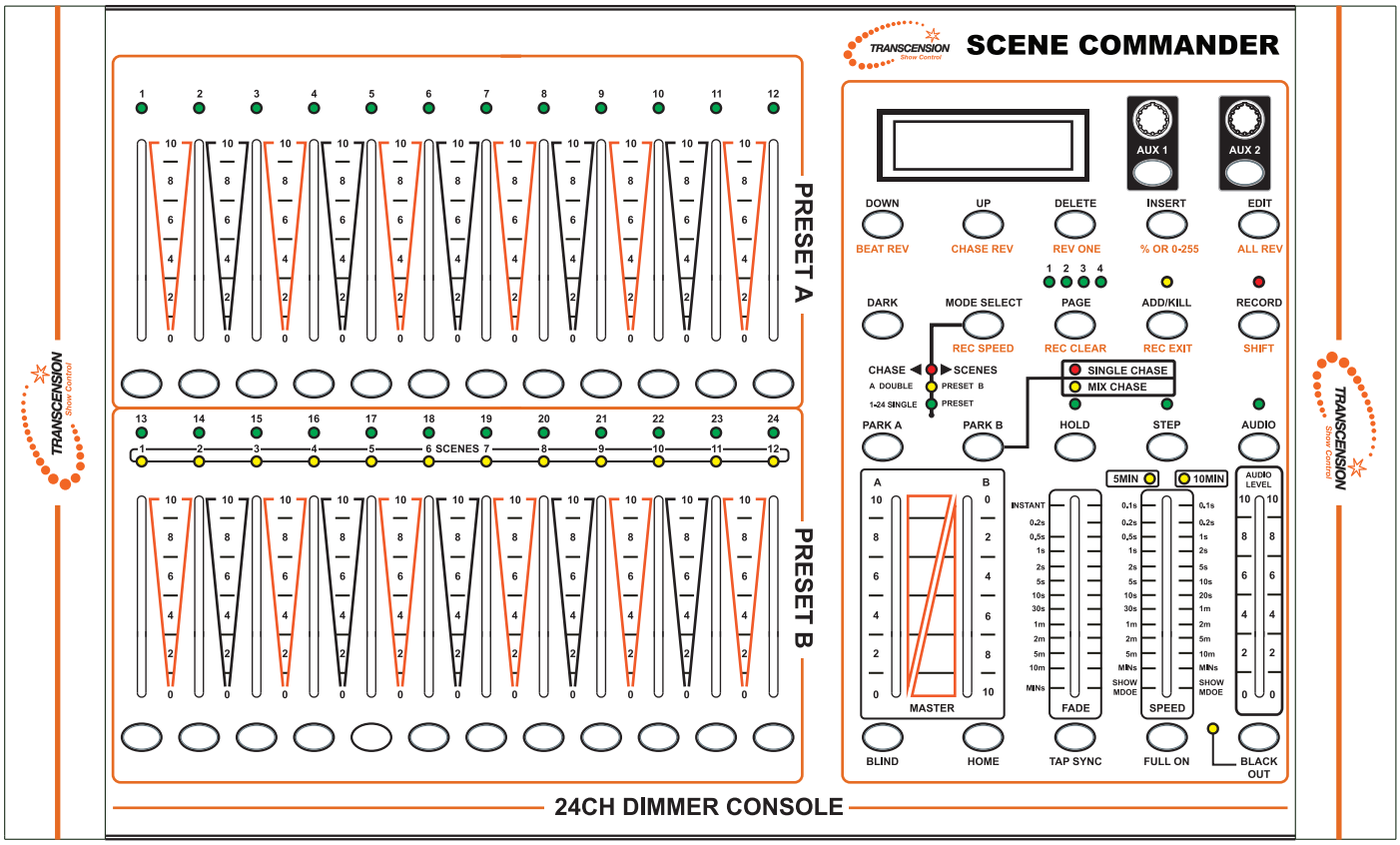
SCENE COMMANDER



ORDER CODE: BOTE33

WARNING

FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY BEFORE YOUR INITIAL START-UP!

CAUTION!

Keep this equipment away from rain, moisture and liquids.

