

# Obey™ 10 DMX Controller

## Snapshot

Ok on Dimmer	⊘
Outdoor OK	⊘
Sound Activated	✓
DMX512	✓
Master/Slave	⊘
115V/230V Switch	⊘
Replaceable Fuse	⊘
User Serviceable	⊘
Duty Cycle	⊘

*USER MANUAL*



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# TABLE OF CONTENTS

<b>Before You Begin</b> .....	<b>3</b>
What is included .....	3
Unpacking Instructions.....	3
Safety Instructions .....	3
<b>Introduction</b> .....	<b>4</b>
Features .....	4
Product Overview (front).....	5
Product Overview (rear panel).....	6
Common Terms.....	6
<b>Operating Instructions</b> .....	<b>7</b>
Setup.....	7
Setting up the System .....	7
Fixture Addressing.....	7
Physical fader Assignment .....	8
Reverse Channel Output (.....	9
Reset to factory default .....	9
Blackout .....	9
Programming.....	10
Entering program mode.....	11
Delete a step .....	11
Delete Chase.....	12
Adding a step to a chase.....	12
Delete a Chase.....	12
Playback.....	13
Manual run CHASE.....	13
Running in Sound-Mode.....	13
Running in Auto-Mode.....	13
Running Sequential chases.....	13
<b>Appendix</b> .....	<b>14</b>
DMX Primer.....	14
Fixture Linking .....	14
Returns Procedure.....	15
Claims .....	15
Troubleshooting.....	15
DMX Dipswitch Quick Reference Chart.....	16
General Troubleshooting.....	17
Technical Specifications.....	18

# BEFORE YOU BEGIN

## What is included

- 1 x Obey™ 10 controller
- 1 x DC 12V 500mA, 110V Power Adapter or 230V Power Adapter
- 1 x Manual with warranty card

## 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?

- 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 only!
- 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.
- The unit must be installed in a location with adequate ventilation, at least 50cm from adjacent surfaces. Be sure that no ventilation slots are blocked.
- Always disconnect from power source before servicing or replacing lamp or fuse and be sure to replace with same lamp source.
- 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 113° F 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, please contact CHAUVET at: 954-929-1115.*

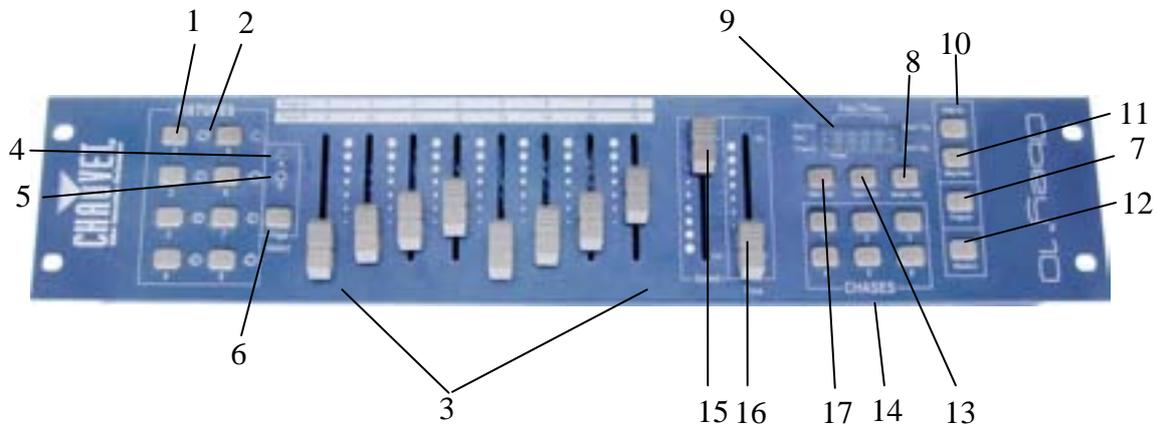
# INTRODUCTION

The Obey™ 10 is a universal intelligent lighting controller. It allows the control of 8 fixtures composed of 16 channels each and up to 6 programmable chases. Six chase banks can contain up to 999 steps. Programs can be triggered by music, 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 8 universal channel sliders, quick access scanner buttons, and an LED display indicator for easier navigation of controls and menu functions.

