

DEXI DMX Controller 192



General Information

This user manual contains important information on the safe operation of the device.

Read and follow all safety notes and all instructions. Save this manual for future reference. Make sure that it is available to all persons using this device. If you sell the device to another user, be sure that they also receive this manual.

Our products and user manuals are subject to a process of continuous development. We therefore reserve the right to make changes without notice.

Please refer to the latest version of the user manual which is ready for download at our website: www.smokeandmirrors.dk.

At our website you will also find online guides and relevant contact information for help and support, should you have any questions or concerns regarding your new device.

Unpacking

Thank you for purchasing the DEXI DMX Controller 192.

Every product has been thoroughly tested and has been shipped in perfect operating condition.

Carefully check the shipping carton for damage that may have occurred during shipping.

If the carton appears to be damaged, carefully inspect your fixture for any damage and be sure all accessories necessary to operate the unit has arrived intact.

In the case damage has been found or parts are missing, please contact Smoke & Mirrors for further instructions.

Safety Instructions

- Please keep this user manual for future consultation. If you sell the controller, be sure to include this instruction booklet to ensure proper maintenance and use.
- Unpack and check carefully for transportation damage before using the controller.
- Before operating, ensure that the power supply voltage and frequency match the power of your electrical system.
- Disconnect main power before servicing and maintenance.
- In the event of a serious operating problem, stop using the controller immediately. Please contact the dealer from whom you purchased the device or the nearest authorized technical repair facility.
- Do not touch exposed wires during use, as there might be a hazard of electrical shock.
- To prevent or reduce the risk of electronic shock or fire, do not expose the controller to rain or moisture.

- The controller must be replaced if there is visible damage to the housing.

Warning: Please read the instructions carefully. They include important information about installation, operation, and maintenance. Do not connect more than 16 fixtures in series (daisy-chaining) on a single power circuit.

Caution: There are no user serviceable parts inside the controller. Do not open the housing or attempt any repairs yourself. In the unlikely situation your unit may require service, please contact your dealer.

Introduction

The DEXI DMX Controller 192 provides control over 192 DMX channels with multiple programmable features including 8 scenes, 12 fixtures, 6 chases, and 8 faders for complete control. The DEXI DMX Controller 192 features dedicated speed and fade time faders for control over all auto mode programs. In addition, the controller features a master blackout button, built-in mic for sound active mode triggering, and a sturdy 3U rackmount chassis for rack applications.

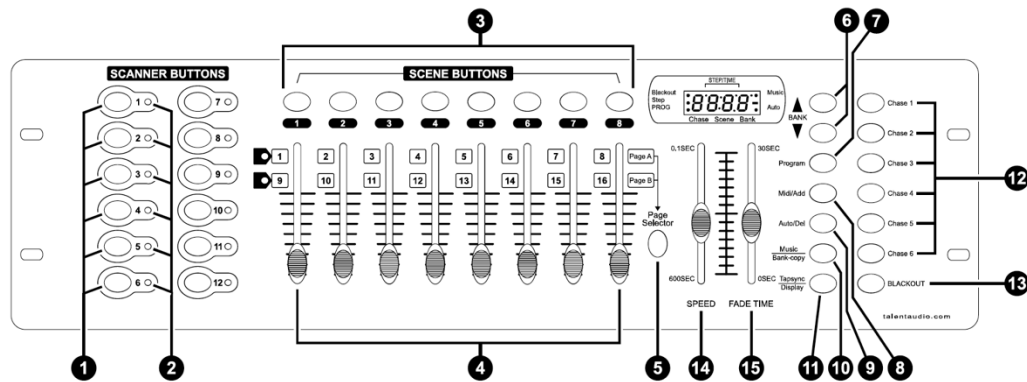
Features:

- 192 DMX channels.
- 30 banks comprised with 8 programmable scenes.
- 12 scanners with 16 channels each.
- 6 programmable chases of 240 scenes.
- 8 faders for manual control over functions.
- Auto mode programs controlled by dedicated, separate speed and fade time faders.
- Reversible DMX channels allows for fixtures to react opposite others in a chase.