SAFETY INSTRUCTIONS

Every person involved with the installation, operation & maintenance of this equipment should:

- Be competent
- Follow the instructions of this manual

CAUTION! TAKE CARE USING THIS EQUIPMENT!
HIGH VOLTAGE-RISK OF ELECTRIC SHOCK!!

Before your initial start-up, please make sure that there is no damage caused during transportation. Should there be any, consult your dealer and do not use the equipment.

To maintain the equipment in good working condition and to ensure safe operation, it is necessary for the user to follow the safety instructions and warning notes written in this manual.

Please note that damages caused by user modifications to this equipment are not subject to warranty.

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorised modification to the equipment.

- Never let the power-cable come into contact with other cables. Handle the power-cable and all mains voltage connections with particular caution!
- Never remove warning or informative labels from the equipment.
- Do not open the equipment and do not modify the equipment.
- Do not switch the equipment on and off in short intervals, as this will reduce the system's life.
- Only use the equipment indoors.
- Do not expose to flammable sources, liquids or gases.
- Always disconnect the power from the mains when equipment is not in use or before cleaning! Only handle the power-cable by the plug. Never pull out the plug by pulling the power-cable.
- Make sure that the available voltage is between 220v/240v.
- Make sure that the power-cable is never crimped or damaged. Check the equipment and the power-cable periodically.
- If the equipment is dropped or damaged, disconnect the mains power supply immediately. Have a qualified engineer inspect the equipment before operating again.
- If the equipment has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation might damage the equipment. Leave the equipment switched off until it has reached room temperature.
- If your product fails to function correctly, discontinue use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Prolight dealer for service.
- Only use fuses of same type and rating.
- Repairs, servicing and power connection must only be carried out by a qualified technician. THIS UNIT CONTAINS NO USER SERVICEABLE PARTS.
- WARRANTY; One year from date of purchase.

OPERATING DETERMINATIONS

If this equipment is operated in any other way, than those described in this manual, the product may suffer damage and the warranty becomes void.

Incorrect operation may lead to danger e.g.: short-circuit, burns and electric shocks etc.

Do not endanger your own safety and the safety of others!
Incorrect installation or use can cause serious damage to people and property.

1.2 What is included:

1) DMX-512 dimming console
2) DC 9V 1000mA adaptor
3) Manual
4) LED goose neck lamp

1.3 Unpacking instructions:

Immediately upon receiving the fixture, carefully unpack the carton, check the contents to ensure that all parts are present, and have been received in good condition. Notify the shipper immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory carton and packing.

2. INTRODUCTION

2.1 Features

• 24 channel DMX-512 dimming console
• 4 pages with 12 scenes with total 48 playback faders (simultaneous playback)
• 96,000 programmable steps
• 2 programmable AUX buttons
• Adjustable chase and fade times
• Re-assignable channels
• 3 and 5-pin DMX outputs
• Built-in cross fader, dark and kill buttons
• Direct audio input
• Sequential linking or simultaneous playback of chases
• Override chases on the fly
• Beat activation, tap sync and auto run
• 7U Rack mountable

