

12 Channel rudiment DMX controller

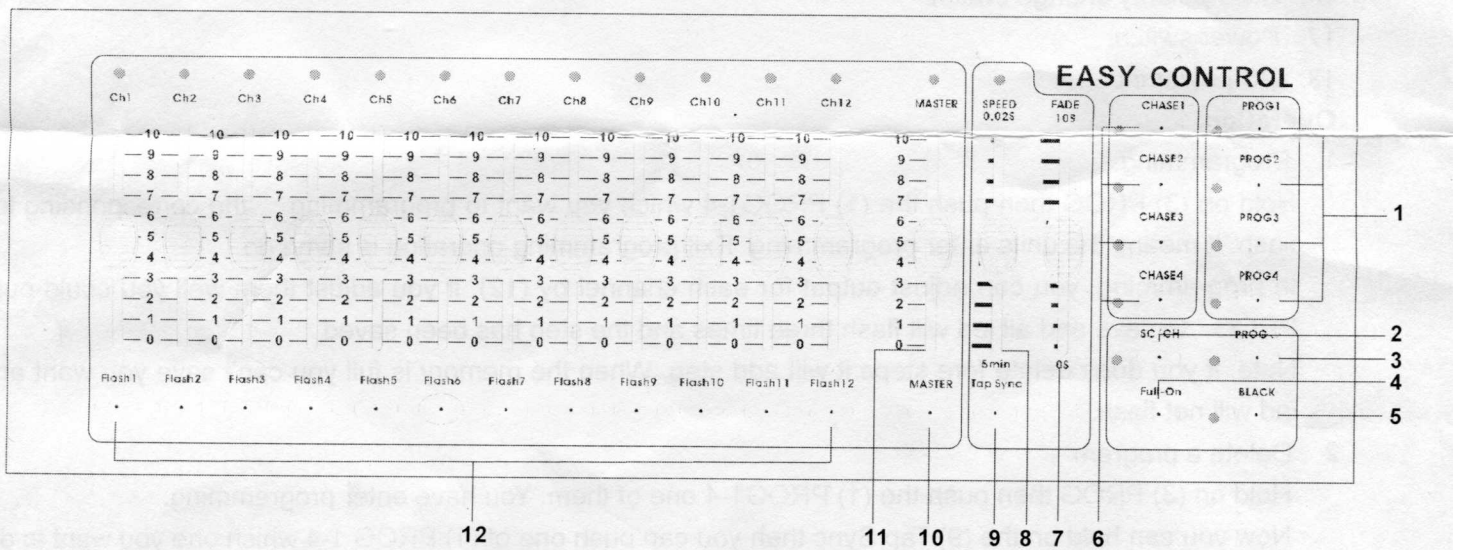
Thanks for you purchase our DMX products. This series product has more function and operation easy and small volume.

DC power input or 9V battery for power, you can use it in anywhere. 4 chases inside and 4 program by user. Each program includes 84 steps. Sound control, auto running and change chase direction is easy to set up. Memory back up.

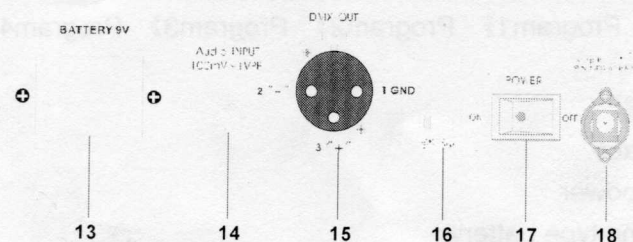
Technique data:

- Power input: DC 9V 300mA
- Battery :9V type : 6F22
- DMX output:XRL 3PIN female
- Current :70MA
- Dimension :415X145X70MM
- weight : 1.8KG

Operation panel:



Rear panel:



1. Prog 1—4: these button for user to running and programming.
2. SC/CH : Used to change sound control and auto running. The led light up means it is in sound control.
3. Prog<> : Programming button or used to change the running direction.
4. Full ON: push and hold the all out put will be full.
5. Black Out: push it all output will be 00 and the corresponding led will flash. Push again all out put go back.
6. Chase1—4: 4 chases, you can select one of them in running mode. Which one is running its corresponding led will light up.
7. Fade silder: the slider control the fade time of output from 0s—10s.
8. Speed slider: used to control the running speed from 005s to 5 minutes for one step.
9. Tap Sync: the running speed is controlled by button. The speed will be the interval of two times push on.
10. Master button: instead of the master slider on the max..
11. Master slider: used to control all output.
12. Channel and flash button: push flash button the corresponding channel will be full. Channel slider can control also.
13. Batter case: the battery type is 6F22. If the unit has not DC POWER it will use the battery and work on about 3 hours.
14. Audio input: 100MV -1V PP audio signal, 3/4" phone jack.
15. DMX out put: 3PIN XRL female.
16. DMX polarity change switch.
17. Power switch.
18. DC power input.

Operation:

1. Programming:

Hold on (3) PROG then push the (1) PROG1-4 which you want to programming, the corresponding led will flash. It means the units enter programming. Exit programming operation is same do.

In programming, you can adjust output for each channel by (12), if you adjust them well you could push (3) PROG to save and all led will flash three times and the step has been saved.

Note: if you don't delete fore steps it will add step. When the memory is full you can't save you want and the led will not flash.
2. Delete a program :

Hold on (3) PROG then push the (1) PROG1-4 one of them. You have enter programming.

Now you can hold on the (9) Tap Sync then you can push one of (1) PROG 1-4 which one you want to delete. If you push all led will flash 5 times and the corresponding program has been deleted.

Note: it will delete all steps in this program.
3. Running chase or program:

Push (6) chase 1-4 or (1) PROG 1-4, the corresponding led will light up. You can select running in auto or sound by (2) SC/CH.

You can select one of them or you can select more of them. But the running order will be Chase1» Chase2» Chase3» Chase4 » Program1» Program2» Program3» Program4» . If the program is empty it will jump the program.

Caution:

- Don't use it in wet place.
- Please using match power.
- Please using the same type battery.