DMX PROGRAMMER

USER MANUAL

Version 03-05 Rev 3.0

Elation Professional · Los Angeles, Ca 90058 · www.elationlighting.com

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Sections:

Section 1:   General Introduction

Thank you for choosing the Elation DMX Programmer. The DMX Programmer is a 64 channel lighting control device designed for DJ's, night clubs and bars. This controller allows operators to easily manipulate moving lights via simple to use buttons and faders. The DMX Programmer puts programming, playback and live manipulation of Scenes and Shows at your fingertips.

The DMX Programmer can control up to 8 moving lights, each consisting up to 8 channels. Up to 96 programmable scenes and 4 programmable shows can be recorded to DMX Programmer's memory via 24 pages each containing 4 scenes. There is also a compact flash slot on the rear for an optional 32MB card so programs and setting can be saved. The compact flash card is NOT universal- it is a proprietary card that you must buy from the dealer where you purchased your controller. The model number for the optional card is "**32MB CARD**".

Also incorporated are 4 quick access scene buttons and 4 show buttons. The DMX Programmer also incorporates an assignable joystick- ideal for pan/tilt control of scanners and moving heads. 4 faders are included so the lighting programmer can independently control each trait, or DMX channel, individually for each fixture. Other features include a Tap Sync button for manual show speed override, an Audio button for music trigger (via internal microphone), a Group button to control more than 1 fixture at a time and a speed and fade combo fader and button for manual override of a shows sequence speed.

Every unit has been thoroughly tested and carefully packed before shipment. Unpack the shipping carton and inspect thoroughly saving the carton and all packing materials for possible use later. Check carefully and make sure your product is not damaged and that no included accessory is missing. If your product appears to be damaged or missing something, please do not use it- contact our customer support staff at (800) 322.6337 ext-401 for instructions on what to do. Your carton should contain (1) DMX Programmer controller, (1) 9-15VDC/500mA minimum power supply and (1) user manual. Available accessories **not** included are: **USB LITE** and **32MB CARD-** both available through your authorized Elation Dealer.

Section: 2   Safety Information & Maintenance

Please read all instructions prior to assembling, mounting, and operating your **DMX PROGRAMMER.** To protect against fire, electric shock and injury to persons, please follow the safety precautions listed below and observe all warnings in this manual and warnings printed on the console. The following rules give important information regarding safety during operation and maintenance for long term use. If you have any questions regarding operation of this console, please contact our customer support staff at (800) 322-6337 ext-401.

- **Use only a source of AC power that complies with local building and electrical codes and has both overload and ground-fault protection.**
- **To reduce the risk of fire or electrical shock, do not expose this unit to rain or high levels of moisture. Do not use this unit near water.**
- **Refer any service operation not described in this manual to a qualified technician.**
- **Do not dismantle or modify this unit as there are no user serviceable parts inside. Refer all service related issues to a qualified technician.**
- **Use this unit only as described.**
- **Handle this unit carefully. Any strong shock or vibration may result in malfunction.**
- **Do not operate this unit when front face panel is removed.**
- **Any damaged or crimped AC cable should be replaced immediately. Protect the power supply cable from being walked on or pinched.**
- **Do not allow children to play with this unit.**
- **Keep these instructions for future use.**
- **Heed all warnings.**
- **Follow all instructions.**
- **Clean only with dry cloth.**
- **Do not install near any heat sources such as heaters, stoves, amplifiers or any other heat generating apparatus.**
- **Only use attachments and accessories specified by Elation Professional.**
- **Unplug this unit during lighting storms or when unused for long periods of time.**

Section: 3   Information Notice

Please read through this manual carefully and thoroughly, as it gives important information regarding safety, use and maintenance. Keep this manual with the unit for possible future reference.

Product Modification Warning:

Elation Professional products are designed and manufactured to meet the requirements of United States and International safety regulations. Modifications to the product could affect safety and render the product non-compliant to relevant safety standards.

Updates & Changes:

Information and specifications in this manual are subject to change without notice. Elation Professional assumes no responsibility or liability for any errors or inaccuracies that may appear in this manual.

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Section 4:   Product Registration & Warranty Information

The DMX Programmer carries a one year limited warranty. Please fill out the enclosed warranty card to validate your purchase. All returned service items whether under warranty or not, must be freight prepaid and accompany a return authorization, (R.A., number). Any product or parts returned to Elation must be packaged in a suitable manner to ensure the protection of such product unit or parts, and must include a clearly and prominently marked R.A. number on the outside of the return package in dark black ink. A brief description of the problem as well as the R.A. number must also be written down on a piece of paper and included in the shipping carton. If the unit is under warranty, you **must** provide a copy of your purchase receipt or invoice. It is the owner's responsibility to furnish receipts or invoices for verification of purchase, date and dealer or distributor. If purchase date cannot be provided, date of manufacture will be used to determine warranty period. You may obtain a R.A. number by contacting our customer support team on our customer support number, 800) 322.6337 ext-401. **All packages, returned to our service department not including a legible R.A. number on the outside of the package, will be refused.**

Section 5:   Features and Specifications

- Moving light controller for 8 moving lights.

- 64 total DMX channels.

- 4 programmable Shows.

- 96 programmable Scenes.

- Speed & Fade Time combo fader and button.

- Joystick for Pan / Tilt control of moving lights.

- 32Mb slot for exchanging data and memory files.

- Fog Machine trigger button and indicator LED's.

- Power failure memory back up.

- MIDI Input.

- RS-232 Input.

- Built-in microphone for music synchronization.

Section 6: Front Panel Overview
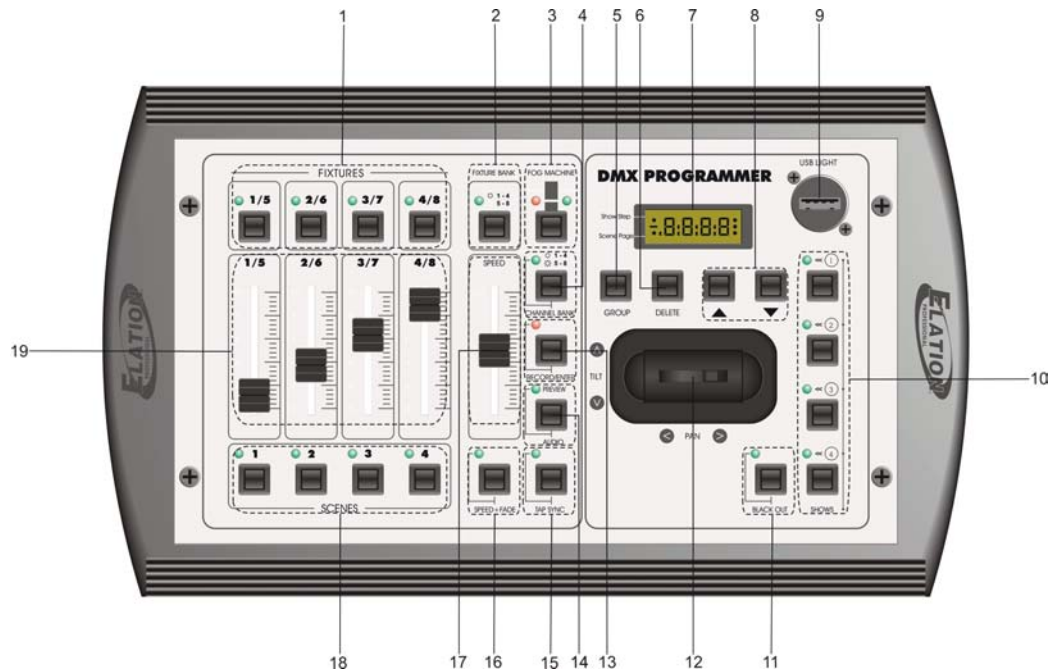
1. **FIXTURE buttons:**

   The Fixture buttons are used to select moving lights when recording Scenes and Shows or for manual control.

2. **FIXTURE BANK button:**

   Press this button to switch between fixture banks 1-4 and 5-8. When the LED above the button is "OFF", it means fixtures 1-4 are active, when the LED is "ON ", it means fixtures 5-8 are active.

3. **FOG MACHINE button:**

   This button will trigger a compatible fog machine when connected to the rear fog input. Compatible foggers include: **ADJ** Fog Storm-1200, Fog Storm-1700, Volcano, Vapor-Flow, Vaporizer, MB-1000, Stallion and **Antari** Z-300II, Z-800, Z-1000.

4. **CHANNEL BANK button:**

   Press this button to switch between channel banks 1-4 and 5-8. When the LED above the button is "OFF", it means channels 1-4 are active via faders, when the LED is "ON ", it means channels 5-8 are active via faders.

5. **GROUP button:**

   The Group button allows for control of more than one fixture at a time.

6. **DELETE button:**

   This button is used to delete relevant Scenes, Show steps and entire Shows.

7. **LED DISPLAY:**

   All set up and programming text is displayed in this window.

Front Panel Overview (Cont.)

8. **UP/DOWN ARROW buttons:**

   The Up / Down buttons are used to scroll or adjust desired levels, scene pages and menu options during operation.

9. **USB LITE Input:**

   This input will accept any universal USB work light such as the Elation "USB LITE".

10. **SHOW buttons:**

    These four (4) show buttons are used to store or playback relevant shows.

11. **BLACKOUT button:**

    The Blackout button takes all DMX values to zero when selected.

12. **JOYSTICK:**

    The joystick controls the Pan and Tilt channels of a selected fixture.

13. **RECORD/ENTER button:**

    This is a multi function button. It is used to access the main menu, enter relevant menu options and to record scene/show steps.

14. **PREVIEW/AUDIO button:**

    This is a multi function button. When recording a show, preview mode allows you to view a show steps fade time before you record it. When playing back shows, audio mode activates the internal microphone so a shows steps change to sound.

15. **TAP SYNC button:**

    Tapping this button more that twice will change the show speed to the tempo which you tapped this button. This will temporarily override the originally set hold & fade times for the show that is currently running.

16. **SPEED+FADE button:**

    This is a multi function button. It is used in conjunction with the Speed fader. When the LED is off, adjusting the fader will change the hold time of a show step. When the LED is on, adjusting the fader will change the fade time of a show step.

17. **SPEED/FADE fader:**

    This is a multi function fader. It is used in conjunction with the SPEED+FADE button to set hold & fade times when programming and playing back shows.
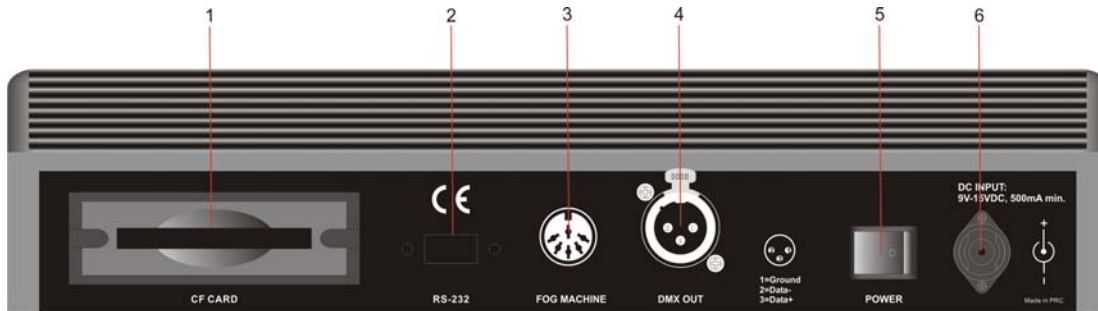
18. **SCENE buttons:**

    Used to store and playback programmed scenes.

