eurolite®

BEDIENUNGSANLEITUNG
USER MANUAL

DMX MOVE CONTROL 512
DMX CONTROLLER

eurolite® *DMX MOVE CONTROL 512*

Program
Chase32 Step100

PAN   TILT
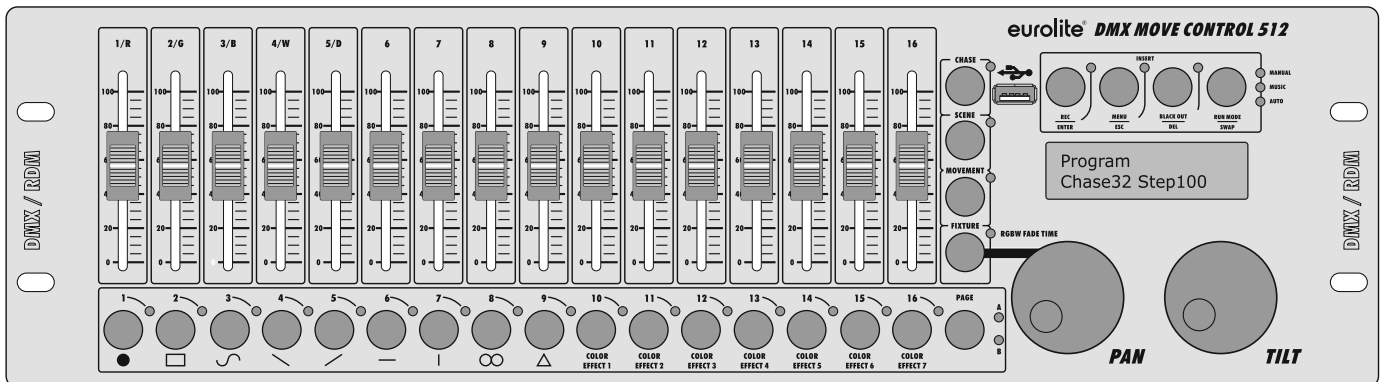
USER MANUAL

eurolite®

DMX MOVE CONTROL 512
DMX CONTROLLER

CAUTION!
Keep this device away from rain and moisture!
Unplug mains lead before opening the housing!

For your own safety, please read this user manual carefully before you initially start-up.

The firmware of the device can be updated. To download the latest revision, please visit the product's download section at www.eurolite.de.

Every person involved with the installation, operation and maintenance of this device has to
- be qualified
- follow the instructions of this manual
- consider this manual to be part of the total product
- keep this manual for the entire service life of the product
- pass this manual on to every further owner or user of the product
- download the latest version of the user manual from the Internet

1. INTRODUCTION

Thank you for having chosen a EUROLITE product. If you follow the instructions given in this manual, we are sure that you will enjoy this device for a long period of time. Unpack your product.

2. SAFETY INSTRUCTIONS

This device has left our premises in absolutely perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual.

Important:
Damages caused by the disregard of this user manual are not subject to warranty. The dealer will not accept liability for any resulting defects or problems.

Please make sure that there are no obvious transport damages. Should you notice any damages on the power unit or on the casing, do not take the device into operation and immediately consult your local dealer.

Always plug in the power unit least. Make sure that the device is switched off before it is connected to the mains.

Keep away from heaters and other heating sources!

If the device has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.

This device falls under protection-class III. The device must be operated with an appropriate power unit.

Always disconnect from the mains, when the device is not in use or before cleaning it.

Please note that damages caused by manual modifications on the device or unauthorized operation by unqualified persons are not subject to warranty.

Keep away children and amateurs from the device!

There are no serviceable parts inside the device. Maintenance and service operations are only to be carried out by authorized dealers.

3. OPERATING DETERMINATIONS

The DMX Move Control DMX controller serves for operation of DMX-controlled light effect devices such as LED spot lights, moving heads and scanners in discotheques or on stage. The controller provides 512 control channels which can be assigned as desired to the 32 control channels. The built-in effect generator facilitates programming significantly. 9 movement patterns designed for moving heads and scanners can be called at the push of a button as well as 7 color effects designed for light effect devices with RGBW LEDs in particular. 32 memory banks are available for programming illumination scenes. 32 additional memory banks are available for programming chases (sequences of scenes) with 100 steps each. The chases may be played manually, sound-controlled or automatically. All settings of your light show can be conveniently stored and archived on a USB memory device.

The device requires an operating voltage of 9-12 V, 300 mA direct current supplied by the included power unit. The power unit is allowed to be operated with 100-240 V, 50/60 Hz alternating current. The unit was designed for indoor use only.

Do not shake the device. Avoid brute force when installing or operating the device. When choosing the installation spot, please make sure that the device is not exposed to extreme heat, moisture or dust. There should not be any cables lying around. You endanger your own and the safety of others!

This device must never be operated or stockpiled in surroundings where splash water, rain, moisture or fog may harm the device. Moisture or very high humidity can reduce the insulation and lead to mortal electrical shocks. When using smoke machines, make sure that the device is never exposed to the direct smoke jet and is installed in a distance of 0.5 meters between smoke machine and device. The room must only be saturated with an amount of smoke that the visibility will always be more than 10 meters.

The ambient temperature must always be between -5° C and +45° C. Keep away from direct insulation (particularly in cars) and heaters. The relative humidity must not exceed 50 % with an ambient temperature of 45° C. This device must only be operated in an altitude between -20 and 2000 m over NN. Never use the device during thunderstorms. Over voltage could destroy the device. Always disconnect the device during thunderstorms.

Operate the device only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the device. Most damages are the result of unprofessional operation!

Please use the original packaging if the device is to be transported. Never remove the serial barcode from the device as this would make the guarantee void.

Please consider that unauthorized modifications on the device are forbidden due to safety reasons! If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to dangers like short-circuit, burns, electric shock, etc.

