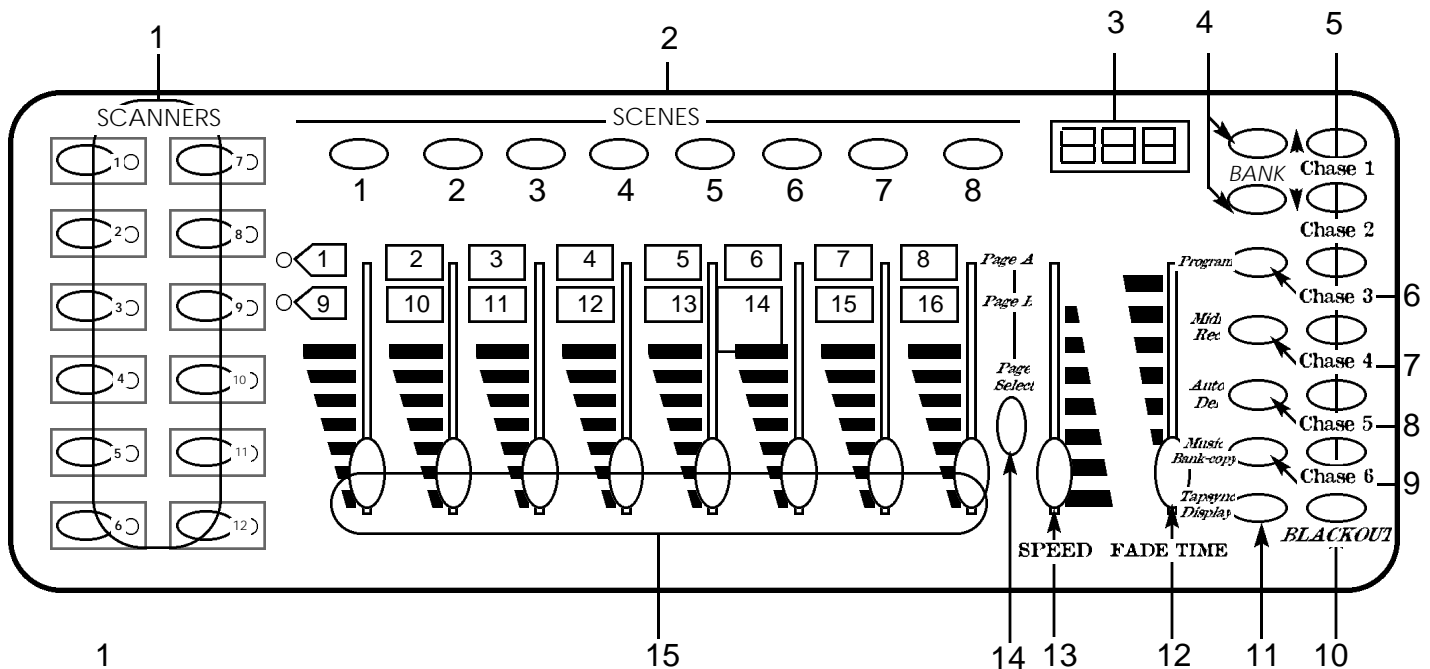


American DJ® User Instructions

DMX OPERATOR™

DMX-512

MIDI
CAPABLE



CONTROLS & FUNCTIONS

1. **SCANNERS**- Allows you to select from up to 12 fixtures, consisting of 16 DMX channels or less.
2. **SCENE BUTTONS**- Used to store your scenes. There are a maximum of 240 programmable scenes.
3. **LCD DISPLAY**- Displays the different values and settings depending on the chosen function.
4. **BANK BUTTONS (▲OR▼)**- Increases or decreases your bank value. *There are 30 selectable banks total.*
5. **CHASE** - Used to select your programmed chases (1-6).
6. **PROGRAM** - Used to activate program mode.
7. **MIDI / REC** - Used to control MIDI operation and to Record programs.
8. **AUTO/DEL** - Used to run in AUTO mode and to delete scenes and chases.
9. **MUSIC / BANK COPY**- Used to trigger sound active mode and to create scenes and chase programs
10. **BLACKOUT** - Used to disable channel output - *Will not effect all other functions.*
11. **TAP SYNC / DISPLAY** - Used to create a standard beat and change the values in the LCD Display.
12. **FADE TIME SLIDER** - Used to adjust the FADE TIME. Fade Time is the amount of time it takes a fixture to move from one position to another. **For example;** if the fade time slider is set to 0 (zero) a fixtures movements will be instant. If the slider is set to '30s' it will take the fixture 30 seconds to move from one position to the next.