19. **CHANNEL FADERS:**

    The four channel faders are used in conjunction with the fixture buttons & channel bank buttons to set the desired settings for each fixture when programming or playing back scenes & shows.

Section 7: Rear Panel Overview

1. **CF CARD socket:**

   The CF card socket is for our optional compact flash card used to store and send programs to and from card. The model number for the optional CF card is "**32MB/CARD**". (It is only available through an Elation Professional authorized dealer).

2. **RS-232:**

   Port used to transfer and receive information from and into the DMX Programmer.

3. **FOG MACHINE INPUT :**

   5 pin fog machine input. Connect a compatible fog machine for on board monitoring and triggering. Compatible foggers include: **ADJ** Fog Storm-1200, Fog Storm-1700, Volcano, Vapor-Flow, Vaporizer (Discontinued), MB-1000 (Discontinued), Stallion (Discontinued). **Antari** Z-300II, Z-800, Z-1000. Use standard 5 pin midi style male to male cable.

4. **DMX OUT :**

   3 pin XLR output. Connect to first fixtures Input.

5. **POWER ON / OFF switch:**

   The Power switch is used to turn the controller ON and OFF.

6. **DC INPUT :**

   Power supply input DC 9 ~15V, 500mA min- (Included).

Section 8: Technical Specifications

- Model…………………………………….DMX PROGRAMMER
- Power Input…………………………...DC 9~15V, 500 mA min.
- LCD……………………………………4 characters
- Audio Trigger…………………………Built-in microphone
- DMX Output…………………….………3 PIN female DMX connector
- Dimensions…………………………...14.25" (L) × 3" (H) × 7.5" (W)
- Weight………………………………….4.6 lbs.

Section 9:   Flow Chart

This flow chart shows you the order which should be followed when setting up & programming moving light fixtures with the DMX Programmer. Be sure to follow the flow chart in the exact order described to insure proper setup, programming and playback procedures.

```
        ┌─────────────────────────────┐
        │  Set up and connect data cables  │
        └─────────────────────────────┘
                      │
                      ▼
              ┌─────────────────┐
              │ Address fixtures │
              └─────────────────┘
                      │
                      ▼
              ┌─────────────────┐
              │ Assign joystick │
              └─────────────────┘
                      │
                      ▼
              ┌─────────────────┐
              │ Program Scenes  │
              └─────────────────┘
                      │
                      ▼
              ┌─────────────────┐
              │ Program Shows   │
              └─────────────────┘
                      │
                      ▼
        ┌─────────────────────────────┐
        │  Playback Scenes & Shows     │
        └─────────────────────────────┘
```
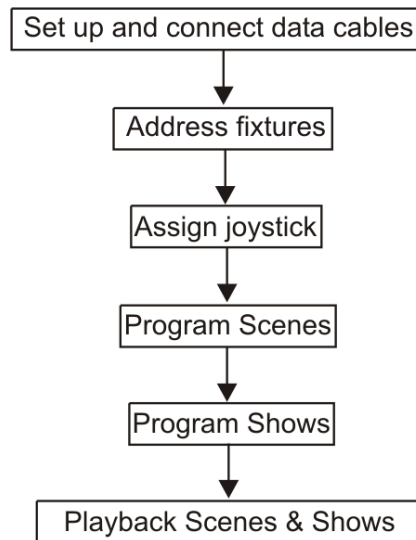
Section 10:   Set Up and Data connections

(1) With an XLR male to female cable, connect the XLR male end into the DMX Programmer.

(2) Connect the female XLR end into the input of your first moving light fixture in line.

(3) With another XLR cable, connect the male XLR end into the output of your first moving light and the female XLR end into the input of your second moving light in line.

(4) In a daisy chain fashion, continue to connect the remainder of your moving lights.

Section 11: DMX Addressing

There is no fixture library incorporated into this console. Each fixture is automatically assigned 8 DMX channels. (*If your fixture occupies more than 8 channels, then this controller is not recommended. To control fixtures with more than 8 channels, we recommend the Elation DMX Operator Pro- please ask your local Elation dealer for more information).* You will have to set the starting DMX address channel for each moving light 8 channels apart. To accomplish this, we use the standard binary system. As most DMX fixtures incorporate dip switches or a digital display to do this, we have created step by step instructions for both assignment styles. With a fixture that incorporates a digital display, you set the starting number into the display by manually adjusting the up and down buttons on the fixture and storing it into memory (Refer to the fixtures manual for more information). Typically, DMX fixtures associate the letter "A" for addressing so the digital display would read "A001", for DMX channel #1, "A009 for DMX channel #9, etc... For dip switches, please refer to the chart below which displays a common 10 dip switch setting and the associated binary value for each dip switch. To achieve your desired DMX channel, find the simplest form of adding the binary values to get to your desired channel number and flip those dip switches to the ON position.
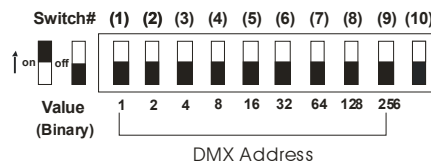
(1) Set the starting DMX address channel on your first moving light fixture to one.

Dip switch setting: 1 ON
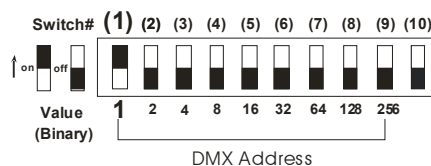
DMX Addressing (Cont.)

(2) Set the DMX channel on your second moving light fixture to nine.

Dip switch setting: 1 & 4 ON

Switch#	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)
Value (Binary)	1	2	4	8	16	32	64	128	256	

DMX Address
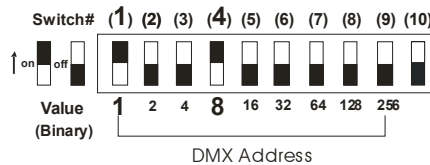
(3) Set the DMX channel on your third fixture to seventeen.

Dip switch setting: 1 & 5 ON

Switch#	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)
Value (Binary)	1	2	4	8	16	32	64	128	256	

DMX Address
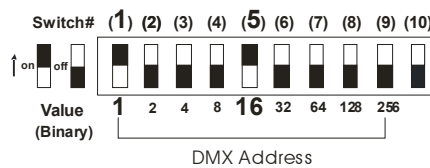
(4) Set the DMX channel on your fourth fixture to twenty five.

Dip switch setting: 1, 4, & 5 ON

Switch#	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)
Value (Binary)	1	2	4	8	16	32	64	128	256	

DMX Address
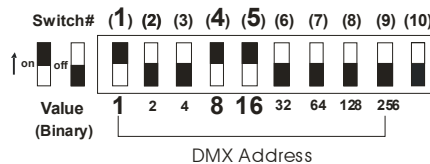
(5) Continue to address the remainder of your fixtures according to the chart below.

Fixture #	1	2	3	4	5	6	7	8
DMX Channel	1	9	17	25	33	41	49	57

Fixture 5 = Dip switches 1 & 6 ON.

Fixture 6 = Dip switches 1, 4 & 6 ON.

Fixture 7 = Dip switches 1, 5 & 6 ON.

Fixture 8 = Dip switches 1, 4, 5 & 6 ON.

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Section 12:   Assign Joystick

The DMX Programmers joystick is factory assigned to channels one and two. So if the moving lights you are controlling incorporate Pan on channel one and Tilt on channel two, you will not have to assign the joystick- please move on to the next section. If you don't know the pan/tilt channel assignment for your fixture or fixtures, please refer to the DMX chart that was included in the user manual with the lights when you purchased them. To assign the DMX Programmers joystick, please do the following:

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED above the RECORD button comes on and the LCD displays the following:

RECORD/ENTER   =   1˙rEC

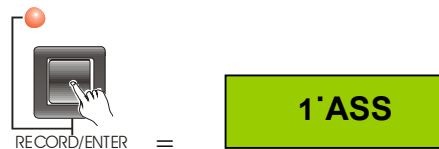**(2)** Press the **"UP" arrow** button one (1) time so that the LCD display's the following:

=   2˙SEt
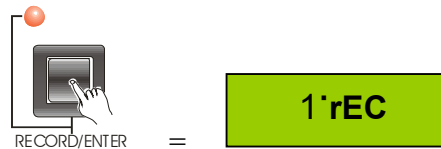
(3) Press the **"RECORD/ENTER"** button to enter the assign channel option. The LCD will display the following:
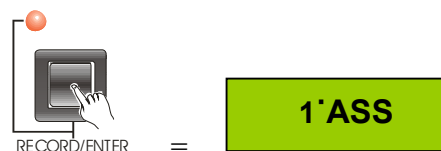
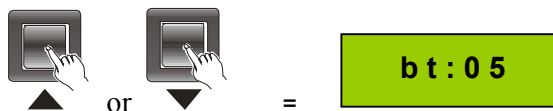RECORD/ENTER   =   1˙ASS

Assign Joystick (Cont.)

(4) Press the **"RECORD/ENTER"** button once again so that your LCD display reads displays the following:

RECORD/ENTER   =   C1:C1
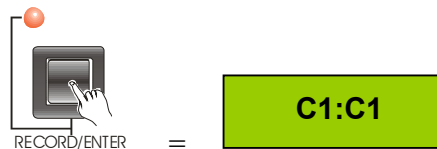
(5) Next, press the **"UP"** button eight (8) times or until the LCD displays the following:

X 8   =   PA:C-
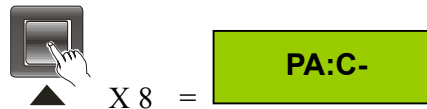
(6) Press the **"DOWN"** button until the LCD display's the pan channel # for your fixture. Please refer to the DMX chart that came with your light for this information. For example, if the Pan channel of your light is channel # 1 then you would set your controller up as displayed below.

=   PA:C1

(7) Press the **"UP"** button one (1) time or until the LCD displays the following:

=   tI:C-

Assign Joystick (Cont.)

(8) Next, press the **"DOWN"** button until the LCD display's the tilt channel # for your fixture. Once again, please refer to the DMX chart that came with your light for this information. For example, if the Tilt channel of your light is channel # 2, then you would set your controller up as displayed below.

tl:C2

(9) Next, press and hold down the **"GROUP"** button and simultaneously select the **"FIXTURE" number buttons** to select the lights you wish to assign the joystick to. All selected fixtures will have the LED above the buttons flashing. To access fixtures 5-8, press the "FIXTURE BANK" button and repeat the Group select process.

(10) Now that you've set your Pan and Tilt channels to the joystick, you need to confirm and save these settings to memory. To do this, press the **"RECORD/ENTER"** button one (1) time. The LCD display will momentarily read "good".


good
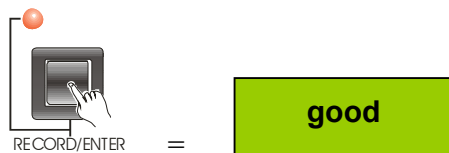
Assign Joystick (Cont.)

(11) You can now exit menu mode by pressing and holding the **"RECORD/ENTER"** button for three (3) seconds or until the red LED above the RECORD button turns OFF.

