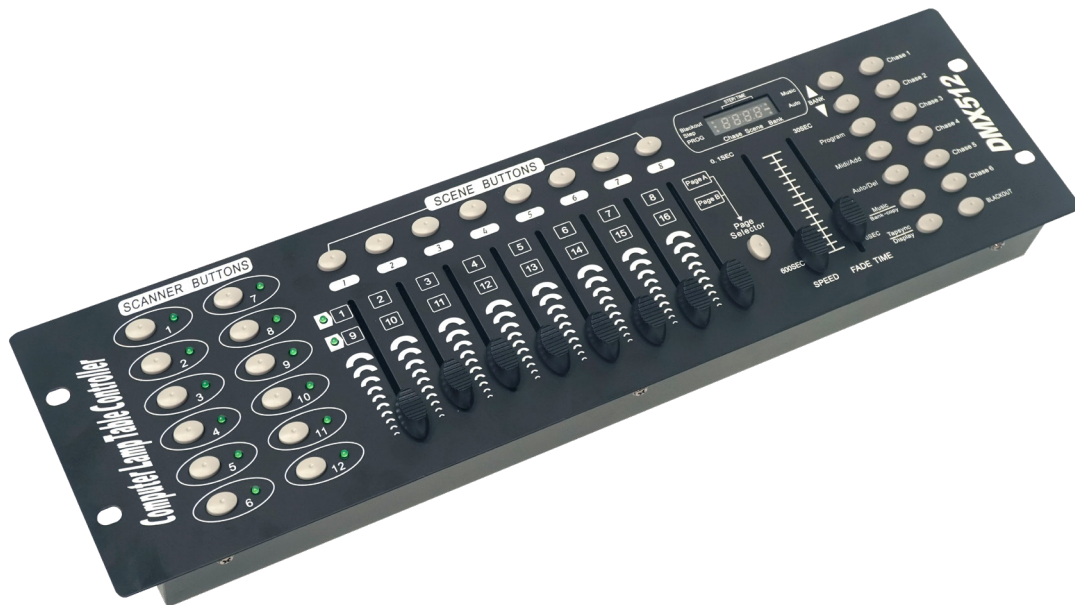


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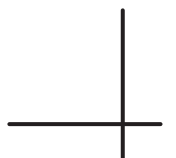
Full-featured, reliable and operationally stable console

## USER MANUAL



REV 1.0 - 24

English Version



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## Caution!



Be careful with your operations. With a dangerous voltage you can suffer a dangerous electric shock when touching the wires!



For your own safety, please read this user manual carefully before you initial start-up. Follow operating safety precautions and pay attention to warning signs methods and equipment on the user manual.



Indoor use only! To prevent risk of fire or shock, do not expose this product to rain or moisture. IP 20 rating.

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
- download the latest version of the user manual from the Internet

## Introduction

The DMX 192 console is a full-featured, reliable and stable console. It has the functions of automatic, voice-controlled and MIDI running set programs. Suitable for use in a variety of professional and non-professional occasions.

Unpack your item. Before you initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

## 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. Always disconnect from the mains, when the device is not in use or before cleaning it. Keep away children and amateurs from the device! There are no serviceable parts inside the device. Maintenance and service operations are only to be carried out by authorized dealers.

## specificities

- 1.** 192DMX Channels.
- 2.** 30 Banks each composed of 8 programmable scencs.
- 3.** 8 fades adjusting output level.
- 4.** Built -in Microphone.
- 5.** AUTO mode is controlled by TAP SYNC and SPEED controlled.

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**6.**4 digits LED display.

