OPERATOR 192

User Instructions

Elation Professional ®
4295 Charter Street
Los Angeles CA. 90058
www.elationlighting.com

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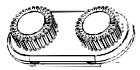
Features

Main features:

- 8 control channel faders
- 192 total DMX channels
- Individual Speed & Fade Time faders
- 30 memory banks x 8 programmable scenes per bank
- 12 programmable chases, 240 steps per chase
- Assignable fade setting
- Manual control chase override
- Built-in microphone or line level input for audio triggering
- MIDI controllable
- Optional foot controller for chase step activation
- Onboard fog machine trigger button
- 7-segment LED display
- Multifunction USB connector for work light and data backup
- Ships with standard joystick module- optional jog wheel module available

Joystick module



Jog wheel module

Every effort has been made to design dependable, reliable and user friendly products. New products are being designed constantly to meet the needs of both entertainment and special effects lighting industries. We welcome your comments about our product and services and are open to suggestions on how we can improve to better serve you.

It is a privilege for us to be chosen as your control solution.

Technical Specifications

Power Input	DC9~15V, 500mA
Internal Fuse	500mA 250V, 5x20mm
MIDI IN	5Pin MIDI connector
DMX OUT	3Pin XLR (female) DMX connector
SOUND INPUT	RCA connector
EXT STEP CONTROL	DB-9 connector “FC-192”
Dimensions	483x135x82mm
Weight(approx.)	2.2 kg

USB MEM Stick (Data Transfer to Operator-192 from MEM Stick (Send Data)

This operation will allow you to transfer data from your USB Memory stick to the DMX Operator-192 console. You must first install the Operator-192 application software and USB driver that was supplied with your USB MEM Stick. If you have not done so, please do so now then proceed to step 1 below.

(1) Install the USB MEM Stick into the USB port on your DMX Operator-192.

(2) Flip the DMX Operators **power switch OFF** which is located on the rear of the DMX Operator-192.

(3) On the DMX Operator-192, simultaneously press and hold down the **FIXTURE 8**, **FIXTURE 9** and **SCENE 2** buttons and **power ON**. If "**Fail**" appears in the controllers display, it means that the memory stick was not installed properly. Please repeat steps 1 & 2 and try again. *(Note: if "**noP**" appears, it means that there are no files currently stored in the memory stick. You must first write your file to the memory stick by using the Operator-192 software program. If "**FL0X**" appears, X represents file number 1-8 within the memory stick, it means files are already stored to that folder and you can use the **BANK UP/Down** buttons to access other folders currently on the stick at this time). Select the folder that you wish upload into the controller. For example, if you have your programs stored in folder "**FL01**" then leave it set on that folder and proceed to the next step.*

(4) Simultaneously press the **Program** button and the **Scene # button** that corresponds with the folder **#** that you wish to store to within the Memory stick. For example, if you want to store to folder **#4** then you'd simultaneously press the **Program button** and **Scene button # 4**. (Scene buttons 1-8 correspond with memory stick folders 1-8). The controllers display will flash "**dAtA**" during the transfer. When the transfer is complete, the display should read "**101**" and your file will have been successfully stored to the computer.

General Introduction

This controller is an expansion of the simple to use DMX Operator. We've added 6 additional chase memory buttons which now give you a total 12 to work with. In addition, we've added a USB input which can power up a USB work lite and also can be used to back up your programs and settings via our optional USB memory stick, model **USB MEM Stick**, or our data cable, model **ULink Cable.** A joystick is supplied for traditional X/Y control of a moving light. We also offer optional data wheels, model **DWM192,** if you prefer to use them for control. To optimize performance of this product, please read the instructions carefully to familiarize yourself with the basic functions and operations.

⚠ Warnings

- This unit is intended for indoor use only.
- Do not allow for any flammable liquids, water or metal objects to enter the unit.
- To reduce the risk of fire or electric shock, do not expose the unit to rain or high levels of moisture.
- No user serviceable parts inside, do not dismantle the unit yourself.
- Repairs must be done by qualified personnel only.
- Please do not allow children to play and tamper with this product.

