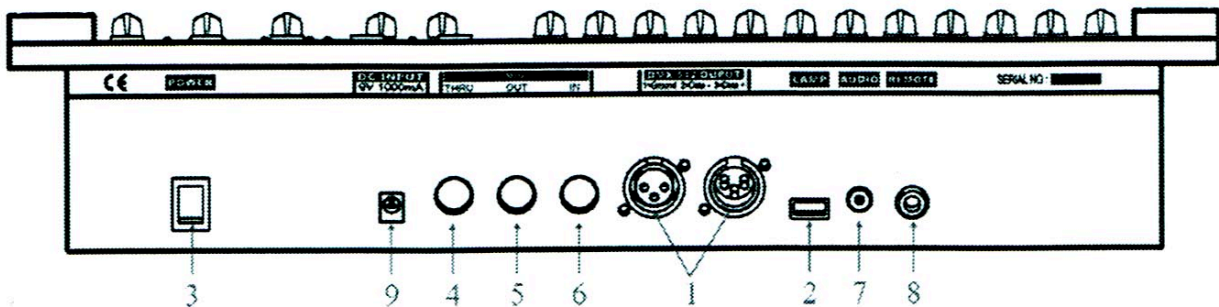
ITEM	Button or Fader	Function
1	Channel Faders	Channel faders 1-12 (25-36)
2	Flash button	0-100%dimming or DMX value of 255 for channels 1-12 (25-36)
3	Channel Faders	Channel faders 13-24 (37-48)
4	Scene Playback indicator	Indicates that the scene is playing back
5	Flash button	0-100%dimming or DMX value of 255 for channels 13-24 (37-48)
6	Down/Beat Rev	Down functions to modify a scene in edit mode, Beat Rev is used to reverse the chasing of a program with regular beat
7	Up/Chase Reverse	Up function is to modify a scene in edit mode, chase reverse is used to reverse the chasing direction of a program under speed slider control.
8	LCD display	Shows the current programming
9	Delete/Rev One	Delete a step in a scene or reverse the chasing direction of any program
10	Aux 1	Control a channel in 1 of 2 modes of Operation
11	Insert % or 25	Insert is to add 1 steps into a scene; %or255 is used to change the display value cycle between % and 0-255



12	Aux 2	Control a channel in 1 of 2 modes of operation
13	Edit/All Rev	Edit is used to activate Edit mode; All Rev is to reverse the chasing direction of all programs
14	Record/Shift	Record is used to activate Record mode or program a step; Shift functions the alternate function of other buttons only
15	Audio	Audio activate audio sync of a program
16	Blind	Take the channel out of a program temporarily in Chase◀▶Scene mode
17	Dark	Used to temporarily blackout overall output
18	Home	Used to deactivate the Blind on a given channel
19	Park	Used to select Single/Mix Chase, bring Channel 13-24 to full of current setting, or momentarily program a scene into Master B slider depending on the current mode
20	Mode Select/Rec Speed	Used to activate the operating mode; Rec Speed sets the speed of any programs chasing in Mix mode
21	Tap Sync	Repeatedly tapping this button will establish the chase speed
22	Hold	Used the momentarily maintain current scene
23	Page	Tap to select pages of scenes from 1-4(Page A)
24	Full On	Bring all channels (1-24) to full intensity
25	Step	Used to go to the next step when the Speed slider is 25 set in Show Mode or in Edit mode
26	Add Kill/Rec exit	In Add mode, multiple scenes or Flash buttons will be on at the same time; In kill mode, pressing any Flash button will kill any other scenes or programs; Rec Exit is used to exit from Program or Edit mode
27	Blackout	Used to kill all output, with exception of Full On
28	Audio Level Fader	Adjusts the audio sensitivity when in Audio trigger mode of scenes
29	Speed Fader	Adjust the speed of scenes/chases running 29
30	Fade Fader	Adjusts the fade-in, fade-out, and cross-fade times
31	Master A-B	Adjusts overall output



