

DMX-192 Console operating manual

Ver 1.0

Thank you so much for purchasing your new DMX-192 Controller from Visual Effects, Inc. The DMX-192 has many advanced features, so it is important to read and understand this owner's manual to fully utilize its maximum usage.

MAIN FEATURES

- Handle up to 12 lighting fixtures
- 16 dmx channels per fixture
- 192 dmx channels total
- 240 scenes in 30 banks of 8 scenes per bank
- 6 chases each up to 240 scenes
- 8 faders to control features on fixtures
- 2 faders for chase speed and fade time
- scene & bank copy features
- built in microphone
- blackout function
- dmx polarity switch
- midi control through midi interface
- 4 digit LED display

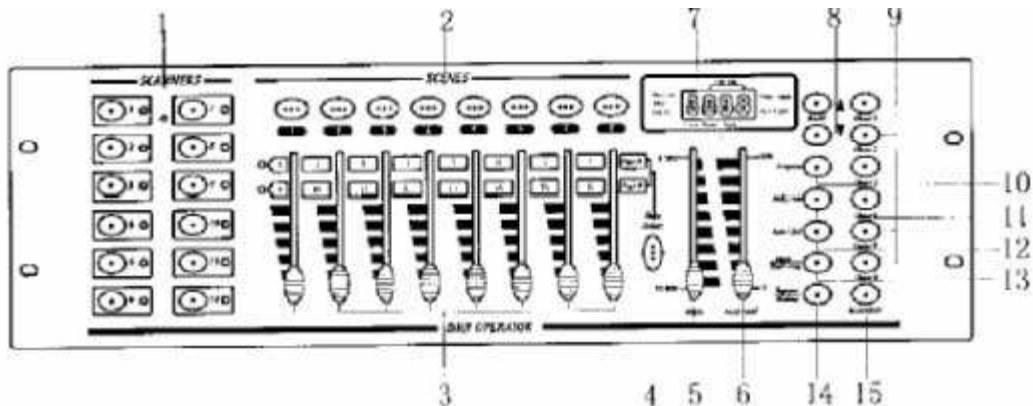
TECHNICAL SPECIFICATIONS

- Power input: 9-12dvc@300ma. (center pin is positive)
- dimensions: W: 19" x H: 5.25" x D: 2.5"
- weight: 6.0 lbs

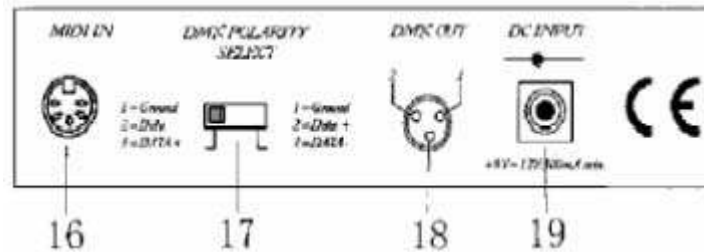
GENERAL INSTRUCTIONS

- Do not make any water or metal objects enter this unit.
- Should any liquid spill on the unit, DISCONNECT the power supply to the unit immediately.
- STOP using the unit immediately in the event of serious operation problems and contact your local dealer or VEI directly.
- DO NOT open the unit, there are no user serviceable parts inside.
- NEVER try to repair the unit yourself. Repairs by unqualified people could result damage and or faulty operation to unit and will VOID warranty. Contact VEI for returning unit for repair.
- This unit is not intended for home use. only to be used by professional people who fully understand its operations.
- If unit is damaged in any way upon opening unit, STOP using the unit and contact your local dealer.
- NEVER use the unit in places with excessive humidity
NEVER subject the unit to severe vibrations or bumps.
- Never use the unit with temperatures over 113deg. F or less than 35deg. F.
- Do not modify or dismantle unit.

