

# Geni Digi Master

# DM4



## **CAUTION!**

Risk of electric shock  
Read instructions before installing  
or connecting to power

V2.0

# Geni DM4 DigiMaster DMX Controller User Manual

This manual details the instructions for operation of the Geni DM4 controller. With this controller it is possible to create spectacular lighting shows. The following pages will guide you through the steps involved in programming your lighting fixtures using the DM4.

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## **Setting Up Fixtures**

Before you begin programming, you need to set-up your lighting fixtures to work with the DM-4 controller.

There are two modes of operation for lighting fixtures.

The controller can operate 20 4-channel fixtures, or 4 12-channel fixtures. Refer to the documentation of your lighting fixture to determine how many channels the fixture has, and then choose the appropriate mode.

### **Mode 1 – 20x 4-channel**

	Page 1	Page 2	Page 3	Page 4	Page 5
<b>P1</b>	1 <sup>st</sup> Fixture CH 1-4	2 <sup>nd</sup> Fixture CH 5-8	3 <sup>rd</sup> Fixture CH 9-12	4 <sup>th</sup> Fixture CH 13-16	5 <sup>th</sup> Fixture CH 17-20
<b>P2</b>	6 <sup>th</sup> Fixture CH 21-24	7 <sup>th</sup> Fixture CH 25-28	8 <sup>th</sup> Fixture CH 29-32	9 <sup>th</sup> Fixture CH 33-36	10 <sup>th</sup> Fixture CH 37-40
<b>P3</b>	11 <sup>th</sup> Fixture CH 41-44	12 <sup>th</sup> Fixture CH 45-48	13 <sup>th</sup> Fixture CH 49-52	14 <sup>th</sup> Fixture CH 53-56	15 <sup>th</sup> Fixture CH 57-60
<b>P4</b>	16 <sup>th</sup> Fixture CH 61-64	17 <sup>th</sup> Fixture CH 65-68	18 <sup>th</sup> Fixture CH 69-72	19 <sup>th</sup> Fixture CH 73-76	20 <sup>th</sup> Fixture CH 77-80

*Note: when Page 1 is selected, and P1, P2, P3 and P4 are ON, fixtures 1, 6, 11, and 16 can be controlled together. When Page 2 is selected and P1, P2, P3 and P4 are ON, fixtures 2, 7, 12 and 17 can be controlled together, and so on.*

### **Mode 2 – 4x 12-channel**

	Page 1	Page 2	Page 3	Page 4	Page 5
<b>P1</b>	1 <sup>st</sup> Fixture CH 1-2	1 <sup>st</sup> Fixture CH 3-4	1 <sup>st</sup> Fixture CH 5-6	1 <sup>st</sup> Fixture CH 7-8	1 <sup>st</sup> Fixture CH 9-10
<b>P2</b>	2 <sup>nd</sup> Fixture CH 13-14	2 <sup>nd</sup> Fixture CH 15-16	2 <sup>nd</sup> Fixture CH 17-18	2 <sup>nd</sup> Fixture CH 19-20	2 <sup>nd</sup> Fixture CH 21-22
<b>P3</b>	3 <sup>rd</sup> Fixture CH 25-26	3 <sup>rd</sup> Fixture CH 27-28	3 <sup>rd</sup> Fixture CH 29-30	3 <sup>rd</sup> Fixture CH 31-32	3 <sup>rd</sup> Fixture CH 33-34
<b>P4</b>	4 <sup>th</sup> Fixture CH 37-38	4 <sup>th</sup> Fixture CH 39-40	4 <sup>th</sup> Fixture CH 41-42	4 <sup>th</sup> Fixture CH 43-44	4 <sup>th</sup> Fixture CH 45-46
	<b>Joystick</b>				
<b>P1</b>	1 <sup>st</sup> Fixture CH 11-12				
<b>P2</b>	2 <sup>nd</sup> Fixture CH 23-24				
<b>P3</b>	3 <sup>rd</sup> Fixture CH 35-36				
<b>P4</b>	4 <sup>th</sup> Fixture CH 47-48				