4. OPERATING ELEMENTS AND CONNECTIONS

00081469, Version 1.1
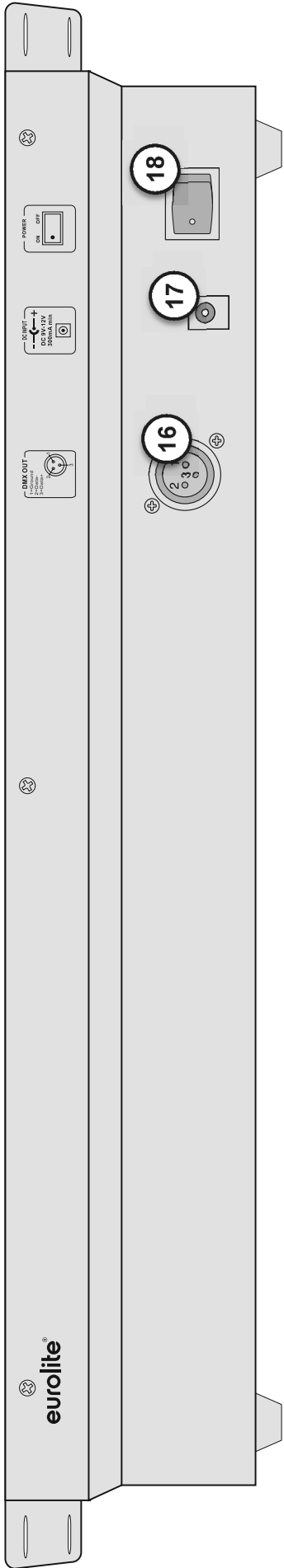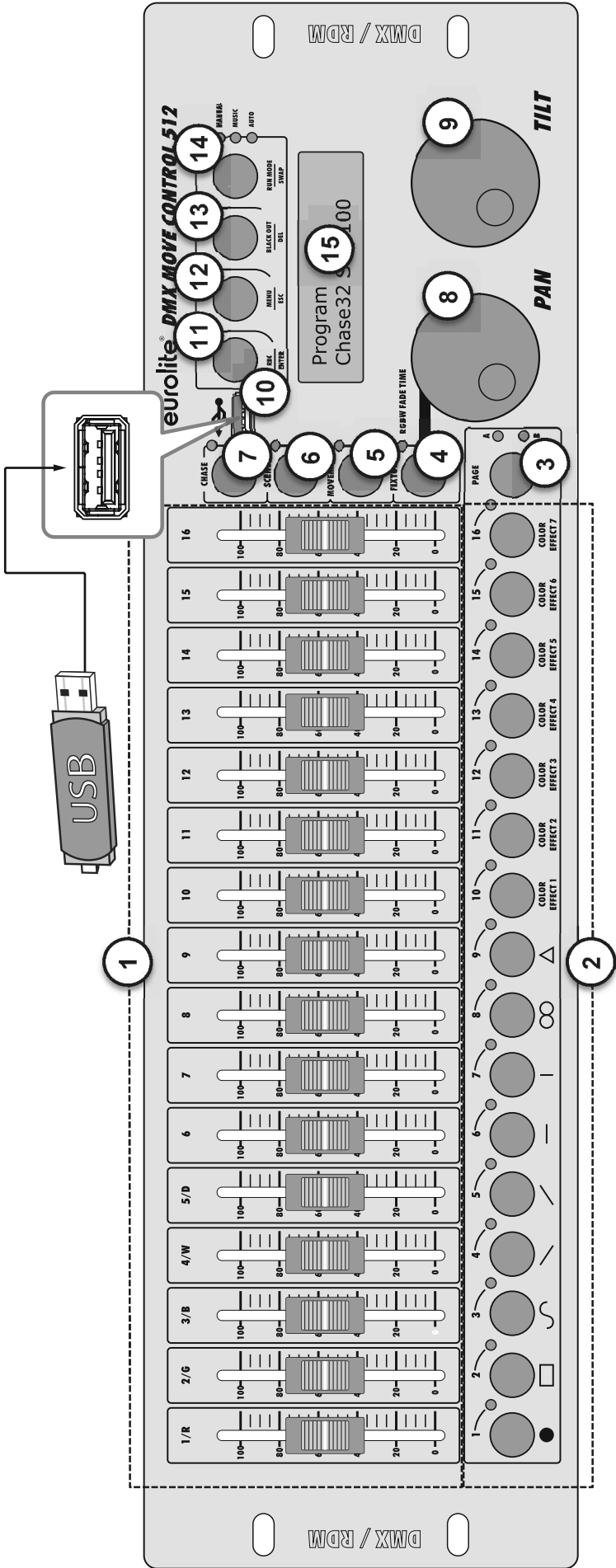
1 Sliding controls 1 to 16
- For adjusting the DMX values of the connected light effect units. The current DMX value is indicated in the display.
- Controls 1-4 adjust the brightness ratio of the red, green, blue and white LEDs of the light effect units and control 5 adjusts the total brightness.

2 Number buttons 1 to 16 with LEDs
These buttons control different functions depending on the selected mode and have a dual occupancy; the button PAGE allows to switch between the two channel groups 1-16 and 17-32.
- FIXTURE: To select and deselect devices.
- MOVEMENT: To activate and deactivate movement patterns (button 1-9) or color effects (button 10-16).
- SCENE: To activate or deactivate illumination scenes.
- CHASE: To activate or deactivate chases.

3 Button PAGE with LEDs
To switch the number buttons between the two channel groups 1-16 and 17-32.
- LED A lights: channel group 1-16 is selected.
- LED B lights: channel group 17-32 is selected.

4 Button FIXTURE with LED
- With the button actuated (LED lights) the number buttons allow to select and deselect devices.
- For adjusting the fade in time for the RGBW color channels together with the pan wheel.

5 Button MOVEMENT with LED
With the button actuated (LED lights) the number buttons allow to activate and deactivate movement patterns or color effects.

6 Button SCENE with LED
With the button actuated (LED lights) the number buttons allow to activate and deactivate illumination scenes.

7 Button CHASE with LED
With the button actuated (LED lights) the number buttons allow to activate and deactivate chases.

8 Data wheel PAN
For controlling the pan movement of moving heads or scanners and for programming functions.

9 Data wheel TILT
For controlling the tilt movement of moving heads or scanners and for programming functions.

10 USB port
For connecting a USB storage device for storing and importing data and firmware updates.

11 Button REC/ENTER with LED
- Long actuation: To activate or deactivate the programming mode.
- Short actuation: For storing individual illumination scenes or chases and for confirming adjustments.

