Manual

Controller DMX

DC-1224

Table of Contents

1. Safety instructions 4
   1.1. FOR SAFE AND EFFICIENT OPERATION 4
3. Overview 6
   3.1. Front view 6
   3.2. Rear view 9
4. Operation guide 10
   4.1. Begin Programming 10
      4.1.1. Record enable 10
      4.1.2. Security for your programs 10
      4.1.3. Program Scenes 11
   4.2. Editing 13
      4.2.1. Edit programs 13
      4.2.2. Erase a Program 14
      4.2.3. Erase all programs 14
      4.2.4. Clear a scene or scenes 14
      4.2.5. Delete a step or steps 15
      4.2.6. Insert a step or steps. 16
      4.2.7. Modify a step or steps 16
   4.3. Running 17
      4.3.1. Running chase programs 17
      4.3.2. Running a program to audio 18
      4.3.3. Running a program with the speed fader 18
      4.3.4. Running a program with a standard beat 19
      4.3.5. Change the speed mode between 5 minutes and 10 minutes 19
5. MIDI operation & DMX channel setup 21
   5.1. MIDI 21
      5.1.1. Setting MIDI IN 21
      5.1.2. Setting MIDI OUT 21
      5.1.3. Exit MIDI setting 22
      5.1.4. Receiving a MIDI file dump 22
      5.1.5. Sending a MIDI file dump 22

5.1.6. Implementation 22
5.2. DMX 24
5.2.1. DMX channel setup 24
5.2.2. Clear of DMX channel setup 24
5.2.3. Call 12 pre-set programs 25
6. Brief of main functions 26
6.1. Reverse the direction of the scene 26
6.2. Fade Time 26
6.3. „Tap Sync“button 26
6.4. Master fader 26
6.5. „Single“mode 27
6.6. „Mix“mode 27
6.7. Dimmer Display 27
6.8. „Blind“and „Home“ 27
6.9. Park 27
6.10. „Add“and „Kill“ 28
6.11. Double Preset 28
6.12. Example 28
7. Technical Data 29

1. Safety instructions

- Read the safety instructions and also this manual carefully.
- Keep the manual.
- Observe all red flags.
- Observe the manual.
- To prevent fire or electric shocks, protect the device against rain and humidity
- Pull the plug before opening the housing.
- To prevent an electric shock you should not remove the cover.
- Do not operate the device in the near of water.
- Use only a dry cloth for cleaning.

1.1. FOR SAFE AND EFFICIENT OPERATION

Be careful with heat and extreme temperature

Avoid exposing it to direct rays of the sun or near a heating appliance.

Not put it in a temperature bellow 41°F /5°C, or exceeding 95°F /35°C.

To avoid placing on un-stable location

Select a level and stable location to avoid vibration.

Do not use chemicals or volatile liquids for cleaning

Use a clean dry cloth to wipe off the dust, or a wet soft cloth for stubborn dirt. Pull the plug before cleaning.

If out of work, contact sales agency immediately

Any troubles arose, remove the power plug soon, and contact with an engineer for repairing, do not open the cabinet by yourself, it might result a danger of electric shock.

Take care with the power cable

Never pull the power cable to remove the plug from the receptacle, be sure to hold the plug. When not using the device for an extended period of time, be sure to disconnect the plug from the receptacle.

Ventilation

It is not allowed cover fans and air in and outlets.

Safety

Do not remove the grounding. It is for your safety. If you remove the grounding it can cause electric shocks.

Accessory

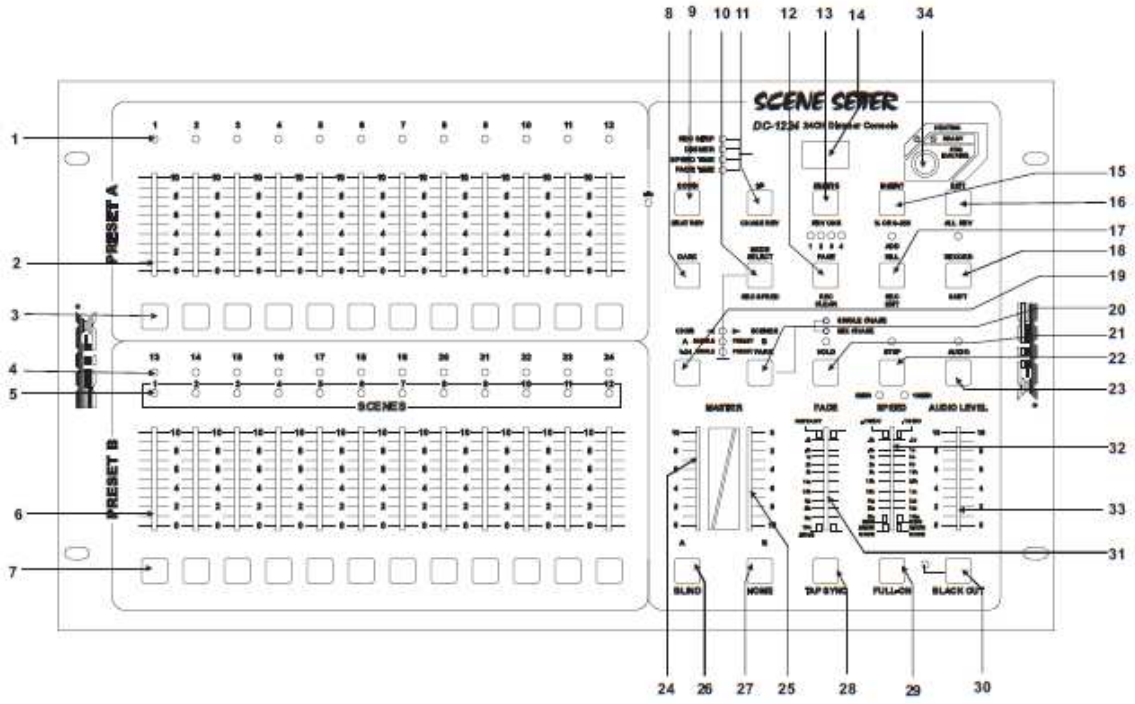
Please use only the accessory which is set by the manufacturer.

