

# **G-L-T** **DESIGN 4 PROFESSIONAL**

## **SC 1216 DMX Operator**

### **Instructions for use**



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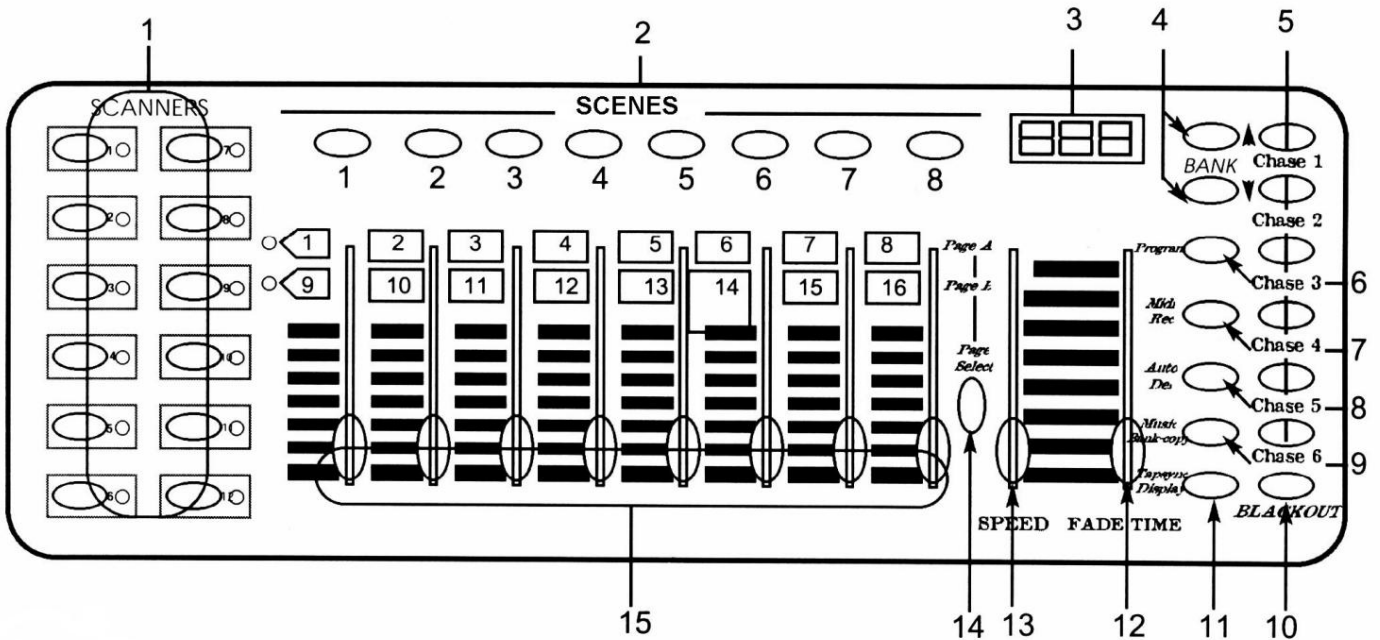


## Descriptions

- 192 DMX Channels on 12 Scanners or Moving Heads each having 16 DMX Channels Max
- Standard DMX 512
- 23 Bank of 8 Programmable Scenes
- 6 Chaser including 240 Scenes on 23 Bank
- 8 Faders for manual adjustment of DMX output levels
- Chaser restitution adjustable by Fade-Time or by Auto Program (this concerns the scrolling of Chasers or Scenes)
- Fade-Time setting for all DMX values
- General Blackout
- Simplified manual use
- Internal memory in case of power outage

# 1 Control and Functions

## 1.1 Front Panel



### 1. Scanner key (1-12)

12 Scanner each with 16 DMX Channels (controlled by Fader on Page A + B)

To scan	DMX channels	Fade Control	LED
1	1-16	OFF/ON	OFF/ON
2	17-32	OFF/ON	OFF/ON
3	33-48	OFF/ON	OFF/ON
4	49-64	OFF/ON	OFF/ON
5	65-80	OFF/ON	OFF/ON
6	81-96	OFF/ON	OFF/ON
7	97-112	OFF/ON	OFF/ON
8	113-128	OFF/ON	OFF/ON
9	129-144	OFF/ON	OFF/ON
10	145-160	OFF/ON	OFF/ON
11	161-176	OFF/ON	OFF/ON
12	177-192	OFF/ON	OFF/ON

Press the button of the desired projector, the corresponding indicator lights up and the channels of this projector can be adjusted. When a spotlight is not selected, , and that none the channel adjustment faders are inactive. If a projector is selected only the last 8 Channels (from Page B) are , the settings of the first 8 Channels (on Page A) as well as accessible.