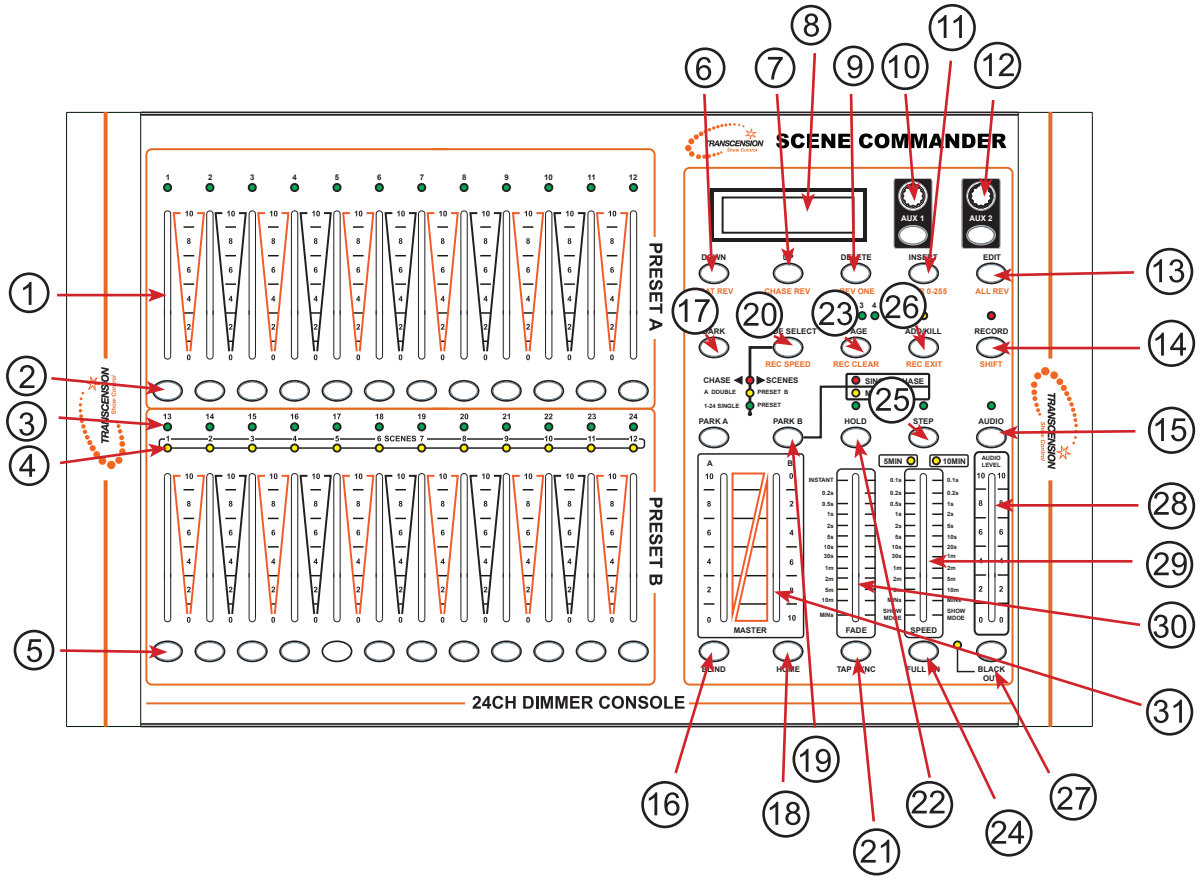
2.2 Technical Specifications

Maximum ambient temperature .....104°F (40˚)
Data output .... locking 3/5pin XLR female socket
Data pin configuration .....pin 1 shield, pin 2 (-), pin 3 (+)
Protocols ....DMX-512 USITT
Power supply .....DC 9V 1000mA min
Dimensions (L x W x H)..... 485 x 290 x 98mm
Weight..... 5.0Kgs

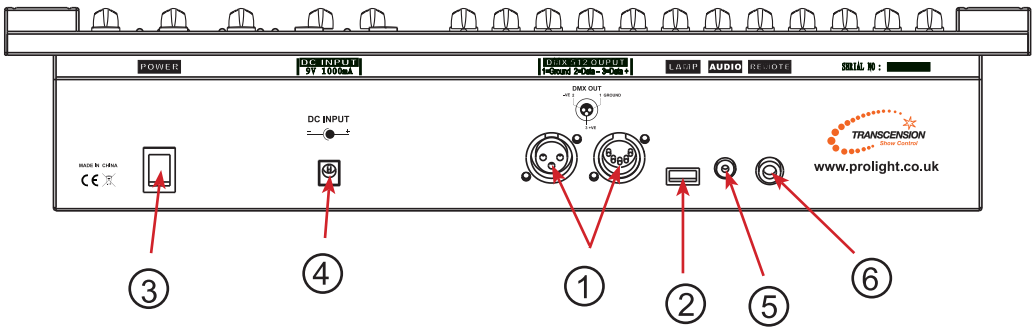
2.3 General Overview

This dimmer console is a universal intelligent lighting controller. It allows the control of 24 channels with 48 scene/chase playback faders. Each scene/chase can contain up to 1000 individual steps, or looks. On the surface, when in the CHASE SCENE mode, there are 12 physical faders for the playback of the saved programs. There are 4 pages of scenes playback on page A. Programmes can be triggered by music,automatically or manually. Channel assignments can be reprogrammed for ease of controlling different fixtures. On the surface you will find various programming tools, such as 24 channel faders, A/B master faders for cross mixing and Fade and Speed time faders for on the fly adjustments. It also has an LED display for easy navigation of controls and menu functions.

