

USER MANUAL

DMX DICTATOR 192

Keep this manual for future reference.

1. INTRODUCTION AND UNPACKING

Thank you for purchasing the MICROH DMX DICTATOR 192 controller. For your own safety and knowledge, please read this manual before installing or operating the device. This manual covers the important information on installation and applications. Please install and operate the fixture according to instructions. Meanwhile, please keep this manual for future reference.

The MICROH DICTATOR 192 DMX controller is manufactured following CSA standards, complying with international standard DMX512 protocol. This controller is applicable but not limited to large-scale live performances, theater, studio, nightclubs and discos.

The MICROH DMX DICTATOR 192 controller features a two colour laser, strobe and a moonflower effect. Please carefully unpack it when you receive the fixture and check if it was damaged during the transportation. Please check whether the following items are included inside the box:

Controller – One

Power Adapter – One

User Manual – One

2. SAFETY INSTRUCTIONS



This device has been delivered in safe working condition. In order to maintain this condition and to ensure safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.



Important:

Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

If the device has been exposed to temperature changes, do not switch it on immediately. The arising condensation could damage the device. Leave the device switched off until it has reached room temperature, and is dry.

This device falls under protection-class I, therefore it is essential that the device be grounded. The electrical connection must be carried out by a qualified technician.

The device should only be used with rated voltage and frequency. Make sure that the available voltage is not higher than 120V as stated at the end of this manual.

Make sure the power cord is never crimped or damaged in any way, as this could cause shock and damage. If your power cord is damaged in any way, please purchase a new cable from your local MICROH dealer. Always disconnect power, when the device is not in use or before cleaning it. Never pull out the plug by tugging the power cord.

Fixtures cannot be installed on or near combustible substances. Keep more than 50cm distance from wall for proper ventilation and air flow. If your fixture is or has become damaged in any way, it shall be exclusively replaced or repaired by the manufacturer to avoid any hazard.



CAUTION!

Never touch the device during operation!
The housing may heat up



CAUTION!

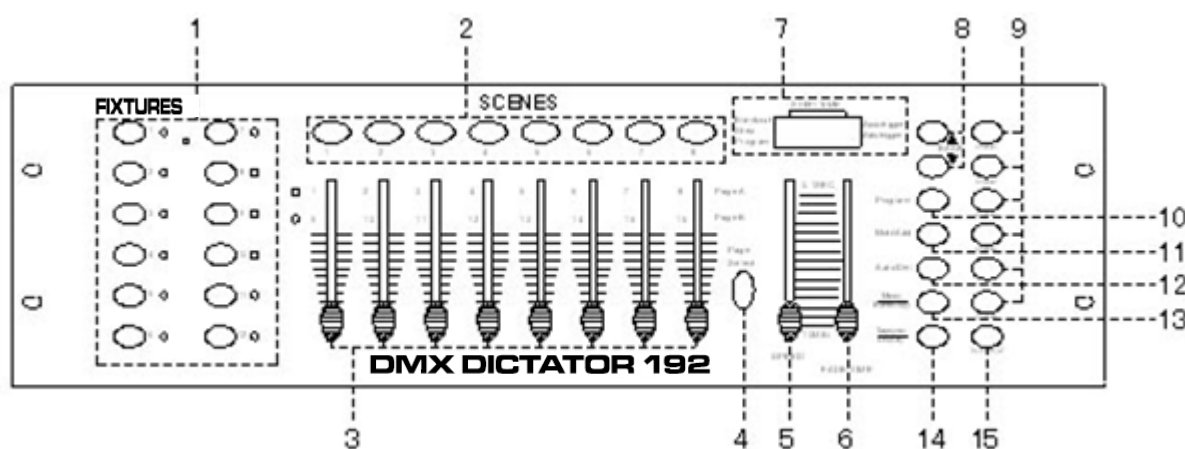
Never look directly into the light source,
as sensitive persons may suffer an epileptic shock.



CAUTION!

The electric connection must only be carried out by a qualified electrician.