## 2.5 Product Overview (rear panel)



ITEM	Button or Fader	Function
1	3 spin DMX Sockets	DMX output Sockets
2	USB Lamp Socket	For USB Lamp
3	Power ON/OFF switch	To turn the console on or off
4	MIDI THRU	MIDI port for connecting to a sequencer or MIDI device
5	MIDI OUT	MIDI port for connecting to a sequencer or MIDI device
6	MIDI IN	MIDI port for connecting to a sequencer or MIDI device
7	Audio Input	This jack accepts a line level audio input signal ranging from 100 mv to 1Vpp
8	Remote Input	Blackout and Full On may be controlled by a remote control using a standard 1/4 jack
9	DC Input	DC 9v 1000ma

## 3. OPERATING INSTRUCTIONS

### 3.1 Initial setup

- (1) Plug the AC to DC power supply into the system back panel and into the mains outlet.
- (2) Plug in your DMX cable(s) to your intelligent lighting as described in the respective fixtures manual. For a quick overview of DMX see the DMX Primer on page 11

- (3) Place the 24 CH dimmer console on a level surface Note! The console can also be rack mounted, occupying six rack spaces (7u).
- (4) Reset the system using the instructions on page 9 under ERASE ALL SCENES.

## 3.2 PHYSICAL FADER ASSIGNMENT (Optional Setup)

Use this feature to combine or unify fixture control attributes for different fixtures. For example: if you were controlling 4 moving mirrors and 4 moving yokes, the color, gobo and dimmer channels may not line up ideally on the physical faders. Use this function to re-assign the dimmer, color and gobo channels 1,2 and 3. From now on you will be able to control the same attributes on all fixtures using the same fader location.

1. Press and hold **RECORD** button.
2. While holding the **Record** button. Press the **Flash** button 6,3 time.
3. Now press the **Flash** button that you wish to assign the DMX channel output to.
4. While holding **Record** button, press the **Flash** button corresponding to the DMX output that you wish to assign the Fader to.
5. Repeat steps 2-3 as often as necessary
6. Press and hold **Record & Rec Exit** to exit the mod

For example: If you wish to assign Fader 1 to output to DMX channel 5

1. Hold the Record button & press Fader 6, 3 times
2. Press the Flash button 1.
3. While holding the Record button, press the Flash button 5.

### NOTES:

All physical faders can be re-assigned to output on a different DMX channel, Faders are given a channel number and are printed on the surface of the controller as such.

You can check to see what the assignment is by pressing the Fader button of the corresponding channel while in this mode.

There is no limit to the amount of channels that can be assigned to a single fader. One can assign up to all 24 channels while in this mode.

CHNO corresponds to the Physical Fader, while SLDNO corresponds to the DMX output channel.

## SWITCHING BETWEEN PAGE A AND PAGE B (CHANNELS 1-24 AND 25-48)

### ACTION:

Press and hold **RECORD** & press **PAGE A\_B** button. If you are on **Page A**, then this will bring you to **Page B**. If you are on **Page B**, this will bring you to **Page A**.



#### NOTES:

When the fixture turns on, it will revert to the previously used page.

**Page A** is used to control channels 1-24, while **Page B** is used to control channels 25-48.

The screen will display which current page.

There is an additional set of 4 pages of playback controls on **Page B**.

## 4. PROGRAMMING

### 4.1 ENTERING PROGRAM mode (RECORD ENABLE)

1. While holding the **RECORD** button, tap the **FLASH** buttons 1-5-6-8 in sequence.
2. Release the **RECORD** button. The Record LED will light up now

### 4.2 CREATE A Scene.

A scene is a static lighting state. Scenes are stored in the temporary memory, until they are transferred to one of the playback faders. You may create a single scene or a succession of up to 999 steps per Scene.

