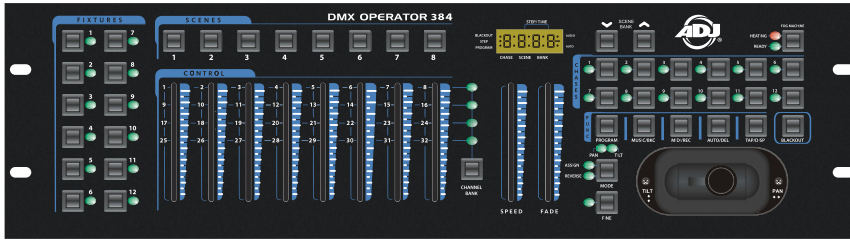
# DMX OPERATOR 384




# User's Manual

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Europe Energy Saving Notice
Energy Saving Matters (EuP 2009/125/EC)
Saving electric energy is a key to help protecting the enviroment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you!

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# Features

**DMX OPERATOR 384** is a multifunction controller, which can work not only as a LED controller but also as a simple MIDI controller. When it works as a stage lighting controller, it has the following **main features:**

- 8x4 control channel faders
- 384 total DMX channels
- Individual Speed & Fade Time faders
- 30 memory banks x 8 programmable scenes per bank
- 12 programmable chases, 240 steps per chase
- Assignable fade setting
- Manual control chase override
- Built-in microphone or line level input for audio triggering
- MIDI controllable
- Optional foot controller for chase step activation
- Onboard fog machine trigger button
- 7-segment LED display
- Ships with standard joystick module- optional jog wheel module available

Joystick module

Jog wheel module

When it works as a MIDI controller, it has features as follows:

- with 1-16 channel selectable
- MIDI Note
- Control change
- Program change

Every effort has been made to design dependable, reliable and user friendly products. New products are being designed constantly to meet the needs of both entertainment and special effects lighting industries. We welcome your comments about our product and services and are open to suggestions on how we can improve to better serve you.

It is a privilege for us to be chosen as your control solution.

# General Introduction

This controller is an expansion of the simple to use DMX OPERATOR 384 We have added 6 additional chase memory buttons which now give you a total 12 to work with. A joystick is supplied for traditional X/Y control of a moving light. We also offer optional data wheels, if you prefer to use them for control.

To optimize performance of this product, please read the instructions carefully to familiarize yourself with the basic functions and operations.

## ⚠ Warnings

- This unit is intended for indoor use only.
- Do not allow for any flammable liquids, water or metal objects to enter the unit.
- To reduce the risk of fire or electric shock, do not expose the unit to rain or high levels of moisture.
- No user serviceable parts inside, do not dismantle the unit yourself.
- Repairs must be done by qualified personnel only.
- Please do not allow children to play and tamper with this product.

## ⚠ Cautions

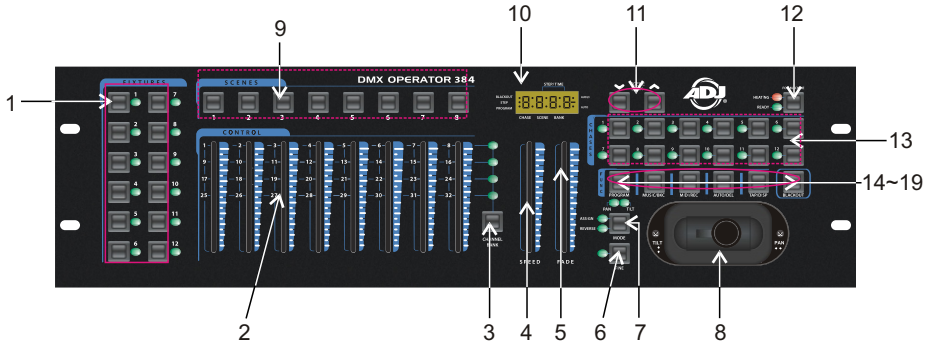
- When unpacking, please ensure that the unit is not damaged. Should something be wrong, please contact us immediately.
- All rights reserved. No part of this manual may be reproduced, transmitted, transcribed or translated into any language, in any form, by any means, without authorized permission from ADJ.