RECORD/ENTER (Hold for 3 seconds)
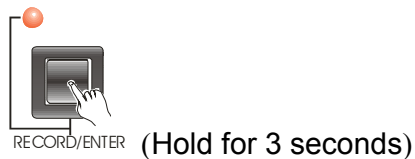
Section 13:   Assign Blackout Delay

The DMX Programmers blackout button is factory assigned to instantaneously adjust all DMX values to zero output when selected. If this is the manner in which you'd like the DMX Programmers blackout function to work, skip this section and proceed to section thirteen. If you want to add a delay when the blackout button is selected, you can add up to a 10 second blackout delay by doing the following:

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED above the RECORD button comes on and the LCD displays the following:

RECORD/ENTER   =   **1·rEC**

(2) Press the **"UP" arrow** button one (1) time so that the LCD display's the following:

=   **2·SEt**
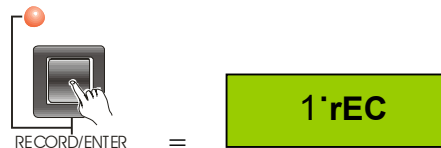
Assign Blackout Delay (Cont.)

(3) Press the **"RECORD/ENTER"** button to enter the assign channel option. The LCD will display the following:

1˙ASS

**(4)** Press the **"UP"** arrow button so that your LCD displays the following:

2:bLt

(5) Next, press the **"RECORD/ENTER"** button so that the LCD displays the following:
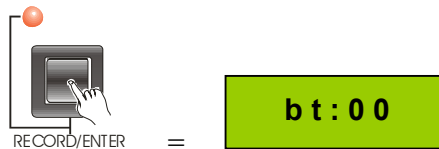
b t : 0 0

(6) Use the **"UP" or "DOWN"** buttons to set the delay time between 0 – 10 seconds. This is labeled in the display as "bt:00" to "bt:10". For example, if you want to add a five (5) second delay, your LCD should display the following:

 or =

b t : 0 5

(7) Once you set your delay time, press the **"RECORD/ENTER"** button for three (3) seconds. Doing this stores your settings and will exit you from Record/Menu mode.

Section 14:   Assign Percent or Value Display

The DMX Programmer is factory set to display DMX values. DMX values range between 0-255. If this is the manner in which you'd like the DMX Programmers LCD to display the fader and joystick settings, skip this section and proceed to section fourteen. If you want to change to the percent setting, adjusting the faders and joystick will display percentages, between 0-100% in the LCD. You can do so by doing the following:

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED above the RECORD button comes on and the LCD displays the following:

RECORD/ENTER   =   **1˙rEC**

(2) Press the **"UP" arrow** button one (1) time. The LCD will display the following:

=   **2˙SEt**

(3) Press the **"RECORD/ENTER"** button to enter the assign channel option. The LCD will display the following:
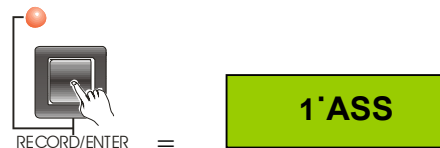
RECORD/ENTER   =   **1˙ASS**

(4) Press the **"DOWN"** arrow button one (1) time. The LCD will display the following:

=   **3 : d I S**

Assign Percent or Value Display (Cont.)

(5) Next, press the **"RECORD/ENTER"** button. The LCD will display the following:

RECORD/ENTER   =   255
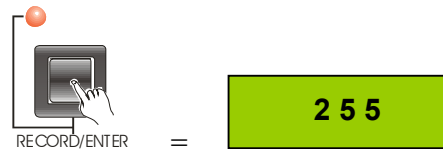
(6) Use the **"UP" or "DOWN"** buttons to change between "100" and "255". Setting to "100" will incorporate percentage. Setting to 255 will incorporate values. The LCD pictured below displays the percentage setting.

or   =   100
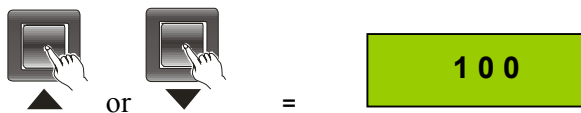
(7) Once you set your desired setting, press the **"RECORD/ENTER"** button for three (3) seconds. By doing this, your setting will be stored and you will return to the main menu.

Section 15: Record Scenes

This next section will take you through the necessary steps to record scenes. The Scene buttons are located on the lower left section of the console and are numbered 1 through 4. Scenes can be played back one of two ways. The first way is to manually trigger each desired scene on the fly and the second is to include the desired group of scenes into a Show for automatic sequential playback.

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds to access the controllers menu. The red LED above the RECORD/ENTER button will turn ON and the LCD will display the following:

RECORD/ENTER (Hold for 3 seconds) =   1˙rEC
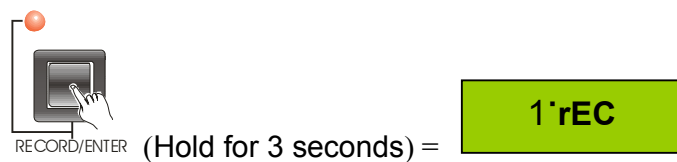
(2) Press the **"RECORD/ENTER"** button again to select RECORD mode. The LCD will display the following:

RECORD/ENTER   =   rEC
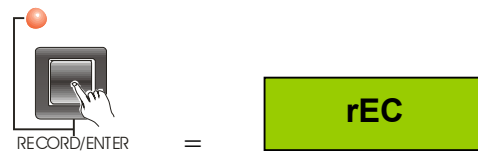
(3) If this is your first time recording Scenes, you should start saving them on Page #01, which where you currently are, please go to step #3 now. If you want to select a different page number from what is displayed, press the **"UP" or "Down" arrow** buttons to scroll through to the other pages. To select the new page, simply stop on the desired page and go to step #3. There are a total of 24 pages.

▲ or ▼

Record Scenes (Cont.)

(4) Select the **"FIXTURE"** or fixtures that you wish to include into your scene. The selected fixture or fixtures will have their LED's, above the button, flashing. To select more than one fixture at a time, simultaneously press and hold down the **"GROUP"** button and select the fixture #'s that you want grouped. To access fixtures 5-8, press the "FIXTURE BANK" button and repeat the Group select process.

(5) Next, use the joystick and faders to set your desired positions, colors, gobos, etc… for your moving light fixtures. To control DMX channels 1-4, press the **"CHANNEL PAGE"** button so its amber LED is OFF. To control DMX channels 5-8, press the **"CHANNEL PAGE"** button so its amber LED is ON.

(6) Once your look is set, simultaneously press the **"RECORD"** button and the **"SCENE"** number button that you want to store your scene to. The Show, Black Out and display LED's will flash once confirming that your scene has been stored. In addition, the scene button where you stored your scene to will also have its green LED ON. This is to let you know that there is a scene stored in that location.
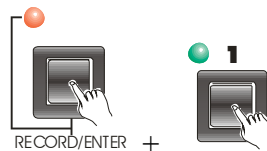
Record Scenes (Cont.)

(7) To record additional Scenes, repeat steps 3 thru 5. After all four scenes on the selected page are stored, use the "**UP/DOWN**" arrow buttons to change scene page.

or

(8) To exit record mode, press the **"RECORD/ENTER"** button for three (3) seconds.
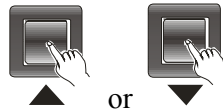
RECORD/ENTER (Hold for 3 seconds)
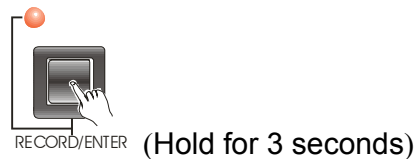
Section 16:   Scene Copy

This next section will take you through the necessary steps to copy a previously recorded scene and store it into a new location. This feature speeds up the programming process as it allows you to edit the previously recorded scene as opposed to starting from scratch. For example, if you have a scene programmed with the colors in white and the gobos set to multi star with pan/tilt positions in a specific location, scene copy will allow you to take that scene and make small changes to it, such as changing the colors to blue and the gobos to tunnel then saving it without having to change any of the other settings incorporated into the original scene.

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds to access the controllers menu. The red LED above the RECORD/ENTER button will turn ON and the LCD will display the following:

RECORD/ENTER   (Hold for 3 seconds)   =

1˙rEC
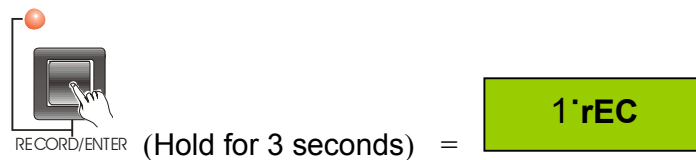
Scene Copy (Cont.)

(2) Press the **"RECORD/ENTER"** button again to select RECORD mode. The LCD will display the following:

RECORD/ENTER   =   **rEC**
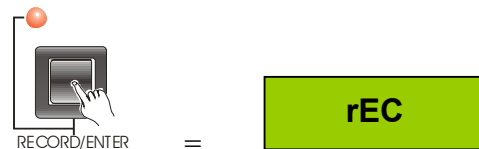
(3) Use the **"UP" or "DOWN"** arrow buttons to scroll through to the page containing the scene that you wish to copy.

or
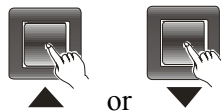
(4) Select the **"SCENE"** number button that you wish to copy by selecting one of the four scene buttons. The selected scenes LED will be flashing indicating that it is active.

1   2   3   4
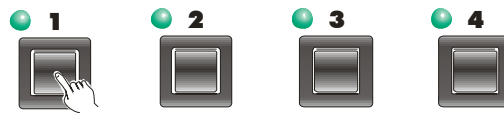
(5) Use the **"UP" or "DOWN"** arrow buttons to scroll through to the page that you want to copy the selected scene to. It is recommended that you select a page that has an empty location so that you may copy the selected scene to it. For example, if you want to copy the scene into a location in page 10, the LCD should display the following:

or   =   **P A : 1 0**
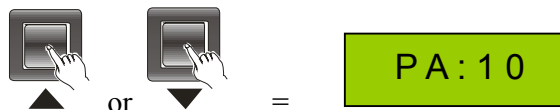
Scene Copy (Cont.)

(6) Simultaneously, press the **"RECORD/ENTER"** button and the **"SCENE"** number button that you wish to copy the scene to. The Show, Black Out and display LED's will flash once confirming that your scene has been stored. In addition, the scene button where you stored your scene to will also have its green LED ON. This is to let you know that there is a scene stored in that location. For example, if you choose scene button # 1 in page 10, then your button sequence would be as follows and the LED above scene button # 1 will be ON:
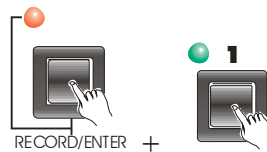
RECORD/ENTER +

(7) To copy additional Scenes, repeat steps 3 thru 6.

(8) To exit record mode, press the **"RECORD/ENTER"** button for three (3) seconds.

RECORD/ENTER (Hold for 3 seconds)
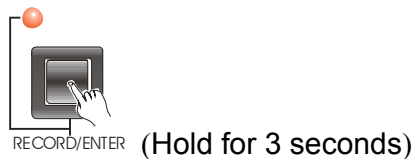
Section 17:   Record Shows

These next steps will guide you through recording a Show. A Show is a sequence of scenes that incorporate separate hold and fade times. Up to four Shows with up to 99 steps each can be stored into the DMX Programmers memory. It is suggested that you record several Scenes before attempting to record a Show.

