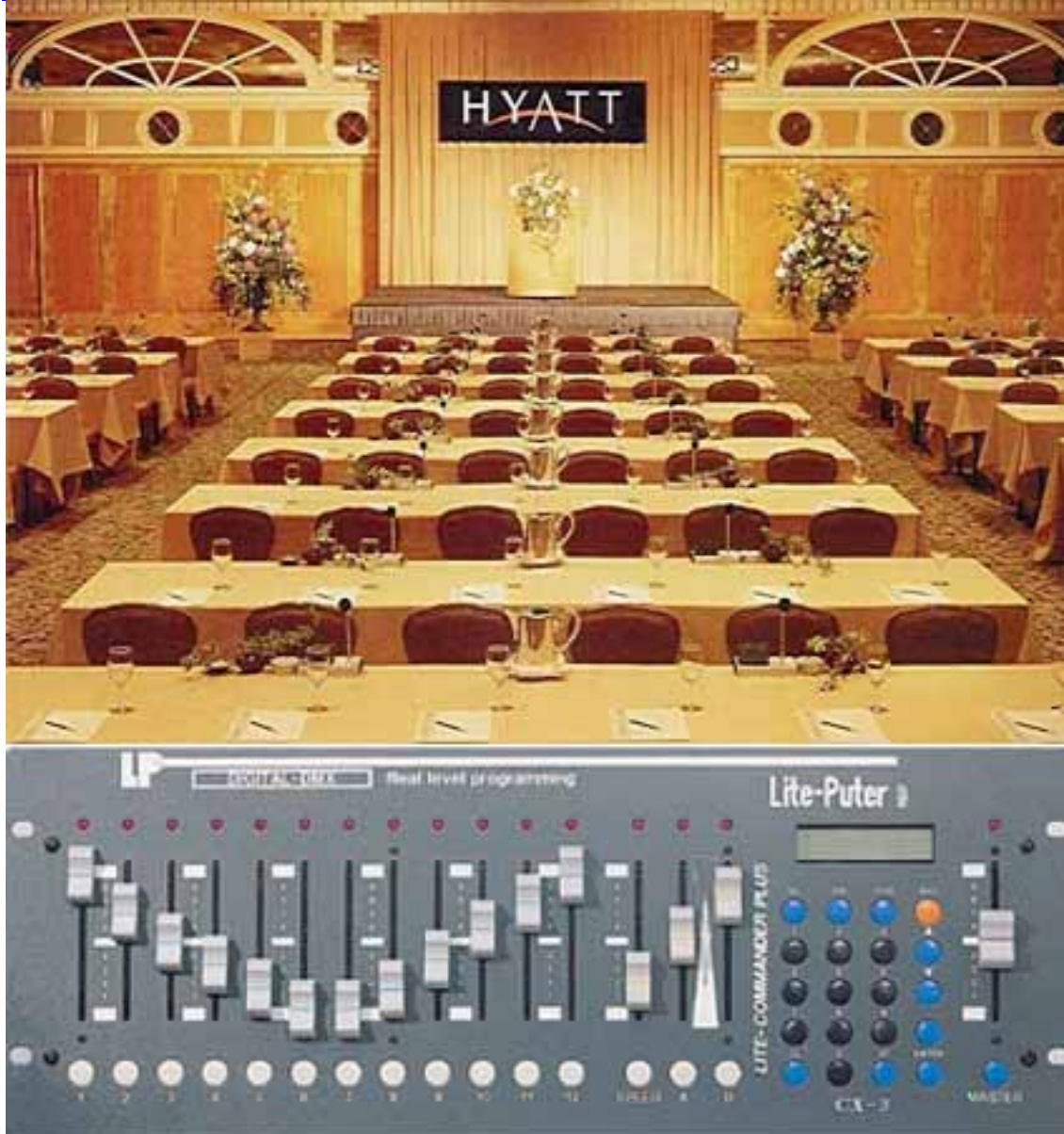


CX-3

12 Channel DMX Dimming Console



Lite-Puter Enterprise Co., Ltd.

