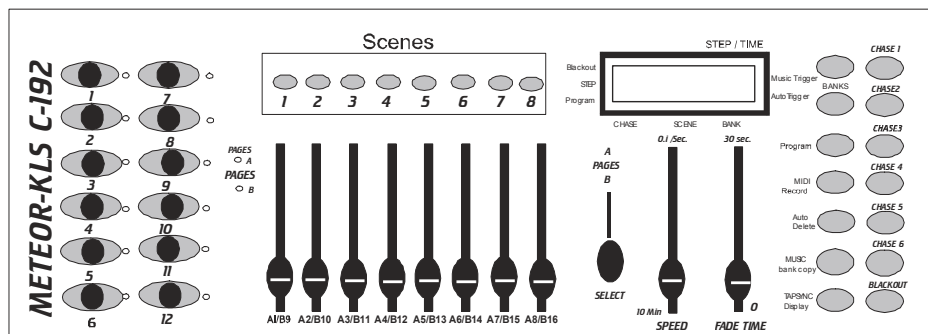


C-192

DMX LIGHTING CONTROLLER



Operators Manual

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C-192 DMX CONTROLLER

Please read these instructions carefully before attempting to operate / program controller. Once you feel you understand the instructions, locate the instructions in a place where you will remember where they are for future reference and additional help in using your controller

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1. INTRODUCTION / FEATURES:

2.

The **C-192 DMX CONTROLLER** is a standard **DMX 512** Controller capable of controlling up to **192 DMX** channels simultaneously. The main features include:

- 12 Fixtures up to **16 channels** each
- 240 Scenes capable
- 30 Banks of **8 Scenes** each for a total of **240 scenes**
- 6 Chases – each up to **240 Scenes**
- 8 Faders to adjust **DMX** output level from **0 – 255**.
- 2 Faders control **Speed Fade Time**
- MIDI** control through MIDI Interface
- Built in **Microphone** for Sound to Light option
- Blackout Button**
- Ease of Operation and Programming
- Mix and Match any DMX Lighting fixture

2. SPECIFICATIONS:

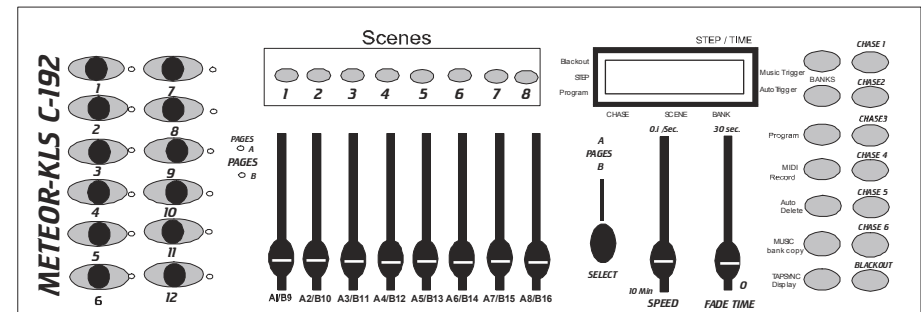
- Power Input:** DC9 – 12v 300mA
- DMX OUTPUT:** 3 Pin Female XLR connector
- Size:** 19" (rackmountable) x 5.25" h x 3" d
- Power supply:** included