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER   (Hold for 3 seconds)   +   1˙rEC
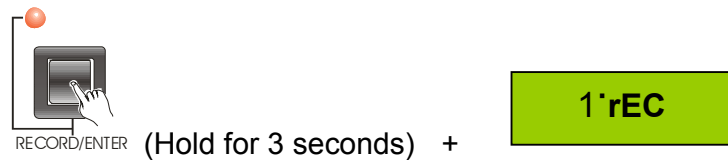
(2) Press the **"RECORD/ENTER"** button again to select RECORD mode. The LCD will display the following:

RECORD/ENTER   =   rEC
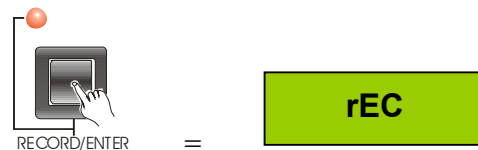
(3) Select the **"SHOW"** button 1-4, where you wish to store the Show to. The selected SHOW LED will flash repeatedly. For example, if you select SHOW #1, the green LED above the #1 SHOW button will flash repeatedly and your LCD will display the following:

◉ « ①   =   St:00
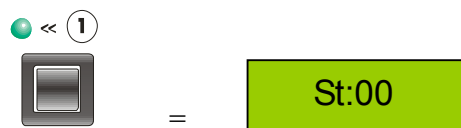
Record Shows (Cont.)

(4) Select any of the four scene buttons to access the scene pages. If any of the four scene button LED's are lit, it is indicative that there is a scene stored there. You may select a scene button containing a scene or you may select a scene button that is empty. If you select a button containing a scene and you wish to save it as your first show step, proceed to step #6.

(5) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the scene page that contains the scene that you wish to select as your first show step and select the scene.
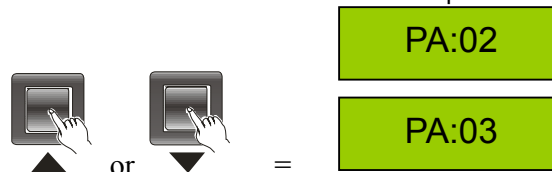
(NOTE: YOU CAN ALSO SELECT FIXTURES, SET THEIR PARAMETERS AND RECORD THEM INTO SHOWS ON THE FLY. HOWEVER, IF YOU ARE NEW TO DMX OR PROGRAMMING THIS CONSOLE, IT IS STRONGLY RECOMMENDED THAT YOU SELECT PRE PROGRAMMED SCENES TO RECORD SHOWS).

(6) Once your scene is selected, set your desired hold and fade time for the show step by using the **"SPEED"** fader and **"SPEED+FADE"** button. When the **"SPEED+FADE"** button LED is OFF, adjusting the **"SPEED"** fader changes the step hold time. When the **"SPEED+FADE"** button LED is ON, adjusting the **"SPEED"** fader changes the step fade time.

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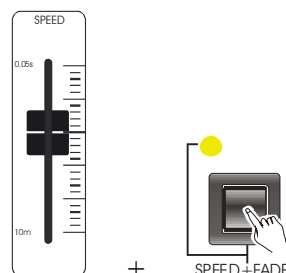
Record Shows (Cont.)

Note: The hold and fade time range is five tenths of a second to ten minutes. Therefore, the maximum times that can be set to hold or fade a selected scene step is 10 minutes and the minimum time is .5 second. However, when trying to achieve a time setting between .05 second and 10 minutes, depending on where the fader is, time increments jump in multiples of 5 and 10 seconds. For example, you cannot achieve a time setting of 11.0 seconds. You must set the time setting to either 10.0 seconds or 15.0 seconds.

(7) Once you've set your speed and fade times, press the **"RECORD/ENTER"** button to save, all of the LED's will flash one (1) time and your Show step will advance by one.

RECORD/ENTER = St:01

(8) Repeat steps 5-7 to save additional show steps.

(9) Once you've saved all of your show steps, press and hold the **"RECORD/ENTER"** button for 3 seconds to exit.

RECORD/ENTER (Hold for 3 seconds)
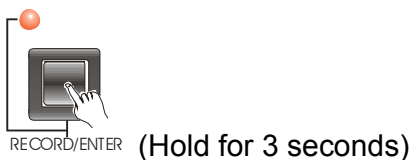
Section 18:   Playback Scenes

(1) Use the **"UP/DOWN"** arrow buttons to select the page containing the scene you wish to playback. *(Note: As you are scrolling through pages, the green Scene LED's may come on and off. When an LED is ON, this means that there is a Scene stored there- when the LED is OFF, it means that the location is empty or has no scene stored there).* Each time you press either the UP/DOWN arrow buttons, the LCD will display the page change.

or
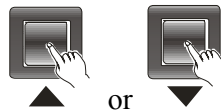
(2) Select the scene you wish to playback by pressing the corresponding scene button. The selected scene LED will continually flash.
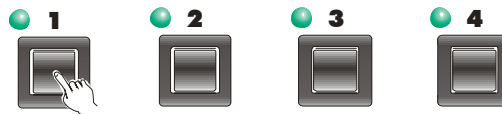
(3) You may select any of the four available scenes manually by pressing the corresponding scene button on the fly. To select a new scene on a different page, repeat steps 1 & 2. When a new scene is selected, the corresponding scene LED will continually flash- overriding the previously selected scene. To turn a selected scene OFF, press the same scene button or press the **"BLACKOUT"** button.

BLACK OUT

Section 19:   Playback Shows

(1) Select the **"SHOW" 1-4** button that you wish to playback. The selected Show will begin to play immediately including the originally set speed and fade times. Selecting more than one show will automatically create a show sequence. The show sequence will playback in the order selected.

The selected Show speed and fade times can manually be adjusted on the fly by simultaneously pressing the "SHOW" # button followed by the "SPEED+FADE" button. A rapidly flashing Show LED indicates that you can manually override the preset speed and fade times by adjusting the "SPEED" fader. The "TAP SYNC" function will also be enabled at this time, (see Tap Sync on Pg-7). A slow flashing Show LED indicates that the Show is running at its preprogrammed speed and fade times. The Tap Sync button & Speed and Fade fader will have no affect at this time.

To run your Show to sound, simply press the "AUDIO" button so the amber LED above the "AUDIO/PREVIEW" button comes ON. Any set Fade times will not work in Audio mode. The "TAP SYNC" LED will flash when ever sound is detected via an internal microphone.

Playback Shows (Cont.)

(2) You may select any of the four available shows manually by pressing the corresponding show button on the fly. To turn a selected show OFF, press the same show button or press the **"BLACKOUT"** button.

BLACK OUT

Section 20:   Editing Shows

20.1   Add a Show step

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +

$$1\cdot rEC$$

(2) Press the **"RECORD/ENTER"** button again to select RECORD mode. The LCD will display the following:

RECORD/ENTER   =

rEC
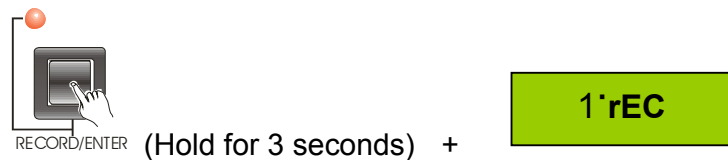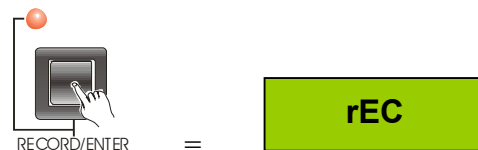
Add a Show Step (Cont.)

(3) Select the **"SHOW"** button 1-4, that you wish to edit. The selected SHOW LED will flash repeatedly. For example, if you select SHOW #1, the green LED above the #1 SHOW button will flash repeatedly and your LCD will display the following:

St:00
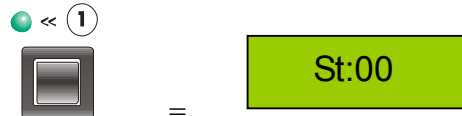
(4) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the show step that you wish to add a step after. For example, if you want to add a show step after step # 3, your LCD should the following:

St:03
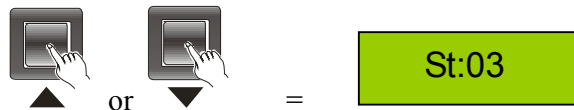
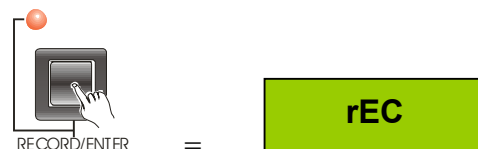**(5)** Select any of the four scene buttons to access the scene pages. If any of the four scene button LED's are lit, it is indicative that there is a scene stored there. You may select a scene button containing a scene or you may select a scene button that is empty. If you select a button containing a scene and you wish to save it as your added show step, proceed to step # 6.

PA:01

31

Add a Show Step (Cont.)

(6) Once your scene is selected, set your desired hold and fade time for the show step by using the **"SPEED"** fader and **"SPEED+FADE"** button. When the **"SPEED+FADE"** button LED is OFF, adjusting the **"SPEED"** fader changes the step hold time. When the **"SPEED+FADE"** button LED is ON, adjusting the **"SPEED"** fader changes the step fade time.

Note: The hold and fade time range is five tenths of a second to ten minutes. Therefore, the maximum times that can be set to hold or fade a selected scene step is 10 minutes and the minimum time is .5 second. However, when trying to achieve a time setting between .05 second and 10 minutes, depending on where the fader is, time increments jump in multiples of 5 and 10 seconds. For example, you cannot achieve a time setting of 11.0 seconds. You must set the time setting to either 10.0 seconds or 15.0 seconds.

(7) Once you've set your speed and fade times, press the **"RECORD/ENTER"** button to save. All of the LED's will flash one (1) time and your Show step will advance by one.

(8) Repeat steps 4-7 to add additional show steps.

Add a Show Step (Cont.)

(9) Once you've saved all of your show steps, press and hold the **"RECORD/ENTER"** button for 3 seconds to exit.

RECORD/ENTER (Hold for 3 seconds)
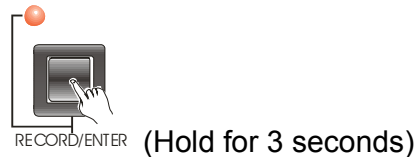
20.2 Delete a Show step

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +   1˙rEC

(2) Press the **"RECORD/ENTER"** button again to select RECORD mode. The LCD will display the following:

RECORD/ENTER   =   rEC

(3) Select the **"SHOW"** button 1-4, that you wish to edit. The selected SHOW LED will flash repeatedly. For example, if you select SHOW #1, the green LED above the #1 SHOW button will flash repeatedly and your LCD will display the following:

● « ①

=   St:00
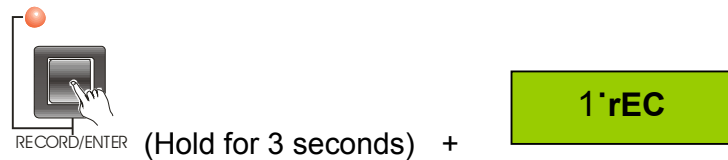
Delete a Show Step (Cont.)

(4) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the show step that you wish to delete. For example, if you want to delete show step # 4, your LCD should the following:

▲ or ▼ = St:04
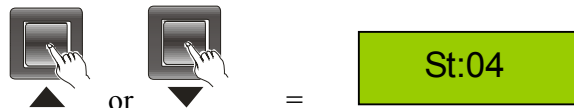
(5) Press the **"DELETE"** button one time. As a result, all LED's will momentarily flash and the show step will decrease by one.

DELETE = St:03

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

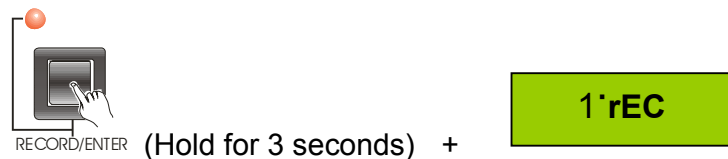**(7)** Press and hold the **"RECORD/ENTER"** button for 3 seconds to exit.