[http:// www.liteputer.com.tw](http://www.liteputer.com.tw)

E-mail : salse@liteputer.com.tw

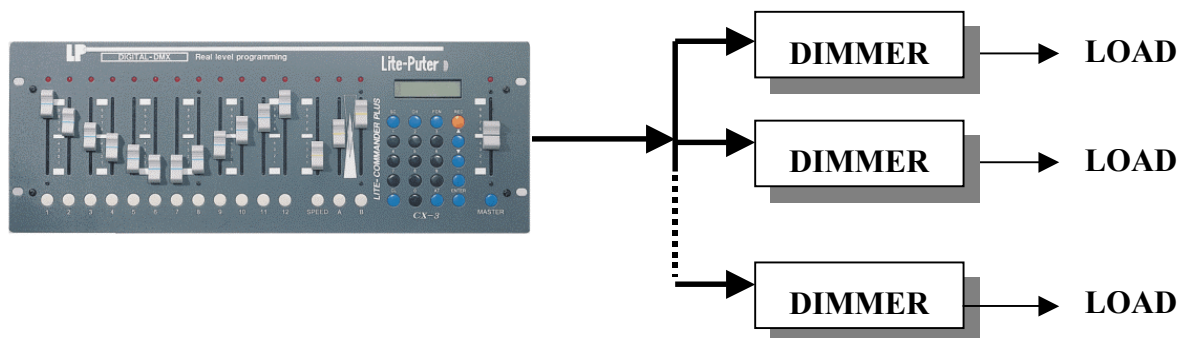
Index

Chapter 1 Introductions of CX-3	
1-1	Features 2
1-2	Specifications 2
1-3	Auto-memorizing the status before switched off 3
1-4	Notice 3
Chapter 2 Device introductions of CX-3	
2-1	Functions on the control panel..... 4
2-2	Functions on the back panel..... 5
2-3	Dimensions..... 5
Chapter 3 Operations & Settings	
3-1	CH SETTING 6
3-1-1	Settings of channel brightness and start channel..... 6
3-1-2	Modify and then output each channel's data 8
3-1-3	Modify and then output the constant channels' data 9
3-1-4	How to clear the current channel brightness output 10
3-2	SUB MASTER 1 – 12 11
3-2-1	Scene 11
3-2-2	How to set FADE SCENE 1... FADE SCENE 12 11
3-2-3	How to set SCENE 1...SCENE40 13
3-2-4	Call out FADE SCENE 1...FADE SCENE 12 13
3-2-5	Call out SCENE 1... SCENE 40..... 14
3-2-6	How to clear the current scene output..... 14
3-3	SUB CHASE 9 – 12 15
3-4	SUB CHASE 1 – 12 16
3-5	CHANNEL CHASE 17
3-6	AUTO FADE 18
3-7	CROSS_A EDIT 19
3-7-1	Introductions of CROSS_A 19
3-7-2	How to edit chase steps in CROSS_A 19
3-8	CROSS_A GO / RUN 21
3-8-1	How to set CROSS_A MEMORY chase programs to CROSS_A VR. 21
3-8-2	How to start CROSS_A" auto chase 22
3-8-3	How to pause CROSS_A" auto chase 22
3-8-4	How to execute CROSS_A" manual chase 22
3-8-5	How to increase CROSS_A" chase step 23
3-8-6	How to cancel CROSS_A" manual chase steps..... 23
3-9	CROSS_B EDIT 24
3-9-1	Introductions of CROSS_B 24
3-9-2	How to edit edit chase steps in CROSS_B..... 24
3-9-3	How to start CROSS_B..... 24
3-10	FADE ON 25
3-11	FADE OFF 25

Chapter 1 Introductions of CX-3

1-1 Features

- Can control up to 512 channels
- Can program and save up to 40sets scenes
- Can program and save 12sets scenes (with hot keys 1-12)
- With chase function
- Can set up to 99 steps in each chase program
- 2 independent CROSS FADE to change scenes
- Audio control



1-2 Specifications

■ Power supply	DC 15V/1A
■ Analog signal output power	DC 0-10V
■ Analog signal output channels	24 channels PIN 1-24: CH1-24 PIN25:GND
■ Analog signal connector	D-TYPE connector 25 PIN(male)
■ DMX signal input/ output	DMX512 / 1990
■ DMX signal output channels	512 channels
■ DMX signal connector	XLR 5-pin
■ Audio signal input	Maximal external input: AC 100mV
■ Dimensions	482(l) x 176(W) x 95(H)mm
■ Rack size	19" 4U standard rack
■ Weight	4 Kg
■ CE Certificate	ET87S-09-058

