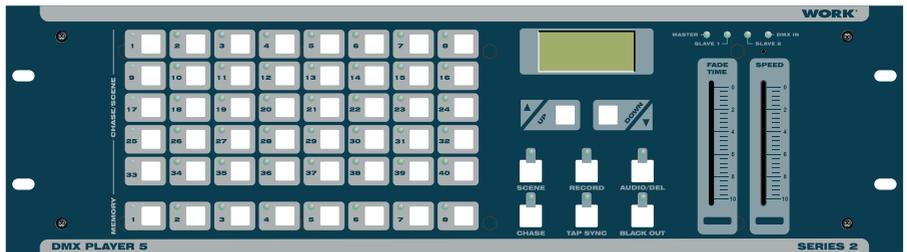




# DMX PLAYER 5



## User Manual

EN

Rev. 170201



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**WORK**<sup>®</sup>

*DMX Player 5*

Improvement and changes to specifications, design and this manual, may be made at any time without prior notice.

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## **Features**

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Thank you for your purchase. This product features include:

- 256 basic DMX channels(1-256), plus 40 on/off switch channels(257-296)
- 24 banks of 40 programmable scenes
- Each scene consists of 256 DMX channels, fade time enable
- 40 chases, each holds up to 99 steps(recorded scenes).
- 8 memories, each holds up to 99 steps(recorded scenes)
- Playback of one or more chases or memories at a time
- All data can be sent or received between two units
- Delete unwanted scenes, steps, chases or memories
- Two or more units can be linked
- Blackout master
- Built-in microphone for audio chase or memory
- Power failure memory

## General Instructions

Read the instruction in this manual carefully and thoroughly, as they give important information regarding safety during use and maintenance. Keep this manual with the unit, in order to consult it in the future. If the unit is sold or given to another operator, make certain that it always has its manual, to enable the new owner to read about its operation and relative instructions.

### Warnings

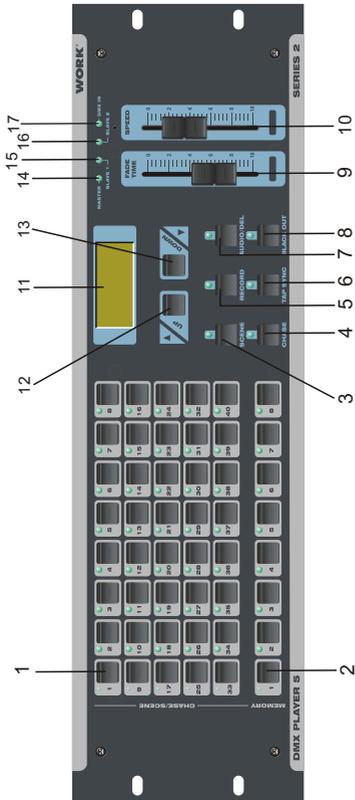
- **DO NOT** make any inflammable liquids, water or metal objects enter the unit.
- Should any liquid be spilled on the unit, **DISCONNECT** the power supply to the unit immediately.
- **STOP** using the unit immediately in the event of serious operation problems and either contact your local dealer for a check or contact us directly.
- **DO NOT** open the unit—there are no user serviceable parts inside.
- **NEVER** try to repair the unit yourself. Repairs by unqualified people could cause damage or faulty operation. Contact your nearest dealer.

### Cautions

- This unit is **NOT** intended for home use.
- After having removed the packaging check that the unit is **NOT** damaged in any way. If in doubt, **DON'T** use it and contact an authorized dealer.
- Packaging material (plastic bags, polystyrene foam, nails, etc.) **MUST NOT** be left within children's reach, as it can be dangerous.
- This unit must only be operated by adults. **DO NOT** allow children to tamper or play with it.
- **NEVER** use the unit under the following conditions:
  - In places subject to excessive humidity.
  - In places subject to vibrations or bumps.
  - In places with a temperature of over 45° C/113° F or less than 2° C/35.6° F.Protect the unit from excessive dryness or humidity (ideal conditions are between 35% and 80%).
- **DO NOT** dismantle or modify the unit.

# 1. Overview

## 1.1 Front View



## **1. Overview**

---

### **1.1 Front View**

#### **1. Chase/Scene Buttons(1-40)**

These 40 buttons are used to record any of the 40 scenes or chases. Also, these buttons can be used for activating any of the recorded scenes or chases.

