STAIRVILLE

LED Foot 8 DMX

DMX-controller

th•mann
MUSIC IS OUR PASSION

user manual

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06.08.2015, ID: 332335

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1 General information

This manual contains important instructions for the safe operation of the unit. Read and follow the safety instructions and all other instructions. Keep the manual for future reference. Make sure that it is available to all those using the device. If you sell the unit please make sure that the buyer also receives this manual.

Our products are subject to a process of continuous development. Thus, they are subject to change.

1.1 Further information

On our website (*www.thomann.de)* you will find lots of further information and details on the following points:

Download	This manual is also available as PDF file for you to download.
Keyword search	Use the search function in the electronic version to find the topics of interest for you quickly.
Online guides	Our online guides provide detailed information on technical basics and terms.
Personal consultation	For personal consultation please contact our technical hotline.
Service	If you have any problems with the device the customer service will gladly assist you.

1.2 Notational conventions

This manual uses the following notational conventions:

Letterings

The letterings for connectors and controls are marked by square brackets and italics.

Examples: *[VOLUME]* control, *[Mono]* button.

Displays

Texts and values displayed on the device are marked by quotation marks and italics.

Examples: *'24ch'*, *'OFF'*.

Instructions

The individual steps of an instruction are numbered consecutively. The result of a step is indented and highlighted by an arrow.

Example:

1. Switch on the device.
2. Press *[Auto]*.

   ⇨ Automatic operation is started.
3. Switch off the device.

Cross-references

References to other locations in this manual are identified by an arrow and the specified page number. In the electronic version of the manual, you can click the cross-reference to jump to the specified location.

Example: See *'Cross-references' on page 8*.

1.3 Symbols and signal words

In this section you will find an overview of the meaning of symbols and signal words that are used in this manual.

Signal word	Meaning
DANGER!	This combination of symbol and signal word indicates an immediate dangerous situation that will result in death or serious injury if it is not avoided.
NOTICE!	This combination of symbol and signal word indicates a possible dangerous situation that can result in material and environmental damage if it is not avoided.

Warning signs	Type of danger
	Warning – danger zone.

2 Safety instructions

Intended use

This device is used to control DMX-controlled LED spotlights. Use the device only as described in this user manual. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use.

This device may be used only by persons with sufficient physical, sensorial, and intellectual abilities and having corresponding knowledge and experience. Other persons may use this device only if they are supervised or instructed by a person who is responsible for their safety.

Safety

DANGER!

Danger for children

Ensure that plastic bags, packaging, etc. are disposed of properly and are not within reach of babies and young children. Choking hazard!

Ensure that children do not detach any small parts (e.g. knobs or the like) from the unit. They could swallow the pieces and choke!

Never let children unattended use electrical devices.

NOTICE!

External power supply

The device is powered by an external power supply. Before connecting the external power supply, ensure that the input voltage (AC outlet) matches the voltage rating of the device and that the AC outlet is protected by a residual current circuit breaker. Failure to do so could result in damage to the device and possibly the user.

Unplug the external power supply before electrical storms occur and when the device is unused for long periods of time to reduce the risk of electric shock or fire.

NOTICE!

Risk of fire

Do not cover the device nor any ventilation slots. Do not place the device near any direct heat source. Keep the device away from naked flames.

NOTICE!

Operating conditions

This device has been designed for indoor use only. To prevent damage, never expose the device to any liquid or moisture. Avoid direct sunlight, heavy dirt, and strong vibrations.

3 Features

Special features of the device:

- Controls up to 8 LED spotlights via DMX
- 16 scenes and 16 chasers programmable
- Quick setting of colour effects via rotary controls
- Operating modes:
  - manual
  - auto
  - sound-controlled
- MIDI-capable
- Floor device, all functions foot-controllable
- Rugged design, ideal for stage use

4 Starting up

Unpack and carefully check that there is no transportation damage before using the unit. Keep the equipment packaging. To fully protect the device against vibration, dust and moisture during transportation or storage use the original packaging or your own packaging material suitable for transport or storage, respectively.

