

Acrobat

User Manual



Please read user manual before operating

STAGE APE
LIGHTING

Product Description:

To optimize the performance of this controller, please read these operating instructions carefully to familiarize yourself with the basic operations of the unit. It has been tested at the factory before being shipped to you. There's no assembly required.

- 192 DMX Channels
- 12 Scanners 16 Channels each
- 30 Banks of 8 Programmable scenes
- 6 programmable chases of 240 scenes
- 8 sliders for manual control of the channels
- Auto-mode program controlled by speed and fade time sliders
- Fade time/Speed
- Black-out master button
- Reversible DMX channels allows fixture to react opposite to others
- Manual override allows you to grab any fixture on the fly
- Built-in microphone for music triggering
- Midi control over banks, chases, and black-out
- DMX polarity selector
- Power failure memory

Read the instructions in this manual carefully and thoroughly, as it gives important information regarding safety during use and maintenance. Please keep this manual with product for future reference.

Warnings!:

- 1) to prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.
- 2) clearing memory repeatedly may cause damage to the memory chip, be careful not to initialize your units' frequency often to avoid this risk.

Warnings! (cont.):

- 3) only use recommended AC/DC power adapter.
- 4) Be sure to save the packing in case you have to return the product for service.
- 5) do not spill any liquids into or on your controller.
- 6) be sure that the local power outlet matches the required voltage for your controller.
- 7) do not attempt to operate this unit if the power cord has been frayed or broken
- 8) do not attempt to remove or break off ground prong from the electrical cord. This prong is used to reduce the risk of electrical shock and fire in case of an internal short.
- 9) disconnect from the main power supply before making any type of connection.
- 10) do not remove top cover under any conditions there's no user serviceable parts inside.
- 11) disconnect the units main power when left unused for long periods of time.
- 12) this product is not intended for home use
- 13) carefully inspect this unit for damage that may have occurred during shipping. If it appears damaged do not attempt any operation. Please contact your dealer immediately.
- 14) this product should be operated by adults only never allow small children to tamper or play with this unit.
- 15) never operate under the following conditions:
 - In a place subject to excessive humidity
 - In a place subject to excessive vibrations or bumps
 - In areas of extreme hot or cold temperatures

- 1) There are no user serviceable parts inside
- 2) Do not attempt any repairs yourself, doing so will void the manufacturers warranty.
- 3) In the unlikely event your unit may require service, please call your dealer.

Controls and Functions

Front Panel:

1) Scanner Buttons 1 – 12

2) Scene Buttons:

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

3) Faders:

These faders are used to control the intensity of the channels 1-8 and 9-16 on page B

4) Page Selection Button:

Used to select between page A channel 1-8 and page B channel 9-16

5) Speed Slider:

Used to adjust the chase speed within the range of 0.1 seconds to 10 minutes.

6) Fade Time Slider:

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

7) LED Display:

Shows the current activity or programming state.

8) Program Button:

Activates the program mode

9) Midi/Add:

Used to control midi operations or to record programs.

10) Auto/Del:

Activates music mode or to delete scenes or chases.

11) Music/Band/Copy:

Activates program mode.

12) Bank Up/Down:

Press the up and down button to select from the 30 banks

13) Tap/Display:

Used to create a standard beat or change the value mode between % and 0-255

14) Blackout Button:

Tap to momentarily pause all output

15) Chase Buttons (1-6):

These buttons are used for activating the “chase” of programmed scenes

Controls and Functions (cont.)

Back Panel:

1) Midi In:

Receives Midi data.

2) DMX Polarity Select:

Used to select the DMX polarity.

3) DMX Out:

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

4) DMX In:

This connector accepts your DMX input signals.

5) DC Input:

DC-12V, 500mA minimum.

6) Power Switch:

This switch turns the power On/Off to the DMX controller.