- 1) **Record** enable.
- 2) Select the 1-24 Single mode by tapping the **Mode Select** button. This will give you control of all 24 channels of the first page.
- 3) Compose a look by moving the **FADERS**. (Changes in fixture attribute such as colors and gobos, or simply dimmer values).
- 4) Press **Record** to save the look into the temporary memory.
- 5) Repeat steps 2 ~ 4 until you have your desired scene.
- 6) Adjust the **Speed** and **Fade** sliders to achieve the desired amount of time a scene will be held in a chase (speed) and the amount of time allowed for the fixtures to move from one scene to the next (fade).
- 7) Select a Scene master to store your scene. Tap the Page button to select a page (1-4).
- 8) Press and hold the **RECORD** button & tap the **Flash** button for the scene that you wish to store it to. All LEDs will flash indicating the scene has been programmed into memory.
- 9) You can continue programming or exit. To exit program mode, press and hold the **RECORD** button & tap the **REC EXIT** button.

### 4.3 EDIT ENABLE

- 1) Record enable.
- 2) Use the **Page** button to select the page the program you wish to edit is on.
- 3) Tap the **Mode Select** button to select Chase Scenes.
- 4) Press and hold the **Edit** button & tap the **Flash** button (13-24) of the Scene you wish to edit.
- 5) Release the **Edit** button. The relevant Scene Led should light, indicating you are in edit mode.

#### Notes:

- When the **EDIT** mode is entered properly, the display will read **EDITING**.
- This mode is displayed here for only the initiation of **EDIT** mode. Please see the following sections on the uses of this mode in detail

### 4.4 Delete a Program Action

- 1) Record enable.
- 2) Use the **Page** button to select the page the Scene you wish to delete.
- 3) Press and hold **Record** button & tap the **Flash** button (13-24) twice of Scene you wish to delete
- 4) Release **RECORD** button and all **LEDs** should be lit to indicate the program is delete.

### 4.5 Delete All Scenes Action

- 1) Record enable
- 2) Press and hold **RECORD** button
- 3) While holding the record button tap the **flash** button in the following sequence: 1-3-2-3. Release the **RECORD** button.
- 4) All **LEDs** should light indicating all program have been erased.
- 5) Press and hold **RECORD & REX EXIT** to exit the mode.

**Warning:** This will reset the controller to its factory setting

#### NOTES:

- You must be in record mode to reset the console.
- The **LED** over the record button will light up, indicating the Record mode operation.

### 4.6 RECORD CLEAR ACTION

- 1) Record enable.
- 2) Record a scene with 1 or more steps.
- 3) If you are not satisfied with the scene, you may press and hold the **Record** button & tap the **Page/REC CLR** button. All **LEDs** will flash, indicating the scenes have been cleared.

#### Notes:

- All scenes be stored in the temporary memory of the controller will be erased by this process.
- This process will not affect the scenes already programmed into a Scene fader.

### 4.7 DELETE A STEP OR STEPS

- 1) Enter the **EDIT** mode.
- 2) Tap the **Step** button to scroll to the step you wish to delete
- 3) Tap the **Delete** button when you reach the step. You wish to delete.
- 4) Repeat step 2 and 3 all of the unwanted steps have been deleted.



- 5) Press and hold the **Record REC Exit** button. The **SCENE BUTTON LED** will turn off, indicating that the Edit mode has been exited.

## 4.8 INSERT STEP OR STEPS

- 1) Record a scene or scenes you wish to insert.
- 2) Be sure you are in **Chase Scene** and enter the **EDIT** mode.
- 3) Tap the **Step** button to scroll to the step you wish to insert the step before. You may read the step from display.
- 4) Tap the **INSERT** button to insert the step you have created before.
- 5) Exit Edit mode.

### NOTES:

- Part of entering the Edit mode is selecting scene you wish to edit. See section on Edit enable for further instruction.
- All LEDS will flash to indicating a successfully Insert of the step.

