48 CHANNEL DMX CONSOLE
USER MANUAL

TABLE OF CONTENTS

1. BEFORE YOU BEGIN

What is included

※Stage Designer controller

※DC 9-12V 500mA auto switching

Unpacking Instructions

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

Safety Instructions

Please read these instructions carefully, which includes important information about the installation, usage and maintenance of your fixture.

- Please keep this User Guide for future consultation. If you sell the unit to another user, be sure that they also receive this instruction booklet.
- Always make sure that you are connecting to the proper voltage and that the line voltage you are connecting to is not higher than that stated on decal or rear panel of the fixture.
- This product is intended for indoor use only1
- To prevent risk of fire or shock, do not expose fixture to rain or moisture. Make sure there are no flammable materials close to the unit while operating.
- In the event of serious operating problem, stop using the unit immediately. Never try to repair the unit by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.
- Don't connect the device to a dimmer pack.
- Make sure power cord is never crimped or damaged.
- Never disconnect power cord by pulling or tugging on the cord.
- Do not operate this device in more than 104°F(40°C) ambient temperature conditions.

Caution! ***There are no user serviceable parts inside the unit. Do not open the housing or attempt any repairs yourself. In the unlikely event your unit may require service.***

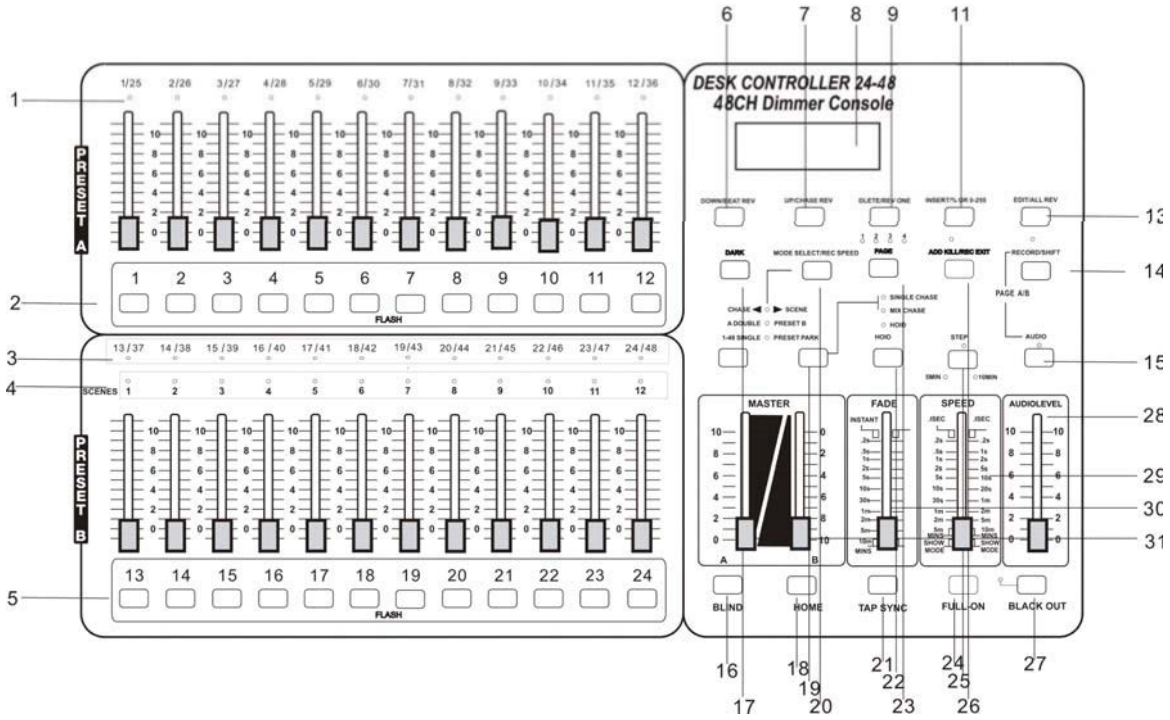
2. INTRODUCTION

The Stage Designer is a universal intelligent lighting controller. It allows the control of 48 channels with 96 scene/chase playback faders. Each scene/chase can contain up to 1000 individual steps, or looks. On the surface, when in the CHASE◄►SCENE mode, there are 12 physical faders for the playback of the saved programs. There are 4 pages of Scenes playback on Page A, and an additional 4 pages of playback faders on Page B. Programs can be triggered by music, midi, automatically