DMXC 192
# 192 Channel Professional
DMX CONTROLLER

General Description

This DMX operator running light control is designed for digital control of various light effects such as running lights and projectors. It can control up to 12 different light effect units of 16 channels each. The unit features an easily programmable memory which can store up to 240 different light effect scenes. It can be set to automatic operation or music control via the built-in microphone. The digital DMX-512 control operates with "addresses" for individual control of the connected light units. The outgoing addresses are pre-set to: light effect 1 – start address 1, light effect 2 – start address 17, light effect 3 – start address 33, light effect 4 – start address 49, light effect 5 – start address 65, light effect 6 – start address 81, light effect 7 – start address 97, light effect 8 – start address 113, light effect 9 – start address 129, light effect 10 – start address 192, light effect 11 – start address 161 and light effect 12 has start address 177. Thus, every light effect can be digitally controlled by max. 16 channels provided that the 'receiving' start addresses of the individual light effect units are identical to the ones stated above (1, 17, 33, etc.). The slider controls set the light intensity of the lamps and projectors but also the position of the mirrors, colour and gobo wheels.

Functions and Controls
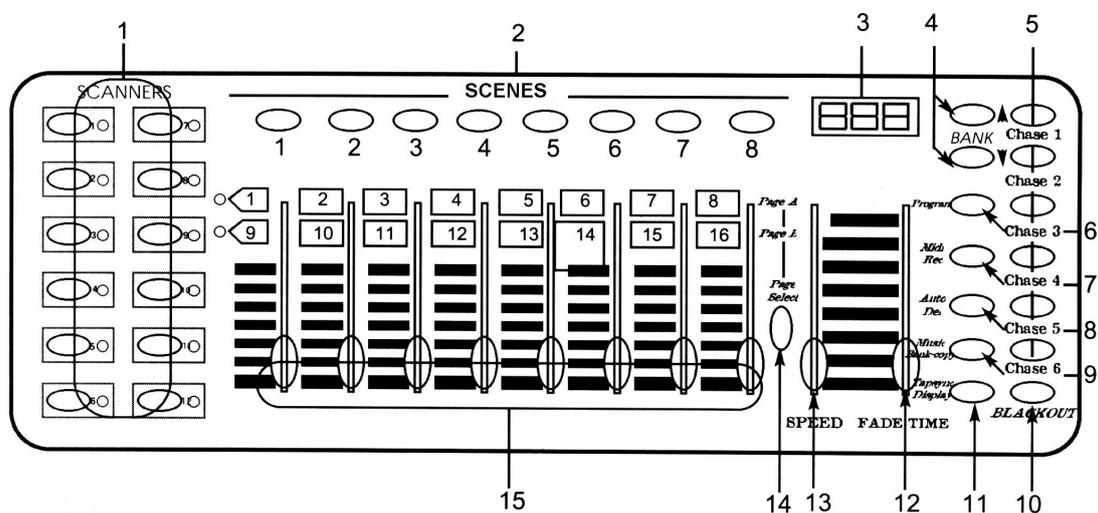
1. Selection key for MUSIC/BANK copy. Allows to select music controlled operation or set scenes and running light patterns.
2. BLACKOUT key, switches all outputs off.
3. TAP SYNC/DISPLAY ke
4. y to set the rhythm or to change various settings. This appears on the LED display.
5. FADE TIME slider control to set the fading time between different light effect units.
6. SPEED slider control to set the speed of the running light.
7. PAGE SELECT, this key selects if the slider controls act on light effects 1 to 8(page A) or 9 to 16 (page B). Selection keys for 16 light effect units.