## Features

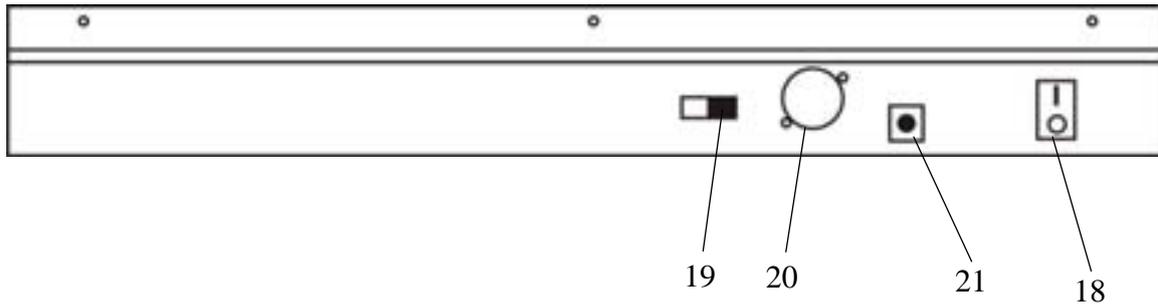
- Universal DMX-512 controller
- Controls up to 8 intelligent lights of up to 16 channels each
- 128 DMX channels of control
- 6 sets of chases containing 999 scenes each
- Program fade and speed time into each step
- Reversible sliders
- Re-assignable channels
- Sequential linking of chases
- Grab any fixture on the fly
- Beat activation and auto run
- DMX polarity selector
- 2-space (2U) rack mount

## Product Overview (front)



Item	Button or Fader	Function
1	Fixture select buttons	Fixture selection
2	Fixture indicator LED's	Indicates the fixtures currently selected
3	Channel faders	For adjusting DMX values, Ch 1~8 can be adjusted immediately after pressing the respective scanner select button, Ch 9~16 after pressing the Page select button
4	Page A Indicator LED	Represents Ch 1~8 range selected
5	Page B Indicator LED	Represents Ch 9~16 range selected
6	Page select button	Press to toggle between pages of control.
7	Program button	Used to enter programming mode
8	Music/Add Copy button	Used to activate Music mode and as the confirm command during programming
9	LED display window	Status window displays pertinent operational data
10	Step Up button	Function button to scroll through steps in a scene during programming and playback
11	Step Down button	Function button to scroll through steps in a scene during programming and playback
12	Blackout button	Reduces all DMX values to zero.
13	Auto/Del button	Used to activate Auto mode and as the delete function key during programming
14	Chase buttons	Chase memory 1 ~ 6
15	Speed fader	This will adjust the hold time of a scene or a step within a chase
16	Fade Time fader	Also considered a cross-fade, sets the interval time between two scenes in a chase
17	Step/Dis button	This is used to change steps and modify the display from 0-255 or 0-100%

## Product Overview (rear panel)



Item	Button or Fader	Function
18	Power On/Off switch	Used to turn the power on/Off while it is plugged into the power adapter
19	DMX polarity switch	May be used to change signal polarity
20	DMX output connector	DMX control signal
21	DC Input jack	Main power feed

## 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 bunch of scenes stacked 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 bunch of scenes stacked 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 device 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 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

# OPERATING INSTRUCTIONS

## Setup

### SETTING UP THE SYSTEM

- 1) Place the Obey™ 10 on a level surface.  
*Note! The Obey™ 10 can also be rack mounted, occupying two rack spaces (2U).*
- 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" section.
- 4) Reset the system using the instructions on page 9.

### FIXTURE ADDRESSING

The Obey™ 10 is programmed to control 16 channels of DMX per fixture. Therefore, the fixtures you wish to control with the corresponding "FIXTURE" buttons on the unit must be spaced 16 channels apart (check the respective fixture's manual for how to enter the information into the fixture).

**Note:** failure to use these DMX assignments may cause a lack of control of the fixtures.

<b>FIXTURE OR SCANNER #</b>	<b>DEFAULT DMX STARTING ADDRESS</b>	<b>BINARY DIPSWITCH SETTINGS SWITCH TO THE "ON POSITION"</b>
1	1	1
2	17	1,5
3	33	1,6
4	49	1,5,6
5	65	1,7
6	81	1,5,7
7	97	1,6,7
8	113	1,5,6,7

## 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 on you will be able to control the same attributes on all fixtures using the same fader location.

