DMX 240 CONSOLE

Full-featured, reliable and operationally stable console

USER
MANUAL

REV 1.0 - 24

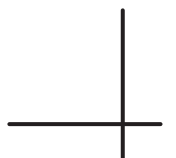English Version

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Caution!

Be careful with your operations. With a dangerous voltage you can suffer a dangerous electric

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

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

The ambient temperature must be maintained between -5° C and +45° C at all times. 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 240 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 settings.

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.

1. The console must be connected to a safe earth wire.

2. Avoid plugging and unplugging the communication cable with electricity.

3. Power on sequence: Please turn on the power of all controlled computer lights first, and then turn on the power of the controller, otherwise it is easy to damage the controller.

4. Pay attention to moisture-proof, water-proof, dust-proof, anti-static, regular maintenance and cleaning.

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Panel Introduction
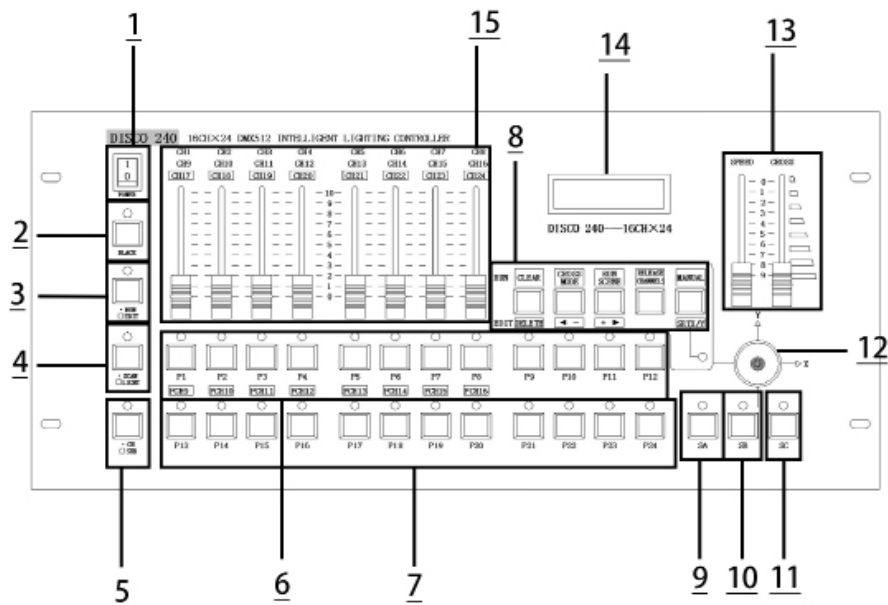
1. Power switch POWER, the controller internal power switch, if you need to shut down the machine power, please dial down the external power supply.

2. Signal output switch BLACK, switch cut light and operation status:

   ① LED is on, cut light state, all output DMX signal is 0.

   ② LED off, normal signal output.

3. Edit and run EDIT/RUN, switch between editing and running status:

   ① When the LED is on, it is the state of editing program, 12 program fields can be edited, and each field can be up to 40 steps.

   ② LED off, run program field.

4. Computer light dimming selection key

   ① When the LED is off, it means that the channel fader area controls the corresponding data of the computer light.

   ② When the indicator light is on, it means that the channel fader area controls the corresponding data of dimming.

5. Sub-control / centralized control selection key

   ① When indicator light is off, it means dimming subcontrol.

   ② When indicator light is on, it means dimming and centralized control.

6. P1 ~ P12, PCH9 ~ PCH16, digital key area

   ① When programming state, it is used to select the program number and option to take the

computer light number controlled. When entering the programming state, press this key area for the first time to select the program field number to be edited, and press this key again to represent the selection of the computer light to be controlled.

② When running the program, it is used to call out the programmed field number.

③ When used with the function keys, it is used to change the selection status of the corresponding channel or select the corresponding computer light, and to call up the first 12 independent scenes in the 1st program field.

