



DMX192S Controller

Ref. nr.: 154.060



INSTRUCTION MANUAL

ENGLISH

Congratulations to the purchase of this Beamz product. Please read this manual thoroughly prior to using the product in order to benefit fully from all features.

Read the manual prior to using the product. Follow the instructions in order not to invalidate the warranty. Take all precautions to avoid fire and/or electrical shock. Repairs must only be carried out by a qualified technician in order to avoid electrical shock. Keep the manual for future reference.

- Prior to using the product, please ask advice from a specialist. When the unit is switched on for the first time, some smell may occur. This is normal and will disappear after a while.
- The unit contains voltage carrying parts. Therefore do NOT open the housing.
- Do not place metal objects or pour liquids into the product. This may cause electrical shock and malfunction.
- Do not place the product near heat sources such as radiators, etc. Do not place the unit on a vibrating surface. Do not cover the ventilation holes.
- The product is not suitable for continuous use.
- Be careful with the mains lead and do not damage it. A faulty or damaged mains lead can cause electrical shock and malfunction.
- When unplugging the product from a mains outlet, always pull the plug, never the lead.
- Do not plug or unplug the unit with wet hands.
- If the plug and/or the mains lead are damaged, they need to be replaced by a qualified technician.
- If the product is damaged to such an extent that internal parts are visible, do NOT plug the unit into a mains outlet and DO NOT switch the product on. Contact your dealer. Do NOT connect the product to a rheostat or dimmer.
- To avoid fire and shock hazard, do not expose the product to rain and moisture.
- All repairs should be carried out by a qualified technician only.
- Connect the product to an earthed mains outlet (220-240Vac/50Hz) protected by a 10-16A fuse.
- During a thunderstorm or if the product will not be used for a longer period of time, unplug it from the mains. The rule is: Unplug it from the mains when not in use.
- If the product has not been used for a longer period of time, condensation may occur. Let the unit reach room temperature before you switch it on. Never use the product in humid rooms or outdoors.
- During operation, the housing becomes very hot. Do not touch it during operation and immediately after.
- To prevent accidents in companies, you must follow the applicable guide lines and follow the instructions.
- Secure the product with an extra safety chain if the unit is ceiling mount. Use a truss system with clamps. Make sure nobody stands in the mounting area. Mount the effect at least 50cm away from inflammable material and leave at least 1 meter space on every side to ensure sufficient cooling.
- This product contains high intensity LEDs. Do not look into the LED light to prevent damage to your eyes.
- Do not repeatedly switch the product on and off. This shortens the life time.
- Keep the unit out of the reach of children. Do not leave the unit unattended.
- Do not use cleaning sprays to clean switches. The residues of these sprays cause deposits of dust and grease. In case of malfunction, always seek advice from a specialist.
- Only operate the product with clean hands.
- Do not force the controls.
- If the product has fallen, always have it checked by a qualified technician before you switch the product on again.
- Do not use chemicals to clean the unit. They damage the varnish. Only clean the product with a dry cloth.
- Keep away from electronic equipment that may cause interference.
- Only use original spares for repairs, otherwise serious damage and/or dangerous radiation may occur.
- Switch the product off prior to unplugging it from the mains and/or other equipment. Unplug all leads and cables prior to moving the product.
- Make sure that the mains lead cannot be damaged when people walk on it. Check the mains lead before every use for damages and faults!
- The mains voltage is 220-240Vac/50Hz. Check if power outlet match. If you travel, make sure that the mains voltage of the country is suitable for this product.
- Keep the original packing material so that you can transport the product in safe conditions



This mark attracts the attention of the user to high voltages that are present inside the housing and that are of sufficient magnitude to cause a shock hazard.



This mark attracts the attention of the user to important instructions that are contained in the manual and that he should read and adhere to.



DO NOT LOOK DIRECTLY INTO THE LENS. This can damage your eyes. Persons who are subject to epileptic attacks should be aware of the effects that this light effect may have on them.

The product has been certified CE. It is prohibited to make any changes to the product. They would invalidate the CE certificate and their guarantee!

NOTE: To make sure that the unit will function normally, it must be used in rooms with a temperature between 5°C/41°F and 35°C/95°F.



Electric products must not be put into household waste. Please bring them to a recycling centre. Ask your local authorities or your dealer about the way to proceed. The specifications are typical. The actual values can slightly change from one unit to the other. Specifications can be changed without prior notice.

