

# **CX-3B**

## **12 CH DMX Dimming Console**

### **【User Manual】**



**Lite-Puter Enterprise Co., Ltd**

[www.liteputer.com.tw](http://www.liteputer.com.tw)  
[sales@liteputer.com.tw](mailto:sales@liteputer.com.tw)

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## Chapter 1 Introduction

### 1-1 Feature

- Can control up to 512 channels.
- 1000 scenes Memories.
- 12 hot keys for scene recall.
- Save 512 groups of chasers, each chaser contains 256 steps.
- 2 cross-fade for scene change.
- Audio control.

### 1-2 Specification

- Power supply: DC 12V/1A
- Protocol: DMX-512
- Audio input: AC 100mA (maximum external input)
- Dimension: 482(W) mm\*64(H) mm\*175(D) mm
- Installation: 19" 4U
- Weight: 4KG

### 1-3 Auto Memory

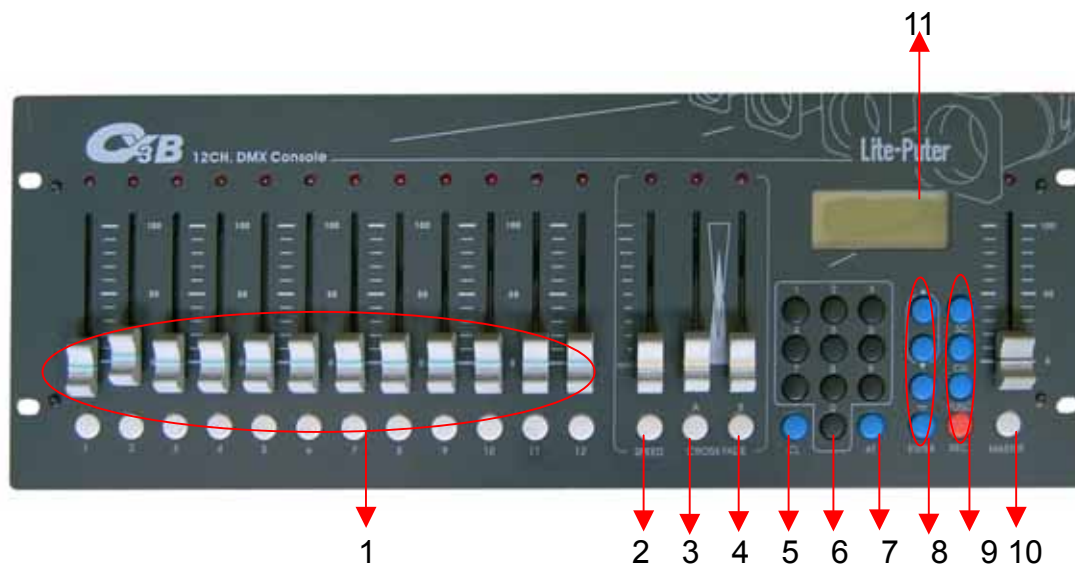
All programming data will be saved automatically when the console is turned off.

### 1-4 Warning !

- Charging four hours before the first time operating.
- The programming data will be lost automatically if the device is not powered on within 7 days.

## Chapter 2 Panel Introduction

### 2-1 Operation panel Introduction



1	1~12	SC 1~12 indicators SC 1~12 faders SC 1~12 Recall Hot keys SUB 1~12	7	AT	AT key (Indicator of channel value)
2	SPEED	Chase speed	8	▲	Function key
				▼	Function key
				—	Through key
				ENTER	Confirmation key
3	A	CROSS_A	9	SC	Scene
				CH	Channel
4	B	CROSS_B		FUNC	Function key
				REC	Record Key
5	CL	Clear key	10	MASTER	Master Fader
6	0~9	Numbered keys	11	LCD	LCD display