12 Button MENU/ESC with LED
- Long actuation: To call and exit the system settings.
- Short actuation: To abort a setting procedure and jumping back to a higher menu level.

13 Button BLACK OUT/DEL with LED
- Sets all control channels to the value zero (e.g. for turning off the devices).
- For deleting illumination scenes or chases.
- For inserting a scene into a chase.

14 Button RUN MODE/SWAP with LEDs
- For setting the running mode of a chase. A short actuation switches between manual, sound-controlled and automatic mode. The LEDs next to the button indicate the current setting.
  - **MANUAL:** The chase can be manually advanced step by step with the pan wheel.
  - **MUSIC:** The individual steps of the chase run to the rhythm of the music picked up via the internal microphone.
  - **AUTO:** The individual steps of the chase run at the adjusted speed and fade time.
- For switching between the parameters when editing movement patterns.

15 Display

16 DMX512 output
3-pin XLR jack for connecting the DMX input of the first light effect unit.

17 Power input
Plug in the mains cable of the supplied power unit here.

18 Power on/off
Switches the controller on and off.

5. INSTALLATION AND CONNECTIONS

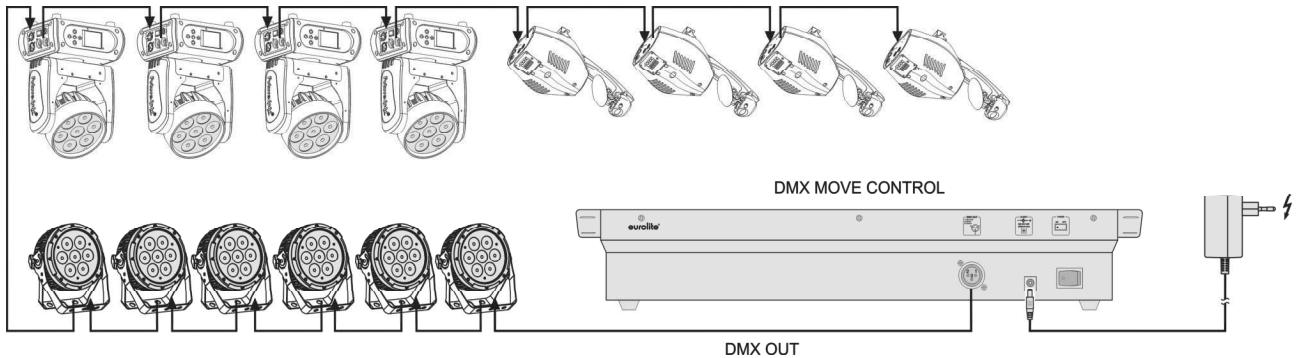Switch off the DMX controller prior to connecting any units or to changing any existing connections.

Fig. 5.1 Example for connection

Installation

Install the unit on a plane surface or in your rack. When choosing the installation spot make sure that there is enough space around the unit for ventilation or that heated air from the rack can be passed on to improve heat radiation. Steady overheating will damage the unit.

DMX512 Connection

Only use a stereo shielded cable in order to connect the controller with the fixture or one fixture with another.

Occupation of the XLR connection:

DMX-output
XLR mounting-socket:

1: Ground
2: Signal (–)
3: Signal (+)

DMX-input
XLR mounting-plug:

1: Ground
2: Signal (–)
3: Signal (+)

1   Connect the DMX output of the controller to the DMX input of the first light effect unit.

2   Connect the DMX output of the first fixture in the DMX chain to the DMX input of the next fixture. Always connect one output to the input of the next fixture until all fixtures are connected.

3   At the last fixture, the DMX cable has to be terminated with a terminator. For this solder a 120 Ω resistor between Signal (–) and Signal (+) into a 3-pin XLR plug and plug it in the DMX output of the last fixture.

4   If the cable length exceeds 300 m or the number of DMX devices is greater than 32, it is recommended to insert a DMX level amplifier to ensure proper data transmission.

Connection to the Mains

Connect the power supply unit to the power input jack and the mains plug to a mains outlet. Always disconnect the mains connector when you wish to change connections, move the unit to a different place or if it is not used for a longer period.

6. CONFIGURATION

Adjusting the DMX Starting Addresses of the Light Effect Units

Adjust the DMX starting address of the connected light effect units according to the following scheme. If identical units are to be controlled synchronously, they can receive the same starting address; otherwise each unit must receive an individual address. For further information, please refer to the unit's documentation.

Unit	Starting address	Unit	Starting address
1	1	17	289
2	19	18	307
3	37	19	325
4	55	20	343
5	73	21	361
6	91	22	379
7	109	23	397
8	127	24	415
9	145	25	433
10	163	26	451
11	181	27	469
12	199	18	199
13	217	29	505
14	235	30	free
15	253	31	free
16	271	32	free

Table 6.1 Default values for the starting address of the light effect units

Manual Assignment of DMX Starting Addresses

It is possible to individually assign the DMX starting addresses to the controller. The assignment can be made in the system settings.

1 Switch on the controller with the rear power switch. The unit is in manual mode and the display indicates "Manual" in the upper line.

2 Keep the button **MENU** pressed for 2 seconds to call the system settings.

3 The display indicates the first menu item „01.Patch fixture" (otherwise select it with the pan wheel). Press the button **ENTER** to begin with the configuration. The display indicates "PLEASE SELECT FIXTURE".

4 Use the buttons **number buttons 1-16** to select the unit of which the DMX starting address is to be assigned (control LED lights).

5 This menu item allows adjusting further characteristics. Use the button **SWAP** to switch between the options.

6 Select the option **DMX START ADDR** to assign the DMX starting address. The display indicates "NO PATCH ADDRESS" in case no assignment was made yet; otherwise it indicates e.g. "ADR: 001".

```
DMX START ADDR
FX:01 ADR:001
```

Fig. 6.1 Manual address assignment

7 Change the address with the **pan wheel**. For addresses that were already assigned, the display inserts a "!".

8 Press the button **ENTER** to memorize your setting.

• *To confirm the memory procedure, all LEDs of the controller flash three times.*

9 Repeat the steps 4, 7 and 8 to assign further units.

10 After your settings, exit the system settings. For this, keep the button **MENU** pressed for 2 seconds.

Manual Assignment of DMX Channels

It is possible to individually assign the DMX channels of the connected light effect units to the control elements of the controller (softpatch). However, some DMX channels must be assigned according to a certain scheme, in order for the controller to correctly perform the integrated movement patters, color effects and fade effects. For control of the pan/tilt function of moving heads or scanners, the corresponding DMX channels must be assigned e.g. to the pan and tilt wheel; and for control of RGBW light effect units, the DMX channels which control red, green, blue, white and the dimmer function, must be assigned to the sliding control 1-5. The assignment can be made in the system settings.

