

LIGHTTEK

192CH DMX CONTROLLER

HD-106 USER MANUAL

Compact DMX-controller

192 control channel for 12 projectors with up to 16 channels • 16 bit resolution for fine Pan/Tilt movements • 6 chaser with up to 240 scenes can be programmed • 8 Preset Scenes • Copy-function for the scenes, programs and records • Blackout-function • Sound control via built-in microphone • 19" mounting dimensions with 3 units

CAUTION!

Keep this device away from rain and moisture!

Unplug mains lead before opening the housing!

For your own safety, please read this user manual carefully before you initially start-up.

Every person involved with the installation, operation and maintenance of this device has to

- be qualified
- follow the instructions of this manual

1 INTRODUCTION:

Thank you for having chosen the controller. You will see you acquired a powerful and versatile device. Unpack your item. Before you initial start-up, please make sure that there is no damage caused by transportation. Should there be any, consult your dealer and do not use the device.

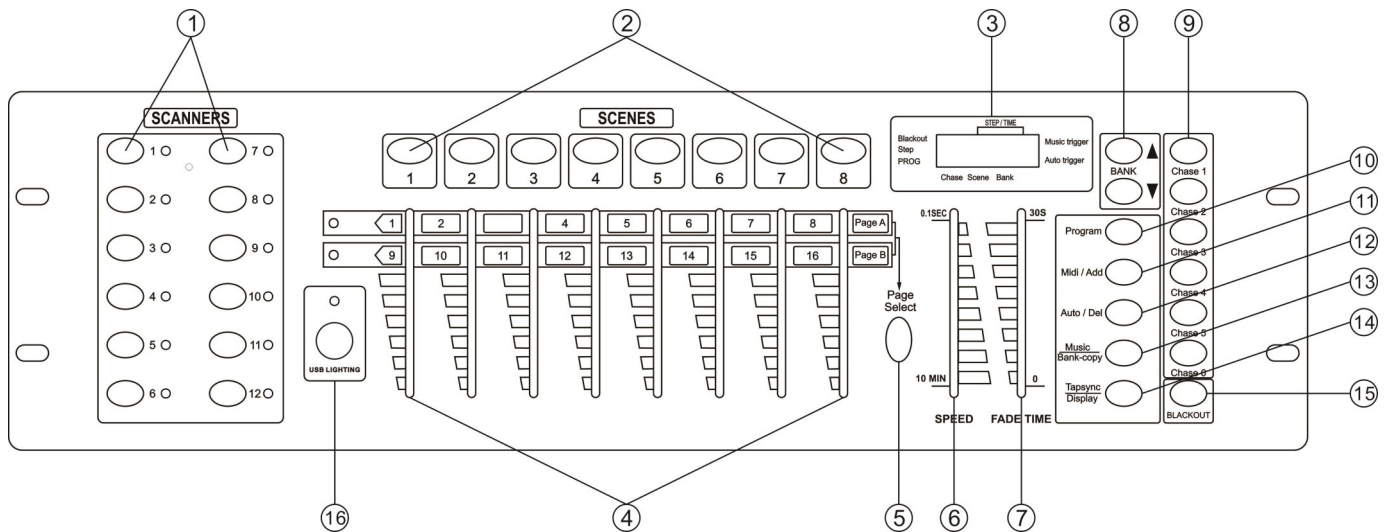
2 SAFETY INSTRUCTIONS:

This device has left our premises in absolutely perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual. This device falls under protection-class III. The device always has to be operated with an appropriate transformer. Always disconnect from the mains, when the device is not in use or before cleaning it. Keep away children and amateurs from the device! There are no serviceable parts inside the device. Maintenance and service operations are only to be carried out by authorized dealers.