## 2-2 Rear Panel Introduction



1	Power switch	3	Audio input
2	DC Power input	4	DMX connector

## 2-3 Dimension



## Chapter 3 Operation and Setting

### Function:

Press **【FUNC】** and use **【▲】【▼】** keys to view the function list:

- 1) CH SETTING
- 2) SUB MASTER 1-12
- 3) SUB CHASE 9-12
- 4) SUB CHASE 1-12
- 5) CHANNEL CHASE
- 6) AUTO FADE
- 7) CROSS\_A EDIT
- 8) CROSS\_B EDIT
- 9) CROSS\_A GO/RUN
- 10) CROSS\_B GO/RUN
- 11) FADE ON/OFF

### Notice before use:

Turn on the power switch on the back panel and then push **【MASTER VR】** to the top for 100% output. (MASTER VR will affect the output of all channels)

### 3-1 CH SETTING

#### CH SETTING:

Individual channel levels can be adjusted directly with the fader and 0~9 keypad.

#### 3-1-1 Setting dimming level and start channel

**STEP 1** : Press **【FUNC】** key to enter function menu and the LCD will display:

► CH SETTING  
SUB MASTER 1-12  
SUB CHASE 9-12  
SUB CHASE 1-12

**STEP 2** : Press **【▲】** **【▼】** keys to choose CH SETTING, and then press **【ENTER】**.  
The LCD will display:

CH.SET 1---12  
CH 1-----> 0%  
MAST VR = 100%

CH.SET 1---12 which means VR1  
corresponding to CH1, ...VR12  
corresponding to CH12.  
MAST VR: Master Fader to FL (100%)

**STEP 3** : Press **【0】** ~ **【9】** keypads to enter the dimming level

For example: Set the dimming level to 70%:

Press **【70】** and press **【ENTER】** to confirm. Or you can use VR1~VR12 to adjust channel 1~12 dimming level and press **【▲】** and **【▼】** to adjust start channel address.

- 1.) Raise the MASTER VR to 100% (FL) and then raise VR1~12 to 50%. The total output of the scene is 50%.
- 2.) Raise the MASTER VR to 50% and then raise VR1~12 to 50%. The total output of the scene is 25%.

**STEP 4** : Press **【CH】** to set start channel address, and the LCD will display:

CH.SET 1---12  
CH 1-----> 0%  
MAST VR = 100%

**STEP 5** : Press **【0】 ~ 【9】** keypads to enter dimming level (CH1---CH512) and then press **【AT】** or **【ENTER】** to confirm. The cursor will indicate the channel dimming level. Please follow **STEP 3** to set the channel dimming level.

```
CH.SET      1---12
CH   1----->  0%

MAST  VR = 100%
```

### 3-1-2 Modifying data and output for a single channel

**STEP 1** : In CH SETTING mode and press **【CH】** key.

```
CH.SET      1---12
CH   1----->  0%

MAST  VR = 100%
```

**STEP 2** : Press **【0】 ~ 【9】** keypad to choose a channel which will be modified..

```
CH.SET      1--12
CH   12----->  0%

MAST  VR = 100%
```

EX:  
Press **【12】** to modify dimming  
level of channel 12.

**STEP 3** : Press **【AT】** or **【ENTER】** and the cursor will indicate the channel output.  
The LCD will display:

```
CH.SET      1--12
CH   12----->  --0%

MAST  VR = 100%
```

EX:  
The output of channel  
12 is 0%



**STEP 4** : Press **【0】 ~ 【9】** to enter the dimmer level.

```
CH.SET          1--12
CH   12-----> 50%
          —
MAST VR = 100%
```

EX:

Press **【50】** which means the output of channel 12 is 50%.