### Action

- 1) Press and hold **PROGRAM & STEP/DIS** buttons together (1) time to access the channel assignment mode.
- 2) Press a **FIXTURE** button that represents the fixture whose faders you would like to re-assign.
- 3) Move the **SPEED** fader until you arrive at controller channel (number).
- 4) Move the **FADE TIME** fader to select the DMX channel that you wish to move to.
- 5) Press the **MUSIC/ADD** button to confirm setting. All **FIXTURES** LED indicators will flash to confirm successful copy.
- 6) Repeat steps 3 – 5 as often as necessary.

If you wish to copy a scanner's physical assignments to another scanner, continue by following steps 7-13. If you do not wish to do this, press and hold **PROGRAM & TAPSYNC** buttons (2) times to exit mode.

### *Example: Copying Scanner 1 into Scanner 2*

- 7) Press and hold **FIXTURE** button # 1.
- 8) While holding button # 1 press **FIXTURE** button # 2.
- 9) While holding **FIXTURE** buttons # 1 and # 2, press and hold **MUSIC/ADD** button.
- 10) Release **SCANNER** button # 1 first before releasing **SCANNER** button # 2.
- 11) Release **MUSIC/ADD** button.
- 12) All **FIXTURES** LED indicators will flash to confirm successful copy.
- 13) Press and hold **PROGRAM & STEP/DIS** buttons (2) times to exit 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.*

## REVERSE CHANNEL OUTPUT (OPTIONAL SETUP)

### Action

- 1) Press and hold **PROGRAM & STEP/DIS** buttons together (2) times to access the channel assignment mode then press the **FIXTURE** button.
- 2) Select **FIXTURE**.
- 3) Move the **SPEED** fader until you arrive at the controller channel you wish to alter.
- 4) Move the **FADE TIME** fader all the way up until N changes to Y.

If you wish to copy a scanner's reverse channel assignments to another scanner, continue by following steps 5-11. If you do not wish to do this, press and hold **PROGRAM & TAPSYNC** buttons (1) times to exit mode.

### Example: Copying Scanner 1 into Scanner 2

- 5) Press and hold **FIXTURE** button # 1.
- 6) While holding button # 1 press **FIXTURE** button # 2.
- 7) While holding **FIXTURE** buttons # 1 and # 2, press and hold **MUSIC/ADD** button.
- 8) Release **FIXTURE** button # 1 first before releasing **FIXTURE** button # 2.
- 9) Release **MUSIC/ADD** button.
- 10) All **FIXTURES** LED indicators will flash to confirm successful copy.
- 11) Press and hold **PROGRAM & STEP/DIS** buttons (1) times to exit mode.

### Notes

*You can permanently reverse the output of any given channel on the controller.*

## RESET TO FACTORY DEFAULT

### Action

- 1) Press the **STEP UP** and **AUTO/DEL** buttons simultaneously.
- 2) All LEDs will flash, indicating a successful reset of the controller.

### Notes

*This will erase all saved Chases!*

*This will work in any mode: Program or Playback.*

## BLACKOUT

The **Blackout** button brings all lighting output to 0 or off (also called the home position of the unit).

## FADE ASSIGNMENT (OPTIONAL SETUP)

Use this feature to turn the fade slider on or off for a certain channel. This is most useful when you want the fade time to affect the pan/tilt of a fixture for smoother movements, but do not wish to use this function on things such as shutter or color or gobo, as these should switch very fast most times.

### Action

- 3) Press and hold **BLACKOUT & STEP/DIS** buttons together (2) times to access the channel assignment mode. then press the **FIXTURE** button.
- 4) Select **FIXTURE**.
- 5) Move the **SPEED** fader until you arrive at the controller channel you wish to alter.
- 6) Move the **FADE TIME** fader all the way up until N changes to Y.
- 7) Press the **MUSIC/ADD** button.
- 8) Release **MUSIC/ADD** button.
- 9) All **FIXTURES** LED indicators will flash to confirm successful setting.
- 10) Press and hold **BLACKOUT & STEP/DIS** buttons (1) times to exit mode.

