DMX-55
DMX Controller

USER MANUAL

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TABLE OF CONTENT

BEFORE YOU BEGIN

What is included

- DMX-55 Controller
- DC 9~12V 500mA power adapter
- Manual with warranty card

Unpacking Instructions

Immediately upon receiving a fixture, carefully unpack the carton, check the contents to ensure that all parts are present, and have been received in good condition. Notify the shipper immediately and retain packing material for inspection if any parts appear damaged from shipping or the carton itself shows signs of mishandling. Save the carton and all packing materials. In the event that a fixture must be returned to the factory, it is important that the fixture be returned in the original factory box and packing.

Safety Instructions

Please read these instructions carefully, which includes important information about the installation, usage and maintenance?

- Please keep this User Guide for future consultation. If you sell the unit to another user, be sure that they also receive this instruction booklet.
- Always make sure that you are connecting to the proper voltage and that the line voltage you are connecting to is not higher than that stated on decal or rear panel of the fixture.
- This product is intended for indoor use only!
- To prevent risk of fire or shock, do not expose fixture to rain or moisture. Make sure there are no flammable materials close to the unit while operating.
- The unit must be installed in a location with adequate ventilation, at least 50cm from adjacent surfaces. Be sure that no ventilation slots are blocked.
- Always disconnect from power source before servicing or replacing lamp or fuse and be sure to replace with same lamp source.
- In the event of serious operating problem, stop using the unit immediately. Never try to repair the unit by yourself. Repairs carried out by unskilled people can lead to damage or malfunction. Please contact the nearest authorized technical assistance center. Always use the same type spare parts.
- Don't connect the device to a dimmer pack.
- Make sure power cord is never crimped or damaged.
- Never disconnect power cord by pulling or tugging on the cord.
- Do not operate this device under 113° F ambient temperature conditions.

Caution! ***There are no user serviceable parts inside the unit. Do not open the housing or attempt any repairs yourself. In the unlikely event your unit may require service, please contact CHAUVET.***

INTRODUCTION

Features

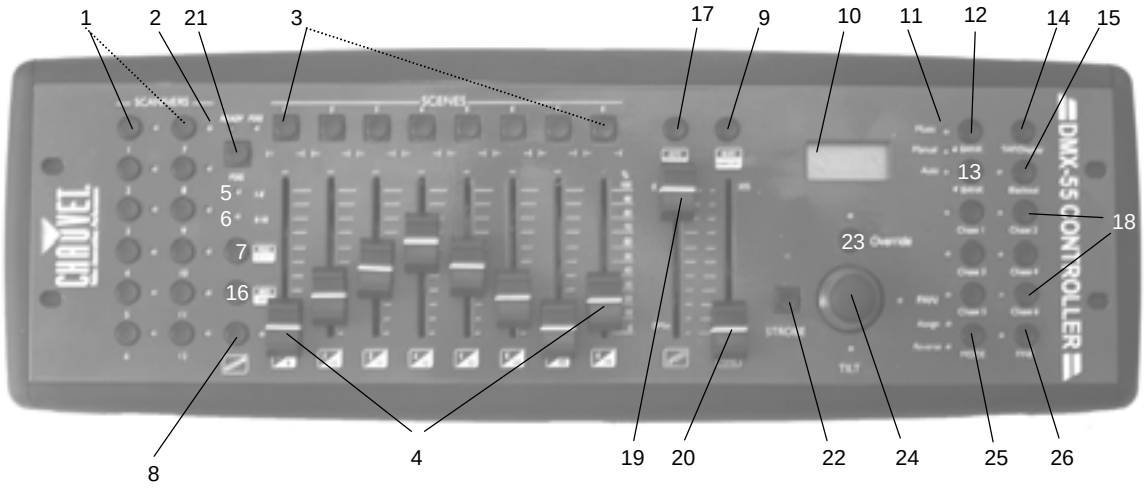
- Universal DMX-512 Controller
- 240 scene memory
- 192 DMX channels of control
- Polarity selector
- Fog control button
- Strobe
- 3 space 19" rack or table top mount
- Removable rubber edge guard
- Midi compatible
- Controls up to 12 intelligent lights
- 30 banks of 8 scenes
- Beat-activation, tap sync, auto run
- 6 sets of chases containing 240 scenes
- Assignable and reversible joystick
- Override button
- Reversible sliders
- Grab any fixture on the fly

General Overview

The DMX-55 is a universal intelligent lighting controller. It allows the control of 12 fixtures composed of 16 channels each and up to 240 programmable scenes. Six chase banks can contain up to 240 steps composed of the saved scenes and in any order. Programs can be triggered by music, midi, automatically or manually.

