




FLASH F9000383 384A DMX Controller User Manual

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FLASH

User Manual



384A DMX CONTROLLER
384ch 2019
F9000383

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INTRODUCTION

THANK YOU FOR PURCHASING 384A DMX CONTROLLER 384ch 2019. FOR SAFETY REASONS AND TO ENSURE A TROUBLE-FREE OPERATION, CAREFULLY READ THE INSTRUCTIONS.

SAFETY INFORMATION

- Please keep this User Manual for the future. If you sell the fixture to another user, be sure that they also receive this instruction booklet.
- Unpack and check carefully there is no transportation damage before using the
- Before operating, ensure that the voltage and frequency of the power supply match the power requirements of the fixture.
- It's important to ground the yellow/green conductor to earth in order to avoid electric
- Disconnect main power before servicing and maintenance.
- Use a safety chain when fixing this fixture. Don't handle the fixture by taking its head only, but always by taking its base.
- The maximum ambient temperature is: 40°C
Don't operate it where the temperature is higher than this.
- In the event of a serious operating problem, stop using the fixture immediately. Never try to repair the fixture by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare
- Do not connect the device to any dimmer
- Do not touch any wire during operation and there might be a hazard of electric
- To prevent or reduce the risk of electrical shock or fire, do not expose the fixture to rain or moisture.
- The housing must be replaced if they are visibly damaged.

WARNING!



Do not point strong light output from other fixtures at the 384A DMX CONTROLLER 384ch 2019, as intense illumination can damage the parts.

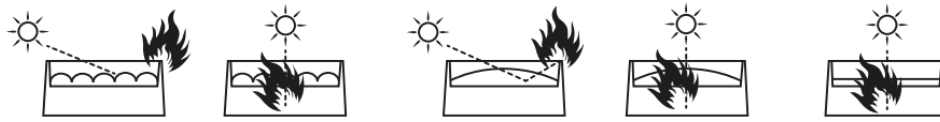


Figure 2. Lenses can focus sunlight and strong light, presenting a risk of fire and damage to the fixture. Shield or shade the head if necessary.

PRODUCT INFORMATION

- Power supply voltage: 90-240V,
- Power Input: DC9-12V, 500 mA
- Dimension [cm]: H-7,3 W-52,2 D-18,3
- Weight [kg]: 3kg
- Type of packaging: Carton Bo

Main Features

The DMX-240A is a universal intelligent lighting controller. It allows the control of 12 fixtures composed of 16 channels each and up to 240 programmable scenes. Six chase banks can contain up to 240 steps composed of the saved scenes and in any order. Programs can be triggered by music, midi, automatically, or manually. All chases can be executed at the same time.

On the surface, you will find various programming tools such as 8 universal channel sliders, a wheel, and LED display indicators for easier navigation of controls and menu functions.

You can control the pan and tilt or different intelligent lighting fixtures using the same wheel at the same time by means of a programmable wheel.

This wheel allows the user to assign individual pan and tilt channels for every fixture.

- DMX 512/1990 Standard
- Controls 24 intelligent lights of up to 16 channels total 384 channels.
- 30 banks, each with 8 scenes, 6 chases, each with up to 240 scenes.
- Records up to 6 chases with fade time and speeds.
- 16 sliders for direct control of channels
- MIDI control over banks, chases, and blackout.
- Built-in microphone for music mode
- Auto mode program controlled by fade time sliders
- DMX in/out: 3 pin XLR
- LED gooseneck lamp

INSTALLATION

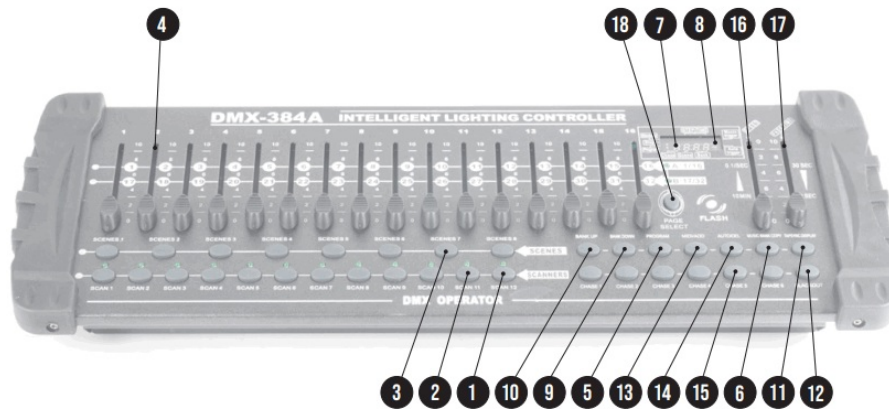
Make sure all necessary cables are properly connected. Always ensure that the unit is firmly fixed to avoid vibration and slipping while operating. Always ensure that the structure to which you are attaching the unit is secure and is able to support a weight of 10 times the unit's weight. Also always use a safety cable that can hold 12 times the weight of the unit when installing the fixture. The equipment must be fixed by professionals. And it must be fixed at a place where is out of the touch of people and has no one pass by or under it.