2.4 Product Overview (front)



2.5 Product Overview (rear panel)



Note: For the Overview Identification please see page 6.

2.6 Overview Identification

Front

Number	Button/fader	Function
1	Channel faders	Channel faders 1-24
2	Flash buttons	0-100% dimming or DMX value of 255 for channels 1-12
3	Fader LEDs	Indicates selected channel 1-24
4	Scene LEDs	Indicates which scene is being played back
5	Flash buttons	0-100% dimming or DMX value of 255 for channels 13-24
6	Down/Beat Rev	Down functions to modify a scene in edit mode. Beat Rev is used to reverse the chasing of a programme with regular beat.
7	Up/Chase Rev	Up function is to modify a scene in edit mode. Chase reverse is used to reverse the chasing direction of a programme under speed slider control.
8	LCD display	Shows the current programming
9	Delete/Rev One	Deletes a step in a scene or reverses the chasing direction of any programme.
10	AUX 1	Controls a channel in 1 of 2 modes of operation
11	Insert % or 255	Insert is to add 1 step/s into a scene. % or 255 is used to change the display value cycle between % and 0-255
12	AUX 1	Controls a channel in 1 of 2 modes of operation
13	Edit/All Rev	Edit is used to activate Edit mode; All Rev is to reverse the chasing direction of all programmes
14	Recored/Shift	Record is used to activate Record mode or program a step; Shift functions the alternate function of other buttons only
15	Audio	Audio activate audio sync of a program
16	Blind	Take the channel out of a program temporarily in Chase < > Scene mode
17	Dark	Used to temporarily blackout overall output
18	Home	Used to deactivate the Blind on a given channel
19	Park	Used to select Single/Mix Chase, bring Channel 13-24 to full of current setting, or momentarily program a scene into Master B slider depending on the current mode
20	Mode Select/ Rec Speed	Used to activate the operating mode; Rec Speed sets the speed of any programs chasing in Mix mode
21	Tap Sync	Repeatedly tapping this button will establish the chase speed
22	Hold	Used the momentarily maintain current scene
23	Page	Tap to select pages of scenes from 1-4(Page A)
24	Full on	Brings all channels (1-24) to full output
25	Step	Used to go to the next step when the Speed slider is 25 set in Show Mode or in Edit mode
26	Add Kill/ Rec Exit	In Add mode, multiple scenes or Flash buttons will be on at the same time; In kill mode, pressing any Flash button will kill any other scenes or programes; Rec Exit is used to exit from Program or Edit mode
27	Blackout	Used to kill all output, with exception of Full On
28	Audio Level Fader	Adjusts the audio sensitivity when in Audio trigger mode of scenes
29	Speed Fader	Adjusts the speed of scenes/chases running
30	Fade Fader	Adjusts the fade-in,fade-out,and cross-fade times
31	Master A-B	Adjusts overall output

Back

Number	Button/fader	Function
1	3/5-pin DMX sockets	DMX output sockets
2	USB Lamp socket	For USB Lamp
3	Power on/off switch	To turn the console on or off
4	Audio input	This jack accepts a line level audio input signal ranging from 100 mV to 1Vpp
5	Remote input	Blackout and Full On may be controlled by a remote control using a standard 1/4 jack
6	DC input	DC 9V, 1000mA

3. OPERATION INSTRUCTIONS

3.1 Initial Setup

1) Plug the AC to DC power supply to the system back panel and to the mains outlet.

2) Plug in your DMX cable(s) to your intelligent lighting as described in the fixtures respective manual. For a quick reference on DMX refer to the Appendix of this manual page??

3) Place the 24 channel dimmer console on a level surface. Note! The console can also be rack mounted, occupying seven rack spaces (7u).

4) Reset the system using the instructions on page ? under ERASE ALL SCENES.