or manually. Channel assignments can be reprogrammed for ease of controlling different fixtures. On the surface you will find various programming tools such as 24 channel fader, A/B master faders for cross mixing, and Fade and Speed time faders for on the fly adjustments. And it also has an LED display for easy navigation of controls and menu functions.

Features

- Universal DMX-512 controller
- Controls up to 48 DMX channels
- 8 pages of 12 playbacks faders
- 6 sets of chases containing 240 scenes
- Program fade and speed time into each step
- Reversible sliders
- Re-assignable channels
- Sequential linking of chases
- Assignable joystick
- Fog $ strobe control buttons
- Grab any fixture on the fly
- Beat activation, tap-sync and auto run
- Polarity selector
- 6 space(6U) 19" rack mount
- MIDI compatible

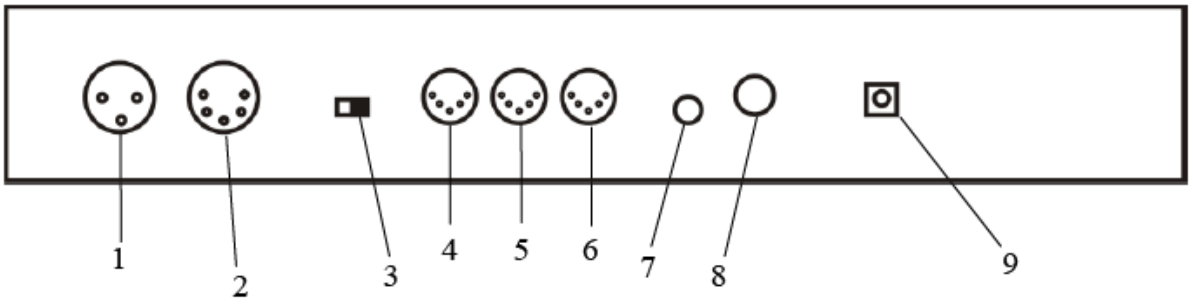
Product Overview(front)



ITEM	Button or Fader	Function
1	Channel Faders	Indicates channels 1-12(25-36)
2	Channel Flash button	Brings the relevant fader to 100% or DMX value of 255
3	Channel Faders	Indicates channels 13-24(37-48)
4	Scene Playback indicators	Indicates that the scene is playing back
5	Channel Flash button	Brings the relevant fader to 100% or DMX value of 255
6	Down/Beat Rev	Down functions to modify a scene in edit mode, Beat Rev is used to reverse the chasing direction of a program with regular beat.
7	Up/Chase Reverse	Up function to modify a scene in Edit mode, chase Reverse is used to reverse the chasing direction of a program under Speed Slider control.
8	LCD Display	Shows the current activity or programming state
9	Delete/Rev One	Delete a step in a scene or reverse the chasing direction of any program
11	Insert % or 255	Insert is to add 1 step or steps into a scene; %or255 is used to change the display value cycle between % and 0-255
13	Edit/All Rev	Edit is used to activate Edit mode; All Rev is to reverse the chasing direction of all programs
14	Record/Shift	Record is used to activate Record mode or program a step; Shift functions the alternate function of other

