



# BOTEX SD-10 DMX Recorder Smart Director Controller User Manual

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Controller User Manual**



SD-10

User Manual

DMX Recorder



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## 1 General information

This document contains important instructions for the safe operation of the product. Read and follow the safety instructions and all other instructions. Keep the document for future reference. Make sure that it is available to all those using the product. If you sell the product to another user, be sure that they also receive this document. Our products and documentation are subject to a process of continuous development. They are therefore subject to change. Please refer to the latest version of the documentation, which is ready for download under [www.thomann.de](http://www.thomann.de).

### 1.1 Symbols and signal words

In this section you will find an overview of the meaning of symbols and signal words that are used in this document.

Signal word	Meaning
<b>DANGER!</b>	This combination of symbol and signal word indicates an immediate dangerous situation that will result in death or serious injury if it is not avoided.
<b>NOTICE!</b>	This combination of symbol and signal word indicates a possible dangerous situation that can result in material and environmental damage if it is not avoided.
Warning signs	Type of danger
	Warning – danger zone.

## 2 Safety instructions

### Intended use

This device is intended to be used to record and reproduce DMX signals. Use the device only as described in this user manual. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use. This device may be used only by persons with sufficient physical, sensorial, and intellectual abilities and having corresponding knowledge and experience. Other persons may use this device only if they are supervised or instructed by a person who is responsible for their safety.

### Safety

#### ⚠ DANGER!

Risk of injury and choking hazard for children!

Children can suffocate on packaging material and small parts. Children can injure themselves when handling the device. Never allow children to play with the packaging material and the device. Always store packaging material out of the reach of babies and small children. Always dispose of packaging material properly when it is not in use. Never allow children to use the device without supervision. Keep small parts away from children and make sure that the device does not shed any small parts (such knobs) that children could play with.

### Safety instructions

**NOTICE!** Damage to the external power supply due to high voltages! The device is powered by an external power supply. The external power supply can be damaged if it is operated with the incorrect voltage or if high voltage peaks occur. In the worst case, excess voltages can also cause a risk of injury and fires. Make sure that the voltage specification on the external power supply matches the local power grid before plugging in the power supply. Only operate the external power supply from professionally installed mains sockets that are protected by a residual current circuit breaker (FI). As a precaution, disconnect the power supply from the power grid when storms are approaching or if the device will not be used for a longer period.

**NOTICE!** Risk of fire due to covered vents and neighbouring heat sources! If the vents of the device are covered or the device is operated in the immediate vicinity of other heat sources, the device can over-heat and burst into flames. Never cover the device or the vents. Do not install the device in the immediate vicinity of other heat sources. Never operate the device in the immediate vicinity of naked flames.

**NOTICE!** Damage to the device if operated in unsuitable ambient conditions! The device can be damaged if it is operated in unsuitable ambient conditions. Only operate the device indoors within the ambient conditions specified in the “Technical specifications” chapter of this user manual. Avoid operating it in environments with direct sunlight, heavy dirt and strong vibrations. Avoid operating it in environments with strong temperature fluctuations. If temperature fluctuations cannot be avoided (for example after transport in low outside temperatures), do not switch on the device immediately. Never subject the device to liquids or moisture. Never move the device to

another location while it is in operation. In environments with increased dirt levels (for example due to dust, smoke, nicotine or mist): Have the device cleaned by qualified specialists at regular intervals to prevent damage due to overheating and other malfunctions.

**NOTICE!** Possible staining due to plasticiser in rubber feet! The plasticiser contained in the rubber feet of this product may react with the coating of the floor and cause permanent dark stains after some time. If necessary, use a suitable mat or felt slide to prevent direct contact between the device's rubber feet and the floor.