3.2 Physical fader Assignment (optional setup)

Use this feature to combine or unify fixture control attributes for different fixtures. For example; if you were controlling 4 moving mirrors and 4 moving yokes, the color, gobo and dimmer channels may not line up ideally on the physical faders. Use this function to re-assign the dimmer, color and gobo channels 1,2 and 3. From now on you will be able to control the same attributes on all fixtures using the same fader location.

1) Press and hold the **RECORD** button.

2) While holding the **RECORD** button. Press the **FLASH** button 6, 3 times.

3) Now press the **FLASH** button that you wish to assign the DMX channel output to.

4) While holding **RECORD**, press the **FLASH** button corresponding to the DMX output that you wish to assign the Fader to.

5) Repeat steps 2-3 as often as necessary.

6) Press and hold Record & Rec Exit to exit the mode.

For example: If you wish to assign Fader 1 to output to DMX channel 5
1) Hold the Record button & press Fader 6, 3 times
2) Press the Flash button 1.
3) While holding the Record button, press the flash button 5.

NOTES:
- All physical faders can be re-assigned to output on a different DMX channel, Faders are given a channel number and are labelled on the surface of the controller.
- You can check to see what the assignment is by pressing the Fader button of the corresponding channel while in this mode.
- Here is no limit to the amount of channels that can be assigned to a single fader. One can assign up to all 24 channel while in this mode.
- CHNO corresponds to the Physical Fader, while SLDNO corresponds to the DMX output channel.

4. Programming

4.1 Entering programme mode (RECORD ENABLE)

1) While holding the **RECORD** button, tap the **FLASH** buttons 1-5-6-8 in sequence.
2) Release the **RECORD** button. The Record LED will now light up.

4.2 Create a scene

A scene is a static lighting state. Scenes are stored in the temporary memory, until they are transferred to one of the playback faders. You may create a single scene or a succession of up to 999 steps per Scene.

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 of the first page.
3) Compose a look by moving the **FADERS**. (Changes in fixture attribute such as colors and gobos, or simply dimmer values).
4) Press **RECORD** to save the look into the temporary memory.
5) Repeat steps 2 ~ 4 until you have your desired scene.
6) Adjust the **SPEED** and **FADE** sliders to achieve the desired amount of time a scene will be held in a chase (speed) and the amount of time allowed for the fixtures to move from one scene to the next (fade).
7) Select a Scene master to store your scene. Tap the Page button to select a page (1-4).
8) Press and hold the **RECORD** button & tap the **FLASH** button for the scene that you wish to store it to. All LEDs will flash indicating the scene has been programmed into memory.
9) You can continue programming or exit. To exit program mode, press and hold the **RECORD** button & tap the **REC EXIT** button.

4.3 Edit Enable

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 Chase ..Scenes.
4) Press and hold the **EDIT** button & tap the **FLASH** button (13-24) of the Scene you wish to edit.
5) Release the **EDIT** button. The relevant Scene Led should light up, indicating you are in Edit mode.

NOTES:
- When the EDIT mode is entered properly, the display will read EDITING.
- This mode is displayed here for only the initiation of the EDIT mode. Please see the following sections on the uses of this mode in detail.

4.4 Delete a Programme Action

1) Record enable.
2) Use the **Page** button to select the page of the Scene you wish to delete.
3) Press and hold the **RECORD** button & tap the **FLASH** button (13-24) twice of the Scene you wish to delete.
4) Release the **RECORD** button and all of the LEDs should be lit to indicate the program is deleted.

4.5 Delete All Scenes Action

1) Record enable
2) Press and hold the **RECORD** button.
3) While holding the **RECORD** button tap the **FLASH** button in the following sequence:1-3-2-3. Release the **RECORD** button.
4) All LEDs should light indicating all of the program scenes have been deleted.
5) Press and hold the **RECORD & REX EXIT** buttons to exit the mode.

Warning :This will reset the console to its factory default settings.

NOTES:
• You must be in record mode to reset the console.
• The LED over the record button will light up, indicating the Record mode operation.

4.6 Record Clear Action

1) Record enable.
2) Record a scene with 1 or more steps.
3) If you are not satisfied with the scene, you may press and hold the **RECORD** button & tap the **Page/REC CLR** button. All LEDs will flash, indicating the scenes have been cleared.

NOTES:
• All scenes stored in the temporary memory of the controller will be deleted by this process.
• This process will not affect the scenes already programmed into a Scene fader.