*Example: Four 3-channel DMX scanners are to be controlled. It is more practical to use the 20x 4-channel seeing as you can add up to 20 of the fixtures if required, whereas with the 4x 12-channel mode you can only add a maximum of 4 fixtures, and 9 of the 12 channels will be wasted. It is desirable to control each fixture using a different 'P' button, and so the first scanner's DMX address will be '1', for control under 'P1'. The second light's address will be '21', for control under 'P2'. The third will have address '41' and can be controlled using 'P3', and the fourth will have address '61' for control under 'P4'.*

**IMPORTANT – YOU RISK LOSING OR CORRUPTING PROGRAMMED SCENES IF YOU SWITCH BETWEEN MODES DURING PROGRAMMING STAGES.**

### **DM4 Dipswitch Settings**

Set dipswitches 1 and 2 on the back of the DM4 according to how you wish the sliders and joystick to control the fixture. The table below shows the combinations available.

Dip2	Dip1	20x 4-channel	Description	4x 12-channel	Description
OFF	OFF	1,2,X,Y	Slider 1 controls CH-1 Slider 2 controls CH-2 Joystick left/right controls PAN Joystick up/down controls TILT	X,Y,1,2,3,4,5,6,7,8,9,10	Page1 Slider 1 controls PAN Slider 2 controls TILT Page2 Slider 1 controls CH-3 Slider 2 controls CH-4 Page3 Slider 1 controls CH-5 Slider 2 controls CH-6 etc.
OFF	ON	X,Y,1,2	Slider 1 controls PAN Slider 2 controls TILT Joystick left/right controls CH-1 Joystick up/down controls CH-2	1,2,3,4,5,6,7,8,9,10,X,Y	Page1 Slider 1 controls CH-1 Slider 2 controls CH-2 Page2 Slider 1 controls CH-3 Slider 2 controls CH-4 etc. Joystick left/right controls PAN Joystick up/down controls TILT
ON	OFF	1,X,Y,2	Slider 1 controls CH-1 Slider 2 controls PAN Joystick left/right controls TILT Joystick up/down controls CH-2	X,Y,1,2,3,4,5,6,7,8,9,10	Same as for setting Dip2 and Dip1 both OFF.
ON	ON	X,1,Y,2	Slider 1 controls PAN Slider 2 controls CH-1 Joystick left/right controls TILT Joystick up/down controls CH-2	1,2,3,4,5,6,7,8,9,10,X,Y	Same as for setting Dip2 OFF and Dip1 ON.

Set the other dipswitches according to the mode you have selected, as shown below.

Dip3	Dip4	Dip 5	Dip 6
Reserved	Reserved	OFF – joystick is in jumping mode. ON – joystick is in linear mode.	ON – 4x 12-channel OFF – 20x 4-channel

***IMPORTANT – YOU RISK LOSING OR CORRUPTING PROGRAMMED SCENES IF YOU SWITCH BETWEEN MODES DURING PROGRAMMING STAGES.***

Now you have set up your fixtures. It is time to make a light show.

**Examples of how to set up fixtures, use the programming mode and run a light show can be found from page 10 onwards in this manual.**

### **Modes of Operation**

There are two modes with which to directly control your fixtures. These are 'Program' and 'Manual'.

The 'Program' mode allows you to control your fixtures and build scenes, bands and chases. The 'Manual' mode allows you control your fixtures without programming any scenes.

There are a further two modes with which you can run programmed light shows in the controller. These are 'Auto' and 'Music'. Refer to later on in this manual for instructions on how to use these two modes.

### **Operating the Controller in Programming Mode**

Switch to 'Program' mode by pressing pink mode button next to display repeatedly until display shows 'Prog'.

### **Controller Memory Structure**

Now you can begin programming. Programming on the DM4 follows certain conventions. One single static setting for your lighting fixtures is called a 'scene'. 32 'scenes' will make up a 'band'. 8 'bands' of 32 'scenes' make up a 'chase'. There are 5 'chases' on the DM4. The controller can therefore store up to 1280 scenes.

