

# 512CH DMX CONTROLLER MANUAL

## PRODUCT DESCRIPTIONS

Thank you for purchasing our 512CH DMX controller. To optimize the performance of this product. Please read these operating instructions carefully to familiarize yourself with the basic operations of this unit. The 512CH DMX Controller is a unique 512 DMX channel. This unit has been tested at the factory before being shipped to you, there is no assembly required. It features include:

- 512DMX channels
- 16 Fixtures of 32 channels each
- 30 Banks of 16 programmable scenes
- 6 Programmable chases of 480 scenes
- 16 Sliders for manual control of channels
- Auto mode program controlled by speed and fade time sliders
- Blackout master button
- Built in microphone for music triggering
- Power failure memory
- Assignable joystick for ease of channels
- 16X2 character LCD display with backlight.
- SD-card slot is provided. each SD-card can record whole data of the controller or edit SD-card data with computer to run on the controller

Read the instruction in this manual carefully and thoroughly, as they give important information regarding safety during use and maintenance. Please keep this manual with the unit, in order to consult it in the future.

## WARNINGS

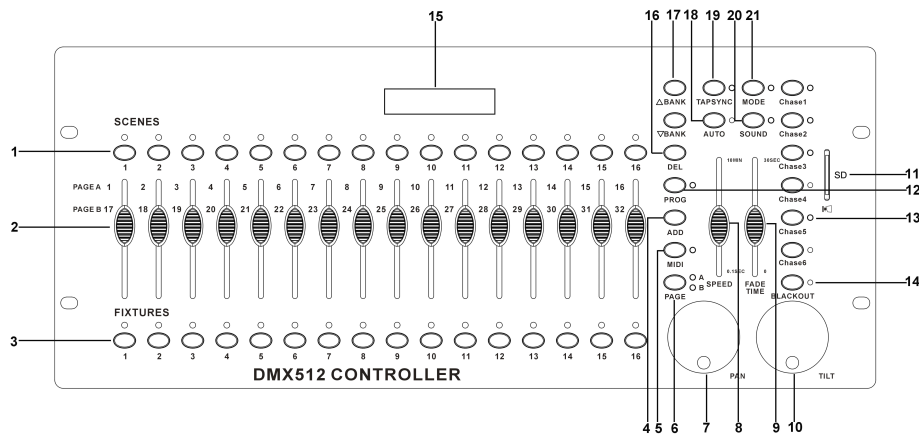
1. To prevent or reduce the risk of electrical shock on fire, do not expose this unit to rain or moisture.
2. Only use the recommended AC/DC power adaptor.

3. Be sure to save the Packing carton in case you may ever have to return the unit for service.
4. Do not spill the liquids or water in to or on to your amplifier.
5. Be sure that the local power outlet match that or the required voltage for your amplifier.
6. Do not attempt to operate this unit if the power cord has been frayed or broken, please route your power cord out of the way of foot traffic.
7. Disconnect from main power before making any type of connection.
8. Do not remove the top cover under any conditions There are no user serviceable parts inside.
9. Disconnect the unit main power when left unused for long periods of time.
10. Carefully inspect this unit for damage that may have incurred during shipping. If unit appears to be damaged, do not attempt any operation, please contact your dealer.
11. This unit should be operated by adults. Never allow small children tamper or play with this unit.
12. Never operate this unit under the following conditions.
  - In places subject to excessive humidity
  - In places subject to excessive vibration or bumps
  - In area with a temperature over 45°C/113°F or less than 2°C/35.6°F

## CAUTIONS

1. There are no user serviceable parts inside this unit.
2. Do not attempt any repairs yourself, doing so will void your manufacturer's warranty.
3. In the unlikely event your unit may require service please contact your nearest dealer.

## CONTROLS AND FUNCTIONS (Front Panel):



#### 1. Scene Buttons(1-16)-

Press the scene buttons to load or stored your scenes, There are maximum of 480 programmable scenes.

#### 2. Faders-

These faders are used to control the intensity of channel 1-16 or channel 17-32 depending upon the selected page.

