



24CH DMX DIMMER CONSOLE



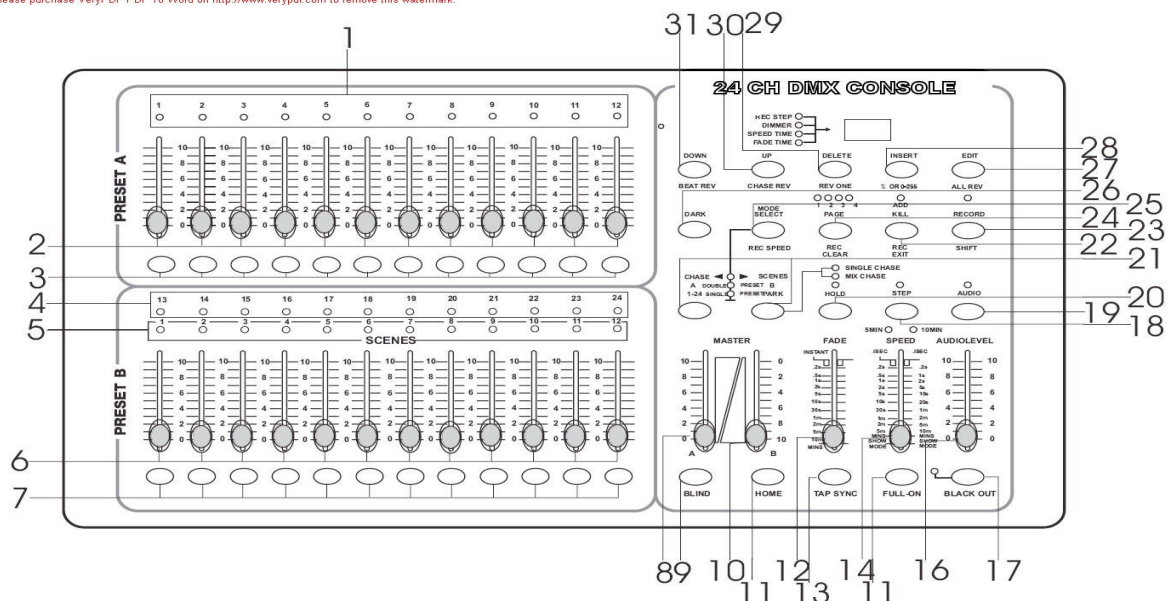
Introduction

Thank you for choosing our 24 channel dimmer console. This console is provided with microprocessor control system and it is full compatible with international DMX512 and MIDI standards. The console is provided with 24 channels DMX512 and MIDI standard, 48 programs can be programmed on 4 pages and the maximal number of steps doesn't exceed 4500. It is strongly recommended to read the following user manual before first use. This device is the most advanced item in this class concerning the price and size. Furthermore it is very simple in use and faultless.

Specification:

Power supply input.....	DC 12 – 18V / 500mA min.
DMX input.. ..	3 – pin XLR male socket
MIDI signal.....	5 – pin DIN socket
Internal fuse.....	F0.5A 250V (5x20mm)
Dimensions.....	482 x 264 x 85 mm
AC adapter.....	AC~230V/50Hz – DC 12V/500mW
Weight.....	4,8 kg

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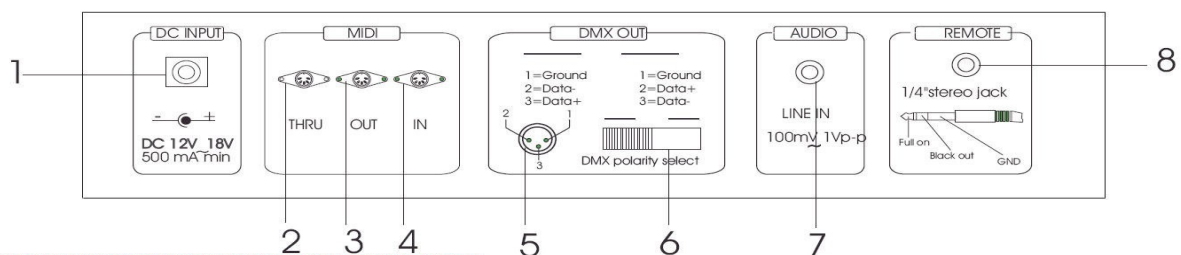
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- PRESET`A`** - LED diodes.
- Channel sliders 1-12, those sliders will be used to set the value of the channels 1-12 in the range of 0-100% or 0-255.
- FLASH button 1-12. Press this button if you want to send the maximal DMX signal value.
- PRESET`B`** - LED diodes.
- SCENES** - LED diodes.
- Channel sliders 13-24: set the corresponding sliders of channels 13 to 24 in the range of 0-100% or 0-255.
- FLASH button 13-24: Press this button if you want to send the maximal DMX signal value.
- MASTER`A`** slider: with this slider you can set the DMX value for **PRESET`A`**.
- BLIND** button: in the **CHASE<>SCENES** mode, when it is active it cause that the output of each channel will be controlled only via sliders or FLASH button.
- MASTER`B`** slider: with this slider you can set the DMX value for **PRESET`B`**.
- HOME** button: in the **CHASE<>SCENES** mode – if it is active then the control system of the output of each channel will be changed from slider or button control to controlled via program.

