

Stage Lighting Equipment Supplier Expert

USER'S MANUAL



SHE-DMX768

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1.Summarize

Functional description

The 192 B computer lighting console can control 32 24-channel computer lights at the same time. Built-in graphic effect, easy to achieve X / Y circle, RGB rainbow effect, beam wave bright and dark and so on. Can run 12 scenes at the same time, execute 5 built-in graphics, and can use push rod to run the scene and adjust the brightness level of the dimming channel of the scene.

1.1 Specification parameters

Number of controllable DMX512 channels	192/240/256/384/512/768/1024
The number of maximum computer lights can be controlled	32
Maximum control channels available per computer lamp	32
Number of scenes that can be saved	160
Number of scenarios that can run simultaneously.	12
The total number of steps in a multi-step scenario	120
Time control of scene	Fade in, fade out, LTP slide
Number of drawings to be stored per scene	5
Push rod starts the scene and dimms	Support
Press the key to perform the interlock scene	Support
Graphic generator	Dimming can be generated, XY,RGB graphics
Number of graphics that can run at the same time	5
Channel type setting	Support for invoking graphics
Immediate black field	Support
Source	5VPower adapter
Power	10W
Size	

2.Install

2.1 Equipment and accessories

List of items in the product packaging box:

- 192B 1 set of computer light control desk
- 1 CD-ROMs
- The power adapter is one

2.2 Matters need attention

- Be sure to use a 9V or 12V power adapter
- Please note that the moisture-proof and dust-

2.3Connecting lamps

• The rear board of the console has a DMX512 output signal socket, which is a three-core XLR structure. The 1 foot of the two sockets is the signal ground wire, 2 feet are the negative end of the signal, and 3 feet are the positive end of the signal.

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Socket introduction foot	cable conductor	
number		
1	shielding net layer	
2	Signal negative end	
3	Signal front	

3.0peration use

3.1 Panel diagram

The control table is mainly composed of four zones.:

• Lighting area: by 16 < Fixture > keys, <A \bigcirc | • B> Key and <13-24> key. The optional lamp has 32 sets.



 $[A \bigcirc] \bullet B]$ - The console has two ports, one A and one B. Each port can output 384 channels, control 16 lamps and lanterns. This key is used for switching between two ports. Control port A when LED is not bright and port B when light.

[13 - 24] – The controllable channel for each lamp is 24, but with only 24 push rods on the console, this key is used to switch between 1-12 and 13-24 channels.

Repeat area: composed of 12 repeat keys, 2 page turning keys and a digital



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tube. 🛎

[Playback] – In programming mode, cooperate with the function key of the control area to perform the functions of storage, deletion, editing, import, replication and so on. In running mode, perform the functions of point control, pause and continuation.

[Page]-replace the repeat page. The console has a total of 5 replay pages, each of which can store 12 repeats.

Push rod area: composed of 16 push rods and 1



button.-

[Run] – Used to edit the switch between the mode and the run mode. In programming mode, select the lamp and change the lamp channel value. When the push rod is pushed down to 0, the function of the replay is turned off to turn off the function of the replay, and the brightness of the replay scene can be adjusted during the replay operation.

Control area: consists of a LCD display screen, a number of keys and two



turntables.

[DBO] – Black field key, all channel output can be returned to 0.

[Shape] – Graphics key, after configuring the channel properties, you can use the built-in graphics of the console.

[Scene] - Single-step scene key, save the step of single-step scene or multi-step scene.

[Chase] - Multi-step scene key, expand multi-step scene execution editing.

[Delete] – Delete key, used to delete single-step scene, multi-step scene, multi-step scene step and graph.

[Time] – Time key, set scene time.

[Patch] – Match the key to configure the channel properties of the lamp. After configuration, you can use the graphics in the console.

[Setup] – Set the key to perform the setting of the console.

[Wheel A] – Perform data changes as needed on some pages. Control the Y axis of the lamp in other states.

[Wheel B] – Perform data changes as needed on some pages. Control the X axis of the lamp in other states.

3.2 Introduction to Common Vocabulary

- A single step scene: a scene of light on a stage is stored on a replay of data.
- multi-step scene: a series of light shows on the stage are stored on a replay.
- HTP: Maximum output of the channel type, are generally dimming channel.
- LTP: Type of channel output, channels other than dimming channels.
- Light in: The light is from dark to light.
- Fade out: light from bright to dark.

4. Set up a channel

4.1Channel Type Description

• [No sliding step]: LTP channel with no sliding step. When the operation is repeated, only when the LTP sliding step is finished, the data is output, and the previous data is kept unchanged during the LTP sliding step.