**7.**Third and fourth digit of LED shows BANKS.

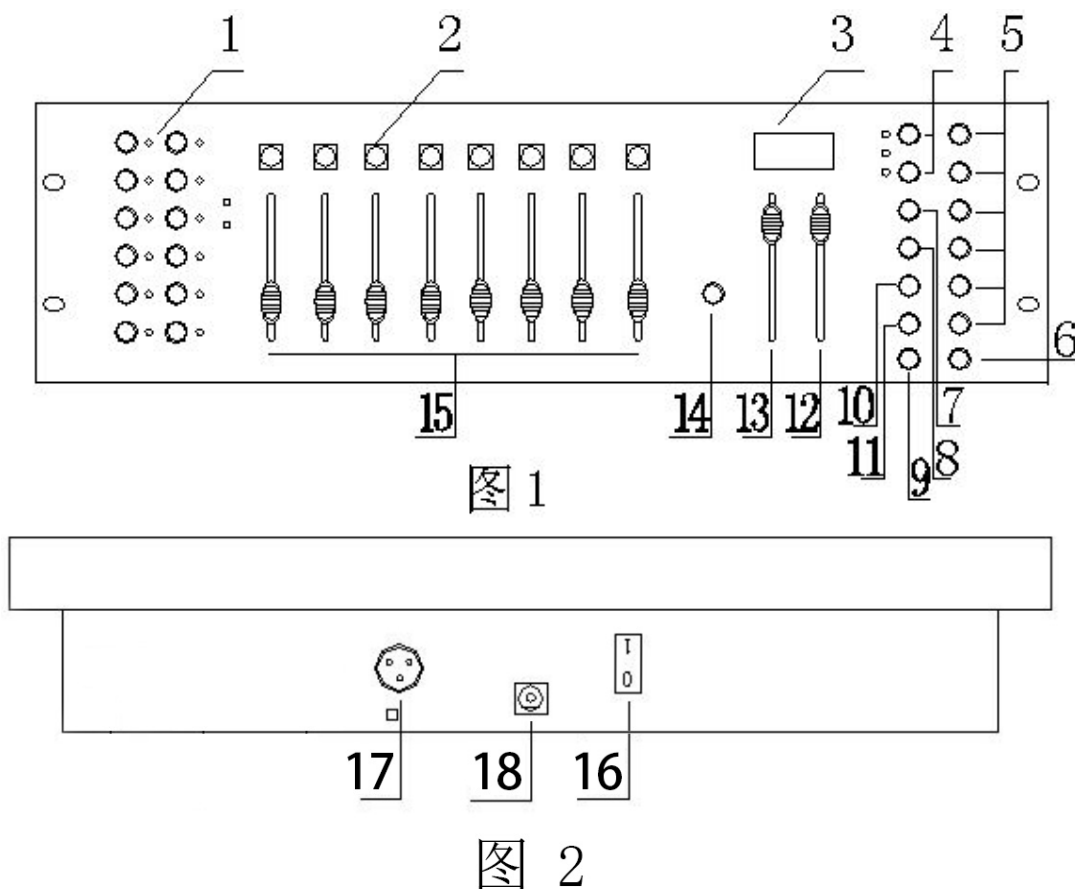
**8.**The second、third、fourth digit of LED show steps or 0-255 or TIME.

**9.**CHASE programming and CHASE runnyng, manual control and renote control.

**10.**Fade Time control.

**11.**DMX polarity selects.

## Panel Introduction



**1.** In the fixture area, there are always 12 lamps. Each fixture should be allowed to have 16 channels, divided into A,B two pages.

**2.** Individual scene area, eight scenes (SCEN) for a small program (BANK).

**3.** Digital tube.

**4.** Small program (BANK) up and down flip button. A total of 30 BANK can be used by the user.

**5.** Program library area (CHASE), a total of six program library. Each program library (CHASE) can store up to 30 small programs (BANK) a total of 240 individual scenes (SCEN).

**6.** BLACKOUT button (BLACKOUT), pointing this button can turn off the console's 192-channel output.

**7.** Edit program button (PROGRAM), long press this button to the lower left corner of the display

PROGRAM indicator flashes, enter the edit program state.

**8. MIDI address selection and storage scene buttons:**

① In the editing state, first tap this button, then tap the scene to be stored (SCEN), for the storage scene function.

