FOS 192Ch DMX Console

User Manual

PRODUCT SPECIFICATIONS

- DMX channels: 1-192
- Fixtures maximum control channels: 16
- Maximum fixtures number: 12
- Cases: 12
- Maximum chase steps: 100
- Music mode: Yes
- Blackout function: Yes
- Adjustable fade and time.
- LED digit display
- DMX output with 3 pin XLR.
- Power supply: AC90-240V,50-60Hz,4W
- Size: 535 x 185 x 100 mm
- Weight 2.5KG

PROTECTION AGAINST SOLIDS AND WATER

Only for IP-rated fixtures

The protection level of a housing is set by applied standards. For classification there is used the IP-Code. It contains the declaration „IP"and two following numbers. The first number characterizes the protection against harmful effects of solids, the second is rating the water protection. It is important to distinguish whether encapsulation and harmful effect! There can be housing that is not capsuled completely but still avoids harmful effect of solids or water.

PROTECTION EXAMPLES:

IP20: Protection against intruding objects >12,5mm „Finger protected "; No waterproofing. **TYPICAL PROTECTION FOR INDOOR USE FIXTURES**

IP33: Protection against intruding objects >2,5mm; Falling water within an angle of 60° has no harmful effect **TYPICAL PROTECTION OF LED-LIGHTS USING RECESSED POWERCON AND DMX SOCKET**. This

protection is linked to the mounting position of the fixture and always refers to typical mounting situation like a Floor spot used standing on the ground.

IP54: complete protection against solids and low-pressure water from any side **THIS TYPE OF FIXTURES CAN BE USED UNDER NORMAL OUTDOOR CONDITIONS**.

IP65: shielded against dust and pressurized water from any side. **TYPICAL PROTECTION FOR OUTDOOR RATED EVENTFIXTURES USING WATERPROOFED POWER AND SIGNAL LINK.**

IP67: shielded against dust and protected for accidental briefly submerge. **PROTECTION AGAINST ACCIDENTIAL SUBMERGING ON TEMPORARY FLOODED AREA.**

TEMPORARY USE

Event equipment is designed for temporary use. This are typical purpose as concerts, festivals, theatre, clubs and disco use and referable venues. Long-term use, specially under outdoor conditions and fixed outdoor installation can bring damage in aging materials and affect the coated surface. Sealings as well as cables are made from rubber material and will age by long-term UV-emission as sunlight and should be checked frequently.

LIMITATIONS OF IP PROTECTION

IP-Rating doesn´t mean unlimited outdoor use and protection against any kind of environmental influence! Especially sunlight and included UV will bring accelerated aging. Some fixtures need special parts or processes to fit the rated IP-Protection, like mounting covers or caps or similar. Sealings and other plastic or rubber materials are aging parts. They must be checked frequently to ensure the protection and safety of the fixtures. Also specified torque of screws can affect protection!

Addressing

Fixture NO	First DMX address of scanner	
	Decimal code	Switch bit of scanner address
		123456789
1	1	100000000
2	17	100010000
3	33	100001000
4	49	100011000
5	65	100000100
6	81	100010100
7	97	100001100
8	113	100011100
9	129	100000010
10	145	100010010
11	161	100001010
12	177	100011010

Digit display instruction

1) Running scene and manual operation display :
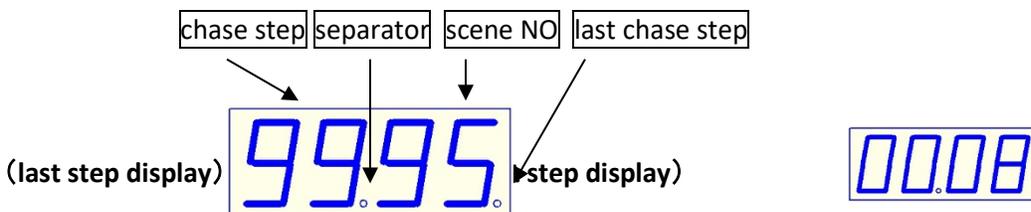
Channel NO   separator   channel

