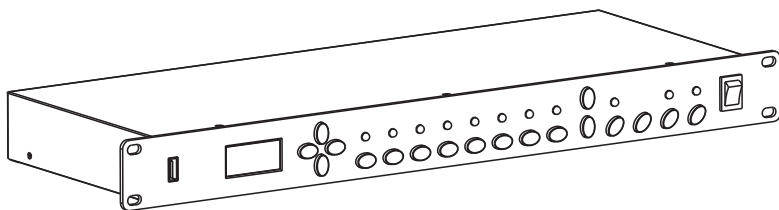


DMX RECORDER SERIES



Version:3.1 02 APR 2020

User Manual

This product manual contains important information about the safe installation and use of this product. Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

I. Product Introduction

This product is a 512S Recorder. Suitable applications include small disco, Club, Private party and other small places. 512S Recorder record chases in advance so that people can use it easily. 512S Recorder cannot make program alone. All programs should be made by other DMX 512 consoles and then record to it.

II. Technical feature

- * 1 set of DMX512 signal input and play interface, control 512 channels
- * Play mode can be adjusted, free choice of Multi, Cycle, Single mode, And AUTO and MUSIC ways can be selected to trigger chase to run (except MIDI mode).
- * Each program can adjust play speed freely in automatic play mode
- * Built-in 512M storage, stored in 8 programs, each program can record for more than 5 minutes (depending on the channels of the console and the size of the content)
- * Two interface manipulation modes: system (all functions) and user (only play function)
- * Microphone pickup, AV audio input, sensitivity can be adjusted
- * RJ45 or RS232 connect central control or touch panel
- * Support XLR pin 3 / RJ45 network port
- * USB disk backup and download
- * Input Voltage: AC88~256V 50/60Hz
- * Dimension: 482mm×173mm×44mm
- * Net Weight: 1.7kg

III. Safety rules

Before operating, please read the User Manual completely. That would be necessary and helpful for you to use the unit more available and effectively. The following rules give important information regarding safety during use and maintenance:

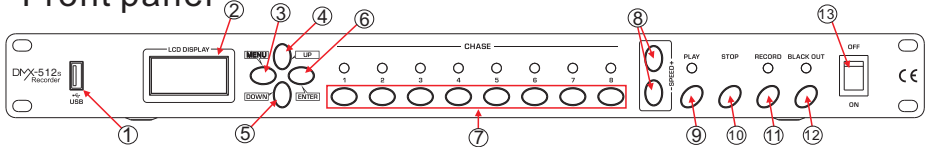
- * Keep the unit dry, do not expose it to water or high levels of humid.
- * Don't try to dismantle or modify the product without any authorized permission.
- * Keep the unit away from magnetic fields when operating.
- * Do not make any inflammable liquids or metal objects enter the unit.
- * Handle this product with great care, any strong shocks or vibration may result in malfunction.
- * This unit must only be operated by adults, do not allow children to tamper or play with it.
- * Should any liquid be spilled on the unit, disconnect the power supply to the product immediately.

IV. Contents in the package

- * 512S Recorder 1PC
- * AC Adaptor 1PC
- * User Manual 1PC

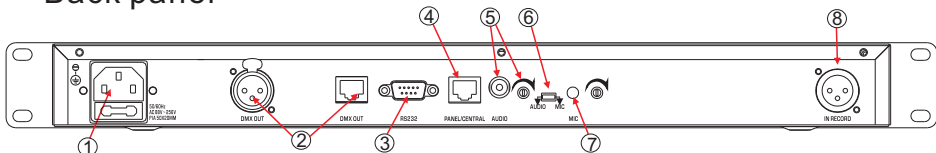
V. Control Panel Instruction

Front panel



Number	Description	Function
1	USB port	USB disk backup and download
2	LCD display	Display current function or menu data
3	MENU	MENU button is used to select menu interface
4	UP	This button is used to select item of submenu
5	DOWN	This button is used to select item of submenu
6	ENTER	Confirm the selection and return to the previous menu
7	CHASE 1-8	Serial number of CHASE 1-8
8	+SPEED-	This button is used to adjust the running speed when playback the chase
9	PLAY	Playback the chase
10	STOP	Stop recording and playback
11	RECORD	Record the chase
12	BLACK OUT	Active/stop the blackout status
13	Power switch	Turn on/off the recorder

Back panel



Number	Description	Function
1	Input Voltage	AC 88~256V 50/60Hz
2	DMX OUT	Used to send DMX512 signal to the fixture
3	RS232	RS232 connect central control
4	PANEL/CENTRAL	Rj45 connector, connecting central control or touch panel
5	AUDIO	AV audio input and adjust sensitivity of audio
6	AUDIO & MIC	Switch AUDIO& MICROPHONE
7	MIC	Microphone pickup, adjust Microphone's sensitivity
8	IN RECORD	Used to record DMX512 signal to the Recorder

VI. Function menu introduction

1. Unit ID—Address of central control

Press **MENU** button to select menu “1. Unit ID”, press **ENTER** button to enter it, and then press **UP/DOWN** button to set up unit ID 001-008.

