



DMX 192 MKII Lighting Controller Interface



LIGHT4ME DMX 192 MKII Lighting Controller Interface User Manual

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LIGHT4ME DMX 192 MKII Lighting Controller Interface



Product Usage Instructions

- Enable the program mode

- Select the chase that contains the step you wish to delete
- Press the Bank Up/Down button and scroll to the step you wish to delete
- Press the Auto/Del button to delete the step
- When the power is turned on, the unit enters manual mode automatically
- Select the chase you wish to run by pressing the corresponding chase button. Pressing this button a second time will release the chase
- Press the Auto/Del button to activate Auto Mode
- Select the desired chase by pressing one of six chase buttons.
- Pressing this button a second time will negate this selection
- Use the Speed and Fade time sliders to adjust the chase to your specifications
- In Music Mode, the unit operates based on music input.
- The front panel includes Scanner Buttons, Scene Buttons, Faders, a Page Selection Button, a Speed Slider, and a Fade Time Slider. The rear panel includes Midi In, DMX Polarity Select, DMX Out, DMX In, and DC Input.
- The unit allows you to program fixtures with up to 16 channels each, assign DMX channels, and set up scenes and chases.

FAQ

- **Q:** Can I repair the unit myself?
- **A:** No, attempting any repairs yourself will void the manufacturer's warranty. Please contact your dealer for service.
- **Q:** How many programmable scenes are available?
- **A:** There are a maximum of 184 programmable scenes.

Thanks for choosing our product, please carefully read this manual operate it, and obey the specifications to make sure you can correct and safely install, operating, and maintain it.

Technical specifications

- Power Input DC 9-12V 500ma Min
- DMX In/Out 3 Pin female/male XLR socket X 1
- Midi In 5 Pin multiple socket
- 192 DMX channels
- 12 Scanners of 16 channels each
- 23 Banks of 8 programmable scenes
- 6 Programmable chases of 184 scenes
- 8 Sliders for manual control of channels
- Auto mode program controlled by speed and fade time sliders
- Fade time/speed
- Blackout master button
- Reversible DMX channels allow fixtures to react opposite to others in a chase
- Manual override allows you to grab any fixture on the fly
- Built-in microphone for music triggering
- Midi control over banks, chases, and blackout

- DMX polarity selector
- Power failure memory
- Master Packing Size: 570 *360 * 570mm(10pcs)
- Net Weight: 2.3KG, Gross Weight: 2.6KG

Warnings

1. To prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture
2. Clearing memory repeatedly may cause damage to the memory chip be careful not to initialize your unit frequency often to avoid this risk

Deleting A Step

1. Enable the program mode
2. Select the chase that contains the step you wish to delete
3. Press the “Bank Up/Down” button and scroll to the step you wish to delete
4. Press the “Auto/Del” button to delete the step.

Deleting A Chase

1. Press the button corresponding to the chase you wish to delete
2. Press and hold down the “Auto/Del” button while holding down the chase button.

Running Scenes

- There are three modes in which to run scenes and chases.
- They are manual mode, auto mode and music mode.

Running Chases

1. When the power is turned on, the unit enters manual mode automatically.
2. Select the chase you wish to run by pressing the corresponding chase button pressing this button a second time will release the chase.

Auto Mode

1. Press the “Auto/Del” button to activate Auto Mode
2. Select the desired chase by pressing one of six chase buttons. Press this button a second time will negate this selection
3. Use the “Speed” and “Fade” time sliders to adjust the chase to your specifications. Music Mode

Controls and functions

Front Panel

1. Scanner Buttons 1-12

2. Scene Buttons

Press the scene buttons to load or store your scenes. There are a maximum of 184 programmable scenes.

3. Faders

These faders are used to control the intensity of channels 1-8 and 9-16 on page B

4. Page Selection Button

Used to select between page A channels 1-8 and Page B channels 9-16.

5. Speed Slider

Used to adjust the chase speed within the range of 0.1 seconds to 10minutes

6. Fade Time Slider

Used to adjust the fade time, fade time is the amount of time it takes for a scanner (or scanners) to move from one position to another, or for the dimmer to fade in or out.

7. LED Display

Shows the current activity or programming state

8. Program Button

Activates the program mode

9. Midi/Add

Used to control midi operations or to record programs

10. Auto/Del

Activates music mode or to delete scenes or chases

11. Music/Band/Copy

Activates program mode

12. Bank Up/Down

Press the up and down button to select from the 23 banks

13. Tap/Display

Used to create a standard beat or to change the value mode between % and 0-255

14. Blackout Button

Tap to momentarily pause all output

15. Chase Buttons(1-6)

These buttons are used for activating the "chase" of programmed scenes

Rear Panel

1. Midi In

Receives Midi data

2. DMX Polarity Select

Used to select the DMX polarity

3. DMX out

This connection sends your DMX value to the DMX scanner or DMX pack

4. DMX IN

This connector accepts your DMX input signals

5. DC Input

DC-12V,500mA min.

Power Switch

- This switch turns the power On/Off to the DMX 192 MKII.

Operation

- The DMX 192 MKII allows you to program 12 fixtures with up to 16 channels each, 23 banks of 8 programmable scenes, and 6 chases of 184 scenes using 8 channels sliders, and other buttons.
- And to further your ability to dazzle the audience, it allows you to assign and reverse DMX channels.

Unit Setup


- The Unit is preset to allocate 16 channels per fixture.
- In order to assign your fixture to the scanner buttons located on the left side of your controller you will need to “space” your fixture 16 DMX channels apart.
- The following is only an example of DMX address settings requiring 16 channels each to program:

Caution!

1. There are no user-serviceable parts inside.
2. Do not attempt any repairs yourself, doing so will void the manufacturer's warranty.
3. In the unlikely event your unit may require service, please call your dealer.

WARNING! THE DEVICE MUST NOT BE DISPOSED OF WITH HOUSEHOLD WASTE.




-  This symbol indicates that this product must not be disposed of with household waste, according to the EU and your national law.
- In order to prevent potential damage to the environment or health, the used product must be recycled.
- In accordance with current legislation, unusable electrical and electronic devices must be collected separately at the designated facilities for recycling, acting based on applicable environmental standards.

Information about used electrical and electronic equipment

- The main goal of European and national law regulations is to reduce the amount of waste produced from used electrical and electronic equipment, to ensure an appropriate level of collection, recovery, and recycling of used equipment, and to increase public awareness of its harmfulness to the environment, at each stage of use of electrical and electronic equipment.
- Therefore, it should be pointed out that households play a key role in contributing to reuse and recovery, including recycling of used equipment.
- The user of electrical and electronic equipment – intended for households – is obliged to return it to an authorized collector after its use.
- However, it should be remembered that products classified as electrical or electronic equipment should be

disposed of at authorized collection points.

Documents / Resources

 LIGHT4ME DMX 192 MKII  USER MANUAL TECHNICAL OVERVIEW	LIGHT4ME DMX 192 MKII Lighting Controller Interface [pdf] User Manual DMX 192 MKII Lighting Controller Interface, DMX 192 MKII, Lighting Controller Interface, Controller Interface, Interface
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References

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