FUNCTIONS / Buttons: *FRONT CONTROL PANEL*

- 1) **Scanners:** to select any or all of the 12 units
- 2) **Scenes:** To create -store or run scenes
- 3) **Page Select:** To select Page A for Channel 1 to 8, or B for channels 9-16.
- 4) **LCD Display:** 3 digit showing numeric value of DMX channel / Level
- 5) **Bank (up / down) :** 30 banks are available for use in selecting
- 6) **Chases:** To select any 1 of 6 Chases
- 7) **Blackout –** Disables all active channel outputs without going into a DMX reset
- 8) **Program:** to activate the program mode. Display “*flashes*” when activated
- 9) **Midi / Record (typo- says *reoord*):** To control MIDI operations of Trigger / Run
- 10) **Auto/Del:** to Select Auto / Run in Chase mode or to delete scenes and / or chases
- 11) **Music / Bank Copy:** to trigger the Sound Activation in Chase mode or to copy a bank of scenes from one to another in program mode
- 12) **Tap SYNC/ Display:** In Auto Chase mode used to change the Rate of Chase and in Program Mode to change LCD display value.
- 13) **Fade Time Slider:** To adjust the Fade Time - Fade time is the time takes the **C-192** to completely cross fade from one scene to another scene.
- 14) **2- Speed Slider:** to adjust the chase rate in Auto Mode
- 15) **Faders (1 – 8):** to adjust the output level from 0 – 255 or the intensity from 0% - 100% of each channel

REAR CONTROL PANEL:

- 16) **Midi In:** to receive MIDI data.
- 17) **DMX Polarity Select:** make sure Polarity of your fixture and set the **DMX SCENEMASTER** to the proper polarity.
- 18) **DMX Output:** to send All DMX signals to fixture or powerpacks / dimmers.
- 19) **DC Input:** to supply a DC 9 – 12v power, 300 mA minimum
- 20) **ON / OFF switch**



3 - OPERATION INSTRUCTION:

Standard DMX 512 Addressing

Dip Switch Setting: Each Dip Switch has an address based on Binary code

Dip Switch number:	1	2	3	4	5	6	7	8	9
DMX Value:	1	2	4	8	16	32	64	128	256

Select the address wanted: by adding the total of Dip Switches on.

(note) Dip switch # 10 is not used with DMX normally for selectable functions, i.e. master/slave or sound activation etc.

Each of the 12 fixtures is assigned 16 Channels (whether you are using all those channels or not . The dip switches on your fixtures are set as per the diagram on next page.

Scanners	Channels	Dip Switches ON
1	1 - 16	all off
2	17 - 32	1, 5
3	33 - 48	1, 6
4	49 - 64	1, 5, 6
5	65 - 80	1, 7
6	81 - 96	1, 5, 7
7	97 - 112	1, 6, 7
8	113 - 128	1, 5, 6, 7
9	129 - 144	1, 8
10	145 - 160	1, 5, 8
11	161 - 176	1, 6, 8
12	177- 192	1, 5, 6, 8

- **note:** When addressing your fixtures, use the starting addresses used in this instruction manual, not the addressing found in your fixture manual.

3 **SCENE PROGRAMMING:**

- 1) Press and HOLD **PROGRAM BUTTON** for three (3) seconds to activate **PROGRAM Mode**. The LCD next to "PROGRAM" blinks. This indicates the Program has been started.
- 2) Select the Fixture to program by pressing any or all the **FIXTURE** buttons (1 – 12).
- 3) Adjust / move the Faders / sliders to the desired output levels for all channels (i.e., color gobo, pan and tilt, etc.) of the fixture(s) you selected. Press **PAGE SELECT A** or **B** (if the fixture has more than 8 Channels). When selecting from page A or B, you have to move the sliders to activate the channels.
- 4) If you have set the fixture to its correct position, color gobo and you wish to program another fixture – Press the Scanner button you have just finished adjusting. This will hold that fixture and its values in its final configuration. Select another fixture by pressing the target Scanner Button and proceed to adjust / set and change to the settings of your liking of fixture two
- 5) Repeat Steps 2 and 3 until you have set the fixture to its correct position