1-3 Auto-memorizing the status before switched-off

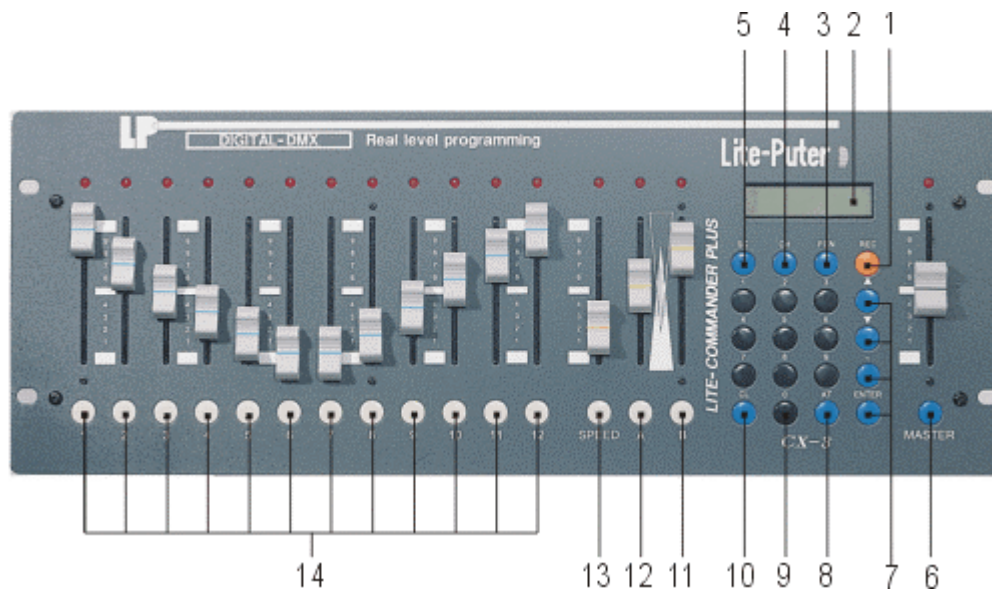
The machine will memorize the status before switched-off and will display the same status when switch it on again.

1-4 Notice

1. Please have the machine recharged for 4 hours before the first time use.
2. The programmed data will be cleared automatically if the machine is not turned on for 7 days.

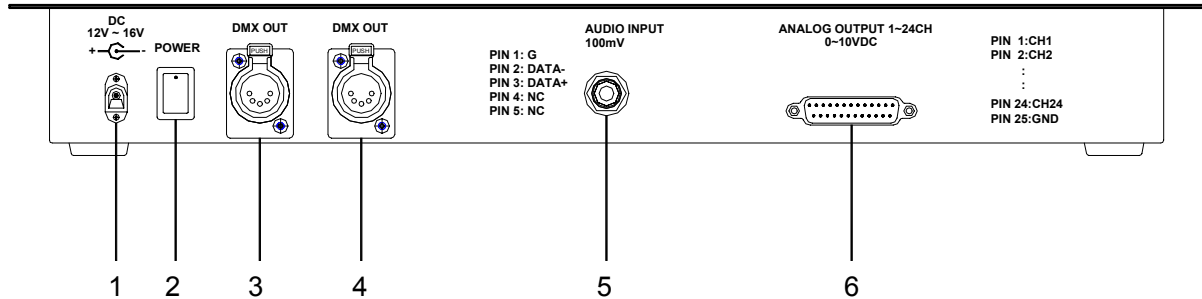
Chapter 2 Device introductions of CX-3

2-1 Functions on the control panel



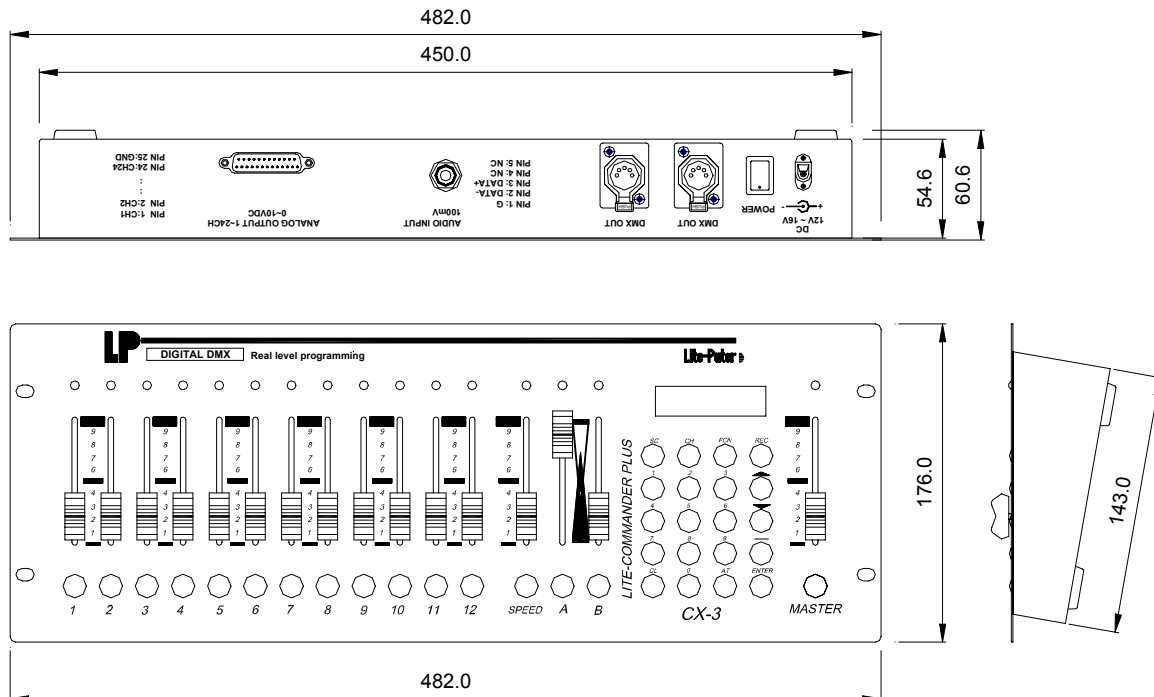
1	REC	Record key	8	AT	In channel mode, display the dimming level of the selected channel.
2	LCD	LCD display	9	0 ~ 9	Number keys
3	FCN	Function key	10	CL	Clear key
4	CH	CH mode select	11	B	CROSS_B
5	SC	Scenes call out key	12	A	CROSS_A
6	MASTER	Master fader	13	SPEED	Adjust chase speed
7	▲	Choose functions	14	1 ~ 12	<ul style="list-style-type: none"> ■ SC1~SC12 Indicators ■ SC1~SC12 Fader ■ SC1~SC12 Hot keys
	▼	Choose functions			
	—	"THROUGH" in channel mode, specify range of successive channel.			
	ENTER	Confirm key			