Voltage specification

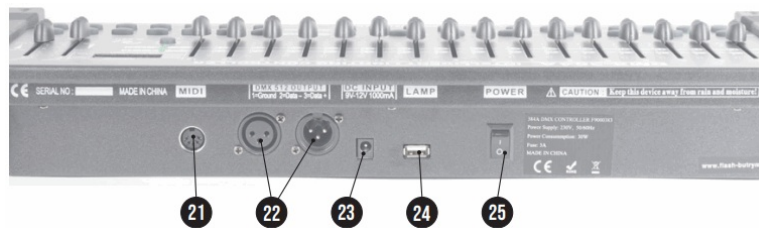
Input Voltage	Total Power	Frequency
90-240V	2W	50/60Hz

OPERATION

Product Overview (FRONT)



Product Overview (REAR PANEL)



Item	Button or Fader	Function
1	Scanner select button	Fixture Selection
2	Scanner indicators LEDs	Indicates the fixtures currently selected
3	Scene select button	universal bump button representing scene Location for storage and selection
4	Channel faders	For adjusting DMX values, Ch 1-16 can be adjusted immediately after pressing the respective scanner Select button
5	Program button	Used to enter programming mode
6	Music/Bank Copy button	Used to activate Music mode and as the copy Command during programming

7	LED display window	status window display pertinent operational data
8	Mode indicator LEDs	Provides operating mode status, (manual, Music, or auto)
9	Bank Up button	Function button to traverse Scene/Steps in Banks or chases
10	Bank Down button	Function button to traverse Scene/Steps in Banks or chases
11	Tap display button	Sets the chase speed by tapping, and toggles between Values and percentages.
12	Blackout button	Sets the shutter or dimmer value of all fixtures to „0” causes all light Output to cease
13	Midi/ADD button	Activates MIDI external control and is also used to confirm the record/save process
14	Auto/Del button	Used to activate the Auto mode and as the delete function key during programming
15	Chaser buttons	Chase memory 1-6
16	Speed fader	This will adjust the hold time of a scene or a step Within a chase
17	Fade-time fader	Also considered a cross-fade, sets the interval Time between pages of control
18	Page Select button	In manual mode, press to toggle between pages of control

21	MIDI input port	For external triggering of Banks and Chases using a MIDI device
22	DMX output connector	DMX control signal
23	DC input jack	Main power feed
24	USB lamp socket	
25	ON/OFF Power Switch	Turns the controller on and off

Common Terms

The following are common terms used in intelligent light programming.

Blackout is a state by which all lighting fixtures' light output is set to 0 or off, usually on a temporary basis.

DMX-512 is an industry-standard digital communication protocol used in entertainment lighting equipment. For more information read Sections „DMX Primer” and „DMX Control Mode” in the Appendix.

Fixture refers to your lighting instrument or another device such as a fogger or dimmer of which you can control.

Programs are a bunch of scenes stacked one after another. It can be programmed as either a single scene or multiple scenes in sequence.

Scenes are static lighting states.

Sliders are also known as faders

Chases can also be called programs. A chase consists of a bunch of scenes stacked one after another.

Scanner refers to a lighting instrument with a pan and tilt mirror; however, in the I LS-CON controller it can be used to control any DMX-512, compatible device as a generic fixture.

MIDI is a standard for representing musical information in a digital format. A MIDI input would provide external triggering of scenes using a midi device such as a midi keyboard.

Stand Alone refers to a fixture's ability to function independently of an external controller and is usually in sync with the music, due to a built-in microphone.

