

DMX-192

Item ref: 154.103UK

192 Channel DMX Controller

User Manual

Please read through this manual thoroughly before use, any damage caused by misuse of product will not be covered by warranty.

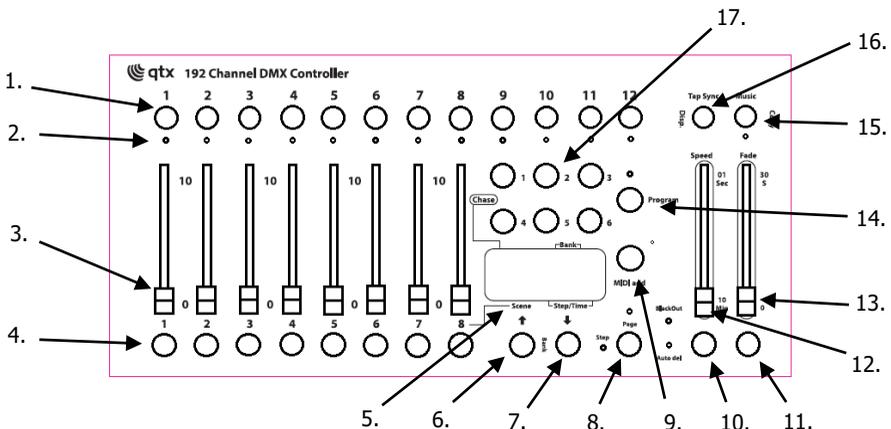


A small yet versatile 192 channel DMX controller with 12 fixtures. Each fixture controls up to 16 channels per unit. There are 23 programmable bank buttons each holding 8 scenes. These scenes can be programmed into 6 chase sequences each holding up to 240 scenes which can be triggered by sound, manually by tap or automatically by the time faders between 0.1 seconds and 10 minutes. A lightweight and portable controller, ideal for small theatres or stage applications.

In the box:

Your DMX-192 should arrive with you in a single carton in good condition. The carton should contain 1 x main unit, 1 x UK power adaptor and 1 x user guide.

Controls Overview:



1	Fixture selection buttons	Press to select the desired lighting fixture
2	Fixture indicator LEDs	Lit to indicate the current selected fixture
3	Channel faders	Slide to adjust DMX parameter values
4	Scene selection buttons	Press to store and select scenes
5	LCD display	Displays current parameters or status
6	Bank up button	Step forward scenes/steps in banks/chases
7	Bank down button	Step backward scenes/steps in banks/chases
8	Page selection button	Switches faders between 1-8 and 9-16
9	MIDI Add button	Press to confirm current procedure or add to it
10	Auto del button	Activate Auto mode/Delete key during Program mode
11	Blackout button	Press to set all fixtures to zero
12	Speed fader	Slide to adjust scene hold time or step time
13	Fade time fader	Slide to adjust the rate of fading or cross fading
14	Program button	Press to enter Program mode
15	Music/Bank copy button	Activate music mode/Copy key during program mode
16	Tap Sync display button	Tap tempo sync during playback/Switch DMX display to percentage in Program mode
17	Chase buttons	Chase memory selection 1-6

Setting up:

1. Connect the power supply to the socket on the back of the unit and plug into a mains socket.
2. Connect a DMX lead to the socket on the back of the unit and a compatible DMX-512 device.
3. Switch on the power to the controller which will perform a self-test (LCD display will show 192).
4. Once the LCD display shows 101 the controller is ready to use.

Operation:

Manual mode

1. Select a Fixture button.
2. Move the faders to change DMX parameters for the selected fixture(s).
3. Press the Page selection button to switch between fader control pages (Red LED: Ch1~8), (Blue LED: Ch 9~16).
4. Press the Tap Sync display button to toggle the output indicator on the LCD display between DMX values (0-255) and percentage (0-100).

NOTE: All changes made in Manual mode are temporary and won't be recorded.

Review a Scene or Chase

NOTE: This instruction assumes that you have already recorded scenes and chases on the controller. Otherwise skip this section and go to programming.

Scene review:

1. Select a Scene button to review.
2. Select any one of the 23 banks by pressing the Bank up or Bank down buttons.
3. Move Channel faders to change fixture attributes.

Chase review:

1. Select a Chase button to review.
2. Press the Tap Sync display button to view the step number on the display.
3. Press the Bank up or Bank down buttons to review all scenes in the chase.