- 6) When all the fixtures you want to be programmed are in their correct position. Press the **MIDI / ADD** button
- 7) Select the desired Bank to store scene using the **UP** and **DOWN** bank select button. There are **30 BANKS** you can store up to eight scenes per **BANK**. For a total of 240 Scenes.
- 8) Press the **SCENE BUTTON** (1-8) to store the **SCENES**. All **LED's** will flash **3** times. The LCD Screen will display the **BANK** where your **SCENE** is stored.
- 9) Repeat Steps 2-8 to record all your desired **SCENES**. You can copy the settings from one Scanner button to another in case you want to add more fixtures to your show. Just press and HOLD the **SCANNER** Button you want to copy. Then press the Scanner Button (fixture) you want to copy to.
- 10) To exit **PROGRAMMING** Mode – Press and **HOLD** the **PROGRAM** button for 3 – 5 seconds.
(When you exit the **Programming Mode**, the **BLACKOUT LE** comes on. Press **BLACKOUT** Button to disable **BLACKOUT** function) Last switch on Bottom right

3 **SCENE EDITING:**

This function allows you to make changes in an already programmed scene.

- 1) Press the **PROGRAM** button for three seconds to enter the Program mode.
- 2) Use the **BANK UP** and **DOWN** button to select the bank that stores the scene you would like to edit.
- 3) Select the Scene you want to edit by pressing the **SCENE** button.
- 4) Use the faders / sliders to make your changes.
- 5) Press the **MIDI / Add** button then followed by the **SCENE** Button that corresponds to the scene you selected earlier (otherwise you might accidentally record over an existing scene).

3 **SCENE COPY:**

This function allows you to copy the setting of one scene to another.

- 1) Press the **PROGRAM** button for three seconds to enter the Program mode.

3

- 2) Use the BANK Up and Down to locate the bank that has that particular scene in it.
- 3) Select the desired **SCENE** you want to copy by pressing the **SCENE** Button.
- 4) Use the **BANK** buttons **UP** and **DOWN** to select the Bank where you want the to store the copied **SCENE**.
- 5) Press **MIDI / Add** button followed by the **SCENE** button where you want to copy to.

3

SCENE DELETE:

*This function will reset all the **DMX** channels incorporated within a **SCENE** to a **DMX** value of “ 0 ” (off).*

- 1) Select the desired **SCENE** you would like to delete.
- 2) While Pressing and Holding **AUTO / Del.** Press the **SCENE** button (1 – 8) you want to delete.

3

ERASE ALL SCENES:

*This will **ERASE** all **SCENES** in **ALL BANKS**. All **SCENES** are reset to **DMX** value zero (0).*

Make double sure this is really what you are wanting to do

- 1) Press and hold down **PROGRAM** and **BANK** Down buttons while turning power off.
- 2) Re-connect **POWER**. **All SCENES** should be erased.

NOTE: *Once you have successfully erased all **SCENES**, there is **no way** to retrieve them.*

3

COPY A BANK:

*This function enables you to copy the setting of one **BANK** to another **BANK**.*

- 1) Press and **HOLD** the **PROGRAM** Button for 3 seconds to activate the **PROGRAMMING** Mode.
- 2) Select the **BANK** you want to copy.
- 3) Press and Release the **MIDI / Add** button.
- 4) Select the **BANK** into which you want to copy to.
- 5) Press the **MUSIC / BANK-Copy** Button. The **LCD Display** will flash momentarily to indicate the process / copy has been completed.

(6)

3

DELETE A BANK:

- 1) Press and **HOLD** the **PROGRAM** Button for 3 seconds to activate the **PROGRAM** Mode.
- 2) Select the **BANK** to be deleted. Press **AUTO / Del** and **MUSIC / Bank Copy** at the same time to delete the **BANK**. The **LCD** will flash momentarily to indicate it has been successfully deleted.

3

CHASE PROGRAMMING:

*You must already have programmed **SCENES** before you can program any **CHASES**.*

- 1) **PRESS** and **HOLD** the **PROGRAM** Button down for three (3) seconds to enter the **PROGRAMMING MODE**
- 2) Choose any **CHASE** (1 – 6) to be programmed.
- 3) Select the desired **SCENE** from any of the **BANKS**. **SCENES** run in the same order as they are entered into the **PROGRAM CHASE**.
- 4) Press the **MIDI / Add** Button. All the **LED's** will **FLASH** three (3) times if it has successfully been loaded in **CHASE**
- 5) Repeat steps 3 and 4 as many times as you want. You can record up to **240 SCENES** in one **CHASE**.
- 6) When you are finished **PROGRAMMING** a **CHASE** – Press and **HOLD** the **PROGRAM** Button for three (3) seconds.