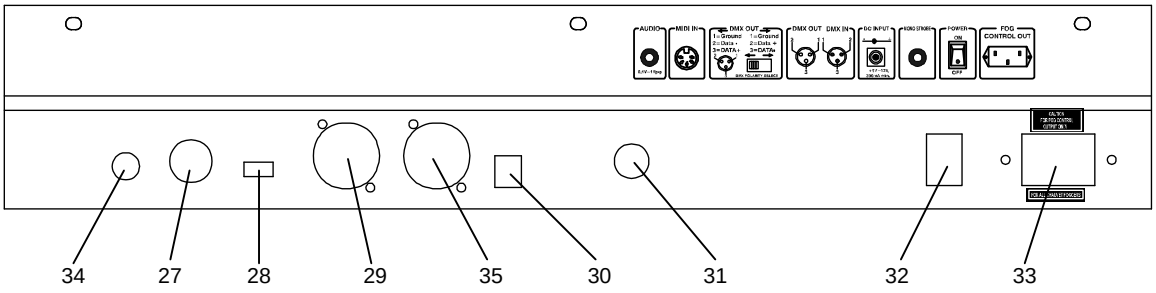
On the surface you will find various programming tools such as 8 universal channel sliders, a joystick and LED display indicators for easier navigation of controls and menu functions. You can control the pan and tilt of different intelligent lighting fixtures using the same joystick at the same time by means of a programmable joystick. This joystick allows the user to assign individual pan and tilt channels for every fixture. Integrated fog and strobe controller simplifies setup and eliminates multiple control sources.

Product Overview (front)



Item	Button or Fader	Function
1	Scanner select buttons	Fixture selection
2	Scanner indicator LEDS	Indicates the fixtures currently selected
3	Scene select buttons	Universal bump buttons representing scene location for storage and selection
4	Channel faders	For adjusting DMX values, Ch 1~8 can be adjusted immediately after pressing the respective scanner select button, Ch 9~16 after pressing the Page select button
5	Page A Indicator LED	Represents Ch 1~8 range selected
6	Page B Indicator LED	Represents Ch 9~16 range selected
7	Page select button	In manual mode, press to toggle between pages of control or to select both pages simultaneously. Both LEDS on will allow control of both lower and upper range channel.
8	Program button	Used to enter programming mode
9	Music/Bank Copy button	Used to activate Music mode and as the copy command during programming
10	LCD display window	Status window displays pertinent operational data
11	Mode Indicator LEDS	Provides operating mode status, (manual, music or auto)
12	Bank Up button	Function button to traverse Scene/Steps in banks or chases
13	Bank Down button	Function button to traverse Scene/Steps in banks or chases
14	Tap Display button	This is a Tap-Sync during playback and during programming changes the DMX value displayed in the LCD panel to percentages
15	Blackout button	Sets the shutter or dimmer value of all fixtures to “0” causing all light output to cease
16	Midi/Rec button	Activates MIDI external control and also used to confirm the record/save process
17	Auto/Del button	Used to activate Auto mode and as the delete function key during programming
18	Chase buttons	Chase memory 1 ~ 6
19	Speed fader	This will adjust the hold time of a scene or a step within a chase
20	Fade-Time fader	Also considered a cross-fade, sets the interval time between two scenes in a chase
21	Fog button	Built in Chauvet fog controller
22	Strobe button	Built in Chauvet strobe controller
23	Override button	
24	Joystick	To control pan and tilt movement
25	Mode button	Switches operating modes
26	FINE button	Sets joystick to control pan and tilt in 16 bit resolution (fixture must have this feature)

Connection Diagram (rear)



Item	Button or Fader	Function
27	MIDI input port	For external triggering of Banks and Chases using a MIDI device
28	DMX polarity switch	May be used to correct signal polarity
29	DMX output connector	DMX control signal
30	DC Input jack	Main power feed
31	Strobe connector	Chauvet Mono Strobe ¼" connector for built in strobe controller
32	ON/OFF power switch	Turns the controller on and off
33	Fog connector	Chauvet fog controller IEC connector
34	Audio input jack	Audio input feed for music triggering
35	DMX input connector	Used in data dumps between controllers

LCD Display Table of Definitions

Display Reference	Definition
SN1	Scene 1
BK1	Bank 1
CHASE1	Chase 1 is activated
STEP 009	Step # 9 of a chase
DATA 184	DMX Value (000-255)
SP :1M54s	The current speed is 1 minute 54 seconds
TP:4.25s	Sampled time between the last two taps
ASS 04 05	Assign DMX channels 4 and 5
RES 10 13	Reverse DMX channels 10 and 13

Common Terms

The following are common terms used in intelligent light programming.