**Notice:**

Specifications and improvements in the design of this product and this manual are subject to change without any prior notice.

# Control and Functions

## Front Panel Overview




**1. Fixture buttons(1~12):**
Used to select relevant fixtures for control.

**2. Channel faders(1~8):**
Used to control the output of each corresponding fixture channel.

**3. Channel Bank button:**
Used to switch between channels 1-8, 9-16, 17~24 and 25~32.

**4. Speed fader:**
Used to adjust chase speed (range is 0.1 second to 10 minutes per step).

**5. Fade Time fader:**
Used to adjust chase fade time (range is 0 to 30 seconds).

**6. FINE button:**
Used in conjunction with the joystick or data wheels. When the FINE button is engaged, adjusting the joystick or data wheels will be more precise when needing to hit a specific area with a scanner or moving head.

**7. MODE button:**
This is a multi-function button that is used when assigning the joystick & Fade setting.

**8. Joystick/Jog wheel:**
Traditionally used to adjust the X/Y channels of a moving light.

**9. Scene buttons (1-8):**
Used when storing or playing back programmed scenes. Also used when backing up data to a USB MEM Stick or through a ULink Cable.

**10. LED-display:**
The LED-display shows you relevant information depending on current operation.

**11. Bank Up/Down button:**
Used to select a scene bank or chase step.Also used to view files in memory stick.

**12. Fog-machine button:**
Used to trigger fog machine which should be connected to rear of console.

**13. Chase buttons (1-12):**
Used when storing or playing back relevant chases.

**14. Program button :**
Used to enter and exit Record mode when programming.

**15. Music/Bkc button:**
Used to engage audio mode for chase synchronization and to copy a bank of scenes to another.

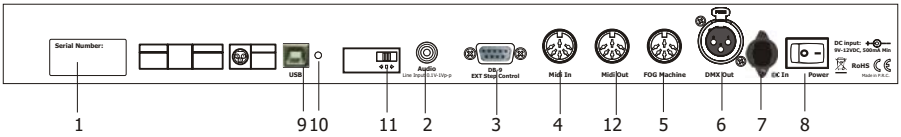
**16. Midi/Rec button:**
Used to record scenes and chase steps. Also used to setup Midi operation.

**17. Auto/Del button :**
Used to enter AUTO mode for automatic scene bank sequence or to delete a scene or chase.

**18. Tap/Disp button:**
Used to tap sync chase playback and to change display view operation.

**19. Black-out button:**
Used to bring all current output down to zero.

## Rear Panel Overview




**1. Label:**
lists model, serial number and production date.

**2. Audio input:**
to connect line level input for audio trigger (0.1V-1Vp-p).

**3. DB-9 connector:**
to connect optional external chase step controller.

**4. MIDI IN:**
to receive MIDI information from a midi sequencer or compatible device.

**5. Fog machine connector:**
to connect a compatible fog machine.

**6. 3 Pin Female XLR:**
DMX output. Connect to first device in line.

**7. DC INPUT:**
connects the included power supply to this input. (DC 9V~15V, 500mA Min).

**8. Power switch:**
used to switch the units power on and off.

**9. USB Interface:**
outputs the MIDI signal via USB interface when connected to MIDI controller.

**10. LED Lamp:**
indicates the working state of USB interface.

**11. Switch:**
switches the function of DMX controller or MIDI controller. The change will work after re-startup.

**12. MIDI Out Socket:**
output the MIDI signal when connected to the MIDI controller.

# Operation Guide

## Joystick Set Up

### "Assign Joystick"

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Press and hold down the **MODE button** and then tap the **FINE button.**The "Assign" and "Pan" LED's should illuminate.

(3) Select the fixtures that you wish to assign the "Pan" for by pressing the **FIXTURES # buttons, 1-12,** so the selected fixture LED's illuminate.