3. CONTROLS AND FUNCTIONS

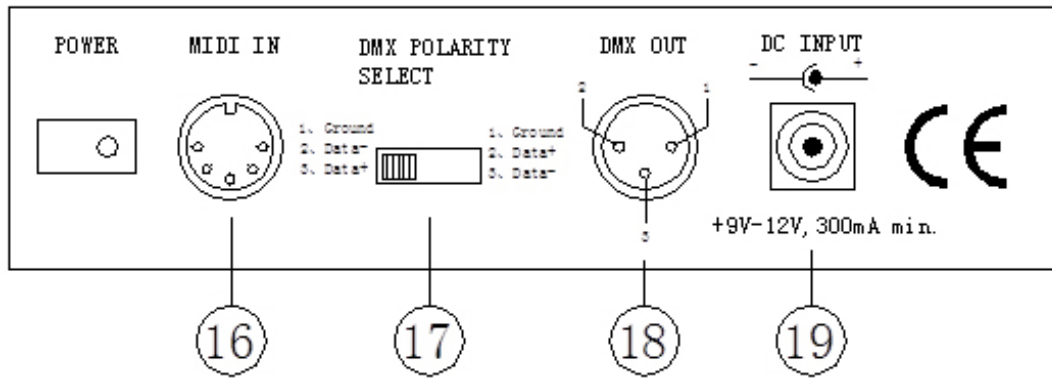


- Fixtures Buttons (1-16)** - Press desired scanner, corresponding LED is lit, and appropriate channels is enabled to be adjusted, when scenes are running, if fades control is OFF, channel output level is not controlled by the fades, if fades control is ON, channel 8-output level is controlled by the fades

Fixture	Channel	Fade control	LED
1	1-16	OFF	OFF
2	17-32	OFF	OFF
3	33-48	OFF	OFF
4	49-64	OFF	OFF
5	65-80	OFF	OFF
6	81-96	OFF	OFF
7	97-112	OFF	OFF
8	113-128	OFF	OFF
9	129-144	OFF	OFF
10	145-160	OFF	OFF
11	10-176	OFF	OFF
12	177-192	OFF	OFF

Fixture	Channel	Fade control	LED
1	1-16	ON	ON
2	17-32	ON	ON
3	33-48	ON	ON
4	49-64	ON	ON
5	65-80	ON	ON
6	81-96	ON	ON
7	97-112	ON	ON
8	113-128	ON	ON
9	129-144	ON	ON
10	145-160	ON	ON
11	161-176	ON	ON
12	177-192	ON	ON

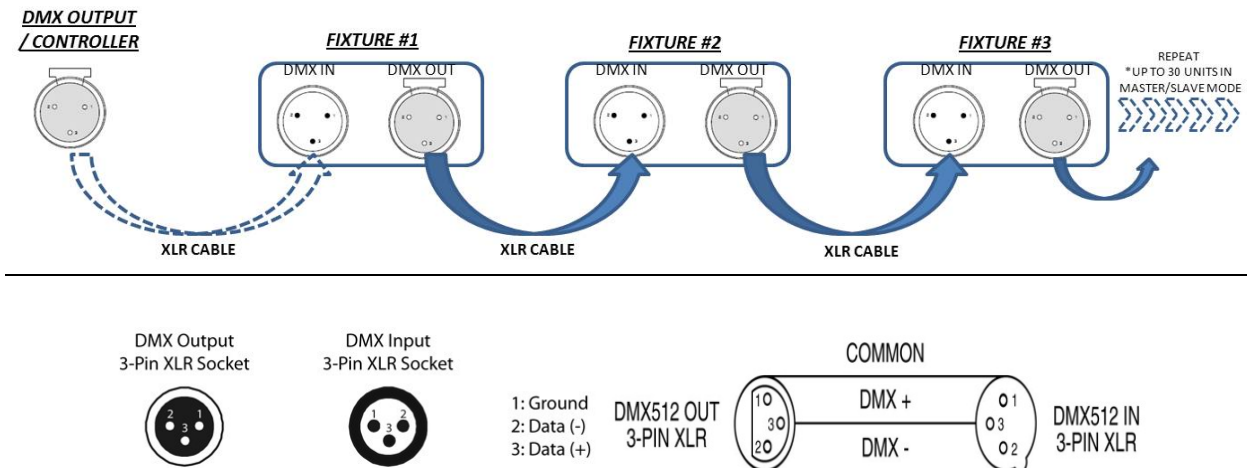
2. **Scene Buttons (1-8)** - Press one scene button to run scene or to store scene, and the second digit of LCD DISPLAY shows scenes 1-8.
3. **Faders** - Slide the faders to adjust the output level or DMX channel from 0 to FF. (255).
4. **Page Select** - press to select page A to page B
5. **Speed Slider** - Used to adjust the scene or chase speed within the range of 0.1 second to 10 minutes.
6. **Fade Time Slider** - Used to adjust the scene or chase fade time within the range of 0 second to 30 seconds. 0 second is off fade function.
7. **LCD Display** - Shows the current activity or programming state.
8. **Bank Up/Down** - Press the Up/Down button to select from 30 banks.
9. **Chase Button (1-6)** - These buttons are used for activating the chase of programmed scenes.
10. **Prog. Button** - Activates program mode.
11. **Add/MIDI button** – a: Press MIDI key when running the third and fourth digit of LED flash, select MIDI channel using UP or DOWN, press MIDI key once more or any other key excluding UP or DOWN to end the MIDI channel setting
b: Press this key to make programs when in PROGRAM mode.
12. **Del/Auto button** - Used to delete scene or chase.
13. **Music/Bank copy button** – a: In RUN mode, press this key, corresponding LED is ON, which indicates it is in MUSIC mode, Press once more to withdraw MUSIC mode, corresponding LED goes out.
b: Press this key to make Scene and chase program when in PROGRAM mode
14. **Tap sync button** - Repeatedly tapping this button to establish the chase speed or check the step in chase.
15. **Blackout Button** - Press this button to pause whole output.



