

Obey™ 6

User Manual

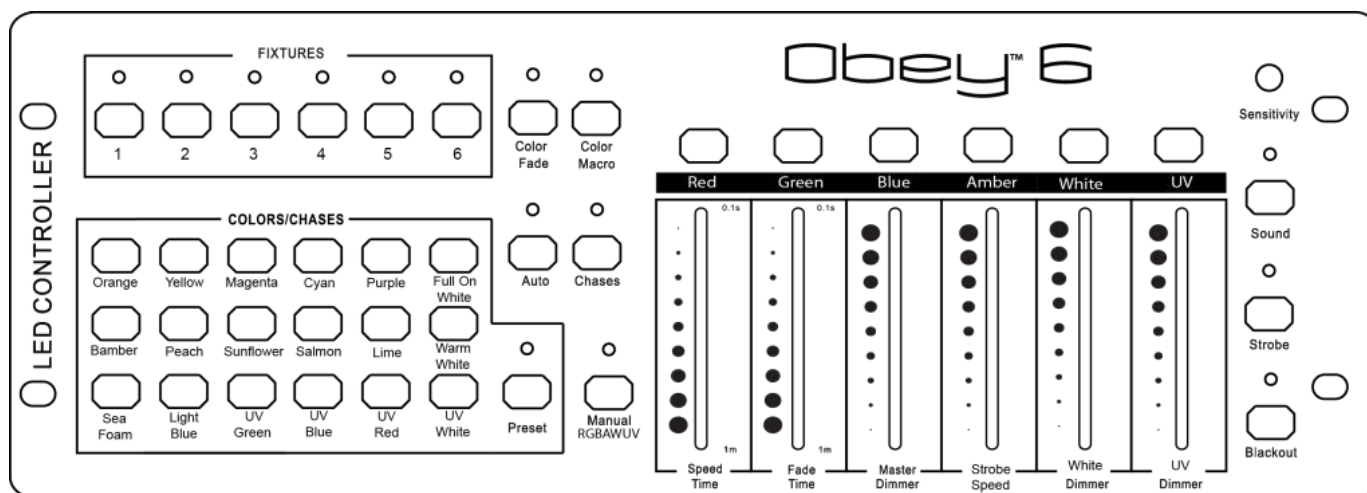


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1. BEFORE YOU BEGIN

What Is Included

- Obey™ 6
- External Power Supply
- Warranty Card
- Quick Reference Guide

Unpacking Instructions

Carefully unpack the Obey™ 6 and check that all the parts are in the package, and are in good condition.

Claims

If the box, or any of the contents, appear damaged from shipping, save all the packaging and file a claim with the carrier immediately. Failure to report damage to the carrier immediately, or failure to save all the packaging, can invalidate a claim.

For other issues, such as missing components or parts, damage not related to shipping, or concealed damage, file a claim with CHAUVET® within 7 days of delivery. See [Contact Us](#) for contact information.

Conventions

Convention	Meaning
1—512	A range of values
Settings	A menu option
Menu > Settings	A sequence of menu options
<Enter>	A button

Symbols

Convention	Meaning
	Critical information. Ignoring it can cause malfunction, damage the product, or harm the operator.
	Important information. Ignoring it can cause the product to malfunction.
	Useful information.

Disclaimer

The information and specifications contained in this User Manual are subject to change without notice. CHAUVET® assumes no responsibility or liability for any errors or omissions, and reserves the right to revise or recreate this manual at any time. The latest version of this manual can be downloaded from <http://www.chauvetlighting.com/product-manuals-literature/>.

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Author	Date	Editor	Date
L. Henry	4/10/14	A. Leon	4/10/14

Product at a Glance

Use on Dimmer	X	Auto Program	X
Outdoor Use	X	Auto-Ranging Power Supply	P
Sound-Activated	P	Replaceable Fuse	X
DMX	P	User-Serviceable	X
Master/Slave	X		

Safety Notes

These notes include important information about the mounting, use, and maintenance of this product. Read these notes before using the product.



- Always connect the product to a grounded circuit.
- Make sure the power cord is not crimped or damaged.
- Always disconnect the product from the power source before cleaning it.
- Never disconnect the product from the power source by pulling or tugging on the cord.
- Make sure there are no flammable materials close to the product when it is operating.



- The product is for indoor use only! It is rated at IP20.
- Do not expose the product to rain or moisture.
- Make sure the voltage of the power source used for the product is within the range stated on the label or on rear panel of the product.
- Never connect the product to a dimmer or a rheostat.
- Always install the product in a location with adequate ventilation, and leave at least 20 in (50 cm) between the product and adjacent surfaces.
- Be sure that no ventilation slots on the product's housing are blocked.
- Do not operate the product in an ambient temperature higher than 104 °F (40 °C)
- In the event of a serious operating problem, stop using the product immediately.
- Never try to repair the product. Repairs carried out by untrained people can lead to damage or malfunction.
- If repairs are required, contact the nearest authorized technical assistance center. See [Contact Us](#) for contact information.



- Keep this User Manual for future reference. If the product is sold, be sure to give this manual to the next owner.

2. INTRODUCTION

- Features**
- Controls up to 6 fixtures individually with up to 6 channels per fixture.
 - Controls the lights in 6 different groups for a variety of looks.
 - Includes 18 chases.
 - Includes 24 built-in colors.
 - Includes manual color mixing.
 - Includes auto color changes and color fades with adjustable speeds and sound activation.
 - Includes master dimmer control and strobing.