• Dimming: dimming channel, the highest value priority channel. After setting up, you can call the built-in graphics.

- [X axis]: X axis channel, with slippery LTP channel. After setting up, you can call the built-in graphics.
- [X fine tuning]: fine tuning channel of X axis.
- [Y axis]:Y-axis channel, LTP channel with sliding step. After setting, the built-in graphic can be called.
- [Y fine adjustment]: The fine-tuning channel of the Y-axis.
- [Red]: Red channel with a sliding LTP channel. The built-in drawing can be called after setting.
- [green]: green channel, with slippery LTP channel. After setting up, you can call the built-in graphics.

• Blue: blue channel, with slippery LTP channel. After setting up, you can call the built-in graphics.

• [color disc 1]: color disc 1 channel, no slide-free LTP channel. The built-in drawing can be called after setting.

• [Color disk 2]: Color disk 2 channel, LTP channel without sliding step. The built - in graphics can be called after setting.

• [Pattern 1]:Pattern disk 1 channel, LTP channel without sliding step. After setting, the built-in graphic can be called.

• [pattern 2]: pattern disk 2 channels, no slippery LTP channels. After setting up, you can call the built-in graphics.

• [FIG.1 Spin]: The pattern plate 1 has a rotating channel with a sliding LTP channel. The built-in drawing can be called after setting.

• Figure 2 rotation: pattern disk 2 rotation channel with slippery LTP channel. After setting up, you can call the built-in graphics.

• Aperture: aperture channel, slippery LTP channel. After setting up, you can call the built-in graphics.

• [focusing]: focusing channel, with slippery LTP channel. After setting up, you can call the built-in graphics.

• Slippery: there is a slippery LTP channel. When you run a repeat, the process that slips along with the LTP changes linearly from the previous data to the target data.

4.2 Set up

1) In programming mode (if the LED of the <Run> key is on, press the <Run> key to turn off the

LED), First place the menu on the start page, and then press the < Patch > key to enter the match menu.

2) Select the lamps and lanterns that need to be set under the matching menu, and you can select

multiple lamps and lanterns at the same time. When a lamp is selected, the channel type of the 12 channels of the selected first lamp will be displayed on the LCD screen. You can use the < 13 / 24 > key to switch between 1 / 12 and 13 / 24 channels.

3) The first row of the display displays the first channel number for each row below.

4) The sliding push rod sets the channel type, and the LCD is displayed synchronously when the type

changes.

• Each channel attribute can only exist in each lamp except "no sliding step" and "sliding step". If you set more than one of the same properties in the same lamp, the console will set the back channel to this attribute, and the other channels will be non-sliding channel. Pay particular attention to the 13 / 24 channels.

5) After the setting is complete, press the <Enter> key to save and exit, press the <Exit> key to

cancel the setting and exit. The menu appears as follows:

[1 -][4 -][7 -][10 -]
调焦 无滑步 调光
X 轴 X 微调 Y 轴
Y 微调 绿色 红色
蓝色 光圈 调光

5.Control lamp

5.1 Lamp Control in programming Mode

Set the current mode to the programming mode (if the <Run> key LED is on, press the <Run> key to turn off the LED).

• Selection and reverse selection of individual lamps and lanterns: Click a < Fixture > key to perform the selection and reverse selection of the lamp. The LED of the lamp is selected when it is on, and the LED of the lamp is not selected when the LED is not on.

• The choice of a series of lamps and lanterns is in reverse selection.: Press one < Fixture > key and press another < Fixture > key to perform two lamps and the selection and reverse selection of lamps between them.

• Modify channel value: When the lamp is selected, LCD displays 12 channel data for the first selected lamp. If the current channel mode is 24 channel mode, switch between $1 \le 12$ and $13 \le 24$ channels through Page 1 and Page 2 in the lower left corner.

The menu is as follows:

= 编程		
-000	3 -255	
-073	6 -001	
-000	9 -100	
-010	12-080	

Slide the putter, and the values on the menu and the output will change with each other.

The value that is modified by the push rod is stored in the programming area, and the data in the programming area is the most preferred output.

The edited channel is displayed in white and blue on the LCD, and the other vice versa

• Clear the programming status of a single channel: Under the first level menu, select the lamp, press the < Clear > key, and the sliding channel push rod clears the editing status of the lamp.

• Clear the programming status of a lamp: Under the first level menu, press the < Clear > key, and then press the < Fixture > key to clear the editing status of the lamp.

• Clear all contents of the programming area: Under the first level menu, press the < Clear > key twice in a row to clear all the contents of the programming area.

• black field: Press the <DBO> key to flash the LED, set all the channels to 0 output, and then press once to turn off the LED.