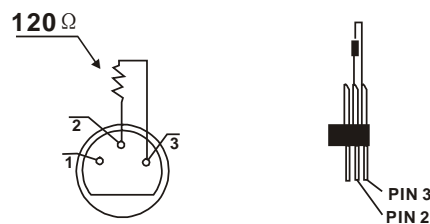
- 16. MIDI IN** - DC12V 500mA min.
- 17. DMX Polarity Switch** – Polarity of the DMX output
- 18. DMX OUT**
- 19. DC IN** – DC 9V-12V 300 mA min.

4. DMX-512 CONTROL CONNECTIONS

This controller complies with international USITT DMX standards and can be used with either a 3 pin or 5 pin DMX connector. Plug in any 3 or 5 pin XLR cable to the female 3or 5 pin XLR output of the unit and the other side to the male 3 or 5 pin XLR input of the fixture. To connect the units to DMX, you must daisy chain the fixtures together as referred in the diagram below. Always end your DMX-512 connection with a DMX terminator.



For installations where the DMX cable has to run a long distance, or is in an electrically noisy environment, it is recommended to use a DMX terminator. This helps in preventing corruption of the digital control signal by electrical noise. The DMX terminator is simply an XLR plug with a 120 Ω resistor connected between pins 2 and 3, which is then plugged into the output XLR socket of the last fixture in the chain. Please see illustrations below.



5. OPERATION

General

The 512CH DMX Controller allows you to program 512 DMX channels each. 30 banks of 16 Programmable scenes, 6 chases of 480 scenes using 16 channel sliders and other buttons. With the SD card slot, you can insert SD-card to record whole data of controller or edit SD-card data with computer to run on the controller.

Display Information

When power on the controller, the LCD displays "WiFly WLC16 V1.0". The LCD Display contains a maximum of 2 lines each of 16 characters, below are the definitions

LCD Display	Message
Scene=01	Scene 1 is activated
Bank=01	Bank 1 is activated
Chase=01	Chase 1 is activated
CH01=[255]	Channel 1 DMX Value (255)
SPEED Time:[05:30.0]	The current speed is 5 minute 30 seconds
FADE Time:[15.0]	The fade time is 15 seconds
Step020	Step 20 is activated or the chase contains 20 steps

6. SCENES

Programming a Scene

1. Press FIXTURE key to select DMX channel composed of 8 channels.
2. Select different channel to control several devices at the same time.
3. Adjust appropriate fades to select desired output level, then turn off fade.
4. Select and adjust output level continuously until all devices are set.
5. Press MIDI/ADD
6. Select desired bank using UP or DOWN.
7. Press SCENE to store this SCENE.

Scene Editing

1. Select desired scene of bank.
2. Make program of scene to meet the requirement of device.
3. Press MIDI/ADD.
4. Press scene to store this scanner.

Copy a Scene

1. Select desired SCENE.
2. Press MIDE/ADD once.
3. Select one bank. Then press the scene to copy to.

Copy a Fixture

1. If a scanner is set, press and hold the FIXTURE first.
2. Press the FIXTURE to copy to, and then the FIXTURE is copied to another FIXTURE.

Deleting Scenes

1. Select desired scene.
2. While pressing and holding AUTO/DEL, Press scene required to be deleted.

Resetting All Scenes

1. Press PROGRAM+DOWN while turning power off.
2. Turn the power on.

Copying a Bank

1. Select desired bank.
2. Press MIDE/ADD.
3. Select the bank to copy to.
4. Press MSIC/BANKCOPY.

Delete All Banks

Select the bank to be deleted, press Auto/DEL + Music/Bank copy.

7. CHASES

Press PROGRAM. Corresponding LED flashes, which indicates it is in PROGRAM mode.