3

COPY A BANK TO A CHASE:

- 1) Press and **HOLD** the **PROGRAM** Button for three (3) seconds to enter the Programming Mode.
- 2) Select the **BANK** of **SCENES** you wish to copy. Select the **CHASE** to which you want to copy the bank of **SCENES**. Press **MUSIC / Bank-Copy** and **MIDI / Add** at the same time. The **SCENES** of the **BANK** are now copied into the **CHASE**. Press and **HOLD** the **PROGRAM** Button for three (3) seconds to exit the Programming Mode.

(7)

3

EDITING CHASES:

This feature allows you to ADD or DELETE unwanted SCENES from an already existing CHASE.

- 1) **PRESS** and HOLD the **PROGRAM Button** down for three (3) seconds to enter the **Programming Mode**.
- 2) Select the **CHASE** (1-6) to which you want to add a step.
- 3) **PRESS** the **TAPSYNC / Display** and the **LCD** shows the **SCENE** and the **BANK**. That is the **BANK** containing the **SCENE** you want to add to the **CHASE**.
- 4) **PRESS** the **TAP SYNC / Display** again and the **LCD** shows the **CHASE** that you have selected to EDIT.
- 5) Use the **UP** or **DOWN** Buttons to scroll through the **CHASE** to reach the step **AFTER** which you wish to add.
- 6) Press **MIDI / Add** – the **LCD** will read one step number higher.
- 7) Press the **SCENE Button** you wish to add.
- 8) Press the **MIDI / Add** again to add the new step.
- 9) Press and **HOLD** the **PROGRAM Button** down for three (3) seconds to exit the Programming Mode.

3

DELETING A STEP OR SCENE IN A CHASE:

- 1) Press and HOLD the **PROGRAM Button** for three (3) Seconds to enter the Programming Mode.
- 2) Select the **CHASE** (1-6) from which you want to delete a step (scene).
- 3) Press **TAPSYNC / Display** and the **LCD** shows the **CHASE** you have selected.
 - 1) Use the **UP** and **Down** Buttons to scroll through the **CHASE** to reach the step (scene) you want to delete.
 - 2) Press **AUTO / Del** and the **SCENE** will be deleted.
 - 3) Press and HOLD the **PROGRAM Button** for three (3) seconds to exit the Programming Mode.

3

DELETE CHASE: *(all SCENES still available)*

- 1) **Press** and HOLD down the **Program Button** for (3) Seconds.
- 2) **Press** the **AUTO /DELETE** button.
- 3) Then **Press** the **CHASE #** you want to delete.
- 4) **Press Auto/Delete** and **Chase #** for 3 seconds
- 5) **Screen Flashes** – Chase # successfully deleted.

RUNNING SCENES:

MANUAL RUN SCENES

- 1) When the power is first turned on, the unit is in a **MANUAL** Scene mode.
- 2) If in the **Program Mode** – Press and Hold the **PROGRAM Button** for three (3) seconds. The **Program LED** will go out. The **C-192 Controller** is now in its **MANUAL** Mode.
- 3) Be Sure that the **AUTO** and **MUSIC Button LED's** are **OFF**.
- 4) Select the **BANK** – using the **UP** or **DOWN** Button that stores the **SCENES** you want to run.
- 5) Press the **SCENE Button** to run the **SCENE** you have selected.

3

RUNNING SCENES:

AUTO RUN SCENES:

This function will run a **BANK** of **PROGRAMMED SCENES** in a sequential loop.