• Control the level vertically with the turntable A/ B: After selecting lamps and lanterns after the matching channel is horizontal vertical, you can use turntable A / B to control horizontal vertical.

5.2 Lamp operation in operating mode

In operation mode, press the lamp to perform the dimming channel full output in the lamp.

6.Graphic generator

Graphics generator is a very powerful function, so that users can easily complete the should be complex programming. It can realize the circular, square, spiral track of $X \leq Y$, the wave gradient of dimming channel, the rainbow effect of RBG and so on. This console can run 5 graphics at the same time. To use the graphics generator, first in programming mode (if the LED of the < Run > key is on, press the < Run > key to turn its LED off).

6.1 Graphic Call

1) Press the < Shape > key, select repeat drawing, and enter the graphics menu. It's on the menu.:

- 【Vertical / horizontal figure】
- [Dimming pattern]
- 【RGB/CMY graphics】
- 【Color disk graphics】
- [pattern disc pattern]
- [focus graph]
- [aperture pattern] 。

2) Select the lamps and lanterns that need to apply graphics.

3)Select the graphic type that needs to be applied by the upper and lower keys of the menu, press < Enter > to confirm the selection, and enter the graphics menu of that type.

4) Select the graphics you need to use through the menu key, press < Enter > key to confirm the selection.

5) Modify the corresponding channel of the lamp to achieve the effect you need.

6.2 Graphics edition

1) Call the graphics, then select [edit graphics] under the graphics menu, use the upper and lower keys to move the cursor, use the < ENTER > key to edit the graphic stars and remove the asterisks from the unnecessary graphics. Press < Exit > to exit.

2) Under the drawing menu, select drawing parameters and enter the drawing parameters menu.

< -	[ENTER] 速度
55]	B-[64]
	波浪
0]	B-[无]

3) Use the <Enter> key to change the orientation of the drawing, and use the upper and lower keys of the menu to select to modify the amplitude, speed, or interval, wave. Use Turntable A/ B for modification.

- Amplitude: range of variation of channel data.
- Speed: speed of graphics.

• Interval: a period of 360 ° for a graph and an interval for the running pattern between lamps and lanterns.

• Wave: the average number of lamps and lanterns distributed over a period at an interval of 0. When the value is average, then the average distribution of all lamps and lanterns in one cycle.

6.3 Graphic deletion

In the graphics menu, select delete graphics and press the < Enter > key.

6.4 Repeat parameter

This option is used to set the built-in effect parameters stored in the scene. When a scene is light in it is

possible to determine if the built-in effect starts immediately (static) with full full amplitude and speed, or the same follow fade in amplitude and speed (with time).

1)Under the graphics menu, press the <E> key[replay parameter] to set the replay key of the drawing parameter as needed.

2) SoftKey sets amplitude to static or gradual over time.

3) SoftKey sets the speed to static or gradual over time.

Soft key <C> Sets whether the offset caused by the built-in effect is removed at the end of the scene.

7. Single step scene

The console has many functions to produce a complex lighting scene, and the most basic is a single-step scenario, that is, what you see in programming.

The console has 60 repeats, with 12 pages per page, and can be used to store single-step and multi-step scenarios.

7.1 Found

1) Programming lights in programming mode (if the LED of the < Run > key is on, press the < Run > key to turn off its LED).

2)Press the <Sene> button, the key that is empty in the replay area will flash, the keys that store the single-step scene will be on, and the LEDs that store the multi-step scene are off.

3) Select whether the channel is the storage unit or the lamp is the storage unit.

- In lamps and lanterns: all channel data for all edited and selected lamps will be saved.
- In channels as storage units: only edited channel data will be saved

4) Select the mode, and the difference between the patterns will be described in section 7.5.

5) Press an empty < Playback > key to perform the storage. After pressing the < Playback > key that already has a single-step scenario, press the < Enter > key to perform the overlay.

7.2 leading-in

1) In programming mode (if the <Run> key LED is on, press the <Run> key to turn off the LED), and press the <Playback> key for the stored single-step scene.

2)press<Enter>key leading-in

7.3 Duplicate

1)In programming mode (if the <Run> key LED is on, press the <Run> key to turn off the LED), and press the <Playback> key for the stored single-step scene.

2) Press the empty < Playback > key to perform replication.

7.4 Delete

1) In programming mode (if the LED of the < Run > key is on, press the < Run > key to turn off its 11ED),

press the < Delete > key to enter the delete menu.

2)Press the <Playback> key you want to delete and then confirm it again.

7.5 Time

In programming mode (if the LED of the < Run > key is on, press the < Run > key to turn off its LED), press the < Time > key, and then press the < Playback > key you want to edit to enter the setup time menu.