Product Description The Obey™ 6 (the board) is a compact DMX controller designed to control LED wash or spot lights on the fly. It controls up to 6 fixtures individually with up to 6 channels per fixture. The preset color buttons allow for quick color changes and can be used in combination with the individual color faders. The Auto, Color Fade, and Chases modes create different color effects that can be set to a specific speed with the **<Speed Time>** and **<Fade Time>** faders, or set to respond to sound in Sound mode. The Color Macro mode turns a fader into a color selection tool. All modes and any or all lights can be strobed.

Programming Concepts The Obey™ 6 uses DMX addressing and values to control lights. See [DMX Addressing of Lights](#) and [DMX Addressing Chart](#) for more information.



The Obey™ 6 works with any light that has 6 channels (or less) of DMX, and it operates with the idea that the channel assignments are 1–6, R-G-B-A-W-UV.

Lighting looks are created by combining different modes and colors across groups of, or individual, lights.

The different modes are:

- Preset mode with 18 preset colors on latch buttons. See [Preset Mode](#).
- Manual mode with 6 faders for color mixing and 6 momentary buttons for color bumps. See [Manual Mode](#).
- Chases mode with 18 preset chases. See [Chase Mode](#).
- Color Fade and Auto modes, which are selected by pressing a single button and can be sound activated or configured with the speed and time faders. See [Color Fade Mode](#) or [Auto Mode](#).
- Color Macro mode, which makes one of the faders roll through a series of colors. See [Color Macro Mode](#).



The Obey™ 6 does not have program memory. All looks exist only during the current session. Looks cannot be saved or recalled.

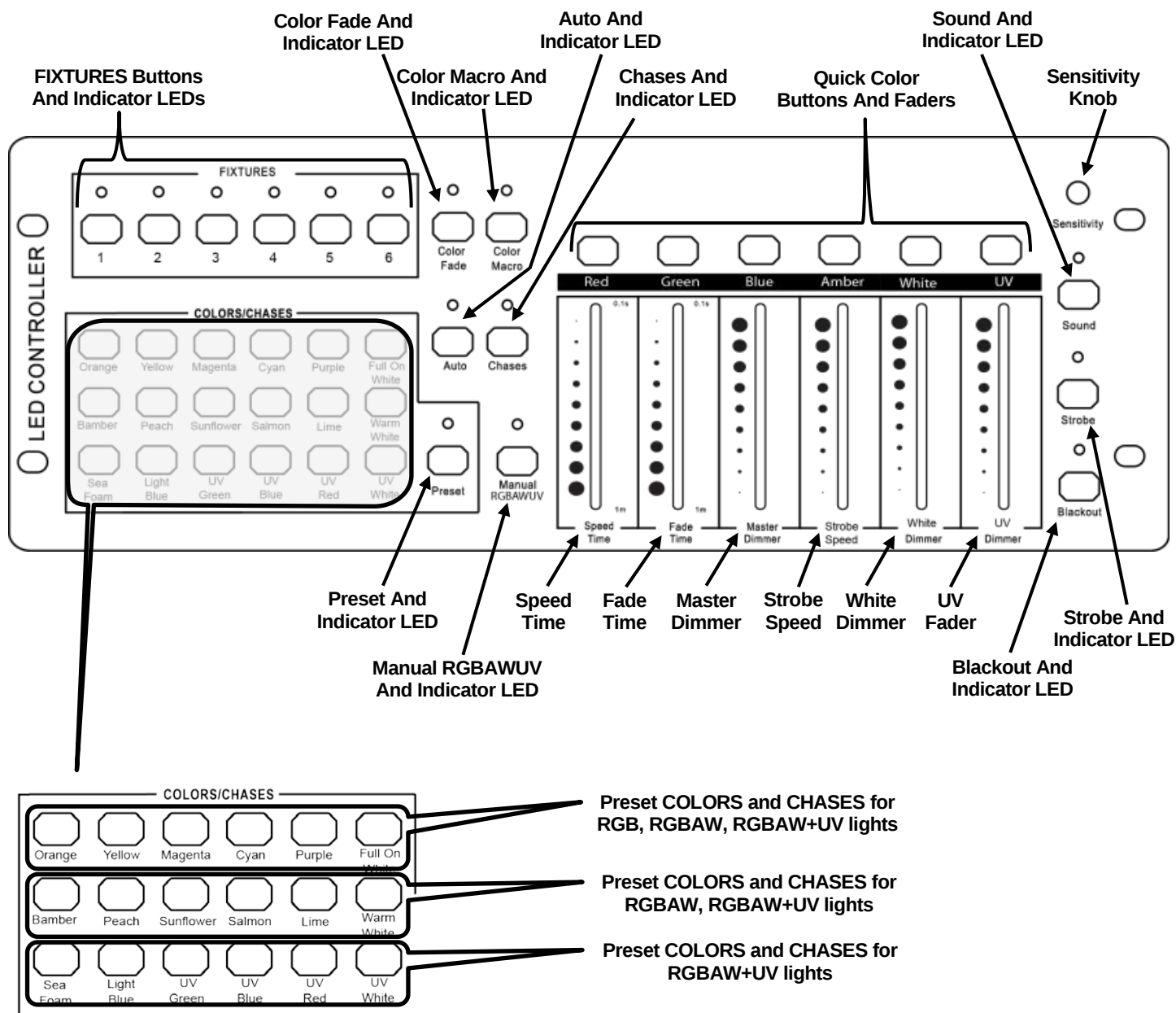
Front Panel Overview

The board is laid out with the fixture buttons on the top left, the color preset and chase buttons on the bottom left, the faders to the right—with color bump buttons above them, and the sound and strobe buttons to the far right.