		buttons only
15	Audio/Page A_B	Audio activate audio sync of chase; Page A_B switches the channel faders BETWEEN 1-24 MODE AND 25-48 MODE. Press and hold Record & Page A_B to switch between the 2 channel pages
16	Blind	Take the channel out of a program temporarily in Chase ◄►Scene mode used to temporarily blackout overall output
17	Dark	Used to temporarily blackout overall output
18	Home	Used to deactivate the Blind on a given channel
19	Park	Used to select Single/Mix Chase, bring Channel 13-24(37-48) to full of current setting, or momentarily program a scene into Master B slider depending on the current mode
20	Mode Select/ Rec Speed	Used to activate the operating mode; Rec Speed sets the speed of any programs chasing in Mix mode
21	Tap Sync	Repeatedly tapping this button will establish the chase speed
22	Hold	Used to momentarily maintain current scene
23	Page	Tap to select pages of scenes from 1-4(Page A) and 1-4(Page B)
24	Full On	Momentarily bring all channels (1-48) to full intensity
25	Step	Used to go to the next step when the Speed slider is set in Show Mode or in Edit mode
26	Add Kill/ Rec exit	In Add mode, multiple scenes or Flash buttons will be on at the same time; In kill mode, pressing any Flash button will kill any other scenes or programs; Rec Exit is used to exit from Program or Edit mode
27	Blackout	Used to kill all output, with exception of Full On
28	Audio Level Fader	Adjusts the audio sensitivity when in Audio trigger mode of scenes
29	Speed Fader	Used to adjust the speed of scenes/chases running
30	Fade Fader	Adjusts the fade-in, fade-out, and cross-fade times
31	Master A_B	Adjusts overall intensity

Product Overview (rear panel)



ITEM	Button or Fader	Function
1	3-pin DMX output connector	DMX control signal
2	5-pin DMX output connector	DMX control signal
3	Polarity switch	Used to select DMX polarity
4	MIDI Thru	MIDI port for connecting to a sequencer or MIDI device
5	MIDI Out	MIDI port for connecting to a sequencer or MIDI device
6	MIDI In	MIDI port for connecting to a sequencer or MIDI device
7	Audio Input	This jack accepts a line level audio input signal ranging from 100 mV to 1Vpp
8	Remote Input	Blackout and Full On may be controlled by a remote control using a standard 1/4" jack
9	DC Input	DC 12-20V, 500mAMin

Common Terms

The following are common terms used in intelligent light programming.

„ **Blackout** is a state where all lighting fixtures' light output are set to 0 or off, usually on a temporary basis.

„ **DMX-512** is an industry standard digital communication protocol used in entertainment lighting equipment. For more information read Sections" DMX Primer" and "DMX Control Mode" in the Appendix.

„ **Fixture** refers to your lighting instrument or other device such as a fogger or dimmer which you can control.

„ **Programs** are a number of scenes arranged one after another. It can be programmed as either a single scene or multiple scenes in sequence.

„ **Scenes** are static lighting states.

„ **Sliders** are also known as faders.

„ **Chases** can also be called programs. A chase consists of a number of scenes arranged one

after another.

„ **Scanner** refers to a lighting instrument with a pan and tilt mirror; however DMX controllers can use this term to control any DMX-512 compatible device as a generic fixture.

„ **MIDI** is a standard for representing musical information in a digital format. A MIDI input would provide external triggering of scenes using midi devices such as a midi keyboard.

„ **Stand Alone** refers to a fixture's ability to function independently of an external controller and usually in sync to music, due to a built in microphone.

„ **Fade slider** is used to adjust the fade time between scenes within a chase.

„ **Speed slider** affects the amount of time a scene will hold its state. It is also considered a wait time.

„ **Shutter** is a mechanical device in the lighting fixture that allows you to block the lights path. It is often used to lessen the intensity of the light output and to strobe.

„ **Patching** refers to the process of assigning faders to a DMX channel within a fixture.

„ **Playbacks** can be either scenes or chases that are directly called to execution by the user. A playback can also be considered program memory that can be recalled during a show.