## 4.9 MODIFY A STEP OR STEPS

- 1) Enter **EDIT** mode.
- 2) Tap the **STEP** button to scroll to the step you wish to insert the step before. You may read the step from display.
- 3) While holding the **UP** or **DOWN** button, tap the **Flash** button corresponding to the DMX channel of the **Scene** you wish to modify until you reach the desire intensity value read from the display. Then, you may tap the **Flash** buttons until you are satisfied with the new **Scene**.
- 4) Repeat step2, 3 and 4 until all the steps have been modified.
- 5) Exit **EDIT** mode.

### NOTES:

- Part of entering the Edit mode is selecting which scene you wish to edit. See section on enable for further instructions.
- **ALL LEDS** will flash to indicate a successful insert of the step.

## 5. Playback

This controller uses the Channel Faders and Channel Flash buttons for multiple uses. In this occurrence, Channel faders 13-24 are used playing back of scenes already recorded. This is only when the controller is the **Chase ◀▶ scene** mode. In this instance, **Master Fader A** will control manual fader controls, which **Master Fader B** will control the Scenes being played back.

### 5.1 PLAYING A SCENE

- 1) Tap the **MOPE SELECT** button to select **Chase◀▶SCENE** mode indicated by the red LED.
- 2) Tap the **page** to select the correct page the program you wish to run is located.
- 3) Push master **Slider B** to its maximum position (fully down)



- 4) Move the desired **Channel** slider (13-24) to its maximum position to trigger the program, and the program will fade in depending upon current fade time. You may press and hold down the relevant **FLASH** button (13-24) to trigger the program.
- 5) Move the channel Slider to adjust the output of the current program.

## 5.2 PLAYING A SCENE TO MUSIC

- 1) Use built-in microphone or plug the audio source into the RCA Audio jack
- 2) Select your program as described above.
- 3) Tap the **Audio** button until LED light, indicating **AUDIO** mode is active.
- 4) Tap the **Audio Level** slider to adjust the music sensitivity.
- 5) To return to normal mode, tap the **Audio** button a second time, causing its **LED** go out. Audio mode is now disengaged.

## 5.3 PLAYING A SCENE WITH THE SPEED SLIDER

- 1) Be sure the Audio mode is disengaged.
- 2) Select your program as described above.
- 3) Move the Speed slider to **SHOW MODE** position then tap the Flash button (13-24) while pressing and holding down the REC SPEED button, the corresponding standard beat any longer.
- 4) Now, you may move the Speed slider to select your desired speed.

### NOTES:

- The step 3 is not necessary if the selected program is not recorded with the standard Beat.

## 5.4 PLAYING A SCENE WITH THE STANDARD BEAT

- 1) Be sure the Audio is disengaged, the Mode select button to select **Chase◀▶Scene** mode.
- 2) Tap the Park button to select Mix Chase mode. The **LED** lights at upper indicating the selection.
- 3) Select your program as described above. You may tap the Tap sync button twice to define your beat time.
- 4) Move the Speed slider until the segment display reads your desired value.
- 5) While pressing and holding down the Rec Speed button, tap the Flash button (13-24) that stores the program. The Scene will now run with the set time or beat when engaged.
- 6) Repeat steps 4 & 5 to set a new beat time

### NOTES:

- Be sure **AUDIO** mode is disengaged. As an alternative to using the Speed slider to input the speed, you may use the Tap sync button (2) times to define your beat



## 5.5 CHANGE THE SPEED MODE BETWEEN 5 & 10 MINUTES

- 1) Press and hold the Record button.
- 2) Tap the **Flash** button 5 or 10 three times while holding down the RECORD button.
- 3) The 5min or 10min **LED** should light up indicating the Speed slider is set to run in the 5 or 10 minute mode.

