Fixture Addressing:

Dip switch setting: Each Dip Switch has an address based on binary code. Please observe table below:

Dip No	1	2	3	4	5	6	7	8	9	10
Value	1	2	4	8	16	32	64	128	256	n/a

Dip switch 10 is not used with DMX but used normally to select some functions on your fixture such as Master/Slave/ Auto Run / Sound Active etc. Each fixture is different so please refer to your fixture manual for more info.

If your fixture has a digital display, you simply work out what the start channel is of that fixture and simply select the display to that number. For Example. Fixture 1 starts at channel 1, so your display will be 001. If you are assigning it as fixture 2, then the start address on 2 is 17, so set your display to 017 - Please see table on the next page for a better understanding of Start addresses.

Lex Lighting Safety Instructions

1. Please keep this User Manual for future reference and be sure to pass this manual on to anyone using the fixture.
2. Always make sure that you are connecting to the proper voltage as stated on the decal or rear panel of the fixture.
3. This product is intended for indoor use only! To prevent risk of fire or shock, do not expose fixture to rain or moisture.
4. Make sure there are no flammable materials close to the unit while operating.
5. The unit must be installed in a location with adequate ventilation, atleast 20inches (50 cm) from adjacent surfaces. Be sure that no ventilation slots are blocked.
6. Always disconnect from power source before servicing or replacing fuse and be sure to replace with same fuse rating.
7. Secure fixture to fastening device using a safety chain.
8. Maximum ambient temperature (Ta) is 104° F (40° C). Do not operate fixture at temperatures higher than this.
9. In the event of a 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 and will void your warranty. Please contact the nearest authorized technical assistance center.
10. Never connect the device to a dimmer pack.
11. Make sure the power cord is never crimped or damaged.
12. Never disconnect the power cord by pulling or tugging on the cord.
13. Never carry the fixture directly from the cord. Always use the hanging/mounting bracket.
14. Avoid direct eye exposure to the light source while it is on.

LEX LIGHTING

DMX-512 Controller USER MANUAL

Please read through the manual before operating this product. Keep in a safe place for future reference.

www.lexlighting.co.uk

Congratulations on purchasing your new lighting controller from Lexlighting. Reading through this manual will ensure trouble free and long life operation of the unit.

Features:

Power supply: DC 9v-12v, 300mA
Control up to 12 Fixtures of 16 Channels
30 Banks of 8 Scenes each for a total of 240
6 Chase's each up to 240 scenes
8 Faders adjust the DMX ouput level 0-255
Page Select for Further 8 Faders
2 Faders for Chase Speed and Fade Time
Built In Microphone
Blackout Function
DMX Output: 3 Pin Female XLR

Contents:
- 1 x Lexlighting DMX 512 Controller
- 1 x DC Power Supply (UK)
- 1 x User Manual

Scanners	Channels	Dip Switches
1	1-16	1
2	17-32	1,5
3	33-48	1,6
4	49-64	1,5,6
5	65-80	1,7
6	81-96	1,5,7
7	97-112	1,6,7
8	113-128	1,5,6,7
9	129-144	1,8
10	145-160	1,5,8
11	161-176	1,6,8
12	177-192	1,5,6,8

Controls and Functions

1 - SCANNERS - allows you to select from up to 12 fixtures consisting of 16 DMX channel banks or less. For example, if SCANNER 1 button is selected the FADERS will operate channels 1 to 16. If SCANNER 6 is selected they will operate channels 81 -to 96. If both are selected the FADERS will assign the same values to both ranges of channels. See Table.

2 - SCENE BUTTONS - Used for storing Scenes.

3 - LED DISPLAY - Displays information on DMX values, banks, chases, blackout, scenes, chase modes.

4 - BANK UP/DOWN BUTTONS - select the required bank. There are a total of 30 banks, each with 8 scenes in them.

5 - CHASE - used for selecting chases that have been programmed.