FRONT PANEL CONTROLS & FUNCTIONS



1. **1. Scanner Buttons** - used to select any or all of 12 fixtures.
2. **2. Scene Buttons** - used to store scenes on programming mode or playback your scenes in playback mode.
3. **3. Faders(1-8)** - used to adjust the DMX output levels from 0-255 of each channel.
4. **4. Page Select** - used to select faders between page A(1-8) and page B(9-16) of each scanner button.
5. **5. Speed Fader** - used to adjust the rate of chase speed in auto mode.
6. **6. Fade Time Fader** - used to adjust the fade time. Fade time is the amount of time it takes the DMX 192 to completely change from one scene to another scene. Ex. if fade time is set to 0 (zero) a scene change will be instant. If the fade time fader is set to 30s, it will take 30 seconds to complete the change from one scene to another scene.
7. **7. LCD Display** - displays values and settings depending on setting.
8. **8. Bank Buttons (up/down)** - press up or down button to increase or decrease bank.
9. **9. Chase Buttons** - used to select chases (1-6)
10. **10. Program Button** - used to activate programming mode, press and hold for 3 seconds corresponding LED blinks indicating you're in programming mode
11. **11. Midi/Add Button** - used to control midi operation or to record each step for scene or chases.
12. **12. Auto/Del Button** - select auto speed in chase mode or used to delete scenes and chases.
13. **13. Music Bank Copy Button** - used to trigger sound activation in chase mode or to copy a bank of scenes from one to another in program mode.
14. **14. Tap Sync/Display Button** - in auto chase mode used to change rate of chase and also to change LCD display in manual chase.
15. **15. Blackout Button** - disables or enables all DMX channel outputs.



1. 16. **Midi Input Jack** - used to retrieve midi data.
2. 17. **DMX Polarity Select Switch** - selects dmx polarity (**leave switch to the left position for standard DMX**)
3. 18. **DMX Output Jack** - used to output dmx data
4. 19. **DC Input Jack** - power input 9-12vdc@300ma. (center pin is positive)

1.

I) PROGRAMMING SCENES

1. 1) **PRESS AND HOLD PROGRAM BUTTON for three (3) seconds** to activate program mode. The LCD display will indicate your in program mode by displaying a continuous fast blinking light next to **"PROG"**.
2. 2) Select a fixture to program. by pressing any or all of the **SCANNER BUTTONS 1-12**. Each scanner button controls 16 DMX channels, from faders 1-8 on Page A and faders 9-16 on PAGE B.
3. 3) Adjust the faders to the desired settings of the fixture's) your programming (ex. color, gobo, pan, tilt, etc) by adjusting the fader values.
4. 4) Once you obtained your desired setting/look for the fixtures, you can press the **SCANNER BUTTON'S** you were adjusting to stop adjustments to that fixture's and hold its settings. You then press another **SCANNER BUTTON'S** to select another fixture to adjust. You can adjust more than one fixture at a time by selecting more than one scanner at a time.
5. 5) Repeat steps 2-3 until all the lights are at the desired settings you want.
6. 6) When the entire scene is to your liking, press and release the **MIDI/ADD BUTTON**.
7. 7) Then press a **SCENE BUTTON (1-8)** to store this scene. (*ALL LEDS will blink 3 times.*) The LCD will display the current bank and scene to where your scene was stored.
8. 8) Repeat steps 2-8 to record your first 8 scenes
9. 9) Now select the next **BANK** you want to store the next 8 scenes into by using the **BANK UP/DOWN BUTTONS**.(ex. bank 1 for the first 8 scenes, bank 2 for the next 8 scenes, bank 3 for the next 8 scenes etc). There a total of 30 banks each a bank can hold up to 8 scenes per bank for a maximum total of 240 scenes.
10. 10) To EXIT programming mode **PRESS AND HOLD PROGRAM BUTTON for 3 SECONDS**
11. 11) When you exit programming mode the *BLACKOUT LED is ON*, press **BLACKOUT BUTTON** to deactivate blackout.

II) PROGRAMMING CHASES

YOU MUST PROGRAM SCENES BEFORE YOU CAN PROGRAM CHASES.

- 1) **PRESS AND HOLD THE PROGRAM BUTTON for three (3) seconds** to activate program mode. The LCD display will indicate your in program mode by displaying a continuous fast blinking dot next to "**PROG**".
- 2) Select any CHASE 1-6 to program.
- 3) Select a desired SCENE from any bank (1-30) that has been previously recorded.
- 4) Press the **MIDI/ADD BUTTON** . ALL the LED'S will blink 3 times.
- 5) Repeat steps 3-4 as many times as you want up to 240 scenes per chase.
- 6) To EXIT programming mode **PRESS AND HOLD THE PROGRAM BUTTON for three (3) seconds** to deactivate programming mode. The LCD display will indicate blackout mode by displaying a continuous fast blinking dot next to "BLACKOUT".

II) PLAYBACK SCENES

MANUAL RUN SCENES

- 1) When power is first turned on, the DMX192 is in manual scene mode.
- 2) Make sure **AUTO & MUSIC LED'S BUTTONS** are OFF.
- 3) Select the desired BANK (1-30) using the **BANK UP & DOWN BUTTONS**
- 4) Press the **SCENE BUTTON** to run the scene you selected

AUTO RUN SCENES

This function will run a bank of programmed scenes in a sequential loop (ex. scenes 1-8)

- 1) Press the **AUTO/DEL button** to activate AUTO mode. A flashing light in the LCD display will indicate AUTO mode.
- 2) Use the **BANK UP/DOWN BUTTONS** to select a desired banks of scenes to run.
- 3) After selecting the bank of scenes you want to run, you can use the **SPEED FADER & FADE TIME FADER** to adjust the scene chase.