2-2 Functions on the back panel



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

2-3 Dimensions unit:mm



Chapter 3 Operations & Settings

CX-3 has 11 main functions; it's a console with full functions but easy operations!

Press **【FUNC】** key and then use **【▲】** 、 **【▼】** keys to view the functions list:

- (1) CH SETTING
- (2) SUB MATER 1–12
- (3) SUB CHASE 9–12
- (4) SUB CHASE 1–12
- (5) CHANNEL CHASE
- (6) AUTO FADE
- (7) CROSS_A EDIT
- (8) CROSS_B EDIT
- (9) CROSS_GO/RUN
- (10) FADE ON
- (11) FADE OFF

※ Notice before use:

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

3-1 CH SETTING

CH SETTING:

Use “VR1 ... VR12” or number keys “0 ... 9” to set the bright level of individual channel.

3-1-1 Channel bright level / Start channel settings

STEP-1 : Press **【FCN】** key to enter FNC MENU, and LCD will display as below,

→CH SETTING
SUB MASTER1-12

STEP-2: Use **▲**、**▼** keys to select the function. When the arrow points to "CH SETTING", press **ENTER** key and the LCD will show as below,

```
CH.SET  1---- 12
CH 1-----> %
```

CH.SET 1-- 12; at this time VR 1 corresponds to CH1, and VR 12 to CH12

STEP-3: Use number keys **0...9** to enter the bright value directly and then press **ENTER** key to confirm and it will go the the next channel for setting. Users can also use **VR1 ... VR12** to adjust the bright value for the corresponding channels.

- 1.) When push MASTER VR to the top (100%) and VR1...12 to 50%, the final output of the channels is 50%.
- 2.) When push MASTER VR to the top (50%) and VR1...12 to 50%, the final output of the channels is 25%.

STEP-4: Press **CH** key to set the start channel and the LCD will display as below,

```
CH.SET  1---- 12
CH 1-----> %
```

STEP-5: Use number keys **0...9** to enter the start channel directly and press **ENTER** or **AT** key to confirm. Then the vernier will go to the value enter position. Please do the channel setting as step 2 & 3.

```
CH.SET  1---- 12
CH 1-----> 0%
```


3-1-2 Modify and output the channel's data

During one scene is running, users can modify the bright value of any channel.

STEP-1 : Press **【CH】** key to enter [CHANNEL MODIFY] function.

CHANNEL MODIFY
CH 1-----> %

STEP-2 : Use number keys**【0...9】** to enter the channel which needs to be modified.

CHANNEL MODIFY
CH 12-----> %

In this example, the user has entered **【1】** , **【2】**

STEP-3 : Press **【ENTER】** or **【AT】** key to move the vernier to the bright value setting position. The LCD will display as below,

CHANNEL MODIFY
CH 12-----> 0%

In this example, the original value is 0%.

STEP-4 : Use number keys **【0...9】** to enter the bright value of this channel; the LCD will display as below,

CHANNEL MODIFY
CH 12-----> 50%

In this example, the usr has entered **【5】** , **【0】**

STEP-5 : Press **【ENTER】** key to output the modified value and escape from CH MODIFY function; the LCD will display as below,

SUB MASTER 1-12

3-1-3 Modify and output constant channels' data

During one scene is running, users can modify the bright value of constant channels.

