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LEDJ326 Scene Director 48 Dimmer Console

LEDJ326 Scene Director 48 Dimmer Console User Manual

Contents

LEDJ

LEDJ326 Scene Director 48 Dimmer Console

Product Information

- **Product Name:** Scene Director 48 Dimmer Console
- **Order Code:** LEDJ326

Specifications

- **Power Supply:** 9-12V DC 500mA (adapter included)
- **Dimensions (H x W x D):** 110 x 712 x 268mm
- **Weight:** 6.6kg

Product Usage Instructions

Safety Advice

WARNING: For your own safety, please read the user manual carefully before initial start-up.

CAUTION: Keep the equipment away from rain, moisture, and liquids.

IMPORTANT: The manufacturer will not accept liability for damages caused by non-observance of the manual or unauthorized modifications.

Operating Determinations
If the equipment is not operated as described in the manual, it may lead to damage and void the warranty. Incorrect operation can result in dangers like short-circuits, burns, and electric shocks. Ensure correct installation and usage to prevent harm to individuals and property.

FAQ

- **Q: What is the power supply requirement for the Scene Director 48 Dimmer Console?**
  A: The power supply required is 9-12V DC with a minimum of 500mA, and the adapter is included.

- **Q: What are the dimensions of the Scene Director 48 Dimmer Console?**

  A: The dimensions of the console are 110mm (height) x 712mm (width) x 268mm (depth).

- **Q: Is there a warranty for the product?**

  A: Yes, there is a warranty; however, it may become void if the equipment is not operated as per the instructions in the manual.

Scene Director 48
Dimmer Console
User Manual
Order code: LEDJ326

WARNING
FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY BEFORE YOUR INITIAL START-UP!

- Before your initial start-up, please make sure that there is no damage caused during transportation.
- Should there be any damage, consult your dealer and do not use the equipment.
- To maintain the equipment in good working condition and to ensure safe operation, it is necessary for the user to follow the safety instructions and warning notes written in this manual.
- Please note that damages caused by user modifications to this equipment are not subject to warranty.

CAUTION!
KEEP THIS EQUIPMENT AWAY FROM RAIN, MOISTURE AND LIQUIDS

CAUTION!
TAKE CARE USING THIS EQUIPMENT!
HIGH VOLTAGE-RISK OF ELECTRIC SHOCK!!

IMPORTANT
The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorised modification to the equipment.

- Never let the power cable come into contact with other cables. Handle the power cable and all mains voltage connections with particular caution!
- Never remove warning or informative labels from the unit.
- Do not open the equipment and do not modify the unit.
- Do not connect this equipment to a dimmer pack.
- Do not switch the equipment on and off in short intervals, as this will reduce the system's life.
- Only use the equipment indoors.
- Do not expose to flammable sources, liquids or gases.
- Always disconnect the power from the mains when equipment is not in use or before cleaning! Only handle the power-cable by the plug. Never pull out the plug by pulling the power-cable.
- Make sure that the available mains supply voltage is between 100~240V AC, 50/60Hz.
- Make sure that the power cable is never crimped or damaged. Check the equipment and the power cable periodically.
- If the equipment is dropped or damaged, disconnect the mains power supply immediately and have a qualified engineer inspect the equipment before operating again.

- If the equipment has been exposed to drastic temperature fluctuation (e.g. after transportation), do not connect power or switch it on immediately.
- The arising condensation might damage the equipment. Leave the equipment switched off until it has reached room temperature.
- If your product fails to function correctly, stop use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Prolight dealer for service.
- Only use fuses of same type and rating.
- Repairs, servicing and power connection must only be carried out by a qualified technician. THIS UNIT CONTAINS NO USER SERVICEABLE PARTS.
- This fixture is for professional use only – it is not designed for or suitable for household use. The product must be installed by a qualified technician in accordance with local territory regulations. The safety of the installation is the responsibility of the installer. The fixture presents risks of severe injury or death due to fire hazards, electric shock and falls.
- **WARRANTY**: One year from date of purchase.

OPERATING DETERMINATIONS

If this equipment is operated in any other way, than those described in this manual, the product may suffer damage and the warranty becomes void. Incorrect operation may lead to danger e.g: short-circuit, burns and electric shocks etc.
Do not endanger your own safety and the safety of others!
Incorrect installation or use can cause serious damage to people and/or property.

## Product overview & technical specifications

Scene Director 48 Dimmer Console

The Scene Director 48 dimmer console from LEDJ allows up to 4,600 programmable scenes and 96 programmable chases (all password protected) and up to 1,000 scenes per chase, you can rest easy that your unique set-up is kept secure while it runs 12 chases simultaneously. The 24 bottom faders can be assigned to programmed chases, allowing control over separate channels in addition to programmed scenes and chases. The speed can be adjusted via the speed fader and a tap sync button. The Scene Director also incorporates an audio input and built-in microphone, allowing sound-to-light control. Also on-board are two master faders, a black-out button and an easy-to-read LED display.

- 48 channel dimming console
- Two scene operation (A/B faders)
- 4,600 programmable, password protected scenes
- 96 programmable, password protected chases (stacks)
- Up to 1,000 scenes (steps) per chase
- 24 x 4 pages (96 chases in total)
- Supplied with a selection of pre-programmed chases to use or edit
- Blind and dark functions
- Individual and multiple chase operations
- 48 individual channel faders
- 48 flash buttons
- Tap Sync button for chase speed / fade override
- Speed and fade control
- Full on button for 100% output on all 48 channels
- LED display
- Sound-to-light control via built-in microphone or audio input on the rear panel
- Audio level fader
- Midi in, out and thru connectors

Specifications	Scene Director 48
Power supply	9-12V DC 500mA (adaptor included)
Dimensions (H x W x D)	110 x 712 x 268mm
Weight	6.6kg
Order code	LEDJ326

