DC-1216 DMX CONTROLLER

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 1 and 6 are selected the FADERS will assign the same values to both ranges of channels.

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

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 / REC – 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 interval 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 bank plays at.

14. PAGE SELECT – used to select the FADERS between A 1-8 and B 9-16 per SCANNER.

15. FADERS – used to adjust the corresponding channels DMX output from 000 to 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 SELECT. If required the FADE TIME slider can also be adjusted so that the programmed moves operate in fade mode. If this is not needed simply keep this set to 0. If there are other channels 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 press MIDI / REC, then select the bank you want this scene to be programmed into using the BANK up and down buttons and then press the appropriate 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 and banks.
6. You can check what has been programmed in each scene and bank by selecting the appropriate 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.
2. Press the SCANNERS button(s) corresponding to the DMX channel range you wish to change.
3. Select the bank and scene that you require to change.
4. Adjust the FADERS for the desired new effect. Remember that you may also need to use PAGE SELECT.
5. Press MIDI / REC and then press the SCENE number you want your new settings to be stored under. The whole LED display will flash.
6. Be sure you select the correct scene to re-program as you may accidentally over write another scene.
7. Exit programming mode.

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 buttons you want to copy its 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 /REC 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 appropriate 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 PROGRAM and BANK DOWN buttons while turning the power 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 as well.

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 / REC button.
5. Select the bank you wish to copy to.
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 will flash.
5. Release both buttons.
6. When you have finished, exit programming mode.

PROGRAMMING CHASES: (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 / REC. 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 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 to.
4. Select the bank you wish to add to the chase selected.
5. Press MUSIC / BANK COPY.
6. Press MIDI / REC. 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.

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 the 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 / REC. This will add a space for you to add the extra step.
7. Now you can select the bank and scene you wish to add, just like in **Program Chases**, step 4.
8. When you have selected the bank and scene press MIDI / REC again. The LED display will flash, and 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 programming mode.
3. Select the chase that you wish to delete steps from.
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 the position of where you are in the chase.
6. When you have reached the step you wish to delete, for example step 8, the LED display will show 8, press the 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 the 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 you have finished, exit programming mode.

Chase Editing – Deleting all Chases:

1. Turn power off to controller, wait 2 seconds.
2. Press and hold down both AUTO / DEL and BANK DOWN buttons.
3. Turn the power on 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.

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RUNNING SCENES:

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Note that when playing back scenes in any mode, if you have SCANNERS selected, then moving any of the FADERS will override the channel setting programmed 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 LEDs are off, do this by pressing AUTO / DELETE and MUSIC / BANK COPY buttons until LEDs are off.
2. Select the bank you wish to use, and press the required scenes from that bank.

Auto Run:

1. Make sure the AUTO and MUSIC LEDs are off, do this by pressing AUTO / DELETE and MUSIC / BANK COPY buttons until LEDs 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 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.
4. You can change the banks whilst this is happening to step through other scenes.

Music Run:

1. Make sure the AUTO and MUSIC LEDs are off, do this by pressing AUTO / DELETE and MUSIC / BANK COPY buttons until LEDs 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 step through the scenes to the beat of 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 LEDs are off, do this by pressing AUTO / DELETE and MUSIC / BANK COPY buttons until LEDs are off.
2. Select the chase you wish to run, by pressing the appropriate 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 chase step rate by using the TAP SYNC function. Press the TAP SYNC / DISPLAY button 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 LEDs are off, do this by pressing AUTO / DELETE and MUSIC / BANK COPY buttons until LEDs are off.
2. Select the chase you wish to run, by pressing the appropriate 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 MUSIC / BANK COPY (music trigger LED will Light) button and the selected bank will step through the scenes to the beat of music picked up by the built in microphone.