2. Play mode

Press **MENU** button to select menu “2. Play mode”, press **ENTER** button to enter it, and then press **UP/DOWN** button to select single/cycle/ multi/ mic mode.

3. Chase time

Press **MENU** button to select menu “3. Chase time”, press **ENTER** button to enter it, and then press **UP/DOWN** button to check chase time of Chase 1-8.

4. Speed—Running speed

Press **MENU** button to select menu “4. Speed”, press **ENTER** button to enter it, and then press **UP/DOWN** button to check running speed of Speed 1-8.

5. Save to USB

Press **MENU** button to select menu “5. Save to USB”, press **ENTER** button to enter it, and then press **UP/DOWN** button to select chase 1-8 or Full Backup. Press **UP/DOWN** button to select Yes/No and press **ENTER** to confirm.

6. Load from USB

Press **MENU** button to select menu “6. Load from USB”, press **ENTER** button to enter it, and then press **UP/DOWN** button to select chase 1-8 or Full Backup. Press **UP/DOWN** button to select Yes/No and press **ENTER** to confirm.

7.Reset—Factory data reset

Press **MENU** button to select menu “7. Reset”, press **ENTER** button to enter it. Press **UP/DOWN** button to select Yes/No and press **ENTER** to confirm.

8.VER—The version of the unit

Press **MENU** button to select menu “8. Ver”, press **ENTER** button to check the version of the unit.

VII. Menu Vocabulary

Number	Menu vocabulary	Number	Menu vocabulary
1	Play stopped	8	File error
2	Select an index	9	No data
3	Record error	10	User mode
4	Load 0.0%...100%	11	Play **xxxxx
5	Starting wait...	12	System mode
6	Save 0.0%...100%	13	No USB!
7	Wait 7 minutes	14	Reset...wait!

VIII. Record

1. Edit program with DMX console in advance.
2. Use signal cable to connect output interface of DMX console and input interface of Recorder, then connect output interface of Recorder and intelligent lights.
3. Power on Recorder.
4. Press **RECORD** button for 2s until RECORD light ON and then LCD display will show “Select an index”
5. Switch on auto-run mode of DMX console, select the chase and adjust the running speed & fade time.
6. Press **CHASE 1-8** button to select a chase that you want to record. Chase is recording.
7. When the chase of DMX console runs to the last step, press the selected **CHASE 1-8** button. The CHASE light OFF.
8. Continue to record other chase: Reselect the chase on the DMX console and adjust the running speed & fade time. Press **CHASE 1-8** button to select a chase that you want to record. Chase is recording.
9. Press **STOP** button to exit.
10. Power off DMX console.
11. Disconnect signal cable between DMX console and Recorder. DMX console can be removed.

IX. AUTO PLAY

1. Use signal cable to connect output interface of Recorder and intelligent light.
2. Power on Recorder and intelligent light.
3. Press **MENU** button to select menu "2.play mode", press **ENTER** button and then press **UP/DOWN** button to select one of auto mode, such as "multi", "cycle" and "single" mode. Press the **ENTER** button to enter and press the **UP/DOWN** to select AUTO to trigger the chase to run.
4. Press **PLAY** button and then press **CHASE 1-8** button to select the chase that you want to play.
5. Press **+SPEED-** button can change the running speed of scene when you are playing the chase
6. Press **BLACK OUT** button can active/stop the blackout status.

X. MIC PLAY

1. Use signal cable to connect output interface of Recorder and intelligent light.
2. Power on Recorder and intelligent light.
3. Press **MENU** button to select menu "2.play mode", press **ENTER** button and then press **UP/DOWN** button to select one of auto mode, such as "multi", "cycle" and "single" mode. Press the **ENTER** button to enter and press the **UP/DOWN** to select MUSIC to trigger the chase to run.
4. Press **PLAY** button, press **CHASE 1-8** button to select the chase that you want to play.
5. Use the polarity switch the back panel to select **AUDIO/ MIC** for microphone pickup (Note : AUDIO interface should insert AV audio cable)
6. The sensitivity of the two kinds of pickup sources can be adjusted accord to actual.

