

TABLE OF CONTENTS

Creating a DMX program for a Set of Lights 2
Non DMX Controlled Light Edit Mode (Batten and Par) 4
Non DMX Controlled Light Edit Mode (Palette) 6
Non DMX Controlled Light Edit Mode (Splash) 8

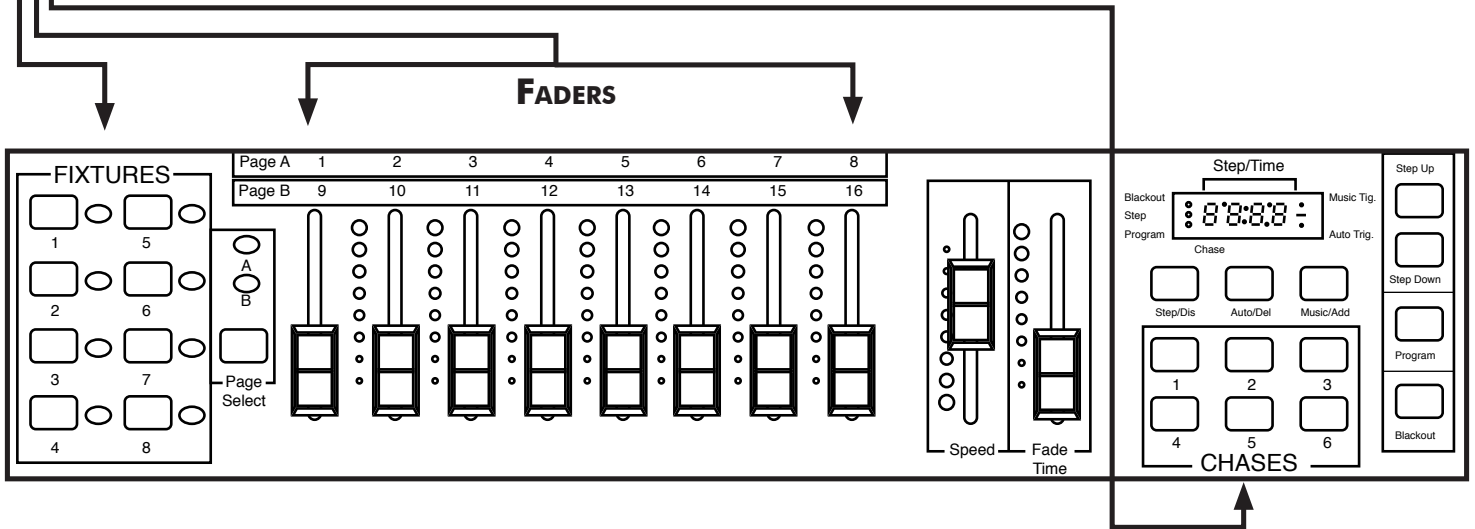
LED Lights and Controller

Creating a DMX program for a Set of Lights

(The purpose of using the DMX controller over programming the lights individually is to have the changes in the lights occurring at the same time on all the light fixtures)

Glossary

- Fixtures are lights or other devices you wish to control.
- Faders are the sliding bars you use to control what each light does. This consists of 8 sliders (1-8) on the DMX controller and a page select button that changes the 8 sliders to 9-16.
- A Scene is a single color or effect of a set of lights at a moment in time.
- A Chase is a series of scenes that a light goes through (Example: green to blue to red).



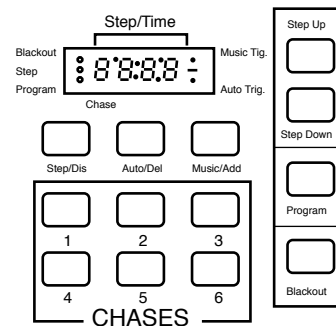
Programming

A) On each Fixture (Light) that you are hooking into this DMX Controller, program it with its own DMX Address.