Do not attempt to make any repairs yourself. This would invalid your warranty. Do not make any changes to the product. This would also invalid your warranty. The warranty is not applicable in case of accidents or damages caused by inappropriate use or disrespect of the warnings contained in this manual. Beamz cannot be held responsible for personal injuries caused by a disrespect of the safety recommendations and warnings. This is also applicable to all damages in whatever form.

UNPACKING INSTRUCTION

CAUTION! Immediately upon receiving the product, carefully unpack the carton, check the contents to ensure that all parts are present, and have been received in good condition. Notify the shipper immediately and retain packing material for inspection if any parts appear damage from shipping or the package itself shows signs of mishandling. Save the package and all packing materials. In the event that the product must be returned to the factory, it is important that the product be returned in the original factory box and packing.

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.

POWERSUPPLY

On the label on the backside of the product is indicated on this type of power supply must be connected. Check that the mains voltage corresponds to this, all other voltages than specified, the light effect can be irreparably damaged. The product must also be directly connected to the mains and may be used. No dimmer or adjustable power supply.

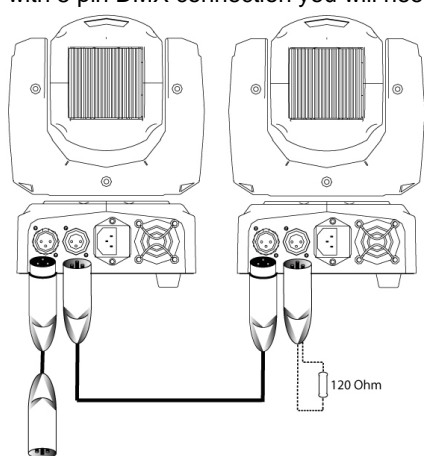


Always connect the device to a protected circuit (circuit breaker or fuse). Make sure the device has an appropriate electrical ground to avoid the risk of electrocution or fire.

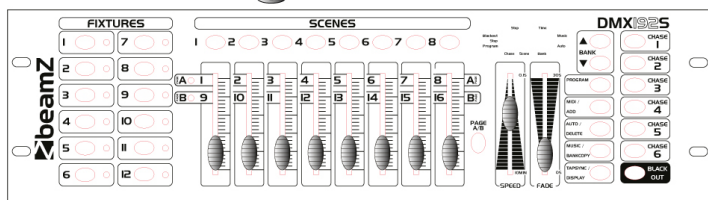
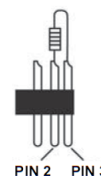
DMX-512 CONNECTION

If you are using a standard DMX controller, you can connect the DMX-output of the controller directly to the DMX-input of the first unit in a DMX-chain. Always connect the output of one unit with the input of the next unit until all units are connected.

If you use a controller with 5 pin DMX connection you will need to use a 5-pin to 3-pin adapter.