⚠ Cautions

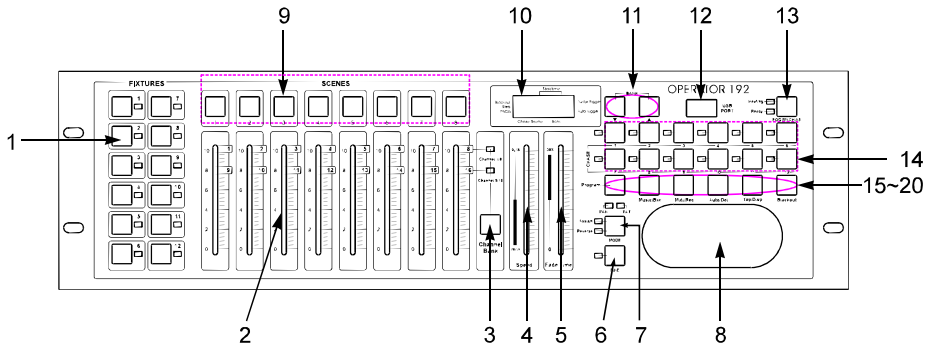
- When unpacking, please ensure that the unit is not damaged. Should something be wrong, please call customer support at (866) 245-6726 immediately.
- All rights reserved. No part of this manual may be reproduced, transmitted, transcribed or translated into any language, in any form, by any means, without authorized permission from Elation Professional.

Notice:

Specifications and improvements in the design of this product and this manual are subject to change without any prior notice.

Control and Functions

Front Panel Overview



1. Fixture buttons(1~12):
Used to select relevant fixtures for control.

2. Channel faders(1~8):
Used to control the output of each corresponding fixture channel.

3. Channel Bank button:
Used to switch between channels 1-8 and 9-16.

4. Speed fader:
Used to adjust chase speed (range is 0.1 second to 10 minutes per step).

5. Fade Time fader:
Used to adjust chase fade time (range is 0 to 30 seconds).

6. FINE button:
Used in conjunction with the joystick or data wheels. When the FINE button is engaged, adjusting the joystick or data wheels will be more precise when needing to hit a specific area with a scanner or moving head.

7. MODE button:
This is a multi-function button that is used when assigning the joystick & Fade setting.

8. Joystick:
Traditionally used to adjust the X/Y channels of a moving light.

9. Scene buttons (1-8):
Used when storing or playing back programmed scenes. Also used when backing up data to a USB MEM Stick or through a ULink Cable.

10. LED-display:
The LED-display shows you relevant information depending on current operation.

11. Bank Up/Down button:
Used to select a scene bank or chase step. Also used to view files in memory stick.

Operation Guide

USB MEM Stick (Reload Memory File to USB MEM Stick from Computer)

This operation will allow you to reload your memory files from your computer to your USB MEM Stick. You must first install the Operator-192 application software and USB driver that was supplied with your USB MEM Stick. If you have not done so, please do so now then proceed to step 1 below.

(1) Install the USB MEM Stick into a USB port on your computer.

(2) Open the **Operator-192** program by clicking **START** on the Windows taskbar, then click **Programs** or **All programs** and click **Operator-192**.

(3) Click **Select UStick** in the upper left hand corner of the Operator-192 program.

(4) Click "**Writ**". A Send file window will pop up.

(5) Select the destination and click on the file that you wish to load into the memory stick. The file names should consist of "**FL01** through **FL08**".

(6) Repeat step 4 & 5 to load additional files to your memory stick.

USB MEM Stick (Delete & Format files in Memory Stick)

This operation will allow you to individually delete files from your memory stick and format the entire memory stick all at once which erases all files in one shot. You must first install the Operator-192 application software and USB driver that was supplied with your USB MEM Stick. If you have not done so, please do so now then proceed to step 1 below.

(1) Install the USB MEM Stick into a USB port on your computer.

(2) Open the **Operator-192** program by clicking **START** on the Windows taskbar, then click **Programs** or **All programs** and click **Operator-192**.

(3) Click **Select UStick** in the upper left hand corner of the Operator-192 program.

(4) Click "**Dirtory**". A list of files currently on the memory stick will appear in the UStick option box. ***Warning! The following procedure will format the entire memory stick. If you wish to delete files one at a time, proceed to step 5. To format (delete) all files in one shot, click "Format" now. All files will immediately erase from the memory stick.***

(5) Highlight the file that you wish to delete by clicking on it once.

(6) Click "**DEL**". The file will delete immediately. To delete additional files, repeat steps 5 & 6.

Operation Guide

USB MEM Stick (Store Memory File to Computer from USB MEM Stick)

This operation will allow you to store your memory files from your USB Memory stick to your computer. You must first install the Operator-192 application software and USB driver that was supplied with your USB MEM Stick. If you have not done so, please do so now then proceed to step 1 below.

(1) Install the USB MEM Stick into a USB port on your computer.