A fade slider is used to adjust the time between scenes within a chase.

Speed slider affects the amount of time a scene will hold its state. It is also considered a wait time.

A shutter is a mechanical device in the lighting fixture that allows you to block the path of the light. It is often used to lessen the intensity of the light output and to strobe.

Patching refers to the process of assigning fixtures to a DMX channel.

SETTING UP THE SYSTEM

1) Plug the AC to DC power supply to the system back panel and to the main outlet. 2) Plug in your DMX cable(s) to your intelligent lighting as described in the fixture's respective manual. For a quick Primer on DMX see the „DMX Primer” section in the Appendix of this manual.

FIXTURE ADDRESSING

The DMX-z40A is programmed to control 16 channels of DMX per fixture, therefore the fixtures you wish to control with the corresponding apart.

„SCANNER” buttons on the unit, must be spaced 16 channels.

Fixture or Scanner #	Default DMX Starting Address	Binary Dipswitch settings switch to the „On Position”
1	1	1
2	17	1, 5
3	33	1, 6
4	49	1, 5, 6
5	65	1, 7
6	81	1, 5, 7
7	97	1, 6, 7
8	113	1, 5, 6, 7
9	129	1, 8
10	145	1, 5, 8
11	161	1, 6, 8
12	177	1, 5, 6, 8
13	193	1, 7, 8

14	209	1, 5, 7, 8
15	225	1, 6, 7, 8
16	241	1, 5, 6, 7, 8
17	257	1, 9
18	273	1, 5, 9
19	289	1, 6, 9
20	305	1, 5, 6, 9
21	321	1, 7, 9
22	337	1, 5, 7, 9
23	353	1, 6, 7, 9

Please refer to your individual fixture's manual for DMX addressing instructions. The table above refers to a standard 9 dipswitch binary configurable device.

WHEEL ASSIGNMENT

Because not all intelligent lighting fixtures are alike or share the same control attributes, the DMX-240A allows the user to assign the wheel the correct pan and tilt channel for every individual fixture including 16-bit channel assignments. It also allows the user to re-assign physical faders to fixture DMX channels so that the user can combine or unify control of similar or the same attributes across different types of fixtures.

Action:

1. press and hold the PROGRAM button until the led blinks
2. Press and hold the FINE & MODE buttons together
3. times to access the channel assignment mode. The assigned led will light. The wheel can be reassigned to output on a different dmx channel.

4. press a SCANNER button that represents the fixture you would like to set the pan & tilt
5. Use the BACKUP/DOWN buttons to select pan/tilt

Notes:

All wheels can be reassigned to output on a different DMX channel.

Press AUTO/DE L&MODE buttons together to delete the channel assignment mode.

Action:

6. Press the TAP/DISPLAY button to switch pages
7. Press and hold the MODE button, then press the SCENES buttons to select the All LEDs will blink.
8. Press and hold the FINE & MODE buttons to exit

Notes:

You can re-assign the DMX channel to all controller fader channels.

Review wheel assignment or reverse

Action: (Reverse Review)

1. Press and hold the FINE & MODE buttons together to access the wheel assignment mode
2. press a SCANNER button to select a scanner
3. Press and hold FINE & MODE buttons together (2.) times to exit

Action: (wheel assignment Review)

1. Press and hold FINE & mode buttons together (2) times to access the channel reverse mode
2. press a SCANNER button to select a scanner
3. Press and hold the FINE & MODE buttons to exit

COPY SCANNER

Example: Copying Scanner 1 into Scanner 2

Action:

1. Press and hold SCANNER button # 1.
2. While holding button# 1 press SCANNER button # 2.
3. Release SCANNER button # 1 first before releasing SCANNER button # 2.
4. All SCANNER LED indicators will flash to confirm the successful copy.

Notes:

To save time, you can copy the settings of one Scanner button to another.

REVERSE CHANNEL OUTPUT

Action:

1. press and hold the PROGRAM button until the led blinks
2. Press and hold the FINE & MODE buttons together to access the channel assignment mode, then press the SCANNER button

3. Use the Backup/Down buttons to select pan/tilt
4. Press the TAP/DISPLAY button to switch between pages
5. press and hold the MODE button, then press the SCENES buttons to select the DMX channel. All LEDs will blink.
6. Press and hold FINE & MODE buttons (2) times to exit

Notes:

You can permanently reverse the output of any given channel on the controller.
Press AUTO/DEL&MODE buttons together to delete the reverse channel.