**STEP 5** : Press **【ENTER】** LCD will advance to the next channel to be set.

The LCD will display:

```
CH.SET          13--24
CH   13-----> 0%
          —
MAST VR = 100%
```

### 3-1-3 Modifying data and output for a range of consecutive channels

**STEP 1** : In CH SETTING mode and press **【CH】** key.

```
CH.SET          1---12
CH   1-----> 0%
          —
MAST VR = 100%
```

**STEP 2** : Press **【0】~【9】** to enter the start channel of a range of consecutive channels.

```
CH.SET          13--24
CH   12-----> 0%
          —
MAST VR = 100%
```

EX:

Press **【12】** to enter the start channel 12.

**STEP 3** : Press **【—】** and the LCD will display:

```
CH.SET          13--24
CH   12  ----> 0%
          —
MAST VR = 100%
```

**STEP 4** : Press **【0】~【9】** to enter the end channel of a range of consecutive channels.

```
CH.SET          13--24
CH   12 ---- 24---> 0%

MAST  VR = 100%
```

EX:  
Press **【24】** to enter the end  
channel 24.

**STEP 5** : Press **【AT】** or **【ENTER】** and the LCD will display:

```
CH.SET          13--24
CH   12 ---- 24---> 0%

MAST  VR = 100%
```

EX:  
The dimmer level for channel  
12 is 0%

**STEP 6** : Press **【0】 ~ 【9】** to enter the channel dimmer level.

```
CH.SET          13--24
CH   12 ---- 24---> 50%

MAST  VR = 100%
```

EX:  
Press **【50】** ,which mean the  
channel output from channel 12  
to channel 24 are all 50%

**STEP 7** : Press **【ENTER】** to output and the LCD will advance to the next channel to be set.

```
CH.SET          25--36
CH   25 -----> 50%

MAST  VR = 100%
```

### 3-1-4 Modifying the channel of a scene

#### 3-1-4-1 Modifying the single channel of a scene

**STEP 1** : In “SUB MASTER 1-12”, “SUB CHASE 9-12” and “SUB CHASE 1-12” mode and press **【CH】** key.

```
CHANNEL MODIFY
CH  1----->  0%

MAST  VR = 100%
```

**STEP 2** : Press **【0】 ~ 【9】** keypads to choose a channel which will be modified.

```
CHANNEL  MODIFY
CH 12----->  0%

MAST  VR = 100%
```

EX:  
Press **【12】** to choose channel 12.

**STEP 3** : Press **【AT】** or **【ENTER】** and the LCD will display:

```
CHANNEL  MODIFY
CH 12 ----->  0%
      -

MAST  VR = 100%
```

EX:  
The dimmer level for channel 12 is 0%

**STEP 4** : Press **【0】 ~ 【9】** to enter the channel dimmer level.

```
CHANNEL  MODIFY
CH 12 -----> 50%

MAST  VR = 100%
```

EX:  
Press **【50】** which means the output of channel 12 is 50%.

**STEP 5** : Press **【ENTER】** to output and exit CHANNEL MODIFY, the LCD will display:

```
SUB MASTER  1-12

MAST  VR = 100%
```

### 3-1-4-2 Modifying a range of consecutive channels of a scene

**STEP 1** : In “SUB MASTER 1-12”, “SUB CHASE 9-12” and “SUB CHASE 1-12” mode, press **【CH】** key.

```

CHANNEL MODIFY
CH  1----->  0%

MAST  VR = 100%
    
```

**STEP 2** : Press **【0】~【9】** to enter the start channel of a range of consecutive channels which will be modified.

```

CHANNEL  MODIFY
CH 12----->  0%

MAST  VR = 100%
    
```

**STEP 3** : Press **【—】** and the LCD will display:

```

CHANNEL  MODIFY
CH 12 -----  -->  0%

MAST  VR = 100%
    
```

**STEP 4** : Press **【0】~【9】** to enter the end channel of a range of consecutive channels.

```

CHANNEL  MODIFY
CH 12 ----- 24-->  0%

MAST  VR = 100%
    
```

EX:  
Press **【24】** to enter the end channel 24.