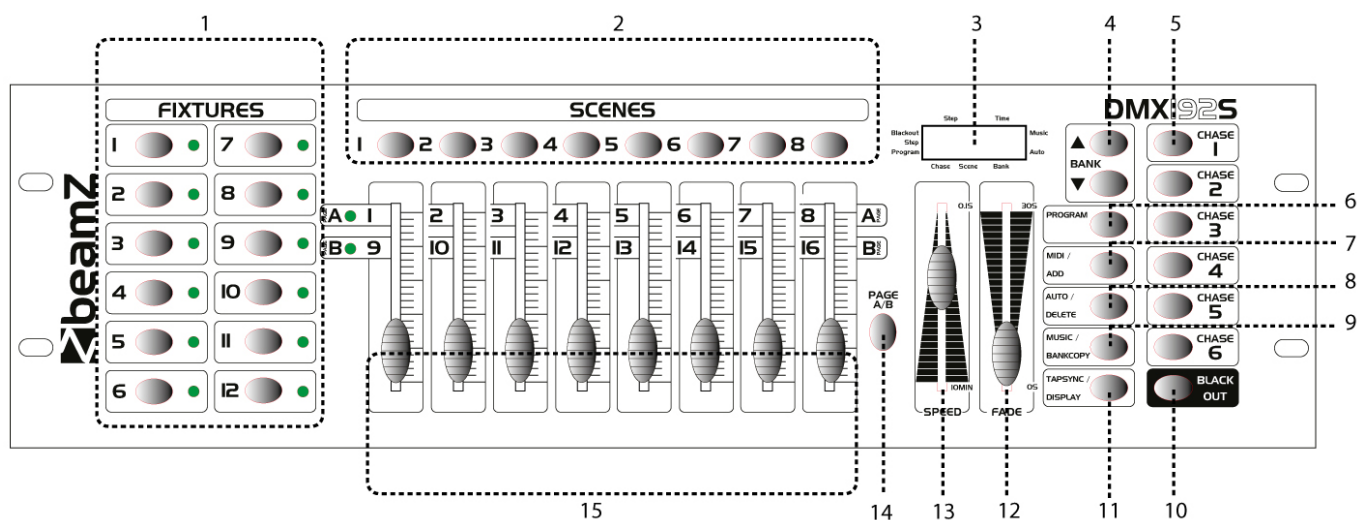


At the last fixture, the DMX cable has to be terminated. Solder a 120 Ohm resistor between signal (-) and signal (+) into a 3-pin XLR connector and plug this into the DMX output of the last fixture in the chain.



3-Pin XLR to 5-Pin XLR Conversion		
Conductor	3-Pin XLR Female (Out)	5-Pin XLR Male (In)
Ground/Shield	Pin 1	Pin 1
Data Compliment (- signal)	Pin 2	Pin 2
Data True (+ signal)	Pin 3	Pin 3
Not Used		Pin 4 – Do Not Use
Not Used		Pin 5 – Do Not Use

OVERVIEW



1. Fixture buttons (1 – 12)

Used to select relevant fixture for control.

2. Scene buttons (1-8)

Press the scene buttons to load or stored your scenes. There are a maximum of 240 programmable scenes.

3. Segment Display

Shows the current activity or programming state.

4. Bank Buttons (Up/Down)

Press the Up/Down buttons to select a bank from 30 banks.

5. Chase Buttons(1-6)

Used to select your programmed chase consisting a maximum of 240 scenes.

6. Program Button

Used to activate Program mode.

7. ADD Button

Used to record programs.

8. Auto/Del Button

Used to activate Auto mode or to delete scenes and chases.

9. Music/Bank Copy

Used to activate Music mode or to create scenes and chase programs.

10. Blackout Button

Used to disable channel output.

11. Tap Sync/Display

Used to create a standard beat or to change the values display between % and 255.

12. Fade Time Slider

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

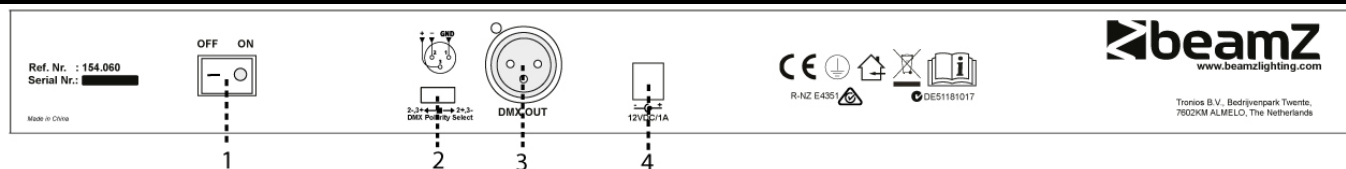
13. Speed Slider

Used to adjust the speed at which the scenes will chase.

14. Page Select Button

Used to select faders for the fixture between Page A(1-8) and Page B (9-16).

REAR VIEW



1. Power Switch

This switch turns On/Off the power.

2. DMX Polarity select

Make sure the polarity of your fixture.

3. DMX Out.

This connector sends your DMX value to the DMX scanner or DMX pack.

4. DC Input

DC 9 – 12V, 300mA

1.0 OPERATION GUIDE

GENERAL

This unit allows you to program 12 fixture of 16 DMX channels, 30 banks of 8 programmable scenes, 6 chases of 240 programmed scenes using 8 faders and other function buttons. To tailor your special effect lighting, this unit enables you to assign or reverse the DMX channels. In addition, two or more units can communicate with each other so that they can send or receive file dump.

Display Information

The LCD Display contains a maximum of 2x8 characters.