F.255
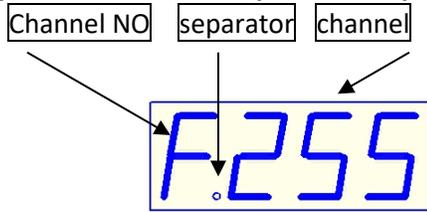
1) Channel NO—display the channel of current fader 0-f correspond 1-16 channel 。
2) Channel —display the current input channel value（range：000-255）。
3) Separator —used in districting different content。

2）editing scene operation display :

scene mark in effect separator scene NO

（display scene in effect) **4-.83** ¦ display） **Π-.88**
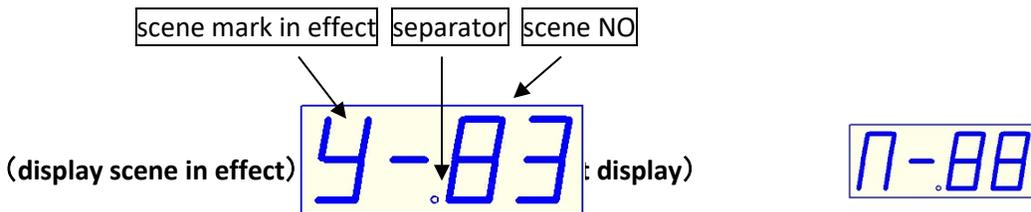
1）Scene mark in effect—the content of choosing the scene (Y means"Yes"，N means"NO）。
2）scene NO—display the editing scene （range：00-99)
3）Separator —used in districting different content。

3）edit and running cross chase operation display :

chase step separator   scene NO   last chase step

（last step display） **99.95.** ▶step display） **00.08**

1）Chase step—the editing chase step NO，range：00-99。
2）Scene NO—the scene will save in the chase step，range：00-99。
3）Last chase step—the step is the last chase step。
4）Separator —used in districting different content。。
5）no chase display—no content in the chase as follows。

（**no chase display**） **00.--**
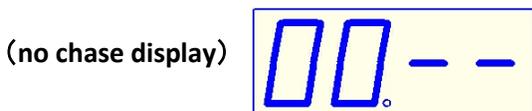
1）<u>**xxx**</u> mean key switch or channel fader, for example: "Chase"。

2) ◄Step , Step► , ◄Scene 和 Scene► keys in the following text , respectively, also referred to as A , B , C and D key,

Because the four buttons are regarded Composite function keys. They can also correspond to a state of expression of the corresponding functions。
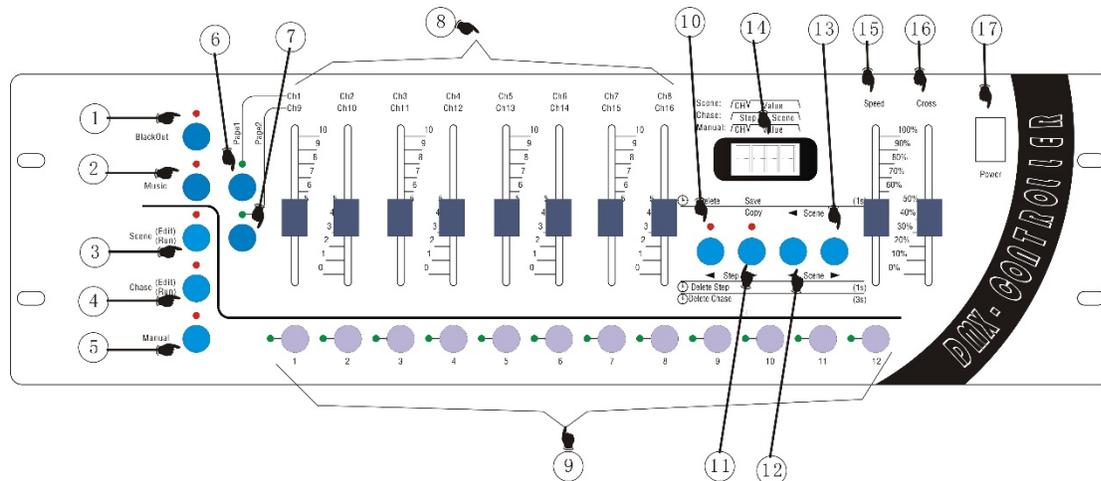
3) in the Schematic diagram of the operation, circle with the number of steps means a one-to-one relationship in explaining the steps and the schematic diagram of the serial number of the serial number for