- **Blackout** is a state by where all lighting fixtures light output are set to 0 or off, usually on a temporary basis.
- **DMX-512** is an industry standard digital communication protocol used in entertainment lighting equipment. For more information read Sections “DMX Primer” and “DMX Control Mode” in the Appendix.
- **Fixture** refers to your lighting instrument or other device such as a fogger or dimmer of which you can control.
- **Programs** are a bunch of scenes stacked one after another. It can be programmed as either a single scene or multiple scenes in sequence.
- **Scenes** are static lighting states.
- **Sliders** also known as faders.
- **Chases** can also be called programs. A chase consists of a bunch of scenes stacked one after another.
- **Scanner** refers to a lighting instrument with a pan and tilt mirror; however, in the ILS-CON controller it can be used to control any DMX-512 compatible device as a generic fixture.
- **MIDI** is a standard for representing musical information in a digital format. A MIDI input would provide external triggering of scenes using midi device such as a midi keyboard.
- **Stand Alone** refers to a fixture’s ability to function independently of an external controller and usually in sync to music, due to a built in microphone.
- **Fade** slider is used to adjust the time between scenes within a chase.
- **Speed** slider affects the amount of time a scene will hold its state. It is also considered a wait time.
- **Shutter** is a mechanical device in the lighting fixture that allows you to block the lights path. It is often used to lessen the intensity of the light output and to strobe.
- **Patching** refers to the process of assigning fixtures a DMX channel or.
- **Playbacks** can be either scenes or chases that are directly called to execution by user action. A playback can also be considered program memory that can be recalled during a show or running mode.

OPERATING INSTRUCTIONS

Setup

SETTING UP THE SYSTEM

1) Place the DMX-55 on a leveled surface. Note! The DMX-55 can also be rack mounted, occupying 3U spaces by removing the outer rubber edge guard.
2) Plug the AC to DC power supply to the system back panel and to the mains outlet.
3) Plug in your DMX cable(s) to your intelligent lighting as described in the fixtures respective manual. For a quick Primer on DMX see the "DMX Primer" section in the Appendix of this manual.
4) Plug in a compatible Chauvet Fogger to the AC Fog Machine Remote Controller connector.
5) Plug in any Chauvet **MONO** strobes in a daisy like fashion using a ¼" mono phone cable.

FIXTURE PATCH

The DMX-55 is programmed to control 16 channels of DMX per fixture, therefore the fixtures you wish to control with the corresponding "**SCANNER**" buttons on the unit, must be spaced 16 channels apart.

FIXTURE OR SCANNER #	DEFAULT DMX STARTING ADDRESS	DIPSWITCH SETTINGS SWITCH TO THE "ON POSITION"
1	1	1
2	17	1,5
3	33	1,6
4	49	1,5,6
5	65	1,7
6	81	1,5,7
7	97	1,6,7
8	113	1,5,6,7
9	129	1,8
10	145	1,5,8
11	161	1,6,8
12	177	1,5,6,8

Please refer to your individual fixture's manual for DMX addressing instructions. The table above refers to a standard 9 dipswitch binary configurable device.

JOYSTICK SETUP

Because not all intelligent lighting fixtures are alike or share the same control attributes, the DMX-55 allows the user to assign the joystick the correct pan and tilt channel for every fixture.

Action	***Notes***
1) Press the **Program** button until the LED blinks.	
2) Hold the **MODE** button and press **FINE**. The *Reverse* LED will light.	*You will need to repeat this process to enter the Assign Joystick Function.*
3) Hold the **MODE** button again and press **FINE**. The *Assign* LED will light.	
4) Use ▲ **BANK** and ▼ **BANK** buttons to select either Pan or Tilt.	
5) Use the **TAP/Display** button to switch between the first 8 available channels (8CH) and the second 8 (16CH).	*There are 16 available DMX channels but only 8 can be selected at a time by using the SCENES buttons. The TAP/Display acts like a page button allowing you to have access to the lower 8 channels (8CH) and the top 8 (16CH).*
6) Press the button corresponding to the **SCANNER** button you wish to assign.	
7) While holding the **MODE** button press the scene number that corresponds to the slider which controls the movement.	*Example: If pan is controlled by slider number 4, press and hold **Mode** button while pressing **Scenes** button **# 4**.*
8) Repeat steps 4 through 7 as necessary.	
9) To exit, hold the **MODE** button and press **FINE**.	*Make sure Assign and Reverse LEDs are off.*