Technical specifications
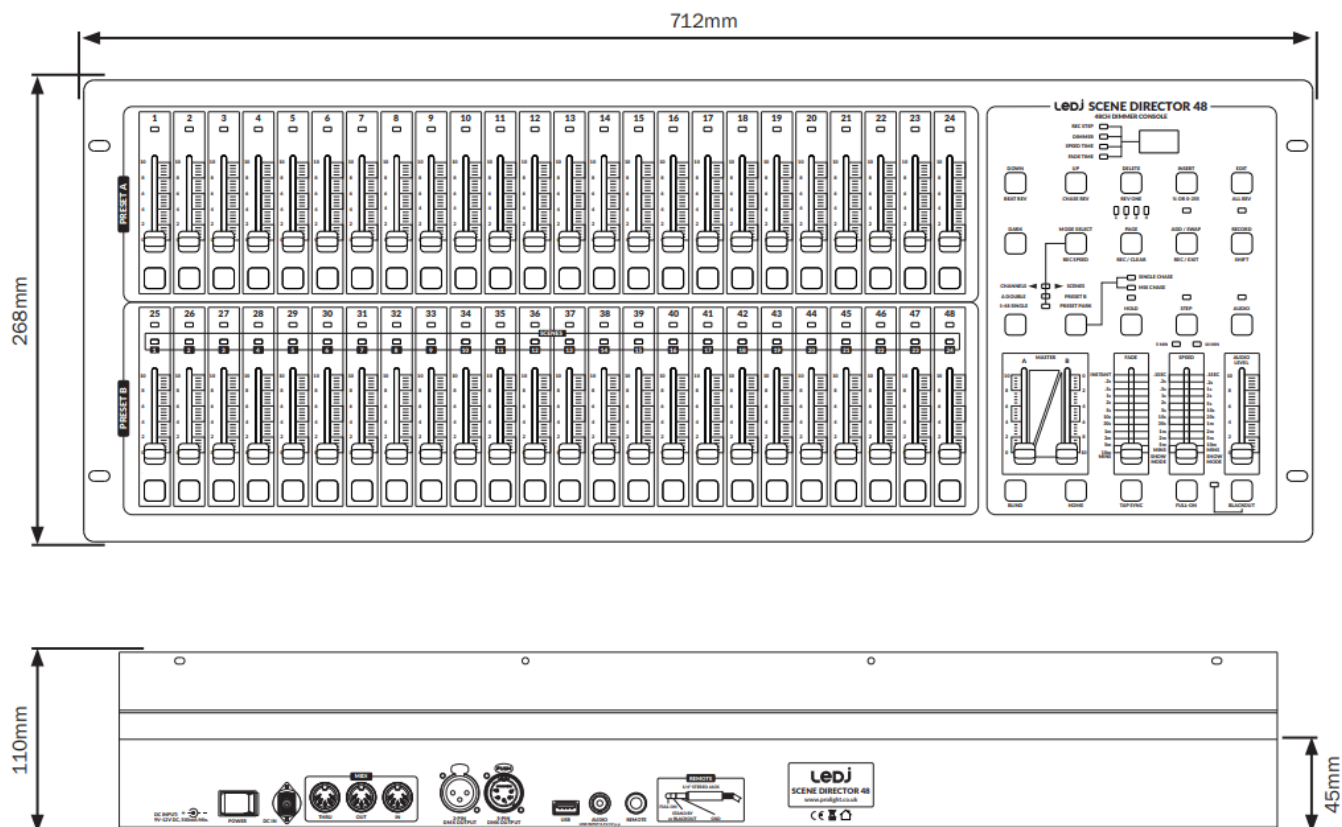
1. Power on/off switch

2. DC power input

3. Midi thru

4. Midi out

5. Midi in

6. 3-Pin DMX output

7. 3-Pin DMX output

8. USB input

9. Audio input

10. Remote input
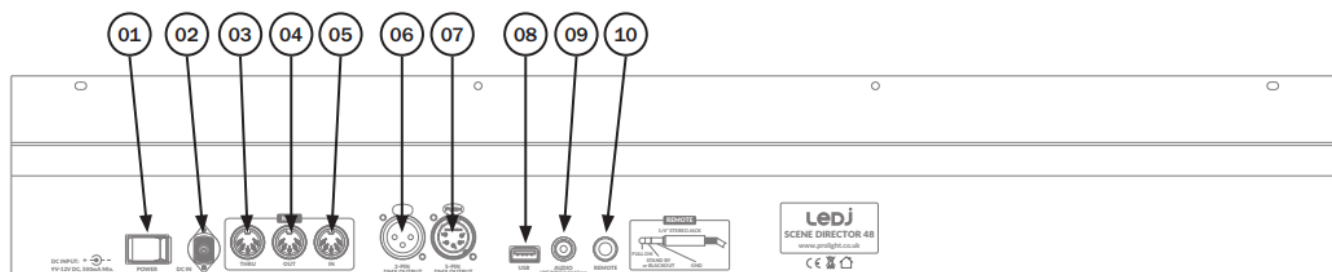
In the box:

- 1 x controller and
- 1 x power adaptor

Operating instructions

Controls and functions

1. **Preset 'A' LED indicators**

   The LED shows the intensity of the channel selected from 1 to 24.

2. **Channel faders from 1 to 24**

   These faders are used to set the intensity of channels 1 to 24 and also used in programme mode for the same purpose.

3. **Instant flash buttons channels 1 to 24.**

   These buttons are used to instantly bring the selected channel to full output.

4. **Preset 'B' LED indicators.**

   The LED shows the intensity of the channel selected from 25 to 48.

5. **Scene/chase LED indicators**

   The LED will illuminate when a scene or a chase is selected.

6. **Channel faders from 25 to 48**

   These faders are used to set the intensity of channels 25 to 48.

7. **Instant flash buttons channels 25 to 48**

   These buttons are used to instantly bring the selected channel to full output.

8. **Master fader A**

   This is the master fader A to control the output in the following way:
   - When mode select is in A double/preset B mode this fader will fade channels 1 to 24.
   - When mode select is in 1 to 48 mode this fader will control channels 1 to 48.

9. **BLIND**

   When playing a chase if you hold down the 'BLIND' button and at the same time press the 'FLASH' button of the scene you wish to skip then the program will continue to play but will miss the scene you have selected.

10. **Master fader B**

    This is the master fader B to control the output in the following way:
    - When mode select is set to CHANNELS/SCENES this fader will control channels 1 to 24.
    - When mode select is set to A double this fader will still control channels 1 to 24.
    - When mode select is set to 1 to 48 the slider has no function.

11. **HOME button**

    This button reverses the effect of the 'BLIND' button by doing the same process as 'BLIND'.