Establish all connections as long as the unit is switched off. Use the shortest possible high-quality cables for all connections.

Installing the device

The device is designed for floor use. Position the unit on a flat, non-slip surface, use a non-slip pad if necessary.

Connecting the PSU

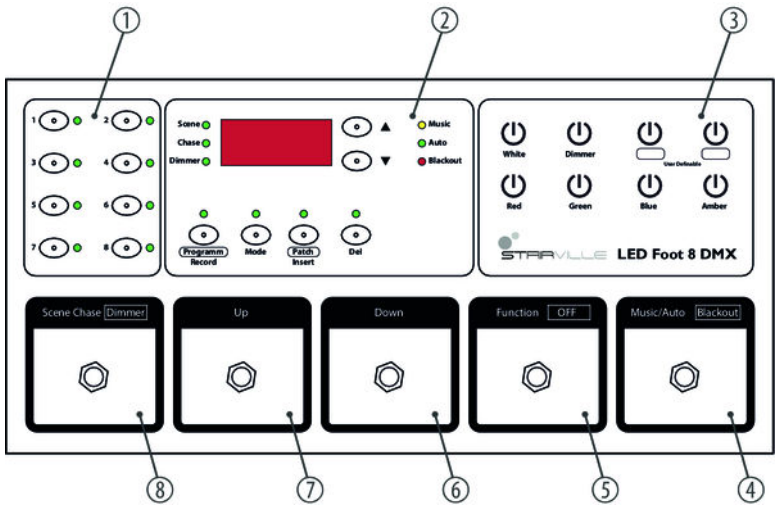
Connect the included 9V power supply unit to the power supply input of the unit and then plug the power cord plug into the wall outlet.

Turning the unit on

When all cable connections are made, turn on the device with the main switch on the rear panel. The display briefly shows *'Load'*, the unit is instantly operational.

5 Connections and operating elements

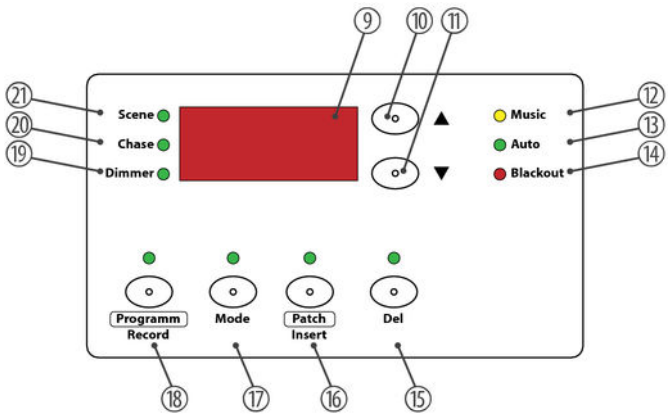
Top view



1	Button group *[Fixture]* Buttons 1 to 8 to select the control channels. The corresponding indicator LED shows whether the respective channel is switched (LED on) or deactivated (LED off).
2	Operating panel See detailed view 'Operating panel' (*'Operating panel' on page 18*).
3	Colour control See detailed view 'Colour control' (*'Colour control' on page 21*).
4	*[Music/Auto | Blackout]* Foot switch to switch between the operating modes 'Music', 'Auto' and 'Blackout'.
5	*[Function | OFF]* Foot switch to end the current scene or chaser.
6	*[Down]* Foot switch for switching to the next scene or chaser in the device memory.

7	*[Up]* Foot switch for switching to the previous scene or chaser in the device memory.
8	*[Scene Chase | Dimmer]* Foot switch to switch between the operating modes ‘Scene’, ‘Chase’ and ‘Dimmer’.