FADE TIME ASSIGN

You can choose whether the board's fade time during scene execution is implemented broadly to all output channels or only to the Pan & Tilt movement channels. This is relevant because often you will want gobos and colors to change quickly while not affecting the movement of the light.

Action:

1. Turn OFF the controller.
2. Hold the MODE and TAP DISPLAY buttons simultaneously.
3. Turn ON the controller.
4. Press the TAP DISPLAY button to toggle between the two modes. Either ALL CH (all channels) or ONLY X/Y (Pan & Tilt only)
5. Press MODE and TAP DISPLAY to save settings. All LEDs will blink to confirm.

Notes:

ALL CH: All channels ONLY X/Y: Only Pan & Tilt

Operation**MANUAL MODE**

The manual mode allows direct control of all scanners. You are able to move them and change attributes by using the channel faders and wheel.

Action:

1. Press the AUTO DEL button repeatedly until the MANUAL LED is lit.
2. Select a SCANNER button.
3. Move wheel and faders to change fixture attributes. PAGE/SELECT A/8 button:

Use to switch between fader control of (A: Ch 1-8), (B: Ch 9-16)

TAP DISPLAY button:

Press to toggle the output indicator on the LCD display between DMX values (0-255) and percentage (0-100)

Notes:

All changes made while in Manual Mode are temporary and will not be recorded

REVIEW SCENE OR CHASE

This instruction assumes that you have already recorded scenes and chases on the controller. Otherwise, skip the section and go to programming.

Action: (SCENE Review)

1. Select any one of the 30 banks by pressing the BANK UP/DOWN buttons.
2. Select a SCENE button (1-8) to review.
3. Move wheel and faders to change fixture attributes.

Action: (CHASE Review)

1. Press any one of the 6 CHASE buttons.
2. Press the TAP DISPLAY button to view the step number on the display.
3. Press the BANK UP/DOWN buttons to review all scenes in the chase.

Notes:

Make sure you are still in MANUAL Mode.

Programming

A program (bank) is a sequence of different scenes (or steps) that will be called up one after another. In the DMX-240A 30 programs can be created of 8 scenes in each.

ENTERING PROGRAM MODE

1. Press the Program button until the LED blinks.

CREATE A SCENE

A scene is a static lighting state. Scenes are stored in banks. There are 30 bank memories on the controller and each bank can hold 8 scene memories. The DMX-240A can save 240 scenes total.

Action:

1. Press the PROGRAM button until the LED blinks.
2. Position SPEED and FADE TIME sliders all the way down.
3. Select the SCANNERS you wish to include in your scene.
4. Compose a look by moving the sliders and wheel.
5. Tap the MIDI/REG button.
6. Choose a BANK (01-30) to change if necessary.
7. Select a SCENES button to store.
8. Repeat steps 3 through 7 as necessary. 8 scenes can be recorded in a Program.
9. To exit program mode, hold the PROGRAM button.

Notes:

Deselect Blackout if LED is lit.

You can select more than one fixture.

You can access channels 9~16 by pressing the Page Select button. This is necessary for fixtures that use more than 8 channels of control.

There are 8 scenes available in every bank.

All LEDs will flash to confirm. The LED display will now indicate the Scene number and Bank number used.

Tip! Press the FINE button, activate the joystick or slider by moving it then use the Bank Up/Down buttons to change values in increments of „1”.

Shortcut: Press [PROGRAM]+ [SCANNERS] Adjust [Faders & Wheel]+[BANK] +[SCENE] +Press [PROGRAM] to store.

RUNNING A PROGRAM

Action:

1. Use BANK UP/DOWN buttons to change Program banks if necessary.
2. Press the AUTO DEL button repeatedly until the AUTO LED turns on.
3. Adjust the PROGRAM speed via the SPEED fader and the loop rate via the FADE TIME fader.
4. Alternatively, you can tap the TAP DISPLAY button twice. The time between two taps sets the time between SCENES (up to 10 minutes).

Notes:

Deselect Blackout if LED is lit.

Also called a Tap-Sync.