- 2. Scene button** Press once to call up a Scene already memorized or to memorize a Scene during programming. The second Digit of the display indicates the Scene number.
- 3. LCD display** Current Functions display screen.
- 4. Bank key (Up/Down)** To select a Bank using the UP/DOWN keys, the third and fourth Digits of the display indicate the number of the Bank chosen. (01 – 23).
- 5. Chaser button (1-6)** To call one of the six Chasers during programming where of a Chaser scroll.
- 6. Programm key** To activate Programming Mode.
- 7. MIDI/Rec button** For storing Scenes or activating MIDI Mode.
- 8. Auto/Del button** To enable Program or Chaser auto-scroll mode , where to delete a Scene or Chaser.
- 9. Music/Bank button Copy** To activate Musical Mode or copy a Bank and these Scenes.
- 10. Blackout button** Press this button to activate the Black Out function, a second time to restore the current function.
- 11. Tap Sync/ Display button** In Auto Del mode the scrolling speed can be recorded by pressing the button twice at the desired rate, the maximum being 10 minutes. Use this key to change the channel DMX value display format (0 to 255 or 0% to 100%) in Program Mode.
- 12. Fader Fade Time** Fade Time adjustment of the current Program or Chaser. Setting the Fade Time corresponds to the time between each Step when scrolling the Program or the Chaser.
- 13. Fader Speed** Possible adjustment of the Chaser during scrolling (0.1s - 10 min.).
- 14. PageSelect** Function to switch from Page A to Page B Page A = Channels 1 to 8 and Page B = Channels 9 to 16.

**(Page A + B)**

The indicator LED (which is lit) corresponds to Page A or B which is activated.

**15. Fader 1-8 / 9-16**

To adjust the value of DMX channels. Channels 1 to 8 on Page A, Channels 9 to 16 on Page B.

## 2 Use

The SC 1216 is a console which can control up to 12 Scanners each having 16 DMX Channels Maximum. Possible programming of 23 Banks each comprising 8 Scenes. Having a capacity of 240 Scenes in total on 6 Programmable Chasers that can work in Mode: Manual, Auto-Music-Del, Tap Sync or MIDI.

### LCD Screen Information

We view all information on the LCD screen. The 1st value indicates the Chaser (1 to 6) which is activated), the 2nd value indicates the Scene (1 to 8) which is activated and the 3rd value indicates the Bank number (1 to 23) which is activated.

We view other information that is reported for LEDs.

Auto Trigger = Auto Run mode activated

Music Trigger = Music Mode activated

Blackout = Blackout

Prog = Program mode activated

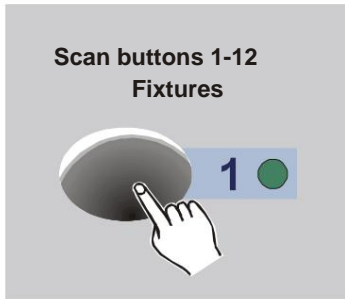
### 2.1 Programming mode



Turn on the console, Manual Mode is assigned automatically .

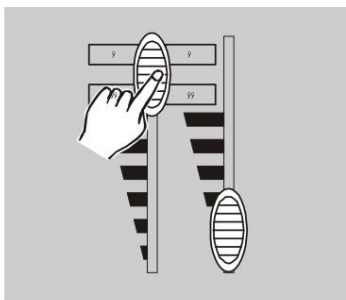
Press and hold the PROGRAMM button (3 seconds). We enter Programming Mode, we now work with Scenes where Chaser. The PROG Led flashes.