NOTE: Make sure you are still in Manual mode.

Programming

A program (bank) is a sequence of different scenes (or steps) that will be called up one after another. In this controller 23 programs can be created with 8 scenes in each. Enter the programming mode by pressing the Program button (**14.**) until the LED blinks.

Creating a scene:

A scene is a static lighting state. Scenes are stored in banks. There are 23 bank memories on the controller and each bank can hold 8 scene memories. It can save 240 scenes total.

1. Press and hold the Program button until the LED blinks.
2. Position Speed and Fade time sliders all the way down.
3. Select Fixture(s) button to begin adjusting the DMX values.
4. Move faders to adjust parameters to the required setting for the fixture(s).
5. De-select a fixture to hold its DMX values.
6. Adjust for all fixtures until all are set at the required state.
7. Press the MIDI Add button.
8. Select a Bank and then select a Scene to store the scene.
9. Press Program button to store.
10. Repeat the above process for up to 8 scenes in the bank.
11. Hold the Program button to exit Programming mode.

Running a program:

1. Use Bank up or Bank down buttons to change Program banks if necessary.
2. Press the Auto Del button repeatedly until the Auto LED turns on.
3. Adjust the program speed via the Speed fader and the loop rate via the Fade Time fader.
4. Alternatively you can tap the Tap Sync display button twice.

NOTE: The time between two taps sets the time between scenes (up to 10 minutes)

Checking a program:

1. Press and hold the Program button until the LED blinks.
2. Use Bank up or Bank down buttons to change Program bank to review.
3. Press the Scene selection buttons to review each scene individually.

Editing a program:

NOTE: Each scene will need to be modified manually.

1. Press and hold the Program button until the LED blinks.
2. Use Bank up or Bank down buttons to change Program banks if necessary.
3. Select the desired fixture via the Fixture selection buttons.
4. Move the faders to adjust parameters to the required setting for the fixture(s).
5. Press the MIDI Add button to prepare the save.
6. Select a Scene to store the required scene.

Copying a program:

1. Press and hold the Program button until the LED blinks.
2. Use Bank up or Bank down buttons to select Program bank to be copied.
3. Press the MIDI Add button to prepare the copy.

4. Use Bank up or Bank down buttons to select destination Program bank.
5. Press the Music/Bank copy button to copy to the new destination. **NOTE:** All LEDs will blink to confirm.

Chase Programming

A chase is created by using previously created scenes. Scenes become steps in a chase and can be arranged in any order you choose. It is highly recommended that prior to programming chases for the first time; you delete all chases from memory (See Delete All Chase Programs for instructions).

Creating a Chase:

A Chase can contain 240 scenes as steps. The term steps and scenes are used interchangeably.

1. Press and hold the Program button until the LED blinks.
2. Press the relevant Chase button you wish to program.
3. Change Bank if necessary to locate desired scene.
4. Select the Scene to insert.
5. Press the MIDI Add button to store.
6. Repeat steps 3 ~ 5 to add additional steps to the chase. Up to 240 steps can be recorded.
7. Hold the Program button to save the completed chase.

Running a chase:

1. Press the relevant Chase button then press the AUTO del button.
 2. Adjust the Chase speed by tapping the Tap Sync display button twice at your chosen rate.
- Note:** The time between 2 taps will set the chase speed (up to a max. of 10 minutes).

Checking a chase:

1. Press and hold the Program button until the LED blinks.
2. Select the desired Chase button.
3. Press the Tap Sync display button to switch the display to step view.
4. Use Bank up or Bank down buttons to review each scene in the chase.

Editing a Chase (copying a Bank into a Chase):

1. Press and hold the Program button until the LED blinks.
2. Select the desired Chase button.
3. Select the Bank to be copied using the Bank up or Bank down buttons.
4. Press Music/Bank copy button to prepare the copy.
5. Press MIDI Add button to copy. All LEDs will blink to confirm.

Editing a Chase (copying a Scene into a Chase):

1. Press and hold the Program button until the LED blinks.
2. Select the desired Chase button.
3. Select the Bank containing the scene to be copied using the Bank up or Bank down buttons.
4. Select the Scene to be copied.
5. Press MIDI Add button to copy. All LEDs will blink to confirm.

Editing a Chase (inserting a Scene into a Chase):

1. Press and hold the Program button until the LED blinks.
2. Select the desired Chase button.
3. Select the Bank containing the scene to be copied using the Bank up or Bank down buttons.
4. Select the Scene to be copied.
5. Press MIDI Add button to copy. All LEDs will blink to confirm.