12. **Fade**

    This fader is used to select the time it takes to fade from one scene to the next in a chase.

13. **TAP SYNC button**

    This button will set the chase speed when repeatedly tapped at a steady rhythm.

14. **Speed**

    This fader is used to set the speed of the chase when playing a program.

15. **FULL-ON button**

    When pressed this button will bring all 48 channels to full on and when released the Channels will revert to there original settings.

16. **Audio level**

    This fader is used to set the sensitivity of both the built-in microphone and the audio input on the rear panel.

17. **BLACKOUT button**

    When pressed the 'BLACKOUT' button will black out all channels of the controller and they will stay that way

until the button is pressed again.

18. **STEP button**

This button is used in edit mode to go to the next step in a chase.

19. **AUDIO button**

When pressed this button will activate the sound mode enabling chases to be triggered by Sound from either the built-in microphone or the audio input socket on the rear panel, both options use the audio level slider to control the sensitivity.

20. **HOLD button**

This button is used to halt a chase for as long as the button is pressed, when released the Chase will continue.

21. **Chase selection button**

This button is used to switch between 'SINGLE CHASE' or 'MIX CHASE' mode the adjacent LED will Show the current status.

22. **No function button**

This button currently has no operation and is reserved for further expansion of the controller.

23. **ADD/SWAP / REC/EXIT button**

- In 'ADD' mode, scenes or flash buttons can be activated.
- In 'SWAP mode, pressing a flash utton will disable any other scene or programme.
  'REC/EXIT' is used to quit edit mode.

24. **RECORD/SHIFT button**

'RECORD' is used to activate record mode or to program scene.

'SHIFT' is used to change the operation of buttons with multiple functions.

25. **PAGE / REC CLEAR button**

'PAGE' is used to select pages 1 to 4 for saving and recalling scenes/programs.

'REC/CLEAR' is used to delete recorded scenes. Press the 'REC/CLEAR' button while holding down the record button to delete recorded scenes.

26. **MODE SELECT / REC SPEED button**

In 'MODE SELECT' this button is used to scroll through three functions,

1. CHANNELS / SCENES
2. A DOUBLE / PRESET B
3. 1-48 SINGLE / PRESET PARK

In 'REC SPEED' this button is used to set the speed during recording.

27. **DARK button**

When pressed, this button will black out the overall output of the controller, the switch is a momentary switch as soon as the button is released the output of the controller will return to operation.

28. **EDIT / ALL REV button**

The 'EDIT' button is used when in program mode to enter Edit mode.

'ALL REV' this button is used when in program mode to change the chase direction of all stored programs.

29. **INSERT / % OR 0-255 button**

'INSERT' is used during the editing process to add new scenes into an existing program.

'% OR 0-255' this is used to change the display between percentage or DMX 0-255.

30. **Three digit LED display**

Used to indicate the status of all operations of the controller.

31. **DELETE / REV ONE button**

'DELETE' is used during program/edit mode to delete unwanted scenes or programs.

'REV ONE' is used during program/edit mode to reverse the direction of the chase selected.

32. **UP / CHASE REV button**

The 'UP' function is used when modifying a scene in edit mode.

The 'CHASE REV' function is used to reverse the flow direction of a selected chase when used in conjunction with the speed slider or audio input.

33. **DOWN / BEAT REV button**

This 'DOWN' button is used to lower the intensity of the channel during scene editing.

The 'BEAT REV' is to reverse the direction of a chase programme with a regular beat.
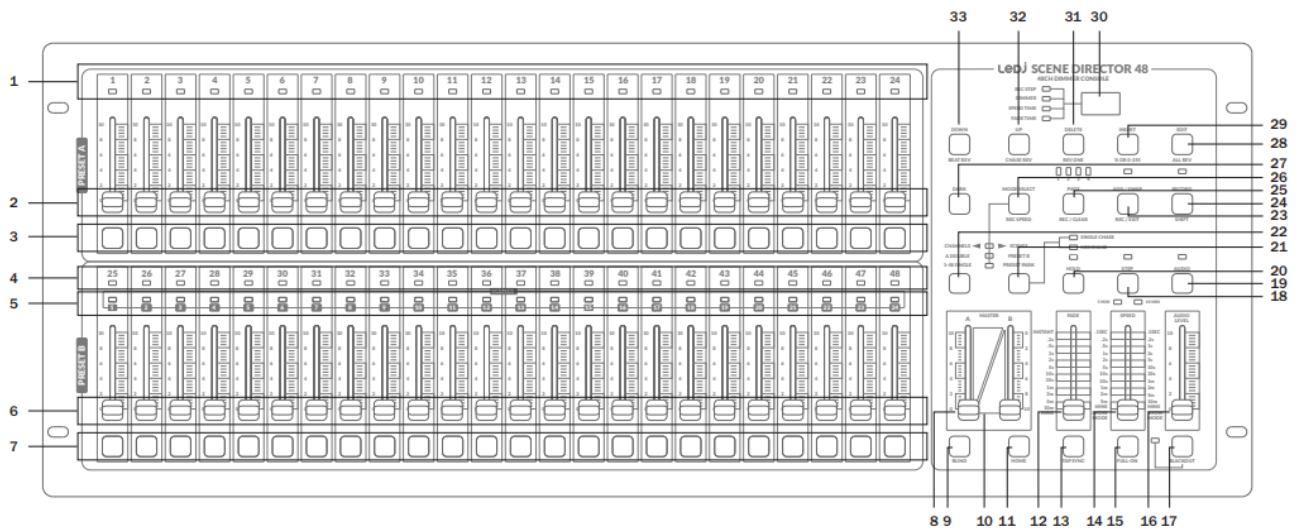
PROGRAMMING

A – Enabling programming

1. Keep 'RECORD' pressed.
2. While keeping 'RECORD' pressed, press the Flash buttons 1, 6, 6 and 8 in sequence.

   Note: When you turn on the unit for the first time, the record code is 1, 6, 6 and 8. You can change the code to protect your programmes.
3. Release 'RECORD'. The Record LED lights up.

   Now you can start programming.

B – Protecting programmes
To protect your programmes, you can change the Record code. To change the Record code, proceed as follows:

1. Activate the programming, see PROGRAMMING: A – Enabling programming.
2. Keep 'RECORD' and 'EDIT' pressed simultaneously.