3. OPERATING INSTRUCTIONS

Setup

SETTING UP THE SYSTEM

1) Place the Stage Designer on a level surface. Note! The Stage Designer can also be rack mounted, occupying six rack spaces(6U).

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

3) Plug in your DMX cable(s) to your intelligent lighting as described in the respective fixture's manual. For a quick overview of DMX see the "DMX Primer "on page 19.

4) Reset the system using the instructions on page 11 under ERASE ALL SCENES.

PHYSICAL FADER ASSIGNMENT (OPTIONAL SETUP)

Use this feature to combine or unify fixture control attributes for different fixtures. For example; if you were controlling 4 moving mirrors and 4 moving yokes, the color, gobo and dimmer channels may not line up ideally on the physical faders. Use this function to re-assign the dimmer, color and gobo channels to faders 1,2 and 3. From now no you will be able to control the same attributes on all fixtures using the same fader location. This is also most useful when needing to combine all colors together.

ACTION:

1. Press and hold RECORD button.
2. While holding the Record button, press the Flash button #6(3) times.
3. Press the Flash button that you wish to assign the DMX channel output to.
4. While holding Record, press the Flash button corresponding to the DMX output that you wish to assign the Fader to.
5. Repeat steps 2-3 as often as necessary.

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

NOTES:

All physical faders can be re-assigned to output on a different DMX channel, Faders are given a channel number and are labeled on the surface of the controller as such.

You can check to see what the assignment is by pressing the Fader button of the corresponding channel while in this mode.

Here is no limit to the amount of channels that can be assigned to a single faders. One can assign up to all 48 channels of DMX output to a single Fader.

CHNO corresponds to the Physical Fader, while SLDNO corresponds to the DMX output channel.

SWITCHING BETWEEN PAGE AND PAGE B (CHANNELS 1-24 AND 25-48)

ACTION:

1) Press and hold Record & press Page A B button. If you are on Page A, then this will bring you to Page B. If you are on Page B, then this will bring you t Page A.

NOTES:

When the fixture turns on ,it will revert to the previously used page.
Page A is used to control channels 1-24, while Page B is used to control channels 25-48.
The screen will display which current page.
There's an additional set of 4pages of playback controls on Page B.

4.PROGRAMMING

EARSE A PROGRAM

Action

1) Record enable
2) Use the **Page** button to select the page the scene you wish to erase is on.
3) Press and hold the **Edit** button &tap the flash button (13-14) twice of scene you wish to erase is on.
4) Release the 2buttions.The LED for the corresponding program should light. Indicating that has been selected.
5) Pres the **Delete** button. **All LEDS** should light, indicating the program is erased.

EARES ALL SCENES

Action

1) Record enable
6) Press and hold **RECORD**
2) While holding record button tap the flash button in the following sequence:1-3-2-3.Relese the record button.
7) **All LEDS** should light .Indicating all program have been erased.
8) Press and hold **RECORD & REX EXIT** to exit the mode.

Warning: This will reset the controller to its factory defaults .This will erase all program and setting.

NOTES: *You must be in record mode to reset the controller.*

*The **LED** over the record button will light, indicating the Record mode operation.*

RECORD CLAEAR

Action

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

NOTES: *All scenes in the temporary memory of the controller will be erased by this process.*

*This process will not affect the scenes already. Programmed into **Scene fader.***

DELETE A STEP OR STEPS

Action

1) Ender the **EDIT** mode.

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

INSERT STEP OR STEPS

Action

1) Record a scene or scenes you wish to insert.
2) Be sure you are in **Chase ◄► Scene** and enter the EDIT mode.
3) Tap the Step button to scroll to the step which you wish to insert the step before. You may read the step from display.
4) Tap the Insert button to insert the step you've created before.
5) Exit **Edit** mode.

NOTES: *Part of entering the Edit mode is. selecting scene you wish to edit. See section on Edit enable for further instruction.*

All LEDS will flash to indicating a successfully Insert of the step.

