ADMX-512

512 Channel DMX/RDM Controller

Item ref: 154.105UK

User Manual

Please read through this manual thoroughly before use, any damage caused by misuse of product will not be covered by warranty.


A powerful 512 channel DMX/RDM controller with 32 fixtures. Each fixture controls up to 32 channels per unit. There are 32 storable scenes and 32 storable chases, each with up to 100 steps which can be triggered manually, by sound or automatically using the time faders between 0.1 seconds and 10 minutes. An integrated USB port provides back up of up to 16 banks of DMX settings, scenes and chases on an attached USB storage device. A hardwearing metal chassis with detachable carry handle makes the unit easy to move from event to event.

In the box:

Your ADMX-512 should arrive with you in a single carton in good condition. The carton should contain 1 x main unit, 1 x UK power adaptor and 1 x user guide.

Controls Overview:
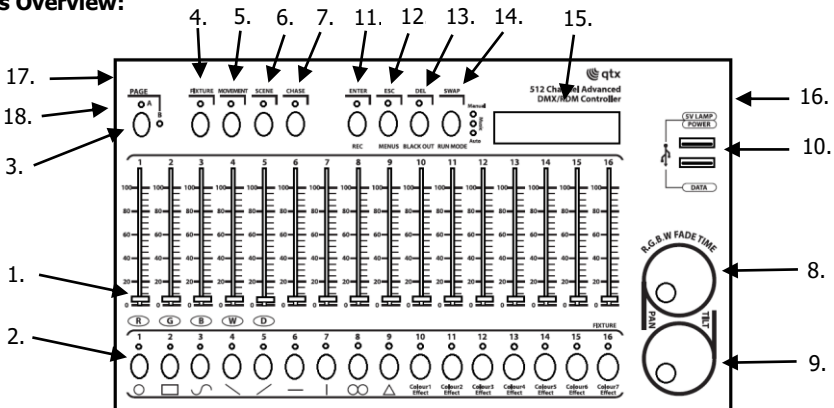
1. Channel faders 1-16: For adjusting the DMX values of the connected light effect units. The current DMX value is indicated in the display. Controls 1-4 also adjust the brightness ratio of the red, green, blue and white LEDs of the connected light effect units and control 5 adjusts the total brightness.

2. Number buttons 1-16 (with LED's): 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 connected fixtures

•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. PAGE button with LEDs: To switch the number buttons between the two channel groups 1-16 and 17-32.

•Red LED A: channel group 1-16 is selected.

•Green LED B: channel group 17-32 is selected.

4. FIXTURE button with LED:

• With the button active (Blue LED) the number buttons allow selection and deselection of connected fixtures.

• With the button held down, for adjusting the fade in time for the RGBW color channels together with the pan wheel.

5. MOVEMENT button with LED: With the button active (blue LED) the number buttons allow activation and deactivation of movement patterns or color effects.

6. SCENE button with LED: With the button active (blue LED) the number buttons allow activation and deactivation of illumination scenes.

7. CHASE button with LED: With the button active (Blue LED) the number buttons allow activation and deactivation of 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 ports:

•POWER: Provides additional power to connected USB devices.

•DATA: For connecting a USB storage device for storing and importing data and firmware updates.

11. REC/ENTER button with LED:

•Long press: To activate or deactivate the programming mode.

•Short press: For storing individual illumination scenes or chases and for confirming adjustments.

12. MENU/ESC button with LED:

•Long press: To call and exit the system settings.

•Short press: To abort a setting procedure and jumping back to a higher menu level.

13. BLACK OUT/DEL button with LED:

•Sets all control channels to the value zero (e.g. for turning off the fixtures).

•For deleting illumination scenes or chases.

•For inserting a scene into a chase.

14. RUN MODE/SWAP button with LEDs:

•For setting the running mode of a chase. A short press 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. LCD Display: Shows the current setting or operation parameters.

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

17. Power input: Insert the jack plug of the supplied PSU.
18. Power on/off switch: Switches the controller on and off.

Setting up:

1. Connect the power supply to the socket on the side of the unit and plug into a mains socket.
2. Connect a DMX lead to the socket on the side of the unit and a compatible DMX-512 device.
3. Switch on the controller using the switch on the side of the unit.
4. The LCD display will display Manual indicating the controller is in Manual mode and ready for use

Operation:
Switch on the controller with the rear power switch. The unit is in manual mode and the display indicates "Manual" on 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 FIXTURE button.
•The control LED lights up.
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 all the devices again.
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.