CONTROLS & FUNCTIONS CONT.

13. **SPEED SLIDER**- Used to adjust the chase speed.

14. **PAGE SELECT**- Used to select faders between PAGE A 1-8 and PAGE B 9-16.

15. **FADERS (1-8)**- Used to adjust the intensity from 0% to 100% or DMX output level from 0 to 255.

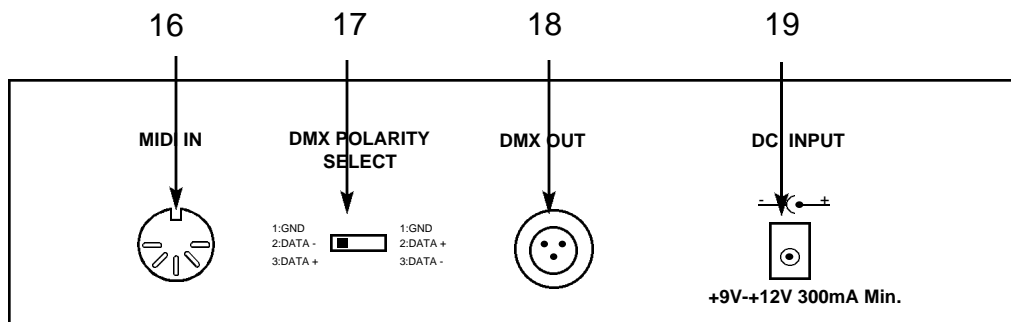
REAR CONTROLS

16. **MIDI IN**- Receives MIDI data.

17. **DMX POLARITY SELECT**- Changes the polarity setting of the DMX output.

18. **DMX OUT**- Used to send DMX signal to fixtures or Packs.

19. **DC INPUT**- Accepts a DC 9~12V, 300 mA minimum, power supply.



LCD DISPLAY

Indicators:

1. The first digit will display the active chase number (1-6).
2. The second digit will display the active scene number (1-8).
3. The third and fourth digits will display the active bank number (01-30).
4. During **AUTO MODE** a fast blinking light indicates its operation in the lower right corner of the LCD DISPLAY (FIG.3) next to 'Auto trigger.'
5. During **Music Mode** (sound active), a fast blinking light indicates its operation in the upper right corner of the LCD DISPLAY (FIG.3) next to 'Music trigger.'
6. During **Blackout Mode** a fast blinking light indicates its operation in the upper left corner of the LCD DISPLAY (FIG.3) next to 'Blackout.'
7. During **Program Mode** a fast blinking light indicates its operation in the lower left corner of the LCD DISPLAY (FIG.3) next to 'PROG.'

PROGRAMMING

PROGRAMMING SCENES:

1. *Due to the simplicity of this controller, in order to have individual control of each fixture, all fixtures (or packs) must begin with one of the following numbers: 1, 17, 33, 49, 65, 81, 97, 113, 129, 145, 161, or 177.*
2. **PRESS PROGRAM BUTTON (FIG. 6)** for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate program mode by displaying a continuous fast blinking light next to 'PROG.'

3. Select a fixture to program, **SCANNER BUTTONS 1 TO 12 (FIG2)**. Each Scanner Button contains 16 DMX channels, 1 - 8 on **PAGE A** and 9 - 16 on **PAGE B (FIG. 14)**.
4. Assign the desired settings to the fixture or fixtures your programming (i.e. Color, Gobo, Pan, Tilt, Speed, etc.), by adjusting the fader values until you've reached your desired setting.
5. Press **PAGE SELECT (FIG. 14)** to control the second set of 8 DMX channels if needed.
6. When entire scene is set to your liking, press and release the **MIDI / REC BUTTON (FIG 7.)**.
7. Then select the bank you want to store your scene into by using the **UP and DOWN BANK BUTTONS (FIG.4)**.
- 7a. There are 30 banks you can store up to 8 scenes per a bank for a total of 240 scenes.
8. Press a **SCENE BUTTON 1-8 (FIG 2)** to store this scene. The LCD will display the bank and scene to where your scene was stored.
9. Repeat steps 4-8 to record your desired amount scenes.
10. To exit programming mode press and hold the **PROGRAM BUTTON (FIG.6)** for 3 seconds