(2) Open the **Operator-192** program by clicking **START** on the Windows taskbar, then click **Programs** or **All programs** and click **Operator-192**.

(3) Click **Select UStick** in the upper left hand corner of the Operator-192 program.

(4) Click "**Dirtory**". A list of files currently on the memory stick will appear in the UStick option box.

(5) Highlight the file that you wish to store to your computer by clicking on it once.

(6) Click "**Read**". A Send file window will pop up and automatically assign a file name. ***It is very important that you do not change the file name. Otherwise, you will have problems reloading the file back to the controller later.***

(7) Select a destination for your file such as "**Desktop**" and click "**Open**". The transfer will begin immediately. Once complete, you will return to the main Operator-192 screen. To store additional files to your computer, repeat steps 5, 6 & 7.

Control and Functions

12. USB Input:
Used for data backup to USB MEM Stick or ULlink Cable. Also for USB work light.

13. Fog-machine button:
Used to trigger fog machine which should be connected to rear of console.

14. Chase buttons (1-12):
Used when storing or playing back relevant chases..

15. Program button :
Used to enter and exit Record mode when programming.

16. Music/Bkc button:
Used to engage audio mode for chase synchronization and to copy a bank of scenes to another.

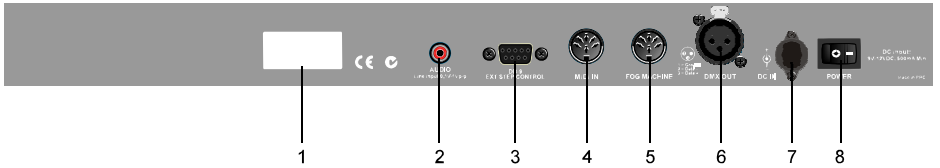
17. Midi/Rec button:
Used to record scenes and chase steps. Also used to setup Midi operation.

18. Auto/Del button :
Used to enter AUTO mode for automatic scene bank sequence or to delete a scene or chase.

19. Tap/Disp button:
Used to tap sync chase playback and to change display view operation.

20. Black-out button:
Used to bring all current output down to zero.

Rear Panel Overview



1. Label: lists model, serial number and production date.

2. Audio input: to connect line level input for audio trigger (0.1V-1Vp-p).

3. DB-9 connector: to connect optional external chase step controller, model **Fc192**.

4. MIDI IN: to receive MIDI information from a midi sequencer or compatible device.

5. Fog machine connector: to connect a compatible fog machine. Compatible fog machines include Fog Storm-1200, Fog Storm-1700, Vapor Flow, Vaporizer, Z-800, Z-1000 and Z-300 II.

6. 3 Pin Female XLR: DMX output. Connect to first device in line.

7. DC INPUT: connect the included power supply to this input. (DC 9V~15V, 500mA Min).

8. Power switch: used to switch the units power on and off.

Joystick Set Up

"Assign Joystick"

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Press and hold down the **MODE button** and then tap the **FINE button.** The "Assign" and "Pan" LED's should illuminate.

(3) Select the fixtures that you wish to assign the "Pan" for by pressing the **FIXTURES # buttons, 1-12,** so the selected fixture LED's illuminate.

(4) Press the **Tap/Disp button** to switch between "PL.XX" & "PH.XX". "PL.XX" represents the Low Byte or Fine channel, generally listed as the Pan Fine channel and PH.XX represents the High Byte or Coarse channel, generally listed as the Pan channel. Set it to "PH.XX" and press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Pan channel of your fixture. For example, if your fixtures Pan channel is 1 then you'd press the **SCENE #1 button**. Please refer to the fixtures DMX chart. If your fixture includes a pan fine channel, press the **Tap/Disp button** so the display reads "PL.XX". Press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Pan Fine channel of your fixture. For example, if your fixtures Pan Fine channel is 2 then you'd press the **SCENE #2 button**.

(5) Press the **BANK UP or DOWN buttons** to switch between "TL.XX" & "TH.XX". "TL.XX" represents the Low Byte or Fine channel, generally listed as the Tilt Fine channel and TH.XX represents the High Byte or Coarse channel, generally listed as the Tilt channel. Set it to "TH.XX" and press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Tilt channel of your fixture. For example, if your fixtures Tilt channel is 3 then you'd press the **SCENE #3 button**. Please refer to the fixtures DMX chart. If your fixture includes a Tilt Fine channel, press the **Tap/Disp button** so the display reads "TL.XX". Press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Tilt Fine channel of your fixture. For example, if your fixtures Pan Fine channel is 2 then you'd press the **SCENE #4 button**.