Operating panel

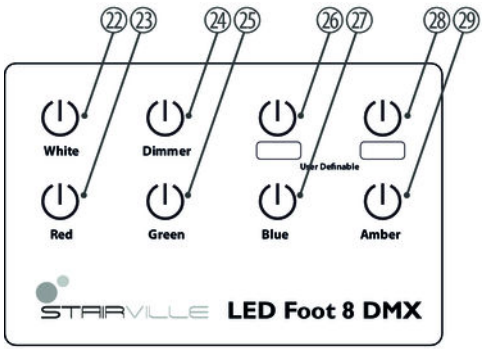


9	Display.
10	▲ Button for programming scenes or chasers, increases the displayed value by one.

11	▼ Button for programming scenes or chasers, decreases the displayed value by one.
12	*[Music]* Indicator LED. This LED lights permanently in 'Music' mode.
13	*[Auto]* Indicator LED. This LED lights permanently in 'Auto' mode.
14	*[Blackout]* Indicator LED. This LED lights permanently in 'Auto' mode.
15	*[Del]* Button to delete programmed scenes, single steps or entire chases.
16	*[Patch | Insert]* Button to assign channels and to insert single steps into chasers. The corresponding indicator LED lights permanently once the mode is enabled.

17	*[Mode]* Button to switch between the operating modes ‘Scene’ and ‘Chase’ in programming mode. The corresponding indicator LED lights permanently once the mode is enabled.
18	*[Program | Record]* Button to switch to programming mode The corresponding indicator LED lights permanently once the mode is enabled.
19	*[Dimmer]* Indicator LED. This LED lights permanently in ‘Dimmer’ mode.
20	*[Chase]* Indicator LED. This LED lights permanently in ‘Chase’ mode and during chaser programming.
21	*[Scene]* Indicator LED. This LED lights permanently in ‘Scene’ mode and during scene programming.

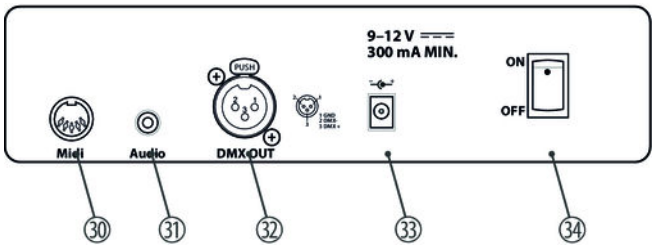
Colour control



22	*[White]* Rotary control to adjust the brightness ‘white’.
23	*[Red]* Rotary control to adjust the brightness ‘red’.

24	*[Dimmer]* Rotary control to adjust the dimmer.
25	*[Green]* Rotary control to adjust the brightness ‘green’.
26	*[User Definable]* Rotary control to adjust a user definable function (e.g. Shutter, Stroboscope,…).
27	*[Blue]* Rotary control to adjust the brightness ‘blue’.
28	*[User Definable]* Rotary control to adjust a user definable function (e.g. Shutter, Stroboscope,…).
29	*[Amber]* Rotary control to adjust the brightness ‘amber’.

Rear panel



30	*[MIDI]* MIDI input.
31	*[AUDIO]* RCA input for connecting audio equipment for sound control.
32	*[DMX OUT]* Lockable DMX output socket.

33	Connection socket for the supplied 9 V power supply unit.
34	*[OFF | ON]* Main switch to turn the device on and off.

6 Basics

This chapter contains basic information about data transmission via DMX protocol.