CHECK PROGRAM

Action:

1. Press and hold the PROGRAM button until the LED blinks.
2. Use the BANK UP/DOWN buttons to select the PROGRAM bank to review.
3. Press the SCENES buttons to review each scene individually.

EDITING A PROGRAM

scenes will need to be modified manually.

Action:

1. Press and hold the PROGRAM button until the LED blinks.
2. Use BANK UP/DOWN buttons to change Program banks if necessary.
3. Select the desired fixture via the SCANNERS button.
4. Adjust and change fixture attributes using the channel faders and wheel.
5. Press the MIDI/REC button to prepare the save.
6. Select the desired SCENES button to save.

Notes:

Deselect Blackout if LED is lit.

COPY A PROGRAM

Action:

1. Press and hold the PROGRAM button until the LED blinks.
2. Use BANK UP/DOWN buttons to select the PROGRAM bank you will copy.
3. Press the MIDI/REC button to prepare the copy.

4. Use BANK UP/DOWN buttons to select the destination PROGRAM bank.
5. Press the MUSIC BANK COPY button to execute the copy. All LEDs on the controller will blink.

Notes:

All 8 scenes in a Program bank will be copied.

Chase Programming

A chase is created by using previously created scenes. Scenes become steps in a chase and can be arranged in any order you choose. It is highly recommended that prior to programming chases for the first time; you delete all chases from memory. See „Delete All Chases” for instructions.

CREATE A CHASE

A Chase can contain 240 scenes as steps.

The terms steps and scenes are used interchangeably.

Action:

1. Press the PROGRAM button until the LED blinks.
2. Press the CHASE (1-6) button you wish to program.
3. Change BANK if necessary to locate a scene.
4. Select the SCENE to insert.
5. Tap the MIDI/REC button to store.
6. Repeat steps 3-5 to add additional steps in the chase. Up to 240 steps can be recorded.
7. Press and hold the PROGRAM button to save the chase.

RUNNING A CHASE**Action:**

1. Press a CHASE button then press the AUTO DEL button.
2. Adjust the Chase speed by tapping the TAP DISPLAY button twice at a rate of your choosing.

Notes:

The time between 2 taps will set the chase speed (up to 10 minutes)

CHECKING A CHASE**Action:**

1. Press and hold the PROGRAM button until the LED is lit.
2. Select the desired CHASE button.
3. Press the TAP DISPLAY button to switch the LCD display to steps.
4. Review each scene/step individually by using the BANK UP/DOWN buttons.

EDIT CHASE (COPY BANK INTO CHASE)**Action:**

1. Press and hold the PROGRAM button to enter programming mode.

2. Press the desired CHASE button.
3. Select the BANK to be copied using the BANK UP/DOWN buttons.
4. Press the MUSIC/BANK COPY button to prepare the copy.
5. Press the MIDI/REC button to copy the bank. All LEDs will blink.

EDIT CHASE (COPY SCENE INTO CHASE)

Action:

1. Press and hold the PROGRAM button to enter programming mode.
2. Press the desired CHASE button.
3. Select the BANK that contains the scene to be copied using the BANK UP/DOWN buttons.
4. Press the SCENE button that corresponds to the scene to be copied.
5. Press the MIDI/REG button to copy the scene. All LEDs will blink.

EDIT CHASE (INSERT SCENE INTO A CHASE)

Action:

1. Press and hold the PROGRAM button to enter programming mode.
2. Press the desired CHASE button.
3. Press the TAP DISPLAY to switch the LCD display to steps view.
4. Use the BANK UP/DOWN buttons to navigate steps and locate the insert point of the new scene.
The display will read the step number.
5. Press the MIDI/REC button to prepare the insert.
6. Use the BANK UP/DOWN button to locate the SCENE.
7. Press the SCENE button that corresponds to the scene to be inserted.
8. Press MIDI/REC button to insert the scene. All LEDs will blink.

Notes:

I.e. To insert a scene between Steps 05 and 06 navigate using BANK buttons until the display reads STEP05.

DELETE A SCENE IN A CHASE

Action:

1. Press and hold the PROGRAM button to enter programming mode.
2. Press the desired CHASE button that contains the scene to be deleted.
3. Press the TAP DISPLAY button to switch the LCD display to steps.
4. Select the scene/step to be deleted using the BANK UP/DOWN buttons.
5. Press the AUTO DEL button to delete the step/scene. All LEDs will blink.