## 2.2 Programming a Scene



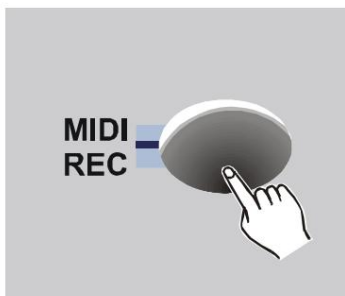
1. Programming mode activated (Led indicator flashes)

2. Select the Scanners or Lyres using Button Fixtures 1 to 12, the corresponding LED lights up (We can also work with more than 12 Scanners provided they are assigned in parallel to the same values).

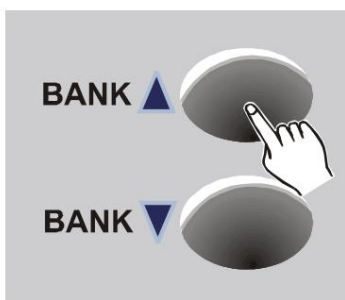


3. Using the Faders (and Wheel for Pan/Tilt) select a 1st Positions + Gobos sequence + Colors + Effects. Fader Down Position  
Value = 000% / Fader Position Up  
Value = 255%.

4. In case we are working on more than 8 DMX Channels, go to Page B to adjust Channels from 9 to 16.

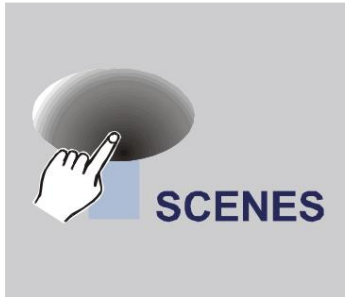


5. We have selected our 1st Scene, we can now memorize this 1st Scene. By first pressing the MIDI REC key (one press), the final memorization of this Scene will be done later (step 6 + 7).



6. This registration must be done in a Bank select a Bank using the Bank keys Up/Bank Down. We have 23 Banks including 8 Scenes each.

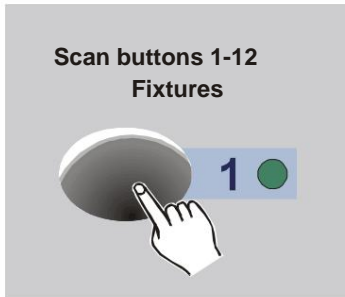




7. Choose a Scene number, by pressing (one press) the button of the chosen Scene.

After validation, all the LEDs on the console flash 3 times, your 1st Scene is memorized.

We visualize all this information on the LCD screen , Scene No. + Bank No. Stored.



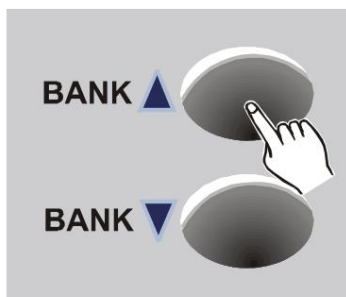
8. Proceed as follows (steps 1+2+3+4+5+6+7) for each of the 8 Scenes of the chosen Bank, a quick reminder that you must select your Scanners or Lyres (Fixtures 1-12 keys) during the programming. Before exiting Programming Mode, turn off all Scanners or Lyres using the Fixtures 1-12 keys.



9. To exit Programming Mode, hold down the PROG key (3 seconds), our different Scenes are now memorized

and the Prog LED is off.

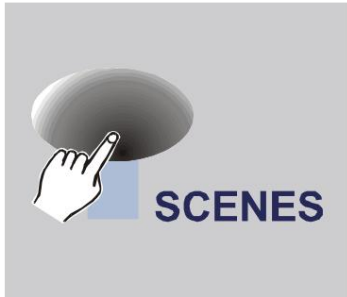
### 2.2.1 Copying/Storing Multiple Scenes (After 1st Saving)



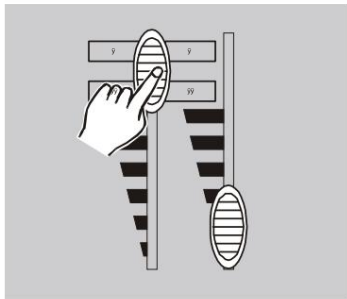
1. Programming mode activated (Led indicator flashes)

2. Select the Bank using the Keys

Bank UP/Bank DOWN on which you wish to edit the previously recorded Scene.