3 OPERATING DETERMINATIONS:

This device is a DMX-controller for controlling DMX-effects or spots in discotheques, on stages etc. This product is allowed to be operated with a direct voltage of DC 9-12 V, 300 mA and was designed for indoor use only. Do not shake the device. Avoid brute force when installing or operating the device. When choosing the installation-spot, please make sure that the device is not exposed to extreme heat, moisture or dust. There should not be any cables lying around. You endanger your own and the safety of others! This device must never be operated or stockpiled in surroundings where splash water, rain, moisture or fog may harm the device. Moisture or very high humidity can reduce the insulation and lead to mortal electrical shocks. When using smoke machines, make sure that the device is never exposed to the direct smoke jet and is installed in a distance of 0.5 meters between smoke machine and device. Do not permit operation by persons not qualified for operating the device. Please use the original packaging if the device is to be transported.

4 FEATURES:



1. PROJECTOR SELECT BUTTONS

With the Projector select buttons you can choose the desired projector.

2. SCENE-BUTTONS

3. DISPLAY

4. CHANNEL FADERS

For adjusting the different DMX-values. The channels 1-8 can be adjusted directly after pressing the respective projector select button. The channels 9-16 can be adjusted after pressing the Page-button.

5. PAGE-BUTTON

In the manual mode, you can switch the channel faders from CH 1-8 to CH 9-16 by pressing the Page-button.

6. SPEED-FADER

7. FADE TIME-FADER

8. BANK-BUTTONS

9. CHASE-BUTTONS

10. PROGRAM-BUTTON

11. MIDI/ADD-BUTTON

12. AUTO/DEL-BUTTON

13. MUSIC/BANK-COPY-BUTTON

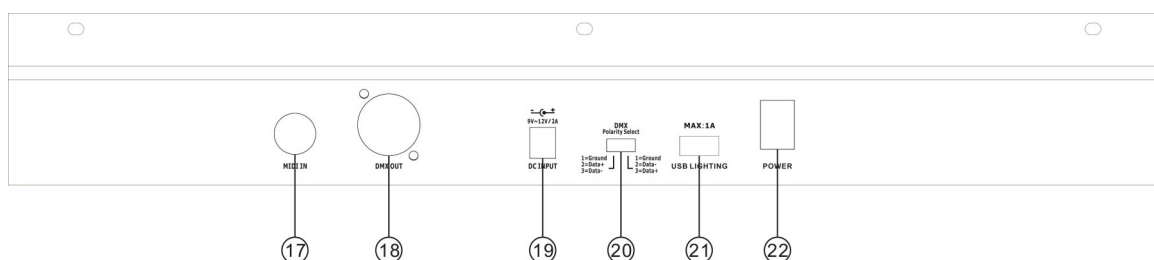
If this LED is on, the controller is in Audio-mode (operation with sound-control).

14. TAPSYNC DISPLAY-BUTTON

15. BLACKOUT-BUTTON

The Blackout-function closes the light output of all connected projectors via the shutter.

16. USB POWER SWITCH



- 17. MIDI input socket
- 18. DMX output socket
- 19. Power supply socket
- 20. DMX Polarity selector
- 21. USB power out
- 22. Power supply switch

5 SETUP

5.1 Installation

Install the device on a plane surface or install it in rack.

Rack-installation: This device is built for 19" racks (483 mm). The rack you use should be a Double-Door-Rack where you can open the front panel and the rear panel. The rack should be provided with a cooling fan. When mounting the controller into the rack, please make sure that there is enough space around the device so that the heated air can be passed on. Steady overheating will damage your device. You can fix the controller with four screws M6 in the rack.

Connect the connection cable of the power-unit with the DC IN-socket. Plug the power unit into your outlet.

5.2 Sound-control

The sound-control works via the built-in microphone or the Line In socket. Connect the sound-signal from the mixer (e.g. Master 2) with the RCA-socket on the rear panel (input sensitivity 0.1 V - 1 V).

5.3 DMX-512 connection with the scanner

The wires must not come into contact with each other, otherwise the fixtures will not work at all, or will not work properly. Only use a stereo shielded cable and 3-pin XLR-plugs and connectors in order to connect the controller with the fixture or one fixture with another.