RECORD/ENTER (Hold for 3 seconds)
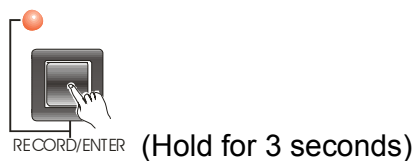
20.3   Delete an Entire Show

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +   1˙rEC
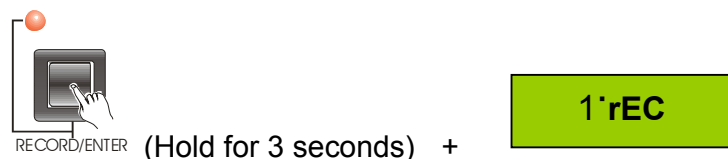
(2) Press the **"RECORD/ENTER"** button again to select RECORD mode. The LCD will display the following:

RECORD/ENTER   =   rEC
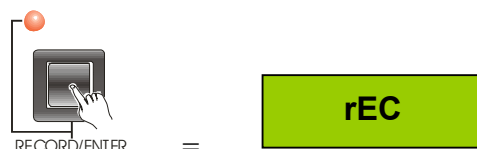
(3) Select the **"SHOW"** button 1-4, that you wish to delete. The selected SHOW LED will flash repeatedly. For example, if you select SHOW # 1, the green LED above the # 1 SHOW button will flash repeatedly and your LCD will display the following:

● ≪ ①

=   St:00
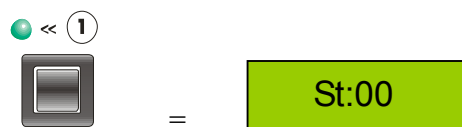
(4) Simultaneously, press the same show button that you wish to delete and the **"DELETE"** button. For example, if you want to delete show # 1, press **"SHOW"** button # 1 then simultaneously press the delete button. As a result, the LCD will momentarily display "del" then all LED's will momentarily flash.

● ≪ ①

+   DELETE   =   del

Delete a Show (Cont.)

(5) Repeat steps 3 - 4 to delete additional shows.

DELETE **=** St:03

(6) Press and hold the **"RECORD/ENTER"** button for 3 seconds to exit.

RECORD/ENTER (Hold for 3 seconds)
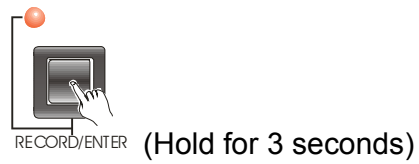
Section 21:   Save All Information to Compact Flash
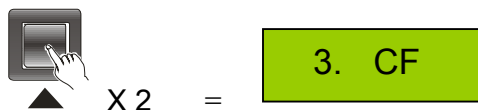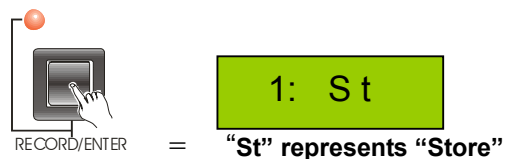
CF Card Important Notice

- *This is a proprietary card. Use only the Elation "32mb Card". No other card is compatible.*
- *Never remove the CF card when storing or uploading.*
- *Once card has been used for DMX Programmer, DO NOT attempt to use the card in another compatible device. Doing so may cause any stored information to be lost and the card may also become corrupt.*
- *There is no DMX output when attempting to store or upload to or from the CF card.*
- *CF card may become hot during use. Please observe caution when removing memory card from the DMX Programmer.*
- *Keep the CF card in a safe place.*

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +

1˙rEC

(2) Press the **"UP"** arrow button two times to scroll through to the compact flash option.

▲ X 2   =

3.   CF

Save All Information to Compact Flash (Cont.)

(3) Press the **"RECORD/ENTER"** button to select the compact flash option. The LCD will display the following:
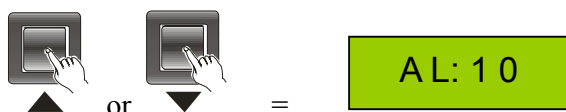
RECORD/ENTER   =

1: S t

"**St" represents "Store"**

(4) Press the **"RECORD/ENTER"** button once again. The LCD will display the following:

RECORD/ENTER   =

A L L

(5) Press the **"RECORD/ENTER"** button now if you wish to store "ALL" of your programmed information to the compact flash card. The LCD will display the following:

RECORD/ENTER   =

A L: 0 1

(6) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the folder within the compact flash card where you wish to store your information. There are 99 folders to select from labeled "AL:01 – AL:99". For example, if you want to store to folder number 10, then your LCD should display the following:

▲ or ▼   =

A L: 1 0

Save All Information to Compact Flash (Cont.)

(7) Press the **"RECORD/ENTER"** button to store "ALL" of your programmed information to the compact flash card. While the information is being stored, the LCD will flash "Stor".

S t o r

=
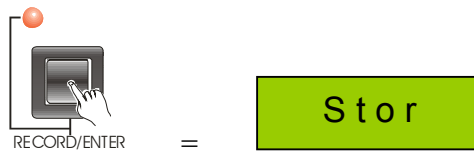
(8) Once the transfer is complete, the LCD will display "good" confirming that the transfer was successful:
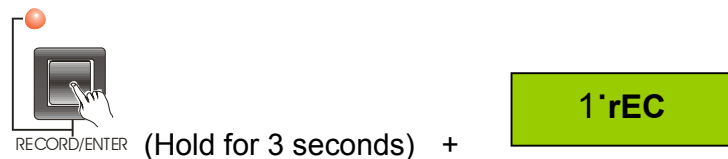
g o o d
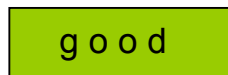
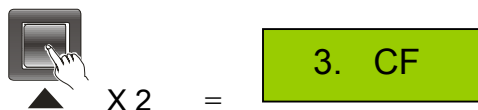### Section 22: Save Scenes Only to Compact Flash

CF Card Important Notice

- *This is a proprietary card. Use only the Elation "32mb Card". No other card is compatible.*
- *Never remove the CF card when storing or uploading.*
- *Once card has been used for DMX Programmer, DO NOT attempt to use the card in another compatible device. Doing so may cause any stored information to be lost and the card may also become corrupt.*
- *There is no DMX output when attempting to store or upload to or from the CF card.*
- *CF card may become hot during use. Please observe caution when removing memory card from the DMX Programmer.*
keep the CF card in a safe place.

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +

1ˑrEC

(2) Press the **"UP"** arrow button two times to scroll through to the compact flash option.
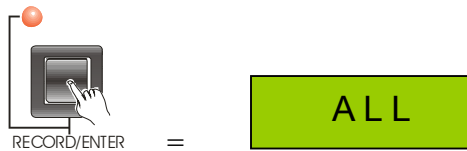
▲ X 2   =

3. CF

Save Scenes Only to Compact Flash (Cont.)

(3) Press the **"RECORD/ENTER"** button to select the compact flash option. The LCD will display the following:

1: St

= "**St" represents "Store"**

(4) Press the **"RECORD/ENTER"** button once again. The LCD will display the following:

ALL

=

**(5)** Press the **"UP"** arrow button one time to scroll to the scene only option. The LCD will display the following:

SCEN

=

(6) Press the **"RECORD/ENTER"** button to select the "SCENE" option. The LCD will display the following:


SC: 01

=

Save Scenes Only to Compact Flash (Cont.)

(7) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the folder within the compact flash card where you wish to store your information. There are 99 folders to select from labeled "SC:01 – SC:99". For example, if you want to store to folder number 15, then your LCD should display the following:

or   =   **S C: 1 5**
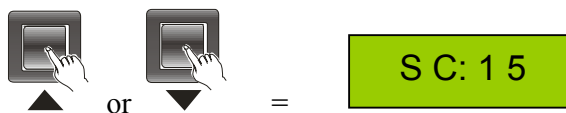
(8) Press the **"RECORD/ENTER"** button to store all programmed Scenes to the compact flash card. While the information is being stored, the LCD will flash "Stor".
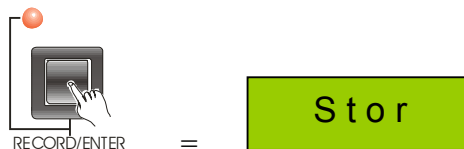
RECORD/ENTER   =   **S t o r**

(9) Once the transfer is complete, the LCD will display "good" confirming that the transfer was successful:
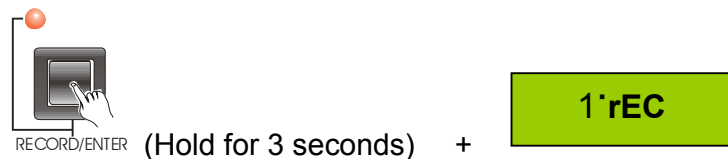
g o o d
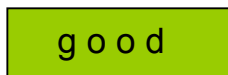
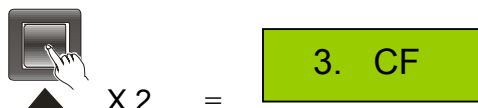## Section 23:   Save Shows Only to Compact Flash

CF Card Important Notice

- *This is a proprietary card. Use only the Elation "32mb Card". No other card is compatible.*
- *Never remove the CF card when storing or uploading.*
- *Once card has been used for DMX Programmer, DO NOT attempt to use the card in another compatible device. Doing so may cause any stored information to be lost and the card may also become corrupt.*
- *There is no DMX output when attempting to store or upload to or from the CF card.*
- *CF card may become hot during use. Please observe caution when removing memory card from the DMX Programmer.*
keep the CF card in a safe place.

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:
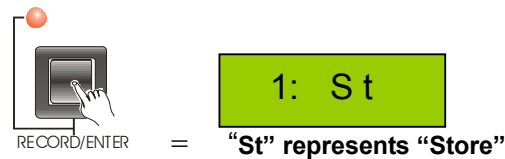
RECORD/ENTER (Hold for 3 seconds)   +

1˙rEC

(2) Press the **"UP"** arrow button two times to scroll through to the compact flash option.
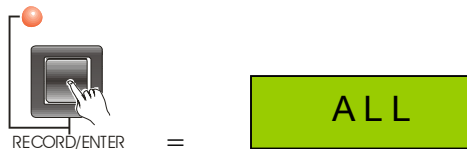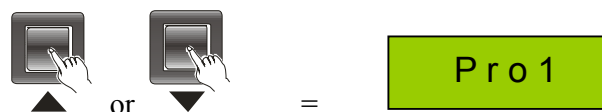
▲ X 2   =

3.   CF

Save Shows Only to Compact Flash (Cont.)

(3) Press the **"RECORD/ENTER"** button to select the compact flash option. The LCD will display the following:

RECORD/ENTER   =   "**St**" **represents "Store"**

1: S t

(4) Press the **"RECORD/ENTER"** button once again. The LCD will display the following:

RECORD/ENTER   =   **A L L**

(5) Press the **"UP/DOWN"** arrow buttons to scroll through to the show or program that you wish to store to the compact flash card. The shows or programs are labeled "Pro1 - Pro4". For example, if you want to store show or program # 1, the LCD will display the following:
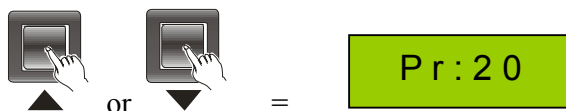

or   =   **P r o 1**

(6) Press the **"RECORD/ENTER"** select the show or program that you wish to store. The LCD will display the following:


RECORD/ENTER   =   **P r : 0 1**

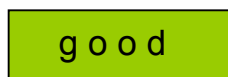## Save Shows Only to Compact Flash (Cont.)