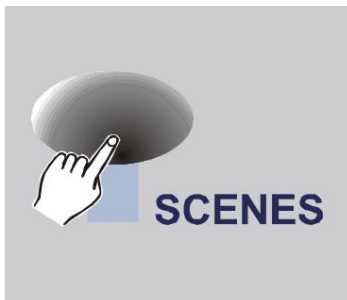
3. Recall your 1st Scene memorized to using the Scene 1 Button in order to have your first starting point.



4. Always using the Channel Faders from 1 to 8 Page A and from 9 to 16 Page B (if necessary), select a other position ATTENTION not to forget to call your Scanners or Lyres concerned using the Fixture Keys 1 to 12.



5. Using the MIDI/REC button, make the memorization (1st step), press this key once.

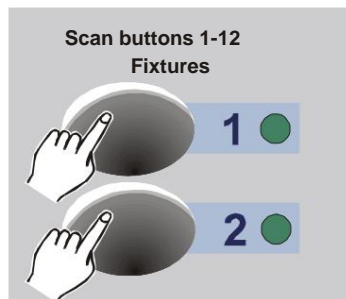
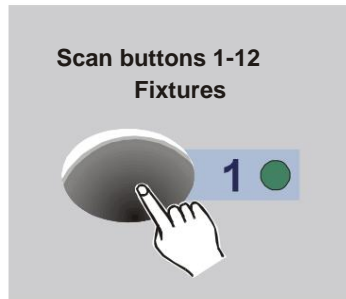


6. Select your Bank then your Scene, press the button for the chosen Scene once. After this validation the LEDS on the console flash 3 times: SCENE RECORDED!!!

**Attention:**

We can thus memorize each of the Scenes already validated on another Bank.

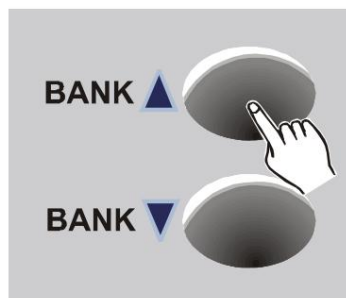
### 2.2.2 Copy a Scanner



This function allows you to copy certain information from a Scanner already memorized to another Scanner to be defined in advance.

1. Keep pressing the key (Fixtures 1 to 12) of the selected Scanner.
2. Meanwhile (still holding down the selected key), press the key once (Fixtures 1 to 12) chosen position of the Scanner which will be copied.

### 2.2.3 Copy a Scene

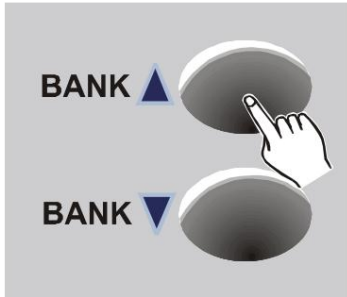


1. Activate Programming Mode (keep the PROG key pressed for 3 seconds, the PROG LED flashes).

2. Select the Bank using the keys Bank Up/Bank Down to access the Scene to be copied.



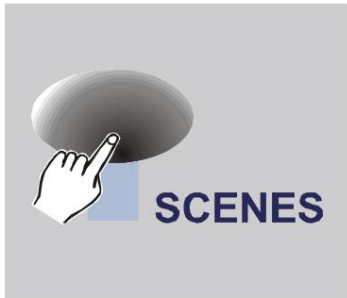
3. Choose the Scene (press once) to copy using the Scene keys 1 to 8.



4. Reselect a Bank (preferably blank) again using the Bank Up/Bank Down buttons Bank which will be used to copy our Scenes.