- 1) Press **AUTO / Del** once to activate the **AUTO RUN** mode.
- 2) Use the **UP** or **DOWN BANK** Button to select a Bank of **SCENES** to run.
- 3) Now you can use the **SPEED** and **FADE** sliders to adjust the **SCENES** to your liking
NOTE: The FADE setting should never be slower then the SPEED setting or the SCENES will not be completed.
- 4) You can change the **BANKS** “on the fly” by pressing the **UP** or **DOWN BANK** Buttons.

3

RUNNING SCENES:

MUSIC RUN SCENES

- 1) Press the **MUSIC / Bank-Copy** Button and the Corresponding indicator light will come on in the **LCD**.
- 2) Select the desired **BANK** that stores the **SCENES** you want to **CHASE** by using the **UP** or **DOWN** Button

3

RUNNING SCENES:

MIDI RUN SCENES

- 1) Select **BANK** to run **SCENES** using **MIDI** – in **MANUAL / Auto** or **MUSIC Run Mode**.

3 **RUNNING CHASES:**

MANUAL RUN CHASES:

This function will enable you to manually step through "selected Chase.

- 1) **Press** and Hold the **PROGRAM BUTTON** for three (3) Seconds to Enter the PROGRAMMING MODE.
- 2) Start a CHASE by selecting one of the six (6) **CHASE BUTTONS** (on right side of Controller)
- 3) **Press** the **TAP SYNC BUTTON**. Each time you press Button, you will step through the **Scenes** in the **CHASE**.
- 4) Use the **BANK SELECT** Button to scroll through the **CHASES**.
- 5) **PRESS** and **HOLD** the **PROGRAM BUTTON** for three (3) seconds to exit the **PROGRAMMING MODE**.

RUNNING CHASES:

AUTO RUN CHASES:

- 1) **PRESS** ANY or all of 6 **CHASE BUTTONS** (on right side) to select the desired **CHASE** to **RUN**.
- 2) **PRESS** and Release the **AUTO / DELETE**. The corresponding **LED** in screen will flash.
- 3) Adjust the **FADE TIME** and the **SPEED** Sliders to your desired **CHASE** rate.

NOTE A - Never adjust the **FADE TIME** (last active slider on right side of Controller) slower than the **SPEED** setting Slider (second to last Slider on Right). Otherwise your **CHASES** will not be completed before each new scene is sent.

NOTE: B – If you wish to include ALL your **CHASES**. Press **AUTO / DELETE** before selecting a **CHASE**.

3 **RUNNING CHASES:**

MUSIC RUN CHASES: Triggered by the Music being played. Built in Microphone is Located between Fixture switches 1 and 7 (hole with no LED)

- 1) **Press** one of the six (6) **CHASE** Buttons to select the **CHASE** desired.
- 2) **Press** and Release the **MUSIC / Bank-Copy** Button
- 3) The corresponding **LED** will **FLASH** in the **LCD**. The **CHASE** will now run via the Sound / Music.

3 **ADVANCING/CHANGING** to Different CHASE:

AUTO RUN CHASES:

- 1) Select and **Press** the Chase that is active (running) (LCD drops first number of the 4 numbers displayed.)
- 2) Select and **Press** the next CHASE you want to start. (LCD adds new first number of this chase).

NOTE: When you exit a **CHASE** by Pressing the **CHASE** Button, the Controller will automatically run the **SCENES** that are in the last bank accessed. To stop the movements of the light, either use the **BLACKOUT** button or Press **MUSIC** if in the Music Mode or in the **AUTO** Mode if in the **AUTO MODE**

3 **MIDI CHANNEL SETTING** **MIDI RUNNING**

- 4) **Press** and **HOLD** the **MIDI / Add Button**. The third and Fourth digits on the **LCD** display will **FLASH** – indicating **MIDI** Mode.
- 5) Use the **UP** or **Down** Buttons to select the Midi channel (1 – 16) you would like to use / run.
- 6) **Press** and **HOLD** the **MIDI / Add Button** once more to end **MIDI** mode

3 **MIDI CHANNEL SETTING**

NOTE "ON": RECEIVE NOTE "ON" SIGNALS TO EXECUTE CORRESPONDING FUNCTIONS THE **C-192** **DMX CONTROLLER** RECIEVES ONLY MIDI NOTES AND YOU MIGHT WANT TO TRANSPOSE YOUR KEYBOARD TO FIND THE PROPER **MIDI NOTE**.