7. Dimming point control area point control dimming 206 ~ 217 channel output.

8. Dual-function key area, should be used in the programming state with the remote program state when different functions are defined, see the dual-function key description.

9. Page 1, press the key, the indicator light when the corresponding channel of the fader area for CH1 ~ CH8.

10. Page 2, press this key, when the indicator light is on, the corresponding channel of the fader area is CH9 ~ CH16.

11. Page 3, press the key, when the indicator light is on, the corresponding channel of the fader area is CH17 ~ CH24 (only valid in the dimming state).

12. Rocker, for fixtures that have been set up X / Y channel on the rocker, used to control the scanning of the X / Y of the computer lights.

13. Speed time control fader SPEED, CROSS

① SPEED potentiometer, adjusts the scene dwell time when running the program field for programming and running.

② CROSS potentiometer, adjusts the running speed of the scene fading for programming and running.

③ The lower part of the potentiometer, the AUTO section, is used to automatically execute the programmed scene dwell time and run speed. The upper part of the program for manual random changes in running speed and scene dwell time.

14. LCD prompt area LCD16 × 2, the state of the indication of the prompt data, see the LCD display information description.

15. Channel data adjustment fader area CH1 ~ CH8 PCH9 ~ 16, adjust the selection of computer lights and dimming corresponding to the DMX value of each channel, used to adjust the various functions of the computer lights.

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Dual Function Key Area Description

EDIT	【DELETE】	Deletes a program or program step during programming and undoes the transfer channel setting. ① Press momentarily to delete the current program step. ② Pressing for 3 seconds deletes all steps of the current program, making it an empty program. ③ In the state of SET X/Y setting, press DELETE to undo X, Y motion direction channel transfer.
	Reduced scene step 【-】	Page back while programming to see the previous step in the scene
	Add a scene step 【+】	Page forward while programming to memorize the current scene (having added a scene) or to view a programmed scene.
	Setting the scanning channel 【SET X/Y】	When just entering the editing state, immediately after connecting the SET X/Y key, according to the prompts of the LCD screen, in the P1 ~ P8 or PCH9 ~ PCH16 in the selection of two corresponding to the computer lights X, Y running direction of the scanning channel, transferred to the use of the rock bar potentiometer to control the yellow indicator, followed by pressing the SET X/Y key to memorize the exit.
RUN Zone	【CLEAR】	① In any numeric key selection state in the run mode, pressing the CLEAR key immediately eliminates the indication to repeat the selection. ② In the operation mode, all channel function data are eliminated immediately after pressing this key, and all are 0.
	【CROSS MODE】	Mode 1: When running the program, all channel data are controlled with the scene transition time potentiometer. Mode 2: When running the program, the set X and Y channel data are controlled with the scene transition time potentiometer, while the other remaining channel data are in the skip state, so as to avoid unedited and memorized pattern pattern, which will be released during the slow scanning.
	【SCENE】	When running the program field, press this key, then select the P1 ~ P12 key, you can correspond to call out the first 12 scenes in the program field No. 1, and independently perform them for special scene use, and exit the scene performance state by pressing the EDIT/RUN key.
	【RELEASE CHANNELS】	① Pressing this channel release key, together with the P1 to P8 keys or pressing the SA/AB (PCH9 to PCH16) key, can change whether the data of the PCH1 to PCH16 channels are randomly reading the corresponding state data of the potentiometers when running the program, or reading the state data that has been set by the program. Repeatedly press the RELEASE key once to store the set state and exit. ② O stands for CH1 ~ 16 channel data with manual fader control, and F stands for channel data running automatically with the program.
	【MANUAL】	When running the program field, press the MANUAL key, and then press any key from P1 to P12 to select the computer light number that puts it in the manual state, and then push the channel that has been released to manually+automatically control the lighting effect randomly.