#### **2. Memory Buttons(1-8)**

These 8 buttons are used to record any of the 8 memories consisting of up to 99 scenes with pre-programmed fade time and chase rate. Also, these buttons can be used for activating any of the recorded memories.

#### **3. Scene Button**

This button is used for activating Scene mode.

#### **4. Chase Button**

This button is used for activating Chase mode.

#### **5. Record Button**

This button is used for activating Record mode. When its LED flashes, this button can be used to record scenes or chases.

#### **6. Tap Sync Button**

Repeatedly tapping this button establishes the chase rate.

#### **7. Audio/Del Button**

This button is used for activating Audio mode. Also, this button can be used to delete scenes, steps or chases in Recording mode.

#### **8. Blackout Button**

This button is used to kill all output when its LED flashes. In record mode, tap this button to go back step by step.

#### **9. Fade Time Slider**

This slider adjusts fade time from instant to 10 minutes.

#### **10. Speed Slider**

This slider adjusts chase rate from 0.10 second to 10 minutes.

#### **11. Segment Display**

This Segment Display shows the current activity or function state.

## 1. Overview

---

### 1.1 Front View

#### 12. Up Button

This button is used to raise the bank or step..

#### 13. Down button

This button is used to lower the bank or step.

#### 14. Master LED

This LED is lit when this unit serves as a master unit in the linkup.

This LED flashes when another unit serves as a master unit, causing this unit to stand alone and separate from the linkup.

#### 15. Slave 1 LED

This LED is lit when this unit serves as a slave unit and there is not a master unit in the linkup.

This LED flashes when this unit serves as a slave unit and is subject to the master unit. Also, this unit sends DMX address 001-256.

#### 16. Slave 2 LED

This LED is lit when this unit serves as a slave unit and there is not a master unit in the linkup.

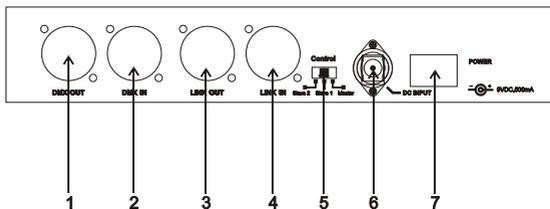
This LED flashes when this unit serves as a slave unit and is subject to the master unit. Also, this unit sends DMX address 257-512.

#### 17. DMX LED

This LED flashes when DMX signal is present.

## 1. Overview

### 1.2 Rear View

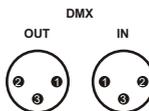


**1. DMX Out**

This connector sends DMX value to the DMX pack.

**2. DMX In**

This connector accepts DMX input signals.

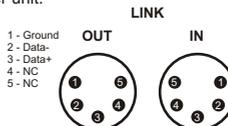


**3. Link Out**

This connector is used to plug into Link In on the next unit.

**4. Link In**

This connector is used to plug into Link Out on the another unit.



**5. Master/ Slave 1,2 Selector**

Move to right for Master, center for Slave 1 and left for Slave 2.

**6. DC Input**

DC 9V, 500mA min.



**7. Power Switch**

This switch turns on/off the power.

## 2. Operation Guide

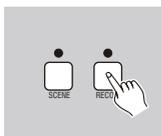
### 2.1 Recording Scenes

#### 2.1.1 Recording scenes into a Bank



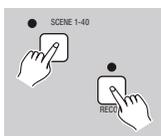
1. Apply power on, the Segment Display reads "bK01", tap Scene button causing its LED to light or flash.

2. Select the Bank using UP/DOWN button, there are total 24 banks, each bank can hold up to 40 scenes.



3. Press and hold down Record button, and in the meantime push Scene/Chase buttons 1, 6, 8, 1,6 and 8 in sequence. Both Scene and Record LEDs will blink indicating record is enabled, and the programmed scenes will be indicated by the lit LED's.

4. Before you can record scenes, be sure DMX LED on this unit is flashing. Select or create a scene on your DMX controller in connection with this unit.

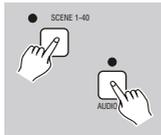
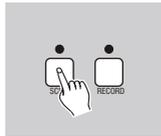


5. Keep pressing Record button, tap any of 1-40 buttons to record the scene into this button, all LED's will flash 3 times briefly indicating this operation.