SCENE EDITING:

1. This function allows you to make changes in a scene after it has been programmed.
2. Enter program mode as described on page 2.
3. Use the **UP AND DOWN BANK BUTTONS (FIG.4)** to select the bank that stores the scene you wish to edit.
4. Select the scene you want to edit by pressing its **SCENE BUTTON (FIG.5)**.
5. Use the **FADERS (FIG.15)** to make your desired adjustments.
6. Once you've made your changes, press the **MIDI / REC BUTTON (FIG.7)** followed by the **SCENE BUTTON (FIG.2)** that corresponds to the scene your editing. This will store the edited scene back into memory.
7. *Be sure to selected the same scene you selected in step 4, otherwise you may accidentally record over an existing scene.*

SCANNER COPY:

1. This function allows you to copy the settings of one scanner to another. - It is best to copy like fixtures.
2. Press and hold down the **SCANNER BUTTON (FIG.1)** you want to copy.
3. While holding down the **SCANNER BUTTON (FIG.1)** press any other **SCANNERS BUTTON (FIG.1)** you wish to duplicate the settings to.
4. Release the **SCANNER BUTTON (FIG.1)** held from step one (1).

SCENE COPY:

1. This function allows you to copy the settings of one scene to another.
2. Enter program mode as described on page 2.
3. Use the **UP and DOWN BANK BUTTONS (FIG.4)** to locate the bank that contains the scene you wish to copy.
4. Press the **SCENE BUTTON (FIG.5)**, that contains the scene you want to copy.
5. Use the **UP and DOWN BANK BUTTONS (FIG.4)** to select the bank you want to copy the scene to.
6. Press the **MIDI / REC BUTTON (FIG.7)** followed by the **SCENE BUTTON (FIG.5)** you wish to copy to.

DELETE SCENE :

1. This function will reset all DMX Channels in a SCENE back to 0.
2. Select desired scene
3. Press and hold **AUTO/DEL(FIG.8)** Press and release **SCENE BUTTON (FIG.2)** you want to delete.

RESET ALL SCENES:

1. This function will erase all scenes (ALL Channels are reset to 0 output).
2. Press and hold down the **PROGRAM** button (fig.6)
3. While holding down the **PROGRAM BUTTON (FIG.6)**, press and hold the **BANK DOWN BUT TON (FIG.4)**.
4. Disconnect the power and release the buttons.
5. Reconnect the power, all scenes should be erased.

COPY BANK:

1. This function will copy the settings of one bank to another.
2. Press the **PROGRAM BUTTON (FIG. 6)** for three (3) seconds to activate program mode. The **LCD DISPLAY (FIG.3)** will indicate program mode by displaying a continuous fast blinking dot next to 'PROG.'
3. Select the **BANK (FIG.4)** you want to copy
4. Press and release the **MIDI/REC BUTTON (FIG.7)**
5. Select the **BANK (FIG.4)** you wish to record to.
6. Press **MUSIC/BANK COPY BUTTON (FIG.9)**, The **LCD DISPLAY (FIG.3)** will flash briefly to indicate the function has been completed.
7. Again, press the **PROGRAM BUTTON (FIG. 6)** for three (3) seconds to deactivate program mode.

DELETE BANK:

1. Select the **BANK (FIG.4)** you want to delete
2. Press and hold the **AUTO/DEL BUTTON (FIG.8)**.
3. While holding down the **AUTO/DEL BUTTON (FIG.8)** press and hold the **MUSIC/BANK COPY BUTTON (FIG.9)** at the same time.
4. Release both buttons at the same time, the **LCD DISPLAY (FIG.3)** should flash momentarily to indicated the function completion.

PROGRAMMING CHASES

PROGRAM CHASES:

NOTE: YOU MUST PROGRAM SCENES BEFORE YOU CAN PROGRAM CHASES.