#### 3. Fixtures Buttons(1-16)-

Press the fixtures buttons to turn on/off fader control of corresponding channels. Example: Press fixture 1 button, the corresponding LED on to turn on fader control of channels 1-32; press fixture 1 button second time, the corresponding LED off to turn off fader control of channels 1-32. Press fixture 2 button, the corresponding LED on to turn on fader control of channels 33-64; press fixture 2 button second time, the corresponding LED off to turn off fader control of channels 33-64.

#### 4. Add button-

Used to store scene or chase.

#### 5. M button-

Used to fine adjust Pan and Tilt joystick .

#### 6. Page Select Button-

Used to select page between page A(1-16) and page B (17-32).

#### 7. Pan Joystick-

This joystick is used to control the Pan of the fixture or for programming

#### 8. Speed Slider-

Used to adjust the scene or chase speed within the range of 0.1 second to 10 minutes.

#### 9. Fade Time Slider-

Used to adjust the scene or chase fade time within the range of 0 second to 30 seconds. 0 second is off fade function.

#### 10. Tilt Joystick-

This joystick is used to control the tilt of the fixture or for programming.

#### 11. SD card slot-

This SD card slot is used to insert SD card record whole data of controller.

#### 12. Prog Button-

Activates program mode.

#### 13. Chase Button(1-6)-

These buttons are used for activating the chase of programmed scenes.

#### 14. Blackout Button-

Press this button to pause whole output.

#### 15. LCD Display-

Shows the current activity or programming state.

#### 16. Del button-

Used to delete scene or chase.

#### 17. Bank Up/Down-

Press the Up/Down button to select from 30 banks.

#### 18. Auto button-

Used to activate auto mode to run scene or chase.

#### 19. Tap sync button-

Repeatedly tapping this button to establish the chase speed or check the step in chase.

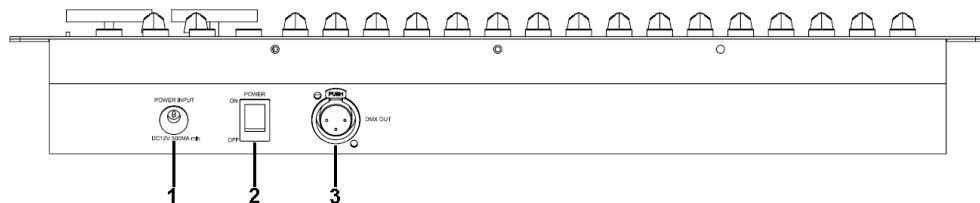
#### 20. Sound button-

Used to activate sound mode to run scene or chase.

#### 21. Mode button-

Used to set the pan and tilt address of the fixture.

RearPanel:



1. DC Input-

DC12V 500mA min.

2. Power Switch-

This switch means On/Off the power.

3. DMX OUT-

This connector sends your DMX value to the DMX pack.

## OPERATION

### ● General

The 512CH DMX Controller allows you to program 512 DMX channels each. 30 banks of 16 Programmable scenes, 6 chases of 480 scenes using 16 channel sliders and other buttons. With the SD card slot, you can insert SD-card to record whole data of controller or edit SD-card data with computer to run on the controller.

### ● Display Information

When power on the controller, the LCD displays "DMX V1.0". The LCD Display contains a maximum of 2 lines each of 16 characters. Below are the definitions

#### LCD Display

Scene=01

Bank=01

Chase=01

CH01=[255]

SPEED Time:[05:30.0]

FADE Time:[15.0]

Step020

#### Message

Scene 1 is activated

Bank 1 is activated

Chase 1 is activated

Channel 1 DMX Value (255)

The current speed is 5 minute 30 seconds

The fade time is 15 seconds

Step 20 is activated or the chase contains 20 steps

SET:X Address=[006]

The pan axis channel address is set to 6

SET:Y Address=[008]

The tilt axis channel address is set to 8

## SET UP

### ● Unit Setup

The unit is preset to allocate 32 channels per fixture, in order to assign your fixtures to the fixture buttons located on the left side of the unit you will need to space your fixtures 32 DMX channels apart.