(6) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LCD stops flashing. A flashing Blackout indicator in the LCD confirms that the controller is out of Program mode.

USB MEM Stick (Data Transfer to Memory stick from Operator-192) (Send Data)

This operation will allow you to transfer data from your controller to our proprietary USB Memory stick. There are 8 large folders to store to- total 128mb. You must first install the Operator-192 application software and USB driver that was supplied with your USB MEM Stick. If you have not done so, please do so now then proceed to step 1 below.

(1) Install the USB MEM Stick into the USB port on your DMX Operator-192.

(2) Flip the DMX Operators **power switch OFF** which is located on the rear of the DMX Operator-192.

(3) On the DMX Operator-192, simultaneously press and hold down the **FIXTURE 8**, **FIXTURE 9** and **SCENE 1** buttons and **power ON**. If "**Fail**" appears in the controllers display, it means that the memory stick was not installed properly. Please repeat steps 1 & 2 and try again. *(Note: if "**noP**" appears, it means that there are no files currently stored in the memory stick. You can store to any of the 8 available folders. If "**FL0X**" appears, X represents file number 1-8 within the memory stick, it means files are already stored to that folder and you can use the **BANK UP/Down** buttons to access other occupied folders currently on the stick at this time). If a specific folder number doesn't come up, then it is empty and can be used at this time. If you've used up all 8 folders within the memory stick, you will have to overwrite one of them. Make sure you have a copy of it in your computer before proceeding to overwrite it if you wish to use it later).*

(4) Simultaneously press the **Program** button and the **Scene # button** that corresponds with the folder # that you wish to store to within the Memory stick. For example, if you want to store to folder #4 then you'd simultaneously press the **Program button** and **Scene button # 4**. (Scene buttons 1-8 correspond with memory stick folders 1-8). The controllers display will flash "**dAtA**" during the transfer. When the transfer is complete, the display should read "**101**" and your file will have been successfully stored to the computer.

ULink (Data Transfer to Operator-192 from Computer)(Receive Data)

This operation will allow you to transfer previously stored data from your computer back into your DMX Operator-192. You must first install the Operator-192 application software and USB driver that was supplied with your ULink cable. If your using the same computer that you used when storing the data to your computer, then you should already have the Operator-192 program installed. If your using a different computer or uninstalled the Operator-192 program, then you will have to install it at this time. Proceed to step 1 below when you've confirmed that the Operator-192 program is installed and ready for use.

(1) Connect the stick end, end with LED indicator, into a USB port on your computer and the opposite end into the USB port on your DMX Operator-192.

(2) Flip the DMX Operators **power switch OFF** which is located on the rear of the console.

(3) On the DMX Operator-192, simultaneously press and hold down the **FIXTURE 2**, **FIXTURE 3** and **SCENE 2** buttons and **power ON**. The display will continually flash "**reAd**" (abbreviation for **READY**). This means that the unit is ready to receive data.

(4) On your computer, open the Operator-192 program by clicking **START** on the Windows taskbar, then click **Programs** or **All programs** and click **Operator-192**.

(5) On your computer, click **Select ULink** in the upper right hand corner of the Operator-192 program.

(6) On your computer, click **Send File.** A Send file window will pop up. Select the file that you want to transfer into the DMX Operator-192. Once selected, the transfer will begin immediately. During the transfer, your controllers display will read "**reCe**". (**receiving**). When the transfer is complete, the display should read "**101**" and your file will have been successfully uploaded into your controller.

Joystick Set Up

"Assign Joystick Reverse" (Pan/Tilt Invert)

(1) Press and hold down the **Program** button for approximately 2 seconds or untill the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Press and hold down the **MODE button** and then tap the **FINE button.** The "Assign" and "Pan" LED's should illuminate.

(3) Once again, press and hold down the **MODE button** and then tap the **FINE** button. The "Reverse" LED should illuminate.

(4) Select the fixtures that you wish to assign the "Pan Reverse" & "Tilt Reverse" for by pressing the **FIXTURES # buttons, 1-12,** so the selected fixture LED's illuminate. Ideally, you should assign opposite fixtures for Pan/Tilt Reverse. For example, fixtures 1, 3, 5, 7, etc... should be assigned normal as described in the previous section and fixtures 2, 4, 6, etc..., should be assigned reversed so that when moving the joystick around, fixtures movements are reversed from one another. This feature is traditionally referred to as Pan/Tilt invert.