   Note: The record code consists of a combination of four Flash buttons, this number may not be exceeded or fallen below.
3. While keeping 'RECORD' and 'EDIT' pressed, enter the new code using the flash buttons.
4. Release 'RECORD' and 'EDIT'. The display shows 'Cod'.
5. Keep 'RECORD' and 'EDIT' pressed simultaneously.
6. Re-enter the new Record code. All Channel and Scene LEDs flash three times.

The Record code is now changed.

Note: If you re-enter something other than the first time, the LEDs will not light up. This means that changing the Record code has failed.

WARNING! Always remember to exit the Record mode if you do not want to continue programming. If you forget this, you lose control of the device.

7. To quit the Record mode, press 'REC EXIT' while keeping 'RECORD' pressed.
8. Release both buttons. The LED of the 'RECORD' turns off. You have left the Record mode.

To cancel the process of changing the record code:

Press 'RECORD' and 'EXIT' simultaneously. The change process is cancelled.

C – Programming a scene

1. Activate the programming, see PROGRAMMING: A – Enabling programming.
   Note: Make sure the faders 'Master A&B' are both set to their maximum. ('MASTER A' is set to maximum when it is at the top. 'MASTER B' is set to maximum when it is at the bottom).
2. To select the mode '1-48 Single' , press 'MODE SELECT'. This gives you control over all 48 channels.
3. Create the desired scene using the channel faders 1-48. At 0 % or DMX 0, the faders should be in position 0, at 100 % or DMX 255, the faders should be in position 10.
4. To save the desired scene as a step, press 'RECORD'.
5. Repeat steps 3 and 4 until all desired steps have been stored.
   Note: You can store up to 1000 steps in memory.
6. Press 'PAGE' to select a page (1-4) where you save your scenes.
7. Keep 'RECORD' pressed and simultaneously press one of the 'FLASH' buttons between 25 and 48. All record LEDs flash once. The program is saved.
8. To exit programming mode, press 'Exit' and 'RECORD' simultaneously.

Example programme…
Programming a chase with 16 steps with channels 1-16 and storing a sequence to 'Flash 15' on Page 1.

1. Activate the programming, see point A – Enabling programming.
   Note: Make sure the faders 'Master A&B' are both set to their maximum. 'MASTER A' is set to maximum when it is at the top. 'MASTER B' is set to maximum when it is at the bottom).
2. To select the mode '1-48 Single' , press 'MODE SELECT'. This gives you control over all 48 channels.
3. Slide channel fader 1 to position 10.
   The LED lights up fully.
4. To save the desired scene as a step, press 'RECORD'.
5. Repeat steps 4 and 5 until all channels 1-16 have been programmed.
6. Press 'PAGE' until the LED at 'PAGE 1' is lit.
7. Press 'FLASH 15' while keeping 'RECORD' pressed.
   All record LEDs flash once. The program is saved.

EDITING
A – Programme editing

1. Activate the programming, see PROGRAMMING: A – Enabling programming.

2. Use 'PAGE' to select the page where the programme to be edited is stored.

3. Press 'MODE SELECT' to select 'CHANNELS/SCENES' .

4. Keep 'EDIT' pressed.

5. Press the respective 'FLASH' button.

6. Release 'EDIT' .

   The LED of the corresponding scene lights up, indicating that the device is in 'Edit' mode.

B – Deleting a programme

1. Activate the programming, see PROGRAMMING: A – Enabling programming.

2. Use 'PAGE' to select the page where the programme to be edited is stored.

3. Keep 'RECORD' and 'EDIT' pressed.

4. Press the respective 'FLASH' button.

5. Release the buttons. All LEDs light up.

   The programme is deleted.

C – Deleting all programmes

1. Activate the programming, see PROGRAMMING: A – Enabling programming.

2. Keep 'RECORD' pressed.

3. Press 'FLASH 1', 'FLASH 4', 'FLASH 2' and 'FLASH 3' successively. All LEDs light up. All programmes are deleted.

D – Deleting scenes

1. Activate the programming, see PROGRAMMING: A – Enabling programming.

2. Record one or multiple scenes.

3. If you are not satisfied with one or more scenes, press 'REC CLEAR' while keeping 'RECORD' pressed. All LEDs light up.

All scenes in the memory are deleted.

E – Deleting a single or multiple steps

1. Activate the programming, see PROGRAMMING: A – Enabling programming.

2. Keep 'EDIT' pressed and then simultaneously press the respective 'FLASH' button.

3. Press 'STEP' until you have reached the step you want to delete.

4. Press 'DELETE'. All LEDs light up.

   The step is deleted.

5. Repeat steps 2 and 3 to delete all unwanted steps.

6. Exit the mode. To do so, press 'REC EXIT' while keeping 'RECORD' pressed. The LED of the scene turns off.

   You have left the Edit mode.

Example for deleting a step…

Deleting the third step in the programme on 'FLASH' 15 on page 2.

1. Activate the programming, see point A – Enabling programming.
2. To select 'CHANNELS/SCENES' , press 'MODE SELECT'.
3. Press 'FLASH' while keeping 'EDIT' pressed. The LED of the corresponding scene lights up.
4. To get to the third step, press 'STEP'.
5. To delete this step, press 'DELETE'.
6. Exit the mode. To do so, press 'REC EXIT' while keeping 'RECORD' pressed. The LED of the scene turns off. You have left the Edit mode.

F – Adding one or multiple steps

1. Programme one or more steps you want to add.
2. Make sure you are in 'CHANNELS/SCENES' mode and activate the 'EDIT' mode.
3. Press 'STEP' press until you reach the step before which you want to insert a step.
4. Press 'INSERT' to add the step. All LEDs light up.
   The step is added.
5. Exit the Edit mode. To do so, press 'REC EXIT' while keeping 'RECORD' pressed.

G – Changing one or multiple steps

1. Activate the Edit mode.
2. To get to the step you want to change, press 'STEP'.
3. Keep 'UP' if you want to increase the intensity. Keep 'DOWN' if you want to decrease the intensity.
4. Press the 'FLASH' button of the corresponding DMX channel of the scene to be changed. While doing this, press and hold 'UP' or 'DOWN' pressed.
5. Press the respective 'FLASH' until you are satisfied with your new scene.
6. Repeat steps 2, 3, 4 and 5 until all steps have been edited.
7. Exit the Edit mode. To do so, press 'REC EXIT' while keeping 'RECORD' pressed.