4 **TROUBLE SHOOTING / OFTEN ASKED QUESTIONS:**

COLORS DON'T RESPOND WHEN FADERS ARE MOVED

MAKE SURE DMX ADDRESS IS CORRECT / DIP SWITCHES IF XLR CABLE IS MORE THEN 30 METERS (100FT), CHECK TO SEE IF TERMINATED CORRECTLY.

MIRRORS DON'T RESPOND WHEN SLIDERS ARE MOVED

MAKE SURE DMX ADDRESS IS CORRECT / DIP SWITCHES MAKE SURE SPEED IS ADJUSTED, IF AVAILABLE FOR FASTER MIRROR MOVEMENT. NOT ALL UNITS HAVE SPEED ADJUSTMENT

IF XLR CABLE IS MORE THEN 30 METERS (100FT), CHECK
TO SEE IF TERMINATED CORRECTLY.

*** CHASES ARE CHASING SEQUENTIALLY, NOT AS ONE
CONTINUOUS LOOP. (common problem)**

MAKE SURE YOU PRESS THE ACTIVE CHASE RUNNING BEFORE
ASSIGNING THE NEXT CHASE

SCENES DON'T RUN AFTER RECORDING THEM

MAKE SURE TO PRESS **MIDI / ADD** BUTTON BEFORE
PRESSING SCENE BUTTON. LED'S SHOULD FLASH
AFTER PRESSING EACH SCENE BUTTON.

BE SURE YOU ARE IN THE CORRECT BANK THAT THE
SCENES WERE RECORDED IN.

SCENES DON'T RUN CORRECTLY AS RECORDED

MAKE SURE ALL FIXTURES WERE RECORDED IN SCENE
MAKE SURE YOU ARE IN THE CORRECT BANK THAT THE
SCENES WERE RECORDED IN

CHASES DON'T RUN AFTER RECORDING THEM

MAKE SURE TO PRESS THE MIDI/ADD BUTTON AFTER
PRESSING THE SCENE BUTTON. LED SHOULD FLASH
AFTER PRESSING MIDI / ADD.

BE SURE YOU ARE IN THE CORRECT CHASE THAT HAS
THE STEPS RECORDED IN

IF IN AUTO MODE – DID YOU ADJUST SPEED AFTER
SELECTING AUTO

FADE TIME IS TOO LONG FOR SPEED SELECTED

FIXTURES AREN'T DOING ANYTHING

HAVE YOU READ THIS MANUAL COMPLETELY AND
FOLLOWED ALL THE RECORDING STEPS FOR
SCENES AND CHASES

DID YOU SET YOUR DIP SWITCHES ACCORDING TO THIS
MANUAL

ARE ALL UNITS PROPERLY CONNECTED WITH POWER
ON AND PROPERLY CONNECTED VIA DMX.

EC DECLARATION OF CONFORMITY

We declare that this product complies with the following specifications and
bears CE mark in accordance with the provisions of Electro- Magnetic
Compatibility (EMC) Directive 89/336/EEC EN55014-1:1994,
EN61000-3-2:1995, EN61000-3-3:1995 EN55014-2:1997

CATEGORY II

EN61000-4-2:1995, EN61000-4-3:1995, EN61000-4-4:1995
EN61000-4-5:1995, EN61000-4-6:1995, EN61000-4-11:1994

HARMONIZED STANDARD

EN60598-1:1993 Safety of Household and similar electrical appliances
Par 1: General Requirements: Following the provisions of the Low voltage
Directive 73/23 EEC and 93/68/EEC

FOR TECHNICAL HELP / SUPPORT

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