### Notes

*This will permanently turn on/off the fade time for a channel, until the user turns it back on/off.*

## Programming

A program (bank) is a sequence of different scenes (or steps) that will be called up one after another. In the Obey™ 10, 6 programs can be created with up to 999 steps each.

### ENTERING PROGRAM MODE

Press the **PROGRAM** button for 3 seconds until an LED dot next to the label **PROGRAM** blinks. This indicates that the user is in programming mode.

#### Action

- 1) Press and hold the **PROGRAM** button for 3 seconds.
- 2) Select a **FIXTURE** to program.
- 3) Select a Chase to store the program to (1~6).
- 4) Compose a look by moving the **FADERS**. (Changes in fixture attribute such as colors and gobos.) Press **PAGE SELECT** to access Channels 9~16 on the faders.
- 5) To program another **FIXTURE** press the **FIXTURE** button you have just finished programming then select another **FIXTURE** button to program.
- 6) Repeat steps 2 ~ 4 until you have your look.
- 7) Move the **SPEED** and **FADE** sliders to adjust the speed and fade time of the scene.
- 8) Tap **MUSIC/ADD** button to store.
- 9) All **FIXTURES** LEDs will flash, indicating a successful save of the step to the memory.
- 10) The display will automatically go on to the next step. Use the **Step Up** and **Step Down** buttons to navigate through the existing steps in the Chase.
- 11) Repeat steps 2 ~ 8 to record more scenes. ( Read Important notes on the right ->)
- 12) To exit program mode, hold the **PROGRAM** button for 3 seconds. The controller will default to a **BLACKOUT** when exiting the programmer.

#### Notes

*Deselect **Blackout** if LED is lit.*

*A **FIXTURE** button represents one lighting fixture.*

*You can access channels 9~16 by pressing the **Page Select** button. This is necessary for fixtures that use more than 8 channels of control. When switching pages it will be necessary to move previously moved faders up then down to activate.*

*Pressing the same **FIXTURE** button again will hold the parameters changed for that fixture in the program scene.*

*There are 999 scenes available for every chase.*

### DELETE A STEP

#### Action

- 13) Press the **PROGRAM** button for 3 seconds.
- 14) Press the Chase button (1~6) for the corresponding chase you wish to edit.
- 15) Locate the step in the program by using the **Step Up** and **Step Down** buttons.
- 16) Press the **Auto/Del** button to delete the current step.
- 17) All **FIXTURES** LEDs will flash, indicating a successful delete of the step from the memory
- 18) When you have finished deleting the steps, press & hold the Program button for 3 seconds to exit the Program mode.

#### Notes

*Deselect **Blackout** if LED is lit.*

*The currently selected scene will be outputted to the light fixtures connected to the DMX output.*

## DELETE CHASE

### Action

- 1) Press the **PROGRAM** button for 3 seconds.
- 2) Press and hold the **AUTO/DEL** button while pressing the **Chase** you want to delete.
- 3) All LED's will flash, indicating that the Chase was successfully erased.

### Notes

*! This will erase all Steps in the Chase!!!*

## ADDING A STEP TO A CHASE

### Action

- 1) Press and hold the **PROGRAM** button for 3 seconds to enter programming mode.
- 2) Press the desired **CHASE** (1~6) button.
- 3) Use the **Step Up/Step Down** buttons to scroll through the chase and arrive at the step number for which you would like to add a step to.
- 4) Select a **FIXTURE** button.
- 5) Adjust the **Faders** to the desired look on stage.
- 6) Press **Music/Add** button and one step number will be added after the previously displayed step number. All **FIXTURES** LED indicators will flash to confirm successful copy.
- 7) Repeat steps 3~6 until all scenes have been added to the chase.
- 8) Press and hold the **PROGRAM** button for 3 seconds to exit programming mode.

### Notes

*The step will be added after the scene displayed on the digital readout.*

## DELETE A CHASE

### Action

- 1) Press and hold the **PROGRAM** button for 3 seconds to enter programming mode.
- 2) Press the **CHASE** button (1~6) to be deleted.
- 3) Press and hold the **AUTO/DEL** button and the respective **CHASE** button then release to delete the chase. All LED's will blink 3 times. All **FIXTURES** LED indicators will flash to confirm successful copy.