Occupation of the XLR-connection:

You can adjust the XLR polarity via the DMX POLARITY selector.

Building a serial DMX-chain:

Connect the DMX-output of the DMX Scan Control with the DMX-input of the nearest projector. Always connect one output with the input of the next fixture until all fixtures are connected.

Caution: At the last fixture, the DMX-cable has to be terminated with a terminator. Solder a 120 Ω resistor between Signal (-) and Signal (+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.

scanner addressing

Please note that the DMX Scan Control assigns the DMX-starting addresses every 206 steps. You have to address every scanner to the respective starting address. Otherwise, the channel assignment will not be correct. All scanners with the same starting address work synchronically.

Projector 1 1 Projector 3 41 Projector 5 81

Projector 2 21 Projector 4 61 Projector 6 101

Projector 7 121 Projector 8 141 Projector 9 161

Projector 10 181 Projector 11 201 Projector 12 221

6 OPERATION

After you connected the device to the mains, the DMX Scan Control is ready for use.

6.1 Manual-mode

6.1.1 Call up projectors manually

In the Manual-mode (Program-LED off), you can call up the connected projectors manually and control them via the channel faders. Please note that the adjusted settings cannot be memorized.

Select the desired projector via the respective projector select button. Adjust the desired function via the channel faders.

Page Select-button:

Via the Page Select-button, you can adjust the channel faders from CH 1-8 to CH 9-16.

Display-button:

Via the Display-button, you can switch the display of the faderway from DMX-value (0-255) to percent (0-100).

6.2 Programming

A program is a sequence of different scenes that will be called up one after another. With the DMX Operator, you can program up to 30 different programs (banks) with up to 8 scenes each.

6.2.1 Programming a program

Press and hold the Program-button until the Program-LED flashes in the display. Select the desired program (bank) via the Bank-buttons. Select the desired projector via the projector select buttons. Adjust the desired settings via the respective channel faders. Select the next projector via the projector select buttons and adjust the settings. Press the Add-button and the respective Scene-button in order to save the first step. Program the next steps until the

program is finished or the maximum number of steps - 8 - has been reached. Press the Program-button in order to save the program. The controller is now in the blackout-mode (Blackout-LED illuminated).

6.2.2 Running a program

Press the Bank-buttons and select the desired program. Press the Auto-button and the Auto Trigger LED is illuminated in the display. Adjust the program speed via the Speed-Fader and the repetition rate via the Fade Time-Fader. As an alternative, you can adjust the program speed by tapping the Tapsynch-button twice. The time interval between the two taps corresponds to the program speed (up to 10 minutes).

6.2.3 Checking a program

Press and hold the Program-button and select the desired program via the Bank-buttons. Check every scene individually by pressing the respective Scene-button.

6.2.4 Editing a program

Should you notice that a scene does not correspond to your imagination or when programs have to be edited for a new stage, it is necessary to modify a scene manually. Press and hold the Program-button and select the desired program via the Bank-buttons. Select the desired scene via the scene button. Select the desired projector via the projector select buttons.

Adjust the desired settings via the respective channel faders. Select the next projector via the projector select buttons and adjust the settings. Press the Add-button and the respective Scene-button in order to save the edited step. Edit the next steps until the program is finished.

6.3 Chaser

A chaser is a sequence of different programs that will be called up one after another. With the DMX Operator, you can program up to 6 different chasers with up to 240 steps.

6.3.1 Programming a chaser

Press and hold the Program-button. Select the desired chaser via the Chase-buttons.

Select the desired program via the Bank-buttons. Select the desired scene via the Scene-buttons. Press the Add-button. Program the next steps until the chaser is finished or the maximum number of steps - 240 - has been reached. Press and hold the Program-button in order to save the chaser.