1 Keep the button **MENU** pressed for 2 seconds to call the system settings.

2 The display indicates the first menu item „01.Patch fixture" (otherwise select it with the pan wheel). Press the button **ENTER** to begin with the configuration. The display indicates "PLEASE SELECT FIXTURE".

3 Use the buttons **number buttons 1-16** to select the unit which the DMX channels are to be assigned (control LED lights).

4 Select the option **FADER CHANL** with the button **SWAP** to assign the DMX channels to

the control elements. The display indicates the control element in the upper line, e.g. "Fader CHANL:1/R " and the DMX channel in the lower line, e.g. "DMX channel:01"
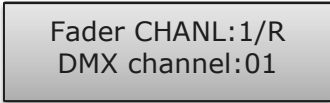
```
Fader CHANL:1/R
DMX channel:01
```

Fig. 6.2 Channel assignment

5 Adjust the first control element with the **pan wheel**, e.g. 1/R = sliding control 1 and assign the DMX channel with the **tilt wheel**.

Control	DMX channel	Control	DMX channel
1/red	1	10	10
2/green	2	11	11
3/blue	3	12	12
4/white	4	13	13
5/dimmer	5	14	14
6	6	15	15
7	7	16	16
8	8	PAN	17
9	9	TILT	18

Tab. 6.2 Assignment of DMX channels to the control elements

6 Press the button **ENTER** to memorize your setting.
- *To confirm the memory procedure, all LEDs of the controller flash three times.*

7 Repeat the steps 5 and 6 to assign further DMX channels.

8 Press the button **DEL** to delete an assignment (indication „NULL").
- *To confirm the deleting procedure, all LEDs of the controller flash three times.*

9 After your settings, exit the system settings. For this, keep the button **MENU** pressed for 2 seconds.

Inverting Output Values

It is possible to individually invert the output values of the 512 control channels. The adjustment can be made in the system settings.

1 Keep the button **MENU** pressed for 2 seconds to call the system settings.

2 The display indicates the first menu item „01.Patch fixture" (otherwise select it with the pan wheel). Press the button **ENTER** to begin with the configuration. The display indicates "PLEASE SELECT FIXTURE".

3 Use the **number buttons 1-16** to select the unit of which the DMX channels are to be inverted (control LED lights).

4 Select the option **FADER REVERSE** with the button **SWAP**. The display indicates the control element in the upper line, e.g. "FADER:1/R " and the current setting in the lower line, e.g. "REVERSE:NO".
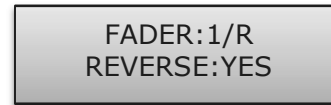
```
FADER:1/R
REVERSE:YES
```

Fig. 6.3 Inverting output values

5 Adjust the first control element with the **pan wheel** and use the **tilt wheel** to select the setting [**YES**] if the output value of the control channel is to be inverted or [**NO**] if not. With activated inversion the output value is zero if the control channel has been set to the maximum value and vice versa.

6 Press the button **ENTER** to memorize your setting.
- *To confirm the memory procedure, all LEDs of the controller flash three times.*

7 Repeat the steps 5 and 6 to invert further control channels.

8 Repeat the steps 3, 5 and 6 to adjust further units.

9 After your settings, exit the system settings. For this, keep the button **MENU** pressed for 2 seconds.

Assigning the Fade In Function

The fade in function for the RGBW color channels 1-4 and the dimmer channel can be individually assigned to each device. The adjustment can be made in the system settings.

1 Keep the button **MENU** pressed for 2 seconds to call the system settings.

2 The display indicates the first menu item „01.Patch fixture" (otherwise select it with the pan wheel). Press the button **ENTER** to begin with the configuration. The display indicates "PLEASE SELECT FIXTURE".

3 Use the buttons **number buttons 1-16** to select the unit to be configured (control LED lights).

4 Select the option **COLOR FADE** with the button **SWAP**.

```
COLOR FADE
FIXTURE:01 [NO]
```
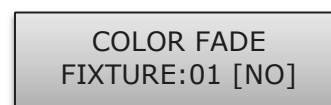
Fig. 6.4 Assigning the fade in function

5 Use the **tilt wheel** to select the setting [**YES**] if fade in of the device should be possible or [**NO**] if not. With the function activated, the controller automatically creates all necessary intermediate values for the fade in.

6 Press the button **ENTER** to memorize your setting.

• *To confirm the memory procedure, all LEDs of the controller flash three times.*

7 Repeat the steps 3, 5 and 6 to configure further units.

8 After your settings, exit the system settings. For this, keep the button **MENU** pressed for 2 seconds.

Copying Device Settings

All DMX values assigned to a light effect unit can be conveniently copied to another unit. The adjustment can be made in the system settings.

1 Keep the button **MENU** pressed for 2 seconds to call the system settings.

2 The display indicates the first menu item „01.Patch fixture" (otherwise select it with the pan wheel). Press the button **ENTER** to begin with the configuration. The display indicates "PLEASE SELECT FIXTURE".

3 Keep the **number button** pressed of the unit to be copied.

4 In addition, press the **number button** you would like to copy the values to. The display shortly indicates "COPY".

```
FX:01  COPY  FX:02
```

Fig. 6.5 Copying device settings

7. OPERATION

Switch on the controller with the rear power switch. The unit is in manual mode and the display indicates "Manual" in the upper line.

Manual Adjustment of an Illumination Scene

An illumination scene contains the values of all control channels including the pan and tilt settings of the connected light effect units.