1. This function allows you to run up to 240 scenes from different banks (1-30) in a sequential order.
2. Press the **PROGRAM BUTTON (FIG. 6)** for three (3) seconds to activate program mode. The **LCD DISPLAY (FIG.3)** will indicate program mode by displaying a continuous fast blinking dot next to 'PROG.'

3. Select a **CHASE 1 TO 6 (FIG 5)** to program.
4. Select a desired **SCENE (FIG2)** from any bank that has been previously recorded. (*See programming scenes page 2*).
5. Press the **MIDI/REC BUTTON (FIG.7)**.
6. **You may store up to 240 steps into one chase.**
7. Repeat steps 3-5 reached your desired effect.

COPY A BANK OF SCENES TO ANOTHER BANK:

1. This function will allow you to copy an entire bank of scenes to another bank.
2. Press the **PROGRAM BUTTON (FIG. 6)** for three (3) seconds to activate program mode. The **LCD DISPLAY (FIG.3)** will indicate program mode by displaying a continuous flashing light next to 'PROG.'
3. Select the **BANK (FIG.4)**, using **UP** or **DOWN BANK BUTTONS**, that contains the scenes you wish to copy.
3. Press **MUSIC/BANK COPY BUTTON (FIG.9)**
4. Press **MIDI/REC (FIG.7)** all **SCENES** are copied to the bank.

EDITING CHASES

ADDING A STEP:

1. Press the **PROGRAM BUTTON (FIG. 6)** for three (3) seconds to activate program mode. The **LCD DISPLAY (FIG.3)** will indicate program mode by displaying a continuous flashing light next to 'PROG.'
2. Select the **CHASE 1 TO 6 (FIG 5)** you wish to add a step to.
3. Press and release the **TAP SYNC/DISPLAY BUTTON (FIG.11)**.
4. After selecting the **TAP SYNC/DISPLAY (FIG.11)** use the **UP** and **DOWN BUTTONS**, to manually scroll to the **STEPS** you wish to add a step between.

For Example: If you need a scene between scenes 3 and 4. Go to scene 3. Program your new step as described in "Programming Scenes" (Page 2). Add your new step as described in Steps 2-7. Scene 4 will become step 5 and the new step you inserted will become step 4.

5. Press **MIDI/REC (FIG.7)** the LCD will read one step number higher
6. Press **MIDI/REC (FIG.7)** again to insert new step.
7. Press and release the **TAP SYNC/DISPLAY (FIG.11)** to return the display to normal operation.

DELETE A STEP:

1. Press the **PROGRAM BUTTON (FIG. 6)** for three (3) seconds to activate program mode. The **LCD DISPLAY (FIG.3)** will indicate program mode by displaying a continuous flashing light next to 'PROG.'
2. Select the **CHASE 1 TO 6 (FIG. 5)** that contains the step you would like to delete.
3. Press and release the **TAP SYNC/DISPLAY (FIG.11)**.
4. After selecting the **TAP SYNC/DISPLAY (FIG.11)** use the **UP** and **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 (FIG.8)**.

DELETE A CHASE:

1. Press and hold down the **CHASE BUTTON (FIG.5)** that corresponds to the chase you wish to delete.
2. While holding down the **CHASE BUTTON (FIG.5)** press and release the **AUTO/DEL BUTTON (FIG. 9)**.
3. Release the **CHASE BUTTON (FIG.5)**. The chase should be deleted.

DELETE ALL CHASES:

1. This function will allow you to clear chase memory (delete all chases).
2. Press and hold down the **AUTO/DEL BUTTON (FIG.8)**.
3. While holding down the **AUTO/DEL BUTTON (FIG.8)** disconnect the power.
4. Release the button and reconnect the power, memory should be erased.

RUNNING SCENES

MANUAL RUN:

1. When power is first turned on, the unit enters manual mode.
2. Make sure **AUTO & MUSIC LED'S BUTTONS (FIGS. 8 AND 9)** are off .
3. Select **BANK (FIG.4)**, using the **UP** and **DOWN BANK BUTTONS (FIG.4)**, that store the scenes you wish to run.
4. Press the **SCENE BUTTONS (FIG.2)** to run the scene you selected.