## 5.6 AUXILIARY CONTROLS

This is the process of assigning the Auxiliary controls. These will act as shortcuts and are most commonly used for **DMX** strobe lights or **DMX** fog machines. However, they are not limited to these functions and may be used for other uses such as pan/tilt

- 1) Press & hold **RECORD** & tap the Flash button 7 or 8 (3) times. The display should indicate activation of the mode.
- 2) There are 3 functions:
  - **FUNC1** states that the Auxiliary control is not assigned to any channel.
  - **FUNC2** refers to the auxiliary controls working much like the channel fader along with the flash buttons.
  - **FUNC3** is somewhat different. The rotary knob acts to set the total output of the flash button below it. (i.e. rotary control 0-8, flash button also 0-8)
- 3) While holding down the RECORD button, select the function you wish for the auxiliary control by pressing the Flash button 1, 2, or 3 this Release the buttons.
- 4) To assign the auxiliary to a channel, press the Flash button for the channel you wish to assign the auxiliary control to. This sets channel assignment. The corresponding Led above the channel will light, indicating that the channel has been assigned.
- 5) Record exit.

### Notes

- You may refer to the display for the functions being edited.
- Press 7 three times for **AUX 1** patching, and 8 three times for **AUX 2** patching.
- While assigning an auxiliary to **mode 2**, the **Fader** for that channel will not function. It will act as moving the channel.
- While assigning an auxiliary to **mode 3**, the channel fader and the auxiliary controls will both work for that channel on an **HTP** operating principle (highest takes precedent).

## Setting MIDI IN

### Action

- 1) While holding down the **RECORD** button, simultaneously tap to Flash button #1 three times. The display reads **MIDI CHANNEL IN** to indicate channel setup is available.
- 2) Select the **MIDI** control channel (1-16) by tapping Flash button 1-16. The relevant channel LED lights indicating **MIDI IN** channel is est.
- 3) While holding down **RECORD**, tap the **REC EXIT** button to exit **MIDI** setting



MIDI NOTE	FUNCTION (TURN ON/OFF)
27-69	Turn on or off program 1-48
70-93	Activate Channel 1-24
94	FULL-ON
95	DARK (momentary blackout)
96	HOLD
97	Turn on or off AUDIO
98	Chase◀▶SCENE
99	MODE: 1-12A-1-12B
100	MODE: 1-24A
101	Step
102	BACKOUT

**Notes:** This is the Channel that the controller will receive MIDI note commands

**Notes:** When working with MIDI notes 22-93, you may simulate a fader increase and decrease by adjusting the velocity of the note.

## Setting MIDI OUT

### Action

- 4) While holding down the **RECORD** button, simultaneously tap Flash button #2 three times. The display reads **MIDI CHANNEL OUT** to indicate channel setup is available.
- 5) Select the **MIDI** control channel (1-16) by tapping Flash button 1-16. The relevant lights indicating **MIDI OUT** channel is set.
- 6) While holding down **RECORD**, tap the **REC EXIT** Button to exit **MIDI** setting.

**Notes:** This is the channel that the controller will transmit MIDI note commands.

## Receiving MIDI File Dump

### Action

- 7) While holding down the **RECORD** button, simultaneously Flash button #3 three times. The display reads **MIDI FILEDUMP REC'ING 000%** when the device is in the correct mode.
- 8) While holding down **RECORD**, tap the **REC EXIT** button to exit **MIDI** setting.

**Notes:** This is process of copying show to another same 48 CH dimmer console.

This will not work with any other device

This process can take several minutes to complete.

The console automatically begins the FILE DUMP once the mode has been selected



Therefore, be sure that the other device has previously been setup to receive the transfer. During FILE DUMP, all other operation will cease to function. If errors or power failure occurs, **FILE DUMP** will be interrupted and stop

## Sending MIDI File Dump

### Action

9) While holding down the **RECORD** button, simultaneously tap Flash #4 three times, the display reads **MIDI FILE DUMP SENDING 000%** when the device is in correct mode.