1   Press the button **FIXTURE**.

   • *The control LED lights.*

2   Use the **number buttons 1-16** to select the units to be controlled.

   • *The corresponding LEDs of the buttons light.*

   • *If a number button is pressed once again, the corresponding device is deselected.*

   • *Instead of selecting each device individually, devices with consecutive numbers can be selected simultaneously. For this, press the first and last number button simultaneously.*

   Example: For selecting the devices 1 to 8, press the number buttons 1 and 8 simultaneously. Thus, all 8 devices will be selected simultaneously. In the same way, it is possible to deselect devices again.
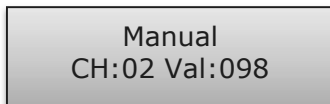
```
        Manual
     CH:02 Val:098
```

Fig. 7.1 Adjusting DMX values

3   Adjust the desired DMX values (0-255) for the DMX channels using the **sliding controls** and, if necessary, the **pan and tilt wheels**.

   • *As soon as a fader is moved, the display indicates the number of the control channel in the lower line and the current output value as a DMX value.*

4   The 32 light effect units are combined in 2 groups (channel pages) of 16 channels each. If necessary, use the button **PAGE** to switch between the two channel groups 1-16 (LED A lights) and 17-32 (LED B lights) and repeat steps 2 and 3, until the desired values are assigned to all channels.

Adjusting an Illumination Scene with Movement Patterns and Color effects

The built-in effect generator allows creating 9 different movement patterns for pan and tilt movement of moving heads or scanners as well as 7 additional color effects for LED light effect units. The effects can be saved together with other DMX values in a scene.

1   Press the button **FIXTURE** (control LED lights) and use the number buttons 1-16 to select the devices to be assigned to an effect.

   • *If necessary, used the button PAGE to switch between the two channel groups 1-6 (LED A lights) and 17-32 (LED B lights).*

2   Call the effect mode with the button **MOVEMENT**.

   • *The control LED lights.*

3   Select the desired movement patterns or color effect with the number **buttons 1-16.**

   • *The selected devices will begin to perform the movement pattern or color effect.*

   • **Number buttons 1-9**: Create movement patterns designed for pan and tilt movement of moving heads or scanners.

   • **Number buttons 10-16**: Create color effects for all kinds of LED light effect units.

   • *For optimum results of the color effects triggered by buttons 15 and 16, the operation with a least 8 devices is recommended.*

4   The parameters of the movement patterns and color effects can be edited and adapted to your particular application.

```
   MOVEMENT RANGE
   PAN:050% TL:080%
```

Fig. 7.2 Adjusting parameters

   • **Movement patterns 1-9**: Press the button **SWAP** to switch between the parameters and adjust the values with the **Pan/Tilt wheels**.

   - MOVEMENT RANGE: The pan/tilt movement can be adjusted between 1 and 100 %.

   - MOVEMENT OFFSET: Correction values can be adjusted for fine adjustment of the pan/tilt movement.

   - MOVEMENT SPEED: The running speed can be adjusted between 1 and 100 %.

   - DELAY LEVEL: The delay time for the operation with several devices can be adjusted between 0 and 30 seconds.

```
MOVEMENT COLOR:1
    SPEED:42%
```
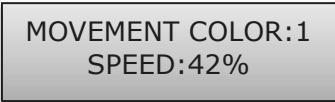*Fig. 7.3 Adjusting parameters*

- **Color effects 10-16**: The running speed can be adjusted between 1 and 100 % (indication "MOVEMENT SPEED").

Memorizing Illumination Scenes

32 memory banks are available for illumination scenes. Each scene contains the values of all control channels including the pan and tilt settings of the connected light effect units as well as movement patterns or color effects at the time of storage.

```
Program
```
Fig. 7.4 Programming mode

1 Call the programming mode. For this, keep the **REC** pressed until the LED above the button lights.

2 Press the button **FIXTURE**.
- *The control LED lights.*

3 Use the **number buttons 1-16** to select the devices to be controlled.
- *The corresponding LEDs of the buttons light.*
- *If a number button is pressed once again, the corresponding device is deselected.*

```
Program
CH:02 Val:098
```
Fig. 7.5 Adjusting DMX values

4 Adjust the desired DMX values (0-255) for the DMX channels using the **sliding controls** and, if necessary, the **pan and tilt wheels**.
- *As soon as a fader is moved, the display indicates the number of the control channel in the lower line and the current output value as a DMX value.*

5 If necessary, movement patterns or color effects can be integrated in the scene. For this, call the effect mode with the button **MOVEMENTS** and select the desired effect with the **number buttons 1-16**. Exit the effect mode again by pressing the button **FIXTURE**.

6 If necessary, use the button **PAGE** to switch between the two channel groups 1-16 (LED A lights) and 17-32 (LED B lights) and repeat

steps 3 and 5, until the desired values are assigned to all channels.

7 Deselect the adjusted devices with the corresponding **number button 1-16**.

8 Repeat the steps 3 to 5 for all further devices to be adjusted.

9 Press the button **SCENE** and then the button **REC** to memorize the scene.

10 Select the desired memory bank with one of the **number buttons 1-16**.
- *If necessary, use the button **PAGE** to switch between the two channel groups 1-16 (LED A lights) and 17-32 (LED B lights).*
- *To confirm the memory procedure, all LEDs of the controller flash three times.*

11 Repeat the steps 2 to 10 to memorize further scenes.

12 After all desired scenes have been memorized, switch off the programming mode. For this, keep the button **REC** pressed until the LED above the button lights.

Calling Illumination Scenes

Static scenes from the memory bank can only be used in manual mode.

1 There should be no device selected. If one of the control LEDs of the **number buttons 1-16** light, press the corresponding button for deselecting.