Manual
CH:02 Val:098
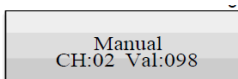
4. The 32 light effect units are combined in 2 groups (channel pages) of 16 channels each. If necessary, use the PAGE button to switch between the two channel groups 1-16 (LED A lights up) and 17-32 (LED B lights up) and repeat steps 2 and 3, until the desired values are assigned to all channels.

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 FIXTURE button (control LED lights up) and use the number buttons 1-16 to select the devices to be assigned to an effect.
•If necessary, use the PAGE button to switch between the two channel groups 1-6 (LED A lights up) and 17-32 (LED B lights up).
2. Call the effect mode with the MOVEMENT button.
•The control LED lights up.
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 application.

```
MOVEMENT  RANGE
PAN:050%      TL:080%
```
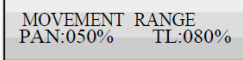
•Movement patterns 1-9: Press the SWAP button to switch between the parameters and adjust the values with the Pan/Tilt wheels.
-MOVEMENT RANGE: The pan/tilt movement can be adjusted between 1 and 100 %.
-MOVEMENT OFFSET: Correction values can be adjusted for fine adjustment of the pan/tilt movement.
-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.
•Color effects 10-16: The running speed can be adjusted between 1 and 100 %.

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.
1. Call the programming mode. For this, keep the REC button pressed until the LED above the button lights up.
2. Press the FIXTURE button.
•The control LED lights up.
3. Use the number buttons 1-16 to select the devices to be controlled.
•The corresponding LEDs of the buttons illuminate.
•If a number button is pressed once again, the corresponding device is deselected.
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.

```
Program
CH:02 Val:098
```
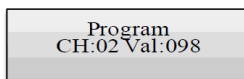
5. If necessary, movement patterns or color effects can be integrated in the scene. For this, call the effect mode with the MOVEMENT button and select the desired effect with the number buttons 1-16. Exit the effect mode again by pressing the FIXTURE button.
6. If necessary, use the PAGE button to switch between the two channel groups 1-16 (LED A lights up) and 17-32 (LED B lights up) 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 SCENE button and then the REC button to memorize the scene.
10. Select the desired memory bank with one of the number buttons 1-16.
•If necessary, use the PAGE button to switch between the two channel groups 1-16 (LED A lights up) and 17-32 (LED B lights up).
•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 goes out.
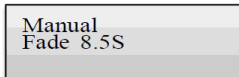
Calling Illumination Scenes:
Static scenes from the memory bank can only be used in manual mode.
1. There should be no device selected. If one of the control LEDs of the number buttons 1- 16 is lit, press the corresponding button to deselect.
2. Press the SCENE button.
•The control LED lights up.
3. Call the desired scene with the number buttons 1-16.
•The control LED lights up.
•If the button is pressed once again, the scene is deselected (control LED goes out).
•If necessary, use the PAGE button to switch between the two channel groups 1-16 (LED A lights up) and 17-32 (LED B lights up).

Adjusting Fade-in for the Color Channels:
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 FIXTURE button 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.

```
Manual
Fade 8.5S
```

Deleting Illumination Scenes:
1. Call the programming mode. For this, keep the REC button pressed until the LED above the button lights up.
2. Press the SCENE button.
•The control LED lights up.
3. Keep the DEL button 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 PAGE button to switch between the two channel groups 1-16 (LED A lights up) and 17-32 (LED B lights up).
•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 goes out.

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 into a chase in any desired order. Chases may run automatically, manually or sound-controlled.
1. Call the programming mode. For this, keep the REC button pressed until the LED above the button lights up.
2. Press the CHASE button.
•The control LED lights up.
3. Select the desired memory bank with one of the number buttons 1-16.
•If necessary, use the PAGE button to switch between the two channel groups 1-16 (LED A lights up) and 17-32 (LED B lights up).
•The display indicates e.g. "Chase01 Step001" in the lower line.
4. Press the FIXTURE button.

```
Program
Chase01 Step001
```

•The control LED lights up.
5. Use the number buttons 1-16 to select the devices to be controlled.
•If necessary, use the PAGE button to switch between the two channel groups 1-16 and 17-32.
6. Adjust the first illumination scene with the sliding controls and, if necessary the pan and tilt wheels.
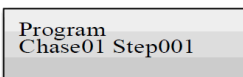
•The display indicates the number of the control channel in the lower line and the current output value as a DMX value.