Important

Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems. Make sure the electrical connection is carried out by qualified personnel. All electrical and mechanical connections have to be carried out according to the European safety standards.

3. Overview

3.1. Front view



1. PRESET A LEDs

Show the current intensity of the relevant channel numbered from 1 to 12.

2. Channel Fader 1-12

These 12 faders are used to control and/or program the intensities of channels 1-12.

3. FLASH buttons 1-12

These 12 buttons are used to bring an individual channel to full intensity.

4. PRESET B LEDs

Show the current intensity of the relevant channel numbered from 13 to 24.

5. SCENE LEDs

Light when the relevant scenes are activate.

6. Channel Fader 13-24

These 12 faders are used to control and/or program the intensities of channels 13-24.

7. FLASH buttons 13-24

These 12 buttons are used to bring an individual channel to full intensity.

8. DARK button

This button is used to momentarily black out overall output.

9. DOWN/BEAT REV

„Down" is to modify a scene in „Edit"-mode.

"BEAT REV" is used to reverse the chasing direction of a program with regular beat.

10. MODE SELECT/REC SPEED

E ach tap will activate the operating mode in the order:

1) CHNS<>SCENES
2) A DOUBLE PRESET B
3) 1-12 SINGLE PRESET

„REC Speed": Set the speed of any of the programs chasing in mix mode

11. UP/CHASE REV

"Up" is used to modify a scene in "Edit" mode.

"Chase Rev" is to reverse the chasing direction of a scene under speed fader control.

12. PAGE button

Tap to select pages of scenes from Page 1-4.

13. DELETE/REV ONE

Delete any step of a scene or reverse the chasing direction of any program.

14. Display

The display shows the current activity or programming state.

15. INSERT/% OR 255

„Insert" is to add one step or steps into a scene.

"% or 0-255" is used to change display value cycle between % and 0-255.

16. EDIT/ALL REV

„Edit" is used to activate „Edit" mode.

"All Rev" is to reverse the chasing direction of all programs.

17. ADD OR KILL/REC EXIT

In „Add" mode, multiple scenes or „Flash"buttons will be on at a time.

In "Kill" mode, pressing any "Flash" button will kill any other scenes or programs.

"Rec Exit" is used to exit from "Program" or "Edit" mode.

18. RECORD/SHIFT

„Record" is used to activate „Record" mode or program a step.

"Shift" functions only used with other buttons.

19. MASTER A button

This button brings channel 1-12 to full of current setting.

20. PARK button

Used to select „Single/Mix Chase", bring channel 13-24 to full of current setting, or momentarily program a scene into „Master B" fader, depending on the current mode.

21. HOLD button

This button is used to maintain current scene.

22. STEP button

This button is used to go to next step when the „Speed“ fader is pushed to the bottom or in „Edit“ mode.

23. AUDIO button

This button activates audio sync of chase and audio intensity effects.

24. MASTER A Fader

This fader controls overall output of all channels.

25. MASTER B Fader

This fader controls the chase of all programs.

26. BLIND button

This function takes the channel out of the chase of a program in „CHNS<>SCENE“mode.

27. HOME button

This button is used to deactivate the „Blind“.

28. TAP SYNC button

Repeatedly tapping this button establishes the chase speed.

29. FULL ON button

This function brings overall output to full intensity.

30. BLACK OUT button

This button is used to kill all output with exception for t5hat resulting from “Flash” and “Full on”.

31. FADE TIME Fader

This fader is used to adjust the „Fade time“.

32. SPEED Fader

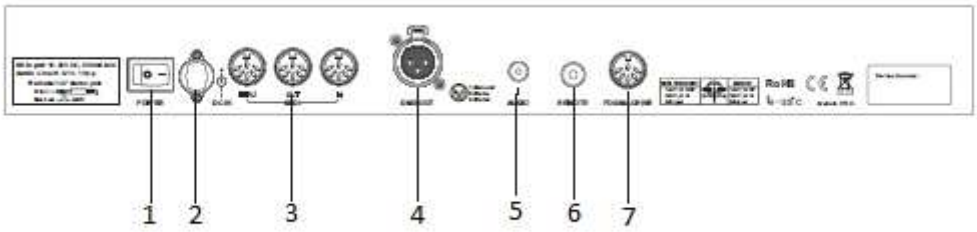
This fader is used to adjust the chase speed.

33. AUDIO LEVEL Fader

This fader controls the sensitivity of the audio input.

34. FOG MACHINE button

3.2. Rear view



1. **POWER Switch**
2. **DC Input**

DC 12-20V, 500 mA Min

3. **MIDI THRU/OUT/IN**

„MIDI ports are for connection to a sequencer or MIDI device.

4. **DMX Out**
5. **AUDIO Input**

This jack accepts a line level audio input signal ranged from 100mV to 1 Vpp.

6. **REMOTE Input**

„Black Out“and „Full on“may be controlled by a remote control using a ¼“stereo jack.