2 Press the button **SCENE**.
- *The control LED lights.*

3 Call the desired scene with the **number buttons 1-16**.
- *The control LED lights.*
- *If the button is pressed once again, the scene is deselected (control LED extinguishes).*
- *If necessary, use the button PAGE to switch between the two channel groups 1-16 (LED A lights) and 17-32 (LED B lights).*

Adjusting Fade In for the Color Channels
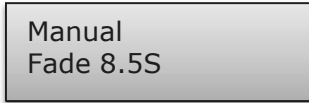
```
Manual
Fade 8.5S
```

Fig. 7.6 Adjusting a fade in time

It is possible to adjust a fade in time for illumination scenes affecting the RGBW color channels 1-4 and the dimmer channel. When actuating a sliding control, the corresponding channel is moved slowly and steadily to its target value. The controller automatically creates all necessary intermediate values. Keep the button **FIXTURE** pressed and simultaneously adjust the fade in time with the **pan wheel** between 0-30 seconds. When turning the wheel, the display indicates the selected value in the lower line, e.g. "Fade 8.5S" for a fade in lasting 8.5 seconds.
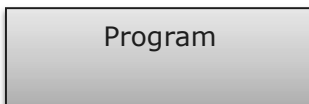
Deleting Illumination Scenes

```
Program
```

Fig. 7.7 Programming mode

1. Call the programming mode. For this, keep the **REC** pressed until the LED above the button lights.

2. Press the button **SCENE**.
   - *The control LED lights.*

3. Keep the button **DEL** pressed and select the scene to be deleted with the **number buttons 1-16**.
   - *The control LEDs of the memory banks containing data light.*
   - *If necessary, use the button PAGE to switch between the two channel groups 1-16 (LED A lights) and 17-32 (LED B lights).*
   - *To confirm the deleting procedure, all LEDs of the controller flash three times.*

4. After the desired scene has been deleted, switch off the programming mode. For this, keep the button **REC** pressed until the LED above the button lights.

Programming and Memorizing Chases

For programming chases (sequences of scenes), 32 memory banks are available. A sequence of up to 100 steps can be programmed on each memory bank. Previously memorized scenes may also be compiled to a chase in any desired order. Chases may run automatically, manually, or sound-controlled.
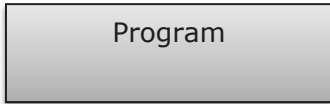
Program

Fig. 7.8 Programming mode

1 Call the programming mode. For this, keep the **REC** pressed until the LED above the button lights.

2 Press the button **CHASE**.
  • *The control LED lights.*
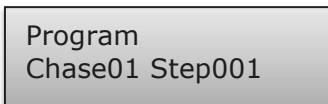
Program
Chase01 Step001

Fig. 7.9 Programming a chase

3 Select the desired memory bank with one of the **number buttons 1-16**.
  • *If necessary, use the button PAGE to switch between the two channel groups 1-16 (LED A lights) and 17-32 (LED B lights).*
  • *The display indicates e.g. "Chase01 Step001" in the lower line.*

4 Press the button **FIXTURE**.
  • *The control LED lights.*

5 Use the **number buttons 1-16** to select the devices to be controlled.
  • *If necessary, use the button PAGE to switch between the two channel groups 1-16 and 17-32.*
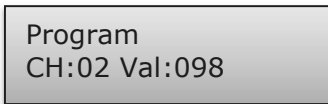
Program
CH:02 Val:098

Fig. 7.10 Adjusting the first scene

6 Adjust the first illumination scene with the sliding controls and, if necessary the pan and tilt wheels.
  • *The display indicates the number of the control channel in the lower line and the current output value as a DMX value.*

7 It is also possible to call a scene previously memorized or a movement pattern or color effect and to insert it into the chase. For this, call the scene or the effect with the button **SCENE** or **MOVEMENT** and the corresponding **number button**.

8 Press the button **REC** to memorize the scene.
  • *To confirm the memory procedure, all LEDs of the controller flash three times.*
  • *The indication "Step001" changes to "Step002" and you can adjust and memorize the next scene.*

9 Repeat the steps 6 to 8 to adjust and memorize the next scene.
  • *Up to 100 scenes can be programmed for a chase.*

10 After the desired chase has been memorized, switch off the programming mode. For this, keep the button **ENTER** pressed until the display indication switches back to "Manual".

Inserting a Scene Into a Chase

1 Call the programming mode. For this, keep the **REC** pressed until the LED above the button lights.

2 Press the button **CHASE**.
  • *The control LED lights.*

3 Select the chase to be extended with one of the **number buttons 1-16**.
  • *The control LED of the number button lights and the display indicates the number and steps of the chase.*
  • *If necessary, use the button PAGE to switch between the two channel groups 1-16 (LED A lights) and 17-32 (LED B lights).*

4 Select the step after which a new step is to be inserted with the **pan wheel**.

5 Press the button **MENU**.
  • *The LED INSERT above the button lights.*

6 Now, a scene can be inserted. For this, call the scene with the button **SCENE** and the corresponding **number button**.

7 Press the button **REC** to memorize the revised chase.
  • *To confirm the memory procedure, all LEDs of the controller flash three times.*

8 Repeat the steps 4 to 7 to insert further scenes into this chase.

9 After the revised chase has been memorized, switch off the programming mode. For this, keep the button **ENTER** pressed until the display indication switches back to "Manual".
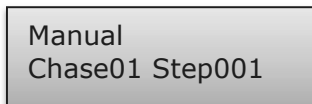
Playing a Chase

A chase must be programmed before you can call it. Chases can be played manually, time-controlled or sound-controlled. As a basic setting, the manual mode is activated. The LEDs MANUAL, MUSIC and AUTO indicate the current setting.

1 There should be no device or illumination scene selected. If one of the control LEDs of the **number buttons 1-16** light, press the corresponding button for deselecting.

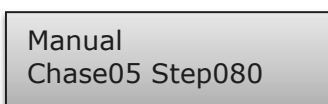**2** Press the button **CHASE**.

• *The control LED lights.*

```
Manual
Chase01 Step001
```

Fig. 7.11 Calling a chase

3 Use the **number buttons 1-16** to select the desired chase.

• *The control LED flashes.*

• *If necessary, use the button PAGE to switch between the two channel groups 1-16 (LED A lights) and 17-32 (LED B lights).*

• *Up to 5 chases can be selected simultaneously. The LED of the chase currently playing flashes, the others light.*

• *The display indicates the number of the chase (e.g. "Chase01") in the lower line and the current step (e.g. "Step001).*
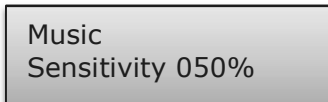
4 Select the chase running mode with the button **RUN MODE**. The mode is indicated by the LEDs next to the button.

```
Manual
Chase05 Step080
```
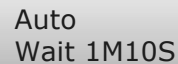
Fig. 7.12 Chase in manual mode

• **MANUAL:** The chase can be manually advanced step by step with the **pan wheel**.

```
Music
Sensitivity 050%
```

Fig. 7.13 Chase in sound-controlled mode

• **MUSIC:** The individual steps of the chase run to the rhythm of the music picked up via the internal microphone.
The sensitivity of the sound control is adjustable. For this, keep the button **RUN MODE** pressed and turn the **tilt wheel** to adjust a value between 0-100 %. The higher the value, the higher the sensitivity.

```
Auto
Wait 1M10S
```
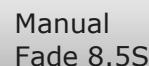
Fig. 7.14 Chase in automatic mode

• **AUTO:** The individual steps of the chase run at the adjusted speed and fade time.