12. **FADE TIME** slider: push the button in order to set the **FADE** time.
13. **TAP SYNC**: in the **AUTO CHASE** mode. Press this button in order to define the speed of the scene sequence (chase).
14. **SPEED** slider: push the slider to set the speed of the scene sequence.
15. **FULL ON** button: if this button is activated the channel outputs will be set on maximum and **BLACK OUT** will be switched off.
16. **AUDIO LEVEL** slider: use this slider in order to set the sound sensitivity.
17. **BLACK OUT** button: use this button to set the "0" value for all DMX signals.
18. **STEP** button: press once and the program will perform one step.
19. **AUDIO** button: press this button to activate the sound control mode.
20. **HOLD** button: press and hold in order to keep the signal on the output.
21. **PARK**: in the **CHASE<->SCENES** mode, press this button in order to choose **SINGLE CHASE** or **MIX CHASE**. In the **DOUBLE PRESET** mode pressing of the **PARK`B`** button gives the same effect as if you set the **MASTER`B`** slider on maximum.
22. **REC EXIT**: leaving the record mode. If the diode is flashing the **KILL** mode is active, press any of the **FLASH** channels to cause that all output channels will reach zero value beside one.
23. **ROCORD** button: press this button to record one step of the program.
24. **PAGE** button: press this button to choose the desired scene from appropriate page.
25. **MODE SELECT**: by pushing this button you can choose **CHASE<->SCENES**, **DOUBLE PRESET** or **SINGLE PRESET** mode.
26. **DARK** button: press this button in order to close outputs together with the **FULL ON** and **FLASH** option.
27. **ALL REV**: if this button is active it will reverse the run of all programs.
28. The **"0%"** or **"0-255"** button: By using one of those two buttons % or **0-255** you can choose the range of the displayed value: 0 – 100% or 0 – 255.
29. **REV ONE**: press and hold this button and at the same time press any **SCENE** button from **PRESET`B`** and the program run mode will be reversed.
30. **CHASE REV**: this button reverse the run of the program sequence controlled via the speed slider.
31. **BEAT REV**: this button is used for reversing the sequence (chase) of programs controlled via regular beat.

REAR PANEL

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- | | |
|------------------------------------|--|
| 1. Power supply input: | 12 – 18V / 500mA |
| 2. MIDI THRU: | MIDI pass thru |
| 3. MIDI OUT: | sends the MIDI signal from the console |
| 4. MIDI IN: | receives the MIDI signal |
| 5. DMX OUT: | DMX output |
| 6. DMX POLARITY SELECT: | choosing of the channel polarity |
| 7. AUDIO INPUT: | direct connection of the sound 100mW – 1 Vpp |
| 8. Remote control, Full on: | controlled via Stereo jack |
| and Black out | |

Operating instructions:

1. Activating the record mode.

1. Press and hold the **RECORD** button.
2. Press successively the **FLASH 1**, **FLASH 5**, **FLASH 6**, **FLASH 8** buttons.
3. Release the **RECORD** button and when the corresponding LED diode will flash it means that the record mode is activated.

2. Deleting all programs

1. Press and hold the **RECORD** button.
2. Press successively the **FLASH 1**, **FLASH 3**, **FLASH 2**, **FLASH 3** buttons.
3. Release the **RECORD** button.

3. Clearing the memory

1. Press the **RECORD** button and then press **REC CLEAR**.
2. Release the **RECORD** and **REC CLEAR** button at the same time.

4. Recording the program

1. Set the chosen channel for recording
2. The corresponding diode of the page is on
3. Press the **RECORD** button and then press the appropriate **FLASH** button.
4. Release the **RECORD** button.