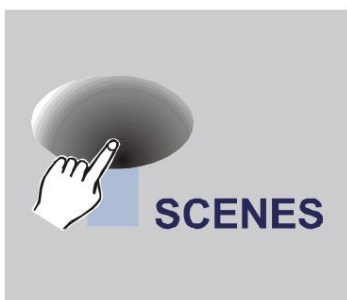


5. We can now copy this, press in a 1st Selected scene time to MIDI/REC (one press).

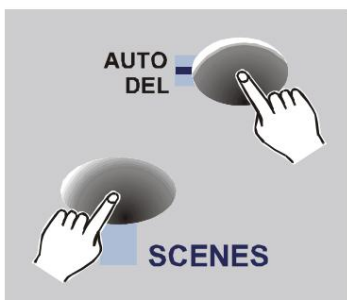


6. Choose a Scene number, by pressing (one press) the button of the chosen Scene. After validation, all the LEDs on the console flash 3 times: your Scene has been COPIED. We visualize all this information on the LCD screen.

**2.2.4 Delete a Scene**



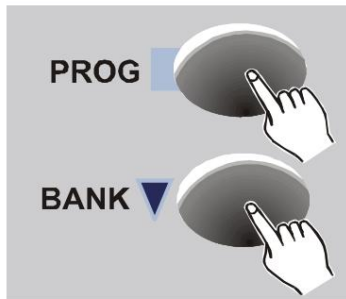
1. Press first (one press) on the button of the Scene to be deleted.



2. Maintain pressure on the Auto/Del button and press again the button of the Scene to be deleted. The console LEDs flash 3 time: your Scene is DELETE.

**Reminder:** When a Scene is deleted , your DMX value = 000.

### 2.2.5 Delete all Scenes

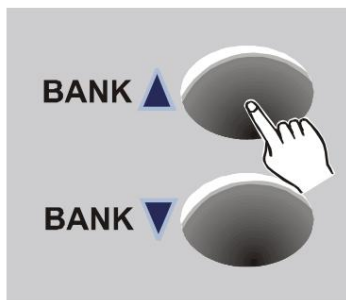


This function will erase all your information:

DMX Channels, DMX Value, Scene etc...

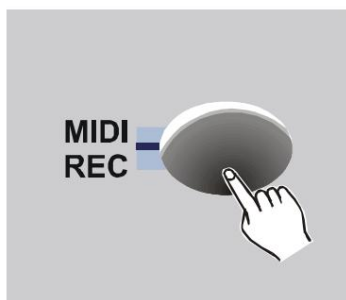
1. The console must be turned off.
2. Hold down the PROGRAM + Bank DOWN  $\nabla$  keys simultaneously, then turn on the console. The LEDs flash 3 times = THE RESET IS DONE.

### 2.2.6 Copy a Bank

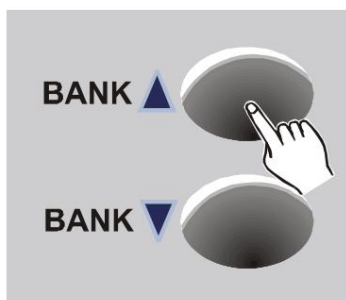


1. Activate Programming Mode (the PROG LED flashes).

2. Select a Bank using the keys Bank UP/ Bank DOWN, which we will use to make a copy.



3. Press the MIDI/Rec button (one pressure).



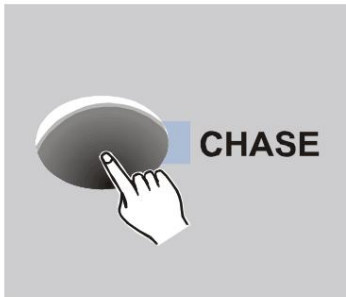
4. Always use the Bank Up/Bank Down keys to select a Bank number which will be used to make our copy.



5. Press the Music/BankCopy button, all the LEDs flash 3 times = THE BANK IS COPYED.
6. Exit Programming Mode, keep the button pressed for 3 seconds PROGRAM .

### 2.3 Programming a Chaser

Before any Chaser Programming, it is imperative to Program several Scenes on different Banks. We can have a total of 240 Scenes and this on 23 Banks in total.



1. Activate Programming Mode (the PROG LED flashes).
2. Select a Chaser using the keys Chase 1 to 6 , FYI we can only program one Chaser at a time.