(7) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the folder within the compact flash card where you wish to store your information. There are 99 folders to select from labeled "Pr:01 – Pr:99". For example, if you want to store to folder number 20, then your LCD should display the following:

▲ or ▼ = **Pr:20**

(8) Press the **"RECORD/ENTER"** button to store the selected show or program to the compact flash card. While the information is being stored, the LCD will flash "Stor".
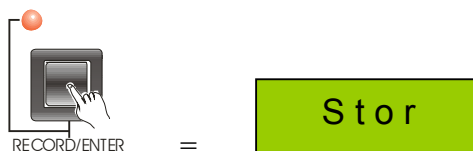
RECORD/ENTER = **Stor**

(9) Once the transfer is complete, the LCD will display "good" confirming that the transfer was successful:
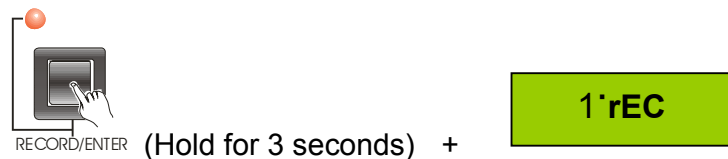
good

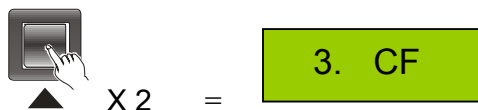## Section 24:   Save Settings Only to Compact Flash

CF Card Important Notice

- *This is a proprietary card. Use only the Elation "32mb Card". No other card is compatible.*
- *Never remove the CF card when storing or uploading.*
- *Once card has been used for DMX Programmer, DO NOT attempt to use the card in another compatible device. Doing so may cause any stored information to be lost and the card may also become corrupt.*
- *There is no DMX output when attempting to store or upload to or from the CF card.*
- *CF card may become hot during use. Please observe caution when removing memory card from the DMX Programmer.*
keep the CF card in a safe place.

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:
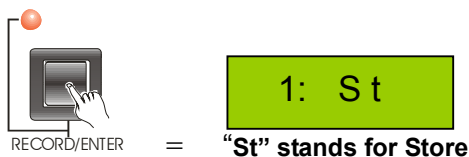
RECORD/ENTER   (Hold for 3 seconds)   +

$$1˙rEC$$

(2) Press the **"UP"** arrow button two times to scroll through to the compact flash option.
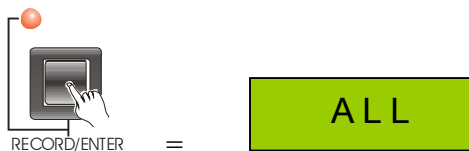
▲   X 2   =

$$3.   CF$$

Save Settings Only to Compact Flash (Cont.)

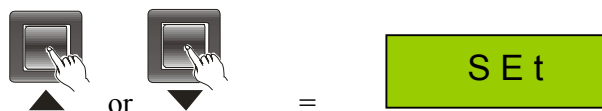**(3)** Press the **"RECORD/ENTER"** button to select the compact flash option. The LCD will display the following:

RECORD/ENTER = "**St" stands for Store**

1: S t

(4) Press the **"RECORD/ENTER"** button once again. The LCD will display the following:

RECORD/ENTER =

A L L

(5) Press the **"UP/DOWN"** arrow buttons to scroll through to the settings option labeled "SET". The LCD will display the following:


or   =

S E t

(6) Press the **"RECORD/ENTER"** select the settings option. The LCD will display the following:


RECORD/ENTER   =

S E : 0 1

## Save Settings Only to Compact Flash (Cont.)

(7) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the folder within the compact flash card where you wish to store your information. There are 99 folders to select from labeled "SE:01 – SE:99". For example, if you want to store to folder number 25, then your LCD should display the following:

 or = **S E : 2 5**
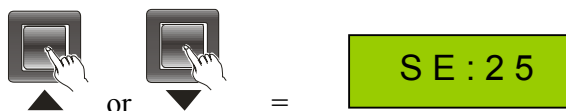
(8) Press the **"RECORD/ENTER"** button to store the settings to the compact flash card. While the information is being stored, the LCD will flash "Stor".
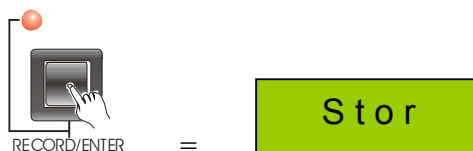
RECORD/ENTER = **S t o r**

(9) Once the transfer is complete, the LCD will display "good" confirming that the transfer was successful:
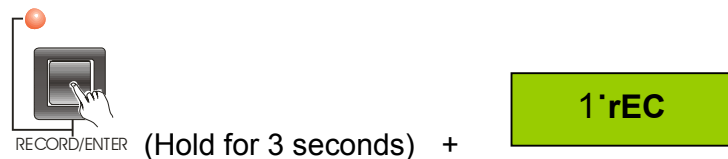
g o o d
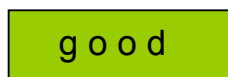
Section 25: Load All Information from Compact Flash

CF Card Important Notice

- *This is a proprietary card. Use only the Elation "32mb Card". No other card is compatible.*
- *Never remove the CF card when storing or uploading.*
- *Once card has been used for DMX Programmer, DO NOT attempt to use the card in another compatible device. Doing so may cause any stored information to be lost and the card may also become corrupt.*
- *There is no DMX output when attempting to store or upload to or from the CF card.*
- *CF card may become hot during use. Please observe caution when removing memory card from the DMX Programmer.*
keep the CF card in a safe place.

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:
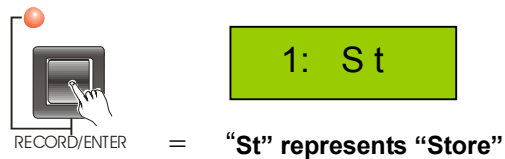
RECORD/ENTER (Hold for 3 seconds)   +

1˙rEC

(2) Press the **"UP"** arrow button two times to scroll through to the compact flash option.
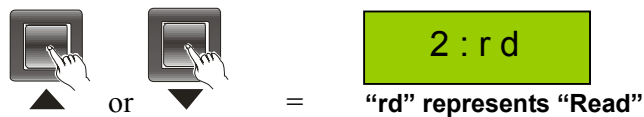
▲ X 2   =

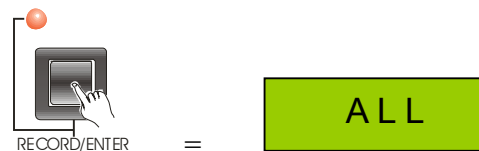3.   CF

Load All Information from Compact Flash (Cont.)

(3) Press the **"RECORD/ENTER"** button to select the compact flash option. The LCD will display the following:

RECORD/ENTER   =   "**St" represents "Store"**

```
1:  S t
```

(4) Press the **"UP" or "DOWN"** arrow button one time to change the menu option to "2: rd". The menu LCD will display the following:

▲   or   ▼   =   **"rd" represents "Read"**

```
2 : r d
```

(5) Press the **"RECORD/ENTER"** button to select the read option. The LCD will display the following:

RECORD/ENTER   =

```
A L L
```

(6) Press the **"RECORD/ENTER"** button to select the "ALL" option. The LCD will display the following:
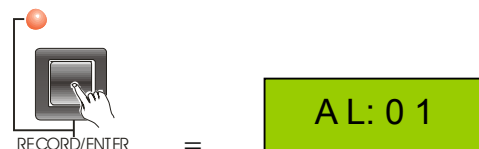
RECORD/ENTER   =

```
A L: 0 1
```

Load All Information from Compact Flash (Cont.)

(7) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the folder within the compact flash card where you wish to load your information from. There are 99 folders to select from labeled "AL:01 – AL:99". For example, if you want to load from folder number 05, then your LCD should display the following:

or   =   AL: 0 5
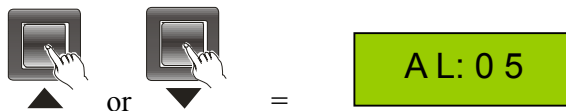
(8) Press the **"RECORD/ENTER"** button to load all information from the selected folder. While the information is being loaded, the LCD will flash "rEAd".

RECORD/ENTER   =   r E A d
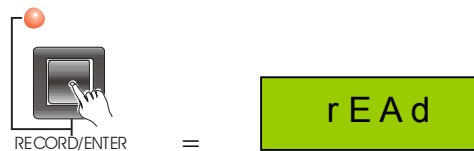
(9) Once the upload is complete, the LCD will display "good" confirming that the transfer was successful:
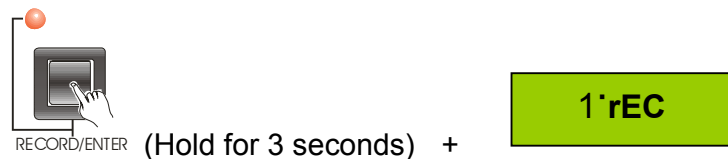
g o o d

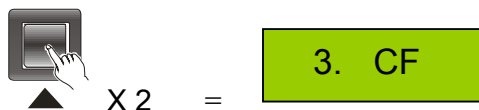## Section 26: Load Scene Information Only from Compact Flash

CF Card Important Notice

- *This is a proprietary card. Use only the Elation "32mb Card". No other card is compatible.*
- *Never remove the CF card when storing or uploading.*
- *Once card has been used for DMX Programmer, DO NOT attempt to use the card in another compatible device. Doing so may cause any stored information to be lost and the card may also become corrupt.*
- *There is no DMX output when attempting to store or upload to or from the CF card.*
- *CF card may become hot during use. Please observe caution when removing memory card from the DMX Programmer.*
keep the CF card in a safe place.

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:
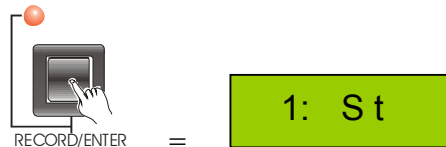
RECORD/ENTER (Hold for 3 seconds)   +   `1˙rEC`

(2) Press the **"UP"** arrow button two times to scroll through to the compact flash option.
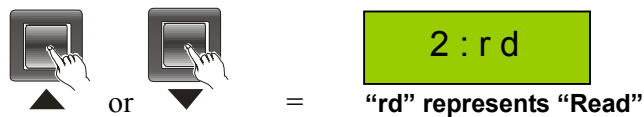
▲ X 2   =   `3.  CF`

Load Scene Information Only from Compact Flash (Cont.)

(3) Press the **"RECORD/ENTER"** button to select the compact flash option. The LCD will display the following:

RECORD/ENTER   =   1: S t

(4) Press the **"UP" or "DOWN"** arrow button one time to change the menu option to "2: rd". The menu LCD will display the following:

or   =   2 : r d
                   "rd" represents "Read"

(5) Press the **"UP"** arrow button one time to change the menu option to "Scene". The menu LCD will display the following:
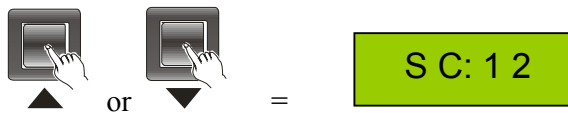
=   S C E N

(6) Press the **"RECORD/ENTER"** button to select the Scene option. The LCD will display the following:

RECORD/ENTER   =   S C : 0 1
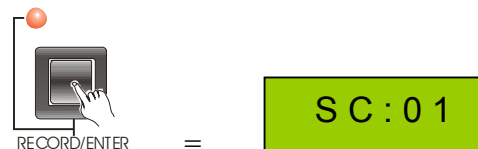
Load Scene Information Only from Compact Flash (Cont.)