### **Navigating Through Scenes/Bands**

You can navigate through the various bands and scenes by using the red 'P1' button. This, when held down for over 2 seconds, will allow you to toggle between bands and scenes. When in band selection, the display will show 'Band', and you can use the 'up' and 'down' buttons either side of the display to select a band from 1 to 8 of the chase currently selected (the current chase will be flashing by the 'chase assign' button). Release and then hold the 'P1' button down again for over 2 seconds again to switch to scene selection. The display will show 'SCen'. You can then step through the programmed scenes for the band you have chosen using the 'up' and 'down' buttons.

*Note: you can also select the chase you want by using the 'chase assign' button. Press this until the red light for your desired chase is flashing. You can then use the 'P1' button, as above, to select bands and subsequent scenes.*

### **Creating a Scene**

To build your show, you need to remain in 'Program' mode.

If you are starting a band from the beginning, (eg. if you making a new show in band 1) ensure that the display shows 'S1:01' (for show 1, scene 1). As you make new scenes, the display will show the number of that scene within the current show. (Eg. scene 3 in show 1 will be displayed as 'S1:03' and scene 22 in show 4 as 'S4:22').

Before you begin entering in scenes, make sure that the display shows the number of the show and scene in the display before you begin, so that you know where you are storing your data. Now you can build your scenes!

Using the sliders and joystick, position the beam(s) of your lighting fixture. The display will change to give the DMX values that are currently being transmitted to your fixture; your show/scene number will remain in the same place.

You can switch between your fixtures, if controlling more than one with the DM4, by using the 'Page' button. This allows you to select the fixture that you wish to position and control. For example, to position the first fixture, press the 'Page' button until the '1' red light is glowing. You can then control the first fixture using the joystick and sliders. Any other fixtures will not respond to your controls. To control the second fixture, press the 'Page' button again so that the '2' red light is glowing. You can then control the second fixture. The first fixture and any others will not respond, but will instead remain in the position and status you last left them.

When all fixtures are in the desired position, press the 'Enter' button. (right blue button). This stores your scene in the memory of the controller. It can be re-performed or copied into further scenes by pressing the 'Paste' button. (left blue button).

The scene you have programmed is now stored in the scene number location that is on the display. Now use the 'up' or 'down' buttons to find the next show/scene number location that you wish to enter a new scene. This is generally the next scene number, so press 'up' to reach the next consecutive location.

You can then use 'Page' button to select each fixture, and then use the joystick and sliders to move the beam(s) to a new position, or simply change the gobo or colour. When satisfied, press 'Enter' again, and this new scene will be stored in the new show/scene number location you have just specified.

Keep repeating this process until you have built up the number of scenes that you require.

If a band becomes full, (ie. if 32 scenes are used up), the ':' sign in the display will flash and you can then use the red 'P1' button again to select another band and program new scenes into the scene locations within that band.

### Programming Functions

There are a number of functions that you can use when programming using the DM4.

**Delete:** *(hold down left blue button for over 2 seconds).*

The current scene will be deleted. The next scene will take its place. (For example, deleting scene 5 will mean that the scene is cleared, and scene 6 will become scene 5).

**Blackout:** *(hold down P4 for over 2 seconds).*

Your lighting fixtures will be shuttered. Hold down for over 2 seconds again to remove blackout and revert to scenes again.

**Insert:** *(hold down P2 for over 2 seconds).*

If the selected band is not full yet, then you can insert a new scene between two existing ones. Hold down P2 for over 2 seconds to insert a new location space, and then use the sliders and joystick to position your lighting fixture in the desired way. Press 'Enter' in the same way to store this scene in the new inserted location.

**Clear:** (hold down P3 for over 2 seconds).

**CAUTION!** – PROGRAMMED SCENES CAN BE ERASED WITHOUT CAREFULNESS

If the display shows a scene number, (ie. if it contains the letter 'S' on the display, such as 'S1: 02', then pressing P3 for over 2 seconds will erase all scenes within the selected band.

If the display shows a band number, (ie. if it contains the letter 'B' on the display such as 'B1:01') then pressing P3 for over 2 seconds will erase all bands within the selected chase.

**Up:** (press 'up' button next to display)

For forward reviewing of your programmed scenes. The 'Paste' button light will flash as you review the scenes; you can press this to copy the latest scene stored in memory to this scene location. Or you can edit the scene by using the sliders/joystick and pressing 'Enter' to store.