3. Choose a Bank Scene series defined, press the Scene 1 button of the selected Bank.
4. Always press (one press) the button MIDI/Rec.
5. Repeat the process with all the Scenes from this Bank then move to another Bank for 240 Scenes if necessary!!! your Chaser 1 is Programmed. Exit Programming Mode.

### 2.3.1 Copying a Bank of several Scenes to a Chaser



1. Activate Programming Mode (the PROG LED flashes).
2. Select the Chaser using the keys Chase 1 to 6.
3. Choose the Bank to copy into the Chaser again using the Bank Up/Bank Down keys.
4. Press (one press) the Music/Bank Copy button.

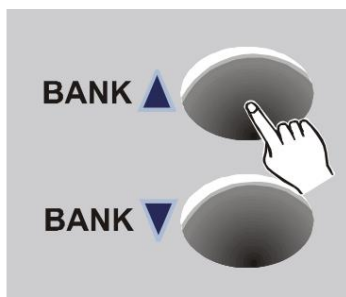


5. Press (one press) the MidiRec button, the LEDs , on the console flash 3 times = Your Bank comprising 8 Scenes has been copied.

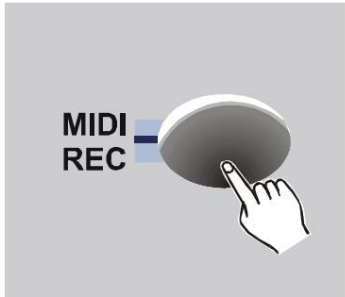
### 2.3.2 Add a Step in a Chaser



1. Activate Programming Mode (the PROG LED flashes).
2. Select the Chaser that will be used for add our Pas/Steps.
3. Press the Tap/Display button. The current Step/Steps is displayed on the LCD screen.

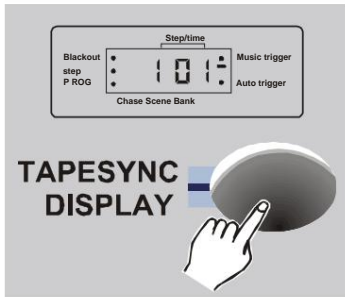


4. Using the Bank Up/Bank Down keys, we select the position where **Info will be added**: If you wish to **OUR** Scene. add a Scene between Steps 003 and 004, position yourself on Steps 003.



5. Press the MIDI/Rec key, on the LCD screen we see that we can modify only the Banks

**Info:** Viewing data on the screen LCD.



6. By pressing the Tap/Display key, we can access Scenes + Bank for our Chaser.

**Reminder:**

Using the Tap/Display button possibility to invert the visualization of Banks or Pas/Steps.



7. Press the MidiRec button, the console LEDs flash 3 times. Your Scene is copied to its Chaser.

**2.3.3 Delete a Step from a Chaser**



1. Activate Programming Mode (the PROG LED flashes).

2. Choose the Chaser using its button where you want to delete a Step/Step.

3. Press the Tap/Display button, is displayed on the LCD screen the number of Pas/Steps.

4. Using the Bank Up/Bank Down keys, select the Step/Steps to be deleted.





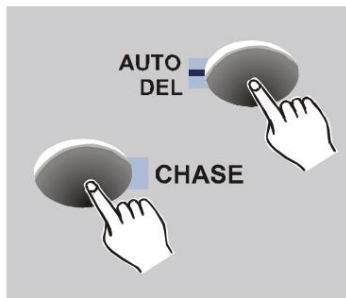
5. Press the Auto/Del key, the console LEDs flash 3 times = our Pas/Steps is cleared

### 2.3.4 Delete a Chaser



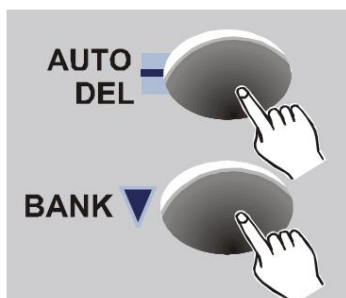
1. Activate Programming Mode (the PROG LED flashes).

