

## PROGRAMMING FOR SCENES

Press PROGRAM for 3 second, appropriate LED blink, which indicates it in PROGRAM mode.

### 1. SECNE PROGRAMMING

- I. Press SCANNER key to select DMX channel composed of 8 channels.
- II. Select different channel to control several devices at the same time.
- III. Adjust appropriate fades to select desired output level, than turn off fade.
- IV. Select and adjust output level continuously until all devices are set.
- V. Press MIDI/ADD.
- VI. Select desired bank using UP or DOWN.
- VII. Press SCENE to store this SCENE.

### 2. SCENE EDITING

- I. Select desired scene of bank.
- II. Make program of scene to meet the requirement of device.
- III. Press MIDI/ADD
- IV. Press scene to store this scanner.

### 3. SCANNER COPY

- I. If a scanner is set, press and hold the SCANNER first.
- II. Press the SCANNER to copy to, then the SCANNER is copied to anther SCANNER.

### 4. SCENE COPY

- I. Select desired SCENE.
- II. Press MIDE/ADD once.
- III. Select one bank, then press the scene to copy to.

### 5. DELETE SCENE (DMX channel incorporated with this SCENE are set to 0)

- I. Select desired scene.
- II. While pressing and holding AUTO/DEL. Press scene required to be deleted.

### 6. CLEAN ALL SCENE (ALL DMX channel are set 0.)

- I. Press PROGRAM + DOWN while turning power off.
- II. Turn the power on.

### 7. COPY BANK

- I. Select desired bank
- II. Press MIDE/ADD.
- III. Select the bank to copy to.
- IV. Press MUSIC /BANKCOPY

### 8. DELETE A BANK

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

## PROGRAMMING FOR CHASES

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

### 1. MAKE PROGRAM OF SCENE IN CHASE.

- I. There are up to 240 scene in a CHASE.
- II. Scene are run in the programmed order. First programming, first running.
- III. Select a CHASE who contains programmed scene.
- IV. Select a scene of bank.
- V. Press MIDI/ADD.

### 2. COPY A BANK TO CHASE

Select a bank, press MUSIC/BANK COPY, and press MIDI/ADD. Then the scenes of the bank are copied to the CHASE.

### 3. CHASE EDITING

Add a STEP IN CHASE.

- a. Select desired LCD display.
- b. Press TAP SYNC/DISPLAY, the LCD shows the CHASE and its STEP, Press TAP SYNC/DISPLAY once, the LCD shows the SCENE and BANK.
- c. Add a STEP in CHASE.
  - d. Presses TAP SYNC/DISPLAY, the LCD shows the CHASE and its STEP. If it has made program till the 15th step, select the 9th using UP or DOWN, press MIDI/ADD, the CHASE is maintained and the STEP turns to 10th STEP. Select desired SCENE using UP or DOWN, Press MIDI/REC, then the new 10th STEP is added to SCENE, the previous 10th STEP turns to the new 11th STEP, the previous 11th STEP turns to the new 12th STEP , and so on.
  - e. Delete a STEP in CHASE  
Select desired STEP and then press AUTO/DEL. For example, select the 10th STEP using UP or DOWN, press AUTO/DEL, then the 10th STEP is deleted, the previous 11th STEP turns to the 10th STEP, the previous 12th STEP and so on.

### 4. DELETE A CHASE

- I. Select desired CHASE.
- II. Press desired CHASE while holding Auto/DEL.

### 5. CLEAN ALL CHASE (ALL SCENES are still available)

- I. Press DOWN+Auto/DEL while turning power off.
- III. Turn the power on.

## RUNNING SCENES

- Turn the power on; it is in MANUAL RUN mode. When in PROGRAM mode, press PROGRAM for 2 seconds, PROGRAM LED goes out, it enters MANUAL mode.
- If there is not any scenes having been programmed in a bank, the scene can't be run, only the SCENES

having been programmed are executed.

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

## **1. MANUAL RUN**

- I. Extinguish AUTO triggered LED and MUSIC triggered LED.
- II. Select a bank (using ↑ or ↓ ,MIDI signals through MIDI interface)
- III. Press scene to run scene.
- IV. Run scene-using MIDI.

## **2. AUTO RUN**

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

## **3. MUSIC RUN**

- I. Press music/Bank copy, corresponding indicator lights, scene run is engaged into MUSIC RUN.
- II. Select desired bank, using UP or DOWN or via MIDI signals.
- III. Press music/bank copy once more to withdraw MUSIC RUN.

## **4. MIDI RUN**

Select bank to run scenes using MIDI whenever it is in MANUAL RUN, AUTO RUN or MUSIC RUN.

## **5. CHASE RUN**

- I. CHASE RUN requires making programs, when running CHASE, scene will be step auto matching.
- II. CHASE RUN includes MANUAL RUN, AUTO RUN, ATDIO RUNS, and MIDI RUN.
- III. Either one CHASE more can be run in the order of selection.
- IV. Press CHASE, Corresponding indicator lights, which indicates it, is in CHASE RUN.

## **6. FADE TIME CONTROL**

Move the slider to adjust FADE TIME, Output varies accordingly.

# **MIDI CHANNEL SETTING**

## **1. MIDI channel setting**

- I. Press MIDI, the third and fourth digits of LED blink, selects MIDI channel setting.
- II. Press MIDI one more to end MIDI channel setting. Also you can press any other key except UP and DOWN or move the fades to end MIDI channel setting.

## **2. MIDI RUNNING**

NOTE ON: Receive NOTE ON signals to execute corresponding function.

BANK	NOTE NUMBER	FUNCTION
BANK1	00	TURN ON TURN OFF CENE1
	01	TURN ON TURN OFF ENE2
	02	TURN ON TURN OFF SCENE3
	03	TURN ON TURN OFF SCENE4
	04	TURN ON TURN OFF SCENE5
	05	TURN ON TURN OFF SCENE6
	06	TURN ON TURN OFF SCENE7
	07	TURN ON TURN OFF SCENE8
BANK2	08	TURN ON TURN OFF SCENE1
	09	TURN ON TURN OFF SCENE2
	10	TURN ON TURN OFF SCENE3
	”	”
BANK15	112	TURN ON TURN OFF SCENE1
	113	TURN ON TURN OFF SCENE2
	114	TURN ON TURN OFF SCENE3
	115	TURN ON TURN OFF SCENE4
	116	TURN ON TURN OFF SCENE5
	117	TURN ON TURN OFF SCENE6
	118	TURN ON TURN OFF SCENE7
	119	TURN ON TURN OFF SCENE8
CHASE	120	TURN ON TURN OFFCHASE1
	121	TURN ON TURN OFFCHASE1
	122	TURN ON TURN OFFCHASE2
	123	TURN ON TURN OFFCHASE3
	124	TURN ON TURN OFFCHASE5
	125	TURN ON TURN OFFCHASE6
	126	BACKOUT