OPERATION
A – Starting a programme

1. Press 'MODE SELECT' to select 'CHANNELS/SCENES' .
2. To call up the page where your desired programme is stored, press 'PAGE'.
3. Slide 'MASTER B' to position 10.
4. To initiate the programme, slide the corresponding channel fader (25-48) to position 10. Note: The 'fade time' of the programme depends on the setting on 'FADE'.
5. Use the channel fader to set the intensity of the corresponding programme.

B – Sound control

1. Use the built-in microphone or connect an external audio source via an RCA plug.
2. Select the desired programme.
3. Press 'AUDIO'. The LED lights up.

Audio mode is activated.

4. Use 'AUDIO LEVEL' to adjust the sensitivity.

5. To exit Audio mode, press 'AUDIO' again. The LED turns off.

   'Audio' mode is disabled.

C – Setting the programme speed with fader

1. Make sure that the Audio mode is disabled.

2. Select the desired programme.

3. Use 'FADE' to set the desired fade time.

4. Use 'SPEED' to set the desired speed.

D – Setting a standard beat
'Audio' mode is disabled

1. To select 'CHANNELS/SCENES' , press 'MODE SELECT'.

2. Select the desired programme.

3. You can adjust the speed by pressing 'TAP SYNC' twice.

E – Changing the speed mode between 5 and 10 minutes

1. Activate the programming, see PROGRAMMING: A – Enabling programming.

2. Keep 'RECORD' pressed and press 'FLASH 5' (5 minute mode) three times or 'FLASH 10' (10 minute mode).

3. '5MIN' or '10MIN' lights up, indicating which setting has been made.

4. Exit the mode. To do so, press 'REC EXIT' while keeping 'RECORD' pressed.

MIDI and DMX channel settings:
A – Setting MIDI IN

1. Activate the programming, see PROGRAMMING: A – Enabling programming.

2. Keep 'RECORD' pressed.

3. Press 'FLASH 1' in parallel three times. The display shows 'CHI' .

   The MIDI IN channel setup is now available.

4. To select 'MIDI OUT' to a channel 1 – 16, press 'FLASH 1-16'. The corresponding LED lights up.

B – Exiting MIDI settings

1. Keep 'RECORD' pressed.

2. Press 'REC EXIT'.

C – Receiving MIDI file

1. Activate the programming, see PROGRAMMING: A – Enabling programming.

2. Keep 'RECORD' pressed.

3. Press 'FLASH 3' three times. The display shows 'IN' .

The controller can now receive MIDI files.

Note: During the data exchange, no other functions are available. The functions are automatically available again as soon as the data exchange is complete.
Note: The data exchange is interrupted as soon as errors occur or the device is switched off.

D – Sending MIDI file

1. Activate the programming, see PROGRAMMING: A – Enabling programming.

2. Keep 'RECORD' pressed.

3. Press 'FLASH 4' three times. The display shows 'OUT' .

   The controller can now send MIDI files.

Note: During the data exchange, no other functions are available. The functions are automatically available again as soon as the data exchange is complete.
Note: The data exchange is interrupted as soon as errors occur or the device is switched off.

E – Implementation
During the reception and transmission of MIDI files, all automatically running MIDI scenes and channels are stopped for 10 minutes .
While receiving and sending MIDI data, the device automatically searches for or sends an ID of 55H(85), a file named DC1224 with the addition BIN(SPACE).
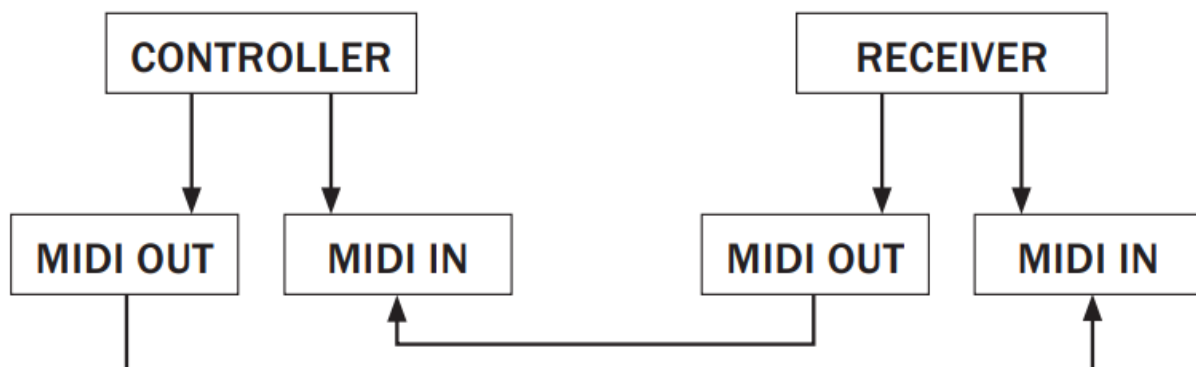Data can be transferred to another device or to a MIDI device.
There are two different ways to transfer data.

Open loop mode
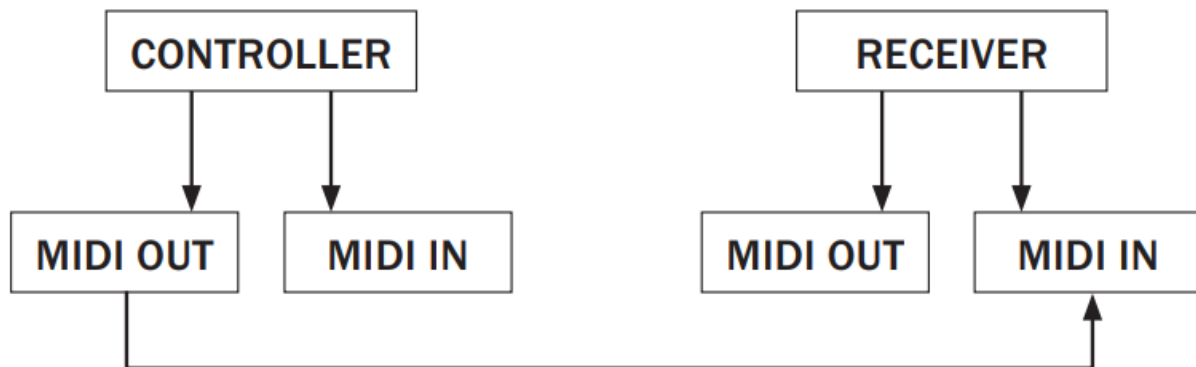
Close loop mode

The controller sends and receives Note On and Note Off data via the 'Flash' buttons.