AUTO RUN:

1. This function will run a bank of programmed scenes in a sequential loop.
2. Press the **AUTO/DEL (FIG.8)** to activate Auto Mode. *A flashing light in the LCD DISPLAY (FIG.3) will indicate auto mode.*
3. Use the **UP** and **DOWN BANK BUTTONS (FIG.4)**, to select a bank of scenes to run.
4. After selecting the bank of scenes you want run, you can use the **SPEED (FIG.13)** and **FADE (FIG.12)** sliders to adjust the scenes to your liking.
5. *Note: you can change banks, to run different scene sequences, at any time by pressing the UP and DOWN BANK BUTTONS (FIG.4).*

MUSIC RUN:

1. Press the **MUSIC/BANK-COPY BUTTON (FIG.9)** to turn on the corresponding LED in the LCD DISPLAY (FIG.3).
2. Select the bank that holds the scenes you wish to chase by using **UP** or **DOWN BUTTONS (FIG.4)**, you may also use a MIDI controller to change the scenes (see MIDI operation).
3. Press **MUSIC/BANK COPY BUTTON (FIG.9)** to exit.

RUNNING CHASES

MANUAL RUN:

1. *You must program scenes prior to executing this function. (see programming chases page 4)*
2. This function will allow you to run several scenes in any order.
3. In manual mode fade will override the scene settings. If the fade is set to off, the chase will run to fade setting in the program memory.
4. Execute a chase by selecting one of the eight CHASE BUTTONS (FIG.5).
5. Press the TAP/SYNC BUTTON (FIG.11).
6. Use the BANK BUTTONS (FIG.4) to scroll through the chase.

AUTO MODE:

1. Press and release the AUTO/DEL BUTTON (FIG.8).
2. The corresponding LED will flash in the LCD DISPLAY (FIG.3) indicating Auto mode is engaged.
3. Select your desired chase by pressing one of the six CHASE BUTTONS (FIG.5).
4. Adjust the SPEED (FIG.13) and FADE (FIG.12) times to your desired settings.
5. The chase will now run according to your set speed and fade time. *Note: You can override the speed and fade time by tapping the TAP SYNC /DISPLAY BUTTON (FIG.11) three times, the chase would then run according to the time interval of your tap.*

MUSIC MODE:

1. Press and release the MUSIC/BANK-COPY BUTTON (FIG.9).
2. The corresponding LED will flash in the LCD DISPLAY (FIG.3) indicating Music mode is engaged.
3. Select your desired chase by pressing one of the six CHASE BUTTONS (FIG.5).
4. Chase will now run sound.

MIDI OPERATION

To Activate MIDI operation:

1. Press and hold down the MIDI/REC BUTTON (FIG.7) for three seconds, the last two digits of the LCD DISPLAY (FIG.3) will flash to indicate MIDI setting.
2. Use the UP AND DOWN BUTTONS (FIG.4) to select the MIDI bank you would like to be activated from.
3. Press and hold down the MIDI/REC BUTTON (FIG.7) for three seconds, to exit this function and set MIDI operation.

MIDI CHANNEL SETTING

BANK (Octave)	NOTE NUMBER	FUNCTION
BANK 1	00 TO 07	TURN ON OR OFF SCENE 1 TO 8 OF BANK 1
BANK 2	08 TO 15	TURN ON OR OFF SCENE 1 TO 8 OF BANK 2
BANK 3	16 TO 23	TURN ON OR OFF SCENE 1 TO 8 OF BANK 3
BANK 4	24 TO 31	TURN ON OR OFF SCENE 1 TO 8 OF BANK 4
BANK 5	32 TO 39	TURN ON OR OFF SCENE 1 TO 8 OF BANK 5
	Pattern continues on....	
BANK 15	112 TO 119	TURN ON OR OFF SCENE 1 TO 8 OF BANK15
CHASES	120 TO 125	TURN ON OR OFF CHASE 1 TO CHASE 6
BLACKOUT	126	BLACKOUT

SPECIFICATIONS

- All scenes, chases and options retained by backup battery
- 3 space 19" rackmount case
- Reversible DMX polarity
- MIDI input
- 192 DMXChannels
- 6 chases of 240 scenes
- 30 banks of 8 scenes
- Scenes triggered by sound, time, MIDI or tap sync.
- Comprehensive MIDI control functions