Copy a Scene of a Bank to a Chase

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap the Chase button to select the chase wish to program. The LCD will display how many steps have already stored in the chase if the chase already has been programmed.
- 3) Tap the bank Up/Down button to choose the desired bank that has scenes stored inside it. In each bank, the scenes buttons that contain data will light ON solid green. This lets the user know that there is a scene already programmed there.
- 4) Press the desired Scene button to select the scene you wish to copy it to the desired chase.
- 5) Tap the ADD button. If the LCD displays "Saved" means the chase have been successfully stored, if the LCD displays "Saved fail" means the chase store failed.
- 6) Repeat steps 3-5 until all desired scenes have been entered.

Copy All Scenes of a Bank to a Chase

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap the Chase button to select the chase wish to program.
- 3) Tap the bank Up/Down button to choose the desired bank that has scenes stored inside it. In each bank, the scenes buttons that contain data will light ON solid green. This lets the user know that there is a scene already programmed there.
- 4) Tap the ADD button. If the LCD displays "Saved" means the chase have been successfully stored, if the LCD displays "Saved fail" means the chase store failed.
- 5) Repeat steps 3-4 until all desired scenes have been entered.

Add a Step

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap the Chase button to select the desired chase you wish to add a step to. The LCD will display how many steps have already stored in the chase.
- 3) Tap the Tap sync button.
- 4) Tap the bank Up/Down button to scroll to the step which you wish to insert the step after. You can read the step from the LCD Display.
- 5) Tap the ADD button.
- 6) Tap the bank Up / Down button to choose the desired bank that has the desired scene stored which you wish to add. In each bank, the scenes buttons that contain data will light ON solid green. This lets the user know that there is a scene already programmed there.
- 7) Press the desired Scene button to select the scene you wish to add.
- 8) Tap the ADD button. If the LCD displays "Saved" means the step have been successfully added, if the LCD displays "Saved fail" means the step add failed.

EXAMPLE: Add scene 2 of bank 3 between step 4 and 5 of chase 5.

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap Chase 5 button. The LCD will display how many steps have already stored in chase 5.
- 3) Tap the Tap sync button.
- 4) Tap the bank Up/Down button to select step 4. You can read the step from the LCD Display.
- 5) Tap the ADD button.
- 6) Tap the bank Up/Down button to choose bank 3. The scenes buttons that contain data will light ON solid green in bank 3. This lets the user know that there is a scene already programmed there.
- 7) Press Scene 2 button to select the scene 2.
- 8) Tap the ADD button. The LCD displays "Saved" means the step have been successfully added. Now the scene 2 of bank 3 is the new step 5, the previous step 5 turns to the new step 6, the previous step 6 turns to the new step 7 and so on.

Delete a Step

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap the Chase button to select the desired chase you wish to delete a step. The LCD will display how many steps have already stored in the chase.
- 3) Tap the Tap sync button.
- 4) Tap the bank Up/Down button to scroll to the step which you wish to delete. You can read the step from the LCD Display.
- 5) Tap the DEL button. If the LCD displays "Deleted success" means the step have been successfully deleted, if the LCD displays "Deleted fail" means the step deleted failed.

EXAMPLE: Delete step 3 of chase 4.

- 1) Enter program mode (See Enabling Program Mode).
- 2) Tap Chase 4 button. The LCD will display how many steps have already stored in the chase.
- 3) Tap the Tap sync button.

- 4) Tap the bank Up/Down button to select step 3. You can read the step from the LCD Display.
- 5) Tap the DEL button. The LCD displays "Deleted success" means step 3 has been successfully deleted. Now the previous step 4 turns to the new step 3, the previous step 5 turns to the new step 4 and so on.

Delete a Chase

- 1) Enter program mode (See Enabling Program Mode).
- 2) Press the button corresponding to the chase you wish to delete.
- 3) Press the DEL button. If the LCD displays "Deleted success" means the chase have been successfully deleted, if the LCD displays "Deleted fail" means the chase delete failed.

Delete all Chase

- 1) Enter program mode (See Enabling Program Mode).
- 2) Press the any one of chase button.
- 3) Tap any one of scene button to set to scene 0.
- 4) Press and hold the DEL button for about 15 seconds. If the LCD displays "Deleted success" means all the chases have been successfully deleted, if the LCD displays "Deleted fail" means all the scenes delete failed.

8. PLAYBACK

Running Scenes

Turn the power on; it is in MANUAL RUN mode, When in PROGRAM mode, press PROGRAM for 2 seconds, PROGRAM LED goes out, it enters MANUAL mode.

If there is not any scenes having been programmed in a bank, the scene can't be run, only the SCENES having been programmed are executed.

If the fades is set to OFF Scene will execute channel program setting.