### ● Enabling the program mode

1) Press and hold down the PROG button until the LCD displays "Password:"

2) Tap the Scene buttons 8, 8, 8 and 8.

3) Tap the ADD button, the PROG LED lights up, now you can begin to program.

### NOTE:

The first time you turn on your unit, the default setting of the PROG Code is Scene buttons 8, 8, 8 and 8. You may change the PROG Code to protect your programs.

### ● Security for Your Programs

To protect your programs from any editing by others. You may change the PROG Code.

1) Turn off the controller. Press and hold down the PROG button.

2) Turn the controller back on until the LCD displays "Old Password:", tap the Scene buttons 8, 8, 8 and 8 (if you have changed the PROG Code, please tap the modified PROG Code).

3) Tap the ADD button, the LCD displays "Set Password". Tap the desired Scene button to enter a new PROG Code. The PROG Code consists of 4 Scene buttons (the same button or different buttons), be sure your new PROG Code consists of 4 Scene buttons.

4) Tap the ADD button. If the LCD displays "Saved" means the new PROG Code has been successfully stored, if the LCD displays "Saved fail" means the new PROG Code store failed.

5) Exit PROG mode. Press and hold down the PROG button until the PROG LED

lights off, the PROG mode is engaged.

**IMPORTANT!!!**

If you don't remember your new PROG Code, Scene buttons 9,9,9 and 9 is the universal code. You can tap in these PROG cord to enable the program anytime even if you don't remember the new PROG Code.

- **Set-up Joystick**

- 1) Enter program mode (See Enabling Program Mode)
- 2) Press the MODE button, the MODE LED lights up, the controller enter joystick set up mode.
- 3) Press the page button to select between page A(1-16) and page B (17-32) to select fixture 1-16 or fixture 17-32.
- 4) Press the fixtures button corresponding to the unit wish to assign the axis channel address.
- 5) Tap the bank Up/Down button to select the axis you wish to assign (Pan or Tilt)
- 6) Tap the desired Scene buttons to assign a channel address to the desired axis you have selected. The address consists of 3 Scene buttons from 000-512 (the same button or different buttons). The Scene button 10 indicates 0.
- 7) Press the ADD button. If the LCD displays "Saved" means the axis address has been successfully stored, if the LCD displays "Saved fail" means the axis address store failed.
- 8) Press MODE to exit joystick set up mode.

## **SCENES**

- **Programming A Scene**

- 1) Enter program mode (See Enabling Program Mode)
- 2) Check the blackout key and verify that the LED is not lit, if it is press it once to exit blackout mode.
- 3) Press the fixtures button corresponding to the unit wish to control. You may control more than one fixture at time by pressing the button corresponding to the fixture(s) you wish to program.
- 4) Move the faders to the desired position. If necessary, you may select page B to

control channels 17-32.

5) Tap the bank Up/Down button to choose the bank you want to store this scene into. There are a total of 30 banks you can select, you may store up to 16 scenes in each bank. In each bank, the scenes buttons that contain data will light ON solid green. This lets the user know that there is a scene already programmed there.

6) Tap the ADD button.

7) Tap the scene button you wish to store you scene into. The LCD readout will show the bank and scene. If the LCD displays "Saved" means the scene have been successfully stored, if the LCD displays "Saved fail" means the scene store failed. If a scene button, that already includes scene data, is selected, the LCD displays "Overwrite". If the user wants to overwrite the previous data, press ADD button and then the LCD displays "Saved" means the scene have been successfully stored; if the user doesn't want to overwrite, press DEL button and the LCD display will return to the previous screen.