REVERSE DMX CHANNEL AND JOYSTICK

Action	***Notes***
1) Press the **Program** button until the LED blinks.	
2) Hold the **MODE** button and press **FINE**. The *Reverse* LED will light.	*If the Reverse LED light does not light up repeat the process until it does.*
3) Use ▲ **BANK** and ▼ **BANK** buttons to select either Pan or Tilt. The corresponding LED will light.	
4) Use the **TAP/Display** button to switch between the first 8 available channels (8CH) and the second 8 (16CH).	
5) Press the button corresponding to the **SCANNER** button you wish to assign.	
6) Find the slider or you wish to reverse DMX output on.	
7) While holding the **MODE** button, press the scene number that corresponds to the slider you wish to reverse.	*You may reverse a maximum of 48 channels for 12 scanners.*
8) Repeat steps 4 through 7 as necessary.	
9) To exit, hold the **MODE** button and press **FINE**.	

DELETING A SCANNER'S DMX CHANNEL SETTINGS

Action	***Notes***
1) Press the **Program** button until the LED blinks.	
2) Hold the **MODE** button and press **FINE**. The *Reverse* LED will light.	*Assign mode will also work in this case.*
3) Tap the **Scanner** button delete settings.	
4) Press the **MODE** and **AUTO/Del** buttons at the same time. All LEDs will flash three times to confirm operation.	

CLEAR ALL SCANNER'S DMX CHANNELS

Action	***Notes***
1) Turn the power off.	
2) Press and hold the **MODE** and **AUTO/Del** buttons at the same time.	*Assign mode will also work in this case.*
3) Turn the power back on. All LEDs will flash briefly to confirm operation.	

DISPLAY PAN/TILT DMX CHANNELS

Action	***Notes***
1) Press the **FINE** and **MODE** buttons at the same time putting the controller into *Assign* mode. Press the **FINE** and **MODE** buttons once more to change to *Reverse* mode.	
2) Press the **Scanner** button that you wish to display Pan and Tilt DMX values for.	

FADE TIME SETTINGS

Action	***Notes***
1) With power on the unit off, press the **MODE** and **TAP/Display** buttons at the same time.	
2) Apply power to the unit while holding the buttons pressed above.	
3) Once unit is on, tap the **TAP/Display** button to change between Fade Time and Assign Fade Time. Press the **MODE** and **TAP/Display** buttons at the same time to store your setting into memory.	ALL CH FD TIME ***or*** ONLY X/Y FD TIME
4) You can also exit without saving by pressing the **Blackout** button.	

SCENE PROGRAMMING

ENTERING PROGRAMMING MODE

1) Press the **Program** button until the LED blinks.

CREATE A SCENE

A scene is a static lighting state. The DMX-55 can save 240 scenes.

Action	***Notes***
1) Press the **Program** button until the LED blinks.	*Deselect **Blackout** if LED is lit.*
2) Position **SPEED** and **FADE TIME** sliders all the way down.	
3) Select the **SCANNERS** you wish to include in your scene.	*You can select more than one fixture.*
4) Compose a look by moving the **sliders** and **joystick**.	*You can access channels 9~16 by pressing the **Page Select** button. This is necessary for fixtures that use more than 8 channels of control.*
5) Choose **BANK**.	*There are 8 scenes available in every bank.*
6) Tap **MIDI/Rec** button.	
7) Select a **SCENES** button to store.	*-> All LEDs will flash three times to confirm. The LED display will no indicate the Scene number and Bank number used.*
8) Repeat steps 3 through 7 as necessary.	
9) To exit program mode, hold the **MODE** button and press **FINE**.	

Shortcut: {Programming Fixtures} ➲ Press [**Save**] ➲ Select [**Button 1~24**] to store to memory

SCENE EDIT

Action	***Notes***
1) Press the **Program** button until the LED blinks.	*Deselect **Blackout** if LED is lit.*
2) Use ▲ **BANK** and ▼ **BANK** buttons to change banks.	
3) Tap the scene to edit within the bank.	*Remember this scene number!*
4) Follow steps 2 through 4 from “Create a Scene”	
5) Tap **MIDI/Rec** button.	
6) Tap the same scene number originally selected on step 3.	*Scene edit works by overriding a scene.*

COPY SCANNER SETTINGS

This operation allows the user to copy the programming state of one scanner to another. This is especially useful when both scanners are of the same type.