Program
CH:02 Val:098

7. It is also possible to call a scene previously memorized or a movement pattern or color effect and insert it into the chase. For this, call the scene or the effect with the SCENE or MOVEMENT button and the corresponding number button.
8. Press the REC button 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 ENTER button 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 is lit, press the corresponding button for deselection.
2. Press the CHASE button.
•The control LED lights up.
3. Use the number buttons 1-16 to select the desired chase.
•The control LED flashes.
•If necessary, use the PAGE button to switch between the two channel groups 1-16 (LED A lights up) and 17-32 (LED B lights up).
•Up to 5 chases can be selected simultaneously. The chases are played one after the other. The LED of the chase currently playing flashes, the others stay lit.
•The display indicates the number of the chase (e.g. "Chase01") in the lower line and the current step (e.g. "Step001).

Manual
Chase01 Step001
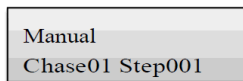
4. Select the chase running mode with the button RUN MODE. The mode is indicated by the LEDs next to the button.
•MANUAL: The chase can be manually advanced step by step with the pan wheel.
•MUSIC: The individual steps of the chase run to the rhythm of the music picked up via the internal microphone.
The sensitivity of the sound control is adjustable. For this, keep the RUN MODE button pressed and turn the tilt wheel to adjust a value between 0-100%.
The higher the value, the higher the sensitivity.

Music
Sensitivity   050%
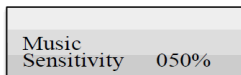
AUTO: The individual steps of the chase run at the adjusted speed and fade time. Use the pan wheel to adjust the running speed, i.e. how long a scene is shown, between 10 minutes and 0.1 seconds (indication "Wait"). Use the tilt wheel to adjust the fade time, i.e. the time between the steps, between 0 and 30 (indication "Fade").

Auto
Wait 1M10S
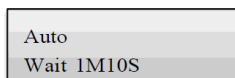
5. A flashing LED indicates which chase can be adjusted when several chases are selected simultaneously. The chase selected last can be adjusted. To adjust a different chase instead, keep the corresponding number button pressed until its LED flashes.
6 To stop a chase, press the corresponding number button so that its LED goes out.

Adjusting Fade-in for the Color Channels:
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 FIXTURE button 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.

```
Manual
Fade  8.5S
```
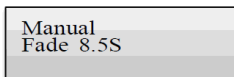
Overwriting Channels Manually:
During the playback of a chase, it is possible to overwrite the programmed DMX values with the sliding controls. This allows for minor adjustments during a live performance without the need for reprogramming scenes.
1. Press the FIXTURE button and use the number buttons 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 PAGE button to switch between the two channel groups 1-16 (LED A lights up) and 17-32 (LED B lights up) and repeat steps 1 and 2, until the desired values are assigned to all channels.

Deleting a Chase:
1. Call the programming mode. For this, keep the REC button pressed until the LED above the button lights up.
2. Press the CHASE button.
•The control LED lights up.
3. Keep the DEL button 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 PAGE button to switch between the two channel groups 1-16 (LED A lights up) and 17-32 (LED B lights up).
•To confirm the deleting procedure, all LEDs of the controller flash three times.
4. After the desired chase has been deleted, switch off the programming mode. For this, keep the REC button pressed until the LED above the button goes out.

Blackout Function:
With the blackout function it is possible to blackout an 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 BLACK OUT/DEL button pressed 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 BLACK OUT/DEL button again, the function stops: The LED is extinguished, and all channels return to their previous output values.
3. In the system settings, is possible define whether all control channels react to the BLACK OUT/DEL button or only the dimmer control channel.
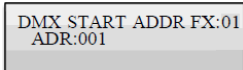
After Use:
After operation, disconnect the mains plug of the power supply unit from the socket, to prevent unnecessary power consumption.

Configuration and System Settings

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 MENU button 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 ENTER button to begin with the configuration. The display indicates "PLEASE SELECT FIXTURE".
4. Use the number buttons 1-16 to select the unit of which the DMX starting address is to be assigned (control LED lights up).
5. This menu item allows adjusting further characteristics. Use the SWAP button 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 an address e.g. "ADR: 001".
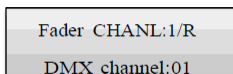

DMX START ADDR FX:01
    ADR:001

7. Change the address with the pan wheel. For addresses already assigned, the display inserts a "!".
8. Press the ENTER button to memorize your setting.
•To confirm the memory procedure, all LEDs of the controller flash three times.
9. Repeat steps 4, 7 and 8 to assign further units.
10. After your settings, exit the system settings.
For this, keep the MENU button 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, for the controller to correctly perform the integrated movement patterns, 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 controls 1-5. The assignment can be made in the system settings.
1. Keep the MENU button 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 ENTER button to begin with the configuration. The display indicates "PLEASE SELECT FIXTURE".
3. Use the number buttons 1-16 to select the unit which the DMX channels are to be assigned (control LED lights up).
4. Select the option FADER CHANL with the SWAP button 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

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.
6. Press the ENTER button to memorize your setting.
•To confirm the memory procedure, all LEDs of the controller flash three times.
7. Repeat steps 5 and 6 to assign further DMX channels.