- **Example Scene Program**

- 1) Enter program mode (See Enabling Program Mode)
- 2) Tap the Fixtures button to turn on its fader control.
- 3) Verify that the page select is set on page A, if not press the page select button to select page A
- 4) Move the first and second faders all the way up to their maximum position.
- 5) Select bank 1 using the bank Up/Down buttons. In bank 1, the scenes buttons that contain data will light ON solid green. This lets the user know that there is a scene already programmed there.
- 6) Press the ADD button.
- 7) Tap scene 1 to store the first scene. The LCD displays "Saved" means the scene have been successfully stored. If scene 1 already includes scene data, the LCD displays "Overwrite", press ADD button and then the LCD displays "Saved" means the scene have been successfully stored

- **Deleting A Scene of a bank**

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap the bank Up/Down button to choose the bank you want to delete this

scene. In each bank, the scenes buttons that contain data will light ON solid green. This lets the user know that there is a scene already programmed there.

3) Press the desired Scene button to select the scene you wish to delete.

4) Press DEL button. If the LCD displays "Deleted Success" means the scene have been successfully deleted, if the LCD displays "Deleted fail" means the scene delete failed.

- **Deleting all Scenes of a bank**

1) Enter program mode (See Enabling Program Mode).

2) Tap the bank Up/Down button to choose the bank you want to delete all the scenes.

3) Press DEL button. If the LCD displays "Deleted success" means all scenes of the bank have been successfully deleted, if the LCD displays "Deleted fail" means all scenes of the bank delete failed.

- **Deleting All Scenes**

1) Enter program mode (See Enabling Program Mode).

2) Use the Bank Up/Down button to choose any one of the bank

3) Tap any one of scene button to set to scene 0.

4) Press and hold the DEL button for about 15 seconds. If the LCD displays "Deleted success" means all the chases have been successfully deleted, if the LCD displays "Deleted fail" means all the scenes delete failed.

## CHASES

Note: You must have already programmed scenes in order to program a chase, this function allows you to cycle through up to 480 scenes in a preselected order. It is recommended before programming chases for the first time you delete all chases in the controller. See [Delete All Chases](#) for instructions on how to do so.

- **Copy A Scene of a Bank to a Chase**

1) Enter program mode (See Enabling Program Mode).

2) Tap the Chase button to select the chase wish to program. The LCD will display how many steps have already stored in the chase if the chase already has been programmed.

3) Tap the bank Up/Down button to choose the desired bank that has scenes stored

inside it. In each bank, the scenes buttons that contain data will light ON solid green. This lets the user know that there is a scene already programmed there.

4) Press the desired Scene button to select the scene you wish to copy it to the desired chase.

5) Tap the ADD button. If the LCD displays "Saved" means the chase have been successfully stored, if the LCD displays "Saved fail" means the chase store failed.

6) Repeat steps 3-5 until all desired scenes have been entered.

- **Copy All Scenes of A Bank to a Chase**

1) Enter program mode (See Enabling Program Mode).

2) Tap the Chase button to select the chase wish to program.

3) Tap the bank Up/Down button to choose the desired bank that has scenes stored inside it. In each bank, the scenes buttons that contain data will light ON solid green. This lets the user know that there is a scene already programmed there.

4) Tap the ADD button. If the LCD displays "Saved" means the chase have been successfully stored, if the LCD displays "Saved fail" means the chase store failed.

5) Repeat steps 3-4 until all desired scenes have been entered.

- **Add a Step**

1) Enter program mode (See Enabling Program Mode).

2) Tap the Chase button to select the desired chase you wish to add a step to. The LCD will display how many steps have already stored in the chase.

3) Tap the Tap sync button.

4) Tap the bank Up/Down button to scroll to the step which you wish to insert the step after. You can read the step from the LCD Display.

5) Tap the ADD button.

6) Tap the bank Up/Down button to choose the desired bank that has the desired scene stored which you wish to add. In each bank, the scenes buttons that contain data will light ON solid green. This lets the user know that there is a scene already programmed there.

7) Press the desired Scene button to select the scene you wish to add.

8) Tap the ADD button. If the LCD displays "Saved" means the step have been successfully added, if the LCD displays "Saved fail" means the step add failed.