Copying a bank into a chaser

As an alternative, you can copy a whole bank (with up to 8 scenes) into a chaser. Select the desired program via the Bank-buttons. Press the Bank Copy-button and the Add-button.

6.3.2 Running a chaser

Press the respective Chaser-button and press the Auto-button. You can adjust the chaser speed by tapping the Tapsynch-button twice. The time interval between the two taps corresponds to the chaser speed (up to 10 minutes). Press the Record-button and select the desired record via the projector select buttons.

6.3.3 Editing a chaser

Insert step

Press and hold the Program-button. Select the desired chaser via the Chase-buttons. Press the Display-button in order to switch the display to step (Step-LED illuminated). Press the respective Bank-button in order to select the scene where the steps is to be inserted. Press the Add-button. Select the desired scene via the Bank-buttons and the respective Scene-button. Press

the Add-button once more.

Delete step

Press and hold the Program-button. Select the desired chaser via the Chase-buttons. Press the Display-button in order to switch the display to step (Step-LED illuminated). Press the respective Bank-buttons in order to select the scene which is to be deleted. Press the Del-button.

Press and hold the Program-button in order to save the edited chaser.

6.3.4 Delete a chaser

Press and hold the Program-button. Select the desired chaser via the Chase-buttons. Press and hold the Del-button and press the Chase-button.

6.3.5 Delete all chasers

Caution: When you select this function, all programmed chaser will irrevocably be lost. The individual scenes and programs are still maintained. Press and hold the Bank Down-button and the Del-button while disconnecting the device from the mains. Connect the device to the mains again.

6.4 Copying scenes, programs and records

With the Copy-function, you can make programming of programs and chasers easier by copying already existent scenes into a program.

Copy a scene

Press and hold the Program-button and select the desired program via the Bank-buttons. Press the respective Scene-button. Press the Add-button and select the desired bank where you want to copy the scene to. Press the desired Scene-button.

Delete a scene

Press and hold the Program-button and select the desired program via the Bank-buttons. Press the respective Scene-button. Press and hold the Del-button and press the desired Scene-button. The DMX-value of this scene is set to 0.

Copy a program

Press and hold the Program-button and select the desired program via the Bank-buttons. Press the Add-button and select the desired bank where you wish to copy the program to. Press the Bank Copy-button.

Delete a program

Press and hold the Program-button and select the desired program via the Bank-buttons. Press and hold the Del-button and press the Bank Copy-button.

Delete all scenes

Caution: When you select this function, all programmed scenes will be irrevocably lost!

Press and hold the Program-button and the Bank Down-button while disconnecting the device from the mains. Connect the device to the mains again.

6.5 Sound-control

You can activate the sound-control by pressing the Music-button (LED flashes). Please note that programs and records are only active in this mode when the controller receives a music-signal. If there is no music present, the program or chaser stops.

6.6 MIDI-operation

Press the MIDI-button and the third and fourth digit in the display start flashing. Select the respective MIDI-channel via the Bank-buttons. Press the MIDI-button again in order to terminate the adjustment of the MIDI-channels.

7 CLEANING AND MAINTENANCE

Disconnect from mains before starting maintenance operation!

DANGER TO LIFE!

We recommend a frequent cleaning of the device. Please use a soft lint-free and moistened cloth. Never use alcohol or solvents! There are no serviceable parts inside the device. Maintenance and service operations are only to be carried out by authorized dealers.

8 TECHNICAL SPECIFICATIONS

Power supply: 9-12 V DC, 1A.

Power consumption: 4 W.

Number of control-channels: 192.

Sound-control: via built-in microphone **DMX 512-output:** 3-pin XLR-connector with polarity selector

Free chasers: 6 × 240 scenes.

Dimensions (LxWxH): 482 × 132 × 80 mm

19" mounting dimensions: 3u.

Minimum mounting depth: 170 mm.

Weight: 2.5 kg.

Please note: every information is subject to change without prior notice.