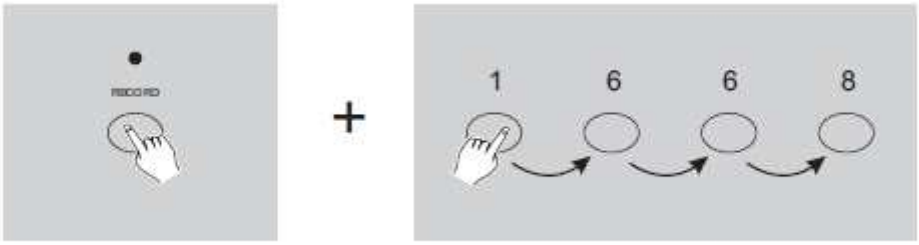
7. **FOG MACHINE Connector**

This is a connection to an outside fog machine.

4. Operation guide

4.1. Begin Programming

4.1.1. Record enable



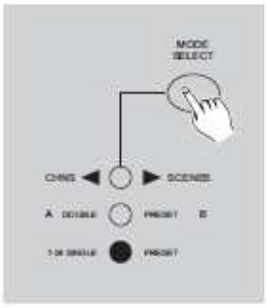
1. Press and hold „Record" button.
2. While holding down the „Record" button, tap the „Flash" buttons **1**, **6**, **6** and **8** in sequence.
3. Release the „Record" button, the „Record" LED lights up, now you can begin programming your chase patterns.

Note: The first time you turn on your unit, the default setting of the „Record Code"is „Flash"buttons **1**, **6**, **6** and **8**. You may change the „Record Code" to protect your programs. .

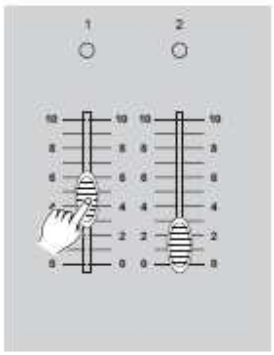
4.1.2. Security for your programs

To protect your programs from any editing by others, you may change the record code.
1. Enter current code ("Flash" buttons **1**, **6**, **6** und **8**).
2. Press and hold down the „Record" and „Edit" buttons at a time.
3. While holding the „Record" and „Edit" buttons, tap the desired "Flash" button to enter a new "Record code".
The "Record Code" consists of 4 "Flash" buttons (the same buttons or different buttons), be sure your new "Record Code" consists of 4 "Flash" buttons.
4. Enter your new „Record Code" a second time, all channel LEDs and scene LEDs will flash three times, now the „Record Code" is changed.
5. Exit „Record" mode. Tap „REC Exit" button while pressing and holding down the "Record" button. Release the two buttons at a time; the "Record" mode is disengaged.
Important!!
Always remember to exit „Record"mode when you won't continue your programming, otherwise you may lose control of your unit.
Note: The second time you enter your new „Record code" different from that of the first time, the LEDs will not flash, which means you've failed to change the „Record code".
When you've entered a new „Record Code" the first time, and now you want to cancel the new "Record Code", you may press and hold down the "Record" and "Exit" buttons at a time to exit.

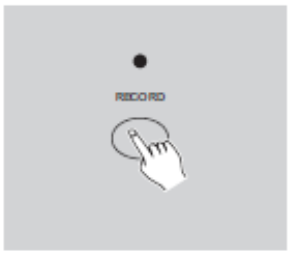
4.1.3. Program Scenes



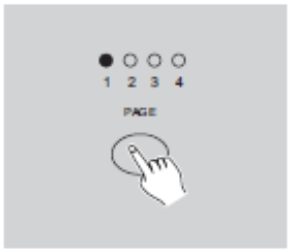
1. Record Enable.
2. Select the „1-24 Single“mode by tapping the „Mode Select“button. This will give you control of all 24 channels as you program.
Be sure that “Master A&B” are both set at maximum. (Master A is at its maximum in the fully up position, while Master B is as its maximum in the fully down position.)



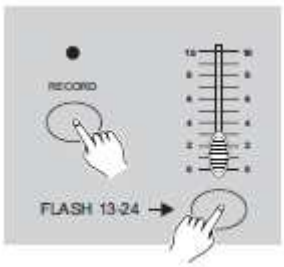
3. Create a desired scene using channel faders 1-24. At 0% or DMX 0, these faders should be at 0 position, and at 100% or DMX 255, these faders should be at 10 position.



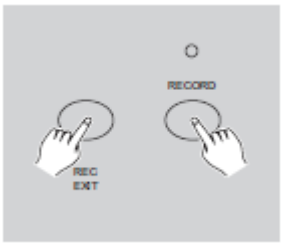
4. Once the scene is satisfactory, tap the „Record” button to program the scene as a step into the memory.
5. Repeat Step 3 and 4 until all desired steps have been programmed into memory.
You may program up up to 1000 steps into memory.



6. Select a chase bank or scene master to store your program. Tap the “Page” button to select a page (Page 1-4) to store your scenes.



7. Press a „Flash“button between 13-24 while holding down the „Record“button. All LED will flash indicating the scenes have been programmed into memory.



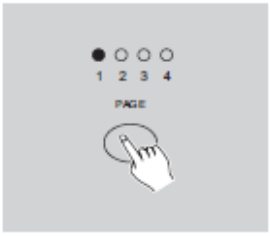
8. You can continue programming or exit. To exit “Program” mode, tap “Exit” button while holding down the “Record” button, the “Record” LED should go out.