STEP-1 : Press **【CH】** key



STEP-2 : Use number keys**【0...9】** to enter the channel which needs to be modified.

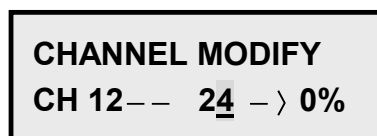


In this example, user has entered **【1】** , **【2】**

STEP-3 : Press**【—】** key to move the vernier to the next position for entering the last channel; the LCD will display as below,

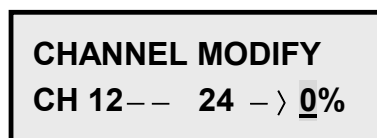


STEP-4 : User number keys **【0...9】** to enter the channel number.



In this example, user has entered **【2】** . **【4】**

STEP-5 : Press **【ENTER】** or **【AT】** to move the vernier to the bright value setting position; the LCD will display as below,



In this example, the original value from CH 12 to CH 24 is 0%

STEP-6 : Use number keys **【0...9】** to enter the new bright value; the LCD will display as below,

CHANNEL MODIFY
CH 12-- 24 -> 50%

In this example, the user has entered **【5】**, **【0】**

STEP-7 : Use **【ENTER】** key to output the new settings and escape from CH MODIFY function; the LCD will display as below,

SUB MASTER 1-12

3-1-4 How to clear the current channels output?

Way 1:

Press both **【CL】** + **【CH】** keys at the same time to clear all the current outputs.

Way 2:

Pull **【MASTER VR】** to the bottom and then press **【MASTER】** key.

3-2 SUB MASTER 1-12

SUB MASTER:

Use VR 1 ... VR 12 to call out the data in FADE SCENE 1 ... FADE SCENE 12.

VR 1 = FADE SCENE 1 Dimming control

VR 2 = FADE SCENE 2 Dimming control

.

.

.

VR12 = FADE SCENE 12 Dimming control

3-2-1 SCENE

CX-3 can program and save up to 52 sets scenes.

(1.) FADE SCENE 1 ... FADE SCENE 12 : Can memorize 12 sets scenes. These 12 sets can do dimming control.

(2.) SCENE 1 ... SCENE 40 : Can memorize 40 sets scenes.

3-2-2 How to set FADE SCENE 1 ... FADE SCENE 12

Way I:

STEP-1 : Use [CH setting] function to set the output value as needs. Please refer to chapter 3-1.

STEP-2 : Press **【MASTER】** + any key of **【SUB1...SUB12】** to save the output data into any memory of **FADE SCENE 1 ... FADE SCENE 12**.

For example,

【MASTER】 + **【SUB1】** (button under VR 1) → Save the current output data to SUB Master 1

【MATER】 + **【SUB6】** (button under VR 6) → Save the current output data to SUB MASTER 6

**OVERWRITE ?
KEY 'ENT' =SURE**

Press **【ENTER】** key to write the new data into the memory. Or press any number key to keep the previous data.

Way II:

STEP-1 : Use [CH setting] function to set the output value as needs. Please refer to chapter 3-1.

STEP-2 : Press **【REC】** key and the LCD will display as below,

RECORD TO SC: 1

STEP-3 : Press any key of **【SUB1...SUB12】** and the LCD will display as below,

RECORD TO FADE01

In this example, the user has pressed **【SUB1】** key

STEP-4 : Press **【ENTER】**. If the LCD displays as below, that means there is already data saved.

**Are You SURE ?
1:YES , 2:NO**

Press **【1】** to save the new data.
Press **【2】** to keep the old data.

STEP-5 : Then keep doing the same steps as above to save the other 11 sets scenes separately to FADE SCENE 2 ... FADE SCENE 12 ◦

3-2-3 How to set SCENE 1 ... SCENE 40

STEP-1 : Use [CH setting] function to set the output value as needs. Please refer to chapter 3-1.

STEP-2 : Press **【REC】** key and the LCD will display as below,

RECORD TO SC: 1

STEP-3 : Use number keys **【0...9】** to enter the scene number and the LCD will display as below,

RECORD TO SC: 12

In this example, the user has entered **【1】** , **【2】**

STEP-4 : Press **【ENTER】** key to confirm. If the LCD displays as below, that means there is already data saved in this scene.

Are You SURE ?
1:YES , 2:NO

Press 【1】 to save the new data.
Press 【2】 to keep the old data.

STEP-5 : Then as the steps above to set the other 39 sets scenes.

3-2-4 Call out scenes in FADE SCENE 1 ... FADE SCENE 12

STEP-1 : Press **【FCN】** key and use **【▲】** or **【▼】** key to view the function list,

CH SETTING
→SUB MASTER1-12

STEP-2 : Press **【ENTER】** key to select the function [SUB MASTER 1-12].