Use the **pan wheel** to adjust the running speed, i.e. how long a scene is shown, between 10 minutes and 0.1 seconds (indication "Wait").

Use the **tilt wheel** to adjust the fade time, i.e. the time between the steps, between 0 and 30 (indication "Fade").

5 A flashing LED indicates which chase can be adjusted when several chases are selected simultaneously. The chase selected last can be adjusted. To adjust a different chase instead, keep the corresponding **number button** pressed until its LED flashes.

6 To stop a chase, press the corresponding **number button** so that its LED extinguishes.

Adjusting Fade In for the Color Channels

```
Manual
Fade 8.5S
```

Fig. 7.15 Adjusting a fade in time

It is possible to adjust a fade in time for chases affecting the RGBW color channels 1-4 and the dimmer channel. The controller automatically creates all necessary intermediate values.
Keep the button **FIXTURE** pressed and simultaneously adjust the fade in time with the **pan wheel** between 0-30 seconds. When turning the wheel, the display indicates the selected value in the lower line, e.g. "Fade 8.5S" for a fade in lasting 8.5 seconds.

Overwriting Channels Manually

During the playback of a chase, it is possible to overwrite the programmed DMX values with the sliding controls. This allows for minor adjustments during a live performance without the need for reprogramming scenes.

1 Press the button **FIXTURE** use the **number buttons 1-16** to select the units to be controlled manually.

2 Adjust the desired DMX values for the DMX channels using the **sliding controls** and, if necessary, the **pan and tilt wheels**.

3 If necessary, use the button **PAGE** to switch between the two channel groups 1-16 (LED A lights) and 17-32 (LED B lights) and repeat steps 1 and 2, until the desired values are assigned to all channels.

Deleting a Chase

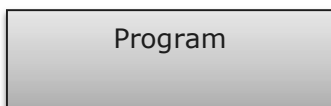Program

Fig. 7.16 Programming mode

1 Call the programming mode. For this, keep the **REC** pressed until the LED above the button lights.

2 Press the button **CHASE**.

• *The control LED lights.*

3 Keep the button **DEL** pressed and select the chase to be deleted with the **number buttons 1-16**.

• *The control LEDs of the memory banks containing data light.*

• *If necessary, use the button PAGE to switch between the two channel groups 1-16 (LED A lights) and 17-32 (LED B lights).*

• *To confirm the deleting procedure, all LEDs of the controller flash three time.*

4 After the desired chase has been deleted, switch off the programming mode. For this, keep the button **REC** pressed until the LED above the button lights.

Blackout Function

With the blackout function it is possible to blackout and illumination scene or chase completely. Current fadings and chases are not stopped by the blackout function, they continue "in the dark" in the meantime.

1 With the button **BLACK OUT/DEL** this function is switched on: The LED above the button flashes and all control channels are set to the output value zero.

2 By pressing the button **BLACK OUT/DEL** again, the function stops: The LED is extinguished and all channels return to their pervious output values.

3 In the system settings, is possible define whether all control channels react to the button **BLACK OUT/DEL** or only the dimmer control channel.

After Use

After the operation, disconnect the mains plug of the power supply unit from the socket, to prevent unnecessary power consumption.

8. SYSTEM SETTINGS

This mode allows you to change important system settings for the controller.
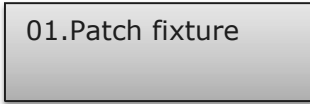
Calling the System Settings

<div style="text-align:center">

```
01.Patch fixture
```

</div>

Fig. 8.1 Calling the system settings

1   Keep the button **MENU** for 2 seconds to call the system settings.

   • *The display indicates the first menu item "01.Patch fixture".*

2   Turn the **pan wheel** to browse the menu items.

3   Press the button **ENTER** to select the desired menu item.

4   Turn the **pan wheel** to change a setting and confirm with **ENTER**.

5   Shortly press the button **ESC** to abort the setting procedure and return to the main menu level.

6   To save your settings and exit the system settings, keep the button **MENU** pressed for 2 seconds.

The following adjustments are possible:

Indication	Function
01. Patch fixture	DMX configuration [#1]
02. Reset factory	Reset to factory settings
03. Delete all Fixture patch	Delete all DMX address assignments
04. Fade mode	Fade function
05. RDM DMX Address setup	RDM DMX address assignments
06. Data backup	Data backup
07. Data load	Data import
08. Send fixture Update file	Firmware update [#2]
09. Black-out mode	Blackout function

[#1] This menu item is covered in chapter 6.
[#2] This function is not available.

Reset factory [**Reset to factory settings**]

Here you can reset the controller to factory setting.

1   Call the menu item with the **pan wheel** and confirm with **ENTER**.

2   Select the setting [**YES**] with the **pan wheel** and confirm with **ENTER**.

   • *The display shortly indicates "Reset factory Please wait …." and then "OK" as soon as the factory settings are loaded.*

Delete all Fixture patch [**Delete all DMX address assignments**]

All address assignments and control channel options made can be deleted and reset to the presettings.

1   Call the menu item with the **pan wheel** and confirm with **ENTER**.

2   Select the setting [**YES**] with the **pan wheel** if a reset is to be made. Confirm with **ENTER**.

   • *The display shortly indicates "SAVE OK" and returns to the main menu level.*

Fade mode [**Fade function**]

The fade function can be assigned to all control channels or only to the pan and tilt wheels.

1   Call the menu item with the **pan wheel** and confirm with **ENTER**.

2   Use the **pan wheel** to select the setting [**ALL CHANNELS**] if the fade function is possible for all control channels or select [**ONLY PAN/TILT**] if it is only possible for the pan and tilt wheels. Confirm with **ENTER**.

   • *The display shortly indicates "SAVE OK" and returns to the main menu level.*

RDM DMX Address setup [RDM DMX address assignments]

This menu allows identifying connected RDM devices and changing their DMX address assignment.