(5) Press the **Tap/Disp button** to switch between "PL.XX" & "PH.XX". "PL.XX" represents the Low Byte or Fine channel, generally listed as the Pan Fine channel and PH.XX represents the High Byte or Coarse channel, generally listed as the Pan channel. Set it to "PH.XX" and press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Pan channel of your fixture. For example, if your fixtures Pan channel is 1 then you'd press the **SCENE #1 button**. Please refer to the fixtures DMX chart. If your fixture includes a pan fine channel, press the **Tap/Disp button** so the display reads "PL.XX". Press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Pan Fine channel of your fixture. For example, if your fixtures Pan Fine channel is 2 then you'd press the **SCENE #2 button**.

(6) Press the **BANK UP or DOWN buttons** to switch between "TL.XX" & "TH.XX". "TL.XX" represents the Low Byte or Fine channel, generally listed as the Tilt Fine channel and TH.XX represents the High Byte or Coarse channel, generally listed as the Tilt channel. Set it to "TH.XX" and press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Tilt channel of your fixture. For example, if your fixtures Tilt channel is 3 then you'd press the **SCENE #3 button**. Please refer to the fixtures DMX chart. If your fixture includes a Tilt Fine channel, press the **Tap/Disp button** so the display reads "TL.XX". Press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Tilt Fine channel of your fixture. For example, if your fixtures Pan Fine channel is 2 then you'd press the **SCENE #4 button**.

(7) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LCD stops flashing. A flashing Blackout indicator in the LCD confirms that the controller is out of Program mode.

Delete Joystick Pan/Tilt Assignment

"Delete Pan/Tilt Joystick settings for selected fixtures"

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Press and hold down the **MODE button** and then tap the **FINE button.** The "Assign" and "Pan" LED's should illuminate.

(3) Select the fixtures that you wish to delete the joystick Pan/Tilt settings for by pressing the relevant **FIXTURES # buttons, 1-12,** so the relevant LED's illuminate.

(4) Press and hold down the **MODE button**, and then tap the **Auto/DEL button** to delete the settings for the selected fixtures. All LED's will flash three times to confirm that the settings were erased.

(5) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LCD stops flashing. A flashing Blackout indicator in the LCD confirms that the controller is out of Program mode.

"Delete Pan/Tilt Joystick settings for all fixtures"

(1) Flip the Operators **power switch OFF** which is located at the rear of the unit.

(2) Simultaneously, press and hold down the **Auto/Del** and **MODE buttons** and flip the **power switch ON**. All LED's will flash three times to confirm that the Pan/Tilt settings were erased.

Manual Control

When powered ON, this console defaults to Manual/Blackout mode. All output will be in a black-out state until the Blackout button is deselected. To determine blackout status there is an indicator light in the display that flashes when engaged and OFF when dis-engaged. To gain manual control, disengage blackout, select the fixtures that you wish to control by selecting the relevant fixture buttons on the left then use the eight channel faders, joystick or data wheels and the channel bank button to manually control the fixtures. Note: in most cases, for the joystick or data wheels to work, you must first assign them. Please see the Assign Joystick section of this manual.

ULink (Data Transfer to Computer from Operator-192) (Send Data)

This operation will allow you to transfer data from your controller to a standard PC or laptop. You must first install the Operator-192 application software and USB driver that was supplied with your ULink cable. If you have not done so, please do so now then proceed to step 1 below.

(1) Connect the stick end, end with LED indicator, into a USB port on your computer and the opposite end into the USB port on your DMX Operator-192.

(2) Flip the DMX Operators **power switch OFF** which is located on the rear of the DMX Operator-192.

(3) On the DMX Operator-192, simultaneously press and hold down the **FIXTURE 2**, **FIXTURE 3** and **SCENE 1** buttons and **power ON**. The display will continually flash "**rEAd**" (**reAdy**). This means that the unit is ready to send data.

(4) On your computer, open the Operator-192 program by clicking **START** on the Windows taskbar, then click **Programs** or **All programs** and click **Operator-192**.

(5) On your computer, click **Select ULink** in the upper right hand corner of the Operator-192 program.

(6) On your computer, click **Receive File.** A Send window will pop up. Select a destination to save your data to and type a name that you want your data saved as. (A message should appear in the lower right hand corner that reads "**Waiting Receive Data**").