EXAMPLE: creating the program and saving the scene 28

1. Clear the memory.
2. By using the **MODE SELECT** button choose the mode from 1 to 24 single.
3. Set the sliders of the 1-24 channels on minimum and the **MASTER`A`** slider on maximum.
4. Push the slider 1 on maximum, press the **RECORD** button and then set the slider on minimum. Repeat the same procedure for all sliders.
5. By using the **PAGE** button choose the page 3, the corresponding LED3 will flash.
6. Press and hold the **RECORD** button and press the **FLASH16** button.

7. Release the **RECORD** and **FLASH16** button and the program that sets successively the maximal values of the 1 to 24 channels will be saved in the scene 28.

5. Deleting the program

1. By using the **PAGE** button choose the desired page.
2. Press the **RECORD** button and then press twice the appropriate **FLASH** button.

EXAMPLE: deleting the program from the scene 40

1. By using the **PAGE** button choose the page 4, the corresponding LED diode 4 will flash.
2. Press and hold the **RECORD** button and press twice the **FLASH 16** button.
3. Release the **RECORD** button.

6. Editing the scenes

1. By using the **PAGE** button choose the desired page.
2. By using the **MODE SELECT** button choose the **CHASE<>SCENES** mode.
3. Press the **EDIT** button and at the same time by using the **FLASH** button choose the desired scene.
4. Release the **EDIT** and **FLASH** button, the corresponding diode of the scene is on and others are off. Now the edition is activated.

EXAMPLE: enter the edition mode of the scene nr 11

1. Press the **PAGE** button to switch on the diode 1
2. By using the **MODE SELECT** button choose the **CHASE<>SCENES** mode.
3. Press the button **EDIT** and **FLASH23**.
4. Release the button **EDIT** and **FLASH23**.

7. Exit the edition mode

1. Press the **RECORD** button and then press the **EXIT** button.
2. Release the button **RECORD** and **EXIT**.

8. Deleting the steps

1. In the edition mode press the button **STEP** so long to proceed with the program until you find the desired step.
2. Press the **DELETE** button and the step will be deleted and the next one will be executed.

9. Adding steps

1. Save in the edition mode the step that has to be added.
2. Press the **STEP** button to run the program to the place where the step has to be added.

10. Modifying the steps

1. In the edition mode press the **STEP** button to run the program till you find the step that has to be modified.

2. Press the **UP** or **DOWN** button and the chosen **FLASH** button, the end effect appears on the display. If you are satisfied with the result of the modification then release the **FLASH** button.

11. Changing of the display mode

1. Press and hold the **RECORD** button and then press the button “%” or “0-250”.

12. Choosing and activating the program

1. Press **MODE SELECT** button and choose **CHASE<>SCENES** mode.
2. By using **PAGE** button choose the desired page.
3. Set the **MASTER`B`** slider on maximum.
4. Set the channel slider of the scene on minimum and then push it forward (up). The program will be chosen and executed.

13. Activate the program with AUDIO signal

1. Press the **AUDIO** button, the corresponding **AUDIO** led will flash.
2. Press the **PARK** button, the corresponding LED of the **MIX MODE** will flash.
3. Choose the scenes program that has to be activated.
4. Push the **SPEED** slider or push twice the **TAP SYNC** button to define the “beat” time.
5. Press the **REC SPEED** button and the chosen **FLASH** button and the program will be played according to the specified beat.

14. Activate the program with speed slider.

1. Press the **AUDIO** button, the corresponding **AUDIO** led will flash.
2. Press the **PARK** button, the **MIX MODE** led will flash.
3. Choose the program that should be activated.
4. Push the **SPEED** slider in order to set the **SHOW MODE**.
5. Press the **REC SPEED** button and the chosen **FLASH** button.

EXAMPLE: activating the program of the 14 scene with the speed of “1 step pro second”, with the control option via speed slider.

1. Press the **MODE SELECT** to choose **CHASE<>SCENES** mode.
2. Press the **AUDIO** button, the corresponding AUDIO led diode will flash.
3. Press the **PARK** button, the **MIX MODE** led diode will flash.
4. Set all channel sliders on minimum.
5. Set the **MASTER`B`** slider on the maximal value.
6. By using the **PAGE** button choose the side 2, the led diode 2 is on.
7. Set the slider of the channel 14 on maximum.
8. Push the **SPEED** slider until on the display appears the value of 1.00, the corresponding **SPEED** diode is on.
9. Press the **REC SPEED** and **FLASH 14** button and next release them at the same time. The program will run 1 step pro second.
10. Set the **SPEED** slider in the **SHOW MODE**. Press the **REC SPEED** and **FLASH 14** in order that the program can be controlled via **SPEED** slider. Push the **SPEED** slider and on the display appears the value 0.10, and the program in the scene 14 will run in the sequence of 10 steps pro second.