**EXAMPLE:** Add scene 2 of bank 3 between step 4 and 5 of chase 5.

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap Chase 5 button. The LCD will display how many steps have already stored in chase 5.
- 3) Tap the Tap sync button.
- 4) Tap the bank Up/Down button to select step 4. You can read the step from the LCD Display.
- 5) Tap the ADD button.
- 6) Tap the bank Up/Down button to choose bank 3. The scenes buttons that contain data will light ON solid green in bank 3. This lets the user know that there is a scene already programmed there.
- 7) Press Scene 2 button to select the scene 2.
- 8) Tap the ADD button. The LCD displays "Saved" means the step have been successfully added. Now the scene 2 of bank 3 is the new step 5, the previous step 5 turns to the new step 6, the previous step 6 turns to the new step 7 and so on.

- **Delete a Step**

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap the Chase button to select the desired chase you wish to delete a step. The LCD will display how many steps have already stored in the chase.
- 3) Tap the Tap sync button.
- 4) Tap the bank Up/Down button to scroll to the step which you wish to delete. You can read the step from the LCD Display.
- 5) Tap the DEL button. If the LCD displays "Deleted success" means the step have been successfully deleted, if the LCD displays "Deleted fail" means the step deleted failed.

**EXAMPLE:** Delete step 3 of chase 4.

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap Chase 4 button. The LCD will display how many steps have already stored in the chase.
- 3) Tap the Tap sync button.
- 4) Tap the bank Up/Down button to select step 3. You can read the step from the

LCD Display.

- 5) Tap the DEL button. The LCD displays "Deleted success" means step 3 has been successfully deleted. Now the previous step 4 turns to the new step 3, the previous step 5 turns to the new step 4 and so on.

- **Delete A Chase**

- 1) Enter program mode (See Enabling Program Mode).
- 2) Press the button corresponding to the chase you wish to delete.
- 3) Press the DEL button. If the LCD displays "Deleted success" means the chase have been successfully deleted, if the LCD displays "Deleted fail" means the chase delete failed.

- **Delete all Chase**

- 1) Enter program mode (See Enabling Program Mode).
- 2) Press the any one of chase button.
- 3) Tap any one of scene button to set to scene 0.
- 4) Press and hold the DEL button for about 15 seconds. If the LCD displays "Deleted success" means all the chases have been successfully deleted, if the LCD displays "Deleted fail" means all the scenes delete failed.

## **M button**

This button is used to fine adjust Pan and Tilt joystick.

Press the M button, the LED will lit. Now the Pan and Tilt joystick will increase and decrease by 1. If the M button is not pressed, the Pan and Tilt joystick will increase and decrease by 10.

## **TAP SYNC**

This button has 2 functions, to set the speed time in auto mode and to check the step in chases.

- **Set Speed In Auto Mode**

- 1) The Tap Sync button is used to set and synchronize the speed time by tapping the button several times. The speed time will synchronize to the time of the last two taps. The speed time may be set anytime whether or not a program is running

- 2) Tap Sync will override any previous setting of the speed slider control until the slider is moved again.
- 3) Use of Tap Sync in setting a standard beat is the same with speed control slider.

- **Check Step In Chases**

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap the Chase button to select the desired chase you wish to check. The LCD will display how many steps have already stored in the chase.
- 3) Tap the Tap sync button.
- 4) Tap the bank Up/Down button to scroll to the step you wish to check. You can read the step from the LCD Display.

## PLAYBACK

### Running Scenes

There are three modes in which you can run scenes. They are Manual mode, Auto mode, and music mode.

- **Manual Mode**

- 1) When the power is turned on, the unit enters manual mode automatically.
- 2) Check and verify that both the Auto and Music LEDs are off.
- 3) Use the Bank Up/Down button to select the bank with the scenes you wish to run.
- 4) Press the scene button corresponding to the scene you wish to display.

- **Auto Mode**

This function allows you to run a bank of programmed scenes in sequence.

- 1) press the AUTO button to enter into Auto mode. The Auto LED will light indicating the Auto mode is active.
- 2) Use the bank Up/Down button to select a bank of scenes to run. If the bank of scene has no data, the LCD displays "Empty".
- 3) After selecting the bank of scenes to run, you can use the speed slider or tap the Tap Sync button twice to adjust the speed, use Fade Time slider to adjust fade time of the scene progression.
- 4) Tap the AUTO button to exit Auto mode.