The diagram below shows the front panel and identifies each button and fader.

See [Back Panel View](#) for information about the back panel and its ports.

Front Panel View



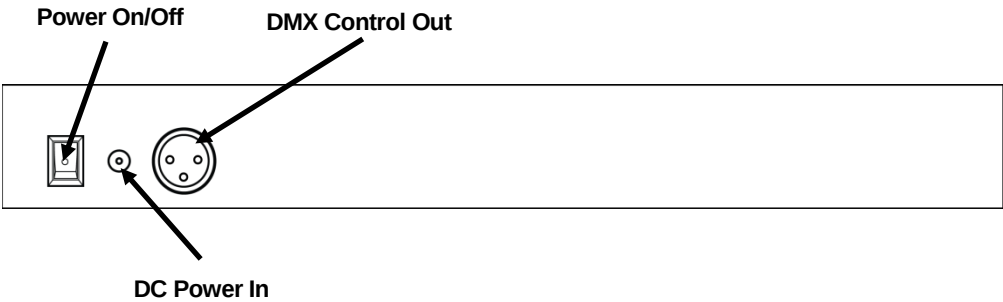
Control Descriptions

Item	Description
<FIXTURES 1>– <FIXTURES 6>	Buttons that select lights and the LEDs that indicate when lights are selected. These buttons are inclusive. Pressing one, then another, selects both lights. Pressing the button a second time deselects the light.
<Color Fade>	Button that puts the selected lights into Color Fade mode and the LED that indicates when the selected lights are in Color Fade mode.
<Color Macro>	Button that puts the selected lights into Color Macro mode and the LED that indicates when the selected lights are in Color Macro mode. This mode requires movement of the <Speed Time> fader in order to change colors.
<Auto>	Button that puts the selected lights into Auto Color mode and the LED that indicates when the selected lights are in Auto mode. This mode creates color changes across different fixture buttons. For example, lights selected by <FIXTURE 1> will show different colors than lights selected by <FIXTURE 2>.
<Chases>	Button that puts the selected lights into Chase Mode and the LED that indicates when the selected lights are in Chase mode. This button is used in combination with the <COLORS/CHASES> buttons, each of which selects a specific chase.
Quick Color Buttons	Buttons that instantly turn on a color in Manual mode. These are momentary buttons where the color light remains on only while the buttons are pressed.
Quick Color Faders	Faders that adjust color mixing in Manual mode.
<Sound>	Button that puts the selected lights into Sound mode and the LED that indicates when the selected lights are in Sound mode. Sound mode works only with Color Fade, Auto, and Chase modes.
Sensitivity Knob	Knob that controls the board's responsiveness to sound. Turning this button to the right increases sensitivity. Turning it to the left decreases sensitivity.
<COLOR/CHASE>	Buttons that select a color in Preset mode or select a chase in Chase mode.
<Preset>	Button that puts the selected lights into Preset mode and the LED that indicates when the selected lights are in Preset mode. This button is used in combination with the <COLORS/CHASES> buttons, each of which selects a specific color.
<Manual RGBAWUV>	Button that puts the selected lights into Preset mode and the LED that indicates when the selected lights are in Manual mode. This button is used in combination with the Quick Color Buttons and Quick Color Faders to color mix the selected lights.
<Speed Time> or <Red>	Fader that controls: - the speed of fades in Color Fade mode - the speed of chases in Chase mode - the speed of changes in Auto mode - the color in Color Macro mode - the amount of red in Manual mode
<FadeTime> or <Green>	Fader that controls: - the transition time between color changes in Color Fade, Chase, Auto, Color Macro, and Preset modes - the fade up and fade down time of <Master Dimmer> in all modes except Manual mode - the amount of green in Manual mode
<Master Dimmer> or <Blue>	Fader that controls: - the brightness in Color Fade, Chase, Auto, Color Macro, and Preset modes - the amount of blue in Manual mode
<Strobe Speed> or <Amber>	Fader that controls: - the strobe speed in Color Fade, Chase, Auto, Color Macro, and Preset mode - the amount of amber and the strobe function in Manual mode—see Manual Mode for more information This fader is used in combination with the <Strobe> button. See Strobe Function for more information.
<White Dimmer> or <White>	Fader that controls: the addition of white in all modes

Control Descriptions

Item	Description
<UV Dimmer> or <UV>	Fader that controls: the addition of UV in all modes
<Strobe>	Button that: - stops strobing in all modes other than Manual mode - activates, pauses, and deactivates the strobe function when in Manual mode The LED indicates when strobing is activated. This button is used in combination with <Strobe Speed>. See Strobe Function for more information.
<Blackout>	Button that interrupts all DMX output from the board with an LED to indicate when the Blackout is active.

Back Panel View



Back Panel Ports

Port/Item	Function
Power On/Off	Power on/off toggle switch
DC Power In	External PSU port that connects to the power source
DMX Control Out	3-pin DMX port – for connecting to the lights

3. SETUP

AC Power The Obey™ 6 has an auto-ranging external power supply, that can work with an input voltage range of 100 to 240 VAC, 50/60 Hz. It runs on 9 VDC, 500 mA.