### Notes

*Steps will remain programmed on the controller. Only the chase is affected.*

# Playback

## MANUAL RUN CHASE

When power is first turned ON, the controller will be in manual scene mode.

### Action

- 1) Make sure neither **MUSIC TRIGGER** nor **AUTO TRIGGER** LED's on the LED display are on.
- 2) Select the program **CHASE** button that stores the scene you want to run manually by using the **STEP UP/DOWN**.

### Notes

*If you are in programming mode you can also press and hold the **PROGRAM** button until the **Program LED** goes off.*

## RUNNING IN SOUND-MODE

### Action

- 1) Press the **MUSIC/ADD** button until the **MUSIC TRIGGER** LED turns on.
- 2) Select the **CHASE** you wish to operate.
- 3) Press the **MUSIC/BANK-COPY** to exit.

### Notes

*In the Sound mode, programs will be triggered by the sound using its built-in microphone. All scenes in a Bank will chase.*

## RUNNING IN AUTO-MODE

### Action

- 1) Press and hold the **AUTO/DEL** button until the **AUTO TRIGGER** LED turns on.
- 2) Select the **CHASE** you wish to operate.
- 3) You can override the time between steps by moving the **SPEED** fader and the fade time of the step by moving the **FADE TIME** fader. To revert to the programmed values, press the **PROGRAM** button once.
- 4) You can change Banks while in operation by using the **STEP UP/DOWN** buttons.

### Notes

*In the Auto mode, programs will be triggered by controllers fade and speed time as set on the faders. All scenes in a Bank will chase.*

**CAUTION!** *The fade setting should never be slower than the speed setting or the scene will never complete execution.*

## Running Sequential chases

### Action

- 1) Press either **AUTO/DEL** or **MUSIC/ADD** buttons to select the trigger mode.
- 2) Press the **CHASE** button for each chase you wish to playback.
- 3) Adjust the Chase speed by changing the **SPEED** fader.

### Notes

*Chases must already be programmed.*

*The chases will run in the order they are pressed*

# APPENDIX

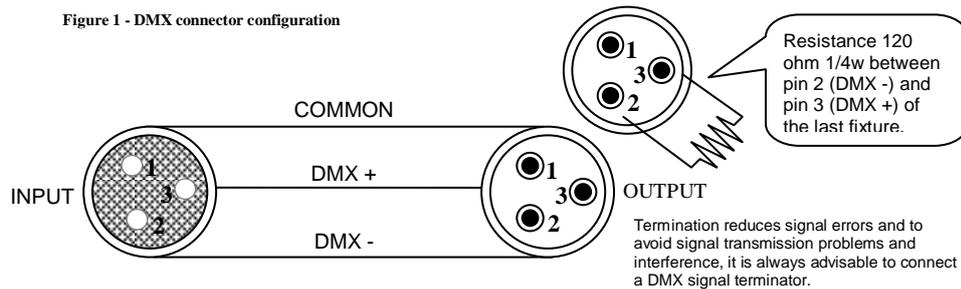
## DMX Primer

There are 512 channels in a DMX-512 connection. Channels 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 fixtures and they all may vary in the total number of channels required. Choosing a start address should be planned in advance. Channels should never overlap. If they do, this will result in erratic operation of the fixtures whose starting address is set incorrectly. You can however, control multiple fixtures 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 fixtures will be slaved together and all respond exactly the same.

DMX fixtures are designed to receive data through 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+). CHAUVET carries 3-pin DMX compliant cables, DMX-10 (33'), DMX-4.5 (15') and DMX-1.5 (5')

### FIXTURE LINKING

Figure 1 - DMX connector configuration



**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. Chauvet Model No: DMX5M. The chart below details a proper cable conversion:**

#### 3 PIN TO 5 PIN CONVERSION CHART

CONDUCTOR	3 Pin Female (output)	5 Pin Male (Input)
GROUND/SHIELD	Pin 1	Pin 1
DATA ( - ) SIGNAL	Pin 2	Pin 2
DATA ( + ) SIGNAL	Pin 3	Pin 3
DO NOT USE		Do not use
DO NOT USE		Do not use