### 3 Features

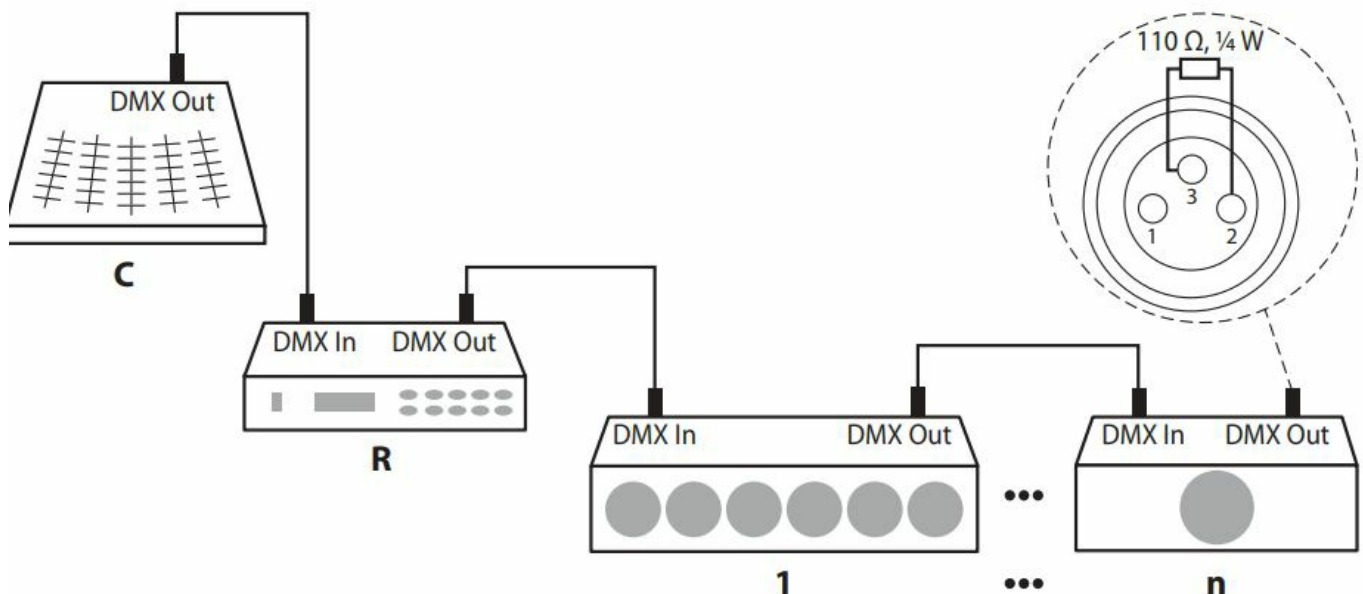
- DMX input for recording DMX sequences
- DMX output
- Data storage for 96 channels, 9 chases and 9 strobe programmes, each with up to 48 steps
- Playback of DMX sequences on the DMX output either manually or timer controlled
- Speed and fading between recorded scenes adjustable
- Sound-controlled operation via built-in microphone possible
- Operating via buttons and display on the unit

### 4 Installation and starting up

Unpack and check carefully there is no transportation damage before using the unit. Keep the equipment packaging. To fully protect the product against vibration, dust and moisture during transportation or storage use the original packaging or your own packaging material suitable for transport or storage, respectively. Create all connections while the device is off. Use the shortest possible high-quality cables for all connections. Take care when running the cables to prevent tripping hazards.

**NOTICE!** Data transfer errors due to improper wiring! If the DMX connections are wired incorrectly, this can cause errors during the data transfer. Do not connect the DMX input and output to audio devices, e.g. mixers or amplifiers. Use special DMX cables for the wiring instead of normal microphone cables.

DMX connections



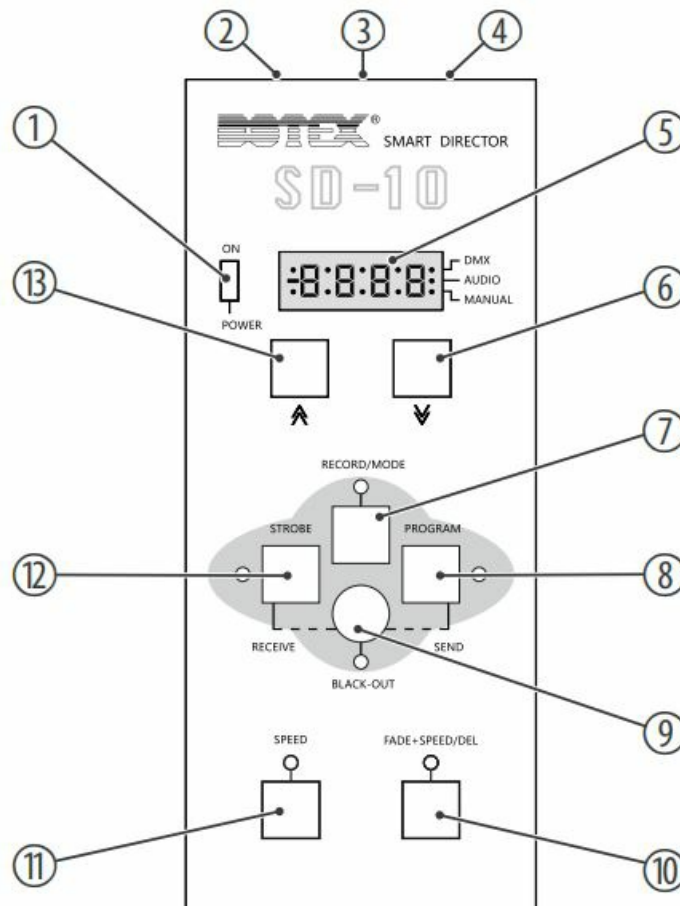
Connect the DMX input of the DMX recorder (R) to the DMX output of a DMX controller (C). Connect the output of the DMX recorder (R) to the first DMX device (1), such as a spotlight. Connect the output of the first DMX device