(7) On the DMX Operator-192, simultaneously press the **Scene 7** and **Scene 8** buttons. The transfer will begin immediately. The controllers display should flash **"OUt"** during the transfer. When the transfer is complete, the display should read "**101**" and your file will have been successfully stored to the computer. (During this process, you can press the **Scene 1** button to restart the data transfer).

Fade Time

(1) Press and hold down the **MODE button**, then tap the **Tap/Disp button.** The LCD will display "**OnLy**" or "**ALL**", for 3 seconds, depending on the current setting. "OnLy" indicates that the Pan/Tilt channels will only be affected by the fade time fader while "ALL" indicates that all channels will be affected by the fade time fader.

(2) To change this setting, **tap the Tap/Disp button** while pressing and holding down the **Mode button**. Doing so, should switch between the OnLy and ALL options.

MIDI

Set MIDI channel

(1) Press and hold down the **Midi button** for 2 seconds or until the LCD displays "In:XX". ":XX" represents the current set midi channel.

(2) Use **UP/DOWN BANK buttons** to set your desired Midi channel from 01 to 16.

(3) Press and hold down the **Midi button** for 2 seconds or until all LED's flash three times to save your setting.

MIDI Control :
This unit can receive MIDI data to trigger or activate Banks 1-30, Chases 1-12 and the Blackout function. See Midi chart below.

MIDI Note	Function
0-11	Turn on/off Chase1-12
12-19	Turn on/off Scene1-8
20-49	Select Bank1-30
50	Enable/disable Audio
51	Enable/disable Auto
52	Enable/disable Blackout

Recording Scenes

(1) Press and hold down the **Program** button for approximately 2 seconds or untill the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select the fixtures that you wish to include into your scene by pressing the **FIXTURES # buttons, 1-12.** so the selected fixture LED's illuminate.

(3) Set your scene using the eight **Channel faders, joystick or data wheels** and **Channel Bank button** if needed. The Channel Bank button should be used to switch between channel banks 1-8 and 9-16.

(4) Once you are satisfied with the look of your scene, press the **Midi/REC** button to Record it.

(5) Using the **BANK UP & DOWN buttons,** select a scene bank to store to. There are 30 available Scene Banks and you can view them in the LCD by referring to the furthest two digits to the right.

(6) Press a **Scene button, 1-8**, to store to. Once pressed, all LED's will flash indicating that your scene was stored. There are 8 Scene buttons to store to for each bank. Make sure you select a different scene button each time you store a scene so you don't record over something that you wanted to keep.

(7) To Record additional scenes, repeat steps 2 through 6.

(8) Once you've stored all of your scenes, press and hold down the **Program button** for approximately 2 seconds to exit. A flashing Blackout indicator, in the LCD, is indicative that you are out of program mode.

Editing Scenes

(1) Press and hold down the **Program** button for approximately 2 seconds or untill the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Using the **UP/Down BANK button**, select the bank that contains the scene that you want to edit. You can view the active bank in the LCD.

(3) Press the **Scene button, 1-8**, that you want to edit so the scene comes on.

(4) Select the fixture or fixtures that you wish to change settings for in the current scene by pressing the relevant **Fixture # buttons, 1-12.** The selected fixture LED's should illuminate.

(5) Make your changes using the faders, joystick or data wheels.

(6) Press the **Midi/Rec button** and then press the **scene # button** that you are editing. All LED's will flash three times to confirm that your new settings were saved.

(7) Press and hold down the **Program button** for approximately 2 seconds to exit. A flashing Blackout indicator, in the LCD, is indicative that you are out of program mode.

Copy a Scene

(1) Press and hold down the **Program** button for approximately 2 seconds or untill the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.
(2) Select the bank that contains the scene you want to copy with the **Bank UP/DOWN buttons**.
(3) Select the **Scene # button, 1-8**, that you want to copy.
(4) Use the **UP/DOWN BANK buttons** to change the scene bank if desired.
(5) Press the **Midi/Rec button** followed by the **Scene # button, 1-8**, that you want to copy the scene to. All LED's should flash three times to confirm and save settings.
(6) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LCD stops flashing. A flashing Blackout indicator, in the LCD, is indicative that you are out of program mode.

Delete a Scene

(1) Press and hold down the **Program** button for approximately 2 seconds or untill the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.
(2) Select the bank that contains the scene you want to delete with the **Bank UP/DOWN buttons**.
(3) Simultaneously, press the **Auto/Del button** then press the **Scene # button, 1-8**, that you want to delete. All LED's should flash three times to confirm that the scene was deleted.
(4) Repeat steps 2 & 3 to delete additional scenes.
(5) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LCD stops flashing. A flashing Blackout indicator, in the LCD, is indicative that you are out of program mode.