- **Music Mode**

- 1) Press the SOUND button to activate Music mode.
- 2) Use the bank Up/Down button to select a bank of scenes you will run. The scenes selected will run through sequentially the beat of the music identified by the built-in microphone.
- 3) Use the Fade time slider to adjust the fade time of the scene progression.
- 4) Tap the SOUND button to exit music mode.

### Running Chases

There are three modes in which you can run chases. They are Manual mode, Auto mode, and music mode.

- **Manual mode**

- 1) When the power is turned on, the unit enters manual mode automatically.
- 2) Check and verify that both the Auto and Music LEDs are off.
- 3) Select the desired chase by pressing one of six Chase buttons with the bank you wish to run.
- 4) Use the Bank Up/Down button to select the bank with the scenes you wish to run.
- 5) Press the scene button corresponding to the scene you wish to display. (If more than one scene button have been pressed, the controller will play the scene with bigger number)

- **Auto Mode**

- 1) Press the AUTO button to activate Auto mode.
- 2) Select the desired by pressing one of six Chase buttons. Pressing this button a second time will negate this selection. If the chase has no data, the LCD displays "Empty".
- 3) Use the speed slider or tap the Tap Sync button twice to adjust the speed, use Fade Time slider to adjust fade time of the scene progression.
- 4) Tap the AUTO button to exit Auto mode.

- **Music Mode**

- 1) Press the SOUND button to activate Music mode.
- 2) Select the desired chase by pressing one of six Chase buttons. This will activate the chase and cause it to respond to the rhythms of music.
- 3) Use the Fade time slider to adjust the fade time of the chase progression.

4) Tap the SOUND button to exit music mode

## SD card

- **General:**




With the SD-card slot, you can insert SD-card to record whole data of controller. You can also edit the data of SD-card with computer then insert the SD-card into the SD-card slot of the controller to run the data which contains scenes and chases.

- **SD-card request**



The SD-card capacity is 4G max and the format of the SD-card must be FAT or FATS. When SD-card is the first time be used, you must format it.



- **Record data of controller**

Insert the SD-card into the controller SD-card slot, it will automatically create corresponding data file when the wifi radio channel, speed time, password, scene, bank and chase successfully saved on controller. When the data file created, open the SD-card data with computer, you can find three

folders,  Bank  Chases and  Parameters.

1) BANK

Double-click the bank folder, you can find the subfolders from  Bank01 to  Bank30 depending on which bank you have successfully saved on controller. Double-click the subfolders, you can find the XLS data files from

 Scenes01.xls Microsoft Excel 3 KB to  Scenes16.xls Microsoft Excel 3 KB depending on which scene you have successfully saved on controller into the corresponding bank. Double-click the scene data file, you can find each of the 512 cells in column A, row 1-row 512 has number depending on the channel value which you have successfully saved into the corresponding scene.

For example, we open scene 1 data file in bank 1 subfolder, it is as follows:

	A	B	C	D	E	F	G	H	I	J	K
1	255										
2	0										
3	0										
4	0										
5	0										
6	0										
7	0										
8	0										
9	0										
10	0										
11	0										
12	0										
13	0										
14	0										
15	0										
16	0										
17	0										
18	0										
19	0										
20	0										
21	0										
22	0										
23	0										
24	0										
25	0										
26	0										
27	0										
28	0										
29	0										
30	0										
31	0										
32	0										
33	0										
34	0										
35	0										

Note: In this data file, the numbers in column A, row 1 is 255, others numbers in column A, row 2-row 512 is 0 means that in scene 1, channel 1 value is 255, channel 2-512 value is 0.

Notice: ① The scene data file must be opened by Microsoft Office Excel software. ② The cells except column A, row 1-row 512 is empty.

### 2) CHASE

Double-click the bank folder, you can find the XLS data files from

 Chases01.xls Microsoft Excel 1 KB to  Chases06.xls Microsoft Excel 1 KB depending on which chase you have stored into memory.