MODIFY STEP OR STEPS

Action

1) Enter **EDIT** node.
2) Press and hold the **UP** button if you want to raise the intensity. Press the **DOWN** button if you want to lower the intensity.
3) 3) Tap the **Step** button to scroll to the step which you wish to insert the step before. You may read the step from display.
4) While holding the **UP** or **DOWN** button tap the **Flash** button corresponding to the DMX channel of the **Scene** you wish to modify until you reach the desired intensity value read from the display. Then, you may tap the **Flash** buttons until you are satisfied with the new **Scene**.
5) Repeat step2, 3, and 4 until all the steps have been modified.
6) Exit **EDIT** mode.

NOTES: Part of entering the Edit mode is selecting which scene you wish to Edit. See section on enable for further instructions.

All LEDS will flash to indicate a successful insert of the step.

5. Playback

This controller uses the Channel Fader and Flash buttons for multiple uses. In this occurrence, Channel Fader 13-24(37-48) are used playing back of scenes already recorded. This is only when the controller is the Chase◄► scene mode. In this instance, Master Fader

A will control the manual fader controls, whish Master Fader B will control the Scenes being played back.

PLAYING A SCENE

A Scene can contain 1000steps. The term steps and scene are used interchangeably.

Action

1) Tap the ode select button to select **Chase ◄► SCENE MODE.**
2) Tap the page to select the correct page the program you wish to run is located.
3) Push master Slider B to its maximum position(fully down)
4) Move the desired Channel slider (13-24) to its maximum and the Scene will fader in depending upon current fade time.
5) Move the channel Slider to adjust the output of the current program.

NOTES: The current mode is indicated by the 3 **ALEDS.** Red is the Chase ◄►scene. Yellow is 2-scene preset a/b, And, Green is 1-24 single mode.
You may press and hold down the relevant Flash button for Scene to trigger the button Momentarily**.**

PLAYING A SCENE TO AUDIOTIGGERING

Action

1） Select your **Scene** as described in the above section.
2） Tap the **Audio** button until its LED lights, indicating **AUDIO** mode is active.
3） Use the **Audi**o Level slider to adjust the sensitivity.
4） To return to normal mode, tap the **Audio** button a second time, causing its LED to go out. **AUDIO** mode is disengaged.

NOTES: This is the process of using the built-in-microphone, or using the audio jack on the controller to use an alternative audio source for triggering of **Scenes.**

MIDI Operation

The controller will only respond to **MIDI** commands on the MIDI channel that it is assigned to. All **MIDI** control is performed using Note on the commands. All other MIDI instructions are ignored. To stop a chase, send the blackout on note.

Setting MIDI IN

Action

1) While holding down the **RECORD** button, simultaneously tap to Flash button #1 three times. The

display reads **MIDI CHANNEL IN** to indicate channel setup is available.

2) Select the **MIDI** control channel (1-16) by tapping Flash button 1-16. The relevant channel LED lights indicating **MIDI IN** channel is set.
3) While holding down **RECORD**, tap the **REC EXIT** button to exit **MIDI** setting.

MIDI Note	FUCNCTION(TURN ON/OFF)
27-69	Turn on or off program1-48
70-93	Activate Channel 1-24
94	FULL-ON
95	DARK (momentary blackout)
96	HOLD
97	Turn on or off AUDIO
98	Chase ◄► SCENE
99	MODE:1-12A_1-12B
100	MODE:1-24A
101	Step
102	BLACKOUT

Notes: *This is the Channel that the controller will receive MIDI note commands.*

Notes: When working with MIDI notes 22-93, you may simulate a fader's increase and decrease by adjusting the velocity of the node.

Setting MIDI OUT

Action

4) While holding down the **RECORD** button, simultaneously tap Flash button #2 three times. The display reads **MIDI CHANNEL OUT** to indicate channel setup is available.
5) Select the **MIDI** control channel 91-16）by tapping Flash button 1-16. The relevant lights indicating **MIDI OUT** channel is set.
6) While holding down **RECOR**, tap the **REC EXIT** Button to exit **MIDI** setting.
Notes: This is the Channel that the controller will transmit MIDI note commands.