10) While holding down **RECORD**, tap the **REC EXIT** button exit **MIDI** setting.

**Notes:** This is the process of copying your entire show to another same 24CH dimmer console.

This will not work with any other device.

This process can take several minutes to complete.

The control will automatically begin the FILE DUMP once the mode has been selected.

Therefore, be sure that the other device has previously been setup to receive the transfer.

During FILE DUMP, all other operations will cease to function.

If errors or power failure occurs, FILE DUMP will be interrupted and stop

## 6. APPENDIX

### DMX Primer

There are 512 channels in a DMX 512 connection. Channel may be assigned in any manner. A fixture capable of receiving DMX 512 will require one or a number of sequential channels. The user must assign beginning address on the fixture that indicates the first channel reserved in the controller. There are many different types of DMX controllable fixture and they all may vary in the total number of channels required. Choosing a start address should be planned in advance. Channels should never overlap. If they do, this will result in erratic operation of the fixtures whose starting address is set incorrectly. You can however, control multiple fixture of the same type using the same starting address as long as the intended result is that of unison movement or operation. In other words, the fixture will be slaved together and all respond exactly the same. DMX fixtures are designed to receive data through a serial Daisy Chain. A Daisy Chain connection is where the **DATA OUT** of one fixture connects to the **DATA IN** of the next fixture. The order in which the fixtures are connected is not important and has no effect on how a controller communicates to each fixture. Use an order that provides for the easiest and most direct cabling. Connect fixtures using shielded two conductor twisted pair cable with three pin XLR male to female connectors. The shield connection is pin 1, while pin 2 is Data Negative (S-) and pin 3 is Data positive (S+)



# FIXTURE LINKING

## Occupation of the XLR-connection:

### DMX-OUTPUT XLR mounting-socket:

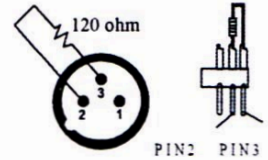


- 1- Ground
- 2- Signal (-)
- 3- Signal (+)

### DMX-OUTPUT XLR mounting-plug:



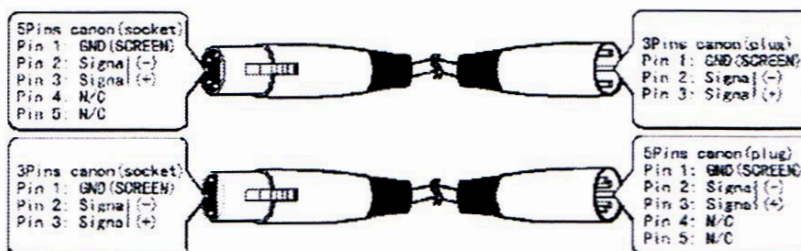
- 1- Ground
- 2- Signal (-)
- 3- Signal (+)



**Caution:** At the last fixture, the DMX-cable has to be terminated with a terminator. Solder a 120Ω resistor between Signal (-) and Signal (+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.

In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals. The DMX terminator is simply an XLR connector with a 120W (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below

If you wish to connect DMX-controllers with other XLR-outputs, you need to use adapter-cable. The transform of the controller line of 3 pins and 5 pins (plug and socket)



## General Troubleshooting

Symptom	Solution(s)	Applies to			
		Lights	Fogs & Snow	Consoles	Dimmers & Chaser
Auto shut off	Check fan thermal switch reset	√			
Beam is very dim Or nor bright	Check optical system or lamp Check 220V/110V switch for proper setting	√			
Breaker/Fuse Keeps blowing	Check total load on device				√
Chase is too slow	Check users manual for speed adjustment	√		√	√