② When running the program, long press this key until the two digital tubes on the right side of the display blink, flip up and down through the BANK key to select the MIDI channel (1-16), then long press the MIDI/ADD key to exit and save the MIDI channel setting.

**9. TAPSYNC/DISPLAY Keys**

① When the program is running automatically, the time interval between the last two key presses is the program running speed.

② When not running the program, tap this button to switch the maximum number of the channel, or 100 or 255.

**10. AUTO/DEL Button**

① After exiting from the editing program, you can tap this button to call up the edited program and run the edited program automatically by flipping the BANK up and down.

② When editing a program, you can delete unwanted and bad scenes.

**11. MUSIC/BANKCOPY button**

① After exiting the editing program, you can click this button to call up the edited program and run the edited program by voice triggering through the BANK up and down keys.

② While editing a program, you can copy all the scenes from one small program (BANK) to another BANK.

**12. FADETIME fader**, when running the program automatically, you can use this fader to adjust the delay time of the scenes in the program.

**13. SPEED fader**, when running the program automatically, you can use this fader to adjust the speed of the scenes in the program.

**14. PAGE PUSH BUTTON**, you can use this button to turn the page and operate different channels during editing and manual operation.

**15. Fader area**, there are eight adjustable potentiometer faders.

**16. Console power switch.**

**17. DMX signal line interface.**

**18. Power connector.**

## Turn on the power

**1.** Turn on the power and wait for about 5 seconds to display "101", press the "program" key for about 3 seconds to enter the programming state, corresponding to the "program" indicator on the digital screen will blink. The indicator light of "program" on the digital screen will flash;

**2.** Press the up and down keys of "bank" to select the program number to be edited;

**3.** Select the lamp number to be controlled, and press the numeric key under "SCANNER BUTTONS" ;

**4.** Set the data of each function of the fixture (i.e. push the fader under "scenes" to the desired position);

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- 5.** Press the “midi/add” key, followed by “scenes” under the 1 key, the board all the flashing a few times, so that a scene is set up;
- 6.** Select the lamp number to be controlled, press the number key under “SCANNER BUTTONS” , set the data of each function of the lamps and lanterns (i.e., push the fader under “scenes” to the desired position), press the “midi/add” key. midi/add” key, followed by scenes under the 2...8 keys, each program can be programmed for 8 scenes, programmed and then press the ‘program’ key for about 3 seconds to exit the programming state, the program will be automatically programmed. After programming, press the “program” button for about 3 seconds to exit the programming state, and the program will be stored automatically.

## Editing Scene

- 1.** Connect it with our accessories, and then turn on the power.
- 2.** Press and hold the PROGRAM button until the indicator light at the lower left corner of the display blinks to enter the program editing state.
- 3.** Click SCANNERS below to edit the lamps and lanterns, the corresponding indicator will follow the light.
- 4.** Adjust the BANK up and down flip key, from the first BANK to start editing, the display shows \*01.
- 5.** Adjust the center fader to the ideal state, as a scene.
- 6.** Click the MIDI/ADD button, and then click the first button under SCENS, the indicator light on the whole panel flashes, and the display shows 101, indicating that the scene you just edited is memorized.
- 7.** For the other 2-8 scenes in the first BANK, repeat the above 4,5,6 operations, only in the 6th step of the operation, click on the 2nd-8th buttons under SCENS.
- 8.** Edit the eight scenes in the second BANK, first adjust the BANK up and down flip key, the display shows in \*02.
- 9.** Then repeat the above 5,6,7 steps to complete the editing of the second BANK.
- 10.** Other 3rd to 30th BANK and so on.
- 11.** Long press the PROGRAM button until the upper left corner of the display BLACKOUT indicator blinking, and then click on the lower right corner of the panel BLACKOUT button, the indicator light off to exit the editing state.

## Editing of the program library (CHASE)

- 1.** Press and hold the PROGRAM button until the indicator light at the lower left corner of the display flashes to enter the editing state of the program.
- 2.** Click the first CHASE button to edit, the display shows 1\*\*\*.
- 3.** Through the BANK up and down flip button, select the desired BANK, such as the first BANK display shows \*\*\*1, the second BANK display shows \*\*\*2.
- 4.** Click the MUSIC/BANKCOPY button, then click the MIDI/ADD button, the whole panel indicator will flash, the selected BANK is stored in the first CHASE.
- 5.** The other BANKs will be stored in the first CHASE, as in steps 2-4 above.
- 6.** A CHASE can store up to 30 different BANKs.
- 7.** Long press the PROGRAM button until the upper left corner of the display BLACKOUT indicator blinking, and then click on the lower right corner of the panel BLACKOUT button, the indicator

light off to exit the editing state.

## Modification of scenario SCEN in BANK

1. Press and hold down the PROGRAM button until the indicator light at the lower left corner of the display flashes to enter the editing state of the program.
2. Select the desired BANK by flipping the BANK up and down buttons, e.g. the first BANK display shows \*\*\*1, the second BANK display shows \*\*\*2.
3. Click on the SCENE that needs to be modified, the scene will be called up and the effect will be displayed.
4. Select the desired fixture under SCANNERS.
5. Adjust the fader in the center of the panel to modify the scene to the ideal state.
6. First click the MIDI/ADD button, then click the current scene SCEN button, the whole panel indicator will blink, indicating that the current scene is modified and stored.
7. Then you can modify the SCEN of other scenes that need to be modified, the operation is the same as the above 2,3,4,5 steps.
8. Long press the PROGRAM button until the upper left corner of the display BLACKOUT indicator blinking, and then click on the lower right corner of the face of the BLACKOUT button, the indicator light off to exit the editing state.

## Delete the scene SCEN in BANK

1. Press and hold down the PROGRAM button until the indicator light at the lower left corner of the display flashes to enter the editing state of the program.
2. Select the desired BANK by flipping the BANK up and down buttons, e.g. the first BANK display shows \*\*\*1, the second BANK display shows \*\*\*2.
3. Click on the SCENE that needs to be deleted, the scene will be called up and the effect will be displayed.
4. Press and hold the AUTO/DEL button, then click on the deleted scene SCEN, the whole panel indicator will blink, then the scene SCEN is deleted.
5. Then you can delete other scene SCEN, the operation is the same as the above 2,3,4 steps.
6. Press and hold the PROGRAM button until the BLACKOUT indicator in the upper left corner of the display blinks, then click the BLACKOUT button in the lower right corner of the panel, the indicator goes out to exit the editing state.

## Run a BANK

1. In the initial state of the console, use the BANK up and down buttons to select the BANK you want to run.
2. Then click the AUTO/DEL button, the lower right corner of the display lights up, the BANK automatically run, you can adjust the BANK's running speed and delay time

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through the SPEED and FADE TIME pusher below the display.

3. Tap the MUSIC/BANKCOPY button, the indicator light at the upper right corner of the display will light up, then the BANK will be triggered to run by voice control, and the speed of running will be controlled by the external voice.

4. Tap the AUTO/DEL or MUSIC/BANKCOPY button again, the display does not light up, the BANK is out of the running state.

## Run a library

1. In the initial state of the console, click on the CHASE to run, such as to run the first CHASE, the display shows 1 \*\*\*\*.

2. Click the AUTO/DEL button, the lower right corner of the display light, then all the BANK program of this CHASE, according to the order of the COPY run, you can display the SPEED and FADE TIME under the lever to adjust the running speed and delay time.

3. Click on the MUSIC/BANKCOPY button, the upper right corner of the display indicator light, then the CHASE voice-activated trigger to run all the BANK, CHASE run fast or slow by the external sound control.

4. Click AUTO/DEL or MUSIC/BANKCOPY button again, the display does not light up, then exit the BANK running state.