

Thank you for purchasing this SoundLab product, please read this instruction sheet very carefully as this will give you a basic understanding on how to control DMX lighting and units using this controller.

What is DMX?

DMX is a standardised control language designed to allow lighting effects or units that have DMX inputs to be operated by controllers using the DMX. Language. The use of a standard control language means that it is not necessary to purchase both the controller and lighting effect from the same company and that effects from different companies can be used on the same controller. The advantages of DMX are numerous and give much more accurate control over lighting effects and dimmer packs using just one cable which is linked between all the units.

Connecting DMX lighting

DMX lighting effects and units can be connected to the G018WA through the XLR connector (N) situated on the rear of the controller.

This connector is wired in the following configuration;

Pin 1 - Screen/Ground

Pin 2 - +VE Signal/Hot

Pin 3 - -VE Signal/Cold

Connections should always be made using screened signal cable to avoid unnecessary interference.

This unit has the facility to control 9 separate banks/projectors of 6 channels of DMX; the start addresses of the 9 banks are as follows;

Bank 1 - Channel 1

Bank 2 - Channel 7

Bank 3 - Channel 13

Bank 4 - Channel 19

Bank 5 - Channel 25

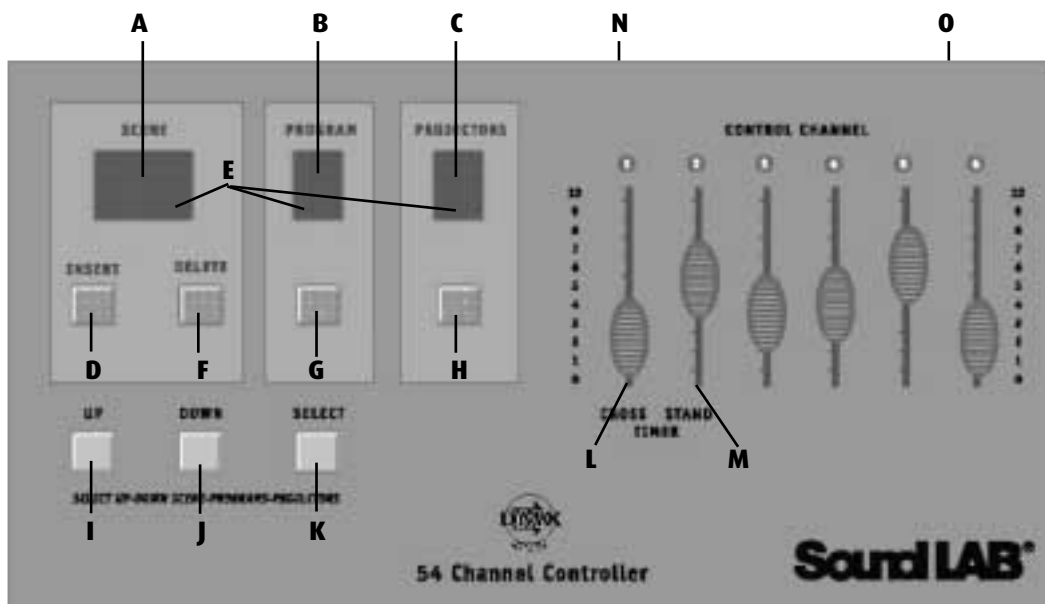
Bank 6 - Channel 31

Bank 7 - Channel 37

Bank 8 - Channel 43

Bank 9 - Channel 49

Each bank can run up to 10 effects with more available if a DMX distributor is used.



Controlling the Projectors

To control the projectors first select the appropriate bank relevant to the individual projector, push the projector button (H) and the small indicator (E) will appear in the bottom right hand corner of the display (C). Using the up (I) and down (J) buttons select the bank to control. When the appropriate bank has been selected moving the sliders 1-6 will control the individual DMX channels on the lighting effect.

Programing the Controller

To program the controller all the displays (A,B,C) must read zero. Press either the Program (G) or projector (H) buttons to zero the individual displays. When all displays read zero push and hold the program button (G) for 5 secs. the controller will beep and the program display will flash.

The controller automatically enters program 1, use the up (I) and down (J) buttons to select the individual program (1 to 9). There are 49 separate scenes available in each program, to insert a scene into a program first set all projectors to the correct setting, to do this press the projector button (H), the small indicator (E) will then show in the projector window (C), use the up (I) and down (J) buttons to scroll through the projector banks setting the sliders to the required position for each bank. When all banks have been set press the insert button to program that scene, repeat this procedure to add more scenes.

To change the program to be set press the select button (K) till the program display flashes (B), use the up (I) and down (J) buttons to select the appropriate program then press the select button (K) again to start programming.

To exit the programming mode press the program button to zero the displays.

Running a Program

To run a program press the program button (G) and use the up (I) and down (J) buttons to select the program you wish to run. Use the stand (L) and cross (M) sliders to alter the speed of the program and also length of hold on each scene.

Deleting a Program or Scene

To delete a scene first enter programming mode, then using the select button (K) move the indicator (E) to the scene display (A). Use the up (I) and down (J) buttons to select the scene to delete, then press the delete button twice. All the scenes are moved to fill the empty scene.

To delete a program; in programming mode select the program to delete using the up (I) and down (J) buttons then press delete (F) both the scene display (A) and the program display (B) will flash, press the program button (G) and AL will show in the scene display (A), press delete (F) again and the program will be permanently deleted.