(4) Press the **Tap/Disp button** to switch between "PL.XX" & "PH.XX". "PL.XX" represents the Low Byte or Fine channel, generally listed as the Pan Fine channel and PH.XX represents the High Byte or Coarse channel, generally listed as the Pan channel. Set it to "PH.XX" and press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Pan channel of your fixture. For example, if your fixtures Pan channel is 1 then you'd press the **SCENE #1 button**. Please refer to the fixtures DMX chart. If your fixture includes a pan fine channel, press the **Tap/Disp button** so the display reads "PL.XX". Press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Pan Fine channel of your fixture. For example, if your fixtures Pan Fine channel is 2 then you'd press the **SCENE #2 button**.

(5) Press the **BANK UP or DOWN buttons** to switch between "TL.XX" & "TH.XX". "TL.XX" represents the Low Byte or Fine channel, generally listed as the Tilt Fine channel and TH.XX represents the High Byte or Coarse channel, generally listed as the Tilt channel. Set it to "TH.XX" and press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Tilt channel of your fixture. For example, if your fixtures Tilt channel is 3 then you'd press the **SCENE #3 button**. Please refer to the fixtures DMX chart. If your fixture includes a Tilt Fine channel,press the **Tap/Disp button** so the display reads "TL.XX". Press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Tilt Fine channel of your fixture. For example, if your fixtures Pan Fine channel is 2 then you'd press the **SCENE #4 button**.

(6) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display stops flashing. A flashing Blackout indicator in the LED-display confirms that the controller is out of Program mode.

### "Assign Joystick Reverse" (Pan/Tilt Invert)

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Press and hold down the **MODE button** and then tap the **FINE button.** The "Assign" and "Pan" LED's should illuminate.

(3) Once again, press and hold down the **MODE button** and then tap the **FINE** button. The "Reverse" LED should illuminate.

(4) Select the fixtures that you wish to assign the "Pan Reverse" & "Tilt Reverse" for by pressing the **FIXTURES # buttons, 1-12,** so the selected fixture LED's illuminate. Ideally, you should assign opposite fixtures for Pan/Tilt Reverse. For example, fixtures 1, 3, 5, 7, etc... should be assigned normal as described in the previous section and fixtures 2, 4, 6, etc..., should be assigned reversed so that when moving the joystick around, fixtures movements are reversed from one another. This feature is traditionally referred to as Pan/Tilt invert.

(5) Press the **Tap/Disp button** to switch between "PL.XX" & "PH.XX". "PL.XX" represents the Low Byte or Fine channel, generally listed as the Pan Fine channel and PH.XX represents the High Byte or Coarse channel, generally listed as the Pan channel. Set it to "PH.XX" and press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Pan channel of your fixture.For example, if your fixtures Pan channel is 1 then you'd press the **SCENE #1 button**. Please refer to the fixtures DMX chart. If your fixture includes a pan fine channel, press the **Tap/Disp button** so the display reads "PL.XX". Press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Pan Fine channel of your fixture. For example, if your fixtures Pan Fine channel is 2 then you'd press the **SCENE #2 button**.

(6) Press the **BANK UP or DOWN buttons** to switch between "TL.XX" & "TH.XX". "TL.XX" represents the Low Byte or Fine channel, generally listed as the Tilt Fine channel and TH.XX represents the High Byte or Coarse channel, generally listed as the Tilt channel. Set it to "TH.XX" and press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Tilt channel of your fixture. For example, if your fixtures Tilt channel is 3 then you'd press the **SCENE #3 button**. Please refer to the fixtures DMX chart. If your fixture includes a Tilt Fine channel, press the **Tap/Disp button** so the display reads "TL.XX". Press and hold down the **MODE button** and then tap the **SCENE button** that corresponds to the Tilt Fine channel of your fixture. For example, if your fixtures Pan Fine channel is 2 then you'd press the **SCENE #4 button**.

(7) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display stops flashing. A flashing Blackout indicator in the LED-display confirms that the controller is out of Program mode.