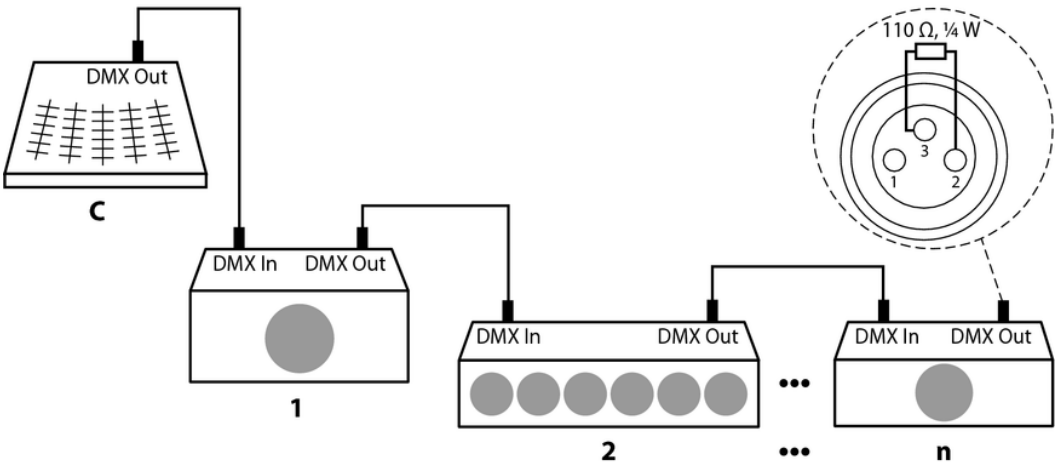
Signal transmission

DMX signals are generated by a DMX controller and transmitted to the connected devices using a DMX cable. Up to 512 channels per connection can be transmitted, with a value between 0 and 255 is transmitted for each channel. The 512 channels form a so-called 'DMX universe'.

Wiring

DMX devices are wired in series, i.e., a transmitting unit sends out signals to all connected receivers. The receiver arrangement in the device chain can be chosen arbitrarily, since all devices filter and process the relevant data independently.

To form a serial device chain, the DMX input of the first receiver is to be connected to the DMX output of the controller or other DMX master unit. The output of the first receiver then has to be connected to the input of the second and so on. The output of the last receiver in a DMX chain must be terminated with a resistor (110 Ω, ¼ W).



From a cable length of more than 300 m or after 32 connected DMX devices, the signal must be strengthened by a DMX booster.

Signal conversion

Every DMX device operates with a certain vendor specific number of channels through which the incoming control signals are converted into movements, brightness or colour changes, etc.. Since all receivers in a DMX chain always receive all signals, a starting address must be assigned to each DMX device. Starting from this address (a value between 1 and 512), the incoming signals are then interpreted by the receiver and implemented in accordance with the function mode set on the receiver (device-internal channel assignment).

Within a DMX chain, one start address can easily be assigned multiply. The corresponding receivers then operate synchronously (same movements, same brightness, same colour, etc.).

Addressing

When assigning DMX addresses, it's critical how the device counts. Depending on the design, counting of channels starts at 0 or 1.

Fixture	DMX channels
1	1…8
2	9…16
3	17…24
4	25…32

Fixture	DMX channels
5	33…40
6	41…48
7	49…56
8	57…64

7 Operating

7.1 Channel assignment

Proceed as follows to assign DMX channels:

1. Keep the *[Program | Record]* button pressed for three seconds.
   ⇨ The indicator LED *[Program | Record]* lights up.
2. Press *[Mode]*.
   ⇨ The indicator LED *[Mode]* lights up.
3. Keep the *[Patch | Insert]* button pressed for three seconds.
   ⇨ The indicator LED *[Patch | Insert]* lights up. The device is now in 'Channel Patch' mode.
4. Use the *[Fixture]* buttons 1 to 8 to activate a control channel.
   ⇨ The indicator LED of the activated control channel lights.
5. Use the rotary controls *[White]*, *[Red]*, *[Green]*, *[Blue]* and *[Amber]* to select a channel function.

6. Use the buttons ▲ and ▼ to adapt the DMX channel assignment. If the indicator value flashes this address on the control channel is already in use. Select a different address or reassign the occupied address as well.
7. Repeat steps 4 to 6 in order to adjust the assignment of the other control channels.
8. Briefly press the *[Program | Record]* button to save the changes.