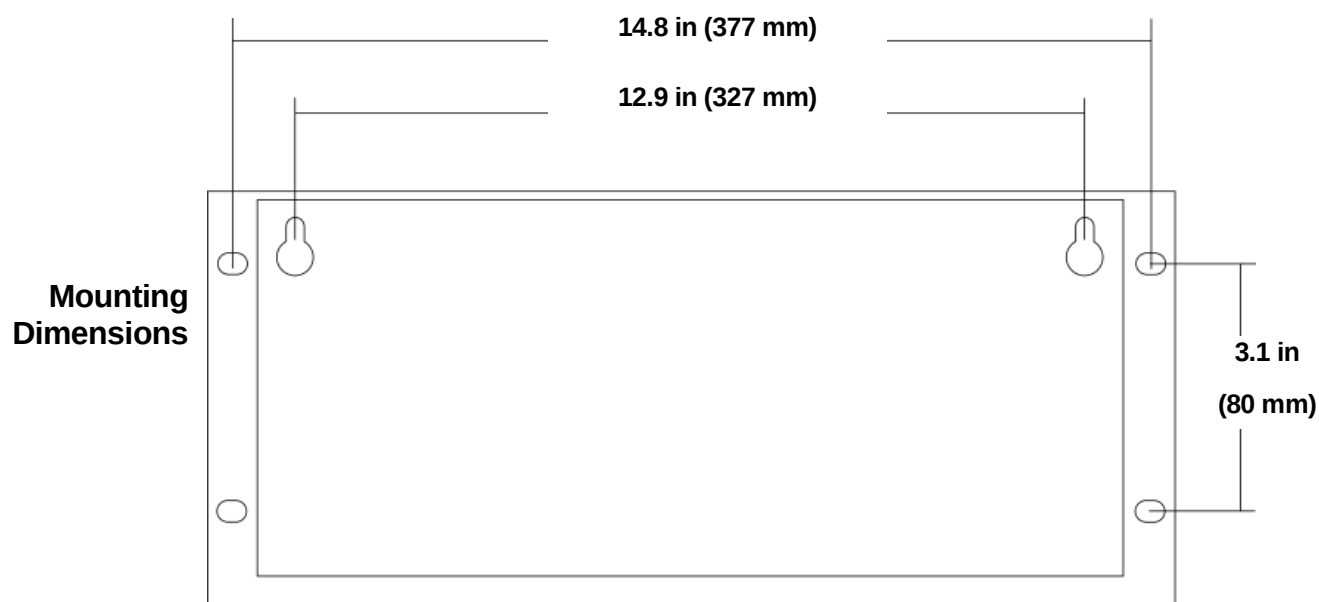
Before turning on the power, make sure the line voltage is within the range of accepted voltages as listed on the label affixed to the product or as described in [Technical Specifications](#).

The listed rating indicates the average current draw under normal conditions.



- **Always connect the board to a grounded circuit.**
- **Never connect the board to a rheostat or dimmer circuit.**

Mounting The Obey™ 6 has openings on either side for rack mounting into a 15" rack and openings in the back for mounting onto a vertical surface. It can also be placed horizontally on a flat surface.



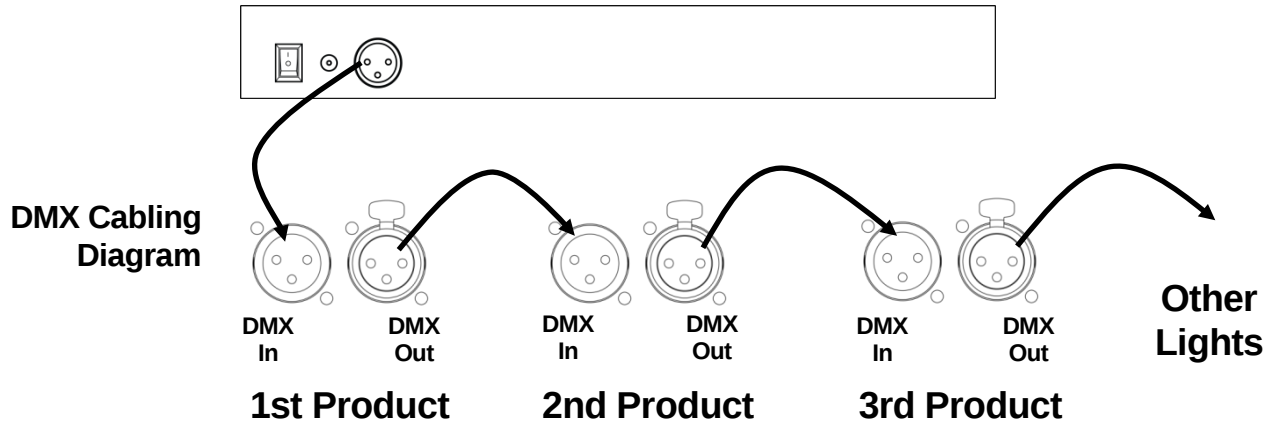
Setting Up The Board

The Obey™ 6 should be set up where the operator can see the lights they are programming. The board must be connected to the lights with DMX cables and the lights must be addressed correctly. The sections below describe DMX cabling and DMX addressing.

DMX Cabling

DMX cabling is required to send DMX signals from the board to the lights. To DMX cable the lights, do the following:

1. Connect a DMX cable from DMX Out of the board to DMX In of the first product in the rig.
2. Connect another DMX cable from DMX Out of the first product in the rig to DMX In of the next product.
3. Continue repeating steps 1 and 2 until all the products are connected.



DMX Addressing Of Lights

The Obey™ 6 uses specific DMX addresses, so the lights must be set to the correct DMX starting address for the board to control them.

The Obey™ 6 is designed to control 6-channel LED lights that have the following DMX channel assignments.