(1) to the input of the second one and so on, to form a series connection. Make sure that the output of the last DMX device (n) in the chain is terminated by a resistor (110  $\Omega$ , 1/4 W).

While both the device and the DMX controller are in operation, the [DMX] LED lights up and thereby indicates that a DMX signal is being received on the input.

Connect the included power adapter to the device, then to the mains. Switch the unit on with the main switch to start operation.

## 5 Connections and controls



1. [POWER] | Main switch. Turns the device on and off.

2. [DC INPUT] | Connection for the supplied power supply adapter.

3. [DMX IN] | DMX input, designed as XLR panel plug, 3-pin

4. [DMX OUT] | DMX output, designed as XLR panel socket, 3-pin

5. [DISPLAY] [DMX]: Indicates that a DMX signal is being received.

[AUDIO]: Lights up during playback in audio mode.

[MANUAL]: Lights up during playback in manual mode. During playback in auto mode, neither [AUDIO] nor [MANUAL] lights up.

6. [DOWN] | Decreases the displayed value by one.

7. [RECORD/MODE] | Turns recording mode on.

8. [PROGRAM] | Selects chaser programmes for recording or playback.

9. [BLACK-OUT] | Function button with different meanings, depending on the current mode.

10. [FADE+SPEED/DEL] | Function button with different meanings, depending on the current mode.

11. [SPEED] | Function button with different meanings, depending on the current mode.
12. [STROBE] | Selects strobe programmes for recording or playback.
13. [UP]/ | Increases the displayed value by one.

## 6 Operating

### 6.1 Record

#### Recording a programme

1. Press and hold [RECORD/MODE] for five seconds. ð The LED above the button lights up. The display shows the programme and its last scene.
2. Press [PROGRAM] or [STROBE] to select chase or strobe programmes. ð The LED next to the corresponding button lights up.
3. Press [UP] or [DOWN] to select the desired programme. You can choose between 9 chaser and 9 strobe programmes.
4. Press [RECORD/MODE] to record a scene. Now create a scene on your DMX controller. If you want to record this scene, press [RECORD/MODE]. ð As soon as all the LEDs light up, the scene is saved. You can save up to 48 scenes.
5. Press [BLACK-OUT] until the [RECORD/MODE] LED turns off to stop recording

#### Deleting a programme

1. Press and hold [RECORD/MODE] for five seconds. ð The LED above the button lights up.
2. Press [PROGRAM] or [STROBE] to select chase or strobe programmes. ð The LED next to the corresponding button lights up.
3. Press [UP] or [DOWN] to select the desired programme.
4. Press [FADE+SPEED/DEL] to delete the selected programme.

#### Deleting a scene

1. Press and hold [RECORD/MODE] for five seconds. ð The LED above the button lights up.
2. Press [PROGRAM] or [STROBE] to select chase or strobe programmes. ð The LED next to the corresponding button lights up.
3. Press [UP] or [DOWN] to select the desired programme.
4. Press [RECORD/MODE].
5. Use [UP] or [DOWN] to select a scene you want to delete.
6. Press [FADE+SPEED/DEL] to delete the selected scene.

#### Adding a scene

1. Press and hold [RECORD/MODE] for five seconds. ð The LED above the button lights up.
2. Press [PROGRAM] or [STROBE] to select chase or strobe programmes. ð The LED next to the corresponding button lights up.
3. Press [UP] or [DOWN] to select the desired programme.