   ⇨ All indicator LEDs flash three times briefly when the new settings are saved.

7.2 Scenes

Saving scenes

1. Keep the *[Program | Record]* button pressed for three seconds to change to programming mode.
   ⇨ The indicator LED *[Program | Record]* lights up.
2. Use *[Fixture]* buttons 1 to 8 to activate the devices to be integrated into the scene.
   ⇨ The indicator LEDs of the activated control channels light.
3. Use the rotary controls *[White]*, *[Red]*, *[Green]*, *[Blue]* and *[Amber]* to adjust the colour settings and the two user definable controls to adjust the assigned functions.
4. Use the buttons ▲ and ▼ to select a memory slot (*'Sc.01'* … *'Sc.16'*). If the indicator value flashes this memory slot is already in use. Assign a different memory slot or overwrite the existing settings.
5. Press the *[Program | Record]* button to save the scene.
   ⇨ All indicator LEDs flash three times briefly when the new scene has been saved.
6. Repeat steps 2 to 5 to save additional scenes.

   A maximum of 16 scenes can be saved in the device.

7. Keep the *[Program | Record]* button pressed for three seconds to quit the programming mode.

   ⇨ The indicator LED *[Program | Record]* turns off.

Deleting scenes

1. Keep the *[Program | Record]* button pressed for three seconds to change to programming mode.

   ⇨ The indicator LED *[Program | Record]* lights up.

2. Use the buttons ▲ and ▼ to select the scene to be deleted from the device memory (*'Sc. 01'* … *'Sc.16'*).

3. Press the *[Del]* button to delete the scene.

   ⇨ All indicator LEDs flash three times briefly when the scene has been deleted.

4. Repeat steps 2 and 3 to delete further scenes.

5. Keep the *[Program | Record]* button pressed for three seconds to quit the programming mode.

   ⇨ The indicator LED *[Program | Record]* turns off.

Calling scenes

1. Press foot switch *[Scene Chase | Dimmer]* until the indicator LED *[Scene]* lights up.
2. Use foot switches *[Up]* and *[Down]* to select one of the saved scenes *'Sc.01'* … *'Sc.16'*.
3. Briefly press foot switch *[Function | OFF]* to end a running scene.

   Keep foot switch *[Music/Auto | Blackout]* pressed to blackout all connected LED lights.

7.3 Chasers

Saving chasers

1. Keep the *[Program | Record]* button pressed for three seconds to change to programming mode.
   ⇨ The indicator LED *[Program | Record]* lights up.
2. Press *[Mode]*.
   ⇨ The indicator LEDs *[Mode]* and *[Chase]* light up.
3. Use *[Fixture]* buttons 1 to 8 to activate the devices to be integrated into the chaser.
   ⇨ The indicator LEDs of the activated control channels light.
4. Use the rotary controls *[White]*, *[Red]*, *[Green]*, *[Blue]* and *[Amber]* to adjust the colour settings and the two user definable controls to adjust the assigned functions.
5. Use the buttons ▲ and ▼ to select a memory slot (*'CS.01'* … *'CS.16'*). If the indicator value flashes this memory slot is already in use. Assign a different memory slot or overwrite the existing settings.
6. Press the *[Program | Record]* button to save the chaser.
   ⇨ All indicator LEDs flash three times briefly when the new chaser has been saved.

7. Repeat steps 3 to 6 to save additional chasers.

A maximum of 16 chasers can be saved in the device. Each chaser can consist of a maximum of 99 steps.

8. Keep the *[Program | Record]* button pressed for three seconds to quit the programming mode.

⇨ The indicator LED *[Program | Record]* turns off.

Inserting steps into chasers

1. Keep the *[Program | Record]* button pressed for three seconds to change to programming mode.

   ⇨ The indicator LED *[Program | Record]* lights up.

2. Press *[Mode]*.

   ⇨ The indicator LEDs *[Mode]* and *[Chase]* light up.