For example, we open chase 1 data file in chase folder, it is as follows:



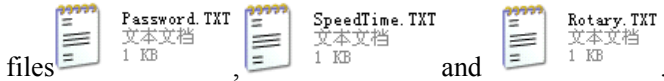
	A	B	C	D	E	F	G	H	I	J	K
1	29+11										
2	26+11										
3	29+07										
4	26+13										
5	26+15										
6											
7											
8											
9											
10											
11											
12											
13											
14											
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32											
33											
34											
35											

Note: In this data file, the numbers in column A, row 1 is 29,11 means bank29, scene 11. Row1-row5 is 29+11;26+11;29+07;26+13;26+15 means that when you run the chase 1 in the controller, run order is bank29, scene11→bank26, scene11→bank29, scene07→bank26, scene13→bank26, scene15 in loop which stored SD-card.

Notice: ①The chase data file must be opened by Microsoft Office Excel software. ②The cells except column A, row1-row5 is empty. ③The two numbers in each cell must be separated by plus sign"+".

### 3) PARAMETERS

Double-click the parameters folder, you can find three TXT data files



#### 3.1 PASSWORD

Double-click the Password.TXT data file, you can find numbers from 0000-9999 depending on the password you have successfully saved on controller. For example, we open Password.TXT data file, it is as follows:



Note: In this data file, the number 1111 means you have set the password to 1111.

#### 3.2 SPEEDTIME

Double-click the SpeedTime.TXT data file, you can find numbers from 0001-6000 depending on the speedtime you have successfully saved on controller. For example, we open SpeedTime.TXT data file, it is as follows:


A screenshot of a data file interface. At the top, there is a header bar with a yellow background. Below it, the number "0523" is displayed in a bold, black font. The rest of the interface is empty.

Note: In this data file, the number 0523 means you have set the speedtime to 52.3 seconds.

### 3.3 ROTARY

Double-click the Rotary.TXT data file, you can find two numbers separated by plus sign "+" from 001-512 depending on the Pan and Tilt axis channel addresses you have successfully saved on controller.

For example, we open Rotary.TXT data file, it is as follows:

A screenshot of a data file interface. At the top, there is a header bar with a yellow background. Below it, the text "003+009" is displayed in a bold, black font. The rest of the interface is empty.

Note: In this data file, the number 003 means you have set the Pan axis channel address to 3; the number 009 means you have set the Tilt axis channel address to 9.

- **Edit data file with computer to run on controller**

You can also modify or create the scene and chase XLS data file with computer to run on the controller for convenient use.

1) Modify scene and chase data file

For example, we modify scene 1 data file in bank 1 subfolder and save it, it is as follows now:

	A	B	C	D	E	F	G	H	I	J	K
1	12										
2	255										
3	255										
4	255										
5	0										
6	0										
7	0										
8	0										
9	0										
10	0										
11	0										
12	0										
13	0										
14	0										
15	0										
16	0										
17	0										
18	0										
19	0										
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24	0										
25	0										
26	0										
27	0										
28	0										
29	0										
30	0										
31	0										
32	0										
33	0										
34	0										
35	0										

Note: Compare with the previous data file, the number in column A, row 1, we have change the number from 255 to 12 means that the in scene 1, channel 1 value has been changed from 255 to 12. The numbers in column A, row 2-row 4 we have change from 0 to 255 means that in scene 1, channel 2-channel 4 values has been changed from 0 to 255.

Notice: ①The scene data file must be opened by Microsoft Office Excel software. ②The cells except column A, row 1-row 512 is empty.

For example, we modify chase 1 data file in chase folder and save it, it is as follows now:

	A	B	C	D	E	F	G	H	I	J	K
1	26+15										
2	26+13										
3	29+07										
4	26+11										
5	29+11										
6											
7											
8											
9											
10											
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22											
23											
24											
25											
26											
27											
28											
29											
30											
31											
32											
33											
34											
35											

Note: In this data file, the numbers in column A, row 1-row 5, we change the numbers from 29+11; 26+11; 29+07; 26+13; 26+15 to 26+15; 26+13; 29+07; 26+11; 29+11 means that when you run the chase 1 in the controller, run order has been changed from bank 29, scene 11 → bank 26, scene 11 → bank 29, scene 07 → bank 26, scene 13 → bank 26, scene 15 in loop to bank 26, scene 15 → bank 26, scene 13 → bank 29, scene 07 → bank 26, scene 11 → bank 29, scene 11 in loop which stored in SD-card.