SUB MASTER 1-12
SUB 1 = 0%

Dimming output

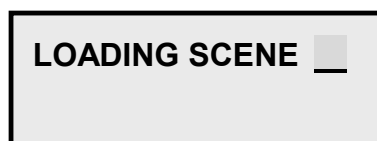
Push **【VR1...VR12】** faders, and the chosen scene in FADE SCENE 1...FADE SCENE12 will do dimming output.

Full on/ off output

1. Press any key of **【SUB1...SUB12】** , and the chosen scene in FADE SCENE 1...FADE SCENE12 will 100% output.
2. Release the pressed key of **【SUB1...SUB12】** to stop the output.

3-2-5 Call out scenes in SCENE 1 ... SCENE 40

STEP-1 : Press **【SC】** key

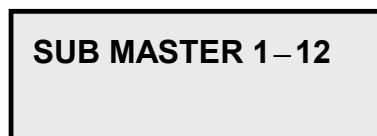


STEP-2 : Use number keys **【0...9】** to enter the scene number.



In this example, the user has entered **【1】**

STEP-3 : Press **【ENTER】** key and Scene 1 will output immediately.



3-2-6 How to clear the current scene display?

Press **【CL】 + 【SC】** at the same time to stop the current scene output.

3-3 SUB CHASE 9-12

SUB CHASE 9 – 12: Scenes saved in SUB MASTER 9...12 will do chase.

STEP-1 : Press **【FCN】** key and use **【▲】** or **【▼】** key to view the function list.

SUB MASTER1 – 12
→SUB CHASE 9 – 12

STEP-2 : Press **【ENTER】** key to enter function [SUB CHASE 9 – 12]; the LCD will display as below,

SUB CHASE 9 – 12

STEP-3 : Push the faders of **【SUB MASTER 9...12】** to a proper position. (Please note the VR must be higher than 6% to start the chase.)

SUB CHASE 9 – 12
SUB 9 = 46%

In this example, the user pushed SUB MASTER 9 to the position 46%. Set ideal scenes of SUB MASTER 10-12 as the same steps.

STEP-4 : Push the fader for **【SPEED】** to adjust the chase speed.

SUB CHASE 9 – 12
SPEED = .7 Ses

In this example, the user adjusted the speed to 0.7 sec.

Now the scens in SUB MASTER 9...12 will do chase. For more lighting effects, users can call out the scenes in SUB MASTER1...8 as backlights.

Remark : Pull the fader of **【SPEED】** to the bottom, and the chase speed will become audio control. The LCD will display as below,

SUB CHASE 9 – 12
SPEED = AUDIO

3-4 SUB CHASE 1-12

SUB CHASE 1 – 12: Scenes saved in SUB MASTER 1...12 will do chase.

STEP-1 : Press **【FCN】** key and use **【▲】** or **【▼】** key to view the function list; the LCD will display as below,

SUB CHASE 9 – 12
→SUB CHASE1 – 12

STEP-2 : Press **【ENTER】** key to enter function [SUB CHASE 1 – – 12] and the LCD will display as below,

SUB CHASE 1 – – 12

STEP-3 : Push the faders of **【SUB MASTER 1...12】** to the proper position. (Please note the VR must be higher than 6% to start the chase.)

SUB CHASE 1 – – 12
SUB 1 = 55%

In this example, the user pushed the SUB MASTER 1 to the position of 55%. As the steps above, set the SUB MASTER 2-12 to the proper brightness.

STEP-5 : Push the fader of **【SPEED】** to adjust the chase speed.

SUB CHASE 9 – – 12
SPEED = .7 Ses

In this example, the user pushed the fader to 0.7 sec.

Now the scenes in SUB MASTER 1...12 can do chase.

Remark : Pull the fader of **【SPEED】** to the tottom and the chase speed will become audio control. The LCD will display as below,

SUB CHASE 19 – – 12
SPEED = AUDIO

3-5 CHANNEL CHASE

STEP-1 : Press **【FCN】** key and use **【▲】** or **【▼】** key to view the function list; the LCD will display as below,

SUB CHASE 1–12
→CHANNEL CHASE

STEP-2: Press **【ENTER】** key to enter the function [CHANNEL CHASE 1–12] and the LCD will display as below,

CH CHASE 1--12

STEP-3 : Press **【CH】** key and the LCD will display as below,

CH CHASE 1--12

Now the vernier will move to the CH 1 position.

STEP-4 : Use number keys **【0...9】** to enter the start channel and press **【AT】** or **【ENTER】** to confirm. The LCD will display as below,

CH CHASE 2--13

In this example, the user has entered **【2】** and pressed **【ENTER】** key

The other way is to press **【▲】** or **【▼】** key to change the start channel.