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- Manual fader override provides control over any fixture on the fly.
- Built-in microphone for sound and music triggering.
- Blackout master button.
- Power failure memory.
- 3 RU with rack mount tabs for integration into rack systems.

Product overview



Control	Control label	Control function
1	Scanner Buttons	Selects which scanner/fixture is controlled
2	Scanner Indication	Indicate which scanner/fixture is being controlled
3	Scene Buttons	Universal scene run/store selection
4	Channel Faders	Adjust DMX values. By default Ch 1-8 is selected. Ch 9-16 can be accessed via Page Selector (Control 5)
5	Page Select	Choose between Ch 1-8 and Ch 9-16. LED indicator displays current selection
6	Bank Up/Down	Scroll through banks incrementally
7	Program Button	Activates program mode
8	MIDI/Add	Activates any external MIDI control and used as the <i>add</i> during program
9	Auto/Del	Activates AUTO mode and used as the <i>delete</i> during program
10	Music/Bank-Copy	Activates MUSI mode and used as the <i>copy function</i> during program
11	Tap Sync/Display	Sets internal tempo by tapping and changes display format
12	Chase Buttons	Program chase memory 1-6
13	Blackout	Master blackout – changes all DMX values to 0
14	Speed Fader	Adjusts speed of a scene/chase (0.1 seconds – 600 seconds)
15	Fade Time Fader	Adjusts the time intervals between scenes in a chase. Acts as the cross-fade time control (0 – 30 seconds)

Operation Instructions

Hardware Setup:

- Place the DEXI DMX Controller 192 on a flat level surface. The unit can also be rack mounted (3U).
- Power to connect the controller via included power adapter.
- Connect to the first lightning fixture via the DMX output on the back of the unit. Use a 3-pin DMX cable.

Resetting to Default:

- Turn the DEXI DMX Controller 192 off.
- Power the DEXI DMX Controller 192 back on while holding BANK UP and AUTO/DEL.

Note: This will set all values to factory defaults and will erase all programs and settings.

Fixture Addressing:

The DEXI DMX Controller 192 is configured to control 16 DMX channels per fixture. Each fixture must have a starting address 16 channels apart. Check with the respective fixture's manual to learn more about setting the DMX address.

Note: Improper DMX channel assignments could cause faulty control operation.

Channel Overview

Scanner (fixture)	Channel
1	1 – 16
2	17 – 32
3	33 – 48
4	49 – 64
5	65 – 80
6	81 – 96
7	97 – 112
8	113 – 128
9	129 – 144
10	145 – 160
11	161 – 176
12	177 – 192

Programming:

Programs (banks) consists of different scenes (steps) that will be ran in a sequential manner. The DEXI DMX Controller 192 can recall 30 programs of 8 scenes each.