**STEP 5** : Press **【AT】** or **【ENTER】** to output and the LCD will display:

CHANNEL MODIFY  
CH 12 ----- 24--> 0%  
  
MAST VR = 100%

EX:  
The dimmer level for channel 12  
is 0%

**STEP 6** : Press **【0】** ~ **【9】** to enter the channel dimmer level.

CHANNEL MODIFY  
CH 12 ----- 24--> 50%  
  
MAST VR = 100%

EX:  
Press **【50】** ,which mean the  
channel output from channel 12  
to channel 24 are all 50%

**STEP 7** : Press **【ENTER】** to output, save and exit.

### 3-1-5 Clearing channel outputs

**\*Method 1:**

Press **【CL】** and **【CH】** at the same time.

**\*Method 2 :**

Lower **【MASTER VR】** to 0% and then press the **【MASTER】** key.

## 3-2 SUB MASTER 1-12

### SUB MASTER Introduction:

Recall FADE SCENE 1 to FADE SCENE 12 by VR1 to VR12.

### 3-2-1 SCENE

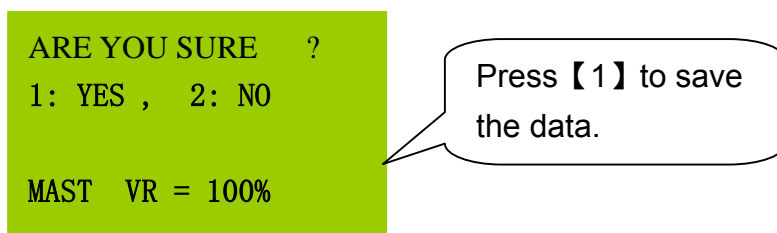
CX-3B can save 1000 scenes and 12 hot keys

### 3-2-2 Setting FADE SCENE 1--- FADE SCENE 12 (12 hotkeys)

**STEP 1** : Setting channel levels, please refer to 3-1.

**STEP 2** : Press **【MASTER】** +one of **【SUB1~12】** keys to save the data into  
FADE SCENE 1- FADE SCENE 12

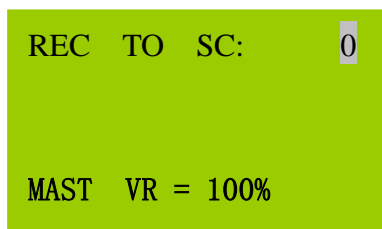
EX: Press **【MASTER】** and **【SUB1】** , the data will be saved into SUB MASTER 1.  
Press **【MASTER】** and **【SUB6】** , the data will be saved into SUB MASTER 6.



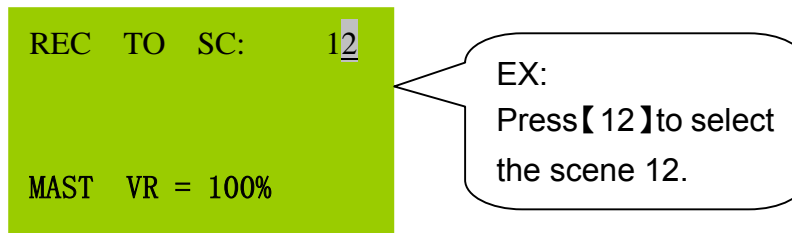
### 3-2-3 Setting SCENE 1--- SCENE 1000

**STEP 1** : Setting channel levels, please refer to 3-1 CH SETTING.

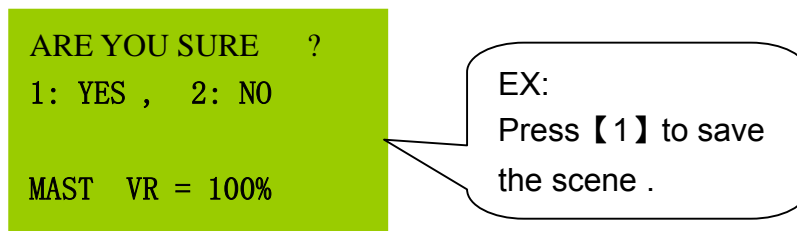
**STEP 2** : Press **【REC】** and the LCD will display:



**STEP 3** : Press **【0】 ~ 【9】** to enter the scene number.

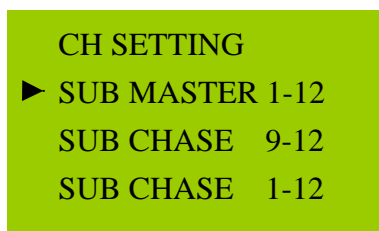


**STEP 4** : Press **【ENTER】** to confirm. If a scene has been previously recorded, a warning will appear.

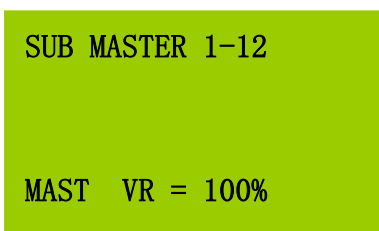


### 3-2-4 Recalling FADE SCENE 1 ... FADE SCENE 12

**STEP 1** : Press **【FCN】** and press **【▲】 【▼】** to select SUB MASTER 1-12:



**STEP 2** : Press **【ENT】** to enter.



**STEP 3** : Recording a scene to one of the 12 SUB MASTERS. The scene can be recalled by raising a sub fader or pressing a sub button.

### 3-2-5 Recalling SCENE 1 ... FADE SCENE 1000

**STEP 1** : Press **【SC】** key.

```
LOADING SC:  0

MAST  VR = 100%
```

**STEP 2** : Press **【0】 ~ 【9】** to enter the scene number which will be recalled.

```
LOADING SC:  1

MAST  VR = 100%
```

**STEP 3** : Press **【ENTER】** to confirm. SCENE 1 is output at recorded levels.

### 3-3 SUB CHASE 9-12

SUB CHASE 9 – 12 is chase through SUB MASTER 9 - 12

**STEP 1** : Press **【FCN】** and press **【▲】 【▼】** to select “SUB CHASE 9-12”, the LCD will display:

```
CH SETTING
SUB MASTER 1-12
► SUB CHASE  9-12
SUB CHASE  1-12
```

**STEP 2** : Press **【ENTER】** to confirm.

```
SUB CHASE 9 -- 12

MAST  VR = 100%
```



**STEP 3** : Raise the VR of **【SUB MASTER 9-12】** (Notes: VR must raise over 6% or the chase output will be ineffective.)

SUB CHASE 9 -- 12  
SUB 9 = 46%  
MAST VR = 100%

EX:  
Raise SUB MASTER 9  
to 46%

**STEP 4** : Raise the **【VR of SPEED】** to adjust the chase speed.

SUB CHASE 9 -- 12  
SUB 12 = 46%  
SPEED = 1 Sec  
MAST VR = 100%

EX:  
Speed: 1 second.

SUB CHASE 9 – 12 is chase through SUB MASTER 9 – 12, besides, users can recall the scenes of SUB MASTER 1-8 as the background light.

Notes: Lower the **【VR of SPEED】** to 0%, the chase speed will become audio control.

The LCD will display as below:

SUB CHASE 9 -- 12  
SUB 12 = 46%  
SPEED = AUDIO  
MAST VR = 100%

### 3-4 SUB CHASE 1-12

SUB CHASE 1 – 12 is chase through SUB MASTER 1 - 12

**STEP 1** : Press **【FCN】** and then press **【▲】** **【▼】** to select SUB CHASE 1-12:

```
CH SETTING
SUB MASTER 1-12
SUB CHASE 9-12
▶ SUB CHASE 1-12
```

**STEP 2** : Press **【ENTER】** to confirm.

```
SUB CHASE 1 -- 12

MAST VR = 100%
```

**STEP 3** : Raise the VR of **【SUB MASTER 1-12】** (Notes: VR must raise over 6% or the chase output will be ineffective).

```
SUB CHASE 1 -- 12
SUB 1 = 55%

MAST VR = 100%
```

EX:  
Raise SUB MASTER 1  
to 55%

**STEP 4** : Raise the **【VR of SPEED】** to adjust the chase speed.

```
SUB CHASE 1 -- 12
SUB 12 = 55%
SPEED = 1 Sec
MAST VR = 100%
```

EX:  
Speed: 1 second.