The details of the time are as follows:

the ramp time you enter is also affected by the mode of operation of the single-step



scene:

• Mode 0-time information is not used. HTP channel fade in and out with repeat push rod 0 / 100%.

• Mode 1-the gradient of the channel is affected by HTP and LTP time (except transient LTP channel). If you set the time for the single-step scenario of mode 0, the scene is automatically modified to mode 1. 1. If the HTP time is set to 0, the HTTP value gradients with the repeat push rod.

• When the mode 2-HTP channel gradients with HTP time, or if the HTP time is set to 0, it gradients with the repeat push rod. LTP gradients with the position of the repeat push rod (except for the immediate channel). Set the LTP sliding time to 0 to use this mode.

7.6 Run

Sets the current mode to run mode, and the push rod pushes the scene from 0 to run the current page corresponding to it. Pressing the < Playback > key closes the other scenarios and runs only the pressed scenes. The running scene will be highlighted in the LCD.

8.Multi-step scene

Like a single-step scenario, the console can also save multi-step scenarios. A multi - step scenario can contain 120 steps.

8.1 Found

1) In programming mode (if the LED of the < Run > key is on, press the < Run > key to turn off its LED), press the < Chase > key. In the replay area, the empty keystroke LED flashes, the keystroke LED that has saved multiple steps of the scene will always be bright, and the key LED saved with the single-step scene will be off.

Press the button you need to edit or create a multi-step scene to enter the multi-step scene editing menu. The digital tube in the replay area displays the current edit page number of the multistep scene, using the repeat up and down key to turn the page.

The menu appears as follows:



• The 01 after Chase refers to the current edited replay number, and [000] is the total number of steps in the current multi-step scene.

• To exit a multi-step scene, press the <Chase> key to exit.

2) After editing the stage, press the < Scene/Cue > key to enter the menu where you saved the step.

3) Move the cursor to the second line, select whether the channel is the storage unit or the lamp as the storage unit.

4) If you want to save the cursor to the last step, move the cursor to the third row and press the <Enter> key to save. Or press the <Playback> key that is off to save. If you want to insert or cover the step, select the location you want to insert (before the selected step) or the cover, and then the cursor on the second line, press the <Enter> key to cover the step, and the cursor is inserted in the third row by <Enter>.

8.2 Delete step

Under the multi-step scene editing menu, press the<Delete>key to enter the delete step menu, and then press the<Playback>key of the step you want to delete to perform the deletion.

8.3 Step time

Under the multi-step scene editing menu, press the < Time > key, and then press the < Playback > key of the step you want to edit to enter the time editing menu. Edit through the menu up and down keys and wheel A / B, and the < Enter > key determines to save.

The time options are:

[wait for fade-in]——HTPWait time before channel fade

[Waiting to fade out]——HTPWaiting time before the channel fades out

[fade-in]——HTP Channel fade in time

[fade-out]——HTP Channel fade out time

[LTP Step]—LTP Channel gradient time

[LTP Wait]—_LTP Waiting time before channel gradient

[Connect]——Whether the current step runs automatically

[Simple step] ——Global time to use a multi-step scenario



8.4 Import step

In the multi-step scene editing menu, press the <Playback> key of the step you want to import to import the scene data.

8.5 length of a game

Under the level 1 menu, press the < Time > key and then press the scene you want to edit. Edit through the menu up and down keys and wheel A / B, and the < Enter > key determines to save.

8.6 Delete scenario

Under the level 1 menu in programming mode, press the < Delete > key and press the scene < Playback > key you want to delete twice in a row to perform the delete.

8.7 Copy a scene

Under the level 1 menu in programming mode, press the scene < Playback > key that you want to copy first, and then press the < Playback > key you want to copy to perform replication.

8.8 Run

• Set the current mode to run mode, pushing the push rod from 0 to the scene that can run the current page corresponding to it. Or press the <Playback> key to point to run.

• In the event that the push rod is activated, press the <Playback> key to pause or continue. If the connection of the current running step = off, the step is automatically paused until the corresponding <Playback> is pressed.

• In the event of a pause, the < Playback > LED flashes.

9.Set

9.1 Erase repeat data

Erase the repeat data of the console, but the distribution information is retained

9.2 Erase all data

Erase all data from the console.

9.3 Language switching

The control console can perform the Chinese-English switching.

9.4 Save & load

Insert U disk

• Save: Use wheel B to change characters, move the cursor next to the display screen, and finally press the < Enter > key to save the data.

• Load: Use the upper and lower keys to select the data to load, and press < Enter > to perform the load.