**Down:** (press 'down' button next to display).

For backward reviewing of your programmed scenes. The 'Paste' button light will also flash as you review the scenes.

### **Operating the Controller in Manual Mode**

Using the 'Manual' mode, it is possible to control your fixtures in the same way as described in the 'Program' mode, but without storing any scenes, bands or chases in permanent locations. You can, however, position your fixture beam(s) in the same way as in the 'Program' mode, and then copy a single scene into memory for the instant re-performing of that scene later on.

To do this you need only use two buttons. Position your fixture beam(s) as desired, and then press the 'Copy' button (right blue button) for over 2 seconds. 'CoPY' will appear in the display. You have copied your static scene into temporary memory. You can instantly re-perform that scene by pressing the 'Paste' button (left blue button) for less than 2 seconds. The display will read 'PAsT'. Regardless of how your fixture beam(s) are positioned, they will perform this stored scene once the 'Paste' button is pressed.

### **Running the Light Show**

It is show time now. You have the choice of two modes for running your light show. The controller can execute your programmed patterns according to your specified rate and speed settings, or it can switch the patterns to the beat of the music.

The automatic switching mode is 'Auto', and the second music controlled mode is 'Music'.

Choose your desired mode from the two above and switch the controller into that mode. For automatic switching, the display will read 'Auto', and for music beat switching, the display will read 'MuSC'.

The following steps apply to both the Auto and Music modes. You can easily switch between the two at any time during the execution of your patterns.

### **Selecting Chases, Bands and Scenes**

You can select how much of the memory the controller cycles through when running your show. This is controlled by using the 'Chase/Band/Scene' button (P1). By holding this down for over 2 seconds, you can toggle between the three.

Holding it down until 'CHAS' appears on the display will execute all chases, including the bands and scenes within each one.

Releasing and then holding it down again until 'BAnd' appears will execute all bands, including the scenes within each one.

Releasing and then holding it down again until 'SCEn' appears will execute all scenes within the selected band.

### Showtime!

Press the 'Page' button until all five numbered red lights are flashing, then select the 'P' buttons that control fixtures in your show. For example, using 10 fixtures in 20x 4-channel mode would mean that both 'P1' and 'P2' would need to be lit red, in order for them to work. Refer to the 'mode' tables earlier in this manual to see which 'P' buttons need to be lit for your show.

You can shutter sets of fixtures by pressing the 'P' buttons for less than 2 seconds to toggle the fixtures between on and off.

Press the Page button repeatedly until all five red numbered lights are flashing red. Adjust speed and rate settings using the sliders. Remember, 'rate' controls the number of scenes executed per second, and 'speed' controls how fast transitions are made between adjacent scenes.

Finally, hit the 'Run' button (left blue button). The light next to it will glow green. Your light show will play. De-press the 'Run' button to stop the show (green light will extinguish).

### Controls for Running your Show

There are a number of features that can be used whilst running your light show.

**Reset:** *(hold down P2 for over 2 seconds).*

The controller will stop the show and re-commence from Scene 1, Band 1, in the selected chase.

**Blackout:** *(press the right blue button for less than 2 seconds).*

Your lighting fixtures will be shuttered. Press again to remove blackout and revert to playing your light show.

**Up:** *(press 'up' button next to display)*

For switching to the next band in a chase. If there is only one band, then the button is disabled.

**Down:** *(press 'down' button next to display).*

For switching to the previous band in a chase. If there is only one band, then the button is disabled.

### **Chase Assign:**

Press this button to select a chase to run. The selected chase will flash red. If held down for over 2 seconds, the controller will cycle through all chases.

## Page:

To adjust rate and speed, press the 'Page' button until all five numbered red lights are flashing. Then use the sliders to adjust rate and speed.

**Preparation:** (hold down P4 for over 2 seconds).

The latest pattern that you have created will execute automatically next time the controller is powered on.

**Unpreparation:** (hold down P3 for over 2 seconds).

The latest pattern that you have created will NOT execute automatically next time the controller is powered on.