8. **Memory keys to store the scenes (max. 8 x 23).**
9. **LED Display.**
10. **Selection keys of the memory banks.**
11. **Selection keys of the running light patterns.**
12. **Activation key of the programming mode.**
13. **Pattern storage key or MIDI setting.**
14. **Key to switch into AUTO MODE or remove scenes.**
15. **Slider controls 1 to 8 allow to adjust the light intensity from 0 to 100%. The digital output value goes from 0 to 255.**

Rear panel connections

The rear panel features three connectors and one slider control., a switch to invert the polarity of the DMX output signal, a 3-pin DMX output connector (XLR type) and a small connector for the power supply (9 – 12Vdc). N.B.! The small centre pin is positive. Use an appropriate mains adapter which supplies at least 9Vdc/1000mA.

LED DISPLAY

The display shows light green, easy to read symbols that indicate following functions:

1. **The first figure indicates the selected running light pattern (CHASE) (1 – 6)**
2. **The second figure shows which one of the 8 scenes has been selected.**
3. **The third and fourth figure shows which one of the 23memory banks is active.**
4. **In AUTO MODE, a light dot is displayed in the bottom right corner.**
5. **The MUSIC MODE (music-control) is shown by a dot on the top right side of the display.**
6. **The BLACKOUT MODE is indicated by a flashing dot in the upper left corner.**
7. **In programming mode, a flashing dot appears on the bottom left side of the display.**

PROGRAMMING OF THE VARIOUS FUNCTIONS

Programming of the running light scenes

1. **Make sure that all units to be controlled, are connected and set to the correct DMX start addresses.**
2. **Keep the program key (6) more than 2 seconds pressed to activate the programming mode. The green dot in the left bottom corner should flash and continue to flash during the programming process.**
3. **Select the required unit via one of the SCANNER keys. Up to 16 channels per unit are available, 1 to 8 on page A and 9 to 16 on page B. Press the PAGE SELECT key until the LED next to the row 1 to 8 (PAGE A) lights up.**
4. **Set the desired light intensity, position of the mirror, colour or gobo via the slider controls. If required, press PAGE SELECT to program a second set of 8 settings if the connected unit offers more than 8 channels.**

5. To store these settings, press the MIDI/ADD or MIDI/REC key.
6. Select now with the BANK arrow keys (4) the requested memory bank where you want to store this scene. N.B. The unit features a memory of 23 banks of which each can contain 8 scenes.
7. Press now one of the scene keys (2) and the settings will be stored. You can control this on the display. The second figure indicates the scene number and the last two figures show the number of the selected memory bank. To confirm the setting, the LED's and the display flash a few times.
8. HINT: Please note the scene and bank numbers. It is difficult to search when all 240 memory locations are occupied.
9. Repeat steps 3 to 7 to program other scenes. N.B.! Switch the already programmed units off via the SCANNER keys (1) otherwise the settings will be transferred.
10. To leave the programming mode, press the PROGRAM key until the flashing dot disappears. After the programming mode, the unit switches automatically into BLACKOUT mode. Press the BLACKOUT key to switch this mode off.

CHANGE OF ALREADY PROGRAMMED SCENES

1) This function allows you to change already set scenes.
2) Press the PROGRAM key as described above.
3) Select the requested bank number via the BANK arrow keys (use your notes !).
4) Select now the requested scene via the correct scene key.
5) Make the new settings via the slider controls.
6) Press the MIDI/REC (or MIDI/ADD) key and then the scene key (see point 4) to store the new settings.
7) Attention! Select the correct scene key otherwise you will overwrite by mistake the settings of a scene that you did NOT want to change.

COPYING OF SETTINGS

1) This function allows to copy settings from one unit to another unit. This features is easy and time saving especially for the programming of running lights.
2) Press the SCANNER key of the unit from which you want to copy the settings and press at the same time the key from the unit into which you want to copy the settings. Release both keys. The settings have been transferred.

COPYING SCENES

1) This function allows you to copy the settings from an already programmed scene to a new scene.
2) Switch the programming mode on by pressing the PROGRAM key until the green dot in the bottom left corner is flashing.
3) Select the required memory bank via the BANK arrow keys which contains the scene that you wish to copy.
4) Press the correct scene key.