Operation:

This DMX controller allows you to program up to 12 scanners with up to 16 channels each, 30 banks of 8 programmable scenes, 6 chases of 240 scenes using 8 channel sliders, and other buttons. To further your ability to dazzle the audience, this controller can also allow you to assign and reverse DMX Channels.

Unit Setup:

The unit is preset to allocate 16 channels per fixture. In order to assign your fixture to the scanner buttons located on the left side of your controller you will need to “space” your fixtures 16 DMX Channels apart.

Enabling the Program Mode:

To enable program mode, hold the “program” button for 3 seconds until the LED is lit.

Programming a Scene:

- 1) Enter “program mode” (see Enabling Program Mode)
- 2) Check the blackout key and verify that the LED is not lit, if it is, press it once to exit blackout mode.
- 3) Verify that the “Speed” and “Fade” time sliders are positioned at zero.
- 4) Press the scanner button corresponding to the scanner(s) you wish to control. You may control more than one scanner at a time by pressing the button corresponding to the scanner(s) you wish to program.
- 5) Move the faders and joystick to the desired position, if necessary. You may select page “B” to control channels 9-16
- 6) Tap the “Bank” Up & Down buttons to choose the bank onto which you want to store this scene. There are a total of 30 banks you can select. You may store up to 8 scenes in each bank.
- 7) Once all the scanners are programmed into the desired positions for the scene tap the “Midi/Add” button to program this scene into memory.
- 8) Tap the scene button you wish to store your scene into. All LED's will flash three time signifying this operation.
- 9) To unselect the scanner(s) you have been programing again, (deselecting it) and select another scanner.
- 10) Repeat steps 2-7 until all scenes have been programmed.
- 11) If you don't intend to continue programming at this time, press and hold the program button for three seconds to exit program mode. The LED will go out indicating this selection.

Example: Scene Program

- 1) Enable “program” mode.
- 2) Tap the scanner 1 button to turn on it's fader control.
- 3) Verify that the page select is set on “Page A”, If not, press the page select button to select “Page A”
- 4) Move the first and second faders all the way up to maximum value position.
- 5) Select “Bank 1” using the “Bank Up/Down” buttons
- 6) Press the “Midi/Add” button
- 7) Tap scene 1 to store the first scene.
- 8) Repeat steps 4-7 until all scenes have been programmed into “Bank 1”
- 9) Tap the scanner 1 button to turn off the fader control
- 10) When finished, disable program mode. You can now manually tap through what you have just programmed.

Editing a Scene:

- 1) Enable “Program” mode.
- 2) Press the “Bank” Up/Down button to select the bank containing the scene you wish to edit.
- 3) Select the scene you wish to edit by tapping it's scene button.
- 4) Use the faders and joystick to make the desired adjustments to the scene.
- 5) Once you have completed the changes, tap the “Midi/Add” button.
- 6) Tap the scene button that corresponds to the scene you're editing, this will overwrite the existing scene.

*Be sure to select the same scene in steps 3 and 6 otherwise you may accidentally record over an existing scene.

Copying a Scene:

- 1) Enable “program” mode.
- 2) Tap the “Bank” Up/Down buttons to select the bank containing the scene you wish to copy.
- 3) Select the scene you wish to copy by pressing it's scene button.
- 4) Using the “Bank” Up/Down buttons select the bank you wish to copy.
- 5) Tap the “Midi/Add” button.
- 6) Tap the scene button you wish to copy the scene to.

Deleting a Scene:

- 1) Enable the “Program” mode.
- 2) Press the desired “scene” button to select the scene you wish to delete.
- 3) Press and hold down the “Auto/Del” button; while holding the button, tap the scene button that corresponds with the scene you wish to delete.
- 4) When the programmed scene is deleted, all of the DMX channel's values will be set to “0”.

Deleting All Scenes:

- 1) With the power “Off” press and hold down the “Program” and “Bank Down” buttons at the same time.
- 2) Turn the unit back on, all scenes should be cleared.