- Channel 1 – Red
- Channel 2 – Green
- Channel 3 – Blue
- Channel 4 – Amber
- Channel 5 – White
- Channel 6 – UV

Lights with different DMX channel assignments will work with the Obey™ 6, but the fader color labels might not match, and the preset colors and color change modes will look slightly different. For example:

- If a light has a DMX channel assignment of 6 – Red, the UV fader will bring up the red color of the light.
- If a light has only red, green, blue, and UV, the preset colors and color change modes will show the effects of mixing only red, green, blue, and UV.

More than one light can be set to the same DMX starting address, but those lights should be the same type of light. See the light's User Manual for information on how to address it to one of the DMX starting addresses listed in the [DMX Addressing Chart](#).

DMX Addressing Chart

The following chart shows the Obey™ 6 DMX starting addresses and ranges, and the corresponding fixture buttons.

Starting Address	Range	Fixture Button
1	1–6	<FIXTURES 1>
7	7-12	<FIXTURES 2>
13	13-18	<FIXTURES 3>
19	19-24	<FIXTURES 4>
25	25-30	<FIXTURES 5>
31	31-36	<FIXTURES 6>

After the products are addressed, the board controls them with the **<FIXTURES>** buttons.

For example:

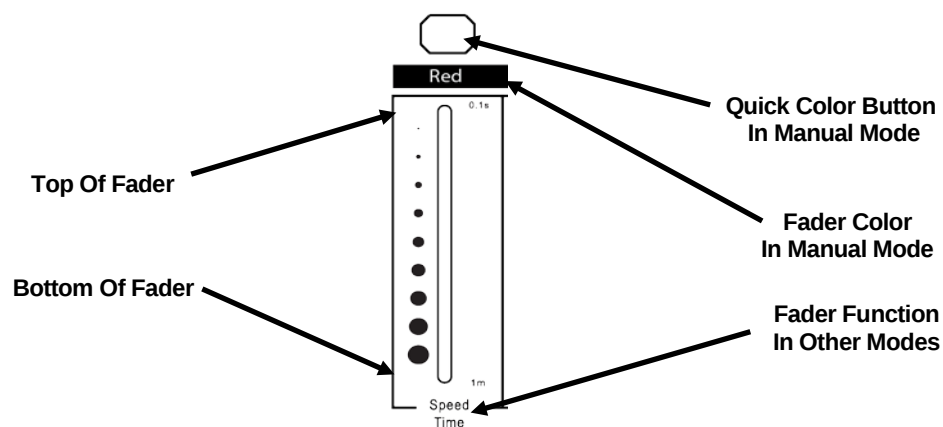
- Lights addressed at **1** are selected with **<FIXTURES 1>**.
- Lights addressed at **19** are selected with **<FIXTURES 4>**.

Faders

The Obey™ 6 has 6 faders, one for each color in Manual mode.

Some of the faders are used for other functions in other modes.

The Quick Color Button is at the top of the fader. The color controlled by the fader in Manual mode is listed at the top of the fader (under the button), and the function the fader controls in other modes is listed at the bottom of the fader.



4. OPERATION

Selecting Lights

Lights are selected by pressing one or more **<FIXTURES>** buttons. Pressing **<FIXTURES 1>** selects any and all lights in the DMX chain that are addressed at **1**. Pressing **<FIXTURES 1>** and **<FIXTURES 2>** selects any and all lights in the DMX chain that are addressed at **1** or **7**. See [DMX Addressing of Lights](#) and [DMX Addressing Chart](#) for more information.



Even though multiple lights can be selected by pressing one button, this manual refers to each button as a single light.

The **<FIXTURES>** buttons are inclusive, so that more than one light can be selected at a time. Pressing one button and then another will select both lights. To unselect a light press the light's button a second time and the LED will turn off.

To select two lights, do the following:

1. Press a **<FIXTURES>** button. Its LED turns on.
2. Press a different **<FIXTURES>** button. Its LED turns on.

Both lights are selected.

To select one light and then select another, do the following:

1. Press a **<FIXTURES>** button. Its LED turns on.
2. Press another **<FIXTURES>** button. Its LED turns on.
3. Press the **<FIXTURES>** button from step 1 again. Its LED turns off.

Only the light from step 2 is selected.



If the LED is on, the light is selected.

Color Fade Mode

Color Fade mode rotates through colors in the following order: Red, Yellow, Green, UV, Blue, Violet, Amber, and White. **<Speed Time>** and **<Fade Time>** adjust the timing of the color fade. **<Master Dimmer>** adjusts the intensity of the color fade, and **<Strobe Speed>** strobes the color fade.

To go into Color Fade mode, do the following:

1. Select lights by pressing **<FIXTURES>** buttons. The LEDs of the selected lights turn on.
2. Press **<Color Fade>**. The Color Fade LED turns on.
3. Use **<Master Dimmer>** to set the brightness level.
4. Use **<Speed Time>** and **<Fade Time>** to set the speed of the fade and the speed of the changes between colors.
5. Use **<Strobe Speed>** to strobe the color fade. See [Strobe Function](#) for more information.

To exit Color Fade mode, press any other mode button.



- **If the lights are behaving oddly, check that **<Speed Time>** and **<Fade Time>** are half way up. Check that **<Master Dimmer>** is all the way up.**
- **See [Tips and Tricks](#) for more information.**

Color Macro Mode

Color Macro mode turns the **<Speed Time>** fader into a fader that moves through a series of colors as it moves from bottom to top. See the diagram below.