Example ： "①"or "1）" ; in "①"and"1）"are Consistent both mean first step or No. 1

Rear view

Power input socket fuse   DMX signal output port
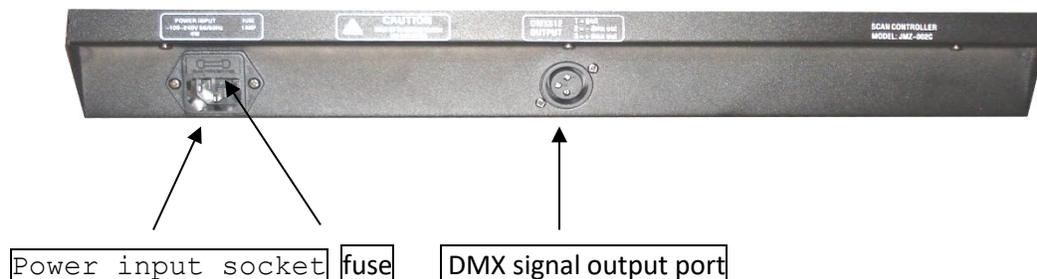
Panel instruction

1) Blackout Brings the output value of all channels to zero. When is active, the LED indicator is ON.
2) Music Sound mode for the scenes / chases. When is active, the LED indicator is ON.
3) Scene Edit / Run Scene Editor / run key, if pressing time is more than 1 seconds, the indicator light flashes into the scene editor mode; then if pressing for 1 second again will exit from editing the program mode.
4) Chase Edit / Run Chase editor / chase run. Pressing the button for more than one seconds, will activate the chase program mode. Pressing it again, will exit the program mode.
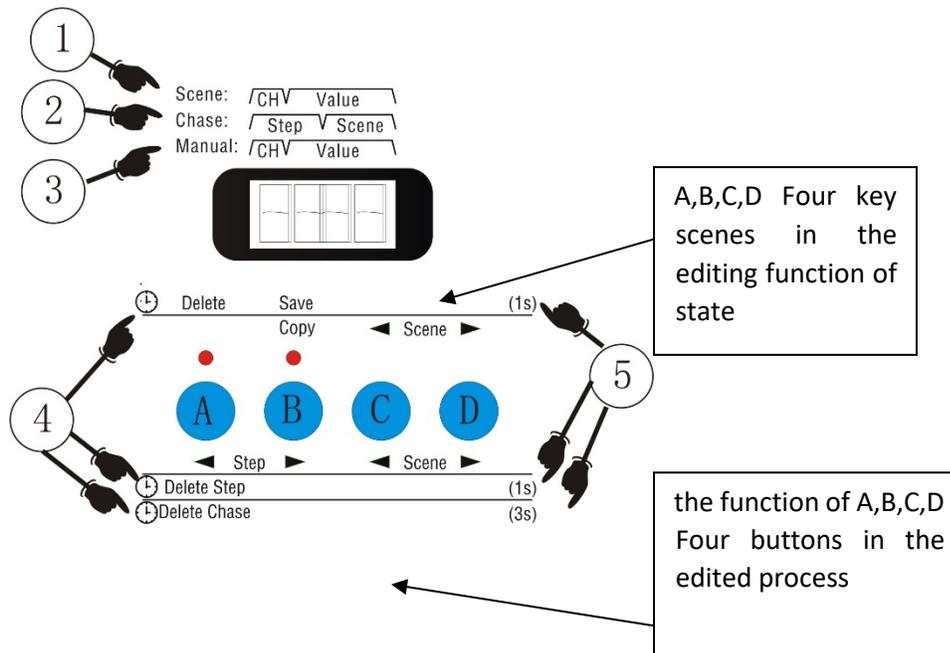5) Manual Manual control key。