15. Adjusting the speed**A) SPEED slider settings (5min.)**

1. Press and hold the **RECORD** button.
2. Press 3 times the **FLASH 5** button and then release the **RECORD** button.
3. The corresponding (5 min.) diode is on, which means that the **5 MIN SPEED** slider is active.

B) SPEED slider settings (10min.)

1. Press and hold the **RECORD** button.
2. Press 3 times the **FLASH 10** button and then release the **RECORD** button.
3. The diode 10 **MIN** is on, which means that the slider 10 **MIN SPEED** is active.

16. MIDI input settings

1. Press and hold the **RECORD** button.
2. Press 3 times the **FLASH 1** button and then release the **RECORD** button and when the inscription **CHI** appears on the display you can choose the **MIDI IN** input on the channel from 1 to 16 by using the **FLASH** button.
3. After you push the chosen **FLASH** button the corresponding diode will flash.
4. Press the **RECORD** and **EXIT** button to quit **MIDI IN** settings mode.

17. MIDI output settings

1. Press and hold the **RECORD** button.
2. Press 3 times the **FLASH 2** button and then release the **RECORD** button and when the inscription **CHO** appears on the display you can choose the **MIDI OUT** channel using **FLASH 1** to **FLASH 16** buttons.
3. After you push the chosen **FLASH** button the corresponding diode will flash.
4. Press the **RECORD** and **EXIT** button to quit **MIDI OUT** settings mode.

18. Receiving the collective MIDI file (DUMP FILE)

1. Press and hold the **RECORD** button.
2. Press 3 times **FLASH 3** button, and when on the display appears the inscription **IN** it means that the controller is ready for receiving the MIDI file.
3. All others operation will be suspended during the transferring time of the collective file. The device will exit automatically the transferring mode of the collective file after the receiving will be finished. Switching on and off of the device will also stop the transfer of the collective file.

19. Sending the collective MIDI file (DUMP FILE)

1. Press and hold the **RECORD** button.

2. Press 3 times **FLASH 4** button, and when on the display appears the inscription **OUT** it means that the controller is ready for receiving the MIDI file.
3. All others operation will be suspended during the transferring time of the collective file. The device will exit automatically the transferring mode of the collective file after the sending will be finished. Switching on and off of the device will also stop the transfer of the collective file.

20. Definition of the inscriptions

1. **FADE TIME:** the cycle of changing the output signal from zero to maximum and reverse.
2. **SINGLE MODE:** the program of the scene will be run one after another and on the display will appear **NO** inscription. The speed will be controlled via **SPEED** slider.
3. **MIX MODE:** all the chosen programs will run synchronically and for each channel you can set the chosen speed.
4. If the **CHASE<>SCENES** diode is on you can choose the program of the scene by using one of the **PRESET B** sliders.
5. **FADE TIME** and **SPEED TIME:**
if you set the time for more then 1 minute two points will appear on the display.

Example:

1 minute and 15 seconds will be displayed as follows – **1.15**

10 minutes will be displayed as follows – **10.0**.

- b) if you set the time for less then 1 minute then on the display will appear one point

Example:

11.5 seconds will be displayed like this: **11.5**

1.2 seconds will be displayed like this: **1.2**

21. Enabling the MIDI mode

1. If the **MIDI** signal won't be received within 10 minutes then the channel and the program enabled by **MIDI** will be cleared.
2. The device has an identification number **55H** for sending and receiving the collective file and all the information's (included the system version) will be received and sent with the collective file. The program of the scene can be sent as well to another unit as it can be received from other unities.
3. This unit receives and sends the below listed information's:

Number	Fast	Functions
22 – 69	Program MASTER	Switched on/off of the program 1 to 48
70 – 93	Dimmer channels	Switched on/off the channels 1-24
94		FULL ON
95		DARK
96		HOLD
97		Switched on/off AUDIO CHASE
98		CHASE <> SCENES
99		DOUBLE PRESET MODE
100		SINGLE PRESET MODE
101		STEP CHANGE
102		BLACKOUT