White
Violet
Blue
UV
Green
Amber
Red
No Light

To go into Color Macro mode, do the following:

1. Select lights by pressing **<FIXTURES>** buttons. The LEDs of the selected lights turn on.
2. Press **<Color Macro>**. The Color Macro LED turns on.
3. Use **<Master Dimmer>** to set the brightness.
4. Use **<Speed Time>** to move through the colors.
5. Use **<Strobe Speed>** to strobe the color macro. See [Strobe Function](#) for more information.

To exit Color Macro mode, press any other mode button.



- If the lights are behaving oddly, check that **<Speed Time>** and **<Fade Time>** are half way up. And check that **<Master Dimmer>** is all the way up.
- See [Tips and Tricks](#) for more information.

Auto Mode

Auto mode runs through random color changes, the speed, fade time, and intensity of which can be adjusted. In Auto mode the lights show different colors at different times, creating a random colorful effect.

To go into Auto mode, do the following:

1. Select lights by pressing **<FIXTURES>** buttons. The LEDs of the selected lights turn on.
2. Press **<Auto>**. The Auto LED turns on.
3. Use **<Master Dimmer>** to set the brightness.
4. Use **<Speed Time>** to set the speed of the color changes.
5. Use **<Fade Time>** to set the length of the fade from one color to another.
6. Use **<Strobe Speed>** to strobe the Auto mode. See [Strobe Function](#) for more information.

To exit Auto mode, press any other mode button.



- If the lights are behaving oddly, check that **<Speed Time>** and **<Fade Time>** are half way up. And check that **<Master Dimmer>** is all the way up.
- See [Tips and Tricks](#) for more information.

Chase Mode Chase mode uses the **<COLORS/CHASES>** buttons to select specific color change sequences (chases). The speed, fade time, and intensity of each chase can be adjusted. See [Chase Map](#) for specific information about the colors in each chase.

To go into Chases mode, do the following:

1. Select lights by pressing **<FIXTURES>** buttons. The LEDs of the selected lights turn on.
2. Press **<Chases>**. The Chases LED turns on.
3. Use **<Master Dimmer>** to set the brightness.
4. Use **<Speed Time>** to set the speed of the chase.
5. Use **<Fade Time>** to set the length of the fade from one color to another in the chase.
6. Use **<Strobe Speed>** to strobe the chase. See [Strobe Function](#) for more information.

To exit Chase mode, press any other mode button.



- If the lights are behaving oddly, check that **<Speed Time>** and **<Fade Time>** are half way up. And check that **<Master Dimmer>** is all the way up.
- See [Tips and Tricks](#) for more information.

Chase Map The table below lists each button and the color chase it selects.

Button	Chase
Orange	Red–Green
Yellow	Blue – Green
Magenta	Blue – Red
Cyan	Red – Cyan
Purple	Green – Pink
Full On White	Blue – yellow
Bamber	Pink – Yellow
Peach	Pink – Cyan
Sunflower	Red – Yellow
Salmon	Green – Yellow
Lime	Green – White
Warm White	Blue – Yellow
Sea Foam	Blue – Cyan
Light Blue	Blue – Amber
UV Green	Blue – White
UV Blue	White – Pink
UV Red	Red – White
UV White	Rainbow

Preset Mode Preset mode uses the **<COLORS/CHASES>** buttons to select a specific color, as labeled on the board.

To use Preset mode, do the following:

1. Select lights by pressing **<FIXTURES>** buttons. The LEDs of the selected lights turn on.
2. Press **<Preset>**. The Preset LED turns on.
3. Press a **<COLOR/CHASES>** button.
4. Use **<Master Dimmer>** to set the brightness.
5. Use **<Fade Time>** to set the timing of the Master Dimmer function.
6. Use **<Strobe Speed>** to strobe the color. See [Strobe Function](#) for more information.

To exit Preset mode, press any other mode button.



- If the lights are behaving oddly, check that **<Fade Time>** is half way up. Also, check that **<Master Dimmer>** is all the way up.
- See [Tips and Tricks](#) for more information.

Manual Mode Manual mode turns the faders and the buttons above them into individual color controls. The faders mix colors, and the buttons instantly turn on colors to full, but only for the time the button is pressed.

In Manual mode, intensity is controlled by the color mixing. For lower intensities, position the faders towards the bottom. For higher intensities, position the faders towards the top.

To use Manual mode, do the following:

1. Select lights by pressing the **<FIXTURES>** buttons. The LEDs of the selected lights will turn on.
2. Press **<Manual RGBAWUV>**. The Manual RGBAWUV LED turns on.
3. Use the faders to mix a color.
4. Use the buttons to momentarily turn on a color to full.

To exit Manual mode, press any other mode button.

Strobe Function In Manual Mode

Activating the strobe function in Manual mode suspends color mixing. Once the Strobe function is activated, strobing can be adjusted with **<Strobe Speed>**. Then, the Strobe function can be exited, while the strobing continues, so that all the faders can return to controlling colors.

Strobing can also be stopped and restarted without changing colors.

To activate the Strobe function in Manual mode, exit it to change colors, and then return to it, do the following:

1. Set a color with the faders.
2. Press **<Strobe>** once. The Strobe LED turns on.
3. Use **<Strobe Speed>** to set the strobe speed. The Strobe LED flashes.
4. Press **<Strobe>** once. Nothing changes. The strobing continues.
5. Set another color with the faders or press a Quick Color button. The color changes while the lights strobe.
6. Press **<Strobe>** once. Nothing changes. The strobing in the new color continues.
7. Use **<Strobe Speed>** to change the strobe speed.