Example: Program a 16 steps chase with channels 1-16 at full in sequence into “Flash” button, the “Record” LED should go out.

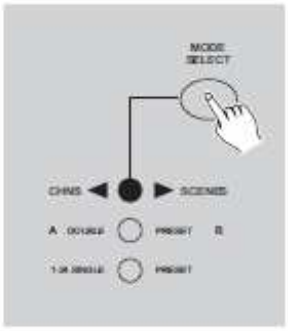
1. Record enable.
2. Push „Master A&B” to maximum position and fade to top.
3. Tap the „Mode Select” button to select „1-24 Single“mode.
4. Push channel fader 1 to the top position, its Led light at full intensity.
5. Tap the „Record” button to program this step into memory.
6. Repeat steps 4 and 5 until you’ve programmed channel fader 1-16.
7. Tap the „Page” button causing „Page 1” LED lights.
8. Tap the „Flash” button 15 while holding down the „Record” button, all LEDs will flash indicating you’ve programmed the chase into memory.

4.2. Editing

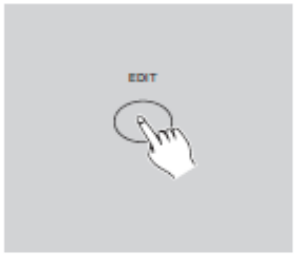
4.2.1. Edit programs



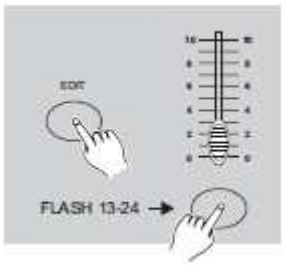
1. Record enable.
2. Use the „Page“button to select the page the program you wish to edit is on.



3. Tap the „Mode Select“button to select „CHNS <> SCENES“.

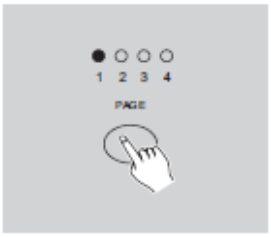


4. Press and hold down the „Edit“button.

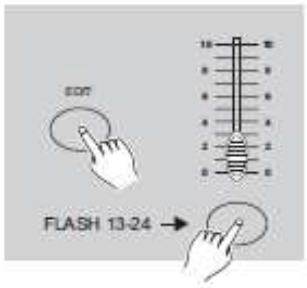


5. While holding down the „Edit“button, tap the „Flash“button that corresponds to the program you wish to edit.
6. Release the „Edit“ button, the relevant scene LED should light indicating you are in the „Edit“ mode.

4.2.2. Erase a Program

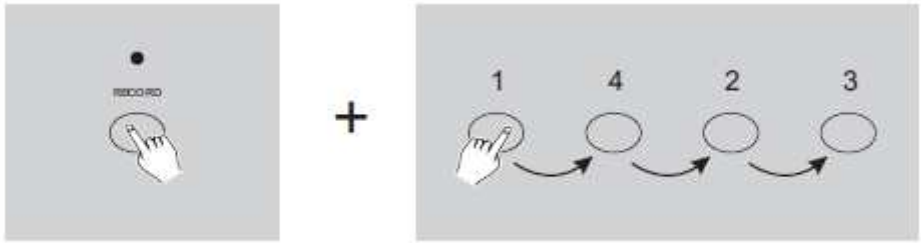


1. Record enable.
2. Use the “Page” button to select the page the page the program you wish to erase is on.



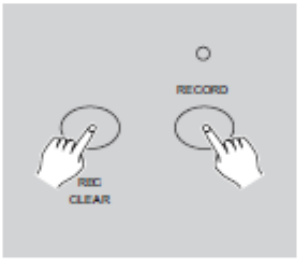
3. While holding down the „Edit“button, tap the „Flash“button (13-24) **twice**.
4. Release the two buttons, all LEDs flash, indicating the program is erased.

4.2.3. Erase all programs



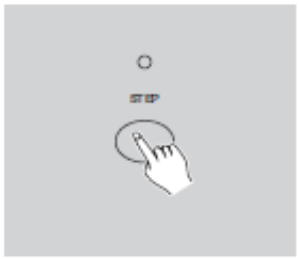
1. Press and hold the „Record” button.
2. Tap the „Flash” button **1**, **4**, **2** and **3** in sequence while holding the “Record” button. All LEDs will flash, indicating all programs stored in memory have been erased.

4.2.4. Clear a scene or scenes



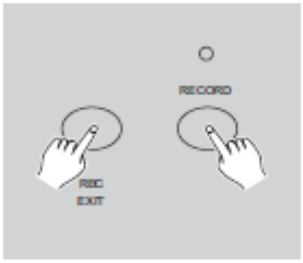
1. Record enable.
2. Record a scene or scenes.
3. If you are not satisfied with the scene or scene, you may tap the „Rec clear“ button while pressing and holding the „Record“ button, all LEDs will flash, indicating the scenes have been cleared.

4.2.5. Delete a step or steps



1. Enter „Edit“mode.
2. Tap the „Step” button to scroll to the step you wish to delete.

3. Tap the „Delete“button when you reach to the step you wish to delete, all LEDs will flash briefly indicating the deletion of the step.
4. Continue steps 2 and 3 until all wanted steps have been erased.



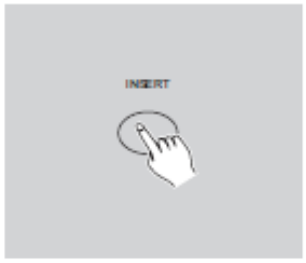
5. Tap the „Rec Exit“ button while pressing and holding down the „Record“ button the Scene LED goes out, indicating the exit of „Edit“ mode.