DELETE A CHASE

Action:

1. Press and hold the PROGRAM button to enter programming mode.
2. Press the CHASE button (1-6) to be deleted.
3. Press and hold the AUTO DEL button and the respective CHASE button to delete the chase. All LEDs will

blink.

DELETE ALL CHASE PROGRAMS

CAUTION! This procedure will result in irrevocable loss of chase step memory. The individual scenes and program banks will be preserved.

Action:

1. Turn OFF the controller.
2. Press and hold the BANK DOWN button and the AUTO DEL button while turning ON the controller.
3. All LEDs will blink.

Scene Programming (Steps)

INSERT A SCENE

Action:

1. Press and hold the PROGRAM button to enter programming mode.
2. Press the desired CHASE button.
3. Press the TAP DISPLAY to switch the LCD display to steps view.
4. Use the BANK UP/DOWN buttons to navigate steps and locate the insert point of the new scene.
The display will read the step number.
5. Press the MIDI/REC button to prepare the insert.
6. Use the BANK UP/DOWN button to locate the SCENE.
7. Press the SCENE button that corresponds to the scene to be inserted.
8. Press the MIDI/REC button to insert the scene. All LEDs will blink.

Notes:

- 1.e. To insert a scene between Steps 05 and 06 navigate using BANK buttons until the display reads STEP05.

COPY A SCENE

Action:

1. Press and hold the PROGRAM button to enter programming mode.
2. Select the BANK that contains the scene to be copied using the BANK UP/DOWN buttons.
3. Press the SCENE button that corresponds to the scene to be copied.
4. Press the MIDI/REG button to copy the scene.
5. Select the destination BANK that contains the scene memory to record onto using the BANK UP/DOWN buttons.
6. Press the desired SCENE button to complete the copy. All LEDs will blink.

DELETE A SCENE

Action:

1. Press and hold the PROGRAM button to enter programming mode.
2. Select the BANK that contains the scene to be deleted by using the BANK UP/DOWN buttons.

3. Press and hold the AUTO DEL button.
4. Press the SCENE button that corresponds to the scene you want to delete. All LEDs will blink.

Notes:

When deleting a scene the physical location is not removed, however, all 192 DMX channels available to the scene will be set to value 0.

DELETE ALL SCENES

Action:

1. Press and hold the PROGRAM button and the BANK DOWN button while turning off the power to the controller.
2. Turn the controller back on.

Notes:

CAUTION!

This process is irreversible. All scenes with data will be set to 0.

Playback

RUNNING IN SOUND-MODE

Action:

1. Press the MUSIC BANK COPY button until the MUSIC LED turns on.
2. Select the program BANK to run in sound active mode using the BANK UP/DOWN buttons.
3. Alternatively, you can press a single CHASE button (1~6) or several CHASE buttons in sequence and all selected chases will loop in the order selected.
4. You can adjust the duration time using the FADE TIME fader.

Notes:

In the Sound mode, programs will be triggered by the sound using its built-in microphone. Multiple chases selected will loop and run in the order originally selected.

RUNNING IN AUTO-MODE

Action:

1. Press the AUTO DEL button until the AUTO LED turns on.
2. If a CHASE button is not pressed the controller will automatically run a BANK program.
3. Change BANK programs by using BANK UP/DOWN buttons.
4. Alternatively, you can press a single CHASE button (1~6) or several CHASE buttons in sequence and all selected chases will loop in the order selected.
5. You can adjust the time between steps by moving the SPEED fader and the duration of the step by moving the FADE TIME fader.

Notes:

In the Auto mode, programs will be triggered by controllers' fade and speed time as set on the faders. Multiple chases selected will loop and run in the order originally selected.

RUN MULTIPLE CHASES

SIMULTANEOUSLY

Action:

1. Press and hold the AUTO DEL button.
2. While holding down AUTO DEL, in succession press and release each CHASE you would like to run simultaneously.

Notes:

IMPORTANT! To avoid conflict between scenes running simultaneously that control the same fixture attributes consider creating individual color and gobo chases.

BLACKOUT

The Blackout button brings all lighting output to 0 or off.

Midi Operation

The controller will only respond to MIDI commands on the MIDI channel which is set to a full stop. All MIDI control is performed using Note on commands. All other MIDI instructions are ignored. To stop a chase, send the blackout on the note.