Action	***Notes***
1) Hold and maintain the **Scanner** button to copy.	
2) Tap another **Scanner** button to copy settings into.	

COPY SCENE

Action	***Notes***
1) Press the **Program** button until the LED blinks.	
2) Use ▲ **BANK** and ▼ **BANK** buttons to change banks.	
3) Tap the scene to copy within the bank.	
4) Use ▲ **BANK** and ▼ **BANK** buttons to change to another bank if desired.	
5) Tap **MIDI/Rec** button.	
6) Tap the **SCENES** button you wish to copy the scene to.	

DELETE SCENE

Action	***Notes***
1) Press the **Program** button until the LED blinks.	
2) Use ▲ **BANK** and ▼ **BANK** buttons to change banks.	
3) Tap the scene to delete.	
4) Press and hold the **Auto/Del** button and tap the scene button you wish to delete.	*All DMX channels for the deleted scene will be set to 0.*

DELETE ALL SCENES

Action	***Notes***
1) Power off the controller.	
2) Press and hold the **Program** and **BANK** buttons while turning the power back on.	

COPY BANK

Action	***Notes***
1) Press the **Program** button until the LED blinks.	
2) Use ▲ **BANK** and ▼ **BANK** buttons to select the bank to copy.	

3) Tap the **MIDI/Rec** button.	
4) Use ▲ **BANK** and ▼ **BANK** buttons to select the bank to copy to.	
5) Tap the **Music/Bankcopy** button to execute the copy.	*All LEDs wil flash three times to confirm process.*
6) To exit programming mode press the **Program** button until the LED turns off.	

Chase Programming

A chase is created by using previously created scenes. Scenes become steps in a chase and can be arranged in any order you choose. It is highly recommended that prior to programming chases for the first time; you delete all chases from memory. *See "Delete All Chases"* for instructions.

CREATE A CHASE

A Chase can contain 240 scenes as steps. The term steps and scenes are used interchangeably.

Action	***Notes***
7) Press the **Program** button until the LED blinks.	
8) Tap the **Chase** button you wish to program.	
9) Change **BANK** if necessary to locate a scene.	
10) Select the scene to insert.	
11) Tap the **MIDI/Rec** button to store.	
12) Repeat steps 3 ~ 5 to add additional steps in the chase.	

INSERTING A BANK OF SCENES INTO A CHASE

Action	***Notes***
1) Pres the **Program** button until the LED blinks.	
2) Tap the **Chase** button you wish to program.	
3) Use ▲ **BANK** and ▼ **BANK** buttons to select the bank of scenes to copy.	
4) Tap the **Music/Bankcopy** button to execute the copy.	
5) Tap the **MIDI/Rec** copy button to confirm, all LEDs will flash three times.	

ADD A STEP

Action	Notes
1) Press the **Program** button until the LED blinks.	
2) Press the corresponding button to the chase you wish to add a step to.	
3) Press the **TAP/Display** button so that the LCD display shows the current step.	
4) Use the ▲ **BANK** and ▼ **BANK** buttons to scroll to the step you wish to add a step after.	
5) Press the **MIDI/REC** button. The LCD will display one step number higher than previous.	
6) Tap the **TAP/Display** button again. The LCD will now display the current chase, scene and bank. Create a desired scene and record it as a new step or select a previously programmed scene to add to the chase.	
7) Press the **MIDI/REC** button again. All LEDs will flash three times to confirm the save.	

DELETE A STEP

Action	Notes
1) Press the **Program** button until the LED blinks.	
2) Select the chase that contains the step you want to delete.	
3) Press the **TAP/Display** button to display the current step number.	
4) Use the ▲ **BANK** and ▼ **BANK** buttons to scroll to the step you wish to delete.	
5) Tap the **AUTO/Del** button to delete the step. All LEDs will flash three times to confirm the deletion process.	

DELETE A CHASE

Action	Notes
1) Press and hold the **Chase** button you want to delete.	
2) Then, press and hold the **AUTO/Del** button until all LEDs flash three times.	

DELETE ALL CHASES

Action	Notes
1) With the power off, press and hold the **AUTO/Del** and **BANK ▼** buttons. 2) Turn controller back on and all chases will be cleared.	

Playback (Scenes)

MANUAL RUN SCENE

When power is first turned ON, the controller will be in manual scene mode.

Action	Notes
1) Make sure neither **Music** nor **Auto LED**s are on. 2) Select the program **BANK** that stores the scene you want to run manually by using the **BANK UP/DOWN**. 3) Press the **SCENE** button to run.	*If by chance you are in programming mode you can also press and hold the **PROGRAM** button until the **Program** LED goes off.*

RUNNING IN SOUND-MODE

Action	Notes
1) Press the **Music/Bankcopy** button until the **Music** LED turns on. 2) Change **BANK** programs by using **BANK UP/DOWN** buttons if necessary. 3) Press the **Music/Bankcopy** to exit.	*In the Sound mode, programs will be triggered by the sound using its built-in microphone. All scenes in a Bank will chase.*

RUNNING IN AUTO-MODE

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

Action	Notes
1) Press the **AUTO/Del** button until the **Auto** LED turns on. 2) Change **BANK** programs by using **BANK UP/DOWN** buttons if necessary.	*In the Auto mode, programs will be triggered by controllers fade and speed time as set on the faders. All scenes in a Bank will chase.*
3) You can adjust the time between steps by moving the **SPEED** fader and the duration of the step by moving the **FADE TIME** fader.	***CAUTION!** The fade setting should never be slower than the speed setting or the scene will never complete execution.*
4) Use the **TAP/Display** button to set the speed instead. The time between two sequential taps sets the speed.	*These settings will stay until the speed slider is moved.*
5) Press the **AUTO/Del** button to exit mode.	

BLACKOUT

The **Blackout** button brings all lighting output to 0 or off.

Playback (Chases)

MANUAL RUN CHASES

This function allows the user to manually step through each individual step in a chase.

Action	***Notes***
1) When the power is first turned on the controller enters manual mode automatically.	
2) Start a chase by pressing any one of the **Chase** buttons.	
3) Press the **Chase** button again to deselect.	

AUTO RUN CHASES

Action	***Notes***
1) Press the **AUTO/Del** button to activate Auto mode. The Auto LED should light.	***CAUTION!*** *The fade setting should never be slower than the speed setting or the scene will never complete execution.*
2) Start a chase by pressing any one of the **Chase** buttons.	
3) Pressing the **Chase** button again will deselect it.	
4) Adjust the **SPEED** and **FADE** faders to your liking.	

MUSIC RUN CHASES

Action	***Notes***
1) Press the **MUSIC/Bankcopy** button to activate music mode.	
2) Start a chase by pressing any one of the **Chase** buttons. The chase will instantly respond to the music.	

Midi Operation

The controller will only respond to MIDI commands on the MIDI channel which it is set to full stop. All MIDI control is performed using Note on commands. All other MIDI instructions are ignored. To stop a chase, send the blackout on note.

Action

1) Press and hold the **MIDI/REC** button for about 3 seconds.
2) Select the MIDI control channel (1~16) via the **BANK UP/DOWN** buttons to set.
3) Press and hold the **MIDI/REC** button for 3 seconds to save settings.
4) To release MIDI control, press any other button except the **BANK** buttons during step 2.

Notes

This is the Channel that the controller will receive MIDI note commands.

MIDI NOTE	FUNCTION (TURN ON/OFF)
00 to 07	Scenes 1~8 in BANK 1
08 to 15	Scenes 1~8 in BANK 2
16 to 23	Scenes 1~8 in BANK 3
24 to 31	Scenes 1~8 in BANK 4
32 to 39	Scenes 1~8 in BANK 5
40 to 47	Scenes 1~8 in BANK 6
48 to 55	Scenes 1~8 in BANK 7
56 to 63	Scenes 1~8 in BANK 8
64 to 71	Scenes 1~8 in BANK 9
72 to 79	Scenes 1~8 in BANK 10
80 to 87	Scenes 1~8 in BANK 11
88 to 95	Scenes 1~8 in BANK 12
96 to 103	Scenes 1~8 in BANK 13
104 to 111	Scenes 1~8 in BANK 14
112 to 119	Scenes 1~8 in BANK 15
120	Chase 1
121	Chase 2
122	Chase 3
123	Chase 4
124	Chase 5
125	Chase 6
126	BLACKOUT

Data Transfer

It is possible to transfer the programs stored in one DMX-55 controller to another. Connect from the DMX output of the programmed controller to the DMX input of the other.

Action

1) Source unit: Turn unit Off, press and hold **SCANNER** buttons 2, 3 and **SCENE** button 1 then turn unit back On.
2) Destination unit: Turn unit Off, press and hold **SCANNER** buttons 8, 9 and **SCENE** button 2 then turn unit back On.
3) Both units are now ready to transmit and receive. Press **SCENE** buttons 7 & 8 simultaneously on Source unit to begin transmission.