Deleting a Scene from a Chase:

1. Press and hold the Program button until the LED blinks.
2. Select the desired Chase button.
3. Press the Tap Sync Display Button to switch the display to step view.
4. Use Bank up or Bank down buttons to navigate to the Scene to be deleted.
5. Press Auto Del button to delete. All LEDs will blink to confirm.

Deleting a Chase:

1. Press and hold the Program button until the LED blinks.
2. Select the desired Chase button.
3. Press and hold the Auto Del button and the Chase button to delete. All LEDs will blink to confirm

Deleting all Chase Programs:

1. Turn the unit power off.
2. Press and hold the Bank down and Auto Del buttons together and switch the power back on.
3. All LEDs will blink to confirm all chases have been deleted.

Scene Programming

Inserting a Scene:

1. Press and hold the Program button until the LED blinks.
2. Select the desired Chase button.
3. Press the Tap Sync Display Button to switch the display to step view.
4. Use Bank up or Bank down buttons to navigate to the point at which to insert a Scene.
5. Press the MIDI Add button to insert a scene.
6. Use Bank up or Bank down buttons to navigate to the scene that is to be inserted.
7. Press the Scene button that corresponds to the scene to be copied.
8. Press the MIDI Add button to insert the scene. All LEDs will blink to confirm.

Note: To insert a scene between Steps 5 and 6 navigate using Bank buttons until the LED display reads **STEP 05**.

Copying a Scene:

1. Press and hold the Program button until the LED blinks.
2. Use Bank up or Bank down buttons to navigate to the bank containing the Scene to be copied.
3. Press the Scene button that corresponds to the scene to be copied.
4. Press the MIDI Add button to copy the scene.
5. Use Bank up or Bank down buttons to navigate to the bank that the Scene is to be copied into.
6. Press the Scene button of the location it's to be copied into. All LEDs will blink to confirm.

Deleting a Scene:

1. Press and hold the Program button until the LED blinks.
2. Use Bank up or Bank down buttons to navigate to the bank containing the Scene to be deleted.
3. Press and hold the Auto Del button.
4. Press the Scene button that corresponds to the scene to be deleted. All LEDs will blink to confirm.

Note: When deleting a scene, the physical location is not removed, however all 192 DMX channels available to the scene will be set to zero value.

Deleting All Scenes:

1. Press and hold the Program button and Bank down buttons whilst switching the unit power off.
2. Turn the Controller back on and all Scenes will be deleted.

Caution: This process is irreversible. All scenes with data will be set to value zero.

Playback

Running in Sound mode:

1. Press and hold the Music/Bank copy button until the Music LED is lit.
2. Use Bank up or Bank down buttons to navigate to the bank which is to be run in Sound mode.
3. Alternatively, you can press a single Chase button or several Chase buttons in sequence and all Chases will be run in the order selected.
4. You can adjust duration time using the Fade time fader.

Note: In Sound mode, programs will be triggered by the sound using its built-in microphone. Multiple chases selected will loop and run in the order originally selected.

Running in Auto mode:

1. Press and hold the Auto Del button until the Auto LED is lit.
2. If a Chase button is not pressed, the controller will automatically run a BANK program.
3. Use Bank up or Bank down buttons to navigate to the bank which is to be run in Auto mode.
4. Alternatively, you can press a single Chase button or several CHASE buttons in sequence and all Chases will be run in the order selected.
5. You can adjust time between steps using the Speed fader and duration of the step using the Fade time fader.

Blackout:

1. Press the Blackout button to set all DMX values temporarily to zero.

Specifications:

DMX channels	192
Power supply	12Vdc, 1000mA
Dimensions	260 x 125 x 50mm
Weight	876g



Please do not open cover, contains high voltage. This product is not serviceable or repairable by the end user. Please refer to qualified personnel for service and repair.



This product is classed as Electrical or Electronic equipment and should not be disposed with other household or commercial waste at the end of its useful life. The goods must be disposed of according to your local council guidelines.

Errors and omissions excepted.

Copyright© 2022 AVSL Group Ltd, Unit 2 Bridgewater Park,
Taylor Road, Trafford Park, Manchester. M41 7JQ.

AVSL (Europe) Ltd, Unit 3D North Point House,
North Point Bus. Park, New Mallow Road, Cork, Ireland.