Device has no Power	Check for power on main Check device's fuse. (Internal and/or external)	√		√	√
Fixture is not responding	Check DMX Dip switch setting for Correct addressing. Check DMX cables Check polarity Switch settings	√			
Fixture is on but There is no movement to the audio	Make sure you have the correct audio mode on the console. If provide via ¼ jack, make sure a live audio signal exist. Adjust sound sensitivity knob.	√		√	√
Lamp cuts off Sporadically	Possible bad lamp or fixture is Overheating. Lamp may be lamp end of its life.	√			
Light will not Come on after Power failure	Some discharge lamps require a cooling off period before the electronics in the fixture can kick. Start it again, wait 5 to 10 minutes Before powering up.	√			
Loss of signal	Use only DMX cables Install terminator. Note: Keep DMX cables be separated from power cable or black lights.	√		√	√
Moves slow	Check 200V/11V switch for proper Setting.	√			
No flash	Re-install bulb, may have shifted in Shipping, readjust	√			
No light output	Bounce mirror motor may have Shifted during shipping	√			
No light output	Check slip ring & brushes For contact Install bulb Call service technician	√			
Relay will not work	Check reset switch Check cable connections				√
Remote does not work	Make sure connection is firmly connected to device	√	√		
Stand alone mode	All lighting fixtures featuring Standalone function do not require additional settings, simply power the fixture and it will automatically enter into this mode	√			



## 6.5 DMX Dipswitch Quick Reference Chart

### Dip Switch Position

DMX DIP SWITCH SET 0=OFF 1=ON X=OFF or ON					#9	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1		
					#8	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1	1	1
					#7	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	1	1
					#6	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1
#1	#2	#3	#4	#5																			
0	0	0	0	0			32	64	96	128	160	192	224	256	288	320	352	384	416	448	480		
1	0	0	0	0		1	33	65	97	129	161	193	225	257	289	321	353	385	417	449	481		
0	1	0	0	0		2	34	66	98	130	162	194	226	258	290	322	354	386	418	450	482		
1	1	0	0	0		3	35	67	99	131	163	195	227	259	291	323	355	387	419	451	483		
0	0	1	0	0		4	36	68	100	132	164	196	228	260	292	324	356	388	420	452	484		
1	0	1	0	0		5	37	69	101	133	165	197	229	261	293	325	357	389	421	453	485		
0	1	1	0	0		6	38	70	102	134	166	198	230	262	294	326	358	390	422	454	486		
1	1	1	0	0		7	39	71	103	135	167	199	231	263	295	327	359	391	423	455	487		
0	0	0	1	0		8	40	72	104	136	168	200	232	264	296	328	360	392	424	456	488		
1	0	0	1	0		9	41	73	105	137	169	201	233	265	297	329	361	393	425	457	489		
0	1	0	1	0		10	42	74	106	138	170	202	234	266	298	330	362	394	426	458	490		
1	1	0	1	0		11	43	75	107	139	171	203	235	267	299	331	363	395	427	459	491		
0	0	1	1	0		12	44	76	108	140	172	204	236	268	300	332	364	396	428	460	492		
1	0	1	1	0		13	45	77	109	141	173	205	237	269	301	333	365	397	429	461	493		
0	1	1	1	0		14	46	78	110	142	174	206	238	270	302	334	366	398	430	462	494		
1	1	1	1	0		15	47	79	111	143	175	207	239	271	303	335	367	399	431	463	495		
0	0	0	0	1		16	48	80	112	144	176	208	240	272	304	336	368	400	432	464	496		
1	0	0	0	1		17	49	81	113	145	177	209	241	273	305	337	369	401	433	465	497		
0	1	0	0	1		18	50	82	114	146	178	210	242	274	306	338	370	402	434	466	498		
1	1	0	0	1		19	51	83	115	147	179	211	243	275	307	339	371	403	435	467	499		
0	0	1	0	1		20	52	84	116	148	180	212	244	276	308	340	372	404	436	468	500		
1	0	1	0	1		21	53	85	117	149	181	213	245	277	309	341	373	405	437	469	501		
0	1	1	0	1		22	54	86	118	150	182	214	246	278	310	342	374	406	438	470	502		
1	1	1	0	1		23	55	87	119	151	183	215	247	279	311	343	375	407	439	471	503		
0	0	0	1	1		24	56	88	120	152	184	216	248	280	312	344	376	408	440	472	504		
1	0	0	1	1		25	57	89	121	153	185	217	249	281	313	345	377	409	441	473	505		
0	1	0	1	1		26	58	90	122	154	186	218	250	282	314	346	378	410	442	474	506		
1	1	0	1	1		27	59	91	123	155	187	219	251	283	315	347	379	411	443	475	507		
0	0	1	1	1		28	60	92	124	156	188	220	252	284	316	348	380	412	444	476	508		
1	0	1	1	1		29	61	93	125	157	189	221	253	285	317	349	381	413	445	477	509		
0	1	1	1	1		30	62	94	126	158	190	222	254	286	318	350	382	414	446	478	510		
1	1	1	1	1		31	63	95	127	159	191	223	255	287	319	351	383	415	447	479	511		