4. Press [RECORD/MODE].
5. Use [UP] or [DOWN] to select the scene where you want to add another.
5. Now create a scene on your DMX controller. If you want to add this scene, press [RECORD/MODE].

Showing preview for a scene

1. Press and hold [RECORD/MODE] for five seconds. ð The LED above the button lights up.  
Press [PROGRAM] or [STROBE] to select chase or strobe programmes. ð The LED next to the corresponding button lights up.
2. Press [UP] or [DOWN] to select the desired programme.
3. Press [RECORD/MODE].
4. Press [PROGRAM] or [STROBE].  
ð The LED next to the corresponding button lights up.
5. Use [UP] or [DOWN] to select the desired scene.
6. Press [PROGRAM] or [STROBE] to exit the Preview mode.

Quitting Recording mode

Press [BLACK-OUT] until the [RECORD/MODE] LED turns off to stop recording

Recording AS/AP scenes

1. Press and hold [RECORD/MODE] for five seconds.  
ð The LED above the button lights up. The display shows the programme and its last scene.
2. Use [UP] or [DOWN] to choose between `AS` (strobe programme) and `AP` (chaser programme).
3. Press [RECORD/MODE].
4. Press [RECORD/MODE] to record a scene. Now create a scene on your DMX controller. If you want to record this scene, press [RECORD/MODE].  
ð As soon as all the LEDs light up, the scene is saved.
5. Repeat step 4 until the desired programme is complete. You can record a maximum of 60 scenes in this AS / AP programme.
6. Press [BLACK-OUT].  
ð The display shows `SP01' . Now you can set the beat time or fade time of the first step of the first scene.
7. Press [SPEED] to adjust the speed of the scene. Press [FADE+SPEED/DEL] to adjust the fade speed.
8. Press [UP] or [DOWN] to set the beat or fade time of the current step.
9. To go to the next step, press [PROGRAM] (for AP scenes) or [STROBE] (for AS scenes).
10. Press [UP] or [DOWN] to select the next scene. Repeat steps 7, 8, and 9 until each step has a beat and a fade time assigned to it.
11. Press [BLACK-OUT] to return to the AS / AP programme.
12. Press [RECORD] to exit the Recording mode.

## 6.2 Playback

When you turn on the device, it is automatically in Run mode. Press [RECORD/MODE] to activate the programmes in audio, Manual or Auto mode. Make sure that these programmes contain previously saved scenes, otherwise they will not run.

## Programme playback in Manual mode

1. Press [RECORD/MODE] repeatedly until the [MANUAL] LED lights up.
2. Press [PROGRAM] or [STROBE] repeatedly until you have selected the desired programme.
3. If necessary: disable [BLACK-OUT].
4. Press [UP] or [DOWN] to play the scene step by step.

## Programme playback in Audio mode

1. Press [RECORD/MODE] repeatedly until the [AUDIO] LED lights up.
2. Press [PROGRAM] or [STROBE].
3. If necessary: disable [BLACK-OUT].
4. Press [UP] or [DOWN] repeatedly until you have selected the desired programme.

The selected programme is controlled by the rhythm of the music received by the built-in microphone.

## Programme playback in Auto mode

1. Press [RECORD/MODE] repeatedly until neither the [AUDIO] nor the [MANUAL] LED light up.
2. If necessary: disable [BLACK-OUT].
3. Press [UP] or [DOWN] repeatedly until you have selected the desired programme.
  - ð When the programme is selected, it will play at the speed you have selected. You can set the speed in a range from 10 steps/s to 1 step/600 s.

## Setting the programme speed

1. Press [SPEED] or [FADE+SPEED/DEL] to choose between Chase mode and Fade mode.
  - ð The illumination of the LED shows you the selection. If the LED at [SPEED] lights up, you're in Chase mode. If the LED at [FADE+SPEED/DEL] lights up, you're in Fade mode.
2. Press [UP] or [DOWN] to adjust the speed between 0,1 s and 600 s. The display shows the selected speed.
  - `1:00' corresponds to one minute; `1.00' corresponds to one second.
3. Press [SPEED] or [FADE+SPEED/DEL] to complete the setting.

## 6.3 Data exchange

### Sending data

1. Press and hold [BLACK-OUT] for three seconds.
2. Press [PROGRAM] and [BLACK-OUT] simultaneously. If the device has stored scenes, the display shows `OUT', indicating that data can be sent. Otherwise the display shows `EPTY' all programs are empty.
3. Make sure that the receiving device is in Receive mode to fully receive the file.
4. Press [FADE+SPEED/DEL] to send the data set. During sending, no other functions are accessible.
5. When sending is complete, the display shows `END'. Press any button to exit this mode.