Delete All Scenes

(1) Flip the Operators **power switch OFF** which is located at the rear of the unit.
(2) Simultaneously, press and hold down the **Program** and **Bank Down buttons** and flip the **power switch ON**. All LED's will flash three times to confirm that all scenes were deleted.

2. Auto trigger:

(1) Press the **AUTO/Del button**, the Auto Trigger indicator light will illuminate in the LCD. This indicates you that you are now in the Auto trigger mode.
(2) Press the **Chase # button, 1-12**, that you wish to playback. The selected Chase LED should illuminate and begin to play. You can select more than one chase # button at a time to create a chase sequence.
(3) At any time, you can adjust the **Speed and Fade fader** to set your chase playback state. You can also press the **Tap/Disp button** twice to establish a chase rate. The rate will be determined by the tempo at which you press the **Tap/Disp button**.

3. Audio trigger:

(1) Press the **Music/Rec button**, the Audio Trigger indicator light will illuminate in the LCD. This indicates you that you are now in the Audio trigger mode.
(2) Press the **Chase # button, 1-12,** that you want to playback. The selected Chase LED should illuminate and engage. The selected chase will trigger to sound via the internal microphone or to audio via the line level input if connected. Pressing the **Music/Rec button** again will disengage audio mode.

Bank copy & Fixture copy

Bank copy

(1) Enter the Program mode.
(2) Use the **Bank UP/DOWN buttons** to select the bank to be copied.
(3) Tap the **Midi/Rec button**, and then use the **Bank UP/DOWN buttons** to select the bank that you want to copy to.
(4) Tap the **Music/Bkc button.** All LED's will flash three times to confirm your bank copy operation.

Fixture copy

(1) Enter the Program mode.
(2) Press the **Fixture # button, 1-12**, that you wish to copy.
(3) Using **channel faders 1-8, data wheels or joystick**, set your look for the light.
(4) Press and hold down the **same Fixture button,** then tap the **Fixture # button** that you want to copy the same settings to.

Delete a Chase

(1) Press and hold down the **Program** button for approximately 2 seconds or untill the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.
(2) Select the **Chase # button, 1-12**, that you want to delete.
(3) Simultaneously, press the **Auto/Del button** then press the same **Chase # button** that you selected in step 2. All LED's should flash three times to confirm that the chase was deleted.
(4) Repeat steps 2 & 3 to delete additional scenes.
(5) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LCD stops flashing. A flashing Blackout indicator, in the LCD, is indicative that you are out of program mode.

Delete all chases

(1) Flip the Operators **power switch OFF** which is located at the rear of the unit.
(2) Simultaneously, press and hold down the **Auto/Del** and **Bank Down buttons** and flip the **power switch ON**. All LED's will flash three times to confirm that all chases were deleted.

Chase Playback

1. Manual trigger:

(1) When powered ON, this console defaults to Manual/Blackout mode. All output will be in a black-out state until the Blackout button is deselected. To determine blackout status there is an indicator light in the display that flashes when engaged and OFF when disengaged. Press the **Blackout button** so the indicator stops flashing.
(2) Press the **Chase # button, 1-12**, that you want to playback. The selected chase LED should illuminate.
(3) Press the **BANK UP & DOWN buttons**, as desired, to manual step through your chase steps. You can also manually adjust the **Fade Time fader** if you wish to incorporate a crossfade between step.
(4) Repeat steps 2 & 3 to manually playback additional chases.

Scene Playback

1. Manual trigger:

(1) When powered ON, this console defaults to Manual/Blackout mode. All output will be in a black-out state until the Blackout button is deselected. To determine blackout status, there is an indicator light in the display that flashes when engaged and OFF when disengaged. Press the Blackout button so the indicator stops flashing.
(2) Press the **Bank UP/DOWN buttons** to select the scene bank that contains the scene that you want to playback.
(3) Press the **Scene # button, 1-8**, that you want to playback. The selected scene will engage. Press the **same scene # button** again to disable the scene or the **Blackout button** to bring all output to a blackout state.
(4) Repeat steps 2 & 3 to manually playback additional scenes.