XI. Setting User Mode

1. Press **MENU** and **ENTER** button at the same time, and then re-turn on the power switch. LCD display will show "user mode " then will show "Play**xxxxx". At this moment, it has switched to user mode.
2. Press **Chase 1-8** button to select the chase that you want to play.
3. If you want to come back to system mode, repeat step 1 to operate.
The LCD display will show "system mode " for 1s and show "Play**xxxxx".
Operation completed.
(Note: User mode can only execute the operation of play chase, stop chase and change chase. User mode can be changed only when the menu item function is set in system mode.)

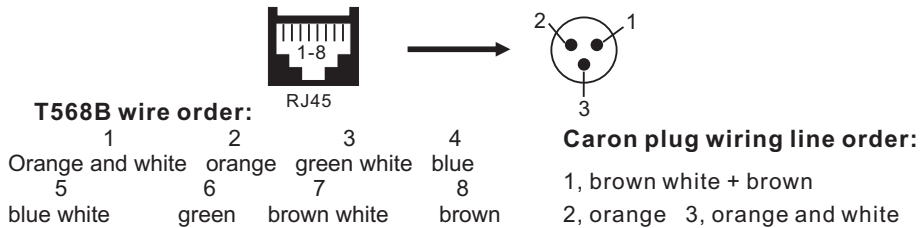
XII. Touch pane

1. Connect the output interface of touch panel and the **PANEL** input interface of Recorder.

2. Click the effect button of panel to playback the chase of Recorder.
3. RJ45 network port line sequence:

Pin1: signal -	Pin2: signal +	
Pin3: GND	Pin4: 5V	Pin5: 5V
Pin6: GND	Pin7: NC	Pin8: NC
1-8		1-8

XIII. RJ45 connector DMX signal head seat schematic



XIV. RS232 test form instruction

Baud rate: 9600

Number	Mark	Instruction	Hexadecimal code	Remark
1	9A	Central control	9A	Our equipment
2		Central control address	00	Setting of Menu 1. Unit ID
			01	
			02	
			03	
			04	
			05	
			06	
			07	
3	00-01	Blackout button	00	Light off
			01	Light on
4	00-01	Play button	00	Light off
			01	Light on
5	00-0F	No selected Chase (Origin)	00	
		Chase 1	+1	
		Chase 2	+2	
		Chase 3	+4	
		Chase 4	+8	
		Chase 1~4	0F	
6	00-0F	No selected Chase (Origin)	00	
		Chase 5	+1	
		Chase 6	+2	
		Chase 7	+4	
		Chase 8	+8	
		Chase 5~8	0F	
7		It is equal to the sum of bytes 1+2+3+4+5+6. Then subtract 80.		Check character

Example :

- (1) Play CHASE 1 and then stop.

The command code issued by the central control is:

9A 00 00 01 01 00 1C 9A 00 00 00 01 00 1B

STEP 1: Choose CHASE 1 to play	9A 00 00 01 01 00 1C
	9A→Central control 00→Central control address 00→Blackout button — Light off 01→Play button — Light on 01→Chase 1 00→Have not selected chase 5-8 yet 1C→Check character
STEP 2: Press STOP button	9A 00 00 00 01 00 1B
	9A→Central control 00→Central control address 00→Blackout button — Light off 00→Play button — Light off 01→Chase 1 00→Have not selected chase 5-8 yet 1B→Check character

- (2) Play CHASE 2 and then stop.

The command code issued by the central control is:

9A 00 00 01 02 00 1D 9A 00 00 00 02 00 1C

- (3) Play CHASE 3 and then stop.

The command code issued by the central control is:

9A 00 00 01 04 00 1F 9A 00 00 00 04 00 1E

- (4) Play CHASE 4 and then stop.

The command code issued by the central control is:

9A 00 00 01 08 00 23 9A 00 00 00 08 00 22

- (5) Play CHASE 5 and then stop.

The command code issued by the central control is:

9A 00 00 01 00 01 1C 9A 00 00 00 00 01 1B

- (6) Play CHASE 6 and then stop.

The command code issued by the central control is:

9A 00 00 01 00 02 1D 9A 00 00 00 00 02 1C

- (7) Play CHASE 7 and then stop.

The command code issued by the central control is:

9A 00 00 01 00 04 1F 9A 00 00 00 00 04 1E

- (8) Play CHASE 8 and then stop.

The command code issued by the central control is:

9A 00 00 01 00 08 23 9A 00 00 00 00 08 22