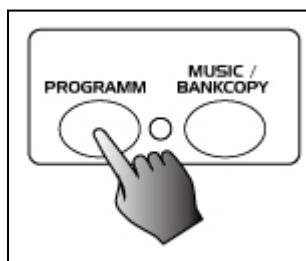
LCD Display

Chase 5
Step 002
Data 151
SP: 1M36S
TP: 5.32S
FT: 10.5S
ASS 07 08
RES 10 13
SN 6
BK 03

Message

Chase 5 is activated.
The 2nd step of a chase
DMX value(000-255)
The current speed is 1 minute and 36 seconds
The time of the last two taps is 5.32 seconds
Fade time is 10.5 seconds
Assign DMX channels 7 and 8
Reverse DMX channels 10 and 13
Scene 6
Bank 03

1.1 PROGRAM ENABLE



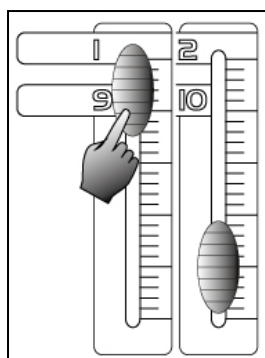
When the power is turned on, this unit enters Manual mode automatically. Press the Program button for three seconds to activate Program mode, a fast blinking light in the Segment Display next to "PROG." Indicates its selection.

1.2 PROGRAMMING SCENES

1. Enter Program mode.

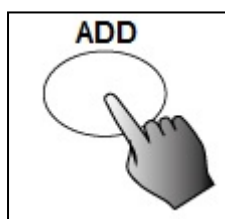


2. Press the Fixtures button to turn on its fader control, which is indicated by the lit LED. You may select several scanners at a time by tapping of these Fixtures buttons, so you can assign several fixtures at a time with this unit.

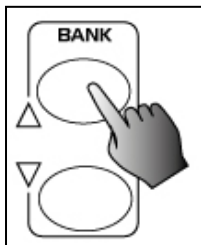


3. Create a desired scene using the faders. The DMX value is 0 when the fader is fully down(bottom) and 255 when it is fully up(top).

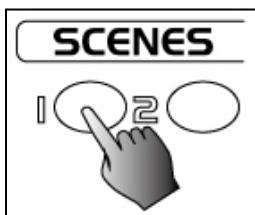
4. If necessary, you may tap the Page Select button to control the second set of 8 DMX channels.



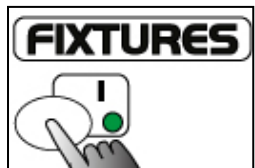
5. Once the scene is satisfactory, tap the ADD button to program this scene into memory.



6. Tap the Bank Up/Down button to select the bank you want to store your scene into. There are total 30 banks you can select, you may store up to 8 scenes into each bank.

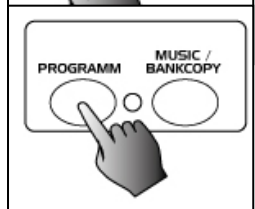


7. Tap the Scene button to store your scene, all LEDs and the Segment Display will flash three times briefly indicating this operation, then the Segment Display will show the bank and the scene.



8. Repeat steps 3-7 until all desired scenes have been programmed into memory. Tap the fixtures button again to turn off its fader control.

To assign another fixture, you may tap the corresponding Scanner button to turn on its fader control, then you may begin your programming again.

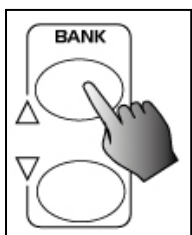


9. If you wish not continue your programming, press and hold down the Program button for three seconds to exit Program mode, the blinking light in the Segment Display goes out indicating this selection.

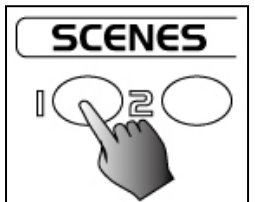
EXAMPLE: Program 8 scenes with channel 1-8 at full in sequence into bank 2 and assign these scenes to fixtures 2.

1. Program enable.
2. Tap the Scanner 2 button to turn on its fader control.
3. Tap the Page Select button to select Page A.
4. Push Fader 1 to the top position.
5. Tap the ADD button.
6. Select bank 2 using Bank Up/Down button.
7. Tap the Scene 1 button to store the first scene.
8. Repeat steps 4-7 until all 8 scenes have been programmed into bank 2.
9. Tap the Scanner 2 button again to turn off its fader control.
10. Press the Program button for 3 seconds to exit Programming mode.