Note number	Touch velocity	Functions
22-69	Programme master	Turns programmes 1-48 on or off
70-93	Channel intensity	Activates channel 1-2
94		Full on
95		Dark
96		Hold
97		Turns audio on or off
98		CHANNELS / SCENES
99		'Double preset' mode
100		'Single preset' mode
101		Step
102		Blackout

F – DMX channel settings

1. Activate the programming, see PROGRAMMING: A – Enabling programming.
2. Keep 'RECORD' pressed.
3. To do so, press 'FLASH 8' three times. The display shows the current DMX channel.
4. Use 'UP' and 'DOWN' to select a DMX channel between 1-512.
5. Then press the desired 'FLASH' button between 1-48. The selected DMX channel is assigned to the console
6. If you press 'FULL ON' the highest value '255' is output on the current DMX channel. All 'FLASH' LEDs light up.
7. If you press 'BLACK OUT' the lowest value '000' is output on the current DMX channel. All 'FLASH' LEDs turn off.
8. To quit the Setup mode, keep 'RECORD' pressed and additionally press 'EXIT'.

G – Deleting the DMX channel settings

1. Activate the programming, see PROGRAMMING: A – Enabling programming.
2. Keep 'RECORD' pressed.
3. Press 'FLASH 7' three times. All DMX channel settings will be deleted and reset to factory settings.

H – Calling up 12 pre-programmed programmes

1. Activate the programming, see PROGRAMMING: A – Enabling programming.
2. Keep 'RECORD' pressed.
3. Successively press 'FLASH 6', 'FLASH 6', 'FLASH 8' and 'FLASH 8'. 12 preprogrammed programmes are loaded to 'PAGE 1' , all other programs are deleted.

Quick Start Guide for the main functions:

- **A – Reversing scene direction**

  To reverse the direction of all scenes:
    - Press 'ALL REV'.

      All scenes change their direction.
    - To reverse the chase direction of all programmes using the speed control: Press 'CHASE REV'.
    - To reverse the chase direction of all programmes with standard beat: Press 'BEAT REV'.
- To reverse the chase direction of a particular programme:
    1. Keep 'REC ONE' pressed.
    2. Additionally press the 'FLASH' button of the corresponding programme.
    3. Release both buttons simultaneously.

- **B – Setting Fade time**

  The time setting determines how long the dimmer will take to get from minimum to maximum output. 'Fade Time' can be set via 'FADE TIME' . Adjustable from 'immediately' up to 10 minutes.

- **C – Using TAP SYNC**

  'TAP SYNC' is used to set and synchronize the chase rate (the speed of the chases) by pressing it several times. Chase speed is set by the interval of the last two keystrokes. The LED flashes at the new speed. The chase rate can be set at any time, whether a programme is set or not.

  'TAP SYNC' overwrites all previously made speed controller settings until it is moved again. This also applies to preset standard beat.

- **D – Using MASTER fader**

  'MASTER' allows proportional control over all channels and scenes except the 'FLASH' buttons.

  For example:

  If the master fader is in the zero position, the output will also be zero, unless 'FLASH' or 'FULL ON' is used. If the master fader is set to 50 % , also the channel output will be 50 % , unless 'FLASH' or 'FULL ON' is used. When the master fader is in its highest position, all device settings can be used.

E – Selecting 'Single' mode.
All programmes run sequentially and start at the lowest number.
The number of the currently running programme is shown in the display.
All programmes are controlled with the same speed controller.

1. To select 'CHANNELS/SCENES' , press 'Mode Select'.
2. Press 'PARK' and use 'SINGLE' to select the 'Single Chase' mode. A red LED lights up.

F – 'Mix' mode
All programs run synchronously.
All programmes are controlled with the same speed controller or the speed of each programme can be controlled individually.

1. Press 'MODE SELECT' to select 'CHANNELS/SCENES' .
2. Press 'PARK' and use 'MIX CHASE' to select the 'Single Chase' mode. A red LED lights up.

G – Dimmer Display
The display is used to display the percentage or absolute DMX value. To switch between the percentage and

absolute display:

1. Keep 'SHIFT' pressed.
2. To switch between the percentage and absolute display, press '% OR 0-255'.

H – BLIND and HOME

'BLIND' temporarily removes a channel from a chase when it is playing, and allows you to manually control that chase.
To switch to Blind mode:

1. Keep 'BLIND' pressed and press the 'FLASH' button which is associated with the channel that is temporarily
   removed from the Chase.
2. To return to normal chase, keep 'HOME' pressed and press the respective 'FLASH' button.

I – PARK

If you are in 'CHANNELS/SCENES' mode, keep 'PARK' pressed to switch between 'Single and Mix' mode. When the device is in 'Double Preset' mode, press 'PARK' simultaneously together with 'MASTER B'.
In 'Single Preset mode', the current output can be recorded. Settings are made with 'MASTER B' .

J – ADD/SWAP

'ADD/SWAP' changes the mode of the Flash buttons. Normally, the Flash buttons are in 'Add' mode. Pressing 'FLASH' does not deactivate a scene, different scenes can run at the same time.
'SWAP' mode is activated by pressing 'ADD/SWAP', the LED above it lights up. By pressing 'FLASH', any other active scene or programme is disabled.
In 'SWAP' mode, the disabled programme is not stopped, but it can not be output.

K – Double Preset

1. To enter the 'A Double Preset' mode, press 'MODE SELECT'.
2. In this mode, channels 1-24 are controlled with both channel faders 1-24 and channel faders 25-48 .
3. With 'MASTER A' , faders 1-24, with 'MASTER B' faders 25-48 are controlled.

   In this mode, no scene can be recorded.