Notes: Lower the 【VR of SPEED】to 0%, the chase speed will become audio control.

The LCD will display:

```
SUB CHASE 1 -- 12
SUB 12 = 46%
SPEED = AUDIO
MAST VR = 100%
```

### 3-5 CHANNEL CHASE 1-12

**STEP 1** : Press 【FCN】 and then press 【▲】 【▼】 to select CHANNEL CHASE, the LCD will display:

```
SUB MASTER 1-12
SUB CHASE 9-12
SUB CHASE 1-12
▶ CHANNEL CHASE
```

**STEP 2** : Press 【ENTER】 to confirm. the LCD will display:

```
CH CHASE 1 -- 12

MAST VR = 100%
```

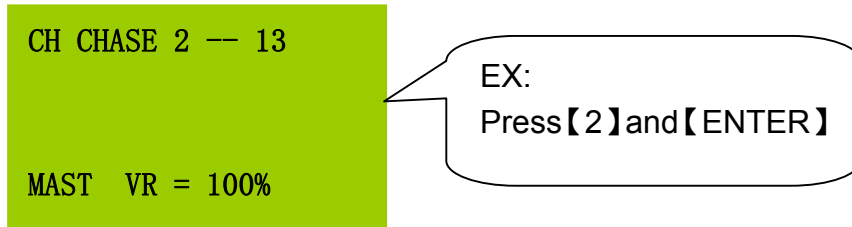
**STEP 3** : Press 【CH】 key and the LCD will display:

```
CH CHASE 1 -- 12

MAST VR = 100%
```

The cursor will move to CH1 position.

**STEP 4** : To change the start channel of the chase, press **▲** **▼** keys or use the **【0】 ~ 【9】** keypads.



At this time,

VR1 will control the chase dimming level of CH2,

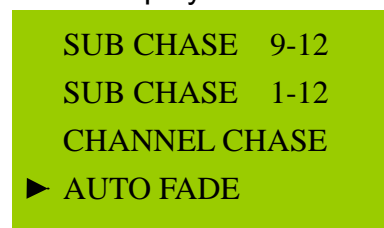
VR2 will control the chase dimming level of CH3. ( and vice versa.)

Notes: Under CHANNEL CHASE, user can press **【SC】** to recall any scene as background light

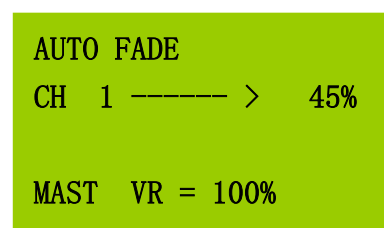
### 3-6 AUTO FADE

AUTO FADE speed is controlled by SPEED VR.

**STEP 1** : Press **【FCN】** and then press **▲** **▼** to select AUTO FADE, the LCD will display as below:



**STEP 2** : Press **【ENTER】** to start the auto fade. Raise the **【VR of SPEED】** to control the auto fade of a channel.



**STEP 3** : Press **【CH】** and press **【0-9】** to modify the start channel of autofade. Press **【ENTER】** to confirm.

```
AUTO FADE
CH  3 -----> 45%

MAST VR = 100%
```

EX:  
Press **【3】** and then press **【ENTER】** to confirm.

Notes : The autofade function allows a single channel or a range of channels to automatically fade from 0 to 100%.