Description of information displayed on the LCD

Demonstrate	Specific information
DISCO 240 V3.0A	Product model and version number.
S/N:0020-02-2727*** TEST OK	Serial number and test status.
RUN Chase【??】 【01】【00.0】【00.0】	Press 【EDIT/RUN】, the indicator light goes out correspondingly, indicating that the console is in the operation standby state. Chase【???】. The question mark in Chase【???】indicates the program (scene) to be input, 【01】【00.0】【00.0】is the scene step number, scene pause time and scene agitation running speed.
RUN Chase【??】 CH【**】→【***】 X→【***】Y→【***】	The upper line represents the running program scene, and the lower line represents the modified channel number and channel data.
RUN SCENE SELECT P1 ~ P12	Represents the first 12 scenes of running program field No. 1, selected by pressing the (P1 to P12) numeric keys.
EDIT Chase【??】 CH【01】【**】	Press 【EDIT/RUN】 to indicate that the console is in the editing state when the corresponding indicator light is on. CHASE【?】in CHASE【??】indicates the program (scene) number to be programmed. STEP【01】scene step number, it will change with or key operation, the last【】in the display ** that the step scene is the last step in the field. When【】is empty, it means that there is already scene data.
EDIT Chase【??】 CH【**】→【***】 或 X→【***】Y→【***】	The upper line represents the edited program field number, and the lower line represents the modified channel number and channel value.
EDIT Chase?? SPEED→【***】 or CROSS→【***】	The top line represents the program number of the editor, and the bottom line represents the scene dwell time or scene transition time.
EDIT Chase【??】 STEP【01】【**】	Press 【EDIT/RUN】 to indicate that the console is in the editing state when the corresponding indicator is lit. Chase【???】.Chase【?】indicates the Edit Program (Scene) number to be run. STEP【01】is the number of the scene step, which changes with the operation of the or keys. When ** is displayed in the last【】, it means that this step is the last step in the scene.
12345678 FFFFFFFFA or FFFFFFFFB	Press 【CHANNELS】, the left interface is displayed, the lower line of numbers indicates the status of the corresponding eight basic control channels (1-8 channels are identified by suffix A, 9-16 channels are identified by suffix B), the lower line of F or 0, respectively, indicates that the corresponding column of the channel is automatic or manual, i.e., whether it is released or not, in which F means not released, which can be changed by pressing the corresponding P1-P8 keys and pressing SA/SB (PCH1-PCH16) to change. can be changed by pressing the corresponding P1-P8 keys and pressing SA/SB (PCH1-PCH16).

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Demonstrate	Specific information
Set:X-Y X: 【】 Y: 【】	When you just enter the editing state, press 【SET X/Y】, then the left prompt will be displayed. X: 【】 Y 【】 space, you can press the (P1 ~ P8) key or press the SA/SB (PCH9 ~ PCH16) key to enter the channel number to be transferred to the joystick control, or you can press【DELETE】, to undo the transferred channel that has been set.
MANUAL:?? FFFFFFFFA orFFFFFFFFB	In the running program state, press 【MANUAL】 to display the left prompt. The upper line 【??】 in the display is running the program (field) number, the lower line displays 1 to 16 channels (1 to 8 channels identified by suffix A, 9 to 16 channels identified by suffix B) whether the status of the release, where F represents that the corresponding channel has not been released, O means that the release has been set up, and then press the P1 to P12 keys can be selected 1 or more computer lights to perform the release of the channel has been released to the manual operation, and then re-press the 【MANUAL】, exit the manual + automatic mixed control and execute the automatic program.

Editing of computer light programs

1. Press the 【BLACK】 so that this LED is off.

2. Press the【EDIT/RUN】 to make that LED light up and enter the programming state.

3. Press any one of the numeric keys (P1 to P12) to select the program (field) number to be programmed, which is displayed in the【CHASE】of the LCD.

4. And then press the digital (P1 ~ P12) key, select the controlled computer lights, so that the corresponding LED lights, if the corresponding lights do not light, it means that the end of the light selected, not affected by the fifth step.