*Note: you can change banks to run different scene sequences at any time by pressing the **BANK UP/DOWN BUTTONS**.*

Note: When adjusting FADE TIME be sure never to make it slower than the SPEED setting or your scene will not be completed before a new step is to be run. (ex. if your SPEED setting

is at 5 seconds between scene changes and your FADE TIME setting is at 8 seconds the fade time will never be completed because it is longer in time frame than the speed setting is).

MUSIC RUN SCENES

1. 1) Press the **MUSIC/BANK COPY BUTTON** to turn on the corresponding LED in the display. You are now in MUSIC run mode.
2. 2) Select the desired BANK (1-30) using the **BANK UP/DOWN BUTTONS** to select a bank of scenes you want to run.
3. 3) The SCENES will now run to sound by the built in microphone in DMX 192.
4. 4) Press the **MUSIC/BANK COPY BUTTON** to EXIT MUSIC RUN mode.
- 5.

IV) PLAYBACK CHASES

MANUAL RUN CHASES

This function will allow you to manually step through a selected chase

1. 1) **PRESS AND HOLD THE PROGRAM BUTTON for 3 seconds** to activate program mode. The LCD display will indicate a program mode by displaying a continuous fast blinking dot next to **"PROG"**.
2. 2) Select chase by selecting one of the chases buttons 1-6
3. 3) Press the **TAP/SYNC BUTTON**
4. 4) Use the **BANK UP/DOWN BUTTONS** to scroll through the chases
5. 5) **PRESS AND HOLD THE PROGRAM BUTTON for 3 seconds** to *EXIT* programming mode..

AUTO RUN CHASES

1. 1) Select your desired chase by any or all of the 1-6 chases buttons. You may select more than 1 chase at a time. The DMX 192 will run the chases from one to another.
2. 2) Press and release the **AUTO/DEL BUTTON**. The corresponding LED will flash in the LCD display indicating you are in AUTO mode.
3. 3) Adjust the **SPEED FADER & FADE TIME FADER** to your desired setting.
4. 4) The chase will now run according to your settings
5. 5) You can override the speed and fade time settings by tapping the TAP/SYNC BUTTON 3 times. The chase will now run at the speed of the interval taps.

Note 1: You can override the speed settings by tapping the TAP/SYNC BUTTON 3 times, the chase will now run according to your interval of your taps.

Note 2: Note: When adjusting FADE TIME be sure never to make it slower than the SPEED setting or your scene will not be completed before a new step is to be run. (ex. if your SPEED setting is at 5 seconds between scene changes and your FADE TIME setting is at 8 seconds the fade time will never be completed because it is longer in time frame than the speed setting is).

Note 3: If you want to include all CHASES PRESS AUTO/DEL BUTTON before selecting chase.

MUSIC RUN CHASES

1. 1) Select the desired chase by the 1-6 chase buttons
2. 2) Press and release the **MUSIC/BANK COPY BUTTON**, the corresponding Led will flash in the LCD display indicating you are in MUSIC RUN mode.
3. 3) The chase will now run to sound by the built in microphone in the DMX 192.
4. 4) Press the **MUSIC/BANK COPY BUTTON** to *EXIT MUSIC RUN* mode.

ADVANCED PROGRAMMING FEATURES **V) EDITING SCENES**

SCENE COPY

This function allows you to copy the settings of one scene to another scene.

1. 1) **PRESS AND HOLD PROGRAM BUTTON for 3 seconds** to activate program mode. The LCD display will indicate program mode by displaying a continuous fast blinking do next to "**PROG**".
2. 2) Use the **BANK UP/DOWN BUTTONS** to locate the BANK (1-30) that contains the SCENE you wish to copy.
3. 3) Press the **SCENE BUTTON** that contains the scene you wish to *COPY*
4. 4) Use the **BANK UP/DOWN BUTTONS** to select the bank you want to copy the scene to.
5. 5) Press the **MIDI/ADD BUTTON** followed by the **SCENE BUTTON** you wish to *COPY to*.

SCENE EDITING

This function allows you to make changes in a scene after its been programmed.