## Delete Joystick Pan/Tilt Assignment

### "Delete Pan/Tilt Joystick settings for selected fixtures"

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Press and hold down the **MODE button** and then tap the **FINE button.** The "Assign" and "Pan" LED's should illuminate.

(3) Select the fixtures that you wish to delete the joystick Pan/Tilt settings for by pressing the relevant **FIXTURES # buttons, 1-12,**so the relevant LED's illuminate.

(4) Press and hold down the **MODE button**, and then tap the **Auto/DEL button** to delete the settings for the selected fixtures. All LED's will flash three times to confirm that the settings were erased.

(5) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display stops flashing. A flashing Blackout indicator in the LED-display confirms that the controller is out of Program mode.

### "Delete Pan/Tilt Joystick settings for all fixtures"

(1) Flip the Operators **power switch OFF** which is located at the rear of the unit.

(2) Simultaneously, press and hold down the **Auto/Del** and **MODE buttons** and flip the **power switch ON**. All LED's will flash three times to confirm that the Pan/Tilt settings were erased.

## Manual Control

When powered ON, this console defaults to Manual/Blackout mode. All output will be in a black-out state until the Blackout button is deselected. To determine blackout status there is an indicator light in the display that flashes when engaged and OFF when disengaged. To gain manual control, disengage blackout, select the fixtures that you wish to control by selecting the relevant fixture buttons on the left then use the eight channel faders, joystick or data wheels and the channel bank button to manually control the fixtures. Note: in most cases, for the joystick or data wheels to work, you must first assign them. Please see the Assign Joystick section of this manual.

## Recording Scenes

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select the fixtures that you wish to include into your scene by pressing the **FIXTURES # buttons, 1-12.** so the selected fixture LED's illuminate.

(3) Set your scene using the eight **Channel faders, joystick or data wheels** and **Channel Bank button** if needed. The Channel Bank button should be used to switch between channel banks 1-8, 9-16, 17~24 and 25~32.

(4) Once you are satisfied with the look of your scene, press the **Midi/REC** button to Record it.

(5) Using the **BANK UP & DOWN buttons,** select a scene bank to store to. There are 30 available Scene Banks and you can view them in the LED-display by referring to the furthest two digits to the right.

(6) Press a **Scene button,1-8**,to store to.Once pressed,all LED's will flash indicating that your scene was stored. There are 8 Scene buttons to store to for each bank. Make sure you select a different scene button each time you store a scene so you don't record over something that you wanted to keep.

(7) To Record additional scenes, repeat steps 2 through 6.

(8) Once you've stored all of your scenes, press and hold down the **Program button** or approximately 2seconds to exit. A flashing Blackout indicator in the LED-display, is indicative that you are out of program mode.

## Editing Scenes

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Using the **UP/Down BANK button**, select the bank that contains the scene that you want to edit. You can view the active bank in the LED-display.

(3) Press the **Scene button, 1-8**, that you want to edit so the scene comes on.

(4) Select the fixture or fixtures that you wish to change settings for in the current scene by pressing the relevant **Fixture # buttons, 1-12.** The selected fixture LED's should illuminate.

(5) Make your changes using the faders, joystick or data wheels.

(6) Press the **Midi/Rec button** and then press the **scene # button** that you are editing. All LED's will flash three times to confirm that your new settings were saved.

(7) Press and hold down the **Program button** for approximately 2 seconds to exit. A flashing Blackout indicator, in the LED-display, is indicative that you are out of program mode.

## Copy a Scene

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select the bank that contains the scene you want to copy with the **Bank UP/DOWN buttons**.

(3) Select the **Scene # button, 1-8**, that you want to copy.

(4) Use the **UP/DOWN BANK buttons** to change the scene bank if desired.

(5) Press the **Midi/Rec button** followed by the **Scene # button, 1-8**, that you want to copy the scene to. All LED's should flash three times to confirm and save settings.

(6) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display stops flashing. A flashing Blackout indicator, in the LED-display, is indicative that you are out of program mode.

## Delete a Scene

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select the bank that contains the scene you want to delete with the **Bank UP/DOWN buttons**.

(3) Simultaneously, press the **Auto/Del button** then press the **Scene # button, 1-8**, that you want to delete. All LED's should flash three times to confirm that the scene was deleted.

(4) Repeat steps 2 & 3 to delete additional scenes.

(5) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display stops flashing. A flashing Blackout indicator, in the LED-display, is indicative that you are out of program mode.

## Delete All Scenes

(1) Flip the Operators **power switch OFF** which is located at the rear of the unit.

(2) Simultaneously, press and hold down the **Program** and **Bank Down buttons** and flip the **power switch ON**. All LED's will flash three times to confirm that all scenes were deleted.

## Scene Playback

**1. Manual trigger:**

(1) When powered ON, this console defaults to Manual/Blackout mode. All output will be in a black-out state until the Blackout button is deselected.To determine blackout status, there is an indicator light in the display that flashes when engaged and OFF when disengaged. Press the Blackout button so the indicator stops flashing.

(2) Press the **Bank UP/DOWN buttons** to select the scene bank that contains the scene that you want to playback.

(3) Press the **Scene # button, 1-8**, that you want to playback. The selected scene will engage. Press the **same scene # button** again to disable the scene or the **Blackout button** to bring all output to a blackout state.

(4) Repeat steps 2 & 3 to manually playback additional scenes.

**2. Auto trigger:**

(1) Press the **AUTO/Del button**, the Auto Trigger indicator light will illuminate in the LED-display. This indicates you that you are now in the Auto trigger mode.

(2) Press the **Bank UP/DOWN buttons** to select a desired scene bank, 1-30, for automatic playback. All eight scenes in the selected scene bank will sequence.

(3) At any time, you can adjust the Speed and Fade fader to the adjust your scene sequence playback state. You can also press the **Tap/Disp button** twice to establish a sequence rate. The rate will be determined by the tempo at which you press the Tap/Disp button. Pressing the **Auto/Del button** again will disengage automatic playback mode.

**3. Audio trigger:**

(1) Press the **Music/Rec button**, the Audio Trigger indicator light will illuminate in the LED-display. This indicates you that you are now in the Audio trigger mode.

(2) Press the **Bank UP/DOWN buttons** to select a desired scene bank, **1-30**, or a **chase # button, 1-12**. The selected scene bank or chases will trigger to audio via the internal microphone or line level input if connected. Pressing the **Music/Rec button** again will disengage audio mode.

## Recording Chases

This product has 12 programmable chases.Each of which can store up to 240 scenes/ steps. Please see the below instructions for chase setting.

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select a **Chase # button, 1-12**, that you wish to record to. The relevant Chase LED should illuminate.

(3) Using the **BANK UP & DOWN buttons,** select the scene bank, **1-30**, that contains the scene you want added to your chase. You can view the scene banks in the LED-display by referring to the furthest two digits to the right.You can also set your scene using the eight **Channel faders, joystick or data wheels** and **Channel Bank button** on the fly if desired. The Channel Bank button should be used to switch between channel banks 1-8, 9-16, 17~24 and 25~32.

(4) Press the **Midi/REC** button to record the chase step. All LED's will flash three times to confirm that the chase step was recorded.

(5) Repeat steps 3 & 4 to record additional steps.

(6) Once you've recorded all of your steps, press and hold down the **Program button** for approximately 2 seconds to exit. A flashing Blackout indicator, in the LED-display, is indicative that you are out of program mode.

## Recording a Bank of Scenes to a Chase

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select a **Chase # button, 1-12**, that you wish to record to. The relevant Chase LED should illuminate.

(3) Using the **BANK UP & DOWN buttons,** select the scene bank, **1-30**, that you want added to your chase. You can view the scene banks in the LED-display by referring to the furthest two digits to the right.

(4) Simultaneously press the **Music/Bkc** and **Midi/Rec** buttons to record the entire scene bank. All LED's will flash three times to confirm that the scene bank was recorded. Scenes will record in the exact same sequence as stored in the bank.

(5) Repeat steps 3 & 4 to record additional scene banks.

(6) Once you've recorded all of your steps, press and hold down the **Program button** for approximately 2 seconds to exit.A flashing Blackout indicator,in the LED-display, is indicative that you are out of program mode.

## Editing Chases

### Add a Chase Step

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select the **Chase # button, 1-12**, that you wish to add a step to. The relevant Chase LED should illuminate.

(3) Press the **Tap/Disp button**, the Step indicator light should illuminate in the LED-display.

(4) Press the **Bank UP/DOWN buttons** to manually step through the chase steps. Find the chase step that you wish to add a step after.

(5) Press the **Tap/Disp button** disengage Step mode. The Step indicator, in the LED-display,should be OFF.

(6) Using the **BANK UP & DOWN buttons,** select the scene bank, **1-30**, that contains the scene you want to add. You can view the scene banks in the LED-display by referring to the furthest two digits to the right.

(7) Press the **Midi/Rec button** the record the step into your chase. All LED s should flash three times to confirm that the chase step was added.

(8) Repeat steps 3 through 7 to add additional chase steps.

(9) Press and hold down the **Program button** for approximately 2 seconds to exit. A flashing Blackout indicator, in the LED-display, is indicative that you are out of program mode.

### Deleting Chase Steps

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select the **Chase # button, 1-12**, that you want to delete a step in. The relevant chase LED should illuminate.

(3) Press the **Tap/Disp button**, the Step indicator light should illuminate in the LED-display.

(4) Press the **Bank UP/DOWN buttons** to manually step through the chase steps. Find the chase step that you want to delete.

(5) Press the **Auto/Del button** to delete the chase step. All LED's should flash three times to confirm that the chase step was deleted.

(6) Repeat steps 4 & 5 to delete additional chase steps.

(7) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display stops flashing. A flashing Blackout indicator, in the LED-display,is indicative that you are out of program mode.

## Delete a Chase

(1) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display flashes. Once the indicator is flashing, record mode is engaged and you may release the Program button.

(2) Select the **Chase # button, 1-12**, that you want to delete.

(3) Simultaneously, press the **Auto/Del button** then press the same **Chase # button** that you selected in step 2. All LED's should flash three times to confirm that the chase was deleted.

(4) Repeat steps 2 & 3 to delete additional scenes.

(5) Press and hold down the **Program** button for approximately 2 seconds or until the PROG indicator in the LED-display stops flashing. A flashing Blackout indicator, in the LED-display,is indicative that you are out of program mode.

## Delete all chases

(1) Flip the Operators **power switch OFF** which is located at the rear of the unit.

(2) Simultaneously, press and hold down the **Auto/Del** and **Bank Down buttons** and flip the **power switch ON**.All LED's will flash three times to confirm that all chases were deleted.

## Chase Playback

**1. Manual trigger:**

(1) When powered ON, this console defaults to Manual/Blackout mode. All output will be in a black-out state until the Blackout button is deselected. To determine blackout status there is an indicator light in the display that flashes when engaged and OFF when disengaged. Press the **Blackout button** so the indicator stops lashing.

(2) Press the **Chase # button, 1-12**, that you want to playback. The selected chase LED should illuminate.

(3) Press the **BANK UP & DOWN buttons**, as desired, to manual step through your chase steps. You can also manually adjust the **Fade Time fader** if you wish to incorporate a crossfade between step.

(4) Repeat steps 2 & 3 to manually playback additional chases.

**2. Auto trigger:**

(1) Press the **AUTO/Del button**, the Auto Trigger indicator light will illuminate in the LED-display. This indicates you that you are now in the Auto trigger mode.

(2) Press the **Chase # button, 1-12**, that you wish to playback. The selected Chase LED should illuminate and begin to play. You can select more than one chase # button at a time to create a chase sequence.

(3) At any time, you can adjust the **Speed and Fade fader** to set your chase playback state. You can also press the **Tap/Disp button** twice to establish a chase rate. The rate will be determined by the tempo at which you press the **Tap/Disp button**.

**3. Audio trigger:**

(1) Press the **Music/Rec button**, the Audio Trigger indicator light will illuminate in the LED-display. This indicates you that you are now in the Audio trigger mode.

(2) Press the **Chase # button, 1-12,** that you want to playback. The selected Chase LED should illuminate and engage. The selected chase will trigger to sound via the internal microphone or to audio via the line level input if connected. Pressing the **Music/Rec button** again will disengage audio mode.

## Bank copy & Fixture copy

### Bank copy

(1) Enter the Program mode.
(2) Use the **Bank UP/DOWN buttons** to select the bank to be copied.
(3) Tap the **Midi/Rec button**, and then use the **Bank UP/DOWN buttons** to select the bank that you want to copy to.
(4) Tap the **Music/Bkc button.** All LED's will flash three times to confirm your bank copy operation.

### Fixture copy

(1) Enter the Program mode.
(2) Press the **Fixture # button, 1-12**, that you wish to copy.
(3) Using **channel faders 1-8, data wheels or joystick**, set your look for the light.
(4) Press and hold down the **same Fixture button,** then tap the **Fixture # button** that you want to copy the same settings to.

## Fade Time

(1) Press and hold down the **MODE button**, then tap the **Tap/Disp button.** The LED-display will display "**OnLy**" or "**ALL"**, for 3 seconds, depending on the current setting. "OnLy" indicates that the Pan/Tilt channels will only be affected by the fade time fader while "ALL" indicates that all channels will be affected by the fade time fader.
(2) To change this setting, **tap the Tap/Disp button** while pressing and holding down the **Mode button**. Doing so, should switch between the OnLy and ALL options.

## MIDI

### Set MIDI channel

(1) Press and hold down the **Midi button** for 2 seconds or until the LED-display displays " In:XX". "":XX" represents the current set midi channel.

(2) Use **UP/DOWN BANK buttons** to set your desired Midi channel from 01 to 16.

(3) Press and hold down the **Midi button** for 2 seconds or until all LED's flash three times to save your setting.

MIDI Control :
This unit can receive MIDI data to trigger or activate Banks 1-30, Chases 1-12 and the Blackout function. See Midi chart below.

| MIDI Note | Function |
|---|---|
| 0-11 | Turn on/off Chase1-12 |
| 12-19 | Turn on/off Scene1-8 |
| 20-49 | Select Bank1-30 |
| 50 | Enable/disable Audio |
| 51 | Enable/disable Auto |
| 52 | Enable/disable Blackout |

## MIDI controller

By fixture 1-13,Scene 1-13,Chase 1-13 and joystick, the **DMX OPERATOR 384** can function as a simple MIDI controller. The MIDI control function are falls into 10 pages. The following diagram is the details:

| PAGE | CHASE 1-12 | SCENE 1-12 | FIXTURE 1-12 | SLIDER 1-8 | SLIDER 9-16 |
|---|---|---|---|---|---|
| 1 | NOTE 0-11 | NOTE 12-19 | NOTE 20-31 | CC 0-7 | CC 8-15 |
| 2 | NOTE 0-11 | NOTE 12-19 | NOTE 32-43 | CC16-23 | CC 24-31 |
| 3 | NOTE 0-11 | NOTE 12-19 | NOTE 44-55 | CC 32-39 | CC 40-47 |
| 4 | NOTE 56-67 | NOTE 68-75 | NOTE 76-87 | CC48-55 | CC 56-63 |
| 5 | NOTE 88-99 | NOTE 100-107 | NOTE 108-119 | CC 64-71 | CC72-79 |
| 6 | NOTE 88-99 | NOTE 120-127 | NOTE 108-119 | CC 80-87 | CC 88-95 |
| 7 | NOTE 08-19 | NOTE 0-7 | NOTE 20-31 | CC 96-103 | CC 104-111 |
| 8 | NOTE 40-51 | NOTE 32-39 | NOTE 52-63 | CC 112-119 | CC 120-127 |
| 9 | NOTE 64-75 | NOTE 76-83 | NOTE 84-95 | CC 0-7 | CC 8-15 |
| 10 | NOTE 96-107 | NOTE 108-115 | NOTE 116-127 | CC 0-7 | CC 8-15 |

The Fade Time joystick controls the function of Program Change.