EX: Auto Fade a Range of Channels

**Step 1:** Press **【CH】 【3】 【-】 【9】**

**Step 2:** Press **【ENTER】** to confirm.

**Step 3:** Raise the **【VR of SPEED】** to adjust the speed.

```
AUTO FADE
CH  3 ----- 9 -> 45%

MAST VR = 100%
```

## 3-7 CROSS\_A

### 3-7-1 CROSS\_A introduction

#### CROSS\_A:

CROSS\_A can memory 256 set chase programs "CROSS\_A MEMORY # 1- # 256" (user can edit by themselves), each chase program can edit 256 steps, each step means a SCENE. User can memory any steps in CROSS\_A and recall it automatically or manually.

### 3-7-2 Editing CROSS\_A chase

EX: Follow the steps below to finish the settings.

CROSS_A MEMORY #1	
Step	Data
1	SCENE 40
2	SCENE 2
3	SCENE 4
4	SCENE 10
5	SCENE 1
6	SCENE 25

**STEP 1** : Press **【FCN】** and press **【▲】 【▼】** to choose CROSS\_A EDIT.

SUB CHASE 1-12  
CHANNEL CHASE  
AUTO FADE  
► CROSS\_A EDIT

**STEP 2** : Press **【ENTER】** , the LCD will display:

CROSS\_A  
STEP 001 = SC—1  
MAST VR = 100%

EX:  
Step 1 is SCENE 1

**STEP 3** : Press **【0】 ~ 【9】** to enter the SCENE (1~1000), the LCD will display:

CROSS\_A  
STEP 001 = SC 40  
  
MAST VR = 100%

EX:  
Press **【40】** to enter the  
SCENE

**STEP 4** : Press **【ENTER】** and the LCD will display

CROSS\_A  
1:NEXT , 2: QUIT  
  
MAST VR = 100%

Press 1 for the next step or  
press 2 to quit.

**STEP 5** : Press **【1】** for the next step, and press **【0】 ~ 【9】** to enter the SCENE for STEP2 to STEP6.

CROSS\_A  
STEP 002 = SC 2  
  
MAST VR = 100%

**STEP 6** : After finishing the SC of the six step, press **【ENTER】** and **【2】** to cease the editing. The LCD will display:

CROSS\_A  
SET = 001  
  
MAST VR = 100%

Press **【1】** to memory the  
setting in  
CROSS\_A MEMORY#1

**STEP 7** : Press **【ENTER】** to save.

## 3-8 CROSS\_A GO/RUN

### 3-8-1 Executing the chase of CROSS\_A MEMORY by CROSS\_A VR

EX: Executing the chase of CROSS\_A MEMORY 15 by CROSS\_A VR.

**STEP 1** : Press **【FCN】** and then press **【▲】** **【▼】** to choose CROSS\_A GO/RUN, the LCD will display:

```
AUTO FADE
CROSS_A  EDIT
CROSS_B  EDIT
▶ CROSS_A  GO/RUN
```

**STEP 2** : Press **【ENTER】**

```
CROSS_A
MEM = 1

MAST VR = 100%
```

**STEP 3** : Press **【15】**

```
CROSS_A
MEM = 15

MAST VR = 100%
```

**STEP 4** : Press **【ENTER】** to confirm the setting.

Notes: Only in SUB MASTER 1-12, SUB CHASE 9-12 and SUB CHASE 1-12 can execute CROSS-A/B.



### 3-8-2 Starting CROSS\_A auto chase

Raise **【CROSS\_A VR】** to 100% (FL), and use the **【SPEED VR】** to change the chase speed.

Press **【SPEED】** to memory the chase in the CROSS\_A MEMORY #1.

STEP 1~STEP6 will chase automatically.