(7) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the folder within the compact flash card where you wish to load your information from. There are 99 folders to select from labeled "SC:01 – SC:99". For example, if you want to load from folder number 12, then your LCD should display the following:

or = S C: 1 2

(8) Press the **"RECORD/ENTER"** button to load the selected scene information in the selected folder. While the information is being loaded, the LCD will flash "rEAd".
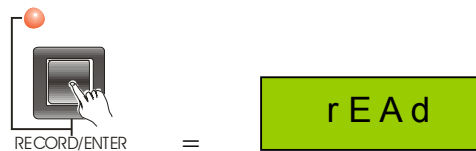
RECORD/ENTER = r E A d

(9) Once the upload is complete, the LCD will display "good" confirming that the transfer was successful:
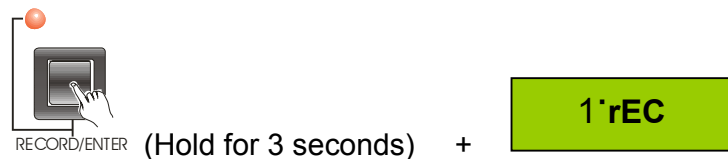
g o o d

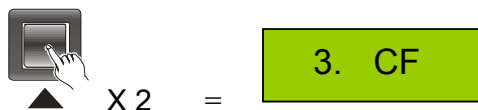## Section 27: Load Show Information Only from Compact Flash

CF Card Important Notice

- *This is a proprietary card. Use only the Elation "32mb Card". No other card is compatible.*
- *Never remove the CF card when storing or uploading.*
- *Once card has been used for DMX Programmer, DO NOT attempt to use the card in another compatible device. Doing so may cause any stored information to be lost and the card may also become corrupt.*
- *There is no DMX output when attempting to store or upload to or from the CF card.*
- *CF card may become hot during use. Please observe caution when removing memory card from the DMX Programmer.*
keep the CF card in a safe place.

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER   (Hold for 3 seconds)   +   1˙rEC

(2) Press the **"UP"** arrow button two times to scroll through to the compact flash option.
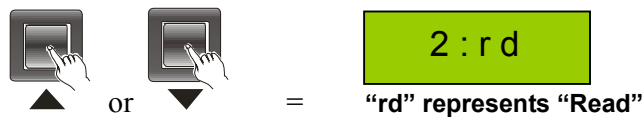
▲ X 2   =   3. CF
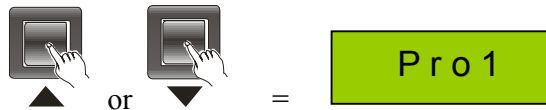
Load Show Information Only from Compact Flash (Cont.)

(3) Press the **"RECORD/ENTER"** button to select the compact flash option. The LCD will display the following:

RECORD/ENTER   =   1: S t

(4) Press the **"UP" or "DOWN"** arrow button one time to change the menu option to "2: rd". The menu LCD will display the following:

▲ or ▼   =   2 : r d   **"rd" represents "Read"**

(5) Press the **"UP" or "DOWN"** arrow buttons to select the show or program that you wish to upload. They are labeled "Pro1 – Pro4". For example, if you wanted to load show or program # 1, the LCD will display the following:

▲ or ▼   =   P r o 1

(6) Press the **"RECORD/ENTER"** button to select the show. The LCD will display the following:
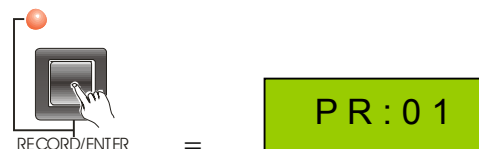
RECORD/ENTER   =   P R : 0 1
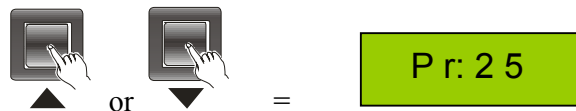
Load Show Information Only from Compact Flash (Cont.)

(7) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the folder within the compact flash card where you wish to load your information from. There are 99 folders to select from labeled "Pr:01 – Pr:99". For example, if you want to load from folder number 25, then your LCD should display the following:

or ▼ =   P r: 2 5

(8) Press the **"RECORD/ENTER"** button to load the selected show or program information from the selected folder. While the information is being loaded, the LCD will flash "rEAd".

RECORD/ENTER =   r E A d
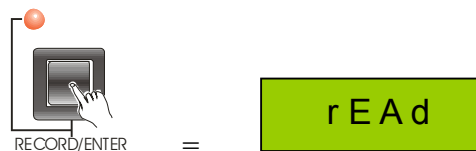
(9) Once the upload is complete, the LCD will display "good" confirming that the transfer was successful:

g o o d

Section 28: Load Setting Information Only from Compact Flash

CF Card Important Notice

- *This is a proprietary card. Use only the Elation "32mb Card". No other card is compatible.*
- *Never remove the CF card when storing or uploading.*
- *Once card has been used for DMX Programmer, DO NOT attempt to use the card in another compatible device. Doing so may cause any stored information to be lost and the card may also become corrupt.*
- *There is no DMX output when attempting to store or upload to or from the CF card.*
- *CF card may become hot during use. Please observe caution when removing memory card from the DMX Programmer.*
keep the CF card in a safe place.

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +

1˙rEC

(2) Press the **"UP"** arrow button two times to scroll through to the compact flash option.

▲ X 2   =

3. CF

Load Setting Information Only from Compact Flash (Cont.)

(3) Press the **"RECORD/ENTER"** button to select the compact flash option. The LCD will display the following:
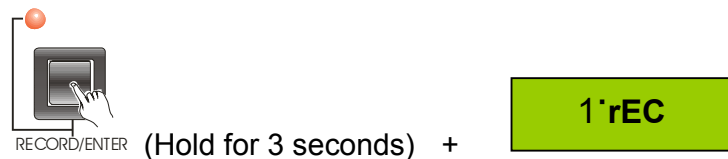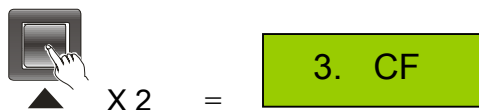
RECORD/ENTER   =   `1:  S t`

(4) Press the **"UP" or "DOWN"** arrow button one time to change the menu option to "2: rd". The menu LCD will display the following:

▲ or ▼   =   `2 : r d`   **"rd" represents "Read"**

(5) Press the **"UP" or "DOWN"** arrow buttons to select the "Settings" option. It is labeled "SEt". The LCD will display the following:

▲ or ▼   =   `S e t`

(6) Press the **"RECORD/ENTER"** button to select the Settings option. The LCD will display the following:

RECORD/ENTER   =   `S E : 0 1`
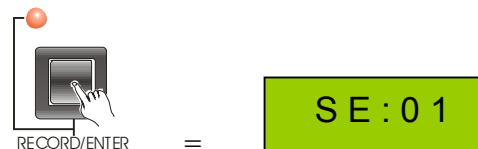
Load Setting Information Only from Compact Flash (Cont.)

(7) Use the **"UP"/"DOWN"** arrow buttons to scroll through to the folder within the compact flash card where you wish to load your information from. There are 99 folders to select from labeled "SE:01 – SE:99". For example, if you want to load from folder number 30, then your LCD should display the following:

or ▼ = **S E : 3 0**
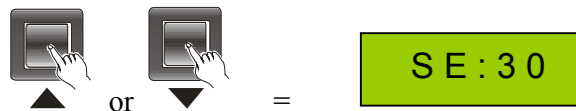
(8) Press the **"RECORD/ENTER"** button to load the settings information from the selected folder. While the information is being loaded, the LCD will flash "rEAd".

RECORD/ENTER = **r E A d**
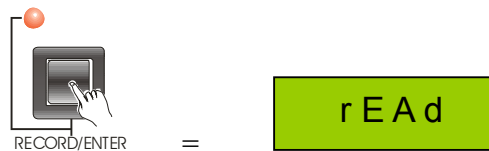
(9) Once the upload is complete, the LCD will display "good" confirming that the transfer was successful:

g o o d

Section 29:   Channel Patching

(1) Press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +   1˙rEC
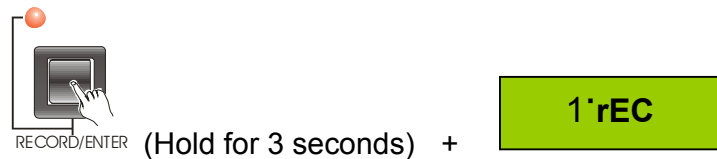
(2) Press the **"UP"** arrow button one time to scroll through to the "Settings" option. Labeled "2. Set".

=   2 : S E t

(3) Press the **"RECORD/ENTER"** button to select the Settings option. The LCD will display the following:

RECORD/ENTER   =   1 : A S S

"ASS" represents "Assign"
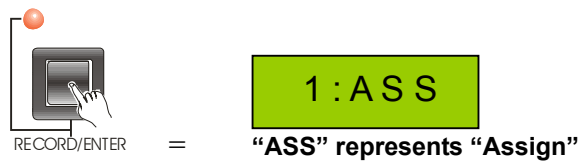
(4) Press the **"RECORD/ENTER"** button to select the "Assignment" option. The LCD will display the following:

RECORD/ENTER   =   C 1 : C 1
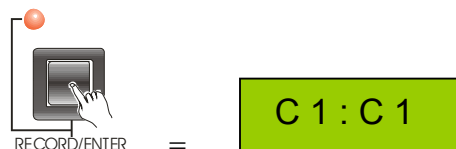
Channel Patch (Cont.)

(5) In this menu option you can patch the faders to control different channels. The factory setting sets Channel 1 to be controlled by fader 1, Channel 2 to be controlled by fader 2, Channel 3 to be controlled by fader 3, etc… Use the **"UP"** arrow button to scroll through the 8 channels and use the "**DOWN**" arrow button to change the corresponding fader output. For example, if I want channel # 1 to be controlled by fader # 4 on the console, the LCD will display the following:

Channel   **Fader**

(6) Repeat step 5 until you have patched all channels. In addition, you will also need to reset the joystick to your desired fixture channels as well.

(7) Next, press and hold down the **"GROUP"** button and simultaneously select the **"FIXTURE" number buttons** to select the moving lights that you wish to assign these settings to. All selected moving lights will have the LED above the buttons flashing.

(8) Now that you've patched all desired channels, you need to confirm and save these settings to memory. To do this, press the **"RECORD/ENTER"** button one (1) time. The LCD display will momentarily read "good".
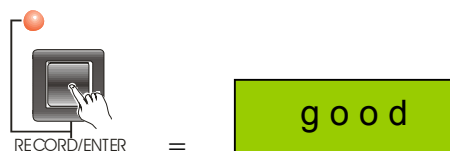
Channel Patch (Cont.)

(9) To exit, press and hold the **"RECORD/ENTER"** button for 3 seconds.

RECORD/ENTER (Hold for 3 seconds)
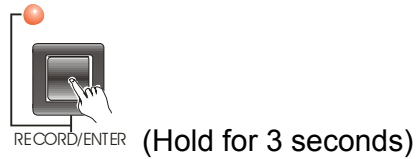
Section 30:   Data swap between DMX Programmers

(1) Connect a standard RS-232 cable between DMX Programmers.

**(2)** On the DMX Programmer that you want to download data from (master unit containing the programs), press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +

1˙rEC

(3) Press the **"DOWN"** arrow button one time to scroll to the "RS232" option. Labeled "4. 232".

=
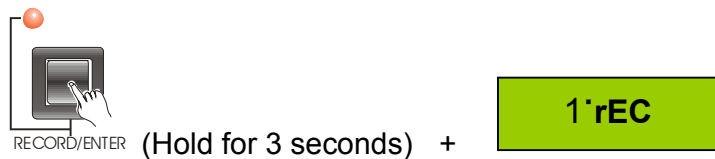
4 : 2 3 2

Data swap between DMX Programmers (Cont.)