Example: Delete the third step of the program on „Flash“button 15 on Page 2.

1. Record enable.
2. Tap the „Mode Select” button to select „CHNS<>SCENE“mode.
3. Tap the „Page” button until „Page 2“LED lights.
4. Tap the „Flash” button 15 while pressing and holding down the „Edit“button, the Scene LED lights.
5. Tap the „Step” button to scroll to the third step.
6. Tap the „Delete” button to delete the step.
7. Tap the „Rec Exit“ button while pressing and holding down the „Record“ button to exit the „Edit“ mode.

4.2.6. Insert a step or steps.

1. Record a scene or scenes you wish to insert.
2. be sure you are in „CHNS<>SCENE" mode and enter the „Edit"mode.
3. Tap the „step"button to scroll to the step which you wish to insert before. You may read the step from the display.



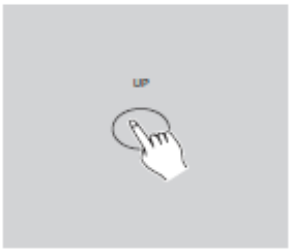
4. Tap the „insert" button to insert the step you've created before, all LEDs will flash, indicating the step is inserted.

Example: Insert a step with channels 1-12 fully on at a time between step 4 and 5 of program 35.

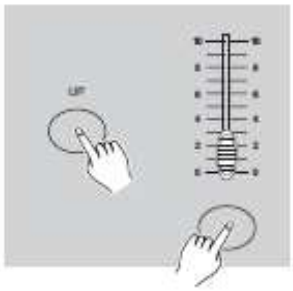
1. Record enable.
2. Push channel fader 1-12 to the top and record the scene as a step.
3. Tape the "Mode Select" button to select „CHNS<>Scene" mode.
4. Tap the „Page" button until „Page 3" LED lights.
5. Tap the „Flash" button 23 while holding down the „Edit"button, the corresponding scene LED lights.
6. Tap the „Step" button to scroll to the step 4.
7. Tap the „Insert" button to insert the scene you've created before.

4.2.7. Modify a step or steps

1. Enter „Edit"mode.
2. Tap the „Step"button to scroll to the step you wish to modify.



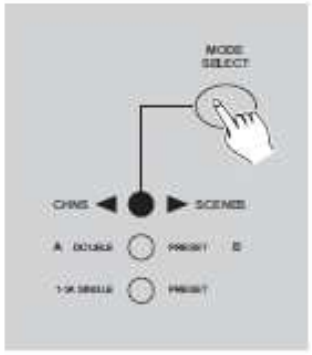
3. Press and hold the „Up” button if you want to raise the intensity. If you want to lower the intensity, press and hold down the “Down” button.



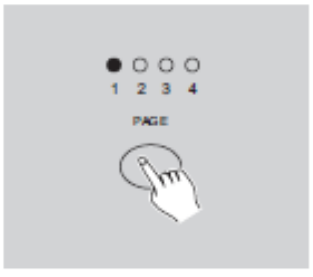
4. While holding down the „Up“ or „Down“ button, tap the „Flash“ button corresponding to the DMX channel of the scene you wish to modify until you reach the desired intensity value read from the display. Then you may tap the “Flash” buttons until you are satisfied with the new scene.
5. Repeat steps 2, 3 and 4 until all the steps have been modified.
6. Exit „Edit“mode.

4.3. Running

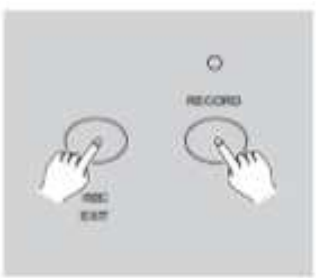
4.3.1. Running chase programs



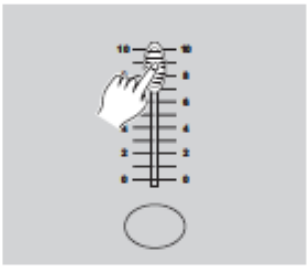
1. Tap the „Mode Select“button to select „SHNX<>SCENE“mode indicated by the red LED.



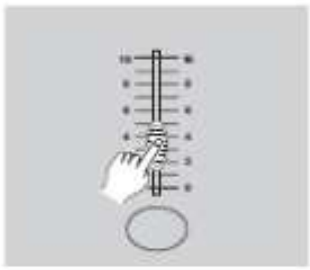
2. Tap the „Page” button to select the correct page the program you wish to run is located.



3. Push Master Fader B to its maximum position (fully down).

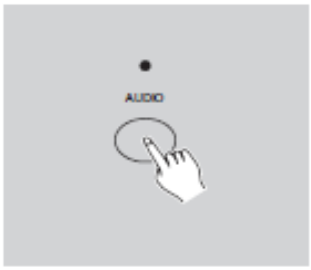


4. Move the desired channel fader (13-24) to its maximum position to trigger the program, and the program will fade in depending upon current fade time.
You may press and hold down the relevant “Flash” button (13-24) to trigger the program.