4.7 Delete a Step or Steps

1) Enter the **EDIT** mode.
2) Tap the **STEP** button to scroll to the step you wish to delete.
3) Tap the **Delete** button when you reach the step. You wish to delete.
4) Repeat step 2 and 3 all of the unwanted steps have been deleted.
5) Press and hold the **Record REC Exit** button. The Scene button LED will turn off, indicating that the Edit mode has been exited.

4.8 Insert Step or Steps

1) Record a scene or scenes you wish to insert.
2) Be sure you are in **Chase Scene** and enter the **EDIT** mode.
3) Tap the **STEP** button to scroll to the step that you want to insert the step before. You may read the step from display.
4) Tap the **INSERT** button to insert the step you have created before.
5) Exit Edit mode.

NOTES:
• Part of entering the Edit mode is .selecting scene you wish to edit. See section on Edit enable for further instruction.
• All LEDS will flash indicating a successful Insert of the step.

4.9 Modify a Step or Steps

1) Enter the **EDIT** mode.
3) Tap the **STEP** button to scroll to the step which you want to insert the step before.
   You may read the step from display.
4) While holding 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 step 2,3,and 4 until all the steps have been modified.
6) Exit the **EDIT** mode.

NOTES:
• Part of entering the Edit mode is selecting which scene you want to Edit. See section on enable for further instructions.
• All LEDs will flash to indicate a successful insert of the step.

5. Playback

This console uses the Channel Faders and Channel Flash buttons for multiple uses. In this occurrence, Channel faders 13-24 are used playing back scenes already recorded.
This is only when the controller is the Chase < > scene mode. In this instance, Master Fader A will control the manual fader controls, whish Master Fader B will control the Scenes being played back.

5.1 Playing a Scene

1) Tap the **MODE SELECT** button to select **CHASE < > SCENE** mode indicated by the red LED.
2) Tap the **PAGE** button to select the correct page of the program you wish to run.
3) Push Master Slider B to its maximum position (fully down).
4) Move the desired Channel slider (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 slider to adjust the output of the current program.

5.2 Playing a Scene to Music

1) Use built-in microphone or plug the audio source into the RCA Audio jack.
2) Select your program as described above.
3) Tap the **AUDIO** button until its LED lights up, indicating the Audio mode is now active.
4) Use the Audio Level slider to adjust the music sensitivity.
5) To return to normal mode, tap the **AUDIO** button a second time causing its LED to go out, the Audio mode is now disengaged.

5.3 Playing a Scene With the Speed Slider

1) Be sure the Audio mode is disengaged
2) Select your program as described above.
3) Move the Speed slider to the **SHOW MODE** position, then tap the **FLASH** button (13-24) while pressing and holding down the **REC SPEED** button, the corresponding program will not run with the Standard beat any longer.
4. Now you may move the Speed Slider to select your desired speed.

NOTE:
• The step 3 is not necessary if the selected program is not recorded with the Standard Beat.

5.4 Playing a Scene With a Standard Beat

1) Be sure the Audio is disengaged. Tap the **MODE SELECT** button to select CHASE < > SCENE mode.
2) Tap the Park button to select Mix Chase mode, the LED lights up indicating this selection.
3) Select your program as described above.
4) Move the Speed slider until the Segment Display reads your desired value. You may tap the **Tap Sync** button twice to define your beat time.
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.
7) Repeat steps 4 and 5 to set a new beat time.

5.5 Change the Speed mode between 5 & 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 should light up indicating the Speed slider is set to run in the 5 or 10 minute mode.

5.6 Auxiliary Controls

This is the process of assigning the Auxiliary controls. These will act as shortcuts and are most commonly used for DMX strobe lights or DMX fog machines. However, they are not limited to these functions and may be used for other uses such as Pan/tilt.