6) Page1 Access keys page 1.
7) Page2 Access keys page 2.
8) Ch1/Ch9 - Ch8/Ch16 Channel fader (page one 1-8 / page two 9-16）.
9) 1-12 The number keys 1-12 （Used to select and control the desired fixture）.
10) ◀Step key is called as A key，（run）Operation to remove lantern; (edit scenes) deleted scenes; (Edit the walking light procedure) Step Remove Programs / Remove Programs / decreasing step-by-step selection procedure。
11) Step▶ key is called as B key，（Edit scenes) scene copy / preserve the scene; (Editor lights go procedure) incremental step-by-step selection procedure。
12) ◀Scene key is called as C key，（Scene Editor / walking lights Procedure) its reduced choice key of scenes
13) Scene▶ key is called as D key，（Scene Editor / walking lights Procedure）its increced choice key of scenes。
14) Digital display。
15) Speed Speed adjustment fader。
16) Cross Gradual adjustment fader。
17) Power Power switch。

The number keys (1-12) in the scene / procedures / manual

control mode of the corresponding menu

function of number keys functional state		the number keys 1-12
Scene Edit / Runk	Editing Scene	Used to select the lamp
	Running scene	Used to select the running scenes
Chase Edit / Run	Editing program	Used to select the editing scenes
	Runing program	Used to select the running scenes
Manual	Manual control	Used to select the lamp

Description of A,B,C,D these four function keys in the panel

A,B,C,D Four key scenes in the editing function of state

the function of A,B,C,D Four buttons in the edited process

① Step▶ When running scene with a digital display that's just - the first for a digital control channel number CH fader shows that the first 2-4 fader-bit digital control input values to show。

② When the lights go running process with a digital display that's just - the first-bit digital tube 1-2 run-time for the process step-by-step shows the current output, the first 2-4 bit digital control for step-by-step procedures to preserve the scene in the show its。

③ Manual control with digital display that's just - the first for a digital control channel number CH fader shows that the first 2-4 fader-bit digital control input values to show。

④ Delay icon button operation - said that the function of the corresponding button press and hold, through a period of time after the delay generated by。

⑤ Button to operate the time delay value - there is 1 second and 3 seconds 。

A,B,C,D four key scenes in the editing and editing, respectively,
       under the procedure menu

button function		A key	B key	C key	D key
Edit scene	No delay	--	Copy Scene copy	◀Scene No. scenes to move the election	Edit scene
	Delay 1S	Delete delete scene	Save scene preservation	--	
Edit program	No delay	◀Step Step forward the election process	Step▶ Backward step-by-step selection procedure	◀Scene No. scenes to move the election	Edit program
	Delay 1S	Delete Step Delete the current step-by-step procedures	--	--	
	Delay 3S	Delete Chase Delete the current procedures	--	--	
Manual lantern	No delay	to clear the state of lantern	--	--	Manual lantern

A,B,C,D four key scenes in the editing process and editing of the
       functional state of operation

I） Scenes in the editing function of the state of operation：

A) Scene copy function (Note: pressing time of less than 1 second)：

1）Use C,D key to Select the scene to be copied (No. 3-4 bit digital tube will display the number of the scenes)；

2）Press B key make the light bright；

3）use C,D key to choose to paste No. scenes, the scenes will be changed (No. 3-4 bit digital tube will display the number of the scenes)；

4）press B key To make light out on the scene to complete the replication process, the latter scenario will be chosen before the contents of a scene instead of。

B) Save the scene features (Note: pressing time is greater than 1 second):
Press the B button for more than 1 second, the indicator light on the current editorial content is saved to the scene of the Taiwan-controlled memory.
C) to remove scenes feature (Note: pressing time is greater than 1 second):
Press the B button for more than 1 second, the indicator light on the current content has been edited to remove scenes.

II) in the editorial functions of the state of operation:

A) the selection process step-by-step with the scene number (Note: pressing time of less than 1 second):
1) A, B button for forward and backward step selection process, when the final step-by-step process occurs, then B button you can add a new procedure after the step-by-step.
2) C, D keys used to select the step number to preserve the scene.
B) Remove Programs Step (Note: press time more than 1 seconds, less than 3 seconds):
Press the A button for more than 1 second, the indicator light shows the current process step-by-step from the procedure was removed.
C) to remove the current procedure (Note: more than 3 seconds press time):
Press the A button for more than 3 seconds, indicator light will change the course of two shows that the current process is removed, this time 1-2 bit digital tube displays "00", the first-bit digital tube display 3-4 "--"。
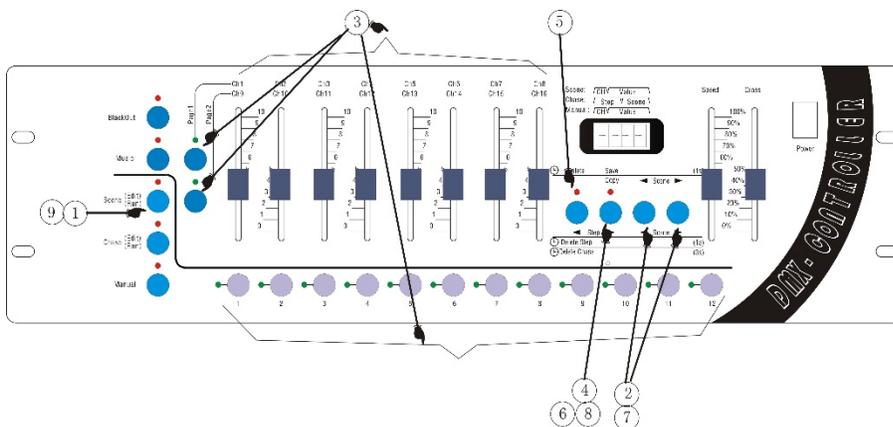
III) the functions of the state of manual steps:

A) Clear lantern status:
Running mode, press the A button used to clear the current output lantern.

Edit scene

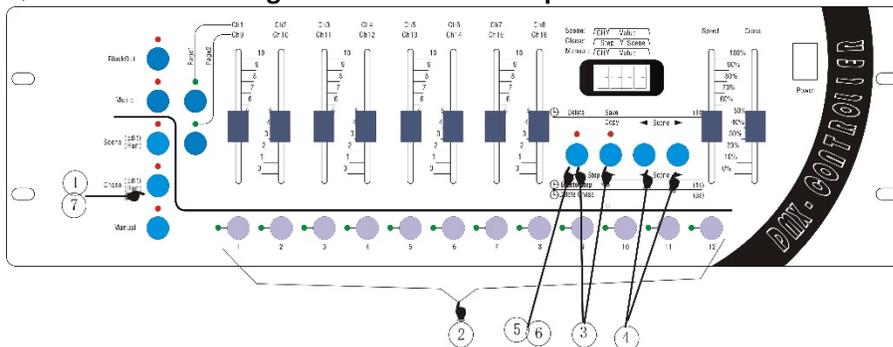1) **the schematic diagram of the edit scene panel：**

The definition of the process steps of the edit SCENE:

① Press **SCENE** button in excess of 1 second, the indicator light glittering, enter the edit scene state.

② Use the ◄**Scene** & **Scene**► button to choose the scene serial number;

If want to edit the current scene, then run the step 3;

If want to delete the current scene, then run the step 5;

If want to copy the current scene, then run the step 7.

③ Edit the current scene: use the number button **1-12** to choose the light number, then with the cooperation of the **Page1** & **Page2** button, use the handspike **Ch1/Ch9**-**Ch8/Ch16** to set the value of each channel;

④ Save the editing scene: press the SAVE button in excess of 1 second, when the panel indicator light and the screen glitter once, the current editing scene is saved;

If want to continue to edit other scene, run the step 2, choose another scene to edit; or run the step 9 to exit the editing scene state.

⑤ Delete the current scene: press the DELETE button in excess of 1 second, the lighting of the indicator light implies that the current scene is deleted.

If want to continue to edit other scene, run the step 2, choose another scene to edit; or run the step 9 to exit the editing scene state.

⑥ Copy the current scene: press the COPY button, until the indicator light lighting, enter the copy state, the contents of the current scene as the source of the scene content.

⑦ Use the ◄**Scene** & **Scene**► button to choose the scene serial number which is used to store the contents of the scene to copy, the serial number is the target serial number.

⑧ Press the COPY button again, the indicator go out, complete the copy process, then the contents of the source scene to cover the contents of the target scene.

If want to continue to edit other scene, run the step 2, choose another scene to edit; or run the step 9 to exit the editing scene state.

⑨ Exit the editing scene: press the SCENE button in excess of 1 second, the indicator light from glittering to lighting, system switch from editing scene state.