2. Auto trigger:

(1) Press the **AUTO/Del button**, the Auto Trigger indicator light will illuminate in the LCD. This indicates you that you are now in the Auto trigger mode.
(2) Press the **Bank UP/DOWN buttons** to select a desired scene bank, 1-30, for automatic playback. All eight scenes in the selected scene bank will sequence.
(3) At any time, you can adjust the Speed and Fade fader to the adjust your scene sequence playback state. You can also press the **Tap/Disp button** twice to establish a sequence rate. The rate will be determined by the tempo at which you press the Tap/Disp button. Pressing the **Auto/Del button** again will disengage automatic playback mode.

3. Audio trigger:

(1) Press the **Music/Rec button**, the Audio Trigger indicator light will illuminate in the LCD. This indicates you that you are now in the Audio trigger mode.
(2) Press the **Bank UP/DOWN buttons** to select a desired scene bank, **1-30**, or a **chase # button, 1-12**. The selected scene bank or chases will trigger to audio via the internal microphone or line level input if connected. Pressing the **Music/Rec button** again will disengage audio mode.

Recording Chases

This product has 12 programmable chases. Each of which can store up to 240 scenes/ steps. Please see the below instructions for chase setting.

(1) Press and hold down the **Program** button for approximately 2 seconds or untill the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select a **Chase # button, 1-12**, that you wish to record to. The relevant Chase LED should illuminate.

(3) Using the **BANK UP & DOWN buttons,** select the scene bank, **1-30**, that contains the scene you want added to your chase. You can view the scene banks in the LCD by referring to the furthest two digits to the right. You can also set your scene using the eight **Channel faders, joystick or data wheels** and **Channel Bank button** on the fly if desired. The Channel Bank button should be used to switch between channel banks 1-8 and 9-16.

(4) Press the **Midi/REC** button to record the chase step. All LED's will flash three times to confirm that the chase step was recorded.

(5) Repeat steps 3 & 4 to record additional steps.

(6) Once you've recorded all of your steps, press and hold down the **Program button** for approximately 2 seconds to exit. A flashing Blackout indicator, in the LCD, is indicative that you are out of program mode.

Recording a Bank of Scenes to a Chase

(1) Press and hold down the **Program** button for approximately 2 seconds or untill the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select a **Chase # button, 1-12**, that you wish to record to. The relevant Chase LED should illuminate.

(3) Using the **BANK UP & DOWN buttons,** select the scene bank, **1-30**, that you want added to your chase. You can view the scene banks in the LCD by referring to the furthest two digits to the right.

(4) Simultaneously press the **Music/Bkc** and **Midi/Rec** buttons to record the entire scene bank. All LED's will flash three times to confirm that the scene bank was recorded. Scenes will record in the exact same sequence as stored in the bank.

(5) Repeat steps 3 & 4 to record additional scene banks.

(6) Once you've recorded all of your steps, press and hold down the **Program button** for approximately 2 seconds to exit. A flashing Blackout indicator, in the LCD, is indicative that you are out of program mode.

Editing Chases

Add a Chase Step

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select the **Chase # button, 1-12**, that you wish to add a step to. The relevant Chase LED should illuminate.

(3) Press the **Tap/Disp button**, the Step indicator light should illuminate in the LCD.

(4) Press the **Bank UP/DOWN buttons** to manually step through the chase steps. Find the chase step that you wish to add a step after.

(5) Press the **Tap/Disp button** disengage Step mode. The Step indicator, in the LCD, should be OFF.

(6) Using the **BANK UP & DOWN buttons,** select the scene bank, **1-30**, that contains the scene you want to add. You can view the scene banks in the LCD by referring to the furthest two digits to the right.

(7) Press the **Midi/Rec button** the record the step into your chase. All LED's should flash three times to confirm that the chase step was added.

(8) Repeat steps 3 through 7 to add additional chase steps.

(9) Press and hold down the **Program button** for approximately 2 seconds to exit. A flashing Blackout indicator, in the LCD, is indicative that you are out of program mode.

Deleting Chase Steps

(1) Press and hold down the **Program** button for approximately 2 seconds or untill the PROG indicator in the LCD flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select the **Chase # button, 1-12**, that you want to delete a step in. The relevant chase LED should illuminate.

(3) Press the **Tap/Disp button**, the Step indicator light should illuminate in the LCD.

(4) Press the **Bank UP/DOWN buttons** to manually step through the chase steps. Find the chase step that you want to delete.

(5) Press the **Auto/Del button** to delete the chase step. All LED's should flash three times to confirm that the chase step was deleted.

(6) Repeat steps 4 & 5 to delete additional chase steps.

(7) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LCD stops flashing. A flashing Blackout indicator, in the LCD, is indicative that you are out of program mode.