8. Press the DEL button 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 MENU button 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 MENU button 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 ENTER button 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 up).

4. Select the option FADER REVERSE with the SWAP button. 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".

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 ENTER button to memorize your setting.

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

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

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

9. After your settings, exit the system settings.

For this, keep the MENU button 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 MENU button 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 ENTER button to begin with the configuration. The display indicates "PLEASE SELECT FIXTURE".

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

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

COLOR FADE
FIXTURE:01   [NO]

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 ENTER button to memorize your setting.

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

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

8. After your settings, exit the system settings.

For this, keep the MENU button pressed for 2 seconds.
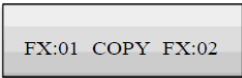
Copying Device Settings:

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 MENU button 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 ENTER button 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

Calling the System Settings:

1. Keep the MENU button pressed 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 ENTER button to select the desired menu item.

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

5. Short press the ESC button to abort the setting procedure and return to the main menu.

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

The following system adjustments are possible:

System Setting	Function
01. Patch fixture	DMX configuration
02. Reset factory	Reset controller to factory default
03. Delete all fixture patch	Delete all DMX assignments
04. Fade mode	Fade function
05. RDM/DMX address setup	RDM/DMX address assignments
06. Data backup	Backup data to USB drive
07. Data load	Import data from a USB drive
08. Send fixture update file	Firmware update (not available)
09. Blackout mode	Blackout function

Reset factory (Reset the controller to factory settings):

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

2. Call the menu item "02. Reset factory" with the pan wheel and confirm with ENTER.

3. 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 pre settings.

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

2. Call the menu item "03. Delete all fixture patch" with the pan wheel and confirm with ENTER.

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

2. Call the menu item "04. Fade mode" with the pan wheel and confirm with ENTER.

3. 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. Keep the MENU button pressed for 2 seconds to call the system settings.
2. Call the menu item "05.RDM DMX Address setup" with the pan wheel and confirm with ENTER.
3. Select the setting [YES] with the pan wheel to access RDM functions and confirm with ENTER.
4. The controller starts searching for RDM devices. The display indicates e.g. "DISCOVER COUNT005" when five devices have been found.
5. 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.
6. Use the tilt wheel to change the DMX address and confirm with ENTER.
7. Press the SWAP button to indicate the UID (manufacturer ID and serial number) of the device in the upper line of the display.
8. Press the BLACK OUT button to perform the identify function for the device.
9. After your settings, return to the main menu level with ESC.

NOTE:
•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 and 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. Keep the MENU button pressed for 2 seconds to call the system settings.
3. Call the menu item "06. Data backup" with the pan wheel and confirm with ENTER.
4. Select the setting [YES] with the pan wheel confirm with ENTER. The display indicates "Press number key Select file" (select a memory bank with number button).
5. 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 up, 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 reload the data later.
6. After completing the data backup, the device returns to the main menu level.

NOTE:
•This unit only supports USB devices using the file system FAT32 and with a capacity up to 32GB.
•Prior to connecting a USB 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. Keep the MENU button pressed for 2 seconds to call the system settings.

3. Call the menu item "07. Data load" with the pan wheel and confirm with ENTER.
•The display indicates "Press number key Select file" (select relevant file with number button).
•The control LED of a number button lights up, when data is available on the USB memory device for this memory bank.
4. Select the file to be loaded with the number buttons 1-16.
•The display indicates a progress bar.
5. 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. Keep the MENU button pressed for 2 seconds to call the system settings.
2. Call the menu item "09. Blackout mode" with the pan wheel and confirm with ENTER.
3. Use the pan wheel to choose between the settings [All channels] or [Only dimmer].
•All channels: All control channels react to 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).
4. Confirm your setting with ENTER.
•The display shortly indicates "SAVE OK" and returns to the main menu level.

Specifications:

DMX channels	512
Power supply	9Vdc, 1000mA
Dimensions	340 x 190 x 38mm (without carry handle)
Weight	1.982Kg

Please do not open cover, contains high voltage. This product is not serviceable or repairable by the end user. Please refer to qualified personnel for service and repair.

This product is classed as Electrical or Electronic equipment and should not be disposed with other household or commercial waste at the end of its useful life. The goods must be disposed of according to your local council guidelines.