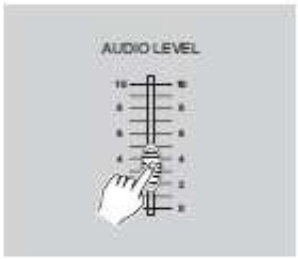


5. Move the channel fader to adjust the output of the current program.

4.3.2. Running a program to audio

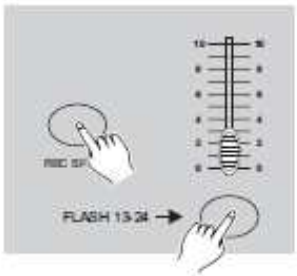


1. Use the built-in microphone or plug the audio source into the RCA audio jack.
2. Select your program as describes above.
3. Tap the „Audio” button until its LED lights, indicating „Audio” mode is active.

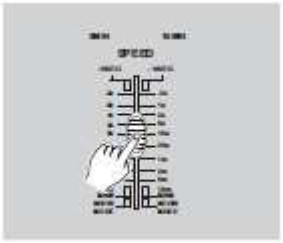


4. Use the audio level fader to adjust the music sensitivity.
5. To return to normal mode, tap the „audio“ button a second time causing its LED goes out, the „audio“ mode is disengaged.

4.3.3. Running a program with the speed fader



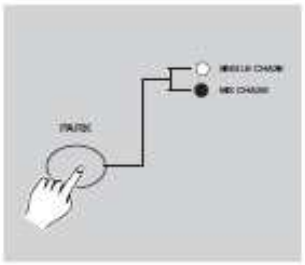
1. be sure the „Audio” mode is disengaged, that is, the „audio“LEDs goes out.
2. Select your program as described above.
3. Move the speed fader to the SHOW MODE position (the bottom), then tap the „Flash“ button (13-24) while pressing and holding down the „Rec Speed“ button, the corresponding program will not run with standard beat any longer.



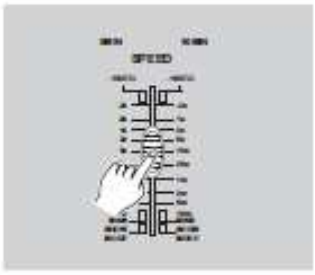
4. Now you may move the speed fader to select your desired speed.

Note: The step 3 is not necessary if the selected program is not recorded with the standard beat.

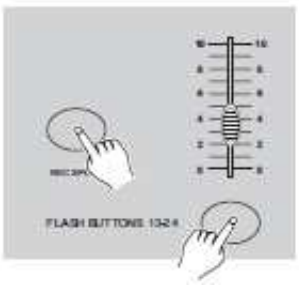
4.3.4. Running a program with a standard beat



1. be sure the „Audio“is disengaged. Tap the “mode Select” button to select „CHNS<>SCENE” mode.
2Tap the „Park” button to select „Mix Chase” mode, the LED lights indicating this selection.
3. Select you program as described above.



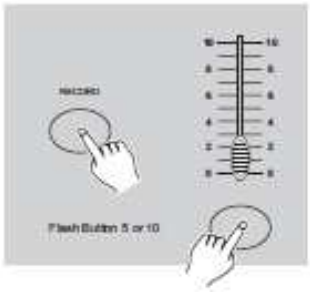
4. Move the speed fader until the display reads your desired value. You may tap the “Tap Sync2 button **twice** to define your beat.



5. While pressing and holding down the „Rec Speed“ button, tap the „Flash“ button (13-24) that stores the program.
6. The program will then run with the set time or beat when engaged.
7Repeat steps 4 and 5 to set a new beat time.

4.3.5. Change the speed mode between 5 minutes and 10 minutes

1. Press and hold the „Record” button.



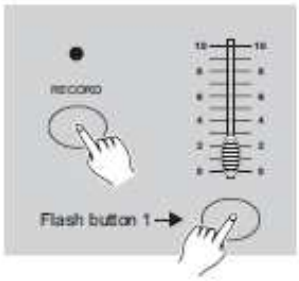
2. Tap the „Flash" button 5 or 10 **three times** while holding down the „Record" button.

3. The „5MIN" or „10MIN" LED should light up indicating the speed fader is set to run in the „5" or „10 minute mode.

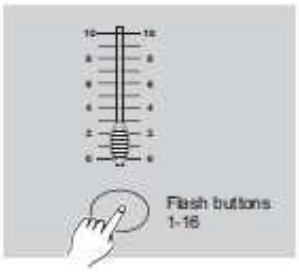
5. MIDI operation & DMX channel setup

5.1. MIDI

5.1.1. Setting MIDI IN

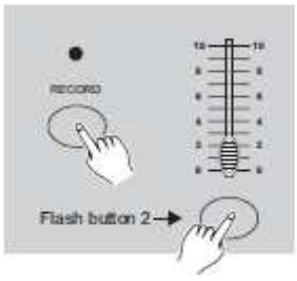


1. Tap the „Flash" button 1 **three times** while holding down the „Record" button, the display reads „CHI" indicating MIDI IN channel setup is available.

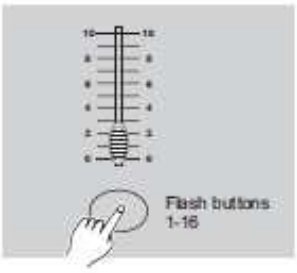


2. Tap the "Flash" button numbered from 1-16 to assign MIDI IN channel 1-16, the relevant channel LED lights indicating MIDI IN channel is set.

5.1.2. Setting MIDI OUT

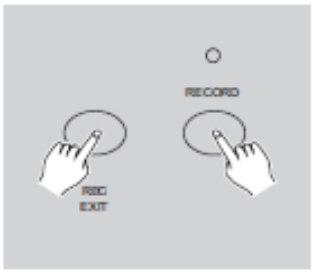


1. Tap the „Flash" button 2 **three times** while holding down the "Record" button, the display reads "CHO" indicating MIDI OUT channel setup is available.