2. Select using its key the Chaser who will be deleted.



3. Hold down the Auto/Del button, then press the Chaser button again to delete. The console LEDs flash 3 times = your is deleted.

### 2.3.5 Clear all Chasers



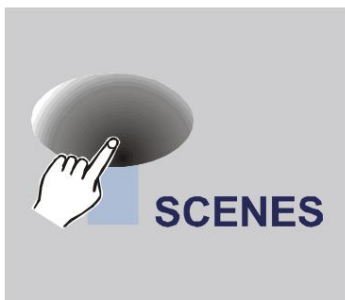
1. Your console must be turned off.
2. Maintain pressure simultaneously on the Auto/Del + Bank DOWN keys.
3. Then light up there console .

**All Chasers are deleted!!!**

## 2.4 Calling a Scene

### 2.4.1 Calling up a Scene in Manual Mode

1. After turning on the console, Manual Mode is automatically selected.
2. For all these information (Music/Manual/Auto) are visible next to it of the LCD screen, display LEDs.
3. Using the Bank Up/Bank Down keys, select the Bank which is chosen to call our Scene.



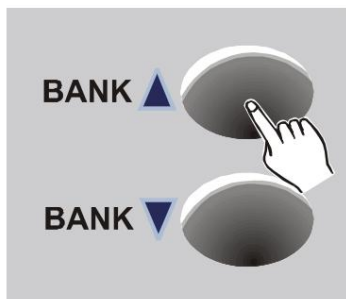
4. Press (one press) the button on the Scene to edit.

### 2.4.2 Auto LED Mode

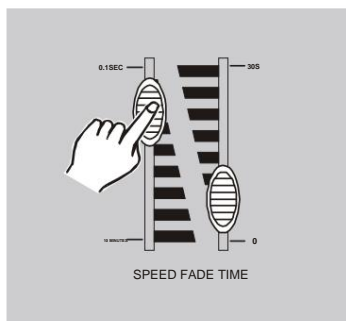
This function allows us to have automatic scrolling of our Bank from Scenes where Chaser .



1. Press (one press) the AutoDel button, the Auto Led lights up. We let's visualize the scrolling of our Bank on the LCD screen



2. Select the Bank that will be in Auto Scroll using the Bank Up/Bank keys Down.



3. Afterwards it is possible to intervene on 3 settings:

**Speed:** Modify the scrolling time using the Speed Fader (Min Time 0.10 Seconds / Max Time 10 Minutes).

**Fade Time:** Change the FadeTime time (Min Time 0.00 Seconds / Max Time 23.0 Seconds).

**Tap/Sync Display:** This function allows you to very quickly assign a given scrolling time. Still in Auto Mode activated, press the TapDisplay button twice (+ or – quickly), the time allocated between the 2 presses will be our scrolling time (Maximum time between each Step/ Step 10 min.)



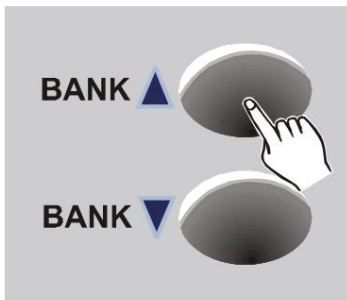
4. To deactivate Auto Mode, press the AutoDel button.

### 2.4.3 Musical Mode



1. Press (one press) the MusicBankCopy button, the Music LED lights up. For your information, it is possible to use the integrated microphone (located between the Fixtures 1 and 7 button).

let's visualize the scrolling of our Bank on the LCD screen.



2. Select the Bank which will be in Musical scrolling using the Bank Up/Bank buttons.

Down. THE scrolling se automatically to the rhythms of the music.



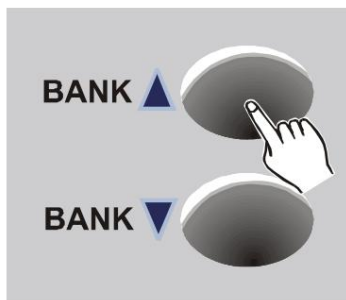
3. To deactivate Music Mode, press the MusicBankCopy button.

## 2.5 Calling a Chaser

Programming the Chasers is mandatory in order to work with Auto/Manual/Musical Mode.

### 2.5.1 Calling a Chaser in Manual Mode

1. After turning on the console, Manual Mode is automatically selected.
2. Select a Chaser using the Chase keys 1 to 6. The LED on the Selected chaser lights up and flashes.
3. Select the Speed + FadeTime using the Faders (the ideal in a time will be to put the Speed 1<sup>er</sup> Fader UP 0% and the FadeTime Fader DOWN 0%) or using the TapDisplay button scrolling time.



4. Using the Bank Up/Bank Down keys, it is possible to select the Banks which are scrolling in our Chaser.

### 2.5.2 Auto LED Mode for Chaser

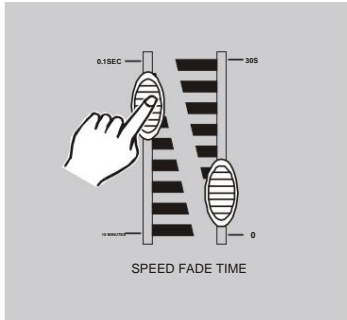


1. Press (one press) the AutoDel button, the Auto Led lights up. We let's visualize the scrolling of our different Scenes + Bank on the LCD screen.



2. Select the Chaser for scrolling using the Chaser keys 1 to 6. A

Chaser press activated, 2 Chaser presses disabled.



3. It is always possible to intervene on the Speed + FadeTime or 1 precise scrolling time settings using the TapDisplay button (see step 2.4.2).

**Reminder:**

It is possible to activate several Chasers at the same time (LED lit), the Chaser which will be activated (the display LED will flash).

**2.5.3 Musical Mode for Chaser**



1. Press (one press) the MusicBankCopy button, the Music LED lights up. For information, possibility of using the integrated microphone (located between Fixtures 1 and 7 button). let's visualize the scrolling of our Bank on the LCD screen..



2. Select a Chaser using the Chaser keys 1 to 6. One Chaser press activated, 2 Chaser presses disabled.the scrolling of our Chaser is will automatically follow the rhythms of the music.

### 3 Technical Characteristics

DC Input.....	DC 9~12V, 1000mA min.
DMX output .....	3 Pin,XLR Male
Dimensions .....	482 x 132 x 73 mm
Weight .....	2.5 Kg

#### Information and Security:

To reduce the risk of electric shock, never remove the cover of the device. He There are no parts inside the unit that you can replace yourself. Refer servicing only to qualified technicians. The arrow in a triangle alerts the user to the presence of high voltage without insulation in the device which may cause a risk of electric shock. An exclamation point in a triangle alerts you to the presence of operating and maintenance instructions found in the manual supplied with the device.

- Place and use the device for long periods near heat sources, such as amplifiers, projectors, etc. may affect its performance and even damage the device.
- Avoid shock and vibration during transport.
- If the device is installed in a cabin or flight case, always provide good ventilation to improve the dissipation of the heat produced by the device.
- To prevent condensation from forming inside the device, allow it to adjust to the ambient temperature if you install it in a warm place after transporting it outside. Condensation can sometimes prevent the device from working properly.
- Carefully choose the location where you are going to place the device. Avoid the presence of heat sources. Avoid places subject to vibrations, dusty or humid places.
- To avoid the risk of electric shock or fire, do not expose this device to rain or humidity.
- To avoid the risk of electric shock, never remove the cover of the device. If a problem arises, contact your dealer.
- Never insert metal objects or spill liquid into the device. Electric shock or malfunction may result.
- Electrical installations can only be carried out by qualified personnel and in accordance with the electrical and mechanical safety regulations in force in your country.

• Make sure the voltage of the power source in the area you are in is the same as that indicated on the back of the device. • The power cord must always be in perfect condition. Turn off the unit immediately if the cord is crushed or damaged. • Do not connect the unit to a dimmer switch. • Always use appropriate and certified cables when installing the unit. • If you experience serious operating problems, stop using the device and contact your dealer immediately. • Use the original packaging if the device must be transported. • For safety reasons, it is prohibited to make any modifications to the unit



IMPORTER

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