Edit chase

1） **the schematic diagram of the edit chase panel：**

2） introduction of editing chase：

①press Chase over 1 second， and the indicator light will flash， meaning that the chase is in editing state （digit will display "CHA"，prompting to select Chase number）；

②selecting the number that you want：use Num Lock 1--12 toselect the chase number （if the program is empty ,digit displays "00.--". if step zero and the number of the saved scene in this step will be displayed ,such as "00,08"）

If you want to delete the current chase, execute the ⑤step

③select program step ： channels ◄Step and Step► keys used to select the step of the
Program that you want to edit

If you want to delete the current chase ,please execute the⑥ step

④selecting the scene number：using ◄Scene 和 Scene►， to select a scene number and the scene will
be saved in the chase step selected in the ③ step.

If you want to editing other steps of the current chase, execute the③ repeatedly；

⑤deleting current program：press Delete key over 3 seconds and the indicator light will flash 2 times,
then the current chase will be deleted。 （digit will display"00.--"） 。

If you want to editing other steps of the current chase, execute the③ repeatedly；

⑥deleteing the current step of the chase：press Delete key over1second， and the pilot lamp will flash
1 time, then the current step will be deleted。

If you want to editing other steps of the current chase, execute the③ repeatedly；

⑦exiting the editing state of the chase of linear light：press Chase key over 1 second ,and the pilot will
light constantly after flashing ,then the state will be switched to state of running chase of the linear
light

Running scene

1） the schematic diagram of the running scene panel：

2) introduction of running scene's step

①press Scene key , and the lights are always on, meaning having entering the state of running scene

②selecting the scene number :use Num Lock 1-12 to choose the number you want

③if you want to output blackscene ,press blackout and if the indicator light is on ,the effect of black scene is being out ,or the effect is exited

④close the scene's output :use the NumLock to select the number of the scene that you want to close .

Running chase

1）Instructions for the running chase panel ：
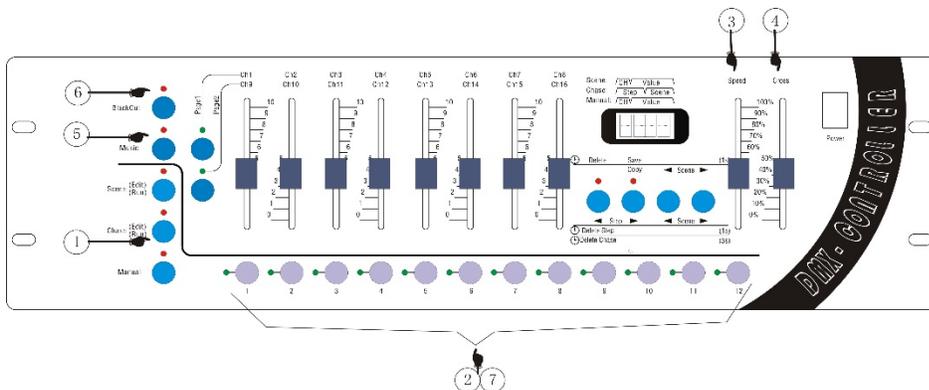
2)introduction of running the chase

①pess Chase to light the indicator light

②select the chase number you want: use Num Lock 1-12 to select the number

③adjusting the settling-time :adjust the clipper Speed to adjust the setting-time of the chase steps .The top means the shortest time and the bottom the longest

④adjusting the shading-time :adjust the clipper Cross to adjust the shading-time of the chase step, and .The top means non-shading and the more declined the longer shading-time

⑤running by sound-activated: if you need to activate chase in the way of sound-activated ,press Music to make the lamp on, meaning having entered the state of sound-activated, and if the lamp is off ,it means the sound-activated state is exited

⑥Outputting blackscene: if you need to output black scene ,press Blackout key so that you can choose to whether output blackscene or not