Example…

1. Change to the 'Double Preset' mode.
2. Set faders 1-6 to the highest position, as well as 19-24.
3. Set 'MASTER A' and 'MASTER B' to the same value. You now have a scene.

Setting the DMX address

The DMX mode enables the use of a universal DMX controller. Each fixture requires a "start address" from 1- 512. A fixture requiring one or more channels for control begins to read the data on the channel indicated by the start address. For example, a fixture that occupies or uses 7 channels of DMX and was addressed to start on DMX channel 100, would read data from channels: 100, 101, 102, 103, 104, 105 and 106. Choose a start address so that the channels used do not overlap. E.g. the next unit in the chain starts at 107.

- **DMX 512**

  DMX (Digital Multiplex) is a universal protocol used as a form of communication between intelligent fixtures and

  controllers. A DMX controller sends DMX data instructions form the controller to the fixture. DMX data is sent as

serial data that travels from fixture to fixture via the DATA "IN" and DATA "OUT" XLR terminals located on all DMX fixtures (most controllers only have a data "out" terminal).

- **DMX linking**

  DMX is a language allowing all makes and models of different manufactures to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant.

  To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned to a DMX address of 1 may be placed anywhere in a DMX line, at the beginning, at the end, or anywhere in the middle. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

DATA cable (DMX cable) requirements (for DMX operation)
This fixture can be controlled via DMX-512 protocol. The DMX address is set on the back of the unit. Your unit requires either a standard 3-pin or 5-pin XLR connector for data input/output, please check the fixtures specifications as to which your unit accepts.

Further DMX cables can be purchased from all good sound and lighting suppliers or Prolight Concepts dealers.

Please quote:

- 3-Pin: CABL10 – 2m CABL11 – 5m CABL12 – 10m
- 5-Pin: CABL185 – 2m CABL187 – 5m CABL188 – 10m

Also remember that DMX cable must be daisy chained and cannot be split.

Notice
Be sure to follow the diagrams below when making your own cables. Do not connect the cables shield conductor to the ground lug or allow the shield conductor to come in contact with the XLRs outer casing. Grounding the shield could cause a short circuit and erratic behaviour.