Program Mode

Creating a scene:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The PROGRAM LED will start blinking on the LED of the controller. This indicates that the controller is successfully in program mode.
2. Select a fixture by pressing the associated SCANNER key.
3. Use the channels faders to set the desired lightning effect. To access channels 9-16 press the PAGE SELECT button.
4. Repeat for each desired fixture (select fixture with the SCANNER button).
5. Adjust the FADE and SPEED faders to reach the desired transitional times between scenes.
6. Press the MIDI/ADD button and select the desired BANK by using the BANK UP/DOWN buttons.
7. Select which scene to store the program using SCENES buttons. When a SCENE is successfully added, all LEDs will flash 3 times.
8. Repeat step 2-7 for each desired SCENE – 8 scenes are available in each bank.
9. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Editing a Scene:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The PROGRAM LED will start blinking on the LED of the controller. This indicates that the controller is successfully in program mode.
2. Select the scene by navigating to the correct BANK by using the BANK UP/DOWN buttons.
3. Select the scene you want to edit by pressing the corresponding SCENE button.
4. Adjust the channel faders to achieve the desired look.
5. Press the MIDI/ADD button and then press the SCENE button again that was previously assigned for editing – all LEDs will flash 3 times when successful.
6. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Scene Copy:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The PROGRAM LED will start blinking on the LED of the controller. This indicates that the controller is successfully in program mode.
2. Select the scene by navigating to the correct BANK by using the BANK UP/DOWN buttons.
3. Select the scene you want to copy by pressing the corresponding SCENE button.
4. Press the MIDI/ADD button.
5. Press the SCENE button you want the selected scene copied to – all LEDs will flash 3 times when successful.
6. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Delete Scene:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The PROGRAM LED will start blinking on the LED of the controller. This indicates that the controller is successfully in program mode.
2. Select the scene by navigating to the correct BANK by using the BANK UP/DOWN buttons.
3. Press and hold AUTO/DEL button while pressing the SCENE button you want to delete – all LEDs will flash 3 times when successful.
4. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Delete All Scenes:

1. Turn the controller off.
2. Press and hold the PROGRAM button and BANK DOWN while you turn the controller back on – all LEDs will flash 3 times when successful.

Note: Completing this procedure will erase all scene data, the scenes will be erased when the controller is turned back ON.

Bank Copy:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds.
2. Select the bank to be copied by navigating to the correct BANK by using the BANK UP/DOWN buttons.
3. Press the MIDI/ADD button.
4. Locate the destination BANK by using the BANK UP/DOWN buttons.
5. Press the MUSIC/BANK-COPY button – all LEDs will flash 3 times when successful.
6. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Bank Delete:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds.
2. Locate the desired BANK to delete using the BANK UP/DOWN buttons and press AUTO/DEL and MUSIC/BANK-COPY buttons at the same time to delete – all LEDs will flash 3 times when successful.
3. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Chase Programming

Chases are created by using scenes that have been previously created. The previously created scenes become steps in a chase and arranged in any desired order. Chases can contain up to 240 scenes as steps.

Note: Prior to programming chases for the first time, it is recommended to delete all chases from memory.

Delete All Chase Programs:

1. Press and hold the BANK DOWN button and the AUTO/DEL button while turning the controller OFF.

Note: Completing this procedure will erase all chase step memory, individual scenes and program banks will NOT be deleted.

Creating a Chase:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds.
2. Press the CHASE button you want to program.
3. Select the BANK and locate the scene to insert.
4. Press desired SCENE to insert.
5. Press the MIDI/ADD button – all LEDs will flash 3 times when successful.
6. Repeat step 3-5 to insert any desired scene. Up to 240 scenes (steps) can be recorded.
7. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Copy Bank into Chase:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds.
2. Select the BANK to be copied by using the BANK UP/DOWN buttons.
3. Select the desired destination CHASE by pressing the corresponding CHASE button.
4. Press the MUSIC/BANK-COPY and MIDI/ADD buttons at the same time – all LEDs will flash 3 times when successful.
5. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Adding Step to Chase:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds.
2. Press the desired CHASE button.
3. Press the TAP SYNC/DISPLAY button, the LED displays the scene you will be adding. Note: STEP LED on the display must be on.
4. Use the BANK UP/DOWN buttons to scroll the current steps in the chase and choose where you would like to add.
5. Press MIDI/ADD button – one step number will be added to the current displayed step number.
6. Press the corresponding SCENE button to add that step to the chase - all LEDs will flash 3 times when successful.
7. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Delete Scene/Step in Chase:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds.
2. Press the desired CHASE button.
3. Press the TAP SYNC/DISPLAY button, the LED displays the scene you will be adding. Note: STEP LED on the display must be on.
4. Use the BANK UP/DOWN buttons to scroll the current steps in the chase and chose the step you would like to delete.
5. Press AUTO/DEL button to delete the step - all LEDs will flash 3 times when successful.
6. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Delete a Chase:

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds.
2. Press the CHASE button to be deleted.
3. Press and hold the AUTO/DEL button and the CHASE button to be deleted - all LEDs will flash 3 times when successful.
4. Exit PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds. The controller will default back to BLACKOUT when exiting PROGRAM MODE as indicated by the BLACKOUT LED blinking. To exit BLACKOUT press the BLACKOUT button.