6. Continue steps 3-4 until you've recorded up to 40 scenes into a bank. Tap Blackout button to go back.

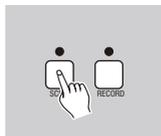
## 2. Operation Guide

### 2.1.2 Delete a scene



1. Enter Record mode, both Scene and Record LED's will flash.
2. Tap Scene button again, Record LED will light other than flash, DMX LED will go out.
3. Use UP/DOWN button to select the Bank containing the scene you wish to delete.
4. Keep pressing DEL button, tap one of 1-40 buttons that holds the scene you wish to delete, all LED's will flash 3 times briefly indicating this operation.

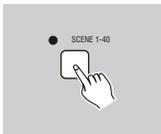
### 2.1.3 Preview a scene



1. Enter Record mode, both Scene and Record LED's will flash.
2. Tap Scene button again, Record LED will light other than flash, DMX LED will go out.
3. Use UP/DOWN button to select the Bank containing the scene you wish to have a preview.

## 2. Operation Guide

### 2.1.3 Preview a Scene



4. Tap one of 1-40 buttons that holds the scene you want, the LED near this button will flash indicating a preview of the scene is proceeding.

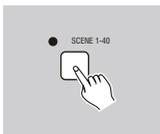
## 2.2 Playback a Scene



1. Apply power on, tap Scene button causing its LED to light or flash.

The LED is lit indicating the scenes will be recalled instantly. The LED flashes indicating the scenes will be recalled to fade in or fade out.

2. Use UP/DOWN button to select the bank.



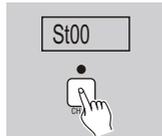
3. Tap one of 1-40 buttons that holds the scene you wish to playback, the LED near this button is lit indicating this operation.
4. Tap the button again to go back.

**Pressing and holding down the Scene button allows you to access 40-channel On/off (257-296) mode. Then you can push relevant button to change its On/off setting. The channel is on if its LED is lit, while the channel is off if its LED goes out.**

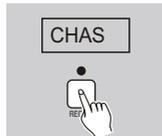
## 2. Operation Guide

### 2.3 Recording Chases

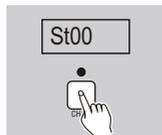
#### 2.3.1 Record Scenes into a Chase



1. Apply power on, tap Chase button causing its LED to light or flash, the Segment Display shows "ST00".



2. Press and hold down Record button, and in the meantime push Scene/Chase buttons 1, 6, 8, 1, 6 and 8 in sequence. The Record LED will blink indicating record is enabled, in the meantime the Segment display will read "CHAS" and the programmed chases will be indicated by the lit LEDs.



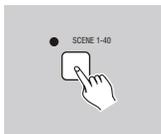
3. Tap one of 1-40 buttons to select a chase, its LED flashes, the Segment Display shows "ST00" or "ST01". "ST00" refers to the chase is empty, and "ST01" refer to the chase contains scenes and the current scene (the first step) is playing.



4. Tap Scene button, these three LED's of Scene, Chase and Record will flash in unison, the Segment Display shows "bK01" and the scenes recorded in the bank is indicated by the lit LED's.

## 2. Operation Guide

### 2.3.1 Recording Scenes into a Chase



5. Tap one of 1-40 buttons causing its LED to flash, which means the scene is selected.



6. Tap Record button, all LED's will flash briefly three times indicating the scene has been recorded into this chase.

7. Continue steps 5-6 until you've recorded up to 99 scenes into this chase.



8. Tap Blackout to go back.

## 2. Operation Guide

### 2.3.2 Delete a step from a Chase



1. Enter Record mode, the Segment Display shows "CHAS".



2. Tap one of 1-40 buttons, its LED flashes indicating this chase is selected, the Segment Display shall show "ST01".



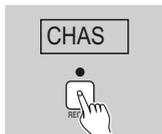
3. Tap UP/DOWN button to select desired step you wish to delete.



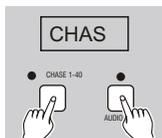
4. Tap AUDIO/DEL button, all LED's shall flash briefly three times indicating the step has been deleted.

## 2. Operation Guide

### 2.3.3 Delete a Chase of Scenes



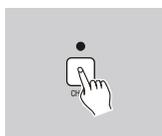
1. Enter Record mode, the Segment Display shows "CHAS".