1. 1) **PRESS AND HOLD PROGRAM BUTTON for 3 seconds** to activate program mode. The LCD display will indicate program mode by displaying a continuous fast blinking dot next to **"PROG"**.
2. 2) Use the **BANK UP/DOWN BUTTONS** to select the BANK (1-30) that stores the scene you wish to edit.
3. 3) Select the scene you want to edit by pressing its **SCENE BUTTON**.
4. 4) Use the channel faders to make your adjustments.
5. 5) Once you have made your adjustments press the **MIDI/ADD BUTTON** followed by the **SCENE BUTTON** that corresponds to the scene you are editing. This will store the scene back into memory.

Note: You MUST select the same scene you selected in step 3, otherwise you may accidentally record over an existing scene.

COPY BANK OF SCENES

This function will copy the settings of one bank of scenes to another bank of scenes.

1. 1) **PRESS AND HOLD PROGRAM BUTTON for 3 seconds** to activate program mode. The LCD display will indicate program mode by displaying a continuous fast blinking dot next to **"PROG"**
2. 2) Use the **BANK UP/DOWN BUTTONS** to select the BANK (1-30) you wish to *COPY* from.
3. 3) Press and release the **MIDI/ADD BUTTON**.
4. 4) Select the BANK (1-30) you wish to *RECORD* to.
5. 5) Press **MUSIC/BANK COPY BUTTON**. The LCD display will flash briefly to indicate it has been stored.

DELETE BANK OF SCENES

- 1) **PRESS AND HOLD PROGRAM BUTTON for 3 seconds** to activate program mode.
- 2) Select the BANK (1-30) you want to DELETE by using **BANK UP/DOWN BUTTONS**
- 3) Press and hold the **AUTO/DEL BUTTON**.
- 4) While holding down the **AUTO/DEL BUTTON** press and **MUSIC/BANK COPY BUTTON** at the same time.
- 5) Release both buttons at the same time, the LCD display should flash momentarily to indicate completion.

DELETE A SCENE

This function will reset all DMX channels in a single scene back to 0%.

1. 1) **PRESS AND HOLD PROGRAM BUTTON for 3 seconds** to activate program mode.
2. 2) While pressing and holding **AUTO/DEL BUTTON**, press and release the **SCENE BUTTON** (1-8) you want to DELETE.

RESET ALL SCENES

This function will erase all scenes in all banks.

1. 1) Press and hold down the **PROGRAM BUTTON**.
2. 2) While holding down the **PROGRAM BUTTON** press the **BANK DOWN BUTTON**.
3. 3) Disconnect the power and release the buttons.
4. 4) Reconnect the power, all scenes should be erased.

VI) EDITING CHASES

INSERTING A STEP

1. 1) **PRESS AND HOLD PROGRAM BUTTON for 3 seconds** to activate program mode. The LCD display will indicate program by displaying a continuous flashing dot next to "**PROG**".
2. 2) Select the CHASE 1-6 you wish to add step to.
3. 3) Press and release the **TAPSYNC/DISPLAY BUTTON**. The display will now change to the step you are now in.
4. 4) After selecting the TAPSYNC /DISPLAY use the **UP /DOWN BUTTONS** to manually scroll to the step you wish to Insert a step after (ex.step 10).
5. 5) Press **MIDI/ADD BUTTON**, the LCD will read one step number higher (step 11).
6. 6) Press the **SCENE BUTTON** you want to insert.
7. 7) Press and release the **TAP SYNC/DISPLAY BUTTON** to return the display back to normal operation.

DELETE A STEP

1. 1) **PRESS AND HOLD PROGRAM BUTTON for 3 seconds** to activate program mode. The LCD display will indicate program mode by displaying a continuous flashing dot next to "**PROG**".
2. 2) Select the CHASE 1-6 that contains the step you want to *DELETE*.
3. 3) Press and release the **TAPSYNC/DISPLAY BUTTON**.
4. 4) After selecting the TAPSYNC/DISPLAY use the **UP/DOWN BUTTONS** to manually scroll to the step you wish to *DELETE*.

- 5) When you have reached the step you wish to *DELETE*, press and release the **AUTO/DEL BUTTON**.

DELETE A COMPLETE CHASE

- 1) Press and hold down the CHASE BUTTON (1-6) that you want to *DELETE*.
- 2) While holding down the CHASE BUTTON , press and release the AUTO/DEL BUTTON.
- 3) Release the CHASE BUTTON. The chase should be deleted.

DELETING ALL CHASES

This function will allow you to clear all chase memory's recorded.

- 1) **PRESS AND HOLD PROGRAM BUTTON for 3 seconds** to activate program mode.
- 2) Press and hold down the **AUTO/DEL BUTTON**.
- 3) While holding down the **AUTO/DEL BUTTON** disconnect the power to the controller.
- 4) Holding down the **AUTO/DEL BUTTON** reconnect the power, hold for 3 seconds the LEDS's will blink, all chases in memory should be cleared.