CH CHASE 2--13

In this example, the user has preseed the **【▲】** key once

Now the chase channels are from CH2 to CH13. The VR1 controls the dimming level of CH2 and VR2 controls the level of CH3.

Remark : Press **【SC】** key to call out any scene as backlights during the channel chase.

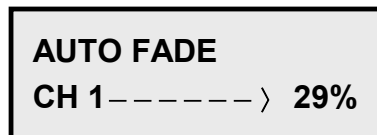
3-6 AUTO FADE

SPEED VR controls the speed of AUTO FADE.

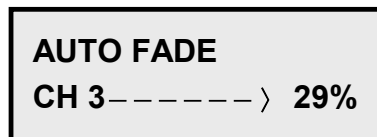
STEP-1 : Press **【FCN】** key and use **【▲】** or **【▼】** key to view the function list. The LCD will display as below,



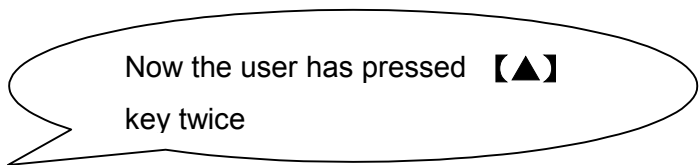
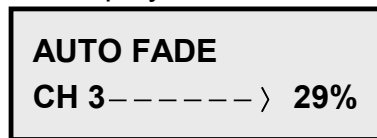
STEP-2 : Press **【ENTER】** key to enter [AUTO FADE]. Now Auto Fade will start from the first channel.



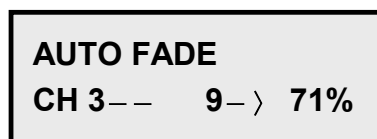
STEP-3 : Press **【CH】** and use number keys **【0...9】** to enter the channel number and press **【AT】** or **【ENTER】** key to confirm. The user can change the start channel of Auto Fade with this step. The LCD will display as below,



The other way for changing the start channel is to press **【▲】** or **【▼】** key. The LCD will display as below also,



Remark : When only one channel does AUTO FADE, users can use **【▲】** or **【▼】** key to change the channel number; when more than one channel does AUTO FADE, users can use **【▲】** or **【▼】** key to change the channel number of the ending channel. (see the display as below)



3-7 CROSS_A EDIT

3-7-1 Introductions of CROSS_A

CROSS_A:

Users can save 6 sets chase programs - CROSS_A MEMORY # 1... # 6 to CROSS_A . (Users can edit by themselves). There can be maximal 99 steps in each set and each step includes all the data in one scene. Users can save any chase program into the CROSS_A VR and call out automatically or manually.

For example: A user wishes to save 6 steps to CROSS_A MEMORY #1

Data in CROSS_A MEMORY #1	
Steps	Data
1	SCENE 40
2	SCENE 2
3	SCENE 4
4	SCENE 10
5	SCENE 1
6	SCENE 4

3-7-2 How to edit the chase steps in CROSS_A

Follow the steps below to finish the above settings,

STEP-1 : Press **【FCN】** key and use **【▲】** or **【▼】** key to view the function list. The LCD will display as below,



STEP-2 : Press **【ENTER】** to enter [CROSS_A] . The LCD will display as below,

CROSS_A 1=SC 1

The first step is SCENE 1

STEP-3 : Use number keys **【0...9】** to enter the scene number (1...40). The LCD will display as below,

CROSS_A 1=SC 40

Now the user has pressed **【4】** & **【0】**

STEP-4 : Press **【ENTER】** key and the LCD will display as below,

1 : NEXT , 2:QUIT

1 : Go on the the next step
2 : Stop the settings

STEP-5 : Press number key**【1】**. As the LCD indicates, enter the next scene number.

CROSS_A 2=SC 2

STEP-6 : After entering the scene number of the sixth step, press **【ENTER】** and number key **【2】** to end the edit. Then the LCD will display as below,

CROSS_A SET=

Users can enter any number key “1...6” at this position to save the settings to any set of CROSS A MEMORY #1 ... #6

STEP-7 : Use any number key of **【1...6】** to enter the set number in CROSS_A MEMORY and press **【ENTER】** key to save the data.

CROSS_A SET= 1

The user pressed **【1】**. This means the data has been saved into CORSS_A MEMORY #1

STEP-8 : Please follow the above steps to save data into CROSS_A MEMORY#2 ... CROSS_A MEMORY# 6.

3-8 CROSS_A GO/RUN

3-8-1 How to execute one chase program in CROSS_A MEMORY with CROSS_A VR?

STEP-1 : Press **【FCN】** key and use **【▲】** or **【▼】** key to select [CROSS_A GO/RUN] function. The LCD displays as below,

CROSS_B EDIT
→CROSS_A GO/RUN

STEP-2 : Press **【ENTER】** key and use **【▲】** or **【▼】** key to view the list. The LCD will display as below,

CROSS_A SET= _

STEP-3 : Press the number key **【1...6】** of the desired set as the LCD displays below,

CROSS_A SET= 1

In this example, the user wishes to load the data in CROSS_A MEMORY #1 to CROSS_A VR

STEP-4 : Press **【ENTER】** key to confirm this setting.

CH CHASE 1-- 12

3-8-2 How to execute 'Auto' chase in CROSS_A

STEP-1 : After all the setting steps in [3-7-2]& [3-8-1], push **CROSS_A VR** to the top and then the **SPEED VR** to a proper speed and press the **SPEED** button. The steps in CROSS_A MEMORY #1 will chase as the speed automatically.

CROSS_A SET= 1
CROSS_A STEP= 1

STEP =1 ...STEP=6 will chase automatically.

3-8-3 How to pause the 'Auto' chase

After the above steps, press **SPEED** button to pause the chase. If the users wish to go the chase again, just press the **SPEED** button once again.

3-8-4 How to execute 'Manual' chase in CROSS_A

STEP-1 : After the setting steps in [3-7-2]& [3-8-1], push the **CROSS_A VR** up to the top and down to the bottom to call out the data in CROSS_A MEMORY #1.

CROSS_A SET= 1
CROSS_A 1 = 0%

CROSS_A 1=0%; this value will change with the different position of CROSS_A VR

3-8-5 How to increase the chase step in CROSS_A

First please make sure the **CROSS_A VR** is higher than 0%. Press **【A】** key (the button under CROSS_A VR) to go on the the next step and output the data.

3-8-6 How to cancel 'Manual' chase in CROSS_A

First please make sure that the position of **CROSS_A VR** is at 0% and the 'Auto chase function of CROSS_A' has been canceled, and then press **【A】** key (the button under CROSS_A VR). Now the chase steps in CROSS_A are cleared and the output is also cleared.

3-9 CROSS_B EDIT

3-9-1 Introductions of CROSS_B

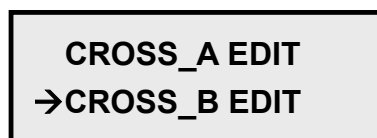
CROSS_B:

CROSS_B can program and save one set of chase program - CROSS_B MEMORY # 1 (Users can edit by themselves). There are maximal 99 steps in this set chase, and each step is one scene. Users can save the data into CROSS_B VR and call out manually. (CROSS_B only has manual control)

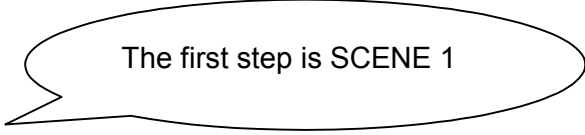
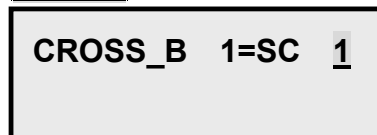
3-9-2 How to edit the chase steps in CROSS_B

Follow the steps below to do the settings based on the example in 3-7-1.

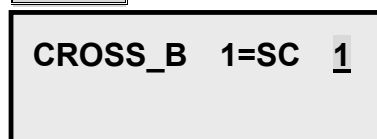
STEP-1 : Press **【FCN】** key and use **【▲】** or **【▼】** key to select CROSS_B EDIT function as the LCD displays,



STEP-2 : Press **【ENTER】** key and the LCD will display as below,



STEP-3 : Use number keys **【0...9】** to enter the desired scene number.



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

3-9-3 How to use CROSS_B

After finishing all the setting steps, the users just have to push the **CROSS_B VR** to the top and then pull it down to call out the CROSS_B MEMORY manually.

3-10 FADE ON

With this function, the users can set the channels chase do “Fade in/ Fade out” effect.

STEP-1 : Press **【FCN】** key and use **【▲】** or **【▼】** key to select FADE ON function.

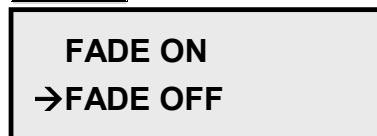


STEP-2 : Press **【ENTER】** key to confirm. Now the chase channels will be in FADE mode.

3-11 FADE OFF

With this function, the users can set the channels chase only do “ON/OFF” effect.

STEP-1: Press **【FCN】** key and use **【▲】** or **【▼】** key to select FADE OFF function.



STEP-2 : Press **【ENTER】** key to confirm. Now the channels chase will be in ON/OFF mode.