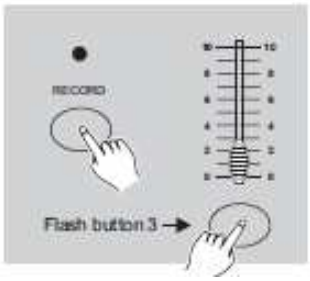
2. Tap the „Flash" button numbered from 1-16 to assign MIDI OUT channel 1-16, the relevant channel LED lights indicating MIDI OUT channel is set.

5.1.3. Exit MIDI setting



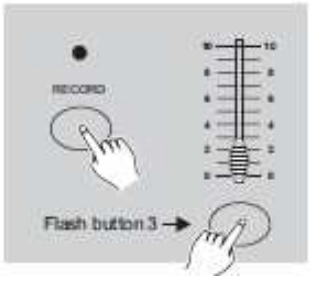
Press and hold down the „Record“ button. While holding down the „Record“ button tap the „Rec Exit“ button to exit MIDI setting.

5.1.4. Receiving a MIDI file dump



Tap the „Flash“ button 3 **three times** while holding down the „Record“ button, the display reads „IN“ indicating the controller is ready to receive MIDI file dump.

5.1.5. Sending a MIDI file dump



Tap the “Flash” button 4 three times while holding down the “Record” button, the display reads “OUT” indicating the controller is ready to send a file.

Note: 1. During file dump, all other operations will not function. Functions will automatically return when the file dump is complete.

2. File dump will be interrupted and stop if errors occur for power failure.

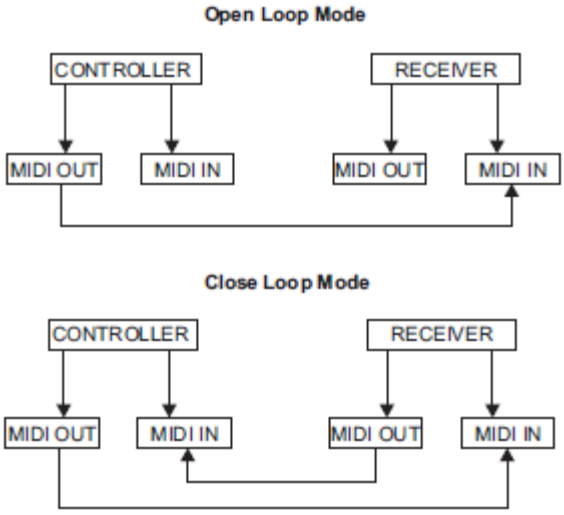
5.1.6. Implementation

1. During receiving and sending MIDI data, all MIDI scenes and channels being run will automatically paused if there is no response within 10 minutes.

2. During receiving and sending file dump, the controller will automatically search for or send device ID of 55H(85), a file named DC1224 with an extension of BIN(SPACE).

3. File dump allows this controller to send its MIDI data to next unit or other MIDI devices.

4. There are two types of file dump mode described as below.

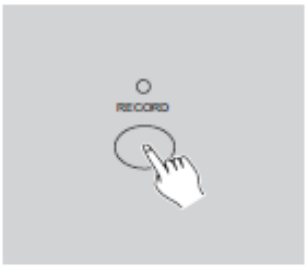


5. The controller will send and receive NOTE ON and NOTE Off data via the „Flash" buttons. .

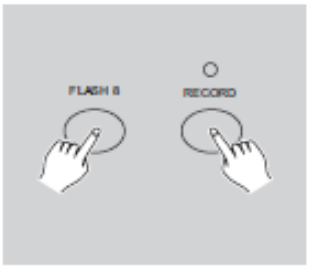
Note No.	Velocity	Functions
22-69	Program master	Turn on or off program 1-48
70-93	Channel intensity	Activate channel 1-24
94		Full on
95		Dark
96		Hold
97		Turn on or off audio
98		CHNS<>SCENES
99		„Double Preset" mode
100		„Single Preset" mode
101		Step
102		Black out

5.2. DMX

5.2.1. DMX channel setup



1. Be sure that this unit has been in “Record” mode. Press and hold down „Record” button.



2. Tapping „Flash” button 8 **three times** while holding down the „Record” button allows you to access DMX channel setup. The display reads the current DMX channel.

3. You can select DMX channel within 1-512 using „Up“or „Down“buttons.

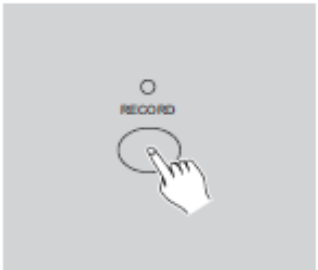
4. After you’ve selected DMX channel, press desired „Flash“button within 1-24 so that console channel can be assigned to selected DMX channel.

5. A tap on „Full On“ button will give you the current DMX channel a full intensity output [255], as can be indicated by all Flash LEDs being lit.

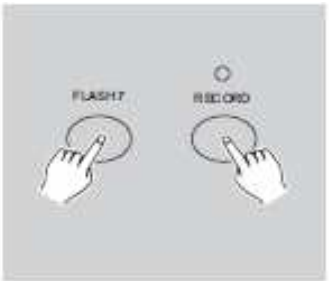
A tap of “Black Out” button will give the current DMX channel a zero value, as can be indicated by all Flash LEDs being off.

6Tap the „Exit“button following holding down the “Record” button to leave this setup mode.

5.2.2. Clear of DMX channel setup

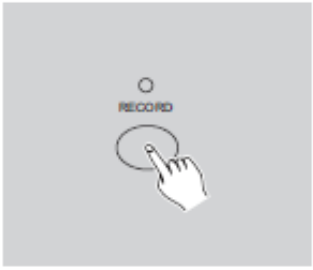


1. be sure that this unit has been in „Record“mode. Press and hold down „Record“button.



2. Tapping „Flash“ button **7 three times** while holding down the „Record“ button allows you to clear DMX channel setup and resume DMX channel to factory setting, i.e., 1-24 channel I sequence.

5.2.3. Call 12 pre-set programs



1. be sure that this unit has been in „Record“mode. Press and hold down „Record” button.
2Tapping „Flash“ buttons **6**, **6**, **8** and **8** in sequence while holding down the „Record“ button allows you to call 12 factory default programs of page 1. As a result, all other programs will be cleared.

6. Brief of main functions

6.1. Reverse the direction of the scene

1. Reverse the direction of all scenes:
Press the „ALL REV" button, all the scenes should change their directions.
2. Reverse the chasing direction of all programs with speed control.
Press the "Chase Rev" button.
3. Reverse the chasing direction of all programs with standard beat:
Press the "Beat Rev" button.
4. Reverse chasing direction of any program.
'Press and hold down the "Rec One" button, then press down the "Flash" button corresponding to your desired program and release together.

6.2. Fade Time

1. The amount of time it will take for the dimmer to go from zero output to maximum output, and reverse.
2. Fade time is adjusted through the "Fade Time" fader, which varies from instant to 10 minutes.

6.3. „Tap Sync"button

1. The „Tap Sync"button is used to set and synchronize the chase rate (the rate at which all scenes will sequence) by tapping the several times. The chase rate will synchronize to the time of the last to taps. The LED above will flash at the new chase rate. The chase rate may be set anytime whether or not a program is running.
2. "Tap Sync" will override any pervious setting of the speed fader control until the fader is moved again.
3. Use of „Tap Sync „in setting a standard beat it's the same with speed control fader.

6.4. Master fader

Master fader control provides proportional level control over all channels and scenes with the exception of the „flash"buttons. For example:
Whenever the master fader control is at minimum all stage outputs will be set at zero except for any resulting from a „Flash" button or „Full On" button.
If the master is at 50%, all outputs will be only at 50% of the setting of current channel or scenes except for any resulting from a "Flash" button or "Full On" button.
If the master is at full all outputs will follow the unit setting.
Master A always controls outputs of channel. Master B controls the program or scene except in "Double Preset" mode.

6.5. „Single“mode

1. All programs will run in sequential order starting in the order of program number.
2. The display will read the running program number.
3. All programs will be controlled by the same speed fader.
4. Press the „Mode Select“button and select „CHNS<>SCENES“.
5. Press the „Park“button to select „Single Chase“mode. A red LED will indicate this selection.

6.6. „Mix“mode

1. Will run all programs synchronously.
2. All programs can be controlled by the same speed fader, or each programs speed may controlled individually. (Ch. 3.3.3)
3. Press the „Mode Select“button and select „CHNS<>SCENES“.
4. Press the „Park“button to select „Mix Chase“mode. A yellow LED will indicate this selection.

6.7. Dimmer Display

1. The display is used to display intensity percentage or absolute DMX value. .
2. To change between percentage and absolute value:
Press and hold the “Shift” button. While holding down the “Shift” button press the “% or 0-255” button to switch between percentage and absolute values.

6.8. „Blind“and „Home“

1. Blind function takes channels temporally out from a chase, when the chase is running, and gives you manual control over the channel.
2 .Press and hold the „Blind“ button and tap the relative „Flash“ button you want to temporarily take out of the chase.
3. To return to normal chase gain press and hold the „Home“ button and push the “Flash” button you want to return to normal chase.

6.9. Park

1. In „CHNS<>SCENES“mode, press down the button you can change the chasing mode of programs between „Single“mode and „Mix“mode.
2. In „Double Preset” mode, pressing down this button is equal to pushing master fader B to the top.
3. In „Single Preset” mode, this button could temporally record current output, with master fader B to adjust.

6.10. „Add“and „Kill“

The „ADD/KILL“button changes the mode of the „Flash“buttons. Normally the „flash“ buttons are in „add“ mode., whereas pressing any flash button will not kill other scenes, allowing multiple scenes to be on at a time.
The “Kill” mode is activated by pressing “ADD/KILL” button and illuminating the LED above it. Pressing any “Flash” button will kill other active scene or program.

In “Kill” mode, the killed program is not stop running but cannot output.

6.11. Double Preset

1. Press „Mode Select“button to enter „A Double Preset“mode.
2. In this mode, channel faders 1-12 and channel fader 13-24 both control channel 1-12.
3. Master control channels faders 1-12 while master B controls channels faders 13-24.
4. In this mode, no scene could be recorded.

6.12. Example

1. Enter the „Double Preset” mode.
2. Push channels fader 1 to 6 to the top and move channel faders 19 to 24 to the maximum.
3. Move master A and B to the same level and push them to the same direction, you will get a scene.

7. Technical Data

Power input	DC 12-20V; 500 mA min.
DMX Output	3 pin female XLR
MIDI Signal	5 pin Standard Interface
Audio Input	100 mV, 1 Vpp
Fuse (internal)	F 0,5A 250V 5x20mm
Dimensions	482x264x85
Weight	4,6kg

Importer:

B & K Braun GmbH

Industriestraße 1

D-76307 Karlsbad

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