To stop the strobing and restart it, do the following:

1. Go into Manual mode with the strobe active
2. Press **<Strobe>** twice. The Strobe LED stops flashing and the strobing stops.
3. Move **<Strobe Time>**. The Strobe LED starts flashing and the strobing starts.

Strobing can be deactivated in two different ways:

Either:

1. Bring **<Strobe Speed>** all the way down.
2. Press **<Strobe>**. The Strobe LED turns off.

Or:

1. Press **<Strobe>** twice. The Strobe LED stops flashing.
2. Press **<Strobe>**. The Strobe LED turns off.

To exit Manual mode, press any other mode button.

Strobe Function

Strobing is available in all modes by moving the **<Strobe Speed>** fader, except Manual mode. In Manual mode the **<Strobe Speed>** fader controls the amber color, and must be reassigned to control strobing. See [Strobe Function In Manual Mode](#) for instructions on strobing in Manual mode

In all other modes the strobing is started, and the strobe speed is set, by moving the **<Strobe Speed>** fader. The Strobe LED will flash to indicate that the strobe function is active.

Strobing is stopped by pressing the **<Strobe>** button twice or bringing the **<Strobe Speed>** fader all the way down. Strobing is restarted by moving the **<Strobe Speed>** fader again.

To start strobing, stop it, and start it again, (in any mode except Manual mode) do the following:

1. Go into Color Fade, Color Macro, Auto, Chase, or Preset mode.
2. Move **<Strobe Speed>**. The Strobe LED turns on and strobing starts.
3. Press **<Strobe>** twice or bring **<Strobe Speed>** all the way down. The Strobe LED turns off and the strobing stops.
4. Move **<Strobe Speed>**. The Strobe LED turns on and strobing starts.

To stop strobing, do the following:

Either:

- Move **<Strobe Speed>** all the way down.

Or:

1. Press **<Strobe>** twice.
2. Move **<Strobe Speed>** all the way down.

Sound Mode

Sound mode makes Color Fade, Auto, and Chase modes respond to sound. Sound mode overrides the **<Speed Time>** fader, but not the **<Fade Time>** fader.

Sound mode remains on when switching the selected lights—currently responding to sound—between Color Fade, Auto, and Chase modes. Sound mode turns off when switching those lights into Color Macro, Preset, or Manual mode and it will not be on when the lights are returned to the Color Fade, Auto, or Chase modes.

Sound mode does remain on when the light currently responding to sound is deselected and different lights are selected and put into Color Macro, Preset, or Manual mode. So certain lights can remain responding to sound, while others are put into a different mode.

To activate the Sound mode, do the following:

1. Go into Color Fade, Color Macro, Auto, Chase, or Preset mode.
2. Press **<Sound>**. The Sound LED turns on and the lights respond to sound.

To deactivate the Sound mode, do the following:

1. Press **<Sound>**. The Sound LED turns off and the lights stop responding to sound.

Blackout Blackout stops all signals from the board to the lights. It is useful for quickly, and temporarily, stopping all lighting. Blackout does not affect the settings in the board. When blackout is cancelled the lights begin again.

Blackout is activated at any time by pressing **<Blackout>**. The Blackout LED turns on when blackout is active.

Blackout is cancelled by pressing **<Blackout>** again. The Blackout LED is off when blackout is not active.

Tips and Tricks The tips and tricks listed below are a good resource for when the board or lights are not behaving as expected.

Tips The state of the faders affects the transitions from mode to mode.

- If the **<Speed Time>** and **<Fade Time>** faders are all the way down, the lights will respond very slowly to the **<Master Dimmer>**. They will move very slowly through chases and fades. And, in Auto mode, the lights can seem as though they are not responding at all. Try moving the **<Speed Time>** and **<Fade Time>** faders up to halfway.
- If **<Speed Time>** and **<Fade Time>** are all the way up, the lights will respond very quickly to the **<Master Dimmer>**. They will move very quickly through chases and fades. And, in Auto mode, the lights can seem as though they are not responding at all. Try moving the **<Speed Time>** and **<Fade Time>** faders down to halfway.
- Sometimes, when switching from Manual mode into another mode, the **<Master Dimmer>** needs to be reset by bringing it up and then back down again.
- When the board is first turned on it defaults to full intensity, so the first time a mode is activated the selected lights will come on at full. Move the **<Master Dimmer>** fader up and down again to gain control of the lights.

The Strobe function works the same in all modes, except Manual mode. In Manual mode the Strobe function can be exited and entered as often as necessary, so the colors can be changed while the lights are strobing. See [Strobe Function In Manual Mode](#) for more information.

Each mode holds its configuration, so, for example, if a light is set to:

- Lime in Preset mode, and
- Purple chase in Chases mode, and
- Amber in Manual mode,

the light can be switched between modes and it will be:

- Lime colored in Preset mode
- Going through a purple chase in Chases mode, and
- Amber in Manual mode.



- **Strobing remains active across all modes.**
- **Sound mode remains active only when switching selected lights between modes that use sound—Auto, Color Fade, and Chases. See [Sound Mode](#).**

Tricks If the Strobe LED does not go off when the board is in Manual mode, try the following:

If the Strobe LED is flashing

1. Press **<Strobe>** twice or bring **<Strobe Speed>** all the way down. The LED will stop flashing and remain on.
2. Press **<Strobe>** once. The Strobe LED will turn off.

If the Strobe LED is on continuously

1. Press it once and the LED will turn off.

If the lights seem unresponsive when going into Color Fade, Auto, or Chase mode, try the following:

1. Move **<Speed Time>** and **<Fade Time>** to halfway up.
2. Move **<Master Dimmer>** up and down, and up again to full.