Copying a Bank of Scenes:

- 1) Enable the “Program” mode.
- 2) Tap the “Bank Up/Down” button to select the bank you wish to copy.
- 3) Tap the “Midi/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 LED's will briefly flash times indicating the function has been completed.
- 6) Press the “program” button for three seconds to exit programming mode.

Programming a Chase:

Note: you must have already programmed scenes in order to program a chase. This allows you to cycle through up to 240 scenes in a reselected order. It is recommended that before programming a chases for the the first time, you delete all chases in the controller. See “Delete All Chases” for instructions on how to do so.

- 1) Enable the “Program” mode.
- 2) Tap the “Chase” button to select the chase you wish to program.
- 3) Select a desired scene from the bank that has scenes stored inside it.
- 4) Tap the “Music/Bank Copy” button.
- 5) Tap the “Midi/Add” button, all LED's will flash three times indicating that the requested operation has been performed.

Adding a Step:

- 1) Enable the “Program” mode.
- 2) Press the corresponding button of the chase you wish to add a step to.
- 3) Press the “Bank Up/Down” button and scroll to the step after which you wish to add an additional step.
- 4) Press the “Midi/Add” button, the segment display will read the step one level higher than before.
- 5) Once you have selected the scene you wish to add, Press the “Midi/Add” button again. All LED's will flash three times indicating the new step has been inserted into the chase.

Deleting a Step:

- 1) Enable the “Program” mode.
- 2) Select the chase that contains the step you wish to delete.
- 3) Press the “Bank Up/Down” button and scroll to the step you wish to delete.
- 4) Press the “Auto/Del” button to delete the step. All LED's will flash three times indicating the operation has been performed.

Deleting a Chase:

- 1) Press the button corresponding to the chase you wish to delete.
- 2) Press and hold down “Auto/Del” button while holding down the chase button. All LED's will flash three times indicating that the operation has been performed.

Deleting All Chases:

- 1) With the power “off”, press and hold down the “Auto/Del” button and “Bank Down” buttons at the same time.
- 2) Turn on the power, all chases should be cleared.

Reversing a Channel:

- 1) While holding the “mode” button, press the corresponding scene button on the channel you wish to reverse. (Example: if you are reversing the scanner, once you verify that you are in reverse mode and the tilt LED is lit, check to see which slider the tilt control is on. Hold the “mode” button and press the “scene” button that is the same as the slider number for tilt. (Slider 5/Scene 5)).
- 2) Continue steps 3-7 as needed. You may reverse a maximum of 48 channels for 12 scanners.

Playback:

Running Scenes

There are three modes in which to run scenes and chases. They are: Manual Mode, Auto Mode, and Music Mode.

Manual Mode:

- 1) When the power is turned on, the unit enters manual mode automatically.
- 2) Check and verify that both the Auto and Music LEDs are off.
- 3) Use the “Bank Up/Down” button to select the bank with the scenes you wish to run.
- 4) Press the scene button corresponding to the scene you wish to display.

Auto Mode:

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

- 1) Press the “Auto/Del” button to enter the Auto Mode. The “Auto” LED will light indicating the 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 to run, you can use the speed and fade sliders to adjust the speed of the scene progression.
- 4) Or you can use the “Tap Sync/Display” button to set the speed instead. The amount of time between the last two taps will instruct the controller as to the length of time between steps. This setting will stay in effect until the speed slider is moved.
- 5) Press the “Auto/Del” button to exit the Auto Mode.

Music Mode:

- 1) Press the “Music/Bank Copy” button to activate Music Mode
- 2) Use the “Bank Up/Down” button to select a bank of scenes you wish to run. The scenes selected will run through sequentially to the beat of the music identified by the built-in microphone.
- 3) Tap the “Music/Bank Copy” button again to exit music mode.

Specifications:

- Power Input: DC 9-12V 500 mA minimum
- DMX In/Out 3 pin female/male XLR socket
- Midi in 5 pin multiple socket
- 19in x 5.5in x 3in
- 4lbs