6 - PROGRAM - used to enter programming mode.

7 - MIDI/ADD Button - Used to program scenes and chases

8 - AUTO/DEL - used to run in AUTO mode and to delete scenes and chases

9 - MUSIC/BANK COPY - Used for Sound To Light and to copy scenes and chases.

10 - BLACKOUT - used to set all DMX Channels to zero, it does not effect any other functions

11 - TAP SYNC/DISPLAY - used to create a beat resulting from the interal of the last to presses of this button and in program mode it is used to step through chases.

12 - FADE TIME SLIDER - used to adjust the fade time of a channel

13 - SPEED SLIDER - used to adjust the step rate a chase or a bank plays at

14 - PAGE SELECT - Used to select FADERS between a) 1-8 and b)9-16 per scanner.

15 - FADERS - used to adjust the corresponding channels DMX output from 000 - 255.

PROGRAMMING SCENES AND BANKS:

Scenes into Banks:
1. Press PROGRAM until PROG LED flashes Rapidly.
2. Press the SCANNER button corresponding to the DMX channel range you wish to program.
3. Adjust the FADERS for the desired effect. Remember that you may also need to use PAGE/SE:ECT. If required the FADETIME slider can also be adjusted so that the prgrammed moves operate the fade mode. If this is not needed simply keepthis set to 0. If there are other channel ranges that you wish to program, then de-select the SCANNER button you have just been using and select another to access that channel range. This can be repeated for any range. Note that if you select more than one SCANNER button at a time the values on the FADERS will be the same for all SCANNERS selected.
4. When the scene is set to your requirement MIDI/ADD, then select the back you want this scene to be prgrammed into using the BANK UP DOWN buttons and press the appropiate scene location. Remember there are 30 banks each with 8 different scenes. When the scene button is pressed the whole LED display will flash indicating that it had been programmed. Notice that when you move a FADER the DMX value is displayed in the LED display area for a few seconds.
5. Repeat steps 3 to 4 until you have programmed the desired scenes into banks.
6. You can check what has been prgorammed in each scene and bank by selecting the appropiate bank and then pressing the SCENE Buttons 1-8.
7. To exit programming mode press PROGRAM button until the PROG LED stops flashing and turns off.

Scene Editing:
1. Enter Programming Mode (shown above)
2. Press the SCANNERS button(s) corresponding to the DMX channel range you wish to change.
3. Select the back and Scene that you require to change.
4. Adjust the faders for the desired new effect. Remember that you may need to use PAGE/SELECT.
5. Press MIDI/ADD and then press the SCENE number you want your new settings to be stored under. The whole LED Display will flash.
6. Be sure to select the correct scene to re-program as you may accidentally over write another scene.
7. Exit Programming mode (Shown above)

Chase Editing - Adding a Step:
1. This allows you to insert a step into a chase at any point.
2. Enter Programming mode.
3. Select the chase you wish to add step(s) to.
4. press the TAP SYNC/DISPLAY button. The STEP LED will light.
5. The BANK UP and DOWN buttons can now be used to manually step through the chase selected in part 3. The LED display will count from 1 to the maximum number of steps in the chase showing position of where you are in the chase.
6. If for example you wish to place an extra step between steps 16 and 17, use the BANK UP and DOWN buttons to select step 16, then press MIDI/ADD. This will add a space for to add the extra step.
7. Now you can select the back and scene you wish to add.
8. When you have selected the bank and scene press MIDI/ADD again. The LED display will Flash, the controller will return to the function of step 5.

9. You can repeat 5-8 to add more steps.
10. When you have finished, exit programming mode.

Chase Editing - Deleting a Step:
1. This allows you to delete a step from a chase at any point.
2. Enter Prgramming Mode.
3. Select the chase that you wish to delete step(s) from.
4. Press TAP SYNC/DISPLAY button. The STEP LED will light.
5. The BANK Up and DOWN buttons can now be used to manually step through the chase selected in part 3. The LED display will count from 1 to the mamimum number of steps in the chase showing the position of where you are in the chase.
6. When you have selected the step you wish to delete, for example step 8, the LED will show 8, press AUTO/DEL button. The LED display will flash and that step will be deleted.
7. Steps 5-6 can be repeated to delete other steps in the chase.
8. When you have finished, exit programming mode.

Chase Editing - Deleting a Chase:
1. This allows you to completely delete a chase.
2. Enter Programming mode.
3. press and hold the CHASE button, then press AUTO/DELETE button.
4. The LED Display will flash and the selected chase will be deleted.
5. You can repeat steps 3-5 if you wish to delete more than one chase.
6. When finished, exit programming mode.

Chase Editing - Deleting all Chases:
1. Turn power off to the controller, wait 2 seconds
2. Press and hold down both AUTO/DEL and BANK DOWN buttons.
3. Turn on the power and wait 1 second then release both buttons.
4. All chases will be deleted. Note that this does not delete the scenes that have been programmed into banks.

Scanner Copy:
1. This allows you to copy the settings of one scanner to another.
2. Enter programming mode.
3. Press and hold down the SCANNER button you want to copy.
4. Whilst holding it down press the SCANNER button(s) you want to copy it's settings to.
5. Release the SCANNER button in step 2.
6. Exit Programming mode.

Scene Copy:

1. This allows you to copy the settings of one scene to another.
2. Enter programming mode.
3. Select the BANK that contains the scene you wish to copy.
4. Select the scene with SCENE button that you wish to copy
5. Press the MIDI/ADD button.
6. Select a new BANK and SCENE button that you wish to copy to. The whole LED display will flash.
7. When you have finished, exit programming mode.

Delete Scene:

1. This will reset all DMX channels to 000 in the scene you wish to delete.
2. Enter programming mode.
3. Select the bank and scene to be deleted.
4. Press and hold AUTO/DEL button and then press the appropiate SCENE button. Release both.
5. When you have finished, exit programming mode.

Reset all Scenes:

1. This will reset all DMX channels to 000 in every scene.
2. Turn the controller off.
3. Press the PRGRAM and BANK DOWN buttons while turning the pwer on.
4. Wait 1 second, then release the buttons
5. Note that this will delete all scenes, and if any chases have been programmed they will be deleted also.

Copy Bank:

1. This will copy the settings of one bank to another.
2. Enter Programming mode.
3. Select the bank you wish to copy.
4. Press MIDI/ADD button.
5. Select the bank you wish to copy too.
6. Press the MUSIC/BANK COPY button. The whole LED display will flash.
7. When you have finished, exit programming mode.

Delete Bank:

1. Enter programming mode.
2. Select the bank you wish to delete.
3. Press and hold down the AUTO/DELETE button.
4. Press and hold down the MUSIC/BANK COPY button. The whole LED display willl flash.
5. Release both buttons
6. When you have finished, exit programming mode.

Progamming Chases:
(Note: you must program banks and scenes before you can program chases)

Program Chases:

1. This allows you to run up to 240 scenes from different banks in a sequential order.
2. Enter programming mode.
3. Select a chase to program by pressing one of the chase buttons.
4. Select a bank and scene.
5. Press MIDI/ADD. LED display will flash.
6. Repeat 4 and 5 until you have programmed all the banks and scenes you require into the selected chase.
7. When you have finished, exit the programming mode

Copy a Bank to a Chase:
1. This allows you to add whole banks to chases. Note that if you select a chase that already has scenes programmed into it, this will add the bank after the last scene you programmed.
2. Enter programming mode.
3. Select the chase you wish to add too.
4. Select the bank you wish to add to the selected chase.
5. Press MUSIC/BANK COPY.
6. Press MIDI/ADD, LED display will flash. Note that you can repeat steps 4 to 6 if you wish to add more than 1 bank.
7. When you have finished, exit programming mode.

USER NOTES

RUNNING SCENES:

Note that when playing back scenes in any mode, if you have SCANNERS selected, then moving any of the FADERS will override the channels setting prgorammed into the scenes. The FADE SPEED SLIDER will also override programmed settings if it is not set to 0.

Manual Run:

1. Make sure the AUTO and MUSIC LED's are off. To do this, pressing AUTO/DELETE and MUSIC/BANK COPY buttons until the LED's are off.
2. Select the bank you wish to use and press the required scenes from that bank.

Auto Run:

1. Make sure AUTO and MUSIC LEDs are off. Do this by pressing AUTO/DELETE and MUSIC/BANK COPY buttons until the LED's are off
2. Select the bank you wish to run through.
3. Press AUTO/DELETE button (Auto LED will light) to have the scenes step through to the rate set up on the SPEED SLIDER. Note that when you are running in AUTO mode you can also set the step rate by using the TAP SYNC function. Press the TAP SYNC/DISPLAY button twice and the delay between presses becomes the step rate. This is useful if you want to synchronise the steps to the beat of the music. Moving the SPEED SLIDER again restores rate control to normal. Notice that when the SPEED FADER is moved the step rate is displayed in seconds and minutes as it moves. The delay is shown on the LED display for a few seonds, and then reverts to normal once the SPEED SLIDER has stopped moving.
4. You can change the banks whilst this is happening to step through other scenes.

Music Run:

1. Make sure the AUTO and MUSIC LED's are off. Do this by pressing AUTO/DELETE and MUSIC/BANK COPY buttons until the LED's are off.
2. Select the Bank you wish to run through.
3. Press MUSIC/BANK COPY (music trigger LED will light) button and the selected bank will now step through the scenes to thebeat of the music picked up by the built in microphone.

RUNNING CHASES:

Note that when playing back chases in any mode, if you have SCANNERS selected, then moving any of the FADERS will override the channel setting programmed into the steps of the chases. The FADE SPEED SLIDER will also override programmed settings if it is not set to 0.

Auto Run:

1.Make sure the AUTO and MUSIC LED's are off, do this by pressing AUTO/DELETE and MUSIC/BANK COPY buttons until the LED's are off.
2. Select the chase you wish to run by pressing the appropiate CHASE button. Note that you can also run more than one chase. If you press for example chase 1, followed by chase 3, then chase 2 -

- all of these will be played back in the order of selection.
3. Press AUTO/DELETE button (auto LED will light) to have the chases play through to the rate set up on the SPEED SLIDER. Note that when you are running in AUTO mode you can also set the step rate by using the TAP SYNC function. Press the TAP SYNC/DISPLAY buttons twice and the delay between presses becomes the chase step rate. This is useful if you want to synchronise the steps to the beat of the music. Moving the SPEED SLIDER again restores step rate control to normal. Notice that when the SPEED SLIDER is moved the step rate is displayed in seconds and minutes as it moves. The delay is shown on the LED display for a few seconds and then reverts to normal once the SPEED SLIDER has stopped moving.

Music Run:

1. Make sure the AUTO and MUSIC LED's are off, do this by pressing AUTO/DELETE and MUSIC/BANK COPY buttons until LED's are off.
2. Select the Chase you wish to run by pressing the appropiate CHASE button. Note that you can also run more than one chase. If you press for example chase 1, followed by chase 3, then case 2, all of these will be played back in the order of selection.
3. Press MUSIC/BANK COPY (music trigger LED will light) button and the selected bank will step through the scenes to the beat of the music picked up by the built in microphone.

Blackout Function:

The blackout button will operate in any mode, either in AUTO or MUSIC. Pressing the blackout button will reset all DMX values on ALL channels to 000. Pressing blackout does not stop the chase or the steps.

Pressing the blackout button again to resume usual values as programmed in your steps.

Note: Some fixtures do not support the Blackout feature. This is not a fault!

USER NOTES