CX-3B

12 CH DMX

Dimming Console

(with Analog output)

【User Manual】



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Chapter 1 Introduction

1-1 Feature

- Can control up to 512 channels.
- 1000 scenes Memories.
- 12 hot keys for scene recall.
- Save 512 groups of chasers, each chaser contains 256 steps.
- 2 cross-fade for scene change.
- Audio control.

1-2 Specification

- Power supply: DC 12V/1A
- Protocol: DMX-512
- Audio input: AC 100mA (maximum external input)
- Dimension: 482(W) mm*64(H) mm*175(D) mm
- Installation: 19" 4U
- Weight: 4KG
- Analog signal output power DC 0-10V
- Analog signal output channels 24 channels PIN 1-24: CH1-24

PIN25:GND

Analog signal connector D-TYPE connector 25 PIN(male)

1-3 Auto Memory

All programming data will be saved automatically when the console is turned off.

1-4 Warning !

- Charging four hours before the first time operating.
- The programming data will be lost automatically if the device is not powered on within 7 days.

Chapter 2 Panel Introduction

2-1 Operation panel Introduction



				- • ·	
		SC 1~12 indicators			AT key (Indictor of
1	1~12	SC 1~12 faders	7	AT	channel value)
		SC 1~12 Recall Hot keys			
		SUB 1~12			
2					Function key
	SPEED	Chase speed		▼	Function key
			8	I	Through key
				ENTER	Confirmation key
3				SC	Scene
	А	CROSS_A		СН	Channel
			9	FUNC	Function key
4	В	CROSS_B			
				REC	Record Key
5	CL	Clear key	10	MASTER	Master Fader
6	0~9	Numbered keys	11	LCD	LCD display

2-2 Rear Panel Introduction



- 1) Power input 12V 1A
- 2) Power switch
- 3) DMX signal connector: DMX OUT
- 4) DMX signal connector: DMX OUT
- 5) Audio signal input: Maximal external input: AC 100mV
- 6) Analog signal connector: PIN 1~24 \rightarrow CH1-24, PIN25 \rightarrow GND

2-3 Dimension





Chapter 3 Operation and Setting

Function:

Press **[FUNC]** and use **[** \blacktriangle **] [** \blacktriangledown **]** keys to view the function list: 1) CH SETTING

- 2) SUB MASTER 1-12
- 3) SUB CHASE 9-12
- 4) SUB CHASE 1-12
- 5) CHANNEL CHASE
- 6) AUTO FADE
- 7) CROSS_AEDIT
- 8) CROSS_BEDIT
- 9) CROSS A GO/RUN
- 10) CROSS_B GO/RUN
- 11) FADE ON/OFF

Notice before use:

Turn on the power switch on the back panel and then push [MASTER VR] to the top for 100% output. (MASTER VR will affect the output of all channels)

3-1 CH SETTING

CH SETTING:

Individual channel levels can be adjusted directly with the fader and 0~9 keypad.

3-1-1 Setting dimming level and start channel

STEP 1 : Press [FUNC] key to enter function menu and the LCD will display:

CH SETTING	
SUB MASTER	R 1-12
SUB CHASE	9-12
SUB CHASE	1-12

STEP 2 : Press 【▲】【▼】 keys to choose CH SETTING, and then press 【ENTER】. The LCD will display:



STEP 3 : Press [0] ~ [9] keypads to enter the dimming level

For example: Set the dimming level to 70%:

Press [70] and press [ENTER] to confirm. Or you can use VR1~VR12 to adjust channel 1~12 dimming level and press [\blacktriangle] and [\checkmark] to adjust start channel address.



STEP 4 : Press **[CH]** to set start channel address, and the LCD will display:



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STEP 5 : Press [0] ~ [9] keypads to enter dimming level (CH1---CH512) and then press [AT] or [ENTER] to confirm. The cursor will indicate the channel dimming level. Please follow STEP 3 to set the channel dimming level.



3-1-2 Modifying data and output for a single channel

STEP 1 : In CH SETTING mode and press [CH] key.

Г 1-	12
1 >	<u>0</u> %
VR = 100%	
	r 1- 1> VR = 100%

STEP 2 : Press [0] ~ [9] keypad to choose a channel which will be modified..



STEP 3 : Press [AT] or [ENTER] and the cursor will indicate the channel output. The LCD will display:



STEP 4 : Press $[0] \sim [9]$ to enter the dimmer level.



STEP 5 : Press [ENTER] LCD will advance to the next channel to be set. The LCD will display:



3-1-3 Modifying data and output for a range of consecutive channels

STEP 1 : In CH SETTING mode and press 【CH】 key.