## Returns Procedure

Returned merchandise must be sent prepaid and in the original packing; call tags will not be issued. Package must be clearly labeled with a Return Authorization Number (RMA #). Products returned without an RMA # will be refused. Call CHAUVET and request an RMA # prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. CHAUVET reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

**Note:** If you are given an RMA #, please include the following information on a piece of paper inside the box:

- 1) Your name
- 2) Your address
- 3) Your phone number
- 4) A brief description of the symptoms

## Claims

Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise. It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Any other claim for items such as missing component/part, damage not related to shipping, and concealed damage, must be made within seven (7) days of receiving merchandise.

## Troubleshooting

Please refer to the troubleshooting chart on page 21. If you still have a problem after trying those solutions, please contact CHAUVET Technical Support at (954) 929-1115.

## DMX Dipswitch Quick Reference Chart

DMX Address Quick Reference Chart																					
DMX DIP SWITCH SET 0=OFF 1=ON X=OFF or ON					Dip Switch Position																
					#9	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	
					#8	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
					#7	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1
					#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	
0	1	0	0	0	2	34	66	98	130	162	194	226	258	290	322	354	386	418	450	482	
1	1	0	0	0	3	35	67	99	131	163	195	227	259	291	323	355	387	419	451	483	
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1	1	1	0	1	23	55	87	119	151	183	215	247	279	311	343	375	407	439	471	503	
0	0	0	1	1	24	56	88	120	152	184	216	248	280	312	344	376	408	440	472	504	
1	0	0	1	1	25	57	89	121	153	185	217	249	281	313	345	377	409	441	473	505	
0	1	0	1	1	26	58	90	122	154	186	218	250	282	314	346	378	410	442	474	506	
1	1	0	1	1	27	59	91	123	155	187	219	251	283	315	347	379	411	443	475	507	
0	0	1	1	1	28	60	92	124	156	188	220	252	284	316	348	380	412	444	476	508	
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

## 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 220/110v 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 settings 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 via 1/4" jack, make sure a live audio signal exists Adjust sound sensitivity knob	✓		✓	✓
Lamps 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 220/110v switch for proper setting	✓			
No flash	Re-install bulb, may have shifted in shipping	✓			
No laser 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 connector is firmly connected to device	✓	✓		
Stand alone mode	All Chauvet lighting fixtures featuring stand-alone functions do not require additional settings, simply power the fixture and it will automatically enter into this mode	✓			

## Technical Specifications

### WEIGHT & DIMENSIONS

Length .....	19 in (482 mm)
Width .....	3.5 in (89 mm)
Height .....	3.5 in (89 mm)
Weight .....	3.9 lbs (1.78 kg)

### POWER

Operating Range .....	DC 12V 500mA max
Adapter .....	Provided

### THERMAL

Maximum ambient temperature .....	113° F (45°C)
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### CONTROL & PROGRAMMING

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

### ORDERING INFORMATION

Obey™ 10 Controller .....	OBEY10
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### WARRANTY INFORMATION

Warranty .....	2-year limited warranty
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### EC DECLARATION OF CONFORMITY

We declare that our products (lighting equipments) comply with the following specification and bears CE mark in accordance with the provision of the Electromagnetic Compatibility (EMC) Directive 89/336/EEC.

.....	EN55014-1: 1993, EN61000-3-2: 1995, EN61000-3-3:1995
.....	EN55014-2: 1997 CATEGORY II
.....	EN61000-4-2: 1995, EN61000-4-3: 1995, EN61000-4-4:1995
.....	EN61000-4-5: 1995, EN61000-4-6: 1995, EN61000-4-11: 1994
Harmonized Standard .....	EN60598-1: 1993
Safety of household and similar electrical appliances Part 1: General requirements	
Following the provisions of the Low Voltage Directive 73/23/EEC and 93/68/EEC.	

### EC DECLARATION OF CONFORMITY

We declare that our products (remote controller) comply with the following specification and bears CE mark in accordance with the provision of the Electromagnetic Compatibility (EMC) Directive 89/336/EEC.

.....	EN55015: 1993
.....	EN50082-1: 1997
.....	EN61000-3-2: 1995
.....	EN61000-3-3: 1995