**It is possible to erase the entire memory of the DM4. Press 'Paste' and 'Copy' buttons (2 blue buttons) together, then apply power to the DM4 and release when 'CLEAR' appears in the display. It will erase all programmed scenes, bands and chases from the memory within 10 seconds.**

## Attention!

Do not connect the five-pin DMX signal cable of DM4 directly to a non-Geni branded fixture. Always use the annexed connector for connection between fixture and controller, and use the adaptor for power supply. Geni fixtures are exempt from the limit.

## Technical Specification

Output: Maximum 80 channels

Controllable scanner: 20x 4-channel or 4x 12-channel

Dimensions: (LxWxH): 170 x 90 x 42mm

Weight: 410g

Power Consumption: 2W

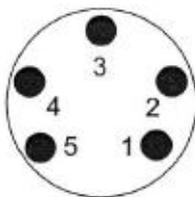
Memory: 512K

DMX signal: USITT DMX 512

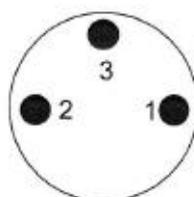
Connector: 5-pin XLR

Voltage: DC9V/300mA

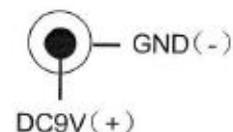
### DM-4: XLR mounting-plug    Connector: XLR mounting-socket    Power socket



Pin 1 : DMX GND  
Pin 2 : DMX output (-)  
Pin 3 : DMX output (+)  
Pin 4 : Power GND  
Pin 5 : Power DC9V



Pin 1 : DMX GND  
Pin 2 : DMX output (-)  
Pin 3 : DMX output (+)



## Examples of Operation

### Using the DM4 to set up fixtures, and program and run shows.

1 - Using the 'P1-4' and 'Page' buttons to select fixtures.

#### Mode 1 – 20x 4-channel

	Page 1	Page 2	Page 3	Page 4	Page 5
P1	1 <sup>st</sup> Fixture CH 1-4	2 <sup>nd</sup> Fixture CH 5-8	3 <sup>rd</sup> Fixture CH 9-12	4 <sup>th</sup> Fixture CH 13-16	5 <sup>th</sup> Fixture CH 17-20
P2	6 <sup>th</sup> Fixture CH 21-24	7 <sup>th</sup> Fixture CH 25-28	8 <sup>th</sup> Fixture CH 29-32	9 <sup>th</sup> Fixture CH 33-36	10 <sup>th</sup> Fixture CH 37-40
P3	11 <sup>th</sup> Fixture CH 41-44	12 <sup>th</sup> Fixture CH 45-48	13 <sup>th</sup> Fixture CH 49-52	14 <sup>th</sup> Fixture CH 53-56	15 <sup>th</sup> Fixture CH 57-60
P4	16 <sup>th</sup> Fixture CH 61-64	17 <sup>th</sup> Fixture CH 65-68	18 <sup>th</sup> Fixture CH 69-72	19 <sup>th</sup> Fixture CH 73-76	20 <sup>th</sup> Fixture CH 77-80

The table above shows how up to 20x 4 channel fixtures can be controlled using the P1-4 and Page 1-5 buttons.

The orange P1 button can select/deselect fixtures 1-5 for controlling. The orange P2 button can select/deselect fixtures 6-10, and so on. The Page button is used to individually select a fixture from a group of five fixtures. For example, By pressing P1, and then pressing Page until '3' is lit red, fixture 3 from fixture group 1-5 can be controlled (shown blue in the table above). If P2 is selected and Page is pressed until '2' is lit, then fixture 7 from fixture group 6-10 can be controlled (shown orange in the table above).