Manual Mode

- 1) Extinguish AUTO triggered LED and MUSIC triggered LED.
- 2) Select a bank (using ↑ of ↑ ,MIDI signals through MIDI interface)..
- 3) Press scene to run scene
- 4) Run scene-using MIDL.

Auto Mode

- 1) Press AUTO/DEL, corresponding LED is ON.
- 2) Press TAP SYNC/DISPLAY, Press it once more some time, the interval between two pressing is assigned to the speed of AUTO RUN, the maximum limit is 10 minutes, If there are many pressings more than twice, the last two pressing are designated.
- 3) Select desired bank using UP or DOWN via MIDI signals.
- 4) Press Auto/DEL once more to withdraw ATO RN mode.

Music Mode

- 1) Press the SOUND button to activate Music mode.

- 2) Use the bank Up/Down button to select a bank of scenes you will to run the scenes selected will run through sequentially the beat of the music identified by the built-in microphone
- 3) Use the Fade time slider to adjust the fade time of the scene progression.
- 4) Tap the SOUND button to exit music mode.

Running Chases

There are three modes in which you can run chases. They are Manual mode, Auto mode and music mode.

Manual mode

- 1) When the power is turned on, the unit enters manual mode automatically.
- 2) Check and verify that both the Auto and Music LEDs are off.
- 3) Select the desired chase by pressing one of six Chase buttons with the bank you wish to run.
- 4) Use the Bank Up/Down button to select the bank with the scenes you wish to run.
- 5) Press the scene button corresponding to the scene you wish to display.(If more than one scene button have been pressed, he controller will play the scene with bigger number)

Auto Mode

- 1) Press the AUTO button to activate Auto mode
- 2) Select the desired by pressing one of six Chase buttons. Pressing this button a second time will negate this selection. If the chase has no data, the LCD displays "Empty".
- 3) Use the speed slider or tap the Tap Sync button twice to adjust the speed, use Fade Time slider to adjust fade time of the scene progression.
- 4) Tap the AUTO button to exit Auto mode.

Music Mode

- 1) Press the SOUND button to activate Music mode.
- 2) Select the desired chase by pressing one of six Chase buttons this will activate the chase and cause it to respond to the rhythms of music.
- 3) Use the Fade time slider to adjust the fade time of the chase progression.
- 4) Tap the SOUND button to exit music mode

9. KEY FEATURES

- 192DMX Channels
- 30 Banks each composed or 8 programmable scenes
- 8 Fades adjusting output level
- Built-in Microphone
- AUTO mode is controlled by TAP SYNC and SPEED controlled
- MIDI control through MIDI interface
- 4 digits LED display
- Blackout master controlled by Manual or Remote
- CHASE programming and CHASE running, manual control and remote control
- Fade Time control
- DMX polarity selects

10. TECHNICAL SPECIFICATIONS

Power Input	DC9V 300mA min
DMX Out	3 pin female XLR socket
Dimensions	482x132x73mm
Weight	2.5kgs

11. MAINTENANCE AND CLEANING

The following points have to be considered during the inspection:

- 1) All screws for installing the device or parts of the device must be tightly connected, and must not be corroded.
- 2) There must not be any deformations on the housing, colour lenses, fixations or installation spots (ceiling, suspension, trussing).
- 3) Mechanically moved parts must not show any traces of wearing and must not rotate with unbalances.
- 4) The electric power supply cables must not show any damage, material fatigue or sediments.

Further instructions depending on the installation spot and usage must be handled by a skilled installer or technician. Any safety issues must be resolved.



In order to keep the fixture in good condition and extend the life, we suggest regular cleaning to the fixture.

- 1) Clean the inside and outside lens each week to avoid the light output from darkening due to accumulation of dust, dirt, etc.
- 2) Clean the fan each week.
- 3) A detailed electrical check by approved technician every three months is advised. Ensure the circuit contacts are in good condition.

We recommend a frequent cleaning of the device. Please use a moist, lint- free cloth. Never use alcohol or solvents.

There are no serviceable parts inside the device. Please refer to the instructions under “Installation instructions”.

Should you need any spare parts, please order genuine MICROH parts from your local dealer.

IF YOU SHOULD EXPERIENCE ANY PROBLEMS OR ISSUES PLEASE CONTACT MICROH PROFESSIONAL PRODUCTS BY EMAIL AT info@microhdj.com

In the event that your unit is defective in any way, please contact your local dealer to obtain an RA number for service repair.

DISCLAIMER – MICROH believes that the information contained within this user manual is accurate. However, Microh is not responsible for any error or addendums to this manual. If you have any comments or general suggestions on how this manual can be improved please contact info@microhdj.com. Thank you.

NOTES:

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