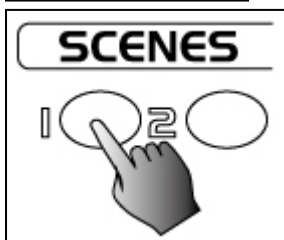
1.3 SCENE EDITING



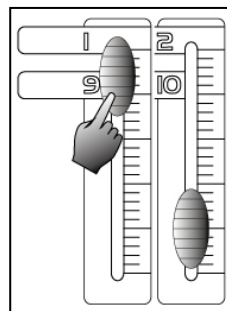
1. Program enable.
2. Tap the Bank Up/Down button to select the bank that contains the scene you wish to edit.



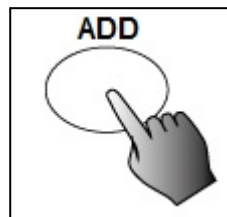
3. Select the scene you want to edit by tapping its Scene button.



6. Tap the Scene button that corresponds to the scene you're editing. This will overwrite the exited scene.



4. Use the Faders or jog wheels to make your desired adjustments.



5. Once you've made your changes, tap the ADD button.

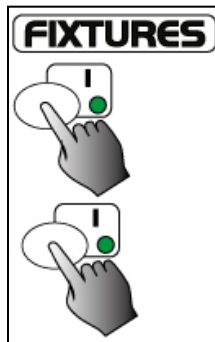
NOTE: Be sure to select the same scene in steps 3 and 6, otherwise you may accidentally record over an exited scene.

1.4 SCANNER COPY

This function allows you to copy the settings of one scanner to another.

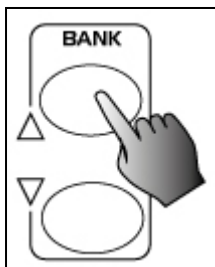


1. Press and hold down the Scanner button you want to copy.



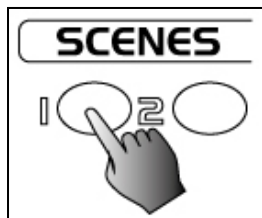
2. While holding the Scanner button, tap the Scanner button you want to copy to.

1.5 SCENE COPY

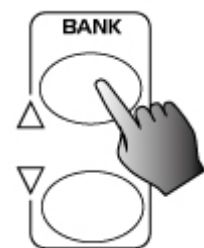


1. Program enable.

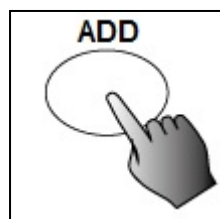
2. Tap the Bank Up/Down button to select the bank that contains the scene you wish to copy.



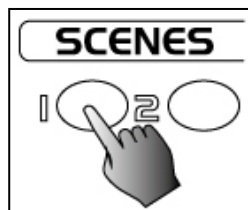
3. Select the scene you want to copy by tapping its Scene button.



4. Tap the Bank Up/Down button to select the bank you wish to copy the scene to.

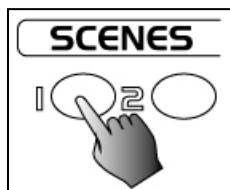


5. Tap the ADD button.

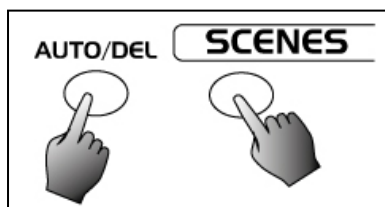


6. Tap the Scene button you wish to copy the scene to.

1.6 DELETE A SCENE



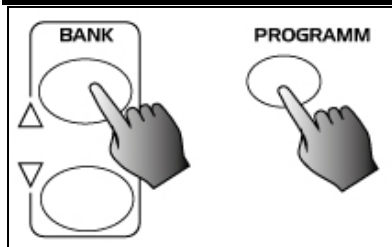
1. Tap the desired Scene button to select the scene you wish to delete.



2. Press and hold down the Auto/Del button. While holding down the Auto/Del button, tap the Scene button that stores the scene you wish to delete.

When a programmed scene is deleted, all DMX channel in this scene is set to 0.