#### Mode 2 – 4x 12-channel

	Page 1	Page 2	Page 3	Page 4	Page 5
P1	1 <sup>st</sup> Fixture CH 1-2	1 <sup>st</sup> Fixture CH 3-4	1 <sup>st</sup> Fixture CH 5-6	1 <sup>st</sup> Fixture CH 7-8	1 <sup>st</sup> Fixture CH 9-10
P2	2 <sup>nd</sup> Fixture CH 13-14	2 <sup>nd</sup> Fixture CH 15-16	2 <sup>nd</sup> Fixture CH 17-18	2 <sup>nd</sup> Fixture CH 19-20	2 <sup>nd</sup> Fixture CH 21-22
P3	3 <sup>rd</sup> Fixture CH 25-26	3 <sup>rd</sup> Fixture CH 27-28	3 <sup>rd</sup> Fixture CH 29-30	3 <sup>rd</sup> Fixture CH 31-32	3 <sup>rd</sup> Fixture CH 33-34
P4	4 <sup>th</sup> Fixture CH 37-38	4 <sup>th</sup> Fixture CH 39-40	4 <sup>th</sup> Fixture CH 41-42	4 <sup>th</sup> Fixture CH 43-44	4 <sup>th</sup> Fixture CH 45-46
	Joystick	Note: The controllable channels listed in this table are the output channels of the controller, not necessarily of the fixture. For example, in P2, Page 1, the table states that the controller will control CH13 and 14 of the 2 <sup>nd</sup> fixture. This does not mean that fixture 2 has over 12 channels. The controller will output a signal on CH13 and 14, and fixture 2 must be addressed as CH13. Likewise, fixture 1 must be addressed as CH1, fixture 3 to CH25, and fixture 4 to CH37, if the operating controls are to function as described in the table.			
P1	1 <sup>st</sup> Fixture CH 11-12				
P2	2 <sup>nd</sup> Fixture CH 23-24				
P3	3 <sup>rd</sup> Fixture CH 35-36				
P4	4 <sup>th</sup> Fixture CH 47-48				

This mode is slightly more complex. The orange P1 button can be used to select channels 1-10 of the first fixture to control. The last two channels of each fixture can be controlled with the joystick (pan and tilt). As before, the Page button is used to control.

For example, if P1 is pressed, and then the 'Page' button pressed repeatedly until '2' is lit red, Page 3 will be selected and CH 3 and 4 of fixture 1 can be controlled. The joystick will control CH 11 and 12 of fixture 1. Switching to P3 and pressing 'Page' until Page 5 is selected, channel CH33 and 34 of fixture 3 will be controlled (in reality, CH9 and 10 of the fixture, see note in table for explanation).

### **Using the 'P1-4' and 'Page' buttons to select fixtures. (20x 4-channel mode) (Example)**

This example uses 4x 3-channel scanners as the fixtures to be controlled, so the controller is set to 20x 4-channel mode.

Scanners set to addresses 1, (P1, page 1), 21 (P2, page 1), 41 (P3, page 1), 61 (P4, page 1). (These addresses are simply for convenience, so that each P button can be used to select/deselect a scanner.)

First scanner (address 1) is to be controlled only.  
Orange P1 button pressed once. Scanner 1 is selected.  
Page button pressed repeatedly until '1' is lit red.  
Joystick and sliders adjusted.

Second scanner (address 21) is to be controlled only.  
Orange P1 is pressed once again. Scanner 1 is deselected.  
Orange P2 button pressed once. Scanner 2 is selected.  
Joystick and sliders adjusted.

Scanners 1, 2 and 4 are to be controlled together.  
Orange P1, P2 and P4 buttons are pressed. Scanners 1, 2 and 4 are selected.

Remember: the P1, P2, P3 and P4 orange buttons control groups of fixtures. In 20x 4 channel mode, each P button allows five fixtures to be selected at once.

### **Using the 'P1-4' and 'Page' buttons to select fixtures. (4x 12-channel mode) (Example)**

This example uses 4x 12-channel moving heads as the fixtures to be controlled, so the controller is set to 4x 12-channel mode.

Moving heads set to addresses 1, (P1, page 1), 13 (P2, page 1), 25 (P3, page 1), 37 (P4, page 1).

First moving head (address 1) is to be controlled only.  
Orange P1 button pressed once. Moving head 1 is selected.  
Page button pressed repeatedly until '1' is lit red.  
With P1 selected, sliders will control CH1 and 2.  
Joystick and sliders will control CH11 and 12.  
With Page 2 selected, sliders will control CH3 and 4, Page 3 controls CH5 and 6 etc.  
Joystick and sliders will still control CH11 and 12.  
Joystick and sliders adjusted.

Second moving head (address 13) is to be controlled only.  
Orange P1 is pressed once again. Moving head 1 is deselected.  
Orange P2 button pressed once. Moving head 2 is selected.  
Joystick and sliders adjusted.

Moving heads 1, 2 and 3 are to be controlled together.  
Orange P1, P2 and P3 buttons are pressed. P4, if lit red, is pressed to deselect moving head 4. Scanners 1, 2 and 3 are selected.

Remember: the P1, P2, P3 and P4 orange buttons control groups of fixtures. In 4x 12 channel mode, each P button controls all the channels for one fixture.

(Tip: hold down 'Page' button for over two seconds to move back one Page, ie. if Page 5 is currently selected, hold down 'Page' button for over two seconds to select Page 4.)

### **Programming fixtures (Either mode) (Example)**

In this example, the fixtures to be programmed are 4x 3 channel scanners.

#### **Creating scenes**

Mode of controller switched to program mode by pressing pink 'mode' button repeatedly until 'Prog' appears in the display.

Scenes are to be stored in Band 1 of Chase 1.

P1 held down until 'Band' appears in the display.

Up/down buttons are pressed until B1:00 is located.

P1 held down again until 'ScEn' appears in the display.

Up/down buttons are pressed until B1:01 is located.

The pan, tilt and colour/gobo is adjusted using the sliders and joystick.

'Enter' button pressed to store position settings into B1:01.

Up/down buttons are pressed until 'B1:02' is located.

Sliders and joystick are adjusted.

'Enter' button pressed to store new position settings into 'B1:02'.

(repeat until all scenes programmed).

#### **Deleting scenes**

Mode of controller switched to program mode (if not already) by pressing pink 'mode' button repeatedly until 'Prog' appears in the display.

Scene 20 of Band 2 in Chase 2 is to be deleted.

'Chase assign' button pressed repeatedly until Chase 2 light is lit.

P1 held down until 'Band' appears in the display.

Up/down buttons are pressed until 'B2:00' is located.

P1 held down until 'ScEn' appears in the display.

Up/down buttons are pressed until 'B2:20' is located.

Left blue button held down for over 2 seconds, until 'dEle' appears in display.

Release left blue button. Scene is deleted, and Scene 21 becomes Scene 20.

Note: When you delete a scene, its space in memory is deleted, as well as the scene settings. Therefore, deleting scene 2 of 32 in a band will mean that there will now be 31 scenes in the band, rather than 32, as one has been deleted. If you continue deleting scenes in the band, the total number of usable scenes in the band will decrease. New scenes will need to be inserted by pressing the orange P2 'Insert' button for over 2 seconds (see 'programming functions', earlier in this manual) to create a new scene between two selected existing ones.

### **Running a light show (Either mode) (Example)**

Switch to either Auto or Music mode by pressing the pink 'mode' button repeatedly until either 'Auto' for Auto (patterns switched to specified time settings) or 'MuSc' for Music (patterns switched to beat of music).

Band 3 of Chase 1 is to be performed.

P1 held down for over two seconds and released repeatedly until 'ScEn' appears in display.

This symbolises that all scenes in a band are to be performed.

'Chase assign' button is pressed until Chase 1 is selected.

Up and down buttons either side of display are pressed until Band 3 is selected (B3:00) is seen in display).

'Page' button pressed until all five numbered lights are flashing red.

Press the Page button repeatedly until all five red numbered lights are flashing red. Speed and rate settings adjusted using sliders. (Remember, 'rate' controls the number of scenes executed per second, 'speed' controls how fast transitions are made between adjacent scenes.)

Left blue button pressed to run show. (Press again to stop show).

You can also select multiple chases to run consecutively during the running of your light show. Press the 'Chase assign' button repeatedly until the first chase you wish to select is lit red. Press and hold down the button for 2 seconds. Release, and press repeatedly until the next chase you wish to select is lit red. You will notice that the chase you have just selected remains lit. Press and hold the button again for 2 seconds to select the new chase. Repeat this process until you have selected all the chases you want to play in your light show.

The controller will remember the chases you have selected, and each time you choose to run a chase or group of chases (see 'selecting chases, bands and scenes', earlier in this manual) the red lights of your selected chases will illuminate to indicate that they will be performed. You can deselect a chase in the same way; press the 'chase assign' button repeatedly until the one you wish to remove is lit red, and then hold down the button for 2 seconds to remove it from your selection.