5) Select now via the BANK arrow keys the memory bank into which you wish to store the copied scene.
6) Press now the MIDI/REC (MIDI/ADD) key and afterwards the SCENE key containing the number of the scene into which you wish to store the copied settings.
7) To confirm the copy, the LED's and the display flash a few times.
8) Switch the program mode off by pressing the PROGRAM key.

CLEARING A SCENE

1) This function allows to reset all 16 DMX channels in a scene.
2) Switch the programming mode on and select via the BANK arrow keys the memory bank that contains the scene to be removed.
3) Keep the AUTO/DEL key pressed while pushing the relevant scene key.
4) The LED's flash to confirm and the scene is erased.

CLEARING (RESET) ALL SCENES (CAUTION !)

1) This allows you to erase all programmed scenes at once.
2) Press the PROGRAM key and then the BANK down arrow key. Keep both keys pressed.
3) Switch now the unit off by unplugging the connector of the power supply. Release both keys.
4) Power the unit on again.

DUPLICATION OF A MEMORY BANK

1) This function allows you to transfer at once all 8 programmed scenes from a memory bank into another memory bank.
2) Switch the programming mode on by pressing the PROGRAM key until the PROG LED is flashing on the display.
3) Select the memory bank you wish to copy via the arrow keys.
4) Press the MIDI/REC (MIDI/ADD) key once.
5) Select now via the arrow keys the number of the memory bank into which you want to copy.
6) Press the MUSIC/BANK-COPY (9) key once. The display flashes to confirm.
7) Switch the programming mode off by pressing the PROGRAM key for 2 seconds. The BLACKOUT mode that is switched on automatically, can be switched off by the BLACKOUT key.

ERASING A MEMORY BANK

1) This function allows to clear all 8 programmed scenes in a memory bank.
2) Switch the programming mode on by pressing the PROGRAM key until the PROG LED is flashing on the display.
3) Keep the AUTO/DEL pressed while pressing the MUSIC/BANK-COPY key.
4) Release both keys <u>at the same time</u>.
5) The display flashes to confirm.

6) Leave the programming mode by pressing the PROGRAM key for 2 seconds. The BLACKOUT mode that is switched on automatically, can be switched off by the BLACKOUT key.

PROGRAMMING OF RUNNING LIGHT FUNCTIONS

Attention ! You first need to program scenes into the memory banks before you can use the running light functions.

1) This function allows you to play 240 different scenes in a sequence.
2) Switch the programming mode on by pressing the PROGRAM key until the PROG LED is flashing on the display.
3) Select one of the six running light patterns via the CHASE keys (5).
4) Select the requested scene in one of the memory banks (BANK up/down + SCENE keys).
5) Press the MIDI/REC (MIDI/ADD) key to confirm the selection.
6) You can set up to 240 steps in each of these six running light programs.
7) Repeat the steps 3 to 5 until you have reached the desired effect.
8) Switch the programming mode off by pressing the PROGRAM key for 2 seconds.

CHANGING A RUNNING LIGHT PATTERN

ADDITION OF STEPS

1) Activate the programming mode by pressing the PROGRAM key for 2 seconds. The PROG LED is flashing on the display.
2) Select the running light program via the CHASE keys (1-6) to which you wish to add one or more scenes (steps).
3) Press the TAP SYNC/DISPLAY key once. The STEP LED will light up on the display.
4) Select the step number via the BANK arrow keys behind which you wish to insert a new scene.
5) Program a new scene as described in the section PROGRAMMING OF RUNNING LIGHT SCENES.
6) Press the MIDI/REC (MIDI/ADD) key and the step sequence number on the display increases by 1.
7) Press once again the MIDI/REC (MIDI/ADD) key and the scene will be added.
8) Press the TAP SYNC/DISPLAY key and then the PROGRAM key in order to leave the program mode.