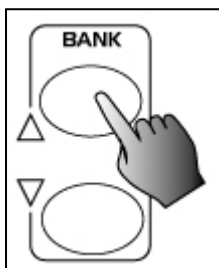
1.7 DELETE ALL SCENES



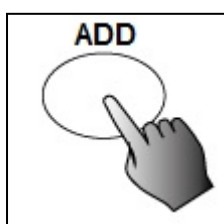
This function will reset all DMX channel to 0 output.

1. With the power off, press and hold down the Program and Bank Down buttons at a time.
2. Apply power again, all scenes should be cleared.

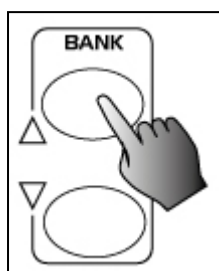
1.8 BANK COPY



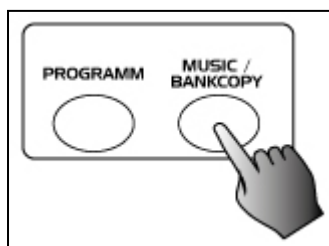
1. Program enable.
2. Tap the Bank Up/Down button to select the bank you wish to copy.



3. Tap the ADD button.



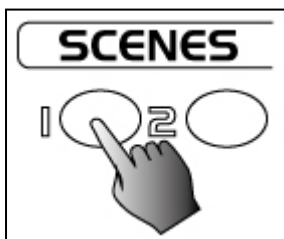
4. Tap the Bank Up/Down button to select the bank you wish to copy to.



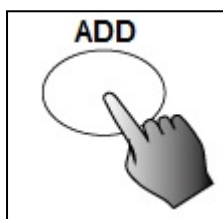
5. Tap the Music/Bank Copy button, all LEDs and the Segment Display will flash three times briefly indicating the function has been completed.
6. Press the Program button for three seconds to exit Programming mode.

2.0 PROGRAMMING CHASES

You must program scenes before you can program chases, this function allows you to store up to 240 scenes into one chase.

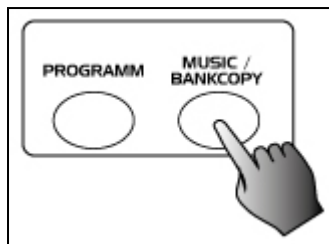


1. Program enable.
2. Tap the Chase button to select the chase to program. Each time you can select a chase only.
3. Select a desired scene from the bank that has stored scenes. (described in Programming Scenes)

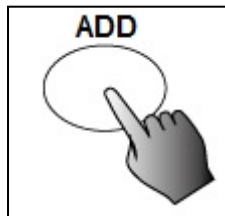


4. Tap the ADD button.
5. Repeat steps 3-4 until you've reached your desired effect. You may record up to 240 scenes into a chase.

2.1 PROGRAM A BANK OF SCENES INTO A CHASE

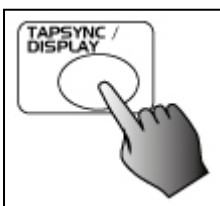


1. Program enable.
2. Select the chase using Chase buttons 1-6.
3. Use Bank Up/Down button to select the bank that contains the scenes you wish to copy.
4. Tap the Music/Bank Copy button.

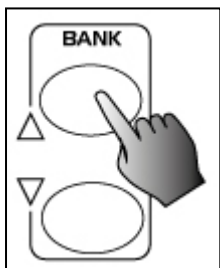


5. Tap the ADD Copy button, all LEDs and the Segment Display will flash three times briefly indicating all 8 scenes in this bank have been programmed into this chase.

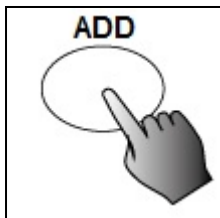
2.2 ADD A STEP



1. Program enable.
2. Select the chase you wish to add a step to.
3. Tap the Tap Sync/Display button causing a highlight next to "Step", the first digit in the Segment Display shows the chase and the next three digits show its step.

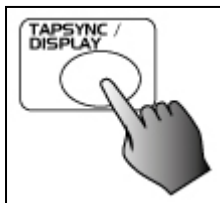


4. Tap the Bank Up/Down button to scroll to the step you wish to add a step after.



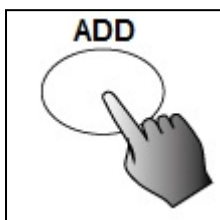
5. Tap the ADD button, the Segment Display will read the step one higher than before.