Action:

1. Press and hold the MIDI/REC button for about 3 seconds.
2. Select the MIDI control channel (1~16) via the BANK UP/DOWN buttons to set.
3. Press and hold the MIDI/REC button for 3 seconds to save settings.
4. To release MIDI control, press any other button except the BANK buttons during step 2.

Notes:

This is the Channel where the controller will receive MIDI note commands.

MIDI NOTE	FUNCTION (TURN ON/OFF)
00 to 07	Scenes 1-8 in BANK 1
08 to 15	Scenes 1-8 in BANK 2
16 to 23	Scenes 1-8 in BANK 3
24 to 31	Scenes 1-8 in BANK 4
32 to 39	Scenes 1-8 in BANK 5

40 to 47	Scenes 1-8 in BANK 6
48 to 55	Scenes 1-8 in BANK 7
56 to 63	Scenes 1-8 in BANK 8
64 to 71	Scenes 1-8 in BANK 9
72 to 79	Scenes 1-8 in BANK 10
80 to 87	Scenes 1-8 in BANK 11
88 to 95	Scenes 1-8 in BANK 12
96 to 103	Scenes 1-8 in BANK 13
104 to 111	Scenes 1-8 in BANK 14
112 to 119	Scenes 1-8 in BANK 15
120	Chase 1
121	Chase 2
122	Chase 3
123	Chase 4
124	Chase 5
125	Chase 6
126	BLACKOUT

Data Transfer

It is possible to transfer the programs stored in one DMX-240A controller to another. Connect from the DMX output of the programmed controller to the DMX input of the other.

Action:

1. Source unit: Turn unit Off, press and hold SCANNER buttons 2, 3, and SCENE button 1 then turns unit back On.
2. Destination unit: Turn unit Off, press and hold SCANNER buttons 8, 9, and SCENE button 2 then turn unit back On.
3. Both units are now ready to transmit and receive. Press SCENE buttons 7 & 8 simultaneously on the Source unit to begin transmission.

Notes:

The display should show TRANSMIT, this indicates it is ready to transmit data. The display should show RECEIVE, this indicates it is ready to receive data transmission.

DMX Address Quick Reference Chart																			
Dip Switch Position																			
DMX DIP SWITCH SET 0=OFF 1=ON X=OFF or ON					#9	0	0	0	0	0	0	0	0	0	1	1	1	1	1
					#8	0	0	0	0	1	1	1	1	0	0	0	0	1	1
					#7	0	0	1	1	0	0	1	1	0	0	1	1	0	0
					#6	0	1	0	1	0	1	0	1	0	1	0	1	0	1
#1	#2	#3	#4	#5															
0	0	0	0	0			32	64	96	128	160	192	224	256	288	320	352	384	416
1	0	0	0	0	1	33	65	97	129	161	193	225	257	289	321	353	385	417	449
0	1	0	0	0	2	34	66	98	130	162	194	226	258	290	322	354	386	418	450
1	1	0	0	0	3	35	67	99	131	163	195	227	259	291	323	355	387	419	451
0	0	1	0	0	4	36	68	100	132	164	196	228	260	292	324	356	388	420	452

1	0	1	0	0
0	1	1	0	0
1	1	1	0	0
0	0	0	1	0
1	0	0	1	0
0	1	0	1	0
1	1	0	1	0
0	0	1	1	0
1	0	1	1	0
0	1	1	1	0
1	1	1	1	0
0	0	0	0	1
1	0	0	0	1
0	1	0	0	1
1	1	0	0	1
0	0	1	0	1
1	0	1	0	1

5	37	69	10 1	13 3	16 5	19 7	22 9	26 1	29 3	32 5	35 7	38 9	42 1	45 3	48 5
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<div data-bbox="132 103 180 123"><small>Don't Board Without Board!</small></div> <div data-bbox="260 103 284 129"></div> <div data-bbox="132 172 284 250"></div> <div data-bbox="164 266 250 286"><small>384A DMX CONTROLLER 384A 2019</small></div> <div data-bbox="196 304 220 315"><small>100000</small></div>	<div data-bbox="317 172 1046 241"><p>FLASH F9000383 384A DMX Controller [pdf] User Manual F9000383, 384A DMX Controller</p></div>
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