(4) Press the **"RECORD/ENTER"** button to select the RS232 option. The LCD will display the following:

RECORD/ENTER   =   `1 : S O F`

(5) Press the **"UP"** arrow button one time so that the menu option changes to the following:

▲   =   `2 : U.Pr`

(6) Press the **"RECORD/ENTER"** button to select the option. The LCD will display the following:

RECORD/ENTER   =   `A L L`
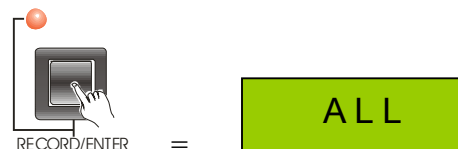
(7) In this menu option you want to select the same setting you selected in the master unit- "ALL", "SCENE", "PRO1", "PRO2", "PRO3", "PRO4" or "SETTINGS". Use the **"UP" or "DOWN"** arrow buttons to scroll through the various menu options and select one by leaving the setting set in the display. For example, if you want to upload "ALL" of the information from the master Programmer, you will set the setting to "ALL" as shown below.

▲   ▼   -   `A L L`

Data swap between DMX Programmers (Cont.)

(8) On the DMX Programmer that you wish to transfer the information to, press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +   1ˈrEC
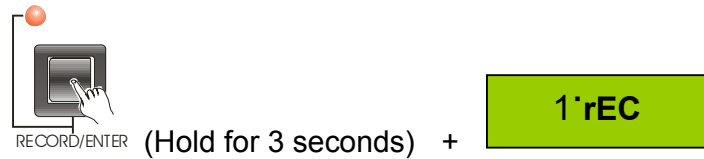
(9) Press the **"DOWN"** arrow button one time to scroll to the "RS232" option. Labeled "4. 232".

=   4 : 2 3 2

(10) Press the **"RECORD/ENTER"** button to select the RS232 option. The LCD will display the following:

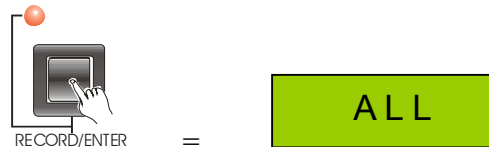RECORD/ENTER   =   1 : S O F

(11) Press the **"DOWN"** arrow button one time to change the menu option to the following:

=   2 : d.Pr

Data swap between DMX Programmers (Cont.)

(12) Press the **"RECORD/ENTER"** button to select the option. The LCD will display the following:

(13) In this menu option you can select "ALL", "SCENE", "PRO1", "PRO2", "PRO3", "PRO4" or "SETTINGS". Use the **"UP" or "DOWN"** arrow buttons to scroll through the various menu options and select one by leaving the setting displayed in the LCD. For example, if you want to transfer "ALL" of the information from this Programmer to the other, you will set the setting to "ALL" as shown below.

(14) Press the **"RECORD/ENTER"** button to make the selection. The LCD will display "rECE" for receiving as shown below.

(15) On the master DMX Programmer, (unit containing the programs), press the **"RECORD/ENTER"** button. The display will flash "SEnd".
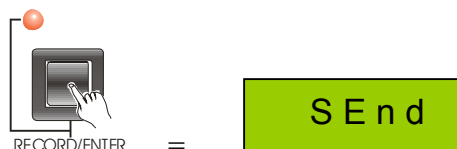
Data swap between DMX Programmers (Cont.)

(16) After the information has been transferred successfully, the LCD will momentarily display "good". Both Programmers will exit from the Record/Menu mode. If the transfer does not go through, you will receive an Error message labeled "Err" in the display. If this happens, check your connections and try again.

Section 31:   Save Data to PC or Laptop

The PC needs to be running Windows Version 95/98/2000 or higher. You will have to download the transfer software available at www.elationlighting.com . Go to the DMX Programmer product page, find the "RS232 Software" on the bottom left section of the page, download it and follow the installation instructions. You will also need a serial lap link cable which is available at most computer stores to connect between the DMX Programmer and your computer. **A standard RS232 cable will not work.**

(1) Connect a serial lap link cable between your DMX Programmer and computer.

(2) On your computer, open the "RS232 Software" program and select the COM port that will be used for the transfer- usually COM 2.

(3) On the DMX Programmer, press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +

1˙rEC

(4) Press the **"DOWN"** arrow button one time to change the menu option to the "RS232"- Labeled "4. 232" in the display as shown below.

=

4 : 2 3 2

67

Transfer Data to PC or Laptop (Cont.)

(5) Press the **"RECORD/ENTER"** button to select the RS232 option. The LCD will display the following:

RECORD/ENTER =
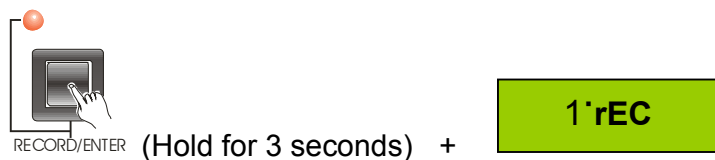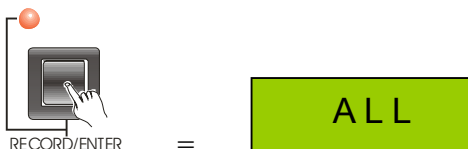
2 : U P r

(6) Press the **"RECORD/ENTER"** button. The LCD will display "ALL" as shown below.

RECORD/ENTER =

A L L

(7) In this menu option you want to select the information you wish to transfer and save into your PC or laptop- "ALL", "SCENE", "PRO1", "PRO2", "PRO3", "PRO4" or "SETTINGS". Use the **"UP" or "DOWN"** arrow buttons to scroll through the various menu options and select one by leaving the setting set in the display. For example, if you want to upload "ALL" of the information, you will set the setting to "ALL" as shown below.

-

A L L

(8) Press the **"RECORD/ENTER"** button to begin the transfer. While the information is being uploaded into your computer, the LCD will flash "SENd".
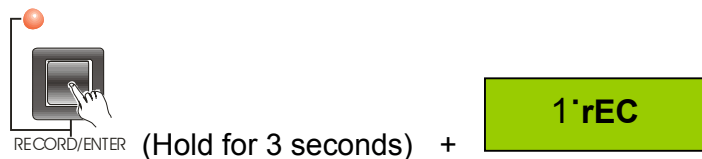
RECORD/ENTER =

S E n d

Transfer Data to PC or Laptop (Cont.)

(9) After the information has been uploaded successfully, the LCD will momentarily display "good" and the DMX Programmer will exit from the Record/Menu mode. If the transfer does not go through, you will receive an Error message labeled "Err" in the display. If this happens, check your connections and try again.

Section 32: Load Saved Data from PC or Laptop into your Programmer

The PC needs to be running Windows Version 95/98/2000 or higher. You will have to download the transfer software available at www.elationlighting.com . Go to the DMX Programmer product page, find the "RS232 Software" on the bottom left section of the page, download it and follow the installation instructions. You will also need a serial lap link cable which is available at most computer stores to connect between the DMX Programmer and your computer. **A standard RS232 cable will not work.**

(1) Connect a serial lap link cable between your DMX Programmer and computer.

(2) On your computer, open the "RS232 Software" program and select the COM port that will be used for the transfer- usually COM 2.
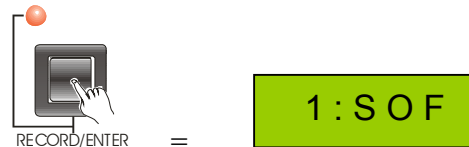
RECORD/ENTER (Hold for 3 seconds)   +

1˙rEC

(3) Press the **"DOWN"** arrow button one time to scroll to the "RS232" option. Labeled "4. 232".

=

4 : 2 3 2

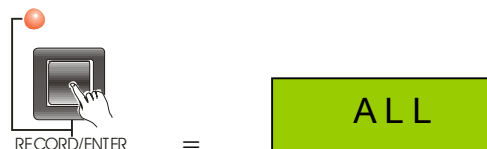## Load Saved Data from PC or Laptop into your Programmer (Cont.)

(4) Press the **"RECORD/ENTER"** button to select the RS232 option. The LCD will display the following:

RECORD/ENTER =   1 : S O F

(5) Press the **"DOWN"** arrow button one time to change the menu option to the following:

=   2 : d.Pr

(6) Press the **"RECORD/ENTER"** button to select the option. The LCD will display the following:

RECORD/ENTER =   A L L

(6) In this menu option you can select "ALL", "SCENE", "PRO1", "PRO2", "PRO3", "PRO4" or "SETTINGS". Use the **"UP" or "DOWN"** arrow buttons to scroll through the various menu options and select one by leaving the setting displayed in the LCD. For example, if you want to transfer "ALL" of the information from this Programmer to the other, you will set the setting to "ALL" as shown below.

-          A L L

Load Saved Data from PC or Laptop into your Programmer (Cont.)

(6) Press the **"RECORD/ENTER"** button to make the selection. The LCD will display "rECE" for receiving as shown below.
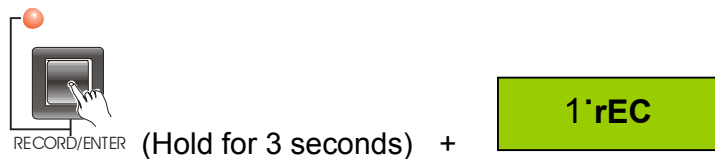

(7) From the RS232 program on your computer, select the "Send File" button and the file that you want to upload into your DMX Programmer. The transfer should begin immediately.

(8) After the information has been uploaded successfully, the LCD will momentarily display "good" and the DMX Programmer will exit from the Record/Menu mode. If the transfer does not go through, you will receive an Error message labeled "Err" in the display. If this happens, check your connections and try again.

Section 33: Update Software

Updating the Programmers software is done through a PC or laptop. The PC needs to be running Windows Version 95/98/2000 or higher. You will have to download the transfer software available at www.elationlighting.com . Go to the DMX Programmer product page, find the "RS232 Software" on the bottom left section of the page, download it and follow the installation instructions. You will also need a serial lap link cable which is available at most computer stores to connect between the DMX Programmer and your computer. **A standard RS232 cable will not work.**

> **(1)** Connect a serial lap link cable between your DMX Programmer and computer.

> **(2)** On your computer, open the "RS232 Software" program and select the COM port that will be used for the transfer- usually COM 2.

(3) On the DMX Programmer, press and hold down the **"RECORD/ENTER"** button for three (3) seconds or until the red LED next to the RECORD button comes on. The LCD will display the following:

RECORD/ENTER (Hold for 3 seconds)   +

1˙rEC

(4) Press the **"DOWN"** arrow button one time to change the menu option to the "RS232"- Labeled "4. 232" in the display as shown below.

=

4 : 2 3 2

Update Software (Cont.)

(5) Press the **"RECORD/ENTER"** button to select the RS232 option. The LCD will display the following:

(6) Press the **"RECORD/ENTER"** button. The LCD will display "SOFt" indicating that the software is being updated:

(7) After the software has been successfully updated, the LCD will momentarily display "good". The DMX Programmer will exit from the Record/Menu mode. If the update did not go through, you will receive an Error message labeled "Err" in the display. If this happens, check your connections and try again.

Section 34:   Erase Entire Memory

(1) Switch the DMX Programmer's power switch to the OFF position.

(2) Simultaneously hold down **"SCENE # 2" button, "FIXTURE BANK" button and the "BLACKOUT" button** then turn the power switch to the ON position then release all buttons. The entire memory will be erased.

Notes: