



# DMX-24

## 24-Channel DMX-512 & MIDI Controller

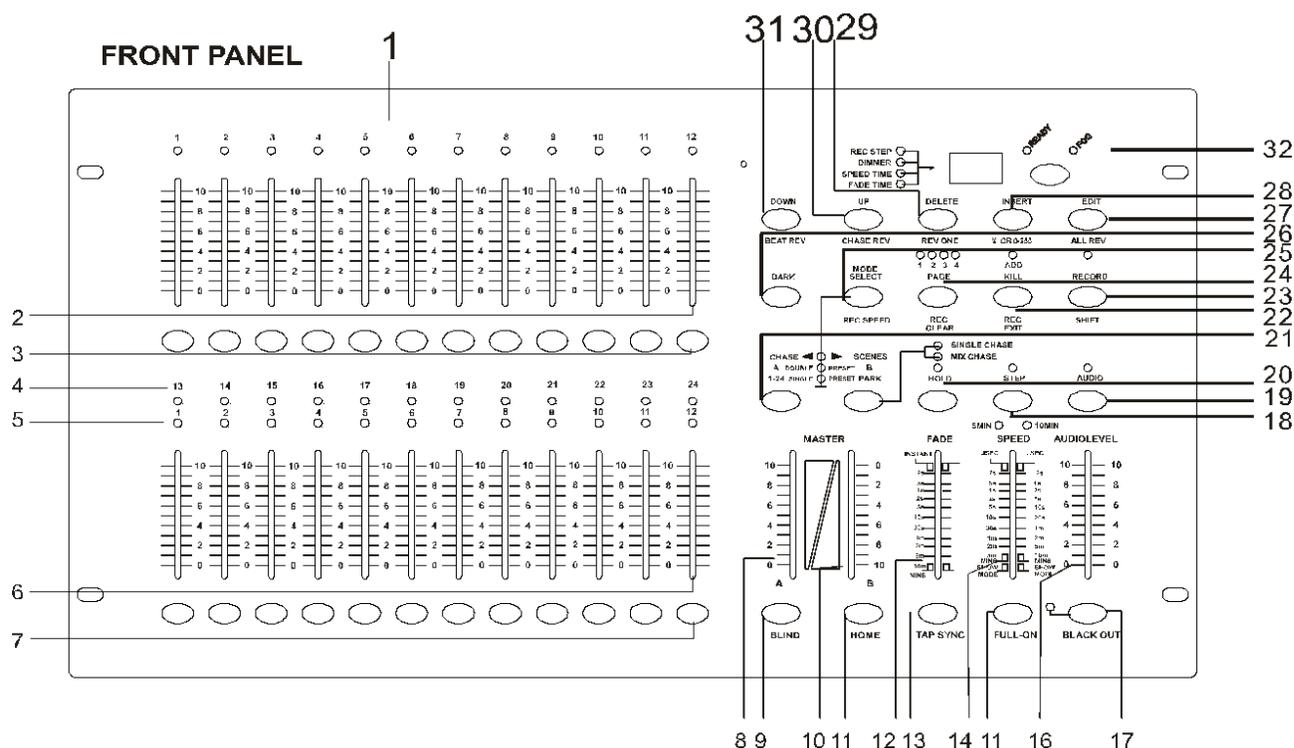
48-Scene DMX Programmer with MIDI & Audio Control

### USER MANUAL

# 1. Technical Specifications

<b>Power Input</b>	DC 9V–12V, 500mA
<b>Power Adaptor</b>	AC 110V 60Hz → DC 12V, 500mA
<b>DMX Output</b>	3-pin female XLR
<b>MIDI Connector</b>	5-pin DIN
<b>Fuse (internal)</b>	F-0.5A, 250V, 5×20mm
<b>Dimensions</b>	482 × 264 × 85mm
<b>Weight</b>	4.3kg

# 2. Controls & Functions

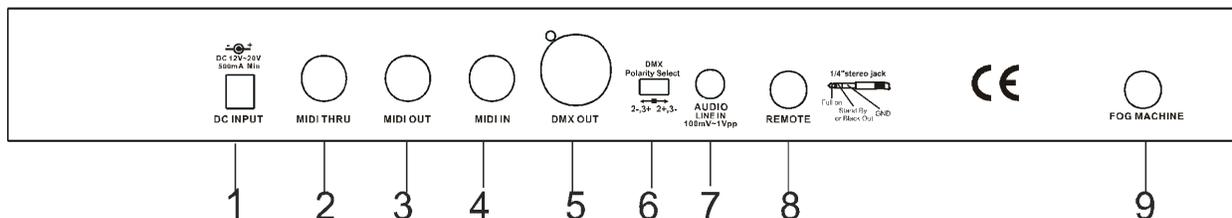


## 2.1 Front Panel

No.	Button	Function
1	<b>PRESET A LEDs</b>	Indicator LEDs for Preset A channel activity.
2	<b>CHANNEL SLIDERS 1–12</b>	Adjust the output of channels 1–12 from 0–100% (0–255).
3	<b>FLASH KEYS 1–12</b>	Press to activate maximum output on the corresponding channel.
4	<b>PRESET B LEDs</b>	Indicator LEDs for Preset B channel activity.
5	<b>SCENE LEDs</b>	Indicate the currently selected scene program.
6	<b>CHANNEL SLIDERS 13–24</b>	Adjust the output of channels 13–24 from 0–100% (0–255).
7	<b>FLASH KEYS 13–24</b>	Press to activate maximum output on the corresponding channel.
8	<b>MASTER A SLIDER</b>	Adjusts the overall output level of Preset A.
9	<b>BLIND KEY</b>	In Chase/Scenes mode: channel output is controlled by sliders or Flash keys only, independent of the running program.
10	<b>MASTER B SLIDER</b>	Adjusts the overall output level of Preset B.
11	<b>HOME KEY</b>	In Chase/Scenes mode: returns channel control back to the running program, exiting Blind mode.
12	<b>FADE TIME SLIDER</b>	Adjusts the fade transition time between steps.
13	<b>TAP SYNC</b>	In Auto Chase mode: press twice to set the chasing speed by tapping.
14	<b>SPEED SLIDER</b>	Adjusts the chasing speed of the program.
15	<b>FULL ON KEY</b>	Sets all channel outputs to maximum. Overrides and disables Blackout.
16	<b>AUDIO LEVEL SLIDER</b>	Adjusts microphone sensitivity for audio-reactive mode.
17	<b>BLACKOUT KEY</b>	Forces all DMX channel outputs to zero (0).
18	<b>STEP KEY</b>	Advances the program by one step each press.
19	<b>AUDIO KEY</b>	Activates audio-reactive (sound-active) mode.
20	<b>HOLD KEY</b>	Press and hold to freeze all current channel outputs.

No.	Button	Function
21	<b>PARK</b>	In Chase/Scenes mode: toggles between Single Chase and Mix Chase. In Double Preset: pressing PARK B equals Master B at maximum. In Single Preset: pressing PARK A equals Master A at maximum.
22	<b>REC EXIT</b>	Exits recording mode. When the LED is lit (Kill mode), pressing any Flash key mutes all channels except the selected one.
23	<b>RECORD KEY</b>	Initiates program recording.
24	<b>PAGE KEY</b>	Cycles through the 4 available scene pages.
25	<b>MODE SELECT</b>	Cycles through operating modes: Chase/Scenes, Double Preset, and Single Preset.
26	<b>DARK KEY</b>	Pauses all output, including Full On and Flash functions.
27	<b>ALL REV</b>	Reverses the chasing direction of all programs simultaneously.
28	<b>0% / 0–255 KEY</b>	Toggles the display between percentage (0%) and raw value (0–255) mode.
29	<b>REV ONE</b>	Press and hold, then press a Preset B Flash key to reverse the chase direction of that specific scene program.
30	<b>CHASE REV</b>	Reverses the chase direction of the scene program as controlled by the Speed slider.
31	<b>BEAT REV</b>	Reverses the chase direction of the scene program as controlled by the regular beat.
32	<b>FOG MACHINE</b>	Activates the connected fog machine output.

## 2.1 Rear Panel



No.	Button	Function
1	<b>POWER INPUT</b>	DC 12V–18V, 500mA minimum.
2	<b>MIDI THRU</b>	Passes MIDI data received on MIDI IN through to connected devices.
3	<b>MIDI OUT</b>	Transmits MIDI data generated by this unit.
4	<b>MIDI IN</b>	Receives incoming MIDI data.
5	<b>DMX OUT</b>	3-pin XLR DMX-512 output.
6	<b>DMX POLARITY SELECT</b>	Selects the signal polarity of the DMX output.
7	<b>AUDIO INPUT</b>	Line-level audio input for sound-active mode (100mV–1Vpp).
8	<b>REMOTE CONTROL</b>	1/4" stereo jack for remote control of Full On and Blackout functions.
9	<b>FOG MACHINE</b>	Output connector for controlling a fog machine.

## 3. Operating Instructions

### 3.1 Record Enable

- Press and hold the RECORD key.
- Press FLASH 1, FLASH 6, FLASH 6, FLASH 8 in sequence.
- Release RECORD — the LED illuminates, confirming recording is enabled.

### 3.2 Erase All Programs

- Press and hold the RECORD key.
- Press FLASH 1, FLASH 4, FLASH 2, FLASH 3 in sequence.
- Release RECORD.

### 3.3 Clear Memory

- Press and hold RECORD, then press REC CLEAR.
- Release both keys simultaneously.

### 3.4 Record a Program

- Set the desired channel levels.
- Press PAGE to light the desired page LED.
- Press and hold RECORD, then press the appropriate FLASH key.
- Release RECORD.



#### **Example — Create and save a program to Scene 28:**

- Clear memory (see Section 3.3).
- Press MODE SELECT to light the Single Preset LED.
- Set all channel sliders 1–24 to minimum and MASTER A to maximum.
- Move slider 1 to maximum, then press RECORD to capture the step, then return the slider to minimum. Repeat this for each slider in sequence until all 24 channels have been recorded as individual steps.
- Press PAGE to light the Page 3 LED.
- Press RECORD, then press FLASH 16 to save to Scene 28.
- Release both keys — the program is now saved.

### 3.5 Delete a Program

- Press PAGE to light the desired page LED.
- Press and hold RECORD, then press the appropriate FLASH key twice.
- Release RECORD.

### 3.6 Scene Edit Enable

- Press PAGE to light the desired page LED.
- Press MODE SELECT to light the Chase/Scenes LED.
- Press and hold EDIT, then press the desired scene FLASH key.
- Release both — the selected scene LED lights and editing is enabled.



#### **Example — Delete Scene 40:**

- Press PAGE to light the Page 4 LED.
- Press RECORD, then press FLASH 16 twice.
- Release RECORD.

#### **Example — Enter edit mode for Scene 11:**

- Press PAGE to light the Page 1 LED.
- Press MODE SELECT to light the Chase/Scenes LED.
- Press and hold EDIT, then press FLASH 23.
- Release both keys.

### 3.7 Exit Edit Mode

- Press and hold RECORD, then press EXIT.
- Release both keys.

### 3.8 Delete a Step

- In Edit mode, press STEP to advance to the step to be deleted.
- Press DELETE — the step is removed and the next step executes automatically.

### 3.9 Add a Step

- In Edit mode, record the step to be inserted.
- Press STEP to advance to the step you want to insert before.

### 3.10 Modify a Step

- In Edit mode, press STEP to advance to the step to be modified.
- Press UP or DOWN together with the desired FLASH key. The output is shown on the display — release FLASH when satisfied.

### 3.11 Change Display Mode

Press and hold RECORD, then press the 0% / 0–255 key to toggle between percentage and raw value display modes.

### 3.12 Select and Run a Program

- Press MODE SELECT to light the Chase/Scenes LED.
- Press PAGE to light the desired page LED.
- Move the MASTER B slider to maximum.
- Move the desired scene channel slider to minimum, then raise it — the program is selected and begins running.

### 3.13 Run a Program with Regular Beat

- Press AUDIO to extinguish the Audio LED.
- Press PARK to light the Mix Mode LED.
- Select and run the desired scene program.
- Move the SPEED slider or press TAP SYNC twice to define the beat interval.

- Press REC SPEED and the desired FLASH key — the program will run at the defined beat time.

### 3.14 Run a Program with Speed Slider

- Press AUDIO to extinguish the Audio LED.
- Press PARK to light the Mix Mode LED.
- Select and run the desired scene program.
- Move the SPEED slider to the Show Mode position.
- Press REC SPEED, then press the appropriate FLASH key.



#### **Example — Set Scene 14 to run at 1 step per second, then switch to Speed slider control:**

- Press MODE SELECT to light the Chase/Scenes LED.
- Press AUDIO to extinguish its LED.
- Press PARK to light the Mix Mode LED.
- Set all channel sliders to minimum. Move MASTER B slider to maximum.
- Press PAGE to light the Page 2 LED.
- Move channel slider 14 to maximum.
- Move the SPEED slider until 1.00 appears on the display and the SPEED LED is lit.
- Press REC SPEED and FLASH 14, then release both — Scene 14 is now set to run at 1 step per second.
- Move SPEED slider to Show Mode position. Press REC SPEED and FLASH 14 — Scene 14 is now controlled by the Speed slider.
- Move SPEED slider until 0.10 appears on the display — Scene 14 will run at 10 steps per second.

### 3.15 Speed Setting

#### Set slowest speed to 5 minutes:

- Press and hold RECORD.
- Press FLASH 5 three times, then release RECORD.
- The 5 MIN LED illuminates to confirm.

#### Set slowest speed to 10 minutes:

- Press and hold RECORD.
- Press FLASH 10 three times, then release RECORD.
- The 10 MIN LED illuminates to confirm.

### 3.16 MIDI IN Setting

- Press and hold RECORD.
- Press FLASH 1 three times, then release RECORD — CHI appears on the display.
- Press the FLASH key for the desired MIDI IN channel (FLASH 1–16).
- The selected channel LED illuminates to confirm.
- Press RECORD + EXIT to exit.

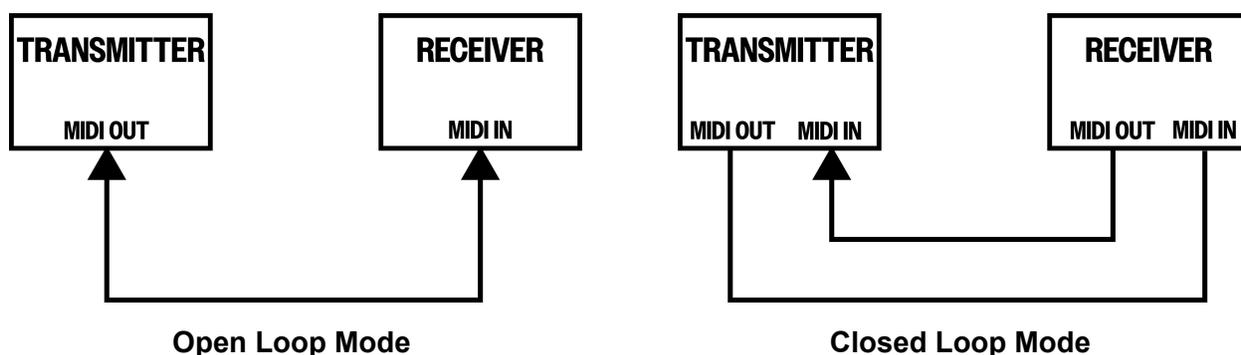
### 3.17 MIDI OUT Setting

- Press and hold RECORD.
- Press FLASH 2 three times, then release RECORD — CHO appears on the display.
- Press the FLASH key for the desired MIDI OUT channel (FLASH 1–16).
- The selected channel LED illuminates to confirm.
- Press RECORD + EXIT to exit.

### 3.18 Receive File Dump

- Press and hold RECORD.
- Press FLASH 3 three times, then release RECORD — IN appears on the display. The unit is ready to receive.
- All other operations are suspended during reception. The unit exits automatically once the transfer is complete or if an error occurs. Powering off will also cancel the transfer.

**Note:** When sending a file dump in open loop mode, the receiving unit must first be set to receive mode, otherwise reception will not begin.