Notes

The display should show TRANSMIT, this indicates it is ready to transmit data.

The display should show RECEIVE, this indicates it is ready to receive data transmission.

APPENDIX

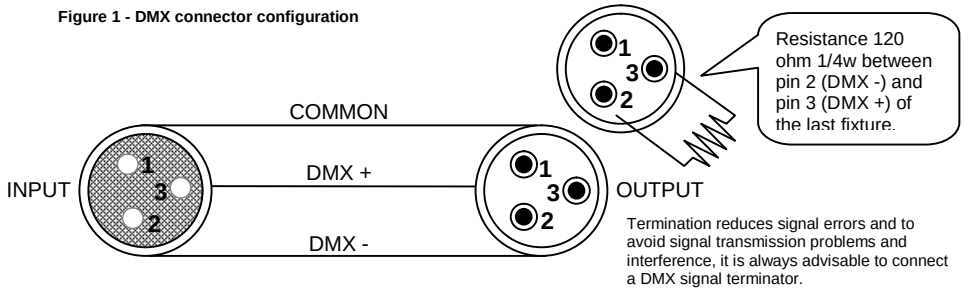
DMX Primer

There are 512 channels in a DMX-512 connection. Channels may be assigned in any manner. A fixture capable of receiving DMX 512 will require one or a number of sequential channels. The user must assign a starting address on the fixture that indicates the first channel reserved in the controller. There are many different types of DMX controllable fixtures and they all may vary in the total number of channels required. Choosing a start address should be planned in advance. Channels should never overlap. If they do, this will result in erratic operation of the fixtures whose starting address is set incorrectly. You can however, control multiple fixtures of the same type using the same starting address as long as the intended result is that of unison movement or operation. In other words, the fixtures will be slaved together and all respond exactly the same.

DMX fixtures are designed to receive data through a serial Daisy Chain. A Daisy Chain connection is where the DATA OUT of one fixture connects to the DATA IN of the next fixture. The order in which the fixtures are connected is not important and has no effect on how a controller communicates to each fixture. Use an order that provides for the easiest and most direct cabling. Connect fixtures using shielded two conductor twisted pair cable with three pin XLR male to female connectors. The shield connection is pin 1, while pin 2 is Data Negative (S-) and pin 3 is Data positive (S+). CHAUVET carries 3-pin XLR DMX compliant cables, DMX-10 (33'), DMX-4.5 (15') and DMX-1.5 (5')

FIXTURE LINKING

Figure 1 - DMX connector configuration



Note! ***If you use a controller with a 5 pin DMX output connector, you will need to use a 5 pin to 3 pin adapter. Chauvet Model No: DMX5M.***
The chart below details a proper cable conversion:

3 PIN TO 5 PIN CONVERSION CHART

CONDUCTOR	3 Pin Female (output)	5 Pin Male (Input)
GROUND/SHIELD	Pin 1	Pin 1
DATA (-)SIGNAL	Pin 2	Pin 2
DATA (+) SIGNAL	Pin 3	Pin 3
DO NOT USE		Do not use
DO NOT USE		Do not use

Maintenance

To maintain optimum performance and minimize wear fixtures should be cleaned frequently. Usage and environment are contributing factors in determining frequency. As a general rule, fixtures should be cleaned at least twice a month. Dust build up reduces light output performance and can cause overheating. This can lead to reduced lamp life and increased mechanical wear. Be sure to power off fixture before conducting maintenance.

Unplug fixture from power. Use a vacuum or air compressor and a soft brush to remove dust collected on external vents and internal components. Clean all glass when the fixture is cold with a mild solution of glass cleaner or Isopropyl Alcohol and a soft lint free cotton cloth or lens tissue. Apply solution to the cloth or tissue and drag dirt and grime to the outside of the lens. Gently polish optical surfaces until they are free of haze and lint. Do not to touch the lamp glass when cleaning fixture. Oil and dirt can cause damage and premature aging of the lamp. In the event that the lamp is touched or becomes dirty, clean the lamps with an alcohol wipe.

The cleaning of internal and external optical lenses and/or mirrors must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surrounding can cause greater accumulation of dirt on the unit's optics. Clean with soft cloth using normal glass cleaning fluid. - Always dry the parts carefully. - Clean the external optics at least every 20 days. Clean the internal optics at least every 30/60 days.