Light 1:	DMX 001	
Light 2:	DMX 017	
Light 3:	DMX 033	
Light 4:	DMX 049	
Light 5:	DMX 065	
Light 6:	DMX 081	
Light 7:	DMX 097	
Light 8:	DMX 113	

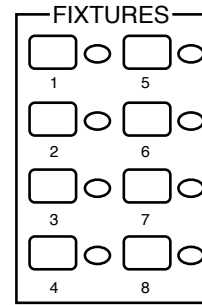
B) On the DMX Controller:

1. Press and hold the **PROGRAM** button for 3 seconds.
2. Select a **CHASE** to store the program to.

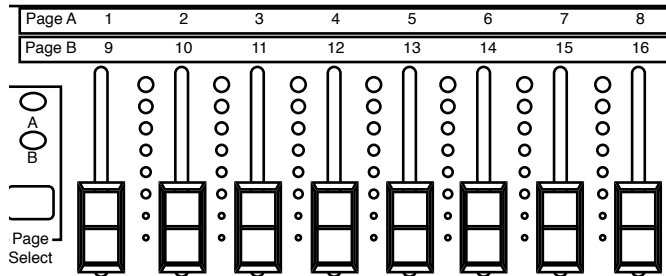


LED Lights and Controller

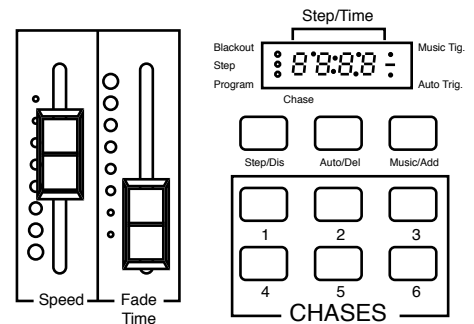
3. Select a **FIXTURE** to **PROGRAM** 1-8 (the light will light up).



4. Move the faders up and down according to the DMX Channel Values of the light (see Table 1 on page 4).

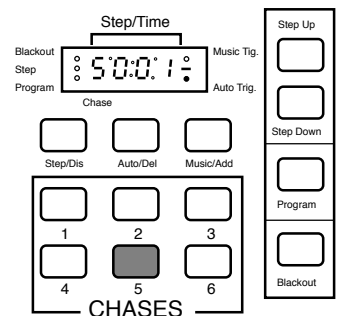
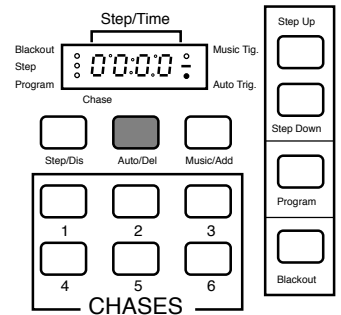


5. Unselect the current fixture by pressing the **FIXTURE** number again.
6. Repeat steps 3 and 4 until all lights have been programmed.
7. Move **SPEED** and **FADE TIME** Sliders to adjust speed and fade of scene.
8. Press **MUSIC/ADD** button to store scene.
9. Repeat steps 3 through 8 until all scenes have been added.



Playing a Chase

- Press **AUTO/DEL** button. The small light in the lower right corner of the screen indicating Auto Trig. should then be lit (**Fig 1**).
- Before starting, make sure all the CHASE's are off. The screen should read 0000. If any other number should show, press the corresponding button to turn that CHASE off. For example: if 5001 should show, press the 5 button (**Fig 2**).
- To start your program, press the CHASE buttons in the order you would like them to play. For example: pressing the 3 then 1 then 2 will play those CHASE's in that order. If you make a mistake or want to change your program, turn off all the CHASE's and start over.

