

# 192 CHANNEL DMX OPERATOR USER MANUAL



## CAUTION!

Keep this device away from rain and moisture!  
Unplug mains lead before opening the housing!

For your own safety, please read this user manual carefully before your initially start-up!

Every person involved with the installation, operation and maintenance of this device has to

- be qualified
- follow the instructions of this manual
- consider this manual to be part of the total product
- keep this manual for the entire service life of the product
- pass this manual on to every further owner or user of the product
- include every supplementary update with the original manual

Before your initial start-up, please make sure that there is no damage caused during shipment. Should there be any, do not use the device and consult your supplier.

## SAFETY INSTRUCTIONS

This device has left our premises in absolutely perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.



**Important:** Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

Always plug in the power unit last.

Keep away from heaters and other heating sources!

Keep away children and amateurs from the device! Never leave the device running unattended!

If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.

This device falls under protection-class III. It always has to be operated with an appropriate transformer. Check the device, the power cord and transformer from time to time. Make sure that the transformer is the correct type as that stated on the rear panel.

Always disconnect from the mains, when the device is not in use or before cleaning it.

There are no serviceable parts inside the device. Maintenance and service operations are only to be carried out by authorized dealers.

Please note that damages caused by manual modifications on the device or unauthorized operation by unqualified persons are not subject to warranty.

## OPERATING DETERMINATIONS

This device is a DMX-controller for controlling DMX-effects or spots in discotheques, onstages etc. It is allowed to be operated with a direct voltage of DC 9-12 V, minimum 300 mA and was designed for indoor use only.

Do not shake the device. Avoid brute force when installing or operating the device.

When choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. There should not be any cables lying around. You endanger your own and the safety of others!

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation!

Please use the original packaging if the device is to be transported.

Please consider that unauthorized modifications on the device are forbidden due to safety reasons!

If this device will be operated in any way different to the one described in this manual, it may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to dangers like short-circuit, burns, electric shock, etc.

## MAIN FEATURES

### Compact DMX controller

192 control channel for 12 projectors each up to 16 channels

6 chasers with up to 240 scenes can be programmed

30 banks of 8 preset scenes, 240 scenes max.

Sliders reversible

Channels re-assignable

Fog machine and strobe control button

Grab any fixture on fly

Copy function for the scenes, programs and records

Blackout function

Beat activation, tap sync and auto run

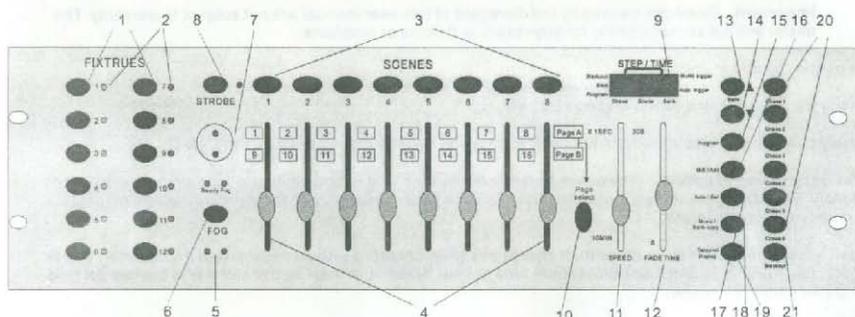
Sound control via built-in microphone or Audio input socket

Polarity selector

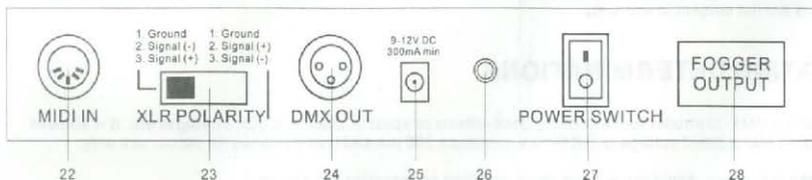
MIDI compatible

19 inch mounting dimension (3 units)