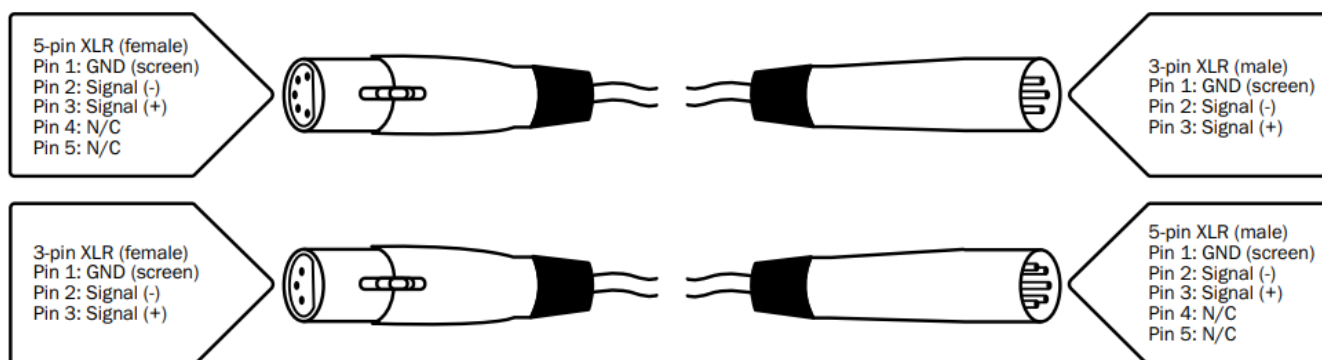| Pin Configuration	
3-Pin	5-Pin
Pin 1 – Ground	
Pin 2 – Negative	
Pin 3 – Positive	
–	Pin 4 – N/C
–	Pin 5 – N/C
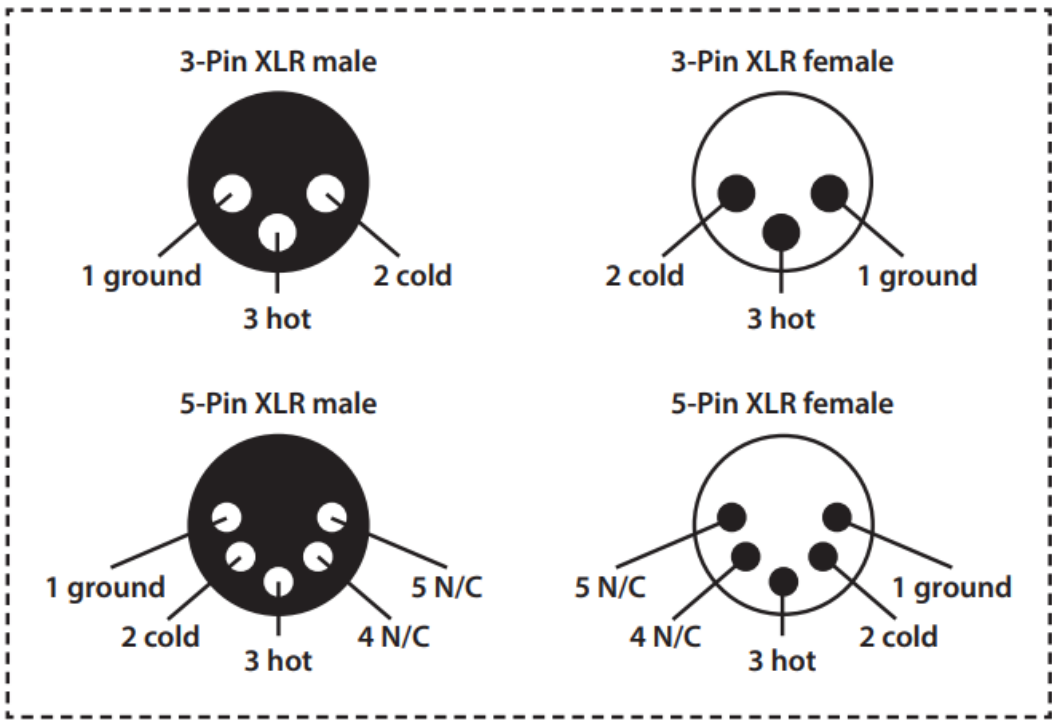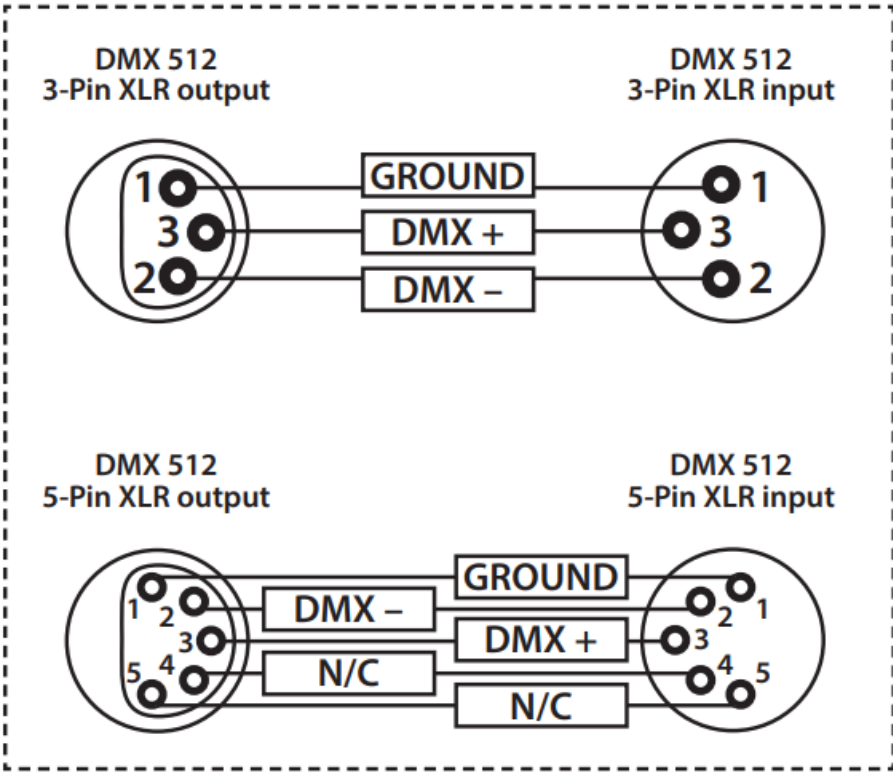
Line termination:
When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behaviour. Using a cable terminator will decrease the possibilities of erratic behaviour. (3-pin – Order ref: CABL90, 5-pin – Order ref: CABL89)
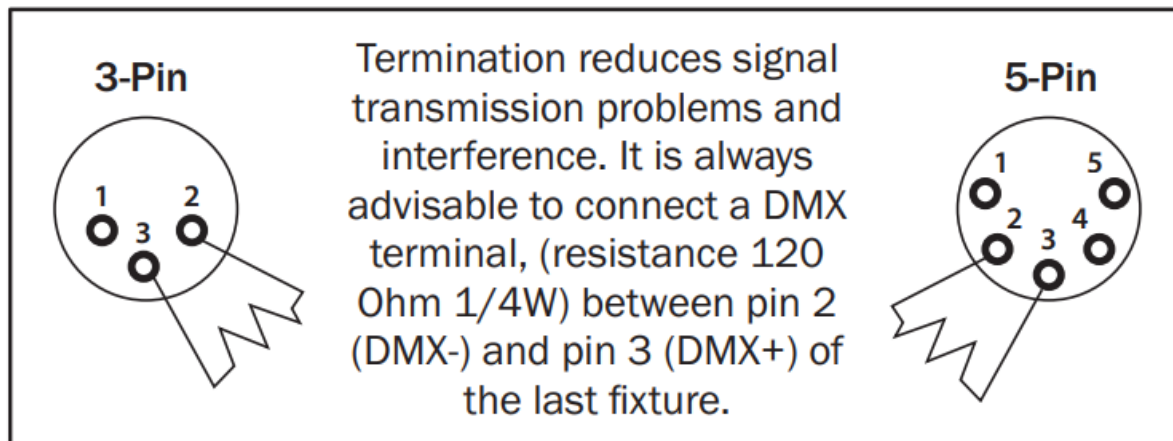
5-pin XLR DMX connectors
Some manufactures use 5-pin XLR connectors for data transmission in place of 3-pin. 5-pin XLR fixtures may be implemented in a 3-pin XLR DMX line. When inserting standard 5-pin XLR connectors in to a 3-pin line a cable adaptor must be used. The diagram below details the correct cable conversion.

5-pin XLR (female)
Pin 1: GND (screen)
Pin 2: Signal (-)
Pin 3: Signal (+)
Pin 4: N/C
Pin 5: N/C

3-pin XLR (male)
Pin 1: GND (screen)
Pin 2: Signal (-)
Pin 3: Signal (+)

3-pin XLR (female)
Pin 1: GND (screen)
Pin 2: Signal (-)
Pin 3: Signal (+)

5-pin XLR (male)
Pin 1: GND (screen)
Pin 2: Signal (-)
Pin 3: Signal (+)
Pin 4: N/C
Pin 5: N/C

Correct Disposal of this Product

(Waste Electrical & Electronic Equipment)
(Applicable in the European Union and other European countries with separate collection systems)

This marking shown on the product or its literature, indicates that it should not be disposed with other household wastes at the end of its working life. To prevent possible harm to the environment or human health from uncontrolled waste disposal, please separate this from other types of wastes and recycle it responsibly to promote the sustainable reuse of material resources.
Household users should contact either the retailer where they purchased this product, or their local government

office, for details of where and how they can take this item for environmentally safe recycling.
Business users should contact their supplier and check the terms and conditions of the purchase contract. This product should not be mixed with other commercial wastes for disposal.

www.prolight.co.uk
Scene Director 48 Dimmer Console User Manual

Documents / Resources

LeDj **Scene Director 48 Dimmer Console** User Manual Order code: LEDJ326	**LeDj LEDJ326 Scene Director 48 Dimmer Console** [pdf] User Manual LEDJ326, LEDJ326 Scene Director 48 Dimmer Console, Scene Director 48 Dimmer Console, Director 48 Dimmer Console, 48 Dimmer Console, Console

References

- **P** **Home Page - Prolight Concepts (UK) Ltd**
- **User Manual**