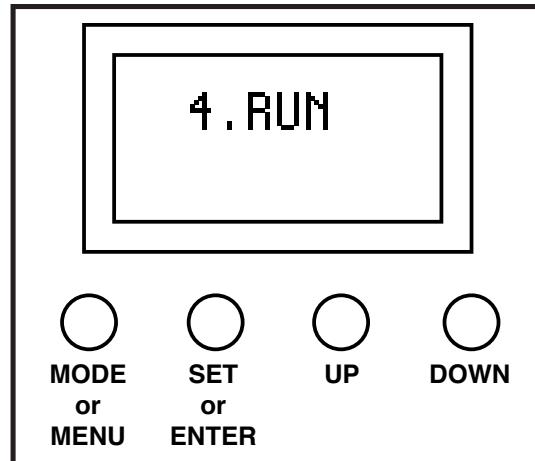


LED Lights and Controller

Non DMX Controlled Light Edit Mode (Batten and Par)

GLOSSARY

- **STEP TIME:** Time that a scene will play before moving on to the next scene.
- **FADE TIME:** Time at the end of the step time that the colors will fade from the current scene to the next scene.



SETUP OF A SERIES OF LIGHTS - If all lights need to show the same program

- Connect all lights with DMX cables in chain.
- On all lights press **MODE** (or **MENU**) until **RUN** appears - press **SET** (or **ENTER**).
- On one light press **UP** or **DOWN** until **DMX** appears - press **SET** (or **ENTER**).
- On all the other lights in chain press **UP** or **DOWN** until **SLAVE** appears - press **SET** (or **ENTER**).

CREATING A CUSTOM PROGRAM - Created on your Main or Control (DMX) Light

- Press **MENU** until **EDIT** appears - press **SET** (or **ENTER**).
- Using the **UP** and **DOWN** buttons select the **CUSTOM(#)** program you wish to edit - press **SET** (or **ENTER**).
- Select the **SCENE** you want to enter using the **UP** and **DOWN** buttons - press **SET** (or **ENTER**).
 - Select the value of **RED**, **GREEN**, **BLUE**, **STROBE [STRO]**, **STEP TIME [TIME]**, and **FADE TIME [FADE]** (000 < 255) in seconds - press **SET** (or **ENTER**) after each choice.
 - Press **MENU** to save each scene.
- Repeat step C until you have created your own custom light show.
- Press **MENU** to save your custom show.

PLAYING A PROGRAM

- Press **MENU** until **AUTO** appears - press **SET** (or **ENTER**).
- Select the **AUTO(#)** or **CUSTOM(#)** program to play using the **UP** and **DOWN** buttons - press **SET** (or **ENTER**).
- Press **MODE** (or **MENU**) to stop the program.

LED Lights and Controller

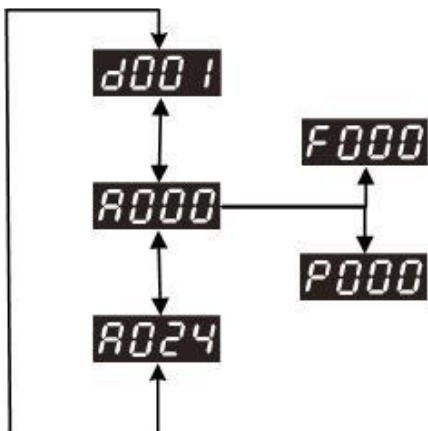
Table 1

Batten		
Channel	Value	Function
1	000 - 255	Dimmer (0 - 100%)
2	000 - 255	Red (0 - 100%)
3	000 - 255	Green (0 - 100%)
4	000 - 255	Blue (0 - 100%)
5	000 - 010	No Function
	211 - 215	White 1:3200K
	216 - 220	White 2:3400K
	221 - 225	White 3:4200K
	226 - 230	White 4:4900K
	231 - 235	White 5:5600K
	236 - 240	White 6:5900K
	241 - 245	White 7:6500K
	246 - 250	White 8:7200K
	251 - 255	White 9:8500K
6	000 - 004	No Strobe
	005 - 255	000 - 20Hz