Notice: ①The chase data file must be opened by Microsoft Office Excel software. ②The cells except column A, row 1-row 5 is empty. ③The two numbers in each cell must be separated by plus sign "+".


2) Create scene and chase data file

For example, we create scene 2 XLS data file in bank 15 subfolder and save it, it is as follows:

	A	B	C	D	E	F	G	H	I	J	K
1	4										
2	56										
3	0										
4	255										
5	4										
6	0										
7	55										
8	4										
9	0										
10	245										
11	0										
12	24										
13	0										
14	0										
15	4										
16	0										
17	152										
18	0										
19	0										
20	12										
21	0										
22	4										
23	0										
24	12										
25	4										
26	5										
27	12										
28	2										
29	4										
30	1										
31	2										
32	55										
33	3										
34	67										
35	78										

Note: In this data file, in column A, row 1-row 35 must all fill in numbers separately. The numbers must be in the range of 0-255. Each number in the cell represent the corresponding channel value. Cell of column A, row 1 number is 4 means channel 1 value is 4. Cell of column A, row 2 number is 56 means channel 2 value is 56 and so on.

Notice: ① The chase data file must be opened by Microsoft Office Excel software. ② The cells except column A, row 1-row 6 is empty. ③ We must name scene 2

data file to "Scenes02"  Scenes02.xls  
Microsoft Excel  
3 KB

and so on. We can create scene 1 to scene

16, total 16 scenes max in one bank.

For example, we create chase 2 data file in chase folder and save it, it is as follows:

	A	B	C	D	E	F	G	H	I	J	K
1	29+05										
2	30+05										
3	01+11										
4	05+15										
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											
16											
17											
18											
19											
20											
21											
22											
23											
24											
25											
26											
27											
28											
29											
30											
31											
32											
33											
34											
35											

Note: In this data file, the numbers in column A, row 1-row 4 is 29+05; 30+05; 01+11; 05+15 means that when you run the chase 2 on controller, run order is from bank 29, scene 05 → bank 30, scene 05 → bank 01, scene 11 → bank 05, scene 15 in loop which stored in SD-card. The first two numbers must be in the range of 1-30, the second two numbers must be in the range 1-16.

Notice: ① The chase data file must be opened by Microsoft Office Excel software. ② The cells except column A, row 1-row 6 is empty. ③ bank 29, scene 05; bank 30, scene 05; bank 01, scene 11; bank 05, scene 15 must have been stored in the SD-card. We must name chase 2 data file to

"Chases02"  Chases02.xls  
Microsoft Excel  
1 KB

and so on. We can create chase 1 to chase 6, total 6 chases max. The two numbers in each cell must be separated by plus sign "+". Each chase contains 480 steps max.

### 3)Modify password data file

For example,we modify Password.TXT file and save it,it is as follows now:

**2356**

Note:In this data file,we change the number from 1111 to 2356 means that when we have change the password from 1111 to 2356.The number must be in the range of 0000-9999.

### 4)Modify speedtime data file

For example,we modify SpeedTime.TXT file and save it,it is as follows now:

**0931**

Note:In this data file,we change the number from 0523 to 0931 means that we have change the speedtime from 52.3 seconds to 93.1 seconds.The number must be in the range of 0001-6000.

### 5)Modify rotary data file

Note:In this data file,we change the number from 003 to 136 means that we have change the Pan channel address from 3 to 126,we change the number from 009 to 498 means that we have change the Tilt channel address from 9 to 498.The number must be in the range of 001-512. The two numbers must be different.

## TECHNICAL SPECIFICATIONS

Power Input-----DC12V 500mA min  
DMX Out-----3 pin female XLR socket  
Dimensions-----482x200x74mm  
Weight-----3.1kgs