CH.SI	ET 1	-12
СН	1 >	0%
MAST	VR = 100%	

STEP 2 : Press [0]~[9] to enter the start channel of a range of consecutive channels.



STEP 3 : Press [] and the LCD will display:

CH.S	ET 13	824
CH	12>	0%
маст	VD = 1000	
MASI	VR = 100%	

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STEP 4 : Press [0] ~ [9] to enter the end channel of a range of consecutive channels.



STEP 5 : Press [AT] or [ENTER] and the LCD will display:

CH.SI	ET 1324	
СН	12 24> <mark>0</mark> %	EX: The dimmer level for channel
MAST	VR = 100%	12 is 0%

STEP 6 : Press [0] ~ [9] to enter the channel dimmer level.



STEP 7 : Press [ENTER] to output and the LCD will advance to the next channel to be set.



3-1-4 Modifying the channel of a scene

3-1-4-1 Modifying the single channel of a scene

STEP 1 : In "SUB MASTER 1-12", "SUB CHASE 9-12" and "SUB CHASE 1-12" mode and press [CH] key.

CHAN	NNEL MOD	9 IFY
CH	1>	0%
MAST	VR = 100%	

STEP 2 : Press [0] ~ [9] keypads to choose a channel which will be modified.



STEP 3 : Press (AT) or (ENTER) and the LCD will display:



STEP 4 : Press [0] ~ [9] to enter the channel dimmer level.

	CHANNEL MODIFY CH 12 $\dots > 50\%$	EX: Press [50] which means the output of channel 12 is 50%.
STEP 5	: Press [ENTER] to output	and exit CHANNEL MODIFY, the LCD will display:
	SUB MASTER 1-12	
	MAST VR = 100%	



3-1-4-2 Modifying a range of consecutive channels of a scene

STEP 1 : In "SUB MASTER 1-12","SUB CHASE 9-12"and "SUB CHASE 1-12" mode, press [CH] key.



STEP 2 : Press (0) ~ (9) to enter the start channel of a range of consecutive channels which will be modified.



STEP 3 : Press [-] and the LCD will display:

CHANNELMODIFYCH 12 ----- \square MASTVR = 100%

STEP 4 : Press [0] ~ [9] to enter the end channel of a range of consecutive channels.



STEP 5 : Press [AT] or [ENTER] to output and the LCD will display:



STEP 6 : Press [0] ~ [9] to enter the channel dimmer level.



STEP 7 : Press [ENTER] to output, save and exit.

3-1-5 Clearing channel outputs

*Method 1:

Press [CL] and [CH] at the same time.

*Method 2 :

Lower [MASTER VR] to 0% and then press the [MASTER] key.

3-2 SUB MASTER 1-12

SUB MASTER Introduction:

Recall FADE SCENE 1 to FADE SCENE 12 by VR1 to VR12.

3-2-1 SCENE

CX-3B can save 1000 scenes and 12 hot keys

3-2-2 Setting FADE SCENE 1--- FADE SCENE 12 (12 hotkeys)

- STEP 1 : Setting channel levels, please refer to 3-1.
- STEP 2 : Press [MASTER] +one of [SUB1~12] keys to save the data into

FADE SCENE 1- FADE SCENE 12

EX: Press [MASTER] and [SUB1], the data will be saved into SUB MASTER1. Press [MASTER] and [SUB6], the data will be saved into SUB MASTER 6.



3-2-3 Setting SCENE 1--- SCENE 1000

- STEP 1 : Setting channel levels, please refer to 3-1 CH SETTING.
- STEP 2 : Press [REC] and the LCD will display:



STEP 3 : Press $[0] \sim [9]$ to enter the scene number.



STEP 4 : Press [ENTER] to confirm. If a scene has been previously recorded, a warning will appear.



3-2-4 Recalling FADE SCENE 1 ... FADE SCENE 12

STEP 1 : Press 【FCN】 and press 【▲】 【▼】 to select SUB MASTER 1-12:

CH SETTING	
SUB MASTER	R 1-12
SUB CHASE	9-12
SUB CHASE	1-12

STEP 2 : Press [ENT] to enter.



STEP 3 : Recording a scene to one of the 12 SUB MASTERS. The scene can be recalled by raising a sub fader or pressing a sub button.

3-2-5 Recalling SCENE 1 ... FADE SCENE 1000

STEP 1 : Press [SC] key.



STEP 2 : Press [0] ~ [9] to enter the scene number which will be recalled.

LOADI	NG SC:	1
MAST	VR = 10	00%

STEP 3 : Press [ENTER] to confirm. SCENE 1 is output at recorded levels.

