

# DMX OPERATION (PLEASE READ CAREFULLY)

## Appendix 2 'Basic Operation with DMX' Operating Instructions



### Getting Started:

Before setting up the MaxMover in 'Basic operation with DMX' please ensure that free movement is possible.

After a successful connection between the MaxMover, the 'Basic' DMX converter and a DMX controller has been established, the last used DMX address appears with a small red dot in the lower right corner of the LCD display.

Please note that the red dot actually appears before you continue. In case of a missing DMX signal (the red dot appears on the second position of the display) please check the connection between the DMX converter and the Control Unit.

If you only want to use the testing functions please continue with the chapter 'Testing functions'.

The button 'O' works on the 'Basic' DMX converter as an emergency stop. After using the emergency stop the system must be reinitialised; see 'Releasing the operation mode'.

### Button Functions:

- ▲ Button: UP
- ▼ Button: DOWN
- O Button: Emergency Stop
- M Button: Mode/Select



### Setting the DMX Address:

- Push button 'M' until the LCD display shows 'C' [
- Select the desired DMX-address by pushing the UP▲ / DOWN▼ buttons

### Channel Assignment:

Pan is equivalent to the set DMX address +0  
Tilt is equivalent to the set DMX address +1  
Focus is equivalent to the set DMX address +2

Make sure that the DMX address is unequivocal (no double using). When using the 'Basic' DMX converter, a 3 channel block is required for each unit. For example, first MaxMover DMX starting address = 063, next MaxMover/other device DMX starting address = 066.

### DMX Connection:

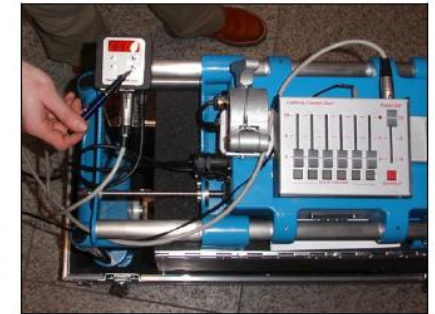
- XLR male: DMX IN
- XLR female: DMX OUT

Cable to connect with the MaxMover control outlet.

### Display Information:

By pushing button 'M' the following information may be read out on the LCD display:

1. DMX address
2. Received DMX value for PAN
3. Received DMX value for TILT
4. Received DMX value for FOCUS



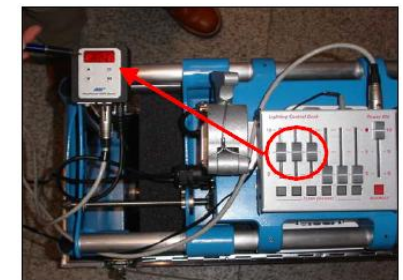
### Releasing the Operation Mode:

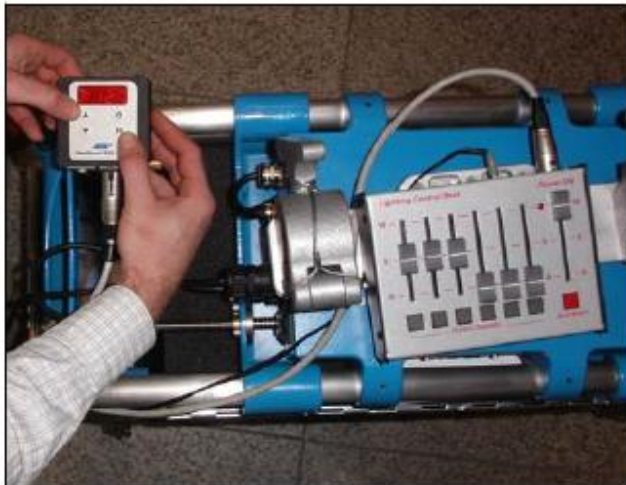
To initialise the MaxMover a value of 50% (DMX value 112-142) must be sent from the DMX control console to each channel. (PAN, TILT, FOCUS).

Now the MaxMover can be operated from the DMX controller. In each channel (Pan, Tilt, Focus) the MaxMover moves in one direction with values over 50% and in the other direction with values under 50%. Upon reaching the desired position, draw the controller channels back to 50% to stop the movement. Please test to see which DMX values correspond to which directions of movement prior to fully operating the MaxMover.

### Note:

This procedure must be repeated if a new DMX address is selected.





## **Testing Functions:**

The MaxMover 'Basic' DMX converter provides testing functions for all 3 channels (PAN, TILT, FOCUS). In order to access these functions you need to select one of the following individual functions:

DMX channel 901: PAN testing function

DMX channel 902: TILT testing function

DMX channel 903: FOCUS testing function

After selecting either DMX channel 901, 902 or 903 you need to change from the DMX channel selection mode to the DMX value readout mode by pushing button 'M'.

While holding down button 'M', push additionally either button UP▲ or DOWN▼ to test the functionality.

### **Note:**

No DMX connection is required to use the testing functions!

## **Blackout and Flash Button:**

If the PAN, TILT, and FOCUS channels are all brought to 100% at once (by using a Master Flash button on the DMX Console, for instance), the MaxMover will stop moving.

The same will happen when using the Blackout button on the console (all channels to 0%).

This Function does not work if you use the flash button of only one channel.

A sound to light button must not be used.

Due to safety reasons the MaxMover must be released after a Blackout or a Flash function; see "Releasing the operation mode".