1) Press & hold the **RECORD** button & tap the **FLASH** button No: 7 or No:8 three times. The display should indicate activation of the mode.
2) There are 3 functions.
   - **FUNC 1**: States that the Auxiliary control is not assigned to any channel.
   - **FUNC 2**: Refers to the auxiliary controls working like the channel fader along with the flash buttons. (i.e, rotary control 0-80, flash button 81-255)
   - **FUNC 3**: Is somewhat different. The rotary knob acts to set the total output of the flash button below it. (i.e, rotary control 0-80, flash button also 0-80)
3) While holding down the **RECORD** button, select the function you want for the auxiliary control by pressing the **FLASH** button 1, 2, or 3. Then release the buttons.
4) To assign the auxiliary to a channel, press the **FLASH** button for the channel you want to assign the auxiliary control to. This sets the channel assignment. The corresponding LED above the channel will light up, indicating that the channel has ben assigned.
5) Record exit.

NOTES:

- You may refer to the display for the functions being edited.
- Press 7 three times for AUX 1 patching, and 8 three times for AUX 2 patching.
- While assigning an auxiliary to mode 2, the Fader for that channel will not function. It will act as moving the channel.
- While assigning an auxiliary to mode 3, the channel fader and the auxiliary controls will both work for that channel on an HTP operating principle (highest takes precedent).

6 Appendix

6.1 DMX-512:

• DMX (Digital Multiplex) is a universal protocol used as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions form the controller to the fixture. DMX data is sent as serial data that travels from fixture to fixture via the DATA “IN” and DATA “OUT” XLR terminals located on all DMX fixtures (most controllers only have a data “out” terminal).

6.2 DMX Linking:

• DMX is a language allowing all makes and models of different manufactures to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned to a DMX address of 1 may be placed anywhere in a DMX line, at the beginning, at the end, or anywhere in the middle. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

Figure 1

Further DMX cables can be purchased from all good sound and lighting suppliers or Prolight dealers.
Please quote:

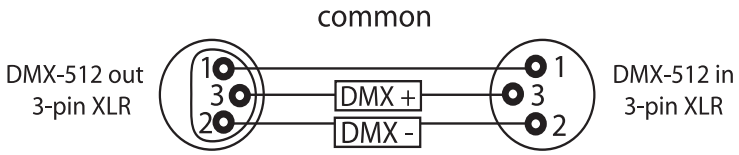
CABL10 – 2M
CABL11 – 5M
CABL12 – 10M

Also remember that DMX cable must be daisy chained and cannot be split.

6.3 5-Pin XLR DMX Connectors:

Notice:

• Be sure to follow figures 2 & 3 when making your own cables. Do not connect the cable's shield conductor to the ground lug or allow the shield conductor to come in contact with the XLR's outer casing. Grounding the shield could cause a short circuit and erratic behaviour.



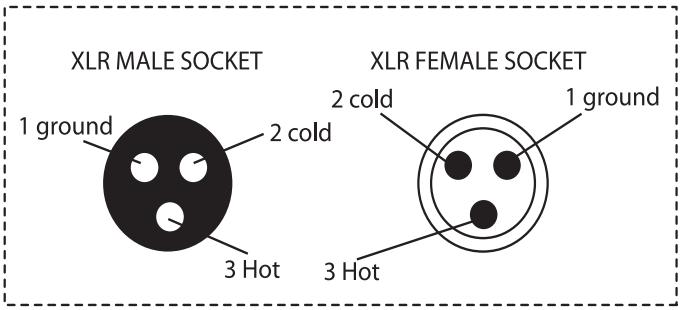


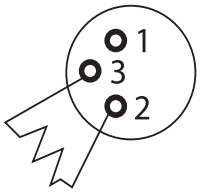
FIGURE 3

XLR Pin Configuration
Pin 1 = Ground
Pin 2 = Negative
Pin 3 = Postive

FIGURE 2

Special Note: Line termination:

• When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behaviour.

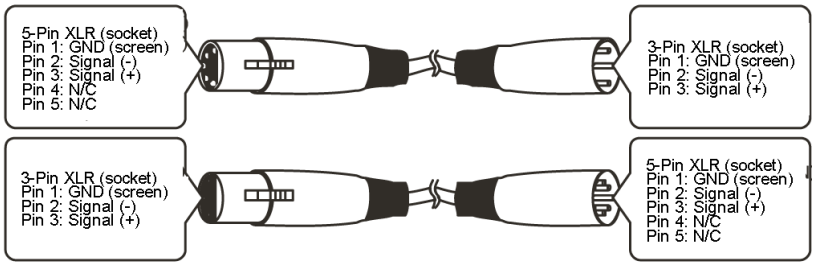


Termination reduces signal transmission problems and interferance. it is always advisable to connect a DMX terminal, (resistance 120 Ohm 1/4 W) between pin 2 (DMX-) and pin 3 (DMX+) of the last fixture.