Dip Switch Position

DMX Address



## Technical Specifications

### WEIGHT & DIMENSIONS

Length..... (485 mm)  
Width.....(290 mm)  
Height.....(98mm)  
Weight ..... (5kg)

### POWER

Operating.....DC 9V 1000ma 100-240v auto switching  
Adapter..... . 2-pinEdison

### THERMAL

Maximum ambient temperature .....104°F (40°)

### CONTROL &PROGRAMMING

#### 3-pin DMX:

Data output.....Locking 3-pin XLR female socket  
Data pin configuration.....Pin 1 shield, pin 2 (-),pin 3(+)  
Protocols..... DMX-512 USITT

## Appendix: Quick operation

### Manual operation

- 1) Connect to power, Press **BLACK OUT** and yellow LED light OFF
- 2) Move sliders of **MASTER A** and **FADE** to top.
- 3) Use **MODE SELECT** to select 1-24 **SINGLE** mode
- 4) Move sliders to change DMX value to control lighting fixture

### Program

- 1, Connect to power, Press **BLACK OUT** and yellow LED light OFF
- 2, Move slider of **MASTER A** channel and **FADE** channel to the top.
- 3, Use **MODE SELECT** to select 1-24 **SINGLE** mode
  - 3.1 - Edit Scene
    - 3.1.1: Keep pressing **RECORD** and press **FLASH** button 1-5-6-8 to enter **PROGRAM** status. **RECORD LED ON**.
    - 3.1.2: Move sliders of channels to get suitable effect
    - 3.1.3: Press **RECORD** to save current effect (all LED lamps of slider area will flash one time). LCD display bottom line show [STEP NO 001]
    - 3.1.4: Repeat step 3.1.2 & 3.1.3 to program scene you need.
  - 3.2 - Save scene to program slider:
    - 3.2.1: Press **PAGE** to select program page -- total 1-4 pages, 12 program sliders each page)
    - 3.2.2: Keep pressing **RECORD** and correspond **FLASH** button of 13-24 sliders (**all LED lamps of slider area will flash one time**). Then current scene will be saved to selected program slider.
    - 3.2.3: Repeat steps 3.1.2, 3.1.3, 3.1.4, 3.2.1, 3.2.2 to edit and save other program sliders.

### Run program

- 1, Press **MODE SELECT** button to get **CHHASE◀▶ SCENES** and select running mode
- 2, Press **PAGE** button to select running program page.
- 3, Move sliders of correspondent running program channel (13-24) to top and it°  
Os yellow LED lamp ON
- 4, Move **SPEED** slider to set program **FADE IN** time.
- 5, Press **PARK B** to select **SINGLE CHASE** (- Recycle mode and red LED lamp ON)  
or **MIX CHASE** (- run all selected program at same time and yellow LED lamp light up)