3-3 SUB CHASE 9-12

SUB CHASE 9 – 12 is chase through SUB MASTER 9 - 12

STEP 1 : Press 【FCN】 and press 【▲】【▼】 to select "SUB CHASE 9-12", the LCD will display:

CH SETTING	
SUB MASTER	R 1-12
SUB CHASE	9-12
SUB CHASE	1-12

STEP 2 : Press [ENTER] to confirm.

```
SUB CHASE 9 -- 12
MAST VR = 100%
```

STEP 3 : Raise the VR of 【SUB MASTER 9-12】 (Notes: VR must raise over 6% or the chase output will be ineffective.)



STEP 4 : Raise the 【VR of SPEED】 to adjust the chase speed.



SUB CHASE 9 – 12 is chase through SUB MASTER 9 – 12, besides, users can recall

the scenes of SUB MASTER 1-8 as the background light.

Notes: Lower the 【VR of SPEED】 to 0%, the chase speed will become audio control.

The LCD will display as below:



3-4 SUB CHASE 1-12

SUB CHASE 1 – 12 is chase through SUB MASTER 1 - 12

STEP 1 : Press 【FCN】 and then press 【▲】 【▼】 to select SUB CHASE 1-12:

- CH SETTING SUB MASTER 1-12 SUB CHASE 9-12 SUB CHASE 1-12
- STEP 2 : Press [ENTER] to confirm.



STEP 3 : Raise the VR of 【SUB MASTER 1-12】 (Notes: VR must raise over 6% or the chase output will be ineffective.



STEP 4 : Raise the [VR of SPEED] to adjust the chase speed.



Notes: Lower the 【VR of SPEED】 to 0%, the chase speed will become audio control.

The LCD will display:

SUB CHASE 1 -- 12 SUB 12 = 46% SPEED = AUDIO MAST VR = 100%

3-5 CHANNEL CHASE 1-12

STEP 1 : Press 【FCN】 and then press 【▲】 【▼】 to select CHANNEL CHASE,

- the LCD will display:
 - SUB MASTER 1-12 SUB CHASE 9-12 SUB CHASE 1-12 CHANNEL CHASE
- STEP 2 : Press [ENTER] to confirm.

the LCD will display:



STEP 3 : Press [CH] key and the LCD will display:



STEP 4 : To change the start channel of the chase, press 【▲】【▼】 keys or use the



At this time,

VR1 will control the chase dimming level of CH2,

VR2 will control the chase dimming level of CH3. (and vice versa.)

Notes: Under CHANNEL CHASE, user can press [SC] to recall any scene as

background light

3-6 AUTO FADE

AUTO FADE speed is controlled by SPEED VR.

STEP 1 : Press 【FCN】 and then press 【▲】【▼】 to select AUTO FADE, the LCD will display as below:

SUB CHASE 9-12 SUB CHASE 1-12 CHANNEL CHASE ► AUTO FADE

STEP 2 : Press [ENTER] to start the auto fade. Raise the [VR of SPEED] to control the auto fade of a channel.



STEP 3 : Press [CH] and press [0-9] to modify the start channel of autofade. Press [ENTER] to confirm.



Notes : The autofade function allows a single channel or a range of channels to automatically fade from 0 to 100%.

EX: Auto Fade a Range of Channels

Step 1: Press 【CH】【3】【-】【9】

Step 2: Press 【ENTER】 to confirm.

Step 3:Raise the 【VR of SPEED】 to adjust the speed.

```
AUTO FADE
CH 3 ----- 9 -> 45%
MAST VR = 100%
```

3-7 CROSS_A

3-7-1 CROSS_A introduction

CROSS_A:

CROSS_A can memory 256 set chase programs "CROSS_A MEMORY # 1- # 256" (user can edit by themselves), each chase program can edit 256 steps, each step means a SCENE. User can memory any steps in CROSS_A and recall it automatically or manually.

3-7-2 Editing CROSS_A chase

EX: Follow the steps below to finish the settings.

CROSS_A MEMORY #1	
Step	Data
1	SCENE 40
2	SCENE 2
3	SCENE 4
4	SCENE 10
5	SCENE 1
6	SCENE 25

STEP 1 : Press 【FCN】 and press 【▲】 【▼】 to choose CROSS _A EDIT.

SUB CHASE 1-12 CHANNEL CHASE AUTO FADE CROSS_A EDIT

STEP 2 : Press [ENTER], the LCD will display:



STEP 3 : Press [0] ~ [9] to enter the SCENE (1~1000), the LCD will display:



STEP 4 : Press [ENTER] and the LCD will display



STEP 5 : Press [1] for the next step, and press [0] ~ [9] to enter the SCENE for STEP2 to STEP6.



STEP 6 : After finishing the SC of the six step, press [ENTER] and [2] to cease the editing. The LCD will display:



STEP 7 : Press [ENTER] to save.

3-8 CROSS_A GO/RUN

3-8-1 Executing the chase of CROSS_A MEMORY by CROSS_AVR

EX: Executing the chase of CROSS_A MEMORY 15 by CROSS_A VR.

STEP 1 : Press 【FCN】 and then press 【▲】【▼】 to choose CROSS _A GO/RUN, the LCD will display:

AUTO FADE CROSS_A EDIT CROSS_B EDIT CROSS_A GO/RUN

STEP 2 : Press [ENTER]

CROSS_A MEM = 1 MAST VR = 100%

STEP 3 : Press [15]

CROSS_A MEM = 15 MAST VR = 100%

STEP 4 : Press [ENTER] to confirm the setting.

Notes: Only in SUB MASTER 1-12, SUB CHASE 9-12 and SUB CHASE 1-12 can execute CROSS-A/B.

3-8-2 Starting CROSS_A auto chase

Raise [CROSS_A VR] to 100% (FL), and use the [SPEED VR] to change the chase speed.

Press [SPEED] to memory the chase in the CROSS_A MEMORY #1.

STEP 1~STEP6 will chase automatically.

CROSS_A	MEMORY #1
Step	Data
1	SCENE 40
2	SCENE 2
3	SCENE 4
4	SCENE 10
5	SCENE 1
6	SCENE 25

SUB MASTER 1 - 12 CROSS_A STEP=001 MAST VR = 100%

3-8-3 Pausing CROSS_A auto fade

After starting CROSS_A auto fade, press [SPEED] to pause and press [SPEED] again to start.

3-8-4 Executing CROSS_A manual chase

User can recall CROSS_A MEMORY #1 by CROSS_A VR.



Notes:

- (1).Raise CORSS_A VR to 50%, the DMX output of Step 1 (SCENE 40) is 50%.
- (2) Raise CORSS_A VR to 100% and then lower to 80%, STEP 1 start to fade out and STEP 2 start to fade in. The DMX output of STEP 1(SCENE 40) is 80%. The DMX output of STEP 2(SCENE 2) is 20%.
- (3) Lower CORSS_A VR to the bottom 0%, the DMX output of STEP1(SCENE 40) will become 0% and the DMX output of STEP 2 (SCENE 2) will become 100%.

3-8-5 Canceling CROSS _ A manual chase

First, please make sure the CROSS _ A VR is at 0 % and the "Auto chase function" of CROSS_A has been canceled, then press **[**A**]** to cancel CROSS_A manual chase.

3-9 CROSS_B EDIT

3-9-1 CROSS_B introduction

CROSS_B can memory 256 set chase programs "CROSS_B MEMORY # 1- # 256" (user can edit by themselves), each chase program can edit 256 steps, each step means a SCENE. User can memory any steps in CROSS_B can recall it only manually.

3-9-2 Editing CROSS_B

MEMORY #1
Data
SCENE 40
SCENE 2
SCENE 4
SCENE 10
SCENE 1
SCENE 25

EX: Follow the steps below to finish the settings.

STEP 1 : Press 【FCN】 and press 【▲】 【▼】 to choose CROSS _B EDIT:

- AUTO FADE CROSS_A EDIT CROSS_B EDIT CROSS_A GO/RUN
- STEP 2 : Press [ENTER] and the LCD will display:



STEP 3 : Press [0] to [9] to enter SCENE (1...1000), the LCD will display:



STEP 4 : The other steps are the same as for editing CROSS_A. Please refer to [3-7-2].

3-9-3 Starting CROSS_B

Setting as 3-8-2, and use CROSS_B fader to recall the scenes in CROSS_B MEMORY.

3-9-4 Shifting to CROSS _ A/B MEMORY

- EX: If executing CROSS_A MEMORY#1 now, user would like to shift to CROSS_A MEMORY# 20.
- Press [CROSS_A] key and press [20], then press [ENTER].

3-10 FADE ON/OFF

STEP 1 : Press 【FCN】 and then press 【▲】 【▼】 to choose FADE ON/ OFF.

CROSS_B EDIT CROSS_A GO/RUN CROSS_B GO/RUN ►FADE ON/∪FF

STEP 2 : Press [ENTER], and the LCD will display:



STEP 3 : Press [ENTER] to confirm.

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