1 Call the menu item with the **pan wheel** and confirm with **ENTER**.

2 Select the setting [**YES**] with the **pan wheel** to access RDM functions and confirm with **ENTER**.

3 The controller starts searching for RDM devices. The display indicates e.g. "DISCOVER COUNT005" when five devices have been found.

4 Select the desired device with the **pan wheel**. The display indicates information regarding the device in the upper line and the corresponding DMX address in the lower line.

5 Use the **tilt wheel** to change the DMX address and confirm with **ENTER**.

6 Press the button **SWAP** to indicate the UID (manufacturer ID and serial number) of the device in the upper line of the display.

7 Press the button **BLACK OUT** to perform the identify function for the device.

8 After your settings, return to the main menu level with **ESC**.

📑 Regarding RDM

RDM stands for "Remote Device Management" and makes remote control of devices connected to the DMX bus possible. RDM is an extension of the DMX512 protocol. RDM is especially useful when the device is installed in a remote area.
RDM is integrated in DMX without influencing the connections. RDM data is transmitted via the standard XLR pins 1 and 2 and does not require a new cable type. RDM-ready and conventional DMX devices can be operated in one DMX line. If DMX splitters are used, they must support RDM.

Data backup [Data backup]

All settings of a light show, i.e. DMX settings, illumination scenes and chases can be stored on a USB memory device and recalled later. 16 memory banks are available.

1 Connect a USB memory device to the controller's USB port.

2 Call the menu item with the **pan wheel** and confirm with **ENTER**.

3 Select the setting [**YES**] with the **pan wheel** confirm with **ENTER**. The display indicates "Press number key Select file" (select memory bank with number button).

4 Select a memory bank with one of the **number buttons 1-16**. The display indicates e.g. "FILE:1" and a progress bar.

• *Each memory bank must be stored separately. If the control LED of a number button lights, this memory bank has been stored on the USB memory device before.*

• *The data will be stored in the folder "DMX Move Control 512" located on the root directory of the USB memory device. A file with the extension "PRO" will be created for each memory bank. You should not make any changes to the default folder. Otherwise the controller cannot the reload the data later.*

5 After completing the data backup, the device returns to the main menu level.

📑 Regarding USB memory devices

• This unit supports data carriers with the file system FAT32 and with a capacity up to 32 GB.
• Prior to connecting a USB memory device, call the system settings.
• If a data carrier is not recognized at the first try, turn the controller off and on again.

Data load [Data import]

1 Connect a USB memory device to the controller's USB port.

   • *The files to be imported must be stored in the folder "DMX Move Control 512"located on the root directory of the USB memory device.*

2 Call the menu item with the **pan wheel** and confirm with **ENTER**.

   • *The display indicates "Press number key Select file" (select file with number button).*

   • *The control LED of a number button lights, when data is available on the USB memory device for this memory bank.*

3 Select the file to be loaded with the **number buttons 1-16**.

   • *The display indicates a progress bar.*

4 After successful completion of the data import, the device returns to the main menu level.

Black-out mode [Blackout function]

It is possible to define whether all control channels react on the button BLACK OUT or only the dimmer control channel.

1 Call the menu item with the **pan wheel** and confirm with **ENTER**.

2 Use the pan wheel to choose between the settings [**All channels**] and [**Only dimmer**].

   • **All channels**: All control channels react on the button (i.e. in the blackout state the control channels have the value zero).

   • **Only dimmer**: Only the dimmer control channel reacts on the button BLACK OUT (i.e. in the blackout state the control channel has the value zero).

3 Confirm your setting with **ENTER**.

   • *The display shortly indicates "SAVE OK" and returns to the main menu level.*

9. FIRMWARE UPDATE

The internal software (firmware) of the controller can be updated. New versions of the firmware will include new features, bug fixes and the optimization of current processes. We suggest to always operating the device with the latest firmware to ensure the highest level of functionality. Check www.eurolite.de from time to time for further information. The installation procedures may vary slightly from those described in this user manual; please note the instructions that will be included in the download package.

Follow the steps below to update the firmware:

1 Download the firmware from the internet → www.eurolite.de → download section of the product.

2 Create a folder "DMX Move Control 512"on the root directory of a USB memory device.

3 Copy and extract the firmware to the folder on the USB memory device.

4 Connect the USB memory device with the new firmware to the controller's USB port.

5 Disconnect the controller from the power supply

6 Keep the three buttons **REC, BLACK OUT** and **RUN MODE** press simultaneously.

PRESS ANY BUTTON
TO UPDATE

Fig. 8.2 Firmware update

7 Turn on the controller. After approx. 3 seconds, the display indicates "PRESS ANY BUTTON TO UPDATE".

8 Release the buttons **REC, BLACK OUT** and **RUN MODE** again.

9 Press any button to start the update procedure.

10 Turn the controller off and on again, as soon as the new firmware has been programmed.

   • *The update procedure is complete and the USB memory device can be removed.*

10. CLEANING AND MAINTENANCE

<table>
<tr>
<td>⚡</td>
<td>

DANGER TO LIFE!
Disconnect from mains before starting maintenance operation!

</td>
</tr>
</table>

We recommend a frequent cleaning of the device. Please use a soft lint-free and moistened cloth. Never use alcohol or solvents!

There are no serviceable parts inside the device. Maintenance and service operations are only to be carried out by authorized dealers.

Should you need any spare parts, please use genuine parts. Should you have further questions, please contact your dealer.

11. TECHNICAL SPECIFICATIONS

Power supply:	100-240 V AC, 50/60 Hz ~ via included power unit
Power consumption:	2.7 W
Number of control channels:	512
Storable scenes:	32
Storable chases:	32 with 100 steps each
Sound control:	via built-in microphone
DMX512/RDM output:	3-pin XLR connector
Available storage media:	USB devices (FAT32)
Dimensions (LxWxH):	483 x 130 x 82 mm Rack installation with 3 U
Weight:	2.2 kg

Accessories

Item 30111560	Mixer case Pro MCB-19, sloping, black 8U
Item 51834001	DMX terminator DES-3 DMX 3-pin
Item 3022050N	Cable MC-50, 5m, black, XLR m/f, balanced

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