For example, if you want to insert a step between step 3 and step 4, and you scroll to step 3, when you tap the ADD button, the Segment Display will read step 4.



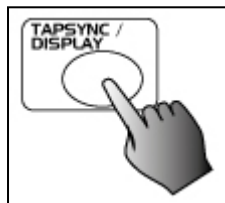
6. Tap the Tap Sync/Display button again, the Segment Display shows the current chase, scene and bank. Create a desired scene and record it as a new step or select a programmed scene you wish to add into this chase.

Hints: You may tap the Tap Sync/Display button to change the display mode between step and the bank.



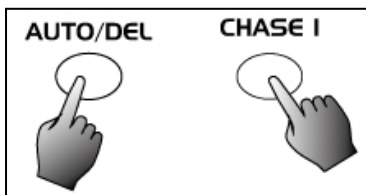
7. Tap the ADD button again, all LEDs and the Segment Display will flash three times briefly indicating the new step has been inserted into this chase.

2.3 DELETE A STEP



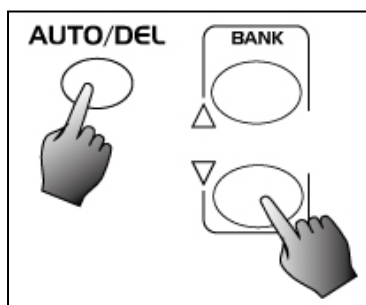
1. Program enable.
2. Select the chase that contains the step you wish to delete.
3. Tap the Tap Sync/Display button causing the Segment Display shows the steps.
4. Tap the Bank Up/Down button to scroll to the step you wish to delete.
5. Tap the Auto/Del button to delete the step, all LEDs and the Segment Display will flash three times briefly indicating that the step has been deleted.

2.4 DELETE A CHASE



1. Select the chase you wish to delete.
2. Press and hold down the Auto/Del button. Tap the Chase button while holding down the Auto/Del button, all LEDs and the Segment Display will flash three times briefly indicating this chase has been deleted.

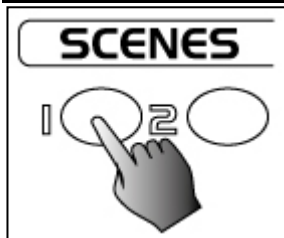
2.5 DELETE ALL CHASES



1. With the power off, press and hold down the Auto/Del and Bank Down buttons at the same time.
2. Apply the power again.

3.0 RUNNING SCENES

3.1 MANUAL MODE



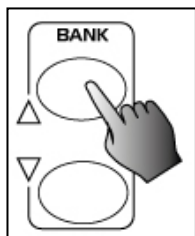
1. When the power is turned on, this unit enters Manual mode automatically.
2. Make sure Auto trigger and Music trigger indicators in the Segment Display are both off.
3. Use the Bank Up/Down button to select the bank that contains the scenes you wish to run.
4. Tap the Scene button to select the scene to run.

3.2 AUTO MODE

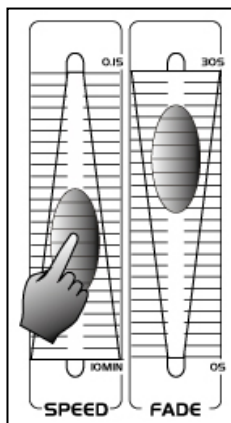


This function allows you to run a bank of programmed scenes in a sequential loop.

1. Tap the Auto/Del button to activate Auto mode. The auto LED lights indicating auto mode is active.



2. Use the Bank Up/Down button to select a bank of scenes to run.



3. After selecting the bank of scenes you wish to run, you can use the Speed slider (or Tap Sync/ Display button) and Fade Time slider to adjust the scenes to your desired effect.

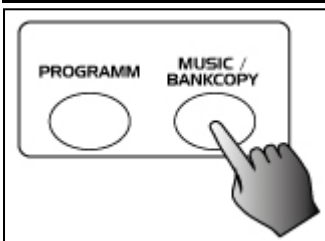
Hints:

The Tap Sync button is used to set the speed by tapping the button several times, the last two taps will define the speed with a maximum of 10 minutes. Tap Sync will override any previous setting of the Speed slider unless the slider is moved again.