Notes:
- Cc is short for Control change.
- You can select page by Bank UP/DOWN button.
- Hold down Midi/Bkc and press UP/DOWN button you will alter the MIDI channel.

MANUFACTURER'S LIMITED WARRANTY

A. ADJ Products, LLC hereby warrants, to the original purchaser, ADJ Products, LLC products to be free of manufacturing defects in material and workmanship for a prescribed period from the date of purchase (see specific warranty period on reverse). This warranty shall be valid only if the product is purchased within the United States of America, including possessions and territories. It is the owner's responsibility to establish the date and place of purchase by acceptable evidence, at the time service is sought.

B. **For warranty service you must obtain a Return Authorization number (RA#) before sending back the product–please contact ADJ Products, LLC Service Department at 800-322-6337**. Send the product only to the ADJ Products, LLC factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, ADJ Products, LLC will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in it's original package. No accessories should be shipped with the product. If any accessories are shipped with the product, ADJ Products, LLC shall have no liability whatsoever for loss of or damage to any such accessories, nor for the safe return thereof.

C. This warranty is void if the serial number has been altered or removed; if the product is modified in any manner which ADJ Products, LLC concludes, after inspection, affects the reliability of the product; if the product has been repaired or serviced by anyone other than the ADJ Products, LLC factory unless prior written authorization was issued to purchaser by ADJ Products, LLC; if the product is damaged because not properly maintained as set forth in the instruction manual.

D. This is not a service contract, and this warranty does not include maintnance, cleaning or periodic check up. During the period specified above, ADJ Products, LLC will replace defective parts at its expense with new or refurbished parts, and will absorb all expenses for warranty service and repair labor by reason of defects in material or workmanship. The sole responsibility of ADJ Products, LLC under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of ADJ Products, LLC. All products covered by this warranty were manufactured after August 15, 2012, and bear indentifying marks to that effect.

E. ADJ Products, LLC reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured.

No warranty, whether expressed or implied, is given or made with respect to any accessory supplied withproducts described above. Except to the extent prohibited by applicable law, all implied warranties made by ADJ Products, LLC in connection with this product, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. And no warranties, whether expressed or implied, including warranties of merchantability or fitness, shall apply to this product after said period has expired. The consumer's and/or Dealer's sole remedy shall be such repair or replacement as is expressly provided above; and under no circumstances shall ADJ Products, LLC be liable for any loss or damage, direct or consequential, arising out of the use of, or inability to use, this product.

This warranty is the only written warranty applicable to ADJ Products, LLC Products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

**MANUFACTURER'S LIMITED WARRANTY PERIODS:**

**Lighting Products = 1-year (365 days) Limited Warranty** (Such as: Special Effect Lighting, Intelligent Lighting, UV lighting, Strobes, Fog Machines, Bubble Machines, Mirror Balls, Par Cans, Trussing, Lighting Stands etc. excluding LEDs and lamps)
**Laser Products = 90-Day Limited Warranty**
**L.E.D. Products = 2-year (730 days) Limited Warranty** (excluding motors, PCB boards, and power supplies, which have a 1-year (365 day Limited Warranty) and batteries which have a 180 day limited warranty).

# Technical Specifications

| | |
|---|---|
| Power Input | DC9~15V, 500mA |
| Internal Fuse | 500mA 250V, 5x20mm |
| MIDI IN | 5Pin MIDI connector |
| DMX OUT | 3Pin XLR (female) DMX connector |
| SOUND INPUT | RCA connector |
| EXT STEP CONTROL | DB-9 connector |
| Dimensions | 483x135x82mm |
| Weight(approx.) | 2.2 kg |