Par		
Channel	Value	Function
1	000 - 255	Dimmer (0-100%)
2	000 - 255	Red (0-100%)
3	000 - 255	Green (0-100%)
4	000 - 255	Blue (0-100%)
5	000 - 010	No Function
	211 - 215	White 1:3200K
	216 - 220	White 2:3400K
	221 - 225	White 3:4200K
	226 - 230	White 4:4900K
	231 - 235	White 5:5600K
	236 - 240	White 6:5900K
	241 - 245	White 7:6500K
	246 - 250	White 8:7200K
	251 - 255	White 9:8500K
6	000 - 004	No Strobe
	005 - 255	000 - 20Hz

LED Lights and Controller

Non DMX Controlled Light Edit Mode (Palette)



When navigating the menu:

Use the “UP” button to move up.
 Use the “DOWN” button to move down.
 Use the “ENTER” button to move right.
 Use the “MODE” button to move left.

Menu Values

MENU	VALUE	FUNCTION
A	001	Red (static)
	002	Green (static)
	003	Blue (static)
	004	Yellow (static)
	005	Magenta (static)
	006	Cyan (static)
	007	White (sound-active)
	008	Auto/Sound Mode 1
	009	Auto/Sound Mode 2
	010	Auto/Sound Mode 3
	011	Auto/Sound Mode 4
	012	Auto/Sound Mode 5
	013	Auto/Sound Mode 6
	014	Auto/Sound Mode 7
	015	Auto/Sound Mode 8
	016	Auto/Sound Mode 9
	017	Auto/Sound Mode 10
	018	Auto/Sound Mode 11
	019	Auto/Sound Mode 12
	020	Auto/Sound Mode 13
	021	Auto/Sound Mode 14
	022	Auto/Sound Mode 15
	023	Auto Mode 1
	024	Auto/Sound Mode 16
F	000	Strobe (Static Colors Only) Solid On
	000 ↔ 099	Strobe (Slow > Fast)
	100	Sound-active Strobing
P	000	Auto Run Delay (Auto/Sound Modes Only) Never Auto run
	001 ↔ 099	Time Delay (Long > Short)
	100	No Delay

LED Lights and Controller

Non DMX Controlled Light Edit Mode (Palette) cont.

Menu Functions

Menu Option	Description
A001	Auto Mode - Stand-alone: Sets the fixture to Master status for Master-Slave operation and the built in programs will be triggered by the sound. No data link is required; all fixtures can be set to this mode for Stand-alone operation.
d001	DMX: The fixture will be controlled by a DMX signal coming from a DMX controller. The starting address must be selected, and can be set using the up and down buttons.
F000	Strobe Mode: Sets the fixture to strobe the selected color. This setting is only available when the unit is set to display a static color in stand-alone mode. (A001-A007)
P000	Auto Run Delay: If the unit does not trigger with sound within a certain time period, it can automatically enter auto mode. Note that auto mode is cancelled as soon as the unit triggers with sound.

DMX Channel Values

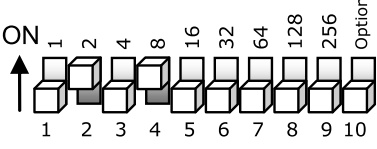
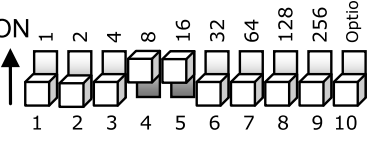
ColorPalette		
Channel	Value	Function
1	060- 079	6 Channel Mode
2	000 - 255	Auto Speed Mode(Slow>Fast)
3	000- 002	No Strobe
	003 - 249	Strobe (Slow>Fast)
	250-255	Sound-Active (Static Colors Only)
4	000 - 255	Red (0-100%)
5	000- 255	Green (0-100%)
6	000 - 255	Blue (0-100%)

LED Lights and Controller

Non DMX Controlled Light Edit Mode (Splash)

Setting the DMX address

This DMX mode enables the use of a universal DMX controller device. Each fixture requires a "start address" from 1 to 511. A fixture requiring one or more channels for control begins to read the data on the channel indicated by the start address. For example, a fixture that occupies or uses 6 channels of DMX and was addressed to start on DMX channel 100, would read data from channels: 100, 101, 102, 103, 104, and 105. Choose start addresses so that the channels used do not overlap and notate the start address selected for future reference.