Receiving MIDI File Dump

Action

7) While holding down the **RECORD** button, simultaneously Flash button #3 three times. The display reads **MIDI FIEDOUMP RECVING** 000%wen the device is in the correct mode.
8) While holding down **RECORD**, tap the REC EXIT button to exit **MIDI** setting.

Notes: This is the process of copying your entire show to another TFX-48B. This will not work with any other device.

This process can take several minutes to complete.

This control will automatically being sending the PILE DUMP once the mode has been selected.

Therefore, be sure that the other deceive has previously been setup to receive the transfer.

During **FILE DUMP**, all other operation will cease to function.

If errors or power failure occurs, **FILE DUPM** will be interrupted and stop.

Sending MIDI File Dump

Action

9) While holding down the **RECORD** button, simultaneously tap **Flash** #4 three times. The display reads **MIDI FILEDUMP SENDING** 000%when the device is in the correct mode.
10) While holding down **RECORD**, tap the **REC EXIT** button exit **MIDI** setting.

Notes: This is the process of copying your entire show to another **TFX-48B.**This will not work with any other device.
This process can take several minutes to complete.
The control will automatically being sending the **FILE DUPM** once the mode has been selected.
Therefore, be sure that the other device has previously been setup to receive the transfer.
During **FILE DUMP**, al
l other operations will cease to function.
If errors or power failure occurs, **FILE DUMP** will be interrupted and stop.

6. APPENDIX

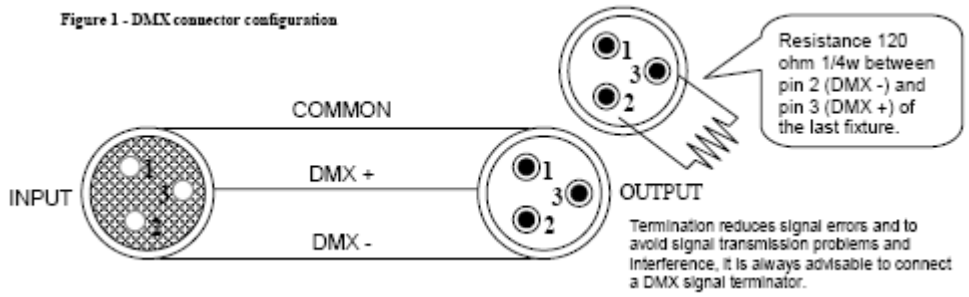
DMX Primer

There are 512 channels in a DMX-512 connection. Channel may be assigned in any manner. A fixture capable of receiving DMX 512 will require one or a number of sequential channels. The user must assign a starting address on the fixture that indicates the first channel reserved in the controller. There are many different types of DMX controllable fixture and they all may vary in the total number of channels required, Choosing a start address shout be planned in advance. Channel should never overlap. If they do, this will result in erratic operation of the fixture whose starting address is set incorrectly. You can however, control multiple fixture of the same type using the same starting address as long as the intended result is that of unison movement or operation. In other words, the fixture will be slaved together and all respond exactly the same.

DMX fixtures are designed to receive data though a serial Daisy Chain. A Daisy Chain connection is where the DATA OUT of one fixture connects to the DATA IN of the next fixture. The order in which the fixtures are connected is not important and has no effect on how a controller communicates to each fixture. Use an order that provides for the easiest and most direct cabling. Connect fixtures using shielded two conductor twisted pair cable with three pin XLR male to female connectors, The

shield connection is pin 1,while pin 2 is Data Negative (S-) and pin 3 is Data positive (S+)

FIXTURE LINKING



Note!

If you use a controller with a 5 pin DMX output connector, you will need to use a 5 pin to 3 pin adapter.

The chart below details a proper cable conversion.

3 Pin to 5 pin conversion channel

CONDUCTOR	3 Pin FEMALE (OUTPUT)	5 Pin
GROUN/SHIELD	Pin 1	Pin 1
DATA(-)SIQNAL	Pin 2	Pin 2
DATA(+)SIQNAL	Pin 3	Pin 3
DO NOT USE		DO NOE USE
DO NOT USE		DO NOE USE

General Troubleshooting

Symptom	**Solution(s)**	**Applies to**			
		lights	**Foggers & Snow**	**controllers**	**Dimmers& chaser**
Auto shut off	Check fan thermal switch reset	√			
Beam is very dim or not bright	Clean optical system or replace lamp Check 220V/110V switch for proper setting	√			
Breaker/Fuse keeps blowing	Check total load placed on device				√
Chase is too slow	Check users manual for speed adjustment	√		√	√
Device has no power	Check for power on mains. Check device's fuse.(internal and/or external)	√		√	√

Fixture is not responding	Check DMX Dip switch setting for correct addressing Check DMX cables Check polarity switch settings	√			
Fixture is on but there is no movement to the audio	Make sure you have the correct audio mode on the control switches. If audio provided via1/4 jack, make sure a live audio signal exists Adjust sound sensitivity knob.	√		√	√
Lamp cuts off sporadically	Possible bad lamp or fixture is overheating. Lamp may be at end of its life.	√			
Light will not come on after power failure	Some discharge lamps require a cooling off period before the electronics in the fixture can kick start it again, wait 5 to 10 minutes before powering up.	√			
Loss of signal	Use only DMX cables Install terminator Note: Keep DMX cables separated from power cables or black lights.	√		√	√
Moves slow	Check 220V/110V switch for proper setting	√			
No flash	Re-install bulb, may have shifted in shipping	√			
No light output	Bounce mirror motor may have shifted during shipping, readjust	√			
No light output	Check slip ring & brushes for contact install bulb Call service technician	√			
Relay will not work	Check reset switch Check cable connections				√
Remote does not work	Make sure connection is firmly connected to device	√	√		
Stand alone mode	All Chauvet lighting fixtures featuring standalone functions do not require additional settings, simply power the fixture and it will automatically enter into this mode	√			

DMX Dipswitch Quick Reference Chart

DMX Address Quick Reference Chart																					
Dip Switch Position																					
DMX DIP SWITCH SET					#9	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
0=OFF					#8	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
1=ON					#7	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1
X=OFF or ON					#6	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1
#1	#2	#3	#4	#5																	
0	0	0	0	0			32	64	96	128	160	192	224	256	288	320	352	384	416	448	480
1	0	0	0	0		1	33	65	97	129	161	193	225	257	289	321	353	385	417	449	481
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1	0	1	1	1		29	61	93	125	157	189	221	253	285	317	349	381	413	445	477	509
0	1	1	1	1		30	62	94	126	158	190	222	254	286	318	350	382	414	446	478	510
1	1	1	1	1		31	63	95	127	159	191	223	255	287	319	351	383	415	447	479	511

Dip Switch Position DMX Address

Technical Specifications

WEIGHT & DIMENSIONS

Length……..19 in (483 mm)
Width……..10.5 in (267 mm)
Height……305 in (89 mm)
Weight……10.3 in (4.7 mm)

POWER

Operating……DC 12V-18V 500Ma 100-240v autos witching
Adapter……2-pin Edison
Internal fuse……FO.5A 25

THERMAL

Maximum ambient temperature……104^{0}F (40^0)

CONTROL & PROGRAMMING

3-pin DMX:

Data output……locking 3-pin XLR female socket
Data pin configuration……pin 1 shield, pin 2 (-), pin 3(+)
Protocols……DMX-512 USITT

5-pin DMX:

Data output……locking 5-pin XLR female socket
Data pin configuration…….pin 1 shield, pin 2 (-), pin 3(+), pin 4+5 (not used)
Protocols…… DMX-512 USITT

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