CROSS_A MEMORY #1		
Step	Data	
1	SCENE	40
2	SCENE	2
3	SCENE	4
4	SCENE	10
5	SCENE	1
6	SCENE	25

SUB MASTER 1 - 12

CROSS\_A STEP=001

MAST VR = 100%

### 3-8-3 Pausing CROSS\_A auto fade

After starting CROSS\_A auto fade, press **【SPEED】** to pause and press **【SPEED】** again to start.

### 3-8-4 Executing CROSS\_A manual chase

User can recall CROSS\_A MEMORY #1 by CROSS\_A VR.

SUB MASTER 1 - 12

CROSS\_A 001 = 40%

MAST VR = 100%

CROSS\_A 001=0%, this value will change when the CROSS\_A VR was moved.

#### Notes:

- (1).Raise CORSS\_A VR to 50%, the DMX output of Step 1 (SCENE 40) is 50%.
- (2) Raise CORSS\_A VR to 100% and then lower to 80%, STEP 1 start to fade out and STEP 2 start to fade in. The DMX output of STEP 1(SCENE 40) is 80%. The DMX output of STEP 2( SCENE 2) is 20%.
- (3) Lower CORSS\_A VR to the bottom 0%, the DMX output of STEP 1(SCENE 40) will become 0% and the DMX output of STEP 2 (SCENE 2) will become 100%.

### 3-8-5 Canceling CROSS \_A manual chase

First, please make sure the CROSS \_A VR is at 0 % and the “Auto chase function” of CROSS\_A has been canceled, then press **【A】** to cancel CROSS\_A manual chase.

### 3-9 CROSS\_B EDIT

#### 3-9-1 CROSS\_B introduction

CROSS\_B can memory 256 set chase programs "CROSS\_B MEMORY # 1- # 256" (user can edit by themselves), each chase program can edit 256 steps, each step means a SCENE. User can memory any steps in CROSS\_B can recall it only manually.

#### 3-9-2 Editing CROSS\_B

EX: Follow the steps below to finish the settings.

CROSS_B MEMORY #1	
Step	Data
1	SCENE 40
2	SCENE 2
3	SCENE 4
4	SCENE 10
5	SCENE 1
6	SCENE 25

**STEP 1** : Press **【FCN】** and press **【▲】 【▼】** to choose CROSS\_B EDIT:

```

AUTO FADE
CROSS_A  EDIT
► CROSS_B  EDIT
CROSS_A  GO/RUN
    
```

**STEP 2** : Press **【ENTER】** and the LCD will display:

```

CROSS_B
STEP 001 = SC 1
MAST VR = 100%
    
```

EX:  
Step 1 is SCENE 1

**STEP 3** : Press **【0】** to **【9】** to enter SCENE (1...1000), the LCD will display:

```
CROSS_B
STEP 001 = SC 40

MAST VR = 100%
```

EX:  
Press **【40】** , and press  
**【ENTER】** to confirm.

**STEP 4** : The other steps are the same as for editing CROSS\_A. Please refer to [3-7-2].

### 3-9-3 Starting CROSS\_B

Setting as 3-8-2, and use CROSS\_B fader to recall the scenes in CROSS\_B MEMORY.

### 3-9-4 Shifting to CROSS \_ A/B MEMORY

EX: If executing CROSS\_A MEMORY#1 now, user would like to shift to CROSS\_A MEMORY# 20.

Press **【CROSS\_A】** key and press **【20】** , then press **【ENTER】** .

## 3-10 FADE ON/OFF

**STEP 1** : Press **【FCN】** and then press **【▲】** **【▼】** to choose FADE ON/ OFF.

```
CROSS_B EDIT
CROSS_A GO/RUN
CROSS_B GO/RUN
▶FADE ON/OFF
```

**STEP 2** : Press **【ENTER】** , and the LCD will display:

```
FADE :    ON  ✓
         OFF

MAST VR = 100%
```

Press **【 】** , **【 】** to choose  
FADE ON/OFF, and press  
**【ENTER】** to confirm.

**STEP 3** : Press **【ENTER】** to confirm.