3. Use the buttons ▲ and ▼ to select the chaser you want to add a step to (*'CS.01'* … *'CS. 16'*).

4. Press *[Patch | Insert]*.

   ⇨ The indicator LED *[Patch | Insert]* flashes.

5. Use the buttons ▲ and ▼ to select a memory slot (*'sT01'* … *'sT99'*). If the indicator value flashes this memory slot is already in use. Assign a different memory slot or overwrite the existing settings.

6. Use *[Fixture]* buttons 1 to 8 to activate the devices to be integrated into the single step.

   ⇨ The indicator LEDs of the activated control channels light.

7. Use the rotary controls *[White]*, *[Red]*, *[Green]*, *[Blue]* and *[Amber]* to adjust the colour settings and the two user definable controls to adjust the assigned functions.

8. Press the *[Program | Record]* button to save the step.

   ⇨ All indicator LEDs flash three times briefly when the new step has been saved.

9. Repeat steps 4 to 8 to insert additional steps (maximal 99).

10. Keep the *[Program | Record]* button pressed for three seconds to quit the programming mode.

    ⇨ The indicator LED *[Program | Record]* turns off.

Deleting steps from a chaser

1. Keep the *[Program | Record]* button pressed for three seconds to change to programming mode.
   ⇨ The indicator LED *[Program | Record]* lights up.
2. Press *[Mode]*.
   ⇨ The indicator LEDs *[Mode]* and *[Chase]* light up.
3. Use the buttons ▲ and ▼ to select the chaser you want to delete a step from (*'CS.01'* … *'CS.16'*).
4. Press *[Patch | Insert]*.
   ⇨ The indicator LED *[Patch | Insert]* flashes.
5. Use the buttons ▲ and ▼ to select the desired step (*'sT01'* … *'sT99'*).
6. Press the *[Del]* button to delete the step.
   ⇨ All indicator LEDs flash three times briefly when the step has been deleted.
7. Repeat steps 4 and 6 to delete further steps.
8. Keep the *[Program | Record]* button pressed for three seconds to quit the programming mode.

⇨ The indicator LED *[Program | Record]* turns off.

Deleting chasers

1. Keep the *[Program | Record]* button pressed for three seconds to change to programming mode.

   ⇨ The indicator LED *[Program | Record]* lights up.

2. Use the buttons ▲ and ▼ to select the chaser to be deleted from the device memory (*'SC.01'* … *'Sc.16'*).

3. Keep the *[Del]* button pressed for three seconds to delete the chaser.

   ⇨ All indicator LEDs flash three times briefly when the chaser has been deleted.

4. Repeat steps 2 and 3 to delete further chasers.

5. Keep the *[Program | Record]* button pressed for three seconds to quit the programming mode.

   ⇨ The indicator LED *[Program | Record]* turns off.

Calling chasers

1. Press foot switch *[Scene Chase | Dimmer]* until the indicator LED *[Chase]* lights up.
2. Use foot switches *[Up]* and *[Down]* to select one of the saved chasers *'CS.01'* … *'CS.16'*.

   Use *[Music/Auto | Blackout]* to change between operating modes 'Music' and 'Auto' in order to adjust the settings:

   Activate the 'Music' mode (LED *[Music]* lights up), press foot switch *[Function | OFF]* and use foot switches *[Up]* and *[Down]* to adjust the sound control sensitivity in a range from *'S000'* … *'S100'*. The value is applied as soon as the display skips back.

   Activate the 'Auto' mode (LED *[Auto]* lights up), press foot switch *[Function | OFF]* and use foot switches *[Up]* and *[Down]* to adjust the progress speed for Auto mode in a range from *'SP.01'* … *'Sp.12'*. The value is applied as soon as the display skips back.
3. Briefly press foot switch *[Function | OFF]* to end a running chaser.

