

# DL70 54 CHANNEL DMX CONTROLLER



## CONNECTIONS

Take out the provided DC adapter and plug it into the relevant socket in the **54 CH DMX** back panel.

## POWER ON & SETUP

**ATTENTION!** The voltage furnished by the above mentioned DC adapter must 9 Volts DC and 0.5A

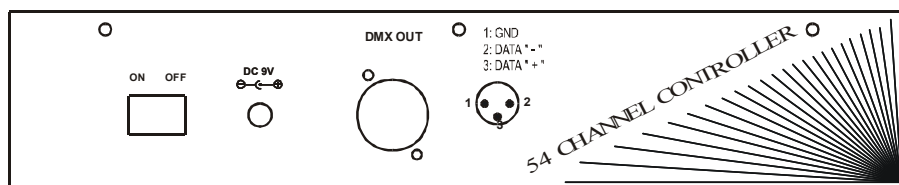


FIGURE 1

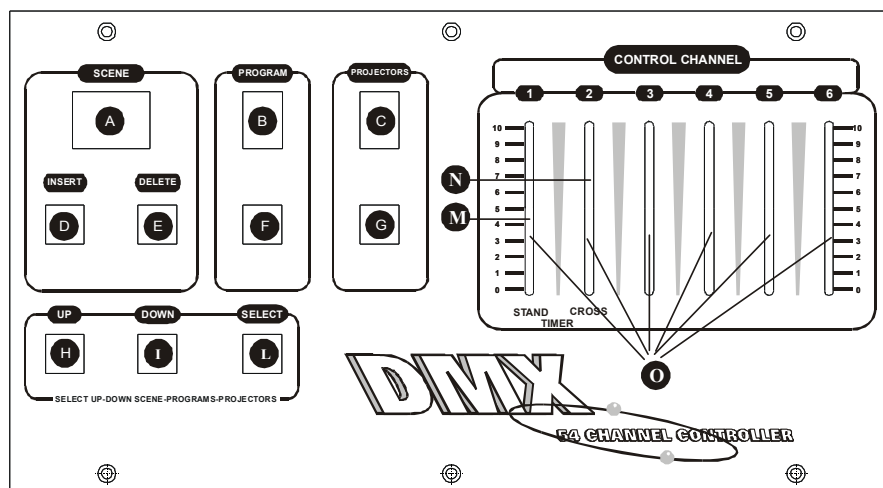


FIGURE 2

Switch on the **54CH DMX** by mean of the power push button on the rear panel. The controller will first make a test.

Depending from the kind of projectors connected to **54CH DMX** you can choose to set an “inter-relation” on the channels relevant to the mirror movement (control of the **CROSS** time will be active). In order to activate this function you have to press **SELECT** (part. **L** ) and keep it pressed until the display in the **PROJECTORS** section will indicate projector n. 1. The displays **A** and **B** will show whether the inter-relation is **ON** or **OFF** and you can modify the setting by pushing **INSERT** (part. **D**) if you wish to set it “**ON**” and “**DELETE**”(part. **E**) if you wish to set it “**OFF**”. You can repeat the operation for all projectors inserted choosing them by pushing the push-button **I**. Push **SELECT** in order to exit the **SETUP** function.

## MANUAL CONTROL

In order to control the projectors manually (from 1 up to 9) you have to push the **G** push button in the **PROJECTIONS** section. The **C** display will show the last projector selected. A small “dot” besides the projector number (part **P**) will indicate that we can select the projector, by means of push-buttons **H** and **I**, that is **DOWN** and **UP**. Once that you have chosen the projectors you can modify the channels values by means of the sliders (part. **O**).

## PROGRAMMING

TO enter the programming phase you have to press the **F** Push-button and keep it pressed for a few seconds. The **B** display will show (blinking) the number of program to be edited, that can be selected by mean of push-buttons **H** and **I**.

Please note that the little luminous “dot” will always indicate you the function that is at the moment selectable using the push-buttons **UP** and **DOWN** (**I** and **H**); in this case you choose the program to edit (from 1 to 9).

Display **A** will show the number of current scene that; in case of a new program, will be “**00**” or otherwise it will be the last inserted scene.

By pushing the **G** push-button you will activate the **PROJECTORS** section (the little “dot” will indicate that to you) and it will be possible to select the desired projector. Once selected you will adjust the projector values by means of sliders **O**. You can select the other projectors to be inserted in the scene and when the scene is ready you will push **INSERT** (part **D**) in the **SCENE** section. The number of scenes on the display will be increased and the previous scene will be copied. In order not to have a copy of the previous scene you simply have to **F** and to exit the programming phase.

If you wish to modify some scenes of an already existing program you have to enter the programming phase, as above specified, to press the push-button **L** “**SELECT**” in order to activate the **SCENE** section and, using the **UP** and **DOWN** push-button to select the number of scene that you wish to modify. It is possible to cancel the last scene of the program by pressing **DELETE** (part **E**); the **SCENE** display will flush and the deletion will be confirmed by pressing the **E** push-button again; by pushing any other push button you will invalid the deletion and the scene will be maintained.

Press **F** to exit the programming phase.

### **TOTAL DELETION OF A PROGRAM**

Enter in the programming phase; select the program to delete (push-button **H** and **I**); press **DELETE**; press the program push-button (**AL** will be blinking on the **A** display); press **DELETE** again and the deletion will be confirmed.

### **EXECUTION OF PROGRAMS**

In order to execute a program you have to activate the **PROGRAMS** section by pushing **F**, and to select it using **H** and **I**. The program will be

immediately executed from the first scene to the last one in cyclic way, Press **F** again in order to stop the execution.

By using the push-buttons **M** and **N** (**CROSS** and **STAND**) you will have the possibility to adjust the **CROSS** (only if the inserted projectors are inter-related-see **SETUP** section) and **STAND** times of the scenes.

### **PROJECTORS MANUAL CONTROL**

When a program is in execution (**RUN**) it also possible to control the projectors manually, even if those projectors are inserted in the running program. Send the program in execution; activate the **PROJECTORS** section (**G** push-button) and select the projector; as soon as you will modify the value of one channel by touching the sliders **O**, you will have the projectors out of program and under manual control (the projectors display will flush-part. **C**). You can select more projectors to control manually by pushing **H** and **I** again.

By pressing the **PROGRAMS** push-button you will see the number “**0**” blinking on the **C** display, to indicate that one or more projectors are still under manual control. Press the push-button **G** twice in order to take the projector out of the manual control and to reassign it to program the program; by pushing **H** and **I** you can check if there is any other projector still in manual control and deselect it by pressing **G**.