CLEARING A STEP (SCENE)

1) Activate the programming mode by pressing the PROGRAM key until the PROG LED on the display is flashing.
2) Choose the running light program via one of the CHASE keys from which you want to remove a step (scene).
3) Press the TAP SYNC/DISPLAY key once.
4) Use the BANK up/down keys to choose the step number (scene) to be cleared.

5) Press the AUTO/DEL key once. The scene is cleared and the display flashes to confirm.
6) Press the TAP SYNC/DISPLAY and then the PROGRAM key to leave the programming mode.

CLEARING A RUNNING LIGHT PATTERN (CHASE)

1) Keep the desired CHASE key (1-6) pressed and press at the same time the AUTO/DEL key once.

CLEARING ALL RUNNING LIGHT PATTERNS

1) Keep the AUTO/DEL key pressed and switch the power supply off by unplugging the power connector on the rear side.
2) Release the AUTO/DEL key and switch the power supply on again.

PLAYING THE PROGRAMMED SCENES

Manual Operation

1) After having switched on the power supply, always start the DMX operator in the manual mode.
2) Check if the indicator LEDs MUSIC TRIGGER and AUTO TRIGGER on the display are switched off. If necessary, press the MUSIC/BANK-COPY and AUTO/DEL keys to switch them off.
3) Select the desired memory bank via the BANK arrow keys and press the SCENE keys (2).

Automatic Play

1) This function allows you to play in cycle all scenes that are programmed in a memory bank.
2) Press the AUTO/DEL key to activate the automatic play mode. The AUTO TRIGGER LED on the display must light up.
3) Select the desired memory bank via the BANK arrow keys. The scenes are now played in sequence.
4) The SPEED and FADE controls are used to set the speed and the fading time.
5) During automatic play you can at any time chose another memory bank via the BANK arrow keys.

MUSIC CONTROL

1) Switch the music-control on via the MUSIC/BANK-COPY key. The built-in microphone reacts to the rhythm of the music.
2) Select the desired memory bank via the BANK arrow keys.
3) Press the MUSIC/BANK-COPY key to switch the music controlled mode off.

USE OF RUNNING LIGHT PATTERNS

MANUAL OPERATION

1) Prior to running light patterns you need to program scenes !
2) This function enables you to play scenes manually in random sequence.
3) In this mode the effect is controlled by the FADE slider control and not by the stored values. Only if the FADE control is set to 0 (completely set down), the programmed patterns will be run.
4) Select a running light program via the CHASE keys.
5) Press the TAP-SYNC/DISPLAY key and browse through the memory via the BANK arrow keys.

AUTOMATIC RUN

1) Press the AUTO/DEL key. The AUTO TRIGGER LED on the display must light up.
2) Select a running light program via one of the CHASE keys.
3) Adjust the light effects via the SPEED and FADE controls until you are satisfied.
4) By tapping three times on the TAP SYNC key to the rhythm of the music, the setting of the SPEED control is overrun and replaced by the rhythm of the music.
5) Switch this mode off by pressing the AUTO/DEL key.

MUSIC CONTROL

1) Press the MUSIC/BANK-COPY key. The MUSIC TRIGGER LED must light up.
2) Select a running light pattern via one of the CHASE keys.
3) The built-in microphone controls now the running of the patterns.
4) Switch this mode off by pressing the MUSIC/BANK-COPY key.

MIDI CONTROL

1) Switch this protocol on by pressing the MIDI/REC key for 3 seconds.
2) Select the required MIDI bank via the BANK arrow keys.
3) Switch this mode off by pressing the MIDI/REC key for 3 seconds.

SPECIFICATIONS

- 192 DMX channel control unit
- DMX signal with inverted polarity
- Back-up battery to keep the stored data in memory
- 8 running light programs with a total of 240 different scenes
- 23 extra memory banks with 8 scenes each
- convenient for 19" rack mounting but also as a stand-alone unit.
- convenient for MIDI control.
- 9-12Vdc power supply at 1000 mA.