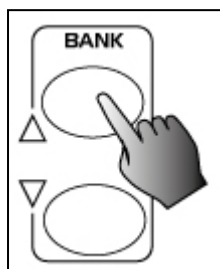


4. Tap the Auto/Del button again to exit Auto mode.

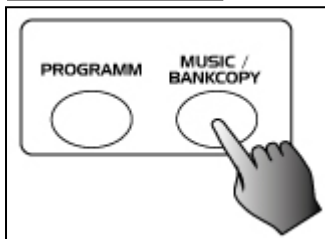
3.3 MUSIC MODE



1. Tap the Music/Bank Copy button to activate Music mode. The music LED lights indicating music mode is active.



2. Use the Bank Up/Down button to select the bank that holds the scenes you wish to run. The scenes you've selected will chase in a sequential order according to the music rhythms detected by the built-in microphone.

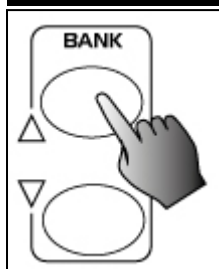


3. Tap the Music/Bank Copy button again to exit Music mode.

4.0 RUNNING CHASES

You must program scenes before you can run chases.

4.1 MANUAL MODE

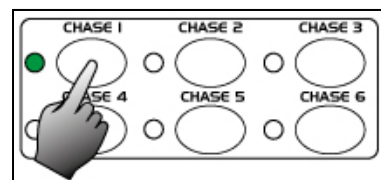


1. When the power is turned on, this unit enters Manual mode automatically.
2. Select your desired chase by tapping one of the six Chase buttons. A second tap of this button will deactivate this function.
3. Use the Speed slider(or Tap Sync button) and Fade Time slider to adjust the current scenes to your desired effects.
4. Use the Bank Up/Down button to scroll through the chase to run all banks of scenes.

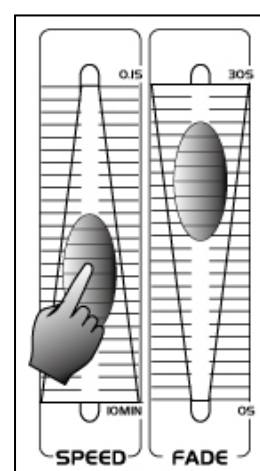
4.2 AUTO MODE



1. Tap the Auto/Del button to activate Auto mode. The auto LED lights indicating music mode is active.



2. Select your desired chase by tapping one of the six Chase buttons. A second tap of this button will deactivate this function.



3. Use the Speed slider (or Tap Sync) and Fade Time slider to adjust the chase to your desired effects. You may select several chases at a time, the chases will run in sequence that you select the chases.

5.1 IMPLEMENTATION

This unit receives Note On signals, which enables to run 15 banks(01-15) of scenes and 6 chases of scenes. In addition, blackout function can be activated by MIDI signal.

Bank	Note number	Function
Bank 1	00 to 07	Turn on or off scenes 1 – 8 of bank 1
Bank 2	08 to 15	Turn on or off scenes 1 – 8 of bank 2
Bank 3	16 to 23	Turn on or off scenes 1 – 8 of bank 3
.....
Bank 14	104 to 111	Turn on or off scenes 1 – 8 of bank 14
Bank 15	112 to 119	Turn on or off scenes 1 – 8 of bank 15
Chase 1	120	Turn on or off Chase 1
Chase 2	121	Turn on or off Chase 2
Chase 3	122	Turn on or off Chase 3
Chase 4	123	Turn on or off Chase 4
Chase 5	124	Turn on or off Chase 5
Chase 6	125	Turn on or off Chase 6
	126	Blackout

TECHNICAL SPECIFICATION / TECHNISCHE SPECIFICATIE / TECHNISCHE DATEN / ESPECIFICACIONES TÉCNICAS / SPÉCIFICATIONS TECHNIQUES / SPECYFIKACJA TECHNICZNA

Rated voltage : DC 9 – 12V, 300mA min.
DMX Connection : 3-Pin XLR
Function : DMX
Dimensions per unit : 482 x 132 x 75mm
Weight (per unit) : 2.6 kg

Design and product specifications are subject to change without prior notice.

The products referred to in this manual conform to the European Community Directives to which they are subject:

European Union

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