If more than one light is selected, and one of them does not respond to the **<Master Dimmer>** fader, do the following:

1. Select only the non-responsive light.
2. Put it in Manual mode
3. If the Strobe LED is on, press **<Strobe>** to turn the Strobe LED off.

If any of the colors in Preset mode looks less saturated than they should be, press the **<White>** and the **<UV>** Quick Color buttons until the desired saturation is achieved.

If any of the colors in Preset mode looks more saturated than they should be, move the **<White>** and **<UV>** faders up and down until the desired saturation is achieved.

If the lights seem unresponsive in Manual mode, move each fader up and down once.

If the lights go dark when switching between modes, check the **<Fade Time>** fader and bring it up all the way.

5. TECHNICAL INFORMATION

Maintenance To maintain optimum performance and minimize wear, fixtures should be cleaned frequently. Usage and environment are contributing factors in determining frequency. As a general rule, fixtures should be cleaned at least twice a month. Dust build-up reduces light output performance and can cause overheating. This can lead to reduced lamp life and increased mechanical wear. Be sure to power off fixture before conducting maintenance.

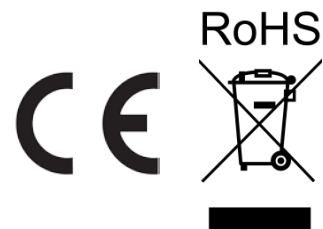
1. Unplug product from power.
2. Wait for the product to reach room temperature.
3. Use a vacuum or air compressor and a soft brush to remove dust collected on external vents.
4. Clean all lenses with a mild solution of glass cleaner or isopropyl alcohol and a soft lint-free cotton cloth or lens tissue.
5. Apply solution to the cloth or tissue and drag dirt and grime to the outside of the lens.
6. Gently polish optical surfaces until they are free of haze and lint.



Always dry the parts carefully after cleaning them.

Technical Specifications

Dimensions and Weight	Length	Width	Height	Weight
	15.5 in (393 mm)	5.5 in (140 mm)	1.9 in (47 mm)	3.8 lb (1.8 kg)
	Note: Dimensions in inches rounded to the nearest decimal digit.			
Power	Input Voltage	Range	Voltage Selection	
	External Power Supply	100–240 VAC, 50/60 Hz	Auto-ranging	
Thermal	Maximum External Temp.	Cooling System		
	104 °F (40 °C)	Convection		
Control	Connectors	Connector Type	DMX Channels	
	3-pin XLR pin 1 – ground pin 2 – (-) pin 3 – (+)	Sockets	36 Total	
Ordering	Product Name	Item Code	UPC Code	
	Obey™ 6	09080759	781462211073	
Warranty	2-year limited warranty			



RETURNS

To return a product or request support:

- In the U.S., contact CHAUVET® World Headquarters (see below).
- In the UK or Ireland, contact CHAUVET® Europe Ltd. (see below).
- In Mexico, contact CHAUVET® Mexico (see below).
- In any other country, DO NOT contact CHAUVET®. Contact your distributor. See www.chauvetlighting.com for distributors outside the U.S., United Kingdom, or Ireland.



If you live outside the U.S., United Kingdom, Ireland, or Mexico, contact your distributor of record and follow their instructions on how to return CHAUVET® products to them. Visit our website for contact details.

Call the corresponding CHAUVET® Technical Support office and request a Return Merchandise Authorization (RMA) number before shipping the product. Be prepared to provide the model number, serial number, and a brief description of the cause for the return.

You must send the merchandise prepaid, in its original box, and with its original packing and accessories. CHAUVET® will not issue call tags.

Clearly label the package with the RMA number. CHAUVET® will refuse any product returned without an RMA number.



Write the RMA number on a properly affixed label. DO NOT write the RMA number directly on the box.

Before sending the product, clearly write the following information on a piece of paper and place it inside the box:

- Your name
- Your address
- Your phone number
- RMA number
- A brief description of the problem

Be sure to pack the product properly. Any shipping damage resulting from inadequate packaging will be your responsibility. FedEx packing or double-boxing are recommended.



CHAUVET® reserves the right to use its own discretion to repair or replace returned product(s).

CONTACT Us

WORLD HEADQUARTERS - CHAUVET®

General Information

Address: 5200 NW 108th Avenue
Sunrise, FL 33351
Voice: (954) 577-4455
Fax: (954) 929-5560
Toll free: (800) 762-1084

Technical Support

Voice: (954) 577-4455 (Press 4)
Fax: (954) 756-8015
Email: tech@chauvetlighting.com

World Wide Web www.chauvetlighting.com

UNITED KINGDOM AND IRELAND - CHAUVET® Europe Ltd.

General Information

Address: Unit 1C
Brookhill Road Industrial Estate
Pinxton, Nottingham, UK
NG16 6NT
Voice: +44 (0)1773 511115
Fax: +44 (0)1773 511110

Technical Support

Email: uktech@chauvetlighting.com

World Wide Web www.chauvetlighting.co.uk

MEXICO - CHAUVET® Mexico

General Information

Address: Av. Santa Ana 30
Parque Industrial Lerma
Lerma, Mexico C.P. 52000
Voice: +52 (728) 285-5000

Technical Support

Email: servicio@chauvet.com.mx

World Wide Web www.chauvet.com.mx

Outside the U.S., United Kingdom, Ireland, or Mexico, contact your dealer. Follow their instructions to request support or to return a product. Visit our website for contact details.