2. Keep pressing AUDIO/DEL button, tap the button that holds the chase you wish to delete, all LED's shall flash briefly three times indicating this chase has been deleted.

## 2.4 Recording Memories

### 2.4.1 Record steps into a Memory



1. Apply power on, tap Chase button causing its LED to light or flash.

## 2. Operation Guide

### 2.4.1 Record steps into a Memory



2. Press and hold down Record button, and in the meantime push Scene/Chase buttons 1, 6, 8, 1, 6 and 8 in sequence. The Record LED's will flash indicating recording is active, the Segment Display reads "CHAS", and the recorded Memories will be indicated by the lit LED's near them.

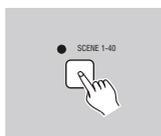


3. Tap the button(Memory 1-8) you wish causing its LED to flash, the Segment Display shows "ST00" or "ST01".

"ST00" refers to the Memory is empty, and "ST01" refers to the Memory contains scenes and the current scene(the first step) is playing.



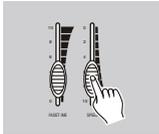
4. Tap Scene button, these three LED's of Scene, Chase and Record shall flash in unison, the Segment Display shows "bk01" and the scenes recorded in the bank is indicated by their lit LED's.



5. Tap one of 1-40 buttons causing its LED to flash, which means you've selected the scene. You may use UP/DOWN button to select the bank that contains the scene you want.

## 2. Operation Guide

### 2.4.1 Record steps into a Memory



6. Adjust Fade time and Speed slider for the current step.



7. Tap Record button, all LED's will flash briefly three times indicating the scene has been recorded into this Memory.

8. Continue steps 5-7 until you've recorded up to 99 steps into a Memory.



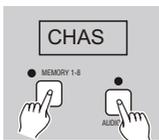
9. Tap Blackout to go back step by step.

## 2. Operation Guide

### 2.4.2 Delete a Memory



1. Enter Record mode, the Segment Display shows "CHAS".



2. Keep pressing AUDIO/DEL button, tap the button that holds the Memory you wish to delete, all LED's shall flash briefly three times indicating the Memory has been deleted.

(Before you can delete the Memory, be sure that the Memory has recorded steps.)

### 2.4.3 Delete a step from a Memory



1. Enter Record mode, the Segment Display shows "CHAS".

## 2. Operation Guide

### 2.4.3 Delete a step from a Memory



2. Tap the button(Memory 1-8) you wish, its LED flashes and the Segment Display reads "ST01".



3. Tap UP/DOWN button to select desired step you wish to delete.



4. Tap AUDIO/DEL button, all LED's shall flash briefly three times indicating the step has been deleted.

### 2.4.4 Modify steps of a Memory



1. Enter Record mode, the Segment Display shows "CHAS".

## 2. Operation Guide

### 2.4.4 Modify steps of a Memory



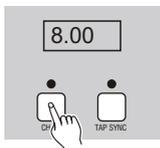
2. Tap the button(Memory 1-8) you wish, its LED flashes and the Segment Display reads "ST01".



3. Tap UP/DOWN button to select desired step you wish to modify.



4. Move Fade time slider to adjust fade time for the current step from instant to 10 minutes, the Segment Display shows the fade time.,



5. Once fade time is satisfactory, tap Chase button, the Tap Sync LED shall flash.

## 2. Operation Guide

### 2.4.4 Modify steps of a Memory



6. Tap Record button, all LED's shall flash briefly three times indicating you've changed fade time of the step.
7. Tap Blackout button, then you can continue steps 2-6 to change fade time of other steps.

## 2.5 Playback one or more Chases or Memories



1. Apply power on, tap Chase button causing its LED to light or flash, the Segment Display shows "ST00".



2. When Chase LED is lit, only one Chase or Memory can be selected. Tap one of Chase 1-40 or Memory 1-8 buttons containing scenes, its LED shall be lit indicating the chase or memory is playing.

## 2. Operation Guide

### 2.5 Playback one or more Chases or Memories



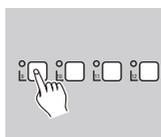
3. When Chase LED flashes, two or more Chases or Memories can be selected at a time. If you select several Chases or Memories, these Chases or Memories shall be sequential in the order you select.

### 2.6 Audio Chase/Memory



1. When the chase or memory is playing, you may tap AUDIO/DEL button, its LED is lit, which refers to that Audio mode is active, the chase or memory shall be subject to the audio signal detected by built-in Mic.
2. Tap AUDIO/DEL button again causing its LED to go out, the chase or memory will not be activated by the audio signal.

### 2.7 Send Record Data

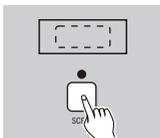


1. You must set up proper DMX connection between two unit before you can send or receive record data.
2. Turn the power off. While pressing buttons 9, 10, 11, and 12, turn the power on. If the content of this unit is empty, the Segment Display shall show "EMPT". If the content contains scenes or chases, the Segment Display shall show "OUT", which means this unit is ready to send record data.

## 2. Operation Guide

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### 2.7 Send Record Data

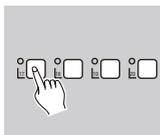


3. Press Scene button to send record data. Now, any buttons doesn't work until the Segment Display shows "End".



4. When the Segment Display shows "End", tap Blackout button to go back.

### 2.8 Receive Record Data



1. Turn the power off.

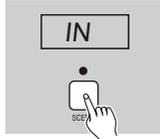
2. While pressing buttons 17, 18, 19, and 20, turn the power on.

If the content of this unit contains scenes or chases, the Segment Display shall show "SURE" to remind whether or not to overwrite the exited scenes or chases.

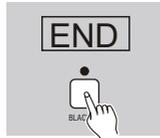
If you are sure, you may tap Scene button to receive record data from another unit. If not, just tap Blackout button to go back.

## 2. Operation Guide

### 2.8 Receive Record Data



3. Before you can receive, be sure another unit has always been in "SEND" mode. Press Scene button to receive record data, the Segment Display shall show "IN" indicating this unit is receiving file data. Any button doesn't work until the Segment Display shows "End".



4. When the Segment Display shows "End", tap the Blackout button to go back.

### 2.9 Master /Slave 1 /Slave 2 Mode

You can move the slider on the rear to select among Master, Slave 1 and Slave 2 mode

1. When Master LED is lit , this unit will serve as the Master unit, and the other units connected will be slaves to this master unit. When Master LED blinks, this unit will be deprived from this linkup, i.e. Stand alone. Whether the Master LED is lit or blinks, DMX addresses within 001-296 are available for this unit.
2. When Slave 1 LED is lit , this unit will serve as the Slave unit and no Master unit exists in the linkup. DMX addresses within 001-296 are available for this unit. When the Slave 1 LED blinks, this unit will serve as the Slave unit and will be subject to the Master unit.
3. When Slave 2 LED is lit, this unit will serve as the Slave unit and no Master unit exists in the linkup. DMX addresses within 001-256 are available for this unit. When Slave 2 LED blinks, this unit will serve as the Slave unit and will be subject to the Master unit in the linkup. Meantime, DMX addresses within 257-512 are available for this unit.

## **2. Operation Guide**

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### **2.10 Blackout Access Setting**

This unit allows you to access Blackout or not when power-on.

Disconnect the power firstly. Hold down Scene/ Chase 33, 34, 35 and 36 button, and in the meantime apply the power on. Then you can push Tap Sync button to change between "Y-BO" and "N-BO" modes. If the Segment display reads "Y-BO", this unit will access Blackout once the power is on. If the Segment display reads "N-BO", this unit won't access Blackout directly when power is on.

You can push Blackout button to go out of this setting.

## Technical Specifications

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Power Input .....	DC 9000 mA min.
DMX Output .....	3 pin female XLR socket
DMX Input .....	3 pin male XLR socket
Link Out .....	5 pin female XLR socket
Link In .....	5 pin male XLR socket
Audio Input .....	By built-in microphone
Accessory .....	AC/DC Adaptor x1PC
Dimensions .....	482x132x73mm
Weight(excluding adaptor) .....	Appro. 2.2 kg



This symbol on the product or on its packaging indicates that this product shall not be treated as household waste. Instead it shall be handed over to the applicable collection point for the recycling of electrical and electronic equipment. By ensuring this product is disposed of correctly, you will help prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product. The recycling of materials will help to conserve natural resources. For more detailed information about recycling of this product, please contact your local city office, your household waste disposal service or the shop where you purchased the product.



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