Playback (Scenes)

Note: When the DEXI DMX Controller 192 is first powered on, the controller will default to manual scene mode.

Manual Run:

1. Ensure that MUSIC and AUTO LEDs are not illuminated on the LED display.
2. Select the BANK that the desired scene is located in by using the BANK UP/DOWN buttons.
3. Press the desired SCENE button to call the stored scene.

Sound Mode:

Note: Sound mode will trigger all scenes from a bank in a chase using the DEXI DMX Controller 192's built in microphone.

1. Press the MUSIC/BANK-COPY button until the MUSIC LED lights up on the LED display.
2. Select the desired BANK by using the BANK UP/DOWN buttons (will then activate with sound).
3. Press MUSIC/BANK-COPY button to exit.

Auto Mode:

Note: Auto mode will trigger all scenes from a bank in a chase using the DEXI DMX Controller 192's SPEED and FADE TIME faders.

1. Press and hold the AUTO/DEL button until the AUTO LED lights up on the LED display.
2. Select the desired BANK by using the BANK UP/DOWN buttons.
3. Using the SPEED and FADE TIME faders you can override the programmed times of the steps. Revert back to the programmed times by pressing the PROGRAM button once.
Note: The SPEED TIME must be faster than the FADE TIME in order for the scene to run properly.
4. Change the BANK in operation by using the BANK UP/DOWN buttons.

Blackout:

BLACKOUT button cuts off all fixtures by bringing all lightning output to 0.

1. Press the BLACKOUT button.
2. Press the BLACKOUT button again to exit blackout mode.

Playback (Chases)

Manual Run:

Note: Manual mode will allow the user to skip through each step of a chase manually.

1. Enter PROGRAM mode by pressing and holding the PROGRAM button for 3 seconds.
2. Start a chase by pressing the corresponding CHASE button.
3. Press TAP SYNC/DISPLAY button to step through a chase.
4. Scroll through the chase's steps using the BANK UP/DOWN buttons.
5. Press and hold the PROGRAM button for 3 seconds to exit.

Auto Mode:

1. Press the desired CHASE button.
2. Press the AUTO/DEL button, the AUTO LED will light up on the display.
3. Adjust the speed at which the steps change and fade time between them using the SPEED and FADE TIME faders.
Note: The SPEED TIME must be faster than the FADE TIME in order for the scene to run properly.
4. To program the DEXI DMX Controller 192 to a desired tempo, tap the TAP SYNC/DISPLAY button 3 times at the tempo you wish the speed and fade time to cycle.

Music Mode:

1. Press the desired CHASE button.
2. Press the MUSIC/BANK-COPY button, the MUSIC LED will light up on the display.
3. The chase will run to the sound by using the DEXI DMX Controller 192's built in microphone.

Running Sequential Chases:

Note: Chases must be programmed before using the Running Sequential Mode.

1. Press the AUTO/DEL or MUSIC/BANK-COPY button (depending on the desired trigger).
2. Press the CHASE buttons once for the chases you want to run.
Note: Chases will run in the order the buttons are pressed.
3. Adjust the speed of the CHASE with the SPEED fader.

Specifications

Control Data Output:	Locking 3-pin female DMX socket
Data Protocol:	DMX512
Power Supply:	9-12 VDC
Power Consumption:	10W
Electric current:	No less than 300mA
Length:	48.25 cm
Width:	13.34 cm
Depth:	7.29 cm
Rack mountable:	Yes – 3U
Weight:	2.5 kg

Please note: Specifications and improvement in the design of this unit and this manual are subject to change without any prior written notice.