5. Push (CH1 ~ CH8) to adjust the value of each channel of the computer lights, or press the SA/SB key, push the CH9 ~ CH16 dimming corresponding to the effect of the computer lights (if you have set up the X, Y running direction scanning channel transfer, there are two of the straight slide potentiometer does not work, you can manipulate the lower right corner of the swing potentiometer to obtain data).

6. Repeat steps 4 and 5 to adjust the other computer lights, so that the desired computer light scene to achieve the intended effect.

7. Push the [SPEED], [CROSS] potentiometer, adjust the scene stay time and scene transition time.

8. Press 【+ 】 to memorize the effect of the scene, and enter the next step of editing, (if you press 【-】, you can view the scene of the previous step, repeat 4, 5, 6, 7 steps to modify, and then press 【+ 】 storage).

9. Repeat steps 4 to 8 to edit other scenes (program step).

10. Press 【EDIT/RUN】, so that the corresponding indicator light off, memory and exit the editing state, into the running state.

11. Repeat steps 2 to 10 to edit other program fields.

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Operation of the computer light program

1. Press the【EDIT/RUN】 to make the corresponding LED go out.

2. Press the numeric keys (P1 to P12) to select the program (scene) number to run. If the program (scene) has not been edited, the corresponding LED will not light up when this number is pressed.

3. Adjust the 【SPEED】 and 【CROSS】 potentiometers to change the dwell time between scenes and the running speed of scene fading. If the 【SPEED】or 【CROSS】potentiometer is in the lower portion of the AUTO area, it will automatically run the programmed Scene Dwell and Scene Transition times.

4. Press the 【CROSS MODE】to change the mode of operation, see IX, double function key area description.

5. If you want to execute the manual or automatic mixed running program, you can set up the running according to the following steps:

① First release the channel: press 【CHANNELS】, then press (P1 ~ P8) key (or press 【SHIFT】, then press PCH9 ~ PCH16), release the corresponding channel, turn F into O, and then finally press 【CHANNELS】to memorize the exit. (F: represents that the corresponding channel does not accept manual data during program operation and is controlled by the programmed program. o: represents that the corresponding channel is no longer controlled by the program and accepts manual fader data during program operation).
② Select the lamp to run the release channel: press 【MANUAL】, then press (P1 ~ P12) key, select the lamp number to perform manual control, randomly push the corresponding has been released good potentiometer fader, the execution of the manual + automatic hybrid run program, press 【MANUAL】 to exit the manual selection.

6. Press 【BLACK】to make the running program (field) to do pause/start selection, the corresponding key LED lights out when the output is running normally.

Special Scene Performance

In the running program state (i.e., 【RUN/EDIT】corresponding to the indicator light is off), press the 【RUN SCENE】, and then press any key in the P1 ~ P12, you can call out the first 12 scenes in the programmed No. 1 program, so we suggest that the first 12 scenes of the No. 1 program field in the programming, it is best to have a special definition of the program, which can be used as a number of stunts to perform the effect.

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How to set and cancel the rocker potentiometer

Set rocker potentiometer settings: press【RUN/EDIT】, so that the indicator light, followed by 【SET X/Y】, according to the LCD prompts, from (P1 ~ P8) or press the SA/SB key, from the (PCH9 ~ PCH16) to select out of two corresponding to the computer lights X Y running direction of the scanning channel, transferred to the rocker potentiometer to control the green indicator, and then light up, the If the input is wrong, press 【DELETE】 to cancel the input, re-key the correct corresponding channel, and then press 【SET X/Y】 to memorize the exit.

Cancel rocker potentiometer setting: In the【SET X/Y】state, press 【DELETE】 to eliminate the input data, the green indicator goes out, and then press 【SET X/Y】 to memorize the exit.

Conventional dimming control

Point control: Press P13~P24 to control the 206~217 channels of dimming, when the indicator light is on, it means 100% output, when the indicator light is off, it outputs 0%.

Sub-control: In the non-programmed state, press the SCAN/LIGHT key to make the indicator light up and enter the dimming state, press SA/SB to select the channel page of dimming control, and push the faders to regulate the dimming output of each fader in the fader area.