Using a cable terminator CABL90 (3-pin) or CABL89 (5-pin) will decrease the possibilities of erratic behaviour.

6.4 5-Pin XLR DMX Connectors:

• Some manufactures use 5-pin XLR connectors for data transmission in place of 3-pin. 5-Pin XLR fixtures may be implemented in a 3-pin XLR DMX line. When inserting standard 5-pin XLR connectors in to a 3-pin line a cable adaptor must be used. The chart below details the correct cable conversion



6.5 DMX Dip Switch Quick Reference Chart

Dip Switch Position

DMX DIP SWITCH SET 0=OFF 1=ON																				
					#9	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
					#8	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
					#7	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1
					#6	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1
#1	#2	#3	#4	#5																	
0	0	0	0	0			32	64	96	128	160	192	224	256	288	320	352	384	416	448	480
1	0	0	0	0		1	33	65	97	129	161	193	225	257	289	321	353	385	417	449	481
0	1	0	0	0		2	34	66	98	130	162	194	226	258	290	322	354	386	418	450	482
1	1	0	0	0		3	35	67	99	131	163	195	227	259	291	323	355	387	419	451	483
0	0	1	0	0		4	36	68	100	132	164	196	228	260	292	324	356	388	420	452	484
1	0	1	0	0		5	37	69	101	133	165	197	229	261	293	325	357	389	421	453	485
0	1	1	0	0		6	38	70	102	134	166	198	230	262	294	326	358	390	422	454	486
1	1	1	0	0		7	39	71	103	135	167	199	231	263	295	327	359	391	423	455	487
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1	0	0	1	0		9	41	73	105	137	169	201	233	265	297	329	361	393	425	457	489
0	1	0	1	0		10	42	74	106	138	170	202	234	266	298	330	362	394	426	458	490
1	1	0	1	0		11	43	75	107	139	171	203	235	267	299	331	363	395	427	459	491
0	0	1	1	0		12	44	76	108	140	172	204	236	268	300	332	364	396	428	460	492
1	0	1	1	0		13	45	77	109	141	173	205	237	269	301	333	365	397	429	461	493
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1	1	1	1	0		15	47	79	111	143	175	207	239	271	303	335	367	399	431	463	495
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1	0	0	0	1		17	49	81	113	145	177	209	241	273	305	337	369	401	433	465	497
0	1	0	0	1		18	50	82	114	146	178	210	242	274	306	338	370	402	434	466	498
1	1	0	0	1		19	51	83	115	147	179	211	243	275	307	339	371	403	435	467	499
0	0	1	0	1		20	52	84	116	148	180	212	244	276	308	340	372	404	436	468	500
1	0	1	0	1		21	53	85	117	149	181	213	245	277	309	341	373	405	437	469	501
0	1	1	0	1		22	54	86	118	150	182	214	246	278	310	342	374	406	438	470	502
1	1	1	0	1		23	55	87	119	151	183	215	247	279	311	343	375	407	439	471	503
0	0	0	1	1		24	56	88	120	152	184	216	248	280	312	344	376	408	440	472	504
1	0	0	1	1		25	57	89	121	153	185	217	249	281	313	345	377	409	441	473	505
0	1	0	1	1		26	58	90	122	154	186	218	250	282	314	346	378	410	442	474	506
1	1	0	1	1		27	59	91	123	155	187	219	251	283	315	347	379	411	443	475	507
0	0	1	1	1		28	60	92	124	156	188	220	252	284	316	348	380	412	444	476	508
1	0	1	1	1		29	61	93	125	157	189	221	253	285	317	349	381	413	445	477	509
0	1	1	1	1		30	62	94	126	158	190	222	254	286	318	350	382	414	446	478	510
1	1	1	1	1		31	63	95	127	159	191	223	255	287	319	351	383	415	447	479	511

Dip Switch Position DMX ADDRESS

6.6 Notes:

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