### 3.19 Send File Dump

- Press and hold RECORD.
- Press FLASH 4 three times, then release RECORD — OUT appears on the display. The unit is ready to send.
- All other operations are suspended during transmission. The unit exits automatically once the transfer is complete or if an error occurs. Powering off will also cancel the transfer.

## 4. Additional Information

### 4.1 Fade Time & Speed Display

When time is greater than 1 minute, displayed with two decimal points:

- 1 min 15 sec = 1.15
- 4 min 30 sec = 4.30
- 10 min = 10.0

When time is less than 1 minute, displayed with one decimal point:

- 11.5 sec = 11.5
- 1.2 sec = 1.2
- 0.55 sec = 0.55

### 4.2 Operating Modes

Mode Name	Description
<b>Single Mode</b>	Scene programs run one at a time; the current scene number is shown on the display. Speed is controlled by the Speed slider.
<b>Mix Mode</b>	All selected programs run simultaneously, each with its own independent chasing speed.
<b>Chase/Scenes</b>	Select scene programs using the Preset B channel sliders. Blinding a channel lets the slider and Master A control its output independently; the program's maximum level is held until HOME is pressed.
<b>Audio Mode</b>	Program execution is driven by the incoming audio signal via the Audio Input or built-in microphone.

## 4.3 MIDI Run

- If no MIDI data is received for 10 minutes, any channels or programs activated via MIDI will be cleared automatically.
- When sending or receiving a file dump, the device ID is 55H. All data including system exclusive messages is included. Scene programs can be transferred to/from external storage or another compatible unit.
- This unit sends and receives MIDI NOTE messages for program and channel control.
- Refer to Section 4.3.1 (below) for MIDI Note Mappings

### 4.3.1 MIDI Note Mapping

Note Number	Velocity	Function
22–69	<b>Program Master</b>	Turn on/off Program 1–48
70–93	<b>Channel Dimmer</b>	Turn on/off Channel 1–24
94		Full On
95		Dark
96		Hold
97		Turn on/off Audio Chase
98		Chase/Scenes
99		Double Preset Mode
100		Single Preset Mode
101		Step Change
102		Blackout

## 4.4 Low Voltage Warning

If the supply voltage drops too low, the display will show LOP. Check your power supply if this occurs. Note: LOP may briefly appear immediately after power-on — this is normal.

## 5. Safety & Operational Notes

### 5.1 Important Notices

- There are no user-serviceable parts inside this unit. Do not attempt repairs yourself
- If the unit requires service, contact your nearest authorised dealer.
- This unit is intended for indoor use only.
- After unpacking, inspect the unit for any damage incurred during shipping. If in doubt, do not use it — contact your authorised dealer.
- Keep all packaging materials (plastic bags, foam, etc.) out of reach of children.
- If serious operational issues arise, stop use immediately and contact your dealer.
- Do not disassemble or modify this unit in any way.

### 5.2 Safety Tips

- To reduce the risk of electric shock or fire, do not expose this unit to rain or moisture.
- Frequent memory clearing may cause damage to the memory chip — avoid initialising the unit unnecessarily.
- Use only the recommended AC/DC power adaptor specified for this unit.
- Retain the original packaging in case the unit ever needs to be returned for service.
- Do not spill liquids on or into the unit.
- Ensure the local power supply voltage matches the unit's requirements before connecting.
- Do not operate this unit if the power cord is frayed or broken. Keep the power cord clear of foot traffic.
- Do not remove the ground prong from the power cord — it protects against electric shock and fire in the event of an internal fault.
- Disconnect from mains power before making any connections.
- Do not remove the top cover under any circumstances. There are no user-serviceable parts inside.
- Disconnect from power when the unit will not be used for an extended period.
- This unit is not intended for home use.

- If the unit appears damaged upon unpacking, do not attempt to operate it — contact your dealer immediately.
- This unit should be operated by adults only. Keep out of reach of children.
- Do not operate under the following conditions:
  - Environments with excessive humidity
  - Environments subject to excessive vibration or physical shock
  - Temperatures above 45°C (113°F) or below 2°C (35.6°F)