   Keep foot switch *[Music/Auto | Blackout]* pressed to blackout all connected LED lights.

7.4 Dimmer

1. Keep foot switch *[Scene Chase | Dimmer]* pressed for about two seconds to change to Dimmer mode.

   ⇨ The indicator LED *[Dimmer]* lights up.

2. Adjust the dimmer using foot switches *[Up]* and *[Down]* in a range from *'dI.00'* … *'dI.FL'*.

   A single keystroke changes the setting by factor 1 up or down. Keep the foot switch pressed to adjust the Dimmer setting up or down quickly.

3. Press foot switch *[Scene Chase | Dimmer]* briefly to change to 'Chase' mode.

7.5 Sound control, Auto mode

In Chase mode, you can change between Sound control and Auto mode:

1. Press foot switch *[Scene Chase | Dimmer]* until the indicator LED *[Chase]* lights up.
2. Use foot switch *[Music/Auto | Blackout]* to change between operating modes 'Music' and 'Auto'.

   Activate the 'Music' mode (LED *[Music]* lights up), press foot switch *[Function | OFF]* and use foot switches *[Up]* and *[Down]* to adjust the sound control sensitivity in a range from *'S000'* … *'S100'*. The value is applied as soon as the display skips back.

   Activate the 'Auto' mode (LED *[Auto]* lights up), press foot switch *[Function | OFF]* and use foot switches *[Up]* and *[Down]* to adjust the progress speed for Auto mode in a range from *'SP.01'* … *'Sp.12'*. The value is applied as soon as the display skips back.

   If you keep the foot switch pressed for about two seconds the unit changes to 'Blackout' mode and blackouts all connected LED spotlights.

   ⇨ The indicator LED of the activated operating mode lights.
3. Press foot switch *[Scene Chase | Dimmer]* briefly to change to 'Chase' mode.

7.6 MIDI control

MIDI mapping, channel 1

MIDI command	MIDI note	Function
Scene num	01…16	0x00 0x7f
Chase num	17…32	0x00 0x7f
Chase mode	33	0x00 0x01
Music Sensitivity	34	0x00 0x64
Chase Speed	35	0x00 0x0c
Chase Fade	36	0x00 0x64
Dimmer	37	0x00 0x64
Blackout	126	0x00 0x01

8 Technical specifications

Operating voltage supply	9 V ⎓ (DC)
Dimensions (W × D × H)	375 mm× 188 mm× 88 mm
Weight	1.8 kg

9 Plug and connection assignment

Introduction

This chapter will help you select the right cables and plugs to connect your valuable equipment so that a perfect light experience is guaranteed.

Please take our tips, because especially in 'Sound & Light' caution is indicated: Even if a plug fits into a socket, the result of an incorrect connection may be a destroyed DMX controller, a short circuit or 'just' a not working light show!

DMX connections

The unit offers a 3-pin XLR socket for DMX output and a 3-pin XLR plug for DMX input. Please refer to the drawing and table below for the pin assignment of a suitable XLR plug.

Pin	Configuration
1	Ground, shielding
2	Signal inverted (DMX–, 'cold signal')
3	Signal (DMX+, 'hot signal')

RCA connection

Drawing and table indicate the pin assignment of an RCA plug.

1	Signal
2	Ground, shielding

10 Protecting the environment

Disposal of the packaging material

For the transport and protective packaging, environmentally friendly materials have been chosen that can be supplied to normal recycling.

Ensure that plastic bags, packaging, etc. are properly disposed of.

Do not just dispose of these materials with your normal household waste, but make sure that they are collected for recycling. Please follow the notes and markings on the packaging.

Disposal of your old device

This product is subject to the European Waste Electrical and Electronic Equipment Directive (WEEE). Do not dispose with your normal household waste.

Dispose of this device through an approved waste disposal firm or through your local waste facility. When discarding the device, comply with the rules and regulations that apply in your country. If in doubt, consult your local waste disposal facility.

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