Returns Procedure

Returned merchandise must be sent prepaid and in the original packing, call tags will not be issued. Package must be clearly labeled with a Return Merchandise Authorization Number (RA #). Products returned without an RA # will be refused. Call CHAUVET and request RA # prior to shipping the fixture. Be prepared to provide the model number, serial number and a brief description of the cause for the return. Be sure to properly pack fixture, any shipping damage resulting from inadequate packaging is the customer's responsibility. CHAUVET reserves the right to use its own discretion to repair or replace product(s). As a suggestion, proper UPS packing or double-boxing is always a safe method to use.

Claims

Damage incurred in shipping is the responsibility of the shipper; therefore the damage must be reported to the carrier upon receipt of merchandise. It is the customer's responsibility to notify and submit claims with the shipper in the event that a fixture is damaged due to shipping. Any other claim for items such as missing component/part, damage not related to shipping, and concealed damage, must be made within seven (7) days of receiving merchandise.

General Troubleshooting

Symptom	Solution(s)	Applies to			
		Lights	Foggers & Snow	Controllers	Dimmers & Chaser
Auto shut off	Check fan thermal switch reset	✓			
Beam is very dim or not bright	Clean optical system or replace lamp Check 220/110v switch for proper setting	✓			
Breaker/Fuse keeps blowing	Check total load placed on device				✓
Chase is too slow	Check users manual for speed adjustment	✓		✓	✓
Device has no power	Check for power on Mains. Check device's fuse. (internal and/or external)	✓		✓	✓
Fixture is not responding	Check DMX Dip switch settings for correct addressing Check DMX cables Check polarity switch settings	✓			
Fixture is on but there is no movement to the audio	Make sure you have the correct audio mode on the control switches. If audio provided via ¼" jack, make sure a live audio signal exists Adjust sound sensitivity knob	✓		✓	✓
Lamps cuts off sporadically	Possible bad lamp or fixture is overheating. Lamp may be at end of its life.	✓			
Light will not come on after power failure	Some discharge lamps require a cooling off period before the electronics in the fixture can kick start it again, wait 5 to 10 minutes before powering up	✓			
Loss of signal	Use only DMX cables Install terminator Note: Keep DMX cables separated from power cables or black lights.	✓	✓	✓	✓
Moves slow	Check 220/110v switch for proper setting	✓			
No flash	Re-install bulb, may have shifted in shipping	✓			
No laser output	Bounce mirror motor may have shifted during shipping, readjust	✓			
No light output	Check slip ring & brushes for contact Install bulb Call service technician	✓			
Relay will not work	Check reset switch Check cable connections				✓
Remote does not work	Make sure connector is firmly connected to device	✓	✓		
Stand alone mode	All Chauvet lighting fixtures featuring stand-alone functions do not require additional settings, simply power the fixture and it will automatically enter into this mode	✓			

Technical Specifications

WEIGHT & DIMENSIONS

Length.....514 mm (20.25 in)
Width.....89 mm (3.5 in)
Height .....171 mm (6.75 in)
Weight..... 2.7 Kg (6 lbs)

POWER

Operating Range.....DC 9V-12V 500mA min
Adapter .....Provided

THERMAL

Maximum ambient temperature.....45°C (113° F)

CONTROL & PROGRAMMING

Data input ..... locking 3-pin XLR male socket
Data output .....2 x locking 3-pin XLR female socket
Data pin configuration .....pin 1 shield, pin 2 (-), pin 3 (+)
Protocols.....DMX-512 USITT

ORDERING INFORMATION

DMX-55 DMX Controller.....DMX-55

EC DECLARATION OF CONFORMITY

We declare that our products (lighting equipments) comply with the following specification and bears CE mark in accordance with the provision of the Electromagnetic Compatibility (EMC) Directive 89/336/EEC.

.....EN55014-1: 1993, EN61000-3-2: 1995, EN61000-3-3:1995
..... EN55014-2: 1997 CATEGORY II
.....EN61000-4-2: 1995, EN61000-4-3: 1995, EN61000-4-4:1995
.....EN61000-4-5: 1995, EN61000-4-6: 1995, EN61000-4-11: 1994
Harmonized Standard EN60598-1: 1993
Safety of household and similar electrical appliances Part 1: General requirements
Following the provisions of the Low Voltage Directive 73/23/EEC and 93/68/EEC.

EC DECLARATION OF CONFORMITY

We declare that our products (remote controller) comply with the following specification and bears CE mark in accordance with the provision of the Electromagnetic Compatibility (EMC) Directive 89/336/EEC.

.....EN55015: 1993
.....EN50082-1: 1997
.....EN61000-3-2: 1995
.....EN61000-3-3: 1995