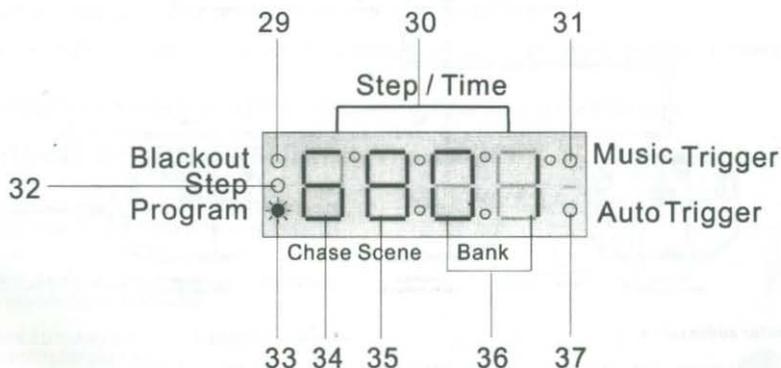
## FRONT PANEL



## REAR PANEL



1. FIXTURES SELECT BUTTONS choose desired projector
2. FIXTURES INDICATOR LEDS
3. SCENE SELECT BUTTONS choose desired scene
4. CHANNEL FADERS for adjusting DMX values. Ch 1-8 can be adjusted directly after pressing the respective FIXTURES select button. Ch 9-16 can be adjusted after pressing the page select button
5. R & C / FADE BUTTON
6. FOG MACHINE BUTTON to activate the fog machine
7. PAGE A / PAGE B INDICATOR LED
8. STROBE BUTTON
9. DISPLAY WINDOW
10. PAGE SELECT BUTTON in manual mode, you can switch the faders from Ch 1-8 to Ch 9-16 by pressing this button
11. SPEED FADER
12. FADE TIME FADER
13. BANK UP BUTTON
14. BANK DOWN BUTTON
15. PROGRAM BUTTON
16. MIDI / ADD BUTTON
17. AUTO / DEL BUTTON when you press this button, the Auto Trigger LED in bottom right corner of the Display window will be lit. The controller is in Auto mode (operation with a programmed bank)
18. MUSIC / BANK COPY BUTTON when you press this button, the Music Trigger LED in top right corner of the Display window will be lit. The controller is in Audio mode (operation with sound control)
19. TAP SYNC / DISPLAY BUTTON you can switch the display of the faderway from DMX-value (0-255) to percent (0-100).
20. CHASER BUTTONS
21. BLACKOUT BUTTON to close the light output of all connected projectors via the shutter
22. MIDI input socket
23. DMX POLARITY selector
24. DMX output socket
25. Power supply (DC 9-12V 300mA) socket
26. Strobe input socket
27. Power switch
28. Fog machine input socket



29. BLACKOUT indicator can be lit on or off by pressing the BLACKOUT button
30. STEP / TIME display
31. MUSIC TRIGGER indicator
32. STEP indicator
33. PROGRAM indicator
34. CHASE display
35. SCENE display
36. BANK display
37. AUTO TRIGGER indicator

## SETUP

### 1. Installation

Install the device on a plane surface or install it in a rack.

**Rack-installation:** This device is built for 19" racks (483 mm). The rack you use should be a double-door-rack

where you can open the front panel and the rear panel. The rack should be provided with a cooling fan. When mounting the device into the rack, please make sure that there is enough space around the device so that the hot air can be passed on. Steady overheating will damage your device. You can fix the controller with four screws M6 in the rack.

Connect the connection cable of the power-unit with the DC IN-socket. Plug the power unit into your outlet.

## 2. Sound-control

The sound-control works via the built-in microphone.

## 3. DMX 512 Connection with the projectors

Only use a stereo shielded cable and 3-pin XLR-plugs and connectors in order to connect the controller with the fixture or one fixture with another.



The wires must not come into contact with each other, otherwise the fixtures will not work at all, or will not work properly.



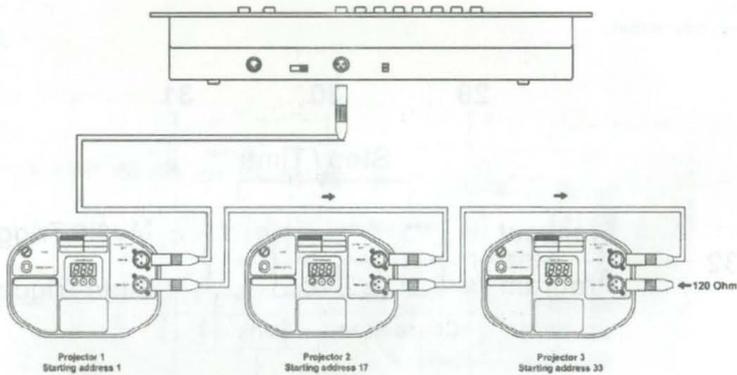
### Occupation of the XLR-connection:

You can adjust the XLR polarity via the DMX POLARITY selector.

### Building a serial DMX-chain:

Connect the DMX-output of the device with the DMX-input of the nearest projector. Always connect one output with the input of the next fixture until all fixtures are connected.

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



## Projector addressing

Please note that the DMX Operator assigns the DMX-starting addresses every 16 steps.

You have to address every projector to the respective starting address. Otherwise, the channel assignment will not be correct.

All projectors with the same starting address work synchronically.

Projector	Starting Address	DIP Switch	Projector	Starting Address	DIP Switch
Projector 1	1	1	Projector 2	17	1, 5
Projector 3	33	1, 6	Projector 4	49	1, 5, 6
Projector 5	65	1, 7	Projector 6	81	1, 5, 7
Projector 7	97	1, 6, 7	Projector 8	113	1, 5, 6, 7
Projector 9	129	1, 8	Projector 10	145	1, 5, 8
Projector 11	161	1, 6, 8	Projector 12	177	1, 5, 6, 8

## OPTIONAL SETUP: PHYSICAL FADER ASSIGNMENT

Use this feature to combine or unify fixture control attributes for different fixtures.

E.g If you are controlling 4 moving head spots, and 4 small scanners. The color, gobo, strobe effect, etc. may not line up ideally on the physical faders. Use this function, you may re-assign the DMX channels of effect of color, gobo, strobe, etc. to fader 1, 2 and 3. From now on, you may control the different fixtures with the same faders location for the same attributes.

A. Press the PROGRAM button and the TAPSYNC button together once to access the mode of fader assignment mode.

B. Select a FIXTURES button that represents the fixture whose faders you would like to re-assign.

C. Move the SPEED fader until the LED display shows the number of the controller channel.

D. Move the FADE TIME fader to select the DMX channel.

E. Press the MIDI / ADD button to save.

F. Repeat the steps C, D, E to re-assign all channels.

If you want to copy the physical assignment of one fixture to another, follow the next steps. Otherwise goto step J directly to exit.

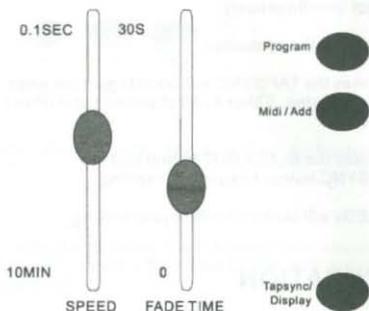
### FIXTURES Copy: copy Fixture #1 to Fixture #2

G. Press and hold the FIXTURES button #1, the FIXTURES button #2 and the MIDI / ADD button together.

H. Release the FIXTURES button #1, then release the FIXTURES button #2.

I. Lastly release the MIDI / ADD button. All LEDs will blink, showing the FIXTURES #1 has been copied to FIXTURES #2 successfully.

J. Press and PROGRAM button and the TAPSYNC button together twice to exit this mode.



## OPTIONAL SETUP: REVERSE CHANNEL OUTPUT

A. Press the PROGRAM button and the TAPSYNC button together TWICE to access the mode of fader assignment mode.

B. Select a FIXTURES button that represents the fixture whose faders you would like to reverse.

C. Move the SPEED fader until the LED display shows the number of the controller channel.

D. Move the FADE TIME fader until N changes to Y.

If you want to copy the reversed channel assignment of one fixture to another, follow the next steps. Otherwise goto step H directly to exit.

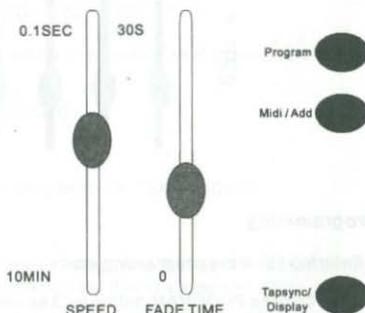
### FIXTURES Copy: copy Fixture #1 to Fixture #2

E. Press and hold the FIXTURES button #1, the FIXTURES button #2 and the MIDI / ADD button together.

F. Release the FIXTURES button #1, then release the FIXTURES button #2.

G. Lastly release the MIDI / ADD button. All LEDs will blink, showing the FIXTURES #1 has been copied to FIXTURES #2 successfully.

H. Press and PROGRAM button and the TAPSYNC button together ONCE to exit this mode.

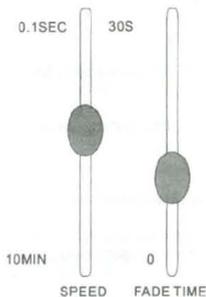


## OPTIONAL SETUP: FADE TIME ASSIGNMENT

You can choose whether the board's fade time during scene execution is implemented broadly to all output channels or only to the PAN / TILT movement channels. This is relevant because sometimes you will want the gobos and the colors to change quickly while not affecting the movement of the light.

- Turn off the controller.
  - Hold the BLACKOUT button and the TAPSYNC button simultaneously.
  - Turn on the controller.
  - Press the TAPSYNC button to toggle between the two modes. Either A (All channels) or P (Pan / Tilt only).
  - Press the BLACKOUT button and the TAPSYNC button to save your setting.
- All LEDs will blink to confirm your setting.

A - All channels  
P - Pan / Tilt only



## OPERATION

After you connected the device to the mains, the DMX Operator is ready for use.

### 1. Manual-mode: Call up projectors manually

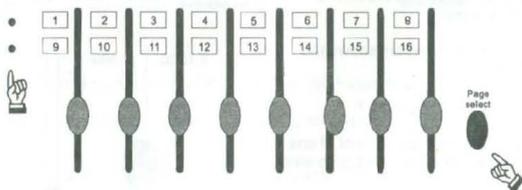
In the Manual-mode (Program-LED off), you can call up the connected projectors manually and control them via the CHANNEL FADERS. Please note that adjusted settings cannot be memorized.

Select the desired projector via the Respective FIXTRES select button.

Adjust the desired function via the channel faders.

#### Page Select-button:

Via the PAGE SELECT button (#10), you can adjust the channel faders from CH 1-8 to CH 9-16. When the LED A is lit, you can program channel 1-8. When the LED B is lit, you can program channel 9-16.



## FIXTURES



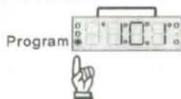
## 2. Programming

### 2.1. Entering / Exit the programming mode

Press and hold the PROGRAM-button for 3 seconds, until the Program-LED flashes in the display, at the left bottom corner. This way you will enter the programming mode.

Press and hold the PROGRAM-button for 3 seconds again, until the Program-LED is off. This way you will exit the programming mode.

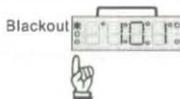
At this time, the BLACK-OUT LED will be lit, and the device is in BLACK-OUT mode. You can leave the BLACK-OUT mode by pressing the BLACK-OUT button.



Program



Program



Blackout



Program



Blackout

## 2.2. Scene / Step

A scene (step) is a static lighting state. Scenes can be stored in banks. On top of the controller, there are 8 SCENE buttons. A bank has 8 scenes maximum. The controller has 30 bank memories, total 240 scenes.



### 2.2.1. Create a scene

A. Enter the program mode by pressing and hold the PROGRAM button for 3 seconds. The Program-LED flashes in the display.

B. Select the desired projector via the FIXTURES select buttons.

C. Adjust the desired settings (change the projector attributes such as gobos or colors) via the respective channel faders. You may need to select channel 9-16 by pressing the PAGE SELECT button. When the LED B is lit, you can program channel 1-8. When the LED B is lit, you can program channel 9-16.

D. To program another projector, press the FIXTURES select button you have just finished programming, and select the next projector via the FIXTURES select buttons.

E. Repeat the steps B - D until all projectors of the scene have been programmed.



F. Press the MIDI / ADD button to prepare to store.

G. Choose a bank to store this scene by pressing the BANK buttons (BANK UP and BANK DOWN).



H. Select a SCENE button to store this scene. **All LEDs will blink 3 times, showing the scene is stored.** In the display window it will show the bank and scene number that is programmed.

I. Repeat the steps B - H to create more scenes.

To leave the program mode, press and hold the PROGRAM button for 3 second. The controller will default to the BLACK-OUT mode. The black-out LED will be lit. You can leave the BLACK-OUT mode by pressing the BLACK-OUT button until the black-out LED be off.

### 2.2.2. Copy a scene

A. Enter the program mode by pressing and hold the PROGRAM button for 3 seconds. The Program-LED flashes in the display.

B. Select the desired bank via the BANK buttons (BANK UP / BANK DOWN).

C. Press the respective SCENE button to copy.

D. Locate the destination scene in the bank. You may use BANK buttons (BANK UP / BANK DOWN).

E. Press the MIDI / ADD button to prepare to store.

F. Select the desired SCENE button where you want to copy the scene to. **All LEDs will blink 3 times, showing the scene is copied.** In the display window it will show the bank and scene number that has been copied to.

To leave the program mode, press and hold the PROGRAM button for 3 second. The controller will default to the BLACK-OUT mode. The black-out LED will be lit. You can leave the BLACK-OUT mode by pressing the BLACK-OUT button until the black-out LED be off.

### 2.2.3. Edit a scene

A. Enter the program mode by pressing and hold the PROGRAM button for 3 seconds. The Program-LED flashes in the display.

B. Select the desired bank via the BANK buttons (BANK UP / BANK DOWN).

C. Press the respective SCENE button to edit.

D. Adjust the desired settings(change the projector attributes such as gobos or colors) via the respective channel faders. You may need to select channel 9-16 by pressing the PAGE SELECT button. When the LED A is lit, you can program channel 1-8. When the LED B is lit, you can program channel 9-16.

E. Press the MIDI / ADD button to prepare to store.

F. Select the SCENE button you previously selected again. **All LEDs will blink 3 times, showing the scene is edited.** In the display window it will show the bank and scene number that has been edited.

To leave the program mode, press and hold the PROGRAM button for 3 second. The controller will default to the BLACK-OUT mode. The black-out LED will be lit. You can leave the BLACK-OUT mode by pressing the BLACK-OUT button until the black-out LED be off.

#### 2.2.4. Delete a scene

A. Enter the program mode by pressing and hold the PROGRAM button for 3 seconds. The Program-LED flashes in the display.

B. Select the desired bank via the BANK buttons (BANK UP / BANK DOWN).

C. Press the respective SCENE button to delete.



D. Press and hold the AUTO / DEL button to prepare to delete.

F. Select the SCENE button you previously selected again. **All LEDs will blink 3 times, showing the scene is deleted.** In the display window it will show the bank and scene number that has been deleted.

The result of deleting a scene is actually a value reset to 0 of the DMX-value of the scene selected. The physical location of the scene remains.

To leave the program mode, press and hold the PROGRAM button for 3 second. The controller will default to the BLACK-OUT mode. The black-out LED will be lit. You can leave the BLACK-OUT mode by pressing the BLACK-OUT button until the black-out LED be off.

#### 2.2.5. Delete all scenes

**Caution:** When you select this function, all programmed scenes will be irrevocably lost!

A. Press and hold the PROGRAM button and the BANK DOWN button while disconnecting the device from the mains.

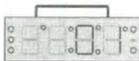
B. Connect the device to the mains again.

All scenes has been deleted.

#### 2.3. Bank / Program

A bank (program) is a sequence of different scenes that will be called up one after another.

With this DMX Operator, you can program up to 30 different banks with up to 8 scenes each.



The bank number will be shown in the last two digits in the display window while you press the BANK buttons (BANK UP / BANK DOWN).

##### 2.3.1. Create a bank

A. Enter the program mode by pressing and holding the PROGRAM button for 3 seconds. The Program-LED flashes in the display.

B. Select the desired bank via the BANK buttons (BANK UP / BANK DOWN).

C. Select the desired projector via the FIXTURES select buttons. The respective LED will be lit.

D. Adjust the desired settings(change the projector attributes such as gobos or colors) via the respective channel faders. You may need to select channel 9-16 by pressing the PAGE SELECT button. When the LED A is lit, you can program channel 1-8. When the LED B is lit, you can program channel 9-16.

- E. Press the **FIXTURES** select button you have just finished programming (so that the respective LED is off).
- F. To program another projector, repeat the steps C - E until all projectors of the scene have been programmed.
- G. Press the **MIDI / ADD** button to prepare to store.
- H. Press the respective **SCENE** button in order to save the first scene. **All LEDs will blink 3 times, showing the scene is stored.** In the display window it will show the bank and scene number that is programmed.
- I. Repeat the steps C - H to program the next scene until the maximum number of scenes - 8 - has been reached.

To leave the program mode, press and hold the **PROGRAM** button for 3 seconds. The controller will default to the **BLACK-OUT** mode. The black-out LED will be lit. You can leave the **BLACK-OUT** mode by pressing the **BLACK-OUT** button until the black-out LED is off.

### 2.3.2. Checking a bank

- Enter programming mode by pressing and holding the **PROGRAM** button
- Select the desired bank via the **BANK** buttons (**BANK UP / BANK DOWN**).
- Check every scene individually by pressing the respective **SCENE** button.

### 2.3.3. Running a bank

- Select the desired bank via the **BANK** buttons (**BANK UP / BANK DOWN**).
- Press the **AUTO / DEL** button and the **Auto Trigger** LED is illuminated in the display.



- Adjust the program speed via the **SPEED Fader** and the repetition rate via the **FADE TIME Fader**.



- As an alternative, you can adjust the program speed by tapping the **TAP SYNC / DISPLAY** button twice. The time interval between the two taps corresponds to the program speed (up to 10 minutes).



### 2.3.4. Editing a bank

Should you notice that a scene does not correspond to your imagination, or when programs have to be edited for a new stage, it is necessary to modify a scene manually.

- A. Enter the program mode by pressing and holding the **PROGRAM** button for 3 seconds. The **Program-LED** flashes in the display.
- B. Select the desired bank via the **BANK** buttons (**BANK UP / BANK DOWN**).
- C. Select the desired scene you want to edit via the **SCENE** button.
- D. Select the desired projector you want to edit via the **FIXTURES** select buttons. The respective LED will be lit.
- E. Adjust the desired settings (change the projector attributes such as gobos or colors) via the respective channel faders. You may need to select channel 9-16 by pressing the **PAGE SELECT** button. When the **LED A** is lit, you can program channel 1-8. When the **LED B** is lit, you can program channel 9-16.
- F. Press the **FIXTURES** select button you have just finished editing (so that the respective LED is off).
- G. To edit another projector, repeat the steps C - E until all projectors of the scene you want to edit have been edited.
- G. Press the **MIDI / ADD** button to prepare to store you editing.
- H. Press the respective **SCENE** button in order to save the edited scene. **All LEDs will blink 3 times, showing the scene is edited.** In the display window it will show the bank and scene number that is edited.
- I. Repeat the steps C - H to program the next scene until the program editing is finished.

To leave the program mode, press and hold the **PROGRAM** button for 3 seconds. The controller will default to the **BLACK-OUT** mode. The black-out LED will be lit. You can leave the **BLACK-OUT** mode by pressing the **BLACK-OUT** button until the black-out LED is off.

### 2.3.5. Copy a bank

- A. Enter the program mode by pressing and holding the **PROGRAM** button for 3 seconds. The **Program-LED** flashes in the display.

B. Select the desired bank you want to copy via the BANK buttons (BANK UP / BANK DOWN).

C. Press the MIDI / ADD button.

D. Select the desired bank where you wish to copy the bank to.

E. Press the MUSIC / BANK COPY button to complete your copy. **All LEDs will blink 3 times, showing the bank is copied.** In the display window it will show the bank and scene number that is programmed.

To leave the program mode, press and hold the PROGRAM button for 3 second. The controller will default to the BLACK-OUT mode. The black-out LED will be lit. You can leave the BLACK-OUT mode by pressing the BLACK-OUT button until the black-out LED be off.

### 2.3.6. Delete a bank

A. Enter the program mode by pressing and holding the PROGRAM button for 3 seconds. The Program-LED flashes in the display.

B. Select the desired bank you want to copy via the BANK buttons (BANK UP / BANK DOWN).

C. Press and hold the AUTO / DEL button.

D. Press the MUSIC / BANK COPY button to delete. **All LEDs will blink 3 times, showing the bank is deleted.** In the display window it will show the bank and scene number that is programmed.

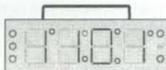
To leave the program mode, press and hold the PROGRAM button for 3 second. The controller will default to the BLACK-OUT mode. The black-out LED will be lit. You can leave the BLACK-OUT mode by pressing the BLACK-OUT button until the black-out LED be off.

### 2.4. Chaser

A chaser is a sequence of different programs that will be called up one after another.

With the DMX Operator, you can program up to 6 different chasers with up to 240 scenes each (30 banks of 8 scenes each).

The chaser number will be shown in the first digit of the LED display window when you press the respective CHASER button (Chaser 1 - Chaser 6).



#### 2.4.1. Insert a scene into a chaser

A. Enter the program mode by pressing and holding the PROGRAM button for 3 seconds. The Program-LED flashes in the display.

B. Select the desired chaser via the CHASER buttons (Chaser 1 - Chaser 6).

C. Select the desired bank via the BANK buttons (BANK UP / BANK DOWN).

D. Select the desired scene (already programmed) that you want to insert to via the SCENE button.

E. Press the MIDI / ADD button. **All LEDs will blink 3 times, showing the scene is inserted.** In the display window it will show the bank and scene and chaser number that is programmed.

F. Program the next scene until the bank is finished or the maximum number of scene - 8 - has been reached.

G. Program the next bank until the chaser is finished or the maximum number of bank - 30 - has been reached.

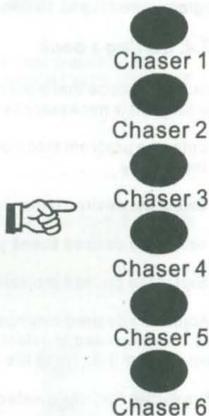
H. Press and hold the PROGRAM button in order to save the chaser.

To leave the program mode, press and hold the PROGRAM button for 3 second. The controller will default to the BLACK-OUT mode. The black-out LED will be lit. You can leave the BLACK-OUT mode by pressing the BLACK-OUT button until the black-out LED be off.

#### 2.4.2. Copying a bank into a chaser

As an alternative, you can copy a whole bank (with up to 8 scenes) into a chaser.

A. Enter the program mode by pressing and holding the PROGRAM button for 3 seconds. The Program-LED flashes in the display.



Music / Bank Copy

B. Select the desired chaser (that you want to copy the bank to) via the CHASER buttons (Chaser 1 - Chaser 6).

C. Select the desired bank you want to copy via the BANK buttons (BANK UP / BANK DOWN).

D. Press the MUSIC / BANK COPY button and the MIDI / ADD button TOGETHER to copy. **All LEDs will blink 3 times, showing the bank is copied to the chaser.** In the display window it will show the bank and scene and chaser number that is programmed.

To leave the program mode, press and hold the PROGRAM button for 3 second. The controller will default to the BLACK-OUT mode. The black-out LED will be lit. You can leave the BLACK-OUT mode by pressing the BLACK-OUT button until the black-out LED be off.

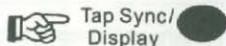
### 2.4.3. Checking a chaser

Enter the program mode by pressing and holding the PROGRAM button for 3 seconds. The Program-LED flashes in the display.

Select the desired chaser via the CHASER buttons (Chaser 1 - Chaser 6).

Press the DISPLAY button in order to switch the display to step.

Check every scene individually by pressing the respective BANK buttons.



### 2.4.4. Running a chaser

Press the respective CHASER buttons (Chaser 1 - Chaser 6) and press the AUTO / DEL button.

You can adjust the chaser speed by tapping the TAP SYNC / DISPLAY button twice. The time interval between the 2 taps corresponds to the chaser speed (up to 10 minutes).

Press the MIDI / ADD button and select the desired record via the SCANNER select buttons.

### 2.4.5. Editing a chaser

#### Insert a step

A. Enter the program mode by pressing and holding the PROGRAM button for 3 seconds.

The Program-LED flashes in the display.

B. Select a desired chaser via the CHASER buttons (Chaser 1 - Chaser 6).

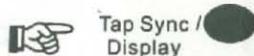
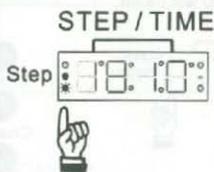
C. Press the TAP SYNC / DISPLAY button in order to switch the display to step.

D. Press the respective Bank-button in order to select the scene where the steps is to be inserted.

E. Press the MIDI / ADD button.

F. Select the desired scene via the BANK buttons and the respective SCENE button.

G. Press the MIDI / ADD button once more.



#### Delete a step

A. Enter the program mode by pressing and holding the PROGRAM button for 3 seconds.

The Program-LED flashes in the display.

B. Select a desired chaser via the CHASER buttons (Chaser 1 - Chaser 6).

C. Press the TAP SYNC / DISPLAY button in order to switch the LED display to steps.

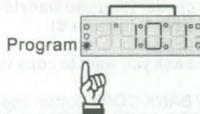
D. Press the BANK UP or BANK DOWN button in order to select the scene where the step is to be deleted.

E. Press the AUTO / DELETE button to delete the step.

F. Press and hold the Program-button in order to save the edited chaser.

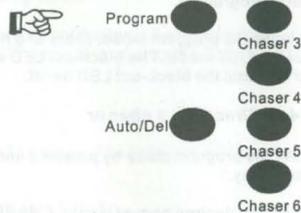
### 2.4.6. Delete a chaser

A. Enter the program mode by pressing and holding the PROGRAM button for 3 seconds.



The Program-LED flashes in the display.

B. Select a chaser you want to delete via the CHASER buttons (Chaser 1 - Chaser 6).



C. Press and hold the AUTO / DELETE button and then press the CHASER button you selected.

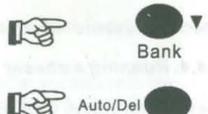
All LEDs will blink for three times, showing the chaser is deleted.

### 2.4.7. Delete allchasers

#### Caution:

When you select this function, all programmed chaser will irrevocably be lost. The individual scenes and programs are still maintained.

Turn off the device.



Press and hold the BANK DOWN button and the AUTO / DELETE button and turn on the device again.

### 3. Sound-control

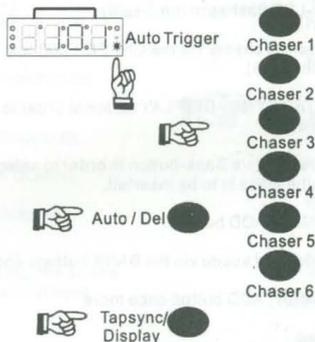
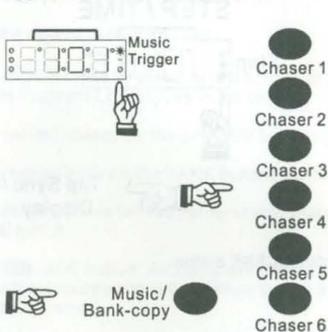
Select a Chaser by pressing one of the Chaser buttons.

Press the MUSIC / BANK COPY button (Music Trigger LED will blink). The chaser will now run to the sound.

Please note that programs and records are only active in this mode when the controller receives a music-signal. If there is no music present, the program or chaser stops.

Press the MUSIC / BANK COPY button again to exit.

The Music Trigger LED will be off.



### 4. Auto operation

Select a Chaser by pressing one of the Chaser buttons.

Press the AUTO / DELETE button (Auto Trigger LED will blink).

You may adjust the time between steps by moving the SPEED fader and the duration of step by moving the FADE TIME fader.

You can override the Speed and Fade Time by tapping the TAPSYNC / DISPLAY button three times. The chaser will now run on the interval time of taps.

Press the AUTO / DELETE button again to exit.

The Auto Trigger LED will be off.

## 5. MIDI-operation

The controller will only respond to MIDI commands on the MIDI channel when it is set to full stop. All MIDI control is performed using Note on commands. All other MIDI instructions are ignored. To stop a chase, send the blackout on the Note.

Press the MIDI / ADD button and the third and fourth digit in the display start flashing.

Select the respective MIDI-channel (1-16) to set via the BANK buttons.

Press and hold the MIDI / ADD button to store MIDI setup settings.

Overview on the MIDI-functions:

Bank	Note-number	Function
Bank 1	00	Scene 1
	01	Scene 2
	02	Scene 3
	03	Scene 4
	04	Scene 5
	05	Scene 6
	06	Scene 7
	07	Scene 8
Bank 2	08	Scene 1
	09	Scene 2
	10	Scene 3
	...	...

Bank	Note-number	Function
Bank 15	112	Scene 1
	113	Scene 2
	114	Scene 3
	115	Scene 4
	116	Scene 5
	117	Scene 6
	118	Scene 7
	119	Scene 8
Chase	120	Chase 1
Chase	121	Chase 2
Chase	122	Chase 3
Chase	123	Chase 4
Chase	124	Chase 5
Chase	125	Chase 6
Chase	126	Blackout

## 6. Fog machine control

Connect a fog machine (fogger) to the fogger input socket on the rear panel of the device.

The green LED shows the fog machine is ready to work.

Press the Fogger-button when the green LED is lit, the fog machine will start to work.

## 7. Strobe control

Connect a flash strobe light to the strobe input socket on the rear panel of the device. The green LED on right of the STROBE button will be lit.

Press the STROBE button, the strobe light will start to work.

## CLEANING AND MAINTENANCE



### **DANGER TO LIFE!**

Disconnect from mains before starting maintenance operation!

We recommend a frequent cleaning of the device.

Please use a soft lint-free and moistened cloth. Never use alcohol or solvents!

Should you need any spare parts, please use genuine parts.

Should you have further questions, please contact your dealer.

## TECHNICAL SPECIFICATIONS

Power supply:	100 - 240V AC, 50/60Hz ~
	via 9-12V DC, 300mA min. Adaptor in the package
Power consumption:	4W
Number of control channels:	192
Sound control:	via built-in microphone
DMX 512 output:	3 pin XLR connector with polarity selector
Free chasers:	6x240 scenes
Dimmension:	482x132x80mm (19 in. X 3U)
Minimum mounting depth:	170mm
Weight:	2.5kgs

Please note: Every information is subject to change without prior notice.