### Receiving data



1. Press and hold [BLACK-OUT] for three seconds.
2. Press [STROBE] and [BLACK-OUT] simultaneously. If the device has saved scenes, the display shows `SURE` , otherwise `IN` .
3. Press [FADE+SPEED/DEL] to receive the data set.  
     ð The display shows `IN` .
4. When receiving is complete, the display shows `END` . Press any button to exit this mode.

## 6.4 Special functions

### Setting up Black-out mode

1. Switch off the device.
2. Press [SPEED] and [BLACK-OUT] while turning the power on. ð If the display shows `Y-Bo` the unit will not show any output after powering up. If the display shows `N-Bo` output is active after powering up.
3. Press [FADE+SPEED/DEL] to switch between `N-BO` and `Y-BO` .
4. Press [PROGRAM] to complete the setting.

### Clearing memory, resetting to factory defaults

1. Switch off the device.
2. Press [PROGRAM], [UP] and [FADE+SPEED/DEL] simultaneously until the device powers up.  
     ð The memory is cleared, the device is reset to factory defaults.

## 7 Technical specifications

Control protocols	DMX512-A	
Input connections	Power supply	Socket for power adapter
	DMX control	XLR panel plug, 3-pin
Output connections	DMX control	XLR panel socket, 3-pin
Power supply	External power adapter, 100 - 240 V ~ 50/60 Hz	
Operating voltage	12 V $\overline{\text{---}}$ / 300 mA, centre positive	
Dimensions (W × H × D)	220 mm × 65 mm × 72 mm	
Weight	0.8 kg	
Ambient conditions	Temperature range	0 °C...40 °C
	Relative humidity	20%...80% (non-condensing)

### Further information

Suitable for 19-inch mounting	No
External storage option	No
Maximum number of DMX channels	96
Housing colour	Black

## 8 Plug and connection assignments

### Introduction

This chapter will help you select the right cables and plugs to connect your valuable equipment so that a perfect light experience is guaranteed.

Please take our tips, because especially in `Sound & Light` caution is indicated: Even if a plug fits into a socket, the result of an incorrect connection may be a destroyed DMX controller, a short circuit or `just` a not working light show!

### DMX connections

The unit offers a 3-pin XLR socket for DMX output and a 3-pin XLR plug for DMX input. Please refer to the drawing and table below for the pin assignment of a suitable XLR plug.



Pin	Configuration
1	Ground, shielding
2	Signal inverted (DMX-, 'cold signal')
3	Signal (DMX+, 'hot signal')

## 9 Protecting the environment

### Disposal of the packing material



Environmentally friendly materials have been chosen for the packaging. These materials can be sent for normal recycling. Ensure that plastic bags, packaging, etc. are disposed of in the proper manner.



Do not dispose of these materials with your normal household waste, but make sure that they are collected for recycling. Please follow the instructions and markings on the packaging.

Observe the disposal note regarding documentation in France.

### Disposal of your old device



This product is subject to the European Waste Electrical and Electronic Equipment Directive (WEEE) as amended.

Do not dispose of your old device with your normal household waste; instead, deliver it for controlled disposal by an approved waste disposal firm or through your local waste facility. When disposing of the device, comply with the rules and regulations that apply in your country. If in doubt, consult your local waste management facility. Proper disposal protects the environment as well as the health of your fellow human beings.

Also note that waste avoidance is a valuable contribution to environmental protection. Repairing a device or passing it on to another user is an ecologically valuable alternative to disposal.

You can return your old device to Thomann GmbH at no charge. Check the current conditions on

[www.thomann.de](http://www.thomann.de).

If your old device contains personal data, delete those data before disposing of it.

<div style="writing-mode: vertical-rl; transform: rotate(180deg); font-size: small;">User Manual</div> <div style="text-align: center;">   SD-10         </div> <div style="text-align: center; margin-top: 20px;">DMX Recorder</div>	<p><b><u>BOTEX SD-10 DMX Recorder Smart Director Controller</u></b> [pdf] User Manual</p> <p>SD-10 DMX Recorder Smart Director Controller, SD-10 DMX, Recorder Smart Director Controller, Smart Director Controller, Director Controller, Controller</p>
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## References

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