EXAMPLE STARTING ADDRESS																								
<p>Address 10</p> <p>Pin # 4 = 8 Pin # 2 = 2 Total = 10</p>																								
<p>Address 24</p> <p>Pin # 5 = 16 Pin # 4 = 8 Total = 24</p>																								
<p>Resolving address using simple math.</p> <p>Address 233</p>	<p>233 – (128) = 105, Turn ON DIP # 8 105 – (64) = 41, Turn ON DIP # 7 41 – (32) = 9, Turn ON DIP # 6 9 – (8) = 1, Turn ON DIP # 4 1 – (1) = 0, Turn ON DIP # 1</p> <p>You will most likely use the first available number which may be number 1. This number was selected for example purposes.</p>	<table border="1"> <thead> <tr> <th>DIP SWITCH</th> <th>(DMX VALUE)</th> </tr> </thead> <tbody> <tr><td>1</td><td>1</td></tr> <tr><td>2</td><td>2</td></tr> <tr><td>3</td><td>4</td></tr> <tr><td>4</td><td>8</td></tr> <tr><td>5</td><td>16</td></tr> <tr><td>6</td><td>32</td></tr> <tr><td>7</td><td>64</td></tr> <tr><td>8</td><td>128</td></tr> <tr><td>9</td><td>256</td></tr> <tr><td>10</td><td></td></tr> </tbody> </table>	DIP SWITCH	(DMX VALUE)	1	1	2	2	3	4	4	8	5	16	6	32	7	64	8	128	9	256	10	
DIP SWITCH	(DMX VALUE)																							
1	1																							
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7	64																							
8	128																							
9	256																							
10																								

LED Lights and Controller

Non DMX Controlled Light Edit Mode (*Splash*) cont.

DMX Channel Values

These values are for use with a DMX controller

1		2	3	4	5	6	DMX CHANNEL (COLUMNS)
RGB	000~029	Red 000~255	Green 000~255	Blue 000~255	000~020 No Strobe 021~255 Strobe		
Pulse	030~199 (Slow>Fast)	No Function			Strobe 000~255		
Color Macros	120~149	Color Macro 000~255			No Function	Dimmer 000~255 100%~0%	
RGB Chase	150~179	No Function	No Function	No Function	Chase Speed 000~255 (slow~fast)		
Color Change	180~209				Program Speed 000~255 (slow~fast)		
Color Change w/ fade	210~239						
Sound	240~255				No Function		
CONTROL MODES & OPTIONS (Rows)							
For a detailed view of DMX values turn to the Appendix section in this manual. Control mode parameters are set by DMX values in Channel # 1.							

Master/Slave Mode

If you connect light-to-light with the DMX cables, the first one in line becomes the master and the others enter slave mode.

Daisy Chain Connection

1. Connect the (male) 3 pin connector side of the DMX cable to the output (female) 3 pin connector of the first fixture.
2. Connect the end of the cable coming from the first fixture which will have a (female) 3-pin connector to the input connector of the next fixture consisting of a (male) 3-pin connector. Then, proceed to connect from the output as stated above to the input of the following fixture and so on.

DIP Switch Options

FUNCTIONS	DIP SWITCHES (ON)	NOTES & DESCRIPTION
Color change program (Auto/Music)	None	Music/Auto switch Music: Sound-Activated, sound adjustment knob sets sensitivity Auto: sound adjustment knob sets speed of program
Red LEDs	1	Low Intensity
	2	Medium Intensity
	3	Full Intensity
Green LEDs	4	Low Intensity
	5	Medium Intensity
	6	Full Intensity
Blue LEDs	7	Low Intensity
	8	Medium Intensity
	9	Full Intensity