⑦exiting the running chase: use NumLock 1-12 to select the running chase number and the the chase will be closed。

manual operation

1）the schematic diagram of the manual operation panel：
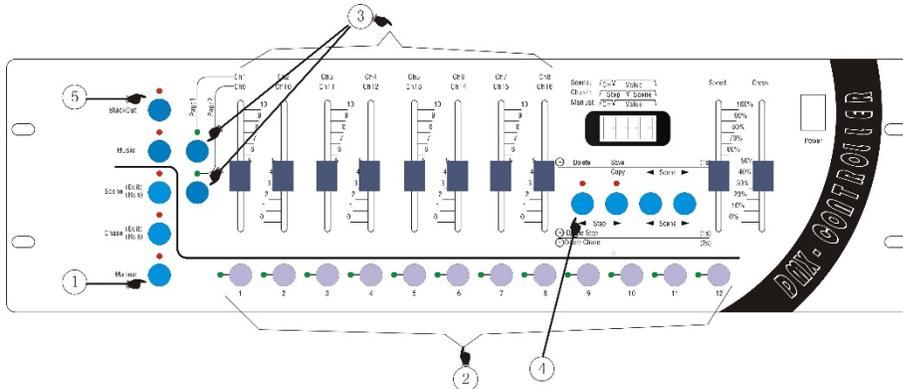
2）The definition of the process steps of the manual operation:

① Entering the manual state: press the MANUAL button, make the indicator light constantly shinning, enter manual operation state.

② Choosing the manual lights: use the number button 1-12 to choose the number of lights.

③ Modify the value of the channel of the lights: with the cooperation of the Page1 & Page2 button and the channel handspike can realize the purpose of manual control of the lights. Press Page1 button, the indicator light on, handspike correspond to Ch1-Ch8; press Page2 button, the indicator light on, handspike correspond to Ch9-Ch16, realize the switch operation of the 16 channels.

④ Cleanout the manual state: press DELETE button, cleanout the output state which was set on the manual state.

⑤ If need the effects of blackout, press BLACKOUT button, switch the output

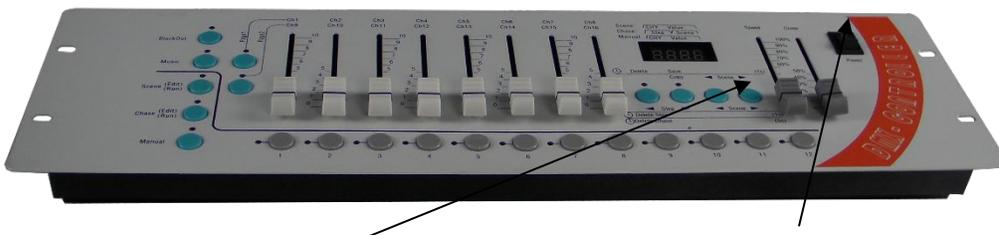![FOS technologies]

一） The operation for outputting the chase
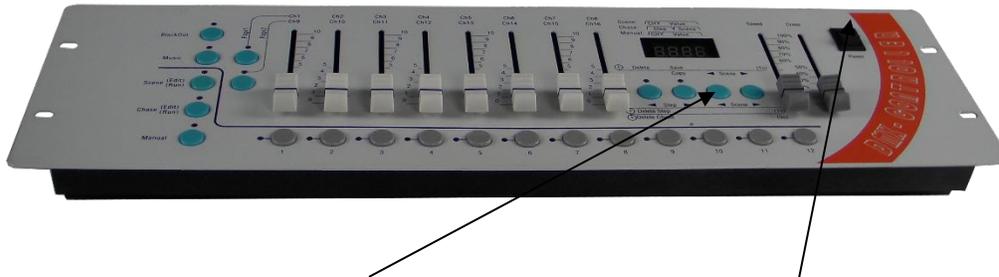
| 1,keep pushing the button before open the power switch | 2, then open the power switch |

1) Connect the "controller for chase outputting" with "controller for chase inputting" with the specially cable for the date copy and connect both controllers with the power;

2) Pls keep pushing the scene button" "on the "controller for chase outputting" ,then open the power switch ,it will go into the "outputting state" after the display showing "SE.xx" ,and just stop pushing " ".

一） The operation for inputting the chase

| 1,keep pushing the button before open the power switch | 2, then open the power switch |

1) Connect the "controller for chase outputting" with "controller for chase inputting" with the special cable for the date copy and connect both controllers with the power;

2) Pls keep pushing the scene button " "on the "controller for chase outputting", then open the power switch ,it will go into the "outputting state" after the display showing "rE.xx" ,and just stop pushing " ".

3) Now it's going into the process of copy, and the display on the "controller for chase inputting" will shows the last 2 numbers are growing up, until it shows "END", all copy is done